Modding

The Mod Packer is a command line tool for packing a compiled dll file, modinfo.txt and any assets into an encrypted and simple to download and use mod package that is read by UMF.
This tool is located in `uModFramework\Tools\UMF.ModPacker.exe` and will only function within this folder while installed into a game.
It supports the following command line options:
`-packmod “<Mod Name>” “<Path to folder containing mod files>” (<version>)`

Note that the Project Generator already includes this command line tool into the build instructions, so you should normally not need to do anything.

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