[Modding](#)

Source Mods are mods that are compiled directly from source files at runtime every time as soon as the game is started.
Any .cs files placed inside \Mods\Source\<ModName>\ will be compiled into a single mod.
These mods work just like normal mods and support all the same features.

To use these mods on Windows, mono must be installed.

⚠ This feature has not seen much use yet and is still in early development.
Any issues with it should be reported in #bug-reports on our Discord.

From:
https://umodframework.com/wiki/ - **UMF Wiki**

Permanent link:
https://umodframework.com/wiki/sourcemods

Last update: **2019/07/02 08:24**