

## 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**

