

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.

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