

## 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.**

From:

<https://umodframework.com/wiki/> - UMF Wiki

Permanent link:

<https://umodframework.com/wiki/sourcemods?rev=1562052106>

Last update: **2019/07/02 08:21**

