

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:

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