Help

This page covers common issues people have with UMF.
If your issue is not found here, you can try asking for help in our **Discord**.
When asking for help in the Discord, make sure you zip your Logs folder and drop it in with your issue description.

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UMF Installer Errors

All errors with the UMF Installer are due to missing either .NET 4.7.2 (Windows) or mono (Linux & MacOSX).

Windows:

- Download .NET 4.7.2
- If you are unable to install .NET 4.7.2 then you will need to update your Windows.

Linux:

- If you used a repository to install mono then you probably did not install the complete package.
- Install the `mono-complete` package.
- If that does not work you can also try installing the `mono-devel` package.
- Alternatively you can try a **Command line install**.

MacOS:

- You most likely have an old or incorrectly installed mono package.
- Download Mono for MacOS
- Alternatively you can try a **Command line install**.

The UMF Installer is missing from the zip

Your Anti-Virus software likely deleted the file when you extracted it.

Add the folder containing the zip to **exclusions** in your Anti-Virus software.
Re-extract the zip file after this is done.

Missing file(s) after installing UMF

Your Anti-Virus software likely deleted the file.
Add the Game Folder to **exclusions** in your Anti-Virus software.
Re-install UMF with the UMF Installer after this is done.

Can't open the UMF Menu

This could be due to one of the following reasons;

- Your keyboard or laptop has a F lock key/Fn key that must be pressed to use the F10 key.
- You have changed your UMF Menu binding to something invalid. Delete `\Mods\Configs\uModFramework.ini` to clear your invalid binding.
- Part of UMF crashed when starting up. Zip the log files and provide them in the #help channel on our Discord for more help with this.

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Can't open the UMF Console

The default key binding for the UMF Console is `Left Shift + ~`.
~ or Tilde is always the key **directly above the tab key** on all keyboard layouts and languages.
If you want to change the binding you can do so within the UMF Menu.

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