

# CurseForge Introduces A Brand New API For The Community

Overwolf, the guild for game creators, has launched a new tool for mod creators to use in games such as Minecraft, World of Warcraft and more - the CurseForge API. The software lets modders share their mods directly on the internet. It also opens a whole new world of possibilities for gamers to share their games online.

This new system will give creators more control over their work, particularly when it comes to distribution through third-party companies of their creations. Authors now have the option of giving their permission to allow distribution outside of the CurseForge system, allowing them to control how their content is distributed, and to protect the monetisation of their mods through the Authors Rewards Points system.

It's not just modders who can use the CurseForge API to their advantage. The new agreement on terms of service opens up new possibilities for users who can use the system and bring gaming community projects such as Discord bots, mod managers and many more into the group, allowing the system to expand and support gamers in different ways.

CurseForge API already has 217 approved applications, including 90 mod managers 42 bots and 25 analytics tools. There are also nine server-related tools general modding tools and 11 modpack creation tools. This roster is expected to grow exponentially as more users are familiar with the platform. If you'd like to sign up to use the platform it is possible to do so [here](#). **DOWNLOAD FREE**

## Power to the players

So what does this mean for players? Overwolf has developed a standalone version of CurseForge to meet the requirements of players. Runescape is currently in alpha and built on Electron. It allows players to download and manage mods and add-ons from one location. The standalone client supports World of Warcraft in its alpha version. Plans are in place to add support for Minecraft in the near future.

Linux users can download an alpha version of the application for their operating system, which at present only supports World of Warcraft. This version is in its infancy therefore expect improvements and modifications to be made in the near future. Join the CurseForge Discord server to discuss your feedback and ask questions.

The application has many wonderful advantages for creators and players alike. It has an attractive and simplified layout, which allows you to keep all of your mods and add-ons within one place. Mod authors receive 70 percent of the app's revenues, making it an excellent method to help creators, whether players are using the free version the app or the paid-for

ad-free version.

## Modding delights

And there's never been an ideal time to get into modding your games. There are hundreds upon hundreds of mods on CurseForge that can be used to enhance your games, such as visual enhancements and completely different gameplay concepts. One of the most popular Minecraft mods on CurseForge is RLCraft Modpack, which was designed to add a semi-realistic, hardcore survival challenge element to the game.

Additionally, there's the Pixelmon Mod, which transforms Minecraft into a Pokemon-style monster-catching experience. The pack includes battle, capture and more with mods created by users. Can't be bothered to sift through the many available mods to choose which one you'd like to choose? All the Mods 6 adds hundreds of mods to the game.

Ready to start your CurseForge journey? Download the Windows Client [here](#). Are you interested in becoming a creator? Register [here](#). You can also check out the official roadmap for updates and changes to come, and subscribe to monthly newsletters to stay informed of the most recent changes. To discuss CurseForge with other users, don't forget to join the Discord server. Have fun and best of luck!