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Documentation: In progress **Quick start: In progress**

Offline copy from ModDocs. Source links remain clickable.

Don't Starve Together modding

Don't Starve Together mods use Lua and distinguish **client** changes from **server/world** changes. Klei's modding policy and overview confirms that mods can add characters, items, creature behavior, world-generation rules and UI. Those features have different loading and multiplayer consequences, so start with a single visible change in a disposable world.

> **Quick start:** create a local mod folder with `modinfo.lua` and `modmain.lua`, enable it in the game's Mods screen, enter a test world, and confirm that a small change appears. Only then add prefabs, assets or server requirements.

Make a discoverable package

The Klei-hosted modding introduction describes `modinfo.lua` as the metadata file and `modmain.lua` as a principal entry point. Use a distinctive folder name under the installed game's mods directory and keep the project separate from Steam Workshop's downloaded copies. Metadata includes a name, description, author, version and compatibility flags. Compare a current, simple mod with the current game build before copying numeric API values from an old forum post.

Do not publish a project that only happens to work on the author's machine. Klei's guidelines ask for a working description and permission for any non-original assets. Use your own art or clearly licensed material.

Choose client or server scope

A **client mod** changes that player's interface or presentation. A **server mod** changes shared world behavior and must load for the world. Metadata controls whether clients must install it; that decision affects joining and dedicated servers. Test the mod in a local hosted world first, then in a dedicated server with a second client if you claim multiplayer support. A change seen only by the host is not automatically synchronized.

The Klei modding forums and the community-maintained DST Lua reference describe common hooks for prefabs and components. Treat community API pages as version-sensitive: inspect the currently installed game scripts when using a hook, prefab name or tuning value. A hook that runs before its target is available may appear to do nothing.

Extend one existing behavior

For the first gameplay change, choose a known existing prefab and add one small post-initialization adjustment. Verify the prefab's name in the installed scripts before hardcoding it. Put the hook in `modmain.lua`, print a startup marker, enable the mod, and spawn or encounter that prefab in a fresh test world. Observe both the original behavior and your intended difference. If there is an error, remove the hook and verify that the empty mod still loads; then check the exact callback and component state.

For a new item or creature, the work expands to a prefab file, asset registration, crafting or spawn access, strings, and possibly server/client networking. The community getting-started reference explains how `PrefabFiles` points to prefab scripts. Keep namespaced file and prefab names, and test clients that have not cached your artwork.

Test and release

Test enable, world creation, save/reload, multiplayer join, and removal from a throwaway world. Check the game's log after each failure and disable only your mod to isolate conflicts. Document server/client requirements and any game version used.

For Steam Workshop, publish only after the mod works with a clean installation and Klei's content guidelines are met.

This guide is **unfinished**: it describes the package and safe test path but does not yet supply a current-version, fully tested new prefab or character. Those need game-build-specific scripts and assets.

Sources / References

External project and documentation links cited in this guide. Check the upstream release and version before following version-sensitive steps.

- modding policy and overview
- modding introduction
- Klei modding forums
- DST Lua reference