

# Curseforge Publisher Plugin

## Plugin Information

View Curseforge Publisher [on the plugin site](#) for more information.

## What does it do?

This plugin allows users to upload build artifacts to CurseForge as mod releases.

**Post-build Actions**

**Publish to Curseforge**

Game  ⓘ

The curseforge site to publish to. Example valid values are: kerbal, wow (from [Curseforge Publisher plugin](#))

API Key  ⓘ

Your curseforge API key for the game sub-site. Acquire it at <http://GAME.curseforge.com/my-api-tokens> (Example: <http://kerbal.curseforge.com/my-api-tokens>) (from [Curseforge Publisher plugin](#))

Mod ID  ⓘ

Your curseforge mod id. You can get this by looking at the URL of your project. For example if your project page is <http://kerbal.curseforge.com/ksp-mods/221564-advanced-wheels/files>, then the mod id is 221564. (from [Curseforge Publisher plugin](#))

Changelog  ⓘ

Your changelog for this release. Can be empty or read from a file using @changelog.txt as value to read from changelog.txt, you can be creative and generate this from your git commit message using a build task (git log -1 --format=%B > changelog.txt). (from [Curseforge Publisher plugin](#))

Release type  ⓘ

The release type to use on curseforge. (from [Curseforge Publisher plugin](#))

Supported Game Versions  ⓘ

Comma seperated list of versions of the game that this mod supports. (from [Curseforge Publisher plugin](#))

File  ⓘ

The file to publish. This must most likely be a .zip file. (from [Curseforge Publisher plugin](#))