

Claude Code mods: build your own features into Claude Code

From installing Claude Code to running your first mod. No coding needed, written for people who have never opened Terminal.

WHAT IT IS

Add-ons that change how Claude Code looks and works

Claude Code is Claude working directly on your computer: it reads files, writes code and runs commands. **Mods** are small add-ons that change Claude Code itself. They can add buttons, panels and new commands, or change how it behaves. The best part: you don't write them. You describe what you want in plain English and Claude builds the mod for you.

WHAT IT DOES

If you wish Claude Code did something, you can add it

- **Draw new interface:** a panel beside the chat, or a bar above the prompt, with tabs, buttons and text fields.
- **Restyle what's there:** change the loading spinner, how tool calls look, or the question dialog.
- **Add your own /commands** that run instantly, even while Claude is busy.
- **Step in before actions:** ask you first before a risky step, or block something completely.
- **Share them:** a mod is a plugin, so you can send it to your team or publish it.

WHY YOU SHOULD USE IT

Stop waiting for features. Build them in minutes.

Before mods, if Claude Code lacked something you needed, you waited for Anthropic to ship it or hacked around it with extra tools. Now one sentence gets you the feature: a meter showing how full Claude's memory is, a warning that lists what would be deleted before it happens, or a mode that hides private details while you screen-record. Anthropic is even moving its own built-in features into mods, so you can strip Claude Code down to what you actually use.

BEFORE YOU START

A paid Claude plan and a recent version

Claude Code needs a Pro, Max, Team or Enterprise plan. Mods need Claude Code version 2.1.287 or newer. They work in Terminal and in the Code tab of the Claude desktop app.

- **To check your plan:** log in at claude.ai, click your name in the bottom-left corner → **Settings**. If it says Free, upgrade first. Your Claude Code version is checked in Step 1.

STEP 1

Install or update Claude Code

- 1 **Open Terminal.** On Mac, press **⌘ + Space**, type "Terminal", press Enter.

A plain window with text appears. That's normal. You only paste commands into it.

- 2 **Paste this and press Enter (Mac)**

```
curl -fsSL https://claude.ai/install.sh | bash
```

On Windows: open **PowerShell** from the Start menu and paste **irm https://claude.ai/install.ps1 | iex** instead. Already have Claude Code? Run it anyway, it updates you to the latest version. It can sit quietly for a minute.

- 3 **Close Terminal, open a new one, and check the version**

```
claude --version
```

You need 2.1.287 or higher. If it says "command not found", close and reopen Terminal once more. Installed with Homebrew? Run **brew upgrade claude-code**.

STEP 2

Start Claude Code in a folder

1 Make a folder and start Claude Code in it

```
mkdir my-project && cd my-project && claude
```

The first time, your browser opens and asks you to log in. Approve it and go back to Terminal. If it asks whether you trust this folder, choose yes. Mods only run in trusted folders.

STEP 3

Make your first mod

1 Type what you want, in your own words

```
make a mod that shows how many tools you've used next to the spinner
```

Claude switches into mod-building mode by itself and writes the files.

2 Approve the files, then choose "Enable for this session"

Claude may ask permission for each file. That's normal, mods live in a protected folder. The mod switches on when Claude finishes.

3 Check it's running: type /plugin, press Tab to "Installed"

Your mod is listed there, and you can turn it off from the same screen. Want changes? Just tell Claude. The mod reloads after each reply.

STEP 4

Keep it, or install someone else's

A mod Claude writes only lasts for that session. To keep it, ask: "**copy this mod to a folder called mods in my home folder**". Mods others share install like any plugin, by typing **/plugin install** followed by the name Claude Code shows in the plugin directory.

MOD IDEA	WHAT TO TYPE
Memory meter	make a mod that shows how full your context is in a panel
Delete warning	make a mod that lists what would be deleted and asks me before any delete
Recording mode	make a mod that hides emails and keys on screen while I record
Task timer	make a mod that shows the task list and elapsed time above the prompt

GOOD TO KNOW

Only install mods you trust. A mod is not sandboxed. It can read your files, see your chats and act as you. Mods Claude writes for you are fine. For anyone else's, ask Claude to review it first, or run **claude plugin validate** on its folder to see what it does.

Something broke? Start with **claude --safe-mode** to turn all your mods off for one session, or disable one under **/plugin → Installed**.

Where they show up. Panels and buttons appear in Terminal and the desktop app's Code tab. The VS Code chat panel runs mods but doesn't draw them.

You already use one. The built-in **/diff** view is a mod.