

Frequently Answered Questions

The spreadsheet has been fully deleted and I have no intention of making a new one. However, a user has made a [copy](#) before its deletion. Be aware that it is incredibly outdated unless properly edited with updated info.

“What is CreamAPI?”

CreamAPI is a modified Steam API by deadmau5 (steam_api.dll (32-bit) / steam_api64.dll (64-bit)) that enables users to unlock DLC on legitimately owned Steam games.

You can view its original thread [here](#).

“What is the current version of CreamAPI?”

The current version is always displayed on its main [thread](#).

“What are the reasons that some games can’t use CreamAPI?”

- Too many custom checks upon launching the game.
- Anti-cheat (EasyAntiCheat (EAC), BattlEye, etc).

“I get ‘so-and-so’ errors when trying CreamAPI on a game using EAC/BattlEye.”

CreamAPI usually doesn’t work on games that utilize an anti-cheat. Nothing you can do about it.

“Are you able to provide bypasses for games that normally don’t work with CreamAPI? E.g.: Dead by Daylight”

No.

“Can I get banned for using CreamAPI?”

There have been no reports of getting banned from using CreamAPI. Although, this is a risk you're willing to take. The risk is low, but it's still there. It's never zero.

“I tested an Unreal Engine 4 game with CreamAPI. And I got [this](#) error.”

Use [this](#) as a reference. For v4.0.0.0 and up this has [changed](#).

“Do all games using Unreal Engine have their DLC pre-installed?”

Not necessarily. Some games have all of their DLC in one .pak file and it's a matter of activating a boolean trigger with CreamAPI to access it. But some games require actual files for their DLC.

“I have some DLC to share. What websites should I use?”

Personally, I would prefer Google Drive since Mega has a 5GB download limit and you have to wait 5 hours for it to reset. Google Drive also has a limit if the file has been viewed or downloaded too many times. But it's able to be [bypassed](#) easily.

“One of the DLC mirror links is broken!”

I get these DLC mirror links from the forms that get sent in. If it's broken (which is very unlikely to happen), you'll have to wait for it to be updated by the original uploader and then for it to get sent in again. If it was uploaded by me. I will definitely make sure that it's fixed ASAP.

“Do I have to wait until someone sends in a DLC mirror link for a specific game?”

Not at all. There are plenty of [websites](#) you could use to find what you're looking for.

“What does it mean when a game's DLC is 'pre-installed'?”

This means that all (or some) of the game's DLC comes with the original installation (this is also why some game's base file size is huge if it has a lot of DLCs, a good example is [Payday 2](#).) without you having to purchase anything extra. This also means that you just have to unlock the DLCs by just adding their indexes to the **cream_api.ini**. Some games require the experimental “unlockall” function to be set to “true” to unlock their DLCs if adding the indexes doesn't work.

*“When I use CreamAPI, the DLC that I legitimately own isn’t unlocked.
Why?”*

You still have to index DLC that you already legitimately own through Steam. If you don’t, it won’t be unlocked.

“When I add a game’s Season Pass to the DLC section. Nothing is unlocked.”

When you own a game’s Season Pass through Steam, any new content that the developer releases for the game you will automatically own. Adding just the Season Pass doesn’t unlock everything through CreamAPI. You have to manually add each DLC you want to unlock.

“How much DLC can I unlock for one game?”

All of it.

Unlike GreenLuma, CreamAPI doesn’t seem to have a limit for how much DLC you can unlock.

“Can I use CreamAPI for games on the Epic Games client?”

No. Use [ScreamAPI](#) for any games on the Epic Games client.

“Who are you?”

Some gay guy that lusts over 40-year-old hot dads.

I’m known by most as linkthehylian (“**link**” for short). I’m a huge Resident Evil fan and enjoy video games as much as you do. You can find my cs.rin profile [here](#). I enjoy sharing video game soundtracks and DLC for games. If you have any questions for me about anything just send me a PM. :)