***More information about each feature at:*** [*https://modding.wiki/en/dinkum/TRTools*](https://modding.wiki/en/dinkum/TRTools)

# Version 0.8.0

* **Features**
  + Multiple quick items can now be added using one quick items file by giving it the .qitems extension. See the doc page for quick items for more info.
  + Mods with no DLL can now be included in mod update menu by using including a .qversion file. See doc page for quick items for more info.
  + Added an event called TRTools.sceneSetupEvent. If you create objects that need to persist through quitting to main menu, then create them in a method that you subscribe to this event.
* **Improvements**
  + Chat command arguments are no longer forced to lower case. So mod authors can now have case-sensitive arguments.
  + Added a CompareAPIVersion() method to plugin tools. See plugin doc page for more info.
  + Added settings to the config file to hide up-to-date mods and/or mods with no nexus ID from the update screen.
* **Fixes**
  + Fixed an issue with clothing mannequins and signs using custom items were not properly removed from the world if the mod was removed.
  + Fixed an issue with chat commands working incorrectly when there is a trailing space and no command after the trigger.
  + All quick items now have their albedo color forced to white. This fixes issues with them sometimes having an incorrect tint.
  + The “MODS” button on the main menu no longer disappears when quitting to the main menu.
  + Fixed an issue with mods that use more than 3 numbers for a version (such as 1.0.2.0 instead of 1.0.2) throwing an error.
  + Fixed an issue with item icons being incorrectly sized on item signs.
  + Fixed an issue with some custom items (such as clothing) on top of other furniture not being correctly saved or loaded.

# Version 0.7.6

* **Features**
  + Added the “Long Dress” type for quick items. This uses the same model as the “Jacket” type but uses the dress item icon.
* **Fixes & Minor Changes**
  + Fixed multiplayer saving/loading issues that occurred even when the clients and host had the same custom item mods installed.
  + Fixed an issue with custom clothing inside of houses not saving properly.
  + Fixed an issue with mannequins being left behind if custom clothing mods were uninstalled.
  + The “Dress” type of quick item now use the dress icon as intended.
  + Fixed an issue with custom paths being unbreakable.
  + Fixed an issue with custom paths having a brown tint.
  + The default license icon is now embedded into the DLL. We’ll be uploading it as an optional file in case someone needs it as an example.

# Version 0.7.5

* **Features**
  + Paths, Wallpaper and Flooring are now supported types for quick item creation. Paths also by default have a recipe to create them using 2x Concrete.
  + Mod authors can now call plugin.RequireAPIVersion(string minVersion) which will check if the mod user has a version of TR Tools that is at or above your minimum version. If not, it will throw an error and return false so you can disable features if necessary. You can also use plugin.GetAPIVersion() to simply get the mod user’s API version.
  + You can now specify a normal map texture for your quick item using the normalMapFileName setting.
  + You can now include custom item icons for quick items using the iconFileName setting in your .qitem file.
* **Fixes & Minor Changes**
  + Fixed an issue with quick item descriptions not loading properly.
  + Fixed an issue with recipes on custom items having incorrect materials assigned.
  + Fixed an issue with certain clothing quick items using the wrong normal maps.
  + Fixed an oversight with item icon overrides (in the item\_icons folder) unintentionally requiring ‘\_’ instead of spaces in their file names.
  + The log will now print an error message if multiple quick items use the same ID.