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

# Version 0.7.6

* **New 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 & Safety Measures**
  + Fixed multiplayer saving issues that occurred even when the clients and host had the same custom item mods installed.
  + The “Dress” type of quick item now use the dress icon as intended.
  + Fixed an issue with custom paths being unbreakable.
  + Fixed and 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

* **New 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 & Safety Measures**
  + 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.