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

# Version 0.2.1

* **New Features**
  + Chat commands now make suggestions for similar commands if you have a typo.
* **Tweaks**
  + TRAssets.ListAllTextures and ListAllFiles now use ‘relativePath’ instead of ‘folderPath’ for consistency.
* **Fixes**
  + Fixed an issue with custom licenses making the mail box unusable.

# Version 0.2.0

* **Custom save data improvements**
  + Added the "initialLoadEvent" event. It plays when loading in from the main menu.
  + You can now remove a value from your save data with modData.Remove().
  + Load() can now be called manually.
  + You can now set a save file to be global so that it’s saved and loaded for all characters (and outside the slot folders).
  + The “pluginGUID” parameter on many functions is renamed “fileName” since it can be anything you want as long as it’s unique.
* **Added chat commands and tools**
  + Add custom chat commands by calling plugin.AddCommand();
  + Send messages to the chat box (bubbles) using TRChat.SendMessage() or TRChat.SendError().
  + You can now open chat with “/” and a slash will already be in place. (Can be disabled)
  + There is a help feature. Enter /help for more information.
  + Fixed issues with base game chat history feature. Cursor will now properly move to the end of the text when pressing up or down arrows, and any text you were writing before pressing up is now saved.
* **Improvements to the custom license framework**
  + Added a chat command to instantly unlock the max level of a specific license.   
    Use /tr help unlock\_license for more info.
  + The “pluginGUID” argument when adding a license is now “uniqueModID”.
  + Added a chat command to list all licenses as an ID that can be used to unlock them with the unlock chat command. Each ID is a combined string of the uniqueModID and licenseID for that license. Use /tr help list\_licenses for more info.
* TRAssets now has ListAllTextures and ListAllFiles functions for listing all files of a certain type from a given folder.
* Added XML documentation so that you can see summaries for each method/class.