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

# Version 0.7.5

* **Quick Items**
  + You can now specify an item icon for your quick item using the “iconFileName” setting in .qitem files.
  + You can now specify a normal map texture for your quick item using the “normalMapFileName” setting. See the wiki for more information. Also fixed an issue with certain normal maps unintentionally being used for many different quick items.
  + If you have multiple quick items with the same uniqueID, the log will now give you an error.
  + Fixed an issue with descriptions not loading properly.
* **Item Icon Overrides:** No longer requires ‘\_’ in item names to load properly.
* **Version Checking**
  + 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.