# Version 0.2.0

* For many of the following changes, you can find much more information on the appropriate section of the modding wiki at https://modding.wiki/en/dinkum/TRTools.
* Custom save data improvements
  + Added a new event called "initialLoadEvent". It is called when a save slot is loaded from the main menu which makes it useful for resetting things that shouldn't persist when loading into a slot.
  + Added a Remove() function to save data, accessed in the same way as GetValue() and SetValue(). This allows you to remove a variable entirely from your save file.
  + When subscribing, you must now specify a dataFormat which can be either Binary or JSON. If you want to be able to read and manually edit your save data, then use JSON.
  + You can now also call Load() manually on save data, so if you use the JSON data type you can more easily test manual changes on the fly.
  + You can now set your save data to be global, which means that it will be placed outside the save slots folders and the data will be used for all saves. To do this, set the third argument of your Subscribe() to true.
  + Changed the “pluginGuid” parameter on many save functions to just “fileName” since that’s what it really is. This should also make it clearer that changing the value will cause it to save/load to a different file.
* You can now add custom chat commands by calling plugin.AddCommand(); See the modding wiki for more information.
* You can now send messages to the chat box (bubbles) using TRChat.SendMessage() or TRChat.SendError().
* TODO
  + Test save changes
  + Test chat commands thoroughly
  + Add importing audio clips
  + Add way to get a list of paths to all files of a certain type in a specific folder.