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

# 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 (since all vanilla paths use this recipe).
  + 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.