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

# Version 0.5.0

* **Big Features**
  + **Implemented a mod update checker window.** On the Dinkum title screen, there is now a “Mods” button above the Credits button on the bottom right. If clicked, it will show a window with a button for each installed mod. Each button will tell you if an update is available and clicking any button will take you to that mod’s nexus page.
* **Small Features**
  + Chat commands now make suggestions for similar commands if you have a typo.
  + TRAssets can now load asset bundles using TRAsset.LoadBundle().
* **Tweaks**
  + TRAssets.ListAllTextures and ListAllFiles now use ‘relativePath’ instead of ‘folderPath’ for consistency.
  + Logging has been separated into Log(), LogWarning(), and LogError(). The first two still use the debugModeOnly parameter, but LogError() does not and will log the error regardless of the debug mode setting.
  + TRAssets functions are now LoadTexture and LoadSprite, instead of ImportTexture and ImportSprite.
  + You now add a custom license by calling AddLicense() on your plugin instead of from TRLicenses.AddLicense().
  + Using the /tr list\_licenses chat command now has the name of the license as well as the ID.
  + Simplified custom license IDs when using chat commands.
  + The “TR Tools” folder is now renamed to “custom\_assets”. If you used a previous version, you can safely delete the TR Tools folder.
* **Fixes**
  + Fixed an issue with custom licenses breaking the mail box.

# 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.