***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.** Access it by clicking the “MODS” button on the bottom right of the main menu. Clicking any mod update button will take you to the mod’s nexus page. Only mods with a nexus ID specified in their config file will appear in this update checker window.
  + **Custom items can now be added, including placing custom objects in the world.** See the documentation for more info. This feature is complex since there are so many kinds of items that can be placed or used in a lot of ways. Please report any bugs you encounter with this system.
  + **Item Icons can now be replaced** simply by placing an image file with the item’s name in the “custom\_assets/item\_icons” folder.
  + **Clothing and furniture items now use unique icons** rather than generic shirt, pants, table, etc. These icons are in the “custom\_assets/item\_icons” folder. If you don’t want this feature, you can delete those files.
  + **TRAssets can now load asset bundles** using TRAsset.LoadBundle().
* **General Tweaks**
  + Specifying a nexus ID when initializing is now highly recommended. If one is not specified, a large error message will appear in the console.
  + If the mod creator gives a nexus ID when initializing, this now overwrites whatever is in the config file. This ensures that mod users can’t cause issues with custom save data (such as custom items and licenses) loading properly.
  + The “TR Tools” folder is now renamed to “custom\_assets”. If you used a previous version, you can safely delete the TR Tools folder.
  + 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.ListAllTextures and ListAllFiles now use ‘relativePath’ instead of ‘folderPath’ for consistency.
  + TRAssets functions are now LoadTexture and LoadSprite, instead of ImportTexture and ImportSprite.
  + Chat commands now make suggestions for similar commands if you have a typo.
* **Custom License Tweaks**
  + The nexus ID is now required for adding custom licenses, replacing the uniqueModID parameter.
  + You now use plugin.AddLicense() to add a custom license. The unique license ID is also now an integer.
  + Changing the icon of a custom license now uses SetIcon() instead of ChangeIcon() and instead of specifying a Sprite, you specify the file name of the icon you want to use. This image file must be placed in the custom\_assets/license\_icons/ folder.
  + Improved the chat commands. License IDs for unlocking them are simplified, and the response messages have been adjusted.
* **Fixes**
  + Fixed an issue with custom licenses breaking the mail box.
  + Chat commands are now ignored if the only thing typed in was a slash.

# 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.