#	Title	Description	Comments
1	Breakable grips	An option that, when enabled, makes grips break after enough pressure is applied to them or after the wrist of the grabby hand is fractured/dismembered. Would be a real game-changer for new grappling and weapon mods. Ideally there would be a spectrum of grip strength values for modmakers to choose from (e.g. from 10 to 1).	
2	Pass-through objects	A parameter that can make an object ignore collisions, allowing anything to pass through it freely, but such that it still effects triggers. This could be used for making water or gas effects, greatly improving weapon mods, and likely many other things as well. Picture a lake of green toxic waste that tori falls into (not onto) and instantly loses due to triggers.	
3	More trigger actions	More things that triggers can do. The more the merrier, really. For example, they could give points, display text on screen (e.g FATALITY), cause the player to relax all, or something else.	
4	Option to make objects see-through on mouseover	3D items have this feature now where hovering mouse over them makes them semi-opaque, allowing player to see and click through them. This same option would be most helpful for environmental objects, which tend to get in the way of fighting otherwise. If objects became semi-opaque on mouseover or when in-between your tori and the camera, modmakers would be free to add elaborate environments without fear of hindering gameplay.	
5	Flat-topped cyllinders	Would allow modmakers to make proper wheels, shields, circular structures etc	
6	Ability to add textures to objects	Mods could be much cooler and more immersive if modmakers could add custom textures to their objects.	
7	Grouping objects & moving them together	Modmaker feature that allows moving multiple objects together while they stay stationary relative to each other. So if I had a 6-object sword and wanted to change its angle/position, I wouldn't need to painstakingly readjust each of the 6 objects individually.	
8	Option to turn off self-grabs	An option to turn them off so that you can't grab your own body but can still grab your opponent.	
9	Easier way to customize starting stances	Currently if you want to change starting position of toris, you have to manually move every joint and body part that you want moved, and then readjust joint axis' and ranges of motion so that affected parts move as they did originally. This is a colossal pain in the ass. It would be great if there was some 'custom stance' function in modmaker that allowed us to set custom positions the same way we play the game: by clicking joints to move the doll however we want. When we got the position we want, we'd click some button which automatically imported that stance into the mod. If this isn't doable, ability to group body parts/joints and move them together would be the next best thing.	- Alternatively (Or additionally), an option to tinker with size/weight would be great too. As for now if you just want to make Tori 1.5 his size, you have to increase the size of each body parts, move them one by one, and then re-ajust the density and velocities for each part. That's extremely huge number-crunching, and even then it's very hard to get a perfect default tori that's just "bigger".
10	Mod description	It would be nice if there was a way for players to access current mod description in-game by pressing some key. The description would be read from the mod file, assuming mod creator put it there. Currently players can get some idea about the mod by typing /set to look at some settings, but there's only so much info that gives you. It doesn't give info about body/joint flags, triggers, or hidden objects, and new players wouldn't even know how to interpret those attributes anyway.	
11	Object-oriented thrust	An option that allows us to give an object thrust which is always perpendicular to one of it's sides, such that rotating said object also changes thrust direction. This would allow creation of cool steerable vehicles (helicopters come to mind), rockets, and all sorts of cool mechanisms.	

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12	Ability for mod creators to edit their own uploaded mods	Sometimes, even after extensive testing, you don't find the defect until the mod has already been uploaded. You can upload another, fixed version, but you can't use the original dope-ass name because it's forever reserved for the defective first version. Does it have to be this way? If modmakers could quickly edit their uploaded mods on the Mods page, or reupload their mod under same name, then good mod names wouldn't be wasted and we'd drastically cut down on number of redundant defective versions of same mod cluttering mods list.	
13	Option to randomize some object properties at start of each game.	If we could set environmental object's velocity (for example) to be random every game then we could create mods with unpredictable dynamic environments. We could, for example, make a golem that moves differently from one game to another.	
14	Ability to upload custom shaders	As it stands there aren't many official shaders to choose from. If users could freely upload shaders the same way they can upload mods, we'd have far more variety in that department.	- It'd be great to extend that to even Atmos. I'd even go as far as suggesting to include the script to be used alongside modmaking. This could also go towards the suggestion of making pass-through objects.
15	Ability to edit more body part properties	Currently we can only edit density and velocity, as far as I know. It would be great if modmakers could edit other body properties like friction, bounce, and color.	
16	Slowed-real-time gamemode	Would be neat if there was a gamemode that allowed us to play the game in "real" time rather than discrete turns. Movement would be continuous, albeit sufficiently slowed down, and players could click and change joints at any time based on what their opponent is doing.	- Dab and I tested something somewhat similar to see how we'd feel about it : we went on different mods and put 2 tf and 3-5 reactiontime... it's different but somewhat fun. Misclicks are deadly and it's intense. Very hard for newer players though, as they would take more time to assimilate what each joint does what and what they should change next. I attached a couple replays on the forum posting of this
17	Weapon enables dm/fracs	Simply allowing the "weapon" status to either fracture or dismember instead of only the latter.	
18	Improved collision detection	Much easier said than done, no doubt, but it'd be awesome if objects didn't phase through each other as much when they're not supposed to. Weapon mods especially would benefit a great deal from this.	
19	More dojo options	Some more options with dojos could be really nice. Having a X by Y instead of simply a square dojo, or/and, as baggle suggested, a possibility to make it change its size mid game could be very interesting. Could go even much further and allow us to put "waypoints" for the dojo to go through, so we could make a complicated shape to fit whatever mod we wanna make. We could even have multiple ones ! (Any regular mod with "holes" in their dojo? that could be interesting. To fit that we could have an option that DQs inside instead of outside in a specified dojo? that's perhaps going a bit too far though, and doable with a mod anyways)	
20	Shield-only flag	Currently there is a weapon-only flag, and a shield+weapon flag. What's missing is a shield-only flag, where a body part is immune to instagib but not instagib itself. Some interesting mods could be made with this flag.	
21	More alt_ properties for hands (grabby hands)	As far as I know you can only set alt_sides for grabby hands. It would be great if we could set other alt properties like position, rotation, friction, bounce.	- And the possibility to choose whether or not hands dq naturally (+ dq timer)
22	Attach objects to tori	It'd be cool to make armor, or force people to keep whichever objects the mm desires in hand (eliminates annoying throws in weapon mods)	
23	Undo button for modmaker	Ability to undo last change(s), so if we accidentally click and move an object, or disable one, we can just undo that, instead of possibly spending a lot of time rewriting the right properties.	
24	More joints	More joints would be much appreciated, as well as the possibility to make them more influencial eg. Set it as static and it wont move, only the objects attached to it will. If it was possible for them to also force the objects not to get out of the desired alignement, that'd be great.	
25	An option to start players with grabby hands	It would be good if modmakers had an option to make players start the game with hands already in grabby mode. Especially useful for weapon and vehicle mods.	

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26	Alternative victory conditions	Options that, when enabled, cause different conditions to trigger a win. Things like fracturing/dismembering opponent, reaching some number of points, or hitting the head really hard (KO function).	
27	Animated decals	Allow modmakers to add animated effects like fire, lightning, or water effects to their mods.	
28	Chain triggers	Would be good if objects had an option that allows them to pass their triggered state to compatible adjacent objects. This could be done by adding another object property, "pass to", after "group" & "collide with". So if there are 5 cubes standing adjacent to each other, each from group 1, each with "pass to 1", touching just one of these cubes would trigger the rest. This alone would have cool applications, but it would work even better if we got more than 4 trigger groups.	
29	Glow/dynamic lighting	Ability to add glow effect to objects would be great. Dynamic lighting would be even better, even though it's probably hard to implement.	