

Shopping

v3.4.7

*Updated TOC version for patch 7.3.

*Fixed bugs with changes to how sounds are played.

v3.4.6

*Updated TOC version for patch 7.2.

v3.4.5

*Reverted previous change.

v3.4.4

*Fixed bug detecting failed buyouts.

v3.4.3

*Fixed lag issue during crafting search mode item buyout.

v3.4.2

*Updated TOC version for patch 7.1.

v3.4.1

*Fixed bug with not being able to post auctions.

v3.4

*Shopping now takes advantage of some new scanning optimizations in more situations.

*Fixed bug with Shopping trying to post soulbound items.

v3.3.9

*Fixed bug with displaying search results.

v3.3.8

*Increased max disenchant search iLvl to 905 to support Legion.

v3.3.7

*Fixed bug with notifying modules of no auction results found from a search (like crafting's gathering feature).

*Fixed a bug with even stacks filter from crafting's gathering search.

v3.3.6

*Fixed bug with trying to post soulbound items.

v3.3.5

*Fixed bug with crafting mode searches not working in previous version.

v3.3.4

*Using new APIs added to core TSM addon to workaround Blizzard's item caching issues.

*Fixed a bit of lag when selecting auction result rows.

v3.3.3

*Fixed bug with creating subclass filter searches

v3.3.2

*Fixed bug with "exact" filter always being set on searches.

*Fixed issue with class / subclass dropdowns.

*Temporarily disabled some code which was causing lag issues for some users due to Blizzard's item cache bugs.

v3.3.1

*Fixed bug affecting sniper searches which is caused by the last page of the AH missing items.

v3.3

*Updated for patch 7.0.3.

v3.2.4

*Fixed bug with extra filters not being included in recent / favorite searches for crafting mode.

v3.2.3

*Fixed bug with post duration being set to 48 hours on subsequent posts if you did not change the duration dropdown.

* NB - due to the way blizzard internally stores auction time left, items posted at 24 hours will display as 48 in shopping results.

v3.2.2

*Fixed bug with crafting search disenchanting items.

v3.2.1

*Fixed bug with inline search filters.

v3.2

*Added support for filtering by equipment slot.

v3.1.5

*Fixed error when TSM_AuctionDB is not present.

v3.1.4

*Fixed bug with great deals button being grayed out even if data is available.

v3.1.3

*Fixed a bit more lag with large scans.

v3.1.2

*Fixed lag experienced during large group scans.

v3.1.1

*Fixed error which occurred when renaming a recent or favorite search.

v3.1

*You can now shift-click on the search button after running a favorite search to run the next favorite search in the list.

*After stopping the sniper, you can now shift-click the search button to quickly restart it.

*Fixed a visual issue with renaming recent / favorite searches.

v3.0

*Initial 3.0 version!

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v2.4.6

*Updated for patch 6.2

v2.4.5

*Fixing interface version.

v2.4.4

*Updated for patch 6.1.

v2.4.3

*Increased Max DE iLvl to 640.

*Added transformations to destroying search.

v2.4.2

*Fixed Lua error with disenchant search.

v2.4.1

*Updated for patch 6.0.2

v2.4

*Fixed some bugs with searching by itemString.

*Added support for getting search strings from the TSM app data file.

*The scanning code should no longer cause interface lag while processing the results of large filters.

v2.3.6

*The subclass dropdown in the custom filter sidebar tab will now properly clear when the class dropdown is changed.

*Removed code for the old TSM app which was increasing logout times.

v2.3.5

*Fixed issue with calculating price per target item for gems in destroying search.

*Added events and module APIs for the new TSM Assistant feature.

v2.3.4

*Fixed issue with calculating percentage of min buyout versus deValue.

*Added min / max item level for other > disenchant search.

*Fixed issue with destroying search scanning the entire AH.

v2.3.3

*Fixed variable being declared as global unnecessarily.

*Fixed bug with Sniper not working for Shopping operations.

*Fixed error when starting Sniper scans.

v2.3.2

*Fixed issue with vendor and disenchant searches.

v2.3.1

*No update. Trying to fix issue with curse.

v2.3

*Added Sniper feature in the "Other" sidebar tab.

*Added options for new Sniper feature to Shopping's options page.

*Cleaned up a lot of older, deprecated code.

*Updated localizations.

v2.2.4

*Fixed bug in filter search code.

v2.2.3

*Updated Shopping Appdata to support changes in desktop App v203.

v2.2.2

*Fixed layout of buttons in the "Other" sidebar page.

v2.2.1

*Updating group tree creation API call.

v2.2

*Added disenchant search to the "Other" sidebar tab.

*Added an option to set the max percentage of disenchant value that the disenchant search will return results for.

v2.1.1

*Api changes for gathering shopping search

v2.1

*Fixed bug on non-enUS clients.

*Added link of Dreams / Shadow Pigment to applicable destroy mode searches.

*Updated some API functions to support new gathering functionality in TSM_Crafting.

*Added shopping operation max price to tooltips.

*Added lesser essences to destroy searches for greater essences.

*Fixed some destroy ratio issues.

*Updated TOC for patch 5.4.

v2.0.4

*Bug fix with v2.0.3 and TSM2.1.

v2.0.3

*Fixed a bug involving switching AH tabs without ever opening the sidebar.

*Moved operation management to its own tab.

v2.0.2

*Fixed bug that was causing destroy searches from gathering to not work properly.

*Updated scrolling tables.

*The Bid percent option is now correctly a percent slider.

v2.0.1

*Removed old dealfinding code.

*Bug fix with the quick posting window.

v2.0

*First 2.0 Version!

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v1.4

*Updated for patch 5.2.

*Fixed some bugs with linking items into the search bar.

*Added the "Quick Posting" window and corresponding options.

*Added support for new quick buyout feature.

*Fixed various battle pet issues.

*Fixed an issue with quick posting auction duration.

*Many other minor bug fixes and improvements.

v1.3

*The search should now be smarter when selecting the next item to buy.

- *Moved the dealfinding search to the "special searches" frame.
- *Added code to take advantage of some of the new scan speedups in LibAuctionScan.
- *Added option for selecting price source of % market value column in search results table.
- *Fixed a bug with items in imported lists not getting names.
- *Updated for the new TSM design.
- *Many other minor bug fixes and improvements.

v1.2

- *Added special searches (currently Vendor and Disenchant).
- *Dramatically increased the speed at which Shopping can purchase items.
- *Added support for other modules being able to create shopping lists.
- *Items in shopping lists will now show in alphabetical order.
- *Many other minor bug fixes and improvements.

v1.1

- *Added an option for not showing results above max dealfinding price.
- *Added right-click shortcut to dealfinding/shopping lists in recent searches frame to open up options for that list.
- *Fixed a bug with the text at the top of the Crafting Mats search not being correct.
- *Fixed a bug where the Crafting Mats search could potentially buy too many mats.
- *The Crafting Mats frame will now properly update its color when changed in the TSM options.
- *The search bar will now properly lose focus when the TSM tab is in the background.
- *Fixed some bugs with the confirmation window's frame strata in various situations.
- *The search will no longer restart if an auction is not found.
- *When buying things, the next row will now be selected automatically.
- *Many other minor bug fixes and improvements.

v1.0

- *First Release Version!

Beta Versions:

v0.2.5

- *Updated TOC for patch 4.2.
- *Many other minor bug fixes and improvements.

v0.2.4

- *Updated the scanning code.
- *The scanning code should now work better with the new version of Auctioneer.
- *Added "Transforming" to what was previously the "Shopping - Milling / Prospecting / Disenchanting" feature.
- *Many other minor bug fixes and improvements.

v0.2.3

- *Adding items to dealfinding should now give an "invalid item" message far less frequently.
- *Fixed a bug with the disenchanting feature not properly integrating with the shopping - crafting mats feature.
- *Updated the TOC for patch 4.1.
- *Many other minor bug fixes and improvements.

v0.2.2

- *Fixed a bug with shopping for inks causing an error.
- *Implemented disenchanting scans. Currently only dusts are supported.
- *Added an option to not disenchant for crafting mats.
- *Many other minor bug fixes and improvements.

v0.2.1

- *Possibly fixed the bug where auctions were being skipped / ignored by Shopping.
- *Fixed a few typos.
- *Fixed a bug where setting a max price for general buying was throwing an error.
- *Added a "Skip Current Auction" button to Dealfinding.
- *Changed any use of "Dealfinder" to "Dealfinding" for consistency.
- *Many other minor bug fixes and improvements.

v0.2

- *Fixed some incorrect prospecting values.
- *Added an option to disable searching for ore when shopping for raw gems for Crafting.
- *Added "herbs / ore only" option for milling / prospecting searches.
- *Moved all the options / dealfinding settings to a new options page inside the main TSM window.
- *Added an option to shop for blackfallow ink for trade-ins automatically if cheaper.
- *Many other minor bug fixes and improvements.

v0.1.8

*Added a few more bug fixes.

v0.1.7

*Fixed a bug with Dealfinding occasionally giving an error.

*Localization files should now be loaded correctly.

*Fixed inferno ink ratios.

*Removed the enchanting icon as it's not yet implemented.

*Many fixes for the "no auctions found..." issue.

*Many other minor bug fixes and improvements.

v0.1.6

*Dealfinding list is now stored globally instead of by profile.

*Fixed milling coefficients.

*Many other minor bug fixes and improvements.

v0.1.5

*Fixed a major bug that was preventing some gems from being purchased through the automatic mode.

v0.1.4

*Multiple bug fixes with buying items in all different modes.

v0.1.3

*Fixed another bug caused by setting a max price in the destroying section of Shopping.

v0.1.2

*Few minor bug fixes.

v0.1.1

*Fixed a bug that caused the addon to not upload properly.

v0.1

*First version!