

Core

v3.6.39

*Added new bonus ids for Mythic and LFR Antorus Raid BoEs.

v3.6.38

*Added new bonus ids for Antorus items.

v3.6.37

*Add destroying ratios for astral glory.

v3.6.36

*Added new prospecting gems.

v3.6.35

*Added new bonus ids for 7.3.

*Fixed another sound bug.

v3.6.34

*Fixed typo

v3.6.33

*Updated TOC version for patch 7.3.

*Fixed bugs relating to changes on how sounds are played.

v3.6.32

*Fixed problematic bonus id.

v3.6.31

*Updated bonus ids.

v3.6.30

*Fixed issue related to changes in bonus ids.

v3.6.29

*Fixed a few bugs caused by 7.2.5.

v3.6.28

*Fixed issue with missing bonusIds.

v3.6.27

*Fixed issue with version number not being displayed correctly.

v3.6.26

*Fixed bug related to new keystone item type in patch 7.2.

*Fixed bug with vendor buy prices not being properly updated when visiting a vendor.

*Fixed lua error from item info corruption.

v3.6.25

*Added missing bonusId.

v3.6.24

*Fixed issue related to bonusIds.

v3.6.23

*Fixed issue with missing bonusIds.

v3.6.22

*Fixed issue with missing bonusIds.

*Fixed issue with old item information in patch 7.1.5.

*Made some changes required by new Crafting code for Gathering.

v3.6.21

*Added missing bonus ids

v3.6.20

*Fixed bug with using chest inventory type Shopping search filters.

v3.6.19

*Fixed bug with auction buy/sell/cancel features and twitter integration when using EIVUI chat module.

v3.6.18

*Revert previous incorrect fixes.

v3.6.17

*Fixed bug with account sync and invalid players.

v3.6.16

*Fixed bug with auction buy/sell/cancel features and twitter integration

v3.6.15

*Updated destroy ratios for Legion ore / herbs

v3.6.14

*Fixed issue with item name changes not being detected after a patch update.

v3.6.13

*Fixed bug with scans not returning all results.

v3.6.12

*Updated TOC version for patch 7.1.

*Fixed bug on non-connected realms caused by 7.1 changes.

v3.6.11

*Fixed bug causing AuctionDB to not properly load some region statistics.

v3.6.10

*Fixed a bug with parsing app data

v3.6.9

*Set twitter integration disabled by default.

v3.6.8

*Fixed bug causing interface lag in certain situations.

v3.6.7

*Fixed an issue with vendor buy price if items was sold in stacks (like crystal vials).

*Fixed a bug with caching soulbound items that prevented bags from being sold if you had the same bag equipped.

v3.6.6

*Fixed potential bug with detecting soulbound items.

v3.6.5

*Improve caching of soulbound items.

v3.6.4

*Added caching of bag inventory.

*Fixed issues with detecting soulbound BOA items.

v3.6.3

*Fixed issue with scan results getting cleared.

v3.6.2

*Fixed importing of large groups causing interface lag and errors.

*Fixed bug with importing of BoA items.

*Fixed potential duplicate scan results from some queries.

v3.6.1

*Fixed a bug with scan speed optimization for some items.

v3.6

*Added brand new optimization to dramatically increase scan speed, primarily for high-volume items.

*Fixed bug which potentially affected buying of auctions (with TSM_Shopping).

v3.5.18

*Validate when scanning last page to prevent issues with unknown items (affecting Sniper).

v3.5.17

*No change.

v3.5.16

*Added some analytic events.

v3.5.15

*Fixed some issues relating to legion items and required levels.

v3.5.14

*Added a few more missing BoP Engineering materials and their vendor prices.

v3.5.13

*Improved performance of soulbound item detection.

v3.5.12

*Fixed issue with pet imports.

*Fixed issues related to unknown item message.

*Fixed issues related to Legion material destroy searches.

v3.5.11

*Added missing BoP Engineering only items.

v3.5.10

*Added bonus ids related to item suffixes and sockets back.

v3.5.9

*Fixed some issues related to items with various bonuses.

v3.5.8

*Fixed a bug preventing legion ores from showing as prospectable.

v3.5.7

*Switched to Roseate Pigment for ink vendor trades.

v3.5.6

*Added soulbound materials added in Legion.

v3.5.5

*Fixed error caused by some Legion items (mainly with regards to TSM_Destroying).

*Fixed issue with tooltip flashing in the bottom-left of the screen.

v3.5.4

*Added workaround for item level issue with some legion items.

v3.5.3

*Added preliminary prospect / milling ratios for crafting searches and destroy values.

*Fixed an issue with soulbound item detection.

v3.5.2

*Added preliminary disenchant ratios for crafting searches and destroy values.

v3.5.1

*Added missing bonus ids.

*Fixed some tooltip issues.

v3.5

*Replaced LibExtraTip with built-in tooltip code to improve reliability and fix various bugs.

*Improved performance of importing large groups.

*Added some automatic cleanup of app-related data which is no longer of any use.

v3.4.31

*Fixed some tooltip issues.

v3.4.30

*Fixed issue where moving random enchant / staged items were treated as base items.

v3.4.29

*No changes.

v3.4.28

*Fixed bug affecting some items with bonusIds.

v3.4.27

*Fixed bug with getting the quality of battlepets.

*Fixed error from disenchant searches.

*Fixed item name issue when changing locales.

v3.4.26

*Fixed compatibility with TUJ addon.

v3.4.25

*Added missing bonus ids.

v3.4.24

*Fixed "Unknown Item" showing up in scan results for randomly-enchanted items by adding another workaround for Blizzard's issues.

*Fixed some lag by reducing the frequency of inventory scans.

v3.4.23

*Fixed issue with some bonus ids.

v3.4.22

*Fixed error showing up upon load for some users.

v3.4.21

*Fix for filtering grouped items by quality

v3.4.20

*Fix for missing bonus ids

v3.4.19

*Fixed bug affecting randomly enchanted items.

v3.4.18

*Fixed bug affecting item info.

v3.4.17

*Further workaround for Blizzard's item caching issues by storing item info between sessions.

*Fixed some lag when opening the AH with the auction sales feature enabled.

v3.4.16

*Added new bonus ids

v3.4.15

*Fixed error when saving item links in item info cache.

*Fixed error from group filtering.

v3.4.14

*Removed debug print.

v3.4.13

*Fixed error when fetching battle pet item info.

*Fixed item info messages printing forever when invalid items were in groups.

*Reduced initial login lag.

v3.4.12

*Potentially fixed a bunch of item info related issues by working around Blizzard's item caching issues.

*Fixed scans always searching for individual items.

v3.4.11

*Fixed issue with item classes when finding auctions.

v3.4.10

*Fixed issue with removed item classes.

v3.4.9

*Fixed bug affecting large scans.

v3.4.8

*Fixed bug with detecting bag type.

v3.4.7

*Fixed bug with inventory tracking of sent mail.

*Fixed bug in LibExtraTip.

v3.4.6

*Fixed issue affecting items with bonus ids.

v3.4.5

*Fixed error with default mail frame and other mail addons.

v3.4.4

*Fixed bug with other addon errors showing up as a TSM error.

*Fixed error when return mail.

*Fixed bug with imports containing items with bonus ids.

v3.4.3

*Fixed issue with inventory data not being reliable due to bugs on Blizzard's end by adding some workarounds.

v3.4.2

*Fixed another bug with the mail inbox.

v3.4.1

*Fixed some bugs with the mail inbox.

v3.4

*Updated for patch 7.0.3.

*Fixed bug with moving non-group items.

v3.3.19

*Fixed error when storing operations globally.

v3.3.18

*Fixed detection of region for some realms.

v3.3.17

*Disabled no-lib creation.

*Added analytics framework.

v3.3.16

*Fixed bug with groups page.

v3.3.15

*Fixed bug with inventory data on some realms.

v3.3.14

*Greatly sped-up the groups page for people with large numbers of groups.

*Fixed issue with cross-realm inventory data.

*Fixed error when renaming custom price sources.

*Fixed error caused by importing an operation as a group.

*Fixed a bunch of errors caused by a bug in inter-thread communication.

*Fixed error with custom price loop message.

*Fixed error with attempting to applying an operation to nothing.

v3.3.13

*See v3.3.12 changes (no other changes)

v3.3.12

*Fixed bug with the current region being incorrectly identified in some cases.

v3.3.11

*Fixed bug with some WoD crafted items not being handled properly by TSM.

v3.3.10

*Removed debug print which was spamming chat.

v3.3.9

*Fixed crash with previous release.

v3.3.8

*Fixed bug with some items gaining incorrect bonusIds.

v3.3.7

*Fixed bug with including a dash in a group filter.

v3.3.6

*Added a delay and minimum quiet-period to update notifications.

v3.3.5

*Fixed bug affecting some existing group filters.

*Fixed bug with filtering groups by equipment slot.

v3.3.4

*Fixed bug with connected realms with dashes in their name.

v3.3.3

*Fixed another bug with connected realms.

v3.3.2

*Fixed bug with connected realms.

v3.3.1

*Fixed a login error.

v3.3

*Added support for filtering by inventory slot to the group filter.

*Added addon update information from the TSM Desktop Application.

*Updated the "TradeSkillMaster Team" info.

*Changed connected realm code to use game API instead of hard-coded list.

*Removed temporary mapping for WoWuction prices.

*Fixed bug with "TSM Features" page not showing up for esES (and possibly other) locales.

v3.2

*Added temporary mapping and warnings for WoWuction prices (<http://bit.ly/tsmwuend> for more info).

*Added tooltip reset warning popup.

*Improved custom price caching to reduce lag from complex custom prices.

*Fixed bug with app data not being saved.

v3.1.12

*Fixed an issue where item filters ignored level.

v3.1.11

*Supporting update for TSM_Auctioning issue.

v3.1.10

*Fixed bug with previous version.

v3.1.9

- *Fixed lag with large auction house scans.
- *Fixed lag from large custom prices with many price sources within them.
- *Fixed error in LibExtraTip library related to raid frames.

v3.1.8

- *Fixed issue with filtering battlepets by type.
- *Added caching of battlepet species in guild vault.

v3.1.7

- *Fixed issue with settings not properly saving in some cases for TSM_AuctionDB and TSM_Accounting.
- *Updated the list of tracked bonusIds.

v3.1.6

- *Remove debug from last fix.

v3.1.5

- *Fixed bug where some items in guild vault were seen as Soulbound for gathering / warehousing.
- *Added Ore nuggets to transformations.

v3.1.4

- *Fixed bug affecting some Pre-WOD crafted items.

v3.1.3

- *Fixed bug affecting some group+operation imports.

v3.1.2

- *Fixed bug with upgrading from TSM2.

v3.1.1

- *Fixed some issues with handling of battlepets.

v3.1

- *Operations can now be exported with groups.
- *Filtering out unimportant bonusIds to make it easier to deal with different versions of crafted items.
- *No longer considering the health, power, or speed of battlepets in groups or elsewhere.
- *Empty dropdowns in the profile settings will now be disabled.
- *Fixed lag in items tab of groups.
- *Fixed lua error caused by entering an invalid filter in the items tab of a group.
- *Improved initial lag upon logging into the game.

v3.0.3

- *Now properly displaying errors from unofficial TSM modules.

v3.0.2

- *Fixed missing TSM tooltips in default profession UI due to bug in LibExtraTip.

v3.0.1

- *Showing different text in the error window for errors from unofficial modules.

v3.0

- *Initial 3.0 version!

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v2.10.26

- *One more try to fix version number.

v2.10.25

- *No Changes, fixing version number.

v2.10.24

- *No Changes, fixing curse upload issue.

v2.10.23

- *Updated Interface version for patch 6.2.

v2.10.22

- *Fixed min ilvl for disenchanting uncommon armor / weapons

v2.10.21

- *Fixed greater / lesser magic essence transform rates.

v2.10.20

- *Fixed bug caused by Blizzard AH loading before TSM does

v2.10.19

- *Fix toc

v2.10.18

*No Change

v2.10.17

*Update Bagnon / Add LiteBag support

*Updated for patch 6.1

v2.10.16

*Display prospect value in tooltips as per ore rather than per prospect.

v2.10.15

*Fix ILvl range for draenic dust.

v2.10.14

*Items which are bind on account (or bnet account) will now properly be treated as BoP.

v2.10.13

*Made some changes to how data for the app is stored.

v2.10.12

*Fixed bug with app data not loading properly and wiping previous data.

*Added DE values for Temporal Crystals

v2.10.11

*Adjust DE levels for Draenic Dust for blue items.

v2.10.10

*Add Temporal Crystal to conversions.

*Tweak DE levels for Draenic Dust / Luminous Shards.

v2.10.9

*Fixed bug in custom price code.

v2.10.8

*Fixed memory leak in custom price code.

*Updated disenchanting rates.

v2.10.7

*Add TheUndermineJournal as optional dependency.

v2.10.6

*Fixed bug with search filter generation.

v2.10.5

*Reverted previous change.

v2.10.4

*Fixed bug regarding the option to open bags with AH.

v2.10.3

*Tweak some of the conversion rates.

*Add missing vendor trade conversion for IOD.

v2.10.2

*Fixed Lua error caused by some changes in v2.10.

v2.10.1

*Fixed Lua error upon opening BMAH.

v2.10

*Added support for prices via the new TUJ addon.

*Fixed bug with BMAH.

*Fixed bug with disenchant price source.

v2.9.19

*Added WOD DE mats.

*Fixed sorting on auction results tables.

v2.9.18

*Missed some of the WOD herbs for milling.

v2.9.17

*Updated Inscription item conversions / vendor trade inks for WOD

v2.9.16

*Fixed bug with upgrading from older version.

*Updated some URLs.

v2.9.15

*Fixed bug with shopping search imports.

v2.9.14

*Spirit of Harmony no longer Soulbound.

v2.9.13

*Fix issues recognizing Auctioneer / Auctionator price sources.

v2.9.12

*Reverting previous change - bank bag counts are not updated correctly when the bank is not open.

v2.9.11

*Checking bank bags no longer requires the bank to be open

v2.9.10

*Fixed an issue with warehousing bank slots if the reagent bank has been purchased

v2.9.9

*Fixed an issue with warehousing bank slots if the reagent bank hasn't been purchased

v2.9.8

*Updated libs for patch 6.0.2

v2.9.7

*Updated for patch 6.0.2

v2.9.6

*Added support for shopping searches in the TSM app data.

*Fixed the TSM App URL.

*Rewrote most of the TSM threading code to add functionality and make it more robust.

v2.9.5

*Grabbing latest version of AccurateTime which should fix conflicts with other addons.

v2.9.4

*Grabbing latest version of LibParse which should fix some issues that users with large amounts of group data were experiencing.

v2.9.3

*Fixed another bug with data for TSM App not being saved properly.

v2.9.2

*Removed TUJ price sources.

*Fixed bug with data for TSM App not being saved properly.

*Fixed bug affecting WoD beta.

v2.9.1

*Fixed bug with ruRU localization causing lua error.

v2.9

*Updated to support the new TSM Desktop Application.

*Custom price sources will now be listed in the popup that shows when changing a custom price.

*Changed popups to hopefully avoid tainting Blizzard's UI code.

v2.8.3

*Made TSMAPI:IsSoulbound() MUCH more efficient which will GREATLY reduce the interface log of all modules..

v2.8.2

*Added LibChatAnims to fix Blizzard bug with adding chat filters.

v2.8.1

*Updated connected realms.

*Added some more validation to price sources to avoid lua errors.

v2.8

*Fixed issue with TSM error handler.

*Removed 1.x dealfinding / shopping list support for importing items to groups.

*Added options for displaying prospect and mill values in tooltips (enabled by default).

*Reorganized general tooltip options slightly.

*Fixed bug with "/tsm version" not going in the right chat tab.

*Added confirmation for copying a profile.

v2.7

*Added new "check" function for doing logic operations in custom prices.

*Fixed bug with multiple fixed gold values in custom prices being invalid in certain situations.

*Removed "Status / Credits" tab and put credits at the bottom of the first tab instead.

*Modified the "New Group Name" editbox to contain the current group name by default.

*Made external price sources (mainly from Auctioneer) more consistent with TSM price sources.

v2.6.2

*Added verify for a sync setup which has been corrupted due to manual copying of saved variables.

*Added help button to main TSM frame for opening TSM assistant.
*Made lines under icons in main TSM frame shorter so they don't interfere with the title text.

v2.6.1

*Fixed typo in Assistant step.
*Made Assistant window wider.

v2.6

*Added new TSM Assistant feature!
*Removed SetUnit hook from LibExtraTip to avoid errors.
*Updated localized strings.
*Updated hard-coded list of connected realms.

v2.5.14

*Added line to TSM Info / Help page.

v2.5.13

*Fixed issue with importing groups with spaces in the subgroup names.
*Fixed bug with post confirmation window and removed coloring of g/s/c letters.

v2.5.12

*Fixed bug introduced in v2.5.11 with percentages in price sources.

v2.5.11

*Fixed bug with parsing price sources with multiple percentages.

v2.5.10

*Added functionality to TSM API functions including auto-complete support for editboxes.
*Minor code cleanup.

v2.5.9

*Fixed bug which was causing lua errors in TSM_Shopping.

v2.5.8

*Minor bug fix.

v2.5.7

Improved TSM:GROUPS: events for external usage.

v2.5.6

*Added TUJ as optional dependency to ensure it loads first.

v2.5.5

*Fixed bug with importing operations.

v2.5.4

*Cleaned up some code in the error handler and made it more resilient.

v2.5.3

*No change - fixing issue with curse packager.

v2.5.2

*Fixed bug with new change in v2.5.1.

v2.5.1

*Fixed bug with preparing filters taking a very long time.
*Removed name from auction results row.
*Removed some debug code.

v2.5

*Added error message when you try and move a group to one of its subgroups.
*Reorganized and cleaned up the code.
*Added option for embedding TSM's tooltip lines (enabled by default to maintain prior behavior).
*TSM's error handler will now ignore errors from auc-stat-wowuction.
*Fixed issue with multi-account syncing in patch 5.4.7.

v2.4.5

*Fixed issue with resizing the TSM window.
*Added some debug code.
*Potentially fixed bug with scans scanning too many pages due to missing item info.
*Fixed bug with main window not correctly saving its position and size between sessions.
*Fixed bug with moving the main window from the TSM icon
*Added TSM API:Assert for unexpected conditions which should be reported as errors to the TSM team.
*Added TSM API:Verify for conditions which require corrective action by the user and are not addon bugs.
*Soulbound items will no longer be moved for warehousing/auctioning options on the BankUI.
*Added events and event logger. Improved error handler.
*Fixed bug with tooltips having a delayed update after modifier keys are pressed.
*Errors occurring within threads should now be properly reported.
*Added vanilla gems to conversions.

- *Added TSMAPI:GetConnectedRealms() to allow for basic connected realm support.
- *Fixed bug with multi-account code constantly trying to add people to the friends list.

v2.4.4

- *Fixed bug with TSM tooltip.
- *Cleaned up some code.

v2.4.3

- *Added tooltip options for displaying custom price sources in tooltips.

v2.4.2

- *Fixed stack overflow issue with importing of large groups.

v2.4.1

- *No change, trying to fix issue with curse.

v2.4

- *Implemented new method for modules to export data to the TSM app.
- *Changed red group color to be orange instead.
- *Added support for scanning the last page (used by the Sniper feature of TSM_Shopping).
- *Cleaned up much of the Auction scanning code.
- *Made the "max" labels in the post frame clickable buttons.
- *Added support for tabbing between fields in the post frame.
- *Fixed some issues with prices changing incorrectly in the post frame when certain fields were modified.
- *Added caching of battlepet names on-load to reduce errors from incomplete battlepet info.

v2.3.2

- *Fixed some display issues with slider tooltips.

v2.3.1

- *Fixed bug with common search term generation for items which have overlapping names (ie gems).
- *Fixed bug in group import code.

v2.3

- *TSM will now take into account common classes when generating AH query.
- *Added option (enabled by default) to color group names within group trees based on their sub-group depth.
- *Added display of locals to error handler.
- *Fixed bug in common search term code.

v2.2.10

- *Added [Jard's Peculiar Energy Source] to soulbound mats.

v2.2.9

- *Fixed bug with adding a special character when renaming a group.

v2.2.8

- *Fixed bug with battle pets.

v2.2.7

- *Groups in grouptrees will now be selected by default.
- *Greatly improved TSM's display of error messages.
- *Fixed bug in TSMAPI:CreateTimeDelay which caused label-less timers to collide.

v2.2.6

- *Fixed an issue with common search terms for items whose name matches the common search term (ie uncut gems).

v2.2.5

- *Fixed bug with the current profile not being saved.
- *Fixed bug with getting battle pet item info.
- *Fixed sorting of auction result table.
- *Removing an operation from a group will no longer switch to the new operation page.

v2.2.4

- *Made group trees select all groups by default.

v2.2.3

- *Fixed bug with formatted gold amounts in custom prices.

v2.2.2

- *Fixed issue with using itemlinks in custom prices.

v2.2.1

- *Fixed issue with group trees not remember their selection status in some situations.

v2.2

- *Fixed bug with getting battle pet item info.
- *Removed TSMAPI function to disable TSM error handler from packaged versions.
- *Added list of groups which an operation is currently applied to, along with a remove button for each group, to the management tab of operations.
- *Typing "/tsm freset" will now reset the position of all movable frames from all modules.

- *Group trees will now remember which groups are selected (all will be deselected by default).
- *Custom prices will now support any number of formatted gold values (instead of just one).
- *Renamed TSMSelectionList to TSMGroupItemList internally.
- *Added "avg()" function support to custom prices.

v2.1.14

- *Fixed typo in code which caused issues with the bank UI and the DufUIBank addon.
- *Fixed issues with sliders and treegroups caused by 5.4 changes.

v2.1.13

- *Grabbing latest version of AccurateTime (again).

v2.1.12

- *Grabbing latest version of AccurateTime.

v2.1.11

- *Added some missing soulbound mats to internal lookup table.
- *AccurateTime will now be embedded instead of standalone.

v2.1.10

- *Fixed issue with '/tsm bankui' creating duplicate windows.
- *Fixed bug with auction result sorting.
- *Fixed some memory leaks.

v2.1.9

- *Added new !AccurateTime library and fixed some issues around debugprofilestart/stop usage.
- *Cleaned up .toc file a bit.
- *Added bankui support for DufUIBank addon.

v2.1.8

- *The BankUI will now remember its position (independantly for bank and guild bank).
- *Added /tsm bankuireset to reset the BankUI frame position

v2.1.7

- *Added caching to various commonly used APIs.
- *Bug fix with item info caching.
- *Added disenchant mats to tooltip.

v2.1.6

- *added bankUI support for cargBags Nivaya

v2.1.5

- *Fixed bug with clicking on scrolling table columns.

v2.1.4

- *Added latent kor'kron pieces as non-disenchantable.
- *Fixed bug with tree groups.

v2.1.3

- *Fixed some conversion/destroying ratios.
- *Fixed some patch 5.4 issues.
- *Fixed a bug with switching profiles.
- *Limited quantity items from a vendor will no longer be tracked.
- *Updated TOC for patch 5.4.

v2.1.2

- *Fixed various issues with disenchanting ratios.
- *Fixed issue with soulbound materials.
- *Made room for shopping tooltip options.
- *Fixed bug with importing of subgroup structure.

v2.1.1

- *Fixed bug with multiple occurrences of a custom price sources within a custom price.
- *Fixed disenchanting ratios.
- *Fixed tooltips for auction result rows.
- *Improved how module icons are displayed in the main TSM window.

v2.1

- *Some advanced features will now be designated as such with red title text.
- *Added theme option for the color used to designate advanced features.
- *Added the ability to import and export operations.
- *Fixed issue with detecting disenchantable items on non-enUS clients.
- *Added support for decimal places in percentages in custom prices.
- *Added option to export/import subgroup structure when exporting/importing groups.
- *Group selection trees will now remember their expanded/collapsed status info on a per-module basis.
- *Shift-clicking the "<<< Remove" button in the "Items" tab of a group will now remove the items from all groups rather than move the items to their parent group.
- *Filtering the item selection list in the "Items" tab for groups will now hide filtered-out rows.
- *Added option for changing the chat tab which TSM and its modules use for printing messages.

- *Added loop detection to custom price code.
- *Fixed a bug with custom prices with specific items in them.
- *Fixed error from missing localization phrase.
- *Fixed stack overflow with very long custom prices.
- *Added the ability to create custom price sources.
- *Added more error checking to the custom price validation code.

v2.0.10

- *Fix for error when alt-clicking buying in destroy mode.

v2.0.9

- *Fixed some divide by zero issues found on 5.4 PTR.
- *Fixed issue with bank updates going out to modules after bank was closed.
- *Fixed bug with alt-click buying in destroy mode for TSM_Shopping.

v2.0.8

- *Fixed bug with certain gold amounts not getting correctly formatted.

v2.0.7

- *All scrolling tables will now have constant-height rows.
- *Fixed bug with tooltip for battlepets.

v2.0.6

- *Fixed issue with spaces in itemStrings.

v2.0.5

- *Added option for including soulbound items in movement APIs.
- *Fixed bug with syncing code trying to sync with the current character.
- *Fixed various issues with manual posting.

v2.0.4

- *Updated LibExtraTip.
- *Fixed a bug with auction result tooltips not working for battlepets.
- *TSM tooltip data will now be shown for battlepets as well as items.

v2.0.3

- *Fixed a bug with vendorsell price source.

v2.0.2

- *Fixed a bug with being unable to add ungrouped random enchant items as the base item.
- *Fixed issue with first() and vendorsell in custom prices.

v2.0.1

- *Fixed a bug with the version showing as "Dev" instead of v2.0.

v2.0

- *First 2.0 Version!

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v1.6

- *Updated TOC for patch 5.2.
- *Added quick buyout feature to auction result frames.
- *Added more theme options and preset themes.
- *Adjusted milling/prospecting/disenchanted ratios as necessary.
- *Added basic battle pet support.
- *Improved the TSM error handler.
- *Many other minor bug fixes and improvements.

v1.5

- *Updated existing themes and added some new ones.
- *Changed default theme to "Goblineer" as voted on by forum members.
- *Updated TOC for patch 5.0.4
- *TSM will now block all chat messages related to creating and canceling auctions.
- *Added a slash command for resetting the position of the main TSM frame - '/tsm freset'.
- *Fixed the green +/- buttons in treegroups.
- *Made all the progress bars across the modules consistent.
- *Rewrote all the auction results table code to address multiple issues.
- *Added a slider to the TSM options tab for adjusting how many rows are shown in auction results tables.
- *Many other minor bug fixes and improvements.

v1.4

- *Redesigned the look and feel of the main TSM window and the auction house tab.
- *Added a bunch of new options for customizing the new look.
- *Added the ability to import / export appearance settings.
- *Added a list of importable preset themes for TSM.
- *There is now a hidden gem somewhere in TSM. Find it and something cool will happen :).
- *Removed a few things which will cause errors in patch 5.0.4.
- *Added support for the general stats which are now also included in the TUJ realm edition.
- *TSM will now be packaged with a new version of LibAuctionScan which has significant scan speed improvements.

*Many other minor bug fixes and improvements.

v1.3

*Added further warnings for users who may still have TSM_Gathering installed.
*Fixed error caused by having Auctioneer enabled by not the Appraiser module.
*Performed a major reorganization of TSM's code to make it easier to find specific functions.
*Added tooltip support for selection lists.
*Fixed a bug with SelectionLists not adding/removing items that were selected by not visible.
*Updated all the disenchanting tables to fix a handful of inaccuracies.
*Fixed an error caused by changing the Auction House scale before opening it for the first time.
*SelectionList filters will now be parsed to avoid string pattern errors.
*Many other minor bug fixes and improvements.

v1.2

*Added destroying data for essences / shards / crystals for the Destroying feature in the Shopping module.
*Fixed various bugs with the TSM auction house tab / detached frame not displaying correctly.
*Added option for opening all your bags when the AH is shown.
*Added option for detaching the TSM auction house tab by default.
*The TSM auction house tab will now remember its detached position throughout a single session.
*Removed localized strings from error handler and added client locale info.
*Many other minor bug fixes and improvements.

v1.1

*Improved TSM's error catcher.
*TSM's AH tab is now its own window which can be detached from the main AH frame.
*When TSM's tab is attached, it'll hide behind the main AH frame when you switch tabs, allowing your TSM scan to continue "in the background".
*Added options for making the main AH frame movable and for changing the scale of the AH frame.
*Added an option for removing the bids from auction results to make the buyouts easier to read (bids are now hidden by default).
*Updated the LDBIcon to use a different texture than the minimap icon.
*Many other minor bug fixes and improvements.

v1.0

*First Release Version!

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****Beta Versions:****

v0.2.4

*Updated some APIs for a new feature that's in the works.
*Updated the TOC for patch 4.2.

v0.2.3

*Added support for spell tooltips.
*Removed the extra "v" that would show up in front of version numbers.
*Took out the Destroying button code (was moved to the Destroying module's code).
*Added some new info messages that'll appear in popups when the user logs in.
*Many other minor changes.

v0.2.2

*Added AceHook and lib-st libraries.
*Fixed a typo in one of the tips.
*Many other minor changes.

v0.2.1

*Finally fixed the bug where selectionlists (such as the one used for adding or removing items to Auctioning groups / categories) were only displaying the first 4 items under some circumstances.
*Updated the TOC for patch 4.1

v0.2

*Added TSM tips to the status bar of the main TSM window. The tip will change everytime the TSM window is open.
*Added a ton of support code for the AuctionDB and Destroying modules.
*Cleaned up the unused slash command code as well as a bunch of other parts of the code.
*Updated the credits.
*Many other changes that aren't evident to the user but better the addon's code as a whole.

v0.1.7

*Removed the slash command line from the minimap button tooltip as it was causing some errors.
*Tooltip functions can now access stack size info.
*Cleaned up the TSMMacroButton code and fixed some bugs.

v0.1.6

*SelectionLists should now clear the selected row on release.
*Added VersionKey APIs.
*Removed a few extra libraries from the TOC file / addon folder.
*Turned on no-lib creation.
*Updated the credits.
*Cleaned up some of the code.

v0.1.5

- *Fixed a bug with the main TSM window on non-english clients.
- *Minor improvements to the GUI functions.
- *Added an option to the "Status" page for hiding the minimap icon.

v0.1.4

- *Fixed some minor bugs with two of the TSM API functions.
- *This update is required for using the latest version of Crafting

v0.1.3

- *Adjusted the sidebar so it should resize more in order to not be blocked by right action bars.
- *Fixed a bug with the selectionlists in auctioning sometimes only showing 4 items.
- *Updated the included TSM Guidebook pdf.

v0.1.2

- *The sidebar frame should no longer go off the screen.
- *Added another popup to help new users.

v0.1.1

- *Should be way more obvious when no modules are installed.

v0.1

- *First Beta Release!