

# AuctionDB

v3.1.18

\*Updated TOC version for patch 7.3.  
\*Fixed bug with full scanning.

v3.1.17

\*Updated TOC version for patch 7.2.

v3.1.16

\*Updated TOC version for patch 7.1.

v3.1.15

\*Fixed bug with loading of data from the TSM Desktop Application.

v3.1.14

\*Fixed issue with loading of large amounts of data from the TSM Desktop Application.

v3.1.13

\*Fixed typo.

v3.1.12

\*Fixed visual bug with AuctionDB tab.  
\*Fixed error from invalid scan data via in-game scans.

v3.1.11

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

v3.1.10

\*Fixed issue with pulling correct prices for bonus id items.

v3.1.9

\*Fixed animation bug with TSM logo.

v3.1.8

\*Implemented temporary workaround for Blizzard's servers being slow.

v3.1.7

\*Bumped TOC version for patch 7.0.x.

v3.1.6

\*Fixed detection of region for some realms.

v3.1.5

\*Fixed bug with switching regions.  
\*Added some analytics events.

v3.1.4

\*Fixed bug and added error message for starting a group scan without selecting any groups.

v3.1.3

\*Fixed issue with prices for green quality WoD items.

v3.1.2

\*Fixed bug with variant prices using the base item if no data was available.

v3.1.1

\*Fixed bug with prices defaulting to the base item when missing for a specific variant.

v3.1

\*Added support for new region-wide prices via the TSM Desktop Application.  
\*Added support for different prices for different stages of WoD crafted items via the TSM Desktop Application.  
\*Added support for the new region sale rate and daily sold quantity via the TSM Desktop Application.

v3.0

\*Initial 3.0 version!  
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v2.7.1

\*Updated for patch 6.2

v2.7

\*Updated to use new TSM\_AppHelper module.

v2.6.5

\*Fixing interface version.

v2.6.4

\*Updated for patch 6.1.

v2.6.3

\*Possible fix for realm names (weird blizzard apostrophe again).

v2.6.2

\*Fixed again an issue with importing app data if realm name contained an apostrophe.

v2.6.1

\*Updated app data encoding scheme (with r250 of the TSM App) to fix issues with having data for many realms.

v2.6

\*Added two new price sources (both via the TSM app): "Historical Price" and "Global Historical Price"

v2.5.2

\*Fixed an issue with importing app data if realm name contained an apostrophe.

v2.5.1

\*Minor bug fix with desktop app and in-game scan interaction.

v2.5

\*Updated for patch 6.0.2

v2.4.4

\*Updated TSM App URL.

v2.4.3

\*Fixed bug with some realms not loading data from the app properly.

v2.4.2

\*Optimized code to reduce logout times for those using the app.

v2.4.1

\*Removed old app code.

v2.4

\*Updated to work with the new version of the TSM Desktop Application.

v2.3.10

\*No update. Trying to fix issue with curse.

v2.3.9

\*Changed how AuctionDB saves data on logout to avoid race conditions.

v2.3.8

\*Re-applied reverted change.

v2.3.7

\*Reverted previous change temporarily.

v2.3.6

\*Fixed bug with v2.3.4 change not taking effect.

v2.3.5

\*Typing "/tsm adreset" will now reset update times as well as the data.

v2.3.4

\*AuctionDB will now import up to 48 hours of scan data, instead of 24.

v2.3.3

\*Fixed possible lua error with previous version.

v2.3.2

\*Fixed another bug with importing data from the TSM app.

v2.3.1

\*Removed seen quantities which were not being used and are no longer supported by the TSM app.

\*Fixed bug with importing multiple scans worth of data from the TSM app.

\*Fixed bug with search of AuctionDB database not escaping special characters properly.

v2.3

\*Added code to clear out old, unused scan data from the database to save space.

\*Importing data from the app will now happen in the background rather than when AuctionDB is loaded.

\*Changed how the current day's scans are being stored to be more efficient.

\*Many other general efficiency improvements with how AuctionDB manages its data.

v2.2.3

\*Updated group tree creation API call.

v2.2.2

\*Fixed typo in previous release.

v2.2.1

\*Fixed bug with AuctionDB not saving data which was imported from the TSM app.

v2.2

\*Fixed potential error in scan processing code.

\*Fixed bug with the display of the last scan time.

\*Greatly reduced the time it takes AuctionDB to load / save its data (essentially to zero).

\*Added "Show AuctionDB AH Tab" option (enabled by default) to allow those who use the TSM app to hide the AuctionDB tab.

v2.1

\*Improved the efficiency of the market value lookup code.

\*Fixed lua error with importing data from the TSM application.

\*Rearranged AuctionDB AH tab and added the ability to scan specific groups with AuctionDB.

v2.0.2

\*Updated scrolling tables.

\*Fixed some 5.4 issues.

\*Updated TOC for patch 5.4.

v2.0.1

\*Fixed issue with battlepet tooltips.

v2.0

\*First 2.0 Version!

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v1.4

\*Updated TOC for patch 5.2.

\*Updated for new TSM application.

\*AuctionDB will no longer freeze the game while processing data from the TSM application.

\*Updated the style of AuctionDB's tooltips.

\*Fixed a bug with the scrolling table shrinking to half width in some situations.

\*Greatly increased the efficiency of the code which imports TSM app data.

\*Many other minor bug fixes and improvements.

v1.3

\*Fixed some divide by zero issues which will cause errors in 5.0.4.

\*Added support for new TSM application.

\*Updated to support new TSM design.

\*Many other minor bug fixes and improvements.

v1.2

\*Further optimized the code that decodes the data from the saved variables file when AuctionDB is loaded.

\*Added APIs to support the new special searches in TSM\_Shoppping.

\*Added disenchant value to the TSM tooltip and applicable options in the AuctionDB config.

\*Many other minor bug fixes and improvements.

v1.1

\*Dramatically reduced the amount of time it takes AuctionDB to load.

\*Removed all caching which should get rid of all interface lag due to AuctionDB.

\*Many other minor bug fixes and improvements.

v1.0

\*First Release Version!

**\*\*Beta Versions:\*\***

v0.4

\*Optimized the code for searching through AuctionDB's database.

\*Fixed a bug where AuctionDB's ScrollTable in the main TSM window wasn't hiding properly.

\*Added code to support new automatic auction data updater application.

\*Scan data will now be compressed when saved.

\*Replaced auction count code with code to use Gathering's data.

\*Redesigned the market value algorithm to work better with the new auto updating application as well as regular scans.

\*Many other minor bug fixes and improvements.

v0.3.4

\*Updated TOC for patch 4.2.

v0.3.3

\*Changed the search page to use lib-st rather than AceGUI.

\*Fixed a bunch of minor bugs.

v0.3.2

- \*Fixed a bug with the getall scan.
- \*Updated the general scanning code to work better with the new version of Auctioneer.
- \*Many other minor bug fixes and improvements.

v0.3.1

- \*Removed player auction count code from AuctionDB (it was moved to Gathering).
- \*Updated TOC for patch 4.1.

v0.3

- \*Minimum buyouts will no longer be wiped after a profession scan for items that weren't expected to be scanned.
- \*Added a feature for searching through the scan data.
- \*Completely re-did AuctionDB's page in the main TSM window to accommodate this new feature.
- \*Added a button to the sidebar frame to quickly access this new feature.
- \*The AuctionDB tooltip will now show whatever information is available rather than all or nothing.
- \*Added a popup confirmation to the slash command for clearing the scan data (/tsm adreset).
- \*Many other minor bug fixes and improvements.

v0.2.2

- \*AuctionDB should no longer be blocking Auctioneer when it's not supposed to.
- \*Many other minor bug fixes and improvements.

v0.2.1

- \*Added an option for preventing Auctioneer from scanning / processing on AuctionDB's scans (recommended).
- \*Added more info to the tooltip for stacks of more than 1 to show the min buyout and market value for the entire stack.
- \*Many other minor bug fixes and improvements.

v0.2

- \*Fixed localization files.
- \*Min buyouts are now cleared after a scan.
- \*Brand new market value algorithm that should be much less vulnerable to market value poisoning as well as be far more accurate in general.
- \*Many other minor bug fixes and improvements.

v0.1.1

- \*Added option to do a full AH scan.
- \*Fixed blacksmithing scan to include belt buckles.
- \*Many other minor bug fixes and improvements.

v0.1

- \*First version!