Warehousing

v3.0.8
*Fixed version issue.

v3.0.7
*Fixed typo in locale file.

v3.0.6
*Updated TOC version for patch 7.3.

v3.0.5
*Updated TOC version for patch 7.2.

v3.0.4
*Updated TOC version for patch 7.1.

v3.0.3
*Using new APIs added to core TSM addon to workaround Blizzard's item caching issues.

v3.0.2
*Bumped TOC version for patch 7.0.3.

v3.0.1
*Add caching of pet species in Guild Vault.
*Optimize scanning of Guild Vault inventory.

v3.0
*Initial 3.0 version!
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v2.1.4
*Updated for patch 6.2

v2.1.3
*Fix interface version

v2.1.2
*Update Bagnon / Add LiteBag support
*Updated for patch 6.1

v2.1.1
*Fixed issue with move to bags/bank and reagent bank.

v2.1
*Updated for patch 6.0.2

v2.0.10
*Increased restock slider cap to 5000.
*Increased quantity slider caps to 5000.
*Implemented the suggestion for specifying stack size multiple for warehouse operations move to bags - enabling this will only move in multiples of the stack size set.

v2.0.9
*Fixed issue with warehousing groups and ignore random enchants

v2.0.8
*Updating group tree creation API call.

v2.0.7
*Fixed an issue where the operation summary description was incorrect
*Added support for DufUIBank

v2.0.6
*Fixed an issue with calculating quantity to move.

v2.0.5
*Added support for cargBags Nivaya.

v2.0.4
*Updated TOC for patch 5.4.

v2.0.3
*Bug fix with v2.0.2 and TSM2.1.

v2.0.2
*Operations are now properly sorted alphabetically.
*Moved operation management to its own tab.

v2.0.1
*Empty bags will now move soulbound items.

v2.0
*First 2.0 Version!
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v1.5
*Updated for patch 5.2.
*Many other minor bug fixes and improvements.

v1.4.7
*Compatible with TukUI and AdiBags
*Fixed Issues with ElvUI
*Updated Bank UI to use new TSM Design
*Added Auction Categories
*Fixed issues with OneBank
*Auctioning Categories / Groups take mail quantities into account when moving
*Many other minor bug fixes and improvements.

v1.4.6
*Updated .toc to version 5.1

v1.4.5
*Crafting groups now reset properly
*UPDATEBAGSTATE, and craftstate, are only printed when movedata = true

v1.4.4.3
*Elvui should work now

v1.4.4.2
*Crafting groups should now work properly across multiple chars

v1.4.4.1
*LUI compatible
*removed annoying print statement

v1.4.4
*compatable with famBankFrame
*Tukui!
*ElvUI

v1.4.3.1
*fixed a typo that caused an error
*fixed a bankui issue
*fixed auctioning groups
*fixed and an issue if auctioning or crafting are not installed.
*removed Lisence.txt
*fixed the .toc file

v1.4
*removed Lisence.txt

v1.3.3
*Changed the behavior for auctioning
*Fixed the version number

v1.3.2
*removed print statement

v1.3.1
*fixed a bug with increment

v1.3
*Im experimenting with trying to speed up the gbank, and eliminates dc's
*more local varaibles Sapu rejoice!

v1.2.5
*fixed a bug

v1.2.4
*no longer am I quering the gbanktab

v1.2.2
*set limits to the timeouts

v1.2.1

*You can now close the bankui at will
*You can now adjust the gbank time out

v1.0.9.2
*debug print statement

v1.0.9.1
*added timeouts to the movement code

v1.0.9
*Fixed a bug in canGoInBag

v1.0.8
*Fixed some bugs

v1.0.7
*Warehousing now works with many different bank addons

v1.0.6
*Warehousing now works with ArkInventory
*Slowed the gbank down further

v1.0.5
*So it will show up on curse
*I also fixed a bug last night, but dont remember what it was

v1.0.4
*I fixed it better

v1.0.3
*Attempt to stop the move process if the users bags are closed

v1.0.2
*I hate localizing

v1.0.1
*updated for 4.3....wait what??
*changed inventory_manger to warehousing

v1.0
*it has been released!!