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 moduleAPIs 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 declarded 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 Ink 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!