

Auctioning

v3.0.16

*Updated TOC version for patch 7.3.

*Fixed bugs with changes to how sounds are played.

v3.0.15

*Updated TOC version for patch 7.2.

v3.0.14

*Updated TOC version for patch 7.1.

v3.0.13

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

v3.0.12

*Fixed some slowness with evaluating prices.

v3.0.11

*Fixed error when starting a quick post scan.

v3.0.10

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

v3.0.9

*Bumped TOC version for patch 7.0.x.

v3.0.8

*Added some analytics events.

v3.0.7

*Fixed bug with internal logging message.

v3.0.6

*Added two new module APIs for third-party addons to use.

v3.0.5

*Increase max slider values to 5k for reset scan options.

v3.0.4

*Fixed issue with item auctions not properly updating.

*Fixed visual issue with log tooltip for reset scan.

v3.0.3

*Fixed lua error when viewing auctions during special cancel scan.

v3.0.2

*Fixed bug with blacklisted players not being undercut properly.

v3.0.1

*Fixed lua error when the post scan detects an invalid configuration.

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

*Added reagent bank for auctioning bankui functions.

*Ignore Soulbound items for auctioning bankui functions.

v2.4.2

*Updated for patch 6.0.2

v2.4.1

*Fixed lua error with post / cancel scan caused by new blacklist code.

v2.4

*Shortened "Ignore Auctions Below Minimum" to "Ignore Auctions Below Min" so it'd fit in the dropdown better.

*Added a blacklist option to Auctioning operations.

- *Made the item icon at the top of the Auctioning AH tab while posting/canceling clickable.
- *Minor visual changes to Auctioning options.
- *Fixed reset scan not selecting proper row after buying an auction.
- *Scans with large filters should no longer cause interface lag while the results are being processed.

v2.3.3

- *Fixed typo in normal price tooltip.
- *Taking advantage of TSMAPI:IsPlayer() for better connected realm support.

v2.3.2

- *Fixed bug with max inventory quantity not working for reset scan.

v2.3.1

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

v2.3

- *Added keep quantity to Auctioning operations (including relationship support).
- *Added warning (in chat) for items with min prices below the vendor sell price.
- *Added relationship support for "Max Inventory Quantity" reset option.

v2.2.7

- *The sound for when a post/cancel scan is complete is now defaulted to off.

v2.2.6

- *Fixed bug with getting battle pet stack size.

v2.2.5

- *Added the option to select the sound that is played when post / cancel scan is complete.

v2.2.4

- *Fixed a few bugs in the post scan code.
- *Fixed bug with the cancel scan not canceling at the min price when it should to repost higher.

v2.2.3

- *Auctioning will now the bid as well as the buyout of whitelisted players (when it previously just matched the buyout).
- *Fixed a bug with multiple profiles.

v2.2.2

- *Fixed bug with cancel scan when player's auction was the only one and "above max" price was set to post at max.

v2.2.1

- *Updating group tree creation API call.

v2.2

- *Fixed bug with the post scan searching for operations which have posting disabled.
- *Fixed bug with log tooltips not displaying the lowest buyout.
- *Fixed intermittent issue with the post scan not finding an item and throwing an error.
- *Added "above max price" dropdown to post options within operations.

v2.1.1

- *Fixed bug with sorting of log.

v2.1

- *Added reset method to ignore all auctions below min price.
- *Enabled sorting of post / cancel log.
- *Added "Max Inventory Quantity" option to the reset options of operations.
- *Enabled sorting of post/cancel log.
- *Added custom filter support for canceling all auctions below/above a buyout price.
- *Fixed some 5.4 issues.
- *Updated TOC for patch 5.4.
- *Fixed bug with cancel scan validating repost higher threshold when not enabled.

v2.0.2

- *Fixed localization related error.
- *Fixed bug related to canceling auctions which the player has undercut.
- *Moved operation management to new tab.

v2.0.1

- *Fixed a bug with posting against whitelist auctions above the max price.
- *Fixed bug with cancel scan scanning operations without canceling enabled.

v2.0

- *First 2.0 Version!

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v1.3

- *Updated for patch 5.2.
- *The cancel scan should no longer cause UI lag when requeuing items which didn't cancel correctly the first time.
- *Made the "___ as a ___" price source dropboxes slightly larger.

- *Fixed a global usage of _ which was causing taint in the glyph UI.
- *Added basic support for battle pets.
- *Added category management buttons for removing all category overrides and for removing all group overrides.
- *Many other minor bug fixes and improvements.

v1.2

- *Added Auctioning group creation wizard.
- *Fixed some divide by zero issues for patch 5.0.4.
- *The maximum price gap setting was removed.
- *Fixed a bug with scanning items by itemID.
- *Added tooltips to resetscan log.
- *Added support for the new TSM design.
- *Added feature for creating shopping lists from Auctioning groups / categories.
- *Fixed a bug with items at reset price being incorrectly canceled.
- *Added quick group creation feature.
- *Many other minor bug fixes and improvements.

v1.1

- *Added tooltips to the add/remove items pages for the items in the lists.
- *Improved the sorting of the post/cancel log.
- *Added an option for items to be added to groups by itemID rather than itemString.
- *Added an API to allow Warehousing to get the post num from Auctioning.
- *The processing for the reset scan should no longer cause noticeable lag.
- *Added group validation back into the addon (never meant to take it out).
- *Changed the default fallback from 5g to 1000g.
- *Many other minor bug fixes and improvements.

v1.0

- *First Release Version!

Beta Versions:

v0.3.3

- *Fixed an error that was preventing people who hadn't updated in a while from posting.
- *Fixed a bug that would cause an error when setting the reset method to "custom" in some situations.

v0.3.2

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

v0.3.1

- *A bunch of minor bug fixes and improvements.

v0.3

- *Fixed a bug with Crafting not being able to get fallback data accurately for items with a fallback set as a % of something at the category level.
- *Fixed a bug with improper rounding causing items with a stack size greater than one to sometimes not be canceled correctly.
- *Fixed a bug with items that are posting at a reset price not getting canceled correctly.
- *Fixed a bug where the counts were not updating correctly on items there were canceling due to reset prices.
- *Fixed a bug with the undercut editbox not updating / showing correctly.
- *You can no longer create a nameless group / category.
- *Fixed a bug with posting more than one stack worth of an item.
- *Cleaned up a lot of the posting and cancel all code.
- *Added a warning message for when somebody moves an item around in their bags while a post scan is running. Don't do it!
- *Added group validation to the start of a post / cancel scan. A popup will be shown if invalid groups are found.
- *Many other minor bug fixes and improvements.

v0.2.6

- *Added support for setting threshold / fallback as a percent of values from TheUndermineJournal addon.
- *Fixed a bug with the "Don't Import Already Grouped Items" doing the opposite of what it was set to.

v0.2.5

- *Updated the scanning code to work better with the new version of Auctioneer.
- *Made a ton of improvements and tweaks to the bot prevention code.
- *Many other minor bug fixes and improvements.

v0.2.4

- *Fixed a bug where patterns that taught you how to make BOP items weren't able to be added.
- *Many other minor bug fixes and improvements.

v0.2.3

- *Fixed a bug where smart group creation wasn't working for items with "-" in their name.
- *Fixed a ton of bugs / annoyances with the Auctioning options.
- *Updated the TOC to 4.1.
- *Many other minor bug fixes and improvements.

v0.2.2

- *Fixed a bug where after adding/removing an item/group, the tab was being changed to "Management".

- *Fixed a bug where soulbound keys were showing up in the add/remove items tab.
- *The "Number of Stacks" label in the post frame will now show the number of stacks remaining to be posted.
- *Made the initial post scan processing take far less time (should no longer be noticeable at all).
- *Added the ability to enter "0.5" into the 2nd box in the Cancel All window to cancel all auctions with short duration.
- *Added a "Smart group creation" option to the top "Options" page. Check the tooltip to see what it does.
- *Many other minor bug fixes and improvements.

v0.2.1

- *Fixed a bug with how Auctioning gets info about what the player has in their bags.
- *Posting a large number of auctions should no longer freeze the game client for a few seconds after hitting the "Post" icon.
- *Fixed a bug with items posted at % fallbacks being incorrectly canceled.
- *Added the capability to deal with items on the keyring.
- *Many other minor bug fixes and improvements.

v0.2

- *Added a "Show Auctions" button to the post / cancel frame for viewing currently posted auctions the current item.
- *Added a "Edit Post Price" button to the post frame for adjusting the post buyout.
- *Added a method for importing / exporting groups.
- *Added a blacklist feature.
- *Many other minor bug fixes and improvements.

v0.1.12

- *Added a config button to post / cancel frames.
- *Fixed a bug with original config button in sidebar.
- *Fixed a bug with renaming groups causing an error.
- *Fixed a bug with smart canceling not taking into account "disable auto canceling" correctly.
- *Added code to hopefully prevent stack overflows when posting large numbers of auctions.
- *Added option for ignoring short duration auctions.
- *Many other minor bug fixes and improvements.

v0.1.11

- *Added an option for playing a sound when a scan is complete.
- *You can now disable groups to prevent them from posting / canceling.
- *Added a "Smart Scanning" option which won't scan for things that are set to not post / cancel.
- *Many other minor bug fixes and improvements.

v0.1.10

- *Fixed some bugs with items with bids on them getting canceled incorrectly.
- *Changed the tab order for group / category settings.
- *Skipping an item should no longer cause the post frame to bug out.
- *Put in warnings for invalid threshold / fallback settings.
- *Collapsed categories should now remain collapsed between sessions.
- *Many other minor bug fixes and improvements.

v0.1.9

- *Fixed the localization tags.
- *Reverted the posting code back to when it was working. It will post correctly now but may leave some uneven stacks in the player's bags.
- *Included new functions to provide compatibility with the new "Create Auctioning Groups" feature in Crafting.
- *Many other minor changes and bug fixes.

v0.1.8

- *Fixed some bugs with posting multiple stacks worth of one item.
- *Randomly enchanted gear should now be posted properly.
- *You can now use the link of an item as the name of a group.

v0.1.7

- *Setting threshold/fallback as a % at the category or default level should now correctly be calculated per group rather than just assigning one value to every group.
- *The evaluation of a non-overridden threshold / fallback setting will not show in the fallback/threshold editbox for the group.
- *Fixed a bug with the rows in the Log overlapping after a status scan.
- *Fixed a bug preventing posting of multiple stacks worth of some items.
- *Many other minor changes and bug fixes.

v0.1.6

- *Fixed the memory leak with the log.
- *Fixed cancelall scans.
- *Fixed a bug where adding items to Auctioning through Crafting was sometimes causing an error.
- *Many other minor changes and bug fixes.

v0.1.5

- *Settings should now properly transfer.
- *Bindings are now saved by character.
- *Many other bug fixes

v0.1.4

- *Fixed a bug with the popups added in 0.1.3Beta

v0.1.3

- *Added a popup for first time users when you first visit the Auctioning options.

v0.1.2

*Fixed a major bug with the groups not transferring correctly from APM.

v0.1.1

*Updated the changelog.

*Fixed a typo in the posting interface.

v0.1

*First Beta Release!