

# Destroying

v3.1.7

\*Updated TOC version for patch 7.3.

v3.1.6

\*Updated TOC version for patch 7.2.

v3.1.5

\*Updated TOC version for patch 7.1.

v3.1.4

\*Consolidate the different gem chip colors for destroying log / averages.

v3.1.3

\*Fixed an issue with auto showing destroying window.

v3.1.2

\*Fixed error when opening options.

v3.1.1

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

v3.1

\*Updated for patch 7.0.3.

v3.0

\*Initial 3.0 version!

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v2.1.13

\*Updated for patch 6.2

v2.1.12

\*Fixing interface version.

v2.1.11

\*Updated for patch 6.1.

v2.1.10

\*Removed some debug code.

v2.1.9

\*Fixed some bugs with the previous version.

v2.1.8

\*Fixed a bug with non-English clients.

v2.1.7

\*Bug Fix on last commit.

v2.1.6

\*Fix issue with milling / prospecting item detection.

v2.1.5

\*Added an option to only display disenchantable items where the disenchant value is above a custom price.

\*Added an option to only display disenchantable items where the disenchant value is above the Vendor Sell price.

\*Fixed typo.

v2.1.4

\*Changed method for determining if prospectable / millable due to Blizzard removing it from tooltips.

v2.1.3

\*Updated for patch 6.0.2

v2.1.2

\*Reduced interface lag caused by the TSM\_Destroying popup window.

v2.1.1

\*Fixed error with averages tab.

v2.1

\*Added option to include soulbound items (disabled by default).

\*Added "Averages" tab to options.

\*Enabled sorting on scrolling tables within options.

\*Fixed visual bug with log.

\*Fixed visual bug with options layout.

v2.0.6

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

v2.0.5

\*Added tracing to assist in debugging lua errors.

v2.0.4

\*Using new movable frame TSMAPI function for destroying frame.

v2.0.3

\*The destroying frame will now remember its position when moved.

v2.0.2

\*Updated TOC for patch 5.4.

v2.0.1

\*Fixed error with closing destroying window in combat.

\*Updated scrolling tables.

\*Fixed issue with detecting disenchantable items for non-enUS locales.

v2.0

\*First 2.0 Version!

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v1.3

\*Updated for patch 5.2.

\*The safe table is back.

\*Many other minor bug fixes and improvements.

v1.2

\*There is a new destroy window that is smaller and has a bigger button

\*It is safe to use slow speed for DE items that are soulbound

\*Destroying plays nice with loot addons such as Xloot

\*Removed the lag caused by counting loot

\*Removed safelist from DE

\*Made the code simpler and faster

\*other things that I dont remember...

v1.1

\*fixed a bug.

v1.0

\*release

v0.2.0.3

\*fixed a bug in Prospecting/Milling

v0.2.0.2

\*fixed a ui bug in DE

v0.2.0.1

\*added the option to block sum loot later I will redo the algorithm that causes the lag.

v0.2

\*4.3

v0.1.6.8

\*DE now ignores all items that are not green, blue or purple

v0.1.6.7

\*In slow mode the destroy button will now become disabled

\*Fixed and issue with sum loot

v0.1.6.6

\*fixed a typo

v0.1.6.5

\*fixed another error with DE UI

v0.1.6.4

\*added an error msg, for filter results.

\*fixed an error with DE UI

v0.1.6.3

\*remove a print statement.

v0.1.6.2

\*For Milling and Prospecting you can now chose to filter results by mat or date

but be warned your old tables may not work

v0.1.6.1

\*fixed a lua error

v0.1.6.0

\*DE works!!

v0.1.5.3

\*fixed pigment issue

v0.1.5.2

\*postclick wasnt working so I did something a bit different

v0.1.5.1

\*SumLoot added

\*Merge stacks added

\*needs TSM 0.2.5.1Beta to work

v0.1.5.0

\*new ui

v0.1.4.1

\*fixed a lua error

v0.1.4

\*Fixed and issue with pigments showing up in the milling dd

v0.1.3

\*Fixed a localization issue with the button.

\*Updated the TOC for patch 4.2.

v0.1.2

\*Herbs/Ore no longer swap spots infinitely

\*Lua error fixed

v0.1.1

\*Added the ability to mill/prospect older herbs/ore

\*Populate Menus now uses a tooltip scan; so that the dropdowns are updated dynamically

v0.1

\*First version!