

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 an 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!