

# Group Filtering & Custom Shopping Searches

Players can use combinations of the following item properties and qualifiers to filter their groups or to run custom shopping searches in the AH. These filters are used in the Group Filter box (/tsm -> Groups -> Select Group -> Items Tab) or in the search box of the Shopping tab while at the AH.

[ [Name](#) ] [ [Required Level Range](#) ] [ [Item Level Range](#) ] [ [Class](#) ] [ [SubClass](#) ] [ [Equipment Slot](#) ] [ [Quality](#) ] [ [Gold Value](#) ] [ [Usable, Quantity, and Even Stacks](#) ] [ [Related articles](#) ]

## Name

This one is relatively self-explanatory. You can type the full or partial name of an item.

### Examples

Silk Cloth

This filter will match Bolt of Embersilk Cloth, Bolt of Silk Cloth, Embersilk Cloth, and Silk Cloth. You can use the exact qualifier to only find items whose name matches exactly, however the exact qualifier only works with Shopping searches.

### Examples

Silk Cloth/exact

## Required Level Range

You can specify a minimum required level or a minimum and a maximum required level. If you would like to specify only a maximum required level, you can just use a minimum required level of 0.

### Examples

/90  
/25/50  
/0/30

## Item Level Range

Item Level Range filtering works identical to Required Level Range filtering above, however, the numerical values are preceded by the character "i".

### Examples

/i600  
/i700/i730  
/i0/i200

## Class

Class filtering corresponds to one of the 11 main AH categories.

- Weapon
- Armor
- Container
- Consumable
- Glyph
- Tradeskill (previously Trade Goods)
- Recipe
- Gem
- Miscellaneous
- Quest
- Battle Pets

## Examples

```
/armor  
/weapon  
/gem
```

## SubClass

SubClass filters **MUST** be paired with a corresponding Class filter. These filters correspond to the sub-menus in the AH.

- One-Handed Axes
- Two-Handed Axes
- Bows
- Guns
- One-Handed Maces
- Two-Handed Maces
- Polearms
- One-Handed Swords
- Two-Handed Swords
- Staves
- Fist Weapons
- Miscellaneous
- Daggers
- Thrown
- Crossbows
- Wands
- Fishing Poles
  
- Miscellaneous
- Cloth
- Leather
- Mail
- Plate
- Cosmetic
- Shields
  
- Bag
- Herb Bag
- Enchanting Bag
- Engineering Bag
- Gem Bag
- Mining Bag
- Leatherworking Bag
- Inscription Bag
- Tackle Box
- Cooking Bag
  
- Food & Drink
- Potion
- Elixir
- Flask
- Bandage
- Item Enhancement
- Scroll
- Other
  
- Warrior
- Paladin
- Hunter
- Rogue
- Priest
- Death Knight
- Shaman
- Mage
- Warlock
- Monk
- Druid
  
- Elemental
- Cloth
- Leather
- Metal & Stone
- Cooking

- Herb
- Enchanting
- Jewelcrafting
- Parts
- Devices
- Explosives
- Materials
- Other
- Item Enchantment

- Book
- Leatherworking
- Tailoring
- Engineering
- Blacksmithing
- Cooking
- Alchemy
- First Aid
- Enchanting
- Fishing
- Jewelcrafting
- Inscription

- Red
- Blue
- Yellow
- Purple
- Green
- Orange
- Meta
- Simple
- Prismatic
- Cogwheel

- Junk
- Reagent
- Companion Pets
- Holiday
- Other
- Mount

- Humanoid
- Dragonkin
- Flying
- Undead
- Critter
- Magic
- Elemental
- Beast
- Aquatic
- Mechanical

### Examples

```
/armor/cloth
/battle_pets/humanoid
/gem/red
```

## Equipment Slot

Equipment Slot filtering corresponds to the various item slots on the character paper doll screen in-game.

- Head
- Neck
- Shoulder
- Shirt
- Chest
- Waist
- Legs
- Feet
- Wrist
- Hands
- Finger
- Trinket
- Back

- Held in Off-Hand

### Examples

```
/head  
/back  
/wrist
```

## Quality

Quality filtering corresponds to the rarity of the item.

- Common
- Uncommon
- Rare
- Epic

### Examples

```
/common  
/epic
```

## Gold Value

If you want to use this filter for Groups, you need to first set the price source in /tsm -> Groups that TSM will pull a value from. This can be any valid TSM price source. When using this filter for Shopping, it merely filters on the item's buyout value. When filtering Groups you can supply a minimum or a minimum and maximum. Use a minimum of 0 for the filter to function as a maximum. When running a Shopping search only 1 value is accepted and it is used as a maximum.

### Examples

```
/100g10s10c/999g99s99c  
/1000g  
/0g/500g
```

## Usable, Quantity, and Even Stacks

These three qualifiers can only be used in Shopping searches. Usable will filter for items the current character can use, quantity shops for a specific number of items and will clear the search results once you reach or exceed that number, and even stacks will search for items stacked in multiples of 5 for the purposes of Milling and Prospecting.

### Examples

```
/usable  
/x200  
/even
```

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