

# Core

v3.6.39

\*Added new bonus ids for Mythic and LFR Antorus Raid BoEs.

v3.6.38

\*Added new bonus ids for Antorus items.

v3.6.37

\*Add destroying ratios for astral glory.

v3.6.36

\*Added new prospecting gems.

v3.6.35

\*Added new bonus ids for 7.3.

\*Fixed another sound bug.

v3.6.34

\*Fixed typo

v3.6.33

\*Updated TOC version for patch 7.3.

\*Fixed bugs relating to changes on how sounds are played.

v3.6.32

\*Fixed problematic bonus id.

v3.6.31

\*Updated bonus ids.

v3.6.30

\*Fixed issue related to changes in bonus ids.

v3.6.29

\*Fixed a few bugs caused by 7.2.5.

v3.6.28

\*Fixed issue with missing bonusIds.

v3.6.27

\*Fixed issue with version number not being displayed correctly.

v3.6.26

\*Fixed bug related to new keystone item type in patch 7.2.

\*Fixed bug with vendor buy prices not being properly updated when visiting a vendor.

\*Fixed lua error from item info corruption.

v3.6.25

\*Added missing bonusId.

v3.6.24

\*Fixed issue related to bonusIds.

v3.6.23

\*Fixed issue with missing bonusIds.

v3.6.22

\*Fixed issue with missing bonusIds.

\*Fixed issue with old item information in patch 7.1.5.

\*Made some changes required by new Crafting code for Gathering.

v3.6.21

\*Added missing bonus ids

v3.6.20

\*Fixed bug with using chest inventory type Shopping search filters.

v3.6.19

\*Fixed bug with auction buy/sell/cancel features and twitter integration when using EIVUI chat module.

v3.6.18

\*Revert previous incorrect fixes.

v3.6.17

\*Fixed bug with account sync and invalid players.

v3.6.16

\*Fixed bug with auction buy/sell/cancel features and twitter integration

v3.6.15

\*Updated destroy ratios for Legion ore / herbs

v3.6.14

\*Fixed issue with item name changes not being detected after a patch update.

v3.6.13

\*Fixed bug with scans not returning all results.

v3.6.12

\*Updated TOC version for patch 7.1.

\*Fixed bug on non-connected realms caused by 7.1 changes.

v3.6.11

\*Fixed bug causing AuctionDB to not properly load some region statistics.

v3.6.10

\*Fixed a bug with parsing app data

v3.6.9

\*Set twitter integration disabled by default.

v3.6.8

\*Fixed bug causing interface lag in certain situations.

v3.6.7

\*Fixed an issue with vendor buy price if items was sold in stacks (like crystal vials).

\*Fixed a bug with caching soulbound items that prevented bags from being sold if you had the same bag equipped.

v3.6.6

\*Fixed potential bug with detecting soulbound items.

v3.6.5

\*Improve caching of soulbound items.

v3.6.4

\*Added caching of bag inventory.

\*Fixed issues with detecting soulbound BOA items.

v3.6.3

\*Fixed issue with scan results getting cleared.

v3.6.2

\*Fixed importing of large groups causing interface lag and errors.

\*Fixed bug with importing of BoA items.

\*Fixed potential duplicate scan results from some queries.

v3.6.1

\*Fixed a bug with scan speed optimization for some items.

v3.6

\*Added brand new optimization to dramatically increase scan speed, primarily for high-volume items.

\*Fixed bug which potentially affected buying of auctions (with TSM\_Shopping).

v3.5.18

\*Validate when scanning last page to prevent issues with unknown items (affecting Sniper).

v3.5.17

\*No change.

v3.5.16

\*Added some analytic events.

v3.5.15

\*Fixed some issues relating to legion items and required levels.

v3.5.14

\*Added a few more missing BoP Engineering materials and their vendor prices.

v3.5.13

\*Improved performance of soulbound item detection.

v3.5.12

\*Fixed issue with pet imports.

\*Fixed issues related to unknown item message.

\*Fixed issues related to Legion material destroy searches.

v3.5.11

\*Added missing BoP Engineering only items.

v3.5.10

\*Added bonus ids related to item suffixes and sockets back.

v3.5.9

\*Fixed some issues related to items with various bonuses.

v3.5.8

\*Fixed a bug preventing legion ores from showing as prospectable.

v3.5.7

\*Switched to Roseate Pigment for ink vendor trades.

v3.5.6

\*Added soulbound materials added in Legion.

v3.5.5

\*Fixed error caused by some Legion items (mainly with regards to TSM\_Destroying).

\*Fixed issue with tooltip flashing in the bottom-left of the screen.

v3.5.4

\*Added workaround for item level issue with some legion items.

v3.5.3

\*Added preliminary prospect / milling ratios for crafting searches and destroy values.

\*Fixed an issue with soulbound item detection.

v3.5.2

\*Added preliminary disenchant ratios for crafting searches and destroy values.

v3.5.1

\*Added missing bonus ids.

\*Fixed some tooltip issues.

v3.5

\*Replaced LibExtraTip with built-in tooltip code to improve reliability and fix various bugs.

\*Improved performance of importing large groups.

\*Added some automatic cleanup of app-related data which is no longer of any use.

v3.4.31

\*Fixed some tooltip issues.

v3.4.30

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

v3.4.29

\*No changes.

v3.4.28

\*Fixed bug affecting some items with bonusIds.

v3.4.27

\*Fixed bug with getting the quality of battlepets.

\*Fixed error from disenchant searches.

\*Fixed item name issue when changing locales.

v3.4.26

\*Fixed compatibility with TUJ addon.

v3.4.25

\*Added missing bonus ids.

v3.4.24

\*Fixed "Unknown Item" showing up in scan results for randomly-enchanted items by adding another workaround for Blizzard's issues.

\*Fixed some lag by reducing the frequency of inventory scans.

v3.4.23

\*Fixed issue with some bonus ids.

v3.4.22

\*Fixed error showing up upon load for some users.

v3.4.21

\*Fix for filtering grouped items by quality

v3.4.20

\*Fix for missing bonus ids

v3.4.19

\*Fixed bug affecting randomly enchanted items.

v3.4.18

\*Fixed bug affecting item info.

v3.4.17

\*Further workaround for Blizzard's item caching issues by storing item info between sessions.

\*Fixed some lag when opening the AH with the auction sales feature enabled.

v3.4.16

\*Added new bonus ids

v3.4.15

\*Fixed error when saving item links in item info cache.

\*Fixed error from group filtering.

v3.4.14

\*Removed debug print.

v3.4.13

\*Fixed error when fetching battle pet item info.

\*Fixed item info messages printing forever when invalid items were in groups.

\*Reduced initial login lag.

v3.4.12

\*Potentially fixed a bunch of item info related issues by working around Blizzard's item caching issues.

\*Fixed scans always searching for individual items.

v3.4.11

\*Fixed issue with item classes when finding auctions.

v3.4.10

\*Fixed issue with removed item classes.

v3.4.9

\*Fixed bug affecting large scans.

v3.4.8

\*Fixed bug with detecting bag type.

v3.4.7

\*Fixed bug with inventory tracking of sent mail.

\*Fixed bug in LibExtraTip.

v3.4.6

\*Fixed issue affecting items with bonus ids.

v3.4.5

\*Fixed error with default mail frame and other mail addons.

v3.4.4

\*Fixed bug with other addon errors showing up as a TSM error.

\*Fixed error when return mail.

\*Fixed bug with imports containing items with bonus ids.

v3.4.3

\*Fixed issue with inventory data not being reliable due to bugs on Blizzard's end by adding some workarounds.

v3.4.2

\*Fixed another bug with the mail inbox.

v3.4.1

\*Fixed some bugs with the mail inbox.

v3.4

\*Updated for patch 7.0.3.

\*Fixed bug with moving non-group items.

v3.3.19

\*Fixed error when storing operations globally.

v3.3.18

\*Fixed detection of region for some realms.

v3.3.17

\*Disabled no-lib creation.

\*Added analytics framework.

v3.3.16

\*Fixed bug with groups page.

v3.3.15

\*Fixed bug with inventory data on some realms.

v3.3.14

\*Greatly sped-up the groups page for people with large numbers of groups.

\*Fixed issue with cross-realm inventory data.

\*Fixed error when renaming custom price sources.

\*Fixed error caused by importing an operation as a group.

\*Fixed a bunch of errors caused by a bug in inter-thread communication.

\*Fixed error with custom price loop message.

\*Fixed error with attempting to applying an operation to nothing.

v3.3.13

\*See v3.3.12 changes (no other changes)

v3.3.12

\*Fixed bug with the current region being incorrectly identified in some cases.

v3.3.11

\*Fixed bug with some WoD crafted items not being handled properly by TSM.

v3.3.10

\*Removed debug print which was spamming chat.

v3.3.9

\*Fixed crash with previous release.

v3.3.8

\*Fixed bug with some items gaining incorrect bonusIds.

v3.3.7

\*Fixed bug with including a dash in a group filter.

v3.3.6

\*Added a delay and minimum quiet-period to update notifications.

v3.3.5

\*Fixed bug affecting some existing group filters.

\*Fixed bug with filtering groups by equipment slot.

v3.3.4

\*Fixed bug with connected realms with dashes in their name.

v3.3.3

\*Fixed another bug with connected realms.

v3.3.2

\*Fixed bug with connected realms.

v3.3.1

\*Fixed a login error.

v3.3

\*Added support for filtering by inventory slot to the group filter.

\*Added addon update information from the TSM Desktop Application.

\*Updated the "TradeSkillMaster Team" info.

\*Changed connected realm code to use game API instead of hard-coded list.

\*Removed temporary mapping for WoWuction prices.

\*Fixed bug with "TSM Features" page not showing up for esES (and possibly other) locales.

v3.2

\*Added temporary mapping and warnings for WoWuction prices (<http://bit.ly/tsmwuend> for more info).

\*Added tooltip reset warning popup.

\*Improved custom price caching to reduce lag from complex custom prices.

\*Fixed bug with app data not being saved.

v3.1.12

\*Fixed an issue where item filters ignored level.

v3.1.11

\*Supporting update for TSM\_Auctioning issue.

v3.1.10

\*Fixed bug with previous version.

v3.1.9

- \*Fixed lag with large auction house scans.
- \*Fixed lag from large custom prices with many price sources within them.
- \*Fixed error in LibExtraTip library related to raid frames.

v3.1.8

- \*Fixed issue with filtering battlepets by type.
- \*Added caching of battlepet species in guild vault.

v3.1.7

- \*Fixed issue with settings not properly saving in some cases for TSM\_AuctionDB and TSM\_Accounting.
- \*Updated the list of tracked bonusIds.

v3.1.6

- \*Remove debug from last fix.

v3.1.5

- \*Fixed bug where some items in guild vault were seen as Soulbound for gathering / warehousing.
- \*Added Ore nuggets to transformations.

v3.1.4

- \*Fixed bug affecting some Pre-WOD crafted items.

v3.1.3

- \*Fixed bug affecting some group+operation imports.

v3.1.2

- \*Fixed bug with upgrading from TSM2.

v3.1.1

- \*Fixed some issues with handling of battlepets.

v3.1

- \*Operations can now be exported with groups.
- \*Filtering out unimportant bonusIds to make it easier to deal with different versions of crafted items.
- \*No longer considering the health, power, or speed of battlepets in groups or elsewhere.
- \*Empty dropdowns in the profile settings will now be disabled.
- \*Fixed lag in items tab of groups.
- \*Fixed lua error caused by entering an invalid filter in the items tab of a group.
- \*Improved initial lag upon logging into the game.

v3.0.3

- \*Now properly displaying errors from unofficial TSM modules.

v3.0.2

- \*Fixed missing TSM tooltips in default profession UI due to bug in LibExtraTip.

v3.0.1

- \*Showing different text in the error window for errors from unofficial modules.

v3.0

- \*Initial 3.0 version!

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v2.10.26

- \*One more try to fix version number.

v2.10.25

- \*No Changes, fixing version number.

v2.10.24

- \*No Changes, fixing curse upload issue.

v2.10.23

- \*Updated Interface version for patch 6.2.

v2.10.22

- \*Fixed min ilvl for disenchanting uncommon armor / weapons

v2.10.21

- \*Fixed greater / lesser magic essence transform rates.

v2.10.20

- \*Fixed bug caused by Blizzard AH loading before TSM does

v2.10.19

- \*Fix toc

v2.10.18

\*No Change

v2.10.17

\*Update Bagnon / Add LiteBag support  
\*Updated for patch 6.1

v2.10.16

\*Display prospect value in tooltips as per ore rather than per prospect.

v2.10.15

\*Fix ILvl range for draenic dust.

v2.10.14

\*Items which are bind on account (or bnet account) will now properly be treated as BoP.

v2.10.13

\*Made some changes to how data for the app is stored.

v2.10.12

\*Fixed bug with app data not loading properly and wiping previous data.  
\*Added DE values for Temporal Crystals

v2.10.11

\*Adjust DE levels for Draenic Dust for blue items.

v2.10.10

\*Add Temporal Crystal to conversions.  
\*Tweak DE levels for Draenic Dust / Luminous Shards.

v2.10.9

\*Fixed bug in custom price code.

v2.10.8

\*Fixed memory leak in custom price code.  
\*Updated disenchanting rates.

v2.10.7

\*Add TheUndermineJournal as optional dependency.

v2.10.6

\*Fixed bug with search filter generation.

v2.10.5

\*Reverted previous change.

v2.10.4

\*Fixed bug regarding the option to open bags with AH.

v2.10.3

\*Tweak some of the conversion rates.  
\*Add missing vendor trade conversion for IOD.

v2.10.2

\*Fixed Lua error caused by some changes in v2.10.

v2.10.1

\*Fixed Lua error upon opening BMAH.

v2.10

\*Added support for prices via the new TUJ addon.  
\*Fixed bug with BMAH.  
\*Fixed bug with disenchant price source.

v2.9.19

\*Added WOD DE mats.  
\*Fixed sorting on auction results tables.

v2.9.18

\*Missed some of the WOD herbs for milling.

v2.9.17

\*Updated Inscription item conversions / vendor trade inks for WOD

v2.9.16

\*Fixed bug with upgrading from older version.  
\*Updated some URLs.

v2.9.15

\*Fixed bug with shopping search imports.

v2.9.14

\*Spirit of Harmony no longer Soulbound.

v2.9.13

\*Fix issues recognizing Auctioneer / Auctionator price sources.

v2.9.12

\*Reverting previous change - bank bag counts are not updated correctly when the bank is not open.

v2.9.11

\*Checking bank bags no longer requires the bank to be open

v2.9.10

\*Fixed an issue with warehousing bank slots if the reagent bank has been purchased

v2.9.9

\*Fixed an issue with warehousing bank slots if the reagent bank hasn't been purchased

v2.9.8

\*Updated libs for patch 6.0.2

v2.9.7

\*Updated for patch 6.0.2

v2.9.6

\*Added support for shopping searches in the TSM app data.

\*Fixed the TSM App URL.

\*Rewrote most of the TSM threading code to add functionality and make it more robust.

v2.9.5

\*Grabbing latest version of AccurateTime which should fix conflicts with other addons.

v2.9.4

\*Grabbing latest version of LibParse which should fix some issues that users with large amounts of group data were experiencing.

v2.9.3

\*Fixed another bug with data for TSM App not being saved properly.

v2.9.2

\*Removed TUJ price sources.

\*Fixed bug with data for TSM App not being saved properly.

\*Fixed bug affecting WoD beta.

v2.9.1

\*Fixed bug with ruRU localization causing lua error.

v2.9

\*Updated to support the new TSM Desktop Application.

\*Custom price sources will now be listed in the popup that shows when changing a custom price.

\*Changed popups to hopefully avoid tainting Blizzard's UI code.

v2.8.3

\*Made TSMAPI:IsSoulbound() MUCH more efficient which will GREATLY reduce the interface log of all modules..

v2.8.2

\*Added LibChatAnims to fix Blizzard bug with adding chat filters.

v2.8.1

\*Updated connected realms.

\*Added some more validation to price sources to avoid lua errors.

v2.8

\*Fixed issue with TSM error handler.

\*Removed 1.x dealfinding / shopping list support for importing items to groups.

\*Added options for displaying prospect and mill values in tooltips (enabled by default).

\*Reorganized general tooltip options slightly.

\*Fixed bug with "/tsm version" not going in the right chat tab.

\*Added confirmation for copying a profile.

v2.7

\*Added new "check" function for doing logic operations in custom prices.

\*Fixed bug with multiple fixed gold values in custom prices being invalid in certain situations.

\*Removed "Status / Credits" tab and put credits at the bottom of the first tab instead.

\*Modified the "New Group Name" editbox to contain the current group name by default.

\*Made external price sources (mainly from Auctioneer) more consistent with TSM price sources.

v2.6.2

\*Added verify for a sync setup which has been corrupted due to manual copying of saved variables.



\*Added help button to main TSM frame for opening TSM assistant.  
\*Made lines under icons in main TSM frame shorter so they don't interfere with the title text.

v2.6.1

\*Fixed typo in Assistant step.  
\*Made Assistant window wider.

v2.6

\*Added new TSM Assistant feature!  
\*Removed SetUnit hook from LibExtraTip to avoid errors.  
\*Updated localized strings.  
\*Updated hard-coded list of connected realms.

v2.5.14

\*Added line to TSM Info / Help page.

v2.5.13

\*Fixed issue with importing groups with spaces in the subgroup names.  
\*Fixed bug with post confirmation window and removed coloring of g/s/c letters.

v2.5.12

\*Fixed bug introduced in v2.5.11 with percentages in price sources.

v2.5.11

\*Fixed bug with parsing price sources with multiple percentages.

v2.5.10

\*Added functionality to TSM API functions including auto-complete support for editboxes.  
\*Minor code cleanup.

v2.5.9

\*Fixed bug which was causing lua errors in TSM\_Shopping.

v2.5.8

\*Minor bug fix.

v2.5.7

\*Improved TSM:GROUPS:\* events for external usage.

v2.5.6

\*Added TUJ as optional dependency to ensure it loads first.

v2.5.5

\*Fixed bug with importing operations.

v2.5.4

\*Cleaned up some code in the error handler and made it more resilient.

v2.5.3

\*No change - fixing issue with curse packager.

v2.5.2

\*Fixed bug with new change in v2.5.1.

v2.5.1

\*Fixed bug with preparing filters taking a very long time.  
\*Removed name from auction results row.  
\*Removed some debug code.

v2.5

\*Added error message when you try and move a group to one of its subgroups.  
\*Reorganized and cleaned up the code.  
\*Added option for embedding TSM's tooltip lines (enabled by default to maintain prior behavior).  
\*TSM's error handler will now ignore errors from auc-stat-wowuction.  
\*Fixed issue with multi-account syncing in patch 5.4.7.

v2.4.5

\*Fixed issue with resizing the TSM window.  
\*Added some debug code.  
\*Potentially fixed bug with scans scanning too many pages due to missing item info.  
\*Fixed bug with main window not correctly saving its position and size between sessions.  
\*Fixed bug with moving the main window from the TSM icon  
\*Added TSM API:Assert for unexpected conditions which should be reported as errors to the TSM team.  
\*Added TSM API:Verify for conditions which require corrective action by the user and are not addon bugs.  
\*Soulbound items will no longer be moved for warehousing/auctioning options on the BankUI.  
\*Added events and event logger. Improved error handler.  
\*Fixed bug with tooltips having a delayed update after modifier keys are pressed.  
\*Errors occurring within threads should now be properly reported.  
\*Added vanilla gems to conversions.

- \*Added TSMAPI:GetConnectedRealms() to allow for basic connected realm support.
- \*Fixed bug with multi-account code constantly trying to add people to the friends list.

#### v2.4.4

- \*Fixed bug with TSM tooltip.
- \*Cleaned up some code.

#### v2.4.3

- \*Added tooltip options for displaying custom price sources in tooltips.

#### v2.4.2

- \*Fixed stack overflow issue with importing of large groups.

#### v2.4.1

- \*No change, trying to fix issue with curse.

#### v2.4

- \*Implemented new method for modules to export data to the TSM app.
- \*Changed red group color to be orange instead.
- \*Added support for scanning the last page (used by the Sniper feature of TSM\_Shopping).
- \*Cleaned up much of the Auction scanning code.
- \*Made the "max" labels in the post frame clickable buttons.
- \*Added support for tabbing between fields in the post frame.
- \*Fixed some issues with prices changing incorrectly in the post frame when certain fields were modified.
- \*Added caching of battlepet names on-load to reduce errors from incomplete battlepet info.

#### v2.3.2

- \*Fixed some display issues with slider tooltips.

#### v2.3.1

- \*Fixed bug with common search term generation for items which have overlapping names (ie gems).
- \*Fixed bug in group import code.

#### v2.3

- \*TSM will now take into account common classes when generating AH query.
- \*Added option (enabled by default) to color group names within group trees based on their sub-group depth.
- \*Added display of locals to error handler.
- \*Fixed bug in common search term code.

#### v2.2.10

- \*Added [Jard's Peculiar Energy Source] to soulbound mats.

#### v2.2.9

- \*Fixed bug with adding a special character when renaming a group.

#### v2.2.8

- \*Fixed bug with battle pets.

#### v2.2.7

- \*Groups in grouptrees will now be selected by default.
- \*Greatly improved TSM's display of error messages.
- \*Fixed bug in TSMAPI:CreateTimeDelay which caused label-less timers to collide.

#### v2.2.6

- \*Fixed an issue with common search terms for items whose name matches the common search term (ie uncut gems).

#### v2.2.5

- \*Fixed bug with the current profile not being saved.
- \*Fixed bug with getting battle pet item info.
- \*Fixed sorting of auction result table.
- \*Removing an operation from a group will no longer switch to the new operation page.

#### v2.2.4

- \*Made group trees select all groups by default.

#### v2.2.3

- \*Fixed bug with formatted gold amounts in custom prices.

#### v2.2.2

- \*Fixed issue with using itemlinks in custom prices.

#### v2.2.1

- \*Fixed issue with group trees not remember their selection status in some situations.

#### v2.2

- \*Fixed bug with getting battle pet item info.
- \*Removed TSMAPI function to disable TSM error handler from packaged versions.
- \*Added list of groups which an operation is currently applied to, along with a remove button for each group, to the management tab of operations.
- \*Typing "/tsm freset" will now reset the position of all movable frames from all modules.

- \*Group trees will now remember which groups are selected (all will be deselected by default).
- \*Custom prices will now support any number of formatted gold values (instead of just one).
- \*Renamed TSMSelectionList to TSMGroupItemList internally.
- \*Added "avg()" function support to custom prices.

#### v2.1.14

- \*Fixed typo in code which caused issues with the bank UI and the DufUIBank addon.
- \*Fixed issues with sliders and treegroups caused by 5.4 changes.

#### v2.1.13

- \*Grabbing latest version of AccurateTime (again).

#### v2.1.12

- \*Grabbing latest version of AccurateTime.

#### v2.1.11

- \*Added some missing soulbound mats to internal lookup table.
- \*AccurateTime will now be embedded instead of standalone.

#### v2.1.10

- \*Fixed issue with '/tsm bankui' creating duplicate windows.
- \*Fixed bug with auction result sorting.
- \*Fixed some memory leaks.

#### v2.1.9

- \*Added new !AccurateTime library and fixed some issues around debugprofilestart/stop usage.
- \*Cleaned up .toc file a bit.
- \*Added bankui support for DufUIBank addon.

#### v2.1.8

- \*The BankUI will now remember its position (independantly for bank and guild bank).
- \*Added /tsm bankuireset to reset the BankUI frame position

#### v2.1.7

- \*Added caching to various commonly used APIs.
- \*Bug fix with item info caching.
- \*Added disenchant mats to tooltip.

#### v2.1.6

- \*added bankUI support for cargBags Nivaya

#### v2.1.5

- \*Fixed bug with clicking on scrolling table columns.

#### v2.1.4

- \*Added latent kor'kron pieces as non-disenchantable.
- \*Fixed bug with tree groups.

#### v2.1.3

- \*Fixed some conversion/destroying ratios.
- \*Fixed some patch 5.4 issues.
- \*Fixed a bug with switching profiles.
- \*Limited quantity items from a vendor will no longer be tracked.
- \*Updated TOC for patch 5.4.

#### v2.1.2

- \*Fixed various issues with disenchanting ratios.
- \*Fixed issue with soulbound materials.
- \*Made room for shopping tooltip options.
- \*Fixed bug with importing of subgroup structure.

#### v2.1.1

- \*Fixed bug with multiple occurrences of a custom price sources within a custom price.
- \*Fixed disenchanting ratios.
- \*Fixed tooltips for auction result rows.
- \*Improved how module icons are displayed in the main TSM window.

#### v2.1

- \*Some advanced features will now be designated as such with red title text.
- \*Added theme option for the color used to designate advanced features.
- \*Added the ability to import and export operations.
- \*Fixed issue with detecting disenchantable items on non-enUS clients.
- \*Added support for decimal places in percentages in custom prices.
- \*Added option to export/import subgroup structure when exporting/importing groups.
- \*Group selection trees will now remember their expanded/collapsed status info on a per-module basis.
- \*Shift-clicking the "<<< Remove" button in the "Items" tab of a group will now remove the items from all groups rather than move the items to their parent group.
- \*Filtering the item selection list in the "Items" tab for groups will now hide filtered-out rows.
- \*Added option for changing the chat tab which TSM and its modules use for printing messages.

- \*Added loop detection to custom price code.
- \*Fixed a bug with custom prices with specific items in them.
- \*Fixed error from missing localization phrase.
- \*Fixed stack overflow with very long custom prices.
- \*Added the ability to create custom price sources.
- \*Added more error checking to the custom price validation code.

v2.0.10

- \*Fix for error when alt-clicking buying in destroy mode.

v2.0.9

- \*Fixed some divide by zero issues found on 5.4 PTR.
- \*Fixed issue with bank updates going out to modules after bank was closed.
- \*Fixed bug with alt-click buying in destroy mode for TSM\_Shopping.

v2.0.8

- \*Fixed bug with certain gold amounts not getting correctly formatted.

v2.0.7

- \*All scrolling tables will now have constant-height rows.
- \*Fixed bug with tooltip for battlepets.

v2.0.6

- \*Fixed issue with spaces in itemStrings.

v2.0.5

- \*Added option for including soulbound items in movement APIs.
- \*Fixed bug with syncing code trying to sync with the current character.
- \*Fixed various issues with manual posting.

v2.0.4

- \*Updated LibExtraTip.
- \*Fixed a bug with auction result tooltips not working for battlepets.
- \*TSM tooltip data will now be shown for battlepets as well as items.

v2.0.3

- \*Fixed a bug with vendorsell price source.

v2.0.2

- \*Fixed a bug with being unable to add ungrouped random enchant items as the base item.
- \*Fixed issue with first() and vendorsell in custom prices.

v2.0.1

- \*Fixed a bug with the version showing as "Dev" instead of v2.0.

v2.0

- \*First 2.0 Version!

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v1.6

- \*Updated TOC for patch 5.2.
- \*Added quick buyout feature to auction result frames.
- \*Added more theme options and preset themes.
- \*Adjusted milling/prospecting/disenchanted ratios as necessary.
- \*Added basic battle pet support.
- \*Improved the TSM error handler.
- \*Many other minor bug fixes and improvements.

v1.5

- \*Updated existing themes and added some new ones.
- \*Changed default theme to "Goblineer" as voted on by forum members.
- \*Updated TOC for patch 5.0.4
- \*TSM will now block all chat messages related to creating and canceling auctions.
- \*Added a slash command for resetting the position of the main TSM frame - '/tsm freset'.
- \*Fixed the green +/- buttons in treegroups.
- \*Made all the progress bars across the modules consistent.
- \*Rewrote all the auction results table code to address multiple issues.
- \*Added a slider to the TSM options tab for adjusting how many rows are shown in auction results tables.
- \*Many other minor bug fixes and improvements.

v1.4

- \*Redesigned the look and feel of the main TSM window and the auction house tab.
- \*Added a bunch of new options for customizing the new look.
- \*Added the ability to import / export appearance settings.
- \*Added a list of importable preset themes for TSM.
- \*There is now a hidden gem somewhere in TSM. Find it and something cool will happen :).
- \*Removed a few things which will cause errors in patch 5.0.4.
- \*Added support for the general stats which are now also included in the TUJ realm edition.
- \*TSM will now be packaged with a new version of LibAuctionScan which has significant scan speed improvements.

\*Many other minor bug fixes and improvements.

v1.3

\*Added further warnings for users who may still have TSM\_Gathering installed.  
\*Fixed error caused by having Auctioneer enabled by not the Appraiser module.  
\*Performed a major reorganization of TSM's code to make it easier to find specific functions.  
\*Added tooltip support for selection lists.  
\*Fixed a bug with SelectionLists not adding/removing items that were selected by not visible.  
\*Updated all the disenchanting tables to fix a handful of inaccuracies.  
\*Fixed an error caused by changing the Auction House scale before opening it for the first time.  
\*SelectionList filters will now be parsed to avoid string pattern errors.  
\*Many other minor bug fixes and improvements.

v1.2

\*Added destroying data for essences / shards / crystals for the Destroying feature in the Shopping module.  
\*Fixed various bugs with the TSM auction house tab / detached frame not displaying correctly.  
\*Added option for opening all your bags when the AH is shown.  
\*Added option for detaching the TSM auction house tab by default.  
\*The TSM auction house tab will now remember its detached position throughout a single session.  
\*Removed localized strings from error handler and added client locale info.  
\*Many other minor bug fixes and improvements.

v1.1

\*Improved TSM's error catcher.  
\*TSM's AH tab is now its own window which can be detached from the main AH frame.  
\*When TSM's tab is attached, it'll hide behind the main AH frame when you switch tabs, allowing your TSM scan to continue "in the background".  
\*Added options for making the main AH frame movable and for changing the scale of the AH frame.  
\*Added an option for removing the bids from auction results to make the buyouts easier to read (bids are now hidden by default).  
\*Updated the LDBIcon to use a different texture than the minimap icon.  
\*Many other minor bug fixes and improvements.

v1.0

\*First Release Version!

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**\*\*Beta Versions:\*\***

v0.2.4

\*Updated some APIs for a new feature that's in the works.  
\*Updated the TOC for patch 4.2.

v0.2.3

\*Added support for spell tooltips.  
\*Removed the extra "v" that would show up in front of version numbers.  
\*Took out the Destroying button code (was moved to the Destroying module's code).  
\*Added some new info messages that'll appear in popups when the user logs in.  
\*Many other minor changes.

v0.2.2

\*Added AceHook and lib-st libraries.  
\*Fixed a typo in one of the tips.  
\*Many other minor changes.

v0.2.1

\*Finally fixed the bug where selectionlists (such as the one used for adding or removing items to Auctioning groups / categories) were only displaying the first 4 items under some circumstances.  
\*Updated the TOC for patch 4.1

v0.2

\*Added TSM tips to the status bar of the main TSM window. The tip will change everytime the TSM window is open.  
\*Added a ton of support code for the AuctionDB and Destroying modules.  
\*Cleaned up the unused slash command code as well as a bunch of other parts of the code.  
\*Updated the credits.  
\*Many other changes that aren't evident to the user but better the addon's code as a whole.

v0.1.7

\*Removed the slash command line from the minimap button tooltip as it was causing some errors.  
\*Tooltip functions can now access stack size info.  
\*Cleaned up the TSMMacroButton code and fixed some bugs.

v0.1.6

\*SelectionLists should now clear the selected row on release.  
\*Added VersionKey APIs.  
\*Removed a few extra libraries from the TOC file / addon folder.  
\*Turned on no-lib creation.  
\*Updated the credits.  
\*Cleaned up some of the code.

v0.1.5

- \*Fixed a bug with the main TSM window on non-english clients.
- \*Minor improvements to the GUI functions.
- \*Added an option to the "Status" page for hiding the minimap icon.

v0.1.4

- \*Fixed some minor bugs with two of the TSM API functions.
- \*This update is required for using the latest version of Crafting

v0.1.3

- \*Adjusted the sidebar so it should resize more in order to not be blocked by right action bars.
- \*Fixed a bug with the selectionlists in auctioning sometimes only showing 4 items.
- \*Updated the included TSM Guidebook pdf.

v0.1.2

- \*The sidebar frame should no longer go off the screen.
- \*Added another popup to help new users.

v0.1.1

- \*Should be way more obvious when no modules are installed.

v0.1

- \*First Beta Release!