

AuctionDB

v3.1.18

*Updated TOC version for patch 7.3.
*Fixed bug with full scanning.

v3.1.17

*Updated TOC version for patch 7.2.

v3.1.16

*Updated TOC version for patch 7.1.

v3.1.15

*Fixed bug with loading of data from the TSM Desktop Application.

v3.1.14

*Fixed issue with loading of large amounts of data from the TSM Desktop Application.

v3.1.13

*Fixed typo.

v3.1.12

*Fixed visual bug with AuctionDB tab.
*Fixed error from invalid scan data via in-game scans.

v3.1.11

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

v3.1.10

*Fixed issue with pulling correct prices for bonus id items.

v3.1.9

*Fixed animation bug with TSM logo.

v3.1.8

*Implemented temporary workaround for Blizzard's servers being slow.

v3.1.7

*Bumped TOC version for patch 7.0.x.

v3.1.6

*Fixed detection of region for some realms.

v3.1.5

*Fixed bug with switching regions.
*Added some analytics events.

v3.1.4

*Fixed bug and added error message for starting a group scan without selecting any groups.

v3.1.3

*Fixed issue with prices for green quality WoD items.

v3.1.2

*Fixed bug with variant prices using the base item if no data was available.

v3.1.1

*Fixed bug with prices defaulting to the base item when missing for a specific variant.

v3.1

*Added support for new region-wide prices via the TSM Desktop Application.
*Added support for different prices for different stages of WoD crafted items via the TSM Desktop Application.
*Added support for the new region sale rate and daily sold quantity via the TSM Desktop Application.

v3.0

*Initial 3.0 version!
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v2.7.1

*Updated for patch 6.2

v2.7

*Updated to use new TSM_AppHelper module.

v2.6.5

*Fixing interface version.

v2.6.4

*Updated for patch 6.1.

v2.6.3

*Possible fix for realm names (weird blizzard apostrophe again).

v2.6.2

*Fixed again an issue with importing app data if realm name contained an apostrophe.

v2.6.1

*Updated app data encoding scheme (with r250 of the TSM App) to fix issues with having data for many realms.

v2.6

*Added two new price sources (both via the TSM app): "Historical Price" and "Global Historical Price"

v2.5.2

*Fixed an issue with importing app data if realm name contained an apostrophe.

v2.5.1

*Minor bug fix with desktop app and in-game scan interaction.

v2.5

*Updated for patch 6.0.2

v2.4.4

*Updated TSM App URL.

v2.4.3

*Fixed bug with some realms not loading data from the app properly.

v2.4.2

*Optimized code to reduce logout times for those using the app.

v2.4.1

*Removed old app code.

v2.4

*Updated to work with the new version of the TSM Desktop Application.

v2.3.10

*No update. Trying to fix issue with curse.

v2.3.9

*Changed how AuctionDB saves data on logout to avoid race conditions.

v2.3.8

*Re-applied reverted change.

v2.3.7

*Reverted previous change temporarily.

v2.3.6

*Fixed bug with v2.3.4 change not taking effect.

v2.3.5

*Typing "/tsm adreset" will now reset update times as well as the data.

v2.3.4

*AuctionDB will now import up to 48 hours of scan data, instead of 24.

v2.3.3

*Fixed possible lua error with previous version.

v2.3.2

*Fixed another bug with importing data from the TSM app.

v2.3.1

*Removed seen quantities which were not being used and are no longer supported by the TSM app.

*Fixed bug with importing multiple scans worth of data from the TSM app.

*Fixed bug with search of AuctionDB database not escaping special characters properly.

v2.3

*Added code to clear out old, unused scan data from the database to save space.

*Importing data from the app will now happen in the background rather than when AuctionDB is loaded.

*Changed how the current day's scans are being stored to be more efficient.

*Many other general efficiency improvements with how AuctionDB manages its data.

v2.2.3

*Updated group tree creation API call.

v2.2.2

*Fixed typo in previous release.

v2.2.1

*Fixed bug with AuctionDB not saving data which was imported from the TSM app.

v2.2

*Fixed potential error in scan processing code.

*Fixed bug with the display of the last scan time.

*Greatly reduced the time it takes AuctionDB to load / save its data (essentially to zero).

*Added "Show AuctionDB AH Tab" option (enabled by default) to allow those who use the TSM app to hide the AuctionDB tab.

v2.1

*Improved the efficiency of the market value lookup code.

*Fixed lua error with importing data from the TSM application.

*Rearranged AuctionDB AH tab and added the ability to scan specific groups with AuctionDB.

v2.0.2

*Updated scrolling tables.

*Fixed some 5.4 issues.

*Updated TOC for patch 5.4.

v2.0.1

*Fixed issue with battlepet tooltips.

v2.0

*First 2.0 Version!

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v1.4

*Updated TOC for patch 5.2.

*Updated for new TSM application.

*AuctionDB will no longer freeze the game while processing data from the TSM application.

*Updated the style of AuctionDB's tooltips.

*Fixed a bug with the scrolling table shrinking to half width in some situations.

*Greatly increased the efficiency of the code which imports TSM app data.

*Many other minor bug fixes and improvements.

v1.3

*Fixed some divide by zero issues which will cause errors in 5.0.4.

*Added support for new TSM application.

*Updated to support new TSM design.

*Many other minor bug fixes and improvements.

v1.2

*Further optimized the code that decodes the data from the saved variables file when AuctionDB is loaded.

*Added APIs to support the new special searches in TSM_Shoppping.

*Added disenchant value to the TSM tooltip and applicable options in the AuctionDB config.

*Many other minor bug fixes and improvements.

v1.1

*Dramatically reduced the amount of time it takes AuctionDB to load.

*Removed all caching which should get rid of all interface lag due to AuctionDB.

*Many other minor bug fixes and improvements.

v1.0

*First Release Version!

****Beta Versions:****

v0.4

*Optimized the code for searching through AuctionDB's database.

*Fixed a bug where AuctionDB's ScrollTable in the main TSM window wasn't hiding properly.

*Added code to support new automatic auction data updater application.

*Scan data will now be compressed when saved.

*Replaced auction count code with code to use Gathering's data.

*Redesigned the market value algorithm to work better with the new auto updating application as well as regular scans.

*Many other minor bug fixes and improvements.

v0.3.4

*Updated TOC for patch 4.2.

v0.3.3

*Changed the search page to use lib-st rather than AceGUI.

*Fixed a bunch of minor bugs.

v0.3.2

- *Fixed a bug with the getall scan.
- *Updated the general scanning code to work better with the new version of Auctioneer.
- *Many other minor bug fixes and improvements.

v0.3.1

- *Removed player auction count code from AuctionDB (it was moved to Gathering).
- *Updated TOC for patch 4.1.

v0.3

- *Minimum buyouts will no longer be wiped after a profession scan for items that weren't expected to be scanned.
- *Added a feature for searching through the scan data.
- *Completely re-did AuctionDB's page in the main TSM window to accommodate this new feature.
- *Added a button to the sidebar frame to quickly access this new feature.
- *The AuctionDB tooltip will now show whatever information is available rather than all or nothing.
- *Added a popup confirmation to the slash command for clearing the scan data (/tsm adreset).
- *Many other minor bug fixes and improvements.

v0.2.2

- *AuctionDB should no longer be blocking Auctioneer when it's not supposed to.
- *Many other minor bug fixes and improvements.

v0.2.1

- *Added an option for preventing Auctioneer from scanning / processing on AuctionDB's scans (recommended).
- *Added more info to the tooltip for stacks of more than 1 to show the min buyout and market value for the entire stack.
- *Many other minor bug fixes and improvements.

v0.2

- *Fixed localization files.
- *Min buyouts are now cleared after a scan.
- *Brand new market value algorithm that should be much less vulnerable to market value poisoning as well as be far more accurate in general.
- *Many other minor bug fixes and improvements.

v0.1.1

- *Added option to do a full AH scan.
- *Fixed blacksmithing scan to include belt buckles.
- *Many other minor bug fixes and improvements.

v0.1

- *First version!