

# Accounting

v3.0.20

\*Updated TOC version for patch 7.3.

v3.0.19

\*Updated for patch 7.2.

\*Fixed issue with recording of repair expenses.

v3.0.18

\*Updated TOC version for patch 7.1.

v3.0.17

\*Fixed issue with recording trades.

\*Fixed issue with recording bonus gold from class hall missions.

v3.0.16

\*Made scanning of listed auctions less aggressive.

v3.0.15

\*Fixed error while opening mail.

v3.0.14

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

v3.0.13

\*Fixed error hit while opening mail.

v3.0.12

\*Fixed bug with tracking of sent mail.

v3.0.11

\*Fixed bug when opening mail with above 1M gold.

v3.0.10

\*Fixed bug in last version.

v3.0.8

\*Fixed bug caused by 7.0.x changes.

v3.0.7

\*Bumped TOC version for patch 7.0.x.

v3.0.6

\*Fixed error seen in some situations after clearing old data.

\*Fixed error from gold tracking.

v3.0.5

\*Fixed another issue with Accounting taking a long time to load.

v3.0.4

\*Fixed issue with Accounting taking a long time to load.

v3.0.3

\*Changed how Accounting data is stored.

v3.0.2

\*Various changes to prepare for r303 of the TSM Desktop Application.

\*Removed a bunch of dead code.

v3.0.1

\*Fixed error when attempting to loot mail past gold cap.

v3.0

\*Initial 3.0 version!

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v2.4.5

\*Updated for patch 6.2

v2.4.4

\*Fixing interface version.

v2.4.3

\*Updated for patch 6.1

v2.4.2

\*Fixed issue with display of avgBuy info.

v2.4.1

\*Fixed lua error on fresh install.

v2.4

\*Updated for patch 6.0.2

v2.3.2

\*Storing more info to differentiate sales vs purchases.

\*Cleaned up some code.

v2.3.1

\*Accounting will now actively attempt to retrieve seller/buyer names for AH mail to avoid recording a "?" as the name.

v2.3

\*Accounting will now automatically trim old sales / purchases if the data is too larger for WoW to handle without corrupting the saved variables.

\*Added a message which will be displayed upon logging in when sales / purchases were previous trimmed.

v2.2.16

\*Fixed bug with other income/expense not being recorded.

v2.2.15

\*Fixed bug with smart average buy price.

v2.2.14

\*Minor code change.

v2.2.13

\*Fixed bug with "...since last purchase" tooltip line.

v2.2.12

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

v2.2.11

\*Fixed bug in gold log error correction.

v2.2.10

\*Changed how Accounting exports data to the TSM app.

\*Fixed bug in gold log error correction.

\*Fixed bug with recording of items which weren't successfully looted from the mail due to full bags.

\*Removed old 1.x conversion code.

v2.2.9

\*Fixed bug in summary tab.

v2.2.8

\*Added caching to tooltip and custom price functions to greatly speed them up.

\*Fixed some bugs around Accounting's custom price functions for items which Accounting doesn't have data for.

v2.2.7

\*Fixed bug that caused a stack overflow.

v2.2.6

\*Fixed bug with some records missing keys.

v2.2.5

\*Fixed bug with removing old data.

\*Fixed bug with retrieving gold from a COD payment.

v2.2.4

\*Fixed display bug with top sellers / buyers on item detail pages.

v2.2.3

\*Fixed display issue with quantities on item detail pages.

v2.2.2

\*Fixed bug with summary tab.

v2.2.1

\*Bug fix involving old / corrupted data.

v2.2

\*Fixed a bug with returning item names from cache.

\*Rewrote most of the core Accounting code to make it simpler and easier to maintain.

\*Expanded and unified the filters shown in various Accounting tabs.

\*Many other minor tweaks, bug fixes, and improvements as part of the rewrite.

v2.1.2

\*Fixed bug with corrupted postage expense data.

\*Gold log data will now be stored as CSV to be consistent with other data.  
\*Added option to disable display of money transfers.

v2.1.1

\*Fixed bug with gold tracking.

v2.1

\*Fixed bug with buying items using alternate currency.  
\*Added "maxBuy" and "maxSell" price sources.  
\*Added max buy/sell prices to item tooltips.  
\*Player on-hand gold values tracked by Accounting will now be rounded to the nearest 1k gold.  
\*Added a dropdown to select which character to display on the gold graph.  
\*Added an option to the dropdown to display the sum of all characters (on the faction+realm) on the gold graph.  
\*Fixed some bugs with how on-hand gold data was being stored.  
\*Added some code to correct errors in on-hand gold data automatically.  
\*Added group and player filters to the summary tab.  
\*Added the ability to remove a record for an item by shift-right-clicking on it in the item-detail page.

v2.0.6

\*Fixed another stack overflow issue with Accounting price sources.  
\*Updated TOC for patch 5.4.

v2.0.5

\*Fixed error when returning to the previous page from an item detail page.

v2.0.4

\*Fixed stack overflow with Accounting price sources.

v2.0.3

\*Fixed bug with tooltips.

v2.0.2

\*Fixed bug with viewing item details and then returning to previous page.  
\*Moved smart average option from tooltip options to general Accounting options.  
\*Fixed some divide by zero errors from PTR.  
\*Fixed bug with avgbuy with smart buy price enabled.  
\*Update scrolling tables to work with new fixed-height code.

v2.0.1

\*AvgBuy and AvgSell price sources will now work correctly for base items.

v2.0

\*First 2.0 Version!

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v1.3

\*Updated TOC for patch 5.2.  
\*Added last sold amount to tooltip.  
\*Fixed a bug with scrolling tables shrinking to half width for some people.  
\*Many other minor bug fixes and improvements.

v1.2

\*Fixed a bug where the MySales popup wasn't going away after hitting cancel.  
\*Updated for new TSM design.  
\*Updated TOC for patch 5.0.4.  
\*Added an option for Accounting to track trades (enabled by default).  
\*Added an option to track trades automatically, without a confirmation (disabled by default).  
\*Significantly improved the interface lag associated with clicking on the Accounting icon in the main TSM window.  
\*Many other minor bug fixes and improvements.

v1.1

\*Fixed some bugs with links not showing correctly.  
\*Fixed option labels for tooltips and clear old data.  
\*Fixed a bug with the "<none>" entry in the filter drop down not showing up.  
\*Added player column and filter to sales and purchaseses tab  
\*Fixed a bug where Accounting wasn't properly tracking multiple purchases / sales of the same item in a row.  
\*Fixed a bug with MySales importing.  
\*Many other minor bug fixes and improvements.

v1.0

\*First Release Version!

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

v0.1.5

\*Fixed a bug where the weekly / monthly averages weren't correct.  
\*Sale / purchase data will now be compressed when saved to the saved variables file.

\*Many other minor bug fixes and improvements.

v0.1.4

\*Added code to allow for other modules to get sell / buy price data from Accounting.

\*Fixed a bug with one of the time formats.

\*Updated the TOC for patch 4.2.

v0.1.3

\*Fixed a bug where people were getting prompted for MySales importing every time.

\*Added an option for switching between average sell / buy price and total sell / buy price.

\*MySales importing should hopefully be slightly more successful.

\*Many other minor bug fixes and improvements.

v0.1.2

\*Added MySales importing.

\*Fixed a few bugs that were causing lua errors.

v0.1.1

\*Fixed a bug where Accounting was preventing the user from looting anything but the first item in a mail containing multiple items.

\*A few other minor bug fixes and improvements.

v0.1

\*First beta version!