Change Log

TSM 4.10

UI Customizations

- The UI is now much more customizable, including the following:
    - You can now select between a few different themes to change the color scheme of all TSM windows.
    - Scrolling tables can now have their columns resized and hidden.

        - Table column sizes can be individually reset by right-clicking on the resizer
    - Vertical dividers can now be dragged to resize the left/right content.
    - In selection lists (i.e. group item lists and Auctioning "Post from Bags" list) now allow for dragging with the right mouse button down to quickly select multiple rows.
    - All UI state and context (i.e. collapsed / expanded groups, divider position, table context, etc) is saved between sessions.

General Features & Fixes

- TSM Sniper has been re-enabled, with a 30-second delay before restarting the scan.
- Account syncing has been updated to include Accounting sales and purchases.

    - Deleting Accounting data can only be done on the Account it was recorded on
- Filter strings now support a max quality (i.e. /armor/uncommon/epic).
- Added app status icon to the top of relevant UIs
- The default AH sounds will now play when opening/closing the AH with TSM
- All TSM item tooltips should now properly show the comparison tooltip for armor/weapons when holding shift
- You'll now be prompted to buy herbs in multiples of 5 for milling in crafting mode searches
- Re-introduced an option to prevent the AH frame from closing when pressing "ESC"
- TSM will no longer track vendorbuy prices for limited quantity items
- TSM now tracks the current gold of each of your characters and displays it when hovering over the player gold text in various TSM windows
- Linking an item while editing an input will now insert the item into the input
- Inputs will now show a red border when their content is invalid and will no longer reset when hitting enter if the content is invalid
- Shortened the chat prefix to "TSM"
- Updated some transform / milling ratios
- You can now link items from group item lists
- Throughout TSM, there have been a ton of optimizations (especially around UI performance) and minor fixes. Some of the bug fixes are detailed below:
    - Fixed error with Skillet + TSM loaded.
    - Fixed recording of incorrect commodity purchase quantities when not using TSM. to open mail.
    - Fixed a bug where the "Destroy Next" button would get stuck.
    - Fixed various issues when buying commodities via Shopping / Sniper.
    - Fixed the auction purchase message to properly show the item / price.
    - Fixed issue with Auctioning not posting the right quantity of commodities.
    - Fixed profession not updating to reflect skill-up changes
    - Fixed Task List showing mailbox isn't open when it is
    - Fixed group trees not updating properly when new groups are created
    - Fixed issue with Craft Next button and the Task List getting stuck after crafting one item

Price Sources

- There are new operation-based price sources available:
    - auctioningopmin, auctioningopmax, auctioningopnormal, shoppingmax, sniperopbelow
- A new SmartAvgBuy price source has been added alongside the existing AvgBuy price source to replace the previous "Use Smart Average for Purchase Price" setting.
- A new SaleRate price source has been added which represents your personal sale rate.
- A new NumInventory price source has been added to represent your total inventory quantity.

Auction House

- The Shopping tab of the auction house has been renamed to Browse and the various auction tabs have been reordered to make their functions clearer
- A new Commodity Buyout modal has been introduced for purchasing commodities
- Browse scans now show browse results as they are loaded, and allow for pausing to quickly buy items before the entire scan finishes.
- Auctioning scans can now be paused/resumed to post/cancel items before the scan completes.
- The "even stacks" option has been removed from Shopping/Browse as it is no longer needed with the new commodity system in 8.3
- The Bid and Buyout confirmation window with Browse and Sniper can now be added to the TSM macro.
- You can now quickly cancel your own auctions from Browse (retail only).
- The search mode has been removed from Shopping, and replaced with the (pre-existing) "/crafting" filter option.
- The default commodity purchase quantity will now be more intelligently set when doing certain Shopping searches (i.e. gathering).
- The My Auctions UI can now be sorted (retail only).
- Favorited Auctioning searches can now be renamed.
- The Auctioning Log has been improved to give more clarity on what has already been posted/cancelled.
- The auction duration in My Auctions will now be colored on retail
- Added (disabled by default) Bid Total, Buyout Total, and Bid % columns to the Auction table

Operations

- Added a new Operations Summary Page showing number of groups and items each Operation affects
- Various Auctioning operation settings (post cap, max expires, keep quantity, stack size) now accept custom prices.
- Restock quantity settings within Shopping and Crafting operations now accept custom prices.
- The Auctioning post cap, Warehousing and Vendoring Operation max values have been increased to 50k for retail.
- Auctioning operations will now remember what tab you're on

Crafting

- The crafting queue will now be sorted by profit (after whether or not you have the mats needed to craft things).
- Added "Create Groups from Table" option to recipe list in the Crafting UI as well as the tables in Crafting Reports to easily create a group from a filtered list
- Recipes can now be favorited within the Crafting UI to allow for easy access.
- Items in the Crafting Queue will have a distinct tooltip, showing profit per craft and total profit for queued crafts
- Material costs can now be easily reset to the default value.
- Removed old ranks of recipes from Crafting Reports
- The crafting cost tooltip will now show for all craftable items, even if the crafting cost isn't currently valid, to allow for more easy debugging of missing mat costs.
- The crafting numeric input will now update while crafting
- The recipe list will now remember what's collapsed and properly change the selection when collapsing categories
- Updated default craft value method to include AH fee (for new TSM installs only)

Groups

- You can now search for any item in the game and easily add it to a group via the new Base Group UI.

    - The Base Group search supports shopping filtering and group filtering functions
    - New Groups can also be created from the Base Group
- A group with multiple operations can now have its operations easily be reordered by clicking and dragging them.
- Import / Export has moved from its own tab to be integrated into the Groups UI, with a much improved import and export flow
-

Dashboard

- The gold graph on the dashboard is now much more interactive and provides significantly more detail.
- Dashboard time range and selected players will now persist across sessions

Mailing

- Added feedback when there's nothing to send when mailing groups
- Opening mail which doesn't contain items will now work when your bags are full
- Added dry-run modifier to test sending groups via Mailing UI (CTRL)
- Added (disabled by default) sender column to Inbox

Destroying / Ledger

- The Destroying UI now allows for selecting a specific item to destroy next, and shows the expected results at the top of the UI.
- Added (disabled by default) "Total" column to the Sales and Purchases tabs of Ledger
- Added (disabled by default) "Total Profit" and "% Profit" columns to Resale tab of Ledger
- Added "Alts" column to Inventory UI and updated "GVault" column to include alt guilds

Vendoring

- Shift-clicking to buy more than one now brings up a brand new dialog that allows you to easily dial in how many you want to buy
- The repair button has a new tooltip to show repair costs
- Vendoring has much improved support for alternative currencies