5.4 Mirrikat45 2010.11.11

- Added scanning for Mastery, This \*should\* work in all languages regardless of localization.

5.3 Mirrikat45 2010.01.23

- Added Rune of the Narubian Carapace

- Corrected amount of Defense from Run of the Stoneskin Gargoyle.

5.2 Tristanian 2009.08.09

- Updated libraries.

- Updated base ratings for 3.2, in accordance with the following changes:

Dodge Rating: The amount of dodge rating required per percentage of dodge has been increased by 15%.

Parry Rating: The amount of parry rating required per percentage of parry has been reduced by 8%.

Resilience: The amount of resilience needed to reduce critical strike chance, critical strike damage and overall damage has been increased by 15%.

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5.1 Tristanian 2009.08.04

- Major update.

- Updated toc for 30200 (WoW 3.2).

- Implemented changes to facilitate a more object oriented design.

- Localized unnecessary and forgotten globals.

- Removed some redundant code.

- Properly merged the global bonus table with the frame object.

- Reduced overall memory usage.

- Totally revamped the GetGemSum method, which now properly relies on tooltip scanning, instead of static table ID matching (localization needed!).

- Updated locale independent enchants.

- Implemented itemlink caching for equipped items, to throttle down unnecessary updates fired because of UNIT\_INVENTORY\_CHANGED.

- Changed the LDB plugin's profile to a per character basis. Previous settings will all be reverted to defaults.

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5.0 (hotfix) Tristanian 2009.06.02

- Fixed an issue with the LDB feed not properly reporting special rating bonuses details, on the button (eg. defense, expertise).

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5.0 Tristanian 2009.05.24

- Major update.

- Added support for CUSTOM\_CLASS\_COLORS.

- Added Titanium Plating bonus.

- Added new pattern for Vitality.

- Added some missings gem ID's (stormjewels etc).

- Added ItemHasEnchant(itemlink) method.

- Added GetEmptySockets(itemlink) method.

- Modified the GetGemSum method to detect up to 4 gemmed sockets.

- Added detection method for engineering enchants.

- Added support for Prismatic Gems. Modified ScanEquipment method. It now returns bonuses, bonuses\_details, RedGems, YellowGems, BlueGems, PrismaticGems, AverageiLevel.

- Updated LDB feed to support the latest changes.

------------------------------------------------

4.9 Tristanian 2009.04.24

- Implemented a 1 second delay when scanning a target via the /bscan target slash command to ensure gear is properly parsed and

bonuses are properly counted.

- Updated Korean and Chinese localization.

- Removed ranged slot calculation from average item level.

------------------------------------------------

4.8 Tristanian 2009.04.14

- Updated TOC to 30100 (WoW 3.1)

- Added an obscure spell power pattern found on certain items, on the new emblem rewards.

- Added Spanish localization.

- Removed Resistance to Snare and Root effects as it doesn't seem to be used anymore.

- Added a new option to the button configuration of the LDB feed, enabling the user to hide watched bonuses.

- Added some sanity checks for empty slots, to avoid calculation errors.

- Parry, Defense, Block, Dodge and Resilience Rating: Low-level players will now convert these ratings into their corresponding

defensive stats at the same rate as level 34 players.

- WoW 3.1 Armor Penetration Rating: All classes now receive 25% more benefit from Armor Penetration Rating. Corrected base rating value.

- WoW 3.1 Haste Rating: Shamans, Paladins, Druids and Death knights now receive 30% more melee haste from Haste Rating.

Implemented changes to core addon plus the LDB feed to return different melee and ranged/spell values.

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4.7 Tristanian 2009.03.15

- Fixed a bug that would sometimes prevent the bonuses of certain prismatic gems from being properly counted.

- Updated Chinese localization.

- Changed default behavior of the LDB feed to enabled.

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4.6b Tristanian 2009.02.23

- Fixed a bug with the library loading order that would prevent the configuration option for the minimap icon from being enabled

- Updated French localization

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4.6 Tristanian 2009.02.20

- Configuration initialization moved to ADDON\_LOADED instead of VARIABLES\_LOADED

- Implemented a load on demand LDB plugin, that provides an overview of the gear bonuses for the current player

- Added /bscan broker slash command to toggle the state of the LDB feed (enabled/disabled)

- Added LibDBIcon support for the LDB feed, for users lacking a proper display addon

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4.5 Tristanian 2009.02.09

- Added average item level to bonuses table

- Modified /bscan show and /bscan target commands to display the average item level of the relevant target

------------------------------------------------

4.4 Tristanian 2009.01.20

- Replaced instances of getglobal() with \_G for efficiency.

- Added DPS values and categories for weapons

- Re-enabled German localization with a few needed updates for Wotlk (work in progress)

- Added Chinese localizations (zhCN and zhTW)

- Added support for feral AP on weapons (patch 3.0.8)

------------------------------------------------

4.3 Tristanian 2009.01.12

- Fixed "Void Star Talisman" pattern detection

- Scrapped AceLibrary and TipHooker-1.0 in favor of the Libstubbed LibTipHooker-1.1 library

- Merged gem table, implemented proper folder structure for localization

- Minor code improvements (event handling via the main module, level & class specification for scanned targets)

------------------------------------------------

4.2 Tristanian 2009.01.04

- Re-enabled "Ranged critical Rating"

- Added a significant amount of missing patterns (Hodir healing enchants, mp5 metagem effect, vitality, wisdom etc)

------------------------------------------------

4.1 Tristanian 2008.10.14

- Removed "/bs" slash command handler to avoid conflicts with other addons

- Added new rating conversion formula for levels 71-80

- Consolidated Crit/Hit/Haste Ratings and adjusted info for "Hit Rating" according to melee/spells

- Fixed proper detection for Shattered Sun crit metagem

- Fixed slash command for itemlink scanning

- Minor improvements

- Re-enabled "Ranged Hit Rating"

- Disabled auto-hooking of itemlinks. Itembasic and Itemextend commands now depend on tooltips enabled.

- Added French locale

- Added Armor Penetration Rating

- Removed OnUpdate, replaced with AceTimer-3.0 to slightly throttle spammy events

- Added initial batch of Gem Item ID's for coloring purposes

- Added patterns for new metagem bonuses

- Added Icewalker enchant

- Revamped localization, eliminated global strings, AceLocale-3.0 is used instead.

- Redundant code cleanup

------------------------------------------------

3.5 Tristanian 2008.07.25

- Fixed a bug with socket bonuses improperly detecting damage and healing values

- Replaced instances of "this" with "self" to ensure compatibility with future expansion(s)

- Fixed missing gem colors added with patch 2.4.2

- Slight improvements to the line parser for easier detection of patterns

- Tagged code for revision in preparation of "Wrath of the Lich King" expansion

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3.4a Tristanian 2008.04.07

- Commited a couple of missing de/DE enchant patterns

- Added gem color support for the new WoW 2.4 gems

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3.4 Tristanian 2008.03.31

- Updated TOC to 20400

- Implemented a few more safeguards to avoid errors on invalid itemlinks

- Updated German localization

- Fixed a bug that would make you unable to scan a "custom" target along with a proper range check

- Added a custom pattern for a shoulder enchant for EU/US locale

- Added some more gem ID's to identify coloring for some gem quest rewards due to Blizzard using different ID's

------------------------------------------------

3.3 Tristanian 2008.02.11

- Added support for some countable, secondary effects, derived from meta gems

- BonusScanner will now properly warn you when trying to manually scan an item that hasn't been validated on the server

- Added a missing critical strike rating pattern

- Minor efficiency fixes

- Fixed a bug that was preventing tooltips from being hooked properly while zoning

or switching to different frames

------------------------------------------------

3.2 Tristanian 2007.12.08

- Added Gem color count support

- Updated all relevant slash commands to support the new functionality (show, target, itemlink, slotname, etc)

- Added /bs tooltip gems command to optionally attach gem color count on tooltips

- Holding Ctrl and hovering over an itemlink will also reveal gem color count information

- Added a new option to TitanItemBonuses to display character Gem color count on the ItemBonuses tooltip

- Refined TitanItemBonuses category menu on right-click to display ratings as percentages if selected

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3.1a Tristanian 2007.11.27

- Fixed a serious bug that was preventing tooltip attachment for users with no previous savedvariables

------------------------------------------------

3.1 Tristanian 2007.11.25

- Fixed parsing for some color-coded metagems, adjusted text and translations here and there

- Defense, Resilience and Expertise ratings will now also display percentages of decreased crit chance

- You may (optionally) enable additional statistics (ItemID, GemsIDs, EnchantID, Itemlevel etc) on item tooltips

- Implemented code to display hidden spell damage bonuses for healers (work in progress)

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3.0a Tristanian 2007.11.16

- Fixed an issue with TitanItemBonuses category submenu disappearing on mouseover

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3.0 Tristanian 2007.11.15

- Major update

- Updated TOC to 20300

- Improved addon message output

- Added /bs slash command and revamped slash command help

- Improved /bs <itemlink> and /bs target to take into consideration the validity of checks

- Added Expertise rating, removed weapon ratings

- Added a pattern for healing items that also provide spell damage bonuses

- Revamped line parser to support the new separators for multi bonus enchants/gems

- Revamped passive bonus parser to support custom values for specific patterns

- Adjusted the healing bonus granted from spell damage enchants accordingly (work in progress)

- Implemented tooltip hooking support for item bonus summary (requires AceLibrary, TipHooker)

- Renamed GetRatingBonus function to BonusScanner:GetRatingBonus

- Removed dependency from TitanItemBonuses for bonus category display. BonusScanner is now completely independent.

- Implemented local item (session) cache to reduce rapid memory increase when tooltip summary is enabled

- Forced a cache reset and garbage collection every every hour to improve performance

- Removed temporary item buff detection (BonusScanner will be limited to persistent bonuses now)

- Added a few missing patterns for critical hits and spell damage

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2.11a Tristanian 2007.9.30

- Fixed Haste Rating conversions to percentages to reflect the latest change in the patch

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2.11 Tristanian 2007.9.24

- Updated TOC to 20200

- Implemented conversion of Combat Ratings to percentages/points

- Updated /bscan commands to support the rating conversion where applicable

- Updated TitanItemBonuses to support rating conversions

------------------------------------------------

2.10 Tristanian 2007.9.7

- Implemented German Localization (BonusScanner will now work with German clients again)

- Corrected a bug that was preventing certain passive effects, on multi-bonus patterns from being parsed

- Removed some redundant patterns

- Efficiency improvements here and there

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2.9a BETA Tristanian 2007.8.31

- Added German Localization (work in progress)

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2.9 Tristanian 2007.8.28

- Added a missing bonus pattern derived from Void Star Talisman

- Added a missing unarmed (fist) bonus pattern

- Removed some redundant patterns and variables

- Improved /bscan and /bscan details commands if TitanItemBonuses is loaded

- Implemented a range check for the /bscan target command

------------------------------------------------

2.8 Tristanian 2007.8.9

- Merged multi pattern separators into a single table (long overdue)

- Modifications made to generic pattern parser for future efficiency (needs testing)

- Added a missing block rating pattern

- The block value of a shield will now properly add to the total amount of block value

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2.7a Tristanian 2007.8.1

- Corrected the Demon's Blood pattern

- Added scope crit rating pattern

- Added scope ranged weapon damage pattern

- Scrapped reinforced armor detection (limited to weapons, rings, trinkets and kits) for total armor detection

from gear

------------------------------------------------

2.7 Tristanian 2007.7.25

- Corrected an issue with two-handed swords skill rating

- Corrected typos with Bow, Crossbow and Gun skill ratings that prevented the bonuses from being counted

- Added feral combat rating and two-handed axes skill rating bonus detection

- Added Surefooted pattern

- Added two generic haste enchant patterns (just in case)

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2.6b Tristanian 2007.7.14

- Added a new melee bonus called "Armor Penetration" found in T6 (warrior/rogue) item sets and weapons

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2.6a Tristanian 2007.7.8

- Added a missing mana regeneration socket bonus

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2.6 Tristanian 2007.7.1

- Added Enchant separators to localization.lua for easier reference

- Added missing fist skill rating and pattern

- Added Soulfrost, Sunfire and Savagery patterns

- Added a missing health regeneration pattern

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2.5 Tristanian 2007.6.16

- Added missing shield block rating pattern, values are added to regular block rating

- Added "Minor Speed increase and +9 Stamina" pattern, correcting overall stamina values

- Added pattern for Vitality on boots

- Refined the generic parser to support metagems with the "&" separator

- Added a couple of haste rating patterns to support Black Temple item equip bonuses (possibly more out there)

------------------------------------------------

2.4a Tristanian 2007.6.4

- Updated TOC to 20100

- Added missing weapon ratings (eg. daggers)

- Added support for Armor detection on weapons, rings and trinkets

- Added/Fixed several patterns to support BC tooltip equip bonuses

- Added Atiesh patterns

- Fixed the way several special enchants are detected (especially mana regen)

- Fixed detection of bonuses on several green and blue items "of the <type>" (basically reinstated enchantment fix)

- Modified /bscan <itemlink> to show the item link instead of the plain item name in default chat frame

- Added a new command /bscan <itemlink> <player> which will whisper bonuses to the said player

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2.3 jmlsteele 2007.02.20

-Added support for multiple bonus lines seperated by " and "

-Added support for "Socket Bonus:" (checks if you have socketed correctly)

-Fixed /bscan <itemlink> command to reflect changes to the itemlink format

-Updated English Localization file

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2.2 jmlsteele 2007.01.11

-Updated TOC to 20003

-Removed redundant code

-Re-enabled unused bonus types to fix error with ItemBonuses

-Fixed scanning of multiple, different, values/line

-Fixed scanning for Atiesh staffs

-Added weapon ratings (Axe,Mace,Sword,Bow,XBow,Gun)

-Added Resilience

-Added Weapon Damage

-Added Spell Penetration

-Added ability to scan other people

-New slash command /bscan target

-Removed enchantment fix (fixed properly by patch 2.0.3)

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2.1 jmlsteele 2006.12.21

-Fixed +healing enchants not displaying properly

-Re-enabled Feral Attack Power

-Re-enabled Undead Attack power

-Thanks to Tristanian for the above fixes

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2.0 jmlsteele 2006.12.17

-Updated codebase for TOC 20000

-Added fix to compensate for enchant colours

-Added fix for itemlink scanning

-Changed %s to ratings (hit, crit, dodge, etc...)

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1.2 Crowley 2006.11.02

- Link: http://wow.curse-gaming.com/en/files/details/1732/bonusscanner/