Changes from Decursive 2.3.0 to Decursive 2.3.1

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- Fixes a very old rare issue where Decursive would miss debuff events.

- Fixes focus unit management.

- Fixes minimap icon and main bar management when Decursive is "Ace-disabled".

Changes from Decursive 2.3.0 RC7 to Decursive 2.3.0

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- Added mixed file version check to the self-diagnostic.

- Fix LUA error introduced in RC7.

Changes from Decursive 2.3.0 RC4 to Decursive 2.3.0 RC7

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

- Fix a LUA error when PrioList members where excluded from blacklisting and a

blacklisting event fired (target not in line of sight etc...)

- Cleanse Spirit Shaman spell seems to be cast two times instead of once in

certain conditions (Blizzard issue), Decursive was displaying spell failure

error because of that. This is fixed.

- Fixes pet spells detection when pet scanning was disabled (this issue was

introduced in 2.3 beta 2)

- The MUF auto-hide option was not setting itself correctly at initialisation

(init order issue)

- Showing the MUFs didn't trigger an update of its display this could result in

missing units when using the auto-hide option or if the MUF frame was hidden...

- Removed "support" for Earth Panel because I don't know what it is and nor

does Google...

- Added and fixed a few comments

Changes from Decursive 2.3.0 RC2 to Decursive 2.3.0 RC4

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- Removed FubarPlugin-2.0 library (use "Broker2FuBar" to have Decursive in Fubar)

- Added LibDataBroker-1.1 and LibDBIcon-1.0 libraries.

- Removed compatibility code for WoW 2.4.

- Moved and renamed localization files to a proper directory.

- New option: "MiniMap Icon" to toggle the display of Decursive Icon around the MiniMap.

- Fixes a NIL error when an outsider friendly target got stealth.

- Fixes the LUA error related to the "test affliction" in the live-list options.

Changes from Decursive 2.3 beta 3 to Decursive 2.3.0 RC2

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

Fixes faulty initialisation due to CreateMacro() API changes in WoW 3.0 (when

the users per-character macro were full)

- Bugfix: CreateMacro() was changed in WoW 2.3 as a result Decursive was

creating its macro "per character" instead of "per account" and was not

checking the right limit...

- Updated minimum required revision of libraries to the latest at this date.

Changes from Decursive 2.2.0 to Decursive 2.3 beta 3

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

- Decursive now uses GUID internally instead of unit names (CPU and memory usage optimisation).

- A change of pet in the group was still triggering a group rescan even if pet

scanning was disabled.

- CPU optimization when using the priority list.

- WARNING: after installing this version, the priority and skip list will be cleared.

Changes from Decursive 2.1.0 Final to Decursive 2.2.0

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

\*\*Important changes:\*\*

- Decursive no longer uses SpecialEvent-Aura-2.0 to detect afflictions, it uses

the new combat log system introduced in WoW 2.4. This simplifies the code a

lot and prevent far away units to be scanned uselessly.

- As a result Decursive is now able to detect missed dispels and missed or

failed spells with complete accuracy.

- A new sound alerts you if one of your spell launched using the MUFs fails or is resisted.

- The success spell message has been removed and replaced by a failure message when appropriate.

- New affliction alert sound more audible for people without a good bass system.

- The 'focus' unit will only be shown if not hostile and if not already part of the displayed MUF.

- When the live-list tool tips are disabled, the Live-List won't catch mouse

events, you can click right through it.

- Affliction history is populated only when you click on a MUF to dispel something.

- Complete Russian translation by StingerSoft

- Compatible with WotLK beta

\*\*Fixed bugs:\*\*

- Fix a nil error when players with pets were excluded using the skip list.

- fix a lot of insidious bugs related to 'gendered' class names.

- fix problems in battlefields with players from other realms (group ordering failures)

- Units not in line of sight are now always properly blacklisted (except when

using pets, no failure events are sent).

- When adding or removing a player/group/class to the exclusion list, the MUFs

display was not updated immediately.

- Fix for Chinese priests (two different spells named the same in this localisation...)

- Better sound alert management, alert loops are no longer possible.

- The lock and buttons display/hide status of the "Decursive" bar (the

live-list anchor) were not applied correctly on startup.

Changes from Decursive 2.0.4 to Decursive 2.1.0 Final

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

\*\*Important changes:\*\*

- When a player is afflicted, a new chronometer appears on its MUF giving the

time elapsed (enabled by default)

- Added an automatic self-diagnostic feature also available through the

/DCRDIAG command. This diagnostic is run when the add-on is loaded and check

if all required libraries are available and are up to date.

It also checks if all Decursive internal files are loaded correctly.

When the command /DCRDIAG is used it also tests if the library AceEvent is

functioning properly.

- New option: "Align MUF window to the right" (defaults to off)

If enabled, the MUFs will grow from right to left and the handle will be

moved automatically.

- New option: "Auto-Hide" (defaults to "Never")

Lets you choose if you want to auto-hide/show the MUF window when in party or raid.

- New option: "Colors" in the "Micro Unit Frame Settings" sub-menu

It is now possible to change all the MUFs colors.

- It is now possible to add afflictions to the filters from a list of recently

seen afflictions instead of typing their names.

- The cure order priorities are now saved per class

(This change resets your cure order priorities to default values)

- Decursive no longer uses the Babble-Spell library that is deprecated since

WoW 2.4, all spells are now dynamically translated at load time ensuring

compatibility with current and futur localized versions of World of Warcraft.

\*\*Minor changes:\*\*

- When moving the cursor quickly over friendly and hostile units, sometimes a

phantom affliction could appear in the live-list for 0.2 seconds this has

been fixed.

- When a new MUF is created outside the screen, the MUF window is always

automatically moved so that all MUFs are visible.

- Spells handled by pets will no longer interrupt the player spells (when using

the MUFs)

- Performance optimizations.

- Workaround for polymorph spells name change in WoW 2.3 (Decursive was no

longer casting rank 1 of this spell...)

- Clarification in the different localization files.

- Fix an initialization issue some users were experiencing.

- Added a new FAQ entry about a rumour according to which Decursive would be

banned by Blizzard. (take a look at the end of the Readme.txt file)

Changes from Decursive 2.0.3 to Decursive 2.0.4

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

- From now on, Decursive is dedicated to the memory of Bertrand Sense who died

a month ago and was known as Glorfindal on "Les Sentinelles" (EU server).

A special menu entry has been added.

- Moved FuBarPlugin relative options to a sub-menu.

- Fix problems with Spanish localization since WoW 2.2.3

- Probably fixed a rare LUA error that could occur in race conditions.

(IsSpellInRange(): Invalid spell slot)

Changes from Decursive 2.0 Final to Decursive 2.0.3

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

\*\*New features\*\*

- Added a message and a sound when the Unstable Affliction is detected on a MUF

you're about to click (works only if the MUFs' tool-tips are active.

- Added support for Druid's Cyclone Spell on friendly mind-controlled players.

Because of this change affliction cure priorities may have changed, go into

Options -> 'Curing Options' and change the priorities as you like.

- New PayPal donation button.

\*\*Fixed bugs\*\*

- If some afflictions were filtered out while in combat, the MUFs of the afflicted

units were not updated once the battle was over.

- If you changed the cure priorities while some afflictions were already

displayed in the MUFs, their color was not updated.

- Fix a Lua error that occurred wen the user had the live-list AND the MUFs

disabled at UI initialization and was changing its 'Focus' (/focus

/clearfocus)

- Pet appearance/disappearance events were not triggering an update of the

number of MUFs displayed.

- Fix a Lua error when mouse-overing the MUFs with the class borders disabled.

\*\*Small changes\*\*

- Pet management enhancement:

- Pet class and name detection should be much more accurate.

- Pet names in MUFs tool-tips are preceded by "Pet" (depends on the

localization)

- Fix a possible issue with pet management (when several pets are 'unknown

entities')

- Small optimization when using cleansing spells (blacklist handling).

- Added 'lesser invisibility' to stealth detection.

- The sound played when a debuff is found is now in a profile setting

(profile.SoundFile).

- Decurive's icon will become gray if no curing spell is available or if all

types of afflictions are unchecked in "curing options".

- zhCN and koKR translation update.

Changes from Decursive 2.0 RC1 to Decursive 2.0 Final

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

- Mages will now cast polymorph rank 1 instead of the highest rank (uses less

mana and last less time).

- "Cast success" messages now include the spell rank.

- Lua error fixed when using the decurse key when no spell are registered.

- Default position of the MUFs and live-list have been optimized.

- A note has been added on how to move the live-list (in readme.txt and in

game).

Changes from Decursive 2.0 BETA 7-Pub to Decursive 2.0 RC1

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

- An error message is displayed if Decursive cannot load its main libraries

properly.

- It's now possible to disable the warning displayed when no key is mapped to

the macro.

- There should be no more "succeeded on NONAME" messages.

- Descriptions in French and Traditional Chinese have been added.

- .TOC updated for WoW 2.1.

Changes from Decursive 2.0 BETA 6-Pub-fixed to Decursive 2.0 BETA 7-Pub

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

\*\*New features:\*\*

- It's now possible to add dynamic groups and classes in the priority and skip

list: Instead of adding each unit separately, class and/or group entities

(ex: [ group 1 ] , [ Mage ]) will appear in the lists. The old behavior can

still be used by maintaining [SHIFT] when clicking on a group or class-name in

the populate list tool (names will be added).

- The last change also allow to sort units per group AND classes at the same

time.

- An informative help message is displayed when the user doesn't click a MUF

with the correct mouse button.

- Major code optimization: reduced CPU usage from ~0.04 seconds per seconds to

~0.001 seconds per second (results obtained with up to date external Ace2

libraries, if Decursive's embedded shared libraries are the most up to date,

Decursive CPU usage will also count the usage of the shared libraries by other

add-ons).

- Added revised Traditional Chinese translation by Peter Sun.

\*\*Changes:\*\*

- When a MUF is clicked, any spell targeting in progress is canceled.

- The MUFs react upon mouse button release instead of mouse button press.

- When adding an affliction to the filter, the entered name is trimmed.

- It is now possible to move the "Decursive" bar maintaining the Alt key pushed

with the buttons hidden.

- Live-list system entirely rewritten.

- The scale and transparency of the live-list can be changed in the options.

- A message is displayed if the user clicks on the live-list...

- It is possible to hear Decursive's debuff alert sound when the live-list is

disabled.

- Decursive uses SpecialEvent-Aura events to monitor debuffs.

- You can create a virtual debuff to test the display (see in live-list

options)

- The MiniMap and FuBar Decursive Icon is now clickable and an information

tool-tip is displayed when mouse-overing it.

- Decursive Icon gets grey when both the live-list and MUFs are disabled.

- Added Major Dreamless Sleep to the debuff skip list (Translation is needed

for other localizations)

\*\*Fixed bug:\*\*

- The status tool-tip was not displayed if the live-list was hidden.

- Warlock pet detection could fail in some conditions.

- Default Warrior ignored debuffs were not used because of a spelling mistake.

- If you were already in combat when logging-in or if you reloaded your UI in

combat, Decursive was unable to operate correctly.

- Other little bugs were fixed.

Changes from Decursive 2.0 BETA 6-Pub to Decursive 2.0 BETA 6-Pub-fixed

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

- Fixed several problems with the curing order priority system.

Changes from Decursive 2.0 BETA 5 to 2.0 BETA 6-Pub

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

# Important changes:

- Now you need to press Alt to move the MUFs clicking the handle.

- Now a border is displayed around the MUFs, its color depends on the unit's

class.

- When a unit is charmed, a small green square is displayed inside its MUF.

- A new static option panel is available by ALT-RIGHT-CLICKING on the handle or

typing /dcroptions (Ace2 Waterfall library).

- Added two new sets of options:

- Class border and center transparency can be set separately.

- Spacing between MUFs can be changed.

- Paladin always uses Cleanse instead of Purify (if they learned Cleanse).

- There is no longer a default key bound to the macro, this caused too many

problems with people not knowing how to change it.

- You can bind a key to show/hide the micro-unit frames.

- In the debuff filtering system, you can now ignore a debuff permanently and

not only when in combat.

# Minor changes:

- MUFs display can be reversed (they will display from bottom to top instead of

top to bottom).

- The Readme.txt file has been reworked to be more clear, "FEATURES" and "FAQ"

sections have been added.

- Warlock's spell priorities are saved when they change of pet.

- The focus MUF now disappear when the player clear the focus with

"/clearfocus".

- Fix a bug that caused unit unable to cure magic on magic-charmed unit to see

a curable magic debuff on these units.

- You can fill your priority/skip list with Paladins and Shamans correctly.

- Added spacers in MUFs option menu for better readability.

- The missing macro binding error message will not be shown if a global binding

is available.

- Minor code optimizations and bug fixes.

Changes from Decursive 2.0 BETA 4 to 2.0 BETA 5

- Fix a bug that caused the loss of per-character bindings.

- Added a new debuff type: 'Charm' that applies to charmed units so mages can

see all charmed units ; previously they could only see charmed units with a

magical debuff (as priests). (This need testing, the situation is difficult to

reproduce)

- Added an option to change the transparency (Alpha) of the MUFs when a unit is

not afflicted, it can be set to 0 to be completely transparent.

- The micro unit frames (MUFs) are set to a lower strata.

- "Arcane Blast" will no longer be shown as a Debuff.

- Added full French localization by Sylvin

- Added full Korean localization by Fenlis

- Fixed typos in localization.lua and added a missing option description.

Changes from Decursive 2.0 BETA 3 to 2.0 BETA 4

- Changed the minimum number of MUF per row to 1

- The 'Show Help' option also disable the handle tool-tip

- The focused unit won't be scanned if it's unfriendly (you won't see it in the

MUFs nor in the live-list).

- The macro binding function has been enhanced, it correctly unbinds previously

mapped key and restores previously mapped action and displays messages when a

mapping succeed/fails or replace a currently mapped action.

- Added an option to not show out of range units in the live-list (enabled by

default).

- On non-English client, the key is set to "NONE" in the localization files so

Decursive will display a warning to the user.

- Babble-Spell library has been updated, Spanish spells should be supported.

- Decursive is now available on wowace.com SVN

Changes from Decursive 2.0 BETA 2 to 2.0 BETA 3

- Fix the huge memory consumption of the scanning functions.

- Fix a problem with the macro that was not updated if the macro frame was

opened.

- Fix some options in the menus that were not propagated correctly.

- Code optimization.

- Added a note in the readme.txt file about how to change the default key bound

to the macro.

Changes from Decursive 2.0 BETA 1 to 2.0 BETA 2

- Fix Micro-Unit-Frames (MUFs) display: the first time you log on, the MUFs are

displayed to a reachable place instead of the top left corner of your screen.

- Fix the LUA error message that occurred when you had all your macro spot

used.

- The handle to move the MUFs (above the first MUF) now highlights when

mouse-overred, a tooltip has been added.

- Fix a huge bug in the priority and skip list management causing a variable

number of unit to not be displayed in the MUFs if your lists were not empty.

- MUFs scaling functions have been improved.

- The readme.txt file has been updated.

Changes from Decursive 1.9.8.4 to 2.0 BETA 1

User significant changes:

- Debuff removal capability restored in several ways:

- By clicking on-micro unit frames created by Decursive for a

user-defined number of players.

- By mouse-overring units or unit frames and pushing a user-defined

keyboard key.

- Read the readme file to know more about these changes

- Priority list management:

- Now fully operational, you can very easily change player positions in

the list

- List display has been very improved (scrollbars, colors...)

- Priority list order defines the order of the micro-unit frames

displayed

- The option window has been removed:

- All options are accessed through a drop down menu appearing when

right-clicking on "Decursive" bar. (DewDrop Ace2Lib)

- Every menu entries has a small explanation tooltip.

- All options can be accessed through command line (AceConsole Ace2Lib)

- Debuff skipping management

- Users can easily add/delete debuffs to ignore on specific classes

while in combat

- Mage can sheep mind-controlled units (if other classes are interested, their

spell can be added on request)

- The readme.txt file has been rewritten and should be read of course.

Internal changes:

- Decursive was almost entirely rewritten and reorganized (the live list system

has not been redisigned yet)

- New code architecture, more ressource efficient and more scalable.

- Decursive is now an Ace2 add-on using Ace2 embeded libraries.

Changes from Decursive 1.9.8.3 to 1.9.8.4

- Fix syntax for compatibility with BC and LUA 5.1.1

- Huge memory usage improvement, Decursive re-uses tables and uses the Compost

Ace2 library so Decursive uses 0.0 Kib/s when idle or in action.

- Improved CPU usage, it should be minimum.

After BC Decursive may no longer be used while in combat, it will just tell you

who you SHOULD de-curse but won't be able to target or cast for you... It may

still work out of combat but it's not certain at this stage. Blizzard has made

big changes in the game play so de-cursing without Decursive may not be as

boring as it used to be...

Changes from Decursive 1.9.8.2 to 1.9.8.3

- The "nothing Cleaned" bug some people were experiencing should be fixed.

- There is no more "dead zone" beneath the "Decursive" bar when the live-list

is displayed (thanks to Chewster for accurately reporting this bug)

- The Shaman 'Purge' spell should work again.

- New option: when Decursive is asked to clean, it cancels any spell in

progress. (except for warlocks and channeled spells).

- A new PDF doc is available in the Archive (thanks to Whitney for writing it).

Changes from Decursive 1.9.8.1 to 1.9.8.2

- Now Decursive disables and re-enables the "self auto cast" option

automatically, it's no longer a problem.

- Last version I hope!!!

Changes from Decursive 1.9.8 RC2 to 1.9.8.1

- Fix the LUA error happening on BG when a player from another server has a

debuff to ignore (such as Mind Vision), other related issues should be fixed.

- The WoW UI option "Auto Self Cast" is causing problems: Decursive is enable

to cast on anyone but yourself while this option is active. Now Decursive

will pop-up a warning if this option is enabled and will propose to disable it.

- Chinese localization has been updated (thanks to Peter Sun).

- French localization revised by The Grinch.

Changes from Decursive 1.9.8 RC1 to 1.9.8

- Fixed the LUA error happening for people who had the 'Print messages in

default chat' option checked before upgrading to 1.9.8.

- Fixed the custom message frame display, now it has a font to print

something...

Changes from Decursive 1.9.7 to 1.9.8 RC1

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> IMPORTANT CHANGES: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- TREMENDOUS PERFORMANCE IMPROVEMENTS (no more lag) (thanks to Lex for his

cache idea)

- You can choose in the options the type of debuff you want to cure (Magic,

Poison, Curse, Disease)

- Added cure priority based on debuff type (select the types in the order you

want to de-curse). NOTE: For now this only works on a per unit basis,

Decursive will de-curse a unit in the order you set debuff types. For example

if you set (Poison, Curse), Decursive will first remove Poison on a unit then

or if no poison, it will remove curses on that same unit...

- TOC updated for 1.12

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> INTERESTING CHANGES:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- When you have a target selected, whether it's in your raid or not it will

appear in Decursive live-list if you can cure it.

- Now you can see how many times a debuff is applied on a player in the live

list.

- Affliction type is displayed in the live list.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> NEW OPTIONS: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- New Option: Now you can decide how the text is displayed in the custom frame

(From top or from bottom)

- New Option: "Reverse live-list display"

- New Option: "Show Tooltips in afflicted list"

- New Option: "Hide the live-list"

- New Option: "Tie live-list visibility to DCR window" (if the main DCR window

is closed then the live-list is hidden...)

- New command line and key binding: /dcrhide will hide Decursive window leaving

the live-list visible /dcrshow shows Decursive window

- New command line and key binding: /dcroption will open and close the option

window

- Added the global variable Dcr\_Saved.Dcr\_OutputWindow to change the default

output window (use /script Dcr\_Saved.Dcr\_OutputWindow = ChatFrame2 for

example).

- Added /dcrdebug command to enable/disable debug info. (thanks to @derey)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> MINOR CHANGES: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- Enhanced message display with colors (you can also click character names in

default chat window).

- Raid curing order is now truly per group: your group, the groups after yours

and the groups before yours. Before 1.9.8 BETA 2 it was: your group, the

players from groups after yours and the players from groups before yours.

- Fix the delay problem with text message (it was related to a change in 1.11)

- If Decursive fails because the target is invalid, the target is blacklisted.

- Internal code reorganization and sorting.

- Updated .toc for 1.12

- Other minor fixes.

Changes from Decursive 1.9.6 FINAL to 1.9.7

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> New features: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- Now when a cast fails, only "out of sight" persons are blacklisted.

- You can hide the buttons by right clicking on "Decursive", when the buttons

are hidden, the Decursive frame is locked so you can't move it by accident.

- Added the Option "Don't blacklist priority list names" (defaults to off)

- Added Chinese localization (zhTW)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> Enhancements: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- Performance improve.

- Debuffs to not cure (Dreamless Sleep and Mind Vision), will not be displayed

nor cured unless the unit is debuffed by other debuffs of the same kind. In

previous versions, those debuffs were skipped only if the player was in combat.

- Decursive's frame is smaller: the version is displayed in a tooltip.

- No more risk to lose the current target when the "Check for range" option is

used.

- Decursive no longer checks for mana or for the state of your curing spell, it

is no longer necessary (and may avoid some freezes).

- The display of Decursive message is now more logical, the text begins to be

displayed just at the bottom of the "Text Anchor" frame (you can move it by

clicking on the 'A' in the top-right corner of the option window)

- It is now more clear to see on who Decursive is casting the curring spell.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> Bugs fixed: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- The forgotten debug message Shamans were seeing has been removed.

- The problem priests in shadow form were experiencing has been fixed.

- No more freeze issue when a lot of players are out of range, thanks to Alason

who gave me a new way to test for range.

- When you left-click on someone in the Decursive live-list Decursive won't try

to cure your current target.

- No more 'awaiting for target state' when the cast fails.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* ====> Small Changes: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

- Scanning code has been slightly optimized.

- Out of range players are no longer added to the blacklist (this was useless

since Decursive is able to bypass them).

- Removed the option "check for range", Decursive will always check for range.

- The sliders in the option window have been moved to the top to avoid clicking

on the last one by accident when closing the window.

- Localization files have been updated.

- French and Chinese localization files are encoded in UTF-8.

Changes from Decursive 1.9.6.5 to Decursive 1.9.7

- Decursive no longer check for mana or for the status of a spell, those were

here to avoid to blacklist people for false reason. (LoS is detected since

1.9.6.5)

Changes from Decursive 1.9.6.4 to Decursive 1.9.6.5

- Added the Option "Don't blacklist priority list names" (defaults to off)

- Removed the option "check for range", Decursive will always check for range.

- Now when a cast fails, only "out of sight" persons are blacklisted.

- Out of range players are no longer added to the blacklist (this was useless).

- Probably fix the freeze issue some people were experiencing.

- Updated Chinese localization.

Changes from Decursive 1.9.6.3 to Decursive 1.9.6.4

- Debuffs to not cure (Dreamless Sleep and Mind Vision), will not be displayed

nor cured unless the unit is debuffed by other debuffs of the same kind. In

previous versions, those debuffs were skipped only if the player was in combat.

- Added Chinese localization (zhTW)

- Scanning code has been slightly optimized.

- Now, French and Chinese localization files are in UTF-8

Changes from Decursive 1.9.6.2 to Decursive 1.9.6.3

- When you hide the buttons, the "Decursive" frame is locked so you can't move

it by accident.

- When Decursive dispels someone, the text displayed is shorter.

- Small changes in the German localization.

Changes from Decursive 1.9.6.1 to Decursive 1.9.6.2

- Really fixed the bug with priests in shadow form.

- When you left-click on someone in the Decursive live-list Decursive won't try

to decurse your current target.

- The display of Decursive message is now more logical, the text begins to be

displayed just at the bottom of the "Text Anchor" frame (you can move it by

clicking on the 'A' in the top-right corner of the option window)

- The sliders in the option window have been moved to the top to avoid clicking

on the last one by accident when closing the window.

- It is now more clear to see on who Decursive is casting the curring spell.

Changes from Decursive 1.9.6 FINAL to Decursive 1.9.6.1

This is mainly a bug-fix release:

- The forgotten debug message Shamans were seeing has been removed.

- The problem priests in shadow form were experiencing has been fixed.

- No more freeze issue when a lot of players are out of range, thanks to Alason

who gave me a new way to test for range.

- No more risk to lose the current target when the "Check for range" option is

used.

- No more 'awaiting for target state' when the cast fails.

- Decursive's frame is smaller: the version is displayed in a tooltip.

- You can hide the buttons by right clicking on "Decursive".

- Small changes in the German localization.

Changes from Decursive 1.9.4 to Decursive 1.9.6 Final

Important changes:

- Massive global performance improvement (important code optimization

everywhere).

- Re-Added support for warlock pets (Felhunter and Doomguard spells)

- Added an option (on by default) to play a sound when you have someone to cure

(Breenild idea).

- Now when you click on a cursed person in Decursive's frame you will keep your

current target unless you use the right-button of your mouse.

- Now Decursive is able to check if you have enough mana before casting.

- Complete French and German localization (Thanks to Archiv and WalleniuM for

the German translations) So Decursive is able to ignore and skip correctly

certain classes and debuffs in those localizations. This also corrects

multiple dispels problem for those localizations.

- Changed the licence to GNU GPL (Decursive 1.9.4 is in public domain)

Minor changes:

- Added a reminder at startup about the available options.

- If you don't have one of your curring spell in your action bar, Decursive

will display an error message when initializing.

- Out of ranges units are added to the blacklist.

- Options and lists are saved for each characters.

- Options are reset to defaults with this version.

- Improved re-targeting.

Bugs fixed:

- Fixed initialization, 1.9.4 was sometime unable to find a spell to use.

- Mind Control dispel was impossible.

- The "check for range" option couldn't be set/unset and was causing Decursive

to get stuck on out of range persons.

- Improved Event handling (faster when zoning)

- When you are in the priority list, your name is no longer displayed twice.

- the "Ignore Stealthed Units" should work as intended (it never worked before)

- Tooltip are displayed correctly.

- Other minor bug fixes.

See below for a detailed change log between my versions of Decursive.

Changes on 1.9.6 FINAL (Release)

- the "Ignore Stealthed Units" should work as intended (it never worked before)

- Performance improve when the option "Check for Abolish before curing" is used

- Decursive can't put the current player to the blacklist anymore.

Changes in 1.9.6 RC4 (Release Candidate)

- Added a mana check, Decursive won't try to cast if there is not enough mana.

(not available for warlocks)

- Performance improve when the live list is displayed and contains afflicted

people.

- Performance improve when checking for range.

- Added unlocalized strings to loc. (French and German loc. updated, thanks to

Archiv for the German translations).

- Options and lists are now saved per character (options reset to default with

this version).

Changes in 1.9.6 RC3 (Release Candidate)

- The correction about the MC bug in RC2 introduced a problem with units

controlled by priests, changed the fix to a better one :)

- Fixed tooltip display (tooltips were not displayed)

Changes in 1.9.6 RC2 (Release Candidate)

- Probably fixed the MC issue.

- Fixed: When left-clicking on Decursive's frame, the cured unit may not be the

one you cliked on.

- Fixed a bug (nil method) if the option "Check for range" was used.

- Fixed the "Check for range" option, depending on the cases checking or

unchecking it had no effect on the actual result.

- When the option "Check for range" is enabled, and a unit is out of range,

it's added to the blacklist.

- Updated French localisation so Decursive can correctly ignored stealthed unit

(if the option is set).

- Updated German localization (problem with accents and a forgotten string,

thanks to Archiv).

Changes in 1.9.6 RC1 (Release Candidate):

- Added new translations to French loc to prevent Decursive from dispelling:

"Sommeil sans rêve" and "Vision télépathique"

- Updated German localization (thanks to WalleniuM)

- Overall performance improve (no more multiple calls to SetOwner()) This

change may also fix the "Nothing cleaned" bug some people were still

experiencing.

- When you are in the priority list, your name is no longer displayed twice.

- Warlocks can correctly switch to the target if they right click on it in

Decursive's frame.

Changes in 1.9.6c (Was released in Dev Zone):

- Changed the alert sound to a better one.

- Added a reminder at startup about the available options.

- Fixed a possible issue with cool downs detection.

- Added a possible fix for the reported warlock problem (it's still working

with my Warlock and another warlock level 60).

- When you right click on a cursed person in Dcr's window, it's selected even

if nothing is done (spell not ready).

Changes in 1.9.6b (Was released in Dev Zone):

- Changed the licence to GNU GPL

- Now when you click on a cursed person in Decursive's frame you will keep your

current target unless you use the right-button of your mouse.

- Small fixes in French localization.

- Will never check for range if this is a warlock pet spell.

- Added some debug information for people who have problems with the

Fellhunter's spell.

Changes in 1.9.5c (Release):

- Added an option (on by default) to play a sound when you have someone to cure

(Breenild idea).

- Fixed a bug that could cause the cast of a wrong spell if you learn a new

spell.

Changes in 1.9.5b (changes from last Quu's version 1.9.4):

- Added support for warlock pet Felhunter spell 'Devour Magic' (tested on a

French version but should work for English and German as well unless the

localisation is not correct in Decursive 1.9.4)

- Fixed French localization for Priests and Druids.

- Improved Event handling (faster when zoning)

- Fixed initialization, 1.9.4 was sometime unable to find a spell to use