

# GreyGreed Tank Tools Engineering Log 1.0.6

## Build scope

1.0.6 is a targeted retail update for tank marker prompt behavior. It addresses repeated Mark Detected Tanks popups, adds suppression when tanks are already marked, adds an X close button, and removes unsafe combat-time prompt hide behavior.

## Player-facing changes

- Reduced repeated Mark Detected Tanks prompts after tanks are already handled.
- The prompt now suppresses itself for the current tank roster after Mark Tanks, Cancel, or close.
- The prompt checks whether detected tanks already have raid markers and does not ask to mark them again when they are already marked.
- Added an X close button to the Mark Detected Tanks popup.
- The prompt does not show during combat and avoids combat-time protected Hide calls.

## Engineering changes

- Added session-scoped tank roster prompt suppression using a prompt key derived from group type, tank names, and selected markers.
- Added existing-marker detection with `GetRaidTargetIndex(unit)`, suppressing the prompt when detected tanks already have markers.
- Changed prompt macro generation so it skips tanks that already have raid markers.
- Added `SafeHideTankPrompt` so prompt hides are deferred during combat instead of directly calling Hide on a protected/tainted prompt path.
- Added `PLAYER_REGEN_DISABLED` handling to prevent new prompts in combat and queue follow-up checks until after combat.
- Kept automatic tank marking as a Blizzard-safe player-confirmed secure macro flow; no direct `SetRaidTarget` calls were introduced.

## Validation summary

- Version strings synchronized to 1.0.6 across TOC files and runtime version registration.
- Retail TOC remains 120007.
- TOC file paths checked against shipped files.

- No stale settings.lua shipped.
- No direct executable SetRaidTarget calls found.
- No UnitHealth or UnitPower arithmetic paths found.
- No direct SendChatMessage calls in the callout UI path.
- Settings helper forward-reference audit passed.
- core.lua remained untouched at 60 local declarations.
- ZIP integrity verified for release and bundle archives.

## Remaining test focus

In a live raid or dungeon group with Automatically Mark Tanks enabled, verify that the prompt appears once when tanks are unmarked, does not reappear after confirming, does not reappear after cancel/close for the same tank roster, and stays suppressed when tanks already have markers.