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have access to all the filters of items tied to your account (even if you're playing on the console!), 3.8.1d You can now use the Fine Match option in filter elements. Just use for filtering for exact matches. For example, BaseType - Demon will show demon Demon Map, but won't show Demoneess. 3.8.0d Updated filter of the default item. 3.7.2 Increase the volume of all the filter element's sounds because they were quieter than anticipated. 3.6.0 Element filters can now filter out Shaper and Elder items if that's what you want to do for some reason. 3.4.1 A bug has been fixed in which quest items can be hidden on mini maps when using elemental filters. 3.4.0 Elements filters are now capable of displaying minimap icons and light lights for specific item categories, making them much harder to miss. Added the ability to use custom local audio files in the item filter. 3.3.1b Fixed the problem entered by the 3.3.1b patch, which prevents the default mining filter from being downloaded. If you're having these problems, please close and reopen the customer to download the fix. 3.3.1 The default mining filter now plays sound when an item with 5 connected sockets falls. 3.3.0c Tweaked different alert sounds in the default Loot filter. The element filter now supports sorting by gemstone levels, stack sizes, and explicit item mods. 3.2.1 A keyword has been added that item filters can use to disable the default drop sounds. The key word is DisableDropSound. 3.1.0b Fixed an error in which some items are not filtered correctly when using the default mining filter. 3.0.0 Filters can now use PlayAlertSoundPositional rather than PlayAlertSound to play the positional version (the sound comes from where the object fell). Element filters can now play a much larger array of sounds when items fall. 2.5.0d Various improvements have been made to filter the element by default. 2.5.0 Item Filters can now see if the item with the damaged truth has been damaged. 2.4.2 Now there is an element filter complete with Path of Exile, which you can choose from in the UI options. 2.3.2 Added Identified as a filter option for filter items. The actual values for this filter are True or False. 2.2.1d Fixed an error in which maze elements can appear incorrectly when they change their display with element filters. 2.0.1 Sound events caused by elements filters can now have a maximum volume of 300 (apart from 100). 2.0.0b Fixed an error with filters of items where some types of items would not be downloaded if they were included in a type that has already been downloaded. For example, Thrusting when Swords has already been downloaded. 2.0.0 We've added the functionality of the element filter. Now you can filter what types of items you want to see, call sounds to play, change font color, size and Options. For more information on elemental filters, check out www.pathofexile.com/itemfilters See also [Item Filter Guide](#) [List of Elements Filters](#) [Links](#) [External Links](#) [Links](#) [Links](#)

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