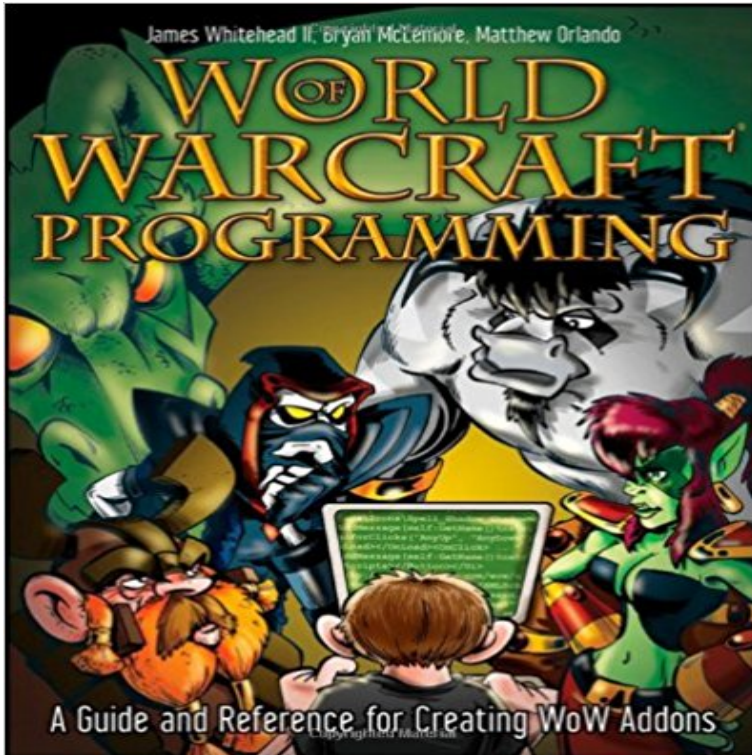


World of Warcraft Programming: A Guide and Reference for Creating WoW Addons



WoW is what you'll say when you see how many ways you can tweak the World of Warcraft interface after you read this book! If you're new to programming, we'll teach you the basics of Lua and XML and walk you through writing your first addon. If you already have some original addons in your arsenal, jump right into Parts III and IV and work with templates, function hooking, custom graphics, state headers, and more. We'll even help you distribute your addons, making WoW better for everybody. Respond to events, create frames, and use the WoW API to interact with the game. Learn the Lua programming language through interactive examples, from values and variables to custom functions and control structures. Write well-formed XML and validate using schemas. Find specific functions easily in the comprehensive references of APIs, API categories, events, and widgets. Create custom graphics, scroll frames, dropdown menus, and much more. A Note from the Publisher: In the first printing, we mistakenly omitted the Authors Acknowledgements, which included the names of many World of Warcraft community members who helped bring this book to market. I want to publicly thank them for their efforts, and apologize for the omission, which will be corrected in the second printing. It is the members of the WoW community that make Blizzards amazing game an even greater experience for millions of players around the world, and their efforts on this book are greatly appreciated. Chris Webb Executive Editor From the Authors: James and Lee Whitehead, thank you for standing behind me on everything that I've done throughout my wacky life. None of this would have been possible without the guidance and support that you've provided me. Michelle Hastings, thank you for finding a way to bridge a 5300 mile gap and still make me feel like I'm in your living room. Robert

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