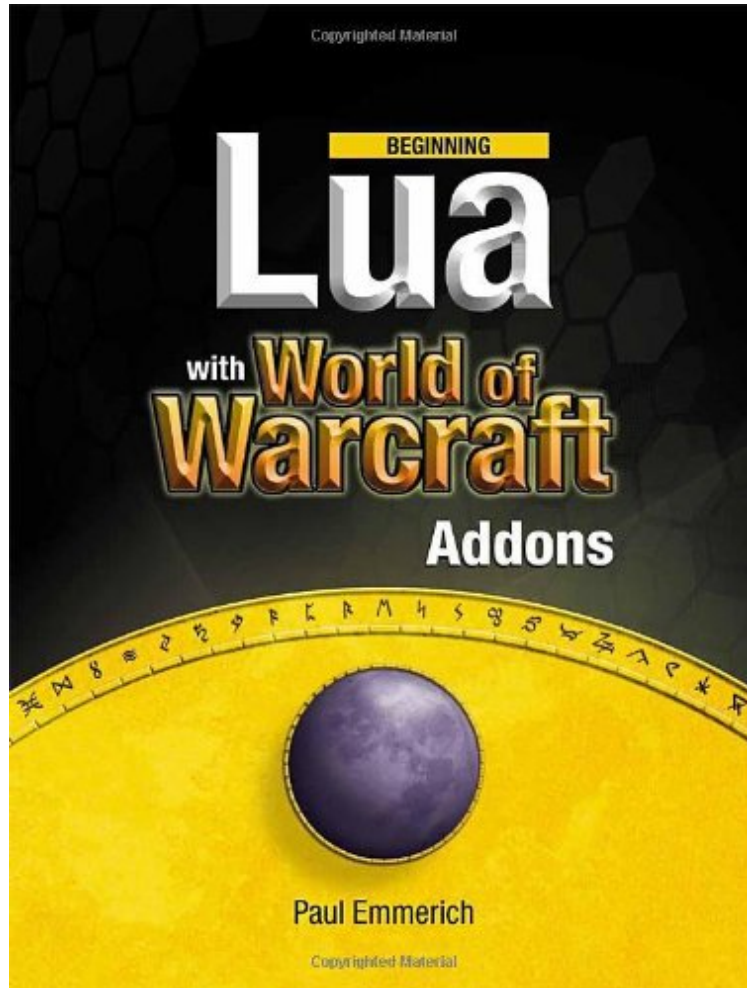


(Free read ebook) Beginning Lua with World of Warcraft Add-ons

Beginning Lua with World of Warcraft Add-ons

Von Paul Emmerich

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Von Paul Emmerich : Beginning Lua with World of Warcraft Add-ons before purchasing it in order to gauge whether or not it would be worth my time, and all praised Beginning Lua with World of Warcraft Add-ons:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. Vllig veraltet Von D. Windau Ich muss meinem Vorrezensenten leider widersprechen. Fr die aktuelle Version von WoW (6.0 zum Zeitpunkt des Verfassens dieser Rezension) sind die Anweisungen und insbesondere die Beispiel-Addons nutzlos, da sie schlichtweg nicht funktionieren und sich somit kein Lerneffekt einstellt. Um Lua zu lernen ist das Buch zwar geeignet und im Jahr 2010 mag das alles auch noch funktioniert haben (das Buch ist ja aus 2009), aber inzwischen scheint Blizzard so viel verndert zu haben, dass die Beispiele einfach nicht mehr umsetzbar sind, was es schwer macht, die komplexeren Zusammenhnge (z.b. zwischen Scripting und Framreferenzen) nachzuvollziehen. Zwei Sterne gibt es trotzdem fr den guten Stil des Autors und den ntzlichen Nebeneffekt, Lua zu lernen - wenn auch nicht im Zusammenhang mit WoW Addons. 5 von 6 Kunden fanden die folgende Rezension hilfreich. Genial fr

Fortgeschrittene in Programmierung Von Ein Kunde Auch wenn ich, kurz nachdem ich mir Buch gekauft hatte, aufgehört habe WoW zu spielen, so habe ich dennoch gelernt mit diesem Buch mein WoW-Leben einfacher zu gestalten. Vorneweg muss ich sagen, dass das Buch kein Tutorial für Programmierneulinge ist, ein gewisses Verständnis für Programmierung muss vorausgesetzt werden, egal in welcher Sprache dies angeeignet wurde. Das Buch ist zwar in englisch geschrieben, aber ich muss sagen, dass der Autor sich sehr bemüht hat es für alle verständlich zu machen. Es sind kaum Fachbegriffe drin, die nicht jeder kennen muss, der sich Fortgeschrittener in der Programmierung nennt, zudem selbst die Datentypen am Anfang des Buches nochmal durchgenommen werden. Der Autor ist laut Angaben im Buch selbst ein Deutscher und hat u.a. an Addons wie DBM mitgewirkt bzw. wirkt noch mit, wie ich vermute. Natürlich reicht das Buch nicht aus um erfolgreiche Addons zu programmieren, man muss auch Ideen haben. So habe ich mir z.B. ein Addon geschrieben, was für mich den Gearcheck bernahm. Dieses Addon hat z.B. automatisch die Rarität und das Itemlevel der Raidmitglieder überprüft und je nachdem ausgewertet. Eigentlich wollte ich noch die Sockel mit dazunehmen, aber das scheiterte dann am Cache. Das Buch reicht von einfachen Chataddons bis hin zu grafischen Addons, allerdings empfehle ich auch hier Vorkenntnis in GUI-Entwicklungen. Der Autor gibt im Buch auch viele wertvolle Tipps, wie Entwicklungsumgebungen für LUA oder auch Internetseiten, die sehr wertvoll sein können, wenn man bestimmte Funktionen sucht. Alles im allen, ich finde das Buch bis heute sehr wertvoll und empfehle jedem, der programmieren kann und schon immer Interesse hat sich an Addon-Programmierung zu versuchen, dieses Buch zu kaufen.

Kurzbeschreibung If you play World of Warcraft, chances are you know what Deadly Boss Mods is: it's the most widely downloaded modification available for World of Warcraft, considered required software for many professional raid guilds, and arguably the most popular modern video game mod in history. Paul Emmerich, the author of Deadly Boss Mods, will take you from novice to elite with his approachable, up-to-date guide to building add-ons for the most popular video game in history. Using the powerful Lua scripting language and XML, you'll learn how to build and update powerful mods that can fundamentally remake your World of Warcraft experience and introduce you to the field of professional software development. Beginning Lua with World of Warcraft Add-ons teaches you the essentials of Lua and XML using exciting code examples that you can run and apply immediately. You'll gain competence in Lua specifics like tables and metatables and the imperative nature of Lua as a scripting language. More advanced techniques like file persistence, error handling, and script debugging are made clear as you learn everything within the familiar, exciting context of making tools that work in Azeroth. You'll not only learn all about the World of Warcraft application programming interface and programming, and gain coding skills that will make all your online friends think you're a coding god, but also gain hands-on Lua scripting experience that could translate into an exciting job in the video game industry! What you'll learn See how to program Lua using basic and advanced techniques applicable to WoW and video game coding. Explore the unique design, modeling, and workflow constraints of video game mod makers from one of its most successful practitioners. Become the coolest character on your server with tools and scripts that will make your friends gasp. Who this book is for This book is for World of Warcraft players, developers, and mod makers who want to learn how to program add-ons in Lua and XML, either to learn Lua or to improve their game experience. Working coders who don't know Lua and want to learn about this exciting, popular scripting language will also benefit. The advanced material in this book will also be useful to those with World of Warcraft add-on programming experience, so prior programming experience is an advantage, but not a requirement. Table of Contents Getting Started Lua Basics Using the WoW API to Create a "Hello, World" Mod Working with Game Events Using XML and Frames Advanced Lua Using Advanced Lua to Extend the Texas Holdem Poker Add-on Building a Poker Game Client with Add-on Communication Using the Combat Log to Build a Cooldown Monitor Using Libraries Working with Secure Templates Macros Tips, Tricks, and Optimization Other Uses for Lua

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ber den Autor und weitere Mitwirkende Paul Emmerich is one of the programmers behind Deadly Boss Mods, one of the most famous World of Warcraft add-ons ever, with over 8 million users worldwide. He started programming in 1998, and started programming in Lua when World of Warcraft was released in 2004. Since then he has also created a variety of other projects in Lua, including porting vintage games to Lua. He currently studies computer science at the Technische Universität München in Germany. As Tandanu, level 80 Priest and Chief Coder for the guild on Aegwynn, Paul enjoys winning raid encounters and adding to his HK count.