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Thread: [Make ANY type of WoW addon NO LUA NEEDED](#)

CryptixHacking - December 4, 2018, 6:49 am

I have created a way to allow users to code WoW addons using pure c# no lua needed.

Why use c# for WoW addons rather than LUA ?

Well for one the LUA addons use the wow LUA API built into the games client itself.

This in game LUA API used by LUA addons allow LUA code to call out functions and strings from the game itself.

Though this is stable and usefull it is also extremely restrictive.

For example if you want your LUA addon to connect to a website to download or upload or to stream data it is not possible.

If you want your LUA to live save strings to file from in game and not at logout only not possible.

There are many many examples of what is not possible in the LUA API.

Plus depending on the LUA code you use its possible to get banned simply by using protected LUA API.

Using C# memory allocation program with a divx overlay allows us to create any type of WoW addon using pure c#

And best of all NO RESTRICTIONS, Say goodbye to LUA and its restricted API. Now you can code a WoW addon that can do anything

C# can do if the C# code can do it so can your WoW addon.

The C# addon version uses memory allocation and reading to allow the program to read any in game value. You can get any in game value be it a number string or table. It then comes with a divx overlay library allowing it to show on screen GUI within the game. The example I have coded gets the usernames of anyone in your group or party. Then shows a on screen GUI box with the name of the first person found in your party all using C#. Then added a simple function check which allows it to detect if the user clicks on this new divx overlay created within the game.

Thus allowing you to create any type of wow addon you wish all in C# no restricted LUA. So if you ever tried coding a WoW addon in LUA and found your LUA addon was to restricted to do what you wanted this is a working alternative.

Using this C#/divx addon framework it is possible to create anything from a in game voice chat to a custom in game chat or p2p networks anything you can just about think of.

The example I have is for WoW 3.3.5 but it works for ANY version of WoW just the memory address's and locations within the games memory may change based on game version.

To easily find the address values of in game strings/numbers/tables you can use a program like cheatengine and search for your desired memory address. If the memory address is green this means that memory address is locked and absolute meaning that memory address always points to that given value. Thus this address can then be used within your C# addon.

Download - <https://www.mediafire.com/file/d68mfzp57td4qvu/WoW-Addon-Creator.zip/file>

Requires Visual Studio 2010

When starting the project, make sure its set to Net Framework 3.5

Later go to project and set properties set Platform Target: x86

Also include those 2 dlls within the project as a Reference.

For help or questions feel free to ask on PM or post here on thread.

Note- For the divx overlay to work in game you must ensure the directx_overlay dll is injected into game executable.

passwords - December 5, 2018, 3:22 pm

This seems interesting, however in order for me to use it I won't until you upload it to GitHub.

CryptixHacking - December 5, 2018, 7:55 pm

(Dec 5, 2018 04:22 PM)passwords Wrote: [\[CITE\]](#) This seems interesting, however in order for me to use it I won't until you upload it to GitHub.

no point why not download the zip and upload to github yourself would be the exact same thing.

I have no interest on releasing or publishing code to github as for what others do with code I share feel free.

Its just a few CS c# text files within a visual studio 10 project folder.....

The dll files the project and source use blackmagic/divxoverlay are opensource and found on github. You can use the pre-compiled dll within this project or use the divxoverlay and blackmagic memory allocation projects compile them to dll and include them into this package.

FrozenBolt - January 17, 2019, 5:27 am

thanks mate, appreciated work

Silver Fang - January 17, 2019, 5:31 am

Code anything that evolves bot/engine/cheat and you get banned, no?