

Forum:[Hack Forums](#)

Thread: [Learning to Code Through Game Emulation: WoW](#)

Tyr - June 13, 2024, 12:11 pm

For people posting here who are interested in learning how to code, I suggest you learn about the game World of Warcraft and explore sites such as <https://trinitycore.atlassian.net/wiki/spaces/tc/pages/2130077/Installation+Guide> and learn the backend parts of how to create and update scripts, add features through SQL, update packages and binaries, reverse engineer code, data manipulation techniques, and a way to have fun creating an experimental private server for you, your friends, and meeting other coders across the world.

Note: I only recommend doing this if you've played World of Warcraft before or have knowledge of the game. I am too exhausted to write out an extensive guide but this works on Windows and Linux so feel free to run it on localhost to have fun and learn because this is honestly what led me to learning what I've learned over the last 12 years of my life and propelled me to get my degree + certifications from CompTIA (where I am at now).

This is aimed more for the younger folks who were my age back then and I am also trying to rekindle a dying breed as WoW private servers are slowly dying out. Either way, I think it's a fantastic way to learn how to code with C++, learn DBC file engineering, SQL/MariaDB, how a LAMP stack works, and how to deploy certain tracking mechanisms.

The point of the thread is if you really like video games, learn the back end mechanisms of it and create modifications.

Disclaimer: I am not responsible for any actions you take and this is only educational advice. I just wanted to share how I learned to code and think it is a great idea for others to learn.

Hackers - June 13, 2024, 12:57 pm

Great thread. WoW is a wonderful way to get started because you can have some fun while you're at it.

LUA scripting is one way you can get going on retail WoW, but working with a PS is obviously going to expose you to much, much more.

I don't play WoW anymore but used to go for USA rankings once upon a time.

It's a shame the PS scene is dying, I was big on wowscape for a while, but ultimately all of these classic servers are killing the main use case (nostalgia) for PS in my opinion. +1 to Blizz for doing that though

Tyr - June 13, 2024, 1:29 pm

(Jun 13, 2024 12:57 PM)nodes Wrote: [\[CITE\]](#) Great thread. WoW is a wonderful way to get started because you can have some fun while you're at it.

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I almost forgot to include LUA! Thank you! Not as important to learn as C++ but can come in tremendous handy and utilized for ArcEmu framework and other custom cores. LUA was one of the first languages I learned actually.

Hackers - June 13, 2024, 1:48 pm

(Jun 13, 2024 01:29 PM)Osiris? Wrote: [\[CITE\]](#) I almost forgot to include LUA! Thank you! Not as important to learn as C++ but can come in tremendous handy and utilized for ArcEmu framework and other custom cores. LUA was one of the first languages I learned actually.

Yeah, definitely not as important, but if someone wants to learn how to code with WoW then it could be a good way to get your feet wet. But overall I would push someone to learn C++, there are just too many things in life that use C++ and not nearly as much using Lua

Tyr - June 13, 2024, 2:36 pm

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Yep, the main ones I feel like that use LUA are WoW and Roblox.

Also I forgot to mention in the main thread that you can learn actual system engineering type of stuff such as modifying DBC files (CAN bus databases)

Dirty - June 14, 2024, 5:11 am

I think this is very good way of going about it, especially for peopel who may have some gamign adiction to a degree.

Personally I did something similar but with creating mods for a game called "Warhammer: Endtimes - Vermintide" released back in 2015.

The game had a decent sized modding community using Lua, I would add on top besides exposing yourself to programming with gaming like this, you will also get to know other people who tend to be in coding themselves professionally as well from who you can learn even more.

Tyr - June 14, 2024, 2:00 pm

(Jun 14, 2024 05:11 AM)Dirtybox Wrote: [\[CITE\]](#) The game had a decent sized modding community using Lua, I would add on top besides exposing yourself to programming with gaming like this, you will also get to know other people who tend to be in coding themselves professionally as well from who you can learn even more.

Exactly, and then this is how you expand your knowledge by meeting other programmers and eventually collaborating on other projects. I think I may of mentioned it in the post but I met my mentor this way and people all over the globe by learning in this sense. Thanks for your input!

secret_code - June 15, 2024, 6:34 am

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Absence - June 15, 2024, 6:59 am

(Jun 15, 2024 06:34 AM)secret_code Wrote: [\[CITE\]](#) wrong, wrong wrong wrong and WRONG, you pretend it to be this way because you reasoning subjectively and not objectively, truth is learning how to code is far different than game dev. do your research on the subject and you will find out that game dev has nothing to do with real world coding...

I think you are choosing to be this dense. It's gotta be on purpose.

On topic,

Yeah actually wow emulation got me into a lot of stuff! Web design, a little bit of coding, and in the end, HF! WoW has a special place in my heart, all the servers, forums, just general community stuff. I remember trying my hand at Lua scripting, lol. Learned how to use MySQL, had my first experiences with using servers for setting things up.

Shoot, this made remember forever ago using Himachi to setup servers, lol.

Although, it is important to learn to do things the right way, and sometimes when using private game emulation, you learn bad practices. But, in my case, I would not have learned a lot of things in any form, had I not played. So, I learned to do them right, and enjoyed doing them, through WoW.

OP I hope you are doing well today ??

secret_code - June 15, 2024, 7:09 am

(Jun 15, 2024 06:59 AM)Absence Wrote: [\[CITE\]](#) I think you are choosing to be this dense. It's gotta be on purpose.

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oh yeah? then try writing your own OS, with your own bootloader, kernel, HAL, filesystem, UI, networking and security, then you will realize how different real world coding is from game development, accept the truth, im not trying to be rude, just honest, what is the reason of lying to yourself? and yeah, it was on purpose, why should i do something without purpose? maybe in game development things are done without purpose tho...