

NamCore Studio User's Guide

for NamCore Studio 0.0.12



NamCore Studio User's Guide: for Version 0.0.12

by megasus/alcanmage

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Preface

Foreword

NamCore Studio is a program that was built to help World of Warcraft emulation developers and server administrators managing accounts and characters.

It offers a simple but powerful user interface that makes it easier to work with complex data by analyzing and visualizing it.

This software is not intended to support public, profit based World of Warcraft servers.

This documentation is part of an effort by the NamCore team to improve the usability of the software. We hope that you find it useful, and look forward to your comments.

Who should read this document?

The intended audience of this guide is anyone using NamCore Studio.

This guide will explain all the basics and also some of the advanced features that NamCore Studio provides. As NamCore Studio has become a very complex program since the early days, not every feature of it may be explained here.

By reading this guide, you will learn how to install NamCore Studio, how to use the basic elements of the graphical user interface and what's behind some of the advanced features that are not always obvious at first sight. It will hopefully guide you around some common problems that frequently appear for new (and sometimes even advanced users of NamCore).

Acknowledgements

The authors would like to thank the whole NamCore team for their assistance and everyone who contributed in any way to this project.

We would also like to thank *TrinityCore*, *MaNGOS*, *cMaNGOS*, *SkyFire* and *ArcEmu* for providing detailed wikis and information about their database structures.

About this document

You will find some specially marked parts in this guide:



This is a warning!

You should pay attention to a warning, as otherwise data loss might occur.



This is a note!

A note will point you to common mistakes and things that might not be obvious.



This is a tip!

Tips will be helpful for your everyday work using NamCore Studio.

Chapter 1 Introduction

1.1. What is NamCore Studio?

NamCore Studio is a database editor. This editor will allow you to analyze, modify, display, convert and manage data in your character and realm MySQL databases.

This tool allows handling with this data in a much more user friendly, in-game like environment, compared to a bare database editor like HeidiSQL or Navicat.

NamCore Studio is perhaps the first open source WoW account/character editor available today.

1.1.1. Some intended purposes

Here are some examples, people use NamCore Studio for:

- Server administrators use it to **edit player account and character data without the need of being in-game**
- Developers use it to **convert accounts and characters across emulations and across database versions**
- People use it to **load characters from the official Battle.net Armory and transfer them into their database**
- People use it to **share their characters and import user-generated characters into their database**

Beside these examples, NamCore Studio can be helpful in many other situations too.

1.1.2. Features

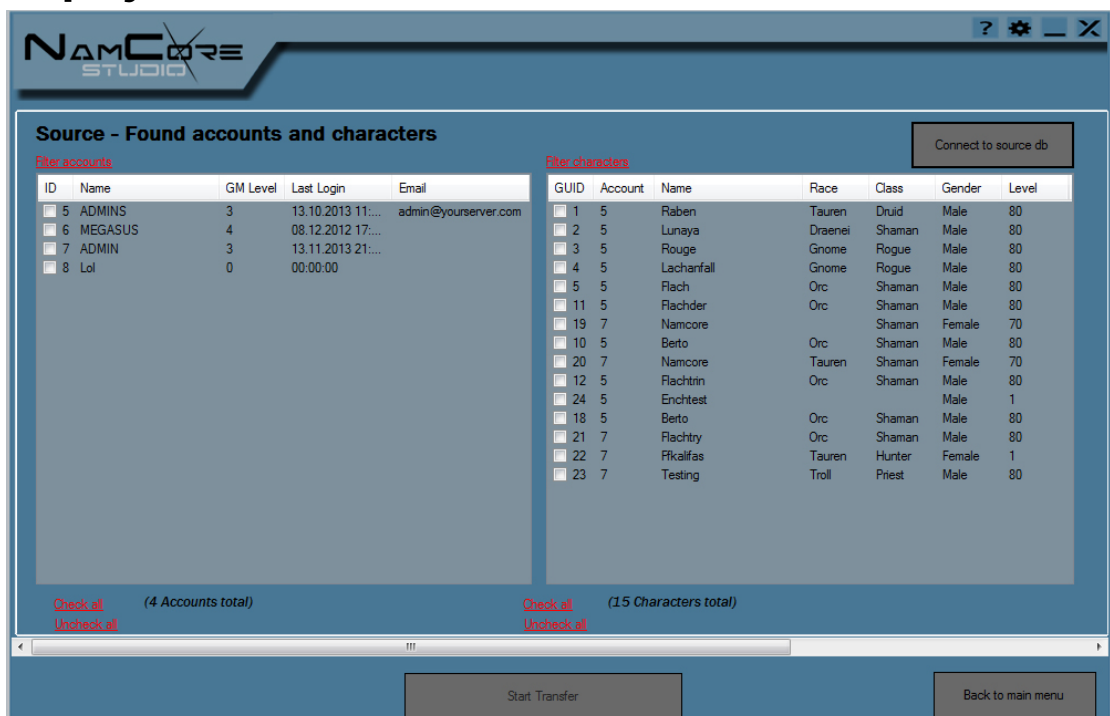
The following are some of the many features NamCore Studio provides:

- Available for **Windows**.
- **Delete** player accounts and characters.
- **View and edit** general account data.

- **View and edit** general character information.
- **View, edit, add and delete** character armor items, inventory items, bank items, achievements, glyphs, faction reputations, spells, skills, professions, quests and more.
- **Export** player account and character data and create template files.
- **Import** your template files or browse an online database of user-generated template files and **load** them into your database.
- **Transfer** accounts and characters from one database to another (cross emulation & cross patch).
- **Load and import** Armory characters and play them on your server.
- ... and **a lot more!**

However, to really appreciate its power, you have to start using it.

Figure 1.1 NamCore Studio is connected to a database and displays accounts and their characters.



1.1.3. Open Source Software

NamCore Studio is an open source software project, and is released under the [GNU General Public License](#) (GPL). You can freely use NamCore Studio on any number of computers you like, without worrying about license keys or fees or such. In addition, all source code is freely available under the GPL. Because of that, it is very easy for people to add new features to NamCore, either as plugins, or built into the source. The source code is hosted on [Github](#).

1.1.4. What NamCore Studio is not

Here are some things NamCore Studio does not provide:

- NamCore Studio isn't some kind of hack tool that allows you to export or import character or account data on a server you are playing on. In order to use NamCore you will need to have access to the server's database.
- NamCore Studio will not automatically manipulate or damage your database. It usually runs simple "SELECT", "INSERT" or "UPDATE" SQL queries.

1.2. System Requirements

What you'll need to get NamCore Studio up and running ...

1.2.1. General Remarks

- NamCore Studio won't benefit much from Multiprocessor/Hyperthread systems as time consuming tasks like character exporting and converting are single threaded.
 - If NamCore Studio is running out of memory it crashes.
-

1.2.2. Operating System

- Microsoft Windows XP, Vista, 7, 8, 8.1, Home Server, Server 2008, Server 2011, or Server 2012.
- Microsoft .NET Framework 3.5 or higher.
- Any modern 32-bit x86 or 64-bit AMD64/x86-64 processor.
- 500MB available RAM.
- 60MB available disk space. Template files require additional space.
- 1280*1024 or higher resolution.
- 100% screen resolution (Follow [this](#) guide and select the 100% default setting).

1.3. Where to get NamCore Studio?

You can get the latest copy of the program from the NamCore Studio Sourceforge website: <http://sourceforge.net/projects/namcorestudio/>.

A new NamCore Studio version will typically become available every 1-3 months.

If you want to be notified about new NamCore Studio releases and learn more about upcoming features, you should follow us on [Twitter](#) and visit our [Website](#).

1.4. A brief history of NamCore Studio

In late 2011, Megabus aka Alcanmage started developing a software that would be able to load a characters from the official World of Warcraft Armory and import them into a *TrinityCore* 3.3.5 database. This tool would later be known as *CharImport* and it was released in mid-2012.

In late 2012, CharImport version 0.8 (Beta) has been released. Now CharImport was capable of exporting characters from a database and importing them into another one. Over the following months, many features have been added to

CharImport and it finally supported MaNGOS and ArcEmu. It was also able to transfer accounts and characters cross emulation and cross patch, however, it never reached a stable state and lacked of support for the most common emulations and patches. The developer also disliked the user interface of the application and claimed that the original groundwork simply wasn't built in mind to support the later features.

In early 2013, Megasus decided to drop the development of CharImport and started working on a new project, which would later become NamCore Studio. The goal was to create a next generation version of CharImport which would come with an advanced support for more emulations and database structures. This software should also provide a more user-friendly user interface and offers even more features than the predecessor.

1.5. Reporting problems and getting help

If you have problems, or need help with NamCore Studio, there are several places that may be of interest to you (well, besides this guide of course).

1.5.1. Website

You will find lots of useful information on the NamCore Studio homepage at <http://namcorestudio.com/>.

1.5.2. Wiki

The NamCore Wiki at <http://wiki.namcorestudio.com/> provides a wide range of information related to NamCore Studio. You will find a lot of information not part of this user's guide.

1.5.3. FAQ

The "Frequently Asked Questions" will list often asked questions and the corresponding answers.



Read the FAQ!

Before sending any mail or tweeting the developer, be sure to read the FAQ, as it will often answer the question(s) you might have. This will save yourself and others a lot of time.

You will find the FAQ at the NamCore website:
http://www.namcorestudio.com/?page_id=14.

1.5.4. Reporting Problems



Note!

Before reporting any problems, please make sure you have installed the latest version of NamCore Studio.

Bugs and problems can be reported via the [Github issue tracker](#). Before opening a new issue, please make sure that none has created a similar one yet. If you discover a similar issue, you can reply to it and confirm the problem.

When reporting issues with NamCore Studio, it is helpful if you supply the following information:

1. The version number of NamCore Studio and of the dependent libraries (libnc & libncadvanced). You can obtain this from the about dialog box of NamCore Studio.
2. Information about the platform you run NamCore Studio on.
3. Information about the emulation/database you are using.
4. A detailed description of your problem.
5. If you get an error/warning message, copy the text of that message, so others may find the place where things go wrong. Please don't give something like: "I get a warning while doing x" as this won't give a good idea where to look at.
6. Always append the *EventLog.log* file which can be found in the Data folder of the application's directory.

Chapter 2 Building and Installing NamCore Studio

2. Introduction

As with all things, there must be a beginning, and so it is with NamCore Studio. To use NamCore Studio, you must:

- Obtain a precompiled binary package, or
- Obtain the source and compile/build NamCore Studio

This chapter shows you how to obtain source and binary packages, and how to build NamCore Studio from source, should you choose to do so.

The following are the general steps you would use:

1. Download the relevant package for your needs, e.g. source or precompiled binary distribution.
2. Compile the source into a binary, if you have downloaded the source. This may involve building and/or installing other necessary software.
3. Move the binaries to their final destinations.

2.1. Obtaining the source and binary distributions

You can obtain the precompiled binary distribution from the Sourceforge project page: <http://sourceforge.net/projects/namcorestudio/>.

If you want to obtain the source visit: <https://github.com/megasus/Namcore-Studio> and click on the "Download ZIP" button and extract the archive. You can also clone the repository via Git by using following url: <https://github.com/megasus/Namcore-Studio.git>

2.2. Compiling NamCore Studio from source

Before you build NamCore Studio from sources, you must have Visual Studio ≥ 12 (2012) installed.

1. Browse to your source folder and open **NamCore Studio_VS12.sln** with Visual Basic Express.
2. On the menu at the top, click **Build** and select **Configuration Manager**.
3. Set **Active Solution Configuration** to **Release**.
4. Click **Build** and select **Clean Solution**.
5. Click **Build** and select **Build**.

You will find your freshly compiled binaries in the **bin\release** folder. These are all used to run NamCore Studio.

2.3. Update NamCore Studio

From time to time you may want to update your installed NamCore Studio to a more recent version. If you follow us on Twitter, you will be informed about new NamCore Studio versions, however, the application itself will also notify you about updates.

New versions of NamCore Studio usually become available every 1 to 3 months. Updating NamCore is done the same way as installing it; you simply download and extract the ZIP archive or pull and compile the source. A reboot is not required.

2.4. Uninstall NamCore Studio

To remove NamCore Studio, you simply need to delete the root folder. The application does not make any entries to the registry, nor does it create any other files. However, you might want to clean your system temporary folder.

Chapter 3 User Interface

3.1. Introduction

By now you have installed NamCore Studio and are most likely keen to get started. In the next chapters we will explore:

- How the NamCore Studio user interface works
- How to open a connection to a database
- How to view and edit characters and accounts
- How to import characters from the WoW Armory
- How to transfer player accounts and characters from one database to another
- ... and many other things!

3.2. Start NamCore Studio

You can start NamCore Studio by running **NCLauncher.exe** in your binary folder.



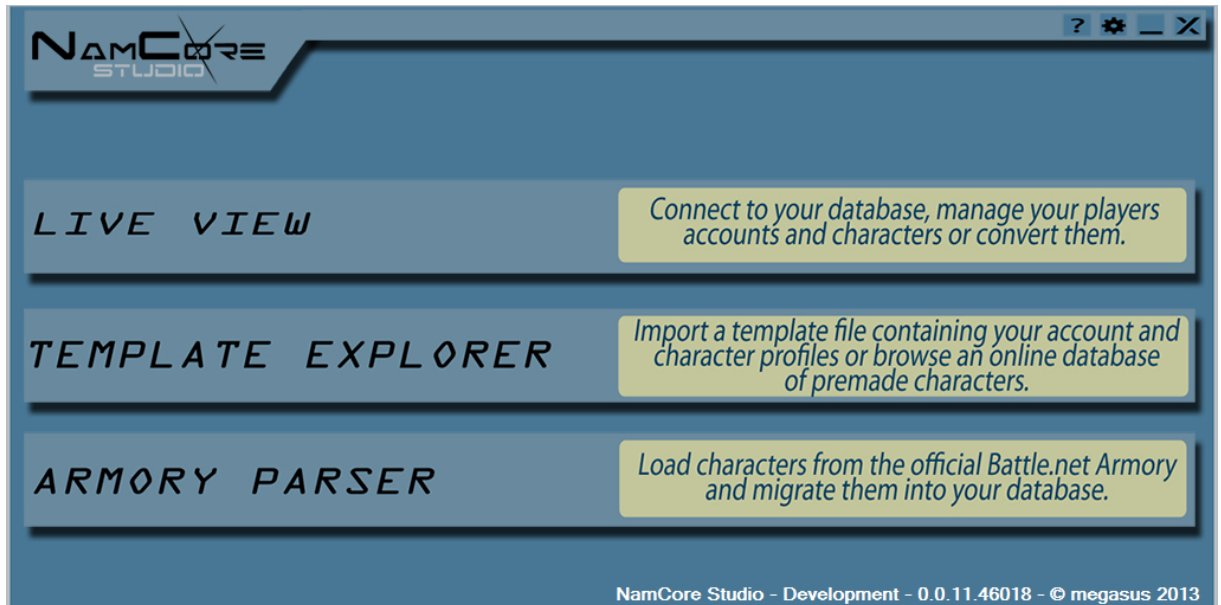
Note!

On Windows Vista or later, you might want to run this program as an administrator.

3.3. The Main window

Let's look at NamCore Studio's user interface. **Figure 3.1, "The Main window"** shows NamCore Studio as you would usually see it after starting the launcher.

Figure 3.1 The Main window

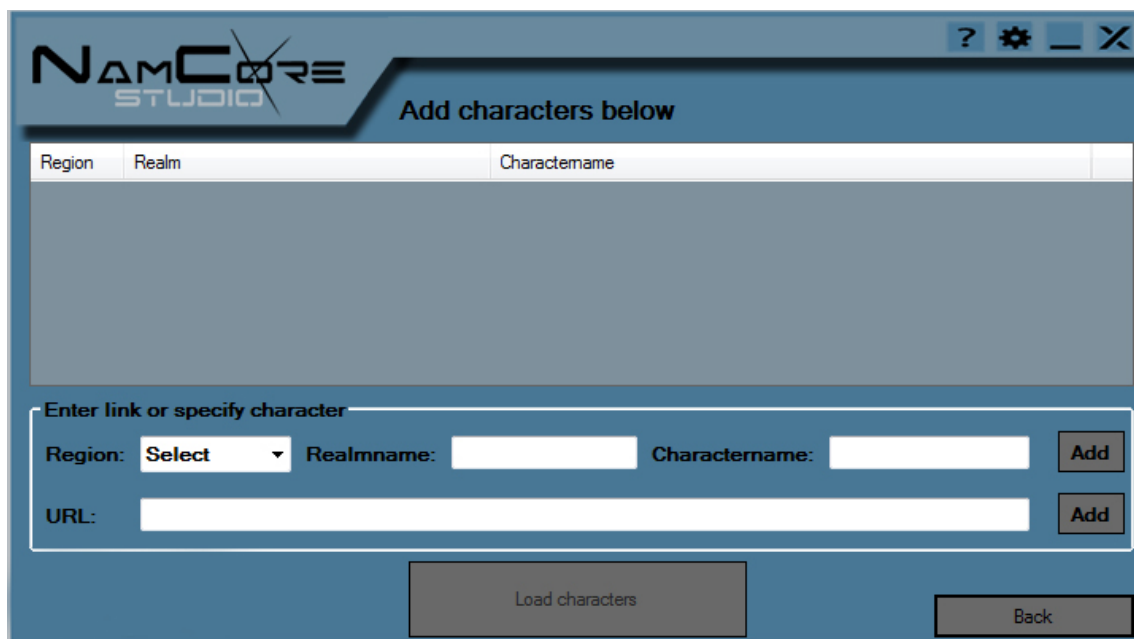


NamCore Studio's main window consists of 3 menu options and the header bar.

1. The *header bar* is displayed on every interface at the top. Besides the usual minimize and close buttons there is also a "question mark" button which opens the about box dialogue and a "cogwheel" button which opens the settings interface.
2. The *"LIVE VIEW"* button leads to the "Live View" interface. There you can connect to your database and manage it.
3. The *"TEMPLATE EXPLORER"* button leads to the "Template Explorer" interface. There you can browse an online database of template files or open your own.
4. The *"ARMORY PARSE"* button leads to the "Armory Parser" interface. There you can download characters from the official Battle.net Armory.
5. At the bottom right corner you can see which version of NamCore Studio you are running.

3.4. The Armory Parser interface

Figure 3.2 The Armory Parser window



This interface allows you to add characters that should be downloaded from the official Battle.net Armory. You can then view, save or import those into the database.

3.4.1. Adding characters

There are two ways of adding characters to the list:

- Manually set the Battle.net region, the realm name and the character name, or
- Directly enter the URL to the character profile

Example:

Method 1

We're now going to add 2 characters to the list, using the 2 different methods.

For this test we will use a random Armory character. His name is Darshmellow and plays on the realm US-Tichondrius. Here is the link to his profile:

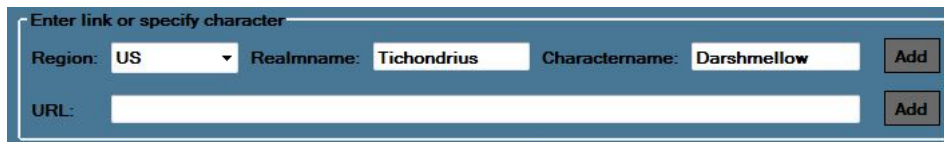
<http://us.battle.net/wow/en/character/tichondrius/Darshmellow/simple>

We will now use the first way to add this character to the list:

1. Set **Region** to **US**
2. Enter the **Realmname**: *Tichondrius*

3. Enter the **Charactername**: *Darshmellow*
4. Click the top **Add** button

Figure 3.3 Set the character



Enter link or specify character

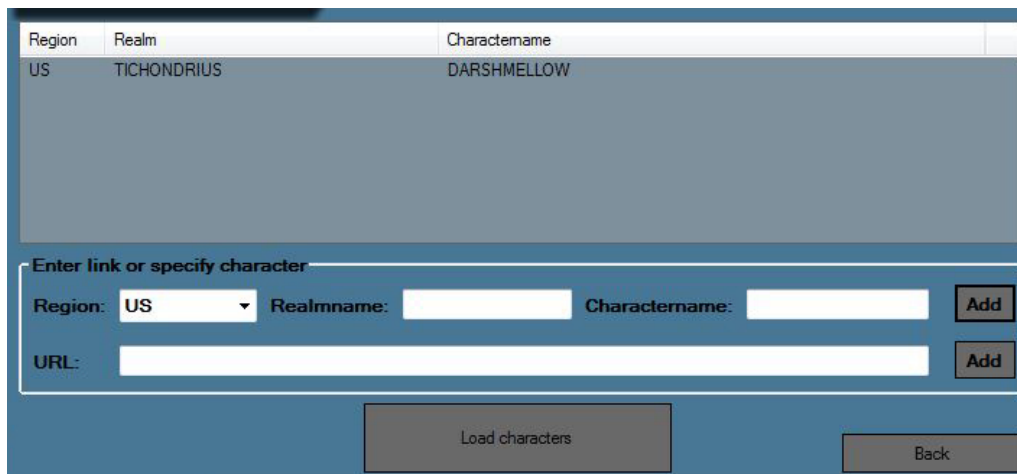
Region: US Realmname: Tichondrius Charactername: Darshmellow Add

URL: Add

After clicking on the top **Add** button, the application will check if it can find the character in the Armory. This might take some time.

When the character has been found, you will now see the character listed in the big box above. The **Realmname** and **Charactername** textboxes will also reset.

Figure 3.4 Character added to the list



Region	Realm	Charactername
US	TICHONDRIUS	DARSHMELLOW

Enter link or specify character

Region: US Realmname: Charactername: Add

URL: Add

Load characters Back

You should also notice that the **Load characters** button is now enabled.

Method 2

We will now add a second character by entering the URL to his profile.

For this test we will use another random Armory character: Meet **Legonds** from **US-Darkspear**. Here is the link to his profile:

<http://us.battle.net/wow/en/character/darkspear/Legonds/simple>

We now have to enter this link into the textbox next to the "URL:" label.

Figure 3.5 Entered URL



Enter link or specify character

Region: US Realmname: Charactername: Add

URL: <http://us.battle.net/wow/en/character/darkspear/Legonds/simple> Add



Warning!

Please make sure that the URL has the correct format. It either has to end with “/simple” or “/advanced”.

After clicking on the lower **Add** button, the URL textbox will be cleared and the program will check if the link is valid and if the character exists.

If the character is found, it will be added to the list above.

Figure 3.6 Character added to the list

The screenshot shows a web application interface. At the top, there is a table with three columns: 'Region', 'Realm', and 'Charactername'. The table contains two rows of data: 'US' / 'TICHONDRIUS' / 'DARSHMELLOW' and 'US' / 'DARKSPEAR' / 'LEGONDS'. Below the table, there is a section titled 'Enter link or specify character'. This section contains two rows of input fields. The first row has 'Region:' with a dropdown menu showing 'US', 'Realmname:' with a text box, and 'Charactername:' with a text box, followed by an 'Add' button. The second row has 'URL:' with a text box, followed by an 'Add' button. At the bottom of the interface, there are two buttons: 'Load characters' and 'Back'.

Region	Realm	Charactername
US	TICHONDRIUS	DARSHMELLOW
US	DARKSPEAR	LEGONDS

Enter link or specify character

Region: US Realmname: Charactername: Add

URL: Add

Load characters Back

Now the list contains 2 characters. However, you can add as many characters to the list as you wish.

3.4.2. Removing characters

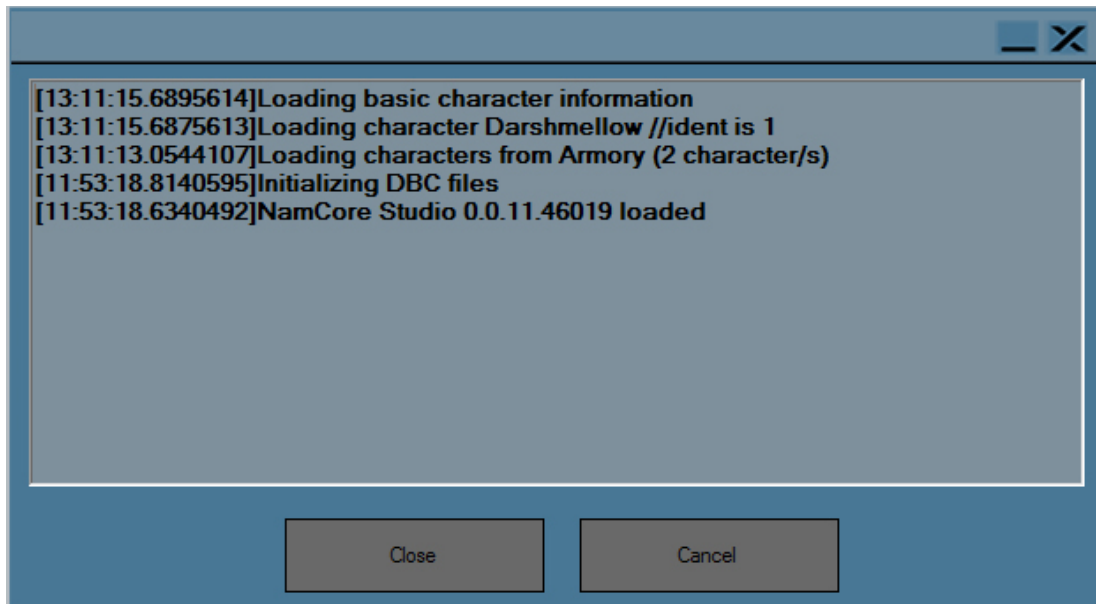
If you want to remove a character from the list, simply select the character in the box and right-click on it. A small context menu will open that will let you remove the selected character by clicking on **Remove**.

3.4.3. Loading character profiles

After you have added at least one character to the list, the **Load characters** button will be enabled. Click it to start the loading process.

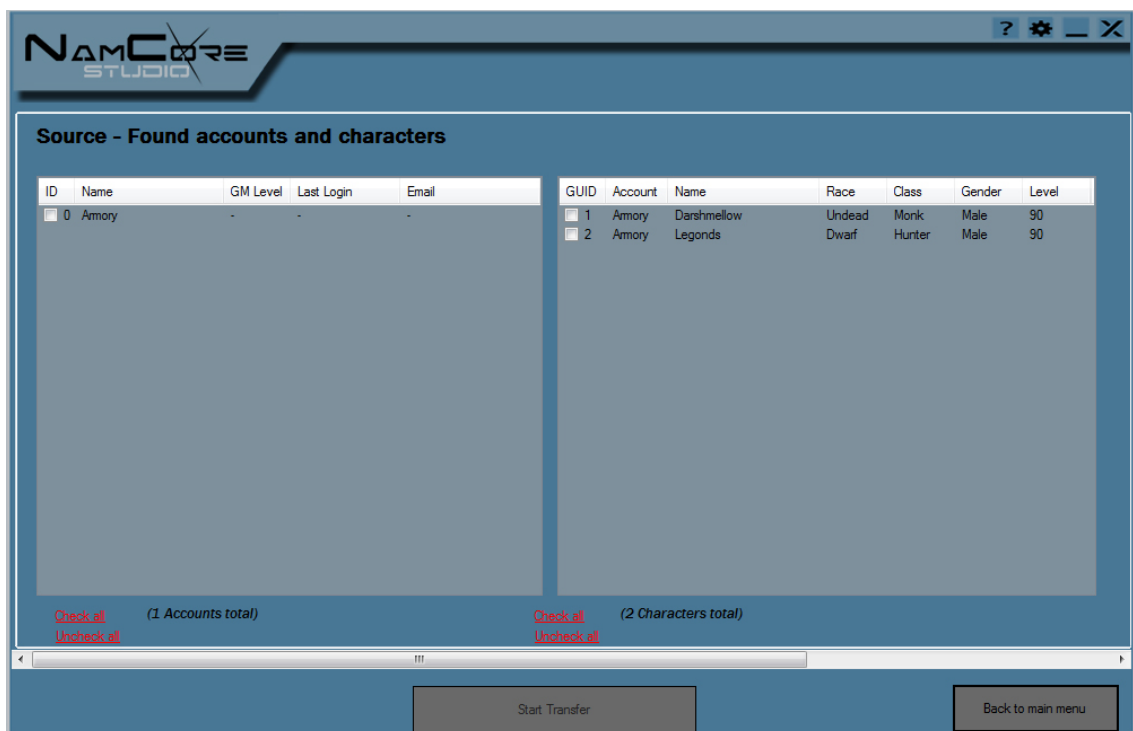
The status window will appear, showing you what the program is currently doing while loading the characters.

Figure 3.7 The status window



If everything works fine, this window will close automatically and you will find yourself on the **Live View** interface.

Figure 3.8 The Live View window



To the right you can see the list of characters that have been downloaded from the Armory. All information of those characters is now offline available.

For a detailed explanation on how to work with the Live View interface see section **3.5. The Live View interface**.