Bag Class API

Overview

A bag is a kind of container (see ContainerClass.docx), more specifically in WoW, a bag is a container of storage slots. A slot is a container of items (see SlotClass.docx).

As an aside, WoW uses a number of different kinds of slots:

Inventory Slots: These are slots that contain a player’s inventory. Inventory slots are found in the player’s bags and the player’s bank bags.

Equipment Slots: These are slots in which armor and weapon items can be placed. There are only 23 equipment slots. These slots are not contained by the Bag Class.

The Bag Class

The Bag Class serves to organize a player’s inventory. In WoW, items (weapons, reagents, potions, quest items, and so forth) reside in slots which are contained in bags. An instance of the Bag Class provides methods to organize and manage slots and the items they contain.

Class Methods

Constructor

The constructor is a method used to create an instance of a Bag. Methods provided by an instance of the bag are invoked using the ‘:’ operator. For example, the code to get the name of a bag representing a player’s bag named myBag, might look like this:

myBag = Bag(4) -- create myBag to manage the bag

local myBag = myBag:getName()

print( bagName )

When executed produces the following output

Usage Example:

local retVal = Bag( parameter )

local result = b:getResult()

if result[1] == FAILURE then

postErrorResult()

return

end

Discuss the semantics of the code snippet above

Get Methods

Set Methods