This appendix contains information on all the frame types that you can create in World of Warcraft, with all the XML attributes and elements as well as all Lua methods and available script handlers. Frame types follow an object-oriented model, meaning that a frame type can inherit attributes and methods from another frame type. You can find an introduction to object-oriented programming in Chapter 6 if you are not familiar with this topic.

You may wonder why there is such an appendix in this book, as you can probably find most of the information covered here on the Internet. WoWWiki has a few good pages that deal with exactly the same topic as this appendix. However, the information there is scattered over multiple pages and many of the articles are outdated or incomplete. This appendix is up to date as of patch 3.1 (the next patches probably won’t change anything important in the frame API) and contains everything you need to know about a particular frame type in one place.