

Can2go Lua Scripting Guide

Lua Tutorial for Beginners :learn Lua Scripting from Scratch

Anmol GOYAL 2018-02-16 Lua is an open source language built on top of C programming language. Lua has its value across multiple platforms ranging from large server systems to small mobile applications. This tutorial covers various topics ranging from the basics of Lua to its scope in various applications. Audience This tutorial is designed for all those readers who are looking for a starting point to learn Lua. It has topics suitable for both beginners as well as advanced users. Prerequisites It is a self-contained tutorial and you should be able to grasp the concepts easily even if you are a total beginner. However it would help if you have a basic understanding of working with a simple text editor and command line.

Programming in Lua Alexander Aronowitz 2021-04-19 Lua is a lightweight embeddable scripting language which is built on top of C programming language. Lua is an open source language which is useful for multiple platforms ranging from large server systems to small mobile applications. This book will cover the basics of Lua and its scope in various applications. This book is useful for users who wish to learn Lua. As this tutorial covers the basics and scope in various applications of Lua, it is suitable for both beginners as well as advanced users.

[LOVE for Lua Game Programming](#) Darmie Akinlaja 2013-09-25 If you want to create 2D games for Windows, Linux, and OS X, this guide to the L?ñVE framework is a must. Written for hobbyists and professionals, it will help you leverage Lua for fast and easy game development. Key Features Discover the L?ñVE framework and build games easily and efficiently Learn how to utilize the L?ñVE framework's tools to create a 2D game world A step-by-step approach to learning game development Book Description L?ñVE is a game development framework for making 2D games using the Lua programming language. L?ñVE is totally free, and

can be used in anything from friendly open-source hobby projects, to closed-source commercial ones. Using the Lua programming framework, one can use L?ñVE 2D to make any sort of interesting games. L?ñVE for Lua Game Programming will quickly and efficiently guide you through how to develop a video game from idea to prototype. Even if you are new to game programming, with this book, you will soon be able to create as many game titles as you wish without stress. The L?ñVE framework is the quickest and easiest way to build fully-functional 2D video games. It leverages the Lua programming language, which is known to be one of the easiest game development languages to learn and use. With this book, you will master how to develop multi-platform games for Windows, Linux, and Mac OS X. After downloading and installing L?ñVE, you will learn by example how to draw 2D objects, animate characters using sprites, and how to create game physics and game world maps. L?ñVE for Lua Game Programming makes it easier and quicker for you to learn everything you need to know about game programming. If you're interested in game programming, then this book is exactly what you've been looking for. What you will learn Create different environments to make your games more interesting Add sound and music to your games Apply game physics and real-time particle collisions Animate game characters using sprites Deploy your games to Windows, Linux, and Mac platforms Who this book is for L?ñVE for Lua Game Programming is for anyone who is interested in learning about desktop game development. [Learning Lua](#) Brian G Burton 2023-08 Are you ready to embark on an exciting journey into the world of Lua scripting? Whether you're a teacher preparing to lead a class on software utilizing Lua like Roblox, Solar2D, NVM, or Defold, an aspiring game developer aiming to create captivating games for Roblox or similar platforms, a newcomer in need of a friendly and accessible reference to programming in Lua, or a student eager to learn the ins and outs of this versatile language - our eTextbook,

"Learning Lua," has you covered! What sets "Learning Lua" apart is its gentle and approachable introduction to the Lua scripting language. We've deliberately minimized the use of intimidating "programmer-speak" to ensure an enjoyable learning experience for those new to programming. Dive into the beginner section, where we cover fundamental topics such as variables, string variables, mathematics and the math library, functions, decisions, and loops. With clear explanations and practical examples, you'll grasp these concepts in no time!

Mastering Lua Programming Jax A Talon 2025-11-19 Discover the complete path to mastering Lua-from your very first lines of code to building advanced, efficient, production-ready applications. This book gives you everything you need to develop true confidence and fluency in Lua, whether you are just getting started or ready to take your skills to a far more advanced level. Through clear explanations, practical examples, and expert insights, you will gain a solid understanding of how Lua works and how to use it effectively in real-world environments. You will learn how to write clean, maintainable code, structure projects with clarity, build command-line tools, integrate Lua into existing software, automate tasks, design high-performance solutions, and avoid the pitfalls that often slow developers down. Each section is written with the goal of strengthening your technical foundation while helping you think and work like an experienced Lua developer. As you progress, you will explore debugging strategies, testing principles, algorithm design, performance tuning, and memory management-skills that will elevate your work from functional to exceptional. The content also guides you through the collaborative side of development, including contributing to Lua communities, engaging with open-source projects, and preparing for real-world software development challenges. This is more than a programming guide. It is a complete learning resource designed to equip you with practical competence, long-term confidence, and the ability to build solutions that make a measurable impact. Whether your goal is automation, embedded systems, game development, systems scripting, or professional software engineering, this book gives you a clear path forward. If you are ready to develop the expertise that sets skilled Lua

developers apart, this book will show you how-step by step, with clarity, purpose, and a focus on results. Dive in and unlock what Lua can help you create.

Lua Programming Zero to Hero Zak Illman 2025-12-11 Lua Programming Zero to Hero: The Complete Beginner-to-Advanced Guide for Games, Automation, and Real-World Scripting Unlock the full power of Lua, the world's most lightweight yet incredibly versatile scripting language-used in game development, automation, embedded systems, and real-world applications. Whether you're a complete beginner or an experienced developer looking to expand your skill set, this book takes you from Zero to Hero, transforming you into a confident Lua programmer ready to build real projects. This definitive guide combines clear explanations, hands-on examples, step-by-step projects, and modern Lua best practices to help you master the language faster and smarter than ever. What You'll Learn Inside Beginner Foundations (Zero Level) What Lua is, why it's designed the way it is, and where it's used today Installing and running Lua on any operating system Variables, data types, expressions, operators, and basic input/output Debugging essentials every new developer must know Intermediate Skills (Builder Level) Mastering control flow: if-else, loops, and iterators Writing clean, modular Lua programs with functions and scopes Working with Lua's most powerful feature: tables Strings, file handling, libraries, and standard APIs Advanced Lua (Hero Level) Object-oriented programming using metatables & metamethods Coroutines and cooperative multitasking Memory management and performance optimization Profiling, debugging, and writing production-ready Lua code Real-World Projects Build practical, ready-to-run projects including: A file automation system A working Love2D game A configuration loader for real applications Utility scripts for daily tasks Debugging and improving real Lua codebases Professional-Level Skills Embedding Lua in C/C++ applications Extending Lua with the Lua C API Using Lua in game engines like Roblox, Love2D, Defold, and Solar2D Automation scripting for systems, servers, and workflows Why This Book Stands Out Unlike generic programming books, this guide is: Complete - Beginner to

Advanced in One Volume No need to buy separate introductory and advanced books. Everything is included. Practical - Learn by Building Real Projects Every chapter includes exercises, examples, and step-by-step projects. Up-to-Date - Covers Modern Lua Tools & Ecosystem Learn about frameworks, testing tools, libraries, and industry-standard workflows. Structured for Fast Learning Clear explanations, diagrams, cheat sheets, and complete solutions to all exercises. Perfect for: Total beginners learning programming Game developers (Roblox, Love2D, Solar2D, Defold) Automation engineers Hobby coders Students Anyone embedding Lua in applications Your Zero-to-Hero Journey Starts Today Whether you want to build games, automate tasks, script applications, or gain a powerful skill for your career, this book gives you everything you need to master Lua with confidence. Start your journey now and unlock the power of Lua-one of the fastest, simplest, and most flexible programming languages in the world.

Lua Simplified Gabriel Kroenenn 2025-04-25 Dreaming of adding powerful scripting to games, applications, or systems, but daunted by complex programming languages? Lua offers an elegant solution - a language renowned for its simplicity, speed, and ease of integration. But how do you get started? Enter Lua Simplified: A Beginner's Guide to Powerful Scripting. This comprehensive, yet accessible guide is your pathway to mastering Lua, taking you from the absolute basics to writing effective, real-world code. Whether you're a complete novice or have some programming experience, this book demystifies Lua's core concepts and shows you how to apply them practically. Inside, you'll discover: The Fundamentals: Grasp essential syntax, data types (numbers, strings, booleans, nil), and control flow (loops, conditionals) with clear explanations. Lua's Unique Strengths: Dive deep into tables, the cornerstone of Lua data structures, and unlock their potential with powerful metatables and metamethods. Effective Code Organization: Learn to write clean, reusable code using functions, closures, and Lua's straightforward module system to structure larger projects. Robust Programming: Understand error handling techniques (pcall, assert) and cooperative multitasking with coroutines to build resilient applications.

Practical Application: Explore Lua's standard libraries (math, string, io, os, table) and see how Lua is used effectively in game development, web servers, and as an embedded scripting language. Quality Code Practices: Move beyond just functional code by learning style conventions, debugging strategies, testing basics, and performance considerations. Lua Simplified doesn't just teach you the syntax; it guides you through the why behind Lua's design, focusing on practical examples and building a solid foundation for future exploration, including OOP patterns and even interacting with C code. Perfect for aspiring game developers, programmers needing an embeddable scripting language, system administrators looking for automation tools, or anyone curious about this versatile language.

Lua 5 Programming for Game Developers Yi Yuchen 2025-12-16 Unlock the full potential of game engines with the industry-standard scripting language. Are you a game designer tired of waiting for C++ code to compile? Are you a Roblox or LÖVE developer looking to master the mechanics behind your favorite platform? Or are you an engine programmer seeking the perfect way to embed flexible logic into your high-performance systems? Lua 5 Programming for Game Developers is your definitive guide to bridging the gap between raw hardware power and creative gameplay design. Written by Yi Yuchen, this comprehensive manual moves beyond basic syntax to explore the architectural patterns that power professional games. While other books teach you how to print "Hello World," this book teaches you how to build a Game Loop, architect an Entity Component System (ECS), and optimize LuaJIT for blazing-fast 60 FPS performance. Inside, you will master: The Lua 5.1 & LuaJIT Ecosystem: Understand why the gaming industry relies on this specific version and how the Just-In-Time compiler rivals native C++ speed. Data Structures Mastery: Go beyond simple arrays. Learn to wield Tables and Metatables to build complex inventories, dialogue systems, and object-oriented hierarchies without the bloat. Game Architecture Patterns: Stop writing spaghetti code. Implement professional design patterns like State Machines, Event Buses, and Input Managers to keep your project scalable. The C API & FFI Bridge: The "Holy Grail" of embedded

scripting. Learn to manipulate C data structures directly from Lua, pass pointers, and integrate shared libraries (.dll/.so) for maximum performance. Performance Optimization: Eliminate lag spikes. Master the Garbage Collector, avoid memory leaks, and learn the specific coding styles that allow the JIT compiler to generate efficient machine code. Whether you are scripting complex AI behaviors, building a modding API for your engine, or simply want to deepen your understanding of embedded systems, this book provides the blueprint. From the first line of code to the final build, you will learn to think not just as a scripter, but as a systems architect. Level up your coding skills. Master the language that powers the game industry.

Programming in Lua Alexander Aronowitz 2021-03-13 Lua is a lightweight embeddable scripting language which is built on top of C programming language. Lua is an open source language which is useful for multiple platforms ranging from large server systems to small mobile applications. This book will cover the basics of Lua and its scope in various applications. This book is useful for users who wish to learn Lua. As this tutorial covers the basics and scope in various applications of Lua, it is suitable for both beginners as well as advanced users.

[Lua Mini Reference](#) Harry Yoon Learn Lua in a Weekend! This book is a "mini" language reference on the Lua programming language. Lua is one of the most popular embedded programming languages, and it is widely used as a scripting language in many applications. We go through all salient features of Lua, as a standalone programming language in this book. Although the book is written as a reference, you can read it more or less from beginning to end and you should be able to get the overall picture of the Lua language (but not necessarily all the gory details) if you are familiar with some basic syntax of Lua. The book covers * Lua standalone interpreter. * Lua program execution. Modules. * Types, literals, variables. * Expressions, functions, statements. * Tables, arrays. * Metatables, metamethods. * Iterators. * Concurrency. * Lua standard libraries. Order your copy today!

LUA in 8 Hours 2021

Advanced Lua Programming Techniques: A Comprehensive Guide

to Concepts and Applications Adam Jones 2024-11-27 Delve into the advanced realms of Lua programming with "Advanced Lua Programming Techniques: A Comprehensive Guide to Concepts and Applications." This guide is meticulously crafted for those looking to elevate their coding expertise to new heights. Whether you're just starting your journey with Lua or you're an experienced developer seeking to harness the full potential of this versatile language in your projects, this book is the definitive resource you've been searching for. Beginning with a robust foundation in Lua fundamentals, the book progressively explores intricate topics such as advanced functions, sophisticated table structures, complex string manipulations, and in-depth object-oriented programming techniques. Each section is crafted to deepen your understanding of Lua's dynamic features. The guide also elaborates on error handling, debugging strategies, and intricate file I/O operations, equipping you to confront any programming challenge with assurance and precision. The book dedicates a vital segment to seamlessly integrating Lua with C/C++, showcasing how to expand functionality and maximize performance by leveraging the unique strengths of both languages. This pivotal section unites the capabilities of Lua and C/C++, enabling you to enhance your applications significantly. Structured to promote cumulative learning, each chapter presents practical examples, detailed code snippets, and exercises to solidify your understanding and facilitate the application of these concepts in real-world scenarios. By journey's end with "Advanced Lua Programming Techniques," you will have mastered the complexities of Lua and acquired the insights needed to develop efficient, high-performance applications that distinguish themselves in any setting. Begin your journey to mastering advanced Lua programming with this comprehensive guide and open the door to a world of robust, scalable, and high-performance application development.

The Complete Lua Programming Guide Evan Rhodes 2025-01-05 Master Lua Programming: Unlock Your Creativity in Games, Apps, and Automation. Lua is a lightweight yet powerful programming language known for its versatility, simplicity, and efficiency. Widely adopted in

game development, scripting, and embedded systems, Lua empowers developers to build dynamic applications, automate tasks, and create interactive experiences with ease. Its seamless integration with other languages and frameworks makes it an invaluable tool for modern software development. This book is authored by seasoned developer Evan Rhodes, combining years of hands-on experience with a passion for teaching. With clear explanations and real-world examples, you'll learn Lua from a reliable and trusted source. "The Complete Lua Programming Guide: Create Games, Apps, and Scripts with Hands-On Projects" is your ultimate resource to master Lua programming. Starting with the basics, you'll quickly progress to advanced concepts, including object-oriented programming, debugging, and performance optimization. Each chapter is packed with practical exercises and hands-on projects, ensuring you not only learn but also apply your skills to real-world challenges. What's Inside: Comprehensive Lua tutorials for beginners and advanced users. Real-world applications of Lua in game development, automation, and IoT. Detailed hands-on projects, including building games, inventory systems, and file automation tools. Integration techniques for Lua with C/C++ and game engines like Unity and Love2D. This book is ideal for aspiring developers, game designers, and tech enthusiasts who want to harness Lua's power. Whether you're a beginner looking to start your programming journey or an experienced coder exploring Lua for new opportunities, this guide is tailored for you. Don't waste months sifting through outdated or scattered resources. With this book, you'll achieve mastery in Lua programming efficiently and effectively. Each chapter is structured to maximize learning in minimal time, ensuring rapid progress while building practical skills. Take the first step towards becoming a Lua expert. Get your copy of "The Complete Lua Programming Guide" today and start creating games, automating tasks, and exploring the endless possibilities of Lua!

Lua Alexander Aronowitz 2020-11-11 Definition Despite being a fast and powerful programming language, Lua is very easy to use and learn. Programmers can easily embed this language into their applications. The basic purpose of Lua's development was the creation of an embeddable

lightweight scripting language that can be used in a variety of programming activities, such as web applications, image processing, and games. History of Lua A team of 3 members, namely Roberto Ierusalimsky, Waldemar Celes, and Luiz Henrique de Figueiredo, Computer Graphics Technology Group (Tecgraf) created Lua in year 1993 at the Pontifical Catholic University of Rio de Janeiro. The two core foundation stones that led towards the development of Lua were the data configuration and description languages, namely data-entry language (DEL), and Simple Object Language (SOL). Between the years 1992 and 1993 teams at Tecgraf independently developed these two languages for two different projects. Both of these projects were developed at Petrobras Company and were graphical designing tools for engineering applications. However, SOL and DEL lacked flow control structures, and Petrobras realised that there was need to add a full programming feature to these languages. The design of Lua 1.0 was developed in a manner that enabled its object constructors, which were a little bit different from the present time light weight and flexible object constructors. The control structures' syntax for Lua was taken from Modula to a great extent (as it consisted of the repeat/until, if, while loops). Part from that, the syntax was also influenced by a number of other languages, these included: CLU, C++, SNOBOL and AWK. The developers of Lua had stated, in one of the articles that was published in Dr. Dobbs's Journal, that the decision to use tables as the primary data structure for Lua has been influenced by LISP and Scheme. This is because these languages had lists as their data structure mechanism, which is single and global in nature. Scheme has had increasing influence on the semantics of Lua with the passage of time. This influence can be evidently seen with the inclusion of full lexical scoping and anonymous functions in the language. The release of versions of Lua up till version 5.0 was made under a license that was similar to the BSD license. Afterwards, MIT license was used to make releases. This was applicable from the release of version 5.0.

[Lua Quick Start Guide](#) Gabor Szauer 2018-07-27 The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting

language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Lua Programming Alexander Aronowitz 2021-02-13 Lua is a lightweight embeddable scripting language which is built on top of C

programming language. Lua is an open source language which is useful for multiple platforms ranging from large server systems to small mobile applications. This book will cover the basics of Lua and its scope in various applications. This book is useful for users who wish to learn Lua. As this tutorial covers the basics and scope in various applications of Lua, it is suitable for both beginners as well as advanced users.

The Lua Developers Guide Jude Callen 2025-07-09 Unlock the power of Lua programming, a remarkably lightweight, powerful, and embeddable scripting language that has become the backbone for countless high-performance applications and game development engines. Known for its speed, simplicity, and unparalleled versatility, Lua is the go-to choice for game scripting in industry giants like Roblox, Love2D, and Defold. Beyond gaming, Lua excels in embedded systems, web development (especially with OpenResty), and automation scripting, making it a highly valuable skill for any modern developer seeking efficient, scalable code. Dive into a language designed for maximum flexibility and seamless integration, powering everything from AI logic in games to complex data processing tasks. Authored by a professional writer with expert-level analysis, The Lua Developers Guide offers a detailed, well-structured, and in-depth informative journey grounded in well-established industry practices and official Lua documentation. This technical guide adopts a practical, approachable, and tutorial tone, ensuring clarity and ease of understanding. With a focus on delivering real value and actionable concepts, this book is designed to be your credible companion in mastering Lua, transforming complex topics into clear, digestible insights for robust software development. The Lua Developers Guide is your comprehensive handbook for mastering Lua from the ground up. This book meticulously covers all programming fundamentals, guiding you from basic data types and variables to advanced concepts like functions, loops, conditional statements, and Lua's unique tables (both lists/arrays and dictionaries/maps). You'll learn essential input/output techniques, code organization, and practical debugging strategies. Culminating in your first real project a fully functional "Guess the Number" game this guide empowers you to build

interactive applications and lay a solid foundation for professional Lua development. Getting Started with Lua Storing Information: Data Types and Variables Performing Actions: Operators Making Decisions: Conditional Statements Repeating Actions: Loops Organizing Your Code: Functions Lua's Superpower Interacting with Your Program: Input and Output Your First Real Project: A Simple Guessing Game This book is meticulously crafted for beginners in programming, aspiring game developers, and anyone new to the Lua scripting language. If you're looking for a versatile, high-performance language that's easy to learn yet incredibly powerful, this guide is for you. No prior programming experience is assumed, making it perfect for self-taught coders and students eager to build their first dynamic applications. Fast-track your Lua learning journey and move from foundational concepts to building functional interactive programs rapidly. This guide emphasizes practical application and clear, concise explanations, ensuring you spend less time sifting through jargon and more time coding and building. Master the essentials efficiently and gain the confidence to tackle real-world software development challenges in record time. Begin your Lua programming adventure today. Equip yourself with the essential coding skills to build dynamic applications, enhance game development projects, and unlock new possibilities in automation and scripting. Start coding now and transform your ideas into powerful, efficient Lua programs!

Learning Lua Programming CORWAN MARR 2026-02-27 Ever tried to learn coding through games, only to feel like you're just learning a list of commands for that one game? It's a common, frustrating wall. You can build an "obby" in Roblox, but you're lost when you try to do anything else. This book is the bridge. We believe the best way to learn a professional language is to start by building something fun. This guide won't just show you what to type. It's a step-by-step journey that uses game creation to teach you the deep, powerful fundamentals of Lua—the same fundamentals used by developers at the highest levels. You'll start by building your first interactive games in Roblox and LÖVE 2D. Then, we pull back the curtain and show you how to master the "magic" of object-oriented programming with metatables. Finally, you'll see how

those exact same skills are used to script high-performance professional applications like the Redis database and the Neovim text editor. This isn't just a guide to game scripting. It's your complete path from beginner to confident Lua programmer.

Mastering Lua Scripting for Beginners Joseph S Coleman 2025-08-14 What if I told you that in just a short time from now, you could write your own programs, automate tasks, build games, and even interact with APIs - all using one of the simplest yet most powerful programming languages in the world? Have you ever heard of Lua but thought it was only for "tech people" or "professional programmers"? Or maybe you've tried to read a tutorial and ended up feeling lost, overwhelmed, or wondering, Where do I even start? Here's the thing - Lua isn't just easy to learn, it's incredibly versatile. It's used in everything from game engines like Roblox, LÖVE, and Defold to embedded systems, scripting tools, and automation software. But let's be honest - knowing that doesn't help if you don't have a clear, step-by-step path to follow. That's where this book comes in. In *Mastering Lua Scripting for Beginners: A Complete A-Z Guide for Absolute Starters*, I'm not just handing you code to copy and paste, I'm guiding you through why it works, how it works, and how you can make it your own. I'll keep asking you the questions you need to be asking yourself: What happens if I change this variable? How can I make this loop smarter? Can I really build a whole project with just what I've learned so far? This book is your personal mentor, walking you from the very first "Hello, World!" all the way to building practical, real-world projects. Along the way, you'll discover: How to truly understand Lua's syntax without memorizing endless rules The secrets to working with variables, functions, tables, and loops like a pro How to avoid the common beginner mistakes that cause frustration The exact steps to start scripting your own games, tools, and automation scripts How to think like a Lua developer so you can solve problems faster and with more creativity But here's my question for you: are you just going to "learn a bit of code," or are you ready to actually master Lua and start creating things you can be proud of? If you've been telling yourself you're "not technical enough" or "don't have the time," this book will prove you

wrong in the best way possible. Step-by-step explanations, engaging examples, and a hands-on approach will make you wonder why you didn't start sooner. So, are you ready to stop thinking about coding and actually start coding?

Beginning Lua Programming Kurt Jung 2011-08-15 This book is for students and professionals who are intrigued by the prospect of learning and using a powerful language that provides a rich infrastructure for creating programs. No programming knowledge is necessary to benefit from this book except for the section on Lua bindings, which requires some familiarity with the C programming language. A certain comfort level with command-line operations, text editing, and directory structures is assumed. You need surprisingly little in the way of computer resources to learn and use Lua. This book focuses on Windows and Unix-like (including Linux) systems, but any operating system that supports a command shell should be suitable. You'll need a text editor to prepare and save Lua scripts. If you choose to extend Lua with libraries written in a programming language like C, you'll need a suitable software development kit. Many of these kits are freely available on the Internet but, unlike Lua, they can consume prodigious amounts of disk space and memory.

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