

Category:Lua

Lua is a powerful light-weight programming language designed for extending applications. Lua is also frequently used as a general-purpose, stand-alone language. Lua is free software.

Lua combines simple procedural syntax with powerful data description constructs based on associative arrays and extensible semantics. Lua is dynamically typed, runs by interpreting bytecode for a register-based virtual machine, and has automatic memory management with incremental garbage collection, making it ideal for configuration, scripting, and rapid prototyping.

Lua is a language engine that you can embed into your application. This means that, besides syntax and semantics, Lua has an API that allows the application to exchange data with Lua programs and also to extend Lua with C functions. In this sense, Lua can be regarded as a language framework for building domain-specific languages.

'Lua' means 'moon' in Portuguese and is pronounced LOO-ah.

There are two implementations for Symbian S60.

Lua Epoc Toolkit 0.0.1

This a Lua 5.0 implementation for 2nd edition (tested) and perhaps 3rd edition (not tested). But to test it you have to build it yourself (there's no binary release !)

Lua s60

lua5.1 for Symbian s60 3rd, but only run in the emulator at present, it's a console .exe program without ui, and will be improved later.