Builds in all platforms with an ANSI/ISO C compiler
Fits into 128K ROM, 64K RAM per interpreter state
Fastest in the realm of interpreted languages
Well-documented C/C++ API to extend applications
One of the fastest mechanisms for call-out to C
Incremental low-latency garbage collector
Sandboxing for restricted access to resources
Meta-mechanisms for language extensions,
e.g. class-based object orientation and inheritance
Natural datatype can be integer, float or double
Supports closures and cooperative threads
Open source under the OSI-certified MIT license

1 Complete Lua SOC, practical applications in 256K ROM / 64K RAM