

```
obal(L, "require");
literal(L, "tek.lib.display.DISPLAY_
(L, 1, 1);
ire "tek.lib.exec": */
tglobal(L, "require");
ushliteral(L, "tek.lib.exe");
all(L, 1, 1);
getfield(L, "base");
= *(TAP
register funct
L_regist
create us
is
me
/* re
lua
lua
/* creat
luaL_newm
lua_push
lua_setfi
luaL_regi
lua_setm
/* place
lua_getm
lua_push
luaL_ref
lua_pop
```

# FAST POWERFUL LIGHTWEIGHT EMBEDDABLE SCRIPTING LANGUAGE & VM



Builds in all platforms with an **ANSI/ISO C** compiler  
Fits into **128K ROM, 64K RAM** per interpreter state<sup>1</sup>  
**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

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

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Pontifical Catholic University of Rio de Janeiro

[www.lua.org](http://www.lua.org)