Namespace Cobilas.GodotEngine.GDLua

Classes Filter by title

LuaContainer (Cobiles Godot Engine.GDLua.LuaContainer.html)

(COBINE GO do tengine GO 1018. huilder and executor integrated with the Godot engine.

LuaContainer

Luafile (Cobinas GodotEngine GDLua Luafile html)

LuaContainerConfg
Represents a Lua file that can be loaded, executed, and manipulated within the Godot engine. (Cobilas.GodotEngine.GDLua.LuaCc

LuaField

Lua Serializable Attribute. Lua Fie

(Cobiias เติอสิอสิยาที่ ine.GDLua LuaSerializable Attribute.html)

(Cobilas GodotEngine.GDLua LuaFié Indicates that a type is serializable for Lua interoperability. LuaFile

(Cobilas. Godot Engine. GDLua. Lua Fil

Object To Lua Table (Cobilas. Godot Engine. GDLua. Object To Lua Table. html)

(Cobilas.GodotEngine.GDLua.LuaFil Provides a base class for converting between C# objects and Lua tables. LuaSerializableAttribute

(Cobilas. Godot Engine. GDLua. Lua Se

Strue les leltem

(Cobilas. Godot Engine. GDL ua. Lua Ta

LuaTableValue

Lua Container Confg (Cobilas Godot Engine. GDLua. Lua Container Confg. html)

Replaisent ବିଧାନ ପ୍ରଥମ ଓଡ଼ିଆ ଆଧାର de la lua Container (Cobilas. Godot Engine. GDLua. Lua Container. html) in ଏକ୍ଲୋକ୍ଷ୍ୟ as. Godot Engine. GDLua. Objection de la lua Container (Cobilas. Godot Engine. GDLua. Objection de la lua Container (Cobilas. Godot Engine. GDLua. Lua Container. html)

+ Cobilas.GodotEngine.GDLua.

Lปฏิที่ใช้เรียง Cobilas.GodotEngine.GDLua.LuaField.html)

Cobilas Godot Engine GD Lua Ir Represents a Lua field with a name and value, providing type conversion capabilities and disposable pattern for resource management.

LuaFileConfg (Cobilas.GodotEngine.GDLua.LuaFileConfg.html)

Represents configuration settings for Lua file operations in the Godot engine.

LuaTableItem (Cobilas.GodotEngine.GDLua.LuaTableItem.html)

Represents a Lua table item that can contain multiple table elements and supports enumeration.

LuaTableValue (Cobilas.GodotEngine.GDLua.LuaTableValue.html)

Represents a basic Lua table element with a name and value.

Enums

LuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaField.LuaFieldType.html)

Specifies the data type of the Lua field value.



Cobilas.GodotEngine.GDLua (Cobilas.GodotEngine.GDLua.h

LuaContainer (Cobilas.GodotEngine.GDLua.LuaCc LuaContainerConfg (Cobilas.GodotEngine.GDLua.LuaCo LuaField (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie LuaFile (Cobilas.GodotEngine.GDLua.LuaFil LuaFileConfg (Cobilas.GodotEngine.GDLua.LuaFil LuaSerializableAttribute (Cobilas.GodotEngine.GDLua.LuaSe LuaTableItem (Cobilas. Godot Engine. GDLua. Lua Ta LuaTableValue (Cobilas. Godot Engine. GDLua. Lua Ta ObjectToLuaTable (Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua. Interfaces (Cobilas.GodotEngine.GDLua.Ir

Class LuaContainer

Represents an in-memory Lua code builder and executor integrated with the Godot engine.

▼ Filter by title

Inheritance

I. Soldier Golden GR. Lun / dotnet/api/system.object) (Cobilast GodotEngine.GDLua.h

ImpleMentstainer

IDisposable (https://legine.gplua/tucor/dotnet/api/system.idisposable)

ILuaFile (Cobilas: 588) Engine. GDLua. Interfaces. ILuaFile. html)

(Cobilas.GodotEngine.GDLua.LuaCc

Inherited: Members

object. Position and the painter of the state of the complete of the complete

object.equals#system-object-equals(system-object.equals#system-object-equals(system-object-equals) obie (pobilas. Godot Engine. GDL ua. Lua Fic

object.ខេត្តរៀងls(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectegualGgbillenGodotEngigeGpbladdtgFil

object.Refierenceguals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceeguals)

object.getlassicode) object.gethashcode)

object. GeTializ@ Placest: Pletern.microsoft.com/dotnet/api/system.object.gettype)

(Cobilas.GodotEngine.GDLua.LuaSe

Namespace: Cobilas.(Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html)
Lua Tableltem

Assembly: com cobilas godot lua dll (Cobilas Godot Engine GDL ua Lua Ta

Syntaxa Table Value

(Cobilas.GodotEngine.GDLua.LuaTa

pOblitct Rodalae Tabolitass Lua Container : IDisposable, ILua File

(Cobilas.GodotEngine.GDLua.Objec

Recorbitas.GodotEngine.GDLua.

Thin the farms ements ILua File (Cobilas. Godot Engine. GDLua. Interfaces. ILua File. html) and provides methods to dy (Corisilly: Gotto transplate prodage cute Lua code through an internal StringBuilder

(https://learn.microsoft.com/dotnet/api/system.text.stringbuilder) buffer. It allows the construction of Lua scripts programmatically and their execution using NLua. Implements IDisposable

(https://learn.microsoft.com/dotnet/api/system.idisposable) for proper resource cleanup.

Constructors

LuaContainer(LuaContainerConfg)

Initializes a new instance of the LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) class with the specified configuration.

Declaration

Parameters

T <u>y</u> pe ▼	Name	Description
LuaContainerConfg (Cobilas.GodotEngine.GDLuaLuaContainerC	'	The configuration used to initialize the Lua state and related options.

Exception Sntainer

(Cobilas.GodotEngine.GDLua.LuaCc Type LuaContainerConfg		Condition
Arg (โคคอก่โคง เมียร์สุดส์ อิหญิกคะ.GDLua.LuaCc		Thrown when a required configuration
(httb以列间数中n.microsoft.com/dotnet/api/syon) (Cobilas.GodotEngine.GDLua.LuaFi	ystem.argumentnullexcepti	property is null.

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

LuaFile

(Cobilas, Godot Engine. GDLua. Lua Fil

Properties

(Cobilas.GodotEngine.GDLua.LuaFil

Builder (Cobilas.GodotEngine.GDLua.LuaSe

Gets ध्रम्बन्द्रभित्रिक्षां string content of the internal StringBuilder

(https://www.fanelossongions/abhaetyapa/system.text.stringbuilder).

LuaTableValue

Declarations.GodotEngine.GDLua.LuaTa

ObjectToLuaTable

p(Odbitas. Godet Brigitie GDL use Objec

+ Cobilas.GodotEngine.GDLua.

Property Value

т ∕∕ှ6 ebilas.GodotEngine.GDLua.Ir	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

ClearBuffer()

Clears the internal Lua code buffer.

Declaration

Returns

T <u>y</u> pe ▼	Description
LuaContainer	The current
(Cobilas.GodotEngine.GDLua LuaContainer - Cobilas.GodotEngine.GDLua .html)	LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html)
html) (Cobilas.GodotEngine.GDLua.h	instance for chaining.

Exceptionsntainer

(Cobilas. Godot Engine. GDLua. Lua Co Type Lua Container Confg	Condition
Objectvilgs செர்க்கும் நடி GDLua.LuaCc	Thrown when the container has been
(https://iedan.microsoft.com/dotnet/api/system.objectdisposedexception)	disposed.

(Cobilas.GodotEngine.GDLua.LuaFi

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

Dispose()

(Cobilas.GodotEngine.GDLua.LuaFil Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. LuaFileConfg

Decla Cartidas. Godot Engine. GDL ua. Lua Fil

LuaSerializableAttribute

ր(Gobilas, GodotEngine, GDLua.LuaSe

LuaTableItem

(Cobilas. Godot Engine. GDL ua. Lua Ta

LuaTableValue

Dostehig (Steintg)gine.GDLua.LuaTa

ObjectToLuaTable

Appetes as a description of the contraction of the

Interfaces

(Cobilas: Codottingine: CDinga: tring value)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dotnet	t/api/system.string)	value	The Lua code string to append.

Returns

Туре	Description
LuaContainer (Cobilas.GodotEngine.GDLua.LuaContain .html)	The current LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) instance for chaining.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the container has been disposed.

₹ FlushToLua()

Ex Cobilate Godot Engine (GDIstra) the NLua interpreter.

(Cobilas.GodotEngine.GDLua.h

LuaContainer

(Cobilas GodotEngine GDLua LuaCc public LuaContainer FlushfoLua() LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

Returns Field

Type Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType	Description
Lua (Containe:GodotEngine.GDLua.LuaFic (Cohilas:GodotEngine.GDLua.LuaContaine	The current LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html)
.htm@obilas.GodotEngine.GDLua.LuaFil	instance for chaining.

LuaFileConfg

Exceptionilas.GodotEngine.GDLua.LuaFil

Lua Serializa ble Attribute Type (Cobilas. Godot Engine. GDLua. Lua Se		Condition
Obj ect Distple Steed E xception		Thrown when the container has been
(https://dieargondortengincofipduanletelp	i/system.objectdisposedexception)	disposed.

LuaTableValue

(Cobilas. Godot Engine. GDLua. Lua Ta

<u>Object</u>ToLuaTable

GetField(string)

Recibbinas isoldorentgine dibloaits path.

Delaterfaces

(Cobilas. Godot Engine. GDLua. Ir

public LuaField GetField(string pathField)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The path to the field in the Lua file.

Returns

Туре	Description
LuaField (Cobiles CodotEngine CDLua LuaField html)	A LuaField (Cobilas.GodotEngine.GDLua.LuaField.html) containing
(Cobilas.GodotEngine.GDLua.LuaField.html)	the neid data.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the container has been disposed.

▼ InitCLRPackage(string)

Accobitas. Godat Engine: GD the Lua buffer.

(Cobilas. Godot Engine. GDLua.h Declaration

LuaContainer

(Cobilas.GodotEngine.GDLua.LuaCc public LuaContainer InitCLRPackage(string import) LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

Parametre ed

Type (Cobilas.GodotEngine.GDLua.LuaFic LuaField.LuaFieldType	Name	Description
string obttos: comending soft com/dotalet/a	oi/system.string) import	The CLR namespace or type to import.

LuaFile

Retu(ดึงbilas.GodotEngine.GDLua.LuaFil

Description
The current
LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html)
instance for chaining.

(Cobilas.GodotEngine.GDLua.LuaTa

Exceptions Table Value

(Cobilas.GodotEngine.GDLua.LuaTa Type bjectToLuaTable	Condition
ObjectsilassedtatEggina GDLua.Objec	Thrown when the container has been
(https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	disposed.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir InitField(string, object)

Initializes a global Lua field with a specific value.

Declaration

public LuaContainer InitField(string pathField, object value)

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The Lua field path to initialize.
object (https://learn.microsoft.com/dot	tnet/api/system.object)	value	The value to assign to the field.

Returns

Туре	Description
LuaContainer (Cobilas.GodotEngine.GDLua.LuaContain .html)	The current LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) instance for chaining.

Exceptions

- Cobilas. Godot Engine. GDLua Type (Cobilas. Godot Engine. GDLua.h	Condition
Object Disposed Exception	Thrown when the container has been
(https://learn.microsoft.com/dotnet/api/system.objectdisposedexception (Cobilas.GodotEngine.GDLua.LuaCc) disposed.

LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCc

InitFunction(string, string, params string[])

(Cobilas. Godot Engine. GDLua. Lua Fie

Initializarial harmoniopy with the specified name, body, and arguments.

(Cobilas.GodotEngine.GDLua.LuaFie

LuaFile

(Cobilas.GodotEngine.GDLua.LuaFil public LuaContainer InitFunction(string funcName, string funcBody, params string[] funcArgs) LuaFileConfg

(Cobilas.GodotEngine.GDLua.LuaFil

Parametersializable Attribute

(Cobilas.GodotEngine.GDLua.LuaSe Type LuaTableItem	Name	Description
strinGobilas.GodotEngine.GDLua.LuaTa (https://lidaleValueosoft.com/dotnet/api/system.string)	funcName	The name of the function.
(Cobilas.GodotEngine.GDLua.LuaTa string bjectToLuaTable (https://learn.microsoft.com/dotnet/api/system.string) (Cobilas.GodotEngine.GDLua.Objec	funcBody	The Lua code representing the function body.
string + Cobilas.GodotEngine.GDLua. (https://learn.microsoft.com/dotnet/api/system.string) Interfaces	funcArgs	The arguments of the function.
່ (Cobilas.GodotEngine.GDLua.Ir		

Returns

Туре	Description
LuaContainer	The current
(Cobilas.GodotEngine.GDLua.LuaContainer	LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html)
.html)	instance for chaining.

Exceptions

Туре		Condition
ObjectDisposedException		Thrown when the container has been
(https://learn.microsoft.com/dotnet/ap	i/system.objectdisposedexception)	disposed.

InitLoaclField(string, object)

Initializes a local Lua field with a specific value.

Declaration

▼public LuaContainer InitLoaclField(string pathField, object value)

Pa Corbitas. Godot Engine. GDLua

⊤ழ்⊋ebilas.GodotEngine.GDLua.h	Name	Description
LuaContainer string (https://learn.microsoft.com/dotnet/api/system.string) (Cobilas.GodotEngine.GDLua.LuaCc	pathField	The Lua field name to initialize locally.
objecta(ប្រជាប្រធារីកៅខាតបេកកែថ្ង់crosoft.com/dotnet/api/system.object)	value	The value to assign to the field.

(Cobilas.GodotEngine.GDLua.LuaCo

Retula Field

(Cobilas. Godot Engine. GDLua. Lua Fie Type Lua Field. Lua Field Type	Description
Lua (செய்க Godot Engine. GDLua. Lua Fi	The current
(Cobllas:ibodotEngine.GDLua.LuaContainer	LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html)
.htm(Gobilas.GodotEngine.GDLua.LuaFil	instance for chaining.
LuaFileConfg	_

Exceptions : Line La Averte

Type obilas.GodotEngine.GDLua.LuaSe		Condition
Objecto she shall be	i/system.objectdisposedexception)	Thrown when the container has been disposed.

(Cobilas. Godot Engine. GDLua. Lua Ta

ObjectToLuaTable

Init Table (Lua Table Item) a. Object

Hni Cabitas. Godot Engine GDibyats string representation to the buffer.

Interfaces
Declaration
(Cobilas.GodotEngine.GDLua.Ir

public LuaContainer InitTable(LuaTableItem tables)

Parameters

Туре		Name	Description
LuaTableItem (Cobilas.GodotEngine.GD	Lua.LuaTableItem.html)	tables	The Lua table object to append.

Returns

Туре	Description
LuaContainer (Cobilas.GodotEngine.GDLua.LuaContain .html)	The current LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) instance for chaining.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the container has been disposed.



InvokeFunction(string, params object[]) - Cobilas.GodotEngine.GDLua

In (Cobilás: Godot Einginie. GD Luafh).

Declarationtainer

(Cobilas.GodotEngine.GDLua.LuaCo

LuaField

Parantellas.GodotEngine.GDLua.LuaFie

Type (Cobilas.GodotEngine.GDLua.LuaFie	Name	Description
stringuaFile	methodName	The name of the function to invoke.
(https://www.string)		
LuaFileConfg object (Cobilas.GodotEngine.GDLua.LuaFil. (https://learn.microsoft.com/dotnet/api/system.object) LuaSerializableAttribute [] (Cobilas.GodotEngine.GDLua.LuaSe	args	The arguments to pass to the function.

LuaTableItem

Returns (Cobilas. Godot Engine. GDLua. Lua Ta

Typk uaTableValue	Description
(Cobilas.GodotEngine.GDLua.LuaTa object ObjectToLuaTable (https://learn.microsoft.com/dotnet/api (Cobilas.GodotEngine.GDLua.Objec	An array of objects containing the function's return values.

+ Cobilas.GodotEngine.GDLua.

Ex**tateirfiaces**

Type Type	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the container has been disposed.

LuaTableToObject<T>(string)

Converts a Lua table to an object of the specified type.

Declaration

public LuaField LuaTableToObject<T>(string pathField)

Туре	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	pathField	The path to the Lua table in the file.

Returns

Т у ре	Description
LuaField -(Cobbilas:GodfogEngfihle:GDlatia ld.h ^{tr} (Cobilas:GodotEngine:GDLua.h	A LuaField (Cobilas.GodotEngine.GDLua.LuaField.html) containing the converted table data.

LuaContainer

Type Parameters Cobilas. Godot Engine. GDLua. Lua Co

Name aContainer	Designiption	
T (Cobilas.Godo LuaField	tEngine.GDLua.LuaCc The target type to convert the Lua table to.	

(Cobilas.GodotEngine.GDLua.LuaFie

Exceptianeld.LuaFieldType

Type Cobilas. Godot Engine. GDLua. Lua Fie	Condition
Object Disposed Extenting. GDLua. Lua Fil	Thrown when the container has been
(https://hearn.microsoft.com/dotnet/api/system.objectdisposedexception)	disposed.

(Cobilas.GodotEngine.GDLua.LuaFil

LuaSerializableAttribute

Lua Table ToObject < T > (string, ref T) Lua TableItem

Converse it to the provided reference.

LuaTableValue

Declaration (Cobilas.GodotEngine.GDLua.LuaTa

ObjectToLuaTable

pudishay. Giddete Tophie Cophie Cts Etc (string path Field, ref T value)

+ Cobilas.GodotEngine.GDLua.

Parameters es

T ựρe bilas.GodotEngine.GDLua.Ir	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	pathField	The path to the Lua table in the file.
Т	value	The reference variable to assign the converted table data to.

Type Parameters

Name	Description
Τ	The type of the object to assign.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the container has been disposed.
InvalidCastException (https://learn.microsoft.com/dotnet/api/system.invalidcastexception) - Cohilas GodotEngine GDL ua	Thrown when no converter is defined for the specified type.

(Cobilas. Godot Engine. GDLua.h

SetField(string, object) (Cobilas.GodotEngine.GDLua.LuaCc

Sets the Cantaions Grantain the Lua file.

(Cobilas.GodotEngine.GDLua.LuaCo

Declarationd

(Cobilas.GodotEngine.GDLua.LuaFie

public Notice Selt Fixed (string path Field, object value)

(Cobilas.GodotEngine.GDLua.LuaFie

LuaFile Parameters (Cobilas. Godot Engine. GD Lua. Lua Fil Name Description **Type**uaFileConfg (Cobilas GodotEngine GDLua Lua Fil string (https://learn.microsoft.com/dotnet/api/system.string) Lua Serializa ble Attribute pathField The path to the field in the Lua file.

objectolbitass/deartimineosoft.com/alsenet/api/system.object) value The value to assign to the field.

LuaTableItem Except Poilas. Godot Engine. GDLua. Lua Ta

Lua Table Value Type (Cobilas. Godot Engine. GDLua. Lua Ta		Condition
Objeिषंज्ञडम्बिस्बर्ग्निस्थिक्रांतकिम्धिस्यांतकिम्धिस्य	ï/system.objectdisposedexception)	Thrown when the container has been disposed.

+ Cobilas.GodotEngine.GDLua.

Interfaces Mobilian Codot Engine. GDLua. Ir

IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable) ILuaFile (Cobilas.GodotEngine.GDLua.Interfaces.ILuaFile.html)

Struct LuaContainerConfg

Represents the configuration used to initialize a LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) in a file y title

Im@bbilas:GodotEngine.GDLua

ILucontainerConfg.html)

Inherited Members

Value Type. Equals (object) (https://leam.rnicrosoft.com/dotnet/api/system.valuetype.equals)

Value Type Get Hash Code() (https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)

Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Golf Und Ling Control Value Type: To String Finding Finding Golf Und Ling Control Value Type: To String Finding Find

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals#sy

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.ReferenceEquals(object.referenceequals) object.ReferenceEquals(object.referenceequals)

Namespace: Cobilas (Cobilas.html).GodotEncine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html) (Cobilas.GodotEngine.GDLua.Luarii

Assembly ႏ၉က္ မော်las.godot.lua.dll

Synta obilas. Godot Engine. GDLua. Lua Fil

LuaSerializableAttribute

p(G9hilas GodatEngine GP LyatuatuatsinerConfg: ILuaContainerConfg

LuaTableItem

(Cobilas.GodotEngine.GDLua.LuaTa

Remarks able Value

This នុក្សស្រាស្ត្រ ម្នាស់ក្រុម អាចម្រាស់ក្រុម ប្រាស់ក្រុម an existing Lua libration whether to load CLR packages, open Lua libration and rappe an existing Lua

(https://github.com/Hhbra/Kapalua/blpe/a0c9c2c47a7b4f9fde981e33464728c9190c1358/src/Lua.cs) state.

+ Cobilas.GodotEngine.GDLua.

(Cobilas. Godot Engine. GDLua. Ir

LuaContainerConfg(Lua?, bool, bool)

Represents the configuration used to initialize a LuaContainer (Cobilas.GodotEngine.GDLua.LuaContainer.html) instance.

Declaration

public LuaContainerConfg(Lua? luaState = null, bool useCLRPackage = false, bool openLibs = t rue)

Туре	Name	Description
Lua (https://github.com/NLua/KeraLua/blob/a0c9c2c47a7b4f9fde981e33464728c9190c1358/src/Lua.cs)	luaState	
b ol (https://learn.microsoft.com/dotnet/api/system.boolean)	useCLRPackage	
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	openLibs	

- Cobilas.GodotEngine.GDLua

Re(Corkilas.GodotEngine.GDLua.h

This structure defines options for setting up the Lua environment, including whether to load CLR packages, open Lua libraries ខាងថ្ងៃមាន នាងប្រាប់ Lua libraries ខាងថ្ងៃមាន នាងប្រាប់ Lua libraries ខាងថ្ងៃមាន នាងប្រាប់ Lua libraries ខាងប្រាប់ Lua libraries libr

(https://github.com/NFua/KeraLua/blob/a0c9c2c47a7b4f9fde981e33464728c9190c1358/src/Lua.cs) state.

(Cobilas.GodotEngine.GDLua.LuaCo LuaField

Properties LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

Defaultle

(Cobilas.GodotEngine.GDLua.LuaFil

Gets aud file of the figuration for the Lua Container (Cobilas. Godot Engine. GDLua. Lua Container. html).

(Cobilas. Godot Engine. GDLua. Lua Fil

Declaration LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

public static LuaContainerConfg Default { get; }

(Cobilas.GodotEngine.GDLua.LuaTa

Property Jable Value

(Cobilas.GodotEngine.GDLua.LuaTa Typ bjectToLuaTable		Description
Lua(GorkijaseGodint£ (Ginalastana Ofbirgi	ne.GDLua.LuaContainerConfg.html)	

+ Cobilas.GodotEngine.GDLua.

Remarks

The default configuration uses no predefined Lua state, disables CLR package loading, and enables standard Lua libraries.

LuaState

Gets the current Lua state instance.

Declaration

public Lua? LuaState { get; }

Property Value

Туре	Description
Lua	The
(https://github.com/NLua/KeraLua/blob/a	a0c Lua
9c2c47a7b4f9fde981e33464728c9190c13	58/ (https://github.com/NLua/KeraLua/blob/a0c9c2c47a7b4f9fde981
src/Lua.cs)	e33464728c9190c1358/src/Lua.cs)
7	state object, or null if not initialized.

- Cobilas.GodotEngine.GDLua ဝန်မျေးနဲ့ GodotEngine.GDLua.h

LuaContainer

Gets a value indicating whether standard Lua libraries should be loaded. (Cobilas Godot Engine GDLua Lua Co

DeclarationtainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

LuaField public bool OpenLibs { get; } (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType

Property National Modern Property National Prope

Type uaFile (Cobilas.GodotEngine.GDLua.LuaFil		Description
booluaFileConfg		true to load standard Lua libraries; otherwise,
(https://diasignoisesettee.cop/dataetaani/s	ystem.boolean)	false.

LuaSerializableAttribute (Cobilas.GodotEngine.GDLua.LuaSe

UseCLRPackage (Cobilas.Godo(Engine.GDLua.LuaTa

Gets & ATRICENTIAL whether the CLR package should be available in Lua.

(Cobilas.GodotEngine.GDLua.LuaTa

Declaration To Lua Table

(Cobilas.GodotEngine.GDLua.Objec

public bool UseCLRPackage { get; }
+ Cobilas.GodotEngine.GDLua.

Interfaces

Property Value

Type	ngme.ob Luu.n	Description
bool (https://learn.microson)	oft.com/dotnet/api/system.boolea	true to enable CLR package access from Lua; otherwise, false.

Implements

ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfaces.ILuaContainerConfg.html)

Struct LuaField

Represents a Lua field with a name and value, providing type conversion capabilities and disposable pattern for resouritemanaidement.

Im@bbilast:GodotEngine.GDLua

ICocobilals. (Gtaco/teachmei:GDoft.acm)/dotnet/api/system.iconvertible)

IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable) LuaContainer

Inherited i Me There Engine. GDLua. Lua Co

Value type. Equias (object) (https://learn.rnicrosoft.com/dotnet/api/system.valuetype.equals)

Value Type. Get Hash Engine (Filthus Jugant microsoft.com/dotnet/api/system.valuetype.gethashcode)

Value Whe. 8 String() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)

object. Equals object, object, object, object, object, object.

equals(system-object-system-object))

object.ReferenceEquals(Object, Object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(Cobilas.GodotEngine.GDLua.LuaFil

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html)

LuaFileConfg

Assembly 1890 Collina Egoglot Collina Lua Fil

Syntax a Serializa ble Attribute

(Cobilas.GodotEngine.GDLua.LuaSe

phullabeltenet LuaField : IConvertible, IDisposable

(Cobilas. Godot Engine. GDLua. Lua Ta

LuaTableValue

Remarks ilas. Godot Engine. GDL ua. Lua Ta

This the timplement iConvertible (https://learn.microsoft.com/dotnet/api/system.iconvertible) for seamless type conversionsនគ្នា de le interestation conversion in service in the interestation of the conversion in the interestation in the interest cleanup when working with Lua interop.

+ Cobilas.GodotEngine.GDLua.

Interfaces Cobilas.GodotEngine.GDLua.lr

LuaField(string, object?)

Represents a Lua field with a name and value, providing type conversion capabilities and disposable pattern for resource management.

Declaration

public LuaField(string fieldName, object? value)

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	fieldName	

Туре	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	value	

Remarks

This struct implements IConvertible (https://learn.microsoft.com/dotnet/api/system.iconvertible) for seamless type conversions and IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable) for proper resource cleanup when working with Lua interop.

- Cobilas.GodotEngine.GDLua (Cobilas. Godot Engine. GDLua.h

Properties

(Cobilas. Godot Engine. GDLua. Lua Cc LuaContainerConfg

Field Name odotEngine.GDLua.LuaCc

LuaField

Gets (the bilance of the helpine field Lua. Lua Fie

LuaField.LuaFieldType Declaration (Cobilas.GodotEngine.GDLua.LuaFi

LuaFile
public readonly string? FieldName { get; }
(Cobilas.GodotEngine.GDLua.LuaFil

LuaFileConfg

Property is dotEngine.GDLua.LuaFil

Lua Serializa ble Attribute Type (Cobilas. Godot Engine. GDLua. Lua Se	Description
string (Table Ligarn.microsoft.com/dotnet/api/system.string)	The name of the field.
(Cobilas. Godot Engine. GDLua. Lua Ta	

Exceptions Exceptions

(Cobilas.GodotEngine.GDLua.LuaTa Type bjectToLuaTable	Condition
Objectbilas செர்க்கு GDLua.Objec	Thrown when the LuaField has been
(https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	disposed.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

Value

Gets the value of the Lua field

Declaration

public readonly object? Value { get; }

Property Value

Туре		Description
object (https://learn.microsoft.com/dot	net/api/system.object)	The field value as an object.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the LuaField has been disposed.

ValueType

Geschilas:GodetEngineaGPkualue.

(Cobilas.GodotEngine.GDLua.h

LuaContainer

(Cobilas Godot Engine GDLua Lua Copublic readonly tua Field Lua Field Type Value Type { get; } Lua Container Confg

(Cobilas.GodotEngine.GDLua.LuaCo

Property Value

Type Cobilas. Godot Engine. GDLua. Lua Fie Lua Field. Lua Field Type	Description
Luarediles and the state of the second seco	The
Lua Fiedu Type	LuaField.LuaFieldType
(Colodas fine cost Engine Green Lua Field Type.ht	(Cobilas.GodotEngine.GDLua.LuaField.LuaFieldType.html
ml) LuaFileConfg)
(Cobilas. Godot Engine. GDLua. Lua Fil	representing the value's data type.

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

MethodsdotEngine.GDLua.LuaTa LuaTableValue

(Cobilas. Godot Engine. GDLua. Lua Ta

Dispose(ToLuaTable

(Cobilas.GodotEngine.GDLua.Objec Releases all resources used by the LuaField

+ Cobilas.GodotEngine.GDLua.

Declarationes

(Cobilas. Godot Engine. GDLua. Ir

public void Dispose()

Exceptions

Туре		Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/apon)	i/system.objectdisposedexcepti	Thrown when the LuaField has already been disposed.

Operators

explicit operator LuaFieldType(LuaField)

Declaration

public static explicit operator LuaField.LuaFieldType(LuaField f)

Parameters

- Type Cobilas. Godot Engine. GDLua		Name	Description
L(QobidasaGodotEnginei.GDDuadi	.uaField.html)	f	The LuaField to convert.

LuaContainer

Returos bilas. Godot Engine. GDLua. Lua Co

Type (Cobilas.GodotEngine.GDLua.LuaCc	Description
Lua Fied#¡@bilas.GodotEngine.GDLua.l.uaField.html).	The LuaFieldType representing the
Lua red has continging for Lua.Lua Field.Lua Field Type.html)	field value's data type.

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

explicit operator Lua Table (Lua Field) (Cobilas: Godot Engine. GDLua. Lua Fil

Convers in Conversion to a Lua Table

(Cobilas. Godot Engine. GDLua. Lua Fil

Declarationalizable Attribute

(Cobilas.GodotEngine.GDLua.LuaSe

pubatabletetic explicit operator LuaTable(LuaField f)

(Cobilas. Godot Engine. GDLua. Lua Ta

Lua Table Value
Parameters
(Cobilas. Godot Engine. GDLua. Lua Ta

Typ@bjectToLuaTable	Name	Description
(Cobilas GodotEngine GDLua Objec LuaField (Cobilas GodotEngine GDLua LuaField html)	f	The LuaField to convert.

+ Cobilas.GodotEngine.GDLua.

Retuterfaces

τ√၄ebilas.GodotEngine.GDLua.Ir	Description
LuaTable (https://github.com/NLua/NLua/blob/d2ea7c6d466b111cdd5fc84d2a4a9f4e 3402a110/src/LuaTable.cs)	A LuaTable representation of the field value.

Exceptions

Туре		Condition
InvalidCastException		Thrown when the field value is not a
(https://learn.microsoft.com/dotnet/ap	i/system.invalidcastexception)	LuaTable.

explicit operator bool(LuaField)

Converts a LuaField to a boolean value

Declaration

public static explicit operator bool(LuaField f)

Parameters

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.l.u - Cobilas.GodotEngine.GDLua	uaField.html)	f	The LuaField to convert.

(Cobilas.GodotEngine.GDLua.h

LuaContainer Type Cobilas.GodotEngine.GDLua.LuaCc	Description
bool (คนิยระหว่ายสาร.คกโชงsoft.com/dotnet/api/system.boolean) (Cobilas.GodotEngine.GDLua.LuaCc	A boolean representation of the field value.

LuaField

(Cobilas. Godot Engine. GDLua. Lua Fie

expliciteoperatorybyte(LuaField)

(Cobilas.GodotEngine.GDLua.LuaFie Converts a LuaField to a byte LuaFile

Decla Carbidas. Godot Engine. GDLua. Lua Fil

LuaFileConfg

p(Gabilas GadetExgine GP Uper 485i byte(LuaField f)

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

Parameters leltem

Type Cobilas.GodotEngine.GDLua.LuaTa		Name	Description
LuaTableValue LuaField:iSs.eilassengtEngineuG.Plua	.uaField.html)	f	The LuaField to convert.

ObjectToLuaTable

Retu(6s bilas. Godot Engine. GDLua. Objec

+ ^T V 8bilas.GodotEngine.GDLua.	Description
b ynt artigs.9 % earn.microsoft.com/dotnet/api/system.byte)	A byte representation of the field value.
(Cobilas. Godot Engine. GDLua. Ir	

explicit operator char(LuaField)

Converts a LuaField to a character

Declaration

public static explicit operator char(LuaField f)

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.l	.uaField.html)	f	The LuaField to convert.

Returns

Туре	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	A character representation of the field value.

explicit operator DateTime(LuaField)

€o6obilastGordotEnginetGDleualue

(Cobilas.GodotEngine.GDLua.h Declaration

LuaContainer

(Cobilas GodotEngine GDLua LuaCd public static explicit operator DateTime(LuaField f) LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

Parametre ed

Type (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType		Name	Description
Lua (Coddi (Sod baco Condition Gibrer	uaField.html)	f	The LuaField to convert.

LuaFile

Retutasbilas.GodotEngine.GDLua.LuaFil

LuaFileConfg Type (Cobilas.GodotEngine.GDLua.LuaFil	Description
Date Tia Serializable Attribute	A DateTime representation of the field
(https://dieasiGoodortsogtneoGDduanlet/Spi/system.datetime)	value.

LuaTableItem

(Cobilas.GodotEngine.GDLua.LuaTa

LuaTableValue

explicitionerator decimal(Lua Field)

ObjectToLuaTable Converts a LuaField to a decimal number (Cobilas.GodotEngine.GDLua.Objec

Declaration + Cobilas.GodotEngine.GDLua.

Interfaces
 public Static explicit operator decimal(LuaField f) (Cobilas. Godot Engine. GDLua. Ir

Parameters

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.L	.uaField.html)	f	The LuaField to convert.

Returns

Туре		Description
decimal (https://learn.microsoft.com/d	otnet/api/system.decimal)	A decimal representation of the field value.

explicit operator double(LuaField)

Converts a LuaField to a double-precision floating-point number

Declaration

public static explicit operator double(LuaField f)

Parameters

Туре		Name	Description
LuaField (Cobilas Godot Engine GDLua. L - Cobilas Godot Engine GDLua	.uaField.html)	f	The LuaField to convert.

(Cobilas.GodotEngine.GDLua.h

LuaContainer Type (Cobilas.GodotEngine.GDLua.LuaCo	Description
double (คนาร์: MEGAN! faicrosoft.com/dctnet/api/system.double)	A double representation of the field value.

LuaField

(Cobilas.GodotEngine.GDLua.LuaFic

expliciteoperatorysbort(LuaField)

(Cobilas.GodotEngine.GDLua.LuaFic Converts a LuaField to a signed 16-bit integer LuaFile

Declarato as. Godot Engine. GDLua. Lua Fil

LuaFileConfg

p(Gabilas Gadet Engine GD Lyber Lya Eil short (Lua Field f)

LuaSerializableAttribute

(Cobilas. Godot Engine. GDLua. Lua Se

Parameters leltem

Type Cobilas. Godot Engine. GDLua. Lua Ta Lua Table Value	Name	Description
LuaField: (Cobiles CodotEngine GPLyad .uaField.html)	f	The LuaField to convert.

ObjectToLuaTable

Retu(6s bilas. Godot Engine. GDLua. Objec

+ ^T ប៊ី <mark>វ</mark> ីទbilas.GodotEngine.GDLua.	Description
silnterfaces	A signed 16-bit integer representation of the field
(HCobilas:GodotEngine,GDLuadi/system.int16)	value.

explicit operator int(LuaField)

Converts a LuaField to a signed 32-bit integer

Declaration

public static explicit operator int(LuaField f)

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.l	.uaField.html)	f	The LuaField to convert.

Returns

Туре	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	A signed 32-bit integer representation of the field value.



explicit operator long(LuaField) - Cobilas.GodotEngine.GDLua

CofCottilas.GodddtEmgiige:GDLuathiteger

Declarationtainer

(Cobilas.GodotEngine.GDLua.LuaCo

LuaContainerConfq public static explicit operator (Cobilas.GodotEngine.GDLua.LuaCc

LuaField

Parantella is. Godot Engine. GDLua. Lua Fie

Type (Cobilas.GodotEngine.GDLua.LuaFie	Name	Description
Lua Field i (Cobilas. Godot Engine. GDLua. Lua Field. html)	f	The LuaField to convert.

(Cobilas. Godot Engine. GDLua. Lua Fil

Retulas FileConfg

(Cobilas.GodotEngine.GDLua.LuaFil Type LuaSerializableAttribute	Description
longCobilas.GodotEngine.GDLua.LuaSe	A signed 64-bit integer representation of the field
(https::a/Tadalletteriicrosoft.com/dotnet/api/system.int64)	value.

(Cobilas.GodotEngine.GDLua.LuaTa

LuaTableValue

(Cobilas.GodotEngine.GDLua.LuaTa explicit operator sbyte(LuaField)

Converts a Luarield to a signed byte

† Cobilas GodotEngine.GDLua.

Interfaces

(Cobiles Godo Engine GDLuali sbyte(LuaField f)

Parameters

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.l	.uaField.html)	f	The LuaField to convert.

Returns

Туре		Description
sbyte (https://learn.microsoft.com/dotr	net/api/system.sbyte)	A signed byte representation of the field value.

explicit operator float(LuaField)

Declaration

public static explicit operator float(LuaField f)

Parameters

- Type - Cobilas.GodotEngine.GDLua		Name	Description
L (QobilascGodotEngine:GDDuach .uaF	Field.html)	f	The LuaField to convert.

LuaContainer

Returos bilas. Godot Engine. GDLua. Lua Co

Type (Cobilas.GodotEngine.GDLua.LuaCo	Description
float_(JaHjesd/learn.microsoft.com/dotn	A float representation of the field value.

(Cobilas.GodotEngine.GDLua.LuaFic

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaEi explicit operator string(LuaField)

Converse jas apartengine GPLua.LuaFil

LuaFileConfg

Declarations.GodotEngine.GDLua.LuaFil

LuaSerializableAttribute

p(Cdbidas:Coddot@xghic:GD)Qpe:rease string(LuaField f)

LuaTableItem

(Cobilas. Godot Engine. GDLua. Lua Ta Parameters Lua Table Value

Typ €Cobilas.GodotEngine.GDLua.LuaTa	Name	Description
ObjectToLuaTable LuaFierd (Cobilas.GodotEngine.GDLua.LuaField.h (Cobilas.GodotEngine.GDLua.Objec	tml) f	The LuaField to convert.

ReCobilas.GodotEngine.GDLua.

Tinterfaces (Cobilas.GodotEngine.GDLua.lr	Description
	A string representation of the field value.

explicit operator TypeCode(LuaField)

Converts a LuaField to its TypeCode

Declaration

public static explicit operator TypeCode(LuaField f)

Туре	Name	Description
LuaField (Cobilas.GodotEngine.GDLua.LuaField.html)	f	The LuaField to convert.

Returns

T y pe		Description
TypeCode (https://learn.microsoft.com/	'dotnet/api/system.typecode)	The TypeCode of the field value.

Cobilas.GodotEngine.GDLua (Cobilas.GodotEngine.GDLua.h

explicit operator ushort(LuaField)

(Cobilas.GodotEngine.GDLua.LuaCc Converts a Lua Field torran unsigned 16-bit integer

Declaration Declaration

LuaField

(Cobilas.GodotEngine.GDLua.LuaFie public static explicit operator ushort(LuaField f) LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

Parameteire

(Cobilas.GodotEngine.GDLua.LuaFil Type LuaFileConfg	Name	Description
Luaffeddi(6s6iddotfordirfenGDlevaDuaFil.	f	The LuaField to convert.

LuaSerializableAttribute

Returns bilas. Godot Engine. GDL ua. Lua Se

LuaTableItem Type (Cobilas.GodotEngine.GDLua.LuaTa	Description
ushbผูลTableValue (https://piear กะคศอาธิรอย์เวอาคาในยลายชาติi/system.uint16) ObjectToLuaTable	An unsigned 16-bit integer representation of the field value.

(Cobilas. Godot Engine. GDL ua. Objec

exstricted the state of the sta

Interfaces

Conceptual lugeigld te an unsigned 321 pit integer

Declaration

public static explicit operator uint(LuaField f)

Parameters

Туре		Name	Description
LuaField (Cobilas.GodotEngine.GDLua.l	.uaField.html)	f	The LuaField to convert.

Returns

Туре	Description
uint (https://learn.microsoft.com/dotnet/api/)	An unsigned 32-bit integer representation of the field value.



explicit operator ulong(LuaField) - Cobilas.GodotEngine.GDLua

Colobilas.GoddtEmpines@DddaHbit integer

Declaration tainer

(Cobilas.GodotEngine.GDLua.LuaCc

LuaContainerConfg public static explicit operator (Cobilas.GodotEngine.GDLua.LuaCc

LuaField

Paranceteilas.GodotEngine.GDLua.LuaFie

TypeuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie		Name	Description
LuaFieldi(Cobilas.GodotEngine.GDLua.LuaField	l.html)	f	The LuaField to convert.

(Cobilas.GodotEngine.GDLua.LuaFil

Retukns File Confg

(Cobilas.GodotEngine.GDLua.LuaFil Type LuaSerializableAttribute	Description
ulor(Gobilas.GodotEngine.GDLua.LuaSe	An unsigned 64-bit integer representation of the field
(https://læaletteriarosoft.com/dotnet/api/system.uint64)	value.

(Cobilas.GodotEngine.GDLua.LuaTa

LuaTableValue

Implements
Object To Lua Table

IConvertibles (attack// legime: Giorospatisjem/dotnet/api/system.iconvertible)

IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable) + Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

Enum LuaField.LuaFieldType

Specifies the data type of the Lua field value.

▼ Filter by title

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html)

As Cobiyas: Godot Emgine: GD Lua

SyftCobilas.GodotEngine.GDLua.h

LuaContainer

p(Odbilas:Oddotafijink!GDIafi.eldoxpe : byte

LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

LuaField

(Cobilas.GodotEngine.GDLua.LuaFie

(Cobilas.GodotEngine.GD Name LuaFile	Lua.LuaFie Description
Booleabilas.GodotEngine.GD	'
LuaFileConfg FloatingPoint (Cobilas.GodotEngine.GD	Represents a floating-point number value. Lua Lua Fil
	Represents a 32-bit integer value.
(Cobilas.GodotEngine.GD LongInteger Luarabieltem	Lua.LuaSe Represents a 64-bit integer value.
Nil (Cobilas.GodotEngine.GD	Replesens a null or undefined value.
	Rမှားျမန္တာျားs a complex object value.
Text ^O bjectToLuaTable (Cobilas.GodotEngine.GD	Represents a text string value. Lua.Objec

+ Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas. Godot Engine. GDLua.lr

Class LuaFile

Represents a Lua file that can be loaded, executed, and manipulated within the Godot engine.

▼ Filter by title

Inheritance

L Specification of the control of th (Cobiles.GodotEngine.GDLua.h

ImpleHaemstainer

IDisposable (https://legine.gplua/tucor/dotnet/api/system.idisposable)

ILuaFile (Cobilas: 588) Engine. GDLua. Interfaces. ILuaFile. html)

(Cobilas.GodotEngine.GDLua.LuaCc

Inherited: Members

object. Position and the painter of the state of the complete of the complete

object.egiels(अअहांक्र)(Types://learn.microsoft.com/dotnet/api/system.object.eguals#system-object-eguals(systemobie (ရှိစှbilas. Godot Engine. GDLua. Lua Fic

object. Pagilals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectegualGgbillenGodotEngigeGpbladdtgFil

object.Referencequals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object. Get lass resident gines. P. Alear H. Pafil rosoft.com/dotnet/api/system.object.gethashcode)

object.userializ@aftAstripletan.microsoft.com/dotnet/api/system.object.gettype)

(Cobilas.GodotEngine.GDLua.LuaSe Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html) LuaTableItem

Assembly: com cobilas godot lua dll (Cobilas Godot Engine GD Lua Lua Ta

Syntaxa Table Value

(Cobilas.GodotEngine.GDLua.LuaTa

pOdbiect Rodalae Babdeass LuaFile : IDisposable, ILuaFile

(Cobilas.GodotEngine.GDLua.Objec

Recorbitas.GodotEngine.GDLua.

Thintlesfarresides methods to interact with Lua scripts, including reading fields, setting values, invoking functions, an (Conversion de tenes re Contincts. Implements IDisposable

(https://learn.microsoft.com/dotnet/api/system.idisposable) for proper resource cleanup.

Constructors

LuaFile(LuaFileConfg)

Initializes a new instance of the LuaFile (Cobilas.GodotEngine.GDLua.LuaFile.html) class with the specified configuration.

Declaration

public LuaFile(LuaFileConfg confg)

Туре	Name	Description
LuaFileConfg (Cobilas.GodotEngine.GDLua.LuaFileConfg.html)	confg	The configuration settings for the Lua file.

_		
LVCO	nti	anc
Ex <u>c</u> e	่มน	UHIS
_		

T		C
Туре		Condition
-A CobilatiGodotEngine.GDLua (h CookilatiGodotEngine/GDLtian i/sy tion) LuaContainer	system.argumentnullexcep	Thrown when the file path in configuration is null.
DirectobylslactfoodortEngieret@DLua.LuaCc (https://Leantaimectcoxoftg.com/dotnet/api/sydex(eptidas).GodotEngine.GDLua.LuaCc	system.io.directorynotfoun	Thrown when the directory containing the Lua file is not found.
LuaField FileNotFoundException (Cobilas.GodotEngine.GDLua.LuaFie (https://learn.microsoft.com/dotnet/api/sy LuaField.LuaFieldType ption) (Cobilas.GodotEngine.GDLua.LuaFie	system.io.filenotfoundexce	Thrown when the specified Lua file is not found.

LuaFile

(Cobilas.GodotEngine.GDLua.LuaFil

LuaFile (string, bool)

(Cobilas. Godot Engine. GDLua. Lua Fil

Initialiags a native instance before LuaFile (Cobilas.GodotEngine.GDLua.LuaFile.html) class with the specified file path.

(Cobilas.GodotEngine.GDLua.LuaSe Declaration LuaTableItem

(Cobilas.GodotEngine.GDLua.LuaTa public LuaFile(string filePath, bool refreshBuffer = false) LualableValue

(Cobilas. Godot Engine. GDLua. Lua Ta

Para Paleters To Lua Table

(Cobilas.GodotEngine.GDLua.Objec Type	Name	Description
+ Cobilas.GodotEngine.GDLua. string Interfaces (https://learn.microsoft.com/dotnet/api/system.string) (Cobilas.GodotEngine.GDLua.lr	filePath	The path to the Lua file.
bool (https://learn.microsoft.com/dotnet/api/system.bool ean)	refreshBuffer	Whether to refresh the file buffer on each access.

Methods

Dispose()

Releases all resources used by the LuaFile instance.

Declaration

GetField(string)

Retrieves a field from the Lua file by its path.

ற இது Godot Engine. GDLua (Cobilas. Godot Engine. GDLua.h

publicentuafield GetField(string pathField)

(Cobilas.GodotEngine.GDLua.LuaCc

LuaContainer Confg Parameters (Cobilas. Godot Engine. GD Lua. Lua Co Name Description **Type**uaField (Cobilas GodotEngine GDLua LuaFie string (https://learn.microsoft.com/dotnet/api/system.string) LuaField LuaField Type pathField The path to the field in the Lua file.

(Cobilas.GodotEngine.GDLua.LuaFie

Returns LuaFile

Typ €Cobilas.GodotEngine.GDLua.LuaFil	Description
LuaFileConfg LuaField (Cobilas.GodotEngine.GDLua.LuaFil (Cobilas.GodotEngine.GDLua.LuaField.html) LuaSerializableAttribute	A LuaField (Cobilas.GodotEngine.GDLua.LuaField.html) containing the field data.

(Cobilas.GodotEngine.GDLua.LuaSe

Exceptions

Typ@obilas.GodotEngine.GDLua.LuaTa		Condition
LuaTableValue ObjectDisposedException.GDLua.LuaTa		Thrown when the LuaFile has been
(https://learn.mjeroseft.com/dotnet/ap	i/system.objectdisposedexception)	disposed.

(Cobilas.GodotEngine.GDLua.Objec

+ Cobilas. Godot Engine. GDLua. InvokeFunction(string, params object[])

In Gobilas GodotEngina GD Luafle

Declaration

public object[] InvokeFunction(string methodName, params object[] args)

Туре		Name	Description
string (https://learn.microsoft.com/dotnet/api/	/system.string)	methodName	The name of the function to invoke.
object (https://learn.microsoft.com/dotnet/api/	/system.object)	args	The arguments to pass to the function.

Returns

Туре	Description
object (https://learn.microsoft.com/dotnet/api/system.object) []	An array of objects containing the function's return values.

Exceptions

- Cobilas.GodotEngine.GDLua Type (Cobilas.GodotEngine.GDLua.h	Condition
ObjectDisposedException LuaContainer (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception) (Cobilas.GodotEngine.GDLua.LuaCc	Thrown when the LuaFile has been disposed.

LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

LuaTableToObject<T>(string)

(Cobilas.GodotEngine.GDLua.LuaFic

Converts வெடிக்கிய விருந்த object of the specified type.

Declaration

LuaFile

(Cobilas.GodotEngine.GDLua.LuaFil
public LuaField LuaTableToObject<T>(string pathField)
LuaFileConfg

(Cobilas.GodotEngine.GDLua.LuaFil

Parametersializable Attribute

(Cobilas.GodotEngine.GDLua.LuaSe Type LuaTableItem	Name	Description
stringoptips. திச்செர்ட்று in esoph cachyata net/api/	(system.string) pathField	The path to the Lua table in the file.
LuaTableValue		

Returns bilas. Godot Engine. GDLua. Lua Ta

ObjectToLuaTable Type (Cobilas.GodotEngine.GDLua.Objec	Description
LuaField + Cobilas.GodotEngine.GDLua. (Cobilas.GodotEngine.GDLua.LuaField.h Interfaces tml) (Cobilas.GodotEngine.GDLua.Ir	

Type Parameters

Name	Description
T	The target type to convert the Lua table to.

Exceptions

Туре		Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/ap	i/system.objectdisposedexception)	Thrown when the LuaFile has been disposed.

LuaTableToObject<T>(string, ref T)

Converts a Lua table to an object and assigns it to the provided reference.

Declaration

public void LuaTableToObject<T>(string pathField, ref T value)

Parameters

- Type - Cobilas. Godot Engine. GDLua	Name	Description
st Ggbilas. Godot Engine. GDLua.h	pathField	The path to the Lua table in the file.
(https://learn.microsoft.com/dotnet/api/system.stringCobilas.GodotEngine.GDLua.LuaCc		
T LuaContainerConfg (Cobilas.GodotEngine.GDLua.LuaCo	value	The reference variable to assign the converted table data to.

(Cobilas. Godot Engine. GDLua. Lua Fié Type Parameters Lua Field. Lua Field Type

Nancobilas.GodotEng PesGriptionuaFie

LuaFile The type of the object to assign. (Cobilas.GodotEngine.GDLua.LuaFil

LuaFileConfg

Exceptions Coolias.GodotEngine.GDLua.LuaFil

Typle uaSerializableAttribute		Condition
(Cobilas.GodotEngine.GDLua.LuaSe ObjectDisposedException Lua lableItem (https://learn.microsoft.com/dotnet/ap (Cobilas.GodotEngine.GDLua.Lua la ption) Lua TableValue	i/system.objectdisposedexce	Thrown when the LuaFile has been disposed.
Invalled चित्रहार क्रिक्सिक्षां है (htt अर्थे महिन्द्र स्टब्लेक्सिक्षां स्टब्लेक्सिक्सिक्षां स्टब्लेक्सिक्सिक्सिक्सिक्सिक्सिक्सिक्सिक्सिक्सि	i/system.invalidcastexception	Thrown when no converter is found for the specified type.

+ Cobilas.GodotEngine.GDLua.

Interfaces

Seticial (string, Endine C) DLua.lr

Sets the value of a field in the Lua file.

Declaration

public void SetField(string pathField, object value)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The path to the field in the Lua file.
object (https://learn.microsoft.com/do	net/api/system.object)	value	The value to assign to the field.

Exceptions

Туре	Condition
ObjectDisposedException (https://learn.microsoft.com/dotnet/api/system.objectdisposedexception)	Thrown when the LuaFile has been disposed.

Implements ■

IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable)
- Cobilas.GodotEngine.GDLua
ILuaFile (Cobilas.GodotEngine.GDLua.Interfaces.ILuaFile.html)
- (Cobilas.GodotEngine.GDLua.h

LuaContainer (Cobilas.GodotEngine.GDLua.LuaCc LuaContainerConfg (Cobilas.GodotEngine.GDLua.LuaCo LuaField (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie LuaFile (Cobilas. Godot Engine. GDLua. Lua Fil LuaFileConfg (Cobilas. Godot Engine. GDLua. Lua Fil LuaSerializableAttribute (Cobilas.GodotEngine.GDLua.LuaSe LuaTableItem (Cobilas. Godot Engine. GDLua. Lua Ta LuaTableValue (Cobilas. Godot Engine. GDLua. Lua Ta ObjectToLuaTable (Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua. Interfaces (Cobilas.GodotEngine.GDLua.Ir

Struct LuaFileConfg

Represents configuration settings for Lua file operations in the Godot engine.

▼ Filter by title

Implements

HLG5Ibitas G octot En Girle G Diva GD Lua. Interfaces. ILua File Confg. html)

ILucontainerConfg.html)

Inherited Members

Value Type: Equals (object) (https://learn.rnicrosoft.com/dotnet/api/system.valuetype.equals)

Value type det hash code() (https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)

Value Type: To String Finding Golf Line Control Value Type: To String Finding Finding Golf Line Control Value Type: To String Finding Finding

object. Equals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals#system-object-equals#system-object-equals#system-object-equals#system-object.

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.ReferenceEquals(object.referenceequals) object.ReferenceEquals(object.referenceequals)

Namespace: Cobilas (Cobilas html).GodotEncine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html) (Cobilas.GodotEngine.GDLua.Lua.html)

Assembly: por copilas.godot.lua.dll

Synta obilas. Godot Engine. GDLua. Lua Fil

LuaSerializableAttribute

p(Gabilas Gadatingine GD Lua FileConfg : ILuaFileConfg, ILuaContainerConfg LuaTableItem

(Cobilas.GodotEngine.GDLua.LuaTa

Remarks able Value

This នុវបសត្រាមនេះ ក្រសាច្ចាប្រសាធិប្បាន tions for initializing and managing Lua script files, including file paths, Lua state ក្រសាធិបន្ទាប់ package settings.

(Cobilas.GodotEngine.GDLua.Objec

COBRAS GOLOGENgine.GDLua.

Interfaces

LUGPhile Goldet Engine GDL all ol, bool, bool)

Represents configuration settings for Lua file operations in the Godot engine.

Declaration

public LuaFileConfg(string filePath, Lua? luaState = null, bool useCLRPackage = false, bool
refreshBuffer = false, bool openLibs = true)

Туре	Name	Description
string	filePath	The path to the Lua script file.
(https://learn.microsoft.com/dotnet/api/system.string)		

Туре	Name	Description
Lua (https://github.com/NLua/KeraLua/blob/a0c9c2c47a7 b4f9fde981e33464728c9190c1358/src/Lua.cs)	luaState	The existing Lua state instance to use, or null to create a new one.
b y ol (https://learn.microsoft.com/dotnet/api/system.boole an) - Cobilas.GodotEngine.GDLua	useCLRPackage	Whether to enable CLR package access from Lua scripts.
b(Cobilas.GodotEngine.GDLua.h (https://learn.microsoft.com/dotnet/api/system.boole an) (Cobilas.GodotEngine.GDLua.LuaCo	refreshBuffer	Whether to refresh the file buffer on each access.
boolluaContainerConfg (htt ps://bitasriGorikotEnoftræ@Dollobrlet/aQ i/system.boole an) LuaField	openLibs	Whether to load standard Lua libraries.

(Cobilas.GodotEngine.GDLua.LuaFic

RemarkaField.LuaFieldType

This structure Growing Unation for initializing and managing Lua script files, including file paths, Lua state mariagement, and package settings. (Cobilas.GodotEngine.GDLua.LuaFil

LuaFileConfg

(Cobilas.GodotEngine.GDLua.LuaFil

Properaties Attribute

(Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

File (Pathas. Godot Engine. GDLua. Lua Ta

LuaTableValue Gets the file path to the Lua script (Cobilas.GodotEngine.GDLua.LuaTa

Declarate To Lua Table

(Cobilas.GodotEngine.GDLua.Objec

+ Coblias. Godot Engine. GD Laat;

Interfaces

Profesivitasi Godot Engine. GDLua. Ir

Туре		Description
string (https://learn.microsoft.com/dot	net/api/system.string)	The path to the Lua file, or null if not specified.

LuaState

Gets the current Lua state instance.

Declaration

public Lua? LuaState { get; }

Property Value

Туре	Description
Lua	The
(https://github.com/NLua/KeraLua/blob/a	a0c Lua
9c2c47a7b4f9fde981e33464728c9190c13	58/ (https://github.com/NLua/KeraLua/blob/a0c9c2c47a7b4f9fde981
src/Lua.cs)	e33464728c9190c1358/src/Lua.cs)
7	state object, or null if not initialized.

- Cobilas.GodotEngine.GDLua ဝန္တရားမြန္မGodotEngine.GDLua.h

LuaContainer

Gets a value indicating whether standard Lua libraries should be loaded. (Cobilas Godot Engine GDLua Lua Co

DeclarationtainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

LuaField public bool OpenLibs { get; } (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType

Property National Modern Property National Prope

Type LuaFile (Cobilas.GodotEngine.GDLua.LuaFil	Description
booLuaFileConfg	true to load standard Lua libraries; otherwise,
(https://hasigoviresoftregovidganetapi/system.boolean)	false.

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

Refresh Buffer (Cobilas. Godot Engine. GDLua. Lua Ta

Gets by The GNallesting whether the file buffer should be refreshed on each access.

(Cobilas. Godot Engine. GDLua. Lua Ta

Declaration To Lua Table

(Cobilas.GodotEngine.GDLua.Objec

public bool RefreshBuffer { get; }

+ Cobilas. Godot Engine. GDL ùa.

Interfaces

Property Value Cobilas. Godot Engine. GDLua. Ir

Туре	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true to refresh the buffer on each access; otherwise, false.

UseCLRPackage

Gets a value indicating whether the CLR package should be available in Lua.

Declaration

public bool UseCLRPackage { get; }

Property Value

Туре	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolea n)	true to enable CLR package access from Lua; otherwise, false.



Implements

- Cobilas.GodotEngine.GDLua
|LuaFileConfg (Cobilas.GodotEngine.GD Lua.Interfaces.ILuaFileConfg.html)
(Cobilas.GodotEngine.GDLua.h
| ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfaces.ILuaContainerConfg.html)

LuaContainer

(Cobilas.GodotEngine.GDLua.LuaCc

LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCo

LuaField

(Cobilas.GodotEngine.GDLua.LuaFie

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

LuaFile

(Cobilas.GodotEngine.GDLua.LuaFil

LuaFileConfg

(Cobilas.GodotEngine.GDLua.LuaFil

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

(Cobilas. Godot Engine. GDLua. Lua Ta

LuaTableValue

(Cobilas.GodotEngine.GDLua.LuaTa

ObjectToLuaTable

(Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

Class LuaSerializableAttribute

Indicates that a type is serializable for Lua interoperability.

▼ Filter by title

Inheritance

I, Sobilas Godot Engine GR. Lum/dotnet/api/system.object)

(Cobilar Godot Engine GDL Mach m/dotnet/api/system.attribute)

ЫДара Serjalizable Attribute

Implements.GodotEngine.GDLua.LuaCc

_Attribute (https://leany.microsoft.com/dotnet/api/system.runtime.interopservices._attribute) (Cobilas.GodotEngine.GDLua.LuaCc

Inherited Members

Attribute: tet Gostot Fagin But Ed (Walth De Finfo, Type)

(https://aeard:hwerissert/www/dotnet/api/system.attribute.getcustomattributes#system-attributegetcus whila triand rets (19 gitter for Perfect Har Firmemberinfo-system-type))

Attribute: GetCustomAttributes (MemberInfo, Type, bool)

(https://pleian.anelossomeicon/pletaetyapil/system.attribute.getcustomattributes#system-attribute-

getcusto in a fine file file file (system-reflection-memberinfo-system-type-system-boolean))

AttribGee: Gee: Goelettagine Gee: (WadmeelInfo)

(https://神紀rialirachessiff:louiff/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustorilattabdetsावद्रांग्यकिनिक्तिवर्षात्रकिनिक्ति।

Attribute.dettestomAttributes(MemberInfo, bool)

(https://pleida.ក្រពុខlos្រីបានមេតាក្រៀងមានដំបូងគ្រា/system.attribute.getcustomattributes#system-attribute-

getcusto Tala (MB luttes (system-reflection-memberinfo-system-boolean))

Attribute: isdefined #system-attribute.isdefined #system-a attrib**ੀਬਾਂ**ਵਾਸ਼**ੋਰਿ**ਬਾਂਸ**ਰ**ੋਸ਼੍ਰਿਡੇ**/**Stem-reflection-memberinfo-system-type))

AttribGeeiler Gindat Engine Giller (1901)

(https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflection- **Cobilas.GodotEngine.GDLua.** memberingos memberingos

Attribute GetCustomAttribute(MemberInfo, Type)

(https://learn.microsoft.com/dotner/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-memberinfo-system-type))

Attribute.GetCustomAttribute(MemberInfo, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-memberinfo-system-type-system-boolean))

Attribute.GetCustomAttributes(ParameterInfo)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-parameterinfo))

Attribute.GetCustomAttributes(ParameterInfo, Type)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-parameterinfo-system-type))

Attribute.GetCustomAttributes(ParameterInfo, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-parameterinfo-system-type-system-boolean))

Attribute.GetCustomAttributes(ParameterInfo, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-parameterinfo-system-boolean)) Attribute.lsDefined(ParameterInfo, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionparameterinfo-system-type)) Attribute.lsDefined(ParameterInfo, Type | bool) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionpa**CobilasinGod/ottEngine.GDema**bodlean)) Attribution (Control of Control o (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-Cobilas GodotEngine GDLua LuaCo (LuaContainer Container Cobilas GodotEngine GDLua LuaContainer Cobilas GodotEngine GDLua LuaCo (LuaContainer Confg (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-getcustomattribute(system-reflection-parameterinfo-system-type-system-boolean)) Attribute.GetCustomAttributes(Module, Type)
(Cobilas.GodotEngine.GDLua.LuaFie(
(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributeLuaField LuaFied
LuaField LyaFied LyaFie
getcustomattributes(system-reflection-module-system-type))
(Cobilas.GodotEngine.GDLua.LuaFie
Attribute.GetCustomAttributes(Module) Attribute. GetCustomAttributes (Module)
LuaFile
(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute(Cobilas. GodotEngine. GDLua. LuaFil
getcustomattributes(system-reflection-module))
Attribute. GetCustomAttributes(Module, bool)
(Cobilas. GodotEngine. GDLua. LuaFil
(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributeLuaSerializableAttribute
getcustomattributes(system-reflection-module-system-boolean))
(Cobilas. GodotEngine. GDLua. LuaSe
Attribute. GetCustomAttributes(Module, Type, bool)
LuaTableItem
(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute(Cobilas. GodotEngine. GDLua. LuaTa
getcustomattributes(system-reflection-module-system-type-system-boolean))
LuaTableValue
Attribute. Isobelined(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system(Cobilas. GodotEngine. GDLua. LuaTa
attribute-isdefined(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system(Cobilas. GodotEngine. GDLua. LuaTa
attribute-isdefined(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system(Cobilas. GodotEngine. GDLua. LuaTa
attribute-isdefined(Module, Type, hool) Object Tollua Table
Attribute.lsDefined(Module, Type, bool)
(Cobilas.GodotEngine.GDLua.Objec, (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionmcbbilas:Godwrerwitee.GDelran)) Attribute GetCustomAttribute(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-(Cobilas.GodotEngine.GDLua.II getcustomattribute(system-reflection-module-system-type)) Attribute.GetCustomAttribute(Module, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-module-system-type-system-boolean)) Attribute.GetCustomAttributes(Assembly, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-assembly-system-type)) Attribute.GetCustomAttributes(Assembly, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-assembly-system-type-system-boolean)) Attribute.GetCustomAttributes(Assembly) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-assembly)) Attribute.GetCustomAttributes(Assembly, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-

```
getcustomattributes(system-reflection-assembly-system-boolean))
 Attribute.IsDefined(Assembly, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-
 attribute-isdefined(system-reflection-assembly-system-type))
 Attribute.IsDefined(Assembly, Type, bool)
 (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflection-
 assembly-system-type-system-boolean))
 Attribute.GetCustomAttribute(Assembly, Type)
 (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-
 geCobilasa Grodot Evidener & Detican-assembly-system-type))
Attributes Gotton Ettributes Gotton (N. Type, bool)
 (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-
(https://learn.microsoft.com/dotner/api/system.attribute(system-reflection-assembly-system-type-system-boolean))

Attribute.Equals(object) (https://learn.microsoft.com/dotnet/api/system.attribute.equals)

Attribute.GetHashcode() (https://learn.microsoft.com/dotnet/api/system.attribute.gethashcode)

Attribute.Match(object) (https://learn.microsoft.com/dotnet/api/system.attribute.match)

LuaField

Attribute.Match(object) (https://learn.microsoft.com/dotnet/api/system.attribute.match)
Attribute.lsDefaultAttribute() (https://learn.microsoft.com/dotnet/api/system.attribute.isdefaultattribute) (Cobilas.GodotEngine.GDLua.LuaFie Attribute.lypeid (https://learn.microsoft.com/dotnet/api/system.attribute.typeid)
 Lua Field Lua Field Type object. To String() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
 Object To dailing (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object.equals#system-object-
LuaFile equals(system-object-system-object)) (Cobilas.GodotEngine.GDLua.LuaFil object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
 Cobilas.GodotEngine.GDLua.LuaFil
 Namespace: Cobilas (Cobilas html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html)
 Assent by bitast Godiba Egodo God Ua. Lua Se
 Svntaxa TableItem
           (Cobilas.GodotEngine.GDLua.LuaTa
         [LuaTableValue
AttributeUsage(AttributeTargets.Class|AttributeTargets.Struct, Inherited = false, AllowMult
         ္မႈပြုဝူbilaန္ ပြုဝူရရtEngine.GDLua.LuaTa
         p@bjf€€<sup>†</sup>$\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\ddata\data\data\data\data\data\data\ddata\ddata\data\data\data\data\data\data\data\data\data\data\dat
           (Cobilas.GodotEngine.GDLua.Objec
 ke Gobilas. Godot Engine. GDLua.
 Aphyerfases bute to classes or structures to mark them as serializable for communication between C# and Lua
```

en(Gobilast Godot Engine:GDeuTatribute can be applied multiple times to handle multiple target types.

Constructors

LuaSerializableAttribute(Type)

Indicates that a type is serializable for Lua interoperability.

Declaration

public LuaSerializableAttribute(Type typeTarget)

Parameters

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/ype)	' '	The target type that this serialization converter supports.

Remarks

Apply this attribute to classes or structures to mark them as serializable for communication between C# and Lua en@abilasaGodotEnginesGolluaThe attribute can be applied multiple times to handle multiple target types.

(Cobilas. Godot Engine. GDLua.h

LuaContainer

ProperfiestEngine.GDLua.LuaCo LuaContainerConfg

(Cobilas.GodotEngine.GDLua.LuaCc

Type Fairget

(Cobilas.GodotEngine.GDLua.LuaFie

Gets the Harget hare the balance supports.

Cobilas.GodotEngine.GDLua.LuaFie Declaration LuaFile

(Cobilas.GodotEngine.GDLua.LuaFil public Type TypeTarget { get; } LuaFileConfg

(Cobilas. Godot Engine. GDLua. Lua Fil

Property water able Attribute

(Cobilas.GodotEngine.GDLua.LuaSe Type LuaTableItem	Description
TypeCobilas.GodotEngine.GDLua.LuaTa (https://lealeValueosoft.com/dotnet/a pi/s/sebilas/se)dotEngine.GDLua.LuaTa	The Type (https://learn.microsoft.com/dotnet/api/system.type) that can be serialized to and from Lua tables.
Object To Lua Table (Cobilas. Godot Engine. GD Lua. Objec	

HOODIGE GOOD TENGINE. GDLua.

_Almsteages://learn.microsoft.com/dotnet/api/system.runtime.interopservices._attribute)
(Cobilas.GodotEngine.GDLua.lr

Struct LuaTableItem

Represents a Lua table item that can contain multiple table elements and supports enumeration.

▼ Filter by title

Implements

#LuGobbilate: Goddot Eas Giore: G Deliua GD Lua. Interfaces. I Lua Table I tem. html)

ILuccolumn interfaces.ILuaTable.html)

IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1) < ILuaTable

LuaContainer (Cobilas, Godot Engine, GDLua, Interfaces, LuaTable, html) > (Cobilas, Godot Engine, GDLua, LuaCot IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.ienumerable) LuaContainer Confg

Inherited Members Engine. GDLua. Lua Co

Value Type.Equals(object) (https://learn.rnicrosoft.com/dotnet/api/system.valuetype.equals)

Value Type: Get Hash Code (Hitchy: Huafri microsoft.com/dotnet/api/system.valuetype.gethashcode)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectequals system-object-system-object)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.GetType() (http://jeam.microsoft.com/dotnet/api/system.object.gettype)

LuaFileConfg Namespace: Cobilas (Cobilas html).GodotEncine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html) (Cobilas.GodotEngine.GDLua.LuaFii

Assembly earlieshiles appletite all

Synta@obilas.GodotEngine.GDLua.LuaSe

LuaTableItem

p(Gobilas GodotEngine GD LuatuBTeItem : ILuaTableItem, ILuaTable, IEnumerable<ILuaTable>, IEnu mewa Jable Value

(Cobilas.GodotEngine.GDLua.LuaTa

ObjectToLuaTable

Remarks (Cobilas.GodotEngine.GDLua.Objec

This structure implements ILuaTableItem (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTableItem.html) to provide to feetilas as a feeting representation.

Interfaces

(Cobilas Godot Engine GDLua Ir

LuaTableItem(string, params | ILuaTable[])

Represents a Lua table item that can contain multiple table elements and supports enumeration.

Declaration

public LuaTableItem(string name, params ILuaTable[] items)

Parameters

Туре	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name identifier for the table item.
IspaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.htm I) Cobilas.GodotEngine.GDLua (Cobilas.GodotEngine.GDLua.h	items	The array of Lua table elements to initialize the table with.

Remarks Container

This ধ্বিপ্রতিবিদ্যালয় বিশ্বনি বিশ্ব

(Cobilas.GodotEngine.GDLua.LuaCc

LuaField

(Cobilas. Godot Engine. GDLua. Lua Fie

ProperatieseldType

(Cobilas. Godot Engine. GDL ua. Lua Field Fiel

LuaFile

Count bilas.GodotEngine.GDLua.LuaFil

Gets the number of table elements contained in this table item. (Cobilas.GodotEngine.GDLua.LuaFil

DeclaratSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

plua Table tremcount { get; }

(Cobilas. Godot Engine. GDLua. Lua Ta

LuaTableValue

Property Value Cobilas: Godot Engine. GDLua. Lua Ta

Typ© bjectToLuaTable	Description
(Cobilas.GodotEngine.GDLua.Objec long (https://learn.microsoft.com/dotnet/api/system.int64)	The total count of table elements.

+ Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas.GodotEngine.GDLua.lr

Gets the table element at the specified index.

Declaration

public ILuaTable this[int index] { get; }

Parameters

Туре	Name	Description
int	index	The zero-based index of the table element to
(https://learn.microsoft.com/dotnet/api/system.int32)		get.

Property Value

Туре	Description	
ILuaTable	The	
(Cobilas.GodotEngine.GDLua.Interfaces.l	.uaT ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html)	
able.html)	at the specified index.	



this[string] - Cobilas.GodotEngine.GDLua

Gete disitable do do ten githet GD perafih d name.

Declarationtainer

(Cobilas. Godot Engine. GDLua. Lua Cc

LuaContainerConfq public ILuaTable this[string name] { get; } (Cobilas.GodotEngine.GDLua.LuaCc

LuaField

Parantetisitas.GodotEngine.GDLua.LuaFie

Type uaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie	Name	Description
string。编辑编s://learn.microsoft.com/dot	name	The name of the table element to get.

(Cobilas.GodotEngine.GDLua.LuaFil

Proplements New Two of g

(Cobilas. Godot Engine. GDLua. Lua Fil Type Lua Serializa ble Attribute	Description
ILua(Tabbilas.GodotEngine.GDLua.LuaSe	The
(Colbila Tabbelbe Engine. GDLua. Interfaces. ILua	ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html)
Tabl @htrila s.GodotEngine.GDLua.LuaTa	with the specified name.

LuaTableValue

(Cobilas. Godot Engine. GDL ua. Lua Ta

ObjectToLuaTable

Name bilas.GodotEngine.GDLua.Objec

Getobhas:Godotenginte:Godenaent

Denterfaces

(Cobilas. Godot Engine. GDLua. Ir

public string Name { get; }

Property Value

Туре		Description
string (https://learn.microsoft.com/dot	net/api/system.string)	The name identifier of the table element.

Tables

Gets an array of all table elements contained in this table item.

Declaration

Property Value

Туре	Description
ILuaTable (Cobilas GodotEngine GDLua Interfaces ILuaTab Cobilas GodotEngine GDLua Ie.html) (Cobilas GodotEngine GDLua h	An array of ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html) elements.

LuaContainer

(Cobilas.GodotEngine.GDLua.LuaCc

LuaContainerConfg

Methods

GodotEngine.GDLua.LuaCc

(Cobilas.GodotEngine.GDLua.LuaFie

GetEnumeration ype

(Cobilas.GodotEngine.GDLua.LuaFi

Retulnation that iterates through the collection.

(Cobilas.GodotEngine.GDLua.LuaFil

Declaration LuafileConfg

(Cobilas.GodotEngine.GDLua.LuaFil

publiceria Enumerator ()

(Cobilas.GodotEngine.GDLua.LuaSe

Returns

(Cobilas.GodotEngine.GDLua.LuaTa Type uaTableValue	Description
IEnufnehilasrGodotEngine.GDLua.LuaTa (https://Peam.Harableft.com/dotnet/api/system.collections.generic.ienum rato(Copbilas.GodotEngine.GDLua.Objec	An enumerator that can be used to iterate through the collection.
+ tel:cobilas:GodotEngine.GDLu a.Interfaces.ILuaTable.html)>	

Interfaces

(Cobilas. Godot Engine. GDLua.lr

ToString()

Returns a string representation of the Lua table hierarchy.

Declaration

public override string ToString()

Returns

Туре	Description
string (https://learn.microsoft.com/dotnet/api/systeming)	A formatted string showing the table structure with proper indentation.

Overrides

ValueType.ToString() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)

Implements

 $\label{thm:local_condition} \begin{subarray}{ll} Lua Table Item (Cobilas. Godot Engine. GD Lua. Interfaces. ILua Table Item. html) \\ \end{subarray}$

ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html)

IEnumerable < T > (https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1)

#ErCobilats Godot Engine: GD Lofa corn/dotnet/api/system.collections.ienumerable)

(Cobilas. Godot Engine. GDLua.h

LuaContainer

(Cobilas.GodotEngine.GDLua.LuaCc

LuaContainerConfg

(Cobilas. Godot Engine. GDLua. Lua Cc

LuaField

(Cobilas.GodotEngine.GDLua.LuaFie

LuaField.LuaFieldType

(Cobilas.GodotEngine.GDLua.LuaFie

LuaFile

(Cobilas. Godot Engine. GDLua. Lua Fil

LuaFileConfg

(Cobilas. Godot Engine. GDLua. Lua Fil

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

(Cobilas. Godot Engine. GDLua. Lua Ta

LuaTableValue

(Cobilas. Godot Engine. GDL ua. Lua Ta

ObjectToLuaTable

(Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

Struct LuaTableValue

Represents a basic Lua table element with a name and value.

▼ Filter by title

Implements

#Lu**Gothillas: Goldo (Engine) G D G D a**ua. Interfaces. I Lua Table. html)

In (Cobilas GodotEngine.GDLua.h

Value Hacontains (object) (https://learn.microsoft.com/dotnet/api/system.valuetype.equals)

Value type. Get Hash Code ("https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectequals (System-object-system-object) Cc

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.Get Type() (Rttps://leam.microsoft.com/dotnet/api/system.object.gettype)

LuaField.LuaFieldType

Namespace: Cobilas (Cobilas html).GodotEncine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html) (Cobilas.GodotEngine.GDLua.LuaFit

Assembly: com.cobilas.godot.lua.dll

Synta@obilas.GodotEngine.GDLua.LuaFil

LuaFileConfg

n(Gabilas Godat Engine GD Lyatya Filvalue: ILuatable

LuaSerializableAttribute

(Cobilas.GodotEngine.GDLua.LuaSe

Remarks ableltem

This strugglused my length len key-val நாகு நாக்கு அதை esentation for Lua table elements.

(Cobilas.GodotEngine.GDLua.LuaTa

Constructors (Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua. Lua TableValue(string, object) Interfaces

Re(Cobilas GodotEngine GD kua With a name and value.

Declaration

public LuaTableValue(string name, object value)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	name	The name identifier of the table element.
object (https://learn.microsoft.com/dot	net/api/system.object)	value	The value stored in the table element.

Remarks

This structure implements ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html) to provide a simple key-value pair representation for Lua table elements.

Properties

Name

Gets the name of the Lua table element.

Declaration

Cobilas.GodotEngine.GDLua public string Name { get; }
 (Cobilas.GodotEngine.GDLua.h

LuaContainer **Property Value** (Cobilas.GodotEngine.GDLua.LuaCc

Type uaContainerConfg	Description
(Cobilas.GodotEngine.GDLua.LuaCc string (https://learn.microsoft.com/dotnet/api/system.string) LuaField	The name identifier of the table element.

(Cobilas.GodotEngine.GDLua.LuaFie

LuaField.LuaFieldType

Value bilas. Godot Engine. GDLua. Lua Fie

LuaFile

Gets the braise storechinate characteristics.

Declaration

(Cobilas. Godot Engine. GDLua. Lua Fil

LuaSerializableAttribute
public object Value { get; }
(Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

Property National October 1988 Property National National

LuaTableValue Type (Cobilas.GodotEngine.GDLua.LuaTa	Description
objeebi្ពងដ្ឋាន្ធ្រៃស្នាត់ objeetjapi.microsoft.com/dotnet/api/system.object)	The value contained in the table element.
(Cobilas.GodotEngine.GDLua.Objec	

+ Cobilas.GodotEngine.GDLua.

Interfaces

MethodsdotEngine.GDLua.lr

ToString()

Returns a string representation of the table element in "name = value" format.

Declaration

public override string ToString()

Returns

Туре		Description
string (https://learn.microsoft.com/dot	net/api/system.string)	A formatted string showing the name-value pair.

Overrides

ValueType.ToString() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)

Implements

Cobilas.GodotEngine.GDLua (Cobilas.GodotEngine.GDLua.h

LuaContainer (Cobilas.GodotEngine.GDLua.LuaCc LuaContainerConfg (Cobilas.GodotEngine.GDLua.LuaCo LuaField (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie LuaFile (Cobilas.GodotEngine.GDLua.LuaFil LuaFileConfg (Cobilas. Godot Engine. GDLua. Lua Fil LuaSerializableAttribute (Cobilas.GodotEngine.GDLua.LuaSe LuaTableItem (Cobilas. Godot Engine. GDLua. Lua Ta LuaTableValue (Cobilas. Godot Engine. GDLua. Lua Ta ObjectToLuaTable (Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua. Interfaces (Cobilas.GodotEngine.GDLua.Ir

Class ObjectToLuaTable

Provides a base class for converting between C# objects and Lua tables.

▼ Filter by title

Inheritance

I, Speciast Godet Engine GR. Lun / dotnet/api/system.object) (Cobilas GodatEngine.GDLua.h

Inherited Meribers

(Cobilas. Godot Engine. GDLua. Lua Co

object. ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
object. Equals (object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object.equals#system-object-equals(system-object-equals)

uals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-llas.GodotEngine.GDLua.LuaFi(

object Reference Equals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) (Cobilas.Godot Engine: GDL ua: Lua-Fit object. Get Hash Code() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype) (Cobilas.GodotEngine.GDLua.LuaFii

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

Name@assials@dideo@pipech@pll.@odotEngine.Gobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html)

Assembn Secializable Attibutea.dll

Syntax (Cobilas.GodotEngine.GDLua.LuaSe

LuaTableItem

(Cobilas.GodotEngine.GDLua.LuaTa public abstract class ObjectToLuaTable LuaTableValue

(Cobilas.GodotEngine.GDLua.LuaTa

RemarkisectToLuaTable

This & Gastot Castot Engine State of the Control of descrialization between C# objects and Lua tables in the Godot engine's Lua integration system. + Cobilas.GodotEngine.GDLua.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

Methods

ToLuaTable(object?, LuaTable?)

Converts a C# object to a Lua table.

Declaration

public abstract void ToLuaTable(object? obj, LuaTable? table)

Parameters

Туре		Name	Description
object (https://learn.microsoft.com/dot	net/api/system.object)	obj	The C# object to convert.

Туре	Name	Description
LuaTable (https://github.com/NLua/NLua/blob/d2ea7c6d466b111cdd5fc84d2a4a9f4e3402a110/src/LuaTable.cs)	table	The Lua table to populate with the object's data.



ToObject(object?, LuaTable?) - Cobilas.GodotEngine.GDLua

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Declarationtainer

(Cobilas.GodotEngine.GDLua.LuaCo

LuaContainerConfg
public abstract object ToObject(object? obj, LuaTable? table)
(Cobilas.GodotEngine.GDLua.LuaCc

LuaField

Parantetisitas.GodotEngine.GDLua.LuaFie

(
Type uaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie		Name	Description
objecta/https://learn.microsoft.com/do (Cobilas.GodotEngine.GDLua.LuaFi	tnet/api/system.object)	obj	The original object instance (may be used for context).
LuaFileConfg LuaIable (Cobilas GodotEngine GDLua LuaFileConfy) (https://github.com/NLua/NLua/blob/od2a4a9f4e34U2a110/src/LuaTable.cs) (Cobilas GodotEngine GDLua LuaSe	l2ea7c6d466b111cdd5fc84	table	The Lua table containing the serialized data.

LuaTableItem

Returns (Cobilas. Godot Engine. GDLua. Lua Ta

Typle uaTableValue	Description
(Cobilas.GodotEngine.GDLua.LuaTa object ObjectToLuaTable (https://learn.microsoft.com/dotnet/api/system.object) (cobilas.GodotEngine.GDLua.Objec	A C# object reconstructed from the Lua table data.

+ Cobilas.GodotEngine.GDLua.

Interfaces TryGetValue(Type, out ObjectToLuaTable) (Cobilas.GodotEngine.GDLua.lr

Attempts to retrieve a converter for the specified type.

Declaration

public static bool TryGetValue(Type type, out ObjectToLuaTable value)

Parameters

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	type	The type to find a converter for.

Туре	Name	Description
ObjectToLuaTable (Cobilas.GodotEngine.GDLua.Obj uaTable.html)	value ectToL	When this method returns, contains the converter associated with the specified type, if found; otherwise, null.

Returns

Type - Cobilas.GodotEngine.GDLua	Description
b@bilas.GodotEngine.GDLua.h (https://learn.microsoft.com/dotnet/api/system.boolLuaContainer	true if a converter for the specified type was found; otherwise, false.
ean) (Cobilas GodotEngine GDI ya LyaCo	

LuaContainerConfg (Cobilas.GodotEngine.GDLua.LuaCo LuaField (Cobilas.GodotEngine.GDLua.LuaFie LuaField.LuaFieldType (Cobilas.GodotEngine.GDLua.LuaFie LuaFile (Cobilas.GodotEngine.GDLua.LuaFil LuaFileConfg (Cobilas.GodotEngine.GDLua.LuaFil LuaSerializableAttribute (Cobilas.GodotEngine.GDLua.LuaSe LuaTableItem (Cobilas.GodotEngine.GDLua.LuaTa LuaTableValue (Cobilas.GodotEngine.GDLua.LuaTa ObjectToLuaTable (Cobilas.GodotEngine.GDLua.Objec

+ Cobilas.GodotEngine.GDLua. Interfaces (Cobilas.GodotEngine.GDLua.Ir

Namespace Cobilas.GodotEngine.GDLua. Interfaces

▼ Filter by title

Interfaces

+ Cobilas.GodotEngine.GDLua

(Cobilas. Godot Engine. GDLua.h ILua Container Confg

(Cohilas Godot Engine & Daua Interfaces ILua Container Confg. html)

Defendaces figuration settings for a Lua container in the Godot engine.

(Cobilas. Godot Engine. GDLua. Ir

ILuarile (Cobilas GodotEngine GDLua Interfaces ILuarile html)
(Cobilas GodotEngine GDLua Interfaces operations for interacting with Lua files and their contents.

(Cobilas.GodotEngine.GDLua.Interfa

ILua File Confg (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html) (Cobilas. Godot Engine. GDLua. Interfaces. ILua File Confg. html)

(Cobilas.GodotEngine.GDLua.Interfa

ILua Table (Cobilas.GodotEngine.GDLua.Interfaces.ILua Table.html) (Cobilas.GodotEngine.GDLua.Interfaces.ILua Table.html) Represents a basic Lua table element with a name and value.

ILuaTableItem (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTableItem.html)

Represents a Lua table item that can contain multiple table elements and supports enumeration.

Interface ILuaContainerConfg

Defines configuration settings for a Lua container in the Godot engine.

▼ Filter by title

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html).Interfaces

(Cobilas GodotEngine GDLua Interfaces html) + Cobilas GodotEngine GDLua Assembly: com.cobilas godot lua dll (Cobilas GodotEngine GDLua h Syntax

- Cobilas.GodotEngine.GDLua.

Interfacesterface ILuaContainerConfg

(Cobilas. Godot Engine. GDLua. Ir

RemarksContainerConfg

This interface provides the basic configuration options required for initializing and managing Lua environments within world.

(Cobilas.GodotEngine.GDLua.Interfa

ILuaFileConfq

(Cobilas.GodotEngine.GDLua.Interfa

Properties

(Cobilas.GodotEngine.GDLua.Interfa

ILua Tableltem **Lua State**s. Godot Engine. GDLua. Interfa

Gets the current Lua state instance.

Declaration

Lua? LuaState { get; }

Property Value

Туре	Description
Lua	The
(https://github.com/NLua/KeraLua/blob/a0c	Lua
9c2c47a7b4f9fde981e33464728c9190c1358/	(https://github.com/NLua/KeraLua/blob/a0c9c2c47a7b4f9fde981
src/Lua.cs)	e33464728c9190c1358/src/Lua.cs)
	state object, or null if not initialized.

OpenLibs

Gets a value indicating whether standard Lua libraries should be loaded.

Declaration

bool OpenLibs { get; }

Property Value

Туре	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true to load standard Lua libraries; otherwise, false.



UseCLRPackage + Cobilas.GodotEngine.GDLua

GetCobilas.GoldottEngheb GDLeualR package should be available in Lua.

Decepties:GodotEngine.GDLua.

Interfaces

(COBillas:Godotengine.GDL)ua.lr

ILuaContainerConfg

Property Naduco dot Engine. GDLua. Interfa

ILuaFile Type (Cobilas.GodotEngine.GDLua.Interfa	Description
boolLuaFileConfg (http://www.forpdloanlettenfii/system.boolea	true to enable CLR package access from Lua; otherwise, false.
n) ILuaTable	

(Cobilas.GodotEngine.GDLua.InterfalLuaTableItem (Cobilas.GodotEngine.GDLua.Interfa

Interface ILuaFile

Defines operations for interacting with Lua files and their contents.

▼ Filter by title

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html).Interfaces

(Cobilas GodotEngine GDLua Interfaces html)
+ Cobilas GodotEngine GDLua
Assembly: com.cobilas godot lua dll
(Cobilas GodotEngine GDLua h
Syntax

- Cobilas. Godot Engine. GDLua.

Interfacesterface ILuaFile

(Cobilas. Godot Engine. GDLua. Ir

Remarks Container Confg

Provides methods to read, write, and frivoke elements within Lua script files.

ILuaFile

(Cobilas.GodotEngine.GDLua.Interfa

ILuaFileConfq

Methia disdotEngine.GDLua.Interfa

ILuaTable

(Cobilas.GodotEngine.GDLua.Interfa

GetField(string)

(Cobilas GodotEngine GDLua Interfa Retrieves a field from the Lua file by its path.

Declaration

LuaField GetField(string pathField)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The path to the field in the Lua file.

Returns

Туре	Description
LuaField	A LuaField (Cobilas.GodotEngine.GDLua.LuaField.html) containing
(Cobilas. Godot Engine. GDL ua. Lua Field. htm	the field data.

InvokeFunction(string, params object[])

Invokes a function defined in the Lua file.

Declaration

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + Cobilas.GodotEngine.GDLua	methodName	The name of the function to invoke.
o (Cobilas. Godot Engine. GDLua.h (https://learn.microsoft.com/dotnet/api/system.object) -[]Cobilas. Godot Engine. GDLua.	args	The arguments to pass to the function.
Interfaces		

Re(Cobilas.GodotEngine.GDLua.lr

Type uaContainerConfg (Cobilas.GodotEngine.GDLua.Interfa	Description
objectiaFile (https://jeasricgigesoft.co.gr/dotnet/api/system.object)	An array of objects containing the function's return values.
[] ILuaFileConfg	

(Cobilas.GodotEngine.GDLua.InterfalluaTable

Lua fable ToObject < T > (string)

Converted type.

Declaration

LuaField LuaTableToObject<T>(string pathField)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The path to the Lua table in the file.

Returns

Туре	Description
LuaField (Cobilas.GodotEngine.GDLua.LuaField.h tml)	A LuaField (Cobilas.GodotEngine.GDLua.LuaField.html) containing the converted table data.

Type Parameters

Name	Description	
T	The target type to convert the Lua table to.	

LuaTableToObject<T>(string, ref T)

Converts a Lua table to an object and assigns it to the provided reference.

Declaration

▼void LuaTableToObject<T>(string pathField, ref T value)

RaCorbitas.GodotEngine.GDLua

⊤ழ்டி ebilas. Godot Engine. GDLua. h	Name	Description
-stanbilas.GodotEngine.GDLua. (https://www.microsoft.com/dotnet/api/system.str/(cobilas.GodotEngine.GDLua.lr	pathField	The path to the Lua table in the file.
T ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfa ILuaFile	value	The reference variable to assign the converted table data to.

Type(ခြောင်းခြောင်မျှော်dotEngine.GDLua.Interfa

ILuaFileConfg

Name (Cobilas.GodotEngine.GDLua.interfa

_T ILuaTable The type of the object to assign. (Cobilas.GodotEngine.GDLua.Interfa

ILuaTableItem

(Cobilas.GodotEngine.GDLua.Interfa

SetField(string, object)

Sets the value of a field in the Lua file.

Declaration

void SetField(string pathField, object value)

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	pathField	The path to the field in the Lua file.
object (https://learn.microsoft.com/dot	net/api/system.object)	value	The value to assign to the field.

Interface ILuaFileConfg

Defines configuration settings for Lua file operations in the Godot engine.

▼ Filter by title

Inherited Members

t Cebilas GedotEngine GDLua

(C**66nbilasiGedotEngine.GDHua-h** LuaContainerConfg.html#Cobilas_GodotEngine_GDLua_Interfaces_ILuaCo ntainer Confg. OpenLibs). - **Cobilas. Godot Engine. GDLua.** ILua Container Confg. Lua State

(Cobilas.GodotEngine.GDLua.Interfaces.LuaContainerConfg.html#Cobilas_GodotEngine_GDLua_Interfaces_ILuaCo nt (Celeilas GodotEngine.GDLua.lr

ILua Quata in erain erai

(Cobilas GodotEngine_GDuterfaces | LuaContainerConfg.html#Cobilas_GodotEngine_GDLua_Interfaces_ILuaCo ntainer(Garneg_UseCLRPackage)

Namespace : 600 las (Engine and Interferes) | Namespace : 600 las (Cobilas Adole Engine (Cobilas Godot Engine (Cobilas Godot Engine God (Cobiles Gpretengine.GDLua.Interfaces.html)

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Syntax Table

(Cobilas.GodotEngine.GDLua.Interfa

Remarks

Extends ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfaces.ILuaContainerConfg.html) with file-specific configuration options for loading and executing Lua scripts from files.

Properties

FilePath

Gets the file path to the Lua script.

Declaration

string? FilePath { get; }

Property Value

Туре		Description
string (https://learn.microsoft.com/dot	net/api/system.string)	The path to the Lua file, or null if not specified.

RefreshBuffer

Gets a value indicating whether the file buffer should be refreshed on each access.

Declaration

bool RefreshBuffer { get; }



▼ Property Value

+ ^{Type} + Cobilas.GodotEngine.GDLua	Description
b (60 bilas. Godot Engine. GDLua.h	true to refresh the buffer on each access; otherwise,
(https://learn.microsoft.com/dotnet/api/system.boolean)	false.

Interfaces

(Cobilas. Godot Engine. GDLua. Ir

ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfa ILuaFile (Cobilas.GodotEngine.GDLua.Interfa ILuaFileConfg (Cobilas.GodotEngine.GDLua.Interfa ILuaTable (Cobilas.GodotEngine.GDLua.Interfa ILuaTableItem (Cobilas.GodotEngine.GDLua.Interfa

Interface ILuaTable

Represents a basic Lua table element with a name and value.

▼ Filter by title

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html).Interfaces

(Cobilas, GodotEngine.GDLua.Interfaces.html) + Cobilas.GodotEngine.GDLua Assembly: com.cobilas.godot.lua.dll (Cobilas.GodotEngine.GDLua.h Syntax

- Cobilas. Godot Engine. GDLua.

Interfacesterface ILuaTable

(Cobilas. Godot Engine. GDLua. Ir

ILuaContainerConfg (Cobilas.GodotEngine.GDLua.Interfa

Properties (Cobilas.GodotEngine.GDLua.Interfa

ILuaFileConfq

Name

ILuaTable

Gets (the bilance od of the liquid at able what ment

ILuaTableItem Declaration (Cobilas.GodotEngine.GDLua.Interfa

string Name { get; }

Property Value

Туре		Description
string (https://learn.microsoft.com/dot	net/api/system.string)	The name identifier of the table element.

Value

Gets the value stored in the Lua table element.

Declaration

object Value { get; }

Property Value

Туре		Description
object (https://learn.microsoft.com/dot	net/api/system.object)	The value contained in the table element.

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- Cobilas.GodotEngine.GDLua. Interfaces (Cobilas.GodotEngine.GDLua.Ir

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(Cobilas.GodotEngine.GDLua.InterfalLuaFileConfg
(Cobilas.GodotEngine.GDLua.InterfalLuaTable
(Cobilas.GodotEngine.GDLua.InterfalLuaTableltem
(Cobilas.GodotEngine.GDLua.InterfalLuaTableltem
(Cobilas.GodotEngine.GDLua.Interfal

Interface ILuaTableItem

Represents a Lua table item that can contain multiple table elements and supports enumeration.

▼ Filter by title

Inherited Members

ர் Cehilas GodotEngine.GDLua

(C**66 Pabilas: Geolot Engine: GD Huash** Lua Table: html #Cobilas_Godot Engine_GD Lua_Interfaces_ILua Table_Name)

ILua Table. Value
- **Cobilas. Godot Engine. GDL ua.**(Cobilas. Godot Engine. GDL ua. Interfaces. Lua Table. html #Cobilas. Godot Engine. GDL ua. Interfaces. Lua Table. html #Cobilas. Godot Engine. GDL ua. Interfaces. IEnumerator()

(h. (69. bilan Godos Engine Godos Vally system.collections.generic.ienumerable-1.getenumerator)

Names Hace Potains (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).GDLua (Cobilas.GodotEngine.GDLua.html).Interfaces (Cobiles Graphet English Englished of Process Intent)

Assembly Filem.cobilas.godot.lua.dll

Syntax Cobilas. Godot Engine. GDLua. Interfa

ILuaFileConfq

(Cobilas.GodotEngine.GDLua.Interfapublic interface IluaTableItem : ILuaTable, IEnumerable<ILuaTable>, IEnumerable ILuaTable

(Cobilas.GodotEngine.GDLua.Interfa

RemärksTableItem

Exter(do hilas Tabre (Coginas, Gold at Interfaces, ILua Table, html) to provide collection capabilities for Lua table structures.

Properties

Count

Gets the number of table elements contained in this table item.

Declaration

```
long Count { get; }
```

Property Value

Туре		Description
long (https://learn.microsoft.com/dotn	et/api/system.int64)	The total count of table elements.

this[int]

Gets the table element at the specified index.

Declaration

ILuaTable this[int index] { get; }

Parameters

Type	Name	Description
int + Cobilas.GodotEngine.GDLua (https://learn.microsoft.com/dotnet/api/system.int32) (Cobilas.GodotEngine.GDLua.h	index	The zero-based index of the table element to get.

ProobijasaGodotEngine.GDLua.

Typterfaces		Description
(Cobilas.GodotEngine.GDLua.Ir ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces able.homi)as.GodotEngine.GDLua.Interfaces ILuaFile	ll uaT	The ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html) at the specified index.

(Cobilas. Godot Engine. GDLua. Interfa

ILuaFileConfg

this [string] odotEngine.GDLua.Interfa

ILuaTable Gets the table element with the specified name. (Cobilas.GodotEngine.GDLua.Interfa

Declaration leltem

(Cobilas.GodotEngine.GDLua.Interfa

ILuaTable this[string name] { get; }

Parameters

Туре		Name	Description
string (https://learn.microsoft.com/dot	net/api/system.string)	name	The name of the table element to get.

Property Value

Туре		Description
ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces Table.html)	i.lLua	The ILuaTable (Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html) with the specified name.

Tables

Gets an array of all table elements contained in this table item.

Declaration

ILuaTable[] Tables { get; }

Property Value

Туре	Description
ILuaTable	An array of
(Cobilas.GodotEngine.GDLua.Interfaces.ILua	Tab ILuaTable
le.html)	(Cobilas.GodotEngine.GDLua.Interfaces.ILuaTable.html)
[] \	elements.

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ILuaFile
(Cobilas.GodotEngine.GDLua.Interfa
ILuaFileConfg
(Cobilas.GodotEngine.GDLua.Interfa
ILuaTable
(Cobilas.GodotEngine.GDLua.Interfa
ILuaTableItem
(Cobilas.GodotEngine.GDLua.Interfa