# **Getting started**

Let's get this party sta-a-a-arted!

## **Tools**

#### To program, you will need:

- a computer
- a text editor (not a text *processor* like Word)
  - Notepad theoretically ok but...
  - Notepad++
  - Sublime Text
  - 0 ...
- a compiler/interpreter for your language of choice
- (optional) some libraries written for your language of choice
- documentation for your tools and languages
  - o lots of it on the web
  - books

## Lua 5.1

#### http://www.lua.org

- interpreted (no separate compiling)
- dynamic (most checks happen at runtime)
- lightweight (few, sufficient features)
- simple syntax
- fast (for an interpreted language)
- very expressive/extensible
- widely used (Angry Birds, World of Warcraft UI, scripting of many very big games...)



### **ZeroBrane Studio**

A Lua integrated development environment (IDE):

- Lua interpreter
- text editor with Lua syntax highlighting
- debugger
- some useful libraries
- free and open source
- written in Lua!

#### ZeroBrane download

- Windows:
  - pick the zip archive, unzip it, copy the directory to eg. C:\Program
     Files
  - right click zbstudio.exe -> Pin to Start Menu
- Mac OS X:
  - pick the dmg archive, open it, copy ZeroBrane Studio to eg. Home
     -> Applications
  - drag ZeroBrane Studio to dock

# ZeroBrane "project"

- create directory LuaCourse (or something) in Documents (or where you want)
- menu Project -> Project Directory -> Choose, pick your directory
- save all your exercices there
- they show up in the "Project" pane on the left

# **Checking the install**

A good old "Hello World" program:

• open new file (ctrl-n)

```
print("Hello, world!")
```

- save it in a file hello.lua (ctrl-s)
- run it (F6)

Should output:

Hello, world!

## **Editor tweaks**

Menu Edit -> Preferences -> Settings: User

```
styles.indicator = {}
editor.tabwidth = 4
editor.usetabs = true
```

Save, restart ZeroBrane

### Lua ressources

- Reference manual: all there is to know. The entire definition of the language and its standard library.
- <u>Programming in Lua 1st ed.</u>: text book by the author of the language. Just as complete, but more accessible as learning material.
- <u>lua-users wiki</u>: snippets, FAQ, libraries...
- Google is your friend.