



DIVISION OF
DIGITAL CONTENTS
DONGSEO UNIVERSITY

Game Network Programming

Build Lua 5.1.5 with Visual Studio 2017

jintaeks@dongseo.ac.kr

May 7, 2019

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❖ Source

Lua is [free software](#) distributed in [source code](#). It may be used for any purpose, including commercial purposes, at absolutely no cost.

All [versions](#) are available for [download](#). The current version is [Lua 5.3](#) and its current release is [Lua 5.3.5](#).



[lua-5.3.5.tar.gz](#)
2018-06-26, 297K
md5: 4f4b4f323fd3514a68e0ab3da8ce3455
sha1: 112eb10ff04d1b4c9898e121d6bdf54a81482447

❖ Tools

The [lua-users wiki](#) lists many [user-contributed addons](#) for Lua, including tools, libraries, full distributions, and [binaries](#) for several platforms. [LuaForge](#) is the major repository for user-contributed tools, and includes

❖ Building

Lua is implemented in pure ANSI C and compiles unmodified in all platforms that have an ANSI C compiler. Lua also compiles cleanly as C++.


Lua is very easy to build and install. There are [detailed instructions](#) in the package but here is a simple terminal session that downloads the current release of Lua and builds it in Linux:

```
curl -R -O http://www.lua.org/ftp/lua-5.3.5.tar.gz
tar xzf lua-5.3.5.tar.gz
cd lua-5.3.5
make linux test
```

For Mac OS X, use `make macosx test`.

If you have trouble building Lua, [read the FAQ](#).

❖ Binaries

The current release is [Lua 5.3.5](#), released on 10 Jul 2018. 

❖ Lua 5.2

Lua 5.2 was released on 16 Dec 2011. Its [main new features](#) are yieldable pcall and metamethods, new lexical scheme for globals, ephemeron table library for bitwise operations, light C functions, emergency garbage collector, goto statement, and finalizers for tables.

The last release was [Lua 5.2.4](#), released on 07 Mar 2015. There will be no further releases of Lua 5.2.

❖ Lua 5.1

Lua 5.1 was released on 21 Feb 2006. Its main new features were a new module system, incremental garbage collection, new mechanism for vararg syntax for long strings and comments, mod and length operators, metatables for all types, new configuration scheme via luaconf.h, and a fully recursive parser.

The last release was [Lua 5.1.5](#), released on 17 Feb 2012. There will be no further releases of Lua 5.1.

❖ Lua 5.0

Lua 5.0 was released on 11 Apr 2003. Its main new features were collaborative multithreading via Lua coroutines, full lexical scoping instead of upvalues, metatables instead of tags and tag methods. Lua 5.0 also introduces booleans, proper tail calls, and weak tables. Other features are better support for packages, new API for loading Lua chunks, new error handling protocol, better error messages, and much more. Lua 5.0 was the first version to be released under the [new license](#).

The last release was [Lua 5.0.3](#), released on 26 Jun 2006. There will be no further releases of Lua 5.0.

❖ Lua 4.0

Lua 4.0 was released on 06 Nov 2000. Its main new features were multiple states, a new API, "for" statements, and full speed execution with full

❖ Lua 5.2

Lua 5.2 was released on 16 Dec 2011. Its **main new features** are yieldable pcall and metamethods, new library for bitwise operations, light C functions, emergency garbage collector, goto statement, and finalizers for the last release was **Lua 5.2.4**, released on 07 Mar 2015. There will be no further releases of Lua 5.2.

❖ Lua 5.1

Lua 5.1 was released on 21 Feb 2006. It introduced the **string** module for long strings and comments, and the **parser** module for parsing Lua code.

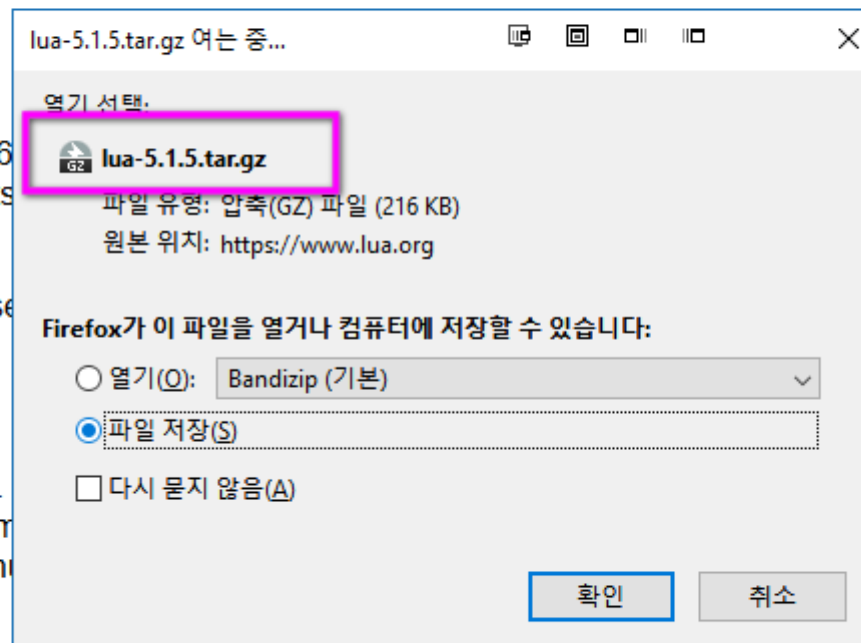
The last release was **Lua 5.1.5**, released on 28 Dec 2007.

❖ Lua 5.0

Lua 5.0 was released on 11 Apr 2003. It introduced **metatables** instead of tags and tag methods, **modules** for loading Lua code, **new API** for loading Lua code, and **new license**.

The last release was **Lua 5.0.3**, released on 26 Jun 2006. There will be no further releases of Lua 5.0.

❖ Lua 4.0



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GitHub - zupet/LuaTinker: LUA to C++ Binding Library
<https://github.com/zupet/LuaTinker> ▾
Jul 14, 2012 - New pull request. Find File. Clone or download ... lua.h · LuaTinker 0.5d, 7 years ago. lua_tinker.cpp · LuaTinker 0.5d, 7 years ago. lua_tinker.

GitHub - lipp/tinker: Lua module for tinkerforge bricks and bricklets
<https://github.com/lipp/tinker> ▾
Contribute to lipp/tinker development by creating an account on GitHub. ... Clone and: 또, 만약 그리하면, ...와, 및, 그리고
Lua module for bricks and bricklets by Tinkerforge GmbH.

GitHub - paroxysmofhappiness/Tinker
<https://github.com/paroxysmofhappiness/Tinker> ▾
Contribute to paroxysmofhappiness/Tinker development by creating an account on GitHub. ... Clone or download ... paroxysmofhappiness Update Tinker.lua.

LUA to C++ Binding Library "lua_tinker" - GitHub
<https://github.com/yanwei1983/luatinkerE> ▾ [Translate this page](#)
LUA to C++ Binding Library "lua_tinker" expand for c++11/14 and lua 5.3 - yanwei1983/luatinkerE. ...
New pull request. Find File. Clone or download ...

<https://github.com/lipp/tinker>

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LUA to C++ Binding Library

🕒 1 commit 🌿 1 branch 📦 0 releases 👤 1 contributor

Branch: master ▼ New pull request Create new file Upload files Find File Clone or download ▼

📁 zupet LuaTinker 0.5d

📄 .gitattributes	LuaTinker 0.5d	
📄 .gitignore	LuaTinker 0.5d	
📄 lauxlib.h	LuaTinker 0.5d	
📄 lua.h	LuaTinker 0.5d	
📄 lua_tinker.cpp	LuaTinker 0.5d	7 years ago
📄 lua_tinker.h	LuaTinker 0.5d	7 years ago
📄 luaconf.h	LuaTinker 0.5d	7 years ago

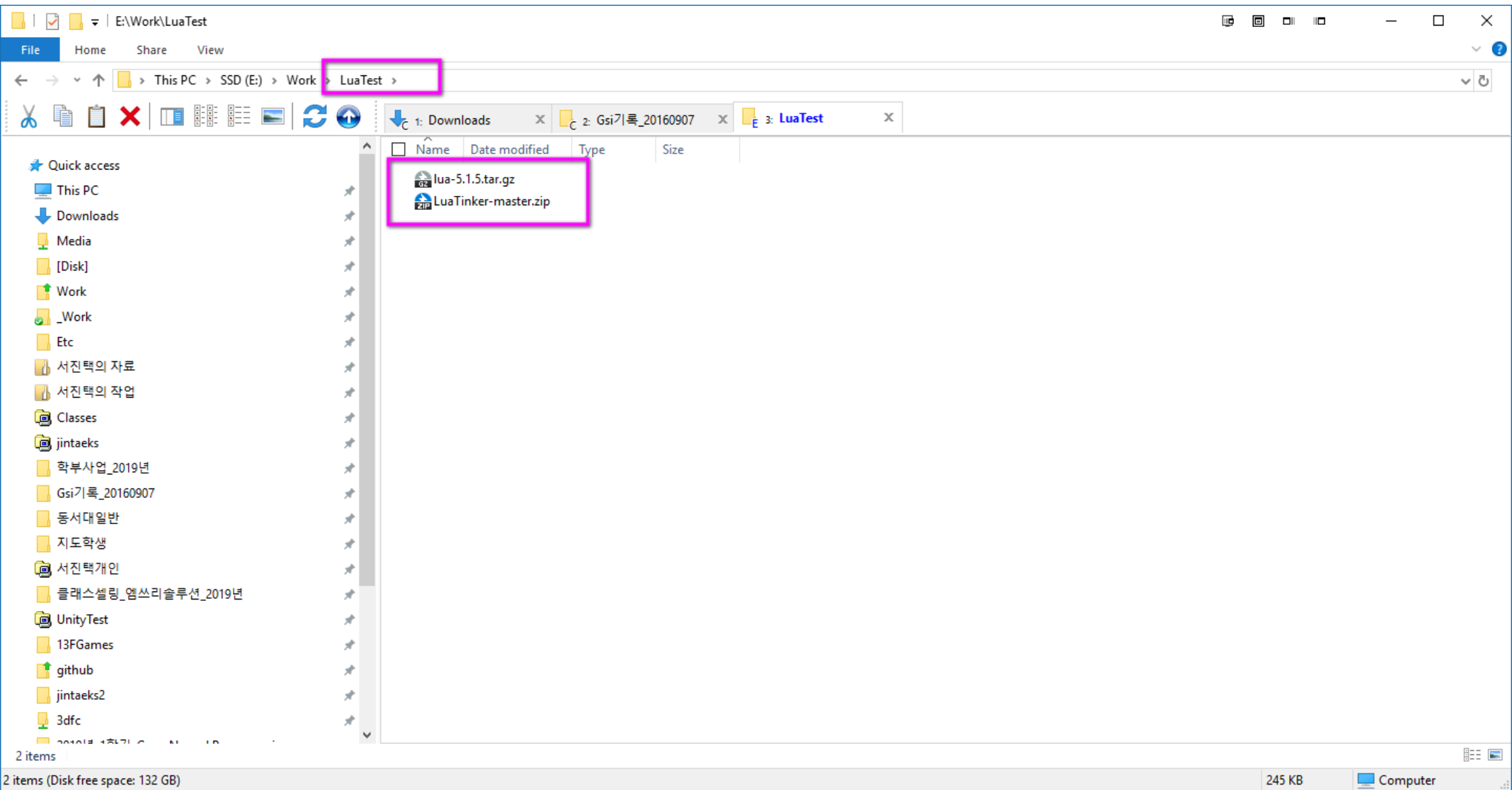
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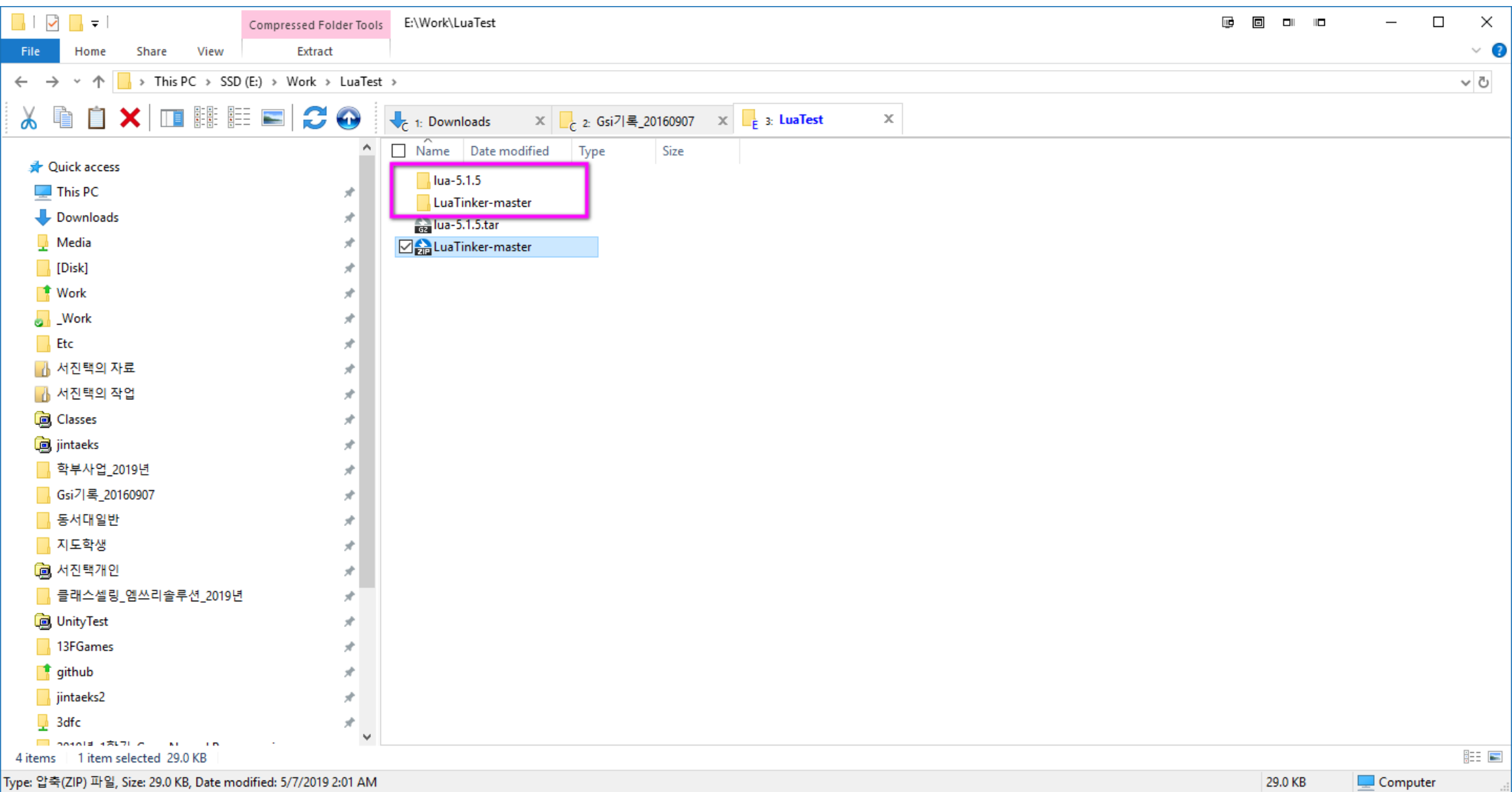
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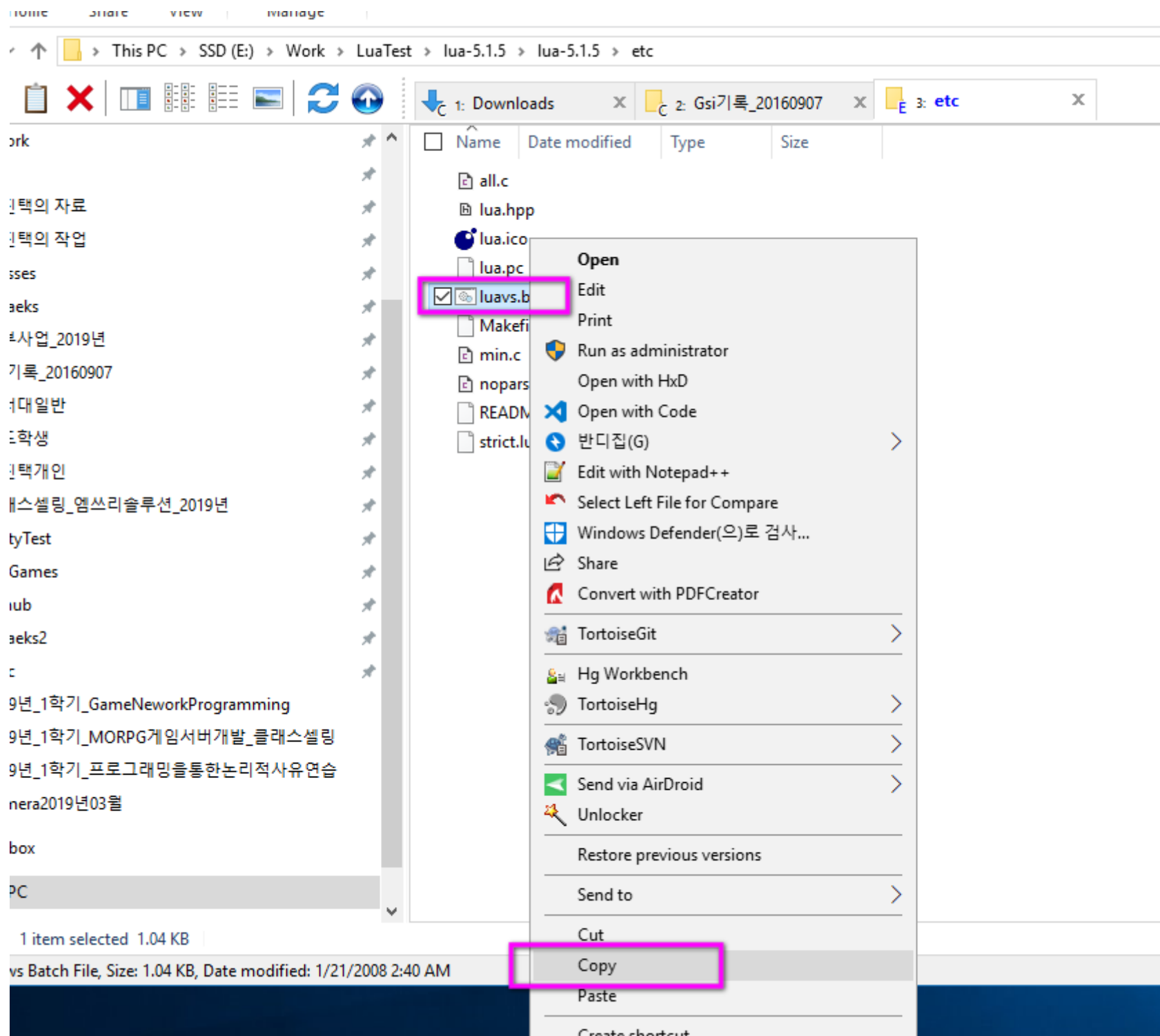
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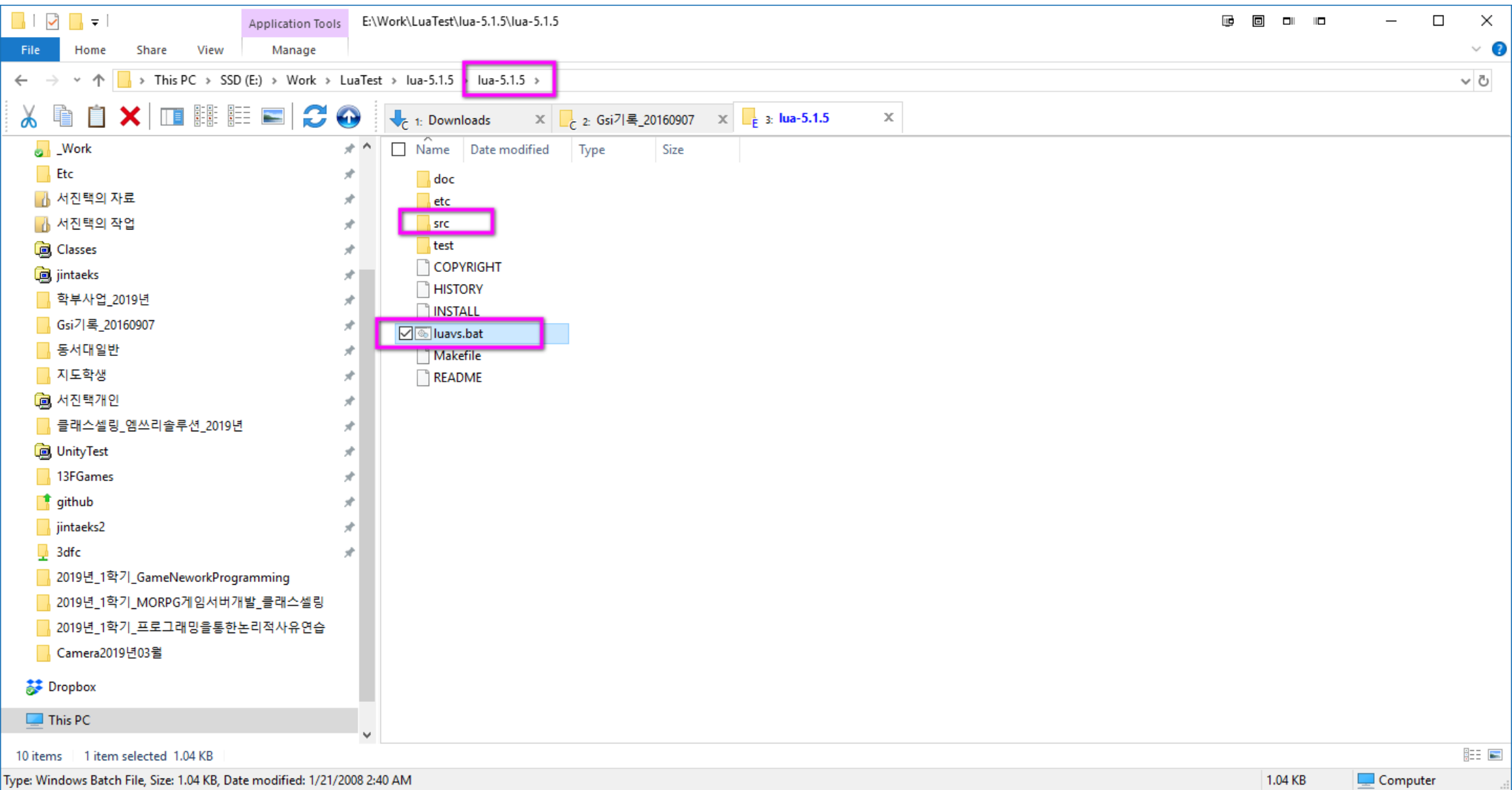
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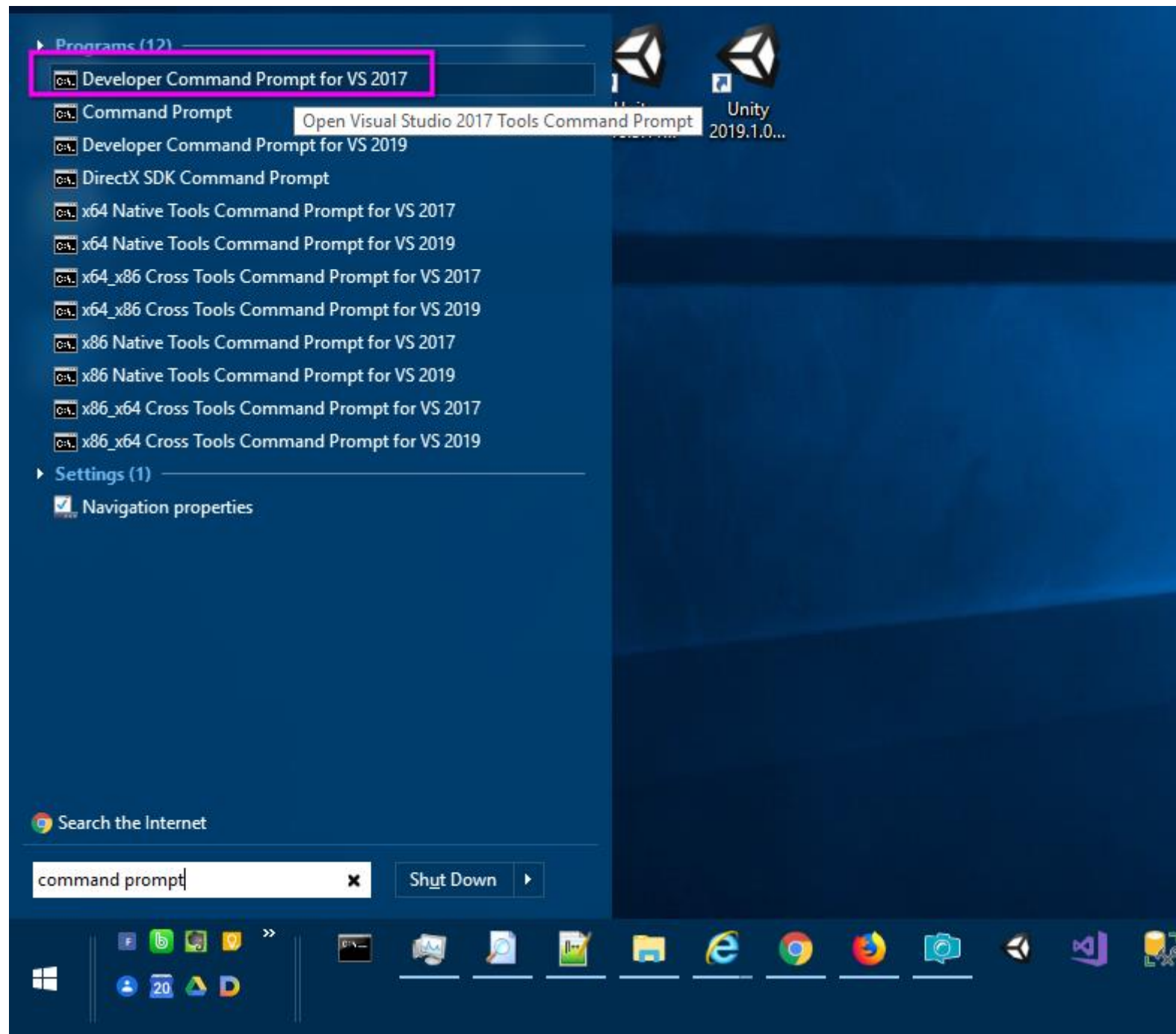
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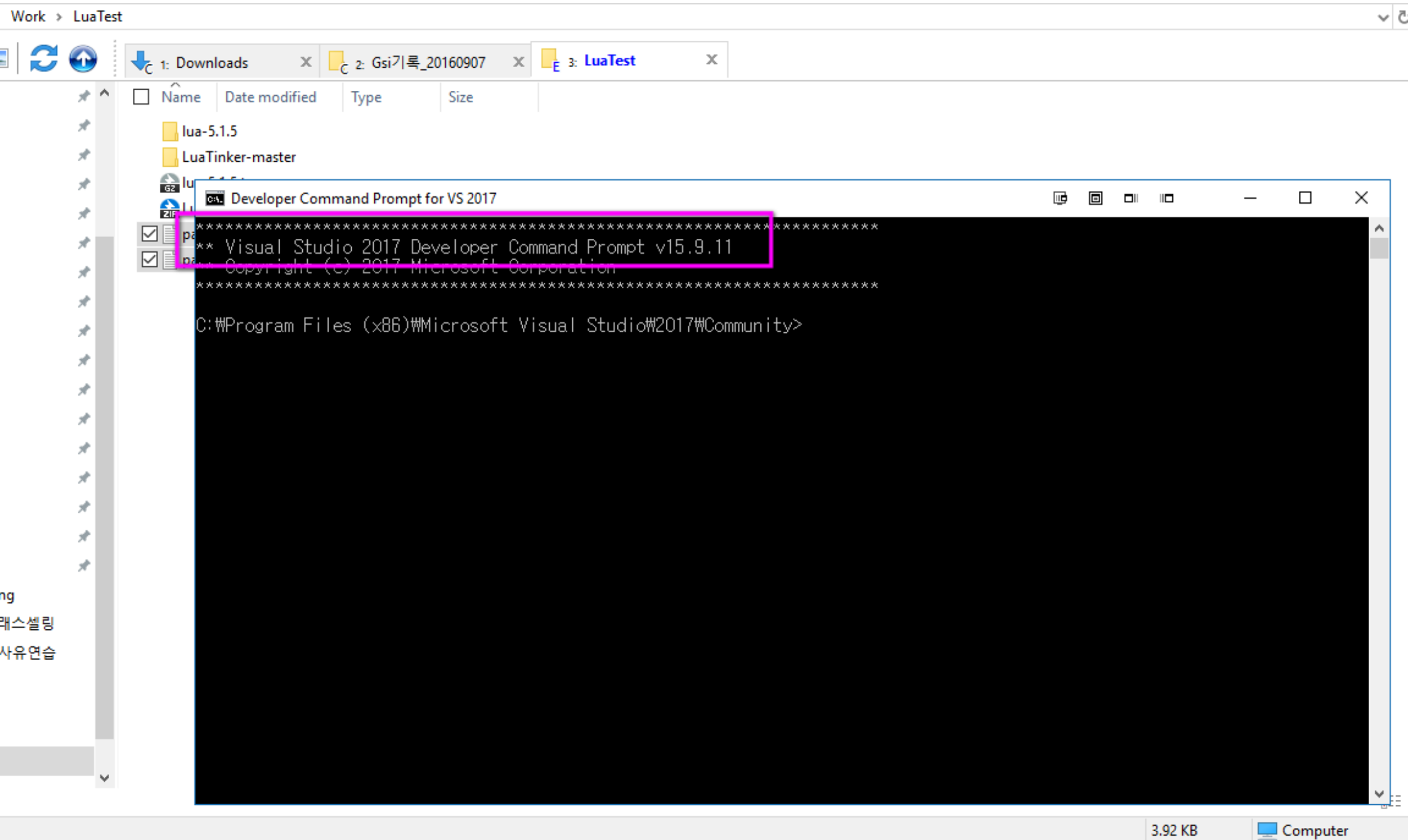


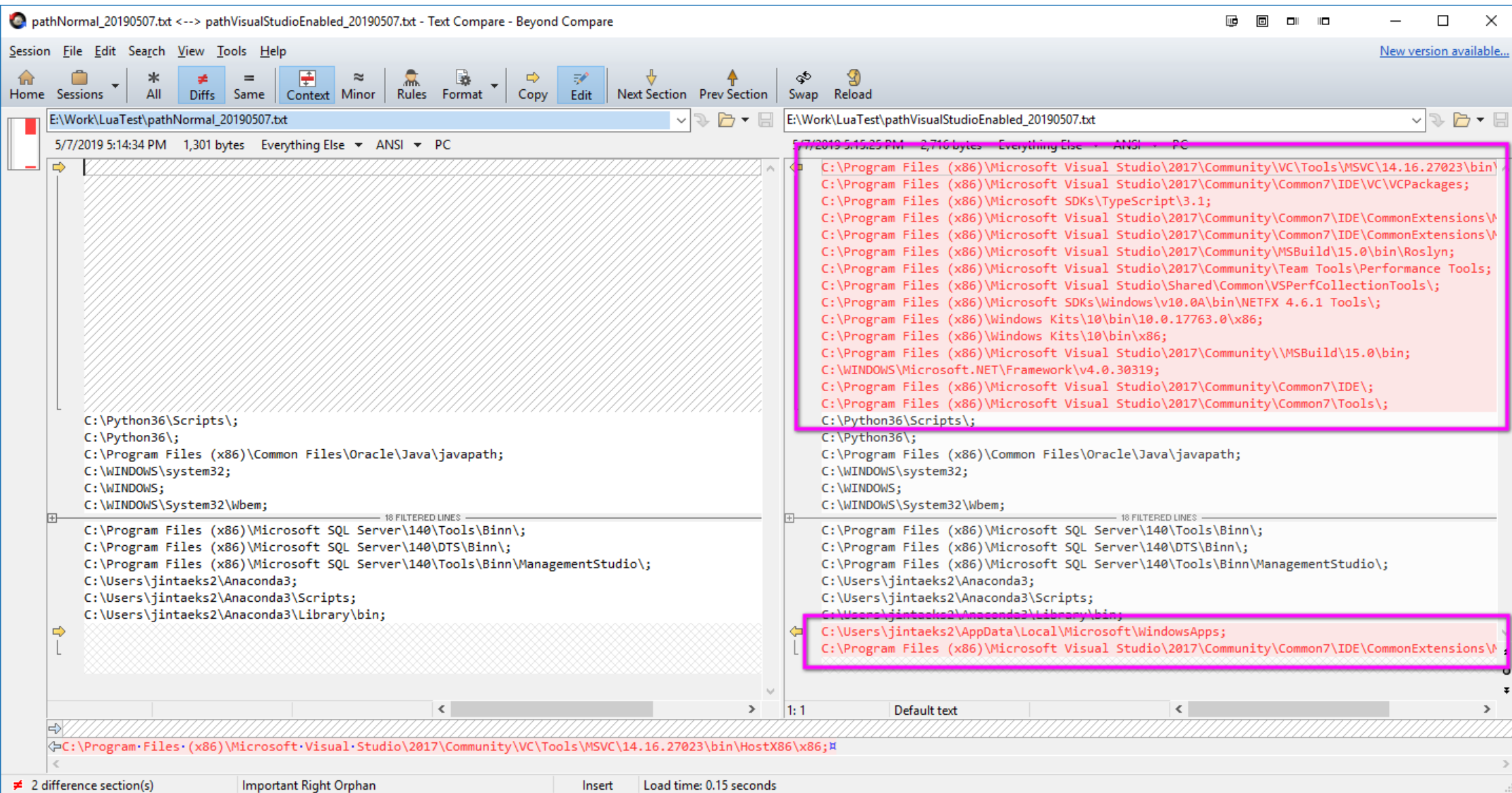












E:\Work\LuaTest\lua-5.1.5\lua-5.1.5

Share View

This PC > SSD (E:) > Work > LuaTest > lua-5.1.5 > lua-5.1.5

1: Downloads x 2: G시기록_20160907 x 3: lua-5.1.5 x

Name	Date modified	Type	Size
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- doc
- etc
- src
- test
- COPYRIGHT
- HISTORY
- INSTALL
- luavs.bat
- Makefile
- README

E:>cd E:\Work\LuaTest\lua-5.1.5\lua-5.1.5

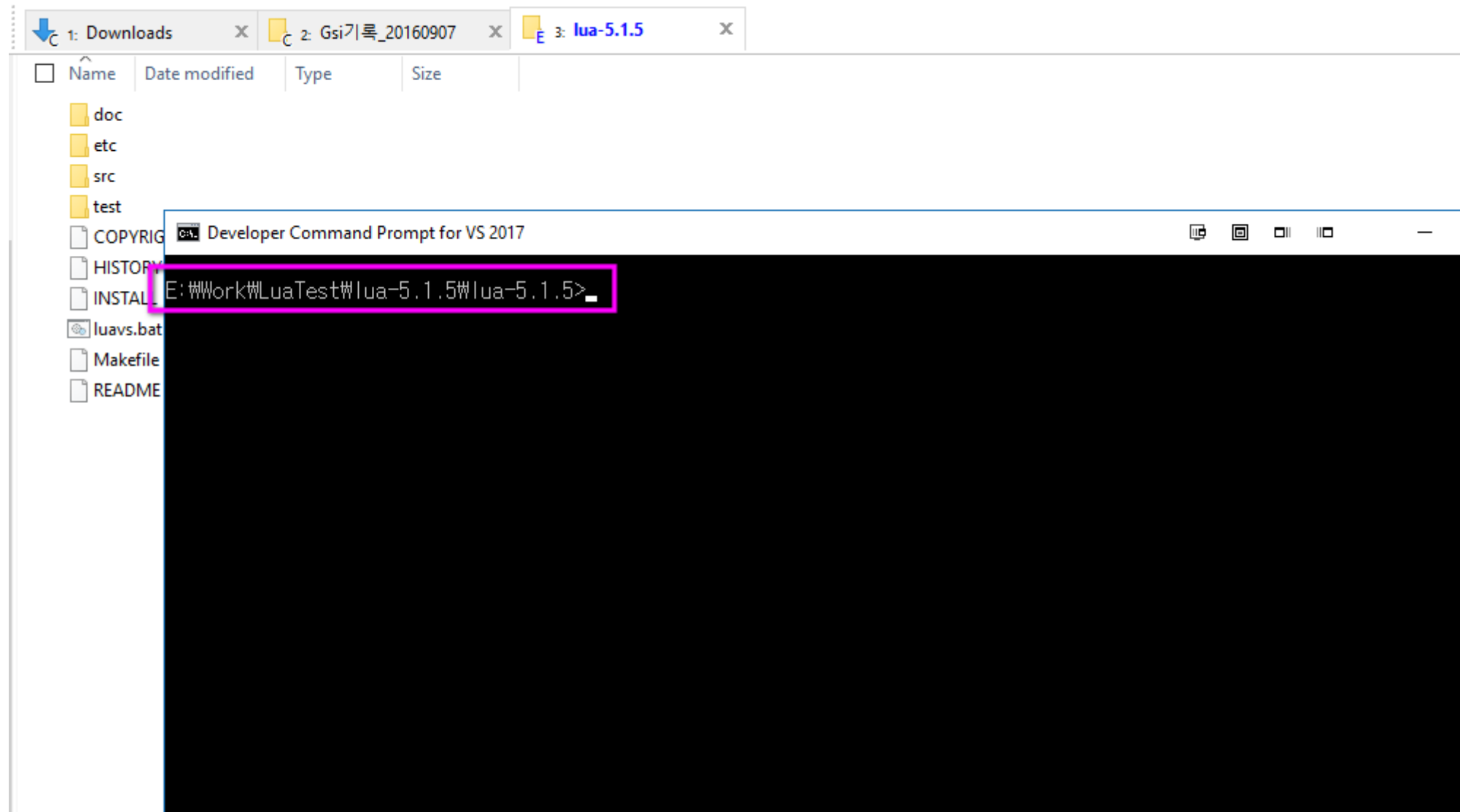
Developer Command Prompt for VS 2017

```
*****
** Visual Studio 2017 Developer Command Prompt v15.9.11
** Copyright (c) 2017 Microsoft Corporation
*****
```

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st > lua-5.1.5 > lua-5.1.5



› LuaTest › lua-5.1.5 › lua-5.1.5

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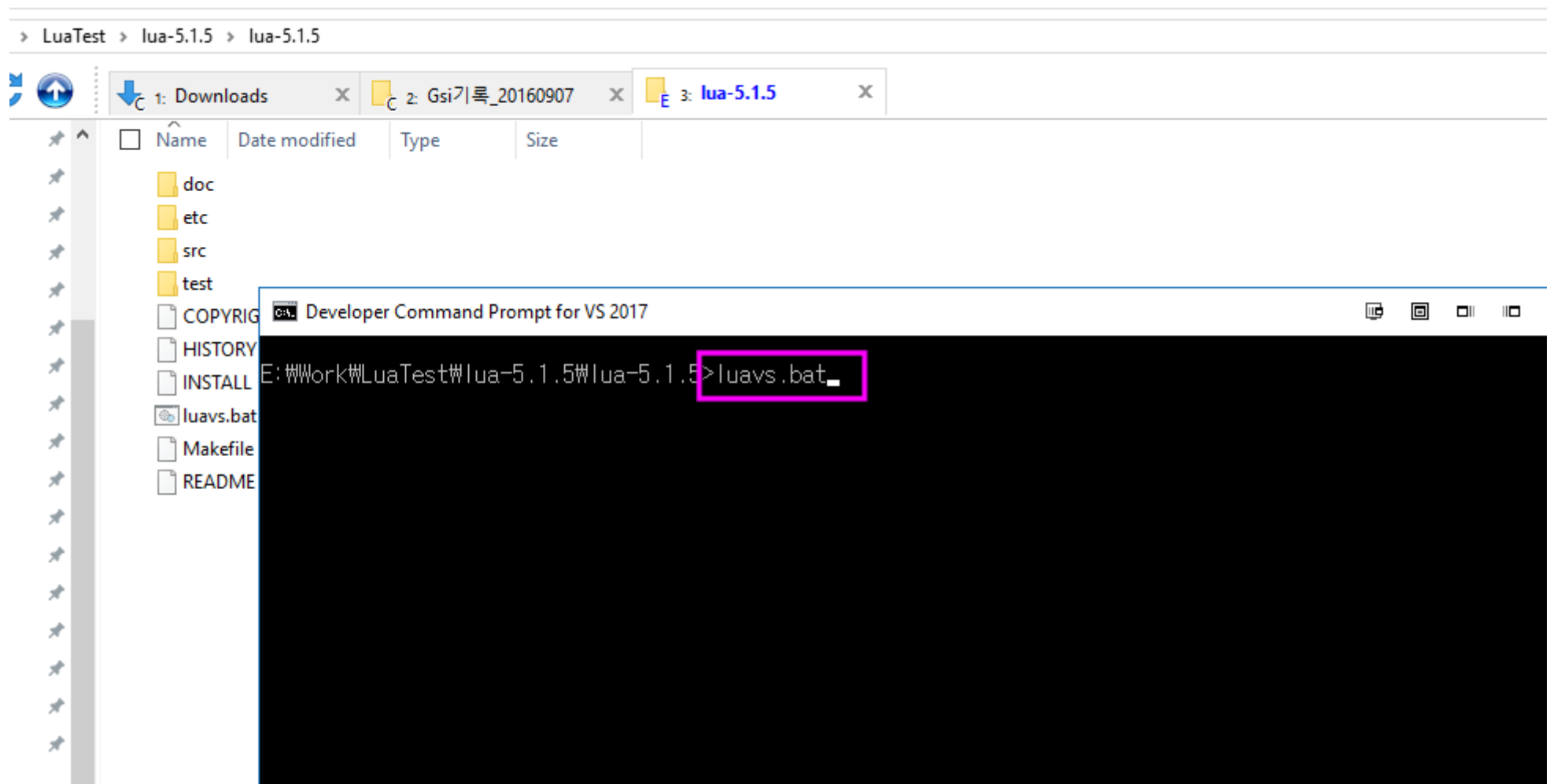
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INSTALL			
luavs.bat			
Makefile			
README			

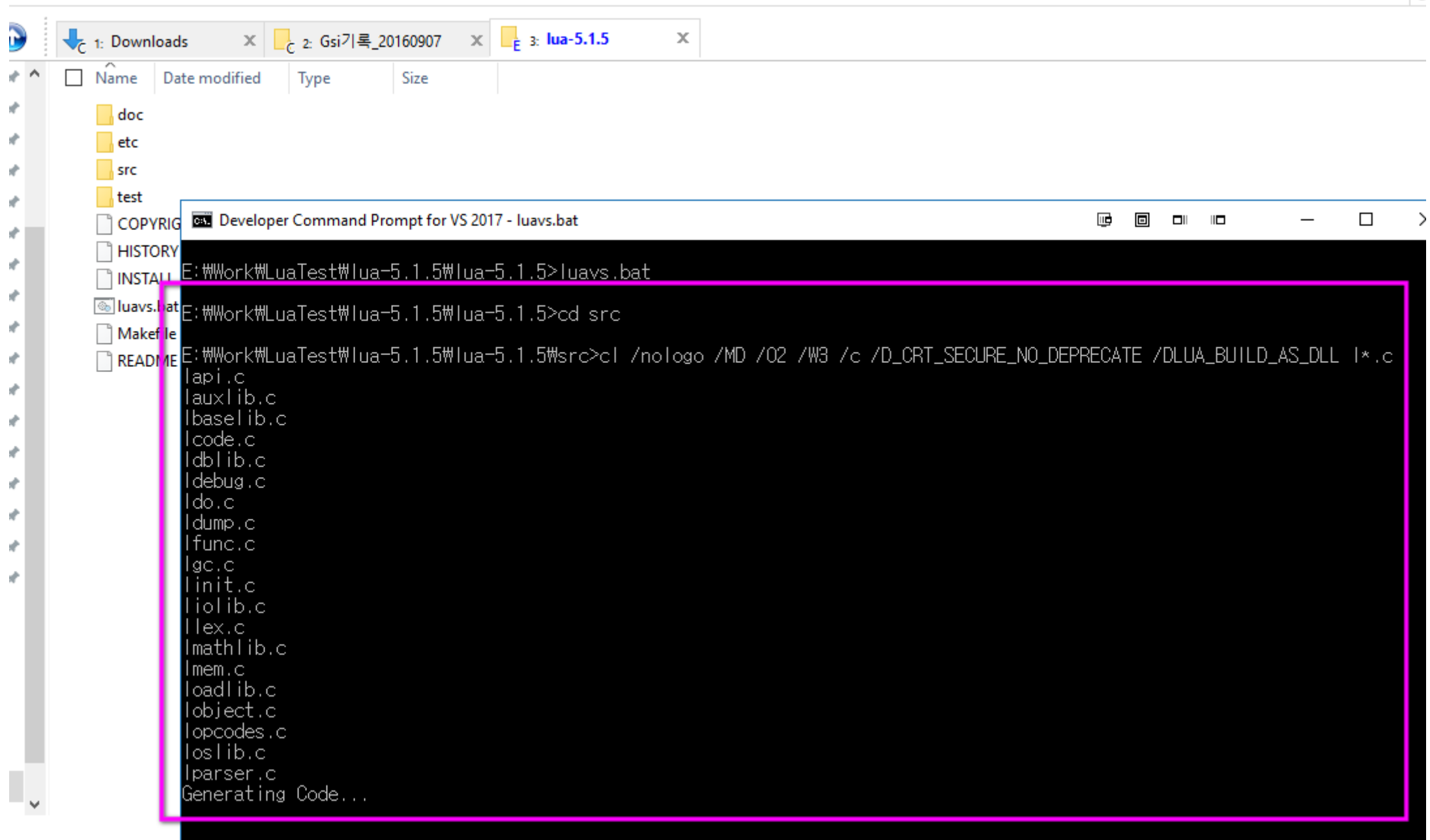
Developer Command Prompt for VS 2017

```
E:\Work\LuaTest\lua-5.1.5>type luavs.bat
@rem Script to build Lua under "Visual Studio .NET Command Prompt".
@rem Do not run from this directory; run it from the toplevel: etc\luavs.bat .
@rem It creates lua51.dll, lua51.lib, lua.exe, and luac.exe in src.
@rem (contributed by David Manura and Mike Pall)

@setlocal
@set MYCOMPILE=cl /nologo /MD /O2 /W3 /c /D_CRT_SECURE_NO_DEPRECATED
@set MYLINK=link /nologo
@set MYMT=mt /nologo

cd src
%MYCOMPILE% /DLUA_BUILD_AS_DLL *.c
del lua.obj luac.obj
%MYLINK% /DLL /out:lua51.dll *.obj
if exist lua51.dll.manifest^
    %MYMT% -manifest lua51.dll.manifest -outputresource:lua51.dll;2
%MYCOMPILE% /DLUA_BUILD_AS_DLL lua.c
%MYLINK% /out:lua.exe lua.obj lua51.lib
if exist lua.exe.manifest^
    %MYMT% -manifest lua.exe.manifest -outputresource:lua.exe
%MYCOMPILE% *.c print.c
del lua.obj linit.obj lbaselib.obj ldblib.obj liolib.obj lmathlib.obj^
    loslib.obj ltablib.obj lstrlib.obj loadlib.obj
%MYLINK% /out:luac.exe *.obj
if exist luac.exe.manifest^
```



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doc

etc

src

test

COPYRIGHT

HISTORY

INSTALL

luavs.bat

Makefile

README

Developer Command Prompt for VS 2017

lparser.c

Generating Code...

Compiling...

lstate.c

lstring.c

lstrlib.c

ltable.c

ltablib.c

lvm.c

lua.c

luac.c

lundump.c

lvm.c

lzio.c

print.c

Generating Code...

E:\Work\LuaTest\lua-5.1.5\lua-5.1.5\src>del lua.obj linit.obj lbaselib.obj ldblib.obj lioolib.obj lmathlib.obj loslib.obj ltablib.obj lstrlib.obj loadlib.obj

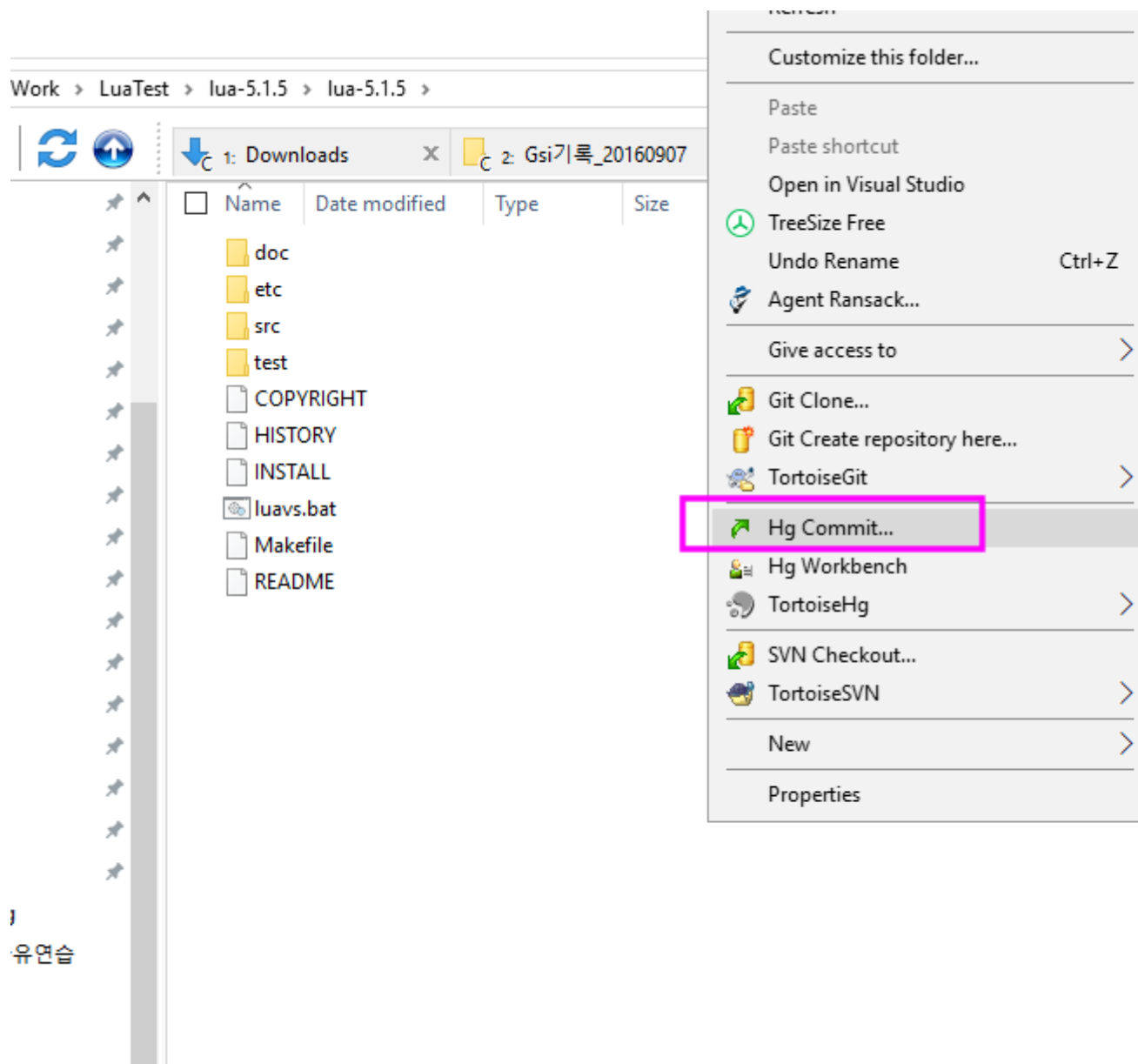
E:\Work\LuaTest\lua-5.1.5\lua-5.1.5\src>link /nologo /out:luac.exe *.obj

E:\Work\LuaTest\lua-5.1.5\lua-5.1.5\src>if exist luac.exe.manifest mt /nologo -manifest luac.exe.manifest -outputresource: luac.exe

E:\Work\LuaTest\lua-5.1.5\lua-5.1.5\src>del *.obj *.manifest

E:\Work\LuaTest\lua-5.1.5\lua-5.1.5\src>cd ..

E:\Work\LuaTest\lua-5.1.5\lua-5.1.5>



유연습

> Work > LuaTest > lua-5.1.5 > lua-5.1.5 > src

1: Downloads 2: Gsi기록_20160907 3: src

- | <input type="checkbox"/> | Name | Date modified | Type | Size |
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| <input checked="" type="checkbox"/> | luac.exe | | | |
| <input checked="" type="checkbox"/> | lua.exe | | | |
| <input checked="" type="checkbox"/> | lua51.dll | | | |
| <input checked="" type="checkbox"/> | lua51.exp | | | |
| <input checked="" type="checkbox"/> | lua51.lib | | | |
| <input type="checkbox"/> | Makefile | | | |
| <input type="checkbox"/> | ldo.c | | | |
| <input type="checkbox"/> | lua.h | | | |
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| <input type="checkbox"/> | lgc.c | | | |
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| <input type="checkbox"/> | loadlib.c | | | |
| <input type="checkbox"/> | ldblib.c | | | |
| <input type="checkbox"/> | lobject.h | | | |
| <input type="checkbox"/> | lapi.c | | | |
| <input type="checkbox"/> | ldebug.c | | | |
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| <input type="checkbox"/> | ltable.c | | | |
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| <input type="checkbox"/> | luaconf.h | | | |
| <input type="checkbox"/> | lauxlib.c | | | |

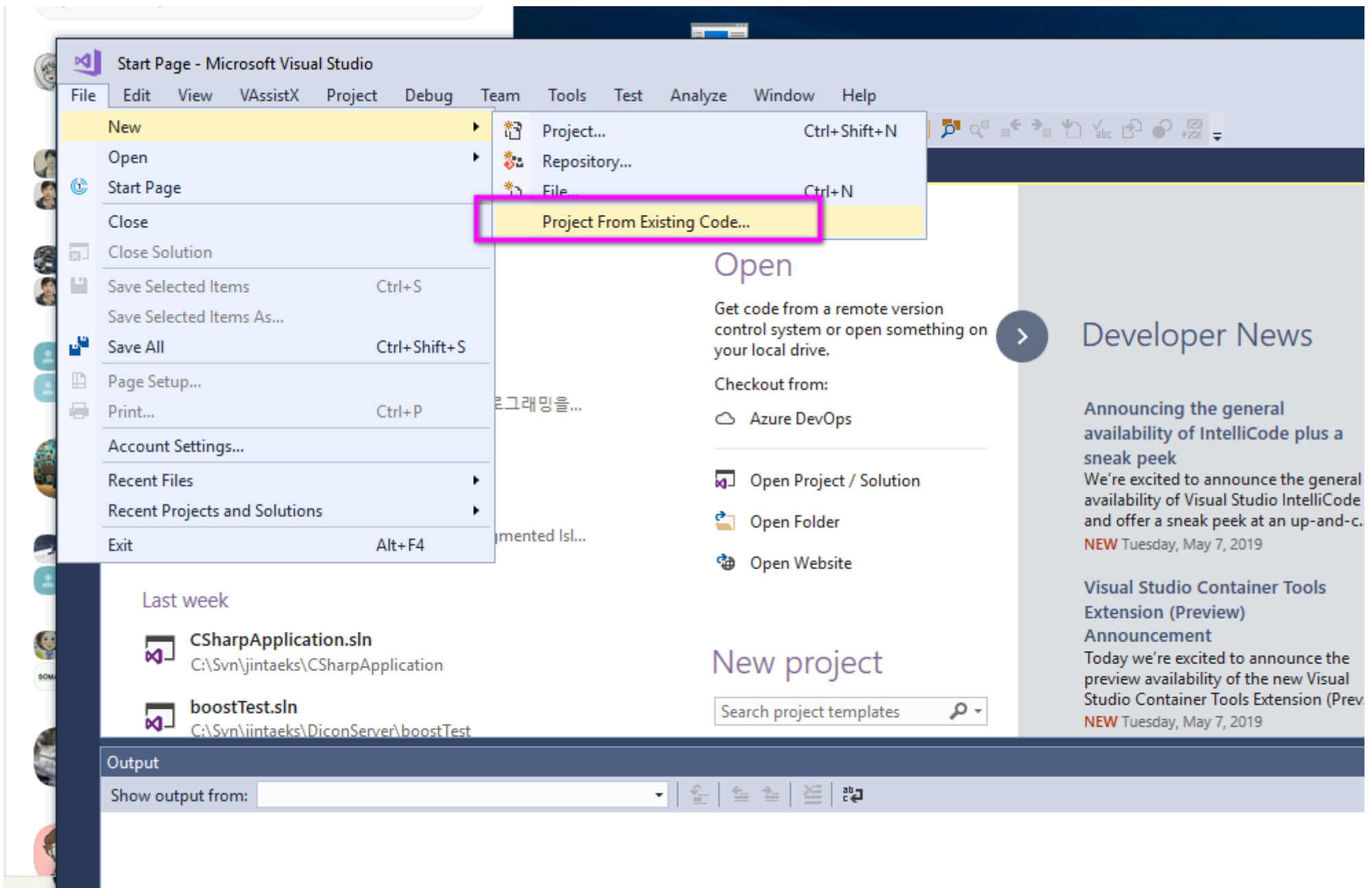
- lstate.c
- lstate.h
- ltm.c
- ltm.h

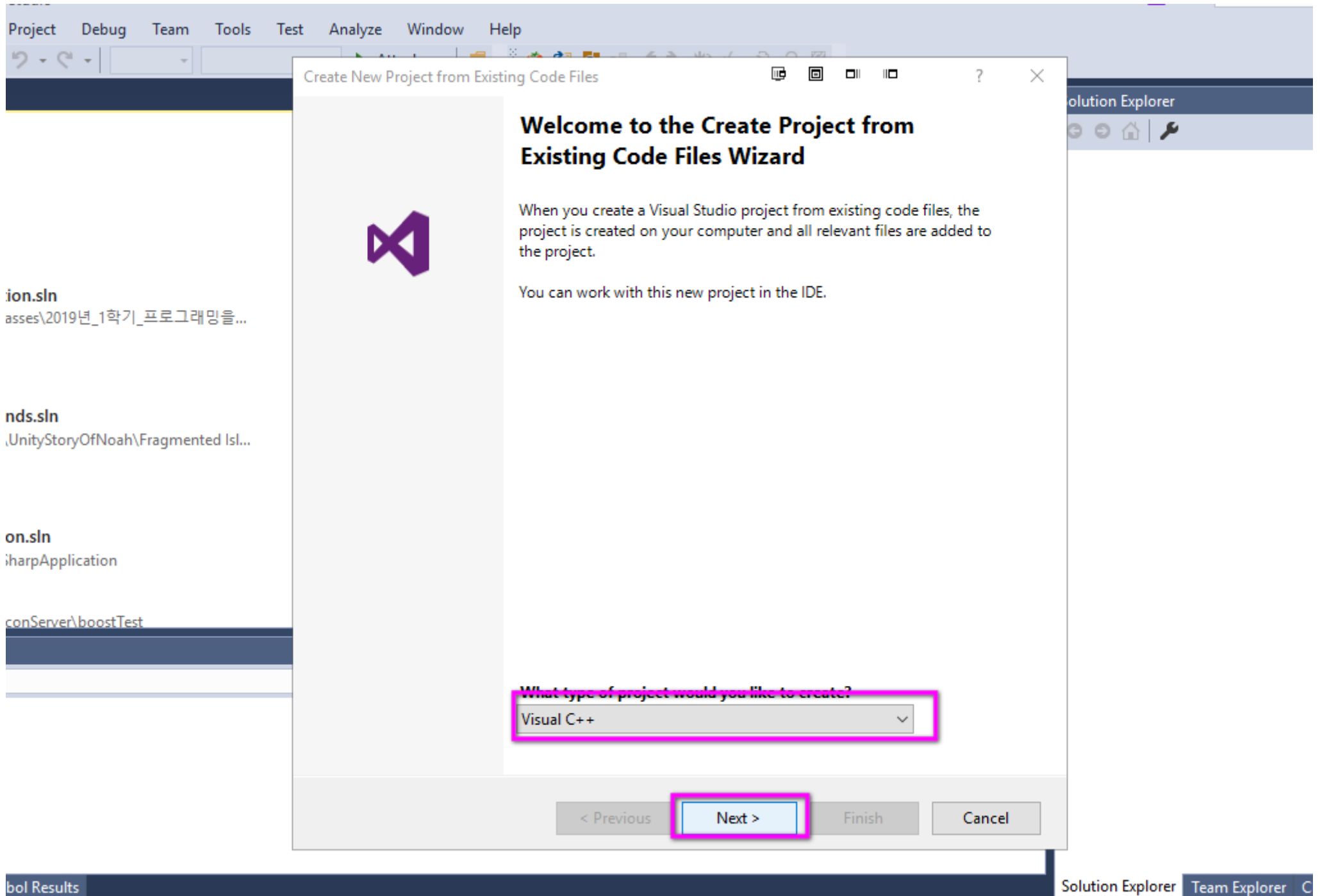
✓ LuaTest - commit

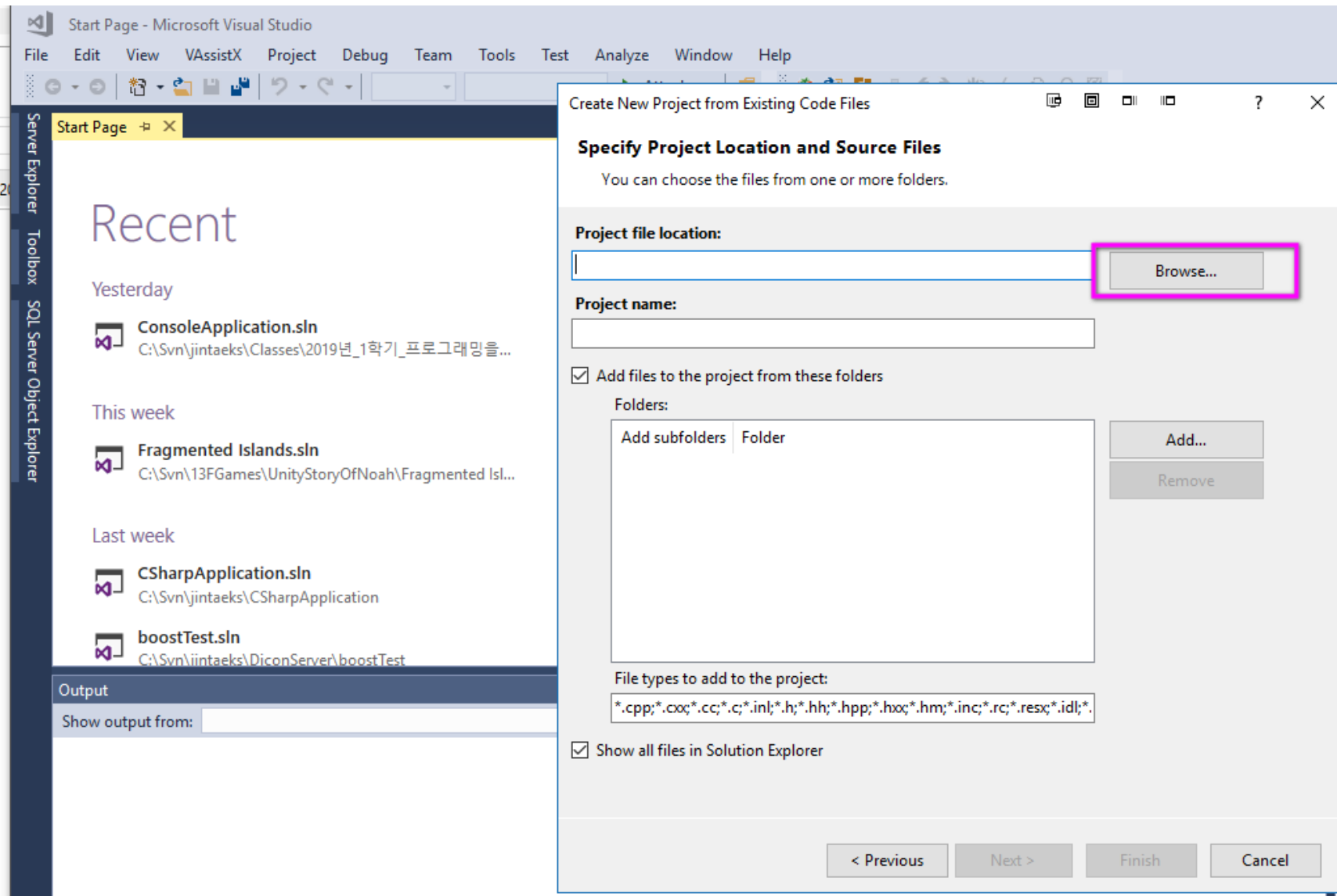
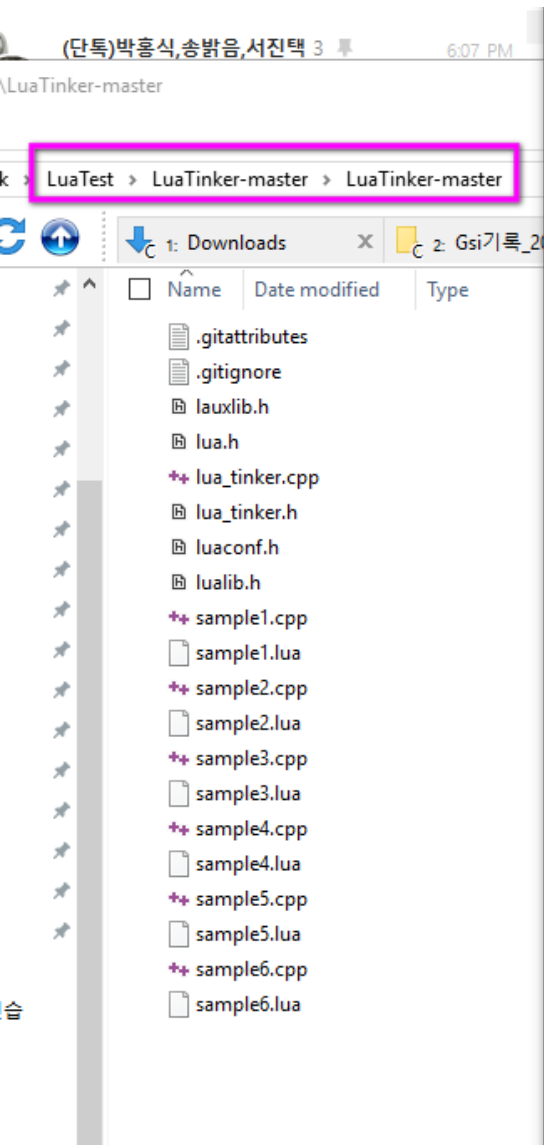
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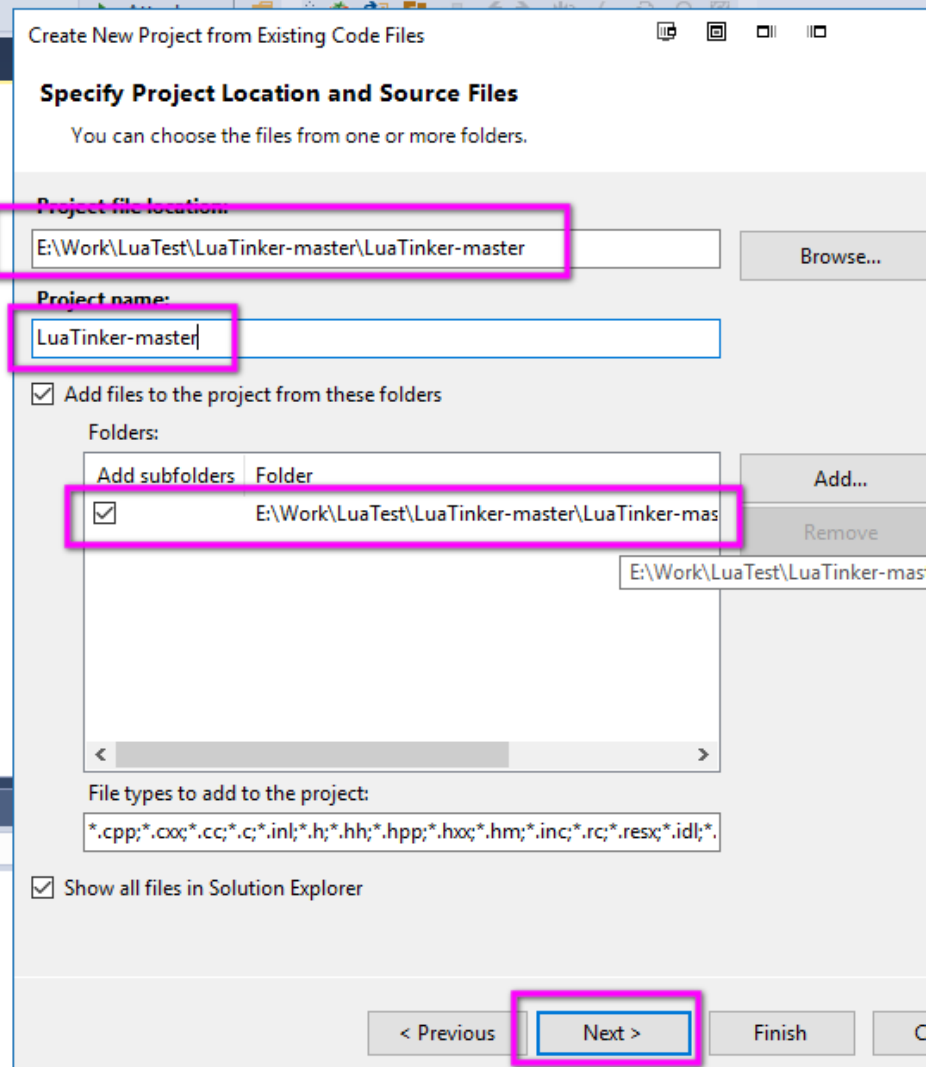
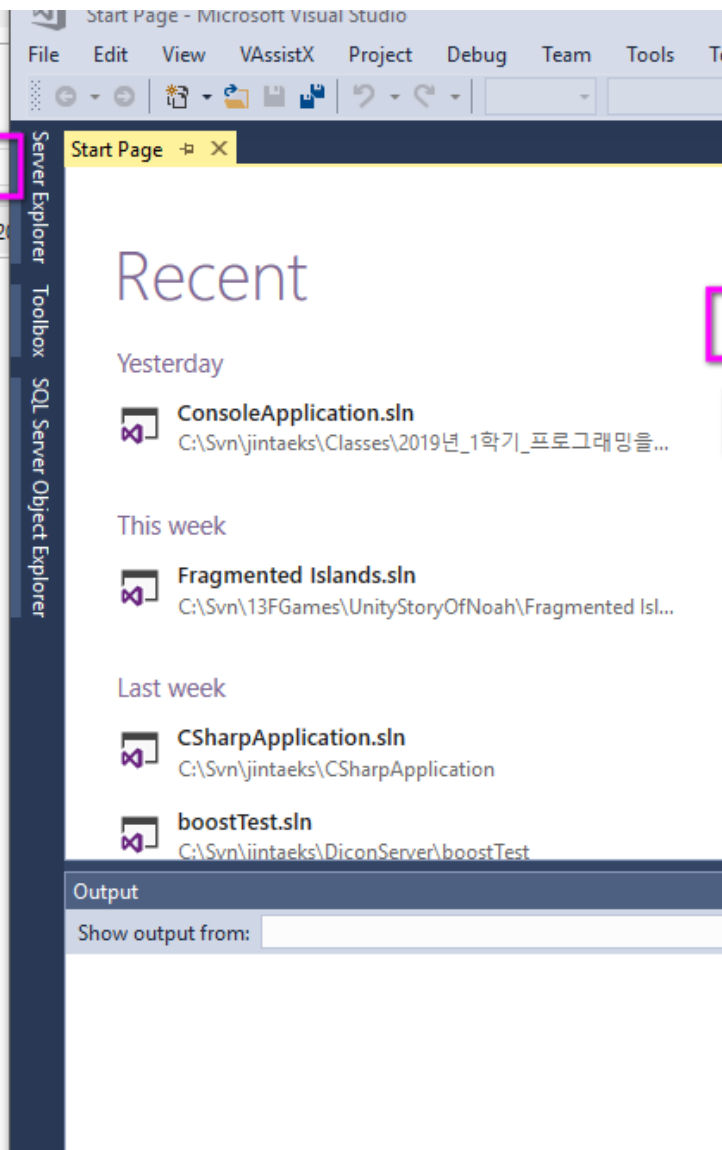
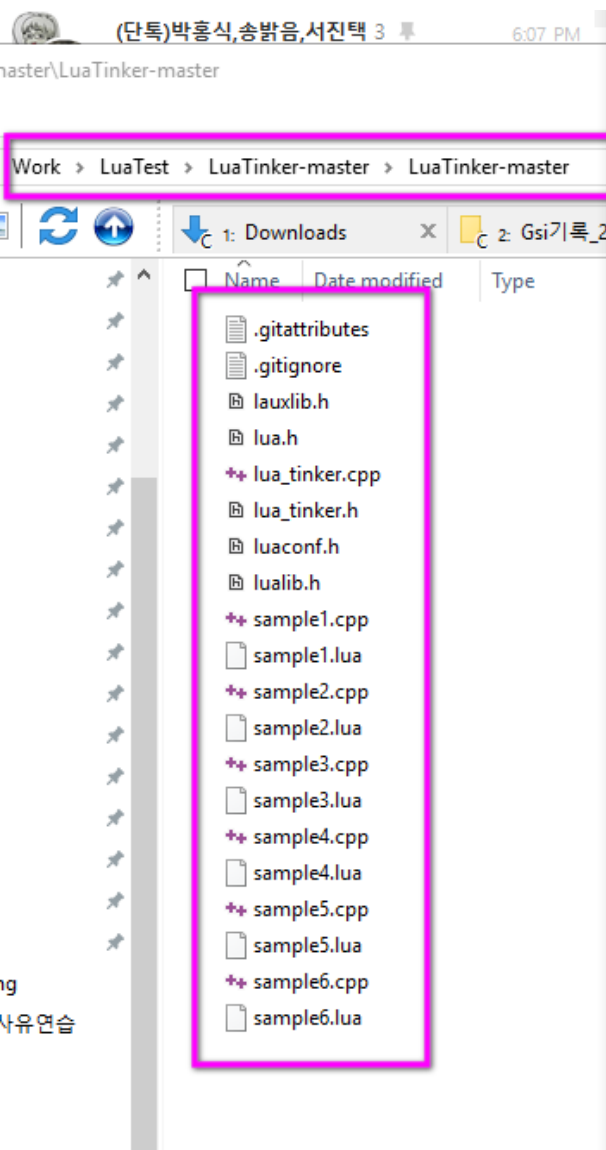
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<input type="checkbox"/>	? lua-5.1.5/lua-5.1.5/src/lua51.exp	exp	15
<input type="checkbox"/>	? lua-5.1.5/lua-5.1.5/src/lua51.lib	lib	25
<input type="checkbox"/>	? lua-5.1.5/lua-5.1.5/src/luac.exe	exe	78

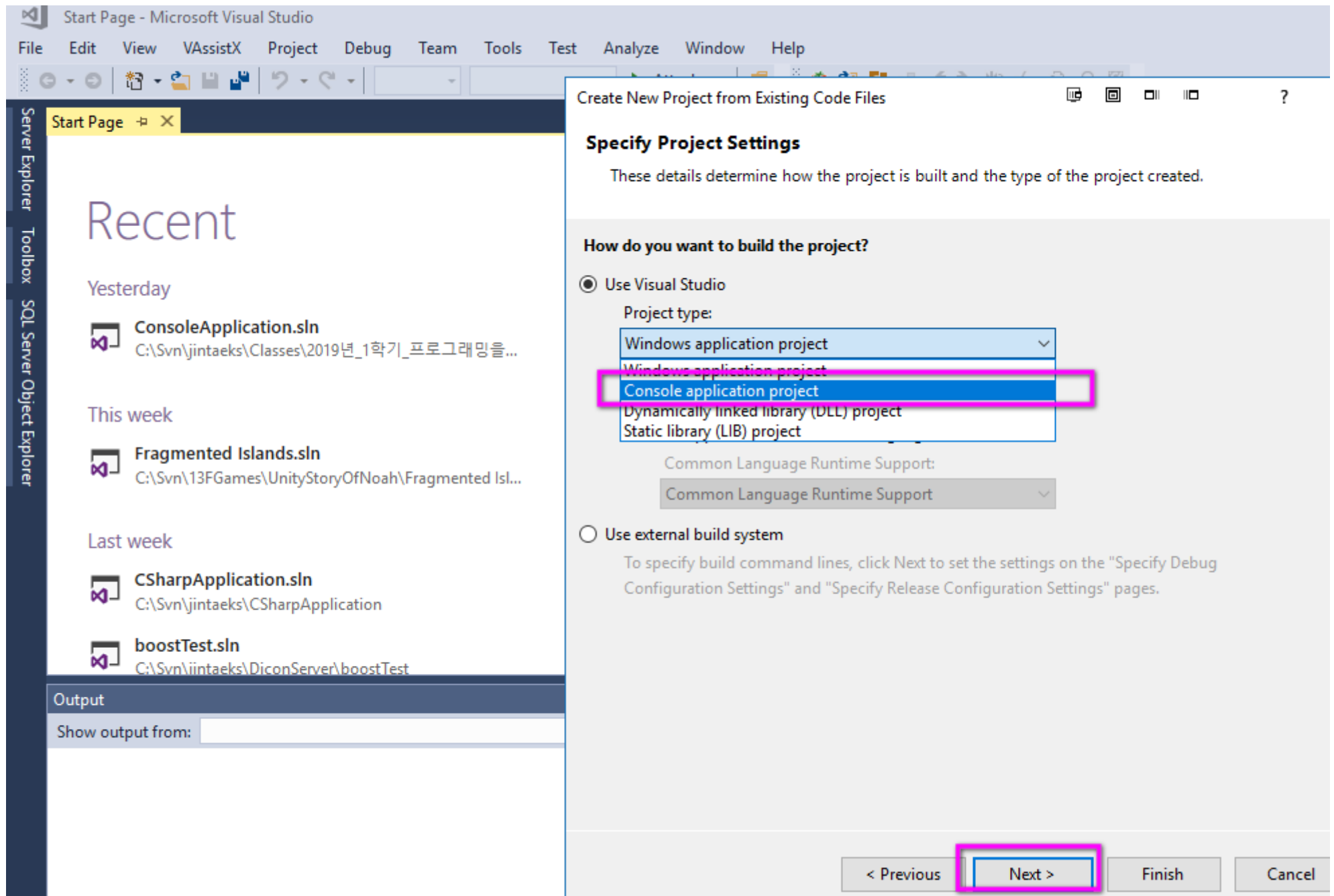
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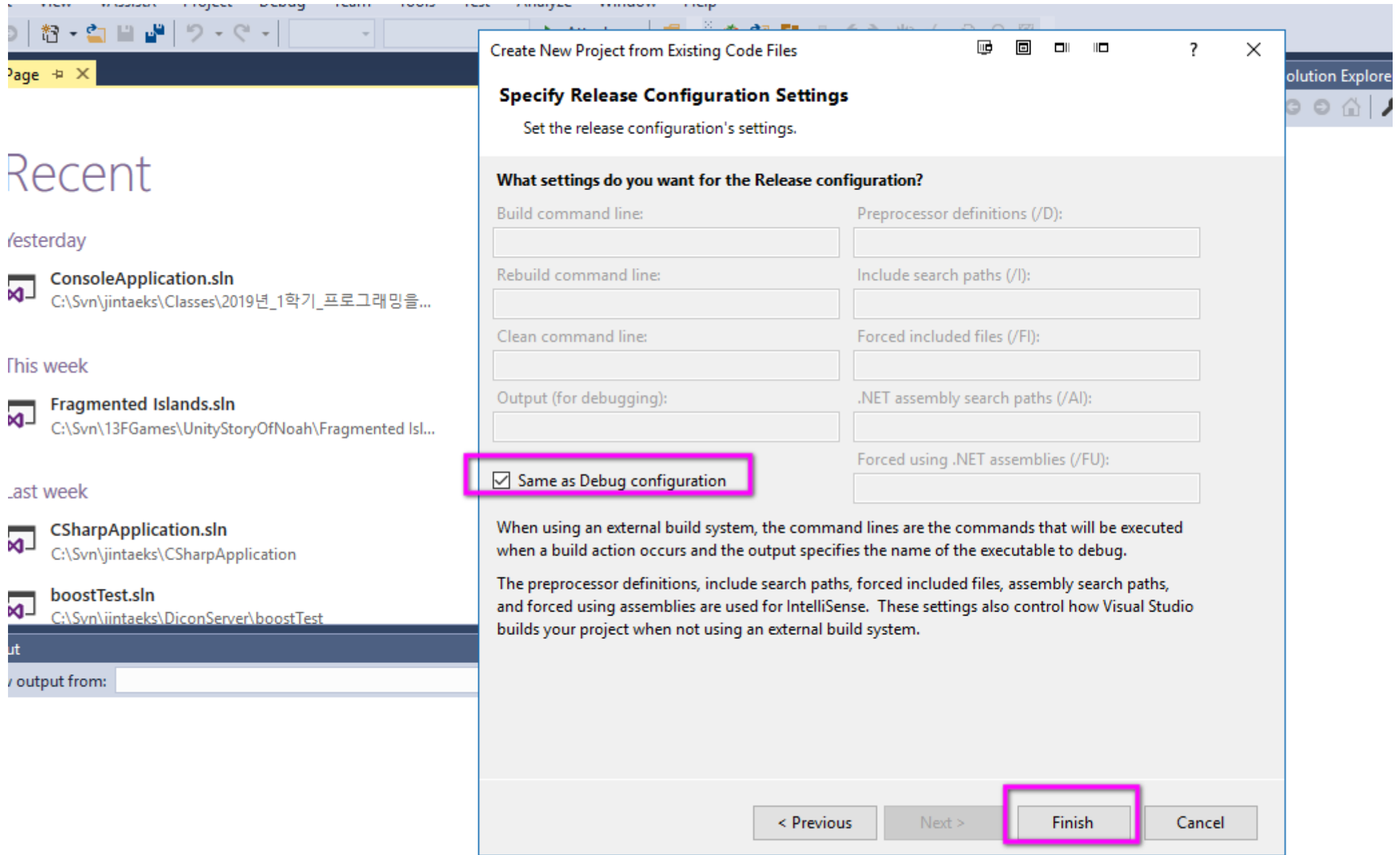


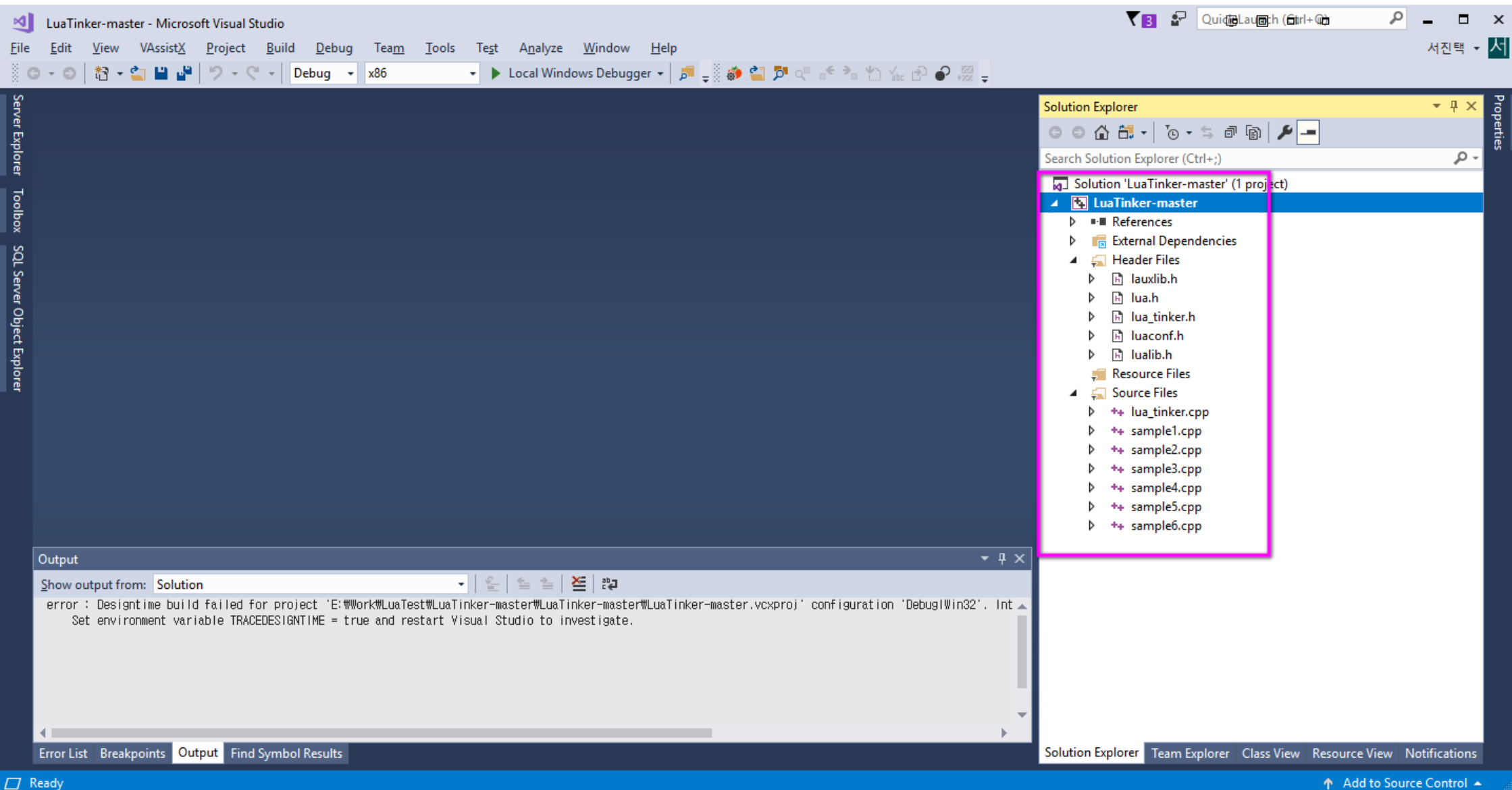


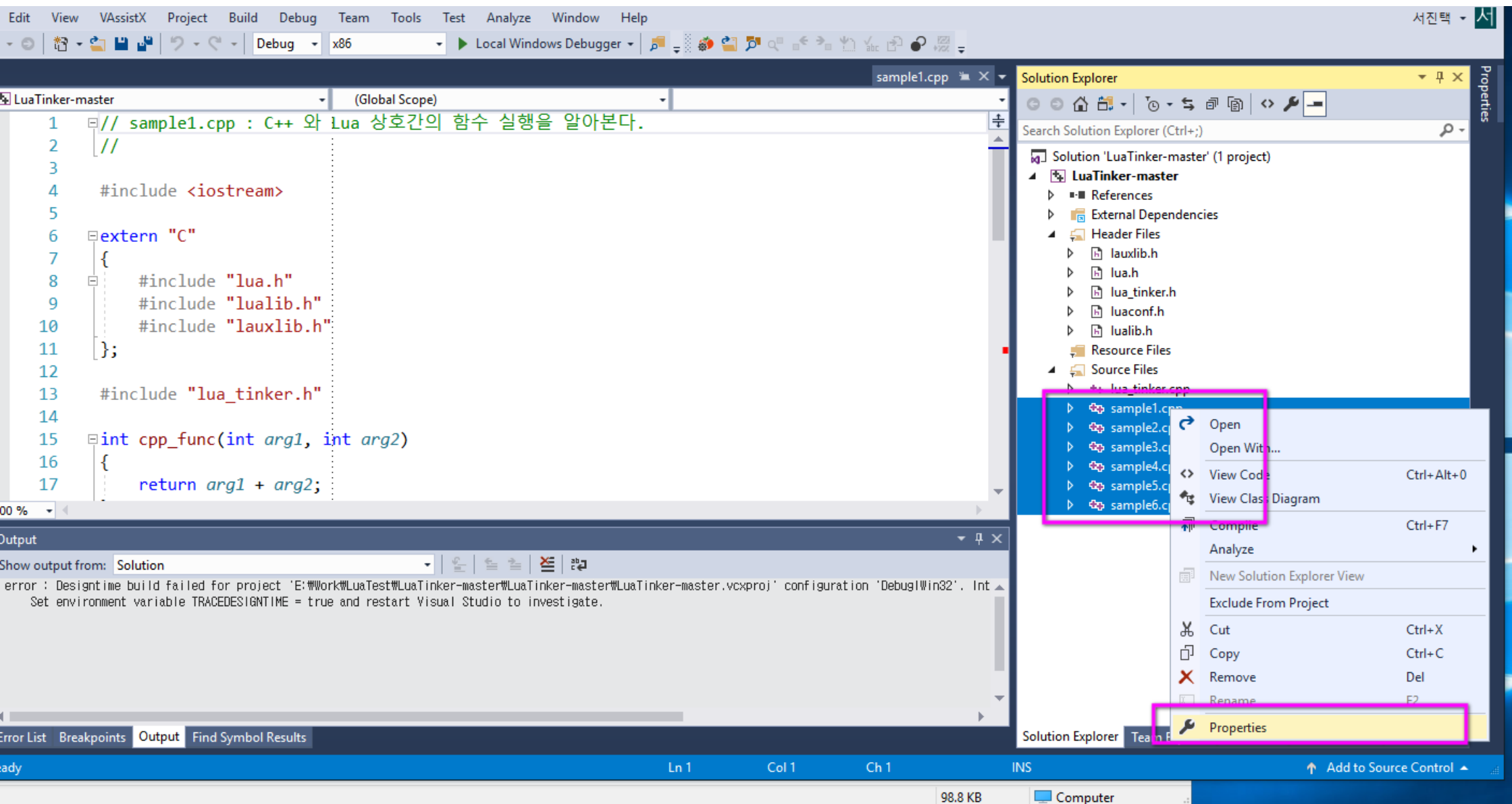


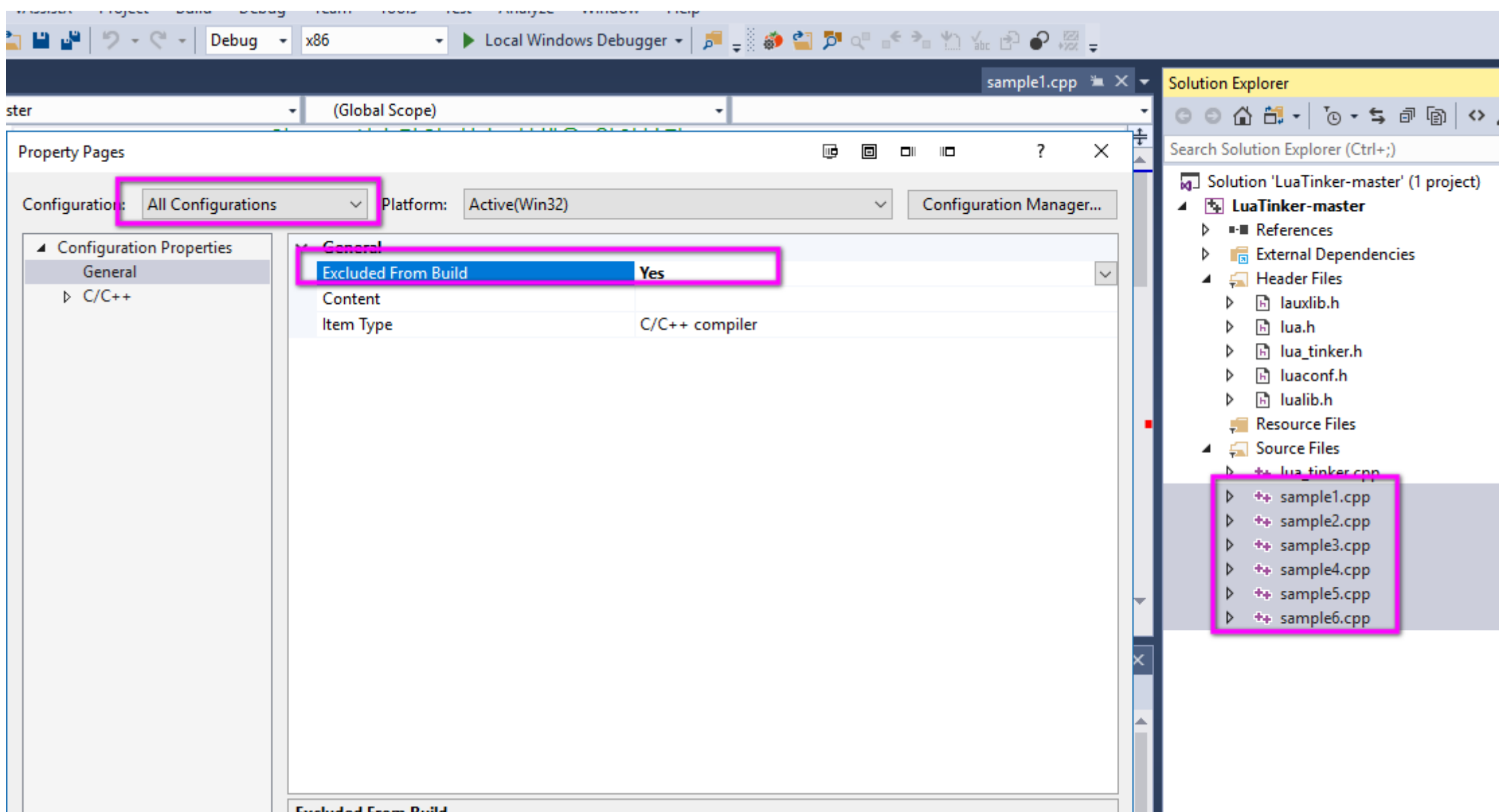


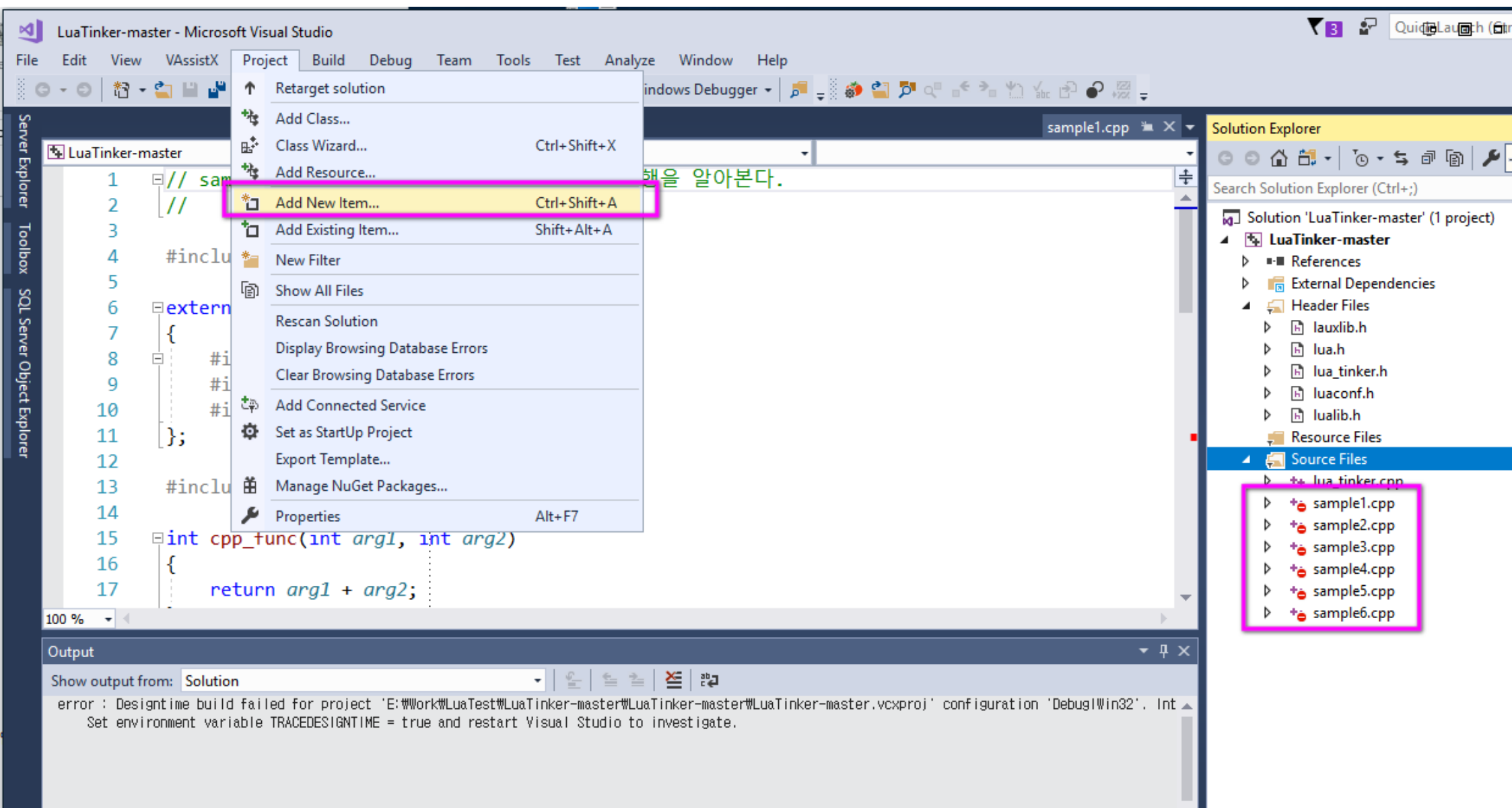


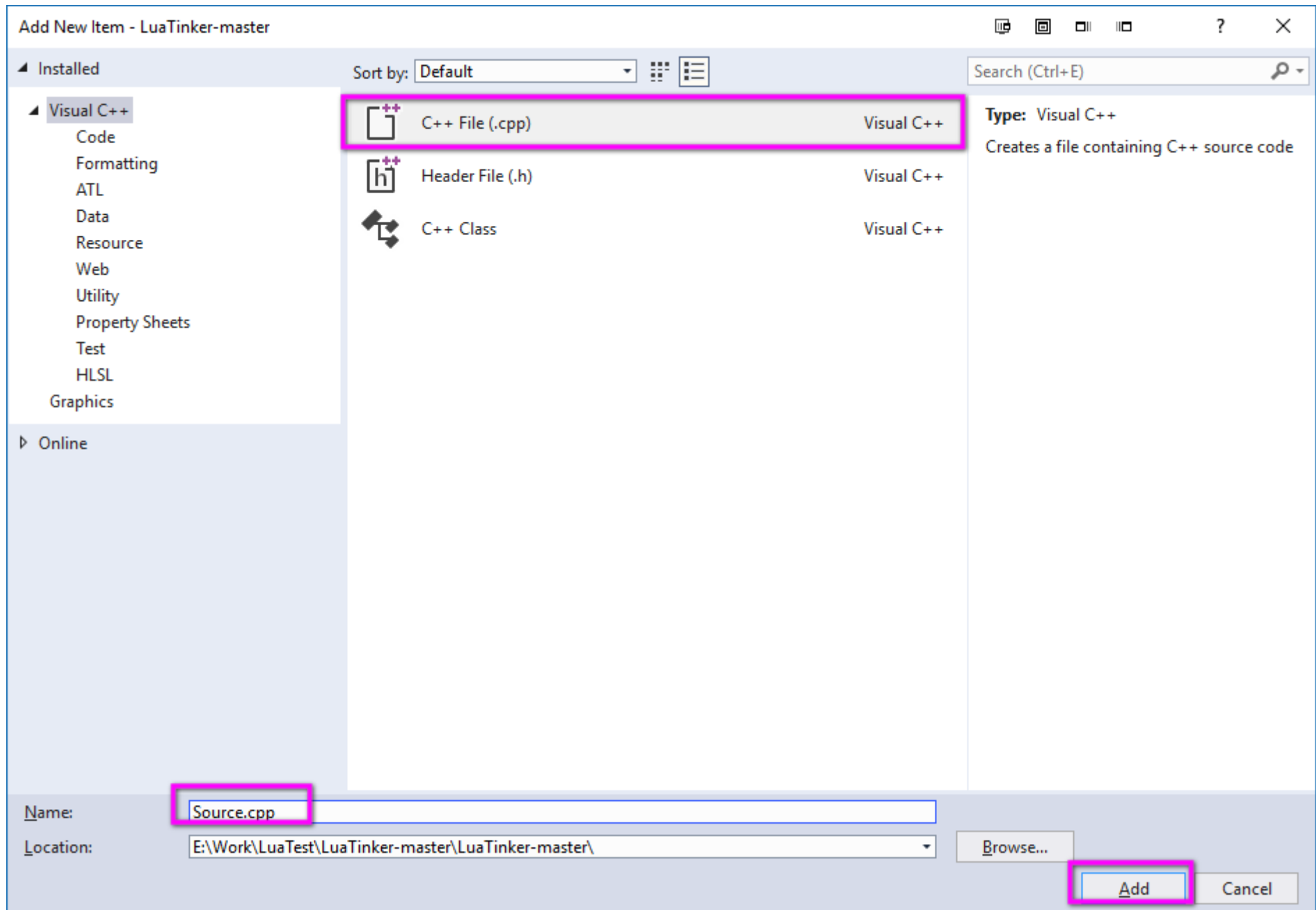


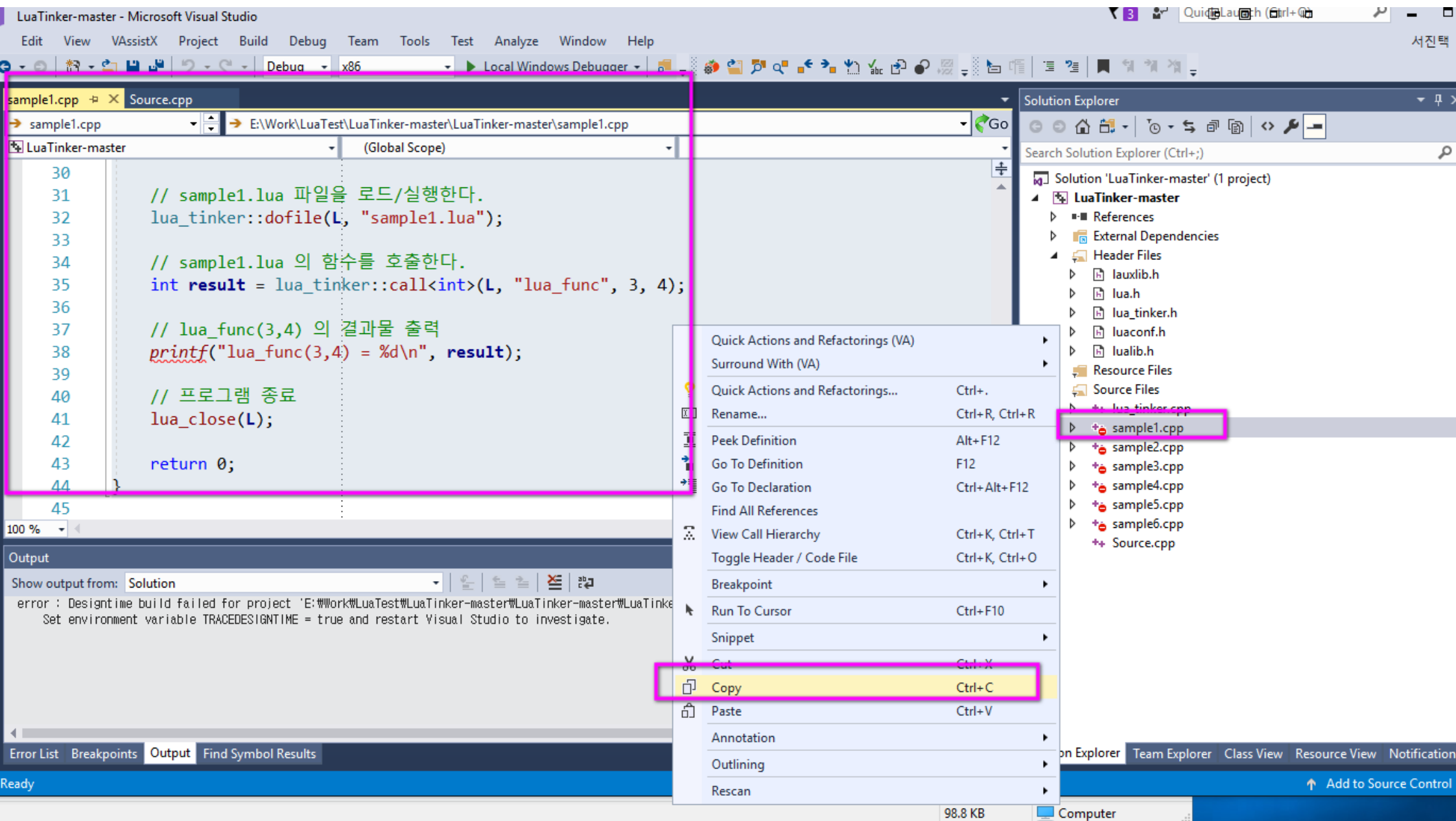


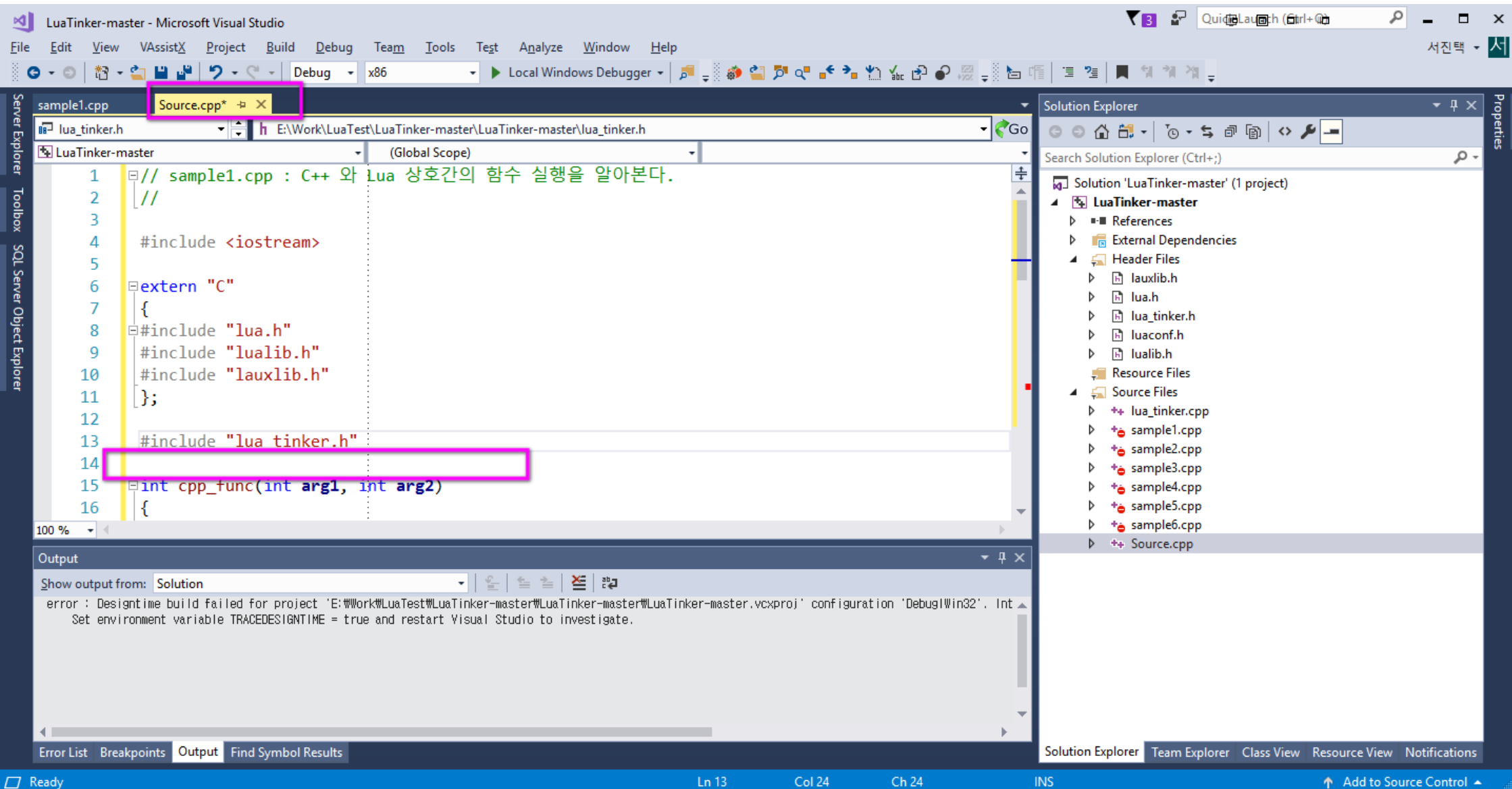










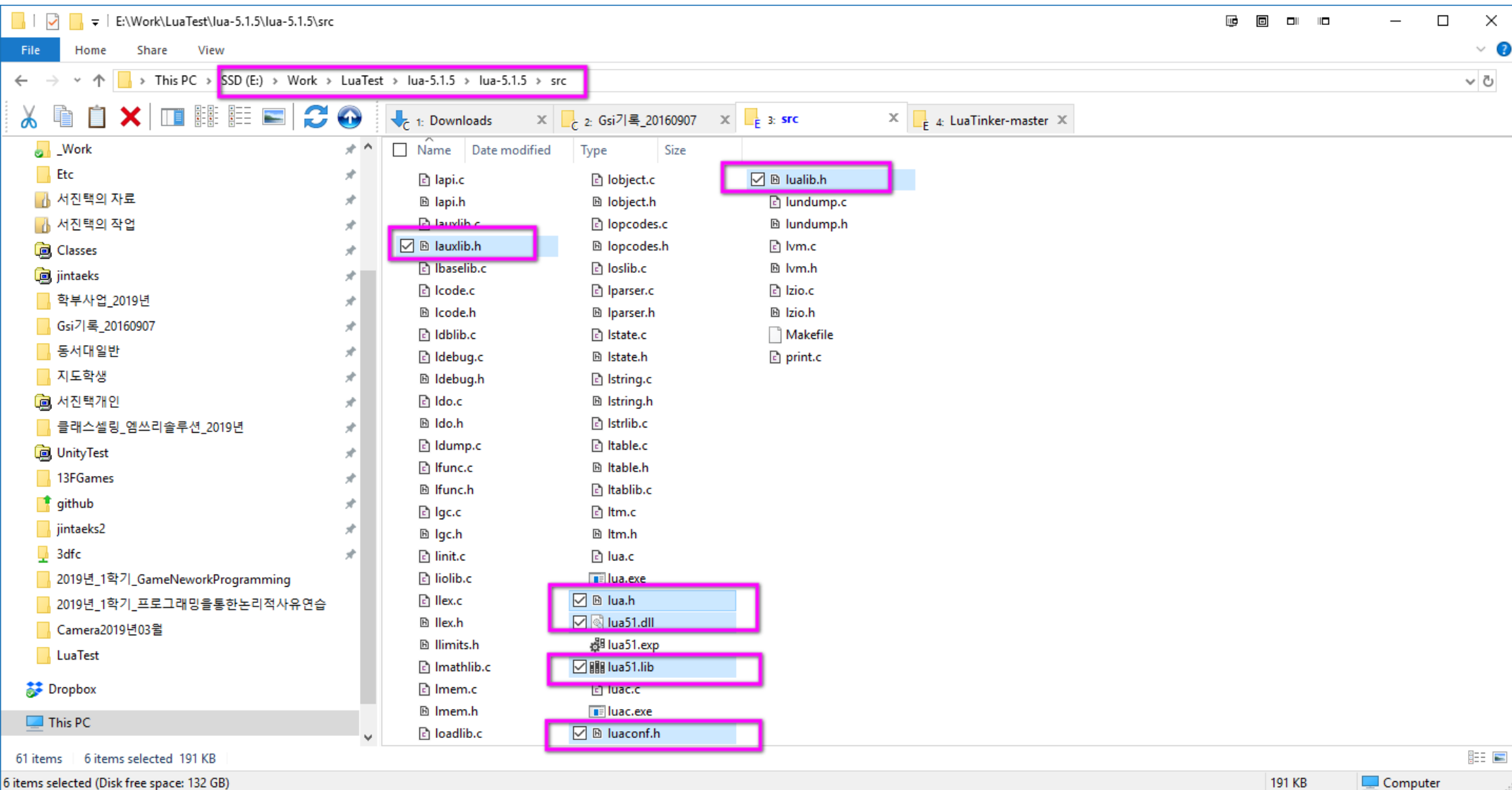


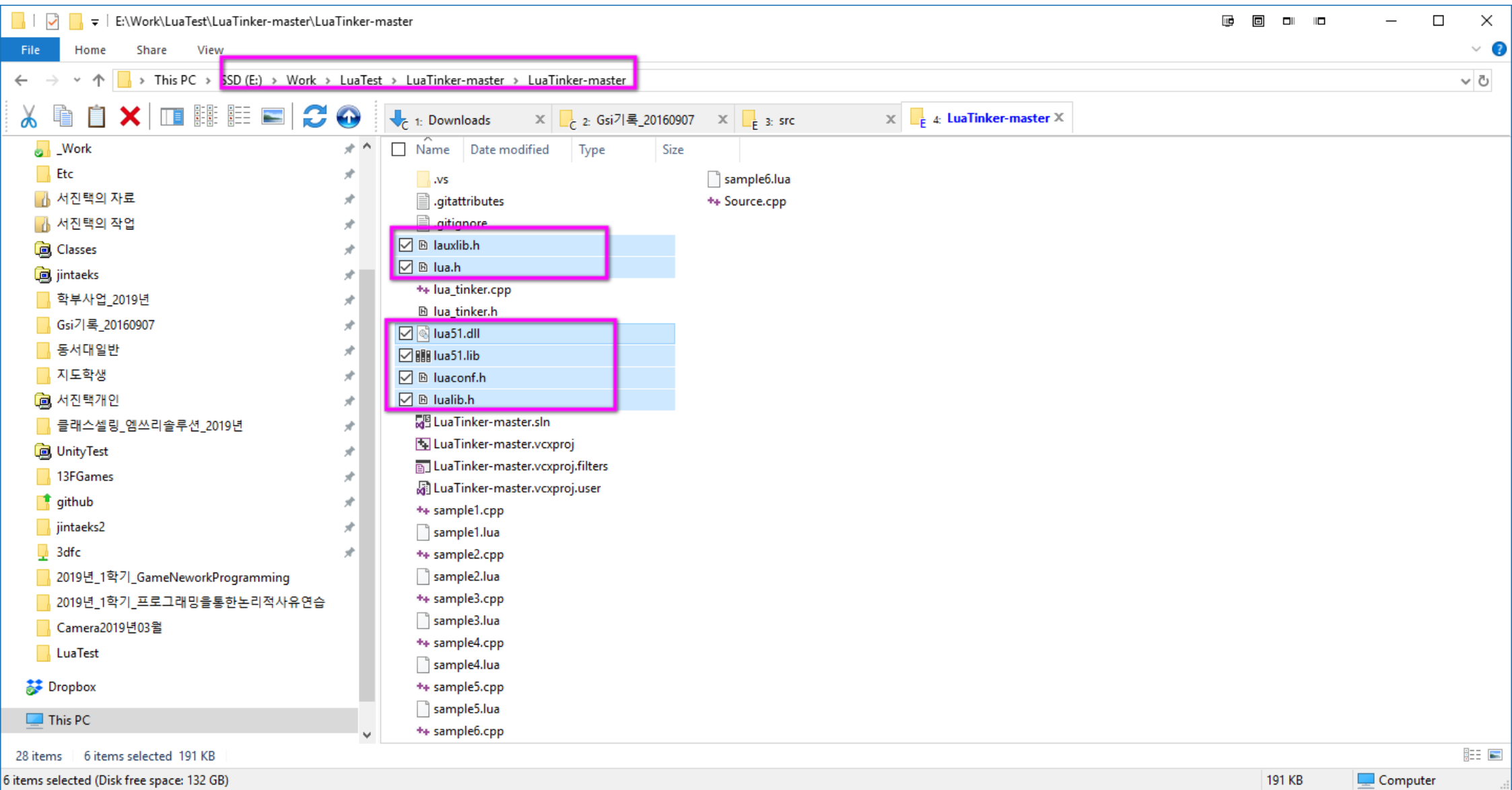
Visual Studio interface showing the LuaTinker-master project. The main editor displays the source code for sample1.cpp, which includes headers (lua.h, luaL.h, lauxlib.h, lua_tinker.h) and defines a C function (cpp_func) and a main function. A red box highlights the line `#pragma comment(lib, "lua51.lib")`.

The Solution Explorer on the right shows the project structure, including Source Files (lua_tinker.cpp, sample1.cpp, sample2.cpp, sample3.cpp, sample4.cpp, sample5.cpp, sample6.cpp, Source.cpp).

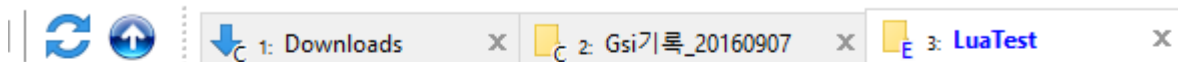
The Output window at the bottom shows an error message: "error: Designtime build failed for project 'E:\Work\LuaTest\LuaTinker-master\LuaTinker-master\LuaTinker-master.vcxproj' configuration 'Debug|Win32'. Int Set environment variable TRACEDESIGNTIME = true and restart Visual Studio to investigate."

Visual Studio status bar at the bottom indicates: Ready, Ln 15, Col 33, Ch 33, INS, Add to Source Control.





Work > LuaTest >



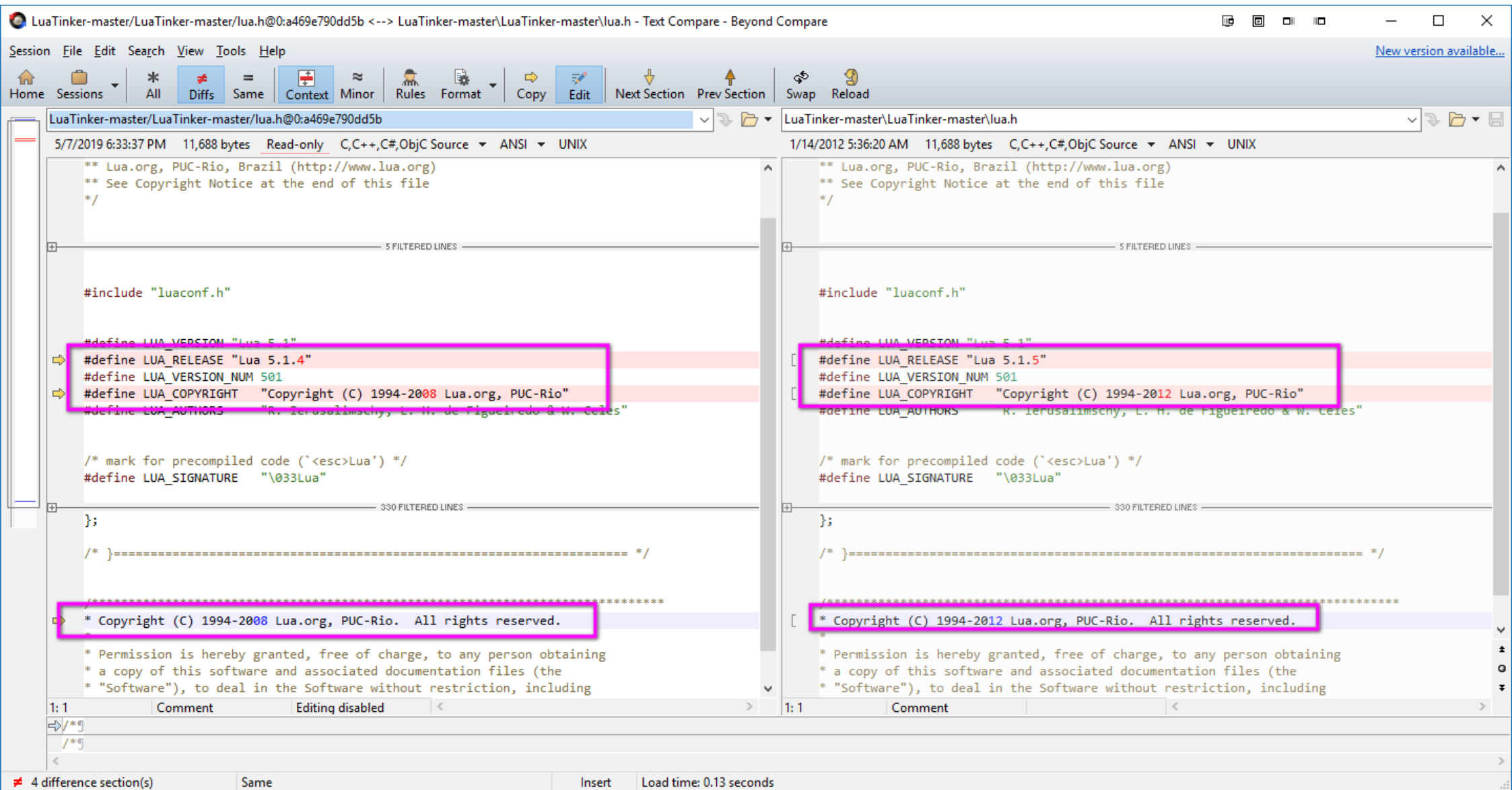
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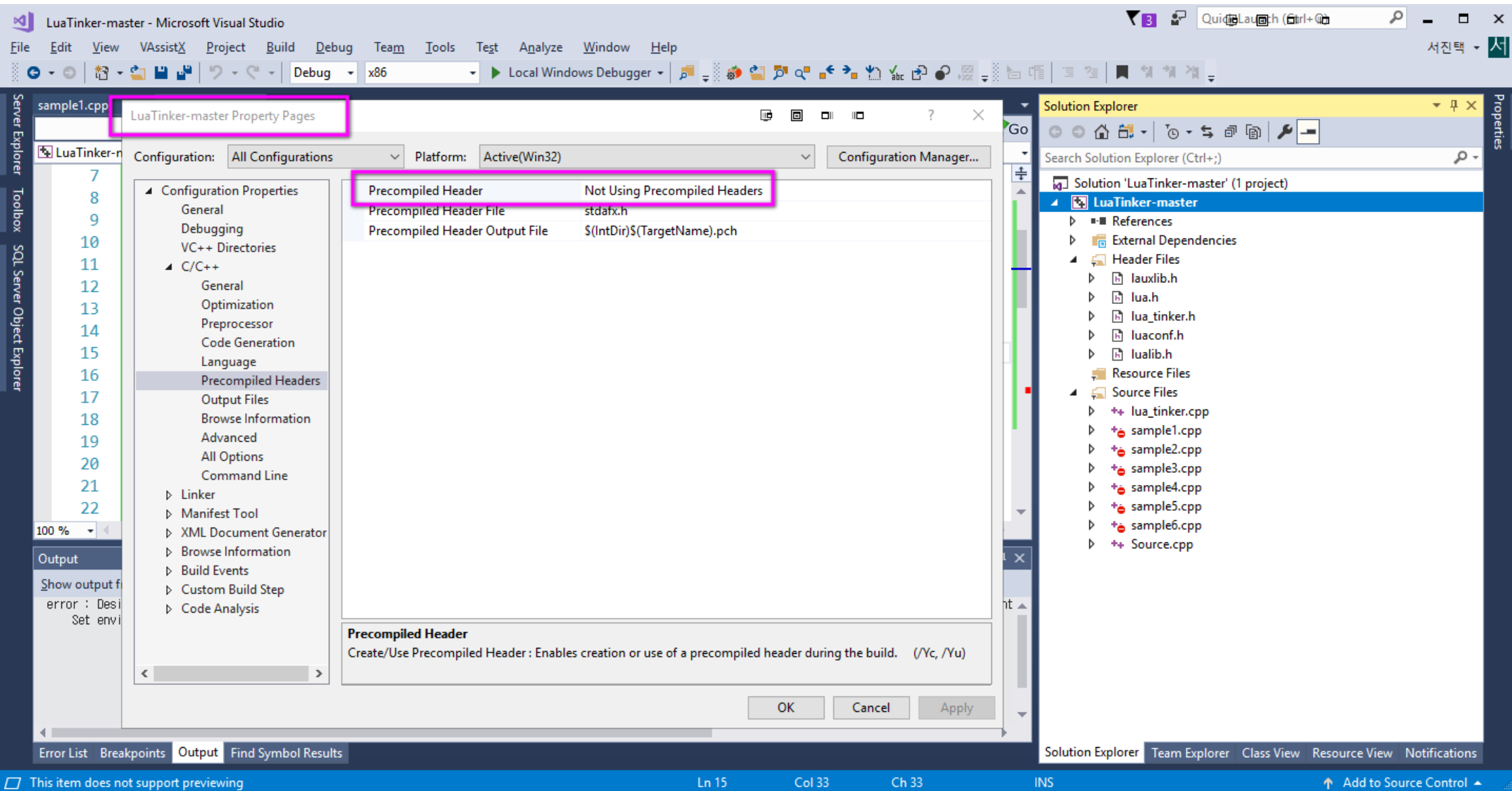
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<input type="checkbox"/>	lua-5.1.5.tar.gz			
<input type="checkbox"/>	LuaTinker-master.zip			
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<input type="checkbox"/>	pathVisualStudioEnabled_20			

✓ LuaTest - commit

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<input checked="" type="checkbox"/>	M	LuaTinker-master/LuaTinker-master/lua.h	h	12
<input type="checkbox"/>	?	lua-5.1.5/lua-5.1.5/src/lua.exe	exe	14
<input type="checkbox"/>	?	lua-5.1.5/lua-5.1.5/src/lua51.dll	dll	127
<input type="checkbox"/>	?	lua-5.1.5/lua-5.1.5/src/lua51.exp	exp	15
<input type="checkbox"/>	?	lua-5.1.5/lua-5.1.5/src/lua51.lib	lib	25
<input type="checkbox"/>	?	lua-5.1.5/lua-5.1.5/src/luac.exe	exe	78
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/lua51.dll	dll	127
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/lua51.lib	lib	25
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/LuaTinker-master.sln	sln	2
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/LuaTinker-master.vcxproj	vcxproj	6
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/LuaTinker-master.vcxproj.filters	filters	2
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/LuaTinker-master.vcxproj.user	user	1
<input type="checkbox"/>	?	LuaTinker-master/LuaTinker-master/Source.cpp	cxx	0





Microsoft Visual Studio

File Edit View VAssistX Project Build Debug Team Tools Test Analyze Window Help

Debug x86 Local Windows Debugger

LuaTinker-master Property Pages

Configuration: All Configurations Platform: Active(Win32) Configuration Manager...

- Configuration Properties
 - General
 - Debugging
 - VC++ Directories
 - C/C++
 - Linker
 - Manifest Tool
 - XML Document Generator
 - Browse Information
 - Build Events
 - Custom Build Step
 - Code Analysis

General	
Target Platform	Windows
Windows SDK Version	10.0.17763.0
Output Directory	\$(SolutionDir)\$(Configuration)\
Intermediate Directory	\$(Configuration)\
Target Name	\$(ProjectName)
Target Extension	.exe
Extensions to Delete on Clean	*.cdf;*.cache;*.obj;*.obj.enc;*.ilk;*.ipdb;*.iobj;*.resources;*.tlb;*.tli;*.t...
Build Log File	\$(IntDir)\$(MSBuildProjectName).log
Platform Toolset	Visual Studio 2017 (v141)
Enable Managed Incremental Build	No
Project Defaults	
Configuration Type	Application (.exe)
Use of MFC	Use Standard Windows Libraries
Character Set	
Common Language Runtime Support	No Common Language Runtime Support
.NET Target Framework Version	
Whole Program Optimization	No Whole Program Optimization
Windows Store App Support	No

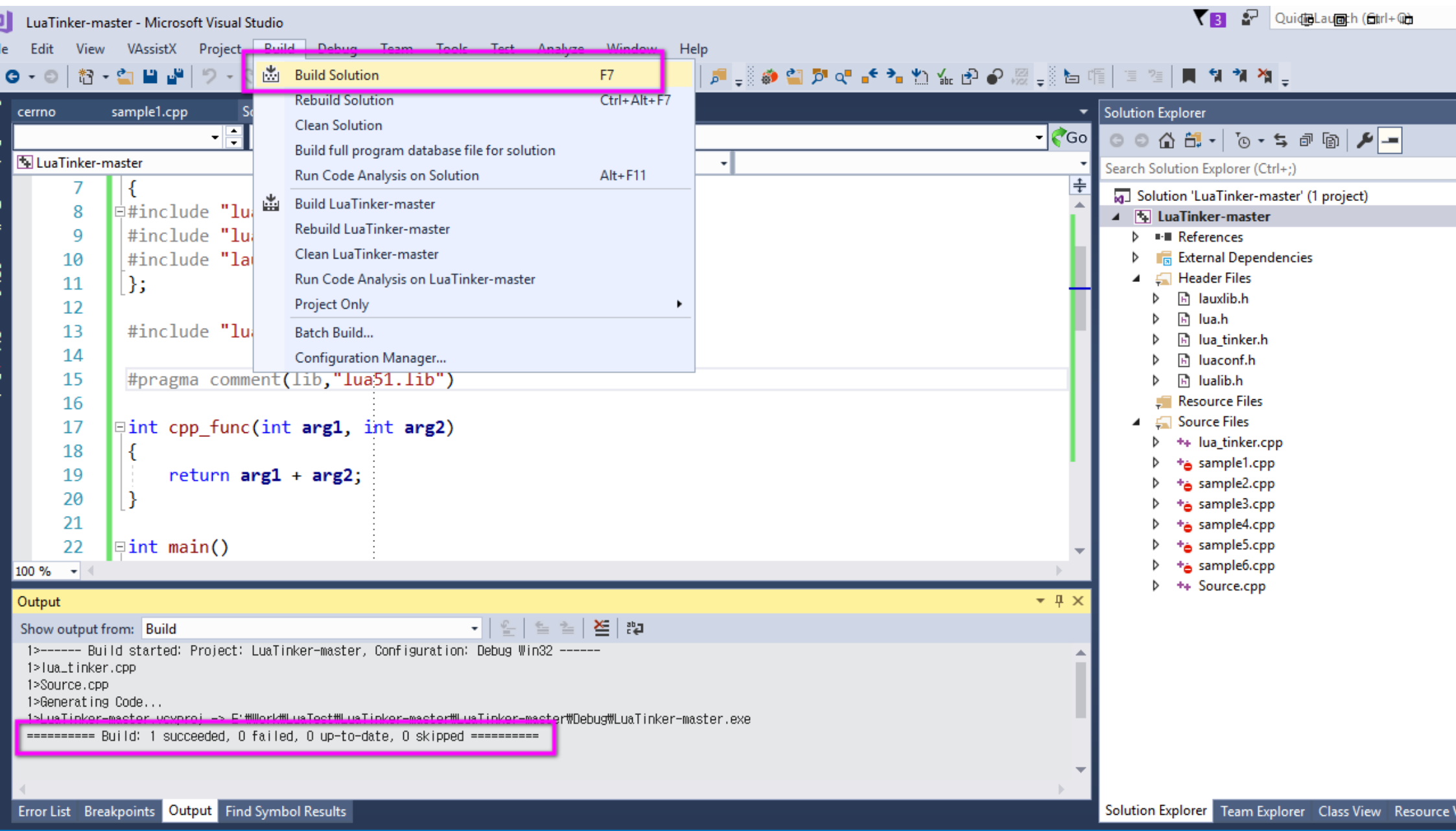
Windows SDK Version
Version of Targeted Platform

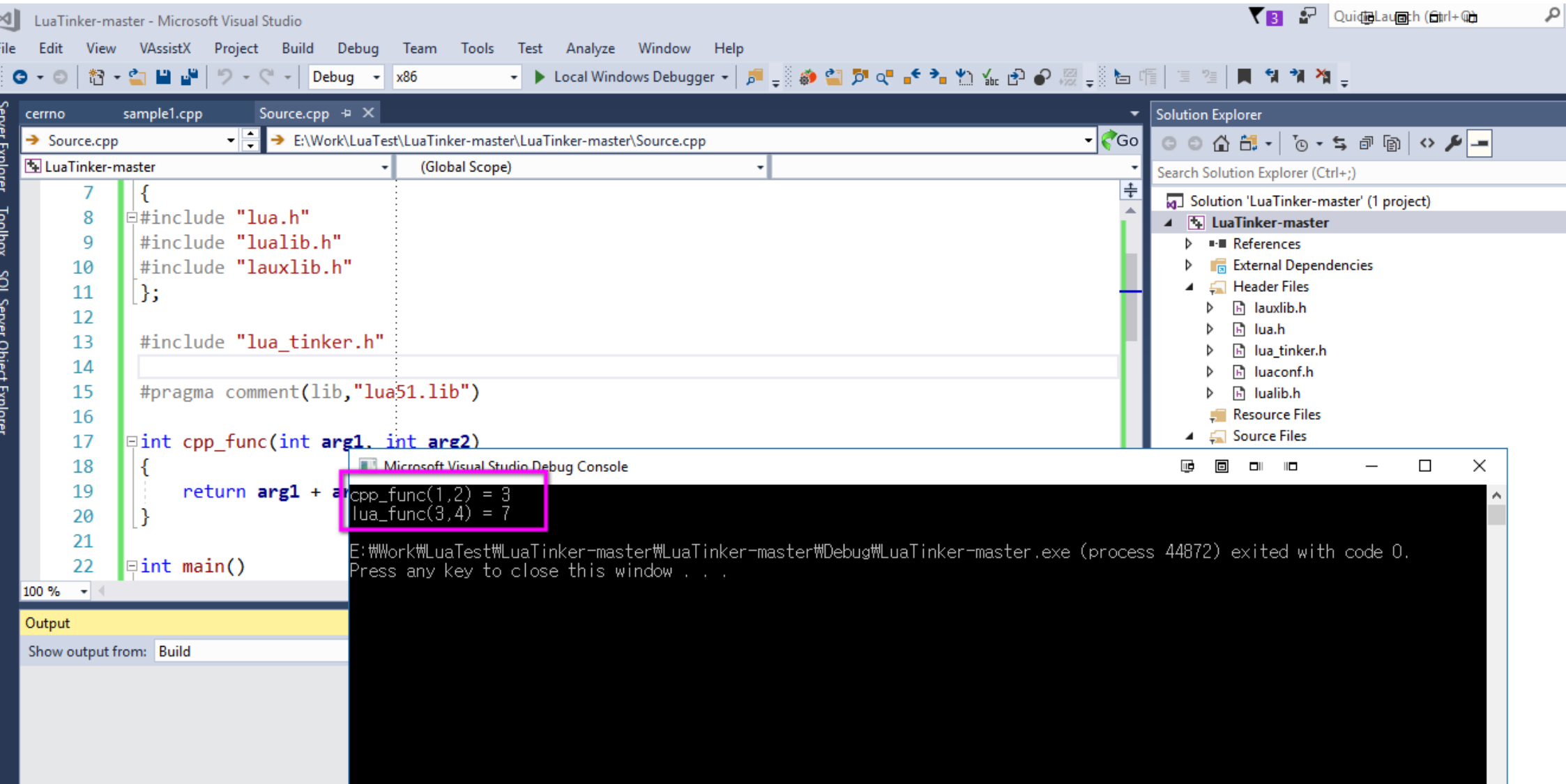
Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'LuaTinker-master' (1 project)

- LuaTinker-master
 - References
 - External Dependencies
 - Header Files
 - luauxlib.h
 - lua.h
 - lua_tinker.h
 - luaconf.h
 - lualib.h
 - Resource Files
 - Source Files
 - lua_tinker.cpp
 - sample1.cpp
 - sample2.cpp
 - sample3.cpp
 - sample4.cpp
 - sample5.cpp
 - sample6.cpp
 - Source.cpp





lua_tester.h x luaTest.cpp sample3.cpp sample1.cpp

lua_tester.constructor template<typename T, typename T1> int constructor(lua_State *L) constructor<T, T1>(lua_State *L)

```
650 lua_setmetatable(L, -2);
651
652 return 1;
653 }
654
655 template<typename T, typename T1>
656 int constructor(lua_State *L)
657 {
658     new(lua_newuserdata(L, sizeof(val2user<T>))) val2user<T>(read<T1>(L, 2));
659     push_meta(L, class_name<typename class_type<T>::type>::name());
660     lua_setmetatable(L, -2);
661
662     return 1;
663 }
664
665 template<typename T>
666 int constructor(lua_State *L)
```

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'LuaTest' (1 project)

- References
- External Dependencies
- Header Files
- References
 - sample1.cpp
 - sample1.lua
 - sample2.cpp
 - sample2.lua
 - sample3.cpp
 - sample3.lua
 - sample4.cpp
 - sample4.lua
 - sample5.cpp
 - sample5.lua
 - sample6.cpp
 - sample6.lua
- Resource Files
- Source Files
 - lua_tester.cpp
 - LuaTest.cpp

Error List

Entire Solution 1 Error 0 Warnings 0 Messages Build + IntelliSense Search Error List

Code	Description	Project	File	Line	Sup
C3861	'push_meta': identifier not found	LuaTest	lua_tester.h	659	

error C3861: 'push_meta': identifier not found Ln 659 Col 1 Ch 1 INS Add to Source Control

Visual Studio interface showing the LuaTest project. The main editor displays the `lua_tinker.h` file, which defines the `push_meta` function. The function signature is highlighted with a red box:

```
void push_meta(lua_State *L, const char* name);
```

The `push_meta` function is also visible in the `meta_get(lua_State *L)` function call stack.

The Solution Explorer on the right shows the project structure, including the `lua_tinker.cpp` and `LuaTest.cpp` files.

The Error List at the bottom shows a single error:

Code	Description	Project	File	Line
C3861	'push_meta': identifier not found	LuaTest	lua_tinker.h	659

The status bar at the bottom indicates the current position: Ln 811, Col 52, Ch 49.

Visual Studio interface showing a C++ project named 'LuaTest' with a compilation error.

The main editor displays the file `lua_tinker.h`. A function `push_meta` is defined on line 229, highlighted with a red box:

```
void push_meta(lua_State *L, const char* name);
```

The `push_meta` function is also visible in the search results on the right side of the editor.

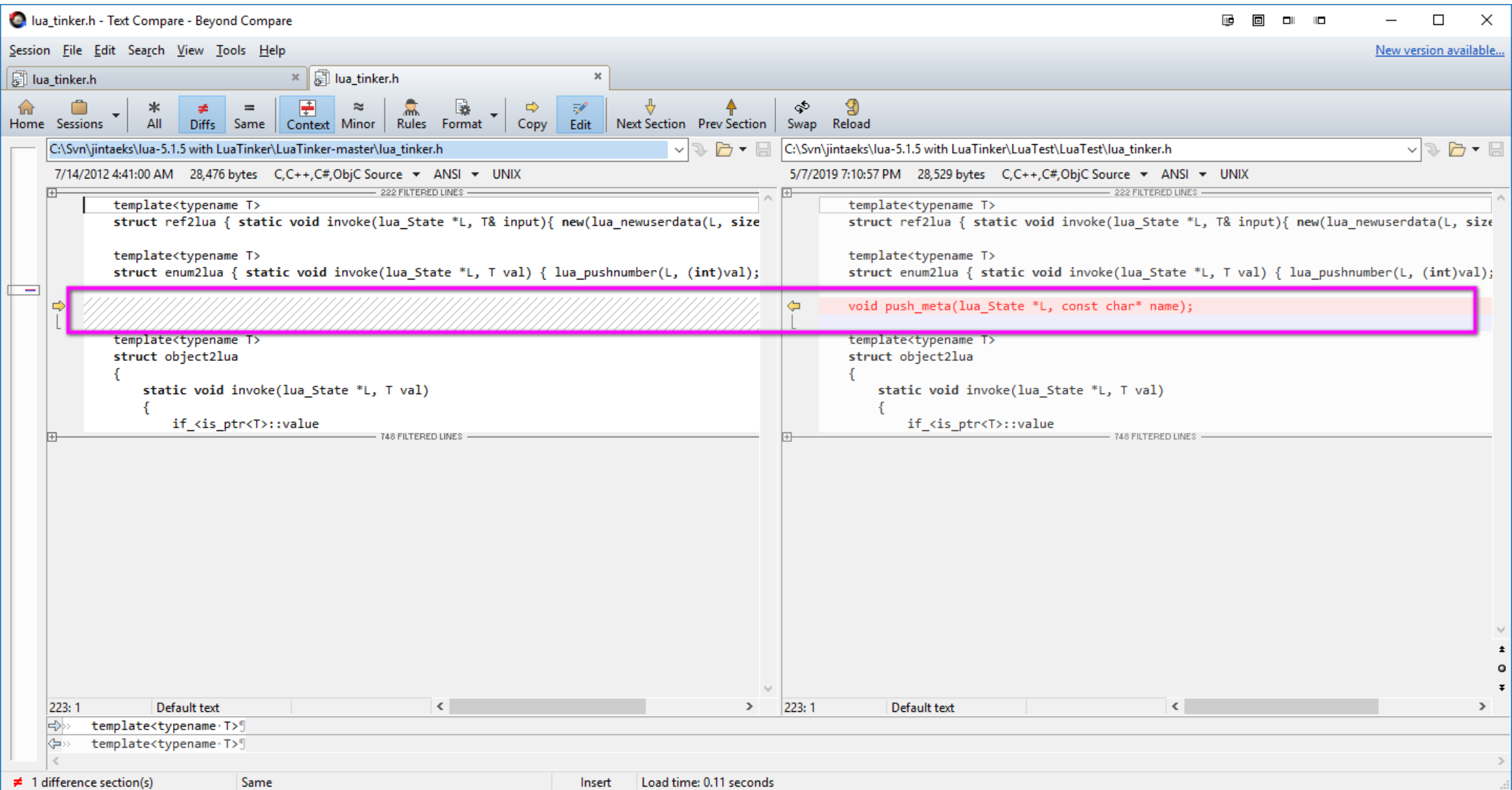
The `Error List` at the bottom shows one error:

Code	Description	Project	File	Line
C3861	'push_meta': identifier not found	LuaTest	lua_tinker.h	659

The `Solution Explorer` on the right shows the project structure:

- Solution 'LuaTest' (1 project)
 - References
 - sample1.cpp
 - sample1.lua
 - sample2.cpp
 - sample2.lua
 - sample3.cpp
 - sample3.lua
 - sample4.cpp
 - sample4.lua
 - sample5.cpp
 - sample5.lua
 - sample6.cpp
 - sample6.lua
 - Resource Files
 - Source Files
 - lua_tinker.cpp
 - LuaTest.cpp

The status bar at the bottom indicates the current position: Line 229, Column 1, Character 1.



QnA

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