版本号	描述	日期(更新日期)/更新人
1.0	Android Studio Lua技术	2019/08/13 **刘志保**
Github地址	https://github.com/MMLoveMeMM/AngryPandaLua	
	java工程参考上面工程根目录下LuaJava.zip工程	

如果从网上直接下载lua的c源码带jni层的,直接使用就会发现一个问题,无法使用newClass,Lua程序中只要一调用newClass就会奔溃,现在网上面的基本上都是这样的,其实这是jni层的c代码写错了导致的,下面提供一份修复代码片段:

代码luajava.c中切换到如下,然后修复后的代码如下:

```
1  int javaNew( lua_State * L )
2  {
3    int top;
4    jint ret;
5    jclass clazz;
6    jmethodID method;
7    jobject classInstance ;
8    jthrowable exp;
9    jobject * userData;
10   lua_Number stateIndex;
11   JNIEnv * javaEnv;
12
13   top = lua_gettop( L );
14
15   if ( top == 0 )
16   {
17   lua_pushstring( L , "Error. Invalid number of parameters." );
18   lua_error( L );
19   }
20
21   /* Gets the luaState index */
22   lua_pushstring( L , LUAJAVASTATEINDEX );
23   lua_rawget( L , LUA_REGISTRYINDEX );
24
25   if ( !lua_isnumber( L , -1 ) )
26   {
```

```
27    lua_pushstring( L , "Impossible to identify luaState id." );
28    lua_error( L );
29    }

30

31    stateIndex = lua_tonumber( L , -1 );
32    lua_pop( L , 1 );

33

34    /* Gets the java Class reference */
35    if ( !isJavaObject( L , 1 ) )
36    {
37    lua_pushstring( L , "Argument not a valid Java Class." );
38    lua_error( L );
39    }

40

41    /* Gets the JNI Environment */
42    javaEnv = getEnvFromState( L );
43    if ( javaEnv == NULL )
44    {
45    lua_pushstring( L , "Invalid JNI Environment." );
46    lua_error( L );
47    }

48

49    clazz = ( *javaEnv )->FindClass( javaEnv , "java/lang/Class" );

50

51    userData = ( jobject * ) lua_touserdata( L , 1 );

52

53    classInstance = ( jobject ) *userData;

54

55    if ( ( *javaEnv )->IsInstanceOf( javaEnv , classInstance , clazz ) == J
NI_FALSE )
56    {
57    lua_pushstring( L , "Argument not a valid Java Class." );
58    lua_error( L );
59    }

60

61    method = ( *javaEnv )->GetStaticMethodID( javaEnv , luajava_api_class ,
"javaNew" ,
62    "(ILjava/lang/Class;)I" );

63

64    if ( /*clazz*/luajava_api_class == NULL || method == NULL )
65    {
```

```c
66    lua_pushstring( L , "Invalid method org.keplerproject.luajava.LuaJavaAP
I.javaNew." );
67    lua_error( L );
68    }
69
70    ret = ( *javaEnv )->CallStaticIntMethod( javaEnv , luajava_api_class/*c
lazz*/ , method , (jint)stateIndex , classInstance );
71
72    exp = ( *javaEnv )->ExceptionOccurred( javaEnv );
73
74    /* Handles exception */
75    if ( exp != NULL )
76    {
77    jobject jstr;
78    const char * str;
79
80    ( *javaEnv )->ExceptionClear( javaEnv );
81    jstr = ( *javaEnv )->CallObjectMethod( javaEnv , exp , get_message_meth
od );
82
83    if ( jstr == NULL )
84    {
85    jmethodID methodId;
86
87    methodId = ( *javaEnv )->GetMethodID( javaEnv , throwable_class , "toSt
ring" , "()Ljava/lang/String;" );
88    jstr = ( *javaEnv )->CallObjectMethod( javaEnv , exp , methodId );
89    }
90
91    str = ( *javaEnv )->GetStringUTFChars( javaEnv , jstr , NULL );
92
93    lua_pushstring( L , str );
94
95    ( *javaEnv )->ReleaseStringUTFChars( javaEnv , jstr, str );
96
97    lua_error( L );
98    }
99    return ret;
100    }
```

即javaNew方法写错了,经过上面修复,然后再去调用javaNew就可以通过创建Java新对象了.