Lua::State

- _ls

+ State()
+ ~State()
+ State()
+ operator=()
+ RunScript()
+ GetGlobal()
+ SetGlobal()
+ Call()
+ Push()
+ Push()
and 15 more...
- PushMany()
- PushMany()
- CreateTable()

-_state

Lua::DelayedPop

- _nbr

+ DelayedPop()
+ ~DelayedPop()
+ DelayedPop()
+ operator=()
+ SetNbr()
+ GetNbr()