Lua::State

- _ls

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

-_state

Lua::Object

- _pos

+ Object()
+ ~Object()
+ Object()
+ operator=()
+ IsNumber()
+ IsString()
+ IsNil()
+ IsBoolean()
+ IsTable()
+ Length()
+ Cast()
+ operator==()
+ operator[]()
+ operator[]()
- LuaType()