10   10   10   10   10   10   10   11   10   11   10   10   11   10   10   10   11   10	n 1 1 /					I 54	DOD.	0/ 1 111	I BUIGUI I	0: 1 0UE	_	
La glochamberger  L. C. C. L. C. C. L. C.	Push data	K	P1		P3	P4		Stack IN				
La gouldering			L	DOOI			·				-	·
September			<u>L</u>	n							-	
			L	n								` '
1			L								-	
La glucidation g			L	-								
Language   Control   Con			L		len						m	
Mag publishedness   Mag   File   Mag   Mag publishedness   Mag p		рс	L	fmt			-				m	
		рс	L	fmt	va_list						m	push a vsprintf() formatted string and return also pointer to result
us pushightuserstats I. I. Idata I. J. I.	lua_pushcfunction		L	cf			0					
us publifyratedetath us publif	lua_pushcclosure		L	cf	n		-n		+1	-1: func	m	push a C closure with n upvalues (value 1 being pushed first)
Language								-n: upvalue n				
Magnetic	lua_pushlightuserdata		L	data			0			-1: data	•	push light user data
Check data   R	lua_pushthread		L				0			-1: thread	•	push the thread of the current stack, return 1 for main thread
Use   Security   Common   Co	lua_pushnil		L				0		+1	-1: nil	-	push nil
Use   Security   Common   Co												
Lag   Barmber   SK   L	Check data	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
Lag stable	lua_isboolean	ok	L	n			0	-n: value	0		-	return true if value at position n is a boolean
Lag   Sababia   OK   L   N   D   O	lua_isnumber	ok	L	n			0	-n: value	0		-	return true if value at position n is a number
Use   Selection   O.	lua_isstring	ok	L	n			0	-n: value	0		-	return true if value at position n is a string
Lighthurstand   Color   Lighthurstand   Lighthurstan	lua_istable	ok	L	n			0	-n: value	0		-	return true if value at position n is a table
Lag   Suspendate   December   D	lua_isfunction	ok	L	n			0	-n: value	0		-	return true if value at position n is a Lua function
List   Suserdata	lua iscfunction	ok	L	n			0	-n: value	0		-	return true if value at position n is a C function
List   Suserdata	lua islightuserdata	ok	L	n		1	0	-n: value	0		-	return true if value at position n is a light user data
us jasnoromi ok L n	lua isuserdata	ok	L	n			0	-n: value	0		-	return true if value at position n is a light/full user data
usi jisonone jok l. n. value job n. n. value			L	n			0		0		-	· · ·
us jistified jok line in the street of the s		ok	L	n			0		0		-	
Get data checked   R			L	n			0		0		-	
Get data checked R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error check if value at position n is a valid value with the checker of the check if value at position n is a valid value with the checker of the check if value at position n is a valid value with the checker of the check if value at position n is a valid value with the checker of the checke		ok	L	n			0		0		-	
ual_checkany   L   n   C   0   -n. value   0   V   check for integer and return int a position in a valid value   ual_checkinfeger   L   n   C   0   -n. value   0   V   check for integer and return int aposition in ual_checking   new   N   N   N   N   N   N   N   N   N												
ual_checkinteger   meger   .	Get data checked	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
Uall_checkinteger   Integer   L												
ual_checkinf	luaL checkany		L	n			0	-n: value	0			
usiL checkforing or c l. n l l l l l l l l l l l l l l l l l	luaL_checkany luaL_checkinteger	integer	L	n n							٧	check if value at position n is a valid value
ual_checkstring pc	luaL_checkinteger	<u> </u>	L L	n n n			0	-n: value	0		V V	check if value at position n is a valid value check for integer and return int at position n
ual_checkstring	luaL_checkinteger luaL_checkint	int	L L	n n n			0	-n: value -n: value	0		V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n
ual_checkumber   number   numb	luaL_checkinteger luaL_checkint luaL_checklong	int long	L L L	n n n n			0 0 0	-n: value -n: value -n: value	0 0 0		V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n
ual_checkype	luaL_checkinteger luaL_checkint luaL_checklong luaL_checkstring	int long pc	L L L	n n n n n	plen		0 0 0	-n: value -n: value -n: value -n: value	0 0 0		V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n
Lab   Checkudata   data   L   n   name   0   -n: value   0   v   Check for userdata name and return its pointer at position n	luaL_checkinteger luaL_checkint luaL_checklong luaL_checkstring luaL_checklstring	int long pc pc	L L L L	n n n n n	plen		0 0 0 0	-n: value -n: value -n: value -n: value -n: value	0 0 0 0		V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n
Get data converted R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error Onvert value at position n to bool Use todoplean Use todoplea	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checklstring	int long pc pc	L L L L L	n n n n n n	plen		0 0 0 0 0	-n: value	0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n
Red data converted R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error convert value at position n to bool  ua_tocfunction cf L n	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checklumber lual_checktype	int long pc pc number	L L L L L	n n n n n n	t		0 0 0 0 0 0	-n: value	0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n
tua_toboolean bool L n n 0 -n: value 0 -convert value at position n to bool ua_tofunction of L n n 0 -n: value 0 -convert value at position n to a C function ua_tofunction of L n n 0 -n: value 0 -convert value at position n to a C function ua_tofunction or to a C function or to a C function ua_tofunction or to a C string, return pointer ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer ua_tofstring pc ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer and actual length ua_tofstring ua_tofs	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checknumber lual_checktype lual_checkudata	int long pc pc number data	L L L L L	n n n n n n n	t name	nnc	0 0 0 0 0 0	-n: value	0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n
tua_toboolean bool L n n 0 -n: value 0 -convert value at position n to bool ua_tofunction of L n n 0 -n: value 0 -convert value at position n to a C function ua_tofunction of L n n 0 -n: value 0 -convert value at position n to a C function ua_tofunction or to a C function or to a C function ua_tofunction or to a C string, return pointer ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer ua_tofstring pc ua_tofstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer and actual length ua_tofstring ua_tofs	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checklumber lual_checktype	int long pc pc number data		n n n n n n n n	t name	ppc	0 0 0 0 0 0	-n: value	0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n
tua_totfunction cf L n	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checknumber lual_checktype lual_checkudata lual_checkoption	int long pc pc number data index	L L L L L L L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc
tua_tointeger int L n 0 -n: value 0 -convert value at position n to integer use tosting pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer use_tostiring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer number number L n 0 -n: value 0 -convert value at position n to C string, return pointer and actual length or convert value at position n to a Lua number use_tosting network value at position n to a Lua number number use_tosting network value at position n to a Lua number number use_tosting network value at position n to pointer number numbe	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checkstring lual_checknumber lual_checktype lual_checkudata lual_checkoption  Get data converted	int long pc pc number data index	L L L L L L L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc
tua_tostring	lual_checkinteger luaL_checkint luaL_checklong luaL_checkstring luaL_checkstring luaL_checkstring luaL_checknumber luaL_checktype luaL_checkudata luaL_checkoption  Get data converted lua_toboolean	int long pc pc number data index	L L L L L L L L	n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc
Lua_tolstring pc L n plen 0 -n: value 0 -convert value at position n to C string, return pointer and actual length nua_tonumber number L n 0 -n: value 0 -convert value at position n to a Lua number number data L n 0 -n: value 0 -convert value at position n to pointer nua_topinter data L n 0 -n: value 0 -convert value at position n to pointer nua_tothread thread L n 0 -n: value 0 -n: value 0 -convert value at position n to thread nua_tothread nua_tothread number numbe	lual_checkinteger luaL_checkint luaL_checklong luaL_checkstring luaL_checklstring luaL_checklstring luaL_checklype luaL_checkudata luaL_checkoption  Get data converted lua_toboolean lua_tocfunction	int long pc pc number data index  R bool cf	L L L L L L L L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark convert value at position n to bool convert value at position n to a C function
tua_tonumber   number   L   n   0   -n: value   0   - convert value at position n to a Lua number   tua_topointer   data   L   n   0   -n: value   0   - convert value at position n to pointer   tua_tothread   thread   L   n   0   -n: value   0   - convert value at position n to thread   tua_touserdata   ud   L   n   0   -n: value   0   - convert value at position n to light userdata    Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   In   D   D   -n: value   D   D   To value   D   To value   D     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Remark     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   Error   Convert value at position n, return n if number or d otherwise     Get data with defaults   R   P1   P2   P3   P4   POP   Stack IN   PUSH   Stack OUT   PUSH   PUS	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checklstring lual_checklype lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger	int long pc pc number data index  R bool cf int	L L L L L L L L L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark convert value at position n to bool convert value at position n to integer
tua_topointer data L n 0 -n: value 0 -convert value at position n to pointer tua_tothread thread L n 0 -n: value 0 -convert value at position n to thread tua_touserdata ud L n 0 -n: value 0 -convert value at position n to light userdata  Get data with defaults R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error Remark tuaL_optint int L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optinger integer L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong string L n pc len 0 -n: value 0 m check for number at position n, return n if integer or d otherwise tuaL_optiong string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checklstring lual_checklstring lual_checktype lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tointeger lua_tostring	int long pc pc number data index  R bool cf int pc		n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to integer convert value at position n to integer convert value at position n to C string, return pointer
tua_tothread thread L n 0 -n: value 0 -convert value at position n to thread tua_touserdata ud L n 0 -n: value 0 -convert value at position n to light userdata  Get data with defaults R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error Remark  tuaL_optint int L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optintger integer L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tuaL_optiong string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checkstring lual_checkstring lual_checkumber lual_checktype lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tolstring	int long pc pc number  data index  R bool cf int pc pc		n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length
The standard	lual_checkinteger luaL_checkint luaL_checklong luaL_checkstring luaL_checkstring luaL_checkstring luaL_checkstring luaL_checktype luaL_checkudata luaL_checkoption  Get data converted lua_toboolean lua_tointeger lua_tointeger lua_tostring lua_tolstring lua_tonumber	int long pc pc number data index R bool cf int pc pc number number long state index long state s	L L L L L L L L L L L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to a C function convert value at position n to integer convert value at position n to C string, return pointer convert value at position n to a Lua number
Get data with defaults R P1 P2 P3 P4 POP Stack IN PUSH Stack OUT Error Remark  ual_optint int L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise  ual_opting long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise  ual_opting number number L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise  ual_opting string L n pc len 0 -n: value 0 m check for number at position n, return n if integer or d otherwise  ual_optistring string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checkstring lual_checkstring lual_checklype lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tostring lua_tonumber lua_topointer	int long pc pc number R bool cf int pc number data	L	n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer convert value at position n to C string, return pointer convert value at position n to a Lua number convert value at position n to pointer
tual_optint int L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinteger integer L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optiong long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinumber number L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinumber number L n d 0 -n: value 0 m check for number at position n, return n if integer or d otherwise tual_optistring string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checkstring lual_checklstring lual_checklype lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tolstring lua_topointer lua_topointer lua_tothread	int long pc pc number data index R bool cf int pc pc number data thread thread	L L L L L L L L L L L L L L L L L L L	P2  n  n  n  n  n  n  n  n  n  n  n  n  n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to boniter
tual_optint int L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinteger integer L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optiong long L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinumber number L n d 0 -n: value 0 m check for number at position n, return n if number or d otherwise tual_optinumber number L n d 0 -n: value 0 m check for number at position n, return n if integer or d otherwise tual_optistring string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checklong lual_checkstring lual_checkstring lual_checkstring lual_checklype lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tostring lua_tonumber lua_topointer	int long pc pc number data index R bool cf int pc pc number data thread thread	L   L   L   L   L   L   L   L   L   L	P2 n n n n n n n n n n n n n n n n n n n	t name pc		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stack OUT	V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for number and return int at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to boniter
ual_optinteger     integer     L     n     d     0     -n: value     0     m     check for number at position n, return n if number or d otherwise       ual_optiong     long     L     n     d     0     -n: value     0     m     check for number at position n, return n if number or d otherwise       ual_optnumber     number     L     n     d     0     -n: value     0     m     check for number at position n, return n if integer or d otherwise       ual_optlstring     string     L     n     pc     len     0     -n: value     0     m     check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checkumber lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tostring lua_tonumber lua_topointer lua_tothread lua_touserdata	int long pc pc number data index R bool cf int pc pc number data thread lud	L L L L L L	n n n n n n n	t name pc P3	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for Lua type t in position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to thread convert value at position n to thread convert value at position n to light userdata
ual_optiong     long     L     n     d     0     -n: value     0     m     check for number at position n, return n if number or d otherwise       ual_optnumber     number     L     n     d     0     -n: value     0     m     check for number at position n, return n if integer or d otherwise       ual_optlstring     string     L     n     pc     len     0     -n: value     0     m     check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checktype lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tofunction lua_tointeger lua_tostring lua_tostring lua_tostring lua_topointer lua_topointer lua_tothread lua_touserdata  Get data with defaults	int long pc pc number data index R bool cf int pc pc number data thread ud	L L L L L L	n n n n n n n	t name pc P3	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to bointer convert value at position n to thread convert value at position n to light userdata
tual_optnumber number L n d 0 -n: value 0 m check for number at position n, return n if integer or d otherwise tual_optlstring string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checkupe lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tostring lua_tostring lua_tostring lua_tonumber lua_topointer lua_topointer lua_touserdata  Get data with defaults lual_optint	int long pc pc number data index R bool of int pc number data thread ud	L L L L L L	n n n n n n n	t name pc P3	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to integer convert value at position n to C string, return pointer convert value at position n to a Lua number convert value at position n to a Lua number convert value at position n to thread convert value at position n to thread convert value at position n to light userdata
uaL_optistring string L n pc len 0 -n: value 0 m check for string at position n, return n if string or pc with len otherwise	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checklype lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tostring lua_tostring lua_topointer lua_topointer lua_tothread lua_touserdata  Get data with defaults lual_optinteger	int long pc pc number data thread lud integer	L L L L L L	n n n n n n n	t name pc P3	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to bointer convert value at position n to bintead convert value at position n to thread convert value at position n to light userdata
	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checklype lual_checkupe lual_checkudata lual_checkoption  Get data converted lua toboolean lua_tocfunction lua tointeger lua tostring lua_tolstring lua_tonumber lua topointer lua touserdata  Get data with defaults lual_optint lual_optinteger lual_optiong	int long pc pc number data index R bool cf int pc pc number data thread lud R integer long	L L L L L L	n n n n n n n	t name pc P3	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return int at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  Convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer convert value at position n to a Lua number convert value at position n to a Lua number convert value at position n to binterad convert value at position n to light userdata  Remark  check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise
to a consumer the control of the con	lual_checkinteger lual_checkint lual_checkint lual_checking lual_checkstring lual_checkstring lual_checkstring lual_checkumber lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tocfunction lua_tointeger lua_tostring lua_tostring lua_tonumber lua_topointer lua_tothread lua_tothead lua_touserdata  Get data with defaults lual_optint lual_optinteger lual_optinteger lual_optiong lual_optong lual_optonylunmber	int long pc pc number data integrate thread lud Reintegrate long number long number long number long number long pc pc pc number long number long number long pc number long number long pc number long p	L L L L L L	n n n n n n n	t name pc P3 plen P3 d d d d d d	P4	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return long at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to pointer convert value at position n to light userdata  Remark  check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise
<del></del>	lual_checkinteger lual_checkint lual_checkint lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checkstring lual_checkupe lual_checkudata lual_checkoption  Get data converted lua_toboolean lua_tofunction lua_tointeger lua_tostring lua_tostring lua_tostring lua_topointer lua_topointer lua_touserdata  Get data with defaults lual_optinteger lual_optiong lual_optong lual_optong lual_optong lual_optistring lual_optistring	int long pc pc number data index  R bool cf int pc pc number data thread lud  R int integer long number string	L L L L L L	n n n n n n n	P3  Plen  P3  d d d d pc	P4	O	-n: value	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V V V V V V V V V V V V V V V V V V V	check if value at position n is a valid value check for integer and return int at position n check for number and return long at position n check for number and return long at position n check for string and return string at position n check for string and return string at position n check for string and return string at position n and actual length check for number and return int at position n check for Lua type t at position n check for Lua type t at position n check for userdata name and return its pointer at position n search index of n (or pc) in list ppc  Remark  convert value at position n to bool convert value at position n to a C function convert value at position n to integer convert value at position n to C string, return pointer convert value at position n to C string, return pointer and actual length convert value at position n to a Lua number convert value at position n to pointer convert value at position n to pinter convert value at position n to bintead convert value at position n to pinter convert value at position n to pinter convert value at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if number or d otherwise check for number at position n, return n if integer or d otherwise check for string at position n, return n if string or pc with len otherwise check for string at position n, return n if string or pc with len otherwise

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Stack operator	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_gettop	size	L				0		0		-	return the current size of the stack
lua_settop			n			?		?		_	set stack size to n
lua_insert		-	n			-1	-1: value	+1	-(n-1): value	-	moves top element to position n
		<u> </u>	n			-n	-1. value	0	-(11-1). value	<del>  -</del>	
lua_pop		-							Accelor		pop n values from stack
lua_pushvalue		L.	n			0	-n: value	+1	-1: value		push value at position n
lua_remove		L	n			-1	-n: value	0		-	remove value at position n
lua_replace		L	n			-1	-1: value	0	-(n-1): value	-	pop value and replace value at position n
lua_xmove		L1	L2	n		-n		+n		-	pop n values from L1, push to L2
											·
Value operator	l R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_equal	eq	1	n1	n2		0	-n1: value 1	0		е	return true if values at position n1 and n2 are equal
iaa_oqua.	04		r	J			-n2: value 2	<del>├</del>			Potati ilab ii valabo at pobliki ii ana ii a aro oqua.
lue leesthan	log	lı .	n1	n2		0		<b>—</b>		е	return true if value at position pd is smaller than value at position p2
lua_lessthan	eq	L	111	112		U	-n1: value 1			е	return true if value at position n1 is smaller than value at position n2
		1.					-n2: value 2	<del>                                     </del>			
lua_rawequal	eq	L	n1	n2		0	-n1: value 1	0	0 x		return true if value at position n1 is smaller than value at position n2 (without metamethods)
							-n2: value 2				
luaL_gsub		L	рс	patt	rep	0		+1	-1: string	m	push copy of pc with all patt replaced by rep
lua_concat			n			-n	-1: value 1	+1	-1: string		pop n values and push concatenated strings 1 n
	•					1	-n: value n				
							III Valao II				
Table	l R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
		r i			F4		Stack IIV				
lua_createtable		L	narr	nrec		0		+1	-1: table	m	create and push a new table with pre-allocated space
lua_newtable		L				0		+1	-1: table	m	create and push a new empty table
lua_getfield		L	n	name		0	-n: table	+1	-1: value	е	push value of table at position n with field name
lua_setfield		L	n	name		-1	-1: key			е	pop value and store in table at position n with field key
							-n: table				
lua_rawget	1	L	n			-1	-1 field	+1	-1 value	е	push value of table at position n with field at top (without metamethods)
<u>-</u> 3							-n: table				The state of the s
lua rawset		ı	n			-2	-1: value	0		е	pop value and store in table at position n with field key (without metamethods)
ida_idwoct		<u> </u>	<u>"</u>			-	-2: key	<del>                                     </del>			pop value and store in table at position in with hold key (without metamothodo)
								-			
	_	<u> </u>	1	h.			-n: table		Accelor		lead to the set of the last and the set of t
lua_rawgeti		<u>L</u>	n	K		0	-n: table	+1	-1: value		push value of table at position n with field at index k
lua_rawseti		L	n	k		-1	-1: value				pop value and store in table at position n with field at index k
							-n: table				
lua_gettable		L	n			-1	-1: field	+1	-1: value	е	push value of table at position n with field at top
							-n: table				
lua_settable		L	n			-2	-1: value	0		е	pop value and store in table at position n with field key
_	•			•			-2: key				
							-n: table				
lua_getmetatable	ok	lı .	ln	1	1	0	-1: value	+0, +1	-1: table	T	push metatable of value at position n if possible
	UK	<u> </u>	n			-1			- 1. Idule	-	
lua_setmetatable		<u> -</u>	JI.			-1	-1: value	0		<del>-</del>	pop value and store as metatable for value at position n
							-n: table	<b></b>		<b></b>	
LuaL_newmetatable	created	L	name			0		+1	-1: table	m	push metatable name in registry, create if necessary
lualL_getmetatable		L	name			0		+1	-1: table	-	push metatable name from registry
lua_next	ok	L	n			-1	-1: key	+0, +2	-1: value	е	pop key and push next pair of table at position n, (push nil at start, pop 1 value in each iteration
									-2: key	I	
lua_objlen	size	L	n			0	-n: value	0	•	-	return size of value at position n
luaL_getmetafield	ok	L	n	name		0	-n: value	+0, +1	-1: value	V	push metafield of value at position n with given name if possible
	ρ	<u> </u>	r'		1			,		<u> </u>	IF
Global data	l b	P1	D2	ים	D4	DOD	Stack IN	Dilen I	Stack OUT	Error	Domosly
Global data	R	Pi	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_setglobal		ļ-	name			-1	-1 value	0		е	store a global value
lua_getglobal		L	name			0		+1	-1: value	е	push a global value
lua_setfenv		<u>L</u>	n			-1	-1: table	0		<u> </u>	set environment table of value at position n
							-n: table				
lua_getfenv		L	n			0		+1	-1: env	-	push environment table of value at position n
lua_register		L	name	func		0		0		-	register C function in global table with name
luaL_register		h —	name	list		-0, -1	-1: table	+1	-1: table	m	open library with list elements in table on stack, if name is != 0 create and push new table
						٠, .					Table of the state

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Call function	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_call		L	ni	no		-(ni+1)	-1: value ni	+no	-1: value 1	е	call Lua function func with ni input values and no expected return values
							-2: value 1		-n: value n		
							-(ni+1): func		•		
lua_pcall	error	L	ni	no	lf	-(ni+1)	-1: value ni	+no, +1	-1: value   errobj	-	call Lua function func in protected mode, if f != 0 call function at position f
						1	-2: value 1		-n: value n		
							-(ni+1): func				
lua_cpcall	error	1	cf	ud	T	0	-1: ud	+0, +1	-1: errobj	-	call C function in protected mode, if error != 0 return errobj
luaL_callmeta	ok		n	name		0	-n: value	0, +1	-1: value	е	call metatable of value at position n with field name if possible: v = n. call(n)
	O.I.	_		iiaiiio			iii valao	0,			town modulation of value of position is with modulation possible.
Load or call Lua code	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_load	error	<del>                                     </del>	reader	data	name	0	- Citation III	+1	-1: func		load a Lua chunk name by repeatedly calling reader(data), push the resulting function
luaL loadbuffer	error	<u> </u>	рс	len	name	0		+1	-1: func	m	load a Lua chunk with name at given buffer and length, push the resulting function
luaL_loadburier	ok	<u> -</u>	file	ICII	Патте	0		?	-?: value ?	m	load and run Lua file, push return values
luaL_donle	ok	<u> -</u>	рс			0		7	-?: value ?	m	load and run Lua chunk in memory, push return values
luaL_loadfile	error	<u> </u>	file			0		+1	-1: func	m	load a Lua file, push the resulting function
		L									
luaL_loadstring	error	L	рс			0		+1	-1: func	m	load a Lua chunk in memory, push the resulting function
Daharanian		l p4		I 00	D1	DOD	Ctools IN	DUOU	Ctools OUT	F	Daviesti.
Debugging	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_gethook	cf	L				0		0		-	return hook function
lua_gethookcount	n	L				0		0		-	return hook count
lua_gethookmask	n	L	<u> </u>			0		0		-	return hook mask
lua_sethook		L	cf	mask	count	0		0		-	set hook function, mask and count
lua_getinfo	n	L	what	ar		0, -1	-1: func	+(0,1,2)		m	return specific information, see manual for details
lua_getlocal	name	L	ar	n		0		+0, +1	-1: value	-	get information for local variable
lua_setlocal	name	L	ar	n		-0, -1	-1: value	0		-	pop and store as value of local variable n
lua_getupvalue	name	L	f	n		0		+0, +1	-1: value	-	get information for upvalue n in function at position f
lua_setupvalue	name	L	f	n		0, -1	-1: func	0		-	pop and store as value of upvalue n in function at position f
lua_dump	error	L	writer	data		0	-1: func	0		-	dump function as binary data to writer
lua_error		L				-1	-1: message	0		-	generates a Lua error, never returns
lua_getstack	ok	L	n	ar		0		0		-	get information of runtime stack at level n
lua_checkstack	n	L	n			0		0		m	ensure remaining stack space of at least n values
lua_type	t	L	n			0	-n: value	0		-	return Lua type of value at position n
lua_typename	name	L	t			0		0		-	return typename of type number t
lua_atpanic	cf	fn				0		0		-	set panic function and return previous one
luaL_argcheck		L	cond	n	msg	0		0		٧	If cond is not true: raise argument error with text based on n and msg
luaL argerror		L	n	msg	Ŭ	0		0		٧	raise argument error with text based on n and msg
luaL_typerror		L	n	name		0		0		-	raise type error with text based on n and name
luaL error		L	fmt	t		0		0		m	raise error with a sprintf() formatted message
luaL checkstack		L	n	msg		0		0		m	ensure remaining stack space of at least n values, raise error with text including msg
luaL_where		L	n	1		0		+1	-1: string	m	push a string describing the current programm position
_	•		•	•	•						r 5 5 1 5 1
Buffer	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
luaL buffinit		L	В			0		0		-	initialise a buffer
luaL prepbuffer	data	В				0		0		_	return intermediate space
luaL addvalue		В				-1	-1: value	0		m	pop value and copy resulting string to buffer
luaL addchar		B	C			0	1. Value	0		m	add character c to buffer
luaL_addistring		B	pc	len		0		0		m	add string with len I to buffer
luaL_addistring		B	pc	7011		0		0		m	add C string to buffer
luaL_addsiring		B	n			0		0		m	add intermediate space with given size to buffer
luaL_addsize		B	<u> </u>			0		+1	-1: value	m	finish buffer and push result
iuaL_pusiiiesuii		Р				U		ΤI	- i. value	III	Illinon puner and publifebuilt
Throad	I B	D4.	l D2	l D2	D4	DOD	Ctook IN	DITENT	Stock OUT	Euron	Pamark
Thread	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_yield	orrer	<u> -</u>	n n			-n		+n +n		-	suspend a coroutine
lua_resume	error	-	11			-n				-	resume a coroutine
lua_status	error	<u> </u> L	I			0		0		-	return status of thread L

Library	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_close		L				0		0		-	close Lua library
luaopen_base		L				0		0		-	open base library
luaopen_debug		L				0		0		-	open debug library
luaopen_io		L				0		0		-	open io library
luaopen_math		L				0		0		-	open math library
luaopen_os		L				0		0		-	open os library
luaopen_package		L				0		0		-	open package library
luaopen_string		L				0		0		-	open string library
luaopen_table		L				0		0		-	open table library
luaL_openlibs		L				0		0		-	open all the above standard libraries

Misc	R	P1	P2	P3	P4	POP	Stack IN	PUSH	Stack OUT	Error	Remark
lua_newthread		L				0		+1	-1: table	m	create and push a new thread
lua_newuserdata		L	size			0		+1	-1: table	m	allocate and push user data with given size
lua_newstate	state	alloc	ud			0		0		-	create a new Lua state with given allocator and user data
luaL_newstate	state					0		0		-	create a new Lua state with defaults
lua_gc	error	L	what	data		0		0		е	control garbage collector
lua_getallocf	alloc	L	pud			0		0		-	get memory allocator and user data
lua_setallocf		L	func	ud		0		0		-	set memory allocator and user data
luaL_ref	key	L	n			-1	-1: value	0		m	create unique key in table at position n
							-n: table				
luaL_unref		L	n	key		0	-n: table	0		-	release key in table at position n

luaL_findtable						deprecated: ?
luaL_setn						deprecated: set table size, see table.setn()
luaL_getn						deprecated: get table size, see table.getn()
luaL_openlib						open library

deprecated function
values popped in call
values remaining in call

Basic types	Value	Type name
LUA_TNONE	(-1)	
LUA_TNIL	0	nil
LUA_TBOOLEAN	1	boolean
LUA_TLIGHTUSERDATA	2	
LUA_TNUMBER	3	number
LUA_TSTRING	4	string
LUA_TTABLE	5	table
LUA_TFUNCTION	6	function
LUA_TUSERDATA	7	
LUA_TTHREAD	8	thread

Thread status	
LUA_YIELD	1
LUA_ERRRUN	2
LUA_ERRSYNTAX	3
LUA_ERRMEM	4
LUA_ERRERR	5

Pseudo indices	
LUA_REGISTRYINDEX	(-10000)
LUA_ENVIRONINDEX	(-10001)
LUA_GLOBALSINDEX	(-10002)
lua_upvalueindex(i)	(LUA_GLOBALSINDEX-(i))

Name	Remark
cf	c function
lf	Lua function
ud	light userdata
ni	number input args
no	number output args
k	field index
n	Stack element at index n
n1	Stack element 1 at index n1
n2	Stack element 2 at index n2
value	Lua value
fmt	format string, see fprintf()
data	pointer to raw data
number	Lua number
ar	Pointer to debug structure
L, L1, L2	Lua state
В	Lua buffer
integer	Lua integer
t	lua type
ok	1=success
error	error code, 0=ok