**XLua编码**

Xlua编码风格和使用上的限制, 更详细的信息，查阅xlua文档。

代码颜色：C# Lua

**协程**

yield return WWW;

coroutine.yield(WWW);

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yield break;

break;

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yield return 0;

coroutine.yield(0);

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yield return StartCoroutine (CreateLobbyCom());

coroutine.yield(this:StartCoroutine(this:CreateLobbyCom()));

**实例化**

SubTypeAndParam param = new SubTypeAndParam();

local param; param = SubTypeAndParam() ;

**取值 & 赋值**

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静态

CS.EightGame.Logic.AdventureManager.\_newOpenLevelId = 0;

latestAreaId = CS.EightGame.Logic.AdventureManager.\_latestLevelId;

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非静态

this.\_navigationNode = NavigationUINode() ;

i < obj\_len(this.\_subEINodeArray)

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数组取值

ugCfg.donecondition[i].key

DictGetValue(ugCfg.donecondition, i).key

ugCfg.donecondition[“name”].key

DictGetValue(ugCfg.donecondition, ”name”).key

#DictGetValue为自定义的封装函数，后面说明。

**AddComponent & BindComponent**

com = go:AddComponent(typeof(LobbyViewCom));

this:BindComponent(com)

**事件监听**

this.entity:AddEventListener("LOGIN", function(e)

this:LoginAccount(e)

end

);

**委托 & 回调**

传function()即可。

this.Anim:SetFinishCallback(function()

this:OnLeaveLogin()

end

);

Lua访问有命名空间的对象/静态方法

local testM = CS.EIGame.CSTest

local testO = testM ()

testO:SayHello()

Lua访问无命名空间的对象方法

local testM = CS. CSTest

local testO = testM (“id”, 10)

testO:DoSomething(‘hello’)

--测试ref

local input = ' hello lua'

local outputValue = testO:DoSomething(input)

print(outputValue)

local outValue1, outValue2 = luaO2:DoSomething(inputValue)

print(outValue1)

print(outValue2)

--测试out

inputValue = ' hello lua '

outputValue = luaO2:SayHelloWithOutParam(inputValue)

print(outputValue)

print('\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* NGUI\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*')

local label = CS.UILabel()

label.text = 'NGUI Test.'

print(label.text)

luaO3.onClick = function(obj)

print('hello lua')

print(obj)

end

luaO3.onClick('lua01')