

LuaContext

- m_pLuaState
- m_contextHandle
- m_EntryScriptName

- + GetLuaState()
- + LuaContext()
- + Start()
- + ExposeFunction()
- + ExposeFunction()
- + AddClass()
- + AddClassDataMember()
- + AddClassFunction()
- + AddClassConstructor()
- Initialize()