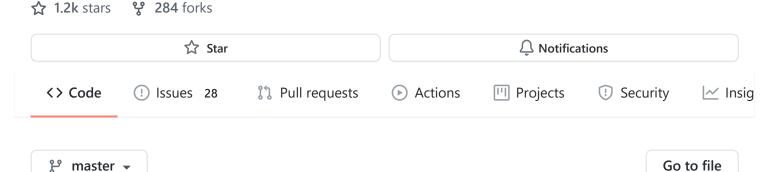
☐ vinniefalco / LuaBridge

A lightweight, dependency-free library for binding Lua to C++







LuaBridge 2.6

LuaBridge is a lightweight and dependency-free library for mapping data, functions, and classes back and forth between C++ and Lua (a powerful, fast, lightweight, embeddable scripting language). LuaBridge has been tested and works with Lua revisions starting from 5.1.5., although it should work in any version of Lua from 5.1.0 as well as LuaJit.

LuaBridge offers the following features:

- MIT Licensed
- A printable Reference Manual.
- Headers-only: No Makefile, no .cpp files, just one #include!
- Simple, light, and nothing else needed (like Boost).
- No macros, settings, or configuration scripts needed.
- Supports different object lifetime management models.
- Convenient, type-safe access to the Lua stack.
- Automatic function parameter type binding.

- Easy access to Lua objects like tables and functions.
- Written in a clear and easy to debug style.

Please read the LuaBridge Reference Manual for more details on the API.

Unit Tests

Unit test build requires a CMake and C++11 compliant compiler.

There are 4 unit test flavors:

- Tests51 uses Lua 5.1, with C++11 features
- Tests51L uses Lua 5.1, no C++11 features
- Tests52 uses Lua 5.2, with C++11 features
- Tests52L uses Lua 5.2, no C++11 features

Build using Make on Linux/MacOS:

```
clone --recurse-submodules git@github.com:vinniefalco/LuaBridge.git
cd LuaBridge
cmake -DCMAKE_BUILD_TYPE=Debug -B build
# or cmake -DCMAKE_BUILD_TYPE=RelWithDebInfo -B build
# or cmake -DCMAKE_BUILD_TYPE=Release -B build
cd build
make -j
```

Generate XCode project on MacOS:

```
clone --recurse-submodules git@github.com:vinniefalco/LuaBridge.git
cd LuaBridge
cmake -G Xcode -B build
# Generates XCode project build/LuaBridge.xcodeproj
```

Generate MSVS solution on Windows:

```
clone --recurse-submodules git@github.com:vinniefalco/LuaBridge.git
cd LuaBridge
mkdir build
cd build
cmake -G "Visual Studio 15 2017 Win64" -B build
# or cmake -G "Visual Studio 14 2015" -B build
# or cmake -G "Visual Studio 15 2017 Win64" -B build
# or cmake -G "Visual Studio 15 2017 Win64" -B build
# or cmake -G "Visual Studio 15 2017" -B build
```

```
# or cmake -G "Visual Studio 15 2019" -A Win64 -B build
# or cmake -G "Visual Studio 15 2019" -B build
# Generates MSVS solution build/LuaBridge.sln
```

LuaBridge Demo

LuaBridge provides both a command line program and a stand-alone graphical program for compiling and running the test suite. The graphical program brings up an interactive window where you can enter execute Lua statements in a persistent environment. This application is cross platform and works on Windows, Mac OS, iOS, Android, and

∃ README.md

cross platform graphic application. They are all together in a separate repository, with no additional dependencies, available on Github at LuaBridge Demo and Tests. This is what the GUI application looks like, along with the C++ code snippet for registering the two classes:



Official Repository

LuaBridge is published under the terms of the MIT License.

The original version of LuaBridge was written by Nathan Reed. The project has been taken over by Vinnie Falco, who added new functionality, wrote the new documentation, and incorporated contributions from Nigel Atkinson.

For questions, comments, or bug reports feel free to open a Github issue or contact Vinnie Falco directly at the email address indicated below.

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Releases

22 tags

Packages

No packages published

Contributors 20























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Languages

- Makefile 1.0% **C** 48.2% HTML 32.9% • **C**++ 16.0% • Lua 0.8% **Roff** 0.6%
- **Other** 0.5%