# Lua em Jogos (o começo)

From: Bret Mogilefsky <mogul@lucasarts.com>
To: "'lua@icad.puc-rio.br'" <lua@icad.puc-rio.br>
Subject: LUA rocks! Question, too.
Date: Thu, 9 Jan 1997 13:21:41 -0800

Hi there...
After reading the Dr. Dobbs article on Lua I was very eager to check it out, and so far it has exceeded my expectations in every way! It's elegance and simplicity astound me. Congratulations on developing such a well-thought out language.

Some background: I am working on an adventure game for the LucasArts Entertainment Co., and I want to try replacing our older adventure game scripting language, SCUMM, with Lua.
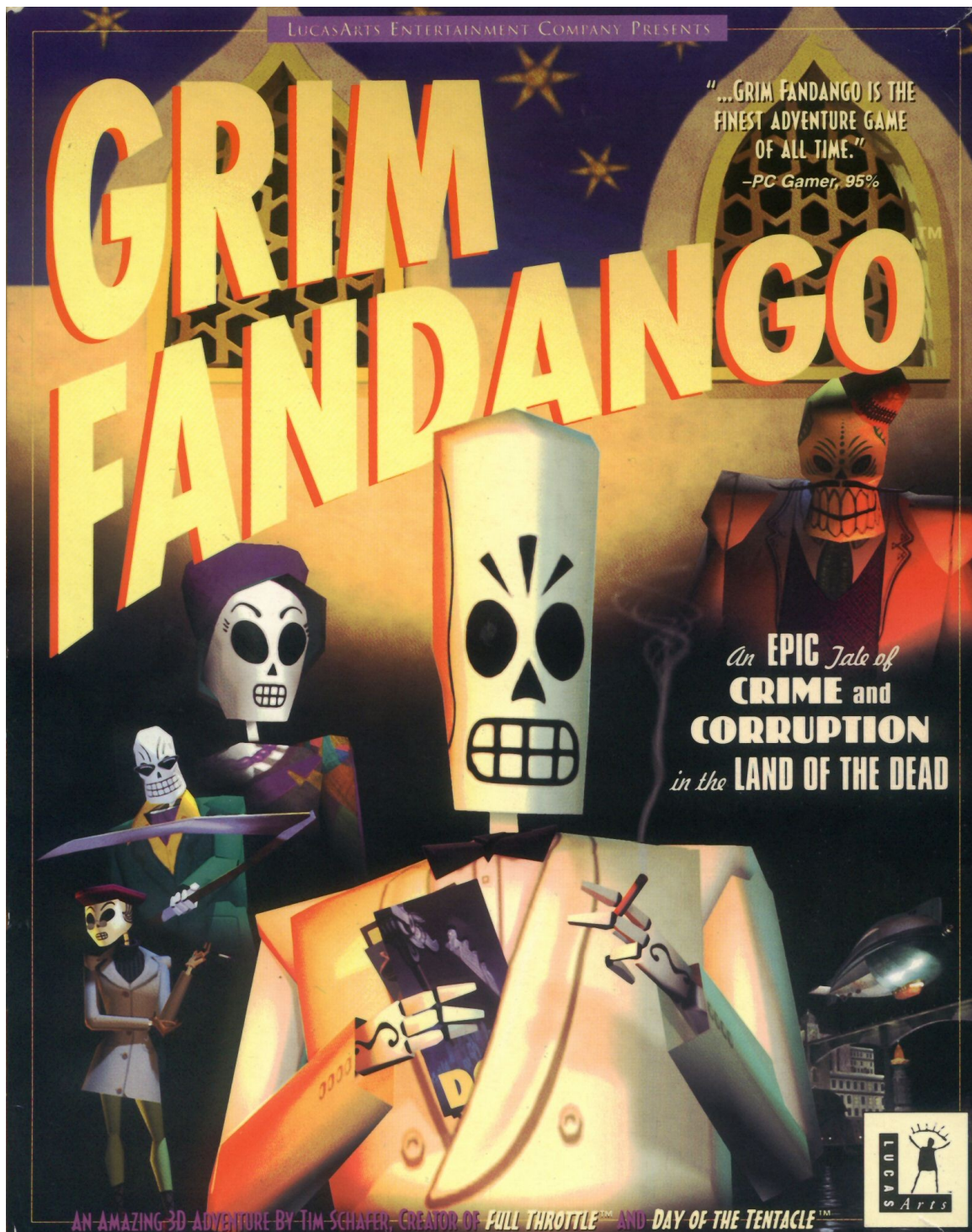
Lucas Arts, 1998

"Grim Fandango was the first game that shows Lua could not only be used to make a good game, but that it could be used to make some of the best games ever."

Diehard GameFAN: Hall of Fame Nomination

Escape from Monkey Island (2000)

Company of Heroes

Universe at War: Earth Assault

Dungeons

Tap Tap Revenge

Blitzkrieg — Attack is the Only Defense

Monopoly Tycoon

Driver: San Francisco

ROBLOX

Grim Fandango

Amped

The Incredible Hulk

Destroy All Humans! — One Giant Step On Mankind

The Lord of the Rings Online: Shadows of Angmar

Requiem — Memento Mori

Baldur's Gate

Rail Simulator

World of Warcraft

Far Cry

Impossible Creatures

S.T.A.L.K.E.R.

Blossom

NFL Fever

Soul Ride — Snowboarding Simulator

Diner Dash 2: Restaurant Rescue

Natural Selection 2

SimCity 4

Angry Birds — Play

SpellForce

Napoleon: Total War

Supreme Commander

Allods Online

There

Brütal Legend

Buzz! Quiz TV

Battlezone 98 Redux

Top Spin 2

Sonic the Hedgehog

The Witcher

Crackdown

Crimson — Steam Pirates

MDK2

Crysis

Supreme Commander: Forged Alliance

Homeworld 2

Psychonauts

Bubble Ball

The Incredibles — When Danger Calls

Links

Dungeons

Brave: The Search for Spirit Dancer

Star Wars: Empire at War

PlayStation Home

The Guild 2

Escape from Monkey Island

Empire: Total War

Sid Meier's Civilization V

plus+

Crackdown

Might and Magic: Heroes V

Dawn of War: Dark Crusade

You Are Empty

Fable II

Scripting

- Linguagem de script x linguagem dinâmica

  - scripting enfatiza comunicação inter-linguagens

- Programa escrito em duas linguagens

  - uma linguagem de script e uma linguagem de sistema

- Linguagem de sistema implementa as partes "pesadas" e estáveis da aplicação

  - algorítmos, estruturas de dados

- Linguagem de script conecta essas partes

  - flexível, fácil de modificar
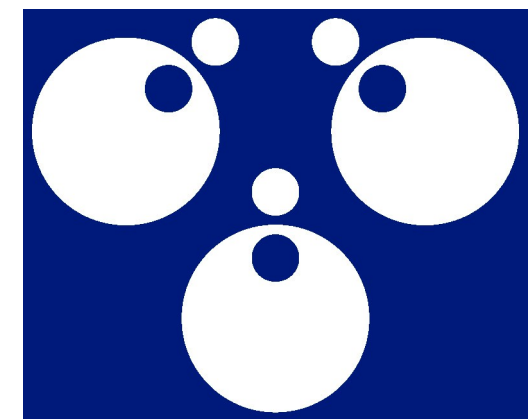
LuaTeX

```
if not _params.STD then
  assert(loadstring(config.get("LUA.LIBS.STD")))()
  if not _params.table_ext then
    assert(loadstring(config.get("LUA.LIBS.table_ext")))()
    if not __LIB_FLAME_PROPS_LOADED__ then
      __LIB_FLAME_PROPS_LOADED__ = true
      flame_props = {}
      flame_props.FLAME_ID_CONFIG_KEY = "MANAGER.FLAME_ID"
      flame_props.FLAME_TIME_CONFIG_KEY = "TIMER.NUM_OF_SECS"
      flame_props.FLAME_LOG_PERCENTAGE = "LEAK.LOG_PERCENTAGE"
      flame_props.FLAME_VERSION_CONFIG_KEY = "MANAGER.FLAME_VERSION"
      flame_props.SUCCESSFUL_INTERNET_TIMES_CONFIG = "GATOR.INTERNET_CHE
      flame_props.INTERNET_CHECK_KEY = "CONNECTION_TIME"
      flame_props.BPS_CONFIG = "GATOR.LEAK.BANDWIDTH_CALCULATOR.BPS_QUEU
      flame_props.BPS_KEY = "BPS"
      flame_props.PROXY_SERVER_KEY = "GATOR.PROXY_DATA.PROXY_SERVER"
      flame_props.getFlameId = function()
        if config.hasKey(flame_props.FLAME_ID_CONFIG_KEY) then
          local l_1_0 = config.get
          local l_1_1 = flame_props.FLAME_ID_CONFIG_KEY
          return l_1_0(l_1_1)
        end
        return nil
      end
```

Adobe Lightroom
  mais de um milhão de linhas
    de código Lua