NonLayeredTidyTreesTest, protocol _Lua chunks_.

treeLayoutIssue1LuaChunk

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^ '

 local tidy = require "non-layered-tidy-trees"

 local tree, itree = tidy.trees {

     [0] = {w = 40, h = 40, c = {1, 2}},
     [1] = {w = 40, h = 40, c = {}},
     [2] = {w = 40, h = 40, c = { 3 } },
     [3] = {w = 40, h = 40, c = { 4, 5 } },
     [4] = {w = 100, h = 40, c = {}},
     [5] = {w = 200, h = 40, c = {}},
 }

 local r = tree[0]       -- the root.

 tidy.layout {
   root = r,
   vertically = true,
   centeredxy = true,
 }

 local result = tidy.dbindrec (itree)

 tidy.free(r)

 return result
 '
```