CompiledMethod

NonLayeredTidyTreesTest, protocol *Lua chunks*.

treeLayoutIssueLuaChunk

```
^ '

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, 4 } },
    [3] = {w = 100, h = 40, c = {}},
    [4] = {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
'
```