

# Lua 热修复类型签名表

类型签名表

Objc-C类型	符号
NSString*,NSNumber*,NSObjec*...	id
Block	?
NSInteger	NSInteger
CGFloat	CGFloat
CGSize	CGSize
CGRect	CGRect
CGPoint	CGPoint
CGVector	CGVector
NSRange	NSRange
Class	Class
SEL	SEL
BOOL	BOOL
void*	void*
void	void
char*	char*
char	char
bool	bool
float	float
double	double
short	short
int	int
long	long
long long	long long
unsigned short	unsigned short
unsigned int	unsigned int
unsigned long	unsigned long
unsigned long long	unsigned long long
size_t	size_t

使用场景

## 1、定义协议

```
1 -- lua
2 -- 定义协议，用于给新增的方法添加方法签名
3 wpfix_protocol("WPFixNewClassProtocol", {
4     refreshView = "NSString*,void",
5 },{
6     refreshData_ = "NSDictionary*,NSDictionary*"
7 })
8 wpfix_class({"WPFixNewClass", "NSObject", protocols={"WPFixNewClassProtocol"}},
9 function(_ENV)
10     function refreshView()
11         return "有事"
12     end
13 end,
14 function(_ENV)
15     function refreshData_(data)
16         data.thingName = "有事"
17         return data
18     end
19 end)
```

## 2、定义结构体

```
1 // OC
2 typedef struct XPoint {
3     float x;
4     float y;
5 } XPoint;
6
7 typedef struct XRect {
8     XPoint origin;
9     float width;
10    float height;
11 } XRect;
```

```
1 -- lua
```

```

2 -- 注册原生结构体, 方便 lua 可以访问结构体数据
3 wpfix_struct({name = "XRect", types = "float,float,float,float", keys =
  "x,y,width,height"})
4 wpfix_class({"WPFixConvertTest"},
5 function(_ENV)
6     function argInXRect_(a)
7         a.x = 10.0
8         self:setVXRect_(a)
9         return a
10    end
11 end)

```

### 3、定义 block

```

1 // OC
2 @interface WPFixBlockDefineTest : NSObject
3 @property (nonatomic) int vInt;
4 @end
5 @implementation WPFixBlockDefineTest
6
7 - (void(^)(int))blkVoidOne
8 {
9     return nil;
10 }
11
12 @end

```

```

1 -- lua
2 wpfix_class({"WPFixBlockDefineTest"},
3 function(_ENV)
4     function blkVoidOne()
5         -- 定义了一个 block, 返回值值空, 入参是 int 型
6         return wpfix_block(function(i)
7             self:setVInt_(i)
8             end, "void,int")
9     end
10 end)

```

