临时：

[Lua进阶\_lua string.pack-CSDN博客](https://blog.csdn.net/weixin_57023347/article/details/125984614)

[lua学习笔记之位及字节\_lua 位操作-CSDN博客](https://blog.csdn.net/xiexingshishu/article/details/122420232?utm_medium=distribute.pc_relevant.none-task-blog-2~default~baidujs_baidulandingword~default-8-122420232-blog-125984614.235^v38^pc_relevant_anti_vip_base&spm=1001.2101.3001.4242.5&utm_relevant_index=11)

Lua-pb

[starwing/lua-protobuf (github.com)](https://github.com/starwing/lua-protobuf/tree/master)

[build\_xlua\_with\_libs: 为xLua集成几个常用库，方便使用 (github.com)](https://github.com/chexiongsheng/build_xlua_with_libs)

[xLua下使用lua-protobuf简介](https://www.cnblogs.com/nafio/p/12370173.html)

[用Unity+Lua开发游戏，有什么好的办法进行性能检测？ - 知乎 (zhihu.com)](https://www.zhihu.com/question/307064711/answer/570257565)

[用好Lua+Unity，让性能飞起来——Lua与C#交互篇 - 知乎 (zhihu.com)](https://zhuanlan.zhihu.com/p/546854339?utm_id=0&wd=&eqid=91fa5b9100032fe600000003647b18df)

[Lua配置表存储优化方案 - UWA问答](https://blog.uwa4d.com/archives/1490.html)

[UGUI中UnityEvent在Lua侧注册、反注册不能正常释放Tencent/xLua (github.com)](https://github.com/Tencent/xLua/issues/139)

[xlua-framework框架简介](https://blog.csdn.net/yupu56/article/details/120745232)

[xlua-framework-unity2018(github.com)](https://github.com/passiony/xlua-framework-unity2018)

[【深入Lua】理解Lua中最强大的特性-coroutine（协程）-CSDN博客](https://blog.csdn.net/weixin_34018202/article/details/92712208?depth_1-utm_source=distribute.pc_relevant.none-task&utm_source=distribute.pc_relevant.none-task)

[理解lua中的metatable和\_\_index](https://blog.csdn.net/kenkao/article/details/103292990)

[Lua 三目运算符](https://blog.csdn.net/weixin_45136016/article/details/126352528)

[Lua 5.3支持64位](http://www.taodudu.cc/news/show-5846917.html?action=onClick)

[EmmyLua for IntelliJ IDEA 1.3.2 文档](https://emmylua.github.io/zh_CN/annotations/class.html)

[XLua官方demo5-避免c#和lua间值类型的GC分析](https://blog.csdn.net/qq_31915745/article/details/79635076)

[GC优化XLua下的各种值类型](https://blog.csdn.net/kuangben2000/article/details/107079777)