
Subject: AngelScript - AngelCode Scripting Library
Posted by [Sender Ghost](#) on Fri, 18 Nov 2011 09:37:26 GMT
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Homepage:
<http://www.angecode.com/angelscript/>

License:
zlib

Version:
2.30.0 (February 22nd, 2015)

Description:
The AngelCode Scripting Library, or AngelScript as it is also known, is an extremely flexible cross-platform scripting library designed to allow applications to extend their functionality through external scripts. It has been designed from the beginning to be an easy to use component, both for the application programmer and the script writer.

Efforts have been made to let it call standard C functions and C++ methods with little to no need for proxy functions. The application simply registers the functions, objects, and methods that the scripts should be able to work with and nothing more has to be done with your code. The same functions used by the application internally can also be used by the scripting engine, which eliminates the need to duplicate functionality.

For the script writer the scripting language follows the widely known syntax of C/C++, but without the need to worry about pointers and memory leaks. Contrary to most scripting languages, AngelScript uses the common C/C++ datatypes for more efficient communication with the host application.

Documentation:
<http://www.angecode.com/angelscript/documentation.html>

In the attachments you could find AngelScript source code, add-ons, samples, converted to U++ packages and documentation.

To note:
There were minor changes for include files for original sources to adapt for U++ package structure.

Edit: Updated to 2.30.0 version.

File Attachments

1) [AngelScript_v2.30.0.7z](#), downloaded 402 times
