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Subject: Re: What about LUA plugin?

Posted by [mirek](#) on Tue, 22 Aug 2006 22:13:52 GMT

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masu wrote on Tue, 22 August 2006 17:01 Actually, I wondered why it never came into your mind using it as extension language instead of writing your own, Esc.

One of reasons is that we needed something more similar to C++ - to copy Paint methods into .usc.

Another is that Esc is easily extensible (e.g. .usc), and C++ binding is quite easy.

Last but not least, inventing language is fun

Anyway, originally I have not planed to use it outside TheIDE.

Mirek

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