Subject: Re: What about LUA plugin?
Posted by thierry on Sun, 10 Sep 2006 14:16:16 GMT
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Hello,

interesting to hear that Lua was to slow.
From benches (http://shootout.alioth.debian.org/) it looks faster than other script languages, so I'd be happy to share real life experience.

What were you trying to do with it and which version of Lua have you been using and on which platform ? This could help understanding the limits of using it.

Well this is no news that interpreted languages are slower than compiled ones, however, you can profile and balance your application with good partitionning between C parts, and script parts (and if you are lucky, with hardware parts...). So that you can accelerate scripts algo with some C code, when needed...