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Subject: Re: What about LUA plugin?

Posted by [thierry](#) on Sun, 10 Sep 2006 14:44:14 GMT

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A first reason I got interested in Lua, was that it was first intended to be a configuration language. So it is quite efficient for that. And far more better than using classical map files like that and still widely in use:

```
m.p.i = 0
```

```
m.p.s = "toto"
```

```
...
```

I now see that people are using more and more XML for that. And I'm quite puzzled by this:

- this is still a data only language, thus impossible to embed calculated settings, nor consistency checks
- references needs to be managed by hand
- syntax is horribly verbose and thus obfuscating, what is the gain of ascii then?

By the way, does U++ provides a configuration API, or just rely upon XML and its serialization features ?

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