
Subject: Re: What about LUA plugin?

Posted by [qwerty](#) on Mon, 11 Sep 2006 09:38:30 GMT

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```
#include <Core/Core.h>
#include <plugin/lua/lua.hpp>
```

```
CONSOLE_APP_MAIN
{
    lua_State * moon = lua_open();

    luaL_openlibs(moon);
    luaL_dostring(moon, "print(\"hi honey\")");

    lua_close(moon);

    system("pause");
}
```

maybe, it would need to change some lines in lua.hpp...

just add 'src/' before include file name in ""
