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Subject: ESC and Classes...

Posted by [qwerty](#) on Sun, 02 Jul 2006 15:03:03 GMT

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can I bind class membre functions to Esc and work with them?

ANY way is acceptable...

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Subject: Re: ESC and Classes...

Posted by [qwerty](#) on Fri, 07 Jul 2006 06:07:26 GMT

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there was need for fast scripting language and embending into classes. Esc wont satisfy that(for now ). Found very effective Lua language([www.lua.org](http://www.lua.org)) and Diluculum add-on for embending into classes(on the Lua wiki > AddOns).

This solved every problems....

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Subject: Re: ESC and Classes...

Posted by [mirek](#) on Wed, 19 Jul 2006 09:49:51 GMT

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qwerty wrote on Sun, 02 July 2006 11:03can I bind class membre functions to Esc and work with them?

ANY way is acceptable...

Yes. See [ide/LayDes/EscLib.cpp](#) at the end is EscDraw.

However, Esc is not very fast...

Mirek

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Subject: Re: ESC and Classes...

Posted by [qwerty](#) on Mon, 14 Aug 2006 15:20:29 GMT

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I very appreciate this; but my needs of quickness was critical

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Subject: Re: ESC and Classes...

Posted by [mirek](#) on Tue, 22 Aug 2006 16:46:12 GMT

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What about adding lua as "plugin"? License seems to be OK....

Mirek

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Subject: Re: ESC and Classes...  
Posted by [mdelfede](#) on Mon, 17 Sep 2007 16:05:21 GMT  
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Squirrel is not bad too... very similar to C++, with loose types and many bindings already done.  
[www.squirrel-lang.org](http://www.squirrel-lang.org)

Ciao

Max

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Subject: Re: ESC and Classes...  
Posted by [jeremy\\_c](#) on Fri, 12 Jun 2009 23:37:17 GMT  
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luzr wrote on Wed, 19 July 2006 05:49  
Yes. See `ide/LayDes/EscLib.cpp` at the end is `EscDraw`.

However, Esc is not very fast...

Has the location of this file changed? I would like to see an example as well.

Esc is not very fast... This message is a bit old, has the speed of Esc changed any?

Jeremy

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Subject: Re: ESC and Classes...  
Posted by [mirek](#) on Sat, 13 Jun 2009 07:27:24 GMT  
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[quote title=jeremy\_c wrote on Fri, 12 June 2009 19:37]luzr wrote on Wed, 19 July 2006 05:49  
Yes. See `ide/LayDes/EscLib.cpp` at the end is `EscDraw`.

However, Esc is not very fast...

Has the location of this file changed? I would like to see an example as well.

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[/quote]

ide/LayDes/laylib.cpp

Quote:

Esc is not very fast... This message is a bit old, has the speed of Esc changed any?

Well, speed is relative. I guess it is fast enough for most scripting operations. I would say it might be a little bit faster than bash, definitely slower than python.

Mirek

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