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Subject: lua binding of Ultimate++  
Posted by [pber](#) on Mon, 01 Mar 2021 15:43:19 GMT  
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Hi all,

well... quite Lua, since my project implements an OO variant of Lua, which I call Ike.  
Thanks to SWIG I made a binding of a subset of the Ultimate++ framework.  
There is also an ide, wrote in Ike. it's still full of bugs, but does not crash too often :d

can be downloaded here

<https://drive.google.com/file/d/1PHnK7oRFngiongJiyaKdDatNFluWqZXZ/view?usp=sharing>

Let me thank Mirek and the whole Upp community, for the great software you made.

Paolo

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Subject: Re: lua binding of Ultimate++  
Posted by [pber](#) on Tue, 16 Mar 2021 04:42:47 GMT  
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...well it has some problems.  
Now they say to me it works.

[https://drive.google.com/file/d/1P\\_lizls6QHeoQl8l6DxHXDDJ90dRP0XE/view?usp=sharing](https://drive.google.com/file/d/1P_lizls6QHeoQl8l6DxHXDDJ90dRP0XE/view?usp=sharing)

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Subject: Re: lua binding of Ultimate++  
Posted by [mezise](#) on Tue, 28 Dec 2021 13:13:59 GMT  
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Hi pber,

I am interested in developing Upp applications using Lua.  
Could you share again your work? The link you provided is no longer active.

Best regards.

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