
syntax checking, debugging, reference for lua

Posted by cellist.phil - 2011/09/10 22:18

I received a "CODE ERROR" when editing my original post of this thread and am now unable to edit it. So I will continue with a new post here...

ORIGINAL QUESTION: newbie lua scripter here. What tools are available for syntax checking, debugging, etc lua scripts? I find quite a bit of material via google but don't know which ones are worth trying.

FOLLOWUP: I found the following resources. All are free.

1. A binary distribution of lua for Windows. [click here](#)
2. A reference for the lua language. [click here](#)
3. A support forum for lua. Not limited to Windows.[click here](#)

-Phil

Re:syntax checking, debugging, reference for lua

Posted by Jotaf - 2011/12/04 22:32

I've used Notepad++ for a long time, and recently moved to Sublime Text 2. Both support lua syntax highlighting and lots of other things that make it easier to navigate code. They can be customized with hotkeys to run scripts if you want, with some effort.

I don't really do a lot of debugging apart from printing messages with Rainlendar_Log (for lua at least), so I'm not aware of any fancy IDE's.
