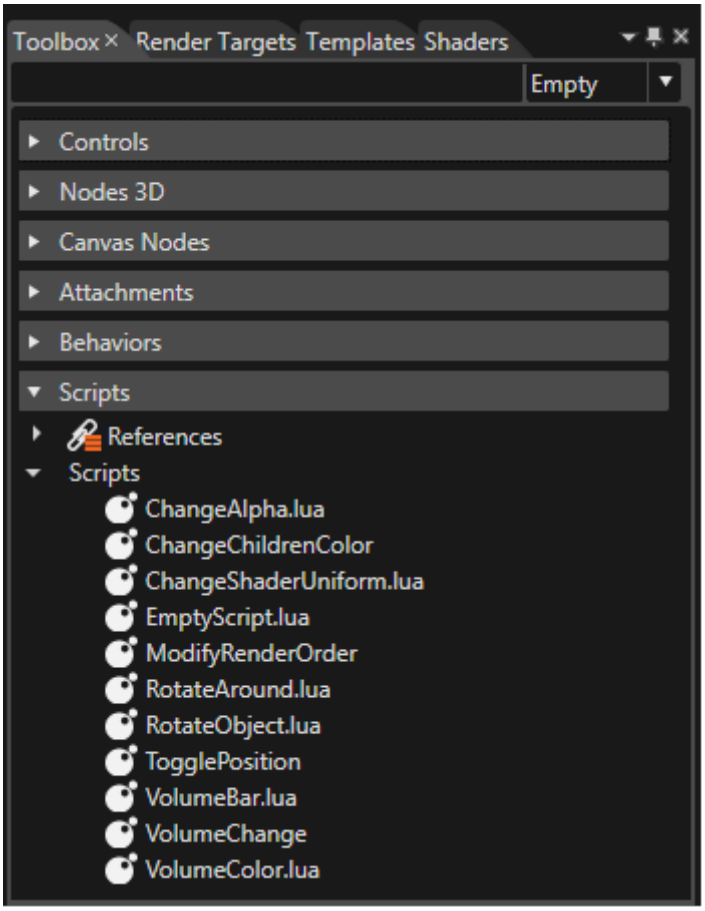
Overview

This chapter gives and overview of Lua-Scripting.

What is Lua-Scripting?

Lua-Scripting is an extension of the base scripting system binding Lua to Candera. It gives you the opportunity to manipulate graphical objects using the Candera engine API.

Compared to Behaviors there are no predefined Lua-Scripts but however they offer an easy and fast way to define your own mechanics and functions. Although there are many advantages you nearly have to write them from the scratch. To learn the basics follow this step by step tutorial to see how to create, write and use them. Furthermore there is a Sample Solution called Lua-Scripting where you can click through several sample scripts for reading, learning or copying useful snippets of the code. You can find them in the Toolbox under the category called Scripts:



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