DForD LuaCoding User's Manual

DForD Software[1]

October 21, 2010

[1] http://www.dfordsoft.com/

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Chapter 1

Introduce

DForD LuaCoding is a professional development environment for debugging Lua[1] script in your applications. It's familiar and fast and you'll wonder how you ever worked without it.

DForD LuaCoding is a full graphical IDE. It supports syntax highlighting, symbol browsing/searching, auto-completion, code snippet, debugging, building and more. If you know MSVC, you'll be comfortable immediately (F5 to start debugging, F9 for breakpoints, etc).

DForD LuaCoding requires no code changes and supports Lua 5.1. It supports the latest and greatest games and will work with your creation too.

[1] http://www.lua.org/

Chapter 2

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Chapter 3

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DForD LuaCoding is a "Shareware". You can download and try it for 30 days with no fee. After 30 days, if you decline to register, the software will automatically become disabled. You may register your copy with us for a nominal fee. Finally, every registration enables us to improve our software and continue developing high quality products in the future.

3.1 Price

There are 3 license types for different customers, you can choose the most suitable license to save some spending. Please read the table below to get the detailed license & price information.

Table 3.1: License Type

License Type	**Price**
1 Single License	$99.95 (Buy Now)
Site License for 30 seats	$1499 (Buy Now)
Site License for unlimited seats	$4999 (Buy Now)

For more information, please contact us via sales@dfordsoft.com.

3.2 Registration Benefits

1. Full license to use the software beyond the 30-day evaluation.
2. Remove the Nag window at application startup.
3. Remove the UNREGISTERED mark on the title bar.
4. Free minor upgrades.
5. Discount for major upgrades.
6. Free technical support via e-mail.

Chapter 4

Install/Uninstall

4.1 System Requirement

32-bit Windows XP SP2/SP3 and Windows 2003 are supported. Windows Vista or higher should be worked for, but are not tested.

4.2 Install

Double clicking LuaCodingSetup.exe can install DForD LuaCoding on your computer.

Notice: DForD LuaCoding installation running on Windows 2000/XP/2003 does require administrative or "power user" privileges.

4.3 Uninstall

There are 2 ways to remove DForD LuaCoding from your computer.

4.3.1 Method 1

1. **Click the Start Menu on the Microsoft Windows task bar.**
2. **Click Programs.**
3. **Choose DForD LuaCoding within the listed Programs.**
4. **Navigate to DForD LuaCoding uninstall.**
5. **Click Uninstall.**

4.3.2 Method 2

1. **Click Start menu in the Windows task bar.**
2. **Click Settings.**
3. **Click Control Panel.**
4. **Click Add/Remove Program.**
5. **Choose DForD LuaCoding within the "Add/Remove Programs" list of programs.**
6. **Click Add/Remove.**

7. Follow uninstall instructions.

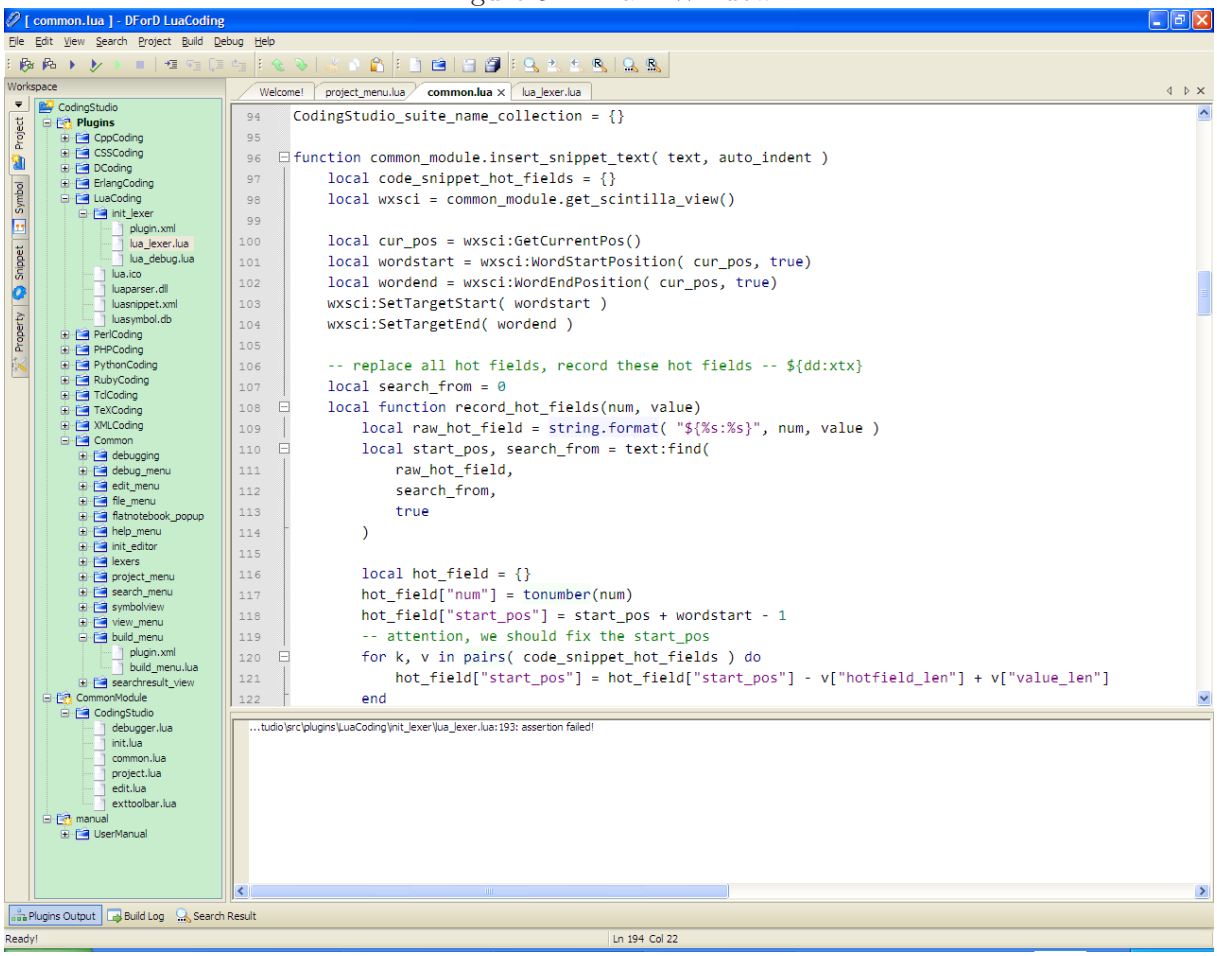
Info: After uninstalling, the Microsoft Windows Uninstall program often does not delete the main folders of programs. You might still see a DForD LuaCoding folder after uninstalling, you may delete the folder manually or just ignore it.

Chapter 5

Features

DForD LuaCoding main window screenshot is shown below.

Figure 5.1: Main Window



5.1 Project Management

DForD LuaCoding provides powerful project management features. As you can see, all project management features can be accessed from the main menu (see Figure 5.2) or the context menu (see Figure 5.3) in Project dockable view.

Notice: There are several Build functions on the context menu too, it is for convenience.

Figure 5.2: Project Main Menu

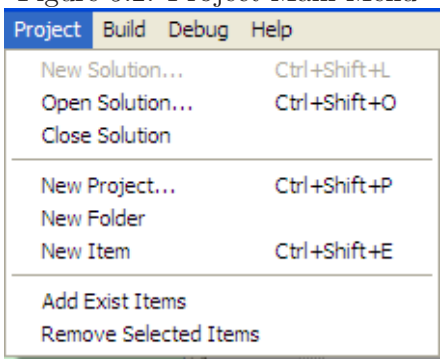
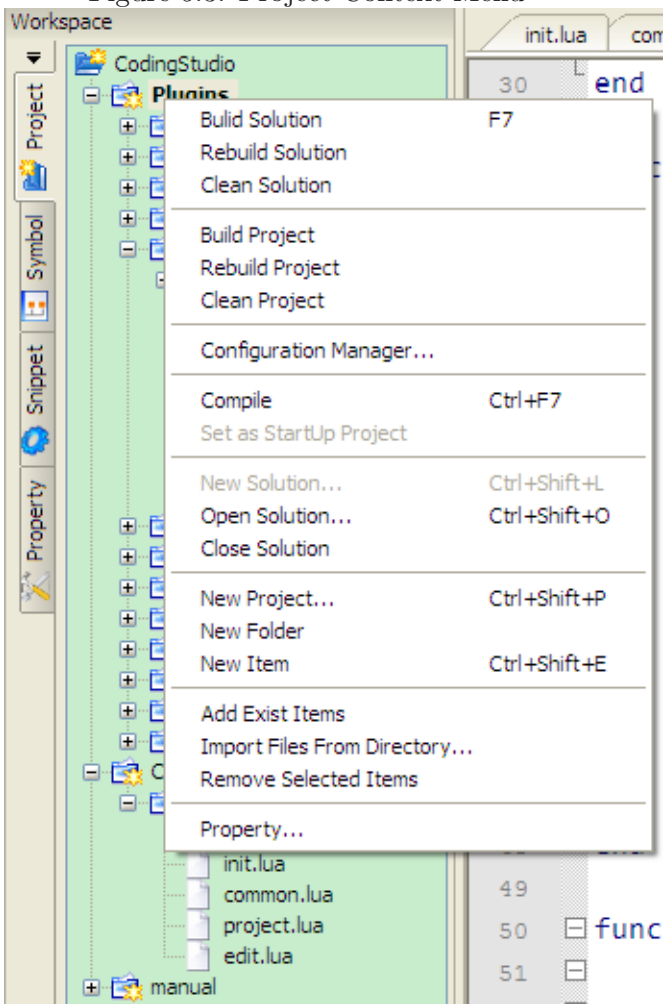


Figure 5.3: Project Context Menu



There are 4 levels for users managing their files, including solution, project, folder and files.

DForD LuaCoding can open and manage only one solution at one time. One solution may contain one or more projects. One porject may have one or more folders, and one folder may include one or more files.

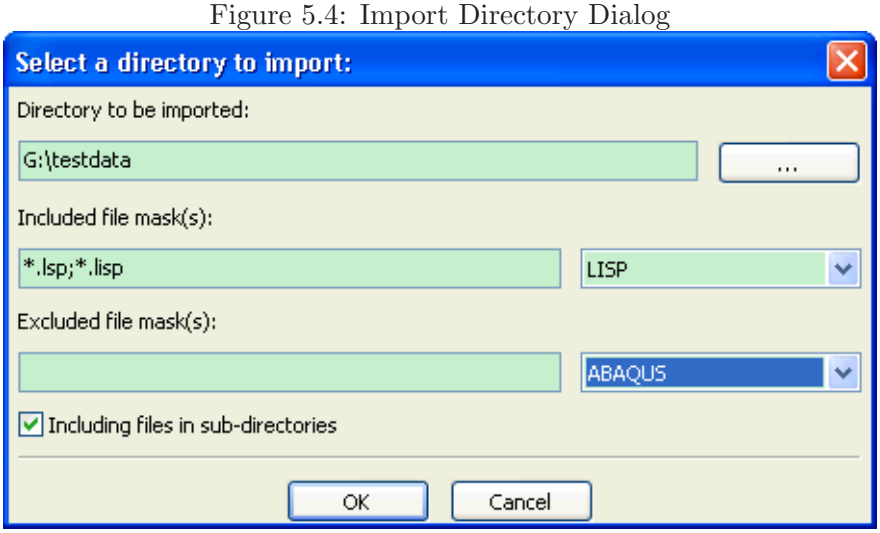
Folder is an abstract concept used to classify files, but solution, project and file do represent real files in file system. The solution file takes the extension name *.cssln*, and the project file takes the extension name *.csprj*. Files can be all types of real files except solution file and project file.

- **New Solution: This function does**
  1. **close the opened solution if exists;**
  2. **ask the user to choose a file path to store the solution file;**

3. open this new solution file.

- Open Solution: This function does
  1. close the opened solution if exists;
  2. ask the user to select a solution file from file system;
  3. display all projects, folders and files in Project dockable view.
- Close Solution: Clear the Project dockable view and close all opened files belong to this solution.
- New Project: Ask the user to choose a file path to store the project file, then add the new project to current opened solution.
- New Folder: Create a new folder as the selected project or folder's child node, then the user can rename the new folder.
- New Item: Pop up a *New Item* dialog, then the user can choose to create new item which is availabe in that dialog's candidate list view.
- Add Exist Items: Ask the user to choose one or more files, then add the file(*s*) to the selected folder.
- Import Files From Directory: This function will popup a dialog (see Figure 5.4) where the user may select and set a directory path, file masks for files to be included or excluded, then the application scans the directory, adds all files and folders retained the same directory structure to the selected project or folder (You can not import a directory to a solution or a file node).

Figure 5.4: Import Directory Dialog



- Remove Selected Items: Remove all selected items from Project dockable view and project file.
- Property: Switch to Property dockable view (see section 5.5), display the selected project item's properties.
- Synchronize Symbols(Quick): Traverse all files in the solution, use symbol parsers to extract all symbol information from these files, and store in the solution associated symbol database. This command won't parse those files whose last modified time is older than last parsed time.

- **Synchronize Symbols(Full): Traverse all files in the solution, use symbol parsers to extract all symbol information from these files, and store in the solution associated symbol database. This command will force to parse all files no matter whether their symbols are updated before, so it would take more time than command Synchronize Symbols(Quick).**

In addition, DForD LuaCoding provides a Quick File Open interface. Users may switch the user interface to the file list by activating accelerator Alt+O or clicking the button on the Project View toolbar, and then input a search keyword so that DForD LuaCoding will filter the file list, only display those ones whose file names contains the search keyword.

5.2 Edit

DForD LuaCoding has an extremely powerful code editor control[1], which support variant programming languages keyword highlight and source code folding, and so on.

5.2.1 Basic Edit

- **Undo: Undo one action in the undo history.**
- **Redo: Redoes the next action on the undo history.**
- **Cut: Cut the selection to the clipboard.**
- **Copy: Copy the selection to the clipboard.**
- **Paste: Paste the contents of the clipboard into the document replacing the selection.**
- **Select All: Select all the text in the document.**
- **Delete**
  - **Delete Back: Delete the selection or if no selection, the character before the caret.**
  - **Delete Word Left: Delete the word to the left of the caret.**
  - **Delete Word Right: Delete the word to the right of the caret.**
  - **Delete Line Left: Delete back from the current position to the start of the line.**
  - **Delete Line Right: Delete forwards from the current position to the end of the line.**
  - **Delete Line: Delete the line containing the caret.**
- **Format**
  - **Pretty-Print Code Text: Pretty-Print the code text in code editor.**
  - **Make Uppercase: Transform the selection to upper case.**
  - **Make Lowercase: Transform the selection to lower case.**

[1] Scintilla, thanks to Neil Hodgson

  - **Increase Line Indent: Increase the selected lines indentation with 4 space characters.**
  - **Decrease Line Indent: Decrease the selected lines indentation with 4 space characters.**

- **Comment**
  - **Block Comment or Uncomment: Comment or uncomment the selected source code lines, editor can recognize if it is commented or uncommented.**
  - **Stream Comment: Comment the selected text.**

- **Insert**
  - **Insert File: Ask the user choose a file, insert this file's content at current caret position.**
  - **Insert Time: Insert current time like *10:23:07* at current caret position.**
  - **Insert Date: Insert current date like *2010-03-16* at current caret position.**

- **Bookmark**
  -  **Toggle Bookmark: Toggle bookmark at current line.**
  -  **Previouse Bookmark: Goto previous bookmark.**
  -  **Next Bookmark: Goto next bookmark.**
  -  **Clear All Bookmarks: Clear all bookmarks in current editor.**

  Notice: **Bookmark information is not saved in any forms, so once the user closes the file, all bookmark information is lost.**

- **Encoding: DForD LuaCoding support 4 character encodings, when a file is being opened, DForD LuaCoding checks the byte order mark (BOM[2]) at the beginning of the file, then decides the file's encoding. Also users can modify the editing document's encoding by select the special menu item, DForD LuaCoding will save the document using the special encoding.**
  - **System Default: Using the system UI default encoding. When the user creates a new file via DForD LuaCoding, this default encoding is always used. If DForD LuaCoding detects a file is neither UTF-8 encoding nor Unicode encoding, then assumes this file is using system UI default encoding.**
  - **UTF-8: Convert current activated document to UTF-8 encoding.**
  - **Unicode Little Endian: Convert current activated document to unicode little endian encoding.**
  - **Unicode Big Endian: Convert current activated document to unicode big endian encoding.**

-  **Expand Abbreviation: This function cooperates with Code Snippet (see Section 5.3). The user may input a snippet abbreviation, then activate this function, DForD LuaCoding will expand the snippet at current caret's position.**

-  **Code Snippet Focus Go Back: Move the caret backwards between code snippet completion hot fields.**

[2] http://en.wikipedia.org/wiki/Byte_order_mark

- **Code Snippet Focus Go Forward: Move the caret forwards between code snippet completion hot fields.**

  Tips : We deos strongly recommend you using the accelerator (Ctrl+;) to activate this function in order to imporve your productivity.

5.2.2 Auto Completion

Currently DForD LuaCoding supports all Lua standard library methods auto-completion (See Figure 5.5) and several frequently-used third party libraries' (such as wxLua[3], stdlib[4], and so on) methods auto-completion . Additionally, while the user is editing a Lua source file, the words in the document will also be list in auto-completion candidate list (See Figure 5.6).

Figure 5.5: Standard Method Auto Completion

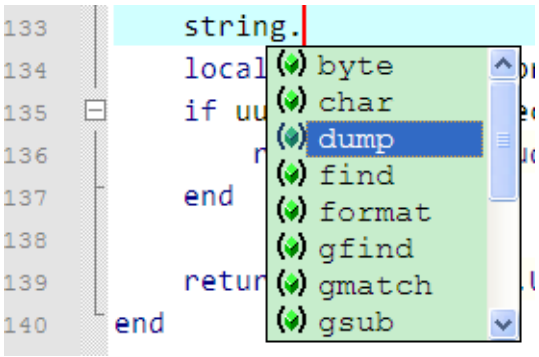
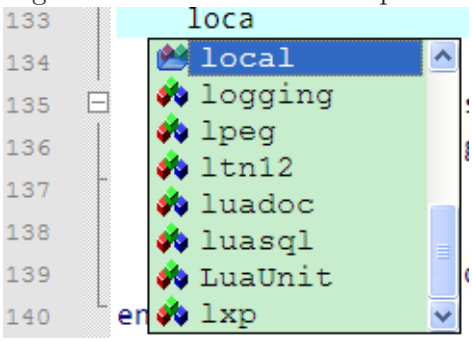


Figure 5.6: Words Auto Completion



Notice: Auto Completion is case-insensitive.

5.3 Code Snippet

DForD LuaCoding provides a set of Lua code snippets for users.
These snippets can only be used in Lua source files. DForD LuaCoding would detect the current in editing document's type, switch the snippet set and use the right one for the document.
The Snippet View displays all valid snippets for current activated editing document, the user can insert an expanded snippet text by double clicking a list item, or just input the abbreviation then expand it by firing menu item *Expand Abbreviation*. We strongly recommend using the second method (the accelerate key Ctrl+;) to impove efficiency, and in fact code snippet has been improved, see the example below:

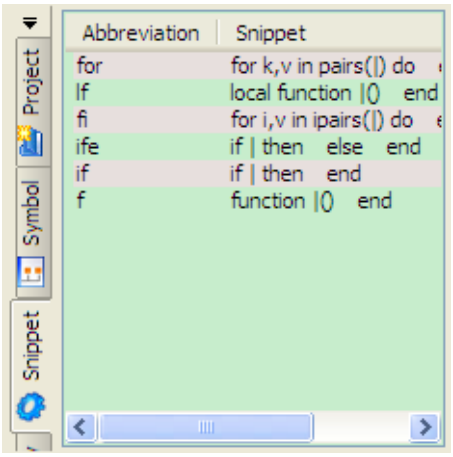


Figure 5.7: Snippet View

Input text *for* in Lua source document editor, then press the accelerate key Ctrl+; DForD LuaCoding will expand the abbreviation *for* into *for i = 1, 10 do ...*, and select the loop variable *i*. The user may modify the loop variable name, or just press the accelerate key Ctrl+. to jump to selecting the loop starting value *1* and

[3] http://wxlua.sourceforge.net
[4] http://luaforge.net/projects/stdlib/

press the accelerate key Ctrl+. again to jump to selecting the loop ending value *10*.

Remember, the accelerate key Ctrl+. makes selecting the right hot field, and the accelerate key Ctrl+, makes selecting the left hot field.

For more usage tips, please watch the video online at http://www.dfordsoft.com/cs/lua_video.htm.

5.4 Symbol View

DForD LuaCoding analyzes current editing Lua source code, extracts all functions and list them in Symbol View. It means Symbol view displays Lua source code's outline. As you can see, the outline will be organized in tree form, that is Lua programming language allows defining nested functions, so DForD LuaCoding puts the inner function*(s)* as the outer function's child node*(s)*.
If the user double clicks an item in the Symbol view, DForD LuaCoding will jump to the line where that function is defined.

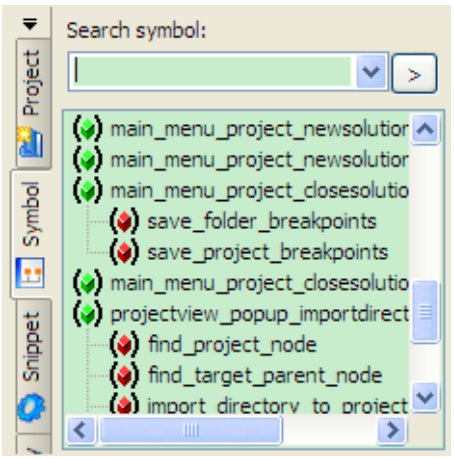


Figure 5.8: Symbol View

5.5 Property View

The Property view displays several properties of selected item in Project view.
If there are more than one items being selected, only the first one's properties will be displayed.
As we has descripted in Section 5.1 Project Management, there are 4 types of project items, solution, project, folder and file. Each type's properties be displayed in Property view are listed in the table below.

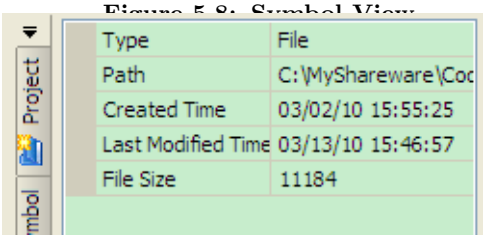


Figure 5.9: Property View

Table 5.1: Properties For Project Items

Item Type	Propertis
Solution	Type, Solution file path
Project	Type, Project file path
Folder	Type, Folder name
File	Type, File path, File created time, File last modified time, File size

5.6 Find & Replace

DForD LuaCoding has basic search and replace functions.

- **Find: Find text starting.**

  Notice: Search/Replace in regular expression may be slower than normal search. Currently the regular expression support is limited and should only be used for simple cases and initial development. Integrating a Perl-Compatible regular expression engine is working in progress. In a regular expression, special characters interpreted are list in Table 5.2.

- **Find Next: Find text starting at current archor.**

  Notice: If you have never searched for any string before, DForD LuaCoding won't find anything.

- **Find Previous: Find some text starting at the search anchor and moving backwards.**

  Notice: If you have never searched for any string before, DForD LuaCoding won't find anything.

- **Replace: Replace the target text with the argument text.**

- **Find In Files: Find text starting in files.**

  The user can search text in current activated document, or current selected project, or current opened solution, or even any real directory.

  The user can specify searched file type whose syntax is compatible with DOS file system wildcard character rule. If there are more than one types, file types should be separated by semicolon.

  All matched items will be displayed in Search Result list view(see Figure 5.10), the user can double click the list item, DForD LuaCoding will open that file and jump to the specific line.

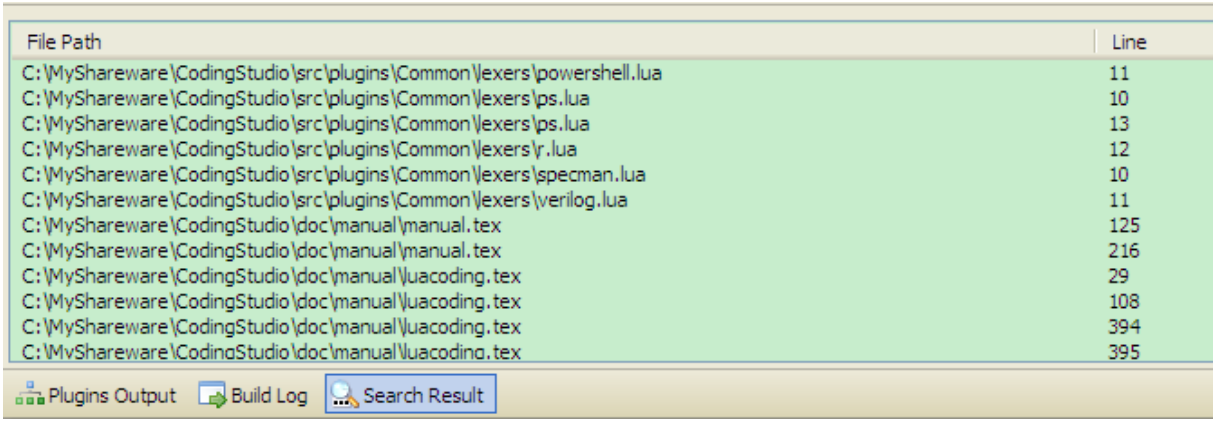
- **Replace In Files: Replace the target text with the argument text in files.**

  Notice: Search/Replace In Files can use Perl-Compatible Regular Expression engine.

- **Go Back: Move caret to the previous position.**

- **Go Forward: Move caret to the next position.**

Figure 5.10: Search Result View



5.7 Build

DForD LuaCoding provides variant building methods:

- **Build Solution: Build current opened solution. It builds all projects in the solution sequently.**

Table 5.2: Search In Regular Expression Special Characters Interpret

Characters	**Interpreting**
.	Matches any character
\(	This marks the start of a region for tagging a match.
\)	This marks the end of a tagged region.
\n	Where n is 1 through 9 refers to the first through ninth tagged region when replacing. For example, if the search string was **Fred\([1-9]\)XXX** and the replace string was **Sam\1YYY**, when applied to **Fred2XXX** this would generate **Sam2YYY**.
\<	This matches the start of a word using editing programming language's definitions of words.
\>	This matches the end of a word using editing programming language's definition of words.
\x	This allows you to use a character x that would otherwise have a special meaning. For example, [would be interpreted as [and not as the start of a character set.
]...]	This indicates a set of characters, for example, [abc] means any of the characters a, b or c. You can also use ranges, for example [a-z] for any lower case character.
]^...]	The complement of the characters in the set. For example, [^A-Za-z] means any character except an alphabetic character.
^	This matches the start of a line (unless used inside a set, see above).
$	This matches the end of a line.
*	This matches 0 or more times. For example, Sa*m matches Sm, Sam, Saam, Saaam and so on.
+	This matches 1 or more times. For example, Sa+m matches Sam, Saam, Saaam and so on.

- **Rebuild Solution: Rebuild current opened solution. It rebuilds all projects in the solution sequently.**
- **Clean Solution: Delete all files generated during building current opened solution.**
- **Build Project: Build current project. It builds all files in the project sequently.**
- **Rebuild Project: Rebuild current project.**
- **Clean Project: Delete all files generated during building current project.**
- **Configuration Manager: Config current selected project build options. DForD LuaCoding will use this config items while building/running/debugging. And there is a set of escape sequence (see Table 5.3) availabe for the command field, user may use such form command "$(InstallPath)/luac.exe" -o "$(TargetFile).luc" "$(SourceFile)", DForD LuaCoding would replace all escape sequences before executing the command.**

Table 5.3: Escape Sequence for Command

Escape Sequence	**Value**
InstallPath	The DForD LuaCoding suite installed path, eg. C:\Program Files\DForD Software\CodingStudio
TargetFile	The generated file full path, eg. C:\LuaProject\luatest.luc
SourceFile	The lua script source file full path, eg. C:\LuaProject\luatest.lua
ProjectDir	The directory path which saves the selected project file, eg. C:\LuaProject
ProjectPath	The selected project file full path, eg. C:\LuaProject\luaproject.csprj
ProjectFileName	The selected project file full name, eg. luaproject.csprj
ProjectName	The selected project file name without extension, eg. luaproject
ProjectExt	The selected project file extension name, should always be csprj.
SolutionDir	The directory path which saves the opened solution file, eg. C:\LuaProject
SolutionPath	The selected solution file full path, eg. C:\LuaProject\luasolution.cssln
SolutionFileName	The selected solution file full name, eg. luasolution.cssln
SolutionName	The selected solution file name without extension, eg. luasolution
SolutionExt	The selected project file extension name, should always be cssln.
Environment variables	Operating system environment variable value.

- **Compile: Compile current activated file. DForD LuaCoding assumes there is *luac.exe* in the installed directory, then call *luac.exe* to generate *luafile.luc*. Also users may modify this compilation command through Configuration Manager.**
- **Stop Building: Stop current building process.**

5.8 Debug

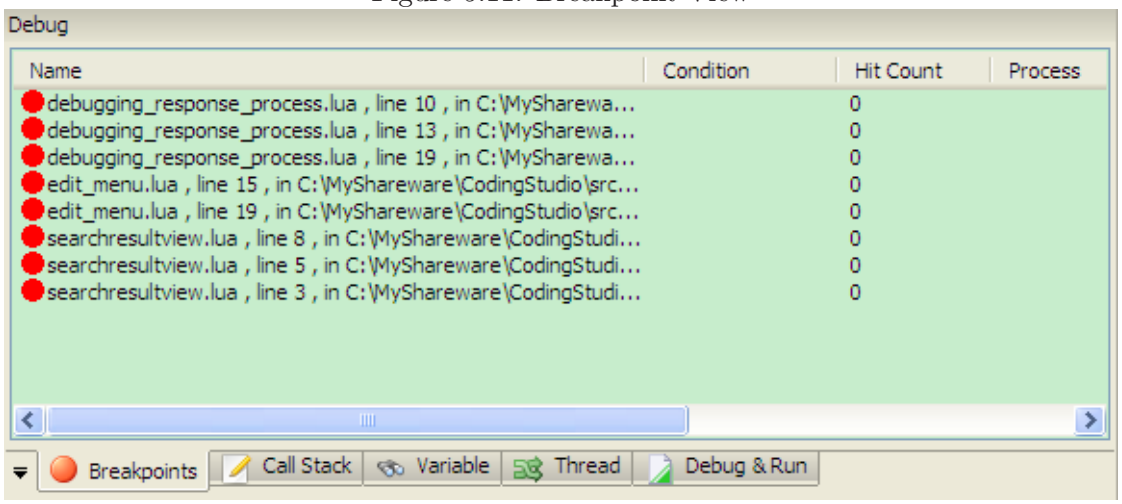
DForD LuaCoding provides powerful debugging functions, users can either debug individual Lua script interpreted by official Lua interpreter, or debug embedded Lua script used by other applications which embed Lua interpreter. DForD LuaCoding

would detect the target application type, then decides the debugger working mode, all are automatical, nothing should be done manually.

- **Start Debugging: Start debugging current activated project.**
- **Start Without Debugging: Start running current activated project but without debugging.**
- **Attach to Process: Attach to a specific process to debug.**
- **Start Debugging Current File: Start debugging current in front file.**
- **Run Current File: Start running current in front file but without debugging.**
- **Continue: Continue running.**
- **Stop Debugging: Stop current debugging process.**
- **Run To Cursor: Start debugging current in front file and stop at current line.**
- **Step Into: Step into.**
- **Step Over: Step over.**
- **Step Out: Step out.**
- **Toggle Breakpoint: Toggle breakpoint setting on current line.**

  Notice: DForD LuaCoding provides a breakpoint list view as a dockable window(see Figure 5.11). Users could double click the list item to locate the breakpoint.

Figure 5.11: Breakpoint View

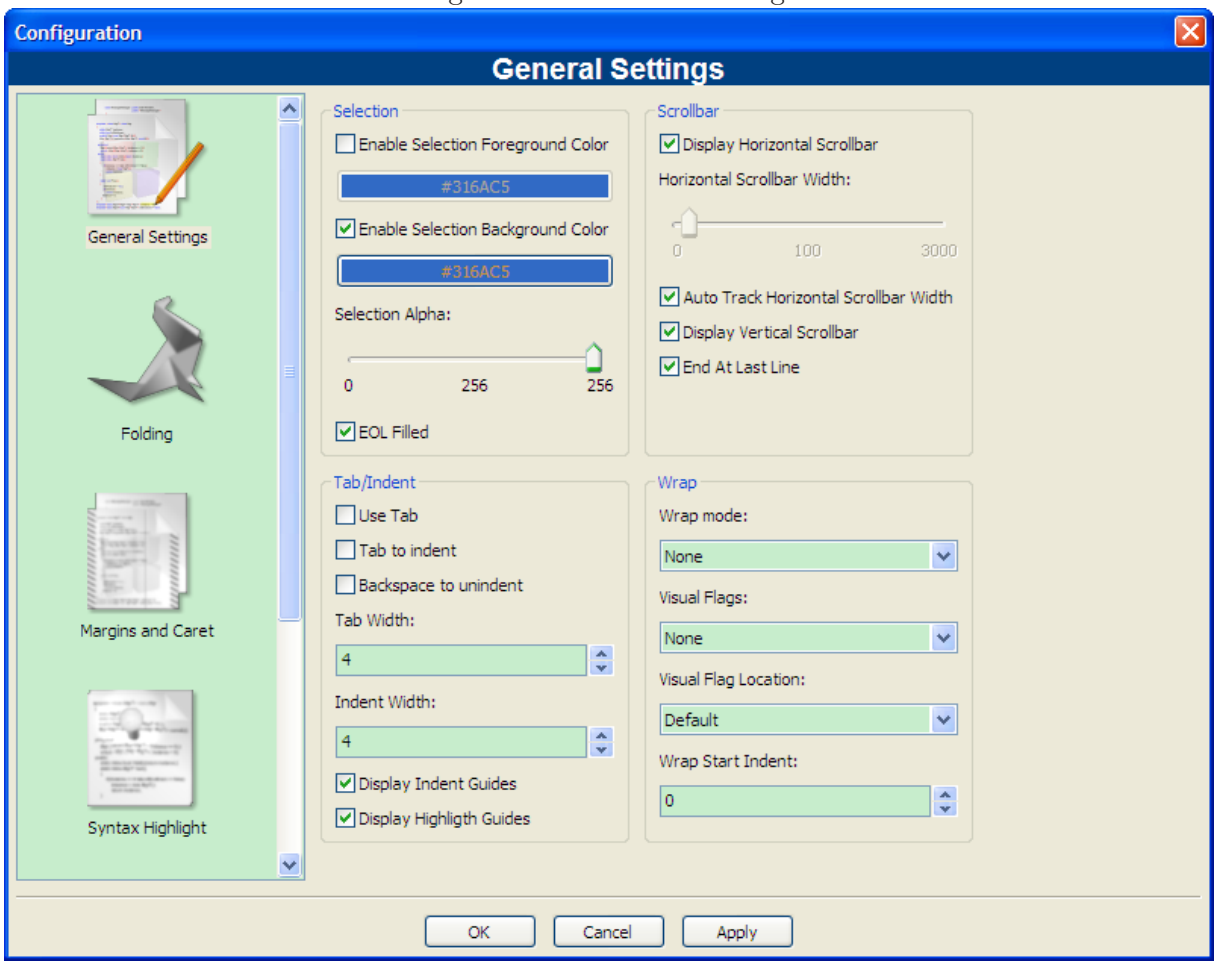


- **Delete All Breakpoints: Delete all breakpoints in current activated project.**

5.9 Configuration

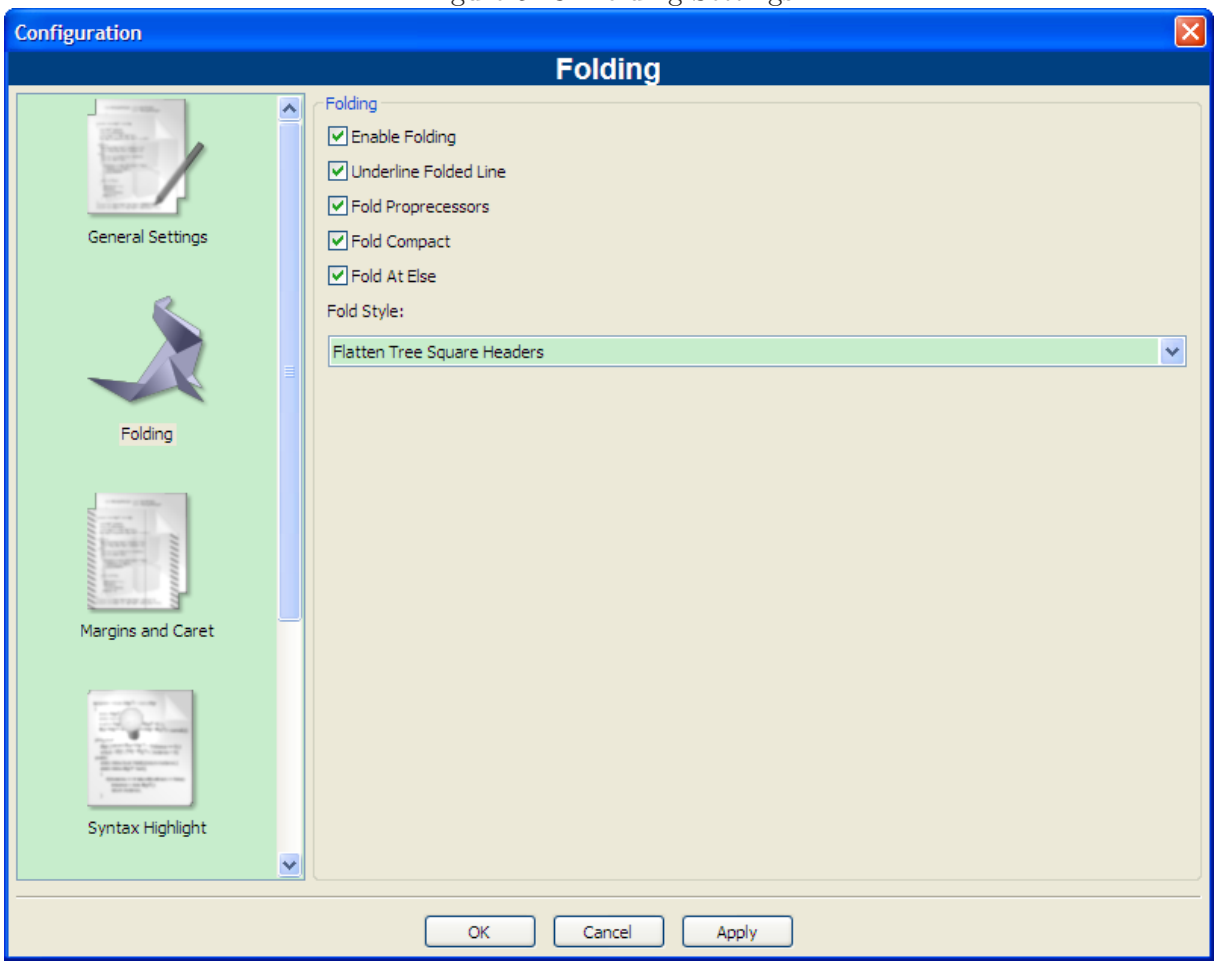
Users may customize application settings in Configure dialog. All options are divided into 6 categories, including General Settings(see Figure 5.12), Folding(see Figure 5.13), Margins and Caret(see Figure 5.14), Syntax Highlight(see Figure 5.15), Symbol Parser(see Figure 5.16) and Keyboard Shortcut(see Figure 5.17). Each category is placed in a separated configuration page.

Figure 5.12: General Settings



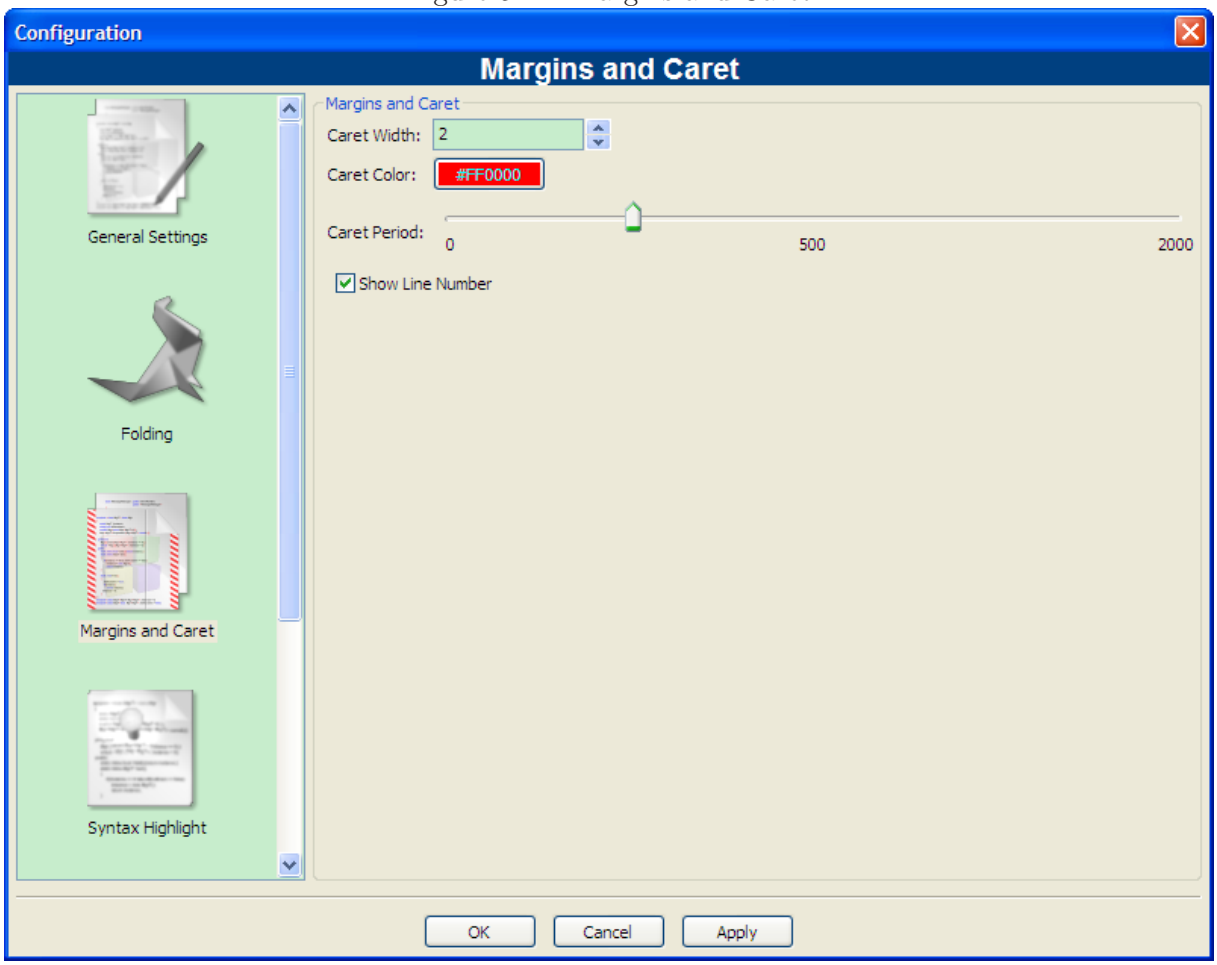
There are many options in General Settings config page. Users may set the selection's colors, scroll bars' visibility, tab and white space, and text line wrap options.

Figure 5.13: Folding Settings



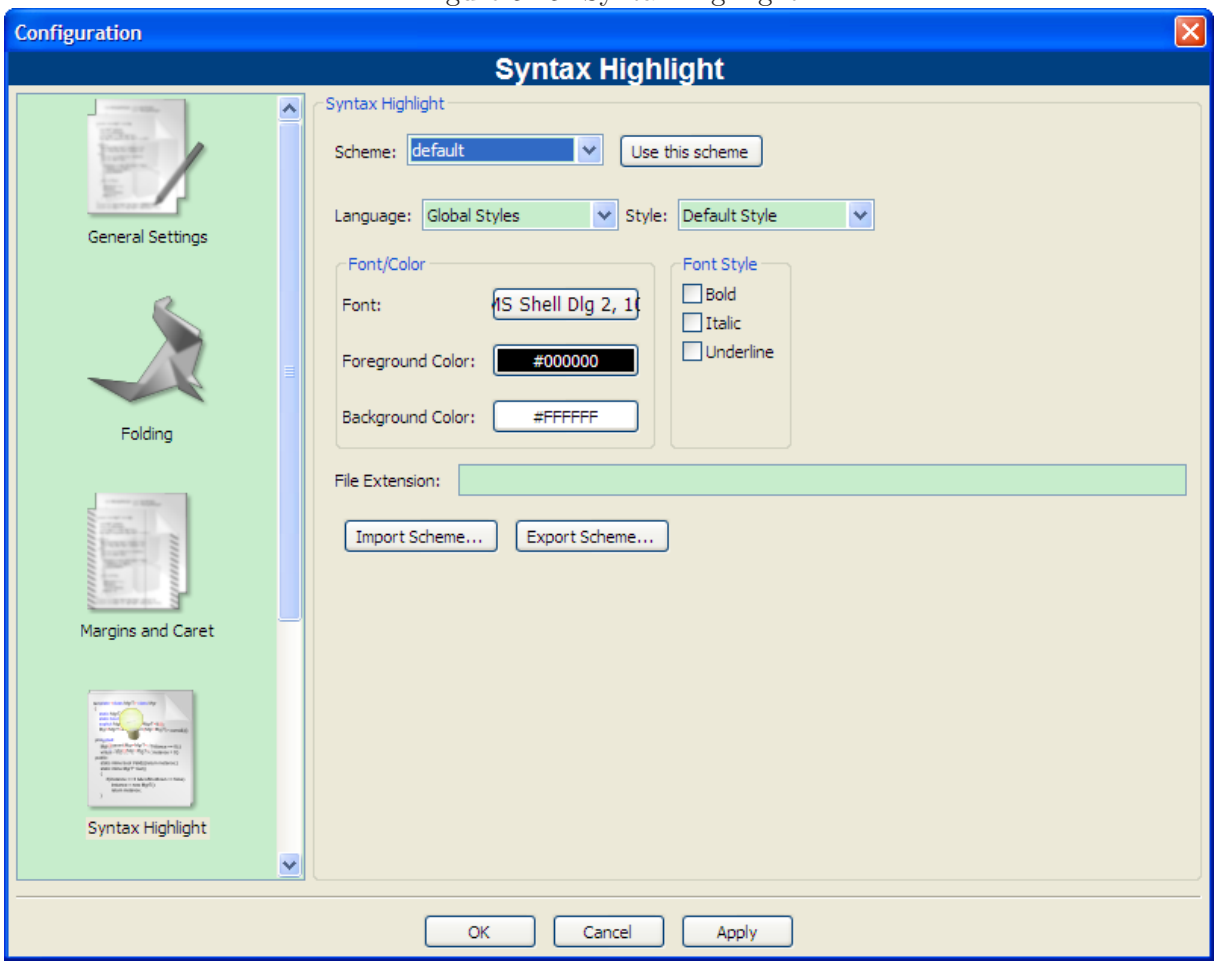
In this Folding config page, users may set to show or hide folding margins in code editors, and styles of folding symbols. There are 4 types of styles for folding symbols, *Flatten Tree Square Headers* style is used defaultly.

Figure 5.14: Margins and Caret



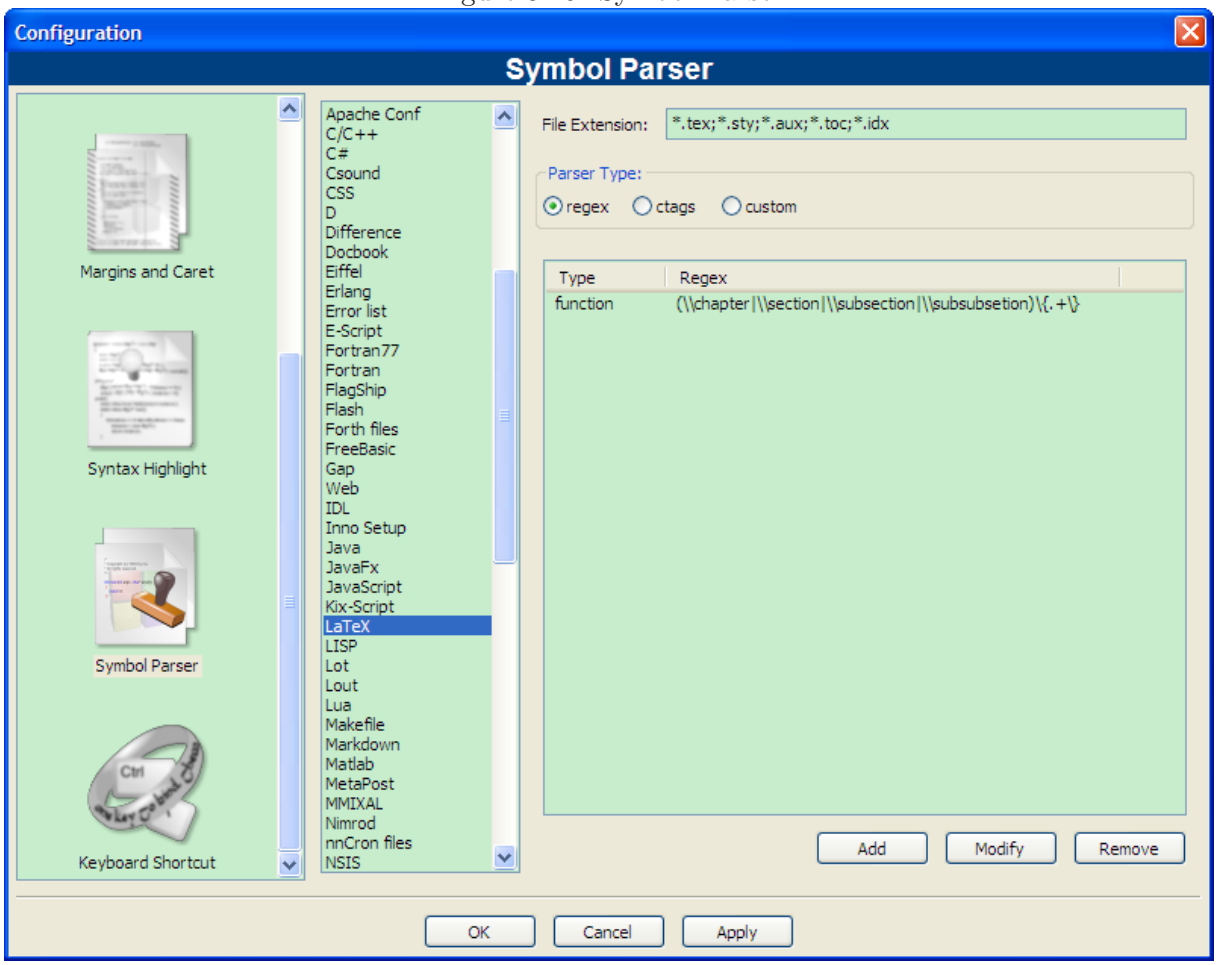
In this Margins and Caret config page, users may set the caret width, color and blinking rate. Also users may choose to show or hide line number margin in code editors.

Figure 5.15: Syntax Highlight



DForD LuaCoding provides syntax highlight for more than 80 programming languages. As you can see from figure 5.15, in Syntax Hightlight config page, users may customize syntax highlight details including font name, size, background/foreground colors, font styles and so on. Users may exports the syntax highlight settings into a file which is called Scheme by DForD LuaCoding. So that users may share these settings with other people.

Figure 5.16: Symbol Parser



Symbol Parsers are used to parse source code and extract syntax symbols which help users understanding the source code. These extracted syntax symbols are used in several ways. Symbol View(see Section 5.4) displays symbols from symbol parser, Context View displays symbol definition information from symbol database which is maintain by symbol parser, etc. DForD LuaCoding has several built-in symbol parsers which support some popular programming languages such as C, C++, Java, Lua, LaTeX and so on.

There are 3 types of symbol parsers: regex, ctags and custom.

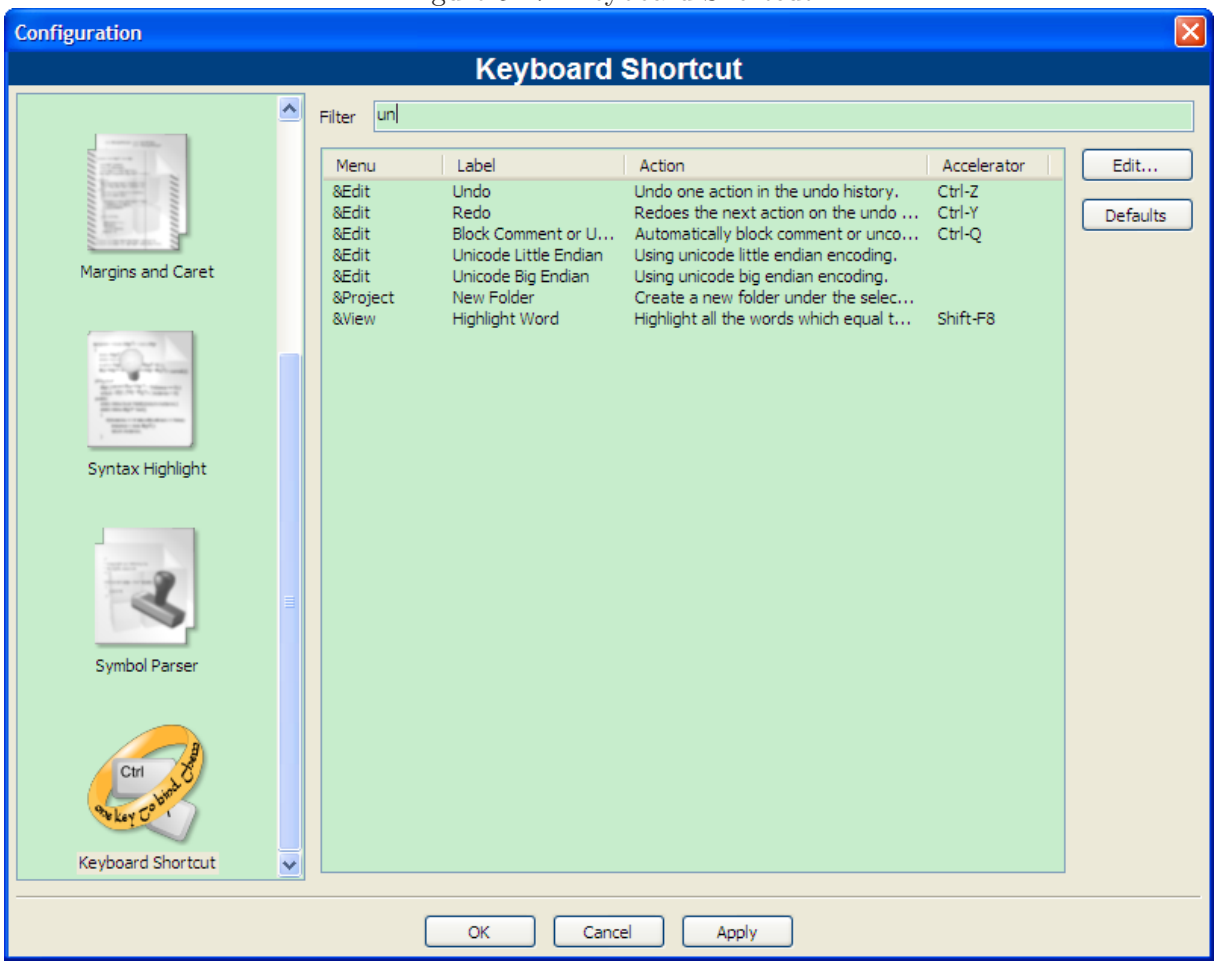
1. **Users may define some regular expressions which are used by DForD LuaCoding to match the full source code text and extract symbols.**

2. **Ctags[5] is a powerful program which could extract tags from more than 40 programming language source code, DForD LuaCoding reads ctags's output tags as the symbol parsers' results.**

3. **Custom parser means users may provide much more accurate syntax parsers for a specific programming language (eg. A special Lua parser component is shipped with DForD LuaCoding.), so that more detailed informations would be extracted.**

[5] http://ctags.sourceforge.net/

Figure 5.17: Keyboard Shortcut



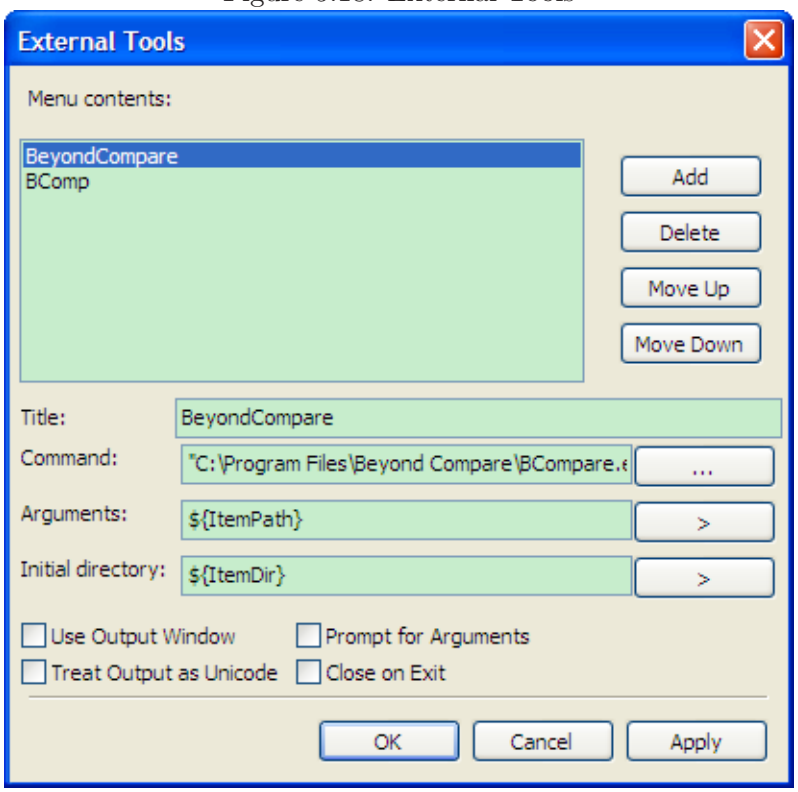
In Keyboard Shortcut config page, users may modify any menu item binding command's keyboard shortcut. The modified settings would be loaded at application startup.

Advance users always use accelerators to improve their working effectivity, this feature may help users greatly. Users may input search keyword to filter commands by action field. Also application provides a default settings recovery feature, so that any one could recover the application's keyboard shortcut settings at any time.

5.10 External Tools

Users may add commands as external tools by selecting menu item Tool - External Tools, a External Tools dialog should popup(see Figure 5.18), users may set external tool's title, command, arguments and so on. Every external tool is displayed as a menu item under Tool menu, so that users may run the command without leaving DForD LuaCoding.

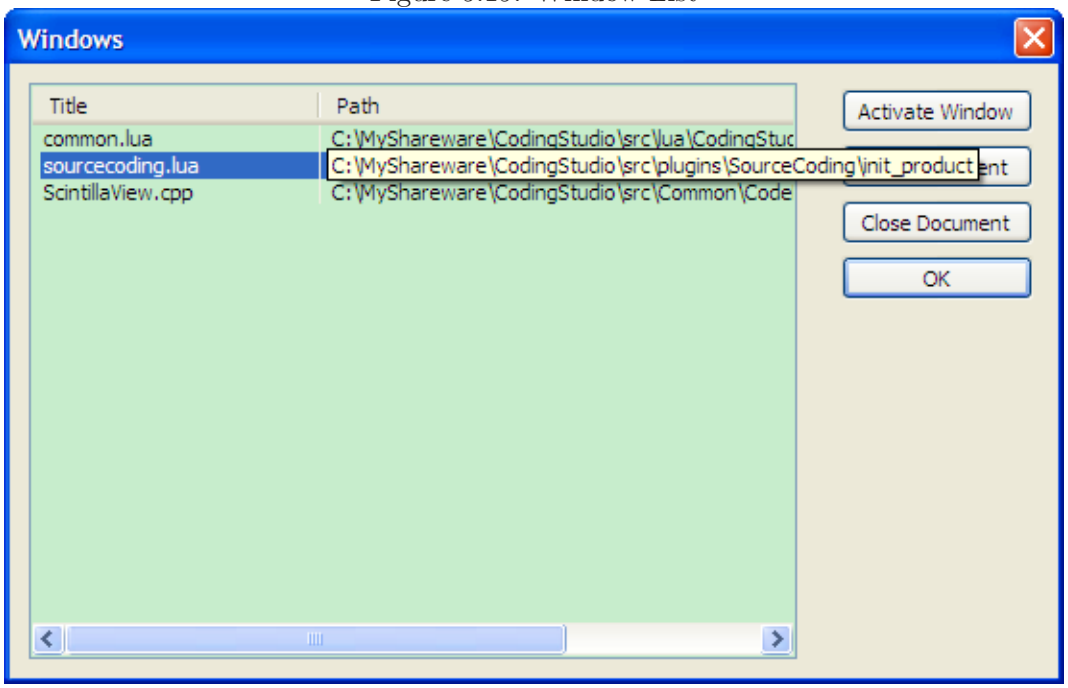
Figure 5.18: External Tools



5.11 Windows List

DForD LuaCoding supports multi-document user interface, users may open several documents and each document takes a tab. But as you can see, the foreground frame may not display all tabs if the user opens many documents, it is not very convenience to locate the specific tab directly. DForD LuaCoding provides Windows List to resolve this issue. Users may open the Windows List by selecting menu item Window - Windows..., then a Windows dialog should popup, and all opened documents' titles and filesystem paths are listed in the list control(see Figure 5.19).

Figure 5.19: Window List



5.12 Plan

We are planning to add more useful features in later versions, such as:

- **faster debugger;**
- **more powerful auto-completion;**
- **code snippet customization;**
- **and so on.**

If you have any other ideas, please tell us via e-mail feedback@dfordsoft.com.

Chapter 6

Frequently Asked Questions

- **Q: How to buy DForD LuaCoding?**

  A: You can buy it online at http://www.dfordsoft.com/cs/lua_buy.htm.

- **Q: How long will it take to receive my serial number?**

  A: After placing an order, you will be able to receive your serial numbers immediately from RegNow. If you fail to receive your serial number after 24 hours, please contact support@dfordsoft.com.

- **Q: I don't like some of the text colors, how to change it?**

  A: Select menu item Tool - Options, goto Syntax Highlight page, you can customize every syntax element for every supported programming language as you like.

- **Q: Where does DForD LuaCoding save configuration files and temporary files?**

  A:

  1. **DForD LuaCoding configuration files will be saved in: C:\Documents and Settings\<User>\Application Data \CodingStudio, we strongly recommend you do not modify or delete any of these files, otherwise DForD LuaCoding may not work correctly.**
  2. **DForD LuaCoding temporary files will be saved in: C:\Documents and Settings \<User>\Local Settings \Temp. DForD LuaCoding will remove the temporary files by default.**

- **Q: I need function xxx, what can I do in DForD LuaCoding?**

  A: OK, if the function you need does not exist in DForD LuaCoding, you can tell us, we will eliminate the requirement, and may implement it in later versions.

Chapter 7

Feedback and Support

7.1 Homepage

If you want to get the latest information about DForD LuaCoding or any other DForD softwares, please visit DForD Software Homepage(http://www.dfordsoft.com/).

7.2 Feedback

Please contact us via e-mail feedback@dfordsoft.com if you find a bug or have any suggestions.

7.3 Get your lost registration code

You can mail to support@dfordsoft.com. Please tell us your registration name, E-mail address and DForD LuaCoding version number. We will check your registration information and mail your the registration code.

7.4 Support

If you need help, or for any other reasons, you can mail to support@dfordsoft.com, we provide free technical support via e-mail for registered users.

Chapter 8

Acknowledgments

DForD LuaCoding uses a lot of third party libraries (see Table 8.1), we would like to express our appreciations to all of these authors for making the libraries available.

Table 8.1: Third Party Libraries

Library Name	**Author**	**Homepage**
wxWidgets	The wxWidgets Team	http://www.wxwidgets.org/
Boost	The Boost Team	http://www.boost.org/
Lua	The Lua Team	http://www.lua.org/
Luabind	Daniel Wallin and Arvid Norberg	http://www.rasterbar.com/products/luabind.html
wxLua	The wxLua Team	http://wxlua.sourceforge.net/
Scintilla	Neil Hodgson	http://www.scintilla.org/
wxScintilla	Otto Wyss	http://wxcode.sourceforge.net/components/wxscintilla/
Sqlite3	Richard Hipp	http://www.sqlite.org/
wxSqlite3	Ulrich Telle	http://wxcode.sourceforge.net/components/wxsqlite3/
wxFlatNotebook	Eran Ifrah	http://wxflatnotebook.sourceforge.net/
wxPropertyGrid	Jaakko Salli	http://wxpropgrid.sourceforge.net/
PCRE	Exim MTA	http://www.pcre.org/
lrexlib	Reuben Thomas and Shmuel Zeigerman	http://math2.org/luasearch/rex.html
LuaSQL	Pedro Miller Rabinovitch and Roberto Ierusalimschy, Kepler Team	http://www.keplerproject.org/luasql/
LuaBitOp	Mike Pall	http://bitop.luajit.org/index.html
lua-ex	Mark Edgar and Rici Lake	http://luaforge.net/projects/lua-ex/
Win32 API wrappers	Daniel Quintela	http://luaforge.net/projects/w32wrappers/
zip	Andre Carregal, Luis Eduardo Jason Santos	http://luaforge.net/projects/luazip/
lpeg	PUC-Rio	http://www.inf.puc-rio.br/~roberto/lpeg/lpeg.html
ICU	IBM	http://site.icu-project.org/
ICU4Lua	Duncan Cross	http://luaforge.net/projects/icu-lua/
Xerces-C	The Apache Software Foundation	http://xerces.apache.org/xerces-c/
Detours	Microsoft	http://research.microsoft.com/en-us/projects/detours/