

# Lua: getting started

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## Welcome!

Lua is a powerful and fast programming language that is easy to learn and use and to embed into your application.

Lua is designed to be a lightweight embeddable scripting language. It is used for [all sorts of applications](#), from games to web applications and image processing.

See the [about](#) page for a detailed description of Lua and some reasons why you should choose Lua.

See what Lua programs look and feel like in a [live demo](#).

## Learning



A good place to start learning Lua is the book [Programming in Lua](#), available in [paperback](#) and as an [e-book](#). The first

## Installing

Use a [live demo](#) to play with Lua if you don't want to install anything on your computer.

To run Lua programs on your computer, you'll need a standalone Lua interpreter and perhaps some additional Lua libraries. Pre-compiled Lua libraries and executables are available at [LuaBinaries](#). Use your favorite text editor to write your Lua programs. Make sure to save your programs as plain text. If you want an IDE, try [ZeroBrane Studio](#).

If you use Linux or macOS, Lua is either already installed on your system or there is a Lua package for it. Make sure you get the latest release of Lua (currently 5.5.0).

Lua is also quite easy to build from source, as explained below.

## Building from source

Lua is very easy to build and install. Just [download](#) it and follow the [instructions](#) in the package.

Here is a simple terminal session that downloads the current release of Lua and builds it in common platforms:

```
curl -L -R -O https://www.lua.org/ftp/lua-5.5.0.tar.gz
tar xzf lua-5.5.0.tar.gz
cd lua-5.5.0
make all test
```

If you don't have curl, try wget.

If you use Windows and want to build Lua from source, there are [detailed instructions](#) in the [wiki](#).

## Embedding

To embed Lua into your C or C++ program, you'll need the Lua headers to compile your program and a Lua library to link with it. If you're getting a

edition is freely available [online](#). See also [course notes](#) based on this book.

The official definition of the Lua language is given in the [reference manual](#).

See the [documentation](#) page and the [wiki](#) for more.

## Getting help

Our [community](#) is friendly and will most probably help you if you need. Just visit the [mailing list](#), the [chat room](#), and [stackoverflow](#).

If you need help in Portuguese, join the [Lua BR](#) mailing list and visit [pt.stackoverflow](#).

See also the [FAQ](#), the community-maintained [wiki](#) and [LuaFaq](#), and the much longer [uFAQ](#).

## Tools

If you need to complement the standard Lua libraries to handle more complex tasks, visit [LuaRocks](#), the main repository of Lua modules. See also [Awesome Lua](#), a curated list of quality Lua packages and resources. The [lua-users wiki](#) lists

ready-made Lua package for your platform, you'll probably need the development package as well. Otherwise, just [download](#) Lua and add its source directory to your project.

If you need help embedding Lua in your program, check out [The Lua Integration Guide](#) by Marc Balmer.

many [user-contributed addons](#) for Lua.

## Supporting

You can help to [support the Lua project](#) by [buying a book](#) published by Lua.org and by [making a donation](#).

You can also help to spread the word about Lua by buying Lua products at [Zazzle](#).

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Source: <https://www.lua.org/start.html>