

Programing hello world in lua

Ok so you want to learn to program in lua. Well you just found the best tutorial to start with, the Hello World tutorial. Well you need to get the programs first so I'll give you the links to the programs

Links

For the lua player for psp (don't get the lua player for windows though) go [here](#)

[This](#) link is for a Lua development program that comes with lua player for windows and just really makes your life easier.

Please note that I did not make any of these programs.

Anyways once you've downloaded the programs run the lua development program and then click file and the top and then press save as and save the file anywhere you want as long as you can get to it easily and name it script.lua.

Ok we're ready to start programing.

First we need to make the color that the text will be so to do that type

```
red = Color.new(255,0,0)
```

once you've done that we need to tell it to print to the screen the text that you want it to say so you type this in

```
screen:print(100,100,' Hello world',red)
```

so the 100,100 is where on the screen you want it to print the ' Hello world' is what it says and the ,red is the color that the text is in but remember that you have to have predefined the color for it to work. Next what we need to do is type screen.flip(). Now I bet right now you're thinking why would I tell the program to flip the screen, but the reason you put this in is because when you tel it to screen:print in

a way it prints it on the on the other side of the screen so when you tell it to screen flip it's flipping the screen so that you can see the text. Now you may think we're done, but we're not. If we ran the program right now it would end as soon as it started because the psp or computer wasn't told to wait at all. So now what we need to do is type

while true do

screen.waitVblankStart()

end

what while true do does is that it's an infinite loop so everything that between it and the word end keeps repeating forever unless you tel it t break with the command break(), but we won't be using that for now. What the screen.waitVblankStart() does is that it tells the program to wait right now since it's in an infinite loop you don't put anything between the () but in other cases you might want to put a number in there. The reason we put it there is just to keep the program busy so that it shows the text. Then end just simply ends the loop and starts it again.

Then this time save the script.lua file in the psp lua player and then you plug in your psp and drag the psp lua player file the game section and then run it and you have just made your psp say Hello world!