

Package search path

Global variable

```
package.path
```

```
print (package.path)
./?.lua;/usr/share/luajit-2.0.4/?.lua;/usr/local/share/lua/5.1/?.lua;/usr/local/share/lua/5.1/?.lua;/usr/share/lua/5.1/?.lua;/usr/share/lua/5.1/?.lua;/usr/share/lua/5.1/?.lua
```

```
package.path = package.path .. ';scripts/?.lua'
```

Code snippets

- HexDump: <http://lua-users.org/wiki/HexDump>
- Dumper

LUA Additional Modules

MiddleClass

OOP library <https://github.com/kikito/middleclass>

Busted

Unit testing framework <http://olivinelabs.com/busted/>

Inspect

Dump human readable info about everything (very usefull for tables)
<https://github.com/kikito/inspect.lua>

cron

<https://github.com/kikito/cron.lua>

lpty

spawn process and fully control its input/output console

lua-coat

Yet Another Lua Object-Oriented Model <http://fperrad.github.com/lua-Coat/>

lualogging

luafilesystem

Filesystem control library <https://keplerproject.github.io/luafilesystem/> Allows manipulation of file attributes, directory creation, link creation, locks

- `lfs.attributes (filepath [, aname])`
- `lfs.chdir (path)`
- `lfs.lock_dir(path, [seconds_stale])`
- `lfs.currentdir ()`
- `lfs.lock (filehandle, mode[, start[, length]])`
- `lfs.link (old, new[, symlink])`
- `lfs.mkdir (dirname)`
- `lfs.rmdir (dirname)`
- `lfs.setmode (file, mode)`
- `lfs.symlinkattributes (filepath [, aname])`
- `lfs.touch (filepath [, atime [, mtime]])`
- `lfs.unlock (filehandle[, start[, length]])`

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