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ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.8 is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

All functions of the compression library are documented in the file `zlib.h` (volunteer to write man pages welcome, contact zlib@gzip.org). A usage example of the library is given in the file `test/example.c` which also tests that the library is working correctly. Another example is given in the file `test/minigzip.c`. The compression library itself is composed of all source files in the root directory.

To compile all files and run the test program, follow the instructions given at the top of `Makefile.in`. In short `./configure; make test`, and if that goes well, `make install` should work for most flavors of Unix. For Windows, use one of the special makefiles in `win32/` or `contrib/vstudio/`. For VMS, use `make_vms.com`.

Questions about zlib should be sent to [<zlib@gzip.org>](mailto:zlib@gzip.org), or to Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com) for the Windows DLL version. The zlib home page is <http://zlib.net/>. Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ http://zlib.net/zlib_faq.html before asking for help.

Mark Nelson [<markn@ieee.org>](mailto:markn@ieee.org) wrote an article about zlib for the Jan. 1997 issue of Dr. Dobbs's Journal; a copy of the article is available at <http://marknelson.us/1997/01/01/zlib-engine/>.

The changes made in version 1.2.8 are documented in the file `ChangeLog`.

Unsupported third party contributions are provided in directory `contrib/`.

zlib is available in Java using the `java.util.zip` package, documented at <http://java.sun.com/developer/technicalArticles/Programming/compression/>.

A Perl interface to zlib written by Paul Marquess [<pmqs@cpan.org>](mailto:pmqs@cpan.org) is available at CPAN (Comprehensive Perl Archive Network) sites, including <http://search.cpan.org/~pmqs/IO-Compress-Zlib/>.

A Python interface to zlib written by A.M. Kuchling [<amk@amk.ca>](mailto:amk@amk.ca) is available in Python 1.5 and later versions, see <http://docs.python.org/library/zlib.html>.

zlib is built into tcl: <http://wiki.tcl.tk/4610>.

An experimental package to read and write files in `.zip` format, written on top of zlib by Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com), is available in the `contrib/minizip` directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see `win32/DLL_FAQ.txt`
- For 64-bit Irix, `deflate.c` must be compiled without any optimization. With `-O`, one `libpng` test fails. The test works in 32 bit mode (with the `-n32` compiler flag). The compiler bug has been reported to SGI.
- zlib doesn't work with `gcc 2.6.3` on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with `cc`.
- On Digital Unix 4.0D (formerly OSF/1) on AlphaServer, the `cc` option `-std1` is necessary to get `gzprintf` working correctly. This is done by `configure`.

- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with other compilers. Use "make test" to check your compiler.
- gzopen is not supported on RISCOS or BEOS.
- For PalmOs, see <http://palmzlib.sourceforge.net/>

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and zlib specifications were written by L. Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.

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Welcome to Lua 5.2

[about](#) · [installation](#) · [changes](#) · [license](#) · [reference manual](#)

About Lua

Lua is a powerful, fast, lightweight, embeddable scripting language developed by a [team](#) at [PUC-Rio](#), the Pontifical Catholic University of Rio de Janeiro in Brazil. Lua is [free software](#) used in many products and projects around the world.

Lua's [official web site](#) provides complete information about Lua, including an [executive summary](#) and updated [documentation](#), especially the [reference manual](#), which may differ slightly from the [local copy](#) distributed in this package.

Installing Lua

Lua is distributed in [source](#) form. You need to build it before using it. Building Lua should be straightforward because Lua is implemented in pure ANSI C and compiles unmodified in all known platforms that have an ANSI C compiler. Lua also compiles unmodified as C++. The instructions given below for building Lua are for Unix-like platforms. See also [instructions for other systems](#) and [customization options](#).

If you don't have the time or the inclination to compile Lua yourself, get a binary from [LuaBinaries](#). Try also [Lua for Windows](#), an easy-to-use distribution of Lua that includes many useful libraries.

Building Lua

In most Unix-like platforms, simply do "make" with a suitable target. Here are the details.

1. Open a terminal window and move to the top-level directory, which is named lua-5.2.2. The Makefile there controls both the build process and the installation process.
2. Do "make" and see if your platform is listed. The platforms currently supported are:

```
aix ansi bsd freebsd generic linux macosx mingw posix solaris
```

If your platform is listed, just do "make xxx", where xxx is your platform name.

If your platform is not listed, try the closest one or posix, generic, ansi, in this order.

3. The compilation takes only a few moments and produces three files in the src directory: lua (the interpreter), luac (the compiler), and liblua.a (the library).

4. To check that Lua has been built correctly, do "make test" after building Lua. This will run the interpreter and print its version string.

If you're running Linux and get compilation errors, make sure you have installed the readline development package. If you get link errors after that, then try "make linux MYLIBS=-ltermcap".

Installing Lua

Once you have built Lua, you may want to install it in an official place in your system. In this case, do "make install". The official place and the way to install files are defined in the Makefile. You'll probably need the right permissions to install files.

To build and install Lua in one step, do "make xxx install", where xxx is your platform name.

To install Lua locally, do "make local". This will create a directory install with subdirectories bin, include, lib, man, and install Lua as listed below. To install Lua locally, but in some other directory, do "make install INSTALL_TOP=xxx", where xxx is your chosen directory.

```
bin:
    lua luac
include:
    lua.h luaconf.h lualib.h lauxlib.h lua.hpp
lib:
    liblua.a
man/man1:
    lua.1 luac.1
```

These are the only directories you need for development. If you only want to run Lua programs, you only need the files in bin and man. The files in include and lib are needed for embedding Lua in C or C++ programs.

Customization

Three kinds of things can be customized by editing a file:

- Where and how to install Lua — edit Makefile.
- How to build Lua — edit src/Makefile.
- Lua features — edit src/luaconf.h.

You don't actually need to edit the Makefiles because you may set the relevant variables in the command line when invoking make. Nevertheless, it's probably best to edit and save the Makefiles to record the changes you need.

On the other hand, if you need to customize some Lua features, you'll need to edit src/luaconf.h before building and installing Lua. The edited file will be the one installed, and it will be used by any Lua clients that you build, to ensure consistency. Further customization is available to experts by editing the Lua sources.

We strongly recommend that you enable dynamic loading in src/luaconf.h. This is done automatically for all platforms listed above that have this feature and also for Windows.

Building Lua on other systems

If you're not using the usual Unix tools, then the instructions for building Lua depend on the compiler you use. You'll need to create projects (or whatever your compiler uses) for building the library, the interpreter, and the compiler, as follows:

```
library:
  lapi.c lcode.c lctype.c ldebug.c ldo.c ldump.c lfunc.c lgc.c llex.c lmem.c
  lobject.c lopcode.c lparser.c lstate.c lstring.c ltable.c ltm.c lundump.c lvm.c
  lzio.c lauxlib.c lbaselib.c lbitlib.c lcorolib.c ldblib.c liolib.c lmathlib.c loslib.c
  lstrlib.c ltablib.c loadlib.c linit.c
interpreter:
  library, lua.c
compiler:
  library, luac.c
```

To use Lua as a library in your own programs you'll need to know how to create and use libraries with your compiler. Moreover, to dynamically load C libraries for Lua you'll need to know how to create dynamic libraries and you'll need to make sure that the Lua API functions are accessible to those dynamic libraries — but *don't* link the Lua library into each dynamic library. For Unix, we recommend that the Lua library be linked statically into the host program and its symbols exported for dynamic linking; `src/Makefile` does this for the Lua interpreter. For Windows, we recommend that the Lua library be a DLL.

As mentioned above, you may edit `src/luaconf.h` to customize some features before building Lua.

Changes since Lua 5.1

Here are the main changes introduced in Lua 5.2. The [reference manual](#) lists the [incompatibilities](#) that had to be introduced.

Main changes

- yieldable pcall and metamethods
- new lexical scheme for globals
- ephemeron tables
- new library for bitwise operations
- light C functions
- emergency garbage collector
- goto statement
- finalizers for tables

Here are the other changes introduced in Lua 5.2:

Language

- no more `fenv` for threads or functions
- tables honor the `__len` metamethod
- hex and `\z` escapes in strings
- support for hexadecimal floats
- order metamethods work for different types

- no more verification of opcode consistency
- hook event "tail return" replaced by "tail call"
- empty statement
- break statement may appear in the middle of a block

Libraries

- arguments for function called through `xpcall`
- optional 'mode' argument to `load` and `loadfile` (to control binary x text)
- optional 'env' argument to `load` and `loadfile` (environment for loaded chunk)
- `loadlib` may load libraries with global names (RTLD_GLOBAL)
- new function `package.searchpath`
- modules receive their paths when loaded
- optional base in `math.log`
- optional separator in `string.rep`
- `file:write` returns file
- closing a pipe returns exit status
- `os.exit` may close state
- new metamethods `__pairs` and `__ipairs`
- new option 'isrunning' for `collectgarbage` and `lua_gc`
- frontier patterns
- `\0` in patterns
- new option `*L` for `io.read`
- options for `io.lines`
- `debug.getlocal` can access function varargs

C API

- main thread predefined in the registry
- new functions `lua_absindex`, `lua_arith`, `lua_compare`, `lua_copy`, `lua_len`, `lua_rawgetp`, `lua_rawsetp`, `lua_upvalueid`, `lua_upvaluejoin`, `lua_version`.
- new functions `luaL_checkversion`, `luaL_setmetatable`, `luaL_testudata`, `luaL_tolstring`.
- `lua_pushstring` and `lua_pushlstring` return string
- `nparams` and `isvararg` available in debug API
- new `lua_Unsigned`

Implementation

- max constants per function raised to 2^{26}
- generational mode for garbage collection (experimental)
- NaN trick (experimental)
- internal (immutable) version of ctypes
- simpler implementation for string buffers
- parser uses much less C-stack space (no more auto arrays)

Lua standalone interpreter

- new `-E` option to avoid environment variables
- handling of non-string error messages

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