Creating Addon Lua

To accommodate addons that necessitate only a minimal amount of code, we have introduced the option to utilize Lua in place of Java. The process of establishing a Lua addon is straightforward and user-friendly.

Setting up the addon

Addons require these fields or else it will fail to load

```
name = "Example-Addon"

version = "1.0.0"

author = "InsurgenceDev"

description = {

  "This is an example lua addon"

}
```

Printing text to console when addon is started

To print text to the console when the addon is started you need to create a function named "onAddonStart" really its the same as Java addons

```
name = "Example-Addon"

version = "1.0.0"

author = "InsurgenceDev"

description = {

  "This is an example lua addon"

}


function onAddonStart()
```

```
    print("Lua addon started")
  end
```

Importing classes from java

to import a class is very simple

```
import 'java.util.ArrayList'
```

Above will import the ArrayList java class example of how to use it

```
import 'java.util.ArrayList'



local arrayList = ArrayList()



function onAddonStart()
  arrayList:add('Example 1')
  arrayList:add('Example 2')
  arrayList:add('Example 3')
  arrayList:add('Example 4')
end
```

Utils

There is a utils package as well you can find it here

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