

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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