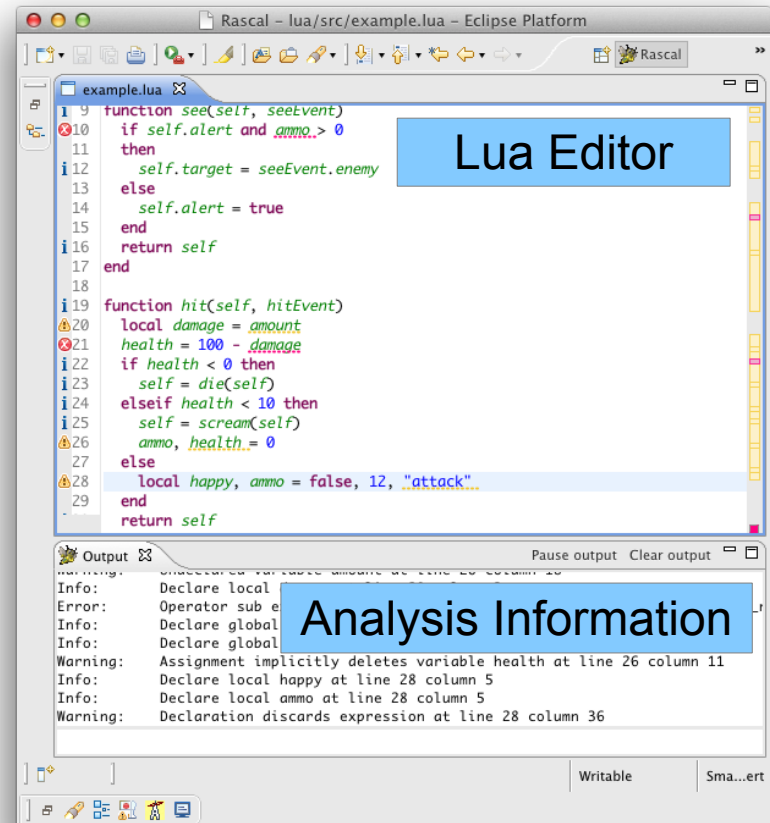# Static Analysis of Lua

- **Goal**: Improve quality of game software

- **Problems**:

  - Run-time errors in Lua scripts

  - Hard to find the causes

  - Dynamic analysis only gives partial information

- **Solution**: Augment existing approaches with static analysis

Lua Editor

Analysis Information

lost bugs analyses script + info = *informed*