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# ComputerCraft: Lua Programming in Minecraft

*Matthew Monk, Simon Monk*

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## COMPUTERCRAFT: PROGRAMMING LUA IN MINECRAFT

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SIMON MONK



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**Matthew Monk, Simon Monk : ComputerCraft: Lua Programming in Minecraft** before purchasing it in order to gauge whether or not it would be worth my time, and all praised ComputerCraft: Lua Programming in Minecraft:

3 of 3 people found the following review helpful. Good examples and presentation, but this books really needs an editor. By Jeffrey G Micono The presentation of the material is good and is a fast read. It is a quick introduction to Lua. That all said, there are simply too many typographical errors. For example, from the back cover. "With downloadable scripts and an installtion guide for them". The book has many sentence fragments and run-on sentences. On the

positive side, the twitter example app is a good illustration of how to get data from the real world into Minecraft. Overall, I'd recommend this book. 1 of 1 people found the following review helpful. Superficial yet general. By JerryH Even though the pricing is quite low, I can't recommend this on Kindle. The illustrations are too small to see and unreadable. The text does list the minor snippets of coding contained. There is an extremely limited amount of information contained regarding code in computer craft, using computer craft, syntax or functions. The communication level I would rate at targeting a middle school student with a particularly short attention span. Essentially a worthless volume. 0 of 0 people found the following review helpful. Good. By mitchell baron I knew nothing about computercraft, now I have a start. The book is kind of short, but has useful links for expanding beyond the text. It's a good stepping stone.

This full color book will teach you how to program using the ComputerCraft mod in Minecraft and the Lua programming language. It includes a number of interesting projects including a Twitter monitor, remote control turtle and Morse code sender.

About the Author Matthew Monk has been playing Minecraft since the release of 1.2.5. From then on, he began to lean more towards the "modded" aspect of minecraft, rather than vanilla. As a keen player of the "tekkit" and the "Feed The Beast" modpacks, he has spent a lot of time experimenting with the ComputerCraft mod. Simon Monk is an established full time author, specializing in Open Source Hardware and Programming books. His titles include the best selling "Programming Arduino" and "Programming Raspberry Pi"