

Advanced Topics

This section provides information about the inner workings of HALion and its implementation of the Lua scripting language. How to protect your work is described in [Protecting Layers](#) and [Managing Script Modules](#).

- [Working with Objects](#)
- [Working with UI Scripts](#)
- [Threads in HALion](#)
- [Script Initialization](#)
- [Creating Parameters](#)
- [Working with Parameters](#)
- [Using Slot Local Variables](#)
- [Protecting Layers](#)
- [Managing Script Modules](#)
- [Debugging with LDT](#)