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Chapter 1. Introduction

The squirrel standard libraries consist in a set of modules implemented in C++. While are not essential for the language, they provide a set of useful services that are commonly used by a wide range of applications (file I/O, regular expressions, etc...), plus they offer a foundation for developing additional libraries.

All libraries are implemented through the squirrel API and the ANSI C runtime library. The modules are organized in the following way:

- I/O : input and output
- blob : binary buffers manipulation
- math : basic mathematical routines
- system : system access function
- string : string formatting and manipulation

The libraries can be registered independently, except for the IO library that depends from the bloblib.
Chapter 2. The Input/Output library

The input lib implements basic input/output routines.

Squirrel API

Global symbols

```plaintext
dofile(path, [raiseerror]);
```

compiles a squirrel script or loads a precompiled one and executes it. returns the value returned by the script or null if no value is returned. if the optional parameter 'raiseerror' is true, the compiler error handler is invoked in case of a syntax error. If raiseerror is omitted or set to false, the compiler error handler is not invoked. When squirrel is compiled in unicode mode the function can handle different character encodings, UTF8 with and without prefix and UCS-2 prefixed (both big endian an little endian). If the source stream is not prefixed UTF8 encoding is used as default.

```plaintext
loadfile(path, [raiseerror]);
```

compiles a squirrel script or loads a precompiled one and returns it as function. if the optional parameter 'raiseerror' is true, the compiler error handler is invoked in case of a syntax error. If raiseerror is omitted or set to false, the compiler error handler is not invoked. When squirrel is compiled in unicode mode the function can handle different character encodings, UTF8 with and without prefix and UCS-2 prefixed (both big endian an little endian). If the source stream is not prefixed UTF8 encoding is used as default.

```plaintext
writeclosuretofile(destpath, closure);
```

serializes a closure to a bytecode file (destpath). The serialized file can be loaded using loadfile() and dofile().

`stderr`

File object bound on the os standard error stream

`stdin`

File object bound on the os standard input stream

`stdout`

File object bound on the os standard output stream

File class

The file object implements a stream on a operating system file. It's constructor imitate the behaviour of the C runtime function fopen for eg.

```plaintext
local myfile = file("test.xxx","wb+");
```

creates a file with read/write access in the current directory.
close();
closes the file
eos();
returns a non null value if the read/write pointer is at the end of the stream.
flush();
flushes the stream. return a value != null if succeed, otherwise returns null
len();
returns the length of the stream
readblob(size);
read n bytes from the stream and returns them as blob
readn(type);
reads a number from the stream according to the type parameter. type can have the following values:

<table>
<thead>
<tr>
<th>type</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>'i'</td>
<td>32bits number</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'s'</td>
<td>16bits signed integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'w'</td>
<td>16bits unsigned integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'c'</td>
<td>8bits signed integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'b'</td>
<td>8bits unsigned integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'f'</td>
<td>32bits float</td>
<td>returns an float</td>
</tr>
<tr>
<td>'d'</td>
<td>64bits float</td>
<td>returns an float</td>
</tr>
</tbody>
</table>

seek(seek, [origin]);
Moves the read/write pointer to a specified location. offset indicates the number of bytes from origin. origin can be 'b' beginning of the stream, 'c' current location or 'e' end of the stream. If origin is omitted the parameter is defaulted as 'b'(beginning of the stream).
tell();
returns read/write pointer absolute position
writeblob(blob);
writes a blob in the stream
writen(n, type);
writes a number in the stream formatted according to the type parameter. type can have the following values:

<table>
<thead>
<tr>
<th>type</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>'l'</td>
<td>processor dependent, 32bits on 32bits processors, 64bits on 64bits processors</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'i'</td>
<td>32bits number</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'s'</td>
<td>16bits signed integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'w'</td>
<td>16bits unsigned integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'c'</td>
<td>8bits signed integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'b'</td>
<td>8bits unsigned integer</td>
<td>returns an integer</td>
</tr>
<tr>
<td>'f'</td>
<td>32bits float</td>
<td>returns an float</td>
</tr>
<tr>
<td>'d'</td>
<td>64bits float</td>
<td>returns an float</td>
</tr>
</tbody>
</table>
C API

Initialization

```c
SQRESULT sqstd_register_iolib(HSQUIRRELVM v);
```

initialize and register the io library in the given VM.

parameters:

```c
HSQUIRRELVM v  the target VM
```

return: an SQRESULT

remarks: The function aspects a table on top of the stack where to register the global library functions.

File object

```c
SQRESULT sqstd_createfile(HSQUIRRELVM v, SQFILE file, SQBool own);
```

creates a file object bound to the SQFILE passed as parameter and pushes it in the stack

parameters:

```c
HSQUIRRELVM v  the target VM
SQFILE file     the stream that will be represented by the file object
SQBool own      if different true the stream will be automatically closed when
                the newly create file object is destroyed.
```

return: an SQRESULT

```c
SQRESULT sqstd_getfile(HSQUIRRELVM v, SQInteger idx, SQFILE * file);
```

retrieve the pointer of a stream handle from an arbitrary position in the stack.

parameters:

```c
HSQUIRRELVM v  the target VM
SQInteger idx   and index in the stack
```
Script loading and serialization

```c
SQRESULT sqstd_loadfile(HSQUIRRELVM v, const SQChar * filename, SQBool printerror);
```

Compiles a squirrel script or loads a precompiled one and pushes it as closure in the stack. When squirrel is compiled in unicode mode the function can handle different character encodings, UTF8 with and without prefix and UCS-2 prefixed (both big endian and little endian). If the source stream is not prefixed UTF8 encoding is used as default.

**Parameters:**
- `HSQUIRRELVM v`: The target VM.
- `const SQChar * filename`: The path of the script that has to be loaded.
- `SQBool printerror`: If true the compiler error handler will be called if a error occurs.

**Return:** An SQRESULT

```c
SQRESULT sqstd_dofile(HSQUIRRELVM v, const SQChar * filename, SQBool retval, SQBool printerror);
```

Compiles a squirrel script or loads a precompiled one and executes it. Optionally pushes the return value of the executed script in the stack. When squirrel is compiled in unicode mode the function can handle different character encodings, UTF8 with and without prefix and UCS-2 prefixed (both big endian and little endian). If the source stream is not prefixed UTF8 encoding is used as default.

**Parameters:**
- `HSQUIRRELVM v`: The target VM.
- `const SQChar * filename`: The path of the script that has to be loaded.
- `SQBool retval`: If true the function will push the return value of the executed script in the stack.
- `SQBool printerror`: If true the compiler error handler will be called if a error occurs.

**Return:** An SQRESULT
the function aspects a table on top of the stack that will be used as 'this' for the execution of the script. The 'this' parameter is left untouched in the stack.

eg.

```c
sq_pushroottable(v); //push the root table(were the globals of the script will are stored)
```

```c
sqstd_dofile(v, _SC("test.nut"), SQFalse, SQTrue);// also prints syntax errors if any
```

```c
sqstd_writeclosuretofile
```

```c
RESULT
sqstd_writeclosuretofile(HSQUIRRELVM v, const SQChar * filename);
```

serializes the closure at the top position in the stack as bytecode in the file specified by the parameter filename. If a file with the same name already exists, it will be overwritten.

parameters:

- `HSQUIRRELVM v` the target VM
- `const SQChar * filename` path of the script that has to be loaded

return: an SQRESULT
Chapter 3. The Blob library

The blob library implements binary data manipulations routines. The library is based on blob objects that represent a buffer of arbitrary binary data.

Squirrel API

Global symbols

\texttt{blob(size);} \\
returns a new instance of a blob class of the specified size in bytes

\texttt{castf2i(f);} \\
casts a float to an int

\texttt{casti2f(n);} \\
casts an int to a float

\texttt{swap2(n);} \\
swap the byte order of a number (like it would be a 16bits integer)

\texttt{swap4(n);} \\
swap the byte order of an integer

\texttt{swapfloat(f);} \\
swaps the byteorder of a float

The blob class

The blob object is a buffer of arbitrary binary data. The object behaves like a file stream, it has a read/write pointer and it automatically grows if data is written out of his boundary. A blob can also be accessed byte by byte through the \texttt{[]} operator.

\texttt{eos();} \\
returns a non null value if the read/write pointer is at the end of the stream.

\texttt{flush();} \\
flushes the stream. return a value \(!= \) null if succeeded, otherwise returns null

\texttt{len();} \\
returns the length of the stream

\texttt{readblob(size);} \\
read \(n\) bytes from the stream and returns them as blob

\texttt{readn(type);} \\

reads a number from the stream according to the type parameter. `type` can have the following values:

- `'l'` processor dependent, 32bits on 32bits processors, 64bits on 64bits processors
- `'i'` 32bits number returns an integer
- `'s'` 16bits signed integer returns an integer
- `'w'` 16bits unsigned integer returns an integer
- `'c'` 8bits signed integer returns an integer
- `'b'` 8bits unsigned integer returns an integer
- `'f'` 32bits float returns an float
- `'d'` 64bits float returns an float

`resize(size);` resizes the blob to the specified `size`

`seek(seek, [origin]);` Moves the read/write pointer to a specified location. `offset` indicates the number of bytes from `origin`. `origin` can be 'b' beginning of the stream, 'c' current location or 'e' end of the stream. If `origin` is omitted the parameter is defaulted as 'b'(beginning of the stream).

`swap2();` swaps the byte order of the blob content as it would be an array of 16bits integers

`swap4();` swaps the byte order of the blob content as it would be an array of 32bits integers

`tell();` returns read/write pointer absolute position

`writeblob(blob);` writes a blob in the stream

`writen(n, type);` writes a number in the stream formatted according to the type parameter. `type` can have the following values:

- `'i'` 32bits number
- `'s'` 16bits signed integer
- `'w'` 16bits unsigned integer
- `'c'` 8bits signed integer
- `'b'` 8bits unsigned integer
- `'f'` 32bits float
- `'d'` 64bits float

**C API**

**Initialization**

```
sqstd_register_bloblib
```
The Blob library

SQRESULT  sqstd_register_bloblib(HSQUIRRELVM v);
initialize and register the blob library in the given VM.

parameters:

  HSQUIRRELVM  v  the target VM

return:  an SQRESULT

remarks:  The function aspects a table on top of the stack where to register the global library functions.

Blob object

sqstd_getblob

SQRESULT  sqstd_getblob(HSQUIRRELVM v, SQInteger idx, SQUserPointer * ptr);
retrieve the pointer of a blob’s payload from an arbitrary position in the stack.

parameters:

  HSQUIRRELVM  v  the target VM
  SQInteger idx  and index in the stack
  SQUserPointer * ptr  A pointer to the userpointer that will point to the blob’s payload

return:  an SQRESULT

sqstd_getblobsize

SQInteger  sqstd_getblobsize(HSQUIRRELVM v, SQInteger idx);
retrieve the size of a blob’s payload from an arbitrary position in the stack.

parameters:

  HSQUIRRELVM  v  the target VM
  SQInteger idx  and index in the stack

return:  the size of the blob at idx position

sqstd_createblob

SQUUserPointer  sqstd_createblob(HSQUIRRELVM v, SQInteger size);
creates a blob with the given payload size and pushes it in the stack.

parameters:

\( HSQUIRRELVM \ v \) the target VM

\( SQInteger \ size \) the size of the blob payload that has to be created

return: a pointer to the newly created blob payload
Chapter 4. The Math library

the math lib provides basic mathematic routines. The library mimics the C runtime library implementation.

Squirrel API

Global symbols

abs(x);
returns the absolute value of x as integer

acos(x);
returns the arccosine of x

asin(x);
returns the arcsine of x

atan(x);
returns the arctangent of x

atan2(x, y);
returns the arctangent of y/x.

ceil(x);
returns a float value representing the smallest integer that is greater than or equal to x

cos(x);
returns the cosine of x

exp(x);
returns the exponential value of the float parameter x

fabs(x);
returns the absolute value of x as float

floor(x);
returns a float value representing the largest integer that is less than or equal to x

log(x);
returns the natural logarithm of x

log10(x);
returns the logarithm base-10 of x

pow(x, y);
returns \( x \) raised to the power of \( y \).

```
rand();
```

returns a pseudorandom integer in the range 0 to RAND_MAX

```
sin(x);
```

returns the sine of \( x \)

```
sqrt(x);
```

returns the square root of \( x \)

```
srand(seed);
```

sets the starting point for generating a series of pseudorandom integers

```
tan(x);
```

returns the tangent of \( x \)

**PI**

The numeric constant pi (3.141592) is the ratio of the circumference of a circle to its diameter

**RAND_MAX**

the maximum value that can be returned by the `rand()` function

### C API

**Initialization**

```
sqstd_register_mathlib
```

SQRESULT `sqstd_register_mathlib(HSQUIRRELVM v)`;

initialize and register the math library in the given VM.

parameters:

```
HSQUIRRELVM v  \hspace{1em} \text{the target VM}
```

return: an SQRESULT

remarks: The function aspects a table on top of the stack where to register the global library functions.
Chapter 5. The System library

The system library exposes operating system facilities like environment variables, date time manipulation etc..

Squirrel API

Global symbols

`clock();`

returns a float representing the number of seconds elapsed since the start of the process

`date([time], [format]);`

returns a table containing a date/time splitted in the slots:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sec</td>
<td>Seconds after minute (0 - 59).</td>
</tr>
<tr>
<td>min</td>
<td>Minutes after hour (0 - 59).</td>
</tr>
<tr>
<td>hour</td>
<td>Hours since midnight (0 - 23).</td>
</tr>
<tr>
<td>day</td>
<td>Day of month (1 - 31).</td>
</tr>
<tr>
<td>month</td>
<td>Month (0 - 11; January = 0).</td>
</tr>
<tr>
<td>year</td>
<td>Year (current year).</td>
</tr>
<tr>
<td>wday</td>
<td>Day of week (0 - 6; Sunday = 0).</td>
</tr>
<tr>
<td>yday</td>
<td>Day of year (0 - 365; January 1 = 0).</td>
</tr>
</tbody>
</table>

if `time` is omitted the current time is used.
if `format` can be 'l' local time or 'u' UTC time, if omitted is defaulted as 'l' (local time).

`getenv(varaname);`

Returns a string containing the value of the environment variable `varaname`

`remove(path);`

deletes the file specified by `path`

`rename(oldname, newname);`

renames the file or directory specified by `oldname` to the name given by `newname`

`system(cmd);`

executes the string `cmd` through the os command interpreter.

`time();`

returns the number of seconds elapsed since midnight 00:00:00, January 1, 1970.

the result of this function can be formatted through the function `date`

C API

Initialization
initialize and register the system library in the given VM.

parameters:

\[HSQUIRRELVM\ v\ \ \text{the target VM}\]

return: an SQRESULT

remarks: The function aspects a table on top of the stack where to register the global library functions.
Chapter 6. The String library

the string lib implements string formatting and regular expression matching routines.

Squirrel API

Global symbols

format(formatstr, ...);

Returns a string formatted according formatstr and the optional parameters following it. The format string follows the same rules as the printf family of standard C functions (the "*" is not supported).

eg.
sq> print(format("%s %d 0x%02X\n","this is a test :",123,10));
this is a test : 123 0x0A

lstrip(str);

Strips white-space-only characters that might appear at the beginning of the given string and returns the new stripped string.

regexp(pattern);

compiles a regular expression pattern and returns it as a new regexp class instance.

\  
^  
.  
$  
|  
(subexp)         Quote the next metacharacter
(?:subexp)      Match the beginning of the string
[]              Match any character
                Match the end of the string
                Alternation
                Grouping (creates a capture)
                No Capture Grouping (no capture)
                Character class

GREEDY CLOSURES.

*              Match 0 or more times
+              Match 1 or more times
?              Match 1 or 0 times
{n}            Match exactly n times
{n,m}          Match at least n times
{n,m}          Match at least n but not more than m times

ESCAPE CHARACTERS.

\t          tab (HT, TAB)
\n          newline (LF, NL)
\r          return (CR)
PREDEFINED CLASSES.

\l lowercase next char
\u uppercase next char
\a letters
\A non letters
\w alphanumeric [\_0-9a-zA-Z]
\W non alphanumeric [^\_0-9a-zA-Z]
\s space
\S non space
\d digits
\D non digits
\x exadecimal digits
\X non exadecimal digits
\c control charactrs
\C non control charectrs
\p punctuation
\P non punctuation
\b word boundary
\B non word boundary

rstrip(str);
Strips white-space-only characters that might appear at the end of the given string and returns the new
stripped string.

split(str, separators);
returns an array of strings split at each point where a separator character occurs in str. The separator is
not returned as part of any array element. the parameter separators is a string that specifies the char-
acters as to be used for the splitting.

eq.
local a = split("1.2-3;4/5",".-/;");
// the result will be [1,2,3,4,5]

strip(str);
Strips white-space-only characters that might appear at the beginning or end of the given string and re-
turns the new stripped string.

Regexp class
The regexp object represent a precompiled regular expression pattern. The object is created trough the
function regexp().
capture(str, [start]);
returns an array of tables containing two indexes("begin" and "end")of the first match of the regular ex-
pression in the string str. An array entry is created for each captured sub expressions. If no match oc-
curs returns null. The search starts from the index start of the string, if start is omitted the search starts from the beginning of the string.

the first element of the returned array(index 0) always contains the complete match.

```lua
local ex = regexp("[0-9]+ ([a-zA-Z]+)\([\p]\)");
local string = "stuff 123 Test;
local res = ex.capture(string);
foreach(i,val in res)
{
    print(format("match number[%02d] %s
", i,string.slice(val.begin,val.end))); //prints "Test"
}
```

will print
match number[00] 123 Test;
match number[01] 123
match number[02] Test
match number[03];

**match**(str);  
returns a true if the regular expression matches the string str, otherwise returns false.

**search**(str, [start]);  
returns a table containing two indices("begin" and "end") of the first match of the regular expression in the string str, otherwise if no match occurs returns null. The search starts from the index start of the string, if start is omitted the search starts from the beginning of the string.

```lua
local ex = regexp("[a-zA-Z]+");  
local string = "123 Test;";
local res = ex.search(string);
print(string.slice(res.begin,res.end)); \prints "Test"
```

**C API**

**Initialization**

```c
sqstd_register_stringlib

SQRESULT sqstd_register_stringlib(HSQUIRRELVM v);

initialize and register the string library in the given VM.
```

parameters:

```
HSQUIRRELVM v the target VM
```
return: an SQRESULT

remarks: The function aspects a table on top of the stack where to register the global library functions.

Formatting

```
sqstd_format
```

```c
SQRESULT sqstd_format(HSQUIRRELVM v, SQInteger nformatstringidx, SQInteger * outlen, SQChar ** output);
```

creates a new string formatted according to the object at positionnformatstringidx and the optional parameters following it. The format string follows the same rules as the printf family of standard C functions (the "*" is not supported).

parameters:

- `HSQUIRRELVM v` the target VM
- `SQInteger nformatstringidx` index in the stack of the format string
- `SQInteger * outlen` a pointer to an integer that will be filled with the length of the newly created string
- `SQChar ** output` a pointer to a string pointer that will receive the newly created string

return: an SQRESULT

remarks: the newly created string is allocated in the scratchpad memory.

Regular Expressions

```
sqstd_rex_compile
```

```
SQREx * sqstd_rex_compile(const SQChar * pattern, const SQChar ** error);
```

compiles an expression and returns a pointer to the compiled version. in case of failure returns NULL. The returned object has to be deleted through the function sqstd_rex_free().

parameters:

- `const SQChar * pattern` a pointer to a zero terminated string containing the pattern that has to be compiled.
- `const SQChar ** error` a pointer to a string pointer that will be set with an error string in case of failure.

return: a pointer to the compiled pattern
sqstd_rex_free

```c
void sqstd_rex_free(SQRex * exp);
```
deletes an expression structure created with sqstd_rex_compile()

parameters:

- `SQRex * exp`  the expression structure that has to be deleted

sqstd_rex_match

```c
SQBool sqstd_rex_match(SQRex * exp, const SQChar * text);
```
returns SQTrue if the string specified in the parameter text is an exact match of the expression, otherwise returns SQFalse.

parameters:

- `SQRex * exp`  the compiled expression
- `const SQChar * text`  the string that has to be tested

return:  
SQTrue if successful otherwise SQFalse

sqstd_rex_search

```c
SQBool sqstd_rex_search(SQRex * exp, const SQChar * text, const SQChar ** out_begin, const SQChar ** out_end);
```
searches the first match of the expression in the string specified in the parameter text. If the match is found returns SQTrue and sets out_begin to the beginning of the match and out_end at the end of the match; otherwise returns SQFalse.

parameters:

- `SQRex * exp`  the compiled expression
- `const SQChar * text`  the string that has to be tested
- `const SQChar ** out_begin`  a pointer to a string pointer that will be set with the beginning of the match
- `const SQChar ** out_end`  a pointer to a string pointer that will be set with the end of the match

return:  
SQTrue if successful otherwise SQFalse

sqstd_rex_searchrange
The String library

`sqstd_rex_searchrange`(`SQRex * exp, const SQChar * text_begin, const SQChar * text_end, const SQChar ** out_begin, const SQChar ** out_end`);

searches the first match of the expression in the string delimited by the parameter text_begin and text_end. If the match is found returns SQTrue and sets out_begin to the beginning of the match and out_end to the end of the match; otherwise returns SQFalse.

parameters:

- `SQRex * exp` the compiled expression
- `const SQChar * text_begin` a pointer to the beginning of the string that has to be tested
- `const SQChar * text_end` a pointer to the end of the string that has to be tested
- `const SQChar ** out_begin` a pointer to a string pointer that will be set with the beginning of the match
- `const SQChar ** out_end` a pointer to a string pointer that will be set with the end of the match

return: an SQRESULT

`sqstd_rex_getsubexpcount`(`SQInteger sqstd_rex_getsubexpcount`(`SQRex * exp`);

returns the number of sub expressions matched by the expression.

parameters:

- `SQRex * exp` the compiled expression

return: the number of sub expressions matched by the expression

`sqstd_rex_getsubexp`(`SQInteger sqstd_rex_getsubexp`(`SQRex * exp, SQInteger n, SQRexMatch * subexp`);

retrieves the begin and end pointer to the length of the sub expression indexed by n. The result is passed through the struct SQRexMatch.

parameters:

- `SQRex * exp` the compiled expression
- `SQInteger n` the index of the submatch (0 is the complete match)
- `SQRexMatch * subexp` a pointer to structure that will store the result
return: the function returns SQTrue if n is valid index otherwise SQFalse.
Chapter 7. The Aux library

The aux library implements default handlers for compiler and runtime errors and a stack dumping.

C API

Error handling

```
void sqstd_seterrorhandlers(HSQUIRRELVM v);
```

initialize compiler and runtime error handlers, the handlers use the print function set through(sq_setprintfunc) to output the error.

parameters:

```
HSQUIRRELVM v  the target VM
```

```
void sqstd_printcallstack(HSQUIRRELVM v);
```

print the call stack and stack contents. the function uses the print function set through(sq_setprintfunc) to output the stack dump.

parameters:

```
HSQUIRRELVM v  the target VM
```
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