Cheatography

Roblox Lua Cheat Sheet

by NameLater2 via cheatography.com/209689/cs/45131/

Math Operations

x + y	Adds x and y
x - y	Subtracts y from x
x * y	Multiplys the x by y
x / y	Divides x by y
x % y	Remainder of x divided by y

Math Functions

math.random(x,y)	Returns a random number between x and y
math.floor(x)	Rounds down x
math.ceil(x)	Rounds up x
math.abs(x)	Returns the absolute value of x
math.sqrt(x)	Returns the square of x
math.pi	Returns pi

Basic Refrences

.game	Parent of all running game services
.workspace	Refrences Workspace, circumvents game.Workspace
.script	Refrences the script itself
.parent	Refrences the parent of an object

For Loops

```
for i = start, end, count do
        --Code
end
for i = 1, 5 do
        pri nt( " Ite rat -
ion :", i)
end
local fruits = {"Ap ple ", " -
Ban ana ", " Che rry "}
```

For Loops (cont)

```
> for index, value in ipairs(fruits) do
   print(index, value)
end
```

While Loops

```
while condition do
       -- Code
end
local counter = 1
while counter <= 5 do
        pri nt( " Cou nt: ",
counter)
        counter = counter + 1 --
Increment the counter to avoid
an infinite loop
end
```

Wait routines

wait()	Pauses the execution of the script for a set duration. Tied to game framerate
task.wait()	Pauses the execution of the script for a set duration. More acurated, Independent of framerate.
task.delay()	Runs a function after a specified delay but does not block the current script.
RunService.Heartbeat	Creates a custom wait loop. High precision, frame-dependent tasks.
Debris:AddItem()	Used for timed object destruction but can act as a timer mechanism.

Basic Threading

task.spawn()	Runs a function in a new thread after yielding briefly (~1/30th of a second)
task.defer()	Schedules a function to run in a new thread without yielding at all. It is executed after the current thread completes.
coroutine.create()	Creates a new coroutine that is paused until explicitly resumed.
coroutine.resume()	Resumes a paused coroutine.
coroutine.yield()	Pauses the current coroutine until it is resumed again.
coroutine.status()	Returns the status of a coroutine ("suspended", "running", or "dead").
coroutine.wrap()	Creates a coroutine and returns a function that, when called, resumes the coroutine.

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