



# Sailor

**A web MVC framework in Lua**

**Etiene Dalcol**

# Etienne Dalcol



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# Why I started learning

- It looks cool  
(I heard you could make games with it)



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- It's made in my home country  
(In my university to be more precise)
- I could brag about it later



# Why I started coding **Sailor**

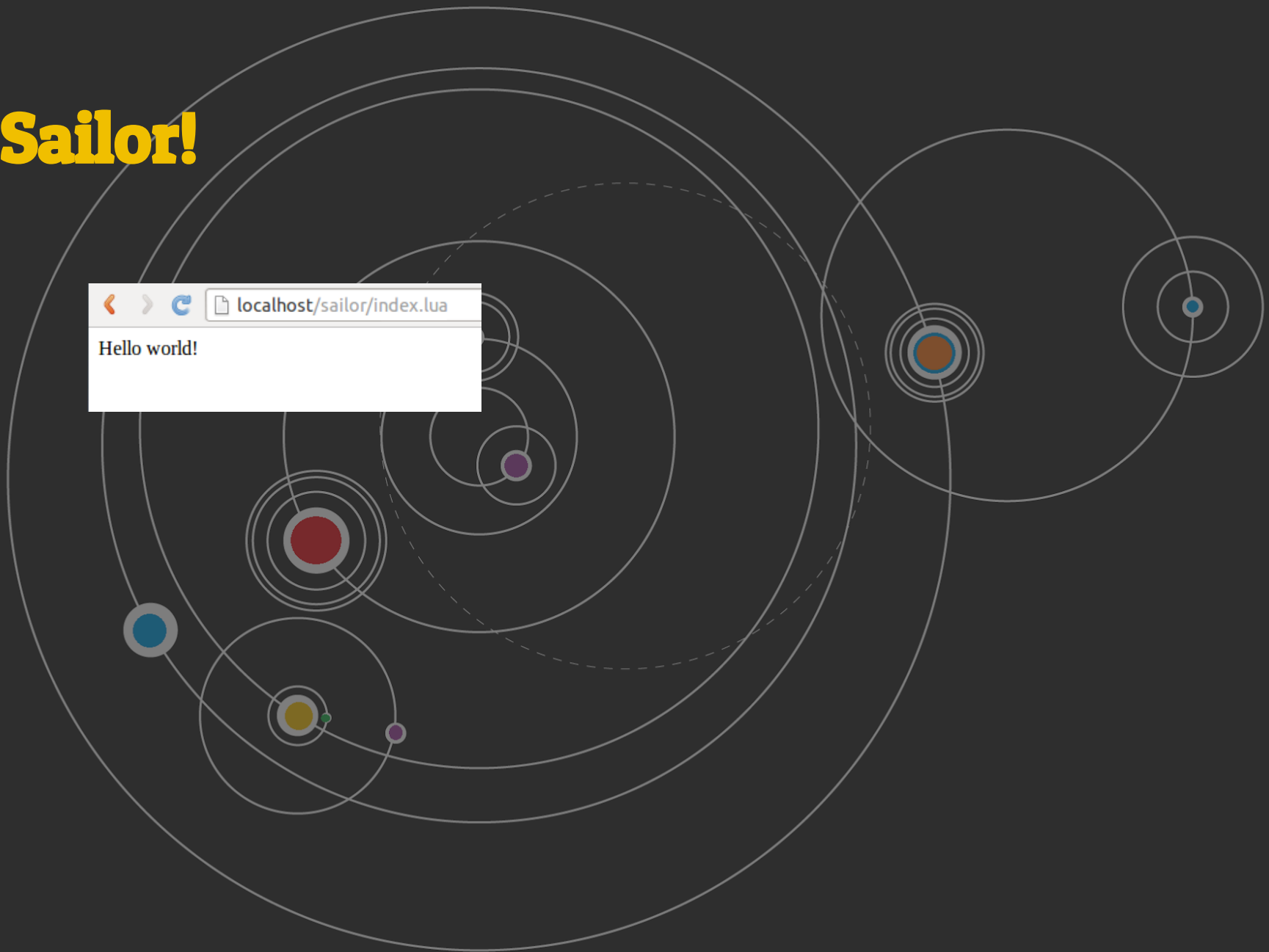
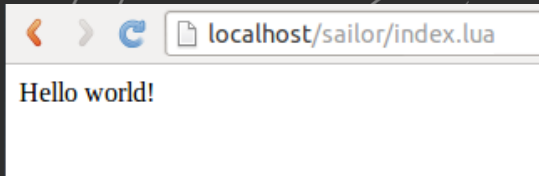
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# Why I started coding **Sailor**

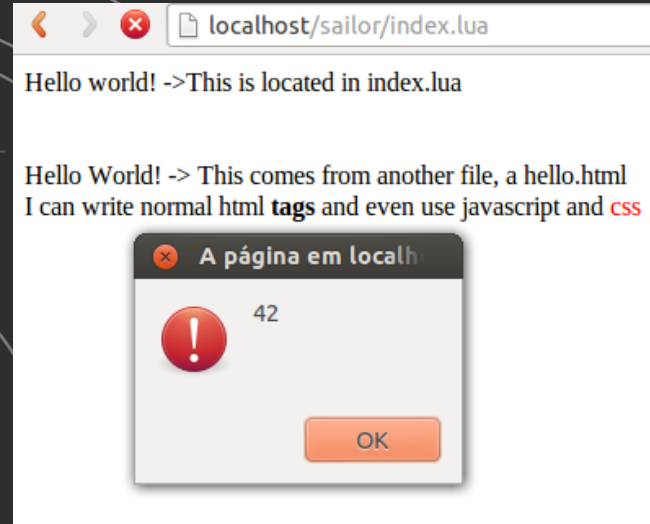
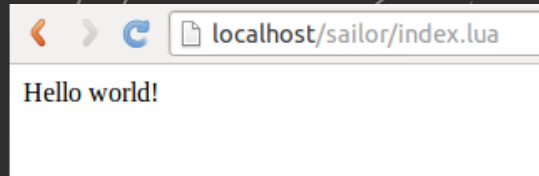
- I needed something real!
- I could use my previous knowledge to go faster

# Sailor!

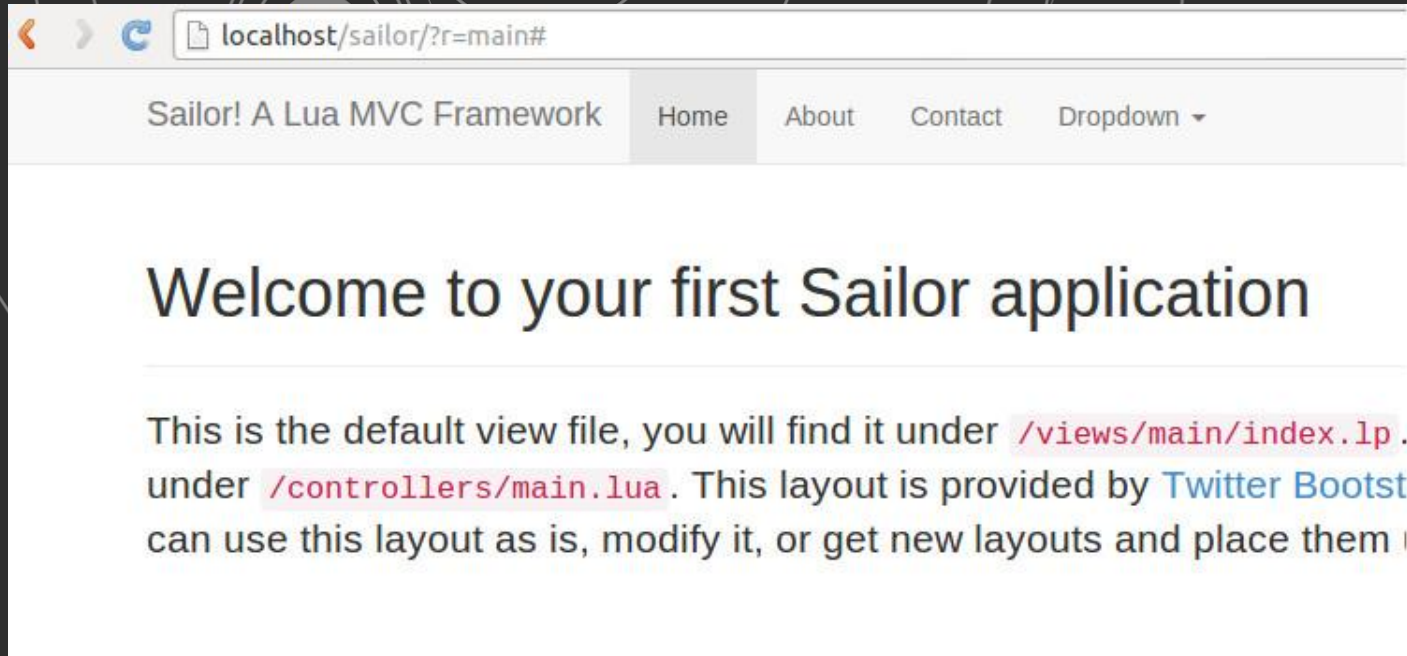
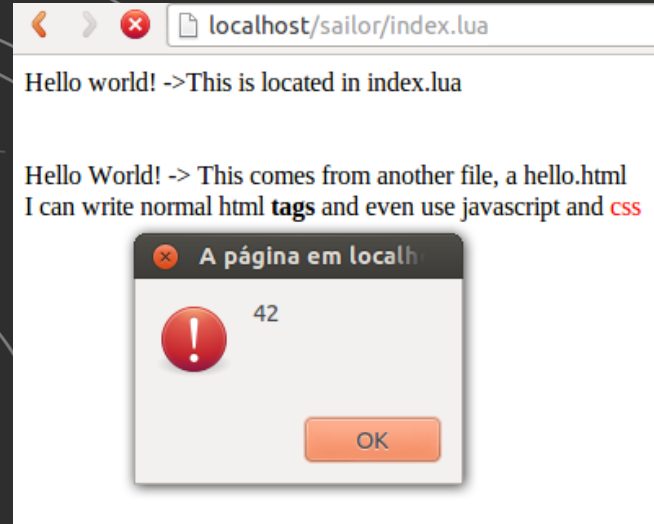
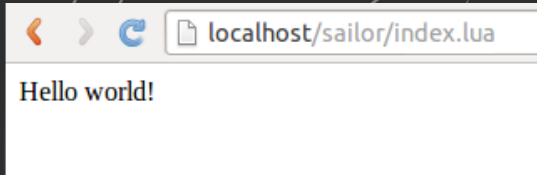




# Sailor!



# Sailor!



# And what exactly is **Sailor**

- It's an MVC web framework
- Completely written in Lua
- Compatible with Apache (mod\_lua), Nginx (OpenResty) and Mongoose
- Compatible with Linux, Windows and Mac
- MIT License
- Pre alpha v0.2 - Mars

Yes, the version names are  
inspired in Sailor Moon



# What does it do

- Simple URL routing
- Session, cookies, include, redirect...
- Lua Pages parsing from cgilua
- Mail sending
- Simple Object Relational-Mapping (MySQL, PostgreSQL...)
- Input Validation (valua)
- Basic login and authentication

# What does it do

- Form generation
- Twitter bootstrap integration
- App generator (Linux and Mac only)

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## Premium feature!

- Lua at client

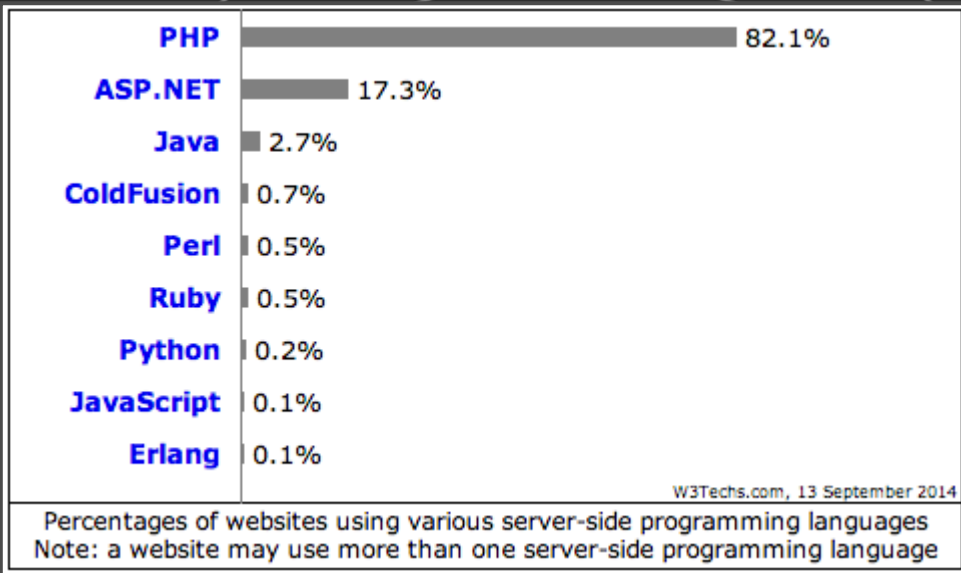
# What's bad about it



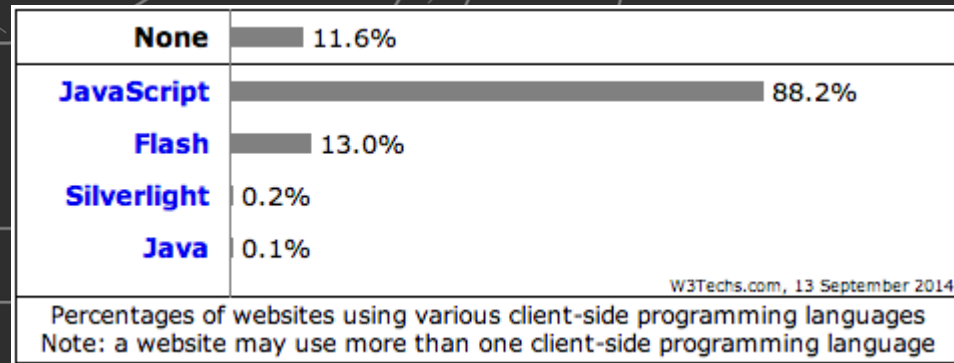
- Early development
- Things are changing fast
- It still lacks features
- Documentation



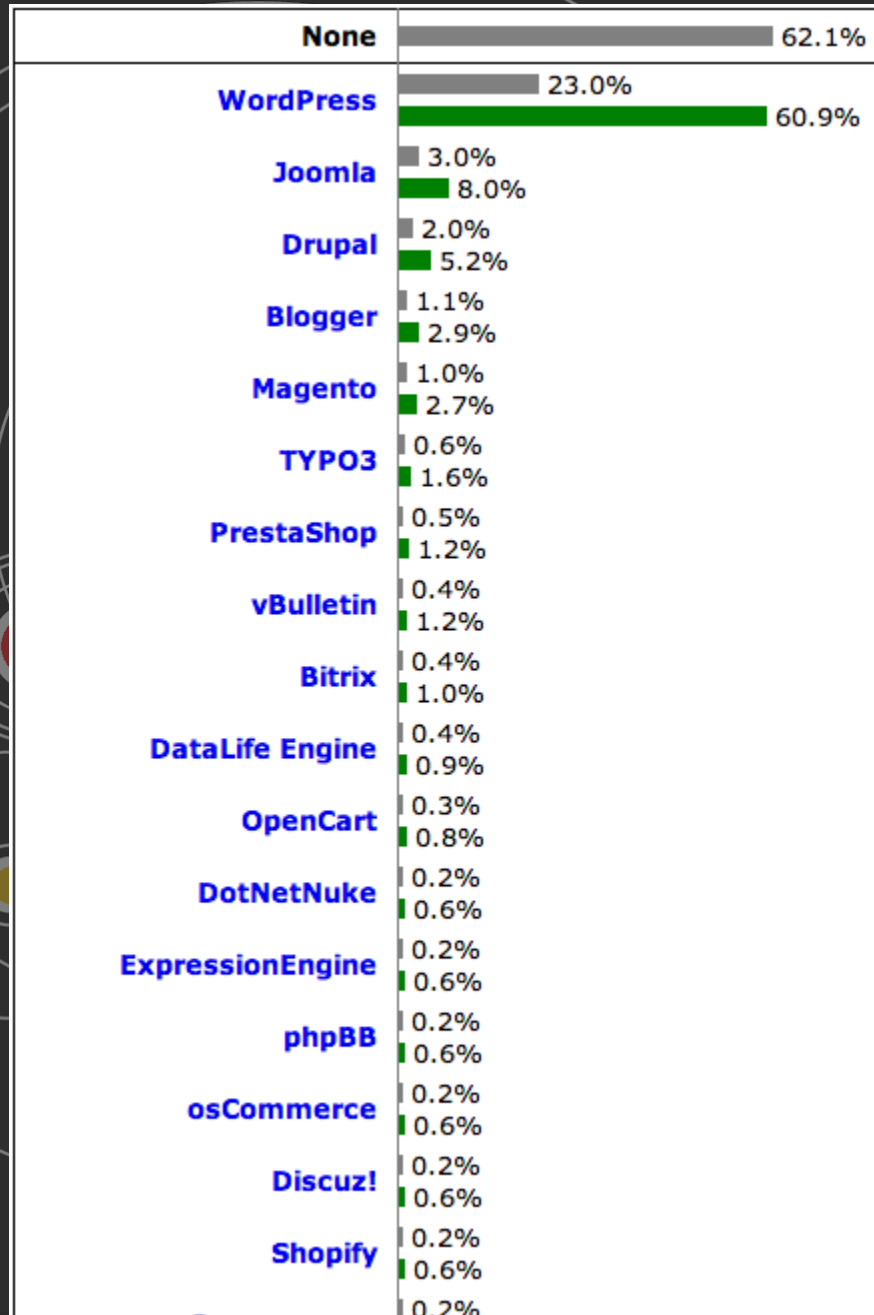
# Server-side languages



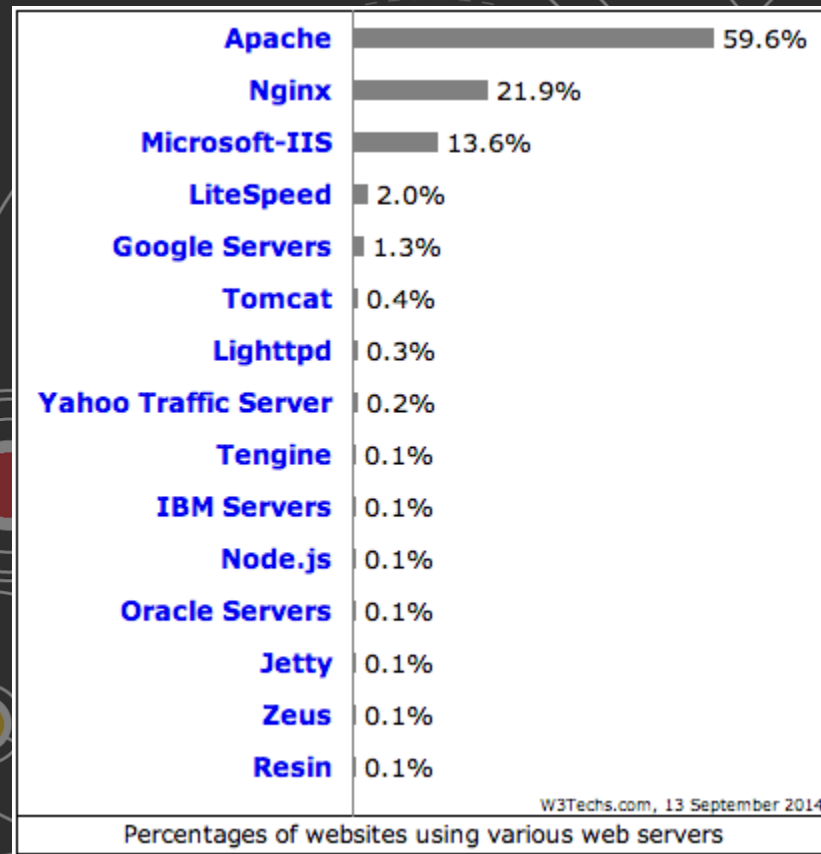
# Client-side languages

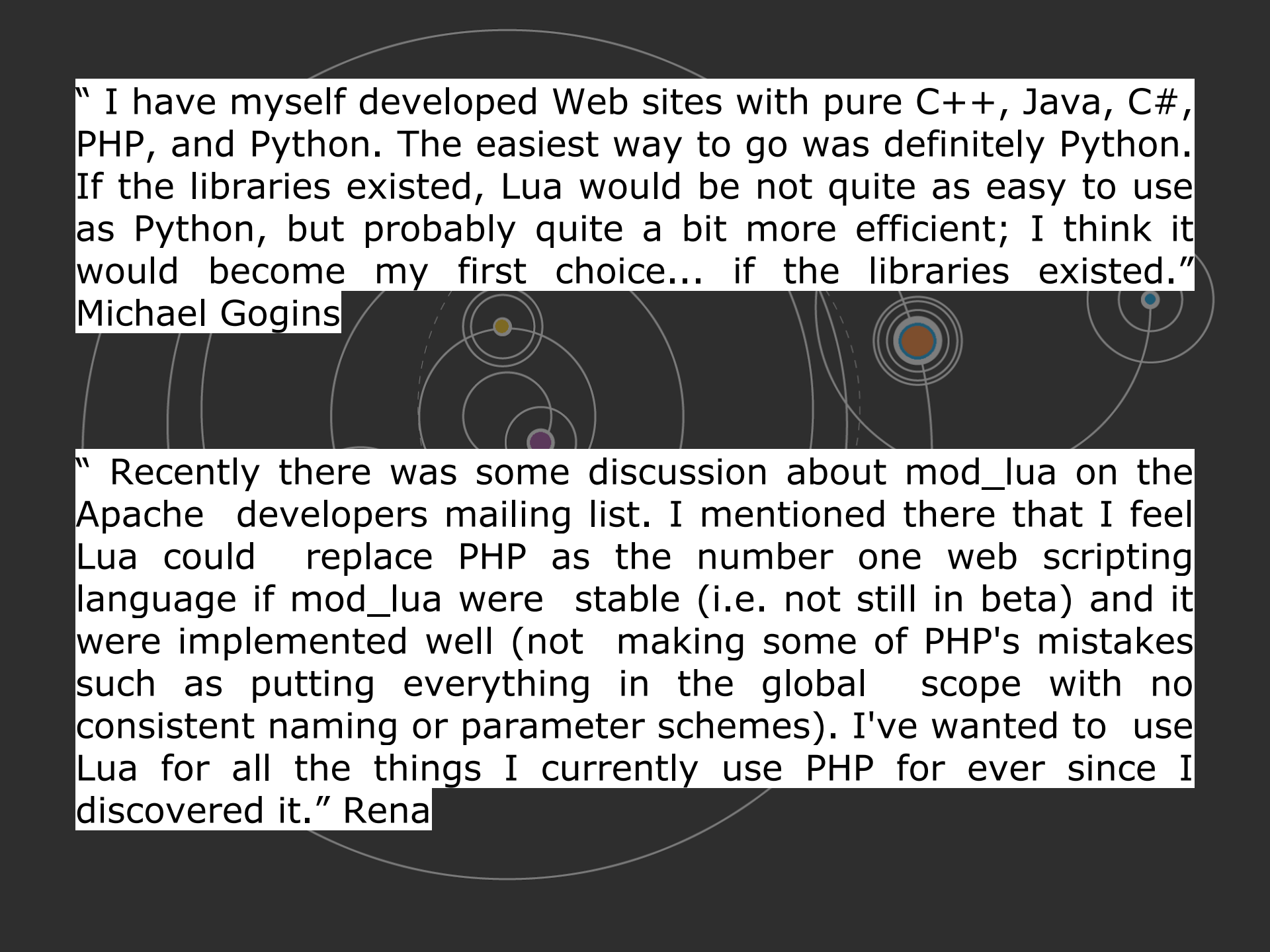


# Content Management Systems



## Web servers





“ I have myself developed Web sites with pure C++, Java, C#, PHP, and Python. The easiest way to go was definitely Python. If the libraries existed, Lua would be not quite as easy to use as Python, but probably quite a bit more efficient; I think it would become my first choice... if the libraries existed.”

Michael Gogins

“ Recently there was some discussion about mod\_lua on the Apache developers mailing list. I mentioned there that I feel Lua could replace PHP as the number one web scripting language if mod\_lua were stable (i.e. not still in beta) and it were implemented well (not making some of PHP's mistakes such as putting everything in the global scope with no consistent naming or parameter schemes). I've wanted to use Lua for all the things I currently use PHP for ever since I discovered it.” Rena

# Average across all speed tests (less is better)



# More Lua for Web



- ~ Early stage
- cgilua (1995)
- Kepler Project (2003)

# Other frameworks



## → Orbit (2007)

- ◆ Least known
- ◆ No significant updates since 2010
- ◆ Closest to Sailor's concept

## → Luvit (2011)

- ◆ Most popular
- ◆ Intense development
- ◆ node.js port 2-4x faster

# Other frameworks



## → Lapis (2012)

- ◆ Intense development
- ◆ Moonscript and Lua
- ◆ Very well documented
- ◆ OpenResty only
- ◆ Templater
- ◆ Not MVC

## → Others

- ◆ Complicated, abandoned, poorly documented, license issues or I never heard about it...



# Back to **Sailor!**

Getting it:

→ LuaRocks or Github



# A Setup Example

- Install Lua
- Install LuaRocks
- Install database server (MySQL for example)
- Install apache2 ( $\geq 2.4.7$ )
- Create app!

```
$ luarocks install sailor
```

```
$ luarocks install luasql-mysql
```

```
$ sailor_create 'Test App' /var/www
```

# App Structure

/conf

/controllers

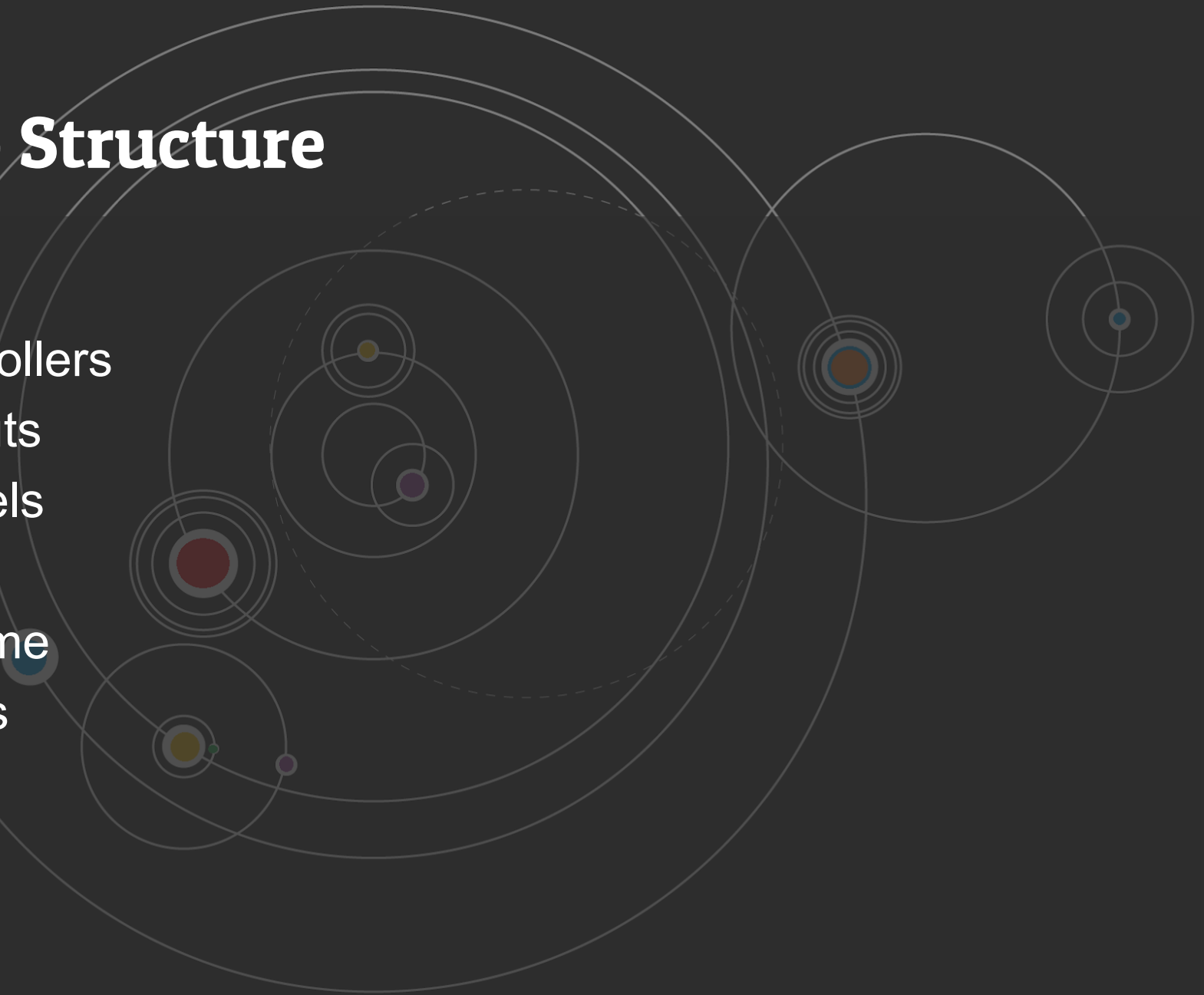
/layouts

/models

/pub


/runtime

/views



site.lua

```
1 local site = {}
2
3 function site.index(page)
4     local ctr_msg = "Hi!"
5     page:render('index',{ctr_msg = ctr_msg})
6 end
7
8 return site
9
```

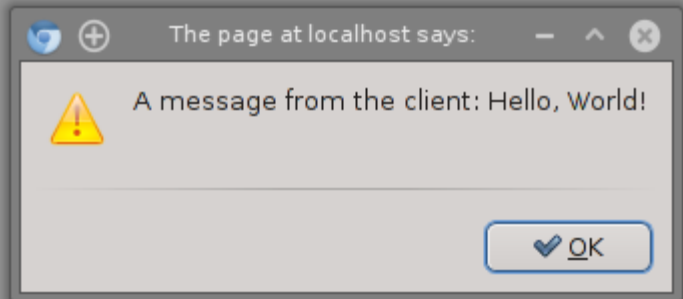


index.lp

```
1 <html>
2   <head>
3     <title>Example Page</title>
4   </head>
5   <body>
6     <?lua
7       if ctr_msg then
8         page:print("A message from the controller: "..ctr_msg)
9       end
10    ?>
11
12
13    <?lua@both
14      msg = "Hello, World!"
15    ?>
16    <br/>
17    A message from the server: <strong><?=msg?></strong>
18
19    <?lua@client
20      js.window.alert("A message from the client: "..msg)
21    ?>
22  </body>
23 </html>
```

A message from the controller: Hi!  
A message from the server: **Hello, World!**

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