Hi,
I'm looking for a way to identify the rule triggered in the lua script called. That should be useful when several rules are calling the same lua script which have a slightly different behaviour depending on the rule.

All the functions that return informations about the rule (SCRuleIds, SCCRuleMsg and SCCRuleClass) are not working with "match" lua scripts (reserved for "logging" lua scripts ?)

I also tried to use the ScFlowintGet and ScFlowvarGet functions. The first one is not useful there because flowints are set in last, so after the call to the lua script. The second one seems to not work. Bug #2094 is still open and I was not able to get a "not nil" result by myself.

Thank you