**Suricata - Feature #2450**

**lua: scripts access to calling rule informations**

**02/22/2018 08:02 AM - Anonymous**

<table>
<thead>
<tr>
<th>Status</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee</td>
<td>Benjamin Wilkins</td>
</tr>
<tr>
<td>Category</td>
<td></td>
</tr>
<tr>
<td>Target version</td>
<td>7.0rc1</td>
</tr>
<tr>
<td>Effort</td>
<td>low</td>
</tr>
<tr>
<td>Difficulty</td>
<td>low</td>
</tr>
<tr>
<td>Label</td>
<td>Beginner</td>
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**Description**

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, SCRuleMsg and SCRuleClass) 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

**History**

#1 - 03/05/2018 03:53 PM - Andreas Herz
- Assignee set to OISF Dev
- Target version set to TBD

#2 - 07/17/2018 10:02 AM - Victor Julien
- Assignee changed from OISF Dev to Anonymous
- Effort set to low
- Difficulty set to low

#3 - 02/23/2019 10:04 PM - Andreas Herz
- Assignee set to Community Ticket

#4 - 09/26/2019 03:24 PM - Victor Julien
- Label Beginner added

#5 - 10/27/2021 05:11 PM - Benjamin Wilkins
I've started work on this ticket(https://github.com/OISF/suricata/pull/6520) and would like to claim it (but can't since I don't have the developer role)

#6 - 10/27/2021 07:15 PM - Victor Julien
- Status changed from New to Assigned
- Assignee changed from Community Ticket to Benjamin Wilkins
- Target version changed from TBD to 7.0rc1

#7 - 11/24/2021 03:46 PM - Victor Julien
- Subject changed from lua scripts access to calling rule informations to lua: scripts access to calling rule informations
- Status changed from Assigned to Closed