**Suricata - Feature #2871**

**lua: Exposing byte extract to script**

03/11/2019 01:49 PM - Clark Kent

<table>
<thead>
<tr>
<th>Status:</th>
<th>Assigned</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>TBD</td>
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<tr>
<td>Effort:</td>
<td>low</td>
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<tr>
<td>Difficulty:</td>
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**Description**

It would be nice to pass the value from byte extract into a Lua script.

**Related issues:**

- Related to Feature #4775: lua: overhaul lua support

**History**

#1 - 03/11/2019 02:35 PM - Victor Julien
- Assignee set to Community Ticket
- Effort set to low
- Difficulty set to low

I think this could work by registering the name of the value during the scripts init, getting a numeric id and the pass that numeric id to a to be introduced function that can be called in the match function.

#2 - 03/12/2019 11:44 AM - Victor Julien
- Target version set to TBD

#3 - 11/30/2021 04:46 PM - Benjamin Wilkins
- Assignee changed from Community Ticket to Benjamin Wilkins

#4 - 11/30/2021 06:33 PM - Victor Julien
- Subject changed from Exposing byte extract to Lua to lua: Exposing byte extract to script
- Status changed from New to Assigned

Great that you're picking this up Benjamin!

#5 - 11/30/2021 06:33 PM - Victor Julien
- Related to Feature #4775: lua: overhaul lua support added