Exposing byte extract to Lua

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

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