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<th>Status:</th>
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<tr>
<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Jeff Lucovsky</td>
</tr>
<tr>
<td>Category:</td>
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<tr>
<td>Target version:</td>
<td>TBD</td>
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<tr>
<td>Effort:</td>
<td>low</td>
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<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

6. **07/29/2022 01:26 PM - Jeff Lucovsky**
   - Status changed from Assigned to In Review
   - Assignee changed from Benjamin Wilkins to Jeff Lucovsky

   https://github.com/OISF/suricata/pull/6659

7. **08/19/2022 01:28 PM - Jeff Lucovsky**
   - Status changed from In Review to Closed