Hey Team,

I am curious if Suricata logs any debug info regarding Lua scripts it attempts to run. I found this blog post, [https://www.abuseipdb.com/suricata](https://www.abuseipdb.com/suricata), which provides a lua script that will submit api request to abuseipdb when an alert is fired, however, it does not appear to be working correctly. After I restart the Suricata engine, the log files abuseipdb_alert_reports.log and abuseipdb_custom_debug.log are created, which tells me suricata is reading the script, but I never see those logs populate, even after alerts fire. Is there any verbose debugging I can take advantage of to even see if Suricata is trying to run the script and what response, if any, I may be receiving from api.abuseipdb.com?

Thanks,

Taylor

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**History**

#1 - 12/06/2019 06:33 AM - Victor Julien
- Tracker changed from Bug to Support

#2 - 12/06/2019 07:09 AM - Victor Julien
You can add SCLogDebug/SCLogInfo/SCLogNotice statements to the lua script much like how you would do that in the Suricata code. E.g.

SCLogNotice("hello world");