lua: Use lua_pushinteger for pushing integer types as integers instead of floats

Prior to Lua 5.3, Lua only had one number type, float. Now that Lua 5.1 has integer types it makes sense to push integer values, specifically those around flow and packet tuples as integers. Luajit 5.1 and Liblua 5.0 has lua_pushinteger so compatibility should not be an issue.

Suricata-Verify test cases for SCPacketTuple() and SCFlowTuple() should also be created to show that they pass before and after this change without modification.

Related issues:
- Related to Support #4088: SCPacketTuple() not return correct protocol type
- Copied to Bug #4712: lua: Use lua_pushinteger for pushing integer types as integers instead of floats

History
#1 - 11/25/2020 04:35 PM - Jason Ish
- Related to Support #4088: SCPacketTuple() not return correct protocol type added

#2 - 05/10/2021 10:57 AM - Victor Julien
- Assignee changed from OISF Dev to Juliana Fajardini Reichow

#3 - 06/30/2021 03:18 PM - Juliana Fajardini Reichow
- Status changed from New to In Progress

#4 - 07/05/2021 02:02 PM - Juliana Fajardini Reichow
PR for review: https://github.com/OISF/suricata/pull/6254

#5 - 07/19/2021 01:42 PM - Juliana Fajardini Reichow
- Status changed from In Progress to In Review

#6 - 09/20/2021 09:08 AM - Juliana Fajardini Reichow
- Status changed from In Review to Closed

Merged in: https://github.com/OISF/suricata/pull/6383

#7 - 09/27/2021 06:46 AM - Shivani Bhardwaj
- Label Needs backport to 6.0 added

#8 - 09/27/2021 06:46 AM - Shivani Bhardwaj
- Copied to Bug #4712: lua: Use lua_pushinteger for pushing integer types as integers instead of floats added