



FSUIPC: Lua Tutorial For Microsoft



Flight Simulator and GoFlight Equipment

Home

About Lua

Executing Code

Binary

Hexadecimal

Bits & Bytes

Memory Offsets

Variables

The Code

The Editor

Get Started

FlightSim

Cleaning Up

Assignments

Cleaning Up

Referring to the Last chapter's Lua file named "PitotHeat.Lua", this is what we had...

```
function PitotHeat(offset, value)
    model = GFT8
    unit = 0
    id = 1
    if value == 1 then
        gfd.SetLight(model, unit, id)
    else
        gfd.ClearLight(model, unit, id)
    end
end
event.offset("029C", "UB", "PitotHeat")
```

If your comfortable with remembering which parameters are for what we can slim down the code and instead of variables, we can use direct values as shown below...

```
function PitotHeat(offset, value)
    if value == 1 then
        gfd.SetLight(GFT8, 0, 1)
    else
        gfd.ClearLight(GFT8, 0, 1)
    end
end
event.offset("029C", "UB", "PitotHeat")
```

If you'd like to keep them as is, that's fine. It won't make any difference to FSUIPC. but let me show you how to make "comments" in your code.

```
function PitotHeat(offset, value) -- Beginning of the
function
    if value == 1 then -- Checks to see if value equals
one
        gfd.SetLight(GFT8, 0, 1) -- Turns ON light#1, of
unit#0 on the GFT8
    else
        gfd.ClearLight(GFT8, 0, 1) -- Turns OFF light#1,
of unit#0 on the GFT8
    end -- end of the "if...then" statement
end -- end of the function
event.offset("029C", "UB", "PitotHeat")
```

Anything after the two "--" will be ignored by FSUIPC. If you do want to slim down your code, but don't want to forget what the parameters are you can modify your code like this...

```
function PitotHeat(offset, value)
    if value == 1 then
        gfd.SetLight(GFT8, 0, 1) -- (model, unit, id)
    else
        gfd.ClearLight(GFT8, 0, 1)
    end
end
event.offset("029C", "UB", "PitotHeat")
```

RESOURCES

[FSUIPC Support Forum](#)

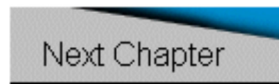
[GoFlight Inc.](#)
[GoFlight Support Forum](#)

[Lua Website](#)
[Lua Reference Manual](#)
[Lua for Beginners](#)
[LuaEdit](#)

[Notepad++](#)
[Online Documentation](#)
[Support Forum](#)

[Tutorial Files](#)

There, now that's nice and neat and you can see what the parameters are for.



Written by
Joseph "Skittles" Cardana
skittles(at)anadrac.com
Updated: 2011-08-25 08:01