



## FSUIPC: Lua Tutorial For Microsoft



### Flight Simulator and GoFlight Equipment

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#### What is Lua and what will it do for me?

Well, who really cares what it is... what can it do?!?!? Lua is a powerful, fast, lightweight, embeddable scripting language. Wait, I thought I said we didn't care?

For those who have heard of GFDisplay you won't hear much about it anymore. Pete Dowson is no longer supporting that program. Lua is much better.

Lua is capable to talking to your FlightSim and to your GoFlight modules and to your game controllers (joysticks). It can read controller settings, monitor FS Memory locations, change your GF displays etc, etc and so forth. IT'S POWERFUL!!!

You know how we had to assign functions in FS in order to fly? Then we had the ability to bypass FS and have FSUIPC tell FS what to do? You don't even need to "program" your joysticks the old way anymore. We can have Lua monitor buttons and it will perform the actions. But personally, I don't think that's advisable. The average person can't read it.

So let's get into just how we get it to run.

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#### 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](#)