



FSUIPC: Lua Tutorial For Microsoft Flight Simulator and GoFlight Equipment


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Executing Lua Code

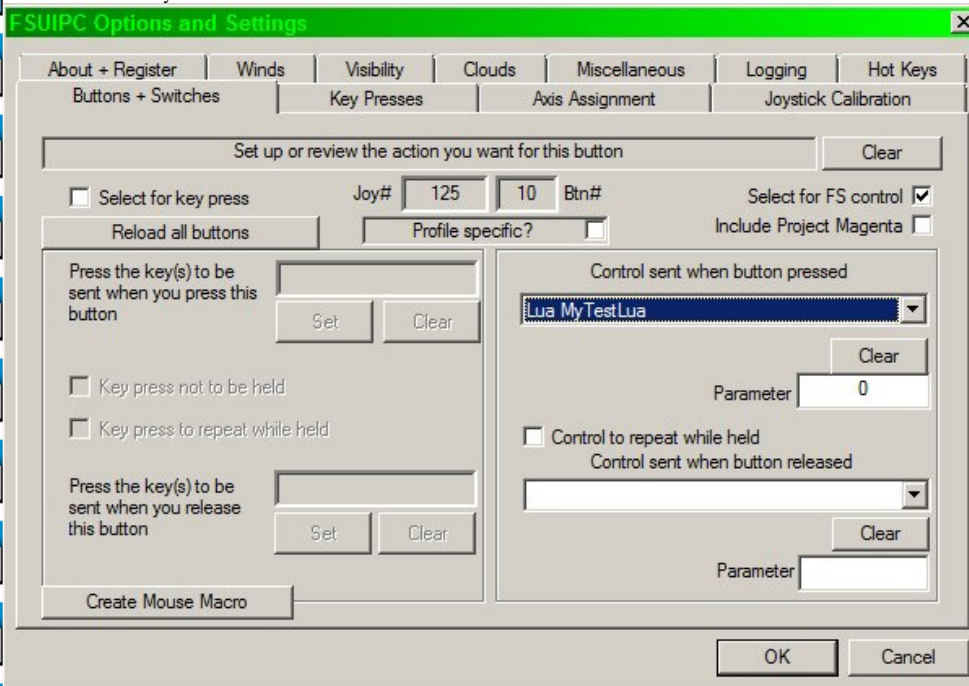
There are two ways to get your Lua files going. Manually and Automatically. Each method has several ways of it's own.

[About Lua](#)

Manual Code Execution

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You can assign any button, switch, key or lever to run a Lua file. In the example below, we have assigned a button to run a Lua file named "MyTestLua". file.



RESOURCES

[FSUIPC Support Forum](#)
[GoFlight Inc.
GoFlight Support Forum](#)
[Lua Website
Lua Reference Manual
Lua for Beginners
LuaEdit](#)
[Notepad++
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Automatic Code Execution

The best way to get the same files running every time is to have them run automatically. This is accomplished several ways.

- FSUIPC.ini

Add a section called [Auto] and using a sequential list, add any files you want.

```
[Auto]
1=Lua GF-Setup
2=Lua ModDisplay
```

- ipcinit.Lua This file is automatically run as soon as FSUIPC has initialized.
- ipcready.Lua This file is automatically run when FS is "ready to fly".
- ipcDebug.Lua This file is automatically loaded before and Lua program which is started in Debug mode.

- From within your Lua file, we can run another Lua file using the `ipc.runLua("pathname"[, parameter])` command

Stopping or Killing Code

The best way is to assign the Kill function within FSUIPC. You can kill individual Lua files or all at the same time.

Let's move on to how computers think.

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