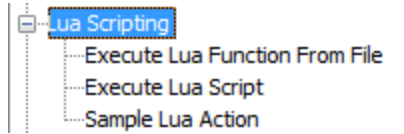


Topic updated on September 21, 2023

Lua Scripting

The **Lua Scripting** category provides actions used to execute a Lua script. Lua is a scripting language that is supported by the runtime as a means to perform custom functions that would not be possible with the standard provided trigger actions.



The Lua scripting language can be used to:

- Create Lua functions to be executed from a trigger action.
- Create Lua functions in a text file to be executed from a trigger action.
- Create a new trigger action to become available to triggers in the same manner as the standard provided actions.

Information available from the **Lua Scripting** category pages assumes that you are familiar with the Lua language and syntax, and that you have reviewed the information on [Extending the system using Lua scripting](#).

In addition to the provided actions, custom Lua actions that have been defined and added to the node will also be listed under the Lua Scripting category. The **Lua Scripting** category provides these actions:

[Execute Lua Function From File](#)

[Execute Lua Script](#)

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