



export.lua

```

Host = "127.0.0.1"
port = 10400
maxTime = 0

function luaExportStart()
    package.path = package.path .. ";\\LuaSocket\\?.lua"
    package.path = package.path .. ";\\LuaSocket\\?.dll"
    socket = require("socket")
    c = socket.udg()
    c:setpeername(host, port)
end

function luaExportNextFrame()
    local argument = {Format = "argumentvalue"}
    local deviceId = deviceId(0)
    luaExportUpdate_arguments()

    local currentTime=LogGetmodelTime()

    if currentTime >= NextTime then
        -- Increased time
        NextTime = currentTime + 0.25;
        -- Gear
        --log level
        socket.try(c:send(string.format("%03d %04d", deviceId:get_argument_value(613) )) )
        --gear 100ms 100ms 100ms 100ms 100ms
        socket.try(c:send( "610 1 " .. deviceId:get_argument_value(610) .. "\n" ))
        socket.try(c:send( "611 1 " .. deviceId:get_argument_value(611) .. "\n" ))
        socket.try(c:send( "612 1 " .. deviceId:get_argument_value(612) .. "\n" ))
        socket.try(c:send( "737 1 " .. deviceId:get_argument_value(737) .. "\n" ))
    end
end

function luaExportstop()
    c:close()
end
  
```

