Subject: Skylark : GetIdentity alternative way of working
Posted by Xemuth on Wed, 29 Apr 2020 22:10:09 GMT
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Hello,

Today I tried to setup a form using $post_identity() to prevent CSRF attacks. However for a strange reason, the example provided by Upp (Skylark06) work perfectly but when using on my own app, the
String GetIdentity(const Renderer *r)
function always return "zd" since the key/value named __identity__ is not on first position in the http->var vectorMap<String,Value>.

to fix my problem I changed a bit the function :

```
String GetIdentity(const Renderer *r)
{
 Http *http = const_cast<Http *>(dynamic_cast<const Http *>(r));
 if(!http)
  throw Exc("invalid POST identity call");

 //New
 bool find = false;
 Upp::String s;
 for(const Upp::String& key : http->var.GetKeys()){
  if(key.Find("__identity__") != -1){
   s = http->var.Get(key).ToString();
   find = true;
   break;
  }
 }
 if(find)
  return s;
 s = AsString(Uuid::Create());
 http->SessionSet0("__identity__", s);
 http->var[0] = s;
 return s;
}
```

What you think about it ?