
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 ?