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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 ?

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