
Subject: Re: Skylark : GetIdentity alternative way of working
Posted by [Xemuth](#) on Sat, 25 Sep 2021 23:16:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Klugier, I will create a pull request.

Quote:What if there will be more than one identity (is this reasonable scenario)? Could we call several post_identity in one witz file?

we can call as many post_identity we want in witz file:

```
<form action=$Auth2 onSubmit="return prepareData()" method="post" accept-charset="utf-8"
enctype="multipart/form-data">
  <div class="row">
    $post_identity()
    $post_identity()
    $post_identity()
    <div class="col-md-1 col-md-offset-3">
      <div class="RightText">Login:</div>
```

<https://i.imgur.com/XaShdHw.png>

having it multiple time in witz don't affect the way __identity__ work. Same goes for __js_identity__.

Quote:Backwards compatibility - does it break something?

Here is the old code :

```
String GetIdentity(const Renderer *r)
{
  // This ugly hack expects that __identity__ is always present in r->var
  Http *http = const_cast<Http *>(dynamic_cast<const Http *>(r));
  if(!http)
    throw Exc("invalid POST identity call");
  String s = http->var[0];
  if(s.GetCount())
    return s;
  s = AsString(Uuid::Create());
  http->SessionSet0("__identity__", s);
  http->var[0] = s;
  return s;
}
```

it expect to have __identity__ at index 0. It's not always true (expecially when we use external libs to send data via Javascript).

the new code do the same think but lookup for it. I don't think regression could occure
