Subject: Skylark : GetIdentity alternative way of working
Posted by Xemuth on Wed, 29 Apr 2020 22:10:09 GMT
View Forum Message <> Reply to Message

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 ?

Subject: Re: Skylark : GetIdentity alternative way of working
Posted by mirek on Fri, 01 May 2020 13:59:35 GMT
View Forum Message <> Reply to Message

Well, uhm. I say we need independent group working on Skylark

Seriously, I have developed it 10 years ago mostly as proof of concept. Dolik used it past then for some time, but then the interest was nil. Right now, I think the concepts are sound, but I personally am not using it for anything....

Subject: Re: Skylark : GetIdentity alternative way of working
Posted by Xemuth on Sat, 02 May 2020 00:35:44 GMT
View Forum Message <> Reply to Message

I'm using it to developpe my own website and except this little trick about __identity__ everythings work perfectly, Skylark + Upp Core is so pleasant to use. I feel like it can have potential. Congratulation for it

Subject: Re: Skylark : GetIdentity alternative way of working
Posted by koldo on Sat, 02 May 2020 08:21:42 GMT
View Forum Message <> Reply to Message

Is there any Skylark website now online to test it?

Subject: Re: Skylark : GetIdentity alternative way of working
Posted by Xemuth on Sat, 02 May 2020 14:11:44 GMT
View Forum Message <> Reply to Message

I can share mine but it is still under developpement, he got a secret route allowing me to connect to it and do many things like upload file :
https://ultimateopengl.ovh

PS: the main purpose of this website was to convert Upp documentation to html and print it in real time allowing me to update and create documentation, push it to github then via a cron retrieve it on my website and dynamicly adding it to the website content

Subject: Re: Skylark : GetIdentity alternative way of working
Posted by Klugier on Sat, 25 Sep 2021 20:42:33 GMT
View Forum Message <> Reply to Message

Hello Xemuth,

I saw your recent message. I think you should just create PR into Mirek's repository and code could be review there. This should also speed the time when changes will be present on master/main branch of Skylark.

However, I have a questions to the current solution (in context of framework improvement we need to think more globally rather than locally (how to fix my problem only)):
- What if there will be more than one identity (is this reasonable scenario)? Could we call several post_identity in one witz file?
- Backwards compatibility - does it break something?

You could simplify your solution
```
 //New
 for(const Upp::String& key : http->var.GetKeys()){
  if(key.Find("__identity__") != -1){
   return http->var.Get(key).ToString();
  }
 }
       auto s = AsString(Uuid::Create());
```

Also extract this ""__identity__" (magic string problem) into constexpr variable (example):
```
constexpr const char* IDENITY = "__identity__";
```

Klugier

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 (expectially 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

---