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Commit 0faf529

sfan5 committed on Feb 23

Fix coroutine confusion with ScriptApiSecurity::getCurrentModName

1 parent [45083ab](#) commit 0faf529

1 file changed +7 -1 lines changed

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- src/script/cpp_api
 - s_security.cpp

1 file changed +7 -1 lines changed

src/script/cpp_api/s_security.cpp

```

@@ -672,9 +672,15 @@ std::string
ScriptApiSecurity::getCurrentModName(lua_State *L)
672 672 // We have to make sure that this function is being called directly by
673 673 // a mod, otherwise a malicious mod could override a function and
674 674 // steal its return value. (e.g. request_insecure_environment)
675 - lua_Debug info;
675 + // Coroutines start with an empty stack too, so we can't allow those.
676 + bool coro = lua_pushthread(L) != 1;
677 + lua_pop(L, 1);
678 + if (coro)
679 + return "";
676 681
677 682 // Make sure there's only one item below this function on the stack...

```

```
683 + lua_Debug info;  
678 684 if (lua_getstack(L, 2, &info))  
679 685     return "";  
680 686 FATAL_ERROR_IF(!lua_getstack(L, 1, &info), "lua_getstack() failed");
```

Comments 0

Placeholder for comments, showing a profile picture and a text input area.