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Commit 827fd4c



sfan5 committed yesterday

Fix coroutine confusion with ScriptApiSecurity::getCurrentModName

stable-5 · 5.15.2

1 parent [b877acc](#) commit 827fd4c

1 file changed +7 -1 lines changed

[↑ Top](#)

- src/script/cpp_api
 - s_security.cpp

1 file changed +7 -1 lines changed

```

src/script/cpp_api/s_security.cpp
@@ -537,9 +537,15 @@ std::string
ScriptApiSecurity::getCurrentModName(lua_State *L)
537 537 // We have to make sure that this function is being called directly by
538 538 // a mod, otherwise a malicious mod could override a function and
539 539 // steal its return value. (e.g. request_insecure_environment)
540 - lua_Debug info;
540 + // Coroutines start with an empty stack too, so we can't allow those.
541 + bool coro = lua_pushthread(L) != 1;
542 + lua_pop(L, 1);
543 + if (coro)
544 + return "";
541 546
542 547 // Make sure there's only one item below this function on the stack...

```

```
548 + lua_Debug info;
543 549 if (lua_getstack(L, 2, &info))
544 550     return "";
545 551 FATAL_ERROR_IF(!lua_getstack(L, 1, &info), "lua_getstack() failed");
```

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