Enduro/X Core - Bug #563

Enduro/X base64 handling shall not print logs

06/29/2020 04:16 PM - Madars

Status:	New	**Start date:**	06/29/2020
Priority:	Normal (Code 4)	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

The base64 handler at startup may hang the ini parsing due to writting logs while init is going.

```
#2  0x00007f32abc76d68 in pthread_mutex_lock () from /usr/lib64/libpthread.so.0
#3  0x00007f32ac4f296a in ndrx_cconfig_load ()
    at /home/user1/endurox/libnstd/cconfig.c:414
#4  0x00007f32ac4f2c39 in ndrx_get_G_cconfig ()
    at /home/user1/endurox/libnstd/cconfig.c:493
#5  0x00007f32ac4e8740 in ndrx_init_debug ()
    at /home/user1/endurox/libnstd/ndebug.c:772
#6  0x00007f32ac4fc2a5 in ndrx_b64decode (data=<optimized out>,
    input_length=29, output_length=<optimized out>,
    decoded_data=<optimized out>, decoding_table=<optimized out>)
    at /home/user1/endurox/libnstd/exbase64.c:261
#7  0x00007f32ac4fc9b0 in ndrx_crypto_dec_string (
```

Thus better would be to write error in ulog.
Or other option would be to set start library error code.

So test case would be in app.ini put invalid len ${dec=<base64>} datablock. That would hang the app startup.