
Subject: [Proposal] EditSecret dialogs (EditText variants), for password, etc input..
Posted by [Oblivion](#) on Fri, 24 Apr 2020 18:55:50 GMT

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Hello, I've attached some functions that I think might be useful for handling passwords, passphrases, etc.

They are called `EditSecret` and `EditSecretNotNull`.

I propose adding these to U++ (either to `CtrlLib`, alongside `EditText`, or `Bazaar`).

The functions are based on the code of `EditText` and its variants.

Highlights are:

- QTF based.
- The dialog size is automatically adjusted to text size if there is an "instruction" text to display.
- Being qtf-based, it can display any qtf element, image, hyperlink or plain text. (Useful for redirecting user to help pages, etc...)
- Has a nice, built-in "eye-shaped" password visibility toggle.

Attached file is both the code for above mentioned functions and a small example.

If you consider it a useful add on, or find any flaws in it, or that it needs more polish, let me know.

Best regards,
Oblivion

File Attachments

1) [EditSecretText.zip](#), downloaded 259 times
