Subject: How to Mask Input fields
Posted by steveo on Sat, 21 Nov 2020 21:51:54 GMT
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I would like to be able to toggle an input field between ordinary display of text entered, and masked input to ensure privacy of passwords and secrets. How would one do that with U++?

Subject: Re: How to Mask Input fields
Posted by Klugier on Sat, 21 Nov 2020 22:17:24 GMT
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Hello,

Try to use Password() method of EditField. It is documented on this site.

The usage is simply let's assume that the layout has 'edit_password' control (EditString). The in order to hide input of

```
// Constructor
CtrlLayout(*this, "Login Window");
edit_password.Password();
```

Mirek, it would be nice to have SetPassword property in usc file...

Klugier

Subject: Re: How to Mask Input fields
Posted by steveo on Sat, 21 Nov 2020 22:26:16 GMT
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That's awesome, I totally missed that, not for lack of trying. Thanks!

Subject: Re: How to Mask Input fields
Posted by Oblivion on Sat, 21 Nov 2020 22:43:55 GMT
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Hello steveo,

I have attached a simple widget called EditSecretText. It is a simple password dialog, similar to EditString and EditStringNotNull.
It can display images, links, formatted text, etc (using qtf) but also has a simpler modes.

You may find it useful. Just open the archive and run the example and see if it fits your needs. It

may give you the idea.

Best regards,
Oblivion

File Attachments

1) EditSecretText.zip, downloaded 125 times