extends Sprite

onready var resetByID = get\_parent().get\_node("Reset\_by\_ID")

#Handles Forget Password Popup

func \_ready():

self.hide()

$Close\_Btn.connect("pressed",self,"on\_button\_pressed")

$reset\_password\_empty\_lbl.hide()

pass

func on\_button\_pressed():

resetByID.hide()

self.hide()