extends Node

#Login Controller

func \_ready():

root.set\_screen\_orientation(0)

get\_tree().set\_auto\_accept\_quit(false)

$username\_empty\_label.hide()

$password\_empty\_label.hide()

$Loading\_bg.hide()

$Loading\_sprite.hide()

$Reset\_by\_ID.hide()

$Forget\_Password\_Btn.connect("meta\_clicked", self, "forget\_password\_clicked")

pass

func forget\_password\_clicked(meta):

$Reset\_by\_ID.show()

$Forget\_Password\_Popup.show()

func \_notification(what):

if (what == MainLoop.NOTIFICATION\_WM\_GO\_BACK\_REQUEST):

root.return\_to\_last()