

How to use the text entry with a backspace

1. Import NoBackspaceEntry from Games.Modules.NoBackspaceEntry
2. Disabling the backspace can be handled in one of two ways. It can either be handled
 - a. By the GamesManager object: The games manager looks up whether to allow backspace in a text file located in the root directory of the typing program. Implement by associating the `disable_backspace` attribute of the NoBackspaceEntry that you are modifying with the `allow_backspace` attribute of the GamesManager object. Ex.: `self.userInput.disable_backspace = not self.manager.allow_backspace`
 - b. By a variable in the TextEntry: `disable_backspace` is a Boolean attribute of the TextEntry set to `False` by default. You can set this value at initialization or change it at any time after.
3. Changing the backspace toggle in the file named `allow_backspace.txt` in the root directory of the typing program will change the backspace toggle for the GamesManager object and any games that associate their backspace toggle with it.
 - a. Changing the text to 'True' will allow the backspace key
 - b. Changing the text to 'False' will disable the backspace key

Refer to kivy documentation available at <https://kivy.org/doc/stable/api-kivy.uix.textinput.html> for use of the TextEntry module. The functionality of this module is not limited in any way by the backspace ability, only added to.