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
   1. 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 assoiating 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
   2. 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.
   1. Changing the text to ‘True’ will allow the backspace key
   2. 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.