

Dictionary (<https://livecode.com/resources/api/>)

Guides (<https://livecode.com/resources/guides/>)

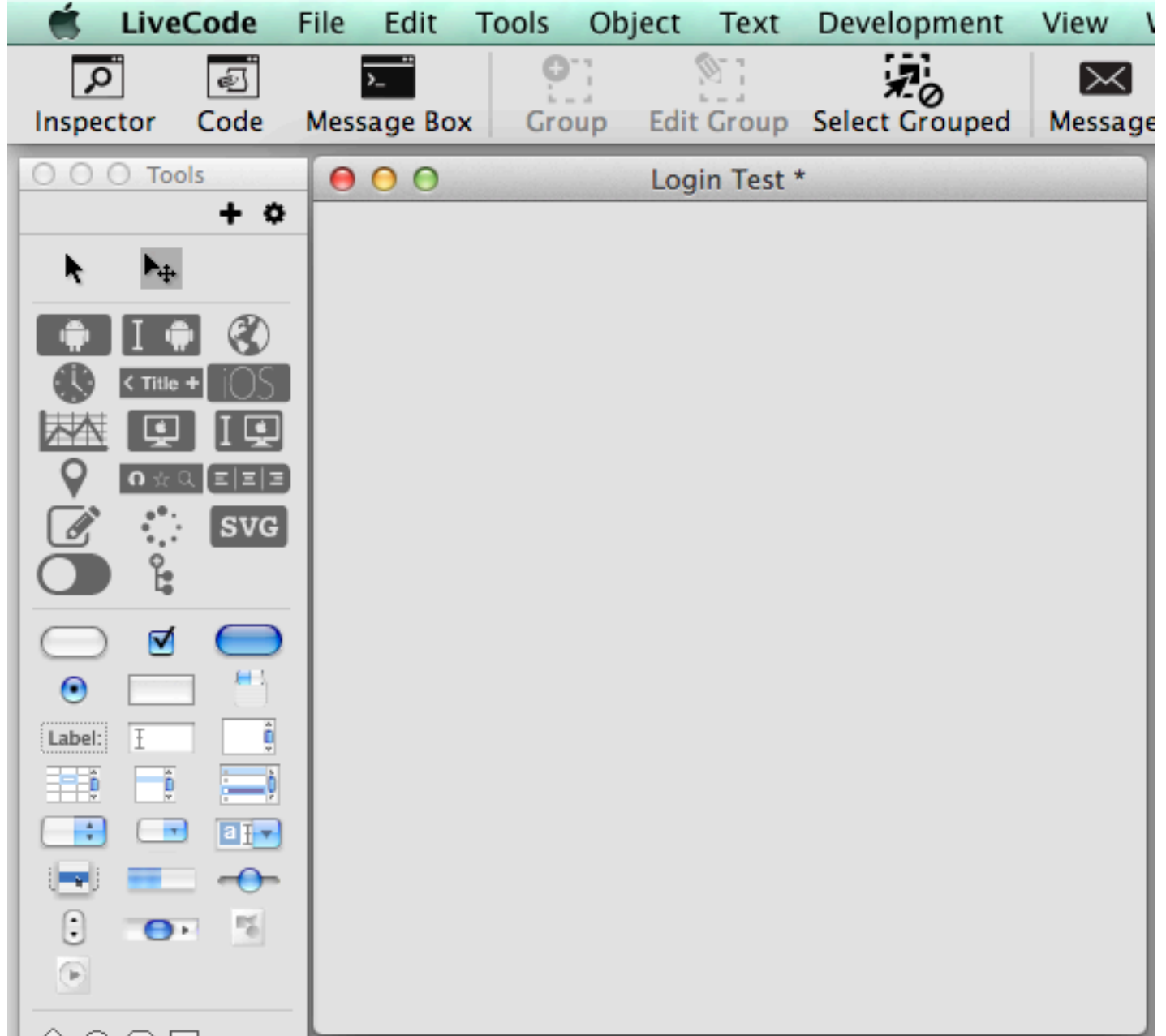
Lessons (<http://lessons.livecode.com/>)

Courses (<https://livecode.com/products/learn/>)

# Simple Login System

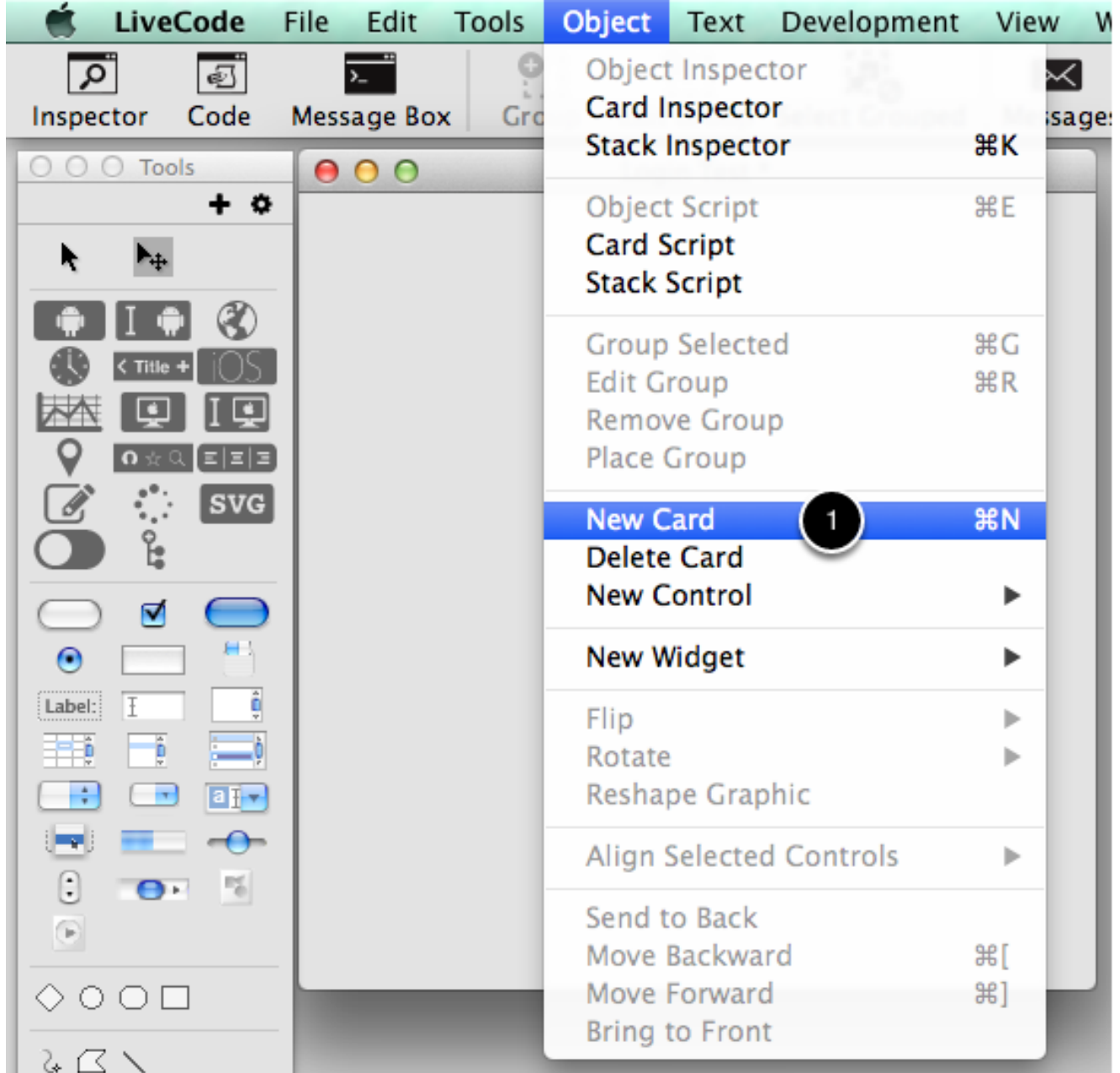
In this lesson we will teach you how to create a simple login system that can be used on your stack. Although this is a simple method of implementing such a feature, it can be built upon to create more advanced systems.

## Create a new stack



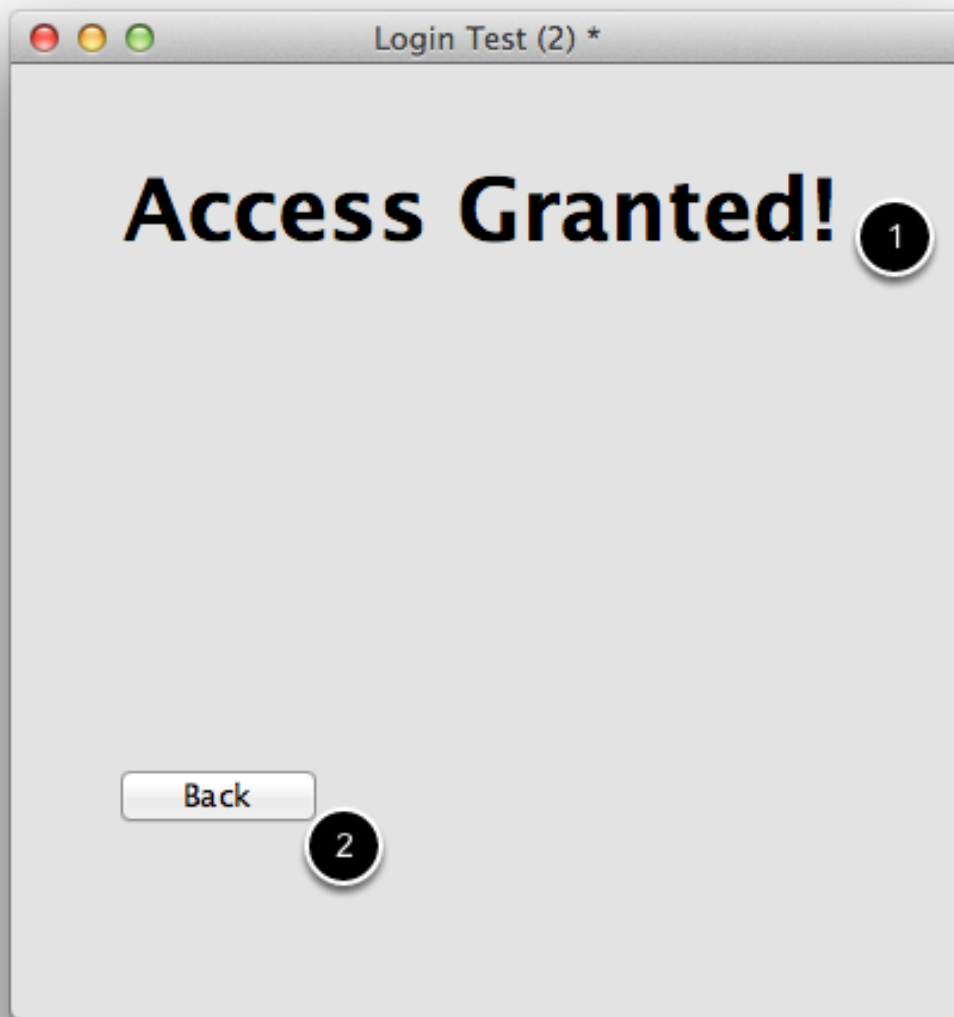
- 1) Create a new stack
- 2) Name the stack "Login Test"
- 3) Name this first card "Login"

Create a new card



1) Create a new card and call it "accessed"

## Setup accessed card

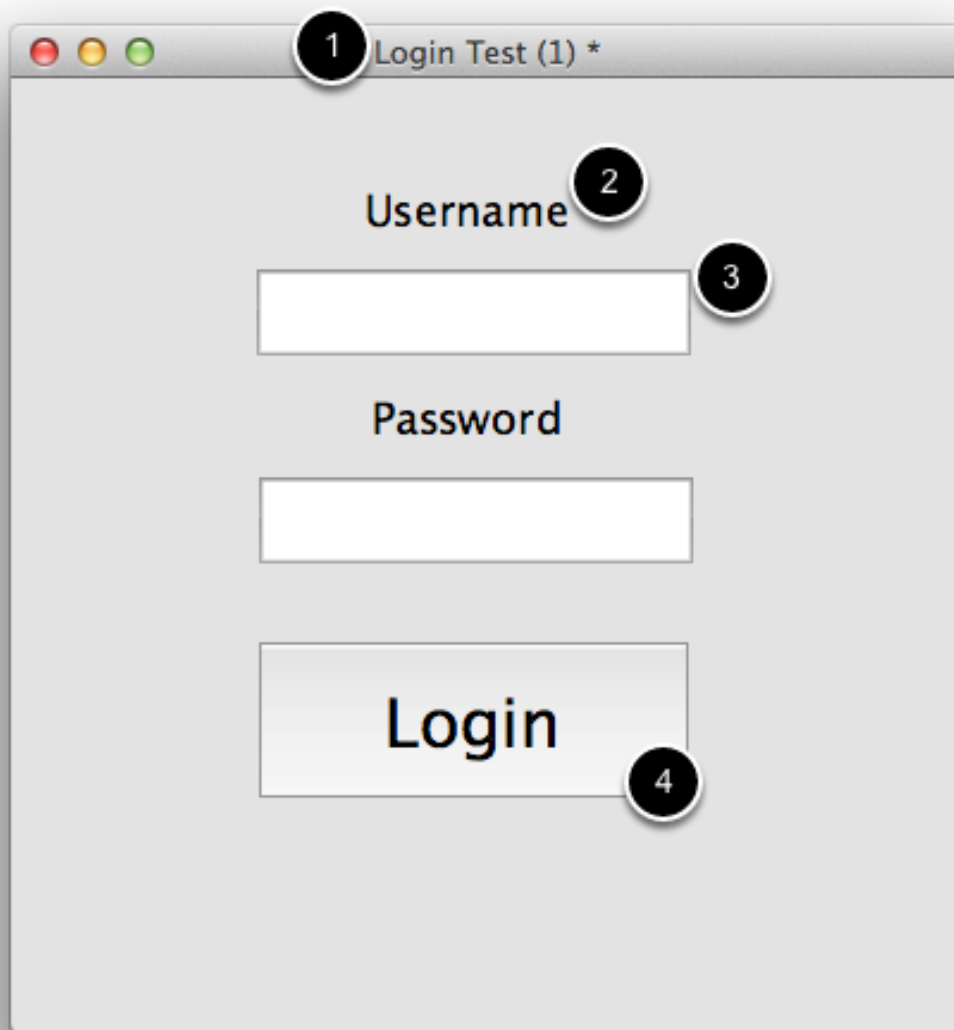


1) Add label field with "Access Granted"

2) Add button with following script

```
on mouseUp
    go to the first card
end mouseUp
```

# Create Login card elements



The image shows a login card UI element with four numbered annotations:

- 1: The window title bar, specifically the text "Login Test (1) \*".
- 2: The "Username" label.
- 3: The input field for the username.
- 4: The "Login" button.

The card itself is a light gray rectangle containing the following elements from top to bottom:

- A label "Username" in a dark gray font.
- A white rectangular input field.
- A label "Password" in a dark gray font.
- A white rectangular input field.
- A light gray rectangular button with the text "Login" in a dark gray font.

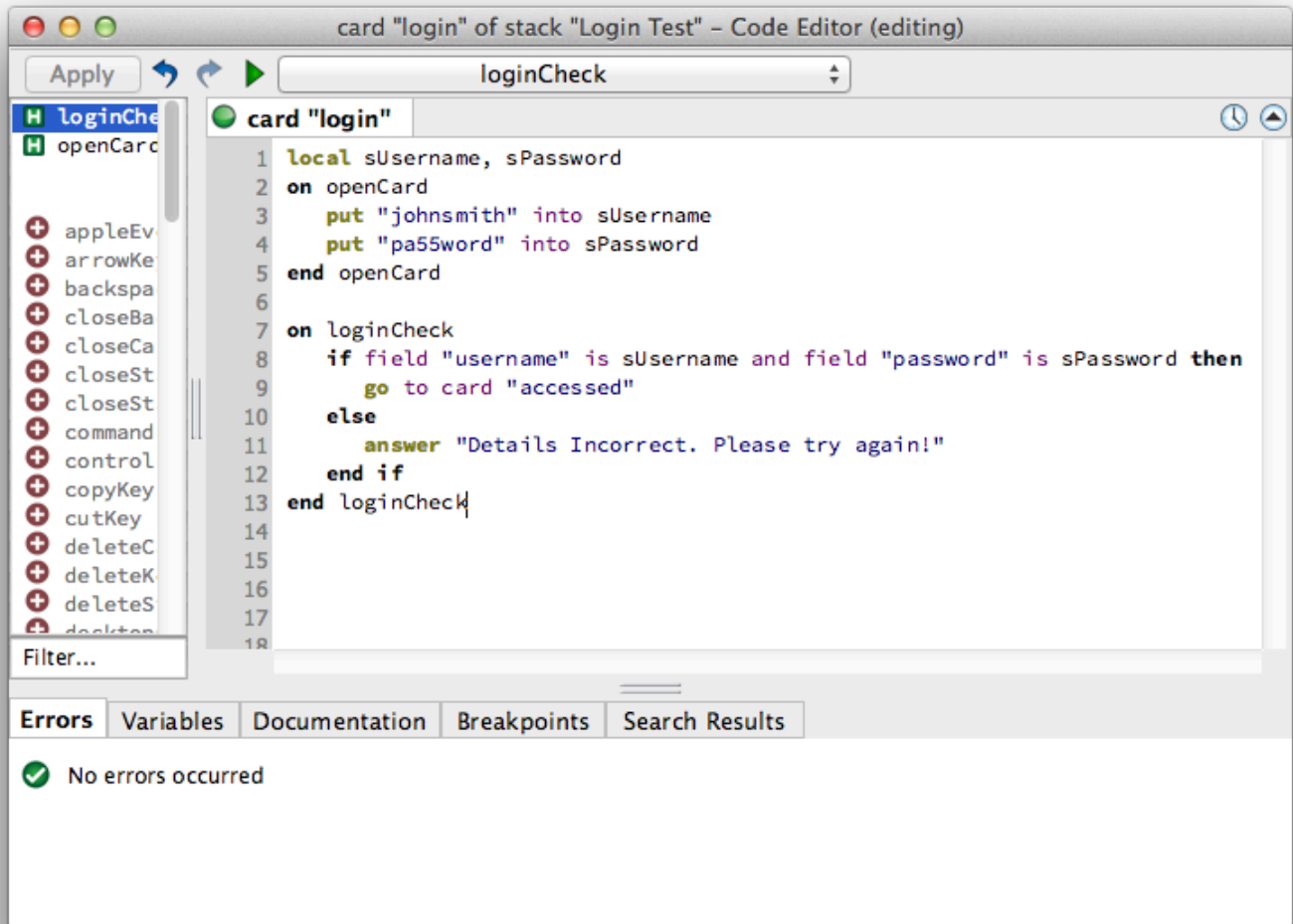
1) Navigate to log in card

2) Create two input fields. One called username and one called password

3) Create two label fields. One with its contents set to "Username" and the other "Password"

4) Create a button and set its label to "Login"

# Edit the script of the card

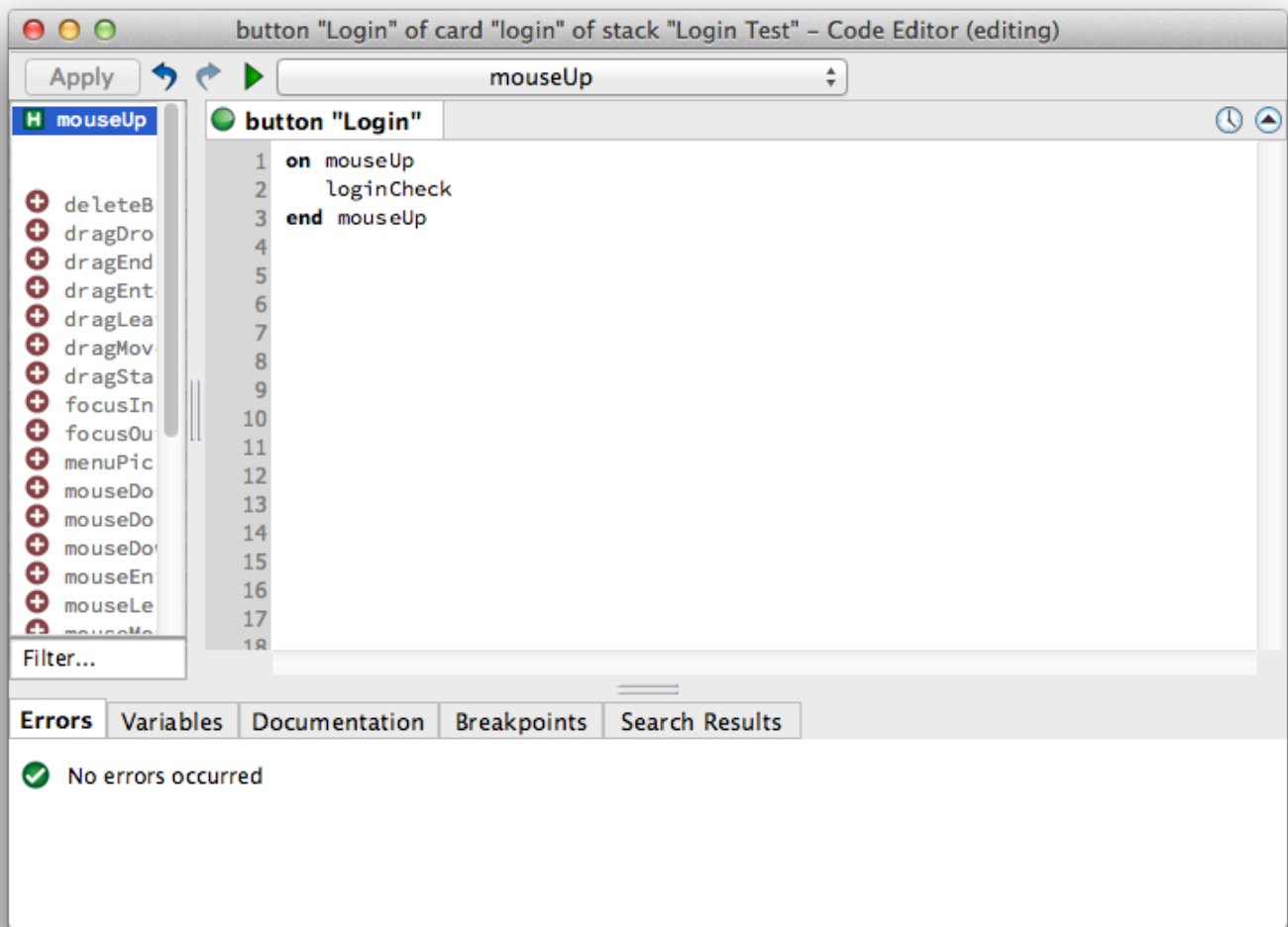


Place the following in your card script

```
local sUsername, sPassword
on openCard
    put "johnsmith" into sUsername
    put "pa55word" into sPassword
end openCard

on loginCheck
    if field "username" is sUsername and field "password" is
sPassword then
        go to card "accessed"
    else
        answer "Details Incorrect. Please try again!"
    end if
end loginCheck
```

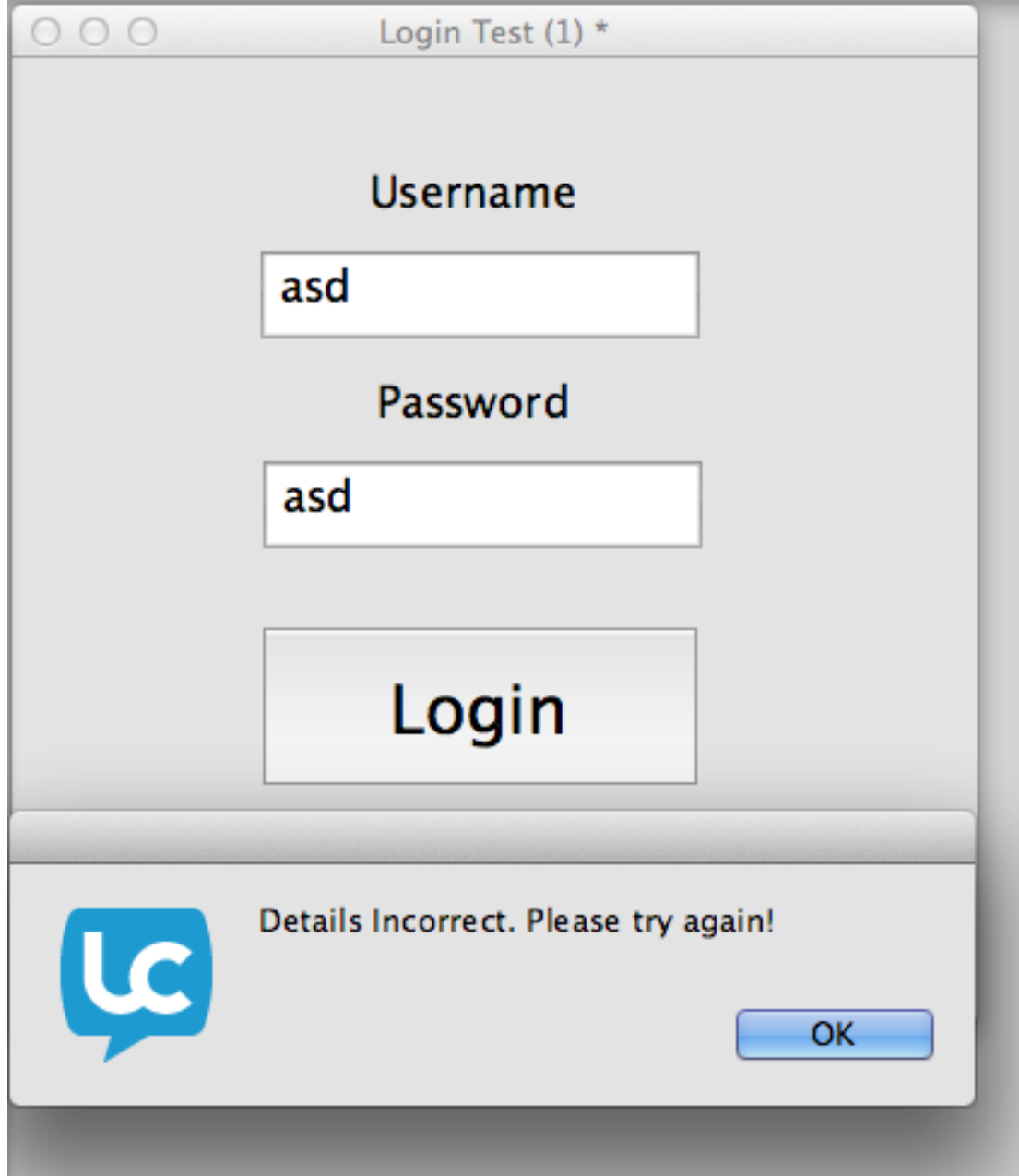
Edit the script of the "Login Button"



Call the "loginCheck" handler from the mouseUp of this button

## Test the Script





The above script puts a defined username and password into a variable and then the loginCheck handler checks if the contents of the username and password fields matches these values.

If a match is successful then you progress to the next card. However, if details are in-correct then an answer dialog is shown.

**Ilona** Wednesday Feb 28 2018 at 11:46 AM

super, worked right away. The user data is now hardcoded in the source code. But how can I transfer the user data from the database to the fields?

---

**Elanor Buchanan** Thursday Mar 01 2018 at 04:28 AM

Hi Ilona

Do you want to check the details entered by the user against a database? If so you could construct a database query using the entered username and password and use that to check if the details are valid.

You might find these lessons useful

<http://lessons.livecode.com/m/4071/c/16767>  
(<http://lessons.livecode.com/m/4071/c/16767>)

I hope that helps.

Elanor

---

**Pelumi** Tuesday Jun 18 2019 at 02:00 PM

Thanks for this. Please how do you make the text in the password field hidden? Thank You

**Elanor Buchanan** Wednesday Jun 19 2019 at 02:02 AM

Hi Pelumi

If you will be deploying a mobile app you can create a native text input control and use

```
mobileControlSet , "contentType", "password"
```

to hide the text in the password field.

On desktop you will have to handle this yourself by replacing the characters with a symbol as they are entered. You can find an example of how to do this [here](http://livecodeshare.runrev.com/stack/241/Password-Field)

<http://livecodeshare.runrev.com/stack/241/Password-Field>  
(<http://livecodeshare.runrev.com/stack/241/Password-Field>)

I hope that helps.

Elanor

---

**Pelumi** Sunday Jun 23 2019 at 12:53 PM

Yes it did. Thanks Elanor!