Class PasswordController

Class for handling the passwort protection for the admin panel.

Inheritance

↳ System.Object
   ↳ PasswordController

Namespace: DocFx (DocFx.html)

Assembly: DocFx.dll

Syntax

```
public class PasswordController : MonoBehaviour
```

Fields

adminoptionspanel

Declaration

```
public GameObject adminoptionspanel
```

Field Value

Type	Description
GameObject	

button

Declaration

```
public GameObject button
```

Field Value

Type	Description
GameObject	

delbutton

Declaration

```
public GameObject delbutton
```

Field Value

Type	Description

Type	Description
GameObject	

PasswordInput

Declaration

```
public InputField PasswordInput
```

Field Value

Type	Description
InputField	

Methods

CheckPasswordCondition()

Method to declase the password and handle the password protection. If password correct show delete target button and the adminpanel. If password is not correct display "wrong passwort" in the input field and do nothing.

Declaration

```
public void CheckPasswordCondition()
```