

Class CheckAdminPanel

Class for handling if the password was already correctly entered, if yes then directly show the adminpanel when clicking at menu.

Inheritance

↳ System.Object
↳ CheckAdminPanel

Namespace: DocFx (DocFx.html)

Assembly: DocFx.dll

Syntax

```
public class CheckAdminPanel : MonoBehaviour
```

Fields

AdminOptionsPanel

Link to the AdminOptionsPanel object to work with it.

Declaration

```
public GameObject AdminOptionsPanel
```

Field Value

Type	Description
GameObject	

Menu

Link to the Menu object to work with it.

Declaration

```
public GameObject Menu
```

Field Value

Type	Description
GameObject	

PasswordHandling

Link to the PasswordHandling object to work with it.

Declaration

```
public GameObject PasswordHandling
```

Field Value

Type	Description
GameObject	

PasswordItems

Link to the PasswordItems object to work with it.

Declaration

```
public GameObject PasswordItems
```

Field Value

Type	Description
GameObject	

Methods

alreadycommittedpassword()

Method to check if the passwordvariable from other script is one. When it is one, do not show the screen for the password input again.

Declaration

```
public void alreadycommittedpassword()
```