



## Crypt control

This control provides methods for encryption and decryption.

### Methods

Some controls use the same methods.

For examples of the [same methods](#) look here.

Method	Description
Crypt.Decrypt( text,password )	
Crypt.Destroy()	
Crypt.Encrypt( text,password )	
Crypt.GetAbsHeight()	
Crypt.GetAbsWidth()	
Crypt.GetHeight()	
Crypt.GetPosition()	
Crypt.GetType()	
Crypt.GetVisibility()	
Crypt.GetWidth()	
Crypt.Hash( text,mode )	
Crypt.Release()	
Crypt.SetBackColor( p1 )	
Crypt.SetBackGradient( p1,p2,p3,p4,p5,p6,p7 )	
Crypt.SetBackGradientRadial( p1,p2,p3,p4,p5,p6,p7 )	
Crypt.SetBackground( p1,p2 )	
Crypt.SetMargins( left,top,right,bottom )	
Crypt.SetPadding( p1,p2,p3,p4 )	
Crypt.SetPosition( p1,p2,p3,p4 )	
Crypt.SetScale( x,y )	
Crypt.SetSize( p1,p2 )	
Crypt.SetVisibility( p1 )	

## Sample code

The code samples available from the IDE include a Security Encryption sample which demonstrates the use of this control.

### Password check

The following code demonstrates the use of an md5 hash to check a password.

The first time a password is entered, its hash is saved. Every subsequent time, the password's hash is compared against the saved version.

If it does not match, the app does not continue.

[md5.js](#)

```
//Called when application is started.
function OnStart()
{
    var crypt = app.CreateCrypt();
    var chk = app.LoadText("hash","unset");
    var pass = prompt("", "Please enter password");
    if (pass==null) app.Exit();
    var md5 = crypt.Hash( pass, "MD5" );
    if (chk == "unset") app.SaveText("hash", md5)
    else if(chk != md5) app.Exit();

    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a text label and add it to layout.
    txt = app.CreateText( "Hello" );
    txt.SetTextSize( 32 );
    lay.AddChild( txt );

    //Add layout to app.
    app.AddLayout( lay );
}
```