Jass Interactive's
Login System Example 1.1 – Encrypted

Key Scripts:

jls_load_arrays(file) This is the most important script to run. This script loads all the data from the file assigned in the *file* argument. The file argument must be named with the quotation marks. An example script would be as follows.

> *jls_load_arrays('registry.jls');*

DO NOT call this in the step or draw events as it will dramatically slow the game down. The create or room start events would be the most appropriate place to put this script.

Checking the fields:

jls_check() This script is used to check if the username and password is in the array and will do the appropriate task. By default it shows a message stating whether or not the username and password is correct. You can change this by clicking scripts and double clicking the appropriate script and changing the right parts of the script. See the comments in the script. Call this script in a mouse click on a button or key press. Usually this would be done in the submit or login button.

jls_register(minuser,minpass) This script is used to check registration data is correct and if it is will add it to the file set in the initial jls_load_arrays script. The *minuser* and *minpass* arguments are to set the minimum characters allowed in the username and password fields. Use 0 to have no minimum. An example of the script would be as follows:

> *jls_register(4,4);*

You would commonly call this in the mouse click or key press of the registrations submit or register button.

Field functions:

jls_clear_all() When called this script will clear all the data in both the name and password fields.
jls_clear_name() When called this script will clear all the data in the name field.
jls_clear_password() When called this script will clear all the data in the password field.
jls_deselect_all() When called this script will deselect both the name and password fields.
jls_select_name() When called this script will select the name field and deselect the password field if the password field is selected.
jls_select_password() When called this script will select the password field and deselect the name field.

Copy and paste functions:

jls_copy_name() When called this script will copy the data (if any) from the name field into the clipboard.
jls_copy_password() When called this script will copy the data (if any) from the password field into the clipboard.
jls_copy_selected() When called this script will copy the the data (if any) from the selected field (if one is selected) into the clipboard.
jls_paste_in_selected() When called this script will paste the data from the clipboard into the selected field (if one is selected). It will add the data onto the end of any data already in the field.
jls_paste_in_name() When called this script will paste the data from the clipboard into the name field. It will add the data onto the end of any data already in the field.
jls_paste_in_password() When called this script will paste the data from the clipboard into the password field. It will add the data onto the end of any data already in the field.

MD5 Encryption Functions:

jls_md5dll_init() This script MUST be called to use any of the MD5 Encryption functions. The best place to call this event is in the Game Start event of one of the objects in the first room of your game.
jls_get_md5_string(str) This script will convert the allocated string to a MD5 version of the string.

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Credit is not required but would be appreciated. A link to www.JassInc.com is preferred.

Skill Required: Intermediate
        Basic to Intermediate knowledge of the GML
        codes and how they work.

MD5 DLL V0.2C
Created by CKV
This example does not contain all the DLLs scripts and features so if you wish to use the DLL for other purposes you can download it from:
http://forums.gamemaker.nl/index.php?showtopic=105414

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