

# ifPinEntryDialog

**This interface is deprecated.**

**Beginning July 1st, 2017**, any new channels using this component will be rejected during certification.

**Beginning January 1st, 2018**, any updates to existing channels using this component will be rejected during certification.

## Implemented By

- [roPinEntryDialog](#)

## Supported Methods

- [AddButton\(id as Integer, title as String\) as Void](#)
- [Pin\(\) as String](#)
- [SetNumPinEntryFields\(numFields as Integer\) as Void](#)
- [Show\(\) as Void](#)
- [Close\(\) as Void](#)
- [SetTitle\(title as String\) as Void](#)
- [EnableBackButton\(enableBackButton as Boolean\) as Void](#)

## Description of Methods

### AddButton(id as Integer, title as String) as Void

Adds a button to the screen identified by the provided id. The title is displayed on the button. The buttons are at the bottom of the screen and appear in the order added. When a button is pressed, the script will receive an [roPinEntryDialogEvent](#) from the application indicating the ID of the button pressed.

### Pin() as String

Returns a string containing the PIN entered by the user.

### SetNumPinEntryFields(numFields as Integer) as Void

Sets the maximum number of digits to be entered and displayed for the PIN.

### Show() as Void

Display or refresh the screen after creation or state changes.

### Close() as Void

Close the screen and delete the associated object. Useful for avoiding screen flicker when the display order of your screens does not resemble a stack.

### **SetTitle(title as String) as Void**

Set the title for the screen to the specified string.

### **EnableBackButton(enableBackButton as Boolean) as Void**

You must call EnableBackButton with the parameter set to true in order to receive the isScreenClosed() event when the back button is entered.

By default the PinEntryDialog will not send an isScreenClosed() event so that scripts that did not expect this event will not break.