

# PinDialog

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## Description

The **PinDialog** node class is a special type of **Dialog** node that prompts the user to enter a numeric string. The **PinDialog** node class includes an internal **PinPad** node to allow the user to input a numeric value, such as a PIN.

The **PinDialog** node class allows you to add a title (by setting the **Dialog** node `title` field), a message (by setting the **Dialog** node `message` field), and a set of action buttons (by setting the **Dialog** node `buttons` field). The `bulletText` and `graphicUrl` fields of the **Dialog** node should not be set. If those fields are set, the layout of the **PinDialog** node will likely not look correct.

Typically, you will want to set the **Dialog** node `title` field to prompt the user to enter a PIN, and add "OK" and "Cancel" buttons by setting the **Dialog** node `buttons` field to [ "OK", "Cancel" ], then observe the **Dialog** node `buttonSelected` field to react when the user presses one of those buttons. At any time, the **PinDialog** node `pin` field can be accessed to obtain the PIN value entered by the user.

The **PinDialog** node displays a privacy hint at the bottom of the dialog instructing the user how to show/hide the **PinPad** node focus indicator with the **Options** remote key. This provides more privacy for the user when entering a PIN. You should *not* override this default behavior of the **Options** remote key in the **PinDialog** node.

## Fields

Field	Type	Default	Use
<code>pin</code>	string	""	Can be used to explicitly set the internal <b>PinPad</b> node PIN value, as well as to access the PIN value entered by the user.
<code>pinPad</code>	<b>PinPad</b> node	system default	<b>Read-Only</b> Provides access to the <b>PinDialog</b> node internal <b>PinPad</b> node. The field is read-only, but the fields of the <b>PinPad</b> node it refers to can be read and written, allowing you to fully customize the <b>PinPad</b> node appearance and behavior.
<code>privacyHintColor</code>	color	system default	When set, the color of the privacy hint shown at the bottom of the dialog.
<code>pinPadFocused</code>	boolean	true	Specifies whether or not PinPad will be focused when PinDialog is created.