

String Encryption Action

The String Encryption action allows you to Encrypt or Decrypt a string using the Blowfish encryption algorithm. For more information regarding Blowfish see -

Input And Output

The screenshot shows the 'String Encryption' dialog box with the 'Input and Output' tab selected. The dialog has four tabs: 'General', 'Runtime', 'Input and Output' (active), and 'Encryption Options'. The 'Input' section has two options: 'From variable' (selected) and 'Specify value'. The 'From variable' option has a dropdown menu showing 'L_File'. The 'Output' section has two options: 'Apply to existing value' (selected) and 'Specify output variable'. The 'Specify output variable' option has an empty dropdown menu. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

String Encryption [X]

General Runtime **Input and Output** Encryption Options [v]

Input [Input field]

☒ From variable

L_File [v]

☐ Specify value

[Input field]

Output [Output field]

☒ Apply to existing value

☐ Specify output variable

[Output field]

OK Cancel Help

Input

From variable

Choose string to be used from list of variables.

Specify value

Input a new string to be used.

Output

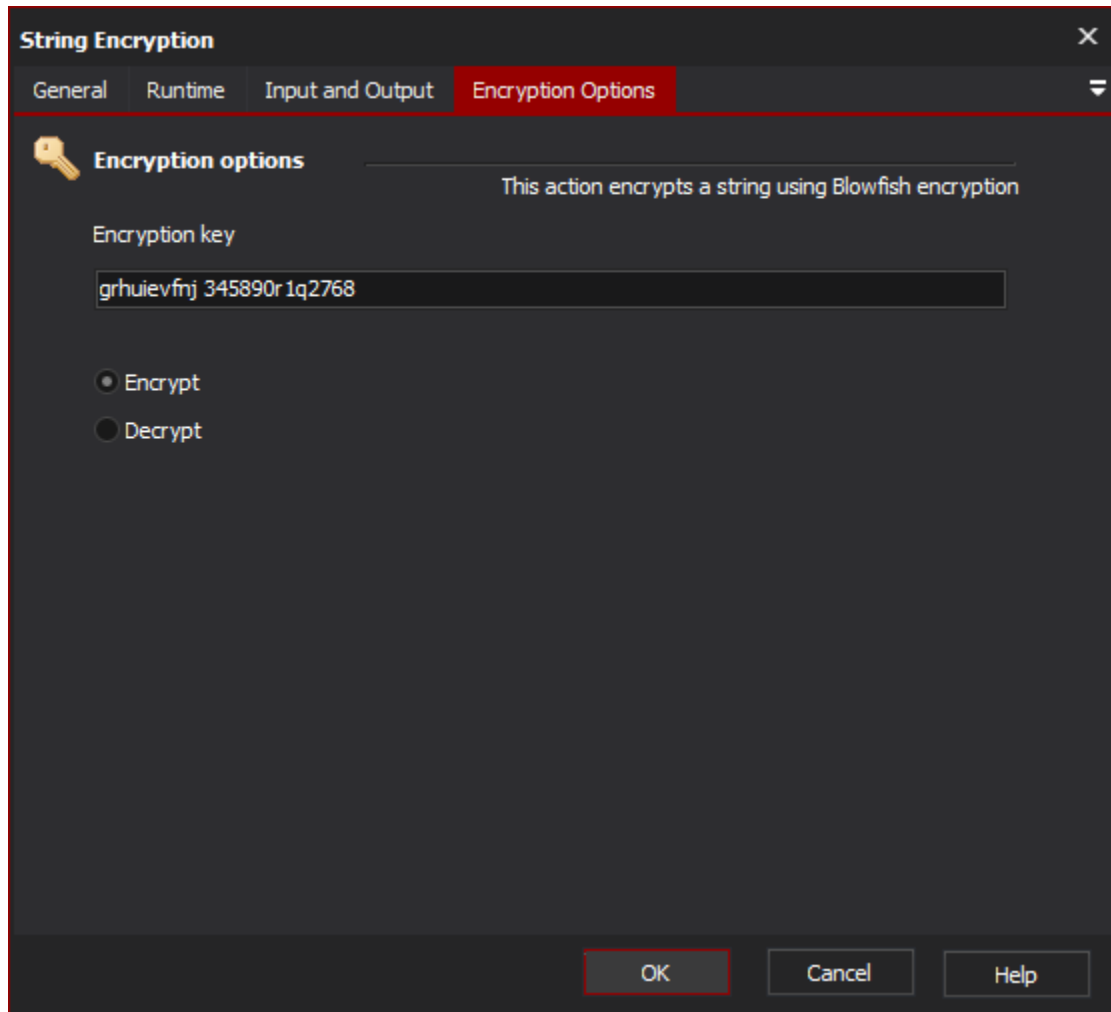
Apply to existing variable

Output encrypted or decrypted string as the original variable.

Specify output variable

Output encrypted or decrypted string as a specific variable.

Encryption Options



Encryption options

Encryption Key

An encryption key is used to generate the encrypted string. The same key must be used to Decrypt the string.

Encrypt

The plain text input string is encrypted using the encryption key, the result is then passed to the output string in an encrypted state.

Decrypt

The input string is in an encrypted state and is decrypted using the same key used to encrypt the input string. The decrypted string is then passed to the output string as plain text.

Scripting Info

The Action properties available are :

property InputString : string;// The input string, if not using a variable

property OutputVariable: string;// The Output Variable name

property ApplyToInput : boolean;// Apply the changes to the input variable, only valid if using an input variable

property UsingInputVariable : boolean;// True if using an input variable, not input string

property InputVariable : string;// Input variable name

property EncryptionKey : string;// The encryption key

property Encrypt: boolean;// True to encrypt, false to decrypt