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Thread: [Proxy : UserName/Password in Gecko 29 \[C#\]](#)

LakiLova - November 24, 2014, 4:16 am

Hi, I want codes source to enter my username and password in this code

```
Code Gecko.GeckoPreferences.User["network.proxy.userName"] = "username";
Gecko.GeckoPreferences.User["network.proxy.password"] = "password";
I have tried with this code but did not work
```

```
Code public nsICancelable AsyncPromptAuth(nsIChannel aChannel, nsIAuthPromptCallback
aCallback, nsISupports aContext, uint level, nsIAuthInformation authInfo)
```

```
{
    string userName = nsString.Get(authInfo.GetUsernameAttribute);
    string password = nsString.Get(authInfo.GetPasswordAttribute);

    string realm = nsString.Get(authInfo.GetRealmAttribute);

    if (PromptUsernameAndPassword(null, "Server Authentication", "The server '" + realm + "'
requires a user name and password.", ref userName, ref password))
    {
        nsString.Set(authInfo.SetUsernameAttribute, userName);
        nsString.Set(authInfo.SetPasswordAttribute, password);
        aCallback.OnAuthAvailable(aContext, authInfo);
    }
    else
    {
        aCallback.OnAuthCancelled(aContext, true);
    }
    Cancelable cancel = new Cancelable();
    return cancel;
}
```

```
public class Cancelable : nsICancelable
{
    public int Reason { set; get; }
    public void Cancel(int aReason)
    {
        Reason = aReason;
    }
}
```

[illegible]

BerndMeier - January 28, 2016, 12:48 am

got the same problem, anybody can help?