

# GuiBlur

This function defocuses a focused GUI element. Used primarily for edit fields and memos.

## Syntax

```
bool guiBlur ( element guiElement )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *GuiElement:blur(...)*

## Required Arguments

- **guiElement:** the GUI element that you want to defocus

## Returns

Returns *true* if the function was successful, *false* otherwise.