

GuiGetPosition

This function allows retrieval of a GUI element's current position, relative to its parent.

Syntax

```
float, float guiGetPosition ( element guiElement, bool relative )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement:getPosition(...)*

Variable: *.position*

Counterpart: *guiSetPosition*

Required Arguments

- **guiElement:** The gui element of which you wish to retrieve the position.
- **relative:** A boolean representing whether the position should be relative to the element's parent width, or the number of offset pixels from the parent's origin.

Returns

Returns floats representing the *x* and *y* position of the element, or false if the position could not be retrieved.