

GuiGetFont

This function is used to get the current font that is used to draw text in GUI elements.

Syntax

```
string, element guiGetFont ( element guiElement )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement:getFont(...)*

Variable: *.font*

Counterpart: *guiSetFont*

Required Arguments

- **guiElement:** element you wish to get the font of.

Returns

- **string** A string containing the name of the element's current font, or false if the gui element passed to the function is invalid.
- **element** The custom GUI font that is used, or nil otherwise