

GetChatboxLayout

Returns information about how the chatbox looks.

These values come from the file called: Chatboxpresets.xml but it depends on what type of preset you currently have, which is chosen from your settings in the 'Interface' tab.

Syntax

```
bool|int|table getChatboxLayout ( [ string CVar ] )
```

Optional Arguments

- **CVar:** the name of the property you want returned. Can be the following values:
 - **chat_font** - Returns the chatbox font
 - **chat_lines** - Returns how many lines the chatbox has
 - **chat_color** - Returns the background color of the chatbox
 - **chat_text_color** - Returns the chatbox text color
 - **chat_input_color** - Returns the background color of the chatbox input
 - **chat_input_prefix_color** - Returns the color of the input prefix text
 - **chat_input_text_color** - Returns the color of the text in the chatbox input
 - **chat_scale** - Returns the scale of the text in the chatbox
 - **chat_position_offset_x** - Returns the x position offset setting
 - **chat_position_offset_y** - Returns the y position offset setting
 - **chat_position_horizontal** - Returns the horizontal alignment setting
 - **chat_position_vertical** - Returns the vertical alignment setting
 - **chat_text_alignment** - Returns the text alignment setting
 - **chat_width** - Returns the scale of the background width
 - **chat_css_style_text** - Returns whether text fades out over time
 - **chat_css_style_background** - Returns whether the background fades out over time
 - **chat_line_life** - Returns how long it takes for text to start fading out
 - **chat_line_fade_out** - Returns how long takes for text to fade out
 - **chat_use_cegui** - Returns whether CEGUI is used to render the chatbox
 - **text_scale** - Returns text scale
 - **chat_text_outline** - Returns whether text black/white outline is used

Returns

- 4 numbers if the CVar contains "color"
- 2 numbers if **chat_scale** was entered
- 1 number if any other CVar was specified
- a table of all CVar values, if CVar was not specified
- *false* if an invalid CVar was specified