GuiGetInputMode

This function returns the current input mode as set by guiSetInputMode. Default mode is *"allow_binds"*.

Syntax

```
string guiGetInputMode ( )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiElement.getInputMode(...)*
> **Variable**: *.inputMode*
> **Counterpart**: *guiSetInputMode*

Returns

Returns a string defining the current input mode, potential values are:

- **"allow_binds":** binds are enabled, hence using a key such as t in an editbox will still activate the chatbox
- **"no_binds":** binds are disabled, hence using a key such as t in an editbox will not activate the chatbox
- **"no_binds_when_editing":** binds are always enabled except when an editable editbox or memo has input focus