

# OnClientMouseLeave

This event is fired when the user moves the mouse away from a GUI element.

## Parameters

int absoluteX, int absoluteY, element enteredGUI

- **absoluteX**: the X position of the mouse cursor, in pixels, measured from the left side of the screen.
- **absoluteY**: the Y position of the mouse cursor, in pixels, measured from the top of the screen.
- **enteredGUI**: is the GUI element that was switched from, or *nil* if it doesn't exist.

## Source

The source of this event is the GUI element that the mouse was moved from.