

# GuiSetPosition

This function sets the position of a GUI element.

## Syntax

```
bool guiSetPosition ( element theElement, float x, float y, bool relative )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *GuiElement:setPosition(...)*

**Variable:** *.position*

**Counterpart:** *guiGetPosition*

## Required Arguments

- **theElement:** The GUI element to change position for
- **x:** Position over the X axis
- **y:** Position over the Y axis
- **relative:** Bool that indicates if the x/y positions are relative to the elements parent element.

## Returns

Returns *true* if the position has been successfully set, *false* otherwise.