

# GuiSetEnabled

This function enables/disables a GUI element. A disabled GUI element can't be used, gets a gray aspect and doesn't receive any events.

## Syntax

```
bool guiSetEnabled ( element guiElement, bool enabled )
```

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

**Method:** *GuiElement:setEnabled(...)*

**Variable:** *.enabled*

**Counterpart:** *guiGetEnabled*

## Required Arguments

- **guiElement:** the GUI element you wish to enable or disable
- **enabled:** the new state

## Returns

If the function succeeds it returns *true*, if it fails it returns *false*.