

GuiGetAlpha

Alpha represents the transparency of a gui element. This function allows retrieval of a gui element's current alpha.

Syntax

```
float guiGetAlpha ( element guiElement )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement:getAlpha(...)*

Variable: *.alpha*

Counterpart: *guiSetAlpha*

Required Arguments

- **guiElement:** The gui element in which you want to retrieve the alpha of.

Returns

This function returns a positive integer in between 0 and 1 of the gui element's current alpha, or false if it could not be retrieved.