

GuiCreateTab

This function creates a tab on a pre-existing tab panel. A tab is a button as well as a 'dimension' that can be used to switch between information by clicking on the tabs. Tabs are sorted on a tab panel in the order that they are created.

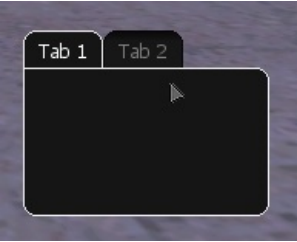
Syntax

```
element guiCreateTab ( string text, gui-element parent )
```

OOP Syntax Help! I don't understand this!

Method: *GuiTab(...)*

Required Arguments



Example GUI tab panel with two tabs.

- **text:** The caption for the tab
- **parent:** The parent tab panel, as a tab panel element type

Returns

Returns a tab element if successful, *false* otherwise.