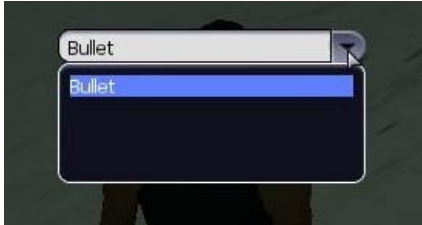


GuiCreateComboBox

This function creates a combobox GUI element, which you can compare to a gridlist with a dropdown feature.

Note: The height of a combobox must be enough to fit the drop down menu, else the drop down won't appear. See `guiComboBoxAdjustHeight` to give your combobox the correct height.

Syntax



Example GUI ComboBox.

```
element guiCreateComboBox ( float x, float y, float width, float height, string caption, [ bool relative = false, gui-element parent = nil ] )
```

OOP Syntax Help! I don't understand this!

Method: *GuiComboBox(...)*

Required Arguments

- **x:** A float of the 2D x position of the GUI combobox on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the GUI combobox on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the GUI combobox. This is affected by the *relative* argument.
- **height:** A float of the height of the GUI combobox. This is affected by the *relative* argument. Note: height must be enough to fit the drop down menu, else the drop down won't appear.
- **caption:** A string for what the title of your combobox will be. This will be shown if no item is selected.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **relative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing sizes relative to the parent.
- **parent:** This is the parent that the GUI combobox is attached to. If the *relative* argument is true, sizes and positioning will be made relative to this parent. If the *relative* argument is false, positioning will be the number of offset pixels from the parent's origin. If no parent is passed, the parent will become the screen - causing positioning and sizing according to screen positioning.

Returns

Returns an element of the created combobox if it was successfully created, false otherwise.