GuiCreateTabPanel

This function creates a Tab Panel, which acts as a template to create Tabs upon.
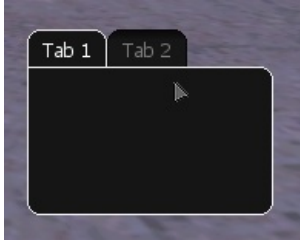
Syntax

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

OOP Syntax Help! I don't understand this!

> **Method**: *GuiTabPanel(...)*

Required Arguments

Example GUI tab panel with two tabs.

- **x:** A float of the 2D x position of the GUI tab panel on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the GUI tab panel on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the GUI tab panel. This is affected by the *relative* argument.
- **height:** A float of the height of the GUI tab panel. This is affected by the *relative* argument.

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 tab panel 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 a GUI tab panel element if successful, *false* otherwise.