

GuiLabelSetColor

This function allows you to set the color of a GUI label.

Syntax

```
bool guiLabelSetColor ( element theElement, int red, int green, int blue )
```

OOP Syntax Help! I don't understand this!

Method: *GuiLabel:setColor(...)*
Counterpart: *guiLabelGetColor*

Required Arguments

- **theElement:** The label to be changed.
- **red:** An integer specifying the amount of red (0 to 255).
- **green:** An integer specifying the amount of green (0 to 255).
- **blue:** An integer specifying the amount of blue (0 to 255).

Returns

Returns *true* if the the color of the gui label was successfully changed, *false* otherwise.