GuiCreateStaticImage

This function creates a static image using a .png image in the resource.

Syntax

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

OOP Syntax Help! I don't understand this!

   Method: *GuiStaticImage(...)*

Required Arguments

Example GUI
static image.

- **x:** A float of the 2D x position of the image on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the image on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the image. This is affected by the *relative* argument.
- **height:** A float of the height of the image. This is affected by the *relative* argument.
- **path:** The filepath of the image file that is being loaded.

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 measures relative to the parent.
- **parent:** This is the parent that the image 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 element if image was created successfully, *false* otherwise.