

GuiGetInputEnabled

This function checks whether user input is focused on the GUI or the game.

Syntax

```
bool guiGetInputEnabled ( )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *GuiElement.isInputEnabled(...)*

Variable: *.inputEnabled*

Counterpart: *guiSetInputEnabled*

Returns

Returns *true* if input is focused on GUI, *false* if it's focused on the game.