GuiSetText

This function sets the text of a GUI element.

Syntax

```
bool guiSetText ( element guiElement, string text )
```

OOP Syntax Help! I don't understand this!

>**Method**: *GuiElement:setText(...)*
>**Variable**: *.text*
>**Counterpart**: *guiGetText*

Required Arguments

- **guiElement:** The GUI element you wish to change the text of
- **text:** The new text

Returns

Returns *true* if text has been successfully set on the gui element, *false* otherwise.