

GuiEditSetReadOnly

This function allows you to set or remove read-only status for an edit box. If read-only is set to *true*, the box is not editable.

Syntax

```
bool guiEditSetReadOnly ( element editField, bool status )
```

OOP Syntax Help! I don't understand this!

Method: *GuiEdit:setReadOnly(...)*

Variable: *.readOnly*

Counterpart: *guiEditIsReadOnly*

Required Arguments

- **editField:** The element of the edit field to be modified.
- **status:** A boolean value indicating whether read-only is to be enabled or disabled.

Returns

Returns *true* if edit field's read-only status was changed successfully, *false* otherwise.