GuiGetText

This function is used to get the text of GUI elements like edit boxes, labels, buttons etc.

Syntax

```
string guiGetText ( element guiElement )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiElement:getText(...)*
> **Variable**: *.text*
> **Counterpart**: *guiSetText*

Required Arguments

- **guiElement:** element you wish to get text of.

Returns

Returns a string containing the requested element's text, or false if the gui element passed to the function is invalid.