

GuiEditSetCaretIndex

This function sets the current position of the caret (the text cursor) within the edit box.

Syntax

```
bool guiEditSetCaretIndex ( element theElement, int index )
```

OOP Syntax Help! I don't understand this!

Method: *GuiEdit:setCaretIndex(...)*

Variable: *.caretIndex*

Counterpart: *guiEditGetCaretIndex*

Required Arguments

- **theElement:** The edit box to be changed.
- **index:** An integer referring to the desired position within the box.

Returns

Returns *true* if the index was successfully set, *false* otherwise.