GuiCreateMemo

This function creates a new GUI memo. This is a multiline edit box in which the user can input text.
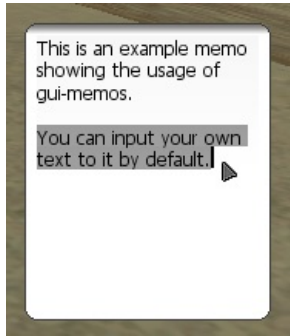
Syntax

```
gui-memo guiCreateMemo ( float x, float y, float width, float height, string text, [ bool relative = false, gui-element parent = nil ] )
```

OOP Syntax Help! I don't understand this!

    Method: *GuiMemo(...)*

Required Arguments

Example GUI memo.

- **x:** A float of the 2D x position of the GUI memo on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the GUI memo on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the GUI memo. This is affected by the *relative* argument.
- **height:** A float of the height of the GUI memo. This is affected by the *relative* argument.
- **text:** A string of the text that will be displayed by default in the memo.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **relative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing measures relative to the parent.
- **parent:** This is the parent that the GUI memo is attached to. If the *relative* argument is true, sizes and positioning will be made relative to this parent. If the *relative* argument is false, positioning will be the number of offset pixels from the parent's origin. If no parent is passed, the parent will become the screen - causing positioning and sizing according to screen positioning.

Element Type

The Element Type of this element is gui-memo.

Returns

Returns a gui-memo element of the created memo if it was successfully created, false otherwise.