

# GuiEditIsMasked

This function checks if an edit box is masked.

## Syntax

```
bool guiEditIsMasked ( gui-edit guiEdit )
```

**OOP Syntax** Help! I don't understand this!

**Variable:** *.masked*  
**Counterpart:** *guiEditSetMasked*

## Required Arguments

- **guiEdit:** the edit box to check masked flag of.

## Returns

Returns *true* if the edit box is masked, *false* if not, *nil* if an invalid edit box was provided.