

GuiGetVisible

This function determines if a GUI element is visible.

Syntax

```
bool guiGetVisible ( element guiElement )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement:setVisible(...)*

Variable: *.visible*

Counterpart: *guiSetVisible*

Required Arguments

- **guiElement:** the GUI element to be checked

Returns

Returns *true* if the element is visible, *false* otherwise.