

GuiBringToFront

This function brings a GUI element on top of others.

Note: If property "AlwaysOnTop" sets to "True", this function will return false .

Syntax

```
bool guiBringToFront ( element guiElement )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *GuiElement:bringToFront(...)*

Required Arguments

- **guiElement:** the GUI element that you want to move to the front.

Returns

Returns *true* if the function was successful, *false* otherwise.