GuiMemoIsReadOnly

This function checking if memo is read only or no.

Syntax

```
bool guiMemoIsReadOnly ( gui-memo theMemo )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiMemo:isReadOnly(...)*
> **Variable**: *.readOnly*
> **Counterpart**: *guiMemoSetReadOnly*

Required Arguments

- **theMemo:** The memo to check read-only status of.

Returns

Returns *true* if the memo is read only, *false* if the memo isn't read only, *nil* otherwise.