

# GuiCreateRadioButton

This function creates a radio button.

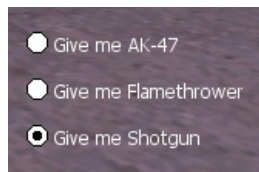
## Syntax

```
element guiCreateRadioButton ( 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:** *GuiRadioButton(...)*

## Required Arguments



Example GUI radio buttons.

- **x:** A float of the 2D x position of the radio button on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the radio button on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the text field next to the radio button. This is affected by the *relative* argument.
- **height:** A float of the height of the text field next to the radio button. This is affected by the *relative* argument.
- **text:** The text to be displayed next to the radio button.

## 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 radio button 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.

*NOTE:* All radio buttons become grouped together with their parent item. Only ONE radio button per group/parent will be able to be selected at the same time.

## Returns

Returns element of the radio button if it was created succesfully, *false* otherwise.