

Gui SetProperty

This function sets the value of a specific CEGUI property of a GUI element. For a list of properties and their meaning, see the CEGUI properties page.

Syntax

```
bool guiSetProperty ( element guiElement, string property, string value )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement:setProperty(...)*

Counterpart: *guiGetProperty*

Required Arguments

- **guiElement:** the GUI element you wish to get a property of.
- **property:** the name of of property you want the value of.
- **value:** the new value for the property.

Returns

If the function succeeds it returns *true*, if it fails it returns *false*.