GuiStaticImageLoadImage

This function allows you to change the image in GUI static image element to another one. **Tip**: If you set other images as children you will have to use setElementCallPropagationEnabled to only affect the parent image.

Syntax

```
bool guiStaticImageLoadImage ( element theElement, string filename )
```

OOP Syntax Help! I don't understand this!

Method: *GuiStaticImage:loadImage(...)*
Variable: *.image*

Required Arguments

- **theElement:** The static image element to be changed.
- **filename:** A string specifying the filepath of the image file being loaded in current resource.

Returns

Returns *true* if the the image in the static image element was successfully changed, *false* otherwise.