

GuiLabelGetTextExtent

This function returns the extent, or width, of the current text inside a GUI text label.

Syntax

```
float guiLabelGetTextExtent ( element theLabel )
```

OOP Syntax Help! I don't understand this!

Method: *GuiLabel:getTextExtent(...)*

Variable: *.textExtent*

Required Arguments

- **theLabel:** The text label to get the text extent from.

Returns

Returns the absolute width of the current text inside the text label if the function is successful, *false* otherwise.