GuiSetInputMode

This function controls the input mode to define whether or not (and when) keybinds or NRP binds are overridden (disabled) so that text can be input into an editbox, for example. The binds can be either:

- never disabled (hence using a key such as t in an editbox will still activate the chatbox)
- always disabled (hence using a key such as t in an editbox will not activate the chatbox)
- only disabled when actually editing an editbox or a memo (binds are always enabled except when an editbox or memo has input focus)

Syntax

```
bool guiSetInputMode ( string mode )
```

OOP Syntax Help! I don't understand this!

Method: *GuiElement.setInputMode(...)*
Variable: *.inputMode*
Counterpart: *guiGetInputMode*

Required Arguments

- **mode:** a string representing the desired input mode. Accepted values are:
  - **"allow_binds":** binds are enabled, hence using a key such as t in an editbox will still activate the chatbox (default)
  - **"no_binds":** binds are disabled, hence using a key such as t in an editbox will not activate the chatbox
  - **"no_binds_when_editing":** binds are always enabled except when an editable editbox or memo has input focus

Returns

Returns *true* if input mode could be changed, *false* if invalid parameters are passed.