GuiLabelGetFontHeight

This function returns the height of the font currently used in a GUI text label.

Syntax

```
float guiLabelGetFontHeight ( element theLabel )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiLabel:getFontHeight(...)*
> **Variable**: *.fontHeight*

Required Arguments

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

Returns

Returns the absolute height of the font currently used in the text label if the function is successful, *false* otherwise.