GuiCreateScrollPane

This creates a GUI scroll pane.

Example GUI ScrollPane.

Syntax

```
element guiCreateScrollPane( float x, float y, float width, float height, [ bool relative = false, gui-element parent = nil])
```

Required Arguments

- **x:** the 2D x offset of the GUI scrollpane from its parent. This is affected by the relative argument.
- **y:** the 2D y offset of the GUI scrollpane from its parent. This is affected by the relative argument.
- **width:** the width of the GUI scrollpane. This is affected by the relative argument.
- **height:** the height of the GUI scrollpane. This is affected by the relative argument.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **relative:** whether sizes and positions are relative to their parent's. If this is true, then all measures must be between 0 and 1, representing sizes/positions as a fraction of the parent widget's size.
- **parent:** the gui-element this scrollpane is attached to. By default, it is nil, meaning the widget is attached to the background.

Returns

The gui-element if created, otherwise false.