GuiEditIsReadOnly

This function checks if an edit box is read-only.

Syntax

```
bool guiEditIsReadOnly ( gui-edit guiEdit )
```

OOP Syntax Help! I don't understand this!

> **Variable**: *.readOnly*
> **Counterpart**: *guiEditSetReadOnly*

Required Arguments

- **guiEdit:** The edit box to check read-only status of.

Returns

Returns *true* if the edit box is read-only, *false* if not, *nil* if an invalid edit box was provided.