

GuiWindowSetMovable

This function allows you to specify whether or not a user can move a GUI window.

Syntax

```
bool guiWindowSetMovable ( element theElement, bool status )
```

OOP Syntax Help! I don't understand this!

Method: *GuiWindow:setMovable(...)*

Variable: *.movable*

Counterpart: *guiWindowIsMovable*

Required Arguments

- **theElement:** The window to be changed.
- **status:** A boolean value indicating whether the window is movable or not.

Returns

Returns *true* if the function is successful, *false* otherwise.