GuiGetSize

This function gets the size of a GUI element.

Syntax

```
float float guiGetSize ( element theElement, bool relative )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiElement:getSize(...)*
> **Counterpart**: *guiSetSize*

Required Arguments

- **theElement:** The GUI element to get size of.
- **relative:** A boolean representing whether the size should be relative to the element's parent width, or an absolute size in pixels.

Returns

Returns the GUI element size *x* and *y* if the function has been successful, *false* otherwise.