

Client-side function

GuiWindowIsMovable

This function checks if a GUI window is movable.

Syntax

```
bool guiWindowIsMovable ( gui-window guiWindow )
```

OOP Syntax Help! I don't understand this!

Variable: *.movable*

Counterpart: *guiWindowSetMovable*

Required Arguments

- **guiWindow:** the window to check the movable flag of

Returns

Returns *true* if the window is movable, *false* if not, *nil* if an invalid window was provided.