

GuiCreateWindow

This function is for creating a new GUI window. This provides a base for other gui elements to be created within. However, windows do not have a parent and cannot be created in any GUI elements.

Syntax

element guiCreateWindow (float x, float y, float width, float height, string titleBarText, [bool relative = false])

OOP Syntax Help! I don't understand this!

Method: *GuiWindow(...)*

Required Arguments



Example Window.

- **x:** A float of the 2D x position of the GUI window on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the GUI window on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the GUI window. This is affected by the *relative* argument.
- **height:** A float of the height of the GUI window. This is affected by the *relative* argument.
- **titleBarText:** A string of the text that will be displayed in the title bar of the window.

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:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing sizes/positions as a fraction of the screen size. If *false*, then the size and co-ordinates are based on client's resolution, accessible using guiGetScreenSize.

Returns

Returns a gui window element if it was created successfully, false otherwise.