

GuiCreateScrollBar

This function creates a GUI scrollbar. You can use the functions `guiScrollPaneSetHorizontalScrollPosition`, `guiScrollPaneSetVerticalScrollPosition`, `guiScrollPaneGetHorizontalScrollPosition` and `guiScrollPaneGetVerticalScrollPosition` to read and modify the scrollbar's scroll.

Syntax

```
gui-scrollbar guiCreateScrollBar ( float x, float y, float width, float height, bool horizontal, [ bool relative = false, gui-element parent = nil ] )
```

Required Arguments



Example
GUI
scrollbar.

- **x:** the 2D x offset of the GUI scrollbar from its parent. This is affected by the *relative* argument.
- **y:** the 2D y offset of the GUI scrollbar from its parent. This is affected by the *relative* argument.
- **width:** the width of the GUI scrollbar. This is affected by the *relative* argument.
- **height:** the height of the GUI scrollbar. This is affected by the *relative* argument.
- **horizontal:** whether this scrollbar is horizontal (*true*) or vertical (*false*).

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:** whether sizes and positions are relative to their parent's. If this is *true*, then all measures must be between 0 and 1, representing sizes/positions as a fraction of the parent widget's size.
- **parent:** the gui-element this scrollbar is attached to. By default, it is nil, meaning the widget is attached to the background.

Returns

Returns a *gui-scrollbar* if it was created successfully, *false* otherwise.