

# GuiSetAlpha

This changes the alpha level (the visibleness/transparency) of a GUI element

## Syntax

```
bool guiSetAlpha ( element guielement, float alpha )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *GuiElement:setAlpha(...)*

**Variable:** *.alpha*

**Counterpart:** *guiGetAlpha*

## Required Arguments

- **guiElement:** the GUI element whose visibility is to be changed
- **alpha:** The visibility/transparency of the GUI element. Ranges from 0 (fully transparent) to 1 (fully opaque). Default value is 0.80.

## Returns

Returns *true* if the gui element's alpha was successfully changed, *false* otherwise.