IsChatBoxInputActive

This function returns whether the ingame chatbox is being used (accepting chatbox input) or not.

Syntax

```
bool isChatBoxInputActive ()
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiElement.isChatBoxInputActive(...)*
> **Variable**: *.chatBoxInputActive*

Returns

Returns *true* if the chatbox is receiving input, *false* if not active.