

GuiSetFont

This function sets the font of a GUI element to be used when drawing text.

Syntax

bool guiSetFont (element guiElement, mixed font)

OOP Syntax Help! I don't understand this!

Method: *GuiElement:setFont(...)*

Variable: *.font*

Counterpart: *guiGetFont*

Required Arguments

- **guiElement:** The GUI element you wish to change the font of
- **font:** Either a custom GUI font element or the name of a built-in GUI font. See Standard GUI Font Names

Returns

Returns *true* if the font has been successfully set on the gui element, *false* otherwise.