

# GuiSetInputEnabled

This function enables or disables input focus for the GUI. This means that any keybinds or NRP binds are overridden so that text can be input into an editbox, for example. In other words, keys such as *t* and *y* which activate the chatbox are disabled.

guiSetInputMode can be used as an extended version of *guiSetInputEnabled* since it provides the same functionality with one added feature.

## Syntax

```
bool guiSetInputEnabled ( bool enabled )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *GuiElement.setInputEnabled(...)*

**Variable:** *.inputEnabled*

**Counterpart:** *guiGetInputEnabled*

## Required Arguments

- **enabled:** true if input should go to GUI, false if it should go to the game.

## Returns

Returns *true* if input mode could be changed, *false* if invalid parameters are passed.