

# GuiSetSize

This function sets the dimensions (size) of a GUI element. It refers to the bounding box size for GUI elements. It does not make GUI elements smaller or larger in appearance.

## Syntax

```
bool guiSetSize ( element guiElement, float width, float height, bool relative )
```

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

**Method:** *GuiElement:setSize(...)*

**Counterpart:** *guiGetSize*

## Required Arguments

- **guiElement:** the GUI element whose visibility is to be changed
- **width:** The desired width setting for the gui element
- **height:** The desired height setting for the gui element
- **relative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing sizes relative to the parent.

## Returns

Returns *true* if the gui element's size was set successfully, *false* otherwise.