

# OnClientGUIClick

This event happens when any gui-element clicked.

**Note:** The **player** who clicked the gui-element is always the `localPlayer`.

## Parameters

`string button`, `string state`, `int absoluteX`, `int absoluteY`

- **button:** the name of the button which will be clicked, it can be *left*, *right*, *middle*.
- **state:** the state of the mouse button, will be *down* if the mouse button was pushed, or *up* if it was released. **Please note currently only the *up* state is supported.**
- **absoluteX:** the X position of the mouse cursor, in pixels, measured from the left side of the screen.
- **absoluteY:** the Y position of the mouse cursor, in pixels, measured from the top of the screen.

## Source

The source of this event is the GUI element that was clicked.

**Note:** If the GUI Element attached to this event has a parent element, this event will be triggered once the parent element of the attached element is clicked too. You can set the parameter **propagate** to *false* in the call to `addEventHandler` to prevent this.