

# GuiGetEnabled

This function determines if a GUI element is enabled.

## Syntax

bool guiGetEnabled ( element guiElement )

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

**Method:** *GuiElement:getEnabled(...)*

**Variable:** *.enabled*

**Counterpart:** *guiSetEnabled*

## Required Arguments

- **guiElement:** the GUI element to be checked.

## Returns

Returns *true* if the element is enabled, *false* otherwise.