

GuiLabelGetColor

This function gets the color of a label.

Syntax

```
int int int guiLabelGetColor ( gui-element theLabel )
```

OOP Syntax Help! I don't understand this!

Method: *GuiLabel:getColor(...)*
Counterpart: *guiLabelSetColor*

Required Arguments

- **theLabel:** The label to get color.

Returns

Returns three *int* values, representing the amount of red, green, blue if successful. *false* otherwise.