

GuiEditSetMaxLength

This function sets the maximum text length that can be typed into an edit box.

Syntax

```
bool guiEditSetMaxLength ( element guiEdit, int length )
```

OOP Syntax Help! I don't understand this!

Method: *GuiEdit:setMaxLength(...)*

Variable: *.maxLength*

Counterpart: *guiEditGetMaxLength*

Required Arguments

- **theElement:** The edit box to be changed.
- **length:** An integer indicating the maximum number of characters that can be typed into the box.

Returns

Returns *true* if the max length was set successfully, *false* otherwise.