

guiSetInputMasked

From Mafia2-Online

Description

This function is used to set a GUI element to have an input mask.

Parameters

```
(instance element, bool bMasked)
```

instance element	The GUI element
bool bMasked	Should this element be input masked.

Example

```
?  
1local window = guiCreateElement( ELEMENT_TYPE_WINDOW, "My Window", 50.0, 50.0, 450.0, 150.0 );  
2guiSetInputMasked( window, true );
```

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