

# guiGetSize

From Mafia2-Online

## Description

This function is used to get a GUI elements size.

## Parameters

(instance element[, bool relative = false])	
instance element	The element
relative	(Optional) Need to use the relative position and size?

## Return Values

- array - X and Y size of the GUI element

## Example

```
?  
1local window = guiCreateElement( ELEMENT_TYPE_WINDOW, "My Window", 50.0, 50.0, 450.0, 150.0 );  
2local guiSize = guiGetSize( window );  
3/*  
4 * guiSize[0] - X Size  
5 * guiSize[1] - Y Size  
6*/
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=GuiGetSize&oldid=375>"

- 
- This page was last modified on 11 November 2015, at 00:14.