guiGetPosition

From Mafia2-Online

Description

This function is used to get a GUI elements position.

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 position of the GUI element

Example

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

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