guiSetText

From Mafia2-Online

Description

> This function is used to set a GUI elements text.

Parameters

```
(instance element, string text)
```

instance element	The GUI element
string text	The text to set the GUI element to

Example

```
?
1  local window = guiCreateElement( ELEMENT_TYPE_WINDOW, "My Window", 50.0, 50.0, 450.0, 150.0 );
2  guiSetVisible( window, false); // Hide element window
3
4  // ...
5
6  if( guiIsVisible( window ) )
7  {
8      guiSetText( window, "Hello World!" );
9  }
```

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