## on GuiElement Selection Change

From Mafia2-Online

## **Description**

This event is triggered when the GUI selection changes.

## **Parameters**

```
(instance element)

instance element

The GUI element
```

## **Example**

```
?
laddEventHandler( "onGuiElementSelectionChange",
2  function( element )
3  {
4    if( element == button )
5    {
6       // ...
7   }
8  }
9);
```

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