guiIsInputMasked

From Mafia2-Online

Description

This function is used to check if a GUI element has an input mask.

Parameters

```
(instance element)
```

instance element	The GUI element

Example

```
?
1  local window = guiCreateElement( ELEMENT_TYPE_WINDOW, "My Window", 50.0, 50.0, 450.0, 150.0 );
2  guiSetInputMasked( window, true );
3
4  // ...
5
6  if( guiIsInputMasked( window ) )
7  {
8      // ...
9  }
```

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- This page was last modified on 11 November 2015, at 00:46.