guiSetPosition

From Mafia2-Online

Description

This function is used to set a GUIs position.

Parameters

```
(instance element, float x, float y[, bool relative =
false])
```

instance element	The element you want to move
float x	The X position to set
float y	The Y position to set
relative	(Optional) Need to use the relative position and size?

Example

?
```
1 local window = guiCreateElement( ELEMENT_TYPE_WINDOW, "My Window", 50.0, 50.0, 450.0, 150.0 );
2 guiSetPosition( window, 30.0, 30.0 );
```