

# onGuiElementTextAccept

From Mafia2-Online

## Description

This event is triggered when the client presses the return or numpad enter key within a GUI element.

## Parameters

```
(instance element)
```

instance element	The GUI element
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## Example

```
?
1addEventHandler( "onGuiElementTextAccept",
2    function( element )
3    {
4        if( element == button )
5        {
6            // ...
7        }
8    }
9);
```

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