

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

?

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

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- This page was last modified on 11 November 2015, at 00:17.