

# LIST SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/list>

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The `IListInstance` interface derives from `IDOMInstance` to add APIs specific to the `List` plugin.

## List events

See `instance event` for standard instance event object properties.

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### "click"

Fired when the list is clicked.

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### "dblclick"

Fired when the list is double-clicked.

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### "selectionchange"

Fired when there is any change to the selected item or items.

## List APIs

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### `addItem(text)`

Append a new item with the given text to the end of the list.

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### `insertItem(index, text)`

Insert a new item at a zero-based index in the list with the given text.

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### `setItemText(index, text)`

Set the item text at a zero-based index in the list.

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### `getItemText(index)`

Return a string of the current item text at a zero-based index in the list.

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### `removeItem(index)`

Delete an item at a zero-based index from the list.

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**clear()**

Remove all items from the list, leaving the list empty.

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**itemCount**

A read-only number representing how many items are in the list.

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**selectedIndex**

Set or get a number indicating the zero-based index of the currently-selected list item.

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**selectedCount**

A read-only number with the number of selected items. This is usually only useful with multi-select lists.

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**getSelectedIndexAt(index)****getSelectedTextAt(index)**

Return the item index or the item text of a selected item by its index up to `selectedCount` . This is usually only useful with multi-select lists.

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**tooltip**

A tooltip that appears if the user hovers the mouse over the list and waits. An empty string indicates no tooltip.