

GuiGridListGetSelectedItems

This function returns the items selected in the specified grid list.

Note that for some reason the column ID is 1 lower than it should be, for example 0 is returned but if you try and get the text for column 0 there is nothing, but column 1 has what you clicked on.

Syntax

```
table guiGridListGetSelectedItems ( element gridList )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *GuiGridList:getSelectedItems(...)*

Variable: *.selectedItems*

Required Arguments

- **gridList:** The grid list which selected items you want to retrieve.

Returns

Returns a table over the selected items in the grid list in this format:

```
table = {
  [1] = {
    ["column"], -- has the first selected item's column ID
    ["row"] -- has the first selected item's row ID
  },
  [2] = {
    ["column"],-- has the second selected item's column ID
    ["row"] -- has the second selected item's row ID
  },
  ...
}
```

if everything was successful or *false* if invalid arguments were passed.