GuiGridListInsertRowAfter

This allows you to insert a new row after a specified row, and simultaneously set text. Good for inserting new rows in the middle of existing rows. To insert at the top use -1 as row index.

Syntax

```
int guiGridListInsertRowAfter ( element gridList, int rowIndex )
```

```
int guiGridListInsertRowAfter ( element gridList [, int rowIndex, int/string itemText1, int/string itemText2, ... ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiGridList:insertRowAfter(...)*

Required Arguments

- **gridList:** The grid list you want to add a row to
- **rowIndex:** Row ID of the row you want to insert the **new row** after.

Optional Arguments

- **itemText1:** The text for the first column item in the row. Either a string or a number can be passed (use numbers for sorting purposes).
- **itemText2:** The text for the second column item in the row. Either a string or a number can be passed (use numbers for sorting purposes).
- **...:** Item text for any other columns

Returns

Returns *row id* if the row was successfully added, *false* otherwise.