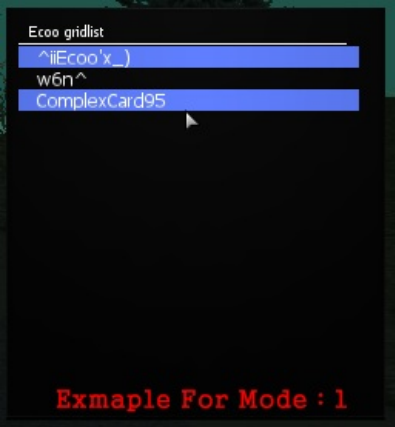# GuiGridListSetSelectionMode

This function sets the selection mode of a gui gridlist. For example, the NRP *server browser* selects a whole row, while the *Controls* dialog selects a single cell. To select multiple items you must be holding down 'ctrl'.

Syntax

```
bool guiGridListSetSelectionMode ( gui-Element gridlist, int mode )
```


example for selection mode (1)

OOP Syntax Help! I don't understand this!

> **Method**: *GuiGridList:setSelectionMode(...)*
> **Variable**: *.selectionMode*

Required Arguments

- **gridlist:** The gridlist in which you wish to set the selection mode.
- **mode:** The mode of the selection. Can be the following values:
    - **0:** Single row selection
    - **1:** Multiple row selection
    - **2:** Single cell selection
    - **3:** Multiple cell selection
    - **4:** Nominated(First) single column selection
    - **5:** Nominated(First) multiple column selection
    - **6:** Single column selection
    - **7:** Multiple column selection
    - **8:** Nominated(First) single row selection
    - **9:** Nominated(First) multiple row selection

Returns

Returns *true* if the selection mode was successfully set, false otherwise.