GuiGridListSetSelectedItem

This function selects an item from a gridlist. If you wish to deselect whatever item is selected, pass *0* as both the *rowIndex* and *columnIndex* arguments.

Syntax

```
bool guiGridListSetSelectedItem ( element gridList, int rowIndex, int columnIndex [, bool bReset = true ] )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **gridList:** the grid list you want to select an item from
- **rowIndex:** the row you want to select (index 0 is the first row)
- **columnIndex:** the column you want to select (index 1 is the first column)

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **bReset:** set to false for multiple selections

Returns

Returns *true* if the passed arguments are correct and the item has been selected, *false* otherwise.