

GuiGridListSetItemText

This function changes the text of a gridlist item.

Notice: This function doesn't work well with Sorting. If you are using sorting, please use the optional arguments of `guiGridListAddRow` as much as possible.

Syntax

```
bool guiGridListSetItemText ( element gridList, int rowIndex, int columnIndex, string text, bool section, bool number )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList:setItemText(...)*

Required Arguments

- **gridList:** The grid list element
- **rowIndex:** Row ID
- **columnIndex:** Column ID
- **text:** The text you want to put in (does NOT accept numbers, use `tostring()` for that)
- **section:** Determines if the item is a section
- **number:** Tells whether the text item is a number value or not (used for sorting)

Returns

Returns *true* if the item text was set successfully, *false* otherwise.