

Client-side function

GuiGridListSetItemData

This function sets a Item Data associated to a grid list item.

Note: This function will only work **after** you set the item's text using guiGridListSetItemText!

Syntax

```
bool guiGridListSetItemData ( element gridList, int rowIndex, int columnIndex, var data )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList:setItemData(...)*

Required Arguments

- **gridList:** A gridlist element of the data you wish to set to
- **rowIndex:** The row of the item you wish to set to
- **columnIndex:** The column of the item you wish to set to
- **data:** The data you wish to set to the item.

Returns

Returns *true* if the data was set successfully, false otherwise