GuiGridListGetItemData

With this function you can retrieve the string data associated with an item in a grid list. This is not the text that is displayed on the item, but an internal string that you can use to hold extra information about the item.
Note: This function will only work **after** you set the item's text using guiGridListSetItemText!

Syntax

```
var guiGridListGetItemData ( element gridList, int rowIndex, int columnIndex )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **gridList:** the grid list containing the item you're interested in
- **rowIndex:** the row index of the item
- **columnIndex:** the column index of the item

Returns

Returns the item data of the specified item if succesful, *false* if one of the arguments was invalid.