

GuiCreateGridList

This function creates a grid list GUI element. These are menu's which are designed in lists and can have multiple columns. A good example of a gridlist element can be found in NRP's settings box, under *Controls*.

Syntax

```
element guiCreateGridList ( float x, float y, float width, float height, [ bool relative = false, gui-element parent = nil ] )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList(...)*

Required Arguments



Example GUI gridlist.

- **x:** A float of the 2D x position of the GUI gridlist on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the GUI gridlist on a player's screen. This is affected by the *relative* argument.
- **width:** A float of the width of the GUI gridlist. This is affected by the *relative* argument.
- **height:** A float of the height of the GUI gridlist. This is affected by the *relative* argument.

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.

- **relative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing sizes relative to the parent.
- **parent:** This is the parent that the gui gridlist is attached to. If the *relative* argument is true, sizes and positioning will be made relative to this parent. If the *relative* argument is false, positioning will be the number of offset pixels from the parent's origin. If no parent is passed, the parent will become the screen - causing positioning and sizing according to screen positioning.

Returns

Returns an element of the created gridlist if it was successfully created, false otherwise.