

GuiGridListGetSelectedItem

This function returns the row and column indexes of the selected item in a grid list. First selected row and column is (0, 0).

Syntax

```
int, int guiGridListGetSelectedItem ( element gridList )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList:getSelectedItem(...)*

Required Arguments

- **gridList:** the grid list you want to know the selected row index of

Returns

Returns the row and column indexes of the selected item if the specified grid list is valid and has a selected item, (-1, -1) if no item is selected, *false* otherwise.