

GuiGridListSetItemColor

This function changes the color of a gridlist item.

Syntax

```
bool guiGridListSetItemColor ( element gridList, int rowIndex, int columnIndex, int red, int green, int blue [, int alpha = 255 ] )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList:setItemColor(...)*

Required Arguments

- **gridList:** The grid list element
- **rowIndex:** Row ID
- **columnIndex:** Column ID
- **red:** The amount of red in the color (0-255)
- **green:** The amount of green in the color (0-255)
- **blue:** The amount of blue in the color (0-255)

Optional Arguments

- **alpha:** The amount of alpha in the color (0-255).

Returns

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