

GuiGridListGetSelectedCount

This function returns the amount of options selected in the specified grid list.

Syntax

```
int guiGridListGetSelectedCount ( element gridList )
```

OOP Syntax Help! I don't understand this!

Method: *GuiGridList.getSelectedCount(...)*

Variable: *.selectedCount*

Required Arguments

- **gridList:** The grid list which amount of selected items you want to retrieve.

Returns

Returns an integer representing the amount of selected options if everything was successful or *false* if invalid arguments were passed.