

GuiGridListAddRow

Adds a row to a grid list, and optionally add simple text items with your rows. Use `guiGridListSetItemText` to add row headers.

Syntax

```
int guiGridListAddRow ( element gridList [, int/string itemText1, int/string itemText2, ... ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *GuiGridList:addRow(...)*

Required Arguments

- **gridList:** The grid list you want to add a row to

Optional Arguments

- **itemText1:** The text for the first column item in the row. Either a string or a number can be passed (use numbers for sorting purposes).
- **itemText2:** The text for the second column item in the row. Either a string or a number can be passed (use numbers for sorting purposes).
- **...:** Item text for any other columns

Returns

Returns the row id if it has been created, *false* otherwise.