TextCreateTextItem

This function creates a text item. A text item represents a single area of text, much like a label does in standard GUI programming. A text item can only be seen by players if it is added to a textdisplay using textDisplayAddText. Each text item can be added to multiple displays, if need be.

Syntax

```
 textitem textCreateTextItem ( string text, float x, float y, [string priority, int red = 255, int green = 255, int blue = 25
5, int alpha = 255, float scale = 1, string alignX = "left", string alignY = "top", int shadowAlpha = 0] )
```

Required Arguments

- **text**: A string of text you want to display
- **x**: A floating point number between 0.0 and 1.0 indicating how far across the screen the text should be shown, as a percentage of the width, from the left hand side.
- **y**: A floating point number between 0.0 and 1.0 indicating how far down the screen the text should be shown, as a percentage of the height, from the top.

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.

- **priority**: How important it is that this text should be up to date on client's screens. Valid values are: "low", "medium", "high" which are aliases for 0, 1 and 2 respectively.
- **red**: A value between 0 and 255 indicating how red the text should be.
- **green**: A value between 0 and 255 indicating how green the text should be.
- **blue**: A value between 0 and 255 indicating how blue the text should be.
- **alpha**: A value between 0 and 255 indicating how transparent the text should be, with 0 being fully transparent, and 255 being opaque.
- **scale**: A floating point value indicating the scale of the text. The default is 1.0, which is around 12pt.
- **alignX**: A string representing the X-alignment of the text. ("left", "center", "right")
- **alignY**: A string representing the Y-alignment of the text. ("top", "center", "bottom")
- **shadowAlpha**: A value between 0 and 255 indicating how dark the drop shadow should be.

Returns

Returns a textitem object.