

CreateTrayNotification

This function creates a notification balloon on the desktop.

Note: NRP won't show any tray notifications if the NRP window is focused, because there is no reason to show tray notifications if you are in-game. If you want to test this function you should use a Timer and switch to your desktop.

Note: You can only show a tray notification every 30 seconds.

Syntax

```
bool createTrayNotification ( string notificationText [, string iconType = "default", bool useSound = true ] )
```

Required Arguments

- **notificationText:** The text to send in the notification.

Optional Arguments

- **iconType:** The notification icon type. Possible values are: **"default" (the NRP icon), "info", "warning", "error"**
- **useSound:** A boolean value indicating whether or not to play a sound when receiving the notification.

Returns

Returns *true* if the notification is correctly created, *false* otherwise.