

# TextItemSetColor

This function sets the color of a text item.

## Syntax

```
bool textItemSetColor ( textitem theTextItem, int r, int g, int b, int a )
```

## Required Arguments

- **theTextItem:** The textitem you wish to set the color of.
- **red:** The amount of red in the text item's color (0 - 255).
- **green:** The amount of green in the text item's color (0 - 255).
- **blue:** The amount of blue in the text item's color (0 - 255).
- **alpha:** The amount of alpha in the text item's color (0 - 255). Alpha decides transparency where 255 is opaque and 0 is transparent.

## Returns

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