TextDisplayAddText

This function adds a textitem to a textdisplay. This allows any observers of the textdisplay to see the textitem.

Syntax

```
void textDisplayAddText ( textdisplay displayToAddTo, textitem itemToAdd )
```

Required Arguments

- **displayToAddTo**: The textdisplay to add the textitem to.
- **itemToAdd**: The textitem to add to the display.