## **TextDisplayGetObservers**

This function can be used to retrieve all the players currently observing a specified textdisplay.

## **Syntax**

table textDisplayGetObservers ( textdisplay theDisplay )

## **Required Arguments**

• theDisplay: The textdisplay of which observers you want to get.

## **Returns**

Returns a table of players that are observers of the display or false if invalid textdisplay is passed.