

TextItemSetPriority



Script Example Missing Function TextItemSetPriority needs a script example, help out by writing one.

Before submitting check out Editing Guidelines Script Examples.

This function sets the priority for a text item. Priority is the importance of sending updated text to the client. The system is implemented as 3 queues, with the *high* queue being emptied before the *medium* queue is processed, and with one update sent per server frame. Hence, if you set all your text items to *medium* priority it has the same effect as if you set them all to *high* or *low*.

Syntax

```
void textItemSetPriority ( textitem theTextItem, string priority )
```

Required Arguments

- **theTextItem:** The text item you wish to set priority to.
- **priority:** The priority you wish to set to the item, which can be "*high*", "*medium*", or "*low*" respective of their priority.