

TextDisplayAddObserver

This function adds a player as an observer of a textdisplay. This allows the player to see any textitems that the textdisplay contains.

Syntax

```
void textDisplayAddObserver ( textdisplay display, player playerToAdd )
```

Required Arguments

- **display:** The textdisplay to add the player to as an observer.
- **playerToAdd:** The player that should observe the textdisplay.