

# TextDestroyDisplay

This function destroys a text display and will unlink all the textitems on it. This does not stop the textitems existing, but anyone who was observing the textitems through this display will stop seeing them.

## Syntax

```
bool textDestroyDisplay ( textdisplay display )
```

## Required Arguments

- **display:** This is the textdisplay that you wish to have destroyed.