TextDisplayRemoveObserver

This function removes a player observer of a textdisplay. This stops the player from being able to see textitems that the textdisplay contains.

Syntax

```
bool textDisplayRemoveObserver ( textdisplay display, player playerToRemove )
```

Required Arguments

- **display**: The textdisplay to remove the player from as an observer.
- **playerToRemove**: The player that should be removed from the textdisplay.