

# OutputConsole

This outputs the specified text string to the console window (accessed with F8 or ~ key). It can be specified as a message to certain player(s) or all players.

## Syntax

Client

```
bool outputConsole ( string text )
```

### Required Arguments

- **text:** The text string that you wish to send to the console window

Server

```
bool outputConsole ( string text, [ element visibleTo=getRootElement() ] )
```

### Required Arguments

- **text:** The text string that you wish to send to the console window

### Optional Arguments

- **visibleTo:** This specifies who the chat is visible to. Any players in this element will see the chat message. See visibility.

**Note:** **visibleTo** can also be a Team object, in this case, the text will be visible to all the players of that team.

## Remarks

The serverside function has a limitation of 1000 characters for the text parameter. Anything beyond 1000 characters is trimmed away. This limitation does not apply to the clientside version.