

screen.update

Description

object screen.update(object/array **screens**)

This method allows to update existing screens.

Parameters

(object/array) Screen properties to be updated.

The `screenid` property must be defined for each screen, all other properties are optional. Only the passed properties will be updated, all others will remain unchanged.

Additionally to the [standard screen properties](#), the method accepts the following parameters.

Parameter	Type	Description
screenitems	array	Screen items to replace existing screen items. Screen items are updated by coordinates, so each screen item must have the x and y properties defined.

Return values

(object) Returns an object containing the IDs of the updated screens under the `screenids` property.

Examples

Renaming a screen

Rename a screen to "CPU Graphs".

Request:

```
{
  "jsonrpc": "2.0",
  "method": "screen.update",
  "params": {
    "screenid": "26",
    "name": "CPU Graphs"
  },
  "auth": "038e1d7b1735c6a5436ee9eae095879e",
  "id": 1
}
```

Response:

```
{
  "jsonrpc": "2.0",
  "result": {
    "screenids": [
      "26"
    ]
  },
  "id": 1
}
```

See also

- [Screen item](#)
- [screenitem.create](#)
- [screenitem.update](#)
- [screenitem.updatebyposition](#)

Source

CScreen::update() in *frontends/php/api/classes/CScreen.php*.

From: <https://www.zabbix.com/documentation/2.2/> - **Zabbix Documentation 2.2**

Permanent link: <https://www.zabbix.com/documentation/2.2/manual/api/reference/screen/update>

Last update: **2019/01/28 14:49**

