

# Screen

This class is designed to work with screen.

Object references:

- [Screen](#)

Available methods:

- [screen.create](#) - creating new screen
- [screen.delete](#) - deleting screens
- [screen.exists](#) - checking if a screen exists
- [screen.get](#) - retrieving screens
- [screen.update](#) - updating screens

From:

<https://www.zabbix.com/documentation/2.4/> - **Zabbix Documentation 2.4**

Permanent link:

<https://www.zabbix.com/documentation/2.4/manual/api/reference/screen>

Last update: **2014/09/26 11:25**

