

screenitem.create

Description

object screenitem.create(object/array **screenItems**)

This method allows to create new screen items.

Parameters

(object/array) Screen items to create.

The method accepts screen items with the [standard screen item properties](#).

Return values

(object) Returns an object containing the IDs of the created screen items under the `screenitemids` property. The order of the returned IDs matches the order of the passed screen items.

Examples

Creating a screen item

Create a screen item displaying a graph in the left-upper cell of the screen.

Request:

```
{
  "jsonrpc": "2.0",
  "method": "screenitem.create",
  "params": {
    "screenid": 16,
    "resourcetype": 0,
    "resourceid": 612,
    "x": 0,
    "y": 0
  },
  "auth": "038e1d7b1735c6a5436ee9eae095879e",
  "id": 1
}
```

Response:

```
{
  "jsonrpc": "2.0",
  "result": {
    "screenitemids": [
      "65"
    ]
  },
  "id": 1
}
```

See also

- [screen.update](#)

Source

CScreenItem::create() in *frontends/php/api/classes/CScreenItem.php*.

From: <https://www.zabbix.com/documentation/3.0/> - **Zabbix Documentation 3.0**

Permanent link:

<https://www.zabbix.com/documentation/3.0/manual/api/reference/screenitem/create?rev=1411730616>

Last update: **2014/09/30 12:54**

