

# screenitem.update

## Description

object `screenitem.update(object/array screenItems)`

This method allows to update existing screen items.

## Parameters

(object/array) [Screen item properties](#) to be updated.

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

## Return values

(object) Returns an object containing the IDs of the updated screen items under the `screenitemids` property.

## Examples

### Setting the size of the screen item

Set the width of the screen item to 500px and height to 300px.

Request:

```
{
  "jsonrpc": "2.0",
  "method": "screenitem.update",
  "params": {
    "screenitemid": "20",
    "width": 500,
    "height": 300
  },
  "auth": "038e1d7b1735c6a5436ee9eae095879e",
  "id": 1
}
```

Response:

```
{
  "jsonrpc": "2.0",
```

```
"result": {
  "screenitemids": [
    "20"
  ]
},
"id": 1
}
```

## See also

- [screenitem.updatebyposition](#)

## Source

CScreenItem::update() in *ui/include/classes/api/services/CScreenItem.php*.

From: <https://www.zabbix.com/documentation/current/> - **Zabbix Documentation 5.0**

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

Last update: **2020/05/05 09:42**

