

# Title Effect Type

A **Title Effect Type** is a [String](#) parameter that is required by a few scripting commands. The commands are used to display custom GUI elements on the front end or the back end. Currently, there are six commands in OFP/ArmA that use this parameter:

- [cutObj](#)
- [cutRsc](#)
- [cutText](#)
- [titleObj](#)
- [titleRsc](#)
- [titleText](#)

The *Title Effect* simply tells the game engine how to display the object, resource, or text that is passed to the command. If plain text is given, it is always white with a black background and in the center of the screen. The different effects are described below.

Type	Description
"PLAIN"	Displays the text, object, or resource given.
"PLAIN DOWN"	Displays the text, object, or resource given. Plain text is shown centered between the third and fourth quadrant of the screen. (ie. 25% up starting at the bottom)
"BLACK"	Causes the screen to turn completely black, and displays the optional text, object, or resource given. All other GUI is hidden behind this black 'curtain'.
"BLACK FADED"	Causes the screen to turn completely black without fading in, and displays the optional text, object, or resource given. All other GUI is hidden behind this black 'curtain'. If a 'speed' <b>is not</b> given, the 'curtain' and the displayed element disappears instantly after 5-10 seconds. Otherwise it will stay black with the element still visible.
"BLACK OUT"	Same as "BLACK".
"BLACK IN"	Reveals the GUI after a black 'curtain' is withdrawn along with the optional text, object, or resource that was given.
"WHITE OUT"	Causes the screen to turn completely white, and displays the optional text, object, or resource given. All other GUI is hidden behind this black 'curtain'. This can easily blind the player so it should be used with caution. Make sure that a fade in time is set when calling the command.
"WHITE IN"	Withdraws a white 'curtain' revealing the GUI.

The effects may vary if a black or white 'curtain' is currently visible or not visible.