

GetPlayerWantedLevel

This function gets a player's current wanted level. The wanted level is indicated by the amount of stars a player has on the GTA HUD.

Syntax

Server

```
int getPlayerWantedLevel ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

- Method:** *player:getWantedLevel(...)*
- Variable:** *.wantedLevel*
- Counterpart:** *setPlayerWantedLevel*

Required Arguments

- **thePlayer:** The player whose wanted level you wish to get

Client

```
int getPlayerWantedLevel ( )
```

OOP Syntax Help! I don't understand this!

- Method:** *Player:getWantedLevel(...)*
- Counterpart:** *setPlayerWantedLevel*

Returns

Returns an *int* from 0 to 6 representing the player's wanted level, *false* if the player does not exist.