# SetPlayerBlurLevel

Sets the motion blur level on the clients screen. Accepts a value between 0 and 255.

## Syntax

Server

```
bool setPlayerBlurLevel ( player thePlayer, int level )
```

**OOP Syntax** Help! I don't understand this!

> **Method**: *player:setBlurLevel(...)*
> **Variable**: *.blurLevel*
> **Counterpart**: *getPlayerBlurLevel*

### Required Arguments

- **thePlayer:** The player whose blur level will be changed.
- **level:** The level to set the blur to (default: 36)

Client

```
bool setBlurLevel ( int level )
```

**OOP Syntax** Help! I don't understand this!

> **Method**: *Player.setBlurLevel(...)*
> **Counterpart**: *getPlayerBlurLevel*

### Required Arguments

- **level:** The level to set the blur to (default: 36)