

SetPlayerScriptDebugLevel

This will set player's debug level, equivalent to debugscript <level>.

Syntax

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

OOP Syntax Help! I don't understand this!

Method: *player:setScriptDebugLevel(...)*

Variable: *.scriptDebugLevel*

Counterpart: *getPlayerScriptDebugLevel*

Required Arguments

- **thePlayer:** The player whose debug level you wish to change
- **level:** 0: close debug console, 1: only errors, 2: errors and warnings, 3: errors, warnings and info messages

Returns

Returns *true* if successful, *false* otherwise.