

Client-side function

GetCameraDrunkLevel

ADDED/UPDATED IN VERSION 1.6.0 r21795:

This function gets the camera drunk level set by setCameraDrunkLevel. This function was renamed from getCameraShakeLevel.

Syntax

```
int getCameraDrunkLevel ( )
```

Returns

Returns an integer representing the camera drunk level, from 0 (no drunk effect) to 255 (maximum drunk effect). By default, the camera has no drunk effect. Drunk effect is a wavy motion of the camera depicting the player being drunk. This function used to be called getCameraShakeLevel which has since been deprecated.