GetPlayerBlurLevel

This function allows you to check the current blur level of a specified player.

Syntax

Server

```
int getPlayerBlurLevel ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *player:getBlurLevel(...)*
>   **Counterpart**: *setPlayerBlurLevel*

Required Arguments

* **thePlayer:** The player whose blur level you want to check.

Returns

Returns the player's blur level if successful, *false* if an invalid player was given.

Client

```
int getBlurLevel ()
```

OOP Syntax Help! I don't understand this!

>   **Method**: *Player.getBlurLevel(...)*
>   **Variable**: *.blurLevel*
>   **Counterpart**: *setPlayerBlurLevel*

Returns

Returns the local blur level.