

# SetMaxPlayers

This function sets the maximum number of player slots on the server.

**Note:** This function cannot set more than <maxplayers> as defined in nrpserver.conf. (To find out the <maxplayers> value, use `getServerConfigSetting("maxplayers")`)

## Syntax

```
bool setMaxPlayers ( int slots )
```

## Required Arguments

- **slots:** Maximum number of player slots on the server.

## Returns

Returns *true* if number of player slots was successfully changed, *false* or *nil* otherwise.