

# SetCameraDrunkLevel

**Important Note:** This function usually presents bugs when trying to return the state to 0 (normal).

## ADDED/UPDATED IN VERSION 1.6.0 r21795:

This function sets the camera drunk level (as seen on the *Are you going to San Fierro?* singleplayer mission). This function was renamed from setCameraShakeLevel.

Drunk effect is a wavy motion of the camera depicting the player being drunk. This function used to be called setCameraShakeLevel which has since been deprecated.

## Syntax

```
bool setCameraDrunkLevel ( int shakeLevel )
```

## Required arguments

- **drunkLevel:** an integer between 0 and 255, which represents the camera drunk intensity level.

## Returns

Returns *true* if the camera drunk level was changed, *false* if the required argument is incorrect or missing.