GetPlayerScriptDebugLevel

This will allow you to retrieve the player current debug script level.

Syntax

```
int getPlayerScriptDebugLevel( player thePlayer )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *player:getScriptDebugLevel(...)*
>   **Variable**: *.scriptDebugLevel*
>   **Counterpart**: *setPlayerScriptDebugLevel*

Required Arguments

- **thePlayer:** The person whose debug script level you want

Returns

Returns an *int* with the player debug script level, *false* if the player is invalid.