

SetPlayerWantedLevel

This function is used to set a player's wanted level. The wanted level is indicated by the amount of stars a player has on the GTA HUD.

Syntax

```
bool setPlayerWantedLevel ( player thePlayer, int stars )
```



Wanted level indicator on
hud

OOP Syntax Help! I don't understand this!

Method: *player:setWantedLevel(...)*

Variable: *.wantedLevel*

Counterpart: *getPlayerWantedLevel*

Required Arguments

- **thePlayer:** The player whose wanted level is to be set
- **stars:** An integer from 0 to 6 representing the wanted level

Returns

Returns *true* if the wanted level was set successfully, *false* if any of the arguments were invalid.