getPlayerDrunkLevel

From Mafia2-Online

Description

This function is used to get a players drunk level.

Parameters

```
()
```

Example

```
?
1  addCommandHandler( "setdrunk",
2      function( playerid, level )
3      {
4          setPlayerDrunkLevel( level );
5          sendMessage( "You have set your drunk level to " + getPlayerDrunkLevel() + "." );
6
7          if( level <= 0 )
8          {
9              resetPlayerDrunkLevel();
10         }
11     }
12 );
```

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