

setPlayerDrunkLevel

From Mafia2-Online

Description

This function is used to set a players drunk level.

Parameters

(int level)

int level

The level of drunkenness to set

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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