setPlayerHealth

From Mafia2-Online

Description

This function is used to set a players health.

Parameters

```
(int playerid, float health)
```

int playerid	The ID of the player
float health	The amount of health to set for playerid

Example

```
?
1 addCommandHandler( "heal",
2     function( playerid )
3     {
4         setPlayerHealth( playerid, 720.0 );
5     }
6 );
```

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