

getPlayerWantedLevel

From Mafia2-Online

Description

This function is used to get a players wanted level.

Parameters

```
()
```

Example

```
?  
1function clientPlayerConnect( playerid, nickname )  
2{  
3    setPlayerWantedLevel( 2 );  
4    sendMessage( "Your wanted level has been set to " + getPlayerWantedLevel() + "." );  
5}  
6addEventHandler( "onClientPlayerConnect", clientPlayerConnect );
```

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