

setPlayerWantedLevel

From Mafia2-Online

Alert: This event/function currently doesn't work properly

Description

This function is used to set a players wanted level.

Parameters

```
(int level, int size)
```

int level	The wanted level to set (1 or 2)
int size	The size of the wanted level sign

Example

```
?  
1function clientPlayerConnect( playerid, nickname )  
2{  
3    setPlayerWantedLevel( 2, 1 );  
4}  
5addEventHandler( "onClientPlayerConnect", clientPlayerConnect );
```

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