

# MRS - Advanced Rank System

List of functions hooks and usefull information for developers

- [MRS Functions](#)

# MRS Functions

Here you can find list of functions and Information about them.

---

## MRS.SetPlayerRank

### Server

MRS.SetPlayerRank(

### Player

ply, **string**

group,

**number**

id,

**boolean**

silent )

### Description

Sets rank for a player in a given group by rankid. This function will automatically check for group and rank validation.

### Arguments

1. **Player ply** | A player to set the rank for
2. **string group** | The group id, in which you want to set the rank
3. **number id** | The rank id, which you want to set
4. **boolean silent** | Suppress the notification. If set to **true**, player will not get notification about promotion/demotion

### Example

Promote player by one rank in group "LAPD" (change + 1 to - 1 for demotion):

```
local rank = MRS.GetPlyRank(ply, "LAPD")MRS.SetPlayerRank(ply, "LAPD", rank + 1)
```

---

## MRS.GetNWdata

```
Shared MRS.GetNWdata( Player ply, string key )
```

### Description

Returns networked data related to the MRS. Can be a **string** or a **number**. Primarely uses to get player's current group and rank id.

### Arguments

1. **Player** ply | The player who is associated with the value
2. **string** key | The key that is associated with the value

### Returns

1. **string or a number** | The value associated with the key

### Example

Get players group and rank ids:

```
local group = MRS.GetNWdata(ply, "Group")    local rank = MRS.GetNWdata(ply, "Rank")
```

Returns active rank info for a player:

```
local group = MRS.GetNWdata(ply, "Group")
local rank = MRS.GetNWdata(ply, "Rank")
if not MRS.Ranks[group] or not MRS.Ranks[group].ranks[rank] then return false end
local rank_info = MRS.Ranks[group].ranks[rank]
```

---

## MRS.GetPlyRank

**Shared** MRS.GetPlyRank( **Player** ply, **string** group)

### Description

Returns the rank id for a player in the mentioned group, even if he is not currently playing in that group.

### Arguments

1. **Player ply** | The player
2. **string group** | The group id

### Returns

1. **number** | Rank ID