

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

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