

setRank



Introduced in	
Version:	1.00
Description	
Description:	Sets the rank of the given unit. Possible values: PRIVATE, CORPORAL, SERGEANT, LIEUTENANT, CAPTAIN, MAJOR, or COLONEL (or whatever <code>commandString</code> is defined for the relevant rank system - see rankSystem).
Syntax	
Syntax:	unit setRank rank
Parameters:	<ul style="list-style-type: none">unit: Object - Affected unit.rank: String - Rank name that is defined in the relevant <code>CfgRank</code> class, in the <code>commandString</code> parameter (see Custom Rank System in the VBS3 Developer Reference).
Return Value:	Nothing
Examples	
Examples:	Set the player in the rank of colonel: <pre>player setRank "COLONEL";</pre> Custom rank for a US-Army unit (Sergeant First Class): <pre>player setRank "SFC";</pre>
Additional Information	
See also:	rank , rankSystem , rankClasses
Multiplayer:	
Problems:	

Notes