

Hey I added more Levels under.

Load_Promotion_Info

But when I play with more then 6 levels enabled it doesn't work.

Am I forgetting to add something somewhere, to make it from 6 to 28?

```
void Load_Promotion_Info()
{
    /* testing some hard-coded stuff */

    PromoteInfo* Promote = new PromoteInfo;
    Promote->Armor = 0;
    Promote->Health = 0;
    Promote->Regeneration = 0;
    Promote->Discount = 0.0f;
    Promote->Points = 0;
    Promote->Level = 1;
    Promote->Name = "Recruit";

    PromotionNames.Add(Promote);

    PromoteInfo* Promote2 = new PromoteInfo;
    Promote2->Armor = 10;
    Promote2->Health = 10;
    Promote2->Regeneration = 0.0f;
    Promote2->Discount = .10f;
    Promote2->Points = 1000;
    Promote2->Level = 2;
    Promote2->Name = "Private";

    PromotionNames.Add(Promote2);

    PromoteInfo* Promote3 = new PromoteInfo;
    Promote3->Armor = 15;
    Promote3->Health = 15;
    Promote3->Regeneration = 0.0f;
    Promote3->Discount = .15f;
    Promote3->Points = 3000;
    Promote3->Level = 3;
    Promote3->Name = "Private First Class";

    PromotionNames.Add(Promote3);
```

```
PromoteInfo* Promote4 = new PromoteInfo;  
Promote4->Armor = 15;  
Promote4->Health = 15;  
Promote4->Regeneration = 5.0f;  
Promote4->Discount = .20f;  
Promote4->Points = 5000;  
Promote4->Level = 4;  
Promote4->Name = "Lance Corporal";
```

```
PromotionNames.Add(Promote4);
```

```
PromoteInfo* Promote5 = new PromoteInfo;  
Promote5->Armor = 25;  
Promote5->Health = 25;  
Promote5->Regeneration = 10.0f;  
Promote5->Discount = .40f;  
Promote5->Points = 7000;  
Promote5->Level = 5;  
Promote5->Name = "Corporal";
```

```
PromotionNames.Add(Promote5);
```

```
PromoteInfo* Promote6 = new PromoteInfo;  
Promote6->Armor = 30;  
Promote6->Health = 30;  
Promote6->Regeneration = 15.0f;  
Promote6->Discount = .50f;  
Promote6->Points = 9000;  
Promote6->Level = 6;  
Promote6->Name = "Sergeant";
```

```
PromotionNames.Add(Promote6);
```

```
/*
```

```
PromoteInfo* Promote7 = new PromoteInfo;  
Promote7->Armor = 0;  
Promote7->Health = 0;  
Promote7->Regeneration = 0;  
Promote7->Discount = 0.0f;  
Promote7->Points = 11000;  
Promote7->Level = 7;  
Promote7->Name = "Staff Sergeant";
```

```
PromotionNames.Add(Promote7);
```

```
PromoteInfo* Promote8 = new PromoteInfo;  
Promote8->Armor = 10;  
Promote8->Health = 10;
```

```
Promote8->Regeneration = 0.0f;  
Promote8->Discount = .10f;  
Promote8->Points = 13000;  
Promote8->Level = 8;  
Promote8->Name = "Gunnery Sergeant";
```

```
PromotionNames.Add(Promote8);
```

```
PromoteInfo* Promote9 = new PromoteInfo;  
Promote9->Armor = 15;  
Promote9->Health = 15;  
Promote9->Regeneration = 0.0f;  
Promote9->Discount = .15f;  
Promote9->Points = 15000;  
Promote9->Level = 9;  
Promote9->Name = "Master Sergeant";
```

```
PromotionNames.Add(Promote9);
```

```
PromoteInfo* Promote10 = new PromoteInfo;  
Promote10->Armor = 15;  
Promote10->Health = 15;  
Promote10->Regeneration = 5.0f;  
Promote10->Discount = .20f;  
Promote10->Points = 17000;  
Promote10->Level = 10;  
Promote10->Name = "First Sergeant";
```

```
PromotionNames.Add(Promote10);
```

```
PromoteInfo* Promote11 = new PromoteInfo;  
Promote11->Armor = 25;  
Promote11->Health = 25;  
Promote11->Regeneration = 10.0f;  
Promote11->Discount = .40f;  
Promote11->Points = 19000;  
Promote11->Level = 11;  
Promote11->Name = "Master Gunnery Sergeant";
```

```
PromotionNames.Add(Promote11);
```

```
PromoteInfo* Promote12 = new PromoteInfo;  
Promote12->Armor = 30;  
Promote12->Health = 30;  
Promote12->Regeneration = 15.0f;  
Promote12->Discount = .50f;  
Promote12->Points = 21000;  
Promote12->Level = 12;
```

```
Promote12->Name = "Sergeant Major";
```

```
PromotionNames.Add(Promote12);
```

```
PromoteInfo* Promote13 = new PromoteInfo;
```

```
Promote13->Armor = 0;
```

```
Promote13->Health = 0;
```

```
Promote13->Regeneration = 0;
```

```
Promote13->Discount = 0.0f;
```

```
Promote13->Points = 23000;
```

```
Promote13->Level = 13;
```

```
Promote13->Name = "Sergeant Major of the Marine ";
```

```
PromotionNames.Add(Promote13);
```

```
PromoteInfo* Promote14 = new PromoteInfo;
```

```
Promote14->Armor = 10;
```

```
Promote14->Health = 10;
```

```
Promote14->Regeneration = 0.0f;
```

```
Promote14->Discount = .10f;
```

```
Promote14->Points = 25000;
```

```
Promote14->Level = 14;
```

```
Promote14->Name = "Warrant Officer";
```

```
PromotionNames.Add(Promote14);
```

```
PromoteInfo* Promote15 = new PromoteInfo;
```

```
Promote15->Armor = 15;
```

```
Promote15->Health = 15;
```

```
Promote15->Regeneration = 0.0f;
```

```
Promote15->Discount = .15f;
```

```
Promote15->Points = 27000;
```

```
Promote15->Level = 15;
```

```
Promote15->Name = "Chief Warrant Officer 2";
```

```
PromotionNames.Add(Promote15);
```

```
PromoteInfo* Promote16 = new PromoteInfo;
```

```
Promote16->Armor = 15;
```

```
Promote16->Health = 15;
```

```
Promote16->Regeneration = 5.0f;
```

```
Promote16->Discount = .20f;
```

```
Promote16->Points = 29000;
```

```
Promote16->Level = 16;
```

```
Promote16->Name = "Chief Warrant Officer 3";
```

```
PromotionNames.Add(Promote16);
```

```
PromoteInfo* Promote17 = new PromoteInfo;  
Promote17->Armor = 25;  
Promote17->Health = 25;  
Promote17->Regeneration = 10.0f;  
Promote17->Discount = .40f;  
Promote17->Points = 31000;  
Promote17->Level = 17;  
Promote17->Name = "Chief Warrant Officer 4";
```

```
PromotionNames.Add(Promote17);
```

```
PromoteInfo* Promote18 = new PromoteInfo;  
Promote18->Armor = 30;  
Promote18->Health = 30;  
Promote18->Regeneration = 15.0f;  
Promote18->Discount = .50f;  
Promote18->Points = 33000;  
Promote18->Level = 18;  
Promote18->Name = "Chief Warrant Officer 5";
```

```
PromotionNames.Add(Promote18);
```

```
PromoteInfo* Promote19 = new PromoteInfo;  
Promote19->Armor = 0;  
Promote19->Health = 0;  
Promote19->Regeneration = 0;  
Promote19->Discount = 0.0f;  
Promote19->Points = 35000;  
Promote19->Level = 19;  
Promote19->Name = "Second Lieutenant";
```

```
PromotionNames.Add(Promote19);
```

```
PromoteInfo* Promote20 = new PromoteInfo;  
Promote20->Armor = 10;  
Promote20->Health = 10;  
Promote20->Regeneration = 0.0f;  
Promote20->Discount = .10f;  
Promote20->Points = 37000;  
Promote20->Level = 20;  
Promote20->Name = "First Lieutenant";
```

```
PromotionNames.Add(Promote20);
```

```
PromoteInfo* Promote21 = new PromoteInfo;  
Promote21->Armor = 15;  
Promote21->Health = 15;  
Promote21->Regeneration = 0.0f;
```

```
Promote21->Discount = .15f;  
Promote21->Points = 39000;  
Promote21->Level = 21;  
Promote21->Name = "Captain";
```

```
PromotionNames.Add(Promote21);
```

```
PromoteInfo* Promote22 = new PromoteInfo;  
Promote22->Armor = 15;  
Promote22->Health = 15;  
Promote22->Regeneration = 5.0f;  
Promote22->Discount = .20f;  
Promote22->Points = 41000;  
Promote22->Level = 22;  
Promote22->Name = "Major";
```

```
PromotionNames.Add(Promote22);
```

```
PromoteInfo* Promote23 = new PromoteInfo;  
Promote23->Armor = 25;  
Promote23->Health = 25;  
Promote23->Regeneration = 10.0f;  
Promote23->Discount = .40f;  
Promote23->Points = 43000;  
Promote23->Level = 23;  
Promote23->Name = "Lieutenant Colonel";
```

```
PromotionNames.Add(Promote23);
```

```
PromoteInfo* Promote24 = new PromoteInfo;  
Promote24->Armor = 30;  
Promote24->Health = 30;  
Promote24->Regeneration = 15.0f;  
Promote24->Discount = .50f;  
Promote24->Points = 45000;  
Promote24->Level = 24;  
Promote24->Name = "Colonel";
```

```
PromotionNames.Add(Promote24);
```

```
PromoteInfo* Promote25 = new PromoteInfo;  
Promote25->Armor = 25;  
Promote25->Health = 25;  
Promote25->Regeneration = 10.0f;  
Promote25->Discount = .40f;  
Promote25->Points = 47000;  
Promote25->Level = 25;  
Promote25->Name = "Brigadier General";
```

```
PromotionNames.Add(Promote25);
```

```
PromoteInfo* Promote26 = new PromoteInfo;  
Promote26->Armor = 30;  
Promote26->Health = 30;  
Promote26->Regeneration = 15.0f;  
Promote26->Discount = .50f;  
Promote26->Points = 49000;  
Promote26->Level = 26;  
Promote26->Name = "Major General";
```

```
PromotionNames.Add(Promote26);
```

```
PromoteInfo* Promote27 = new PromoteInfo;  
Promote27->Armor = 0;  
Promote27->Health = 0;  
Promote27->Regeneration = 0;  
Promote27->Discount = 0.0f;  
Promote27->Points = 51000;  
Promote27->Level = 27;  
Promote27->Name = "Lieutenant General";
```

```
PromotionNames.Add(Promote27);
```

```
PromoteInfo* Promote28 = new PromoteInfo;  
Promote28->Armor = 10;  
Promote28->Health = 10;  
Promote28->Regeneration = 0.0f;  
Promote28->Discount = .10f;  
Promote28->Points = 53000;  
Promote28->Level = 28;  
Promote28->Name = "General";
```

```
PromotionNames.Add(Promote28);
```

```
*/  
// const PromoteInfo* test = Get_Promotion_Info(1); // DEBUG CRAP  
// const PromoteInfo* test2 = Get_Promotion_Info(2); // DEBUG CRAP  
}
```

Still working on it so I know somethings are the same in each level, but the Level = and Name =.
