

---

Subject: Re: gambling

Posted by [Spice](#) on Tue, 10 Oct 2006 03:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

JFW\_Slot\_Machine\_2 (a script for a slot machine with an animation and sound)

Cost (cost to play)

Winnings (winnings if you win)

Percent (percent chance to win)

Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Animation (what animation to play when the slot machine is poked)

Sound (what sound to play when the slot machine is poked)

When this object is poked, it generates a random number between 0 and 99

if that number is < the Percent value, you receive "winnings" credits.

Otherwise you lose "cost" credits.

---