

---

Subject: gambling  
Posted by [Veyrdite](#) on Sun, 08 Oct 2006 23:15:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

in le i have found a script named JFW\_slot\_machine  
the options are easy to understand but it wont work in renegade.  
how can i get it working?

---

---

Subject: Re: gambling  
Posted by [Jerad2142](#) on Mon, 09 Oct 2006 15:33:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would think that you would just attach it to a script zone.

---

---

Subject: Re: gambling  
Posted by [Veyrdite](#) on Mon, 09 Oct 2006 22:13:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tried that, does nothing

---

---

Subject: Re: gambling  
Posted by [danpaul88](#) on Mon, 09 Oct 2006 23:15:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Try temping a PT and putting the script on that, after removing the actual PT script from it

---

---

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 recieve "winnings" credits.  
Otherwise you loose "cost" credits.

---