Fruit/Slot Machine Bonus Game

Documentation & API Reference Manual for Unity

V2.1

Firstly, thank you for purchasing the Fruit/Slot Machine Bonus Game. This C# script is very easy to use and can be implemented in just a few clicks. The script should also be compatible and performance friendly with all of the platforms supported by Unity including Unity Free and works with C# and UnityScript languages.

This asset is very customisable. You can add as many reels as you want (there is no limit) and the script will automatically handle everything for you. All you need to do is position them in your scene and add a trigger to start the reels and that's about it!

The asset can run in many different ways. Two most common are:

1) Normal fruit machine where you match the images to win.
2) Win each reel where you could spin 5 reels and each item that comes up you win.

Some ideas on how and where to use the asset:

1) Inside an actual fruit/slot machine within your game.
2) Built into a wall.
3) As a bonus game at the end/start of the level to see what the player gets

We intend to bring you updates and great future assets for your Unity projects.

If you have any questions, suggestions, comments or of course feature requests please contact us at support@sketchworkdev.com where we will be able to help you. Our support forum will be arriving soon, but for now please use our support email address above or ask a question in the Unity FruitSlotMachineBonusGame Forum Post.

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Installation Unity 3.5

This asset will automatically install the scripts, prefabs and examples for Unity 3.5 straight from the Asset Store.

Installation Unity 4+

This asset will automatically install the scripts, prefabs and examples for Unity 4+ straight from the Asset Store.

Upgrading to Version 2.0 from Version 1.x

If you are upgrading from version 1.x then it is **very important** to make note of the following. There have been some significant changes since version 1.x which include some major new functionality and enhancements. This has made it necessary to change some event and broadcast names.

** It is recommended to open an empty scene, remove the existing SWP_SlotMachine folder and reinstall using the instructions above. **

1) SlotMachine Event **OnFullMatch** has changed to **OnMiddleMatch**
2) The way you get the end values has changed.

Removing the Example Projects

For both Unity 3.5 and Unity 4 installations to remove the example projects you can safely remove the following folder from inside Unity:

SWP_SlotMachine /SWP_SlotMachine (Example)/

Usage for a New Project

This asset is extremely easy to use. Please follow the following steps to get a basic 3 reel slot machine component into a blank project.
Note: I have used FSM as an abbreviation for Fruit/Slot Machine Bonus Game.

1) Create a new Scene.
2) Import the SWP_SlotMachine package.
3) Create an empty and call it SWP_SlotMachine.
4) Add Drag on the "SWP_SlotMachine / Prefabs / AllReels" prefab to the new empty.
5) Drag 3 "SWP_SlotMachine / Prefabs / ReelParent" prefabs to the new empty.
6) Call one ReelParent "Left" and place at position -1, 1, 3
7) Call another ReelParent "Center" and place at position 0, 1, 3
8) Call the last ReelParent "Right" and place at position 1, 1, 3
9) Click the "AllReels" game object and click on the add reel button 3 times to create the 3 reels.
10) Drag the "Left" reel onto "Reel 0" on the "AllReels" game object.
11) Drag the "Middle" reel onto "Reel 1" on the "AllReels" game object.
12) Drag the "Right" reel onto "Reel 2" on the "AllReels" game object.
13) For each of the created reels in the "AllReels" game object click the "+" symbol to add the items. Click it 8 times for each of the 3 reels.
14) Pull down the reel items and add the reel item descriptions and a value. Do this for all reels and all items.
15) Finally, drag the "SWP_SlotMachine (3 Same Reel Example)" script onto the "AllReels" game object.
16) Click PLAY.
17) You should now see the FSM ready to roll within the scene with the controls from the example script… Easy!!

Have a good look at the simple SWP_SlotMachineExample script to see how you set up capturing the events to see if the reels have stopped and if they match, etc. Full API documentation is below.

Usage within an Existing Project (and use within a UnityScript game)

With this example we will be using the Angry Bots demonstration project that ships with all current versions of Unity. You can however use your own project instead if you like as the steps will be nearly identical. AngryBots is written in UnityScript so this will also help you integrate the FSM within a UnityScript game.

This will add a basic 3 reel slot machine that appears just inside the first room (through the 2 airlock doors) and up to the top right of the first room.

Note: I have used FSM as an abbreviation for Fruit/Slot Machine Bonus Game.

1) Import the SWP_SlotMachine package to the project.
2) Load up the AngryBots scene from the root of your project.
3) Follow steps **3** to **15** from the above example.
4) Change the position of the AllReels game object to -3.24, 3.38, -29.48397
5) Add a box collider to the AllReels game object and change the
   Position to 0, -2.88, 6.7
   Size to 7.32, 1.35, 2.08
   Is Trigger = true
6) Create a new c# script and call it TriggerSlotMachine.
7) Add a new script to the AllReels game object and change the Trigger Tag to “Player”.
8) Add the following code to the script and save.

```
using UnityEngine;
using System.Collections;

public class TriggerOnTag1: MonoBehaviour
{
	public string triggerTag = "Player";

	void OnTriggerEnter(Collider other)
	{
		if (other.gameObject.tag == triggerTag || triggerTag == "")
			GetComponent<SWP_SlotMachine>().StartStopReels();
	}
}
```

9) Click PLAY.
10) When you enter the box collider trigger zone the slot machine should start playing… Easy!!

Using a simple script you add this asset into your game so that when you start the game you get to spin the reels to see how much gold you start with or how much additional ammo/grenades you start the level with or match all 3 reels to win something special… It is up to you.

11) If you are going to be using UnityScript you must place the SWP_FruitSlotMachineBonusGame script into the “Standard assets” folder (create it if it doesn’t already exist) as this will compile the script first so you can use it within your UnityScripts using the GetConponent function.

3rd Party Supported Components

This version of the Slot Machine has included support for the following 3rd party assets.

Playmaker

Installation and Usage of 3rd Party Components

To install the 3rd party components you need to follow the following steps:

1) Make sure you have a working installation of 2.x in your project.
2) Each 3rd party component has its own package. Install/Run the correct 3rd party package found here:
SWP_SlotMachine\SWP_SlotMachine (3rd Party)/
3) Choose to install only the 3rd party components that you have installed in your project and everything will work fine.

PLAYMAKER Integration

When you have installed the Playmaker package as outlined above, the following custom actions will be available for use:

Spin, Stop and StartStop. Each will also fire the correct events which you can capture in your Playmaker environment.

API Reference

Use the API reference to refer to what each public parameter in the control does.

PUBLIC

Pre Spin Duration (Float Value)

This value controls how long the control will spin for before the reels stop spinning. The default is 2 and the value is in seconds.

Enable Middle Line Win (Boolean Value)

This will activate the win on middle line match event. Default value is true.

Enable Top Line Win (Boolean Value)

This will activate the win on top line match event. Default value is false.

Enable Bottom Line Win (Boolean Value)

This will activate the win on bottom line match event. Default value is false.

All Reels (SWP_InternalSlotReel List)

This list holds all the reel information and the child reel item information.

You can use this list to find out what item is on the middle, top or bottom lines for each reel using:
SlotMachineScript[ReelNumber].GetMiddleReelItemName()
SlotMachineScript[ReelNumber].GetTopReelItemName()
SlotMachineScript[ReelNumber].GetBottomReelItemName()
SlotMachineScript[ReelNumber].GetMiddleReelItemValue()
SlotMachineScript[ReelNumber].GetTopReelItemValue()
SlotMachineScript[ReelNumber].GetBottomReelItemValue()

Check the example scenes for usage.

Enable Fix Spin (Boolean Value)

This provides a way of fixing what items the reels end on. The size should match the Reel array. Default value is false.

Speed Modifier (Float Value)

This value controls how fast the reels go round. The default value is 1000 which gives a good realistic spin.

Is Spinning (Boolean Value)

This provides a way of seeing if the control is spinning. Default value is false.

Enable Sound (Boolean Value)

This controls if you want the sound on or off (bypassed).

Sound Volume (Float Value)

This controls the volume of the heart/flatline sounds. This must be a value between 0 and 1 (with 1 being the loudest).

Spin Sound (Audio Clip Value)

This points to the initial spin SFX.

Stop Sound (Audio Clip Value)

This points to the initial reel stop SFX.

Win Sound (Audio Clip Value)

This points to the initial win SFX.

Nudge Up Sound (Audio Clip Value)

This points to the initial nudge up SFX.

Nudge Down Sound (Audio Clip Value)

This points to the initial nudge down SFX.

FUNCTIONS

StartStopReels (*no parameters*)

This will perform a normal spin using the current "pre-spin" before the reels start to stop.

StartReels (*no parameters*)

This will perform a spin, but will not stop until you call "StopReels" function. The "pre-spin" value is ignored in this case.

StopReels (*no parameters*)

This will stop the reels, but is only valid when the "StartReels" function was called to start the reels spinning.

NudgeReels (Boolean: NudgeUp, Integer Reels)

This allows you to nudge the reels up or down one increment. "Reels" indicates the reel number you wish to move where the first item is [0] and "NudgeUp" is a Boolean value and if true the nudge will move the reel up and false will move it down.

String **DisplayMiddleValues (***no parameters*)

This is just a helper function to return a string with the results of the middle line.

String **DisplayTopValues (***no parameters*)

This is just a helper function to return a string with the results of the top line.

String **DisplayBottomValues (***no parameters*)

This is just a helper function to return a string with the results of the bottom line.

EVENTS

OnReelStart (*GameObject go*)

This event will fire when the reels start spinning.

OnEachReelFinished (*GameObject go*)

This event will fire when all the reels have finished rotating and fully stopped. You can retrieve the values by inspecting
SlotMachineScript[Reel Number].GetNextReelItemName()
and
SlotMachineScript[Reel Number].GetNextReelItemValue()

OnReelsFinished (*GameObject go*)

This event will fire when all the reels have finished rotating and fully stopped. See above on how to see the values and names of the items.

OnMiddleMatch (*GameObject go*)

This event will only fire if all the reels finish on a full middle line match. Again, you can see the results by following the instructions above.

OnTopMatch (*GameObject go*)

This event will only fire if all the reels finish on a top line match. Again, you can see the results by following the instructions above.

OnBottomMatch (*GameObject go*)

This event will only fire if all the reels finish on a bottom line match. Again, you can see the results by following the instructions above.

Notes for Mobile Build Optimisations

If you intend to use this asset on a mobile device I would just make sure you are using a mobile friendly shader for the “ReelParent / Reel” prefabs.

Version History

Version 2.1

Custom Inspector tidied up.
Fixed inspector ToggleLeft problem on some Unity versions.
Updated documentation.

Version 2.0

Added support for Unity 4.3.
PLAYMAKER Integration (Custom Actions and Custom Events).
Added new editor controls for ease of use.
Added ability to name and give values to your reel items.
Added ability to match top and bottom lines as well as the middle line.
Added example on how to match diagonally.
Updated the demo with the new functionality.
Fixed parent rotation issue.
Updated support email details.

Version 1.1

Added support for Unity 3.5.
Updated support email details.

Version 1.0

Initial Version.

Support and Additional Information

Once again, if you require any additional information, help or have a feature request please contact us at support@sketchworkdev.com. The support forum will be arriving soon, but for now please use our support email address above or ask a question in the Unity FruitSlotMachineBonusGame Forum Post.