



Dice: Scripting Api

Assembly

CarterGames.Cart.Modules

Namespace

CarterGames.Cart.Modules.Dice

Dice

D4

Rolls a D4 and returns the result.

```
public static int D4();  
public static int[] D4(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D4());  
}
```

D6

Rolls a D6 and returns the result.

```
public static int D6();  
public static int[] D6(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D6());  
}
```

D8

Rolls a D8 and returns the result.

```
public static int D8();  
public static int[] D8(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D8());  
}
```

D10

Rolls a D10 and returns the result.

```
public static int D10();  
public static int[] D10(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D10());  
}
```

D12

Rolls a D12 and returns the result.

```
public static int D12();  
public static int[] D12(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D12());  
}
```

D20

Rolls a D20 and returns the result.

```
public static int D20();  
public static int[] D20(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D20());  
}
```

D100

Rolls a D100 and returns the result.

```
public static int D100();  
public static int[] D100(int numberOfRolls);
```

```
private void OnEnable()  
{  
    Debug.Log(Dice.D100());  
}
```

Custom

Rolls a dice with a custom number of sides and returns the result.

```
public static int Custom(int sidesToDice);  
public static int[] Custom(int sidesToDice, int numberOfRolls);
```

```
private void OnEnable()  
{  
    // Rolls a 78 sides dice.  
    Debug.Log(Dice.Custom(78));  
}
```