

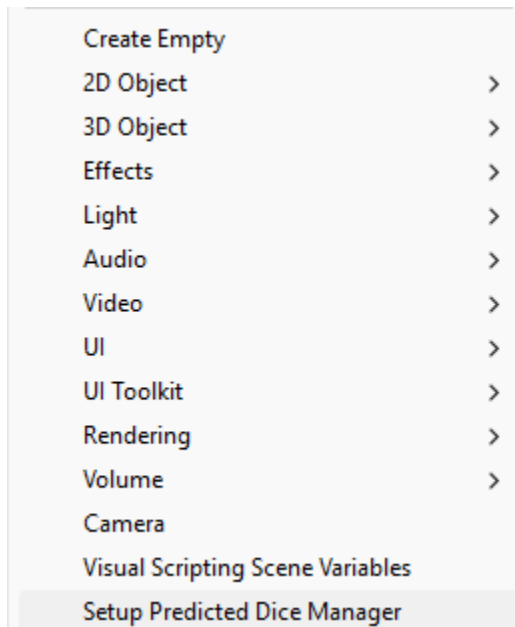
# Rigged Dice Roller Manual

## Quick Start

### Setup

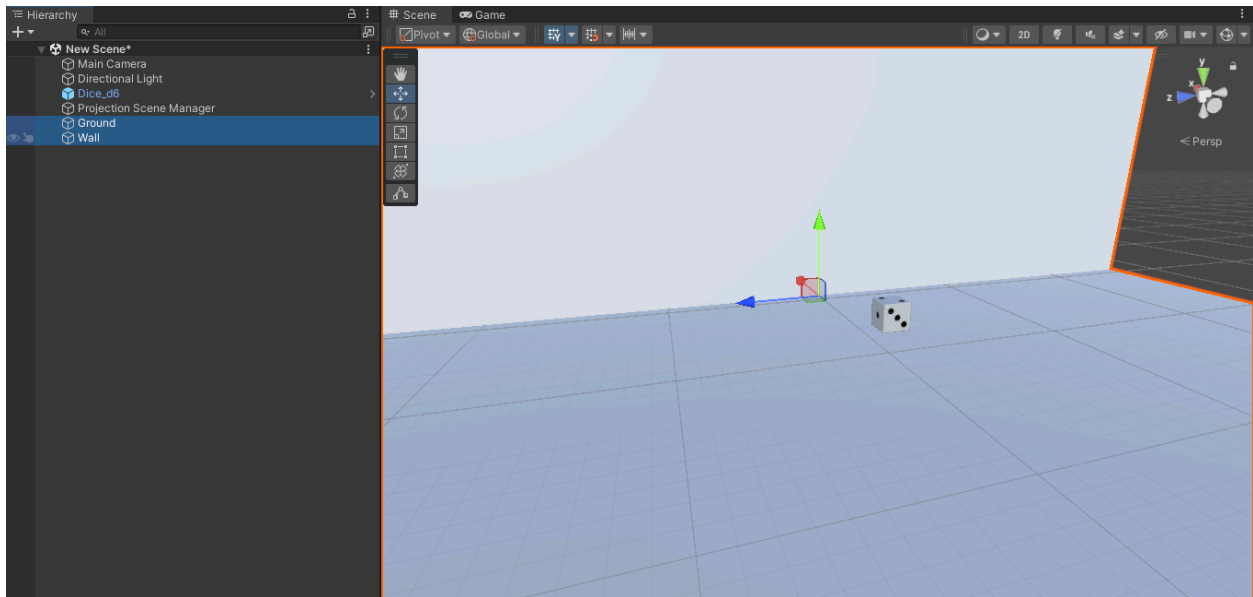
To add dice to your scene, grab “Plugins/Rigged Dice/Prefabs/Dice\_d6” and drop the prefab to your scene.

Right-click on the scene and press “Setup Predicted Dice Manager.”



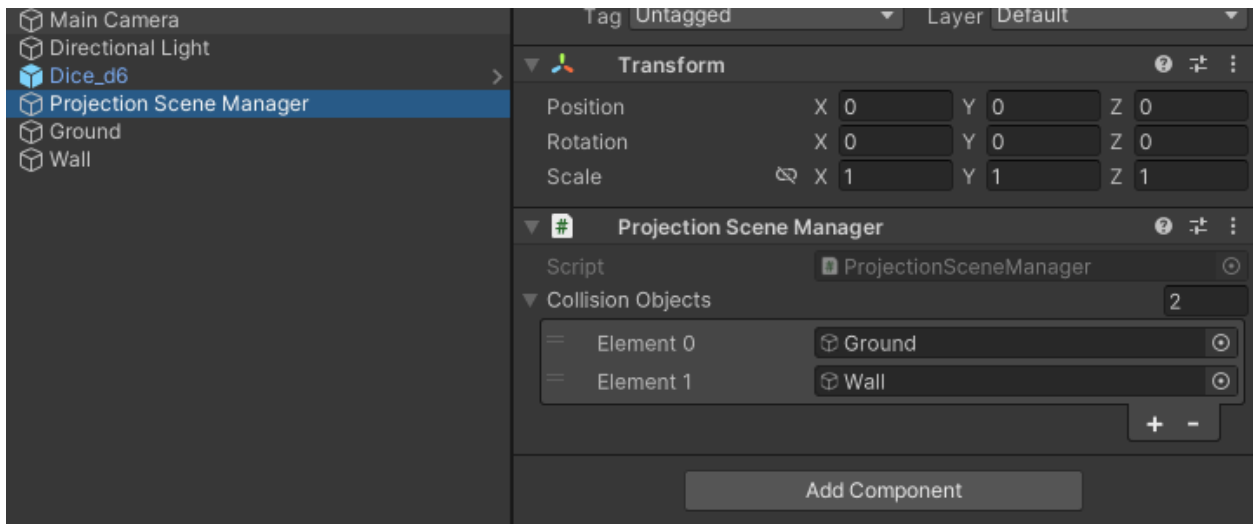
# Registering Colliders

For manager to register Colliders put collidable objects under the Projection Scene Manager



Or

Assign them to collision objects located on the “Projection Scene Manager” script.



## Code Usage

Simply pass “RollData” object to the “Dice” component and call

```
ProjectionSceneManager.Instance.Simulate();
```

After calling the “projection simulate,” the dice is ready to be played on the scene.

To activate simulated dice movement on the scene.

Call

```
dice.PlaySimulation();
```

For advanced usage, you can check the demo scripts.