

1-9 Ready Dice

1-9 Ready Dice is a very simple all in one package for rolling between 1 and 9 six sided dice.

Release Notes

1.1 Replaced the super high polygon models with better looking, lower polygon models to be more efficient.

1.0 Initial Release

After importing the package all you have to do is drop the DiceRoller prefab onto your scene and wire it up to your own object that wants to roll the dice and get the value.

In order to wire up the RollDice action start by creating a public DiceRollerScript property on the script that you will want to roll the dice and get the value back. Your script must be attached to a game object.

Highlight the game object that your script is attached to and you will see the DiceRoller property that you created in your script.

Drag the DiceRoller prefab that you put into your scene onto the DiceRoller property that is on your object.

Inside your script when you need to roll the dice and get a value simply call:

```
DiceRoller.RollDice ((value) => {  
  
    // here you can use the value  
    Debug.Log ("Dice Value: " + value.ToString ());  
});
```

The value that comes in the action call is an int value.

You don't have to log the output using Debug. This is just shown as an example.

You can set the number of dice to roll to a number between 1 and 9. This is done on the DiceRoller property on the object you have dragged it onto in your own script.

You may notice that sometimes the dice seem to "jump". This will happen if the dice do not fully settle onto the surface. All dice must settle before a valid value is determined. This settling happens for you without you having to do anything!

There is a very simple example scene included in the asset. It uses the Unity UI system. There is a simple button and text label to show the value.

The default number of dice that get rolled is 5. This can be any number between 1 and 9.