**How to use dice**

**This document covers new dice introduced in the Mod Installer version 20230401-1700.**

Dice is a special feature for randomizing numbers, for example for config IDs. The number is randomized during every next installation of packages.

Defining *Dice*, it is placed directly in info or info\_replace:

<Dice>

<Roll ID="Number1" Min="0" Max="9" />

<Roll ID="Number2" Min="10" Max="19" />

<Roll ID="Number3" Min="20" Max="29" />

<Roll ID="Number4" Min="30" Max="39" />

</Dice>

<?xml version="1.0" encoding="utf-8" standalone="yes"?>

<PackageInfoReplace>

  <Games>

<Game>FC6</Game>

</Games>

  <Name>My Package</Name>

  <Description>My desc.</Description>

<Dice>

<Roll ID="Number1" Min="0" Max="9" />

<Roll ID="Number2" Min="10" Max="19" />

<Roll ID="Number3" Min="20" Max="29" />

<Roll ID="Number4" Min="30" Max="39" />

</Dice>

  <Replaces>

    ...

  </Replaces>

</PackageInfoReplace>

As you can see, there are four definitions of randomizing number with ranges:

* 0 to 9
* 10 to 19
* 20 to 29
* 30 to 39

The *Min* number is inclusive and *Max* number is exclusive.

Note: if you’re also using options, make sure your dice ID is not the same with an option ID, both must be unique.

# Using Dice in Replace

For this you need to understand **How to use replace package**.

To use a randomized number, you simply add the dice ID to field value, like this:

<field hash="8EDB0295" name="disLibItemId" type="Id64">{Number1}</field>

This means that the field will get a randomized number from *Roll* with *ID* **Number1**, so it will be a number from range 0 to 9.

# Using Dice in templateValue

For this you need to understand **How to use replace package** and **How to use templates in info**.

You can even use the randomized number as param for *template*:

<template id="MyTemplate" templateValueID="{Number2}" />

This means that *templateValue* with name **ID** will receive a randomized number from *Roll* with *ID* **Number2**, so it will be a number from range 10 to 19.

So without *Dice* it looks like:

<template id="MyTemplate" templateValueID="A Value" />

and with *Dice* with *Roll ID* **Number2**:

<template id="MyTemplate" templateValueID="{Number2}" />