

# Wheel of fortune / Lucky Spin

In this file you will find a brief explanation of how to edit the wheel of fortune. Also works for the wheel of luck.

Let's call the wheel of fortune of WF and the wheel of luck of LW.

First let's start with the variable pieces. This variable is the amount of parts your WF or your LW has. In this example we have the WF with 24 parts and the LW with 8 parts. This engine was built to have as many parts as you need, so it's very easy to edit it.

The `negative_force` variable is the frictional force that will be applied to stop the wheel.

The variable `size`, is the division of the total angles of the wheel (360) by the value of the parts.

It is necessary that the wheels have parts in even numbers.

This engine works based on the speed of clicks the player takes on the wheel. It has three seconds to click on the wheel as fast as possible. This is so that a different force is always applied to the wheel.

The seconds are defined by the count variable.

If the count variable reaches 0, the rotated variable will be set to 1. This will cause the wheel to stop spinning.

The variable `rotate_spd`, will be the one when the wheel will rotate in angles by steps. The faster the player clicked before the count variable reached 0, the faster it will spin.

The variable `stoped`, says that the wheel has stopped spinning and gives the value at which it stopped.

Unfortunately the values should be set one by one. If you have a wheel with many parts, you will have a little more work.

The variable value `[piece, 0]`, is who will define the values. For this, see the image below:

As our wheel rotates counterclockwise:  
You should start to see the values from  
the pointer to, the clockwise.



So start putting the values like this:

Value [0, 0] = 500;

Value [1, 0] = 900;

and so on.

To edit the actions when the wheel stops, open the alarm [1] within each wheel.