

Zeus Unite – Dice Generator For Unity Projects

With the dice generator you can quickly create random dice, character and percentage values for your table top and RNG game. Easy to integrate and expand for your next game project!



Zeus Unite Dice Generator Manual

<https://zeusunite.stussegames.com>
<https://www.stussegames.com>

Asset Links

<https://assetstore.unity.com/packages/slug/228938>
<https://u3d.as/2TrY>
zeusunite.dice.stusse-games.de
<https://github.com/Zeus-Unite/Zeus-Unite---Dice-Generator>

Table of Content

Zeus Unite – Dice Generator	1
Asset Links	1
Table of Content	2
Introduction of Zeus Unite – Dice Generator	4
Main Features	4
Demo Scene	4
Available on GitHub	4
See our other Unity Editor Solutions:	4
Support Integration	5
Zeus Unite	5
Zeus Unite – Dice Generator Manual	6
Play the Dice Generator	6
Callback System	7
Import the Dice Generator to Unity Project	7
Itch.io Import	7
GitHub Import	7
Asset Store	7
Use Dice Generator in Unity	8
Demo Scene	8
CharRoller.cs	8
PercentageRoller.cs	8
DiceRoller.cs	8
Use Dicer Callback System	8
Final Information	10
Latest Manual	10
Public GitHub Available: Yes	10
Support Integration	10

Zeus Unite - Dice Generator Manual

Zeus Unite	10
Websites	10
Documentation End	11
Last Updated : 31.07.2022	11
Zeus Unite – Dice Generator	11

Zeus Unite - Dice Generator Manual

Introduction of Zeus Unite – Dice Generator

Zeus Unite – Dice Generator is a tabletop dice rolling tool. The asset can be used to play tabletop and RNG games that require dice, percentage rolls and alphabetical random rolls.

The system is open source and comes with a callback system that can be used to incorporate the mechanic into your new or existing project, as it is easy to integrate and should have no compatibility issues with other assets or systems.

The dice generator uses the Unity Engines Random Range method to simulate random numbers, percentage outputs, and random letters.

The callback system rolls for a specified time before processing the random result back.

Main Features

- Randomizer Demo Scene
 - Randomize Dices
 - Randomize Percentage
 - Randomize Alphabetic
- Randomize Callback System
 - Callback Dices
 - Callback Percentage
 - Callback Alphabetic

Demo Scene

The Dice Generator Software is available to Use and Download on Itch.io
The Asset Package can be downloaded on the Unity Asset Store and on Itch.io

[Zeus Unite – Dice Generator by Stusse Games \(itch.io\)](#)

Available on GitHub

Zeus Unite – Dice Generator is also available on GitHub, Open Source.

<https://github.com/Zeus-Unite/Zeus-Unite---Dice-Generator>

See our other Unity Editor Solutions:
(Premium Assets)

[Zeus Unite – Game Core](#)

** Full Game Template with Settings Controller and More

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[Zeus Unite - Item Database](#)

** Manage Thousands of Items and Databases within your Project

[Zeus Unite - Monsters](#)

** Create Enemies and all Sorts of Non Player Characters

(Free Assets)

[Zeus Unite - Enum Editor](#)

** Create Enums of off Objects in the Project or simple by Entering Name

[Zeus Unite - Easy Audio Scene](#)

** Audio Controller with Settings in 1 Minute

[Zeus Unite - Dice Generator](#)

** Generate Random Dice and other Values quickly and easily accessible.

Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

Zeus Unite

Zeus Unite offers Unity Editor Extensions to improve the workflow inside Unity. The studio creates useful Unity editor information and material for free on the [Zeus Unite Website](#).

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Play the Dice Generator

You can download the Zeus Unite – Dice Generator as Executable Software for Windows and Linux on Itch.io or Play it directly inside the Web Browser on Itch.io.

[Zeus Unite – Dice Generator by Stusse Games \(itch.io\)](#)



Once the Game / Software has loaded up, you can Perform the following Actions:

- Roll Character

Will Randomly Select a Character from a Char Array defined inside the CharRoller.cs and Display it in the Field below.

- Roll Percentage

Will Randomly Select a Random Value between 1% and 100% and Display the Result below the Roll Percentage Button..

- Roll the Dice

Based on the defined Amount of Dice and the Selected Range the Generator will Calculate the rolled Value and show the Value of each Dice rolled. The Result will be shown in the Center Display Field.

- Dice Quick Select

Use these to Quick Select certain Dice's. The Outcome will be Displayed in the Center Output Field.

Zeus Unite - Dice Generator Manual

Callback System

The callback randomizer works in the same way, but it opens a new field and randomizes for a specified time until it returns the final result.

This system is mainly used for the asset to couple the randomizer to the existing game logic. See chapter: [Use Dice Generator In Unity](#)

Import the Dice Generator to Unity Project

Itch.io Import

If your download source is Itch.io, you can import the package by selecting from the Unity menu bar: "Assets -> Import Package -> Custom Package".

Select the downloaded package and import it (make sure your source is trusted)

GitHub Import

If you downloaded it from GitHub, place your rep clone in your Unity project and get it. Alternatively, copy all downloaded files from Github to the assets folder of your Unity project.

Asset Store

You can add Zeus Unite – Dice Generator to your library for free in the Unity Asset Store: <https://assetstore.unity.com/packages/slug/228938>

Go to the Package Manager, look for the Dice Generator and Import the Package.

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Use Dice Generator in Unity

Whenever you call the Dicer it will Instantiate itself inside your Project if not Existing. This ensures that whenever you call the Dicer it's available in the Scene.

If you Call "**Dicer.Instance**"

Demo Scene

CharRoller.cs

Access the Char Roller

CharRoller charRoller = new CharRoller();

You can retrieve the Value by

charRoller.rolledValue

PercentageRoller.cs

Access the Percentage Roller

PercentageRoller percentageRoller = new PercentageRoller ();

You can retrieve the Value by

percentageRoller.rolledValue

DiceRoller.cs

Access the Dice Roller

DiceRoller diceRoller = new DiceRoller(int min, int max);

You can retrieve the Value by

diceRoller.rolledValue

The Min Value defines the Minimum Value of the Dice.

The Max Value defines the Maximum Value of the Dice.

Use Dicer Callback System

The Dicer.cs offers Callback Functions that run over Time to Generate a more realistic Random Value. This System Works with Dice, Percentage and Alphabetic Random Values.

The DiceCallbackDemo.cs found in ZeusUnite – Dicer – Demo – Scripts

Contains the following Callback Methods to Call the Dicer and Create Random Values:

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```
[SerializeField] TextMeshProUGUI resultText = null;

public void StartDiceRoll(int range)
{
    Dicer.Instance.OpenDicePanel(callback => SetResult(callback), range);
}

public void StartPercentageRoll()
{
    Dicer.Instance.OpenPercentagePanel(callback => SetResult(callback));
}

public void StartAlphabeticRoll()
{
    Dicer.Instance.OpenAlphabeticPanel(callback => SetResult(callback));
}

public void SetResult(DiceRoller dice)
{
    resultText.text = dice.rolledValue.ToString();
}

public void SetResult(PercentageRoller dice)
{
    resultText.text = dice.rolledValue.ToString() + " %";
}

public void SetResult(CharRoller dice)
{
    resultText.text = dice.rolledValue.ToString();
}
```


You can Use the Dicer.Instance.Open"Method" to Integrate the System inside your Project.

Zeus Unite - Dice Generator Manual

Final Information

Latest Manual

Check the Zeus Unite Online Manual for the most recent Version and detailed Information::

 Zeus Unite – Dice Generator

Public GitHub Available: Yes

<https://github.com/Zeus-Unite/Zeus-Unite---Dice-Generator>

Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

Zeus Unite

Zeus Unite offers Unity Editor Extensions around Databases. The studio creates useful Unity editor information and material for free on the [Zeus Unite Website](#).

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

Websites

Our Website contains a lot of useful information about Unity and Game Design and Documents around the Item Database Management System

[Zeus Unite – Item Database](#)

[Zeus Unite – Game Core](#)

[Zeus Unite – Monsters](#)

[Zeus Unite – Enum Editor](#)

[Zeus Unite – Easy Audio Scene](#)

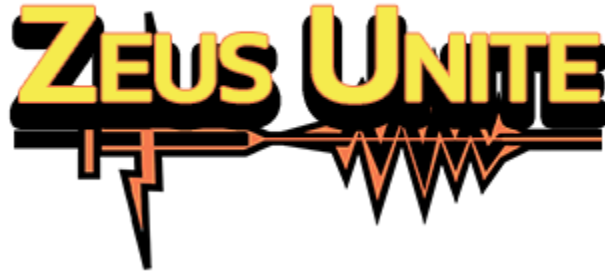
[Zeus Unite – Dice Generator](#)

[Asset Store Publisher Link](#)

[Steam Link](#)

[Itchio Link](#)

Documentation End



<https://zeusunite.stussegames.com>
<https://www.stussegames.com>

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