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## Installation

Download the .zip archive with the script from ScriptFodder. Unzip it and put the “gamble” folder into “addons” folder on your Garry’s Mod server. Then put “gmsv\_drm\_linux.dll” (for Linux servers) or “gmsv\_drm\_win32.dll” (for Windows servers) to the “/PATH\_TO\_YOUR\_SERVER/garrysmoD/lua/bin” (create the “bin” folder if it doesn’t exist) directory.

## Configuration

To configure the script, open the script menu (“!gamble” chat command) and navigate to the Admin Menu section (it will only appear if you are in a “superadmin” group). If you want to disable some exchange option, set exchange rate to 0 and it will disappear from the profile.

## API

If you are a developer, you can use our API to create your own scripts/games for the Gamble addon.

### Functions

#### 1) Player:Gamble\_CheckData()

Side: [server](#)

Arguments:

- Player (entity)

Returns: nothing

Description: loads/refreshes the player data and/or creates a new record if needed.

#### 2) Player:Gamble\_GetCredits()

Side: [server](#)

Arguments:

- Player (entity)

Returns:

- number

Description: receives amount of player's credits.

### 3) Player:Gamble\_CanAfford(value)

Side: [server](#)

Arguments:

- Player (entity)
- value (number)

Returns:

- bool

Description: checks if player has the given amount of money.

### 4) Player:Gamble\_SetCredits(amount)

Side: [server](#)

Arguments:

- Player (entity)
- amount (number)

Returns: nothing

Description: sets the given amount of credits for the player.

### 5) Player:Gamble\_AddCredits(amount)

Side: [server](#)

Arguments:

- Player (entity)
- Amount (number)

Returns:

- nothing

Description: adds the given amount of credits for the player.

### 6) GAMBLE.GetCreditsSteamID64(steamid64)

Side: [server](#)

Arguments:

- steamid64 (number)

Returns:

- number

Description: receives amount of player's credits (by steamid64).

7) GAMBLE.SetCreditsSteamID64(steamid64, amount)

Side: [server](#)

Arguments:

- steamid64 (number)
- amount (number)

Returns: nothing

Description: sets the given amount of credits for the player (by steamid64).

8) GAMBLE.AddCreditsSteamID64(steamid64, amount)

Side: [server](#)

Arguments:

- steamid64 (number)
- amount (number)

Returns: nothing

Description: adds the given amount of credits for the player (by steamid64).

9) GAMBLE.GetTotalWins(steamid64)

Side: [server](#)

Arguments:

- steamid64 (number)

Returns:

- number

Description: gets the total amount of profit for the player (by steamid64).

10) GAMBLE.SetTotalWins(steamid64, amount)

Side: [server](#)

Arguments:

- steamid64 (number)
- amount (number)

Returns: nothing

Description: sets the total amount of profit for the player (by steamid64).

11) GAMBLE.AddTotalWins(steamid64, amount)

Side: **server**

Arguments:

- steamid64 (number)
- amount (number)

Returns: nothing

Description: adds the the value to the total amount of profit for the player (by steamid64).

12) GAMBLE.GetPlayerData(steamid64)

Side: **server**

Arguments:

- steamid64 (number)

Returns: table

Description: gets the data for the player (by steamid64).

13) GAMBLE.GetCredits()

Side: **client**

Arguments: no arguments.

Returns:

- number

Description: receives the amount of credits for the local player.

14) GAMBLE.CanAfford(value)

Side: **client**

Arguments:

- value (number)

Returns:

- bool

Description: check if the local player has the given amount of credits.

## Creating new games

To create new games, check out the base file `lua/gamble/core/games/sh_base.lua`. Also, you can see the game examples in `lua/gamble/games` folder.