



# Roulette Game

## Find Number Function

Our game is made also for clients that need to connect a server into the game. The server number can be given to the game by going into the script "BallManager" in there look for this function, then you can replace it for example FindNumber(26, true); This will tell the game to look for number 26 and true means european, false means american. For a double zero please add -1 instead

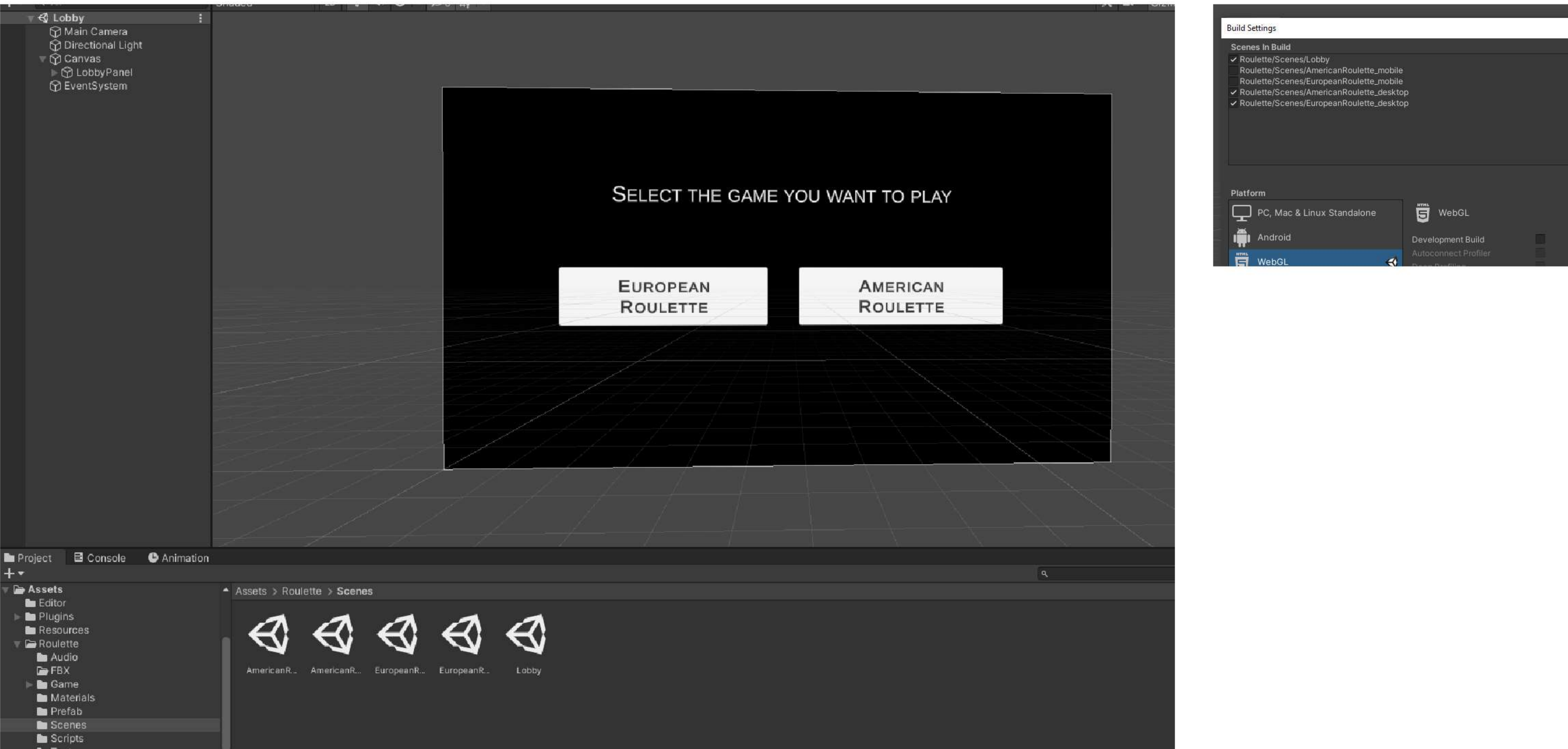
```
    spinning = true;
    trigger_animateBall = true;
}

public void FindNumber(int result, bool isEuropean)
{
    result = result == -1 && !isEuropean ? 37 : result;
    Target = wheel.resultCheckerObject[result].transform;
    res = result;
    DOTween.To(() => angularSpeed, x => angularSpeed = x, 1.5f, 5).OnComplete(() =>
    {
        stopping = true;
    });
}

private bool bouncing = false;
```

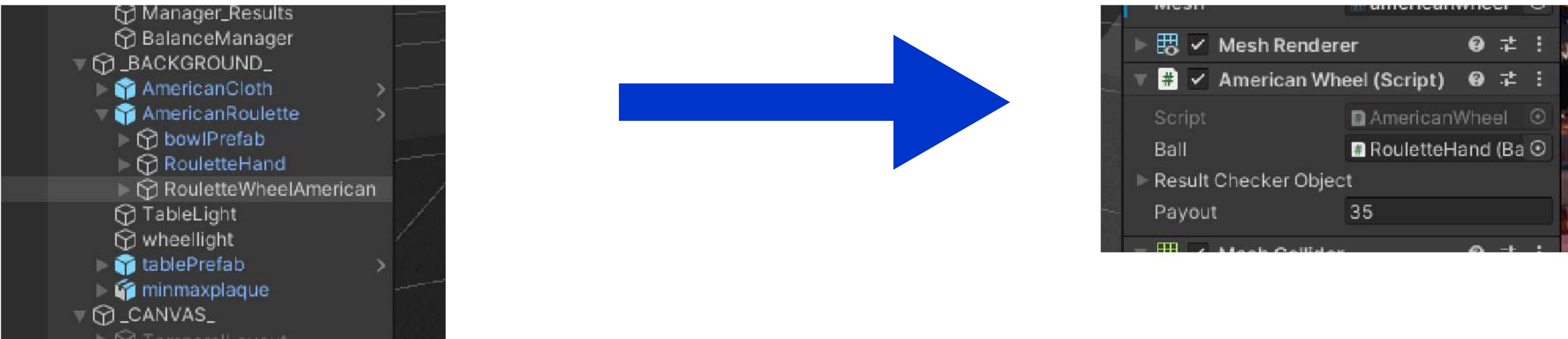
## Lobby

To add the lobby you can just pick it inside build settings. Choose The Eropean or American versions either for mobile or Desktop versions. If you dont want it just unclick it.



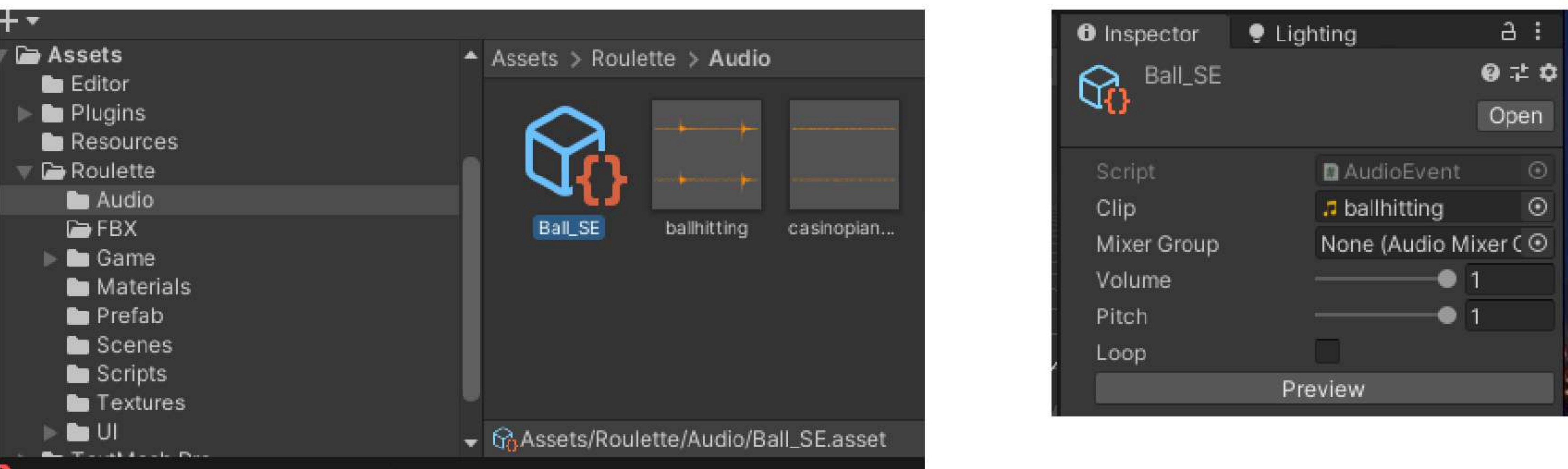
## Changing the Odds

To change the odds of each version of the Roulette tables, please access the Roulette object and then in inspector change the payout, this will change all the payouts of the rest of the bets.



## Sound Volume

To change the volume of the sounds included, please go to folder "Audio" and grab the ".asset" file you want to change the volume to. In inspector you will see a Volume and Pitch Bar were you can change the values of the sound.



## Thank you!

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