



Christopher Kasl <christopher.kasl@gmail.com>

Question RE SlotMachine

6 messages

Christopher Kasl <christopher.kasl@gmail.com> Thu, Aug 17, 2017 at 7:21 PM

To: info@slotmachinescript.com

Cc: Daniel Harbatkin <daniel@piddlepops.com>

Hello,

I'm attempting to integrate the slot machine--without a database component--into an MVC application using Microsoft Visual Studio. I've noticed that the slot machine will only work if placed within a .php file and will not work if placed within an .html file.

Is it possible to integrate the slot machine into an existing .html View in a .Net application? I'm experiencing tremendous grief in my efforts to do so. The main objective is to have the slot machine cycle through images and stop at hardcoded and predetermined images. No bets, no credits, no scores are needed.

Also, your website mentions your services for hire; what would the fee be to implement the slot machine in an MVC application?

Thank you, in advance, for your response.

Chris

Daniel Magliola <daniel@luckscript.com> Fri, Aug 18, 2017 at 6:23 AM

To: Christopher Kasl <christopher.kasl@gmail.com>

Cc: info@slotmachinescript.com, Daniel Harbatkin <daniel@piddlepops.com>

Hello Kasl,

Yeah, the slots are now only designed to work with PHP. However, if you want to always show the same result, then you don't really need the backend. This is what I would do:

- 1) Start from the client-side package. Ignore the server-side one, it'll get in the way more than it'll help.
- 2) From index.php, remove all the PHP, and just copy all the HTML into your site. There are several sections of PHP:
  - The section at the top defines several variables. For each of these, search where they are being output, and simply replace them with the value you want (credits, maxBet, minBet, numIconsPerReel, etc)
  - There's a section that defines the prizes the user can win. This is only used to render the prizes table. You have 2 options here: You can either manually add the code for the prizes table, or, since your reels will only land in the same position, you may not even need a prizes table, up to you. If you want one, you can easily copy the code for it from here: <http://slotmachinescript.com> (view Page Source). Please note that that page is a bit special, because i'm showing multiple slot machine at once. The prizes table is repeated several times. Search for "prizes\_list\_slot\_machine", and make sure you only copy one of them.
  - Finally, comes the part of deciding which reels positions, or prize to show. If you look at slots/spin.php, you'll see it has a hard-coded answer. You want to emulate that, without having to have PHP.
  - The easiest way is to just rename "spin.php" to "spin.json", or something like that, and query that instead from the client. Then, inside, you harcode a JSON object similar to the one PHP is generating. For example, replace:
    - echo json\_encode(array('success' => true, 'reels' => array(1, 2.5, 3), 'prize' => null, 'credits' => 9, 'dayWinnings' => 10, 'lifetimeWinnings' => 500));with
    - { success: true, reels: [1,2.5,3], prize: null, credits: 9, dayWinnings: 10, lifetimeWinnings: 500 }
  - Another way is to simply "hijack" the JS where it would normally make an AJAX call, and change it so it already has the result right there. Basically, hard-code that same JSON object, inside slots.js. Basically, replace the whole "\$.ajax(" block in function "spin" with simply setting a var data to the JSON obejct, and then having the code that right now is inside the "success" function of the AJAX call.

I hope that makes sense. If not, I can do this for you, and give you a HTML and JS files, modified to work without a server or PHP, but i'll need you to give me a few more details about what you're doing. Will you want a prizes table or not? What prizes would you like to show? What's the combination that you get every time? Do you care about the user's "credits" when spinning?

Doing this would cost \$200.

Finally, I'd like to know, if you don't mind, what are you using the slots for?  
I'm starting to collect information from my customers, to understand them better and guide the development path for the future (for example, i'm planning to offer a "client-side only" slot machine in the near future.

Thank you!  
Daniel Magliola

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Daniel Magliola  
HTML5 Games Developer  
LuckScript.com

Daniel Harbatkin <daniel@piddlepops.com>Fri, Aug 18, 2017 at 9:26 AM

To: Daniel Magliola <daniel@luckscript.com>

Cc: Christopher Kasl <christopher.kasl@gmail.com>, info@slotmachinescript.com, Mike Massa <mike@piddlepops.com>

Thank you very much for this information Daniel. Ill wait for Chris to respond on the PHP side, but id love to fill you in on more information on the front end.

We are basically looking to use the slot machine to display one of 12 different matching variables. It is fine to work as a continuous cycle if need be. Are you available to jump on a call and I can further provide information regarding our usage of the slot machine.

If we would need your assistance regarding the HTML and JS files modified to work without the server or PHP, what is the timeline for delivery. We can setup payment today.

Will you want a prizes table or not? **If the prize table allows for the input of variables then yes.** What prizes would you like to show? **It will be 12 combinations of photos we will provide.** What's the combination that you get every time? **the same person in the 3 or 4 different photos.** Do you care about the user's "credits" when spinning? **No credits are not necessary.**

Thank you,

Daniel

**Daniel Harbatkin**  
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Daniel Magliola <daniel@luckscript.com>Fri, Aug 18, 2017 at 3:25 PM

To: Daniel Harbatkin <daniel@piddlepops.com>

Cc: Christopher Kasl <christopher.kasl@gmail.com>, info@slotmachinescript.com, Mike Massa <mike@piddlepops.com>

Hi Daniel,

I've been looking into this, and because of the tight deadline, my previous projects that I already need to deliver, and the fact that, while I used to be pretty good at C#, I haven't really touched it in about 5 years, I don't think i'll be able to promise to get this done on time, unfortunately.

However, I'll be more than happy to guide Christopher in doing this, with pointers on how to do the bits that we discussed on the phone.

Basically, as I mentioned on my previous email, you should use only the client-side package, and make the modifications to index.php specified there.

Then, on the server-side, you need to reply to the client with what prize was won, and what position the reels fall in. I believe it'll be easier if you don't have a prizes table here, since based on your description, if you're going to have 3 photos of a movie star as the winning position, it's fairly clear what the prize was.

To do this, the server should have a list of all the possible prizes ,and their reel positions, and the URL to send people to. You can store these in a database, or hard-code them in the code, it's a trade-off between coding it quickly at first, vs being able to change them easily.

When someone spins, the server should store in a database somewhere every time someone spins, which prize was given to them, so you can take the last one that was shown, and based on that one, know what's the "next one". In those spins logged, you'll also log who did the spin, to keep track of usernames as you mentioned.

The server needs to respond with a JSON object. The format of that is explained extensively in the documentation. If you have any issues getting that to work, don't hesitate to let me know.  
In addition to the usual fields explained in the documentation, you'll also need to send down the redirect URL.

Finally, you'll need to make a small modification on the JS client to, after showing the prize, redirect the player to the URL. You can either create some UI that shows a dialog with a button, and hook the click event of that button to redirect... Or just wait a few seconds after showing the result, and then redirect the user automatically to the other page.

Hope that helps!

Sorry again I won't be able to do it, but i'd rather not overpromise and then fail to meet the deadline.

Thank you,  
Daniel

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**Christopher Kasl** <christopher.kasl@gmail.com>  
To: Daniel Magliola <daniel@luckscript.com>  
Cc: Daniel Harbatkin <daniel@piddlepops.com>, info@slotmachinescript.com, Mike Massa <mike@piddlepops.com>

Mon, Aug 21, 2017 at 10:57 PM

Hi Daniel,

Thank you for your tips and recommendations. My short term goal over the next few days is to get the slot machine to appear on Index2.cshtml (that is the second page of our application). I've set up a database using SQL Server, wrote stored procedures (Insert, Update, SelectAll, SelectById, DeleteById, DeleteByName, and others), set up the Domain.cs, set up the Models, and last but not least, wrote the Service layer. Since these procs and classes have nothing to do with the slot machine, I thought I would ask you if we can avoid writing any C# code for the slot machine entirely?

The slot machine will only spin and stop; reel number 2 and reel number 3 will need to always match reel number 1. Do you know of an easy javascript function that can do that?

We just want the slot machine to spin a few pictures: no prizes, no credits. I have included a link to my GitHub repo to make it easier to take a look.

<https://github.com/stonecastle/SlotMachineMovieMania/tree/master/TestDirecTV>

--->Check out "Views">"Home">"Index2"

Please let me know when you might have some time to talk and share ideas. I hear you're living in London (are you a Chelsea fan? Or Arsenal? Marcos Alonso made a couple Golasos yesterday against Tottenham).

Talk soon.

Chris  
[310.801.2314](tel:310.801.2314)  
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**Daniel Magliola** <daniel@luckscript.com>  
To: Christopher Kasl <christopher.kasl@gmail.com>  
Cc: Daniel Harbatkin <daniel@piddlepops.com>, info@slotmachinescript.com, Mike Massa <mike@piddlepops.com>

Tue, Aug 22, 2017 at 3:37 AM

Since these procs and classes have nothing to do with the slot machine, I thought I would ask you if we can avoid writing any C# code for the slot machine entirely?

For the most part, yes.  
You need some logic \*somewhere\* to pick what the prize will be, and what the position of the reels will be. This can be either in JS land, or in C# land.

From Daniel's description, I gather that you need to have each spin show people the "next" prize. If you're going to do that without reloading the page, then JS will be fine. However, if you reload, JS will lose track of where it's at. I guess if it's always on the same browser, you could store it in cookies or "localStorage", and then you can avoid C# entirely.

Check out the first email I sent, where you've got pretty detailed instructions on how to do the "adapting the slots to not need a server".  
Then, in the Spin function in JS, where right now it's calling the server, you'll need to call another JS function that returns a JSON object with the prize and reels information.

The documentation of the client-side package describes the format of that JSON object quite extensively.

Try that, and let me know if you have any other questions.

Please let me know when you might have some time to talk and share ideas. I hear you're living in London (are you a Chelsea fan? Or Arsenal? Marcos Alonso made a couple Golasos yesterday against Tottenham).

Not big fan of sports, i'm afraid. I'm pretty much the stereotypical nerd in that regard. Also, since i'm not originally from UK, I don't even know the football clubs here :-D

Daniel  
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