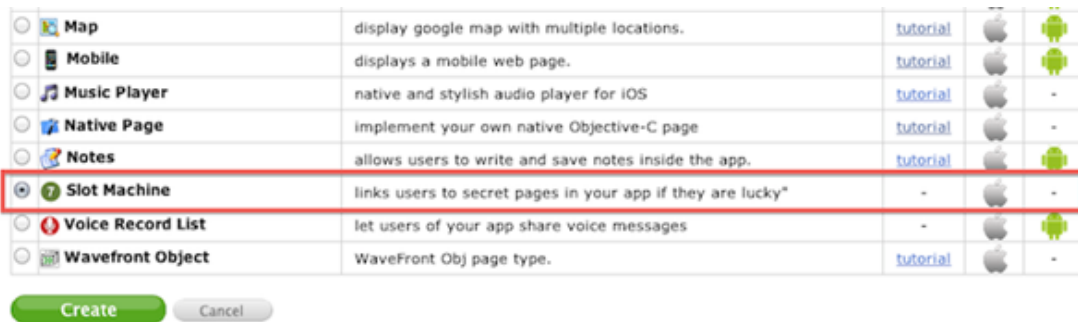


Slot Machine Page

It's difficult to resist spinning just a few times...and then a few times more...Now you can make your own Slot Machine Page with customized pictures, cool sounds and access to secrets page as a winning payout.

In order to add a new *Slot Machine Page* to your app, go to Edit Pages menu then click the "+" (Add New Page) button. From the list of the page types available select the *Slot Machine* and click the "Create" button.



Once the page is added, you are able to proceed with editing it.



On the right side we have a list of fields , each needs to be filled up.

7 slot_machine.html

This is a Slot Machine page. To convert this page to a different type click [Convert](#).

To change PAGE STYLE click [click here](#).

1 Save Done 2

Spin button up to 200 px high: spin.png 3

Rotation time: 0 s

Sounds:

Spin button: button.wav 3

Rotation: components.wav

Slot stop: stopcomponent.wav

Win sound: win.wav

Lose sound: loser.wav

4 To add a new cell select a slot and click "+" button in the lower left corner of the list below. 5

To delete a cell select it and click "-" button.

Slot cells:

Slot #1	Slot #2	Slot #3
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6

6 Change value, type of value and action for above selected cell. 7

Cell Properties:

Value type: Image up to 70 x 40 pixels

Value: cherry.png

Action:

8

1) Set up an image (from any directory) for the spin button. (it has to be no more than 200px high);

2) Set up how many seconds will the slots rotate;

3) Add quality .wav sounds for each 5 actions.

4) There are 3 slots by default and cannot be changed;

5) Set up a number of cells for each slot;

6) Choose value type for each cell: image or text;

7) If the cell type is an image then upload a picture from the directory. If it is a text type, then write a name which will appear on the cell in the App Page on the device;

8) Type an action (or leave blank) for each cell. When pressing on a cell in the Applications Page on the device, the user will be automatically redirected to the action which was set up. The action can be any page from resource manger.

9) Set up the winning combinations. You can add an unlimited number of combinations.

10) Set up the action which will take place when a winning combination will take place. You can set any type of page from resource manager.

After all the fields were completed, open the page on the device Application.



Press the Spin button to begin playing. Once the winning combination takes place, the user will be redirected to the page which was indicated in the action field.