

Impulses should come from a menu system for deciding which car to bet on. Remember your menu choices will need to include a Set Value Event set to decrease the primary score by the amount of each bet. For a tutorial on setting up a menu, click on this box and follow the link.

Car One

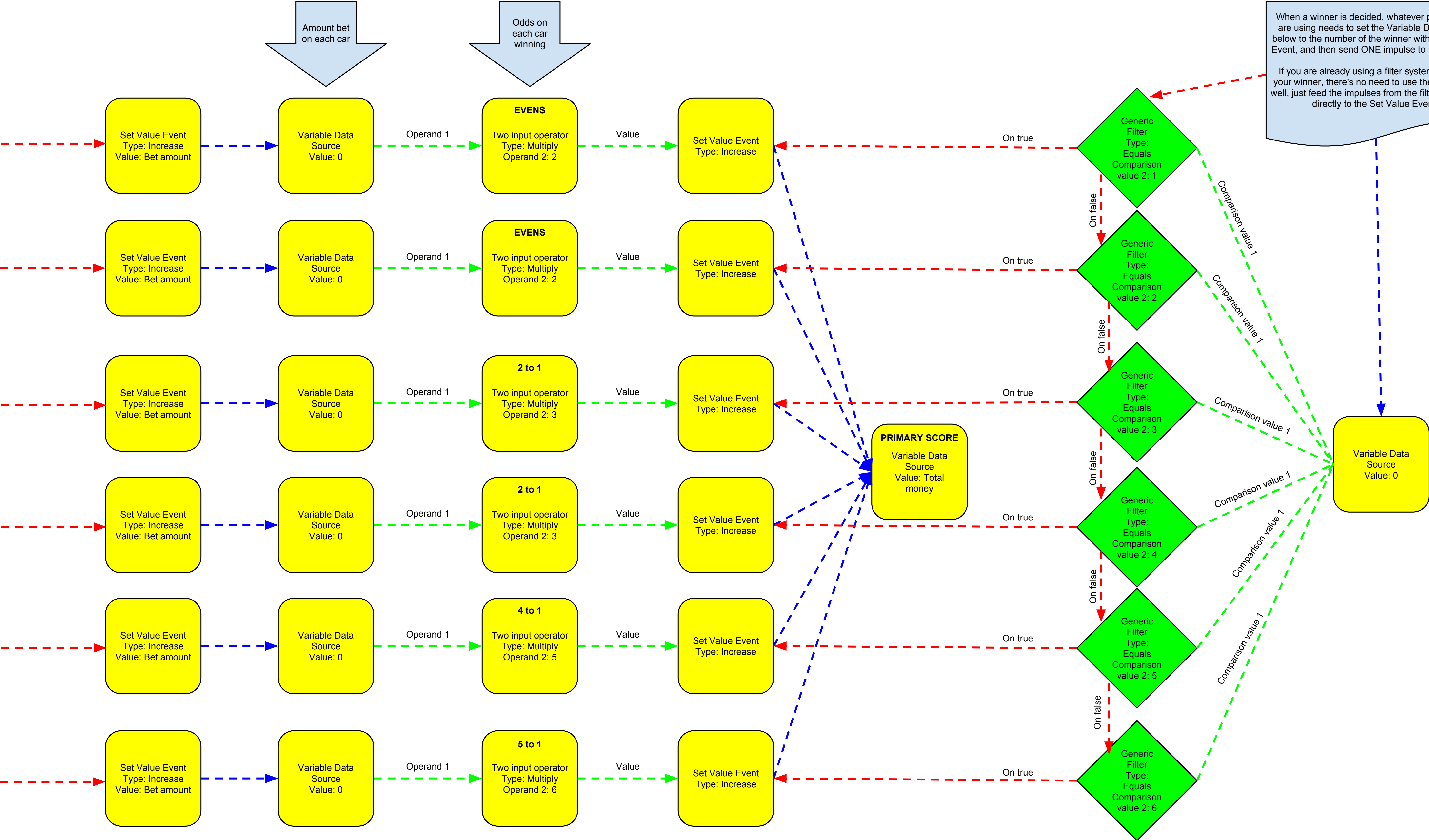
Car Two

Car Three

Car Four

Car Five

Car Six



When a winner is decided, whatever process you are using needs to set the Variable Data Source below to the number of the winner with a Set Value Event, and then send ONE impulse to the first filter.

If you are already using a filter system to decide your winner, there's no need to use these filters as well, just feed the impulses from the filters you have directly to the Set Value Events