

Script Creadunet Version 3

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3- MODULES

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3-d Modules Games

To activate games on the games page, you have to add them to the menu, in the file /mods/jeux/jeuxActifs.php

For example:

```
$ MenuJeu [0] = _t ("Grattage");  
$ MenuJeu [1] = _t ("Grille à Cadeaux");
```

This allows to display the 2 games delivered with the scripts.

If you add games, just add them to this menu, so that they appear on your site.

Be careful, the \$menuJeu [2] to \$menuJeu [4] are reserved for the 3 manageable games in admin (Lottery - Even/Odd and Magic Number.

- [Gifts' Grid](#)
- [Scratch tickets](#)

3-e Module Payments Systems

Activate / deactivate / Add / Delete payment systems from admin: Configuration.
The script comes with 4 pre-installed payment systems.

- [Bitcoin, Litecoin...](#)
- [HipayWallet](#)
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3-f Module GeolP

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4- TEMPLATE

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