

Number Lottery Director User Guide



SoftRM http://www.softrm.com

Contents

1 Introduction
1.1 System Requirement1
1.2 Shortcut Keys1
1.2.1 Additional Drawing Key 2
1.3 Continue Uncompleted Lottery
1.4 Speed of Rolling
1.5 Determination of Duplicate Numbers 4
2 Lottery and Scene
2.1 Lottery
2.1.1 Music for Drawing Winner 6
2.2 Scene
2.2.1 Scene with Winners 6
2.2.2 Scene without Winners 6
2.2.3 Scene Order 6
2.2.4 Drawing Number Group
2.2.5 Winner Quantity and Draw Quantity7
2.2.6 Title, Subtitle and Bottom Text
2.2.7 Back Picture
2.2.8 Back Music
3 Number Management
3.1 Add Numbers to Number Group10
3.1.1 Import Numbers from Txt File
3.1.2 Import Numbers from Excel File11
3.2 Delete Numbers 12
3.3 Batch Create Numbers12
4 Layout
4.1 Scene Layout
4.2 Adjust Column Spacing when Multiple Columns15
4.3 Adjust Spacing between Rows 16

5 FAQ
5.1 How to Change Font, Size and Color of Numbers
5.2 How to Change Position of Title, Subtitle, Bottom Text and Progress Text 18
5.3 How to Change Font and Color of Title, Subtitle, Bottom Text and Progress Tex
5.4 How to Show Number Name when Running Lottery
5.5 How to Mask Part of the Winning Numbers
5.6 How to Show No. when Running Lottery 20
5.7 How to Move Data from One Computer to Another Computer
5.8 How to Show Winner Numbers Already Drawn in the Scene 21
5.9 How to Show Winner Numbers Already Drawn in the Lottery 21
5.10 How to Deal with the Absence of Winners
5.11 How to Temporarily Add Scene 22
6 Contact SoftRM 23

1 Introduction

With Number Lottery Director you can create and manage your own lottery in a party, a meeting or a celebration. One or more number (text) can be drawn once; one number (text) can only be drawn once in a lottery. You can continue an uncompleted lottery if it is terminated unexpectedly.

1.1 System Requirement

OS requirement: Windows XP/Vista/7/8/10.

Hardware requirement: 256M RAM or above, 100M disk space or above.

1.2 Shortcut Keys

You can hide the default scene buttons when running the lottery, you can use pre-defined shortcut keys to control the lottery. Open the 'Options' window and tick off the checkbox.

Options	×							
General Space Between Columns Space Between Rows Sha	dow of Text Additional Key							
Scene Buttons Image: Scene Buttons in Scene NOTE: You can use below shortcut keys after you hide buttons. SCENCE: ENERGY Scene Bare relations for the scene bare relations for the scene bare relations.								
ALT +X Key: Exit the lottery ALT +X Key: Show/Hide winner numbers already drawn in current scene ALT +N Key: Show/Hide winner numbers already drawn in all scenes ALT +X Key: Speed up when show winners (in window opened with Alt + A or Alt + W) ALT +D Key: Speed down when show winners (in window opened with Alt + A or Alt + W) ALT +D Key: Speed down when show winners (in window opened with Alt + A or Alt + W) ALT +B Key: Absence management (available when all winners are drawn in scene) ALT +E Key: Print current winners ALT +P Key: Pause/Resume music								
Speed of Rolling	Animation							
Slow Fast	Winners" Text							
Back Picture								
Full Screen Stretch Original Size								
	QK <u>C</u> ancel							

Pre-defined shortcut keys are listed in below table:

Shortcut key	Description
Enter, Space	Start rolling number/Draw winners
Alt + X	Exit the running lottery
Alt + N	Go to next scene
Alt + W	Show/Hide winner numbers already drawn in current scene
Alt + A	Show/Hide winner numbers already drawn in all scenes
Alt + U	Speed up when show winners (in window opened with Alt + A or Alt
	+ W)
Alt + D	Speed down when show winners (in window opened with Alt + A or
	Alt + W)
Alt + B	Absence management (available when all winners are drawn in
	scene)
Alt + E	Print current winners
Alt + T	Print winners already drawn in the scene
Alt + P	Pause/Resume music

1.2.1 Additional Drawing Key

Space and Enter are default drawing keys, you can enable additional drawing key.

Noptions	×
General Space Between Columns Space Between Rows Shadow of Text Additional Key	
Space and Enter are default drawing keys, you can enable additional drawing key.	
Key Page Down	
Enable Drawing with Left Button	

1.3 Continue Uncompleted Lottery

If a lottery is terminated unexpectedly, you can continue it and the software will read all winners already drawn before from the database. To continue an uncompleted lottery please click 'Continue' botton, do not click 'Run' button.

12 Number Lottery Director									
Lottery	<u>S</u> cene	e <u>N</u> un	nber <u>T</u> oo	ls <u>H</u> el	р				
12	×			Q					
New D	elete	Run	Continue	Preview	New	Delete	Move Up	Move	
Lottery Proj	ject		Ф						
🛨 🧏 Dem	o Lotter	y		Lotter	y Name	Demo Lott	ery		
						-Music for	Drawing) Winner	
						None	🔘 Bu	ilt In	
						Custo	m		

1.4 Speed of Rolling

You can change rolling speed in the 'Options' window.

Notions	×
General Space Between Columns Space Between Rows Share	dow of Text Additional Key
Scene Buttons	
Hide Buttons in Scene	
NOTE: You can use below shortcut keys after you hide buttor	ns.
ALT +X Key: Exit the lottery	
ALT HV Key: Show/Hide winner numbers already drawn in cur ALT HV Key: Show/Hide winner numbers already drawn in cur	rrent scene
ALT +A Key: Snow/Hide winner numbers arready drawn in airs ALT +U Key: Speed up when show winners (in window opened	with Alt + A or Alt + W)
ALT+D Key: Speed down when show winners (in window oper ALT+B Key: Absence management (available when all winners	ned with Alt + A or Alt + W) s are drawn in scene)
ALT +E Key: Print current winners ALT +T Key ALT +P Key: Pause/Resume music	: Print winners already drawn in scene
Speed of Rolling	Animation
	Enable Animation Before Winners Shown
	"Winners" Taxt Chinese Mammon
Slow Fast	Winners Text
Back Picture	
I Full Screen Stretch Original Size	
	<u>Q</u> K <u>C</u> ancel

1.5 Determination of Duplicate Numbers

Number Lottery Director only allow a number be drawn once when running lottery. Number Lottery Director will draw winners randomly from number group exclude numbers already drawn.

There are 2 columns in grid in 'Number Management' window: 'Number' and 'Number Name'. Data in column 'Number' is the identifier of a record, if 2 records have same data in column 'Number', they will be treat as duplicate numbers. Please make sure that the data in column 'Number' in all records are different.

1	Number Management	-						x
Г		I		_				_
I.	Group Name	Number Quantity	Description		Number	Number Name		^
I.	Demo	501			852-789-0000			
L.					852-789-0001			
					852-789-0002			
					852-789-0003			
					852-789-0004			
L.					852-789-0005			
					852-789-0006			
					852-789-0007			
					852-789-0008			
L					852-789-0009			
L					852-789-0010			
					852-789-0011			
					852-789-0012			
L					852-789-0013			
L					852-789-0014			
L					852-789-0015			
					852-789-0016			
					852-789-0017			-
L					032-703-0017			
L	Number Group			Nur	nber			
L	Name Demo			Nu	mber 852-789-0000			
L								
	Description			N	lame			
								- 1
					Save			- 1
								- 1
								- 1
	🖳 Save							- 1
	New Group	oup <u>B</u> atch	Create	Ad	d Number Delete Number Import	▼ Delete Dyplicate	Glose	

2 Lottery and Scene

Lottery consists of one or more scenes. There are 2 type scenes in Number Lottery Director:

- Scene with winners
- Scene without winners

Scene with Winners

Winners will be drawn in the scene. A lottery should contain at least one scene with winners, otherwise the lottery has no sense.

A lottery often contain several prize, a prize can has one scene or several scenes in Number Lottery Director. If a prize only has one scene, then all winners of prize will be drawn from this scene. If a prize has 2 or more scene, then the winners of prize can be drawn from different number groups because a scene can only set a number group.

Scene without Winners

Scene without winners is used to display back picture or play back music, you can design a start cover and an end cover of a lottery with such scenes.

A lottery can contains up to 99 scenes.

12	128 Number Lottery Director									
:	<u>L</u> otter	y <u>S</u> cen	e <u>N</u> ur	nber	<u>T</u> ool	s <u>H</u> elp)			
	12	×				Q	-			
	New	Delete	Run	Contin	ue F	Preview	New	Delete	Move Up	Move Down
L	ottery P	roject		_	д				-	
E	3 <mark>1</mark> 28 D	emo Lotte	ry	3		Lottery	Name	Demo Lott	ery	
		(01)Thir	d Prize					-Music for	Drawing	Winner
		(02)Sec (03)Firs	t Prize	3				None	🖲 Bu	ilt In
								Custo	m	
I	Lottery	·	Scene							
						Desc	ription	This demo	lottery v	vill help y

2.1 Lottery

'Lottery name' is an identifier of a lottery.

2.1.1 Music for Drawing Winner

A music file can be played when winners are drawn, 6 music files are embedded in Number Lottery Director, and you can choose one of them or select a music file (MP3, WMA, WAV, MP4, M4A, AC3, OGG, FLAC, AAC, AU, VOC and M3U) from disk.

Lottery Name	Demo Lottery		
1	Music for Drawing Winner		
	None Built In	Music1	▼ Play
	Custom		Browse
Description			/
Description	This demo lottery will help y	ou understand the the structure of a lottery and the use of each item	
	📙 Save		

2.2 Scene

There are 2 type scenes in Number Lottery Director: scene with winners and scene without winners. The default type of a new created scene is scene with winners. Scene without winners is used to display back picture or play back music.

You can set different Title, Subtitle, Bottom Text, Back Picture and Back Music to each scene.

2.2.1 Scene with Winners

A lottery must contain at least one scene with winners, otherwise the lottery has no sense.

2.2.2 Scene without Winners

Scene without winners is optional for a lottery, it is used to display back picture or play back music. Tick off the checkbox to set the scene without winners.

C	No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)							
Scene Name	Third Prize	Serial	01					
Title	Demo Lottery	Font	Color	Description				

2.2.3 Scene Order

When running a lottery, it always starts from the first scene, then the second scene, until

the last scene of the lottery. You can change the scene order with below toolbar buttons.



2.2.4 Drawing Number Group

Number group is a collection of some numbers (text), you can create many number groups in Number Lottery Director, each scene with winners must be set a number group, and the winners of this scene will be drawn from the set number group. 2 scenes may be set the same number group or different number groups. The number records with same data in 'Number' column will be treating as the same number; the same number record will only be drawn once.



Scene Name	First Prize				Serial	03
Title	Demo Lottery	Font	Color	1	Description	
Subtitle	First Prize	Font	Color			
Bottom Text	Set different fore color for winners	Font	Color			
Number Group	Demo		Select		Columns	
		East	Calaa	-		Show Name
Winner Quantity	1	Font	Color			Play Drum Sound When Rolling Numbers
Back Picture			Browse			📝 Loop Play Back Music
Back Music			Browse			Show No. #:
From Position	0 Replace Number (Text) With	h				
	Draw Settings					
	Oraw All Winners Once					
	Quantity of Winners Every Draw	w 1	▲ Sho	w Progres	s Fi	ont Color

2.2.5 Winner Quantity and Draw Quantity

'Winner Quantity' is the total winners set to the scene, 'Draw Quantity' is the winner quantity of every draw in the scene, for example if winner quantity set to 10 and draw quantity set to 2, then 2 winners will be drawn each time, all 10 winners of this scene will be divided to 5 times draw.

	First Drive				0.2
Scene Name	First Prize			Serial	03
Title	Demo Lottery	Font	Color	Description	
Subtitle	First Prize	Font	Color		
Bottom Text	Set different fore color for winners	Font	Color		
Number Group	Demo		Select	Columns	1
(Calar	7	Show Name
Winner Quantity	1	Font	Color	3	🕼 Play Drum Sound When Rolling Numbers
Back Picture			Browse		Loop Play Back Music
Back Music			Browse		Show No. #:
From Position	0 🚔 Replace Number (Text) With	ו			
1	Draw Settings				,
	Oraw All Winners Once				
	Quantity of Winners Every Drav	v 1	↓ Sho	w Progress	Font Color

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

2.2.6 Title, Subtitle and Bottom Text

Title, Subtitle and Bottom Text are text displayed on the back of scene. With 'Font' button and 'Color' button you can change the font and color of text.

	🗓 No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)							
Scene Name	First Prize			Serial	03			
Title	Demo Lottery	Font	Color	Description				
Subtitle	First Prize	Font	Color					
Bottom Text	Set different fore color for winners	Font	Color	Columos	1			
Number Group	Demo		Select	Columns	L Chaw Name			
Winner Quantity	1	Font	Color		Play Drum Sou	nd When Rolling Numbers		
Back Picture			Browse		🔽 Loop Play Back	Music		
Back Music			Browse		Show No.	#:	•	
From Position	0 Replace Number (Text) With							
	Draw Settings							
	Oraw All Winners Once							
	Quantity of Winners Every Draw	1	Sho	w Progress	ont Color]		

2.2.7 Back Picture

You can set a back picture (BMP, JPG) for each scene. Number Lottery Director will stretch the back picture to full screen be default, if you want to reserve the original size of back picture, you can change the setting in the 'Options' window.

Noptions								
General Space Between Columns Space Between Rows Sha	dow of Text Additional Key							
Scene Buttons								
✓ Hide Buttons in Scene								
NOTE: You can use below shortcut keys after you hide butto SPACE. ENTER: Start rolling number/Draw winners	ns.							
ALT+X Key: Exit the lottery ALT+N Key: Go to pext scepe								
ALT +W Key: Show/Hide winner numbers already drawn in cu ALT +A Key: Show/Hide winner numbers already drawn in all	rrent scene							
ALT +U Key: Speed up when show winners (in window opener ALT +D Key: Speed down when show winners (in window opener	d with Alt + A or Alt + W) eed with Alt + A or Alt + W)							
ALT+B Key: Absence management (available when all winner ALT+E Key: Print current winners ALT+T Key	s are drawn in scene) : Print winners already drawn in scene							
ALT +P Key: Pause/Resume music								
Speed of Rolling	Animation							
	Enable Animation Before Winners Shown							
Slow Fast	Winners" Text Chinese Mammon							
Back Picture								
Full Screen Stretch Original Size								
	<u>O</u> K <u>C</u> ancel							

2.2.8 Back Music

You can set a music file (MP3, WMA, WAV, MP4, M4A, AC3, OGG, FLAC, AAC, AU, VOC and M3U) for each scene.

		(1015	obcu to biop				
Scene Name	First Prize			Serial	03		
Title	Demo Lottery	Font	Color	Description			
Subtitle	First Prize	Font	Color				
Bottom Text	Set different fore color for winners	Font	Color	Columns	1		
Number Group	Demo		Select	Columns			
Winner Quantity	1	Font	Color	_	Play Drum Sou	ind When Rolling Numbers	
Back Picture			Browse	t	🔽 Loop Play Bac	k Music	
Back Music			Browse)	Show No.	#:	*
From Position	0 🚔 Replace Number (Text) With	1					
	Draw Settings						
	Oraw All Winners Once						
	Quantity of Winners Every Draw	1	★ Sho	w Progress	ont Color		

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

3 Number Management

You can create and manage multiple number groups, this allows you set different number group to different scene.

12 Number Lotte	ery Director	-		-	-	-		-	-					
Lottery Scer	ne <u>N</u> umber	<u>T</u> ools <u>H</u> elp) 🕋						2	1 2348		6	0	
New Delete	Run Conti	nue Preview	New D	elete	Move Up	Move Down	Duplicate Scene	Layout	Options	Number Managemen	Winners	User Guide	FAQ	

Click button 'Number Management' on the toolbar to open 'Number Management' window.

roup Name	Number Quantity Description	Number	Number Name	
emo	501	852-789-0000		
		852-789-0001		
		852-789-0002		
		852-789-0003		
		852-789-0004		
		852-789-0005		
		852-789-0006		
		852-789-0007		
		852-789-0008		
		852-789-0009		
		852-789-0010		
		852-789-0011		
		□ 852-789-0012 □ 852 780 0012		
		852-789-0015		
		852-789-0015		
		852-789-0015		
		852-789-0017		
mber Group		Number		
New Dama		Number 952 780 0000		
Name Demo		Number 052-789-0000		
escription		Name		
		🖳 Save		
📃 Sa	ve			

3.1 Add Numbers to Number Group

Create a new group and select it, now you can add numbers to this group. Click 'Add Number' button to insert single number to group. You can also import numbers from a Txt file or an Excel file.

NOTE: data in column 'Number' should be unique; the data in column 'Number' is the identifier of a record.

3.1.1 Import Numbers from Txt File

If there are 2 columns in txt file, a proper delimiter is required to separate 2 columns data. Number Lottery Director supports up to 2 columns, please combine several columns to 1 column if your data contains more columns.

Import from Te	ext File		X
File			Browse
Original Data			
Keep Origina	al Data	🔘 Clear Original Data	
Delimiters			
🔘 Tab	Semicolon	Comma 💿	Space 🔘 Other:
Column Order			
Column:		•	<- Move Left Move Right ->
First Line Conta	ins the Column Name		
Data Preview			
Number		Number Name	
			<u>O</u> K <u>C</u> ancel

3.1.2 Import Numbers from Excel File

Make sure the .xls file is not opened with Excel or other software. Only the first 2 columns can be read.

NOTE: the worksheet name should be `Sheet1', otherwise Number Lottery Director can not read data.

Import from Excel File		×
File		Browse
Original Data		
Keep Original Data	🔘 Clear Original Data	
Column Order		
Column:	•	<- Move Left Move Right ->
First Line Contains the Column Name		
Data Preview		
Number	Number Name	
		OK Cancel

3.2 Delete Numbers

Tick off the checkbox of records you want to delete, then click 'Delete Number' button.

3.3 Batch Create Numbers

Batch Create Number can easily create many numbers with same pattern. For example, we will create 100 numbers such as

1234567800, 1234567801,

...

1234567899,

The difference between the 100 numbers is that the last 2 characters of each number are different, if we use wildcard '(*)', we can express the pattern as below: 12345678(*)

Wildcard length is the length of the different characters between the numbers, For example: From 01 to 10, the wildcard length is 2, From 001 to 010, the wildcard length is 3.

NOTE: when enter the value from xxx to xxx, although we want from 01 to 10 or 001 to 010, we just enter from 1 to 10 after we set the wildcard length. The textbox at bottom will

show you the first and the last number of your pattern.

Batch Create Numbers	
The difference between the 100 numbers is that the if we use wildcard '(*)', we can express the pattern a 12345678(*),	last 2 charcters of each number are different,
Wildcard length is the length of the different charact For example: From 01 to 10, the wildcard length is 2, From 001 to 010, the wildcard length is 3.	ers between the numbers,
NOTE: when enter the value from xxx to xxx, althou just enter from 1 to 10 after we set the wildcard leng first and the last number of your pattern.	gh we want from 01 to 10 or 001 to 010, we th. The textbox at bottom will show you the
Pattern: (For example: 12345(*))	
123(*)	
From 1 To 100 Wildcard Length 3	
123001	*
123100	-
	OK Cancel

4 Layout

You can change layout of each scene including:

- Position of number area.
- > Position of Title, Subtitle, Bottom Text and Progress Text.

Number Lottery Director will perform auto layout according to screen resolution by default.

4.1 Scene Layout

Select a scene and then click "Layout" button on toolbar.

12 Number Lottery Director							
<u>Lottery</u> <u>S</u> cene <u>N</u> umber <u>T</u> ool	s <u>H</u> elp						
🛛 🙀 🗙 📄 🕞	Q 😝	i 🦕 🚺				2	1 2349 2 0215 3 2780
New Delete Run Continue F	Preview New	Delete M	love Move Up Down	Duplicate Scene	Layout	Options	Number Management
Lottery Project Demo Lottery (01)Third Prize		No Winr	ner Will Be Dra	wn In This S	Cha Scene (It	nge Layout Is Used to L	t Display Picture o
(02)Second Prize	Scene Name	First Prize					
	Title	Demo Lott	ery		Font	Color	De
select a scene	Subtitle	First Prize			Font	Color	
	Bottom Text	Set differe	ent fore color f	or winners	Font	Color	

Below is the opened window.



4.2 Adjust Column Spacing when Multiple Columns



The number s can be displayed in multiple columns.

Number Lottery Director will automatically calculate spacing between columns according to screen resolution. You can set fixed spacing in 'Options' window.

Notions	
General Space Between Columns	Space Between Rows Shadow of Text
Spacing When 2 Columns (pixel)	0 Spacing When 12 Columns (pixel) 0
Spacing When 3 Columns (pixel)	0 Spacing When 13 Columns (pixel) 0
Spacing When 4 Columns (pixel)	0 Spacing When 14 Columns (pixel) 0
Spacing When 5 Columns (pixel)	0 Spacing When 15 Columns (pixel) 0
Spacing When 6 Columns (pixel)	0 Spacing When 16 Columns (pixel) 0
Spacing When 7 Columns (pixel)	0 Spacing When 17 Columns (pixel) 0
Spacing When 8 Columns (pixel)	0 Spacing When 18 Columns (pixel) 0
Spacing When 9 Columns (pixel)	0 Spacing When 19 Columns (pixel) 0
Spacing When 10 Columns (pixel)) 0 Spacing When 20 Columns (pixel) 0
Spacing When 11 Columns (pixel)) 0

If column spacing is set to 0, auto layout is performed.

4.3 Adjust Spacing between Rows

The default value of spacing between rows is 0.5 times row height. You can change it in 'Options' window.

Noptions	×
General Space Between Columns Space Between Rows Shadow of Text Additional Key	
Spacing 0.5 0.6 0.7 0.8 0.9 1 1.1 1.2 1.3 1.4 •	
<u>O</u> K <u>C</u> anc	:el

5 FAQ

Frequently asked questions are listed in this chapter. Please contact SoftRM at <u>support@softrm.com</u> if you have any other question.

5.1 How to Change Font, Size and Color of Numbers

	No Winner Will Be Drawn In This	Scene (It Is	Used to Disp	lay Picture or Play Mu			JI .
Scene Name	First Prize			Serial	03		
Title	Demo Lottery	Font	Color	Description			
Subtitle	First Prize	Font	Color				
Bottom Text	Set different fore color for winners	Font	Color	Columns	1		•
Number Group	Demo		Select		Chamblerre		
Winner Quantity	1	Font	Color]	Play Drum Sou	und When Rolling Numbers	
Back Picture			Browse		Loop Play Bac	k Music	
Back Music			Browse		Show No.	#:	T
From Position	0 Replace Number (Text) W	/ith					
	Draw Settings						
	Oraw All Winners Once						
	Quantity of Winners Every Dr	aw 1	Sho	w Progress	ont Color]	

There are 2 buttons at the right of 'Winner Quantity', one is 'Font' and other is 'Color'.

5.2 How to Change Position of Title, Subtitle,

Bottom Text and Progress Text

Position of Title, Subtitle, Bottom Text and Progress Text can be changed in each scene. Please refer to section <u>4.1 Scene Layout</u>.

5.3 How to Change Font and Color of Title, Subtitle, Bottom Text and Progress Text

There are 2 buttons at the right of each textbox, one is 'Font' and other is 'Color'.

Scene Name	First Prize			s	erial	03		
	· · · · · · · · · · · · · · · · · · ·			N.				
Title	Demo Lottery	Font	Color	Descrip	otion			
Subtitle	First Prize	Font	Color]				
Bottom Text	Set different fore color for winners	Font	Color					
Number Group	Demo		Select] Colu	imns	1 Show Name		•
Winner Quantity	1	Font	Color]		Play Drum Sou	nd When Rolling Numbers	
Back Picture			Browse]		Loop Play Back	Music	
Back Music			Browse]		Show No.	#:	-
From Position	0 🚔 Replace Number (Text) With]				
	Draw Settings							
	Oraw All Winners Once							
	Quantity of Winners Every Draw	1	Sho	ow Progress	F	ont Color		

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

5.4 How to Show Number Name when Running Lottery

Number name cab be displayed at right of a number when running lottery, you can set if number name will be displayed when running lottery in each scene.

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

Scene Name	First Prize			Serial	03
Title	Demo Lottery	Font	Color	Description	
Subtitle	First Prize	Font	Color		
Bottom Text	Set different fore color for winners	Font	Color		
	[Columns	1
Number Group	Demo		Select		
				i i	Show Name
Winner Quantity	1	Font	Color		Play Drum Sound When Rolling Numbers
			_		El ser des Bademais
Back Picture			Browse		V LOOP Play Back Music
			_		Show No. #:
Back Music			Browse		
From Position	0 🚔 Replace Number (Text) With				
	Den Callinar				
	Draw Setungs				
	Oraw All Winners Once				
	Quantity of Winners Every Draw	1	Sho	w Progress	ont Color

5.5 How to Mask Part of the Winning Numbers

Sometimes part of the winner numbers need to be masked, for example: 852-XXX-8878, you can set mask to each scene, the replacement char can be any character.

					·			
Scene Name	First Prize			:	Serial	03		
Title	Demo Lottery	Font	Color	Descri	ption			
Subtitle	First Prize	Font	Color					
Bottom Text	Set different fore color for winners	Font	Color	Col	umpe	1		
Number Group	Demo		Select		umns	I Show Name		•
Winner Quantity	1	Font	Color			Play Drum Sou	nd When Rolling Numbers	
Back Picture			Browse			Loop Play Back	Music	
Back Music			Browse			Show No.	#:	*
From Position	0 Replace Number (Text) With							
	Draw Settings			-				
	Oraw All Winners Once							
	Quantity of Winners Every Draw	1	A Sho	w Progress	F	ont Color]	

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

5.6 How to Show No. when Running Lottery

Tick off checkbox 'Show No.' and choose a format in combo box.

Scene Name	First Prize			Serial	03		
Title	Demo Lottery	Font	Color	Description			
Subtitle	First Prize	Font	Color				
Bottom Text	Set different fore color for winners	Font	Color				
Number Group	Demo		Select	Columns	1		•
Winner Quantity	1	Font	Color		Show Name	nd When Rolling Numbers	
Back Picture			Browse		Loop Play Back	Music	
Back Music			Browse		Show No.	#:	-
From Position	0 🚔 Replace Number (Text) With						
	Draw Settings						
	Oraw All Winners Once						
	Quantity of Winners Every Draw	1	Sho	w Progress	ont Color		

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)

5.7 How to Move Data from One Computer to Another Computer

Follow below steps to move data from computer A to computer B:

1) Copy lottery.sd from installation folder (default: C:\Program files\Number Lottery Director) on computer A to installation path on computer B, overwrite the old one.

- Export the settings of Number Lottery Director to a file on computer A (click menu [Tools] / [Export Settings]), import this file from computer B (click menu [Tools] / [Import Settings]).
- 3) If back picture, back music or draw music were set in a scene, copy these files from computer A to computer B with the same path.

19 Number Lottery Director	
Lottery <u>S</u> cene <u>N</u> umber	<u>Tools</u> <u>H</u> elp
🛛 🙀 🗙 🗠 🕨	Play List Management
New Delete Run Cont	Nove Duplicate Layout Options
	Export Settings
Lottery Project	🔊 Import Settings 🗟
(01)Third Prize (02)Second Prize (03)First Prize	Music for Drawing Winner

NOTE: If layout is set in computer A and screen resolution of computer A is different from computer B, you should change the layout again on computer B.

5.8 How to Show Winner Numbers Already Drawn in

the Scene

Press Alt + W will show winner numbers already drawn in this scene.

When showing winner numbers, Press Alt +U can speed up the scrolling, press Alt + D can speed down scrolling.

5.9 How to Show Winner Numbers Already Drawn in the Lottery

Press Alt + A will show all winner numbers already drawn in all scenes of the lottery.

When showing winner numbers, Press Alt +U can speed up the scrolling, press Alt + D can speed down scrolling.

5.10 How to Deal with the Absence of Winners

If the winner is not present in the meeting or party, a replacement can be drawn.

Absence management is available when all winner numbers are drawn in the scene.
Press Alt + B open the 'Absence Management' window. Tick off the checkbox to mark as absence. Click OK button when all absence winners are marked, then go back to draw replacement.

b Absence	e Management
Click Cheo	ckbox to Mark or Unmark as Absence. Click OK Button Go Back to Draw Replacement.
Absence	Number
	852-789-0384
	13988885678
	852-789-0485
	852-789-0322
	852-789-0105
	852-789-0270
	852-789-0080
✓	852-789-0426
	852-789-0206
Absence	count: 2 OK Cancel

5.11 How to Temporarily Add Scene

If you want to add a scene in the lottery process, you must exit the lottery and add a scene after the last scene of lottery, then click 'Continue' button to continue the uncompleted lottery.

If all winners were drawn and already exit the lottery, there is no record in the 'Uncompleted Lottery' window, you must set the completed lottery to 'Uncompleted' status (click 'Set as Uncompleted' button in 'Winners' window) and add a scene after the last scene of lottery, then click 'Continue' button to continue the uncompleted lottery.

6 Contact SoftRM

Website: <u>http://www.softrm.com</u> E-mail: <u>sales@softrm.com</u>