

Super Prize Picture User Guide



SoftRM

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1 Introduction

Retailers, supermarkets, stores, malls, trade shows, parties and games are a perfect place to use a prize picture. With the fun environment it brings to the event, it is a sure way to keep the atmosphere fun and exciting. You can add up to 100 prizes with different pictures to the project, all prize pictures roll very fast in the same area after running the prize picture project, a prize picture will stay for a time when press Space or Enter key.

1.1 System Requirement

1.1.1 Software Requirement

- Operation System: Windows XP(SP3)/Vista/7/8/10.
- [Microsoft .NET Framework 4](#)

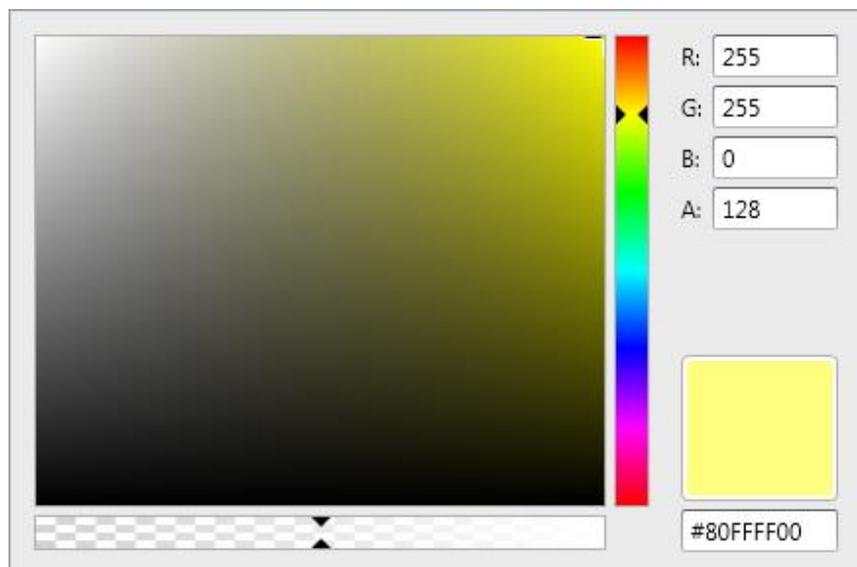
1.1.2 Hardware Requirement

1G RAM or above, 500M disk space or above.

1.2 ARGB Color

ARGB values are typically expressed using 8 hexadecimal digits, with each pair of the hexadecimal digits representing the sample values of the Alpha, Red, Green and Blue channel, respectively. For example, 80FFFF00 represents 50.2% opaque yellow. 80 represents a 50.2% alpha value, because it is 50.2% of 0xFF (in decimal 128 is 50.2% of 255), the first FF represents the maximum value a

red sample can have; the second FF is like the previous but for green; 00 represents the minimum value a blue sample can have (effectively – no blue). Consequently red + green yields yellow.



2 Getting Started

Follow below steps to create a prize picture project.

- 1) Create a new project.
- 2) Set size and position of the rolling picture.
- 3) Two prizes were created when create a new project, add additional prizes you want, assign a picture for each prize.
- 4) Set prize quantity for each prize, check "Quota" if the prize quantity is limited.

All data including picture, music, sound etc. are saved in single project file with .srpp extension, so just copy the .srpp file if you want to move the prize picture project to another computer.

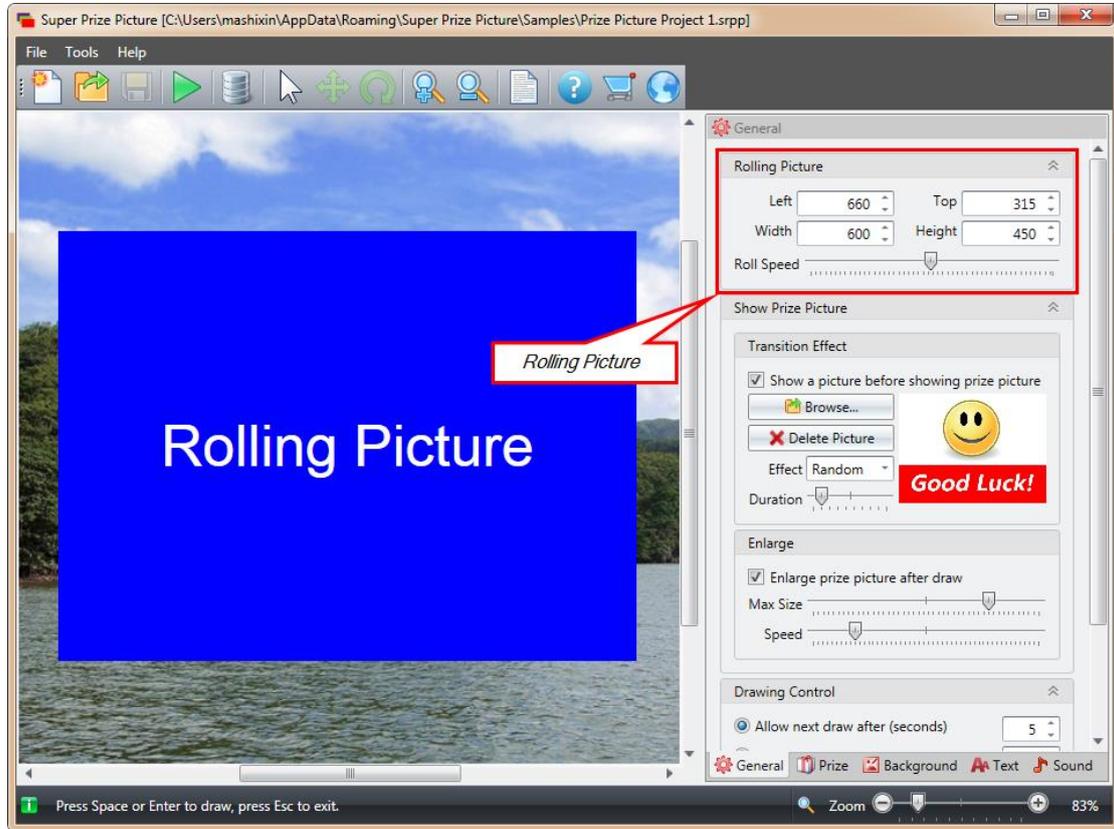
2.1 General Setting

In general setting, you can:

- Set size and position of the rolling picture.
- Select transition effect when showing prize picture ('Show a picture before showing prize picture' must be checked to enable transition effect).
- Set max size and speed when enlarge the prize picture.
- Select drawing control mode.

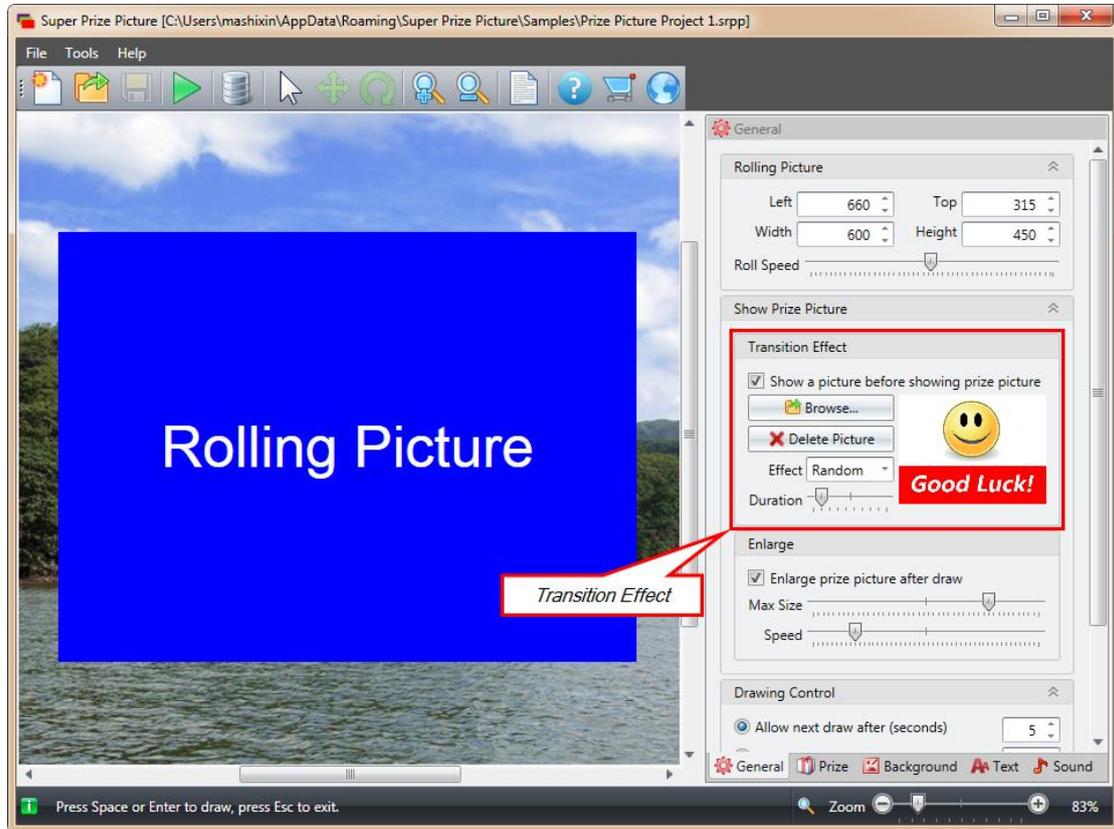
2.1.1 Rolling Picture

All prize pictures will roll in the same area on the screen, you can change the size and position of the rolling picture. You can adjust the roll speed.



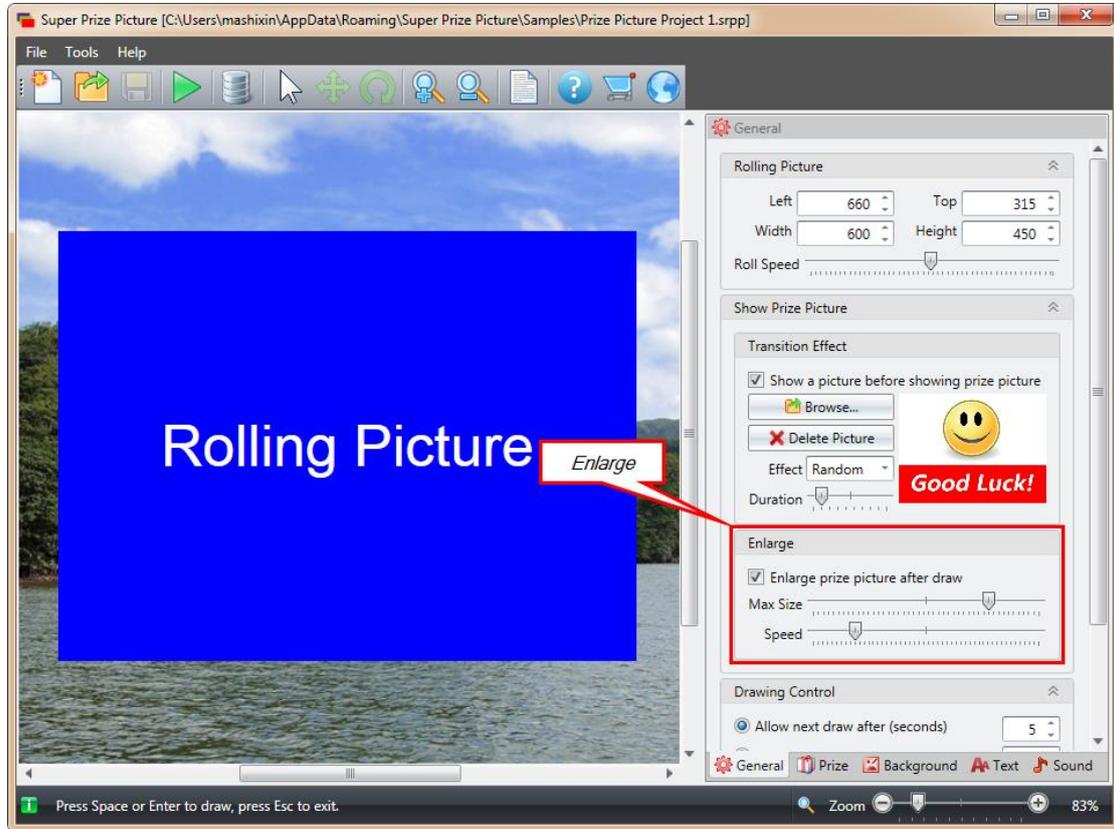
2.1.2 Transition Effect

Prize picture can be shown with transition effect after it is drawn. 'Show a picture before showing prize picture' must be checked to enable transition effect , and you should select a picture for transition.



2.1.3 Enlarge Prize Picture

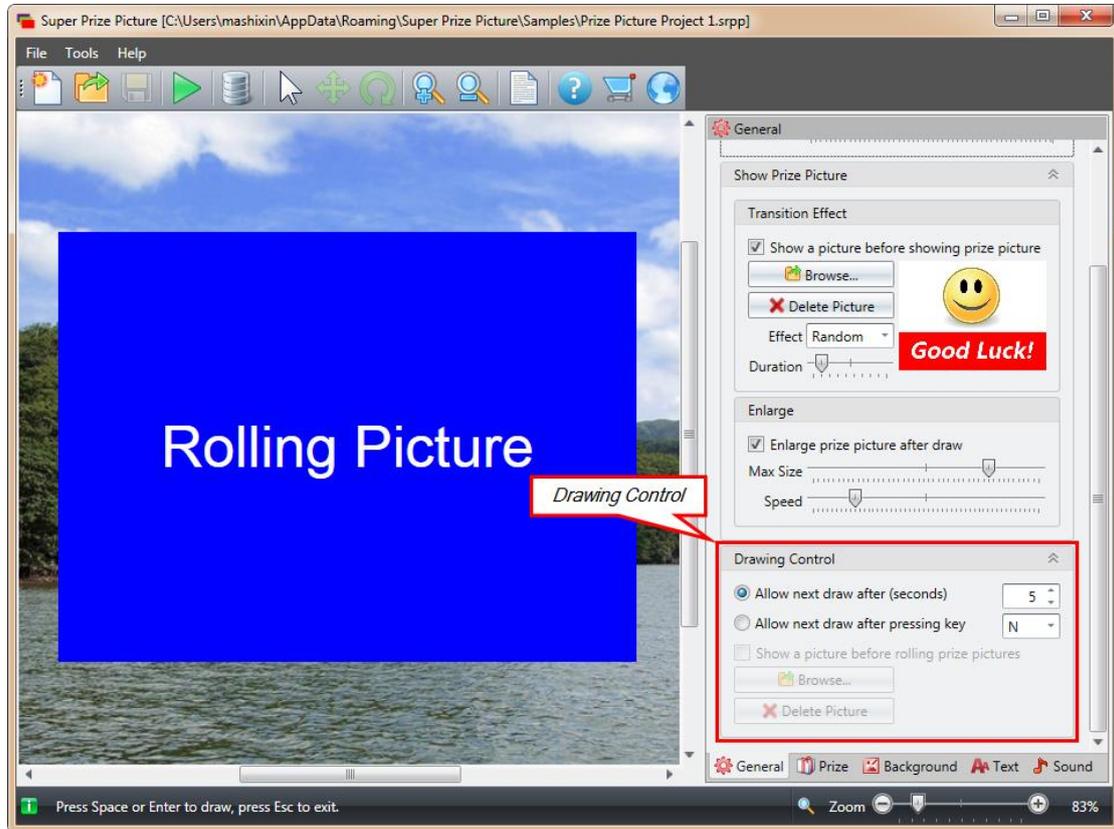
The prize picture can be enlarged with predefined speed after it was drawn if 'Enlarge prize picture after draw' is checked. You can set enlarge size and enlarge speed.



2.1.4 Drawing Control

There are 2 modes to allow next draw:

- Allow next draw after several seconds.
- Allow next draw after pressing some key.



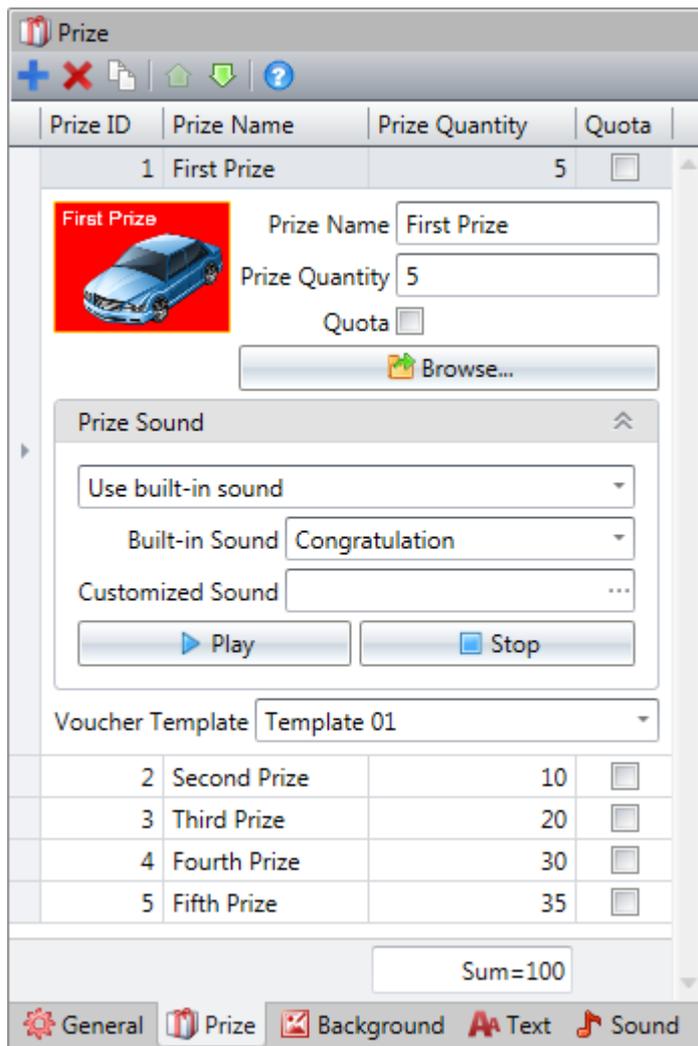
2.2 Prize Setting

A prize picture project can contains up to 100 prizes, each prize can be assigned a picture, all prize pictures roll very fast in the same area after running the prize picture project, a prize picture will stay for a time when press Space or Enter key. There will be 2 prizes when create a new project.

2.2.1 Prize Quantity and Quota

If "Quota" is checked, the maximum quantity of prizes can be drawn equals the quantity set to this prize. For example, as shown in the following image, prize quantity of "First Prize" is 5, sum of all prize quantity is 100,

- If "Quota" is unchecked, the prize "First Prize" will be drawn 5 times if press Space key 100 times, the prize "First Prize" will be drawn 10 times if press Space key 200 times.
- If "Quota" is checked, the prize "First Prize" will be drawn 5 times if press Space key 100 times, the prize "First Prize" will still be drawn 5 times if press Space key 200 times.

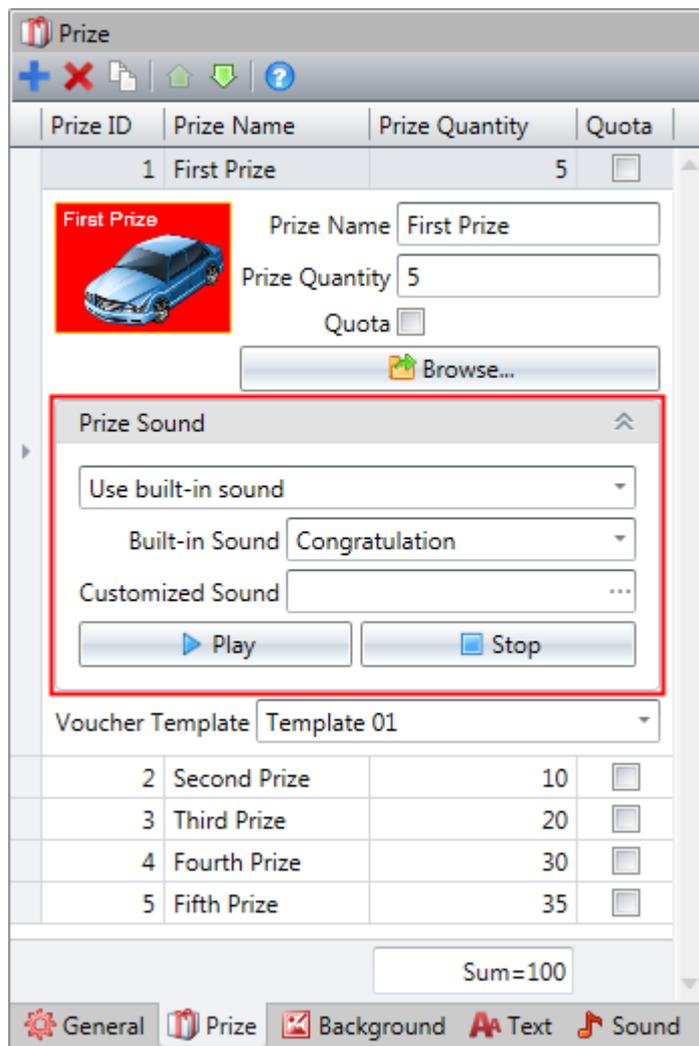


2.2.2 Prize Sound

A sound can be played when a prize is drawn. You can choose built-in sounds or use your own sounds.

There are 4 built-in prize sounds:

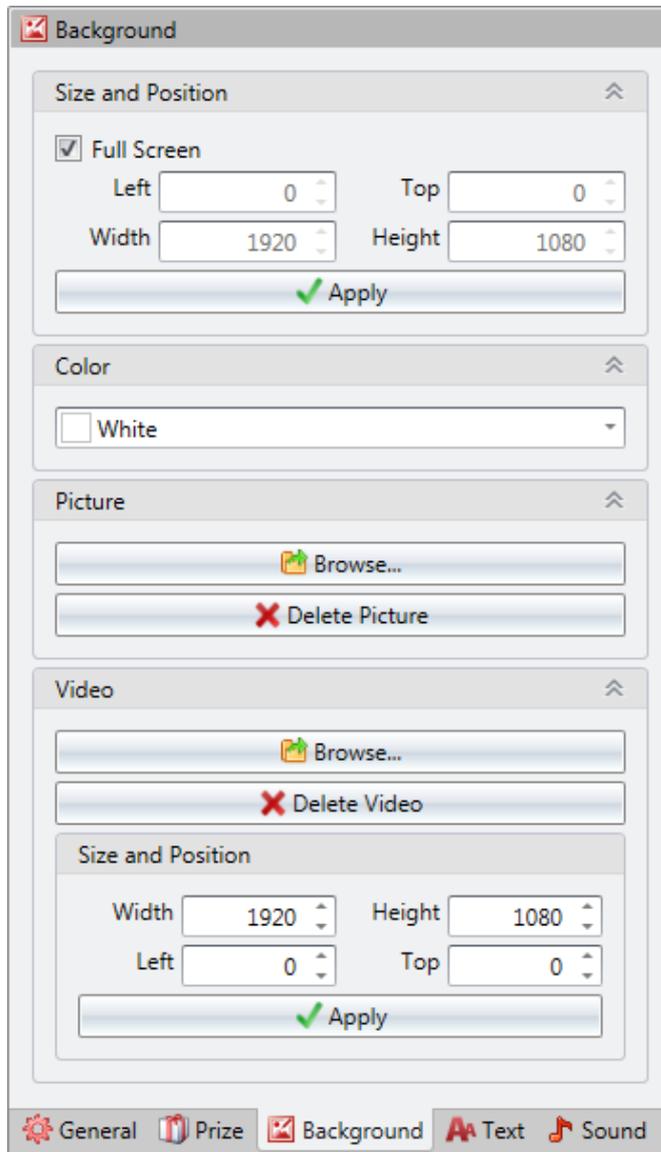
- Congratulation
- Welcome your visit
- Thank you for your generous patronage
- Good luck next time



2.3 Background

A picture or a video can be added to background. If a picture is added, the picture will be stretched to full window. If a video is added, the position and size of video can be adjusted.

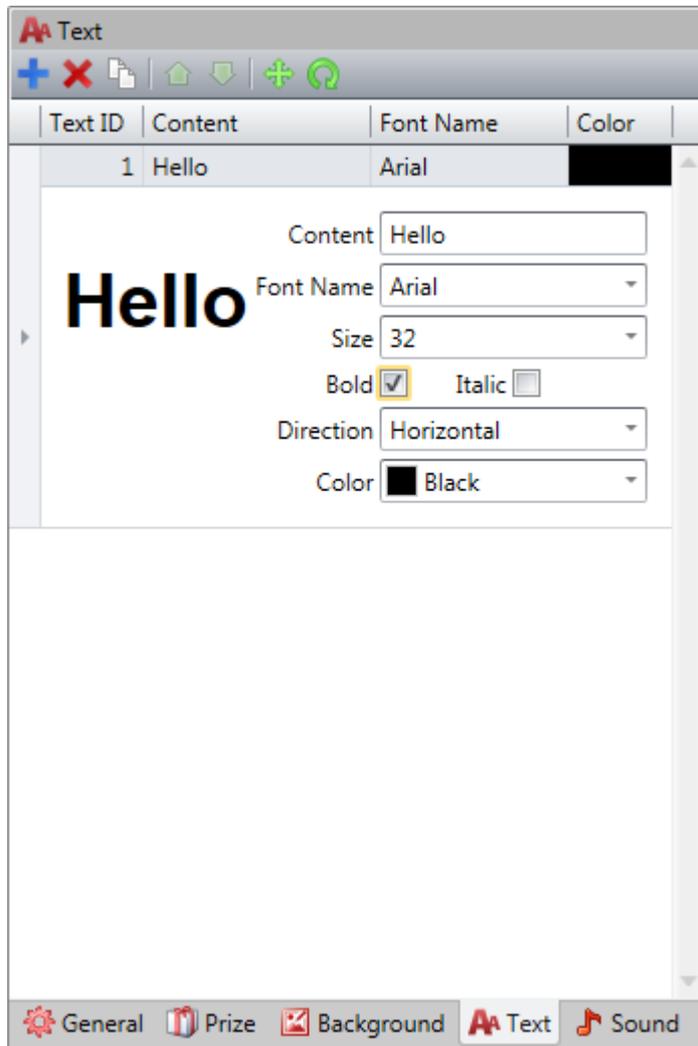
NOTE: Video file size can't exceed 100M.



2.4 Text

You can add up to 100 texts to background. The text with small ID will be painted on top.

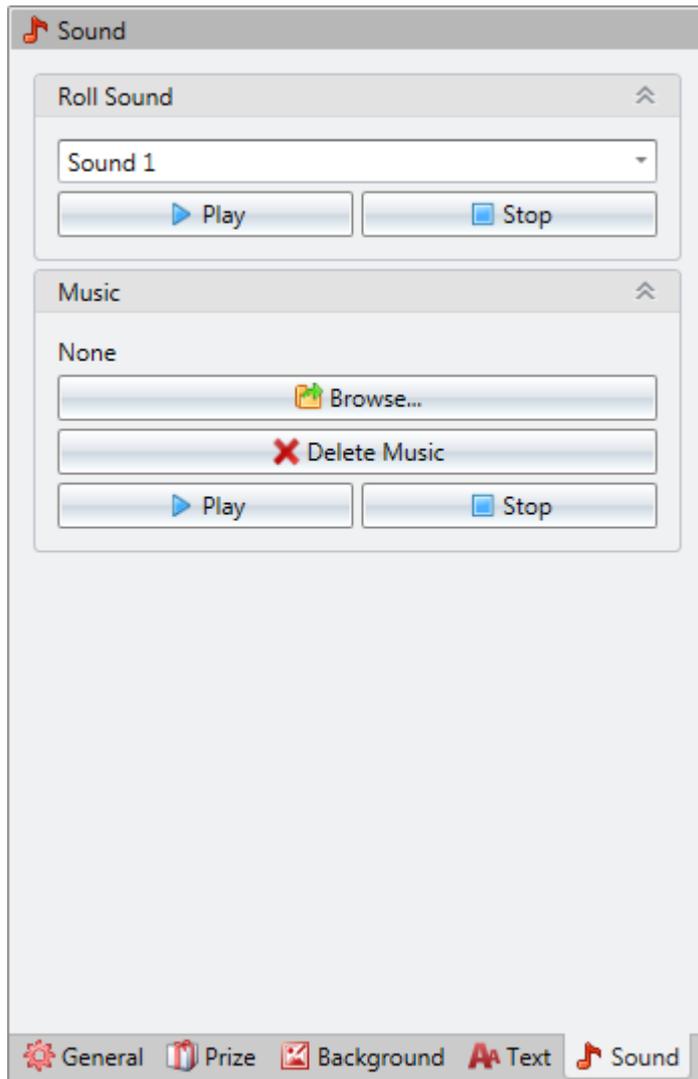
NOTE: in order to achieve the same display on other computers, please use common fonts which are available on other computers.



2.5 Roll Sound and Music

There are 3 roll sounds for choose.

Music file formats supported include MP3, WMA, WAV, MID. To play music your computer need to install Windows Media Player 10 or later.



2.6 Exit the Lottery Window

There are 3 ways to exit the lottery window:

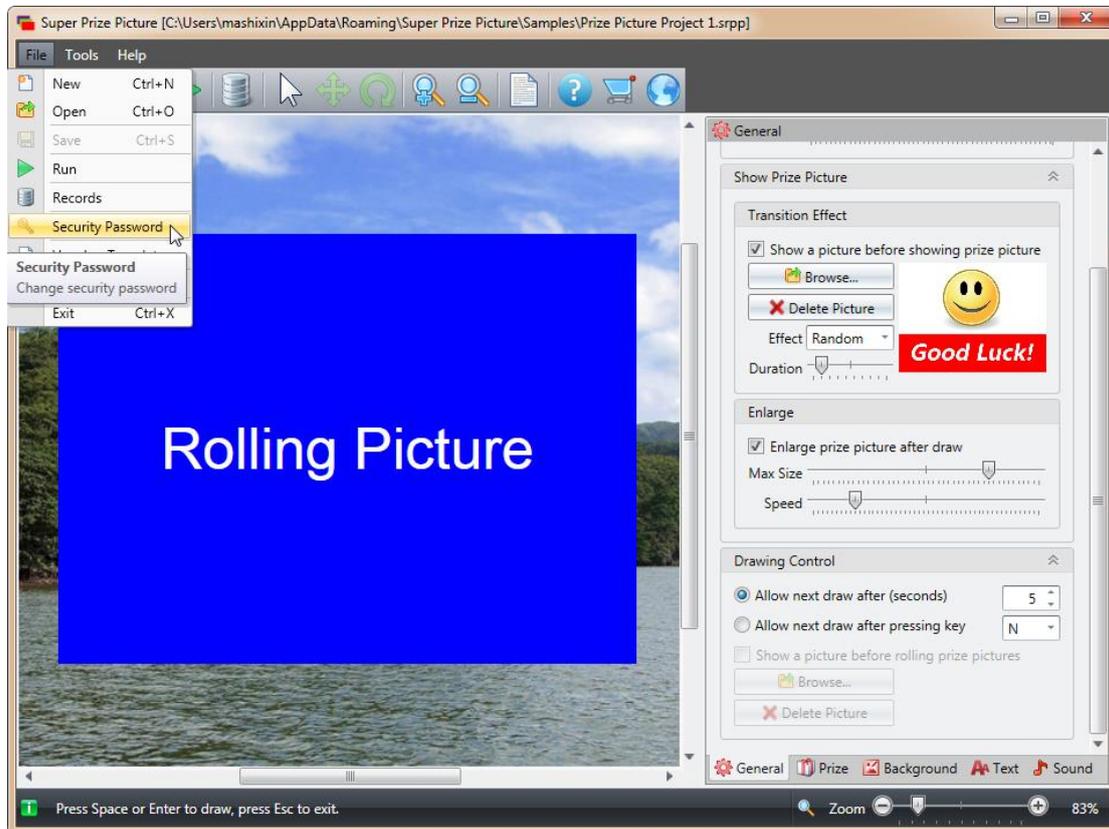
Click the item "Exit" on the pop-up menu , Super Prize Picture will show a confirmation message box, click the button "Yes" to exit the lottery window, then return to the main window.

Press "Esc" key, Super Prize Picture will show a confirmation message box, click the button "Yes" to exit the lottery window, then return to the main window.

Press "Shift+Esc" key, Super Prize Picture will exit the lottery window without displaying any message box, and exit the application immediately without showing the main window.

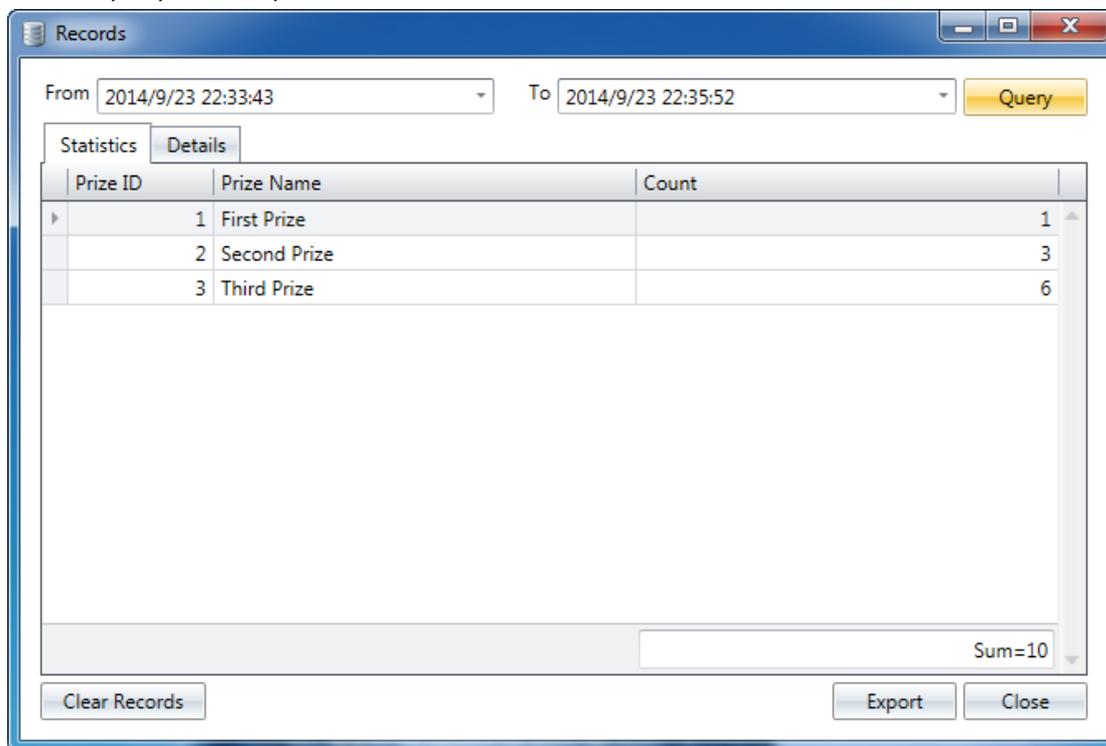
3 Security Password

In order to prevent unauthorized users from seeing prize setting, records, some operations require a security password. The default security password is: admin. You can change the security password as shown in the following image.



4 Records

You can query within a period of time statistics and detail records in records window.



4.1 Clear Records

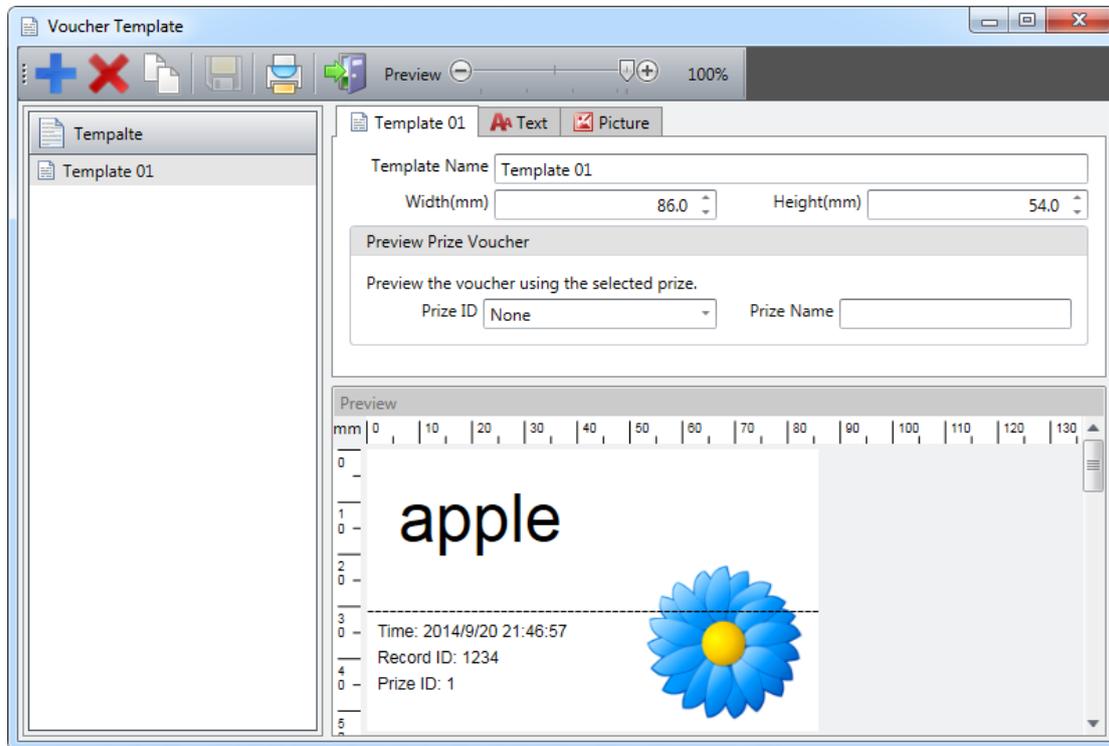
If records are cleared, prize picture project will run from scratch (none of prizes was drawn), do not clear records if the prize picture project does not end. It is recommended that you should clear all test records before the game or party starts.

NOTE: if records are cleared, prize picture project will run from scratch (none of prizes was drawn), do not clear records if the prize picture project does not end.

5 Voucher

To print a voucher after draw, please create a voucher template and select it for a prize.

Both texts (up to 100 texts) and pictures (up to 10 pictures) can be added to template.



5.1 Wildcard Characters

The following wildcard characters can be used for texts added to voucher template. Note: the wildcard characters are lowercase.

USE	TO REPLACE
%i	Record ID
%t	Date time
%n	Prize name
%s	Prize ID

Example of use of wildcard characters:

Text ID	Text	Font Name	Font Size	Bold	Italic	Color	Direction	Angle	Left(mm)	Top(mm)
1	%n	Arial	48	<input type="checkbox"/>	<input type="checkbox"/>		Horizon...	0.0	6.0	6.0
2	-----...	Arial	16	<input type="checkbox"/>	<input type="checkbox"/>		Horizon...	0.0	0.0	28.0
3	Time: %t	Arial	12	<input type="checkbox"/>	<input type="checkbox"/>		Horizon...	0.0	2.0	33.0
4	Record ID: %i	Arial	12	<input type="checkbox"/>	<input type="checkbox"/>		Horizon...	0.0	2.0	38.0
5	Prize ID: %s	Arial	12	<input type="checkbox"/>	<input type="checkbox"/>		Horizon...	0.0	2.0	43.0

Preview

5.2 Select Voucher Template for Prize

You can select different voucher template for each prize. You can't print voucher after a prize was drawn if you didn't select a voucher template for this prize.

Prize

Prize ID	Prize Name	Prize Quantity	Quota
1	First Prize	5	<input type="checkbox"/>
2	Second		
3	Third		
4	Fourth		
5	Fifth Prize	35	<input type="checkbox"/>

First Prize

Prize Name:

Prize Quantity:

Quota:

Prize Sound

Use built-in sound:

Built-in Sound:

Customized Sound:

Voucher Template:

None

Template 01

Template 02

Sum=100

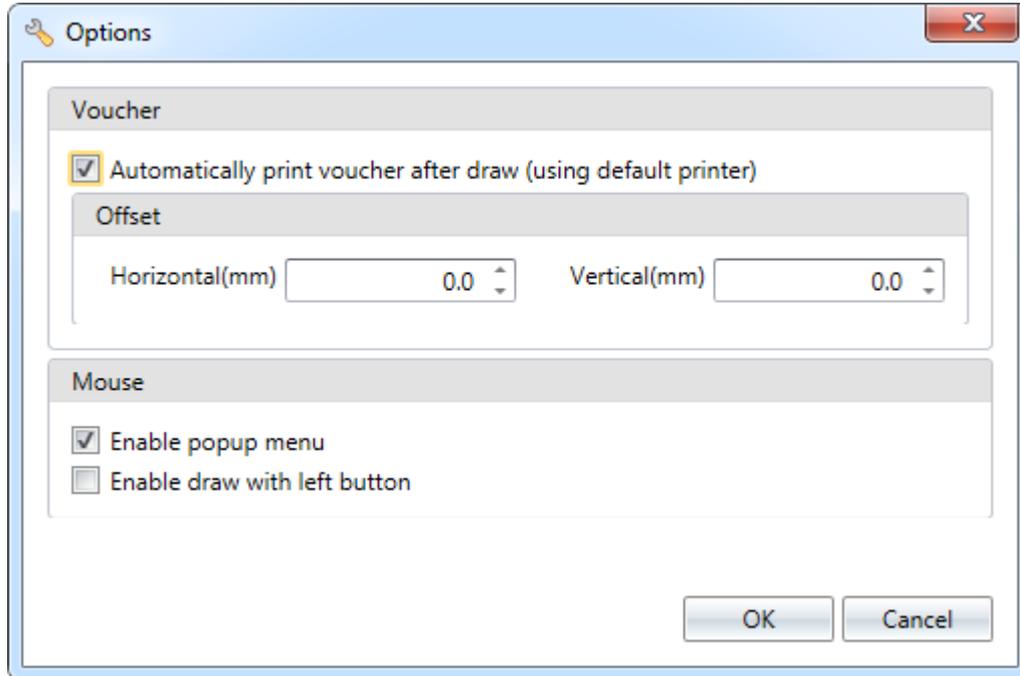
General Prize Background Text Sound

5.3 Print Voucher

Default printer installed in the computer will be used to print the voucher.

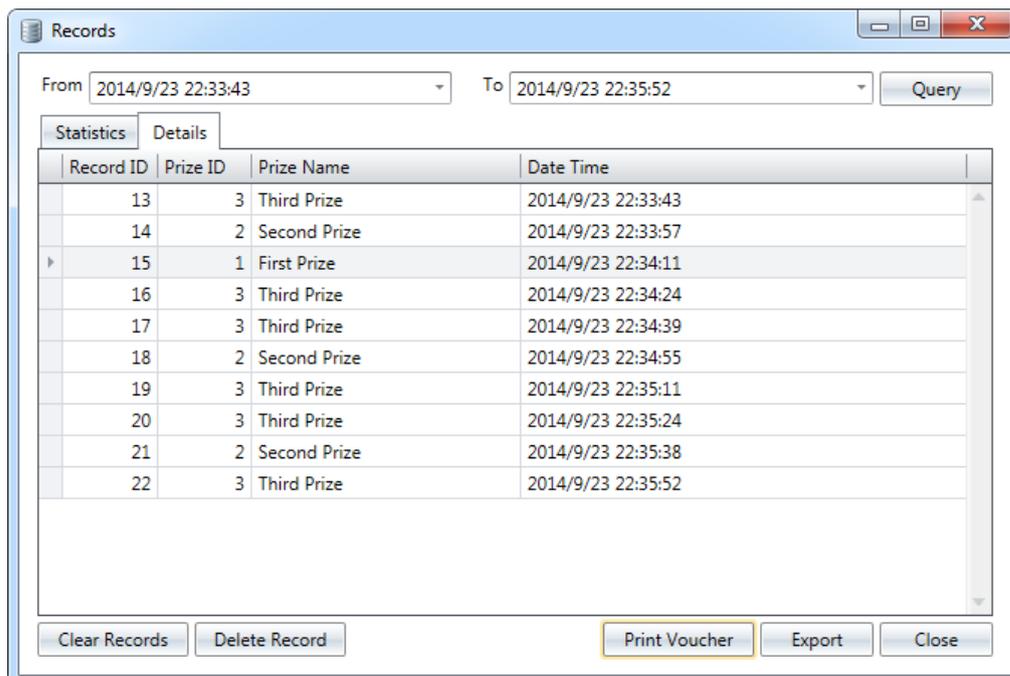
- Automatically print voucher after draw

A voucher will be printed automatically after draw if you check "Automatically print voucher after draw (using default printer)" in the options window.



- Manually print voucher

You can press CTRL+P to print voucher after draw, or click item in popup menu after draw. In records window, you can also print voucher for a detail record.



6 Command-line

The Super Prize Picture command-line tools can be like this:

PictureLottery.exe [filename.srpp] [-run] [-nosplash]

Below is list of command-line options recognized by the Super Prize Picture.

filename.srpp: the full path and file name of the prize picture project.

-run: run the prize picture project directly without displaying the GUI.

-nosplash: do not display the splash screen.

7 FAQ

7.1 How to Run the Prize Picture Project from Scratch

Clear records in prize picture project, then run the prize picture project.

The screenshot shows a window titled "Records" with a search range from 2014/9/28 20:21:21 to 2014/9/28 20:22:07. Below the search fields are tabs for "Statistics" and "Details". The "Details" tab is active, displaying a table with the following data:

Prize ID	Prize Name	Count
3	Third Prize	1
4	Fourth Prize	1
5	Fifth Prize	1
6	Sixth Prize	2
7	Seventh Prize	2
8	Eighth Prize	3

At the bottom right of the table area, it says "Sum=10". Below the table is a "Clear Records" button (highlighted with a yellow border), and "Export" and "Close" buttons are also visible.

7.2 How to Set Prizes to Make the Draw More Random

You can make the draw more random following below rules:

- Don't set same prize quantity to 2 prizes, because 2 prizes with same prize quantity will be drawn in a row.
- Divide large quantity into small pieces. For example, you can divide a prize (prize quantity is 50) into 3 separate prizes (prize quantities are 6, 18 and 26).

8 Contact SoftRM

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