Super Prize Grid
User Guide

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1 Introduction

Retailers, supermarkets, stores, malls, trade shows, parties and games are a perfect place to use a prize grid. 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 32 (rows) * 32 (columns) =1024 cells with different picture to the prize grid, you can add up to 100 prizes with different picture to the project, the prize picture will show with transition effect after a cell is clicked.

## 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.
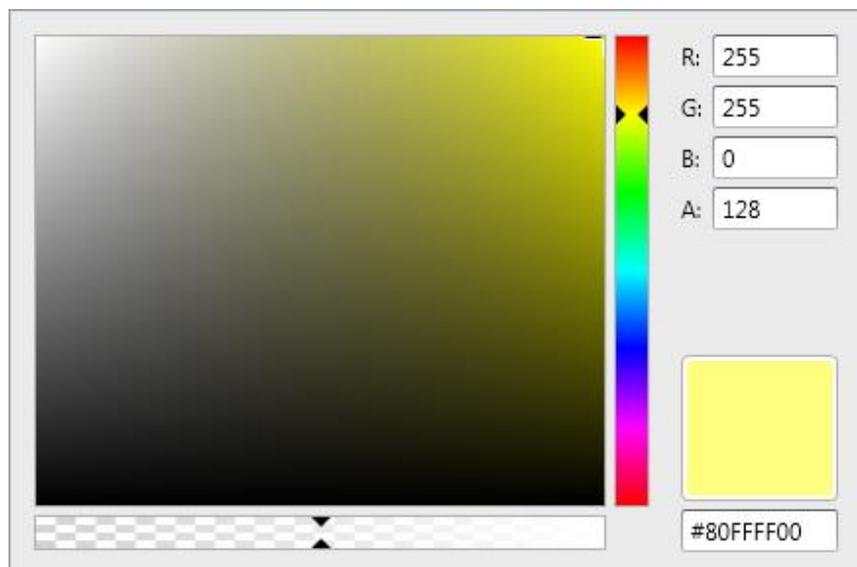
2 Getting Started

Follow below steps to create a prize grid project.

1) Create a new project.
2) Set rows and columns of the grid, set cell size of the grid, assign a picture for each cell.
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 .srgp extension, so just copy the .srgp file if you want to move the prize grid project to another computer.

2.1 Create Grid

There will be a grid with 3 rows and 3 columns when create a new project, you can change the rows (1 to 32) and columns (1 to 32) of this grid, as shown in the following image. Click "Apply" button to apply the configuration.
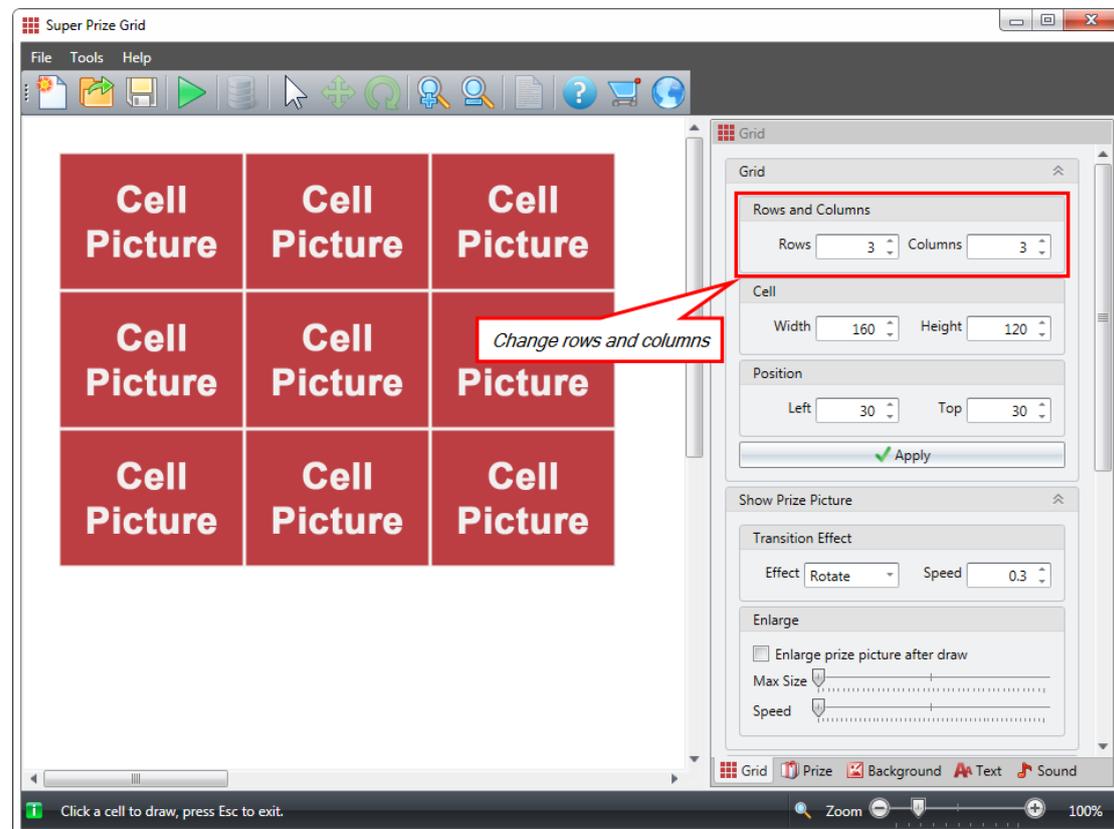
2.1.1 Set Size of the Cell

You can change the size of the cell in grid, as shown in the following image. Click "Apply" button to apply the configuration.
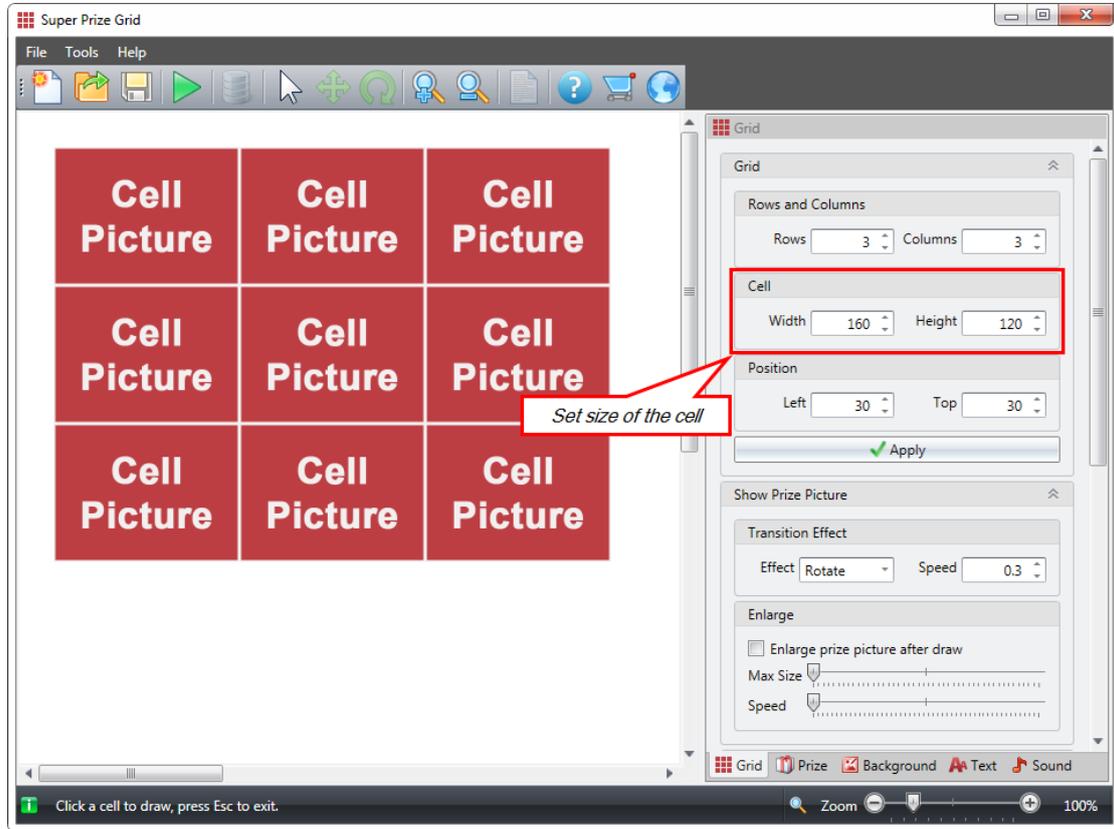
2.1.2 Assign Picture for Each Cell

Select a cell before select a picture file for the cell, you can click the cell to select it or select it from the list. Then browse a picture file for this cell.

If "Allow draw when click this cell" is unchecked, this cell changes to a fixed cell, you can't draw when click a fixed cell. Fixed cell is used to display a logo or something else.

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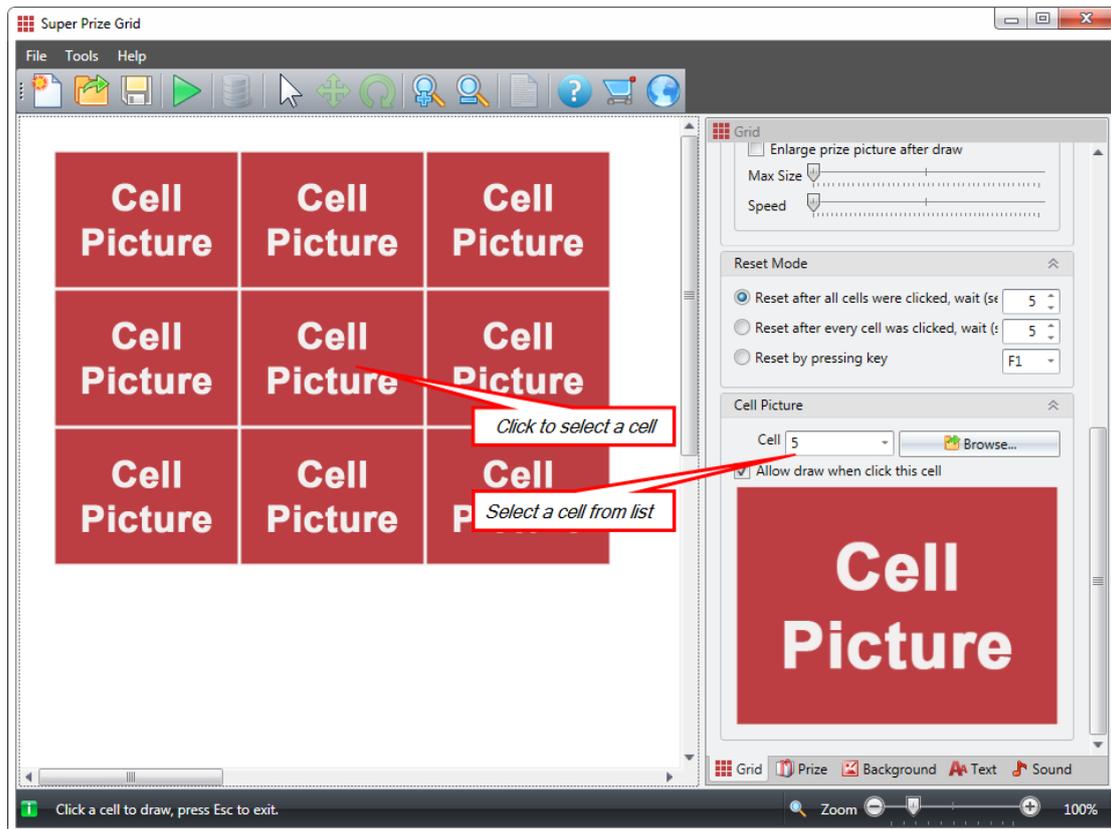
2.1.3 Set Position of the Grid

You can change the left-top of the grid in window as shown in the following image.
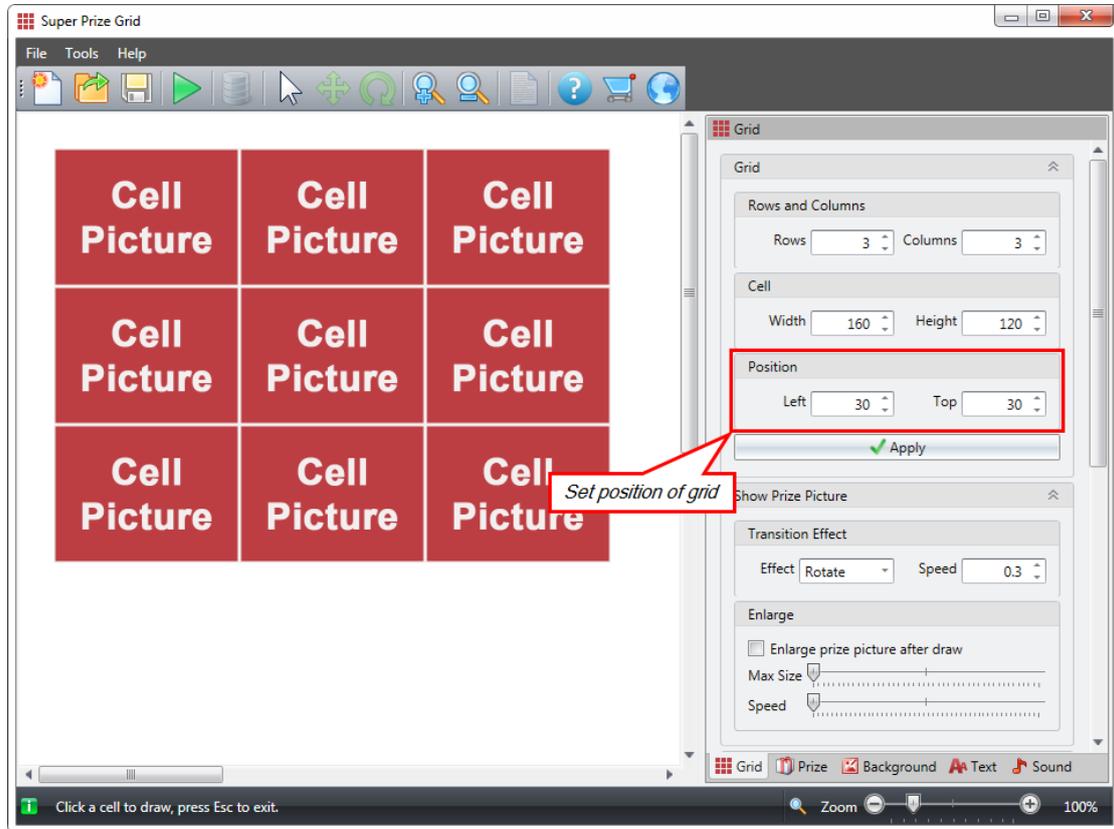
2.2 Prize Setting

A prize grid project can contains up to 100 prizes, each prize can be assigned a picture, the prize picture will show after a cell was clicked. 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 2, sum of all prize quantity is 100,

➢ If "Quota" is unchecked, the prize "First Prize" will be drawn 2 times if click cells 100 times, the prize "First Prize" will be drawn 4 times if click cells 200 times.

➢ If "Quota" is checked, the prize "First Prize" will be drawn 2 times if click cells 100 times, the prize "First Prize" will still be drawn 2 times if click cells 200 times.
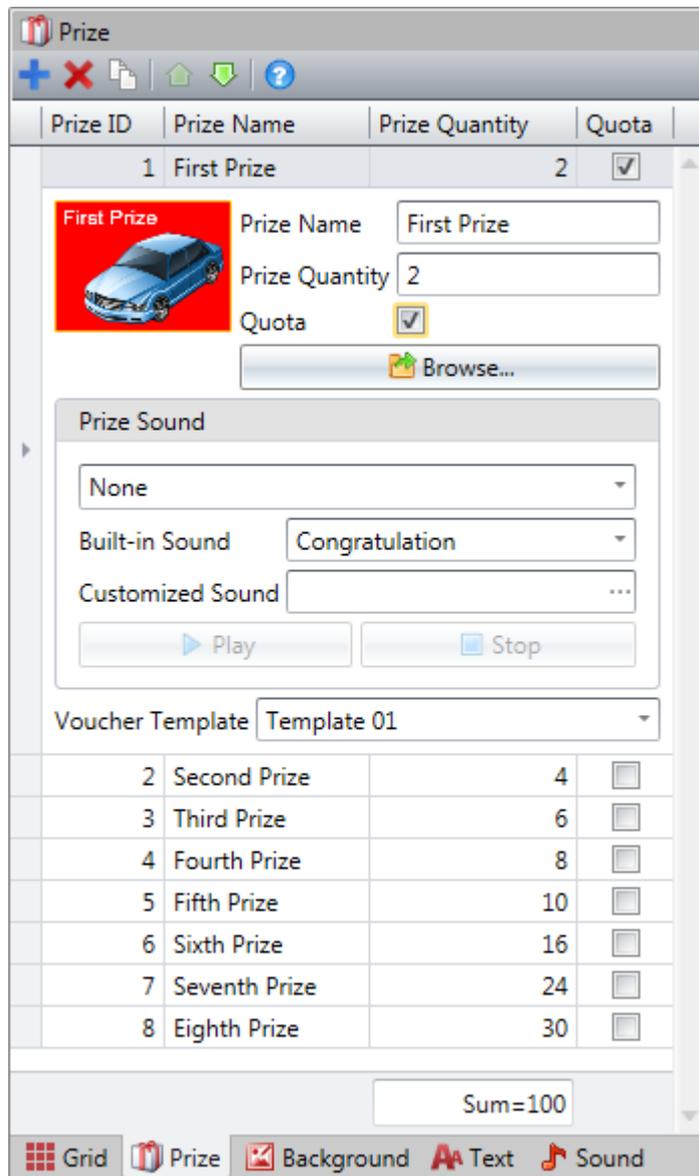
2.2.2 Prize Sound

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.
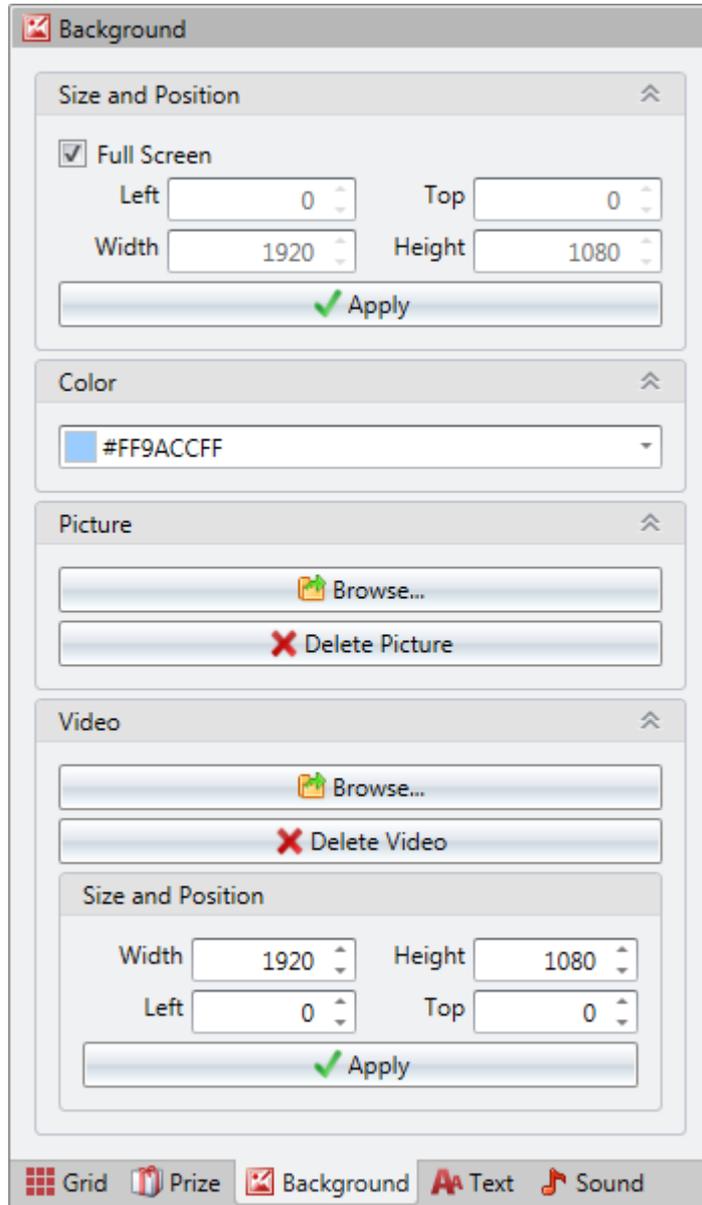
2.4 Text

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.
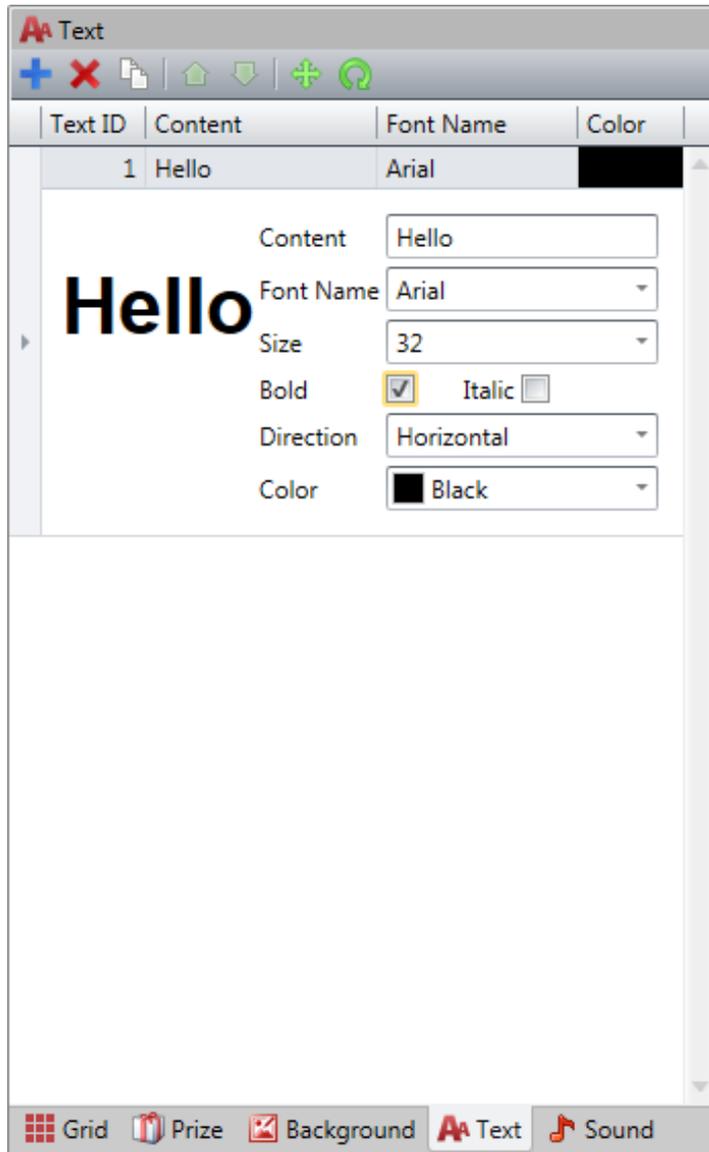
2.5 Transition Sound and Music

There are 3 transition 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.
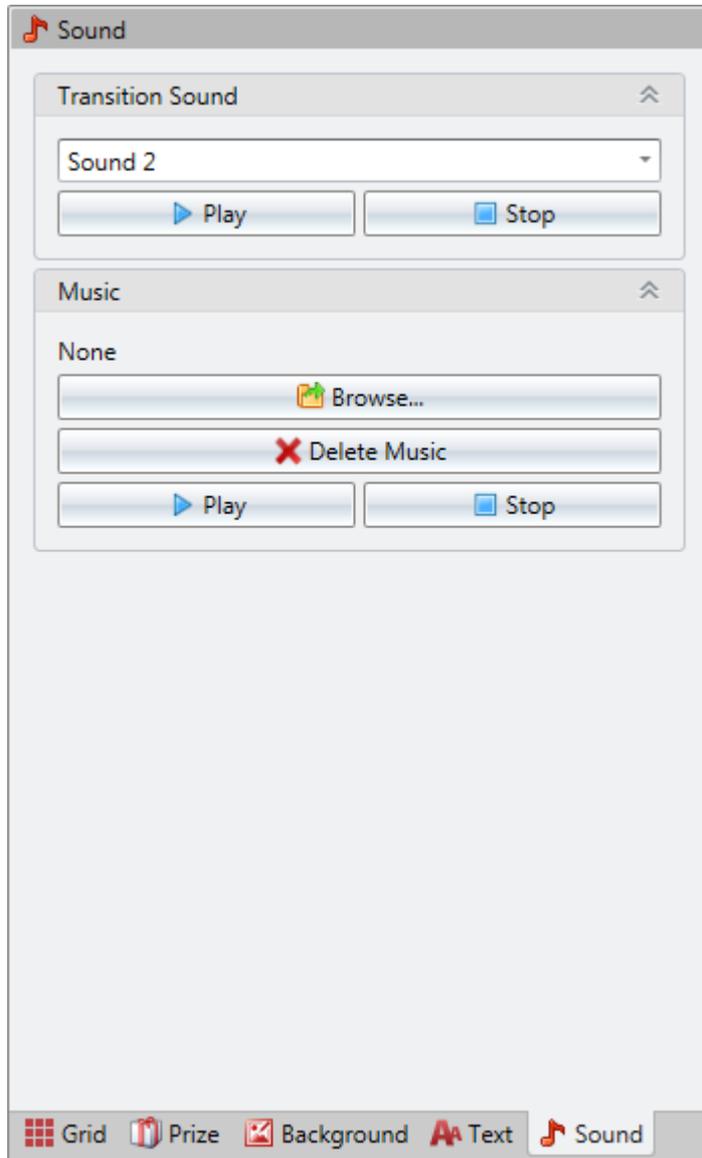
2.6 Transition Effect

There are 3 transition effects in Super Prize Grid:

➢ Rotate
➢ Fade In
➢ Slide

You can adjust the speed of transition.
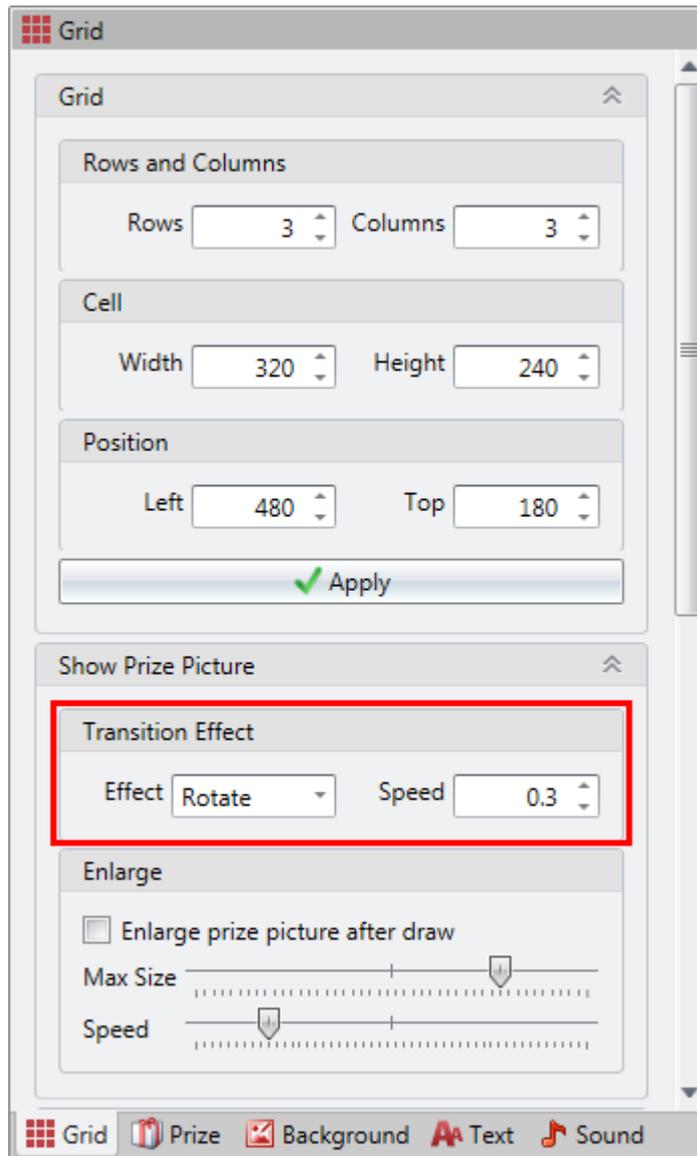
2.7 Reset Mode

"Reset" means make all cells of the grid are ready to be clicked again. There are 3 reset modes for choose:

➢ Reset after all cells were clicked, wait several seconds.
➢ Reset after every cell was clicked, wait several seconds.

➢ Reset by pressing one key.
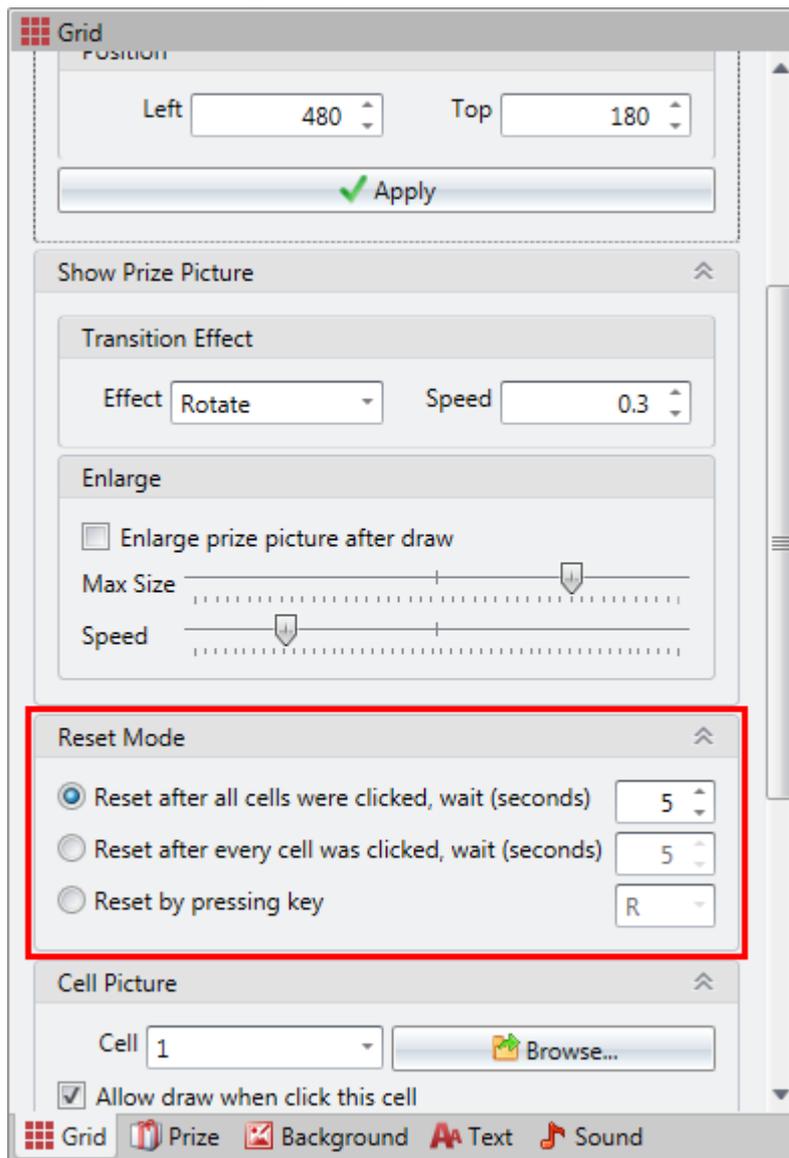
2.8 Exit the Lottery Window

There are 3 ways to exit the lottery window:

Click the item "Exit" on the pop-up menu , Super Prize Grid 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 Grid 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 Grid 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.
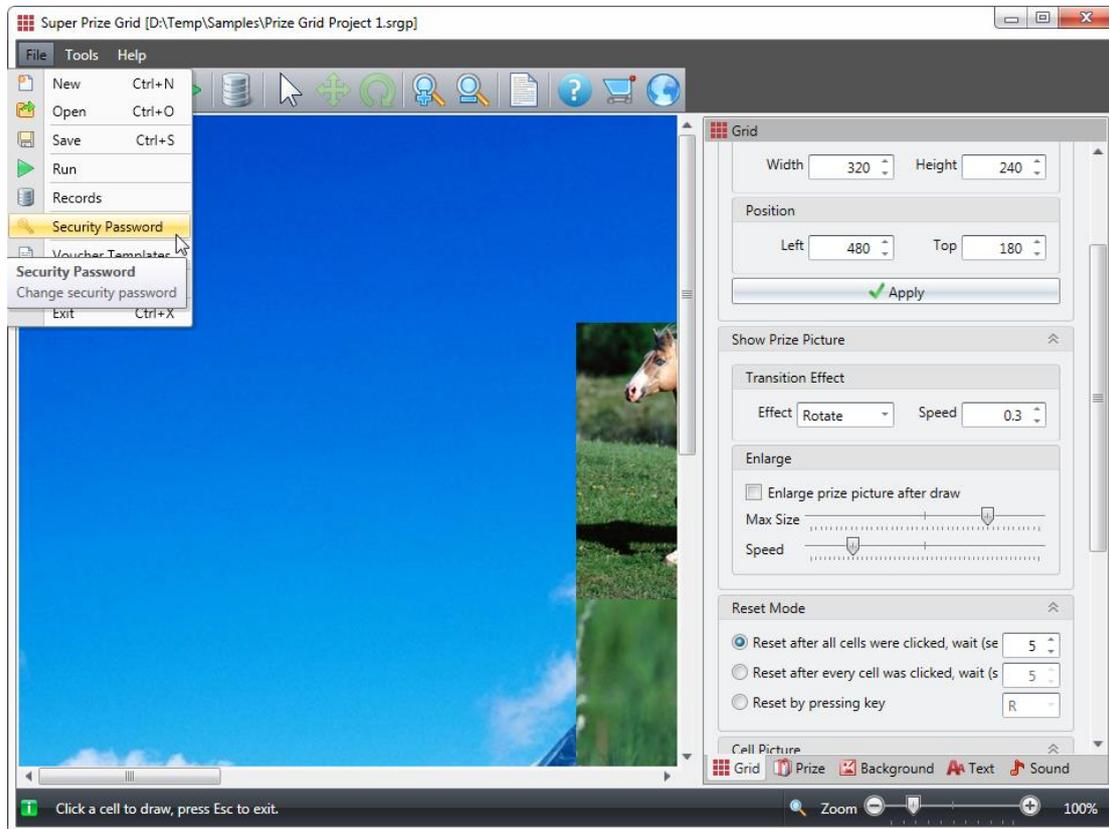
4 Records

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

4.1 Clear Records

If records are cleared, prize grid project will run from scratch (none of prizes was drawn), do not clear records if the prize grid 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 grid project will run from scratch (none of prizes was drawn), do not clear records if the prize grid 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.
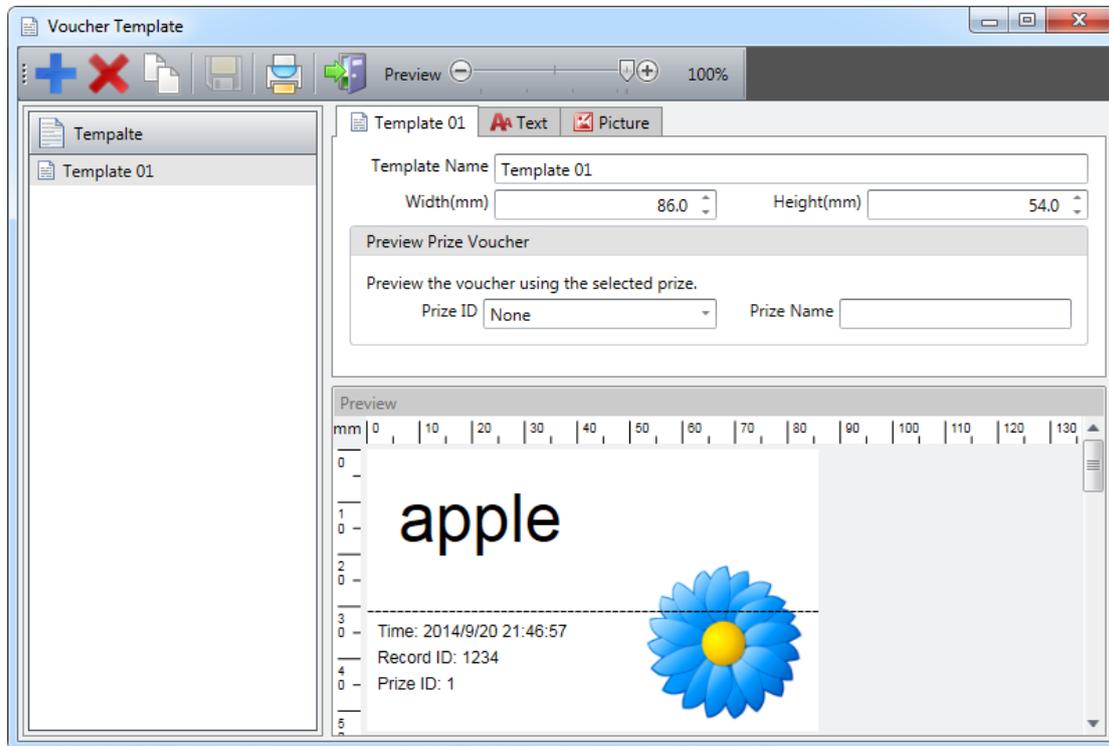
5.1 Wildcard Characters

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	☐	☐		Horizon...	0.0	6.0	6.0
2	----------------------...	Arial	16	☐	☐		Horizon...	0.0	0.0	28.0
3	Time: %t	Arial	12	☐	☐		Horizon...	0.0	2.0	33.0
4	Record ID: %i	Arial	12	☐	☐		Horizon...	0.0	2.0	38.0
5	Prize ID: %s	Arial	12	☐	☐		Horizon...	0.0	2.0	43.0

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.

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.
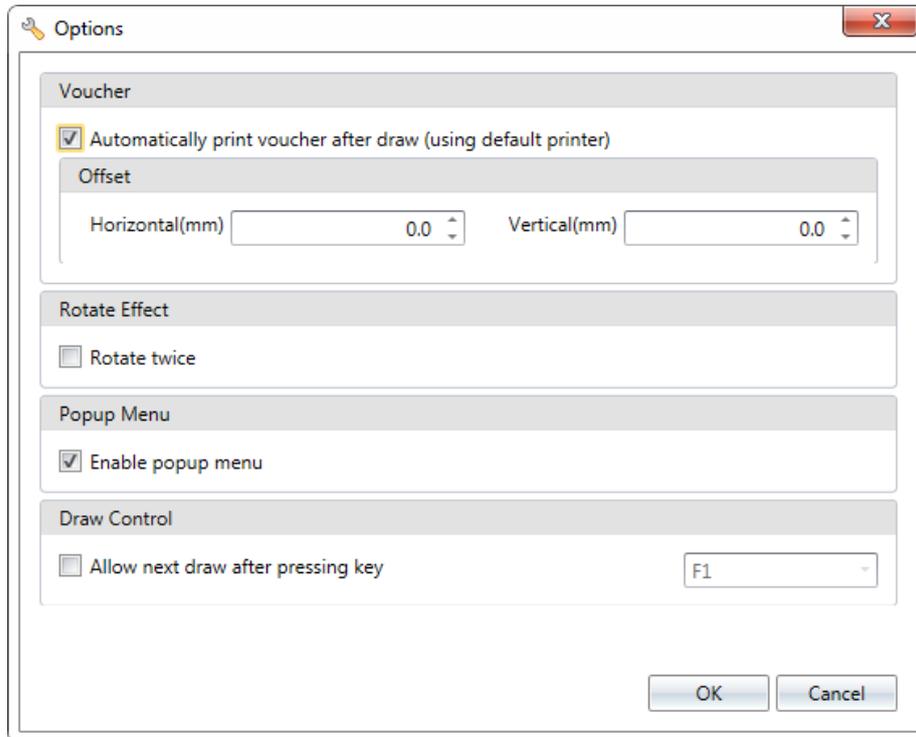
➢ Manually print voucher

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.

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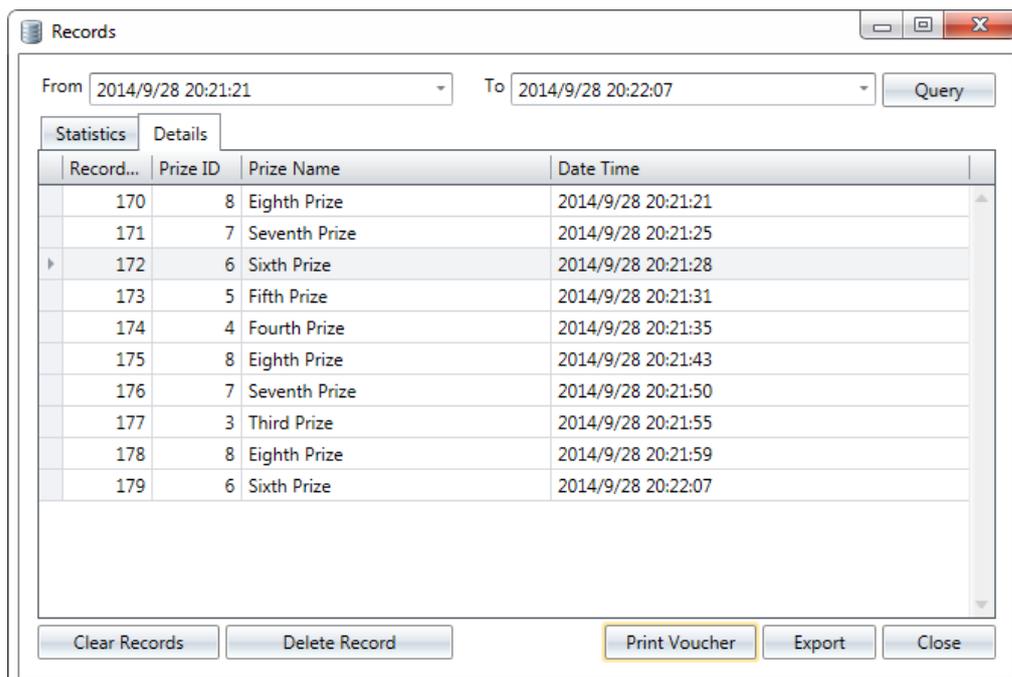
6 Command-line

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

GridLottery.exe [filename.srgp] [-run] [-nosplash]

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

filename.srgp: the full path and file name of the prize grid project.

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

-nosplash: do not display the splash screen.

7 FAQ

7.1 How to Run the Prize Grid Project from Scratch

Clear records in prize grid project, then run the prize grid project.
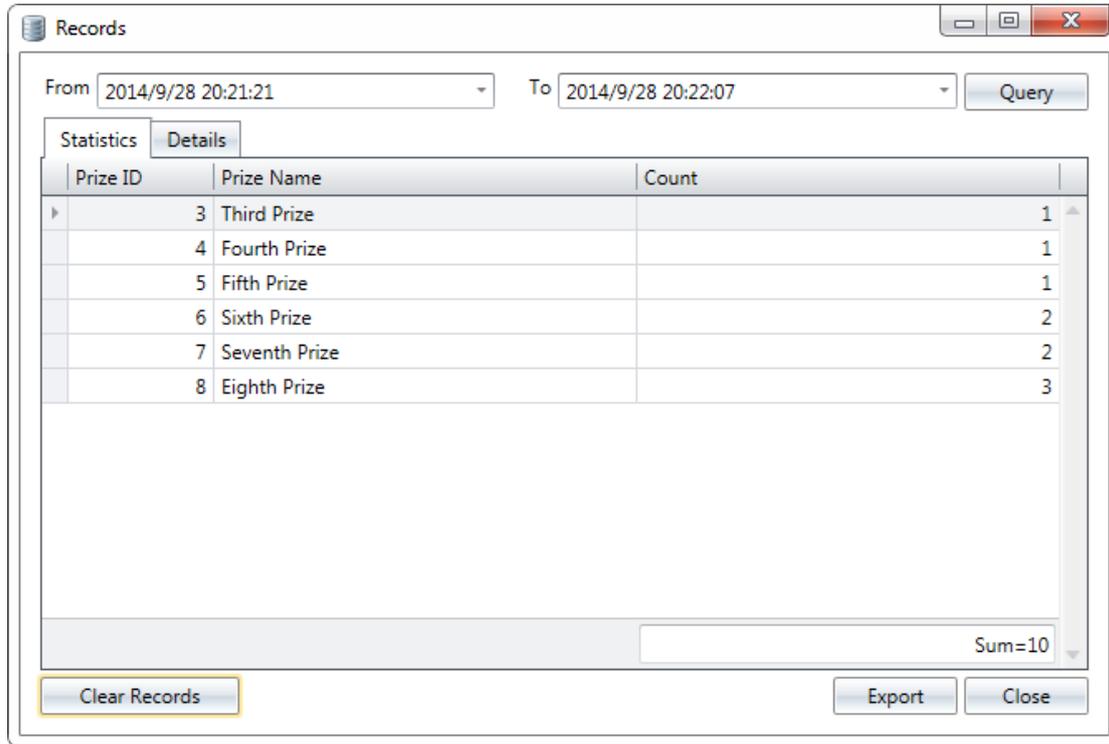
7.2 How to Set Prizes to Make the Draw More Random

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

Website: http://www.softrm.com

E-mail: sales@softrm.com