



# Super Prize Wheel User Guide



SoftRM

<http://www.softrm.com>



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# 1 Introduction

Retailers, supermarkets, stores, malls, trade shows, parties and games are a perfect place to use a prize wheel. With the fun environment it brings to the event, it is a sure way to keep the atmosphere fun and exciting. You can design your own prize wheel with different colors, sectors, rings, circle, texts and pictures.

There are 2 programs in Super Prize Wheel:

Program	Icon	Description
Wheel Editor		Design the prize wheel, add prize sector to wheel and define the quantity of prize.
Wheel Player		Create prize wheel project with the prize wheel created with wheel editor, run the prize wheel project.

## 1.1 System Requirement

### 1.1.1 Software Requirement

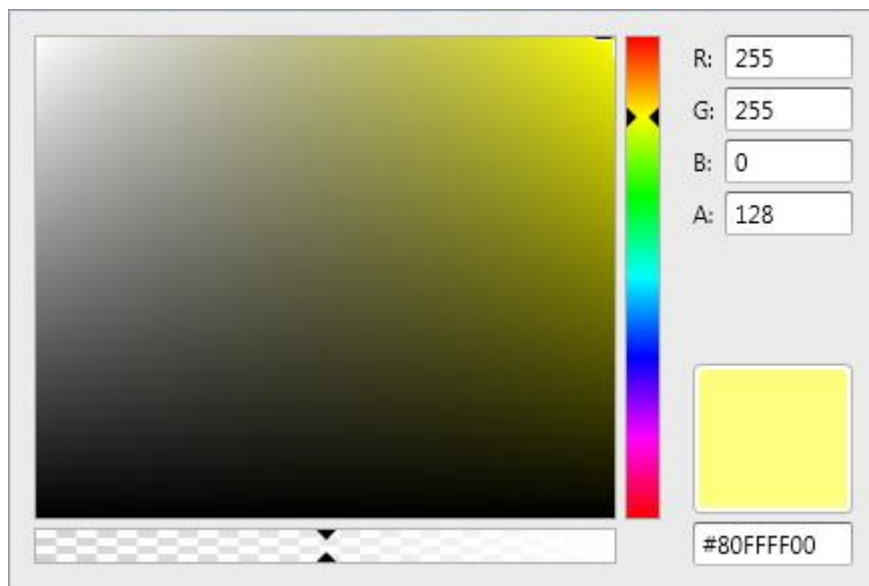
- Operation System: Windows XP SP3/Vista/7.
- [Microsoft .NET Framework 4](#)

### 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 Wheel Editor

Design prize wheel with Wheel Editor, the prize wheel will be used to create a prize wheel project.

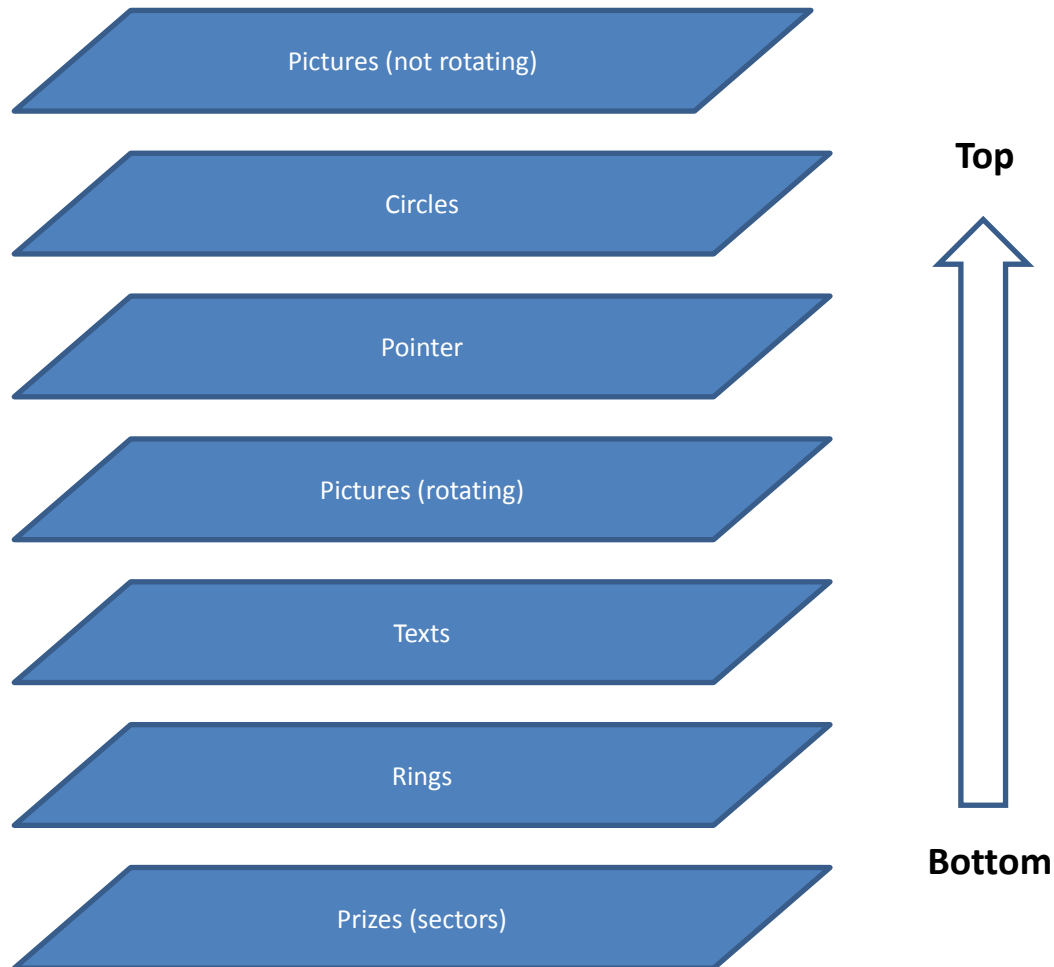
With Wheel Editor you can:

- Add prize (a sector respects a prize) to wheel, set color of sector, set prize quantity;
- Add rings to prize wheel;
- Add circles to prize wheel;
- Add texts to prize wheel;
- Add pictures to prize wheel;

A prize wheel can contains follow elements:

- Prize ( a sector respects a prize)
- Pointer
- Ring (optional)
- Circle
- Text (optional)
- Picture (optional)

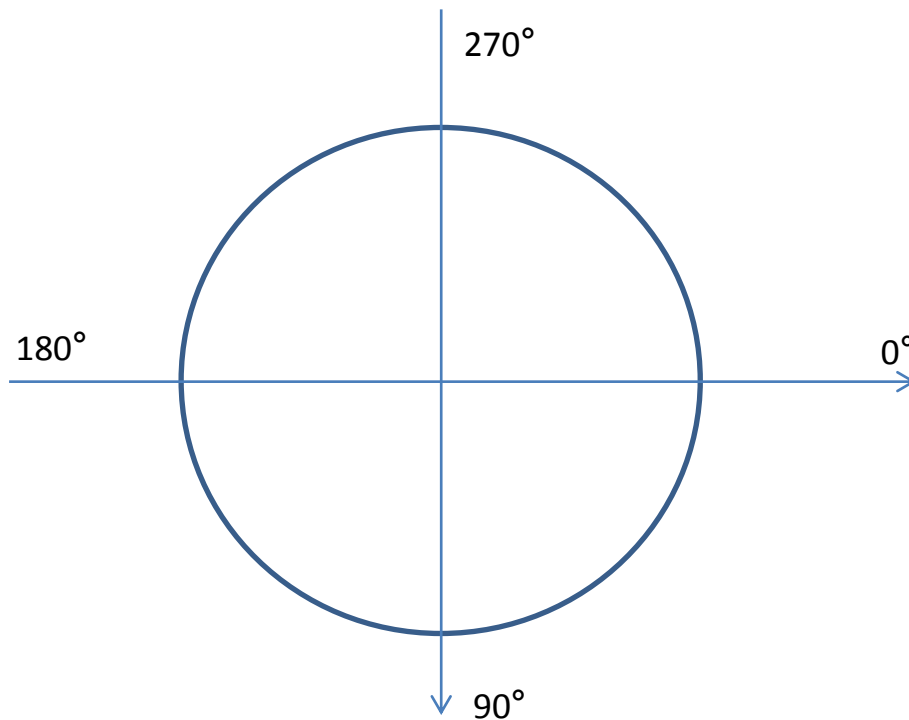
Different elements are painted in different layers in prize wheel, below image show the layer order in prize wheel.



## 2.1 Prize

A sector in the wheel respects a prize, a prize wheel can contains up to 100 prizes, a prize wheel must contains at least 2 prizes.

### 2.1.1 Coordinate



### 2.1.2 Sector Scale

Sector scale is used to calculate the angle of the sector, formula:

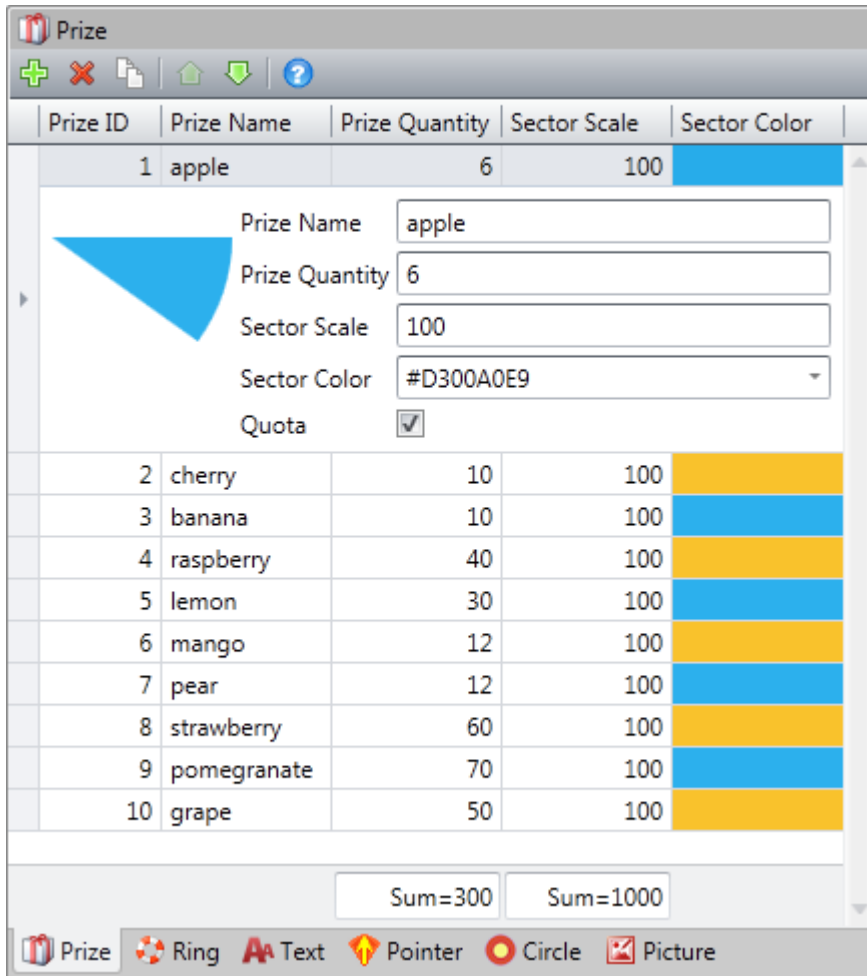
$$\text{Sector Angle} = \frac{\text{sector scale}}{\text{sum of all sector scale}} \times 360$$

### 2.1.3 Prize Quantity and Quota

If Quota is checked, the maximum quantity of prizes can be spun to equals the quantity set to this prize. For example, as you can see in below image, prize quantity of apple is 6, sum of all prize quantity is 300,

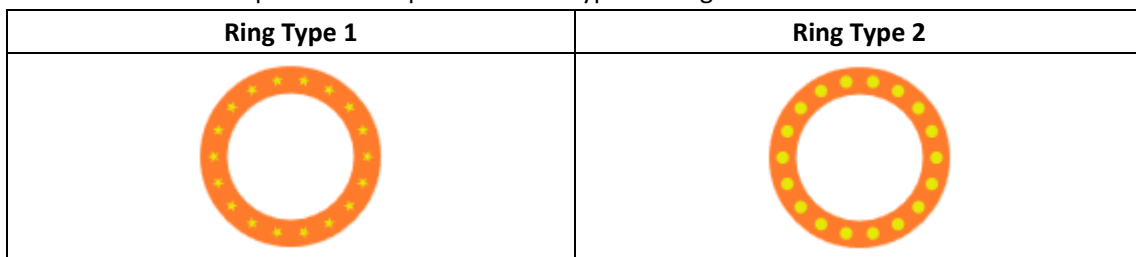
- If Quota of this prize is unchecked, the pointer will stop at apple 6 times if the prize wheel be spun 300 times, the pointer will stop at apple 12 times if the prize wheel be spun 600 times.

- If Quota of this prize is checked, the pointer will stop at apple 6 times if the prize wheel be spun 300 times, the pointer will still stop at apple 6 times if the prize wheel be spun 600 times.



## 2.2 Ring




The prize wheel can be adorned with rings, up to 100 rings can be added to prize wheel. The ring with small ID will be painted on top. There are 2 types of ring:

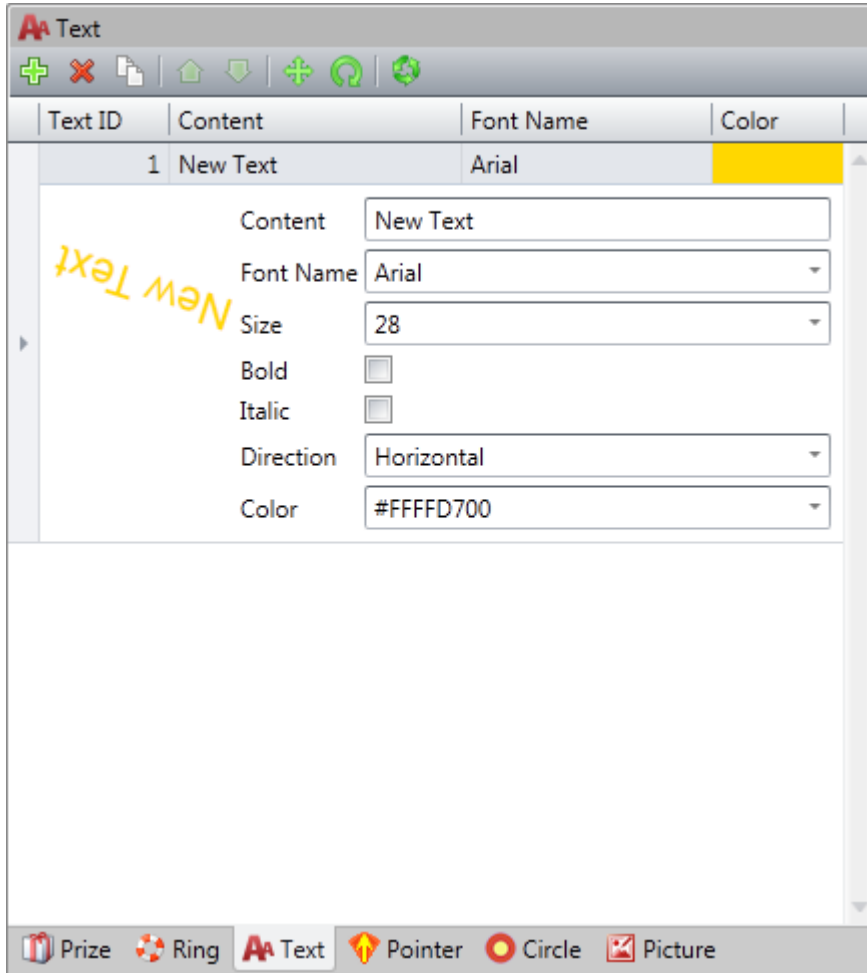


## 2.3 Text

You can add up to 100 texts to prize wheel. 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.**

With toolbar button  (Move) you can move the text to a proper position, with toolbar button  (Rotate) you can rotate the text to proper angle, with toolbar button  (Automatic Position) you can move the text to the middle of a sector.



## 2.4 Pointer

A prize wheel must have a pointer to indicate out of the prize. The default pointer angle is the angle 270 ° (straight up), you can adjust the angle of the pointer. There are 4 types of pointer:

Pointer Type 1	Pointer Type 2	Pointer Type 3	Pointer Type 4
			

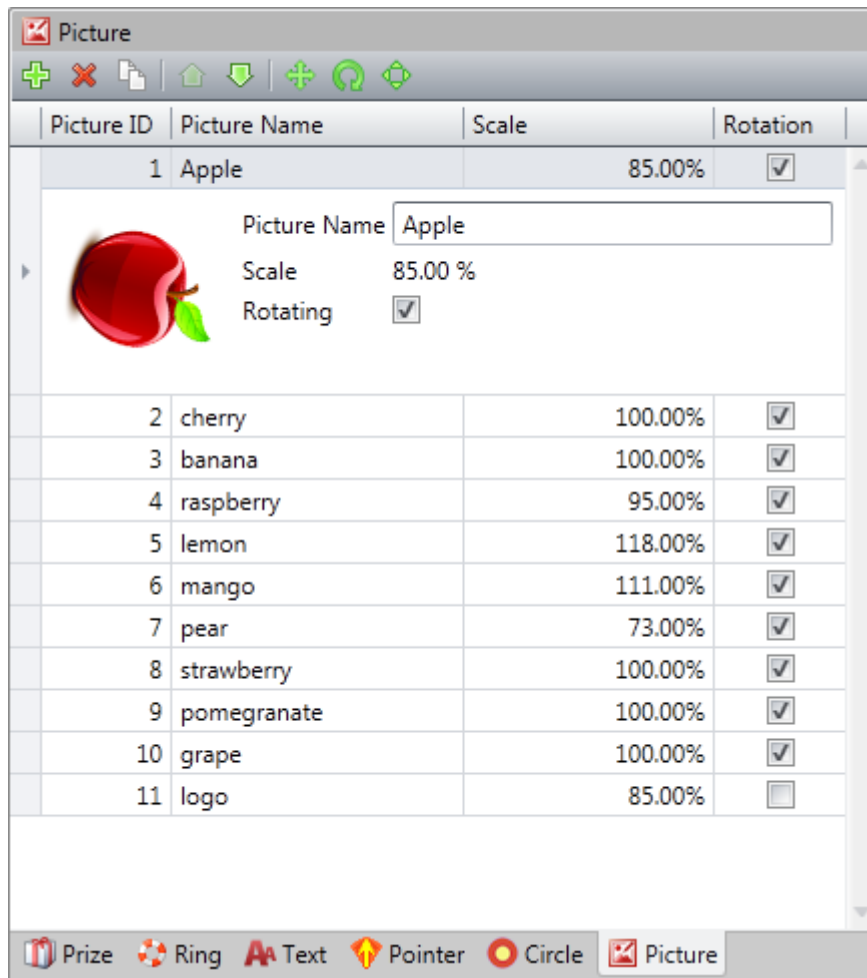
## 2.5 Circle

The prize wheel can be adorned with circles, up to 100 circles can be added to prize wheel, and there will be at least 1 circle on prize wheel. The circle with small ID will be painted on top.

## 2.6 Picture


You can add as multiple pictures to prize wheel, transparent PNG pictures are recommended.

If Rotating is checked, the picture will rotate with the prize wheel.



If Rotating is unchecked, the picture will not rotate with the prize wheel, and will be painted on top.

Picture ID	Picture Name	Scale	Rotation
1	Apple	85.00%	<input checked="" type="checkbox"/>
2	cherry	100.00%	<input checked="" type="checkbox"/>
3	banana	100.00%	<input checked="" type="checkbox"/>
4	raspberry	95.00%	<input checked="" type="checkbox"/>
5	lemon	118.00%	<input checked="" type="checkbox"/>
6	mango	111.00%	<input checked="" type="checkbox"/>
7	pear	73.00%	<input checked="" type="checkbox"/>
8	strawberry	100.00%	<input checked="" type="checkbox"/>
9	pomegranate	100.00%	<input checked="" type="checkbox"/>
10	grape	100.00%	<input checked="" type="checkbox"/>
11	logo	85.00%	<input type="checkbox"/>






Picture Name:

Scale:

Rotating:

Prize Ring Text Pointer Circle Picture

With toolbar button  (Move) you can move the picture to a proper position, with toolbar button  (Rotate) you can rotate the picture to a proper angle, with toolbar button  (Resize) you can resize the picture to proper size.

## 2.7 Password

To protect the prize wheel is not modified by someone else, you can set a password to the prize wheel.

## 3 Wheel Player

Use the created prize wheel to create a prize wheel project with Wheel Player, with Wheel Player you can:

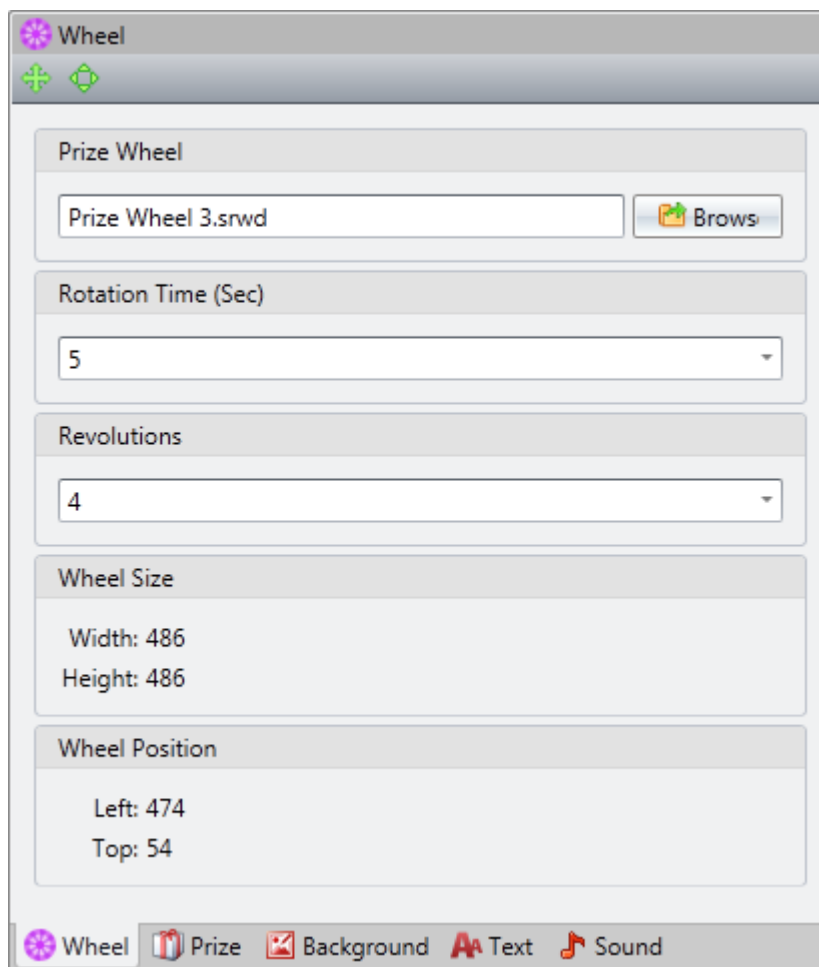
- Add back picture or back video to prize wheel project;
- Add back music to prize wheel project;
- Set sound to prizes;
- Run prize wheel project;
- View statistics and detail records ;



### 3.1 Create Prize Wheel Project

You must create a prize wheel with Wheel Editor before creating a prize wheel project.

### 3.2 Position and Size of Prize Wheel

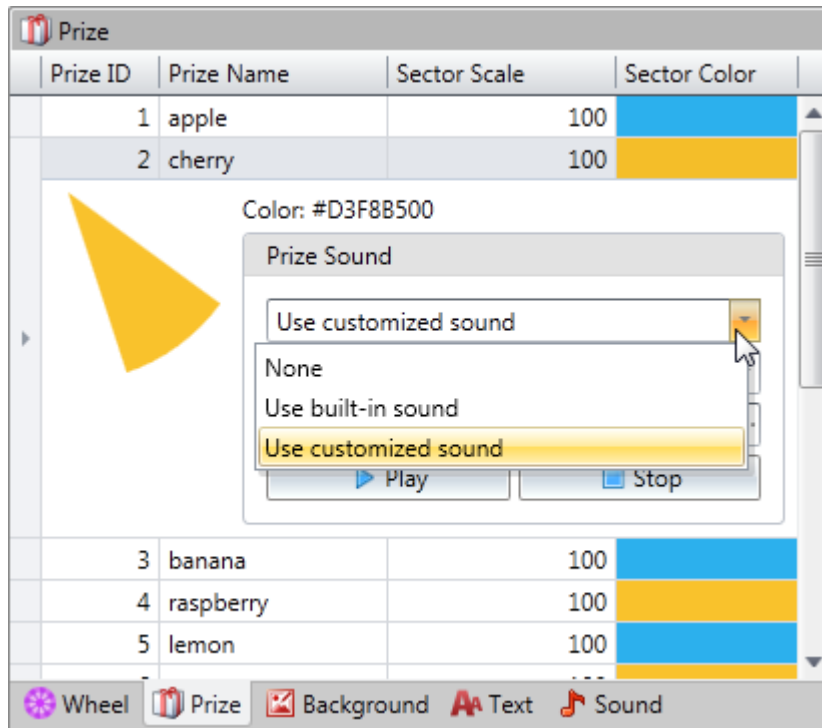
After a new prize wheel project is created, the prize wheel is placed at top left of window.



With toolbar button  (Move) you can move the prize wheel to a proper position, with toolbar button  (Resize) you can resize the prize wheel to proper size.

### 3.3 Prize Sound

A sound can be played after prize wheel stop rotating. You can choose built-in sounds or use your own sounds.



### 3.4 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 changed.

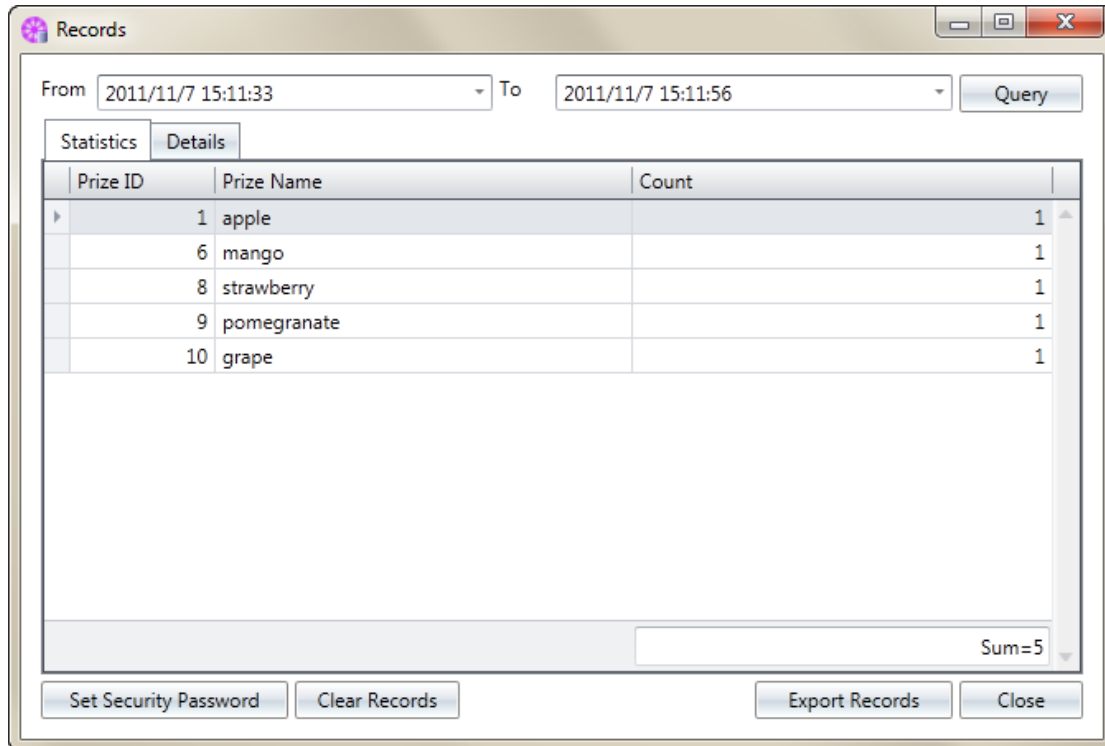
**NOTE: Video file size can't exceed 100M.**

### 3.5 Text

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

### 3.6 Statistics and Detail Records

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



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

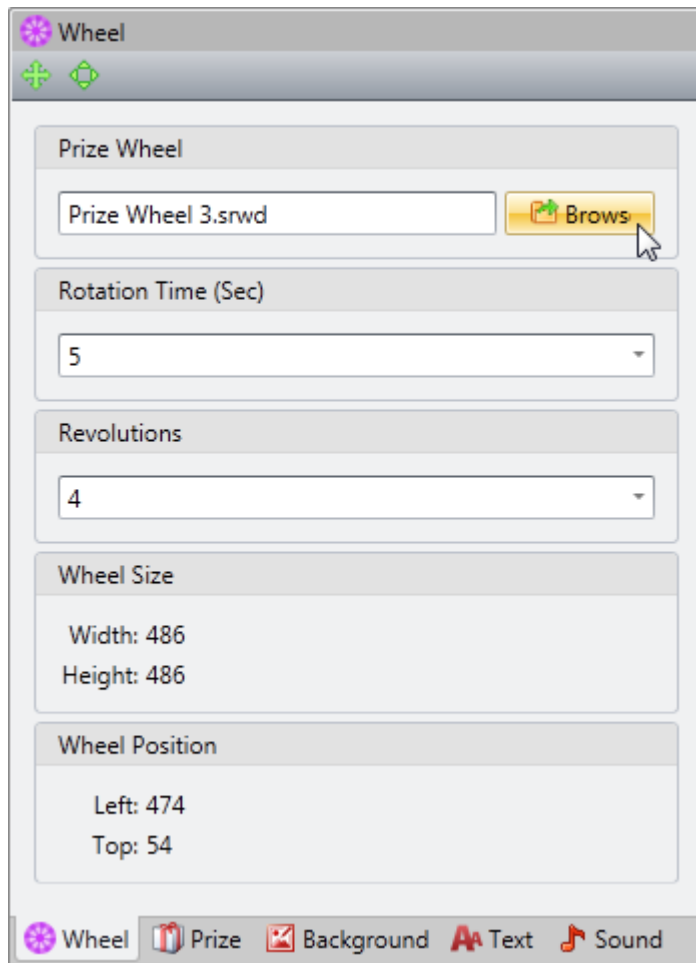
### 3.7 Music

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

## 4 FAQ

### 4.1 How to Update Prize Wheel in Prize Wheel Project

Click Browse button to select a new prize wheel file, then the prize wheel in prize wheel project is updated.



### 4.2 How to Run a Prize Wheel Project from Scratch

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

Records

From 2011/11/7 15:11:33 To 2011/11/7 15:11:56 Query

Statistics Details

Prize ID	Prize Name	Count
1	apple	1
6	mango	1
8	strawberry	1
9	pomegranate	1
10	grape	1

Sum=5

Set Security Password Clear Records Export Records Close

## 5 Contact SoftRM

Website: <http://www.softrm.com>

E-mail: [sales@softrm.com](mailto:sales@softrm.com)