



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 prizes(sectors) 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.

Follow below steps to create prize wheel and prize wheel project:

Step 1: Create a prize wheel with Wheel Editor.

Step 2: Use the prize wheel created in Step 1 to create a prize wheel project with Wheel Player.

Step 3: Run the prize wheel project with Wheel Player.

1.1 System Requirement

1.1.1 Software Requirement

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

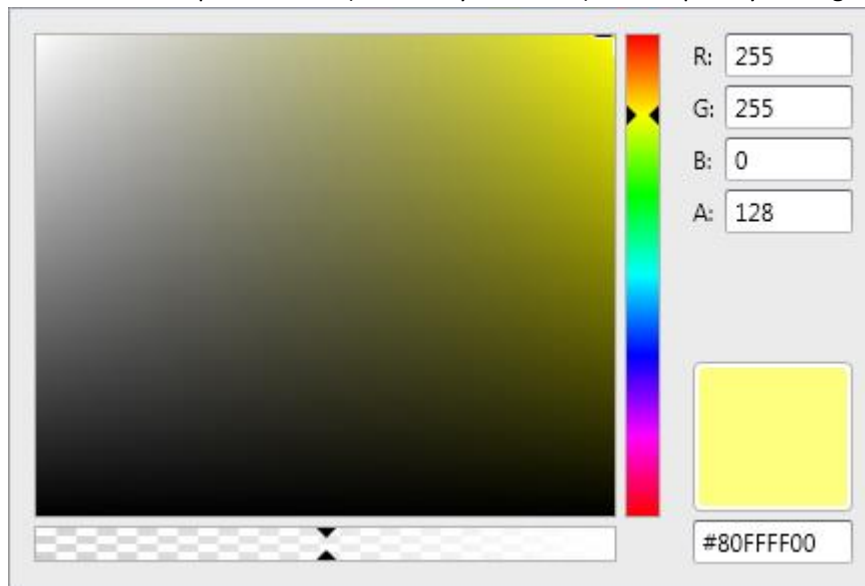
1.1.2 Hardware Requirement

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 Wheel Editor

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

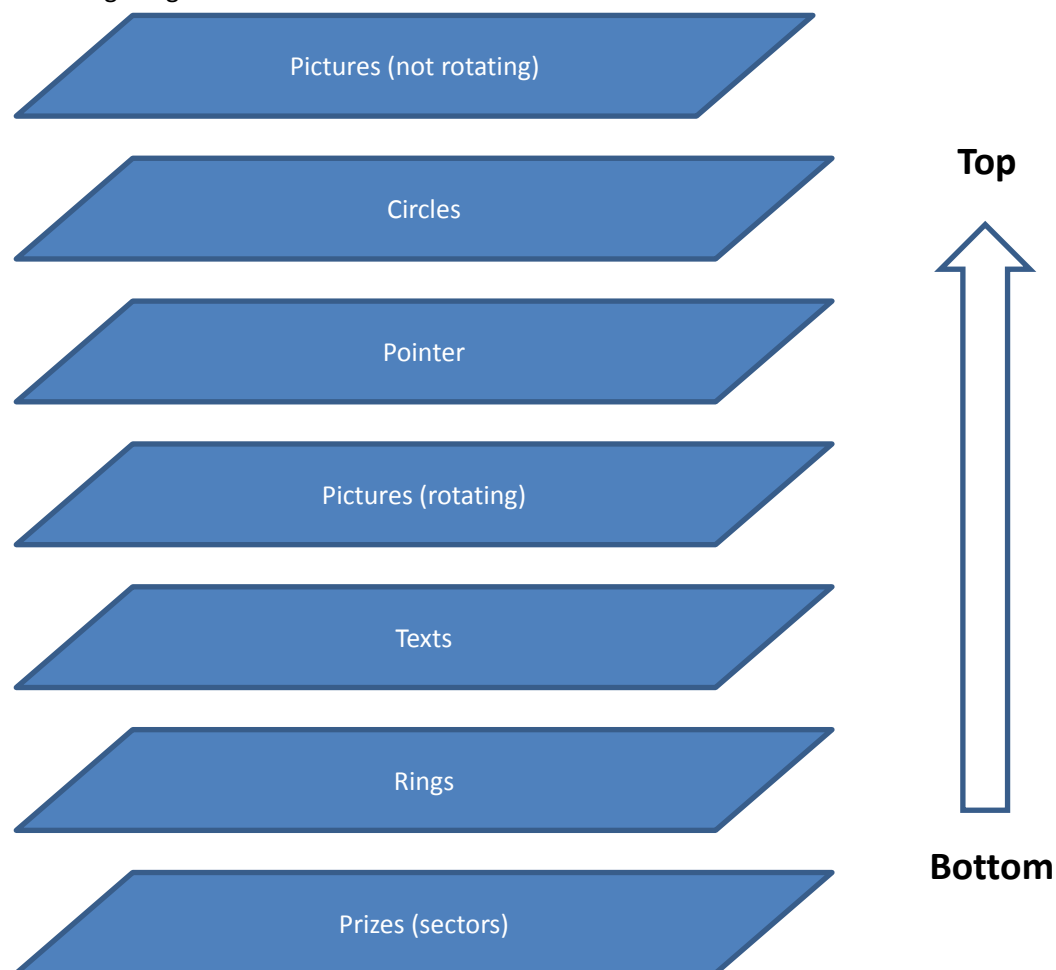
With Wheel Editor you can:

- Add prizes (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 below elements:

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

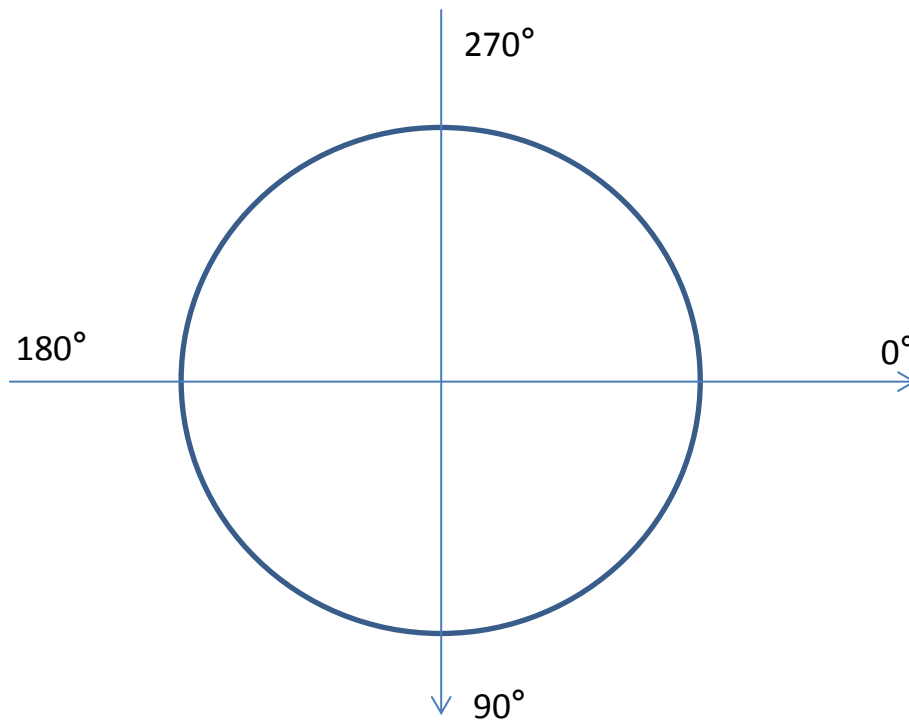
Different elements are painted in different layers, layer order in prize wheel is shown in the following image.



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:

$$\text{Sector Angle} = \text{sector scale} / (\text{sum of all sector scale}) \times 360$$

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 shown in the following image, prize quantity of apple is 6, sum of all prize quantity is 300,

- If “Quota” 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” 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.

Prize

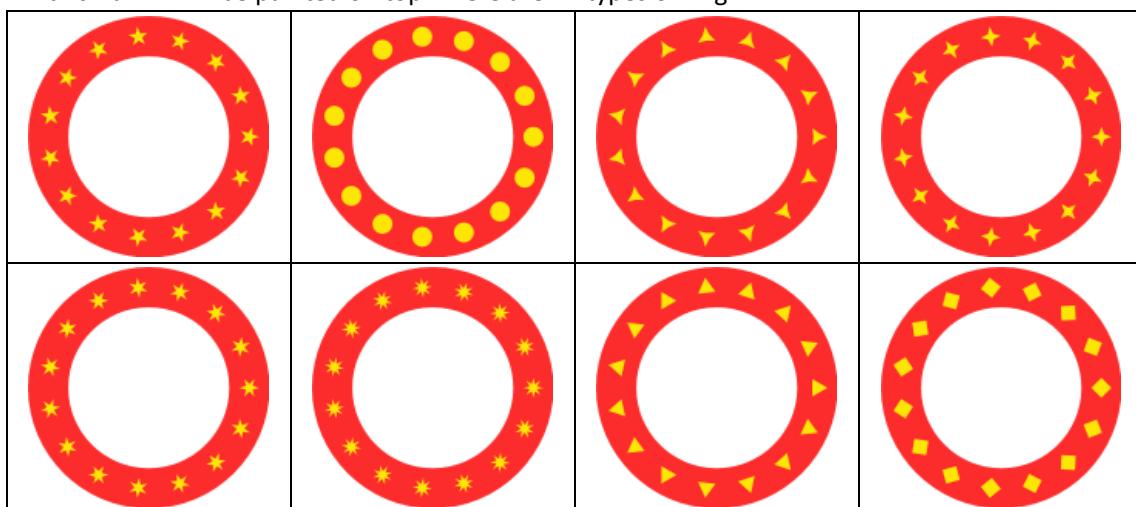
Prize ID	Prize Name	Prize Quantity	Sector Scale	Sector Color
1	apple	6	100	
<div> <div> Prize Name: <input type="text" value="apple"/> Prize Quantity: <input type="text" value="6"/> Sector Scale: <input type="text" value="100"/> Sector Color: <input type="text" value="#D300A0E9"/> Quota: <input checked="" type="checkbox"/> </div> </div>				
2	cherry	10	100	
3	banana	10	100	
4	raspberry	40	100	
5	lemon	30	100	
6	mango	12	100	
7	pear	12	100	
8	strawberry	60	100	
9	pomegranate	70	100	
10	grape	50	100	

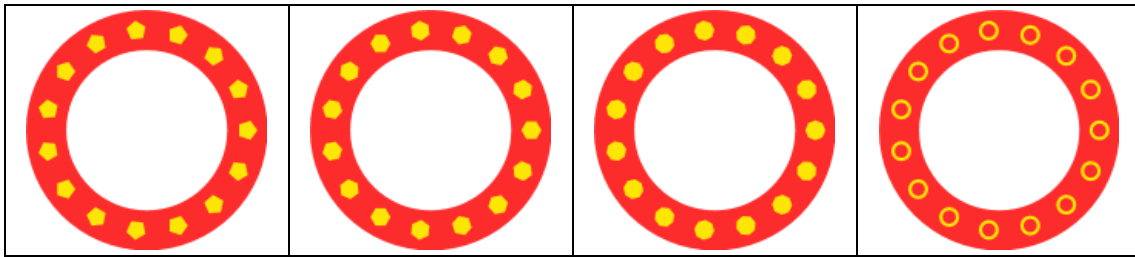
Sum=300 Sum=1000

Prize
 Ring
 Text
 Pointer
 Circle
 Picture

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 12 types of ring:






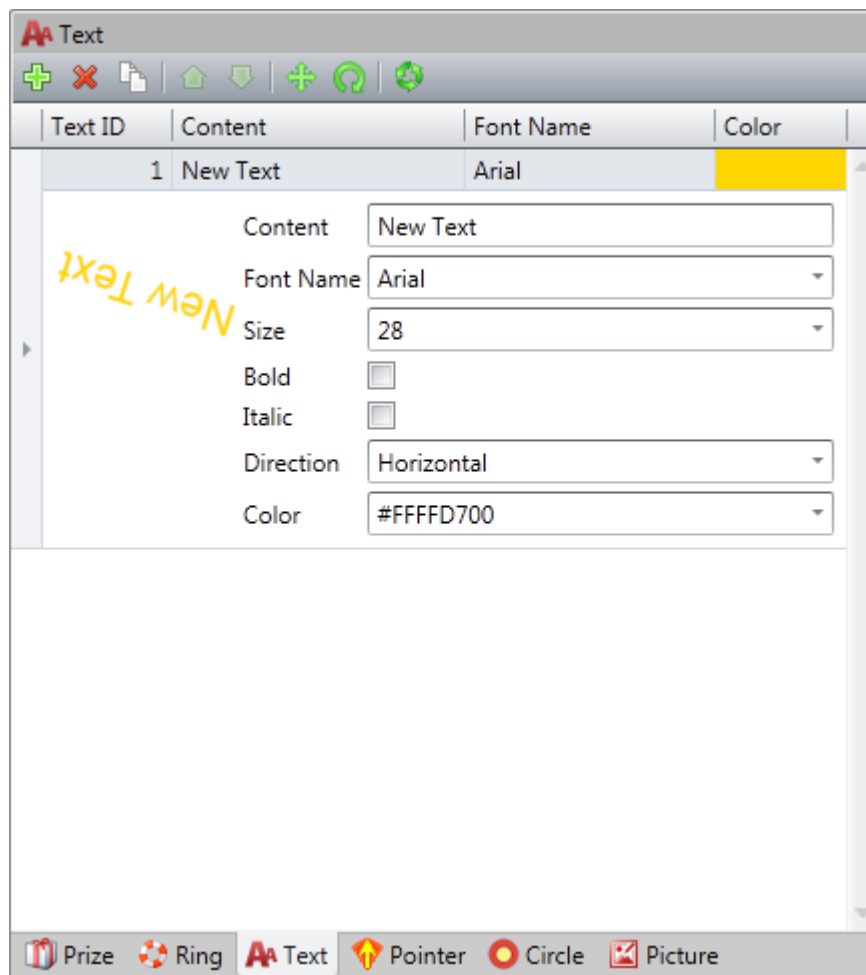


2.3 Text

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

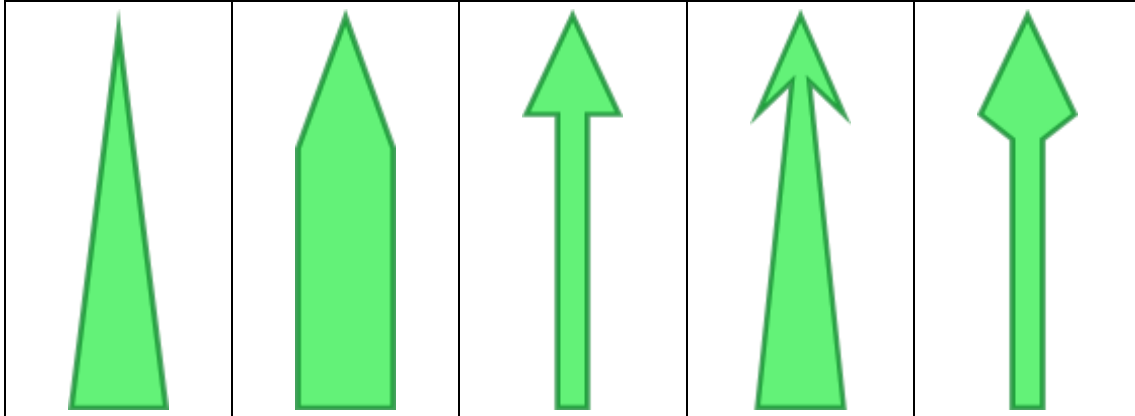
NOTE: in order to achieve the same display on other computers, please use common fonts which are available on other computers.

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 5 types of pointer:



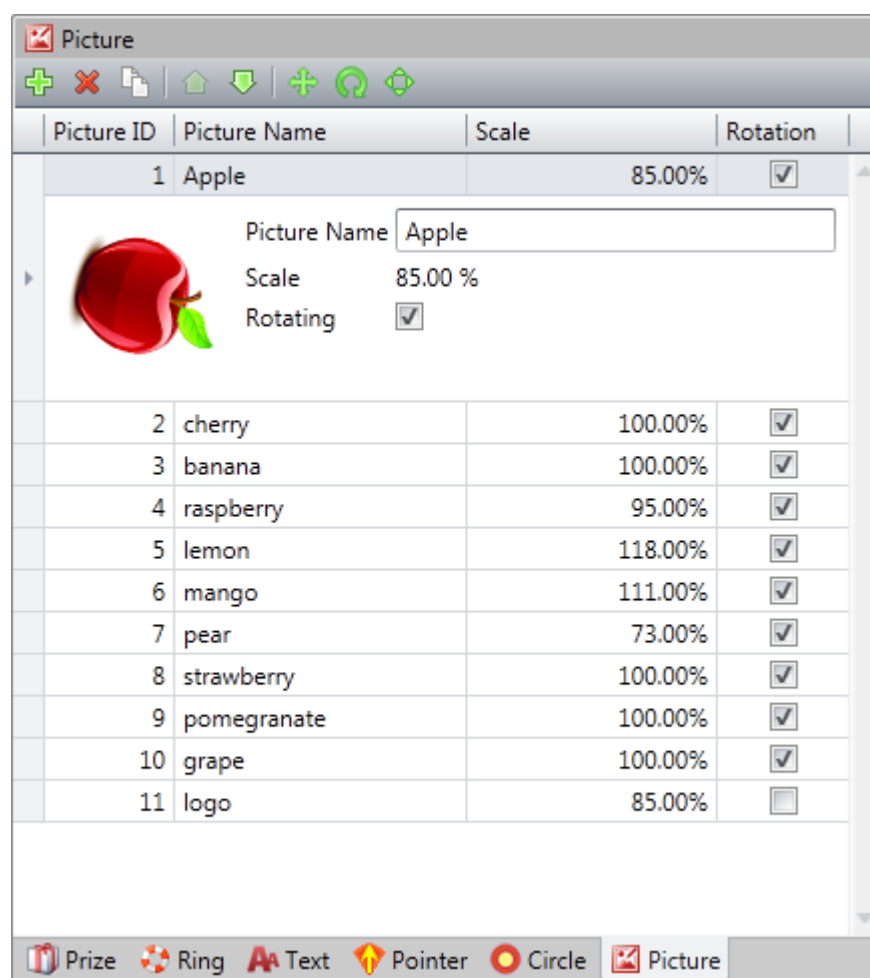
2.5 Circle

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.

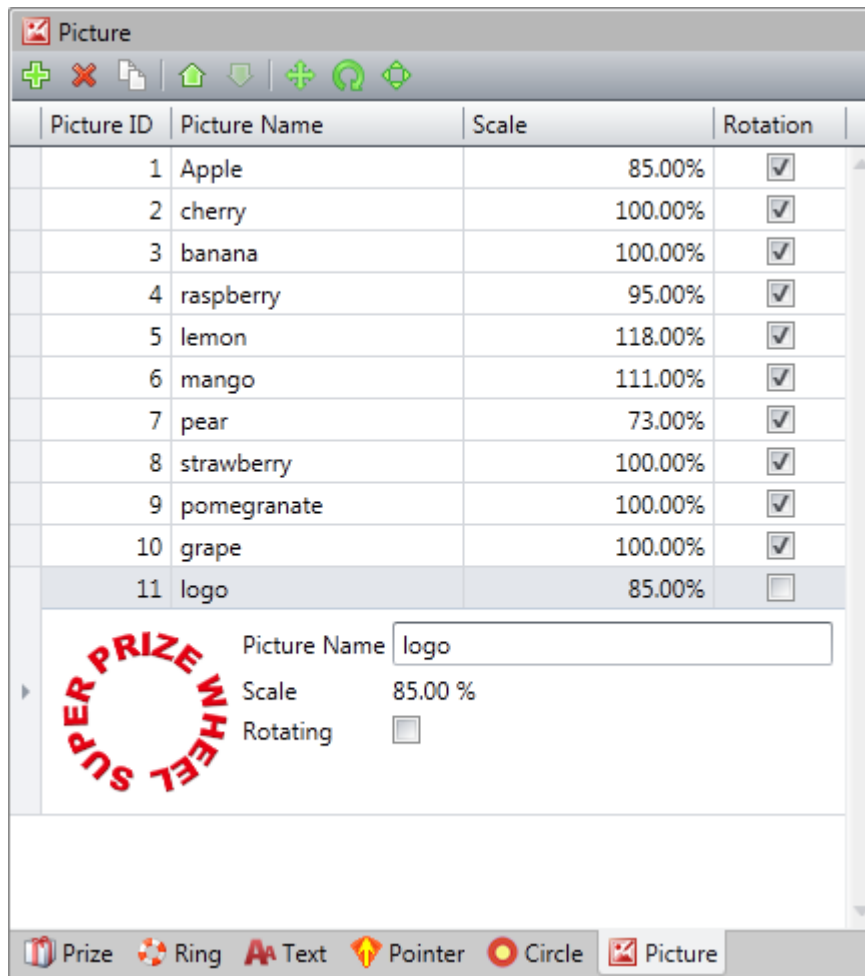
2.6 Picture




You can add up to 100 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.



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

In order to prevent unauthorized users from opening the prize wheel, 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:

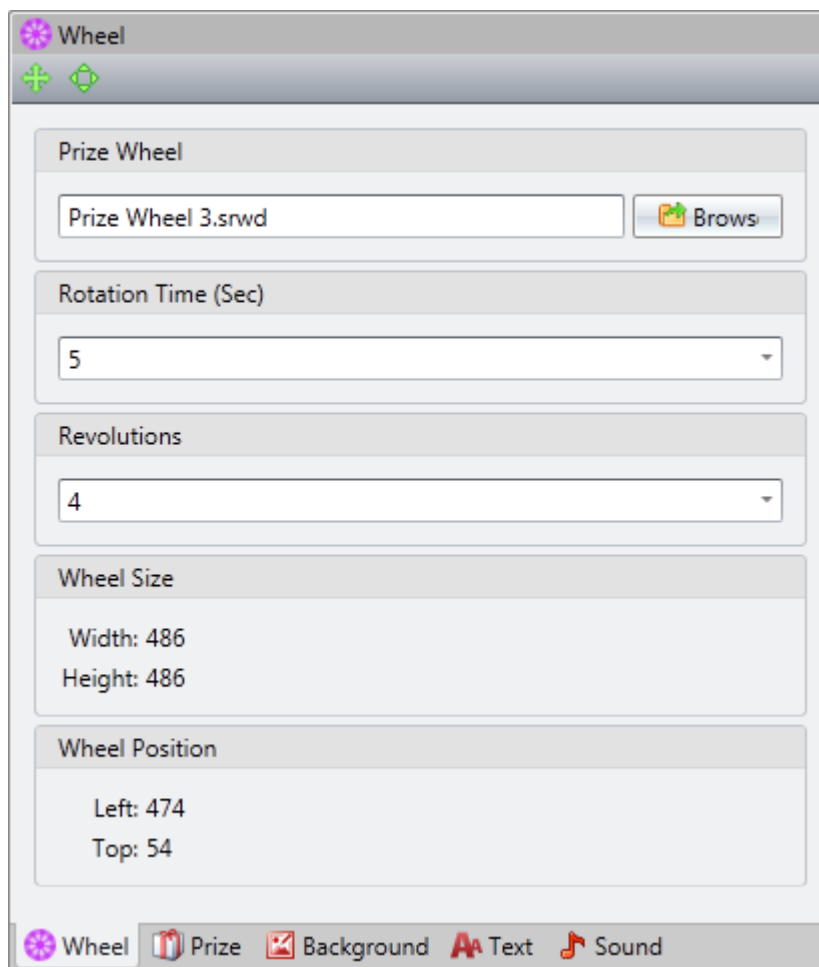
- Add back picture or back video to prize wheel project;
- Add back music to prize wheel project;
- Set sound to prizes;
- Run prize wheel project;
- View statistics and detail records ;



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

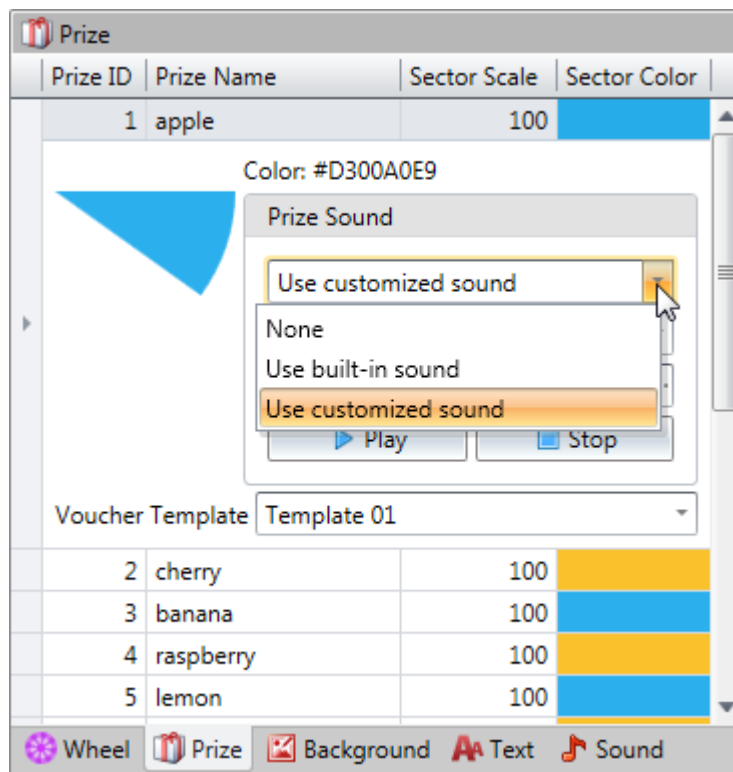
After a new prize wheel project is created, the prize wheel is placed at top left of the window.



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.

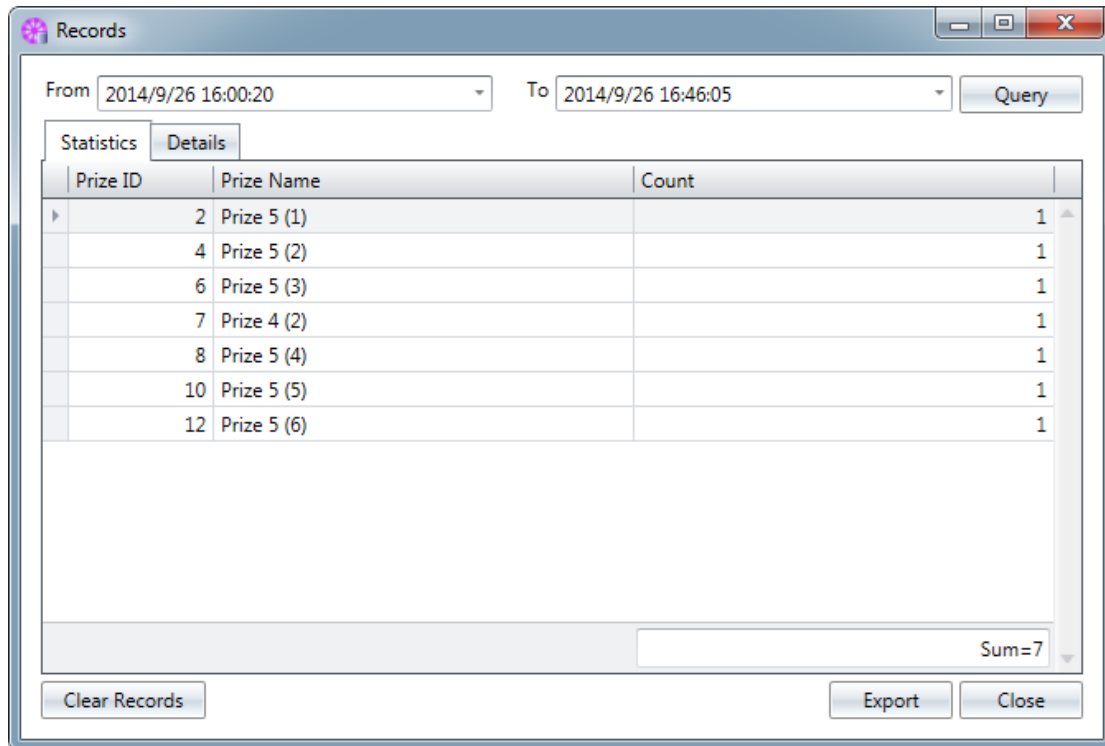
NOTE: Video file size can't exceed 100M.

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.



The screenshot shows a 'Records' window with a title bar containing a purple icon, the text 'Records', and standard window controls. Below the title bar, there are two date-time input fields: 'From' with the value '2014/9/26 16:00:20' and 'To' with the value '2014/9/26 16:46:05', followed by a 'Query' button. Below these fields are two tabs: 'Statistics' and 'Details', with 'Details' being the active tab. The 'Details' tab contains a table with three columns: 'Prize ID', 'Prize Name', and 'Count'. The table has seven rows of data. Below the table, there is a 'Sum=7' label. At the bottom of the window, there are three buttons: 'Clear Records', 'Export', and 'Close'.

Prize ID	Prize Name	Count
2	Prize 5 (1)	1
4	Prize 5 (2)	1
6	Prize 5 (3)	1
7	Prize 4 (2)	1
8	Prize 5 (4)	1
10	Prize 5 (5)	1
12	Prize 5 (6)	1

3.6.1 Clear Records

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

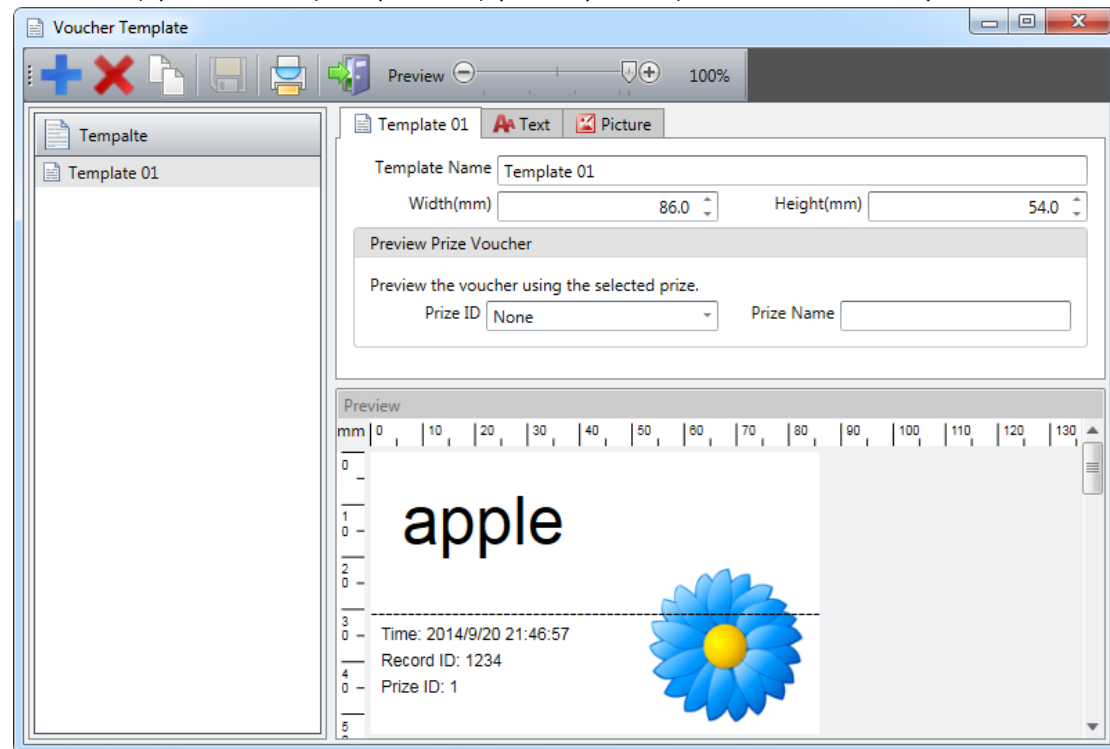
3.7 Music

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

3.8 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.



3.8.1 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

3.8.2 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	Sector Scale	Sector Color
1	apple	100	
2	cherry		
3	banana		
4	raspberry	100	
5	lemon	100	

Color: #D300A0E9

Prize Sound

Use customized sound

Built-in Sound: Congratulat...

Customized Sound: apple.wav

Play Stop

Voucher Template: Template 01

None

Template 01

Wheel

Prize

Background

Text

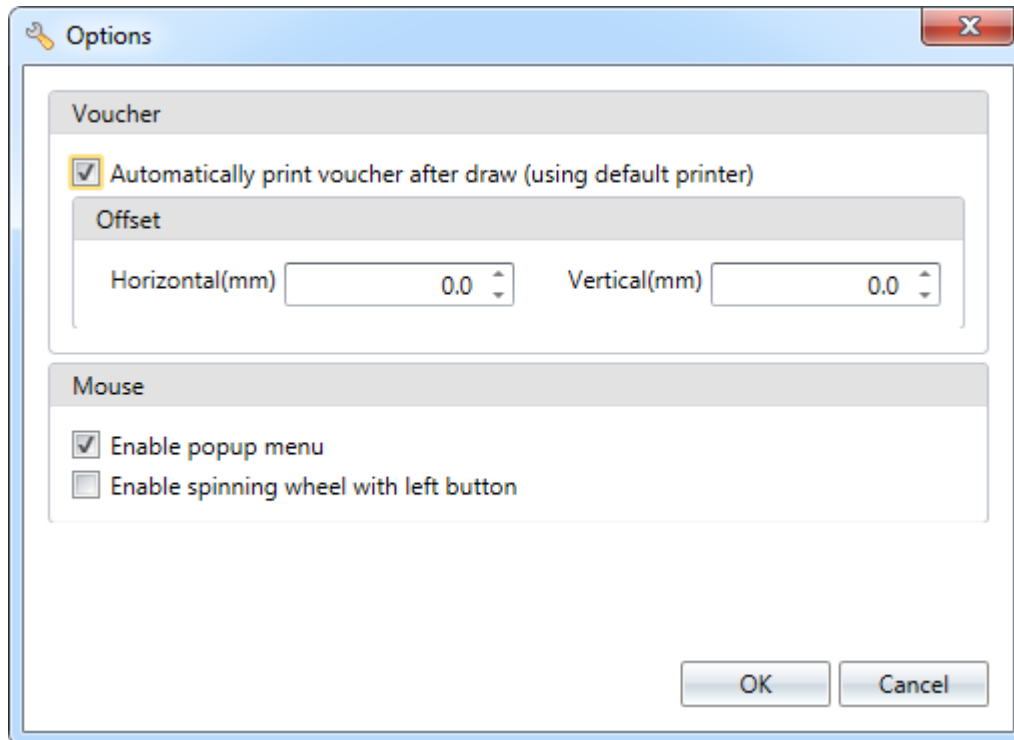
Sound

3.8.3 Print Voucher

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

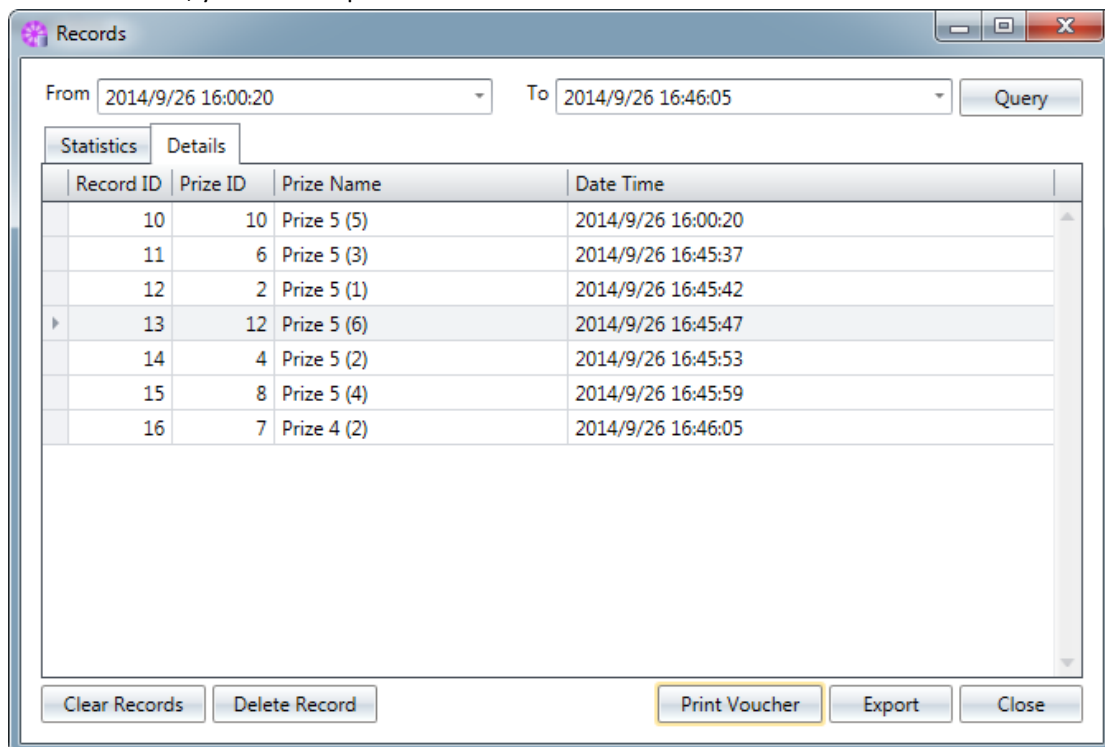
➤ Automatically print voucher after draw

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



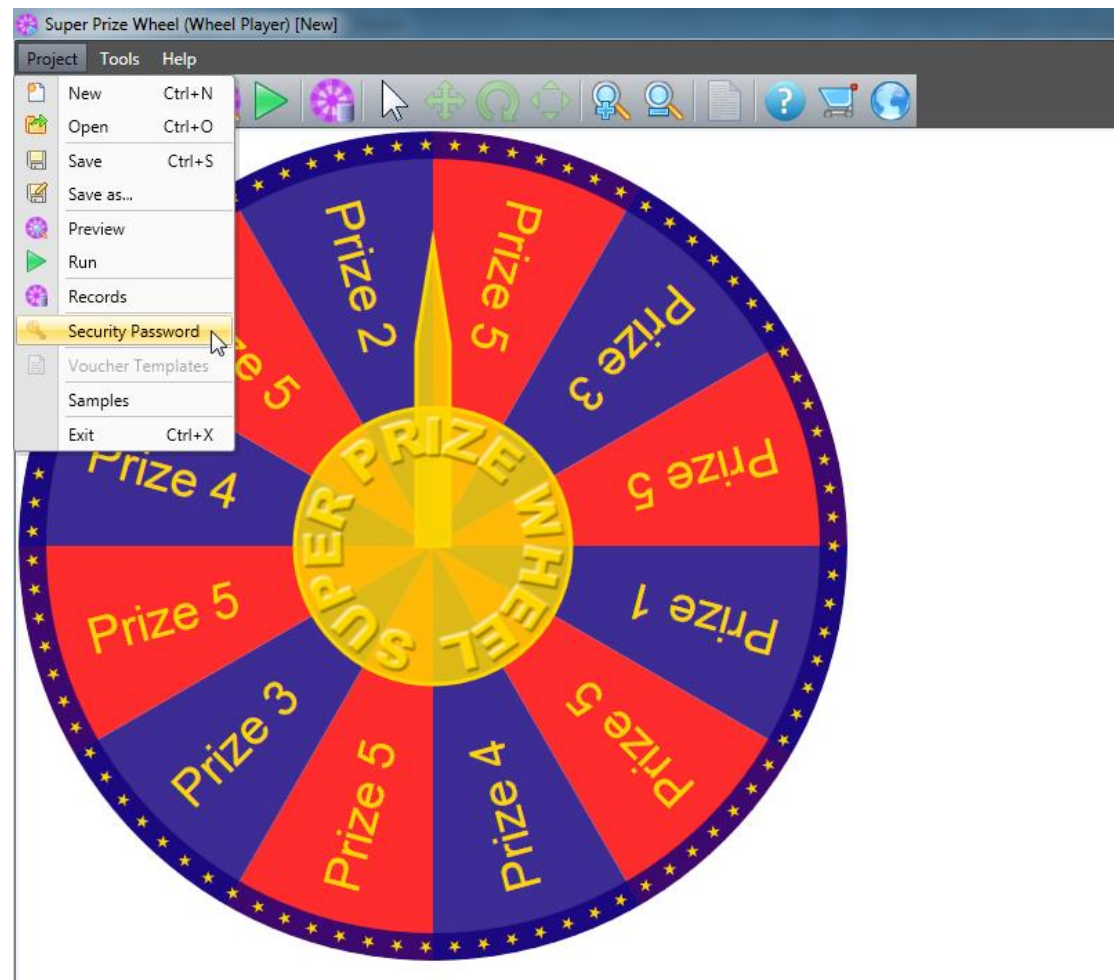
➤ Manually print voucher

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.




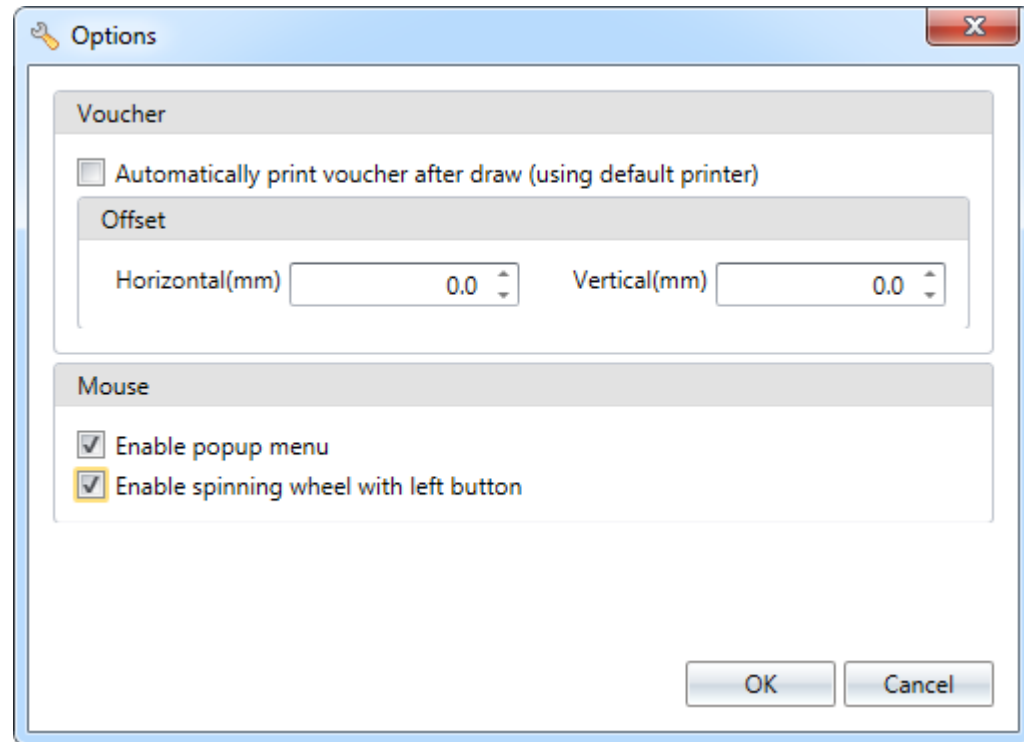
3.9 Security Password

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.



3.10 Run Prize Wheel Project

Click icon  in toolbar to run the prize wheel project. press SPACE or ENTER key to spin the wheel. You can also use left button to spin the wheel if you check "Enable spinning wheel with left button" in the options window.



3.11 Exit the Lottery Window

There are 3 ways to exit the lottery window:

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

Press "Esc" key, Wheel Player 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, Wheel Player will exit the lottery window without displaying any message box, and exit the application immediately without showing the main window.

3.12 Send Result

It is possible to share results with third-party programs, the result can be sent to clipboard, text file or URL(use HTTP POST method) method, you should enable sending result in the options window first.

There are 3 "key:value" data be sent to clipboard, text file or URL.

The data sent to the clipboard contains 3 comma separated "key:value" data, the format of the data sent to the clipboard is as follows:

record_id:<value>,prize_id:<value>,prize_name:<value>

The data sent to text file contains 3 lines, the format of the data sent to the text file is as follows

record_id:<value>

prize_id:<value>

prize_name:<value>

The data sent to URL(use HTTP POST method) contains 3 key-value data:

"record_id": <value>

"prize_id": <value>

"prize_name": <value>

3.13 Command-line

The Wheel Player command-line tools can be like this:

WheelPlayer.exe [filename.srwp] [-run] [-nosplash]

Below is list of command-line options recognized by the Wheel Player.

filename.srwp: the full path and file name of the prize wheel project.

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

-nosplash: do not display the splash screen.

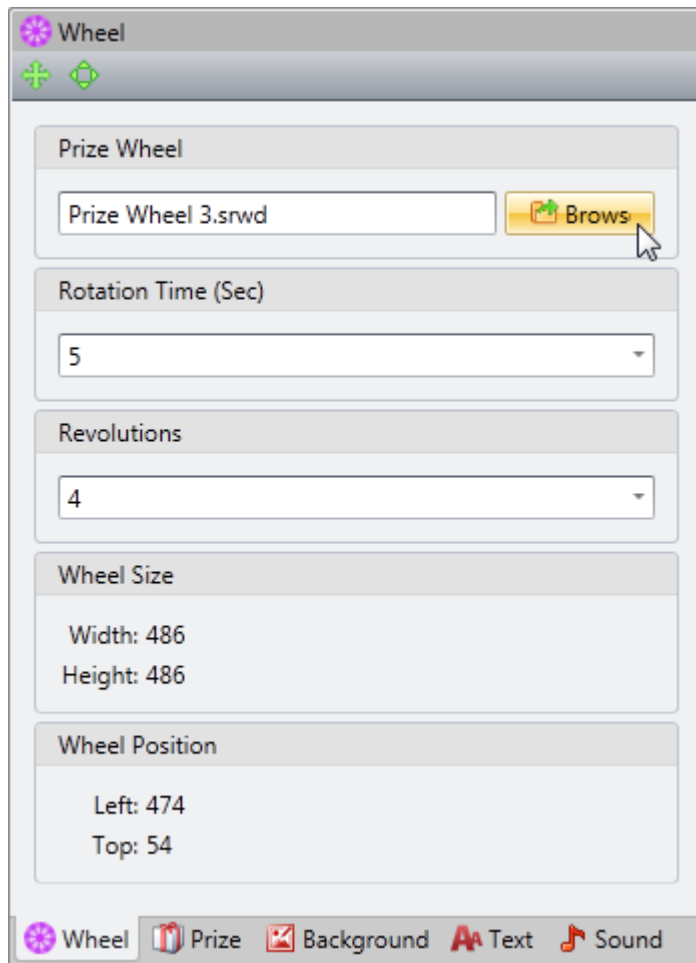
Below is a sample command-line:

"C:\Program Files (x86)\Super Prize Wheel\WheelPlayer.exe" "D:\Temp\Samples\Prize Wheel Project 1.srwp" -run -nosplash

4 FAQ

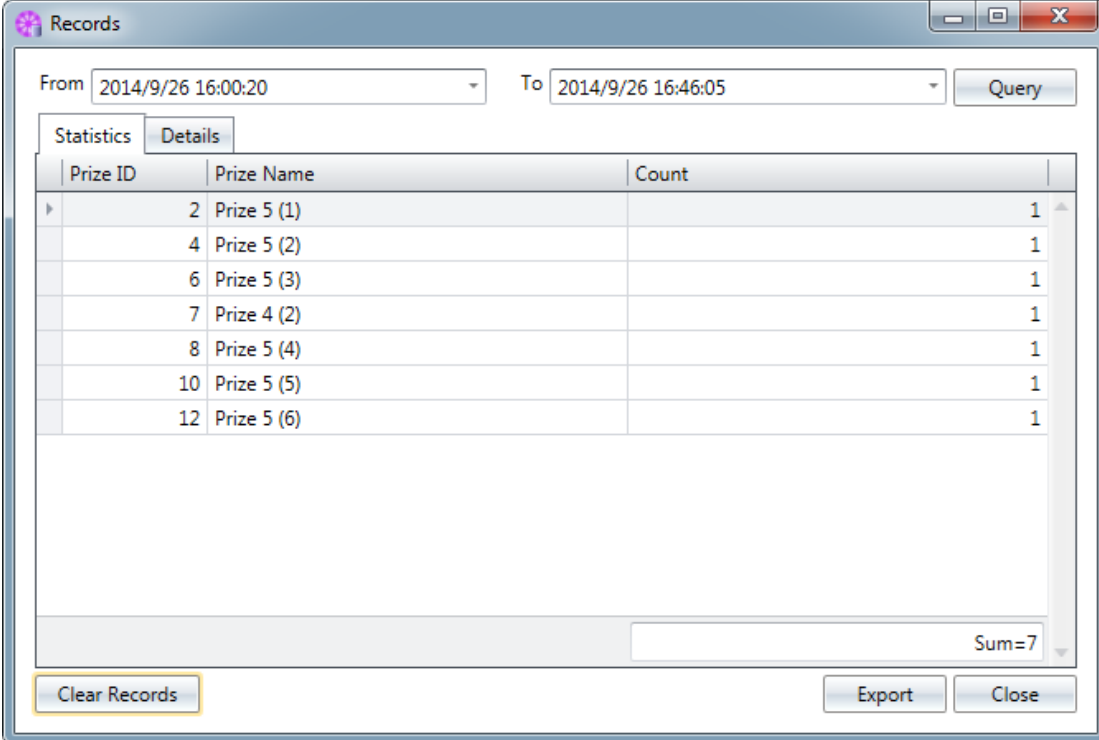
4.1 How to Update Prize Wheel in Prize Wheel Project

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.



The 'Records' window displays a table of prize draws. At the top, there are date and time filters: 'From' 2014/9/26 16:00:20 and 'To' 2014/9/26 16:46:05, with a 'Query' button. Below these are tabs for 'Statistics' and 'Details'. The 'Details' tab is active, showing a table with three columns: 'Prize ID', 'Prize Name', and 'Count'. The table contains seven rows of data. At the bottom of the window, there is a 'Clear Records' button, an 'Export' button, and a 'Close' button. A status bar at the bottom right shows 'Sum=7'.

Prize ID	Prize Name	Count
2	Prize 5 (1)	1
4	Prize 5 (2)	1
6	Prize 5 (3)	1
7	Prize 4 (2)	1
8	Prize 5 (4)	1
10	Prize 5 (5)	1
12	Prize 5 (6)	1

4.3 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).

5 Contact SoftRM

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