

Photo Lottery Director User Guide



SoftRM http://www.softrm.com

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1 Introduction

With Photo Lottery Director you can create and manage your own lottery in a party, a meeting or a celebration. One or more photos can be drawn once; one photo 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.

Noptions
General Shortcut Key Shadow of Text Show Winners Additional Key Image: Hide Buttons in Scene Image: NOTE: You can use below shortcut keys after you hide buttons. SPACE, ENTER: Start rolling photo/Draw winners ALT +X Key: Exit the lottery ALT +N Key: Go to next scene Image: ALT +W Key: Show/Hide winner photos already drawn in current scene ALT +W Key: Show/Hide winner photos already drawn in current scene ALT +W Key: Show/Hide winner photos already drawn in all scenes 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 opened with Alt + A or Alt + W) ALT +B Key: Absence management (available when all winners are drawn in scene) ALT +P Key: Pause/Resume music
OK Cancel

Pre-defined shortcut keys are listed in below table:

Shortcut key	Description
Enter, Space	Start rolling photo/Draw winners
Alt + X	Exit the running lottery
Alt + N	Go to next scene
Alt + W	Show/Hide winner photos already drawn in current scene

Alt + T	Show winner names already drawn in current scene
Alt + A	Show/Hide winner photos 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 + P	Pause/Resume music

1.2.1 Additional Drawing Key

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

🔦 Opti	ions 💌
Gener	ral Shortcut Key Shadow of Text Video Show Winners Additional Key
Space	e and Enter are default drawing keys, you can enable additional drawing key.
Key	Page Down
	Enable Drawing with Left Button
	OK Cancel

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' button, do not click 'Run' button.

Photo Lottery Director		
Lottery Scene Photo Tools	Help	
New Delete	Run Continue New Delete Move Duplicate Down Scene Options Photo Up Down Scene Options Managem	
Lottery Project 🛛 🕈		
Demo Lottery (01)Third Prize	Lottery Name Demo Lottery	
(02)Second Prize (03)First Prize	Description Demo project	
	Progress	Music for Drawing Winner
	○ None ○ NO. X ○ X ○ NO. 1/X ◎ 1/X	○ None
	Font Color	Custom Browse
	Display Scheme of Winner	
	✓ Enable Display Scheme Random ▼ Preview	
Photo Lottery Director	Save	

1.4 Increase Rolling Speed

Many users take pictures with digital camera and the photo width is often greater than 1024 pixel, large photo will lead to slow rolling because it will take more time to read a large photo file from disk. Don't worry about it, it is not necessary to resize every photo one by one manually, there is a 'Resize Photos' button in the 'Photo Management' window, with this button you can batch resize all photos in the selected photo group to defined size. Please backup the photos before resize them.

1.5 Determination of Duplicate Photos

Photo Lottery Director only allow a photo be drawn once when running lottery. The full path of the photo file is the identifier of a photo. A photo will be excluded when rolling photos after it was drawn.

If a photo was saved as 2 files in the disk, for example: c:\john.jpg and c:\john – copy.jpg, Photo Lottery Director will treat the 2 files as different photo because the full path of the 2 files are different.

2 Lottery and Scene

Lottery consists of one or more scenes. There are 2 type scenes in Photo 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 Photo 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 photo groups because a scene can only set a photo 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.

Photo	o Lottery	Director								
Lotter	y Scen	e Photo	Tools	; Hel	р					
2	3		Q							G
New	Delete	Layout P	review •	Run	Continu	e New	Delete	Move Up	Move Down	Duplicate Scene
5	emo Lotte	rd Prize cond Prize st Prize	4 Lottery	Lott	tery Name		ect		X ©I	NO. 1/X @

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 Photo 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 Description		
	Demo project	
	Progress	Music for Drawing Winner
	⑦ None ◎ NO. X ◎ X ◎ NO. 1/X ◎ 1/X	🔿 None 💿 Built In 🛛 Music1 🗨 Play
	Font Color	Custom Browse
	Display Scheme of Winner	

2.1.2 Draw Progress

and the second second	Demo project	
	Progress None NO. X X NO. 1/X I/X Font Color	Music for Drawing Winner Music 1 Play Custom Browse
	Display Scheme of Winner	

With Photo Lottery Director you can draw part of winners once in a scene, for example: total winners of a scene is set to 10, you can draw 2 winners once. In this case, a progress text can be displayed, such as 2/10, 4%10, 6/10, 8/10, 10/10.

The position of progress text can be changed in layout of scene.

2.2 Scene

There are 2 type scenes in Photo 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, 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.

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

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 Photo Group

Photo group is a collection of some photos, you can create many photo groups in Photo Lottery Director, each scene with winners must be set a photo group, and the winners of this scene will be drawn from the set photo group. 2 scenes may be set the same photo group or different photo groups. The photos with same full path in different photo groups will be treat as the same photo; the same photo will only be drawn once.

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

Scene Name	e Second Prize			Serial	02		
Title	Title of Lottery	Font	Color	Subtitle	Second Prize	Font	Color
Bottom Text	Buttons in scene can be hidden in the	Font	Color	Photo Group	Demo		Select
Winner Quantity	3			Draw Quantity	2		

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.

The maximum number of photos can be draw one time is 99.

	No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)							
Scene Name	Second Prize			Serial	02			
Title	Title of Lottery	Font	Color	Subtitle	Second Prize	Font	Color	
Bottom Text	Buttons in scene can be hidden in the	Font	Color	Photo Group	Demo		Select	
Winner Quantity	3			Draw Quantity	2			

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	Second Prize			Serial	02						
Title	Title of Lottery	Font	Color	Subtitle	Second Prize	Font	Color				
Bottom Text	Buttons in scene can be hidden in the	Font	Color	Photo Group	Demo		Select				
Winner Quantity	3			Draw Quantity	2						
Back Music			Browse	Back Picture			Browse				

2.2.7 Back Picture

You can set a back picture (BMP, JPG) for each scene. Photo 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 Shortcut Key Shadow of Text Video Show Winners Additional Key
Slow Fast
Photo Thumbnail
Width (pixel) 160 Height (pixel) 120
Back Picture
 Full Screen Stretch Original Size
L
OK Cancel

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.

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

Scene Name	Third Prize		Serial	01			
Title	Title of Lottery	Font Color	Subtitle	Third Prize	Font	Color	
Bottom Text	NOTE: Photos with large size will m	Font Color	Photo Group	Demo	Select		
Winner Quantity	nner Quantity 5			5			
Back Music		Browse	Back Picture	E:\MProgram\照片抽奖软件\Protected\back.jr Browse			
Photo Name	Show Center	Font Color	Ī Į	🔽 Loop Play Back Music 🛛 📝 Play	Drum Sound	When Rolling	
Start Picture of Scene				Picture before Winner			
	None Ocod Luck	Congratulation		O None O Good Luck	Congratul	lation	
	Custom	Browse		Custom	E	Browse	

2.2.9 Start Picture of Scene

Start picture of scene is the picture displayed at the position of rolling photo when entering a scene. If 'Start Picture of Scene' is set to 'None', only back picture will be displayed when entering the scene.

Scene Name	Third Prize			Serial	01			
	Title of Lottery	Font	Color		Third Prize		Font	Color
nue		1 one	Color		marmie		1 one	20101
Bottom Text	NOTE: Photos with large size will m;	Font	Color	Photo Group	Demo			Select
Winner Quantity	5			Draw Quantity	5			
Back Music			Browse	Back Picture	E: (MProgram)	照片抽奖软件\Pro	tected\back.jp	Browse
Photo Name	Show Center	Font	Color		Loop Play	Back Music 🛛 📝 Pla	y Drum Sound	When Rolling
	Start Picture of Scene				Picture befo	re Winner		
	🔘 None 🛛 💿 Good Luck 🖉) Congrati	lation		None	Cood Luck	Congratu	lation
	Custom		Browse		Custom			Browse
Description								
Description								

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

2.2.10 Picture before Winner Photo

You can set a picture before winner photo being displayed. If you want to display winner photo directly, please set 'Picture before Winner' to 'None'.

	No Winner Will Be Draw	n In This Scene	(It I	s Used to Dis	splay Picture or Play M	lusic)			
Scene Name	Third Prize				Serial	01			
Title	Title of Lottery	Fo	ont	Color	Subtitle	Third Prize		Font	Color
Bottom Text	NOTE: Photos with large s	ze will mi Fo	ont	Color	Photo Group	Demo			Select
Winner Quantity	5				Draw Quantity	5			
Back Music	sic Browse			Back Picture	E:\MProgram\照片抽奖软件\Protected\back.jr Browse				
Photo Name 📝 Show 📝 Center Font Color				🔽 Loop Play B	Back Music 🛛 📝 Pla	y Drum Sound	l When Rolling P		
	Start Picture of Scene					Picture befor	re Winner		
	None October Good L	uck 💿 Cor	ngratu	lation		None	Good Luck	Congratu	Ilation
	Custom			Browse		Custom			Browse
Description					L				J

3 Photo Management

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



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

🔀 Photo Management				- • ×
Group Name Photo Quantity Description				× 1
Demo 10 Demo photos	Donald Duck	HiAries	Piggy	E
	Boy	Doraemon	Pikachu	
	Photo			•
Photo Group	Contraction of the second seco			3
Name Demo	Name		Size	
Description Demo photos	File	C	hange Photo	
New Group Delete Group Add Pho	to Add Photo Folder	Delete Photo Resize	Photos	Close

3.1 Add Photos to Photo Group

Select a photo group first, and then add photos to this group. If many photos are saved in the same folder, you can click 'Add Photo Folder' button to add all photos in a folder.

3.2 Delete Photos

Select one or multiple photos (press Ctrl for multiple selection), then click 'Delete Photos' button. A photo is only deleted from the photo group, Photo Lottery Director does not delete photo file from the disk.

3.3 Batch Resize Photos

If you take photos with digital camera, the file size of a photo is often greater than 2M bytes, it will take more time for Photo Lottery Director to read a large photo file from disk, thus will lead to slower rolling, so it is necessary to decrease the photo size.

There is a 'Resize Photos' button in the 'Photo Management' window, with this button you can resize all photos in selected photo group in batch mode.

NOTE: back the photo files before perform batch resize operation.

	Resize Photos
	The size of rolling photo is recommended.
İ	Width of Photo (Pixel) 600
	NOTE: Back up the photos before resizing them.
Ĩ	Progress
	OK Cancel

The recommended destination width is 600 pixels.

4 Layout

There a 2 types of layout in Photo Lottery Director: layout of rolling photo and layout of winner photos. Layout of rolling photo affects all scenes in a lottery; layout of winner photos can be changed to separate scenes.

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

4.1 Layout of Rolling Photo



Select the lottery first then click 'Layout of Rolling Photo' button.

Below is the opened window.



Green rectangle represents rolling photo. The Title, Subtitle and Bottom Text are got from the first scene, the layout of them can't be changed in this window, you can change layout of them in layout of winner photos.

4.2 Layout of Winner Photos

In layout of winner photos, you can change

- > Size and position of each winner photo
- > Position of Title, Subtitle and Bottom Text
- Position of progress text

Select a scene first then click 'Layout of Winner Photos' button.

Photo Lottery Director							
ELottery Scene Photo Tools Help							
Rew Delete	Layout Preview	► ► Run Continue	Rew Delete				
Lottery Project	Layout of	Rolling Photo					
🖃 🗾 Demo Lotter 🤫 (01)Thire	Layout of	Winners	No Winner Will				
🦯 🤤 (02)Seco	nd Prize	Scene Name	First Prize				
🤭 (03)First	Prize						
		Title	Title of Lottery				
		Bottom Text	You can continue				

Below is the opened window.



Green rectangle represents winner photo, the count of green rectangles equals the value of 'Draw Quantity'. You can change size and position of each winner photo.

Layout of winner photos only take effect in current scene, different layout of winner photos can be set to different scenes.

5 Show Winner Photos

5.1 Show Winner Photos of Current Scene

Press Alt+W key will show winner photos already drawn in current scene, winner photos will scroll from the bottom to top in screen.

Default photo size when show winner photos equals the size of rolling photo. You can customize the photo size in Options window.

Noptions
General Shortcut Key Shadow of Text Video Show Winners Additional Key Photo Size Same Size as Rolling Photo
Oustomized Size Width (pixel) 400 + Height (pixel) 300 +
OK Cancel

When showing winner photos, you can:

- Press Alt+U key to speed up scrolling
- Press Alt+D key to speed down scrolling
- Press Alt+W key to close winner show window

5.2 Show Winner Photos of All Scenes

Press Alt+A key will show winner photos already drawn in all scenes, scene name will be displayed before winner photos of the scene.

Default photo size when show winner photos equals the size of rolling photo. You can customize the photo size in Options window.

Noptions
General Shortcut Key Shadow of Text Video Show Winners Additional Key Photo Size Same Size as Rolling Photo Image: Customized Size Width (pixel) 400 Height (pixel) 300
OK Cancel

When showing winner photos, you can:

- > Press Alt+U key to speed up scrolling
- Press Alt+D key to speed down scrolling
- > Press Alt+A key to close winner show window

6 FAQ

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

6.1 How to Change the Size and Position of Rolling Photo

Please refer to section <u>4.1 Layout of Rolling Photo</u>.

6.2 How to Change the Size and Position of Winner Photos

Please refer to section <u>4.2 Layout of Winner Photos</u>.

6.3 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>4.2 Layout of Winner Photos</u>.

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

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

No Winner Will Be Drawn In This Scene (It Is Used to Display Picture or Play Music)									
Scene Name	e First Prize			Serial	03				
Title	Title of Lottery	Font	Color	Subtitle	First Prize	(Font	Color	
Bottom Text	You can continue an uncompleted lot	Font	Color	Photo Group	Demo			Select	
Winner Quantity	1			Draw Quantity	1				
Back Music			Browse	Back Picture				Browse	

6.5 How to Display Photo Name When Running Lottery

Photo name cab be displayed below a photo when running lottery, you can set if photo name will be displayed when running lottery in each scene.

	No Winner Will Be Drawn In This S	cene (It Is Used to Dis	play Picture or Play M	lusic)		
Scene Name	Third Prize		Serial	01]
Title	Title of Lottery	Font Color	Subtitle	Third Prize	Font Color	
Bottom Text	NOTE: Photos with large size will mi	Font Color	Photo Group	Demo	Select	
Winner Quantity	5		Draw Quantity	5]
Back Music		Browse	Back Picture	E:\MProgram\照片抽奖软件\Protect	ted\back.jp Browse	
Photo Name	Show Center	Font Color		🔽 Loop Play Back Music 🛛 🖉 Play D	Drum Sound When Rollin	ng l
Start Picture of Scene			-	Picture before Winner		
	🔘 None 🛛 💿 Good Luck 🖉	Congratulation		🔘 None 🛛 🔘 Good Luck 🧕	Congratulation	
	Custom	Browse		Custom	Browse	

6.6 How to Increase Rolling Speed

Large photo files will lead to lower rolling speed because it will take more time for Photo Lottery Director to read a large file. Please refer <u>3.3 Batch Resize Photos</u> to decrease the photo size.

In addition, you can change the rolling speed in 'Options' window.

Noptions						
General Shortcut Key Shadow of Text Video Show Winners Additional Key						
Photo Thumbnail Width (pixel) 160 Theight (pixel) 120						
Back Picture © Full Screen Stretch © Original Size						
OK Cancel						

6.7 Why Some Photos are Stretched When Running

Lottery

Photos will be stretched to fit the size rolling photo and winner photo when running lottery, Taking photos with aspect ratio is recommended, the default aspect ratio in Photo Lottery Director is 4:3.

If the aspect ratio of photo is other value, you can change the layout of rolling photo and layout of winner photos to fit the aspect ratio.

Layout of rolling photo:



Layout of winner photos:



6.8 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\Photo Lottery Director) on computer A to installation path on computer B, overwrite the old one.
- 2) Copy all photos from computer A to computer B with the same path, for example: if full path of a photo file on computer A is D:\photo\001.JPG, the destination full path of this photo should be D:\photo\001.JPG too.
- Export the settings of Photo Lottery Director to a file on computer A (click menu [Tools] / [Export Settings]), import this file from computer B (click menu [Tools] / [Import Settings]).
- 4) If back picture, back music or draw music were set in a scene, copy these files from



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.

6.9 How to Show Winner Photos Already Drawn in

Current Scene

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

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

6.10 How to Show Winner Photos Already Drawn in the Lottery

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

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

6.11 How to Deal with the Absence of Winners

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

1) Absence management is available when all winner photos are drawn in the scene.

2) Press Alt + B open the 'Absence Management' window. Click a winner photo to mark/unmark as absence. Click OK button when all absence winners are marked, then go back to draw replacement.



6.12 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.

7 Contact SoftRM

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