

Super Prize Egg 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 egg. 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 eggs with different color and size to the project, you can add up to 100 prizes with different picture to the project, the prize picture will show from small to large after an egg was broken.

1.1 System Requirement

1.1.1 Software Requirement

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

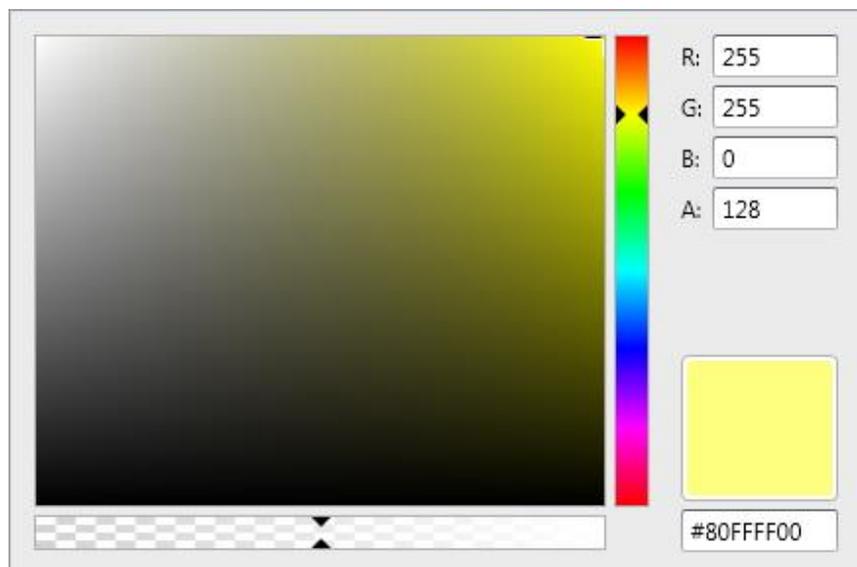
1.1.2 Hardware Requirement

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

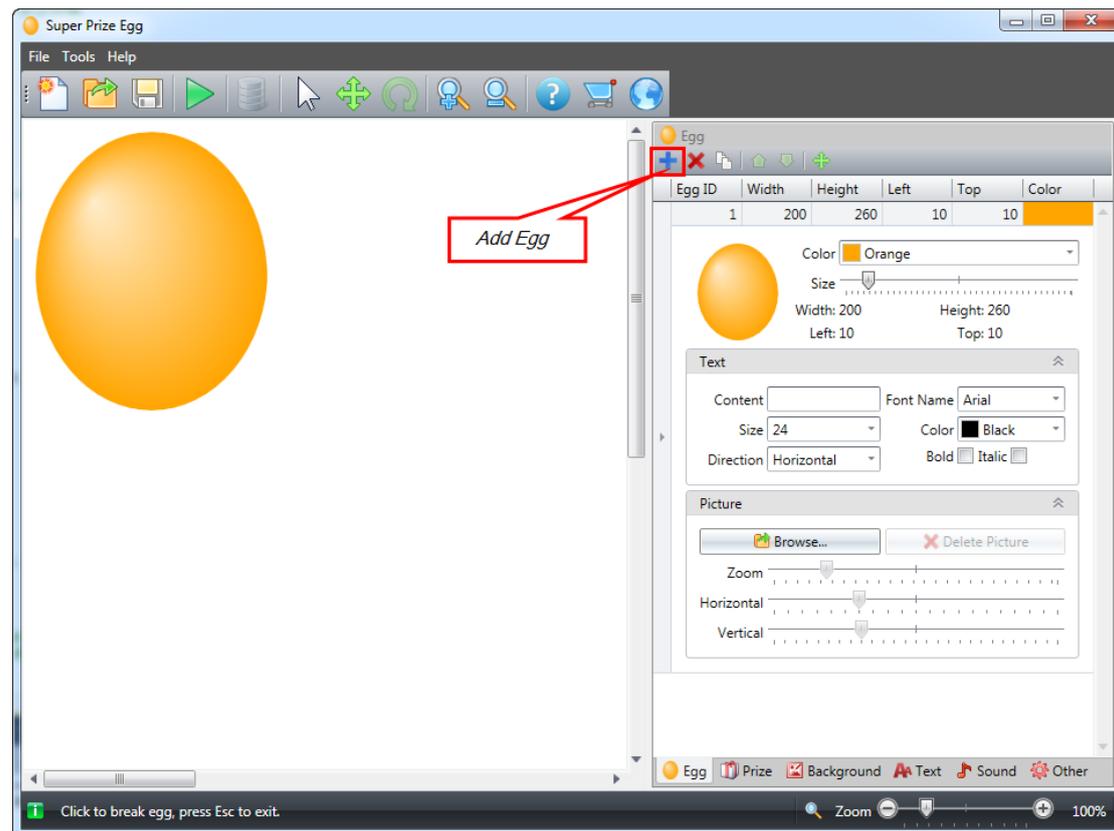
Follow below steps to create a prize egg project.

- 1) Create a new project.
- 2) Add eggs to project, change size and color for each egg.
- 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 .srep extension, so just copy the .srep file if you want to move the prize egg project to another computer.

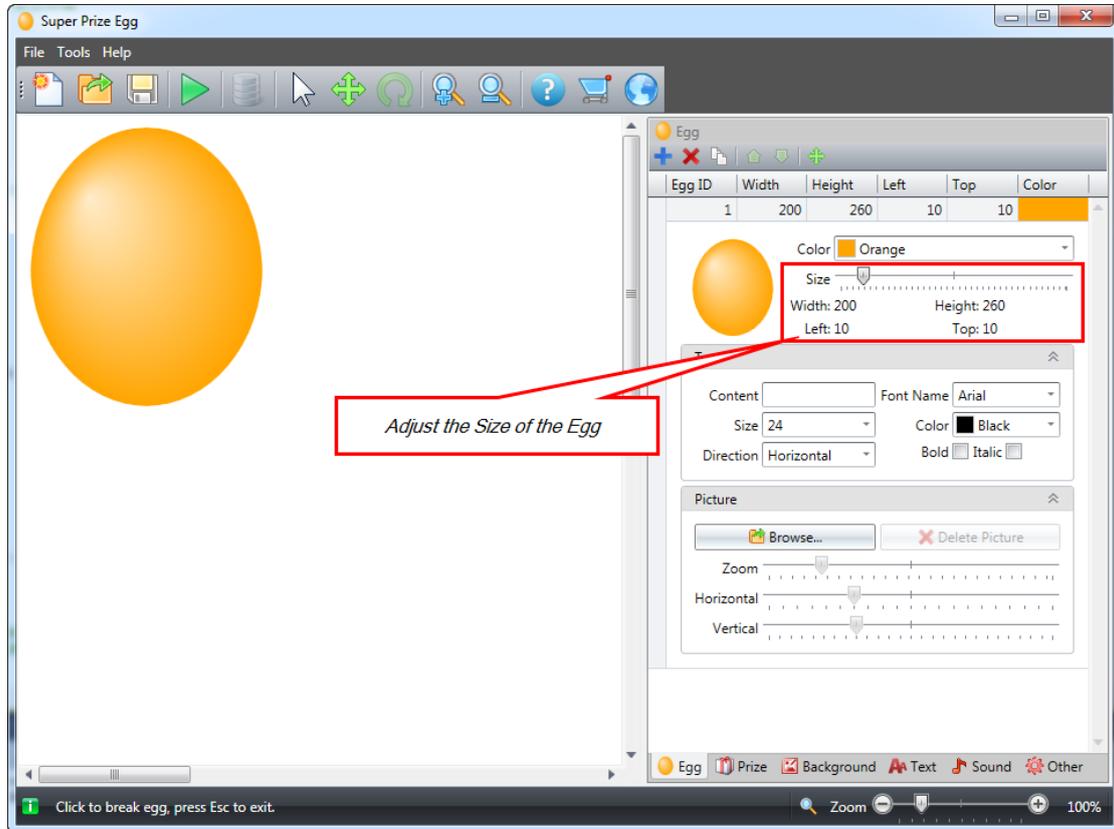
2.1 Add Eggs

There will be an egg when create a new project, you can add up to 100 eggs to project. Click "Add" button to add an egg to project, as shown in the following image.



2.1.1 Adjust the Size of the Egg

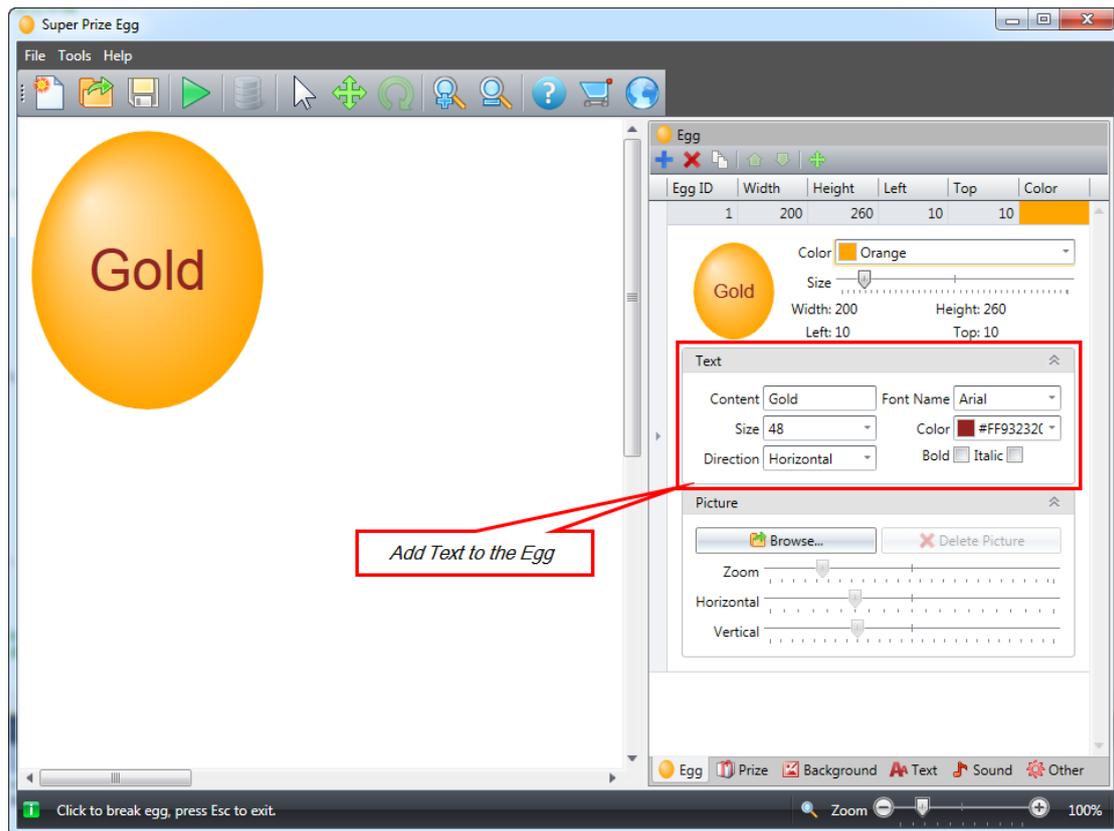
Move the slider bar "Size" to adjust the size of the egg, as shown in the following image.



2.1.2 Add Text to the Egg

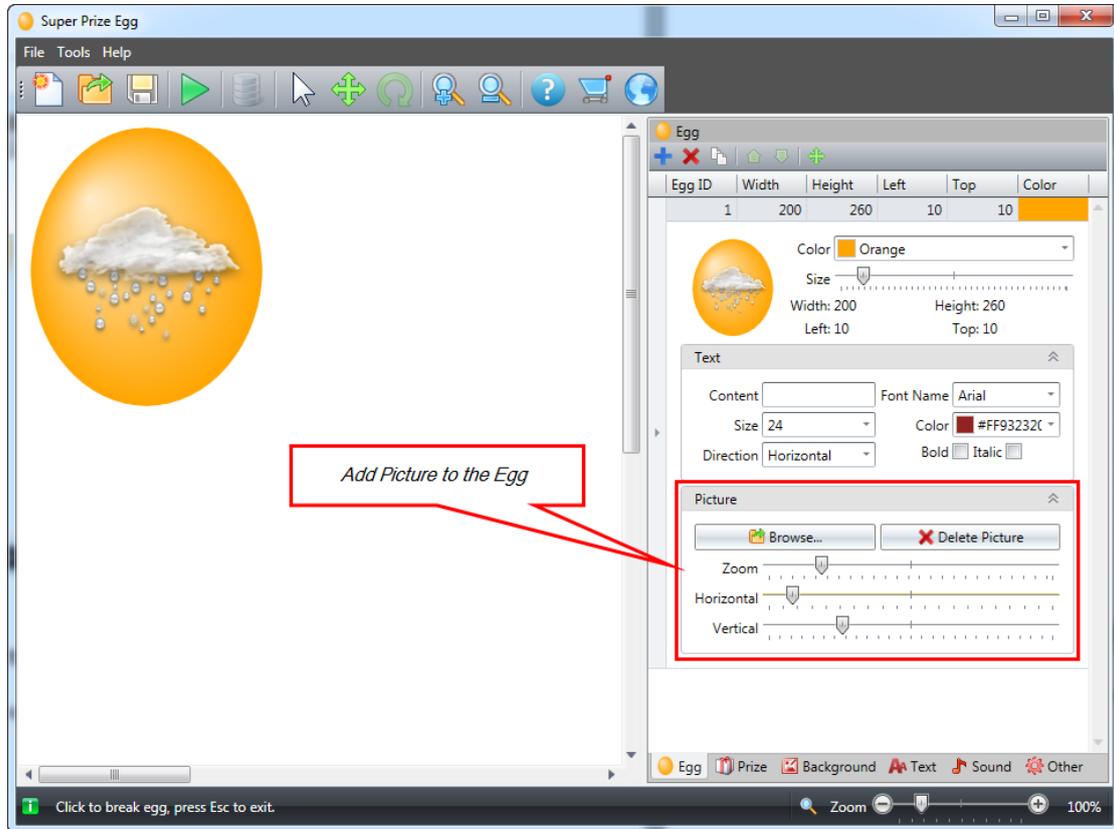
Enter the text in the edit box "Content". You can change the font, size, color, and direction of the text.

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



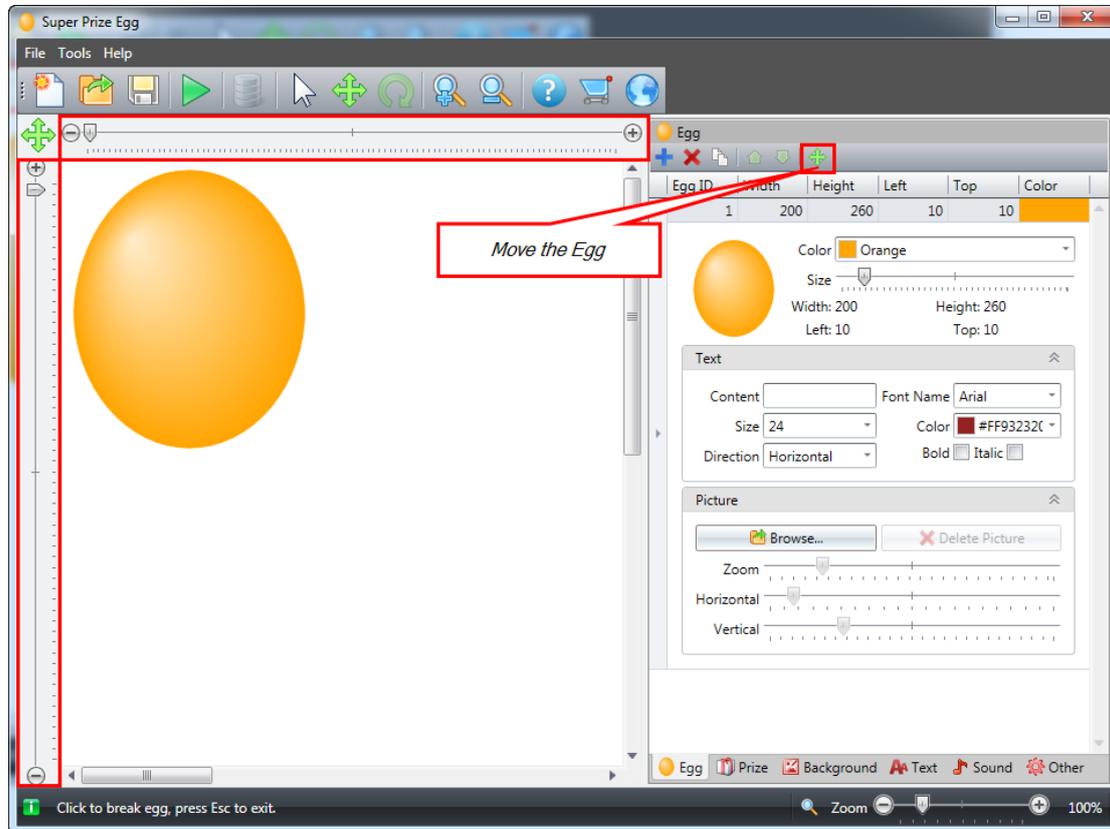
2.1.3 Add Picture to the Egg

Use the slider bars to adjust the size and position of the picture after add it to the egg.



2.1.4 Move the Egg

A horizontal slider bar and a vertical slider bar are available after clicking the “Move” button, use these two slider bars to adjust the position of the egg, as shown in the following image.



2.2 Prize Setting

A prize egg project can contains up to 100 prizes, each prize can be assigned a picture, the prize picture will show from small to large after an egg was broken. 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 “Apple” is 6, sum of all prize quantity is 300,

- If “Quota” is unchecked, the prize “Apple” will be drawn 6 times if break eggs 300 times, the prize “Apple” will be drawn 12 times if break eggs 600 times.
- If “Quota” is checked, the prize “Apple” will be drawn 6 times if break eggs 300 times, the prize “Apple” will still be drawn 6 times if break eggs 600 times.

Prize ID	Prize Name	Prize Quantity	Quota
1	Apple	6	<input checked="" type="checkbox"/>
2	Banana	24	<input type="checkbox"/>
3	Cherry	60	<input type="checkbox"/>
4	Grape	80	<input type="checkbox"/>
5	Lemon	130	<input type="checkbox"/>

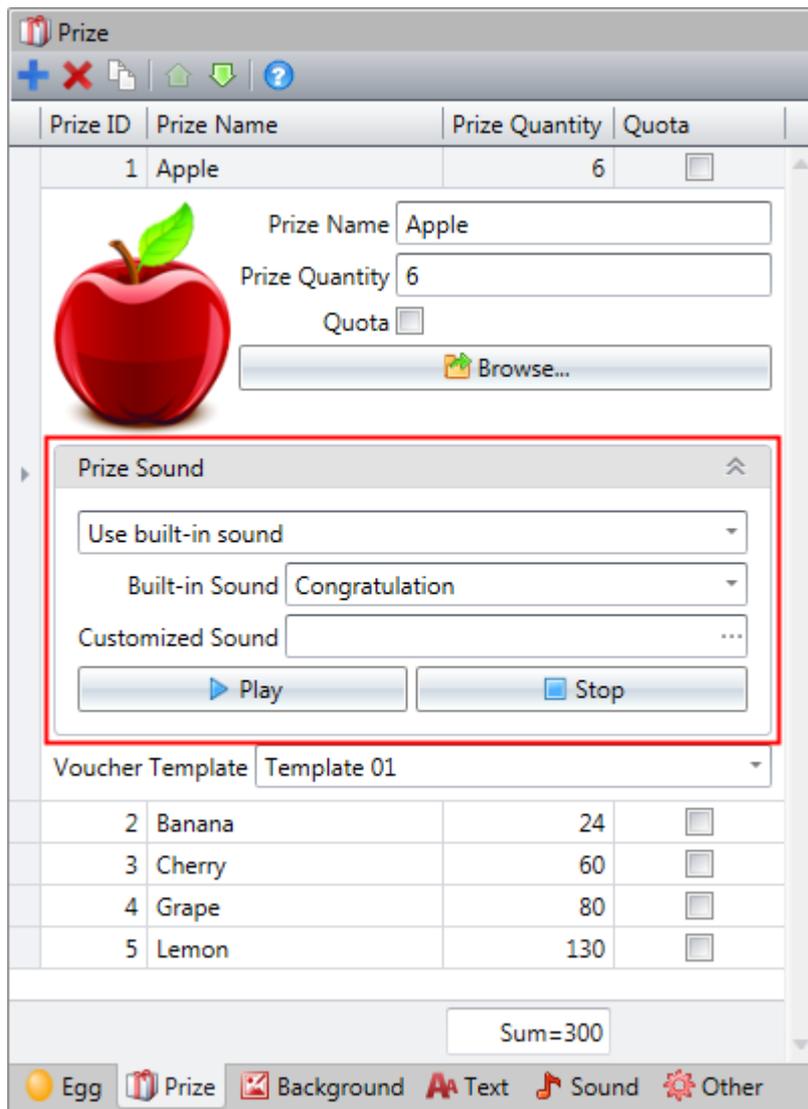
Sum=300

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



The screenshot shows the 'Prize' configuration window. The main table lists prizes with columns for Prize ID, Prize Name, Prize Quantity, and Quota. The 'Prize Sound' section is highlighted with a red box and contains the following controls:

- A dropdown menu set to 'Use built-in sound'.
- A 'Built-in Sound' dropdown menu set to 'Congratulation'.
- A 'Customized Sound' field with a browse button (three dots).
- 'Play' and 'Stop' buttons.

Below the 'Prize Sound' section, there is a 'Voucher Template' dropdown set to 'Template 01'. The main table shows the following data:

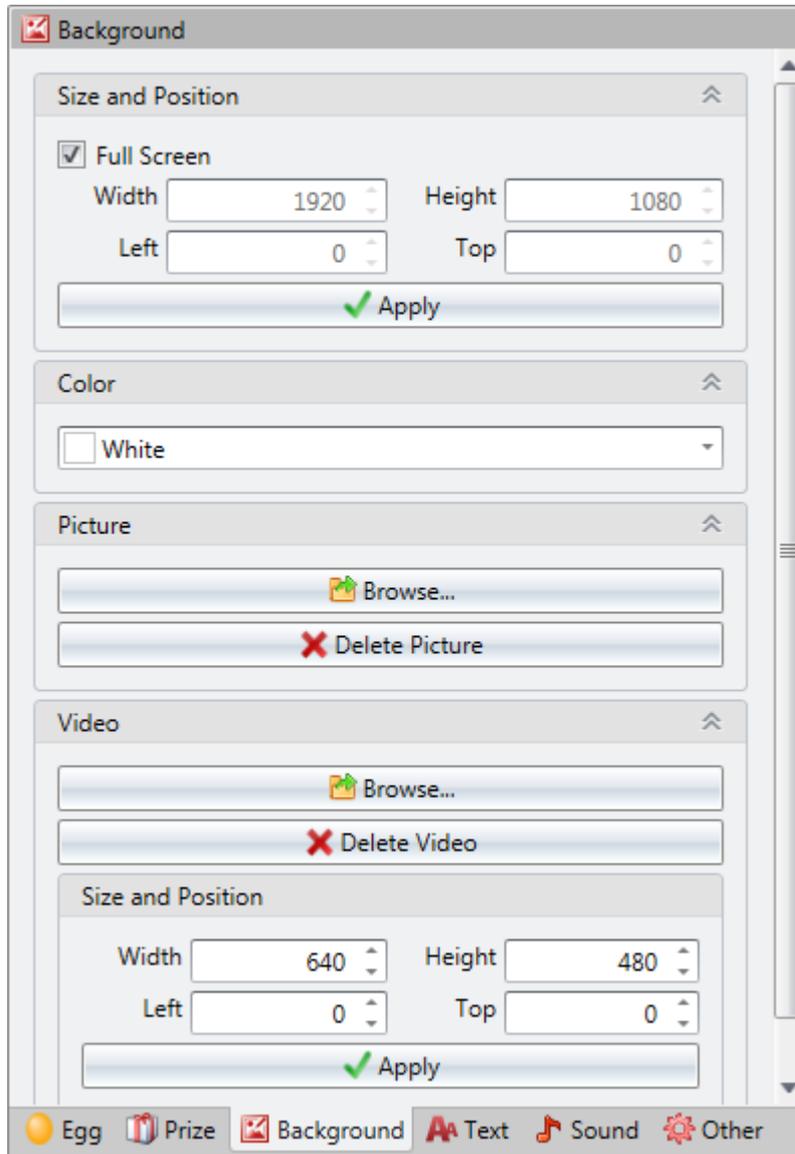
Prize ID	Prize Name	Prize Quantity	Quota
1	Apple	6	<input type="checkbox"/>
2	Banana	24	<input type="checkbox"/>
3	Cherry	60	<input type="checkbox"/>
4	Grape	80	<input type="checkbox"/>
5	Lemon	130	<input type="checkbox"/>

At the bottom of the window, there is a 'Sum=300' display and a navigation bar with icons for Egg, Prize, Background, Text, Sound, and Other.

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.

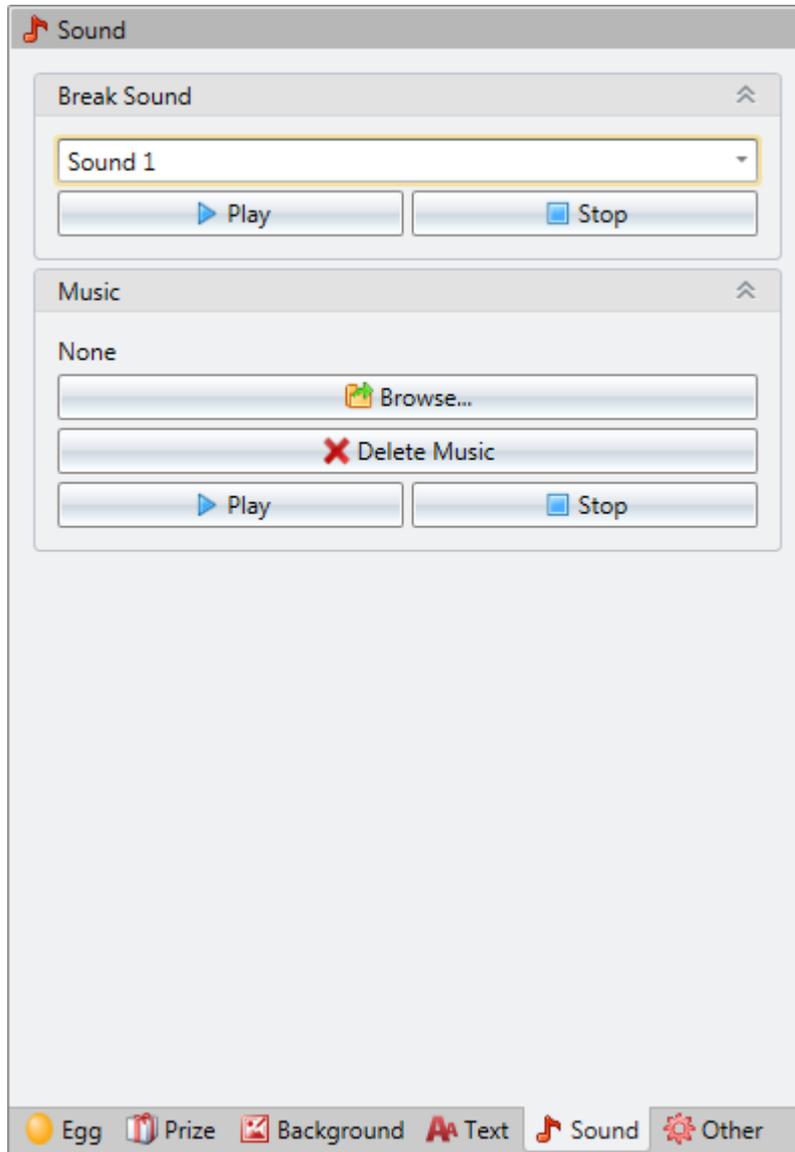
NOTE: in order to achieve the same display on other computers, please use common fonts which are available on other computers.



2.5 Break Sound and Music

There are 4 break 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.

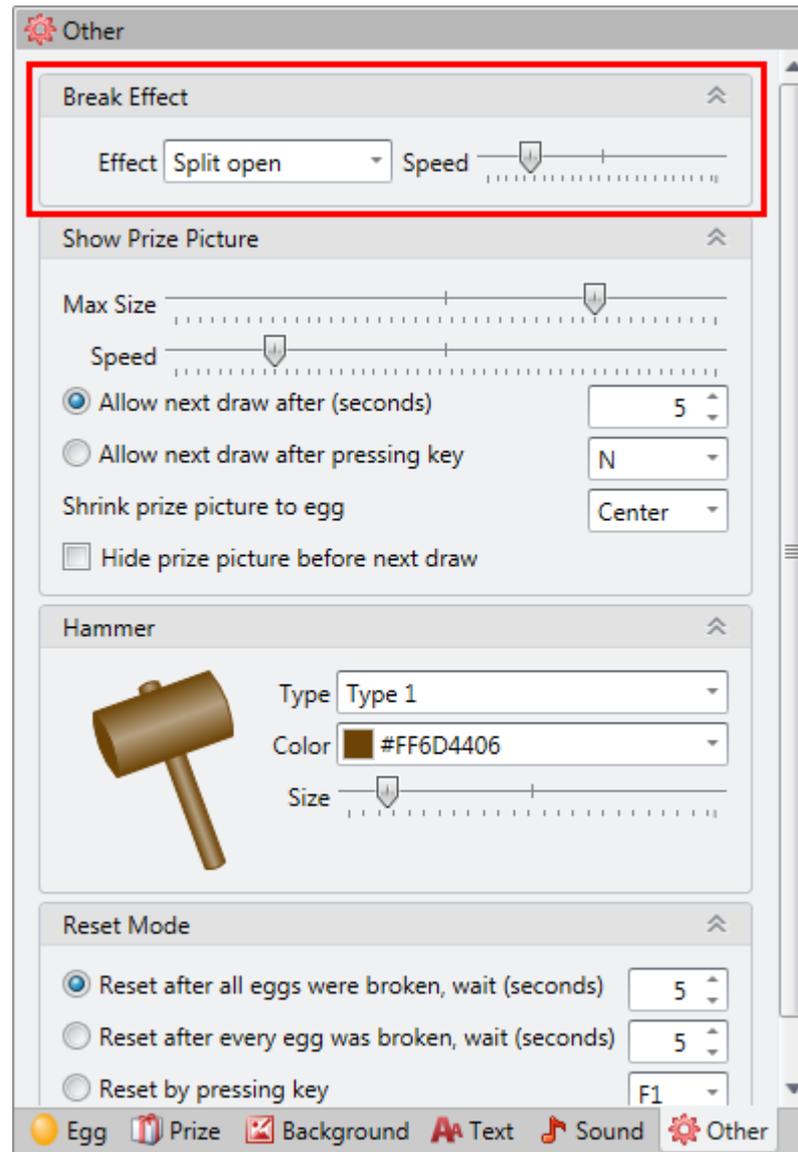


2.6 Break Effect

There are 3 effects in Super Prize Egg:

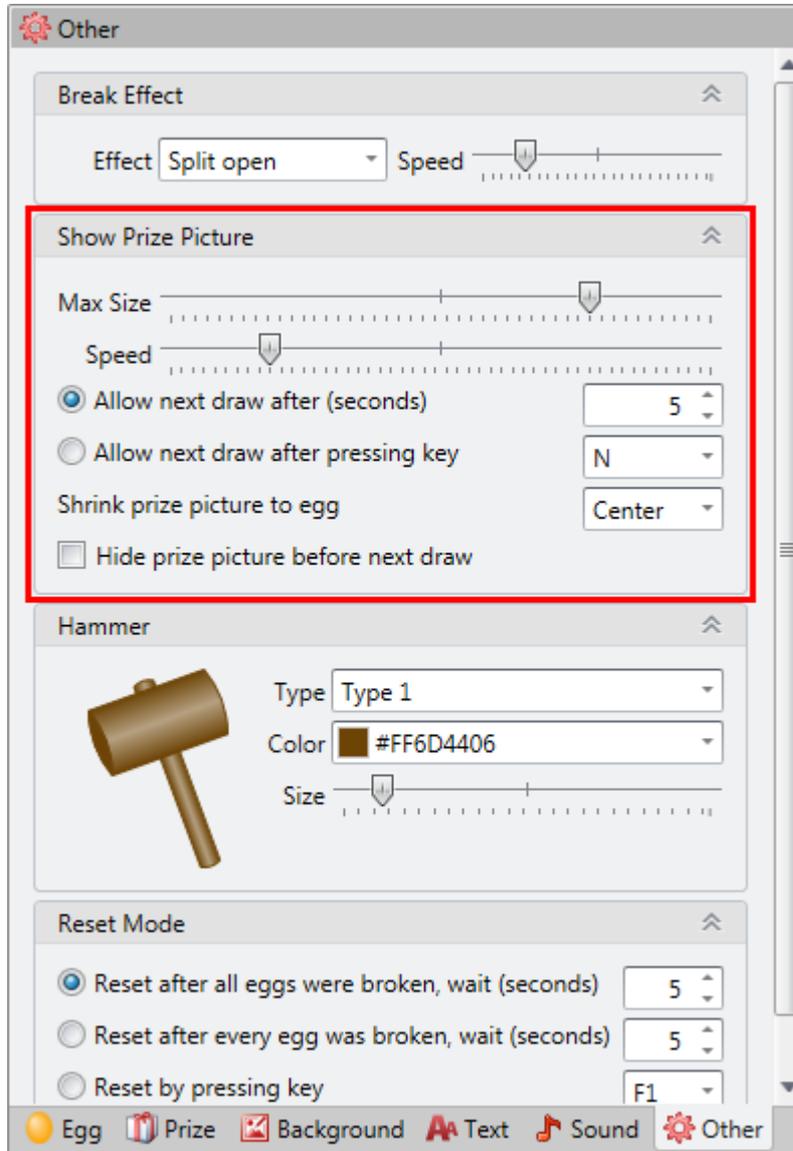
- Split open
- Shrink
- Fragment

You can adjust the speed of transformation using the slider bar “Speed”.



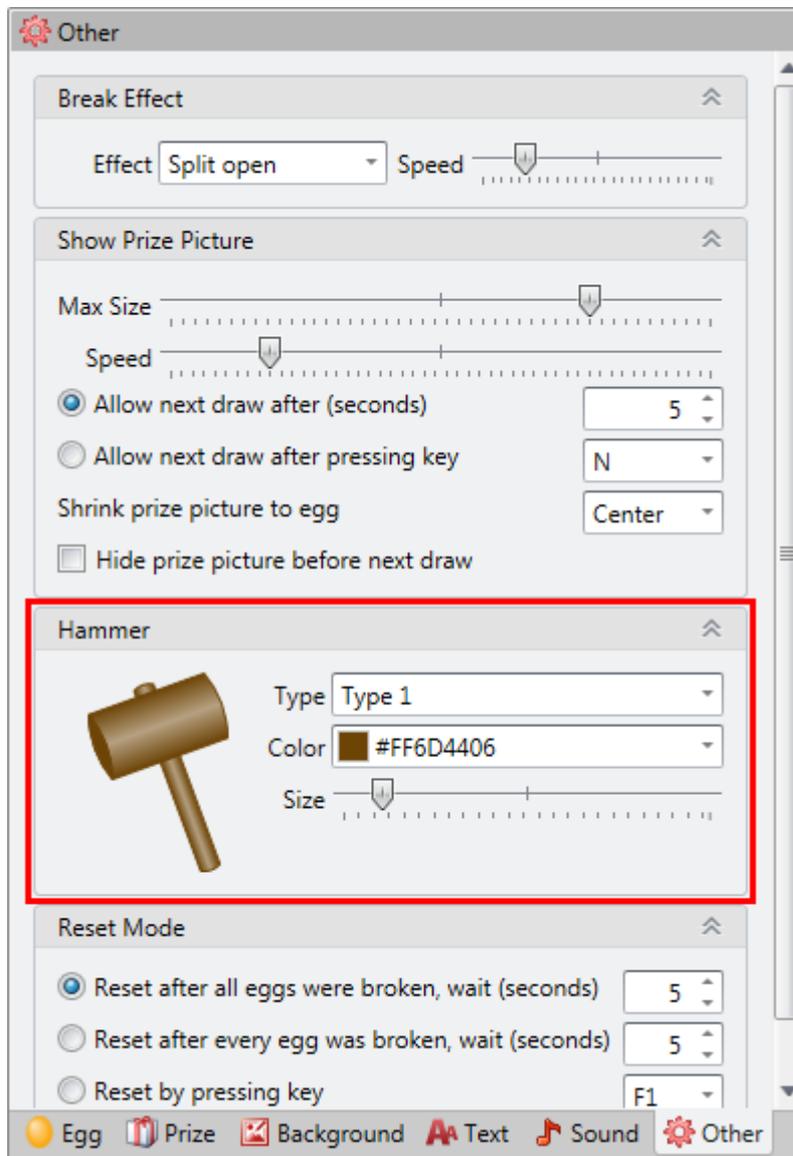
2.7 Show Prize Picture

The prize picture will show from small to large after an egg was broken. You can adjust the maximum size of the prize picture and the transformation speed. The prize picture will shrink to egg size or hide before next egg is broken. You can set whether to allow next draw automatically.



2.8 Hammer

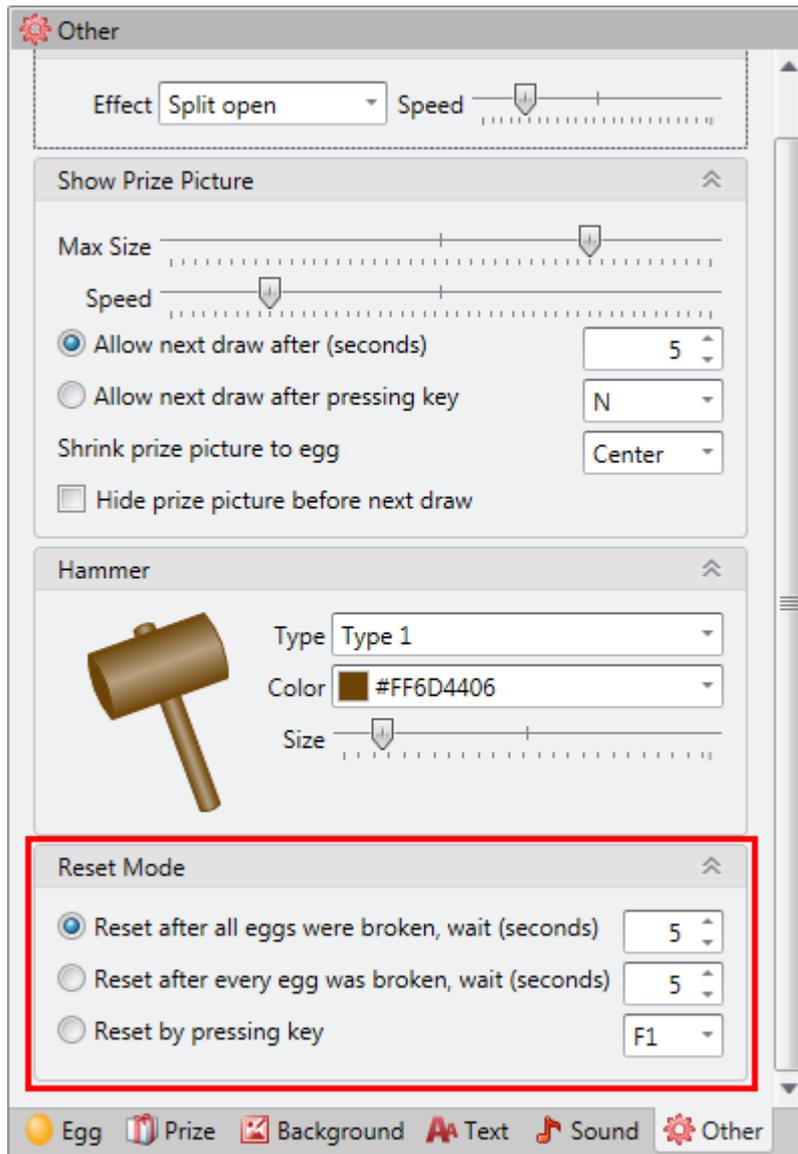
There are 2 types of hammer for choose. You can change the color and size of the hammer.



2.9 Reset Mode

“Reset” means make all eggs on the window are ready to be broken again. There are 3 reset modes for choose:

- Reset after all eggs were broken, wait several seconds.
- Reset after every egg was broken, wait several seconds.
- Reset by pressing one key.



2.10 Exit the Lottery Window

There are 3 ways to exit the lottery window:

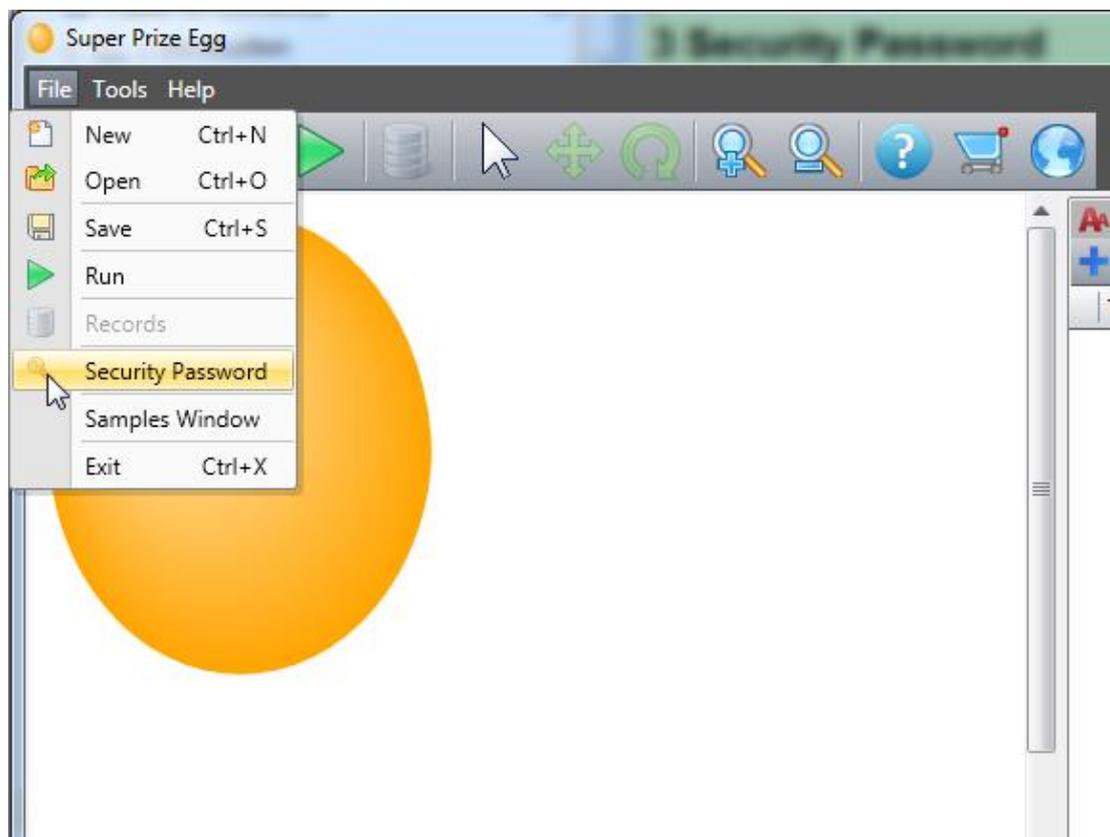
Click the item "Exit" on the pop-up menu , Super Prize Egg will show a confirmation message box, click the button "Yes" to exit the lottery window, then return to the main window.

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

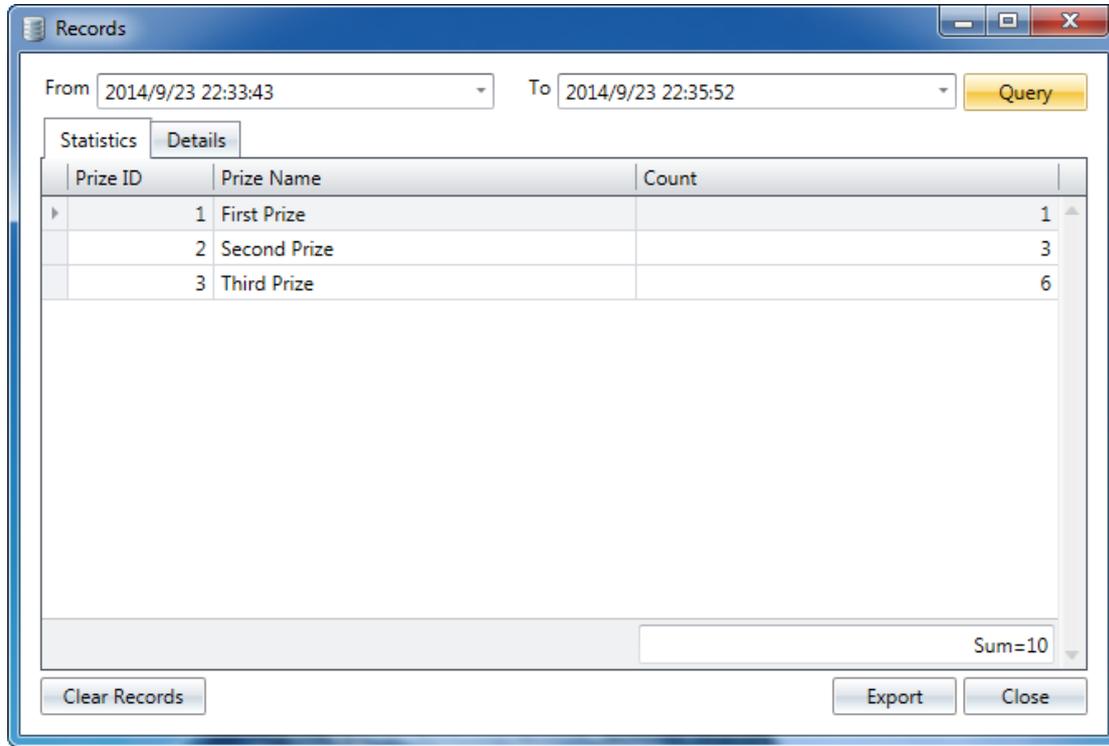
3 Security Password

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

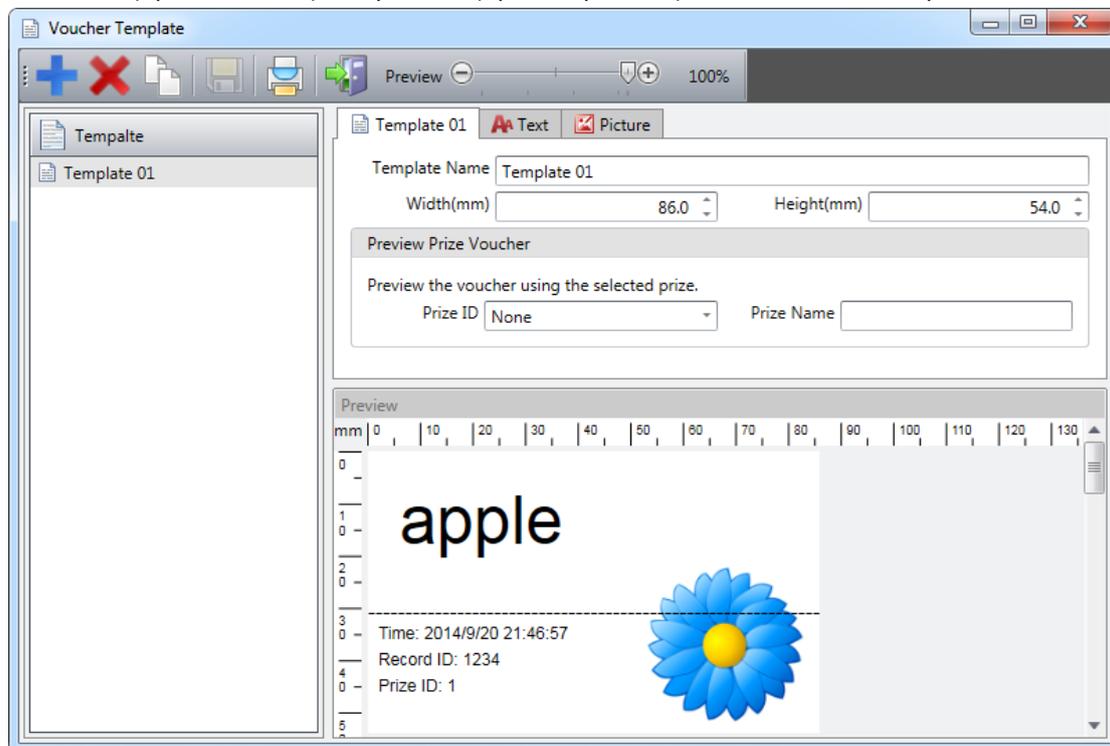
If records are cleared, prize egg project will run from scratch (none of prizes was drawn), do not clear records if the prize egg project does not end. It is recommended that you should clear all test records before the game or party starts.

NOTE: if records are cleared, prize egg project will run from scratch (none of prizes was drawn), do not clear records if the prize egg 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	10	<input type="checkbox"/>

First Prize Picture

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

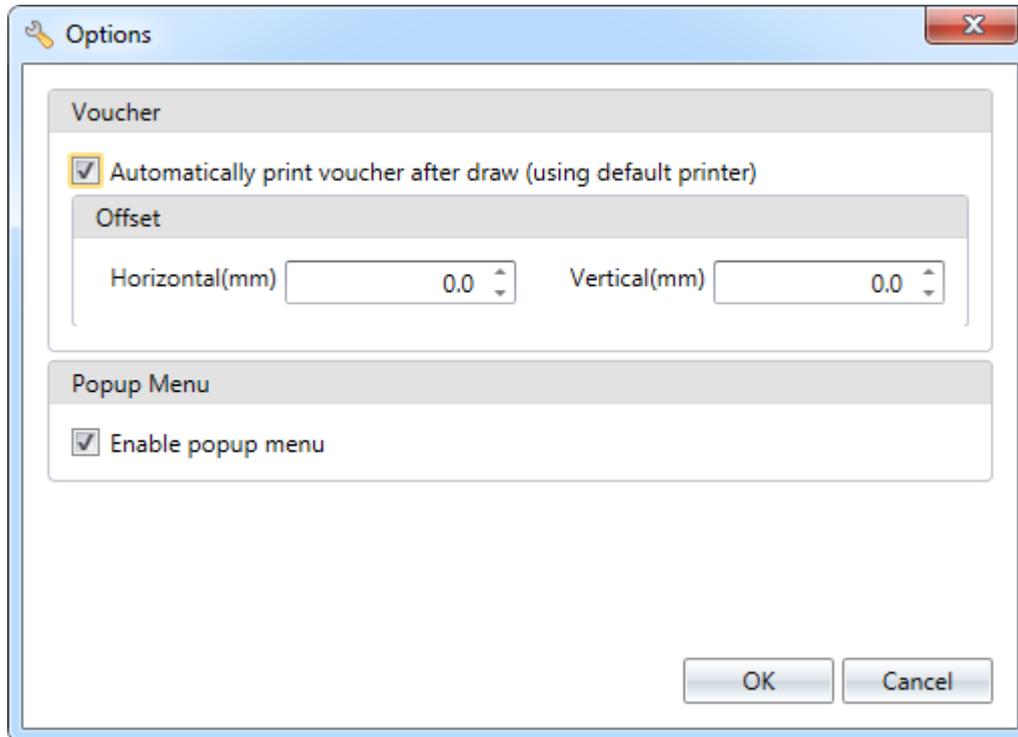
Egg
 Prize
 Background
 Text
 Sound
 Other

5.3 Print Voucher

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

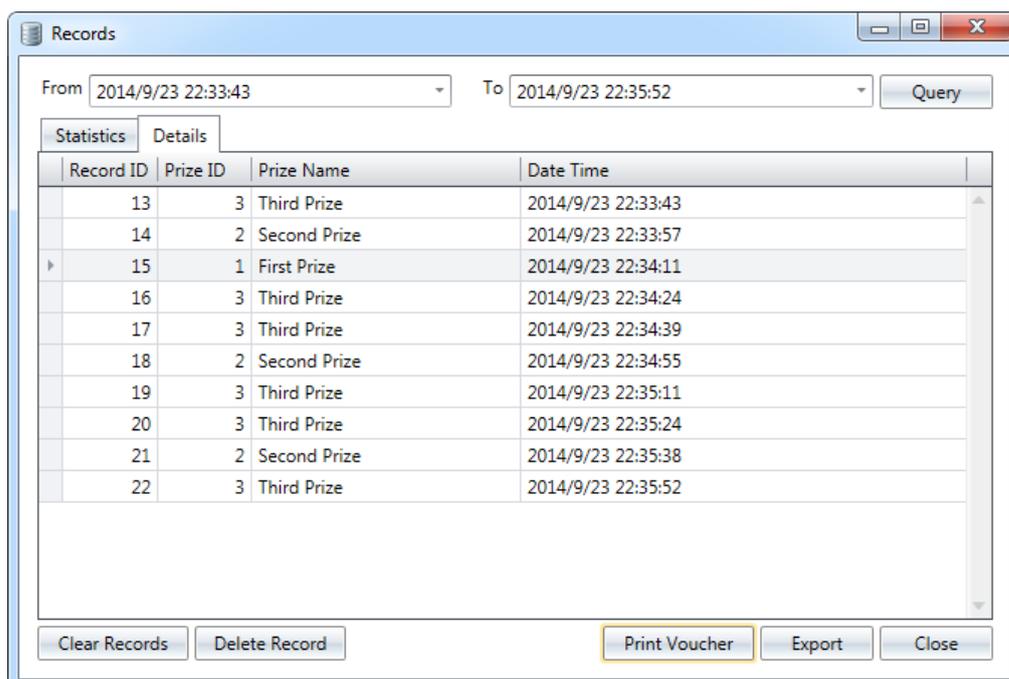
- Automatically print voucher after draw

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 Egg command-line tools can be like this:

EggLottery.exe [filename.srep] [-run] [-nosplash]

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

filename.srep: the full path and file name of the prize egg project.

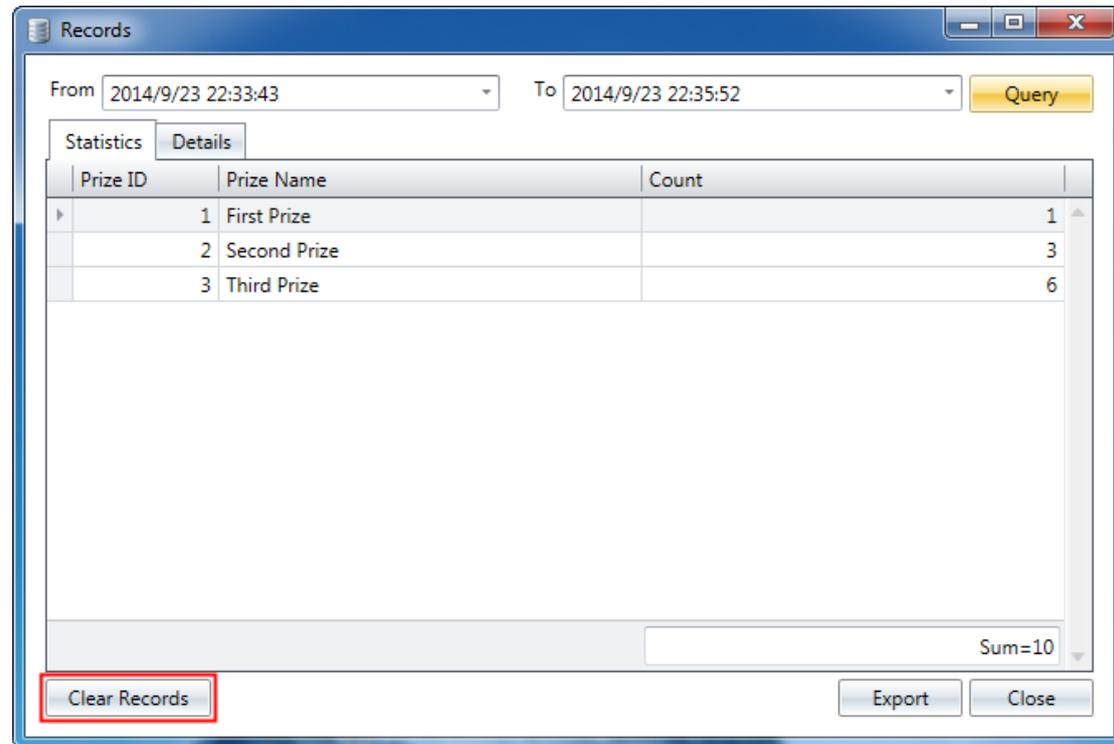
-run: run the prize egg project directly without displaying the GUI.

-nosplash: do not display the splash screen.

7 FAQ

7.1 How to Run the Prize Egg Project from Scratch

Clear records in prize egg project, then run the prize egg 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

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