

SweepstakeLIVE-HD v3.0 Description

SweepstakesLIVE-HD is a real time, high-definition sweepstakes drawing system, designed for displaying sweepstakes winner's names and ad content.

The system displays a real time count down timer and includes tools for editing display text attributes, such as color, font, etc.

Drawing Control Window

The screenshot shows the 'SweepstakesLIVE! HD 2.5' software window. It features a top banner with the product name and logo. Below the banner is a 'Display Control' section with a power button, a digital display timer showing '00:00', and buttons for 'Start Opening Anim' and 'Start Display Seq'. A 'Current Setup' dropdown menu is set to 'Sands'. The main area contains a large graphic for 'SweepstakesLIVE! Real-Time High-Definition Drawing System'. Below this are input fields for 'Drawing Title' (Sands Sweepstakes), 'Pick-up Location' (Lobby), 'Name', and 'City/ State'. There are also checkboxes for 'Sound Off' and 'Time Length (mins)' set to 60. A table lists winners with columns for 'Winner's Name', 'City/State', and 'Amount (\$)'. A context menu is open over the table with options like 'Edit Entry', 'Set as CLAIMED', 'Remove CLAIM', 'Delete', 'Clear List', 'Save Names/Setup', and 'Load Names/Setup'. At the bottom, there are buttons for 'Alphabetize', 'Check ALL', 'Uncheck ALL', and 'Print Claim Report'.

Winner's Name	City/State	Amount (\$)	Claim Status/Memo
<input checked="" type="checkbox"/> Michael Brown	Philadelphia, PA	2000	
<input type="checkbox"/> James Thompson	New York, NY	2000	
<input type="checkbox"/> William Morris	Newark, NJ	1500	
<input type="checkbox"/> Eric Jones	Wilmington, DE	1000	
<input checked="" type="checkbox"/> Gary Taylor	Chicago, IL	1000	
<input type="checkbox"/> Alex Harris	Philadelphia, PA	1100	
<input checked="" type="checkbox"/> William Henderson	Philadelphia, PA	1100	
<input type="checkbox"/> Karen Thomas	Newark, NJ	1100	
<input type="checkbox"/> Dennis Moore	Philadelphia, PA	2000	
<input checked="" type="checkbox"/> Sarah Mitchell	Warren, PA		
<input type="checkbox"/> Pete Alexander	Cromwell, NJ		
<input type="checkbox"/> Katrina Smith	Reading, PA		
<input checked="" type="checkbox"/> Delois Thompson	Amityville, NY		
<input type="checkbox"/> Minson Lee	New York, NY		
<input type="checkbox"/> Andy...	...		

Drawing Window Description

- 1) **Main Display Timer** - Displays the time remaining in the current game and is synchronized with the timer on the Game Display Screen.
- 2) **"Power On/Off"** - The 'On' button activates the systems and prepares for a game. The 'Off' button deactivates the system and blanks out the Drawing Display Screen.
- 3) Starts the display of the winner's names, after the 'Opening Animation' has finished playing.
- 4) Starts the 20 second Opening Animation. The Opening Animation runs before starting the display of the winner's names.
- 5) The current Display Configuration (see Setup Window for details).
- 6) **Game Title** - This is the title that is displayed at the top of the Game Display Screen during the display of the winner's names.
- 7) **Pick-up Location** - This is the location where winners must report to claim their prize, and is displayed in the lower left corner of the Game Display Screen.
- 8) **Name** - Used to enter winner's names into the system.
- 9) **City/State** - Used to enter winner's city and state of residence.
- 10) **Preview Window** - Displays the contents of the Game Display Screen when winner's names are being displayed.
- 11) **Sound Off** - Check this box to turn off system voice prompts.
- 12) **Amount (\$)** - Used to enter a monetary prize value when entering a winner into the system. 'Monetary Values' must be selected in the current setup for dollar amounts to be displayed on the Drawing Display Screen.
- 13) **Time Length (mins)** - Sets the time length for displaying winner's names. Must be a value between 1 and 60.
- 14) **Clear** - Clears the Name, City/State and Amount (\$) text boxes when entering winners into the system.
- 15) **Update** - Click this button to add a winner to the list, after entering Name, City/State and an optional Amount(\$).
- 16) **Pop-up Menu** - Right click on the Winner's List to display this menu.

Edit Entry: Right click on a winner's name, then click this menu option to edit the selected winner's information.

Set as CLAIMED: Right click on a winner's name, then click this menu option to set the selected winner as claimed.

Delete: Right click on a winner's name, then click this menu option to delete the winner from the list.

Remove CLAIM: Right click on a winner's name, then click this menu option to remove the claimed status of the selected winner.

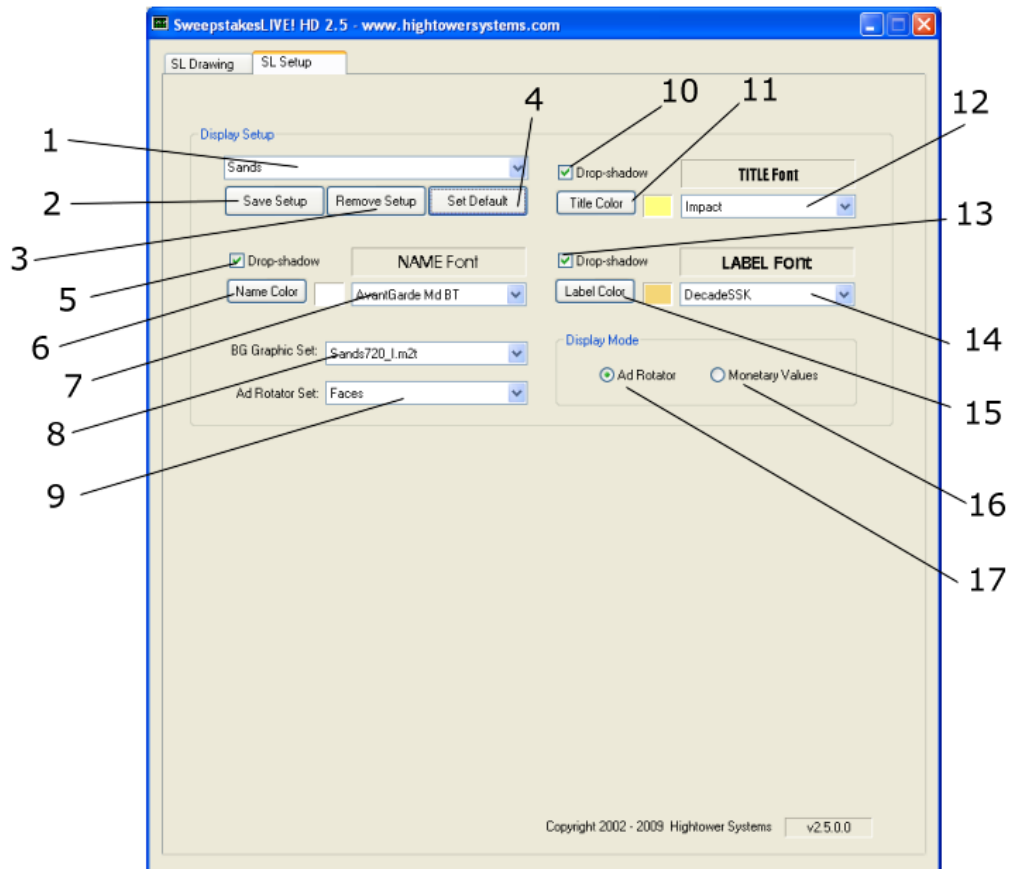
Clear List: Select this option to clear the Winner's List.

Save Names/Setup: Select this option to save the Winner's List contents, as well as, the Game Title, Time Length and Pick-up Location.

Load Names/Setup: Select this option to Load saved Winner's List contents and associated information (Game Title, Time Length and Pick-up Location).

- 17) **Print Claim Report** – Click this button to print the current Winner's List and claim data.
- 18) **Alphabetize** – Click this button alphabetize the Winner's List. The Winner's List will be alphabetized by first name. This should be done before starting the Game.
- 19) **Check All** – Click this button to set a check mark next to all names in the Winner's List. This will add all names in the list to the game.
- 20) **Uncheck All** – Click this button to remove check marks from all names in the Winner's List.
- 21) **Winner's Name check box** – Put a check mark in the box next to a winner's name in order for the name to be displayed on the Game Display Screen.

Setup Window



Setup Window Description

- 1) Currently selected Display Configuration.
- 2) **Save Setup** – Saves the current Display Configuration.
- 3) **Remove Setup** – Removes the currently selected Display Configuration.
- 4) **Set Default** – Sets the currently selected Display Configuration as the default configuration.
- 5) **Drop Shadow (Winner's Names)** – Click this check box to add a drop-shadow to the winner's names on the Drawing Display Screen.
- 6) **Name Color** - Click this button to open a color picker for setting the color of the winner's names on the Game Display Screen.

- 7) **Name Font** - Used to select the font for the winner's names to be displayed on the Drawing Display Screen.
- 8) **BG Graphic Set** - Used to select the BG Graphic Set for the current Display Configuration. The BG Graphic Set includes the 'Opening Animation' and video loop that runs as the background during the drawing.
- 9) **Ad Rotator Set** - Used to select the ad set to be displayed during the drawing.
- 10) **Drop Shadow (Title)** - Click this check box to add a drop-shadow to the title on the Drawing Display Screen.
- 11) **Title Color** - Click this button to open a color picker for setting the color of the title on the Drawing Display Screen.
- 12) **Title Font** - Used to select the font for the title displayed on the Game Display Screen.
- 13) **Drop Shadow (Labels)** - Click this check box to add a drop-shadow to the Labels on the Drawing Display Screen. Labels include the "Pickup Location" and "Time Remaining".
- 14) **Label Font** - Used to select the font for the labels displayed on the Game Display Screen.
- 15) **Label Color** - Click this button to open a color picker for setting the color of the labels on the Game Display Screen.
- 16) **Monetary Values** - Select this option to display monetary values on the Game Display Screen during the drawing.
- 17) **Ad Rotator** - Select this option to display rotating ads on the Game Display Screen during the drawing.

Quick Start - Creating a new Game

Creating a new SweepstakeLIVE-HD game is easy.
Follow the step below to get started:

- a. Click the 'ON' button.
- b. Right-click on the Winner's List and select 'Loads Names/Setup' to load an existing set of names. Or, enter a new set of names by entering a name, City/State and optional Amount (\$), then clicking the 'Update' button for each winner to be added to the list. NOTE: At least 1 name must be entered or loaded to start the Display Sequence.
- c. Select the names to be displayed on the Game Display Screen by putting a check marks next to those names. Optionally, all names can be checked by clicking the 'Check ALL' button.
- d. Enter a Title.
- e. Enter a Pick-up Location.
- f. Enter a Time Length for the Game in minutes (1 - 60).
- g. Click the 'Start Opening Anim' button to begin the 20 sec. intro.
- h. When the intro is complete, the system will be in stand by mode.
- i. Click the 'Start Display Seq' button, when ready, to begin the Game.
- j. To set a winner as claimed, right-click on the winner's name in the Winner's List and when the pop-up menu appears, select 'Set as CLAIMED'.
- k. If a winner's claimed status needs to be removed, right-click on the winner's name and when the pop-up menu appears, select 'Remove Claim'.

Ad Rotator Graphics

The Ad Rotator feature provides a simple method for displaying advertisements or other graphics during the drawing. Images are displayed on the right side of the screen during the sequence and up to 50 images can be included in a set.

Ad Rotator Graphics can be created using Photoshop or similar image creation software. Images need to be in PNG (Portable Network Graphics) format and must be 420x480 pixels in size.

To add a new set of Ad Rotator graphics to the system, create a new folder under the \Rotator subfolder (i.e. C:\ssl-hd\rotator\mynewfolder). Copy your Ad Rotator graphics to this folder. Start the Sweepstakes application, and your new set of Ad Rotator graphics should now be available for use during a drawing. Images are displayed in the order that they are stored in the folder and a new image is displayed every 15-30 seconds (up to 50 images per set).

To add graphics to a set, just copy the additional graphics to the set's folder. To remove graphics from a set, just remove the desired graphics from the set's folder.

BG Sets

The SweepstakesLIVE-HD BG sets are comprised of two MPEG2 HD files, the first is for the 20 sec. introduction and the second is used as the motion background (BG Loop) for overlaying winner's names. These files are stored in the \BGsets subfolder (i.e. C:\ssl-hd\BGsets\). When MPEG2 HD BG files are added to this folder, they are available for use in the program.

Creating new BGsets

The 20 second introduction

File format: MPEG2-HD

File dimensions: 1280x720 (720p)

NOTE: Many MPEG2-HD encoders include templates for encoding to HDV (i.e. HDV 720p-30fps), this is a good starting point for determining the proper codec and parameters for your editing system.

File length: 20 seconds (600 frames @ 30fps)

The file extension for this file needs to be either .mpg or .m2t

The filename for the Intro file needs to be formatted as follows:

myFilename_I.mpg or *myFilename_I.m2t*

The filename must include have an `_I` appended to the end of the name, before the extension. This indicates to the program that this file is a 20 second introduction.

The BG Loop

The BG Loop plays during the display of winner's names. This file uses the same MPEG2-HD parameters as the Intro file, except the length of this file is 5 seconds.

The file extension for this file needs to be either .mpg or .m2t.

The filename for the BG Loop needs to be formatted as follows:

myFilename_BG.mpg or *myFilename_BG.m2t*

The filename must include have a ` _BG` appended to the end of the name, before the extension. This indicates to the program that this file is a BG Loop.

Typically, the last frame of the Intro file matches the first frame of the BG Loop.

This allows for a smooth transition from the Intro to the BG Loop during playback.