HOW IT WORKS: Drawing Animation and Drawing Client

Drawing Client .net uses the DrawingClientWS.DCService.asmx to communicate with the Total Promo database. Here is a list of the available methods:

[CompleteDrawing](http://localhost/DrawingClientWS/DCService.asmx?op=CompleteDrawing)

[DisqualifyWinner](http://localhost/DrawingClientWS/DCService.asmx?op=DisqualifyWinner)

[DrawAllWinners](http://localhost/DrawingClientWS/DCService.asmx?op=DrawAllWinners)

[DrawWinner](http://localhost/DrawingClientWS/DCService.asmx?op=DrawWinner)

[GetAllActivePromotions](http://localhost/DrawingClientWS/DCService.asmx?op=GetAllActivePromotions)

[GetAnimationURL](http://localhost/DrawingClientWS/DCService.asmx?op=GetAnimationURL)

[GetDigitalDisplayVersion](http://localhost/DrawingClientWS/DCService.asmx?op=GetDigitalDisplayVersion)

[GetDrawing](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrawing)

[GetDrawingClientInUse](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrawingClientInUse)

[GetDrawingGroup](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrawingGroup)

[GetDrawingStatus](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrawingStatus)

[GetDrum](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrum)

[GetDrumHistory](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrumHistory)

[GetDrumLastHistoryItem](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrumLastHistoryItem)

[GetDrumProxy](http://localhost/DrawingClientWS/DCService.asmx?op=GetDrumProxy)

[GetMisc](http://localhost/DrawingClientWS/DCService.asmx?op=GetMisc)

[GetNextDrawingDateTime](http://localhost/DrawingClientWS/DCService.asmx?op=GetNextDrawingDateTime)

[GetOnlineHelp](http://localhost/DrawingClientWS/DCService.asmx?op=GetOnlineHelp)

[GetPossibleCount](http://localhost/DrawingClientWS/DCService.asmx?op=GetPossibleCount)

[GetPromoProxy](http://localhost/DrawingClientWS/DCService.asmx?op=GetPromoProxy)

[GetTime](http://localhost/DrawingClientWS/DCService.asmx?op=GetTime)

[MustBePresent](http://localhost/DrawingClientWS/DCService.asmx?op=MustBePresent)

[OptimizeDrum](http://localhost/DrawingClientWS/DCService.asmx?op=OptimizeDrum)

[PopulateDrum](http://localhost/DrawingClientWS/DCService.asmx?op=PopulateDrum)

[RedrawWinner](http://localhost/DrawingClientWS/DCService.asmx?op=RedrawWinner)

[ResetDrawing](http://localhost/DrawingClientWS/DCService.asmx?op=ResetDrawing)

[SetDrawingClientInUse](http://localhost/DrawingClientWS/DCService.asmx?op=SetDrawingClientInUse)

[StartCountdown](http://localhost/DrawingClientWS/DCService.asmx?op=StartCountdown)

[StartDrawing](http://localhost/DrawingClientWS/DCService.asmx?op=StartDrawing)

[StopCountdown](http://localhost/DrawingClientWS/DCService.asmx?op=StopCountdown)

[Validate](http://localhost/DrawingClientWS/DCService.asmx?op=Validate)

[ValidateUser](http://localhost/DrawingClientWS/DCService.asmx?op=ValidateUser)

The DC.NET uses its own web service (DCService.asmx) to communicate to the Total Promo Server.

Note: the DCService.asmx is a SOAP service

Flash Animation uses the PromoWebServices.AnimDataServlet.aspx file to communicate with the Total Promo Server. Here is an example for requesting the winners list for the animation:

http://trlvwks007/PromoWebServices/AnimDataServlet.aspx?DataAccessType=ANIM\_LIST&Action=getWinnersListForMainAV&BucketCode=000004000001

Note: Notice that the AnimDataServlet.aspx is a page that takes URL query strings and not SOAP requests.

The Total Promo Server and its database are ultimately responsible for holding all of the information necessary for the drawing client and the animation to run.

Here is a basic diagram on the environment:



Once the drum has been populated and its entries both aggregated and displayed, the Countdown can be stopped and the winners drawn.



Once patrons have been drawn, the Drawing Client waits for a configurable amount of time (the “AutoPostDelay” setting in the Drawing Client app.config) to post (updating tblDrawingWinners to display the winner and to set the time to claim from that moment on) the winner to the winners list.

During the delay, flash is requesting the winners list, which is comprised of all winners regardless of whether or not they have been displayed.



For the winners that have not been displayed, flash will try to post non-displayed winners to the winners list for display by calling a new method in AnimDataServlet.aspx and sending the winnerID.



If the animation does not get the winners list or for some reason CANNOT communicate, then the Drawing Client will time out and as a fail over, post the drawn winner to the winners display list for presentation to the patrons using the winnerID as an argument.



At this point, even if the flash application is running slow the winner has been set to display and will be viewable. The most important part is that we are passing winnerID’s to correlate the ID with the correct row and the Drawing Client will now post as a fail over instead of just timing out and drawing a winner.