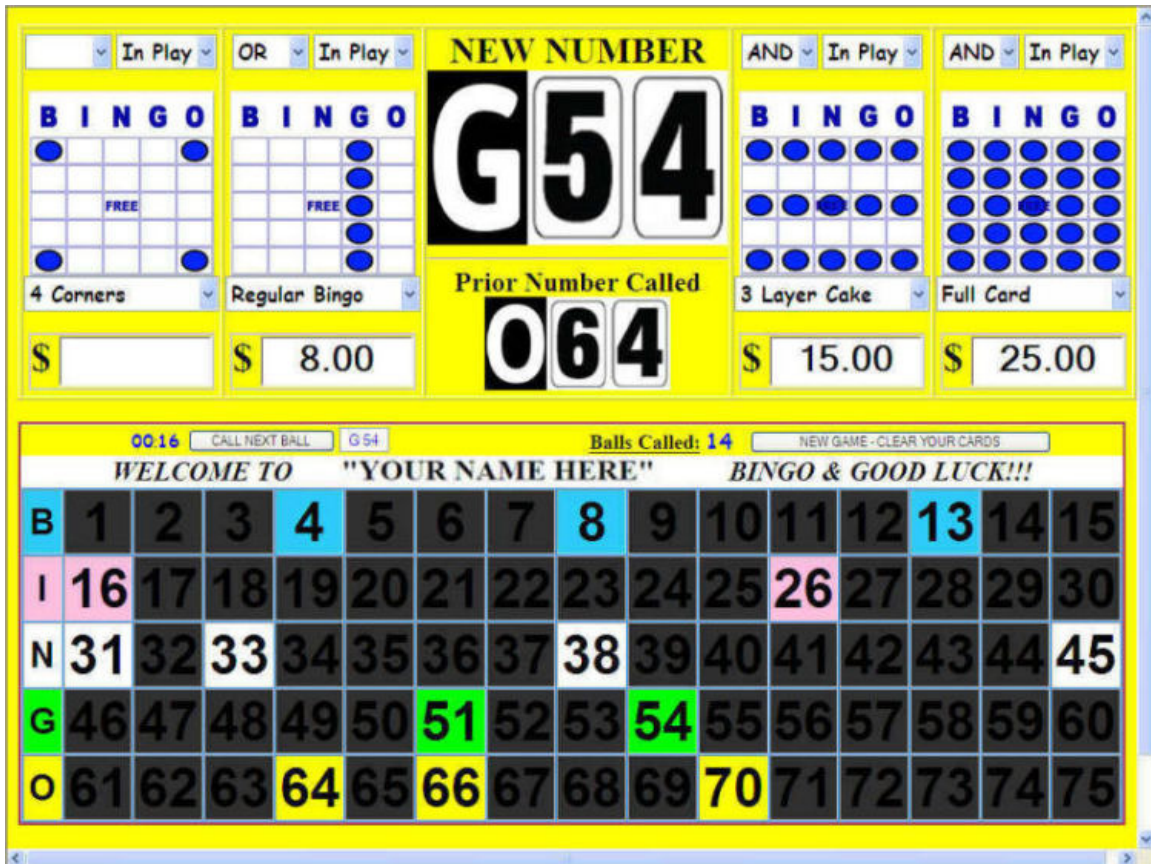# WELCOME TO BINGO CALLER

Dee Dee Software Design & Sales
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Bingo Caller was designed to be used at a computer screen resolution of at least 1024 x 768, along with a video display projector, or a large screen TV to display properly.

1/ To start the program, please double click on the Bingo caller Icon on your desktop.

2/ Across the top are four bingo game card panels. Each one consists of the following five areas: (as seen below)

1. An And/Or/Blank dropdown menu in the upper left hand corner

2. An In Play/Won dropdown menu in the upper right hand corner

3. A games display card in the center

4. A Select Game dropdown menu under the games display card

5. A Prize amount field along the bottom

3/ To setup a bingo game session, please follow the following steps:

1. Click on the Select Game dropdown menu to see a listing of preloaded bingo game patterns. Please click on whichever game pattern is going to be played in this session.

2. Click on the Prize amount field. If your prize amount is already listed, just select it. If the prize amount is not listed, you can type it into this field. The game you have chosen will appear in the Games Display Card.

3. If you are separating or combining games in this session, then select the appropriate selection in the And/Or/Blank dropdown menu.

4. Please leave the In Play/Won dropdown menu in the default In Play selection at this time. After the individual game is over (If you are playing multiple games in one session, then you can select Won in the menu after the game has been won to display that this game is longer in play.)

4/ Bingo Caller is setup to call bingo balls as a default. If you want to use this only as a display board for numbers pulled from a bingo ball cage or some other manner. Please see the section later on under Special Settings.

5/ To start a games session, click on the Call Next Ball button located in the left center of the main screen. Clicking this button will chose a random bingo ball out of all the balls remaining in the hopper. The chosen bingo number will appear in the large New Number display in the top center of the

main screen, and will also be highlighted in the flashboard display in the bottom half of the main screen. The called number will flash three times just after it is called.
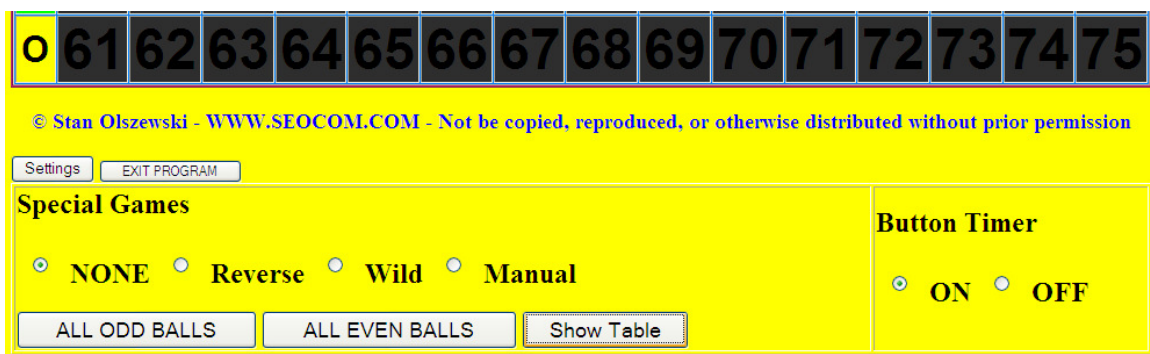
To call the next number, simply click the Call Next Ball button again. There is a timer that is built into Bingo Caller, as a default, that will disable the Call Next Ball button for three seconds after clicking on it to prevent accidental double clicks. This timer can be disabled if you are running a quickie game that needs balls called faster. Please see the section later on under Special Settings.

6/ After you are finished your games session, click on the New Game – Clear Your Cards button located in the right center of the main screen. A popup will appear to confirm this action. Simply click on OK if you wish to clear this game, or Cancel if you do not.

7/ The rest of the main screen display has several added features as follows:

1. A display timer to show you how long it has been since the last ball was called. This is located just to the left of the Call Next Ball button.

2. A display of the number of balls called so far in the current game. This is located just to the left of the New Game – Clear Your Cards button.

3. A Prior Ball Called display that shows the ball number called prior to the latest new number. This is right under the New Ball display.

8/ Special Settings. To view, and change, the special settings in Bingo Caller, scroll the screen down and click on the Settings button. The special settings menu will appear as shown below:

O 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75

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Settings   EXIT PROGRAM

Special Games

○ NONE   ○ Reverse   ○ Wild   ○ Manual

ALL ODD BALLS   ALL EVEN BALLS   Show Table

Button Timer

○ ON   ○ OFF

Settings that can be accessed through this menu are as follows:

1. Several Special Games can be setup here.

   - Reverse Numbers: When you call a number, you can also get the reverse of it called too. i.e. O63 gets N36 called at the same time. Certain numbers cannot be reversed. These are any single digit numbers, or a number ending with zero.

   - Wildcard Numbers: When you call a number, any other number with the same last digit will also be called. i.e. N36 will also get B6, I16, I26, N46, G56, and O66 called at the same time. These wildcard numbers will be displayed in a special table display that will appear right under the called numbers display.

   - Manual Mode: This allows you to use this program to display bingo numbers called

through another method such as a cage with bingo balls in it.

- All Odd Balls: By clicking on this button, you will call all the Odd numbered balls at once. You will get a confirmation popup message before proceeding with this choice.

- All Even Balls: By clicking on this button, you will call all the Even numbered balls at once. You will get a confirmation popup message before proceeding with this choice.

- Show Table: This toggles the wildcard table display to be shown or hidden.

2. Timer Control. This will turn off the Call Next Number Timer. The default time is set at three   seconds. This disables the Call Next Number button for three seconds to avoid accidental double clicks. This setting can be turned off when running a quickie game that

requires the next numbers called sooner than three seconds apart.

9/ Exit Program. The Exit Program Button is used to shut down this program. You will get a confirmation popup message before proceeding with this choice.