



Lee's Bingo Version 8
Updated: 16/04/18

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Restrictions

This software is unlicensed and it has not been tested for compliance with any bingo rules, regulations or laws.

Do not use this software if licensed and/or regulated software is required in your part of the world.

What is Lee's Bingo ?

Lee's Bingo is a bingo caller, ticket printer and ticket checker which can be used to play three different types of bingo.

The three types of bingo are Regular, Backward and Quick.

'Regular' bingo is played with tickets that are 9 squares wide by 3 squares high and each ticket contains 15 random numbers in the range 1-90. The first player/players to mark all numbers in the winning pattern is the winner.

'Backward' bingo uses the same kind of tickets as regular bingo but is played differently. Each player is given only 1 ticket and the numbers are called as usual. If the called number appears on any players ticket they are out of the game. The winner is the last person remaining who has a clean ticket.

This game is also known as Irish or Stand-up bingo (where everyone stands up at the beginning of the game. Eliminated players sit down so the winner is the "last person standing").

'Quick' bingo is played with tickets that are 4 squares wide by 4 squares high, each ticket has 16 random numbers in the range 1-80 and each column is a different colour. The first player/players to mark all numbers in the winning pattern is the winner.

Multiple winners:

I'm often asked if it's possible for more than one person to win at the same time when playing Lee's Bingo.

Bingo (not just Lee's Bingo) is a game of chance played by drawing random numbers so there's always the possibility that bingo could be claimed by more than one person simultaneously.

Requirements

This software is designed to be used with Windows 7 or newer. No other operating systems are supported.

A minimum screen resolution of 1024x768 is recommended (at default 96 DPI). The software can be used with a vertical resolution as low as 600 (such as Netbooks) but it's not recommended to run in a window at low resolutions.

A colour printer is required to print the tickets.

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Contact, Questions, Reporting Bugs etc.

If you still have questions after reading this guide or find a bug in the software you can contact me using the form on the website.

When reporting bugs and problems it's very important to include as much information as possible - error messages, screen-shots if necessary, description of the problem, steps needed to duplicate the problem etc.

Please also send the SystemInfo.txt file which you can find in the Lees Bingo directory. This gives extra information about the settings you're using for the software which may help in locating the problem.

Files and Folders

The first time the software is run a **Lees Bingo** folder will be created in the root of the drive where you installed the software.

The folder will contain Bingo Lingo.txt and SystemInfo.txt files and the following folders: Cache, Images, Layouts, Logs, Session Manager Data, User Ticket Batch Files, User Ticket Data and Voices.

The **Bingo Lingo.txt** file contains all the text that's displayed when you have the bingo lingo shown on screen (such as Two Little Ducks) and can be edited using any text editor - Notepad for example (see [Editing the Bingo Lingo.txt file](#)).

The **SystemInfo.txt** file contains a copy of all the settings you're using for the software - please send a copy of this file if you submit a bug report.

The **Cache** folder will store data about the last session that was being played. This is used if you need to rescue the last session. **Do not edit this file.**

The **Images** folder is where your background images are stored. Background images can be printed on your tickets (see [Background Images](#))

The **Layouts** folder stores the data for any custom layouts that you create (see [Layouts](#)).

The **Logs** folder stores data (in .csv format) about all the games that have been played. These can be viewed in a spreadsheet program.

The **Session Manager Data** folder is where any session data will be saved (see [Session Manager](#))

The **User Ticket Batch Files** folder is where your ticket batch printing files are saved (see [Batch Printing](#)).

The **User Ticket Data** folder is where the data for any tickets that you have entered yourself will be stored (see [Enter Custom Tickets](#)).

The **Voices** folder is where all your voice files will be stored (see [Voice Recorder](#)).

It might be wise to add the Lees Bingo folder to your regular backup schedule.

Note: The Lees Bingo folder (usually on the C: drive) and it's contents will not be removed if the software is uninstalled so you must delete it manually.

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Trial vs Registered Version

The trial and registered versions have the following differences.

- The tickets printed by the trial version will have a “registration reminder” message printed on them. The registered version doesn’t print this message.
- When the bingo is being called/played the trial version will pop-up a “registration reminder” message on the screen occasionally. The registered version doesn’t display this message so you get uninterrupted play.

Buttons and Keys

Left mouse button:

Used to click buttons and make selections etc. Can also be used to pause automatic calling by clicking anywhere on the background or clicking the current called number. Further presses will cause a new number to be drawn/called.

Right mouse button:

Used on the callers screen to change the colour of the background or flashboard, or to change the colours of text and numbers.

Enter key:

Can be used to click the button with the focus (a dotted line or a border around a button indicates the button with the focus).

Space bar:

Same as Enter key.

Cursor keys:

Used to navigate around the buttons.

Tab key:

Same as cursor keys.

+ and - keys:

Used to adjust the calling speed.

Number keys:

Used for input of ticket serial numbers.

S key:

Used to toggle speech on or off.

F1 key:

Used to toggle the Tooltips on or off on the callers screen.

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F4 key:

Can be used to call a new number when playing bingo.

F7 key:

Used to toggle between the callers screen and the Session Manager so that the session manager can be edited while a session is in progress. **Note:** the calling should be paused before switching to the session manager. When editing is complete press F7 again to return to the callers screen.

F9 key:

Used to toggle the visibility of the callers screen on all secondary displays. If you need to hide the secondary caller screens at any time you can do so with F9. Press again to make them visible.

Ctrl + Shift + E

Pressing these three buttons simultaneously will switch the bingo caller to Edit mode.

See [here](#) for more information about editing a layout.

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Running for the First Time

Setup Wizard

Lee's Bingo Setup Wizard

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Step 1 of 11

1234567891011

When playing bingo how do you pick the numbers ?

☒ I want the software to pick random numbers for me

☐ I want to use other equipment to pick the numbers
(this could be a bingo machine, a cage or numbers drawn from a bag etc.)

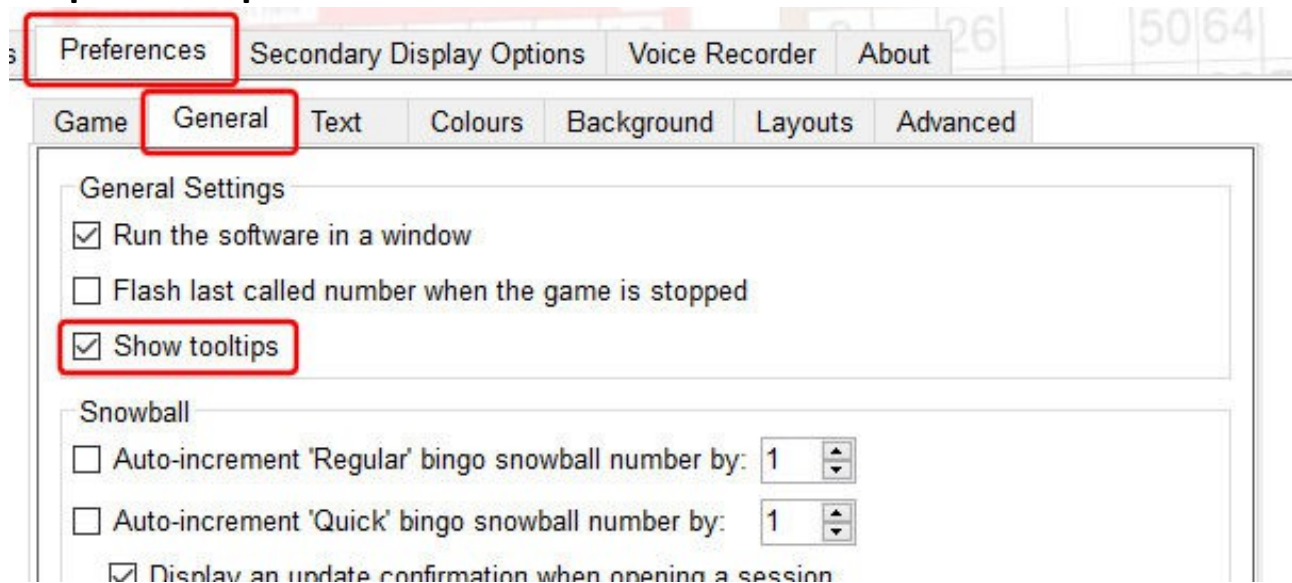
BackNext

Exit the Wizard

The first time you run the software a Setup Wizard will appear to help you set a few of the options. You can exit the Wizard if you would rather set your own options.

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Help & Tooltips



Tooltips are enabled by default.

When the tooltips are enabled you can hover the mouse pointer over a control or option and a brief explanation of the controls function will appear.

Tooltips can be disabled by unchecking the 'Show tooltips' option shown above.

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Game Setup Tab

Game No.	Bingo Type	Game Type	Ticket Colour	Snowball Game	Max. Calls to Win Snowball	Low S/N	High S/N	Low S/N (2)	High S/N (2)	Prize Money
	Regul: ▾	1 Line, 2 Lines & Full House ▾	White ▾	No ▾	45					

Call the Bingo

1. Session Manager

The session manager is where you setup your bingo sessions. You can save your sessions and reload them whenever you need them - this is ideal if you play a regular schedule. You can easily edit your sessions if you need to make any changes.

Buttons

Open a session

This allows you to load a previously saved bingo session. If there's any data in the session manager you'll be prompted to save your work first.

Save this session

This allows you to save the data that's currently in the session manager. The button is disabled if the session manager is empty.

Clear all

Clicking this button will clear the session manager. If there's any data in the session manager you'll be prompted to save your work first.

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Print game sheet

This allows you to print a hard copy of the session currently displayed in the session manager. The button is disabled if the session manager is empty.

You can also see a print preview of the game sheet.

There are also options to print a game sheet with a QR code or to show the QR code on screen.

These QR codes are only necessary if any of the players are using the [Bingo Tickets 90](#) app. The QR codes allow the app. users to load the session data into their device.

Scan barcodes

This allows you to scan the barcodes printed on the tickets using either a webcam or a handheld scanner. This will populate the session manager for you (see [barcodes](#)).

Rescue last session

Clicking this button will reload the last session that was being played.

This is especially useful if the game was stopped for any reason (computer crash or power failure etc.).

You'll be shown the date and time of the data that can be used - please confirm that it's correct before proceeding.

This will reset the session manager with the last known settings, the callers screen will appear and the called numbers will be reset to their last known state.

Columns

Game No.

The game number is automatically filled in for you as you enter games into the session manager and cannot be edited by the user.

Bingo Type

Select from either Regular or Backward bingo (played with tickets that are 15 squares wide x 3 squares high) or Quick bingo (played with tickets that are 4 squares wide x 4 squares high).

Game Types

Select the type of game you want to play. The available game types will differ depending upon the bingo type selected.

Ticket Colour

If you have tickets with coloured borders then you can select them here. 15 colours are available. If you don't have a coloured border select White. The chosen colour will be displayed on the callers screen.

Snowball Game & Max. Calls to Win Snowball

Selecting 'Yes' allows you to play "Snowball" games where there's a special bonus for getting a Full House within a certain amount of called numbers. Set the maximum amount of called numbers with the up/down buttons. This option only applies to the Full House part of a game.

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Low S/N, High S/N and Low S/N (2), High S/N (2)

To use FAWN (Fully Automated Win Notification) the software needs to know the range of serial numbers in play for each game.

Enter the lowest and highest serial numbers into these boxes. Numbers should be entered sequentially.

Entering data into these boxes is optional but if you leave them blank FAWN isn't enabled (even if you have the option set in Preferences) and the FAWN display panel on the callers screen won't be shown.

A second set of numbers will be required if numbering changes part way through the batch. If a second set of serial numbers is used you should enter them into the Low S/N (2) and High S/N (2) boxes.

Example

If you print your own tickets the maximum ticket number is 30000. If you reach this point the software will automatically switch back to number 1 and continue from there.

Let's assume you have a strip of tickets numbered 29995 to 30000 and another strip numbered 1 to 6.

If you entered the Low S/N number as 1 and the High S/N as 30000 the software assumes you have 30000 tickets in play which is clearly wrong.

The correct way to enter them would be as two separate ranges like below. The software will correctly calculate that there are 12 tickets in play.

About

Rescue last session

alls owball	Low S/N	High S/N	Low S/N (2)	High S/N (2)	Prize Money		
	29995	30000	1	6		Edit	X
	29995	30000	1	6		Enter	

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Prize Money

To use prize money please ensure it's enabled on the Prize Money tab (see [Prize Money](#)).

The prize money textbox is where you can enter the prize money amounts for the various games. If you leave it blank the software will fill in the details for you using the amounts set on the Prize Money tab.

You can also fill in your own amounts if you wish to override the automatic entry.

This field requires four values separated by semicolons such as 2.99;4.99;0;S25 (do not enter your currency symbol)

The first three values correspond to the first, second and third parts of a game that will be played. In the example above 2.99 is the prize for winning the first part, 4.99 is the prize for the second part and 0 for the third part.

The fourth value is the prize for the Snowball Jackpot (if it's being played). This value will be preceded with the letter S (Snowball). In the example above 25.00 is the prize for the Snowball Jackpot.

You don't need to enter the letter, you can just enter the amount if you wish, the letter will be automatically added by the software.

You should enter a value of 0 for any games not requiring prize money, this includes jackpots (so for example if there is no snowball jackpot for a particular game just enter the value as 0 or S0).

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The formatting of the prize money makes it a little hard to read so when the game has been entered into the Session Manager you can hover your mouse pointer over the prize money area to see it in more detail.

	Low S/N	High S/N	Low S/N (2)	High S/N (2)	Prize Money	
					4.99;6.99;12.99;S19.99	i Game Setup 1st part prize £4.99 2nd part prize £6.99 3rd part prize £12.99 Snowball prize £19.99 Edit X
						Enter

The values entered are displayed when calling the bingo and appear inside the label that displays the current pattern name. Your chosen currency symbol will also be shown.

Prize Amount £4.99

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Enter

When you have made your selections click the Enter button and your game will be entered into the session manager. Each game will be numbered automatically and the game number will be shown on the callers screen.

Keep adding games until you have completed your session.

Edit

Click the edit button on any row of the session manager and you'll be able to change any option in that row. Click Done when you have finished.

X

Click the red X on any row to delete that row. All rows below the deleted row will be moved upwards and their game number will be adjusted to suit.

2. Call the Bingo

Click this button to move to the bingo caller screen.

Note: There must be at least one game entered into the session manager before calling can begin.

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Prize Money Tab

Game Payout	1st Part	2nd Part	3rd Part
1 Part Game	9.99		
2 Part Game	7.99	10.99	
3 Part Game	4.99	6.99	12.99
Snowball	19.99		

General Settings

Enable Prize Money

Check this box if you want to use prize money and have it displayed when playing bingo. If this is unchecked prize money will not be displayed.

Save prize money amount with session data

Check this box if you want the values you entered into the prize money textbox (in the Session Manager) saving whenever you save the Session Manager. If you save the values they will be loaded back in whenever you load your sessions back in.

Uncheck this box and prize money amounts won't be saved with session manager data.

Which option is best for me ?

If you use the same prize money amounts every session then you probably want to have this option checked. This will save you time entering the values every time you reload your session data.

If you have prize money that varies from session to session you probably want this unchecked otherwise it will load in old values whenever you reload your session data and then you'll have to go through and edit the values.

Currency Symbol

Enter your own currency symbol in the box (default is £).

This will be displayed alongside your prize money values when calling the bingo.

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Prize Money (Fixed Amounts)

The various drop-down boxes allow you to enter the prize money values for various games. These values are used when entering games into the session manager.

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Bingo Tickets Tab

90 Number Tickets Tab

The screenshot shows the '90 Number Tickets' tab selected in a software interface. The interface includes a top menu bar with options: Game Setup, Prize Money, Bingo Tickets, Preferences, Secondary Display Options, Voice Recorder, and About. Below the menu, there are sub-tabs: 90 Number Tickets, 80 Number Tickets, Batch Printing, Enter Custom Tickets, and QR Code. The main configuration area for the 90 Number Tickets tab contains the following sections:

- Ticket Size:** Radio buttons for Standard (selected), Large, and Extra Large.
- Numbers Font Style:** Radio buttons for Normal (selected), Bold, and Jumbo.
- Coloured Borders:** A checkbox 'Print tickets with coloured borders' is unchecked. Below it, fifteen color swatches are displayed in a 3x5 grid: Red, Green, Brown, Grey, Olive, Orange, Blue, Lilac, Turquoise, Peach, Yellow, Pink, Gold, Purple, and Tan.
- Ticket Text:** A group of checkboxes for 'Print top page headers', 'Print ticket text', 'Print mid page headers', and 'Print ticket text' (checked). To the right, there are two columns of text input fields labeled 'Left-hand Strip' and 'Right-hand Strip', each with three rows of 'Place your own header here..' and 'Place your own text here..'.
- Website/other text:** A checkbox 'Print website' is checked, with the text 'www.lees-bingo.co.uk' entered in the adjacent field.
- Background Image:** A checkbox 'Print background' is unchecked, with a dropdown menu showing 'balloons1.jpg'.
- Start Printing at S/N:** A numeric input field with the value '1'.
- Barcode:** A checkbox 'Print barcode' is checked, with a dropdown menu showing '1D'.
- Number of Pages:** A numeric input field with the value '1'.

At the bottom right of the configuration area, there are two buttons: 'Print Preview' and 'Print'.

Ticket Size

This software is capable of printing standard, large and extra large sized bingo tickets. Standard tickets will print two strips of six per sheet of paper and will have the numbers 1 to 90 appearing only once per strip. Large tickets will print three and Extra Large will print one ticket per sheet of paper.

Numbers Font Style

Select either Normal, Bold or Jumbo font size. This will only affect the numbers that are printed on the tickets (not text or serial numbers).

Coloured Borders

Print tickets with coloured borders

Check this box if you want to print your tickets with a coloured border. Uncheck this box if you want to print your tickets in black and white only. Choose the colour of your ticket border from the fifteen colours available.

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Ticket Text

Print top page headers

Check this box if you want a header printed above each set of tickets. Enter your header text in the spaces provided.

Print ticket text

Check this box if you want text printed inside the border of each ticket. Enter your ticket text in the spaces provided.

Print mid page headers

Check this box if you want a header above the fourth ticket which will split the page into four sets of three tickets. Enter your text in the spaces provided.

Print ticket text

Check this box if you want text printed inside the border of each ticket. This option is only available if the Print Mid Page Headers box is checked. This allows you to enter different text for the bottom three tickets. Enter your text in the spaces provided.

Website/other text

Print website

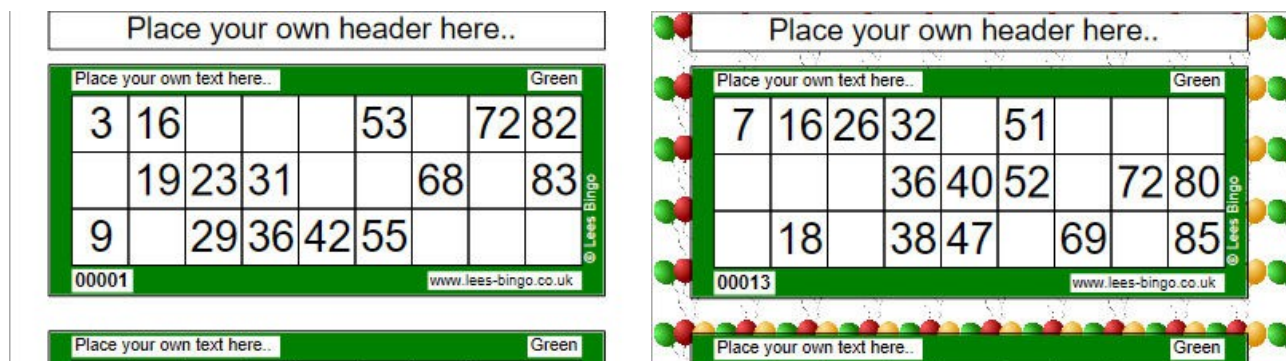
Check this box if you want a website address (or some other text) printed in the corner of the tickets. Enter your text in the space provided.

Background Image

Print background

Check this box if you want a background image printing on your tickets. Choose an image from the drop down box.

See [here](#) for information about adding your own images.



Start Printing at S/N

Lee's Bingo comes with 30000 (thirty thousand) unique 90 number tickets built-in. If you would like to start your printing at a particular serial number you can set it here. Minimum is 1, maximum is 30000. The counter will auto increment as the tickets are printed.

This feature could be useful if, for instance, you printed a batch of tickets at home but then wish to print more tickets at the bingo venue but you want the second batch to start where the first batch finished. For example if the first batch ended at serial number 300 you would enter 301 in the box and your tickets would start numbering from 301 onwards.

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Barcode**Print barcode**

Check this box if you want a barcode printed on the bottom of your tickets.

Select either a 1D or 2D type from the drop down selector. 1D barcodes can be scanned by a handheld laser scanner or a webcam, 2D barcodes can be scanned using a webcam only.

See [barcodes](#)

Number of Pages

Select the number of pages you want to print (maximum 500) using the settings above.

Print Preview

Click this button to see a preview of your tickets using the options above.

Print

Click this button to print the number of pages you've selected using the options above.

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80 Number Tickets Tab

The screenshot shows the '80 Number Tickets' tab within a software interface. The top navigation bar includes 'Game Setup', 'Prize Money', 'Bingo Tickets', 'Preferences', 'Secondary Display Options', 'Voice Recorder', and 'About'. The main content area has sub-tabs: '90 Number Tickets', '80 Number Tickets' (selected), 'Batch Printing', 'Enter Custom Tickets', and 'QR Code'. The '80 Number Tickets' sub-tab contains the following settings:

- Ticket Size:** Radio buttons for Standard (selected), Large, and Extra Large.
- Numbers Font Style:** Radio buttons for Normal (selected), Bold, and Jumbo.
- Coloured Borders:** A checkbox 'Print tickets with coloured borders' is unchecked. Below it is a grid of 15 color swatches: Red, Green, Brown, Grey, Olive, Orange, Blue, Lilac, Turquoise, Peach, Yellow, Pink, Gold, Purple, and Tan.
- Ticket Text:** Two checkboxes, 'Print top page headers' and 'Print ticket text', are both checked. To the right are two text input fields labeled 'Left-hand Strip' and 'Right-hand Strip', each with a placeholder 'Place your own header here..' and 'Place your own text here..'. Below these are two more text input fields for 'Website/other text' (with 'www.lees-bingo.co.uk' entered) and 'Background Image' (with 'balloons1.jpg' selected).
- Barcode:** A checkbox 'Print barcode' is checked, with a dropdown menu showing '1D'.
- Number of Pages:** A dropdown menu showing '1'.
- Start Printing at S/N:** A dropdown menu showing '1'.
- Buttons:** 'Print Preview' and 'Print' buttons are at the bottom right.

Ticket Size

This software is capable of printing standard, large and extra large sized bingo tickets. Standard tickets will print two strips of five per sheet of paper and will have the numbers 1 to 80 appearing only once per strip.

Large tickets will print two and Extra Large will print one ticket per sheet of paper.

Numbers Font Style

Select either Normal, Bold or Jumbo font size. This will only affect the numbers that are printed on the tickets (not text or serial numbers).

Coloured Borders

Print tickets with coloured borders

Check this box if you want to print your tickets with a coloured border. Uncheck this box if you want to print your tickets in black and white only.

Choose the colour of your ticket border from the fifteen colours available.

Ticket Text

Print top page headers

Check this box if you want a header printed above each set of tickets. Enter your header text in the spaces provided.

Print ticket text

Check this box if you want text printed inside the border of each ticket. Enter your ticket text in the spaces provided.

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Website/other text

Print website

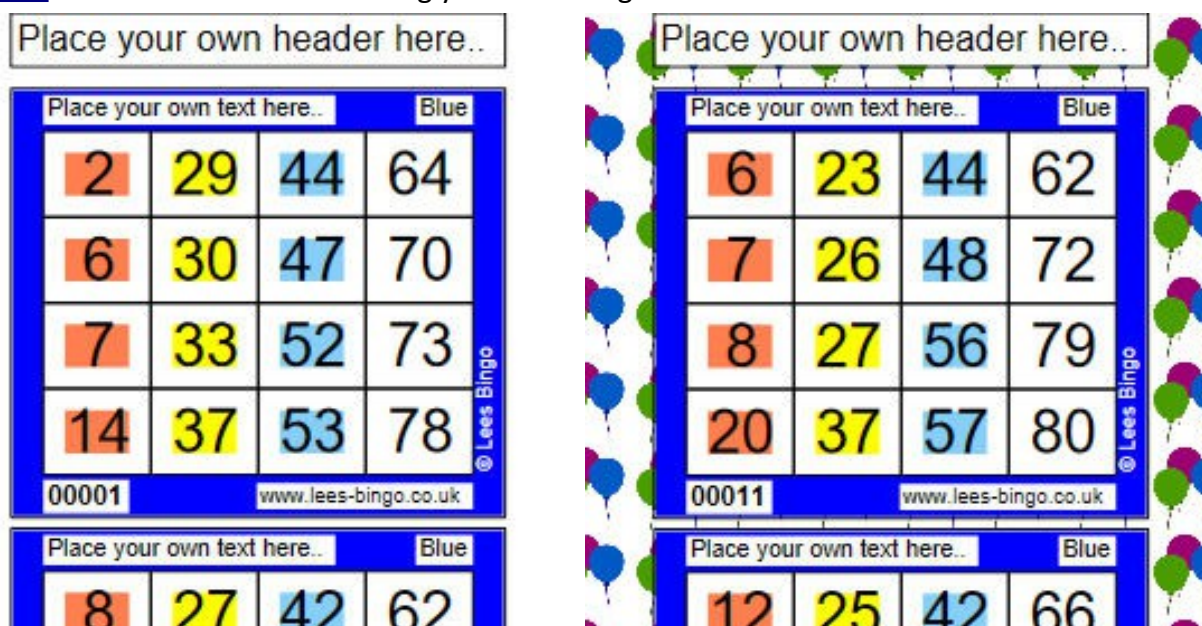
Check this box if you want a website address (or some other text) printed in the corner of the tickets. Enter your text in the space provided.

Background Image

Print background

Check this box if you want a background image printing on your tickets. Choose an image from the drop down box.

See [here](#) for information about adding your own images.



Start Printing at S/N

Lee's Bingo comes with 30000 (thirty thousand) unique 80 number tickets built-in. If you would like to start your printing at a particular serial number you can set it here. Minimum is 1, maximum is 30000. The counter will auto increment as the tickets are printed.

This feature could be useful if, for instance, you printed a batch of tickets at home but then wish to print more tickets at the bingo venue but you want the second batch to start where the first batch finished. For example if the first batch ended at serial number 300 you would enter 301 in the box and your tickets would start numbering from 301 onwards.

Barcode

Print barcode

Check this box if you want a barcode printed on the bottom of your tickets.

Select either a 1d or 2d type from the drop down selector. 1D barcodes can be scanned by a handheld laser scanner or a webcam, 2D barcodes can be scanned using a webcam only.

See [barcodes](#)

Number of Pages

Select the number of pages you want to print (maximum 500) using the settings above.

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10. Print Preview

Click this button to see a preview of your tickets using the options above.

11. Print

Click this button to print the number of pages you've selected using the options above.

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Batch Printing Tab

Ticket Type	Ticket Size	Font Size	Coloured Borders	Headers (Left)	Headers (Right)	Ticket Text (Left)	Ticket Text (Right)	Mid Headers (Left)	Mid Headers (Right)	Mid Ticket Text (Left)	Mid Ticket Text (Right)	Website/ Other Text	Backgrd. Image	No. of Pages	
90 ?	Sta	Nor	White										None	1	Enter

Start Printing at S/N (90 Num) 1 Start Printing at S/N (80 Num) 1

Print Batch

Barcode ☒ Print Barcode 1D

Batch Printing Manager

The batch printing manager lets you quickly and easily print a whole batch of tickets. You can save your batch files and reload them whenever you need them - this is ideal if you play with the same kind of tickets on a regular basis. If you need to make changes to your batch it's easy to edit. The controls are basically the same as those found on the 80 and 90 Number Ticket tabs.

Open a batch

Clicking this button will allow you to load in a previous batch that has been saved. If there's any data in the batch printing manager you'll be prompted to save your work first.

Save this batch

Clicking this will allow you to save the current batch. This button is disabled if the batch printing manager is empty.

Clear

Clicking this button will clear the batch printing manager. If there's any data in the batch printing manager you'll be prompted to save your work first.

Ticket Type

Choose between 80 and 90 number tickets.

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Ticket Size

(If ticket type is set to 80 number tickets) Standard tickets will print two strips of five tickets per sheet of paper, large tickets will print two and Extra Large will print one ticket per sheet of paper. (If ticket type is set to 90 number tickets) Standard tickets will print two strips of six tickets per sheet of paper, large tickets will print three and Extra Large will print one ticket per sheet of paper.

Font Size

Select either Normal, Bold or Jumbo font size. This will only affect the numbers that are printed on the tickets (not text or serial numbers).

Coloured Borders

Choose the colour of your ticket border from the fifteen colours available.

Headers Left and Headers Right (optional)

Enter the text that you want printing in the spaces provided.

Ticket Text Left and Ticket Text Right (optional)

Enter the text that you want printing in the spaces provided.

Mid Headers Left and Headers Right (optional)

Enter the text that you want printing in the spaces provided. This option is only available if Ticket Type is set to 90 number tickets.

Mid Ticket Text Left and Ticket Text Right (optional)

Enter the text that you want printing in the spaces provided. This option is only available if Ticket Type is set to 90 number tickets.

Website/Other Text (optional)

Enter your own URL or text in the space provided.

Backgrd. Image

Select a background image from the drop down box. Select None if you don't want any background image.

No. of Pages

Select the number of pages you want to print (maximum 500).

Enter

When you've made your selections click the Enter button and your tickets will be entered into the batch printing manager.

Keep adding rows until you've completed your batch.

Edit

Click the edit button on any row of the batch printing manager and you'll be able to change any option in that row. Click Done when you've finished.

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Click the red X on any row to delete that row. All rows below the deleted row will be moved upwards.

Start Printing at S/N (90 Num)

Lee's Bingo comes with 30000 (thirty thousand) unique 90 number tickets built-in. If you would like to start your printing at a particular serial number you can set it here. Minimum is 1, maximum is 30000. The counter will auto increment as the tickets are printed.

This feature could be useful if, for instance, you printed a batch of tickets at home but then wish to print more tickets at the bingo venue but you want the second batch to start where the first batch finished. For example if the first batch ended at serial number 300 you would enter 301 in the box and your tickets would start numbering from 301 onwards.

Start Printing at S/N (80 Num)

Lee's Bingo comes with 30000 (thirty thousand) unique 80 number tickets built-in. If you would like to start your printing at a particular serial number you can set it here. Minimum is 1, maximum is 30000. The counter will auto increment as the tickets are printed.

This feature could be useful if, for instance, you printed a batch of tickets at home but then wish to print more tickets at the bingo venue but you want the second batch to start where the first batch finished. For example if the first batch ended at serial number 300 you would enter 301 in the box and your tickets would start numbering from 301 onwards.

Print Batch

Click this button to print the whole batch.

Barcode

Print barcode

Check this box if you want a barcode printed on the bottom of your tickets.

Select either a 1d or 2d type from the drop down selector. 1D barcodes can be scanned by a handheld laser scanner or a webcam, 2D barcodes can be scanned using a webcam only.

See [barcodes](#)

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Enter Custom Tickets Tab

The screenshot shows the 'Enter Custom Tickets' window. It features a tabbed interface with 'Enter Custom Tickets' selected. The 'Ticket Details' section includes a 'Ticket Type' field with two radio button options: '80 Number' and '90 Number'. The '90 Number' option is selected. Next to it is a 'Serial Number' dropdown menu currently displaying '1'. Below these fields is a 3x8 grid of empty boxes for entering numbers. At the bottom of the window are two buttons: 'Save' and 'Delete'.

If you have your own bingo tickets (for example shutter type tickets) it's possible to enter them into the software (certain limitations apply).

This will allow you to use them with this software and for the software to automatically check them when somebody claims 'Bingo'.

Each ticket must have a unique, numeric serial number and the serial numbers must be within the following ranges:

80 number tickets - 1 to 19950

90 number tickets - 1 to 99999

Ticket Type

Select the type of ticket you're entering into the software. The bingo ticket will change will change to match your selection.

Serial Number

Enter the serial number of your ticket using the up/down arrows or by typing in the number.

You can enter your serial numbers in any order.

If you enter the serial number for a ticket that you've previously saved it will be displayed in the bingo ticket.

Bingo Ticket

Copy the numbers from your own ticket into the corresponding spaces on the bingo ticket. Be sure to copy the details from your tickets accurately.

Tip: Start at the top left and press TAB to move to the next cell in the same row.

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Save

Click the “Save” button when you've entered all numbers.
Your data is saved to the **User Ticket Data** folder.

Delete

Click the “Delete” button to delete the ticket (that's currently displayed) from your computer. You'll be asked to confirm this action.

Remember: the software doesn't know if you've copied your data correctly so please double check everything before saving. When you've finished entering your custom ticket data I recommend that you play a few “dummy” games and enter the serial numbers of your tickets to see if they match the on-screen ticket.

Important: Please don't forget to make a backup of the User Ticket Data folder. This can be found in the Lees Bingo folder.

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QR Code Tab

Game Setup Prize Money Bingo Tickets Preferences Secondary Display Options Voice Recorder About

90 Number Tickets 80 Number Tickets Batch Printing Enter Custom Tickets QR Code

Serial Numbers QR Code

How many players ? 1

How many games ? 1

Serial number to start at ? 1

Print Preview

Print

If any of the players are using the [Bingo Tickets 90](#) app you'll need to make sure no two players are using the same set of tickets. You can do this by printing a special kind of barcode called a QR code. These QR codes contain information about which ticket numbers to use.

Each player should scan a different QR code before the session begins.

How many players ?

Input how many players will be using the Bingo Tickets 90 app. This figure determines how many barcodes the software will generate. Each player will need 1 barcode. If you're not sure how many players will be using the app you can overestimate this figure.

How many games ?

Input how many games you'll be playing in your session. This figure needs to be accurate otherwise the data contained in the barcode will be wrong.

Serial number to start at ?

This is the serial number that the QR codes should start at. This figure is pre-set for you so it's safe to leave it as it is. This figure will automatically increase as you print paper tickets or as you print QR codes. This prevents overlap of serial numbers.

You can override the pre-set number if you wish but be careful that you're not overlapping the serial numbers.

Print Preview

Click this button to see a preview of your QR codes using the options above.

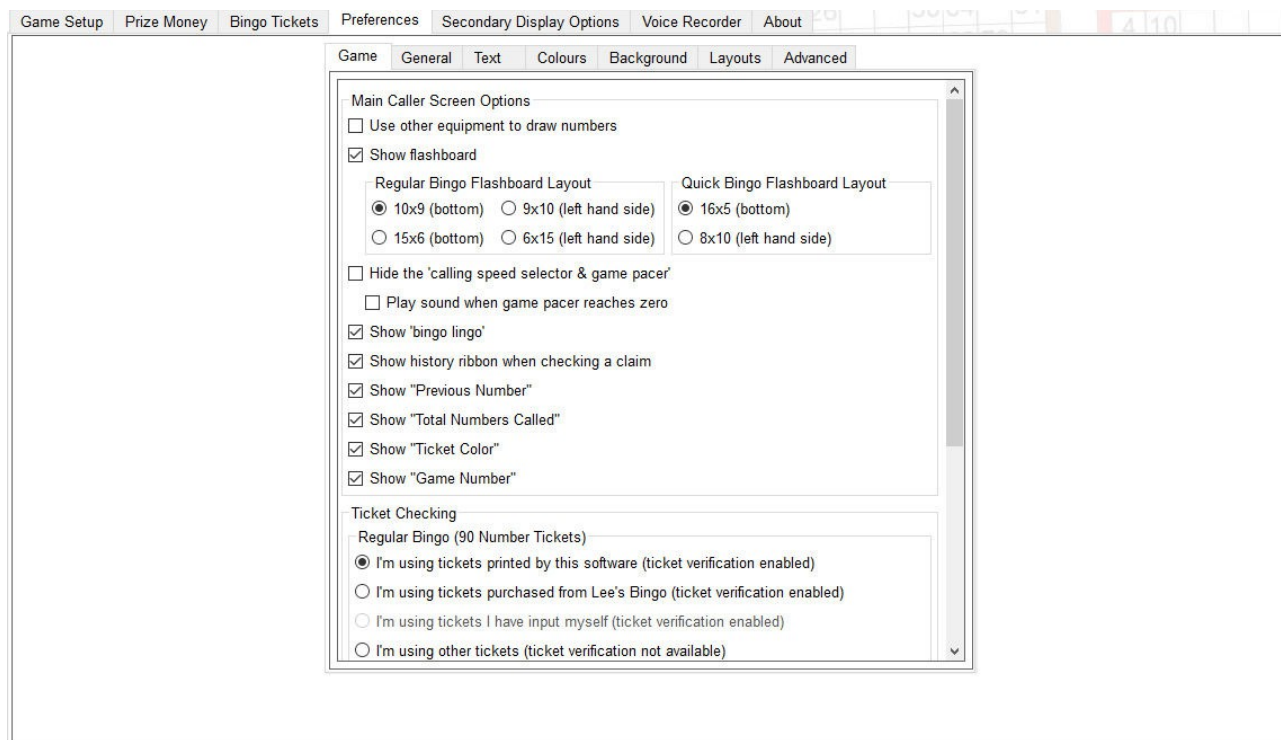
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Print

Click this button to print the QR codes using the options above.
Up to 12 barcodes will be printed on each page.

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Preferences Tab



Game Tab

Main Caller Screen – Options

Use other equipment to draw numbers

Checking this box will allow you to use other equipment to draw/select the numbers. This might be a bingo machine, a cage or numbers drawn from a bag etc. If you select this option you'll need to click the numbers on the flashboard (when calling the bingo) to enter them into the software.

Show flashboard

Checking this box (default) will show the flashboard at all times; the current number will be displayed above the flashboard.

Unchecking this box will hide the flashboard when calling is in progress which allows the called number to be displayed in a larger size.

Note: The flashboard is always shown when checking a claim.

Select the type of layout from the available options.

Hide the 'calling speed selector & game pacer'

Checking this box will hide the speed selector on the callers screen. The speed can be adjusted by pressing the "+" or "-" keys on your keyboard. The speed selector will be shown briefly when adjusting the speed but will disappear again after a couple of seconds. Unchecking this box will show the speed box at all times.

The game pacer is a countdown display to show when the next number should/will be called. This is a useful aid to those operators who wish to use manual calling as it helps to keep the calling at a constant pace.

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Play sound when game pacer reaches zero

Checking this box will cause a beep to be played when the game pacer counts down to zero. This only applies if both voice calling and auto-calling are disabled.

Show 'bingo lingo'

Checking this box (default) will show the "bingo lingo" (popular in the UK) underneath the current number. Uncheck this box to turn the "bingo lingo" off.

The bingo lingo text file (found in the Lees Bingo folder) can be edited with any text editor to suit your own tastes. Each number has a line of text, for example 1=Kelly's Eye. When editing please make sure you use the same format which is a number followed by "=" followed by your text. Make sure there are no spaces on either side of the "=".

See [here](#) for more information about editing the bingo lingo.

Show history ribbon when checking a claim

Check this box (default) if you want the history ribbon displayed whenever the game is stopped. The history ribbon shows all the called numbers (in sequence) and is displayed underneath the flashboard when the game is stopped. It also highlights where the game was stopped (numbers with a grey background) and where the game was won (numbers in red/bold with a yellow background). See [here](#) for more information.

Uncheck this box if you do not want the history ribbon displayed.

Show 'Previous Number'

Check this option (default) to show the previous number in the corner of the screen.

Uncheck if you don't want this displayed.

Note: this option only applies to the Primary display.

Show 'Total Numbers Called'

Check this option (default) to show the total numbers called in the corner of the screen.

Uncheck if you don't want this displayed.

Note: this option only applies to the Primary display.

Show 'Ticket Colour'

Check this option (default) to show the ticket colour in the corner of the screen.

Uncheck if you don't want this displayed.

Note: this option only applies to the Primary display.

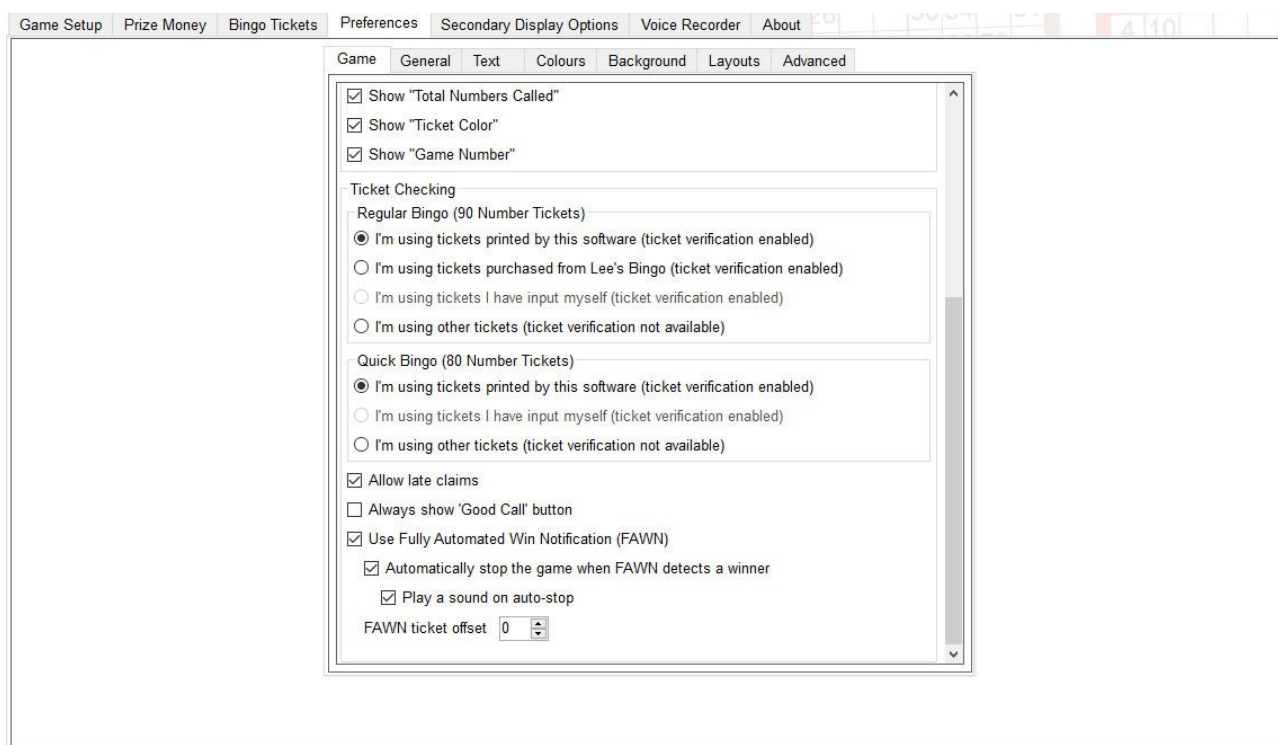
Show 'Game Number'

Check this option (default) to show the game number in the corner of the screen.

Uncheck if you don't want this displayed.

Note: this option only applies to the Primary display.

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Ticket Checking – Regular Bingo (90 Number Tickets)

I'm using tickets printed by this software (ticket verification enabled)

Select this option (default) if you're using 90 number bingo tickets that have been printed by this software. This will allow the software to automatically verify the winning tickets when a claim is being checked.

I'm using tickets purchased from Lee's Bingo (ticket verification enabled)

Select this option if you're using 90 number bingo tickets that have been purchased from the website. This will allow the software to automatically verify the winning tickets when a claim is being checked.

**** Important Notes ****

The ticket data used for this feature was not supplied by the ticket manufacturer so it may contain errors (although no errors found yet).

This feature may not work for all tickets purchased from the site (although none found yet).

No other types of tickets are supported.

If you spot any errors when using this feature please report them as soon as possible.

I'm using tickets I have input myself (ticket verification enabled)

Select this option if you're using 90 number tickets that you've input yourself using the Enter Custom Tickets feature (see [here](#)). This will allow the tickets to be automatically verified by the software when a claim is being checked.

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I'm using other tickets (ticket verification not available)

Select this option if the 90 number tickets you're using do not fall within any of the other categories. Ticket checking will have to be done manually.

Ticket Checking – Quick Bingo (80 Number Tickets)**I'm using tickets printed by this software (ticket verification enabled)**

Select this option (default) if you're using 80 number bingo tickets that have been printed by this software. This will allow the software to automatically verify the winning tickets when a claim is being checked.

I'm using tickets I have input myself (ticket verification enabled)

Select this option if you're using 80 number tickets that you've input yourself using the Enter Custom Tickets feature (see [here](#)). This will allow the tickets to be automatically verified by the software when a claim is being checked.

I'm using other tickets (ticket verification not available)

Select this option if the 80 number tickets you're using do not fall within any of the other categories. Ticket checking will have to be done manually.

Allow Late Claims

Check this box (default) if you're not playing by strict bingo rules and don't mind if a "late" claim is made (for example, when the next number has been called out). This is especially useful if you have children or beginners playing. Uncheck this box if you want to play by proper bingo rules. Any "late" claims will be false calls.

Always show 'good call' button

Check this box if you want the Good Call button shown whenever the game is stopped to check a claim. When this box is unchecked (default) the software will decide when the Good Call button should be shown and when it should be hidden. If you're playing a non-standard game (a game not listed in the Game Type dropdown box) you'll want to have the Good Call button shown so that you can override the software's decision of 'false call' if you wish.

Use Fully Automated Win Notification (FAWN)

Check this box (default) if you want the software to notify the operator when a winning tickets has been detected.

To use FAWN you will also need to enter the lowest and highest serial numbers into the Session Manager. If serial numbers are not entered FAWN will not be used even if this box is checked. An extra data window is shown at the bottom of the main callers screen when FAWN is in use. Uncheck this box if you don't want to use FAWN.

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Automatically stop the game when FAWN detects a winner

Check this box (default) if you want the calling to stop automatically when FAWN detects a winning ticket. The first winning serial number will be entered into the Serial Number Input Panel ready for verification. If there are multiple winning tickets the operator must enter the other serial numbers manually.

Uncheck this box if you don't want FAWN to stop the game when a winning ticket has been detected. It's then up to the operator to stop the game.

Play a sound on auto-stop

Check this option (default) and a sound will be played when FAWN automatically stops the game.

Uncheck this if you don't want a sound played.

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General Tab

Game Setup Prize Money Bingo Tickets Preferences Secondary Display Options Voice Recorder About 3840536873

Game General Text Colours Background Layouts Advanced

General Settings

☐ Run the software in a window

☐ Flash last called number when the game is stopped

☒ Show tooltips

Snowball

☐ Auto-increment 'Regular' bingo snowball number by: 1

☐ Auto-increment 'Quick' bingo snowball number by: 1

☒ Display an update confirmation when opening a session

☒ Play 'snowball warning' sound

☒ Play 'snowball won' sound

Ticket Spacing

☒ Standard ☐ None

Bingo Caller

☒ Use speech

Regular Bingo Voices

☒ Lees bingo regular

Quick Bingo Voices

☒ Lees bingo quick

☐ Lees Bingo quick short

Refresh

General Settings

Run the software in a window

Check this box to run the software in a window which can be minimized/maximized.

Note: The software is designed to be run in a maximized window - restoring down or resizing the window will **NOT** resize the controls.

If you wish to use a different sized window you can edit your own custom layout. See [here](#) for more information.

Flash last called number when checking a claim

Check this box if you want the last called number to flash when the game is stopped. Uncheck this box (default) if you do not wish the number to flash.

Show tooltips

When this box is checked (default) tooltips will be shown when the mouse pointer is hovered over controls and options to give a brief explanation of the controls function.

Uncheck this box to disable tooltips.

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Snowball

Auto-increment “Regular” bingo snowball number by:

Auto-increment “Quick” bingo snowball number by:

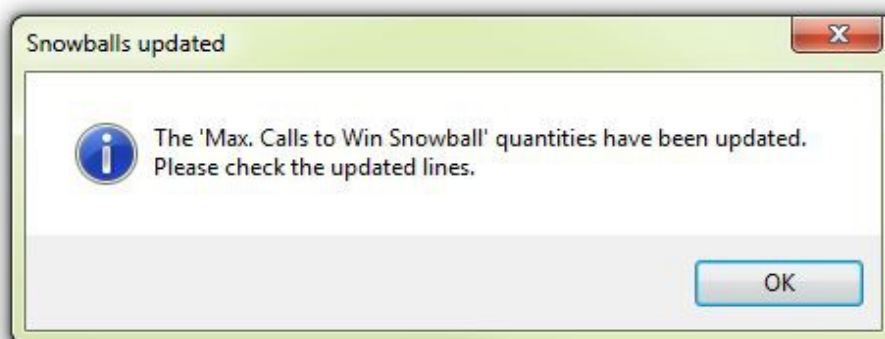
Select either of these options if you want the software to automatically increase the amount of numbers required to win the snowball whenever you load in a previously saved session (this will only apply to loaded sessions that have a snowball). This saves you time manually updating the snowball if it has rolled over.

Choose the amount you want it to increase by using the up/down arrows. The minimum is 1 and the maximum is 10.

Display an update confirmation when opening a session

Check this box (default) if you would like a prompt to be displayed whenever a session is loaded that has had the snowballs automatically incremented.

Uncheck this box if you don’t want the prompt to be displayed.



Play Snowball Warning Sound

Checking this (default) will cause the “FinalSnowball.wav” to be played when the last number to win the snowball is called . This was edited from a sound effect that I believe to be in the public domain. You're welcome to change this sound effect for one of your own but you must keep the same name “FinalSnowball.wav” (case sensitive). There's a “play” button that allows you to hear the current sound that will be played. This file can be found in the **Lees Bingo/Voices** folder.

Play Snowball Won Sound

Checking this (default) will cause the “SnowballWon.wav” to be played if the snowball is won . This was edited from a sound effect that I believe to be in the public domain. You're welcome to change this sound effect for one of your own but you must keep the same name “SnowballWon.wav” (case sensitive). There's a “play” button that allows you to hear the current sound that will be played. This file can be found in the **Lees Bingo/Voices** folder.

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Ticket Spacing

Standard

Selecting this option will print strips off tickets with white space between each ticket. This makes the tickets fill a piece of paper better and, if using background images, allows the image to be seen between tickets.

None

Selecting this options will print strips of tickets with no white space between them. This makes the strip shorter but there'll be more white space at the foot of the page.

Bingo Caller

Use Speech

Checking this box (default) will make the computer call out the numbers for you using one or more of the available voices.

This can be toggled on/off during play by pressing the “S” key on your keyboard.

Select which voice to use for each type of bingo.

Voices

If you have more than one voice file available you can choose which ones to use when calling the bingo. You can select multiple voices and the software will pick one at random when calling the numbers.

If any of the voices are greyed out/disabled it's because the software has detected less than 90 wave files (Regular Bingo) or 80 wave files (Quick Bingo) for that particular voice. Only voice files with the correct amount of wave files can be selected. The software is supplied with 1 voice file for Regular/Backward and 2 voice files for Quick bingo.

Refresh

If you've just finished recording a new voice file (see [Voice Recorder](#)) and it doesn't show up, click the “Refresh” button.

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Text Tab

The screenshot shows the 'Text Tab' of the 'Bingo Tickets 90' application. The window has a title bar with tabs: Game Setup, Prize Money, Bingo Tickets, Preferences, Secondary Display Options, Voice Recorder, and About. The 'Text' sub-tab is active, showing a 'Bingo Caller Text' section. At the top of this section are two buttons: 'Display QR Code' and 'Print QR Code'. Below these are two tables of default text for different bingo games.

Regular Bingo (90 number) Game Text	
Any 2 Lines Across	Any 2 Lines Across
Any Line Across	Any Line Across
Any Line or 4 Corners	Any Line or 4 Corners
Any 10 Numbers	Any 10 Numbers
Bottom Line	Bottom Line
Four Corners	Four Corners
Full House	Full House
Middle Line	Middle Line
Pyramid	Pyramid
Race Track	Race Track
Top Line	Top Line
Upside Down Pyramid	Upside Down Pyramid

Quick Bingo (80 number) Game Text	
Any Line, 4 Corners or 4 Inner Squares	Any Line, 4 Corners or 4 Inner Squares
Blue Line Only	Blue Line Only
Full House (Free Square Top Left)	Full House (Free Square Top Left)
Middle Two Lines	Middle Two Lines
Red Line (Free Square Top Left)	Red Line (Free Square Top Left)
Red Line Only	Red Line Only

Bingo Caller Text

Using the options here allows you to change the default text that's displayed on the callers screen. This can be useful if you want to change the text to a different language or just want to replace the default text with your own.

The default text is shown on the left, enter your own text on the right.

If you've changed any of the text and you have players who are using the [Bingo Tickets 90 app](#) you can transfer the text to the players devices using QR codes (QR codes are a type of barcode). This ensures that the players see the same text on their device as is displayed on-screen.

Each player should scan the QR code before the session begins.

Please note: if you haven't changed the default text you do not need to generate these codes and the players do not need to update their device.

Display QR Code/Display QR Code - Display 2

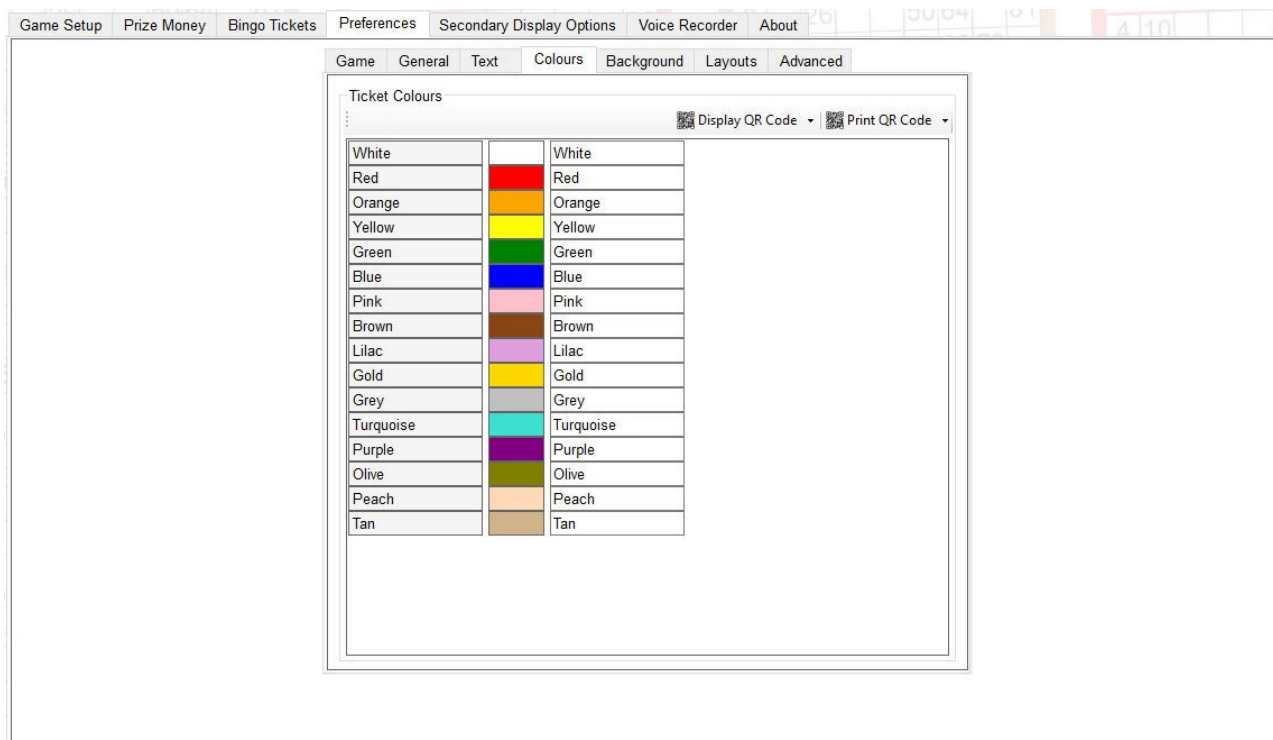
Clicking this will display a QR code containing the bingo caller text. You can also display the code on the second display if available.

Print QR Code/Print Preview QR Code

These allow you to print the QR code or see a preview before printing.

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Colours Tab



Ticket Colours

Using the options here allows you to change the default colours and text that will be printed on the tickets and displayed on the callers screen.

Click the coloured boxes to change the colours (white cannot be changed).

The default text is shown on the left, enter your own text on the right.

If you've changed any of the colours or text and you have players who are using the [Bingo Tickets 90 app](#) you can transfer the information to the players devices using QR codes (QR codes are a type of barcode). This ensures that the players see the same colours and text on their device as is displayed on-screen.

Each player should scan the QR code before the session begins.

Please note: if you've not changed the default colours or text you do not need to generate these codes and the players do not need to update their device.

Display QR Code/Display QR Code - Display 2

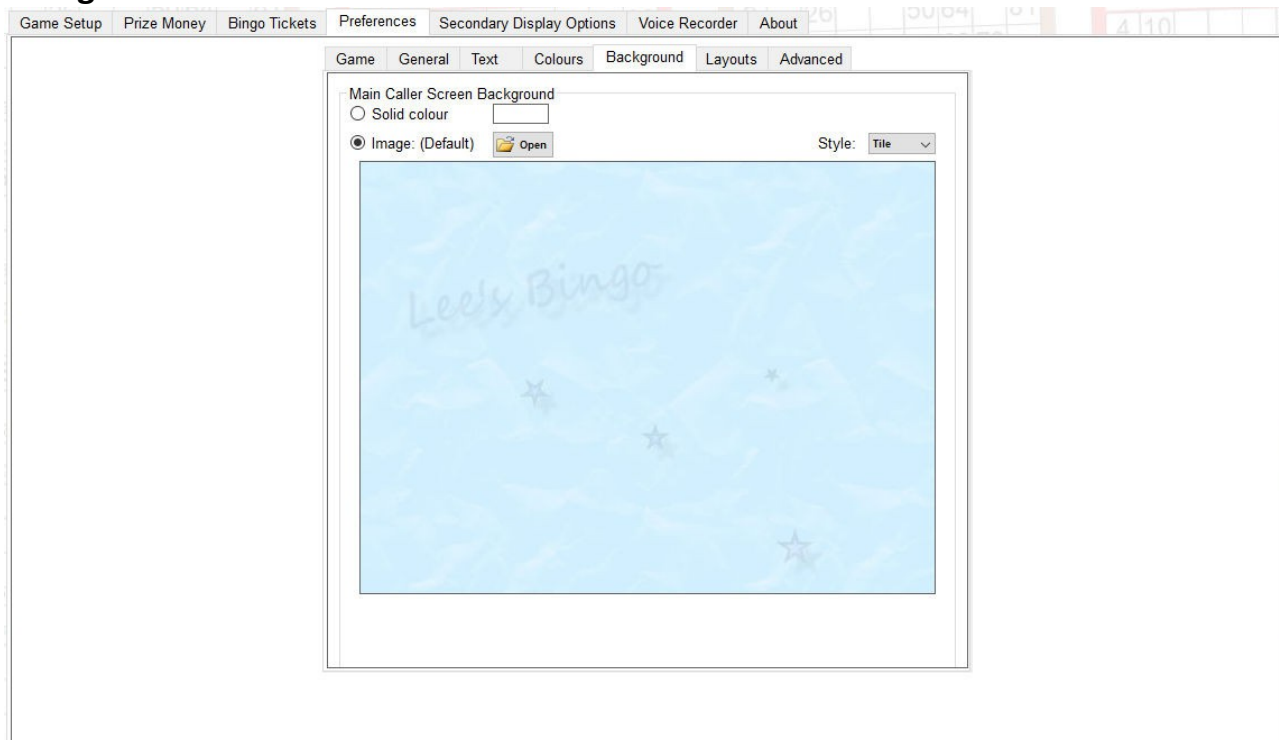
Clicking this will display a QR code containing the ticket colours and text. You can also display the code on the second display if available.

Print QR Code/Print Preview QR Code

These allow you to print the QR code or see a preview before printing.

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Background Tab



Main Caller Screen Background

Solid colour

Select this option if you want the background of the callers screen to be a solid colour. The last used colour is displayed in the picture box. You can select a new colour by clicking the small coloured box. The colour can also be changed from the callers screen by right clicking on the background.

Image

Select this option (default) if you would like to use a picture or image as the background for the callers screen. The last used image is displayed in the picture box. The last used background colour will show through if your image has any transparent areas.

The default image is a 512*384 .jpg file.

Open

Click this to load a new background image.

.bmp, .jpg, .gif, .wmf and .png file formats are supported. Animated images are not supported.

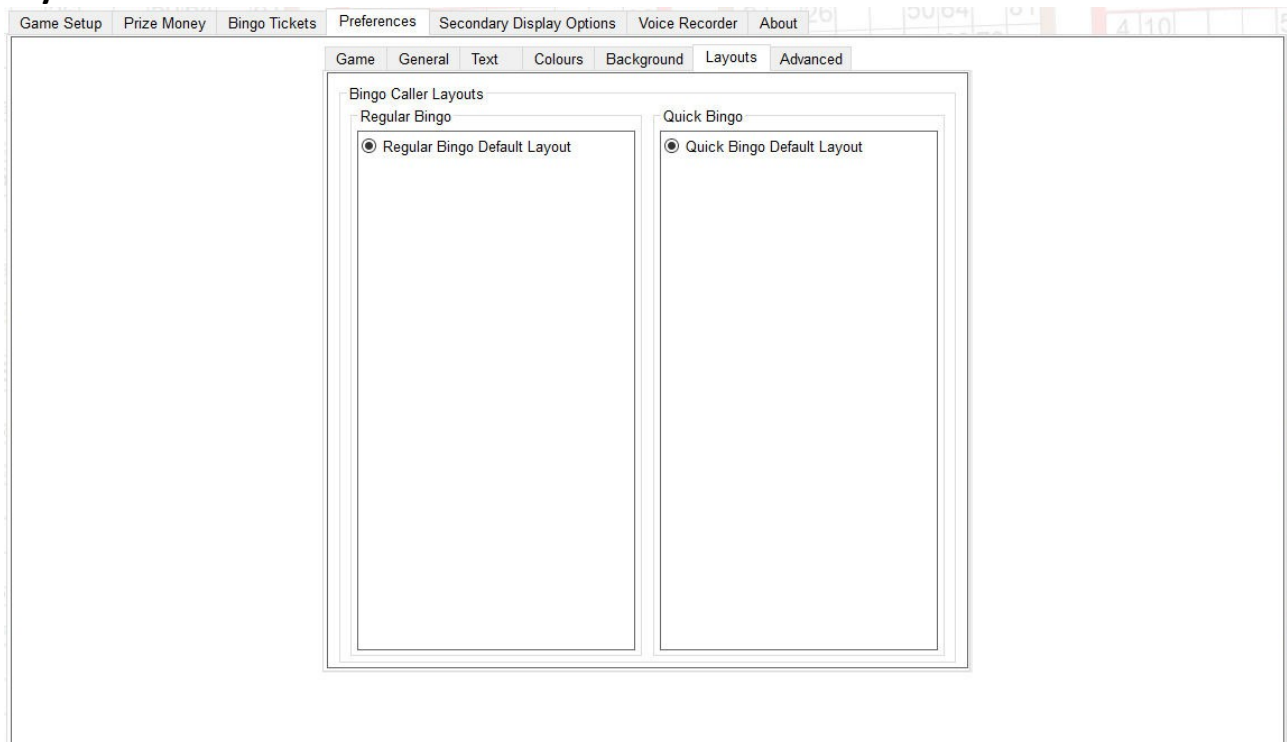
The default image is a 512*384 .jpg file.

Style

Select how you want your image displayed. You can choose Tile (default), Centre, Stretch or Zoom.

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Layouts Tab



Bingo Caller Layouts

Regular Bingo and Quick Bingo

This is where you choose the layout you want to use for the bingo callers screen.

The software initially starts with just one layout but you can add more by editing your own layouts.

See [here](#) for more information about editing the layout.

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Advanced Tab

The screenshot shows the 'Advanced' tab of the 'Preferences' window in the Lees Bingo software. The window has a menu bar with 'Game Setup', 'Prize Money', 'Bingo Tickets', 'Preferences', 'Secondary Display Options', 'Voice Recorder', and 'About'. The 'Preferences' window has several sub-tabs: 'Game', 'General', 'Text', 'Colours', 'Background', 'Layouts', and 'Advanced'. The 'Advanced' tab is active and contains the following sections:

- Re-set Default Settings**: A button labeled 'Re-set defaults'.
- Storage Location**: A text box containing 'D:\Lees Bingo' and a 'Browse' button.
- Remote Control (Bluetooth)**: A 'COM Ports:' dropdown menu, an 'Open' button, and a 'Close' button. Below these is a large empty text area.
- Logging**: A checkbox labeled 'Create data logs for each session' which is checked.
- Import/Export Settings**: Two buttons, 'Import' and 'Export'.

Re-set Default Settings

Re-set defaults

Clicking this button will reset all settings, selections and text strings to their default values. None of the saved data will be lost. You'll be asked to confirm your decision as this action cannot be undone. The software will need to close if you wish to proceed.

Storage Location

You can change the location of your saved files by clicking the Browse button and navigating to the folder of your choice (or create a new folder).

The software will move all of your saved files from the old folder to the new location.

The path to the current folder is shown in the box.

Whenever you start the software the path to your files will be checked, if it no longer exists or can't be found the software will reset the path to the default setting (the root of the folder where Lees Bingo is installed).

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Remote Control (Bluetooth)

COM Ports

All the available COM ports will be listed in the drop down box. The most likely port will be selected although it may be incorrect. Choose the correct port for your Bluetooth radio.

See [Remote Control](#) for more information.

Open

Click this to open the selected port.

Close

Click this to close the selected port.

Status box

Shows the connection status.

Message box

Shows connection details and all data sent/received.

Logging

Create data logs for each session

Check this option (default) and the software will create logs of each bingo session as it progresses.

Uncheck if you don't require logs.

Import/Export Settings

Import

Click this to import your settings from a previously saved file.

Export

Click this to export all of your settings which is useful if you wish to create a backup. This can be useful if you setup the software on a different computer, you could import the settings on that computer to set all options the same as the first computer (saves you having to go through and set each option individually).

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Secondary Display Options Tab

The callers screen on all secondary display devices can be set up to look different to the primary display.

Note: The options on this tab are only applicable if you have one or more secondary display devices connected and they must be set as 'extended' display. Please look online for guides on how to do this (or press the Windows key and P keys together and select Extend from the menu).

Secondary Caller Screen - Options

Use Same As Main Screen

Check this box if you want all secondary display devices to be setup the same as the primary device. Uncheck this box if you would like to set different options and choose from the settings below.

Secondary Caller Screen - Colours

Use Same As Main Screen

Check this box if you want all secondary display devices to use the same colours as the primary device. Uncheck this box if you would like to set different colours and choose from the settings below.

The new settings will take effect when the “Call Bingo” button is clicked on the “Game Setup” tab.

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Voice Recorder Tab

You can record your own voice files using the built in voice recorder. It's quick, easy and can be a lot of fun. The software will name the wave files for you. Ensure your microphone is plugged in and setup correctly.

Select Folder

Click this button to select (or create) the folder where you want to store your recording. It's a good idea to store your recordings in the **Lees Bingo\Voices** folder. Store each persons recordings in a separate folder for easy identification. The full path to the current folder will be shown to the right of the button.

Recording Type

Select either Regular or Quick Bingo.

90 buttons will be shown for Regular and 80 buttons with coloured backgrounds will be shown for Quick bingo. The Save file path will also be adjusted to suit. Select Regular if you're recording for Backwards bingo.

Channels

Select from 1(mono) or 2(Stereo). Stereo recordings take up more HDD space.

Sample Size

Select from 8 Bit or 16 Bit. 16 Bit recordings sound better but take up more HDD space.

Sample Rate

Select from 11025, 22050 or 44100 kHz. 44100 kHz sounds the best but uses up more HDD space.

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Numbers

Click and hold the left mouse button on any numbered button and speak the number into your microphone. The “Recording” label will light up red to let you know that the computer is listening. Release the mouse button when you've finished talking. The button will turn green indicating that a recording has been made for that number.

Right click on a green number to listen to what you've recorded. If you don't like what you hear you can record over it using the method above. Re-record as many times as you wish. Easy !!

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About Tab

Game Setup Prize Money Bingo Tickets Preferences Secondary Display Options Voice Recorder About

Lee's Bingo

Version: 8.1.6632.21332

This software is unregistered.

Trial version.

Warning:
Playing bingo and/or using a random number generator (RNG) in your part of the world may require permissions, licenses or permits. No permissions, licenses or permits exist for this software whatsoever. It is your responsibility to obtain any such permissions, licenses or permits.
Do not use this software if licensed software is required in your part of the world.
This software has not been tested for compliance with any bingo rules, regulations or laws.
No guarantees are made about this software. You use this software at your own risk.
Lee's Bingo and it's author (Lee Madder) accept no liability whatsoever for any misuse of this software.

View the [User Manual](#)
Website: www.lees-bingo.co.uk
E-mail: lee@lees-bingo.co.uk
Bug Reports: bugreport@lees-bingo.co.uk

Registration Name:
Registration Code:

Software Designed and Written by Lee Madder.
Copyright Lee Madder 2006-2018

The top part of the page shows the version number of the software, if it's a trial version or who it's registered to, a warning and various links.

Registration Box.

If you've purchased a registration code you'll need to input your registration details (registration name and registration code) into the spaces provided and then click the "Register your code" button. More information about licences can be found [here](#).

When you enter your details correctly a confirmation message will be displayed and your registration details and expiry date will appear in the area just below the version number. The registration input box will still be visible to allow you to input new registration details when the current licence expires.

Please be careful to enter your name and registration code exactly as shown in the email containing your registration details, taking note of any spaces and punctuation etc.

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Bingo Caller Screen

The callers screen can be set up in different ways depending on your preferences and may not display all controls mentioned here.

Keys

Navigating around the buttons can be done with the mouse, cursor keys or the Tab key (using the keyboard is quicker once you get used to it).

Clicking the buttons can be done with the left mouse button, the Enter key or the space bar.

Press **F1** to show or hide the tool tips when the callers screen is shown.

Press **F4** to call a new number (this will override the automatic calling if you have it switched on).

Press **F7** to switch back and forth between the callers screen and the session manager. This allows you to edit the session manager at any time.

Press **F9** to show or hide the second callers screen (if you have a dual screen setup). This allows you to use your second display for other things if needed.

The screenshot shows the Bingo Caller Screen interface. At the top, there are several control boxes: 'Previous Number' (33), 'Any Line Across' (highlighted in yellow), and 'Numbers Called' (15). Below these is a large central display showing the number '76'. To the left of the central display is a 'Ticket Colour' box (Green) and a 'Trombones' box. To the right is a 'Game Number' box (1). Below these is a 15x5 grid of numbers from 1 to 90. Some numbers are highlighted in red (16, 19, 24, 28, 30, 33, 38, 48, 53, 58, 62, 67, 76, 78, 83, 87). At the bottom, there is a status bar with various information: 'Speed (2 to 30 secs)' (4 Secs), 'Claim Bingo!', 'Winning Tickets = 0', 'Serial Numbers (first 10):', 'Tickets needing 1 number = 5', 'Serial Numbers (first 10):', 'Tickets needing 2 numbers = 95', 'Serial Numbers (first 10):', 'Tickets needing 3 numbers = 374', 'Serial Numbers (first 10):', 'Tickets needing 4 numbers = 654', 'Serial Numbers (first 10):', and 'Exit'.

1. The background can be used for manual calling or changing the background colour.

Manual calling – left clicking the background will disable automatic calling (if you have it turned on) and will enable manual calling. Each time you click the background a new number will be generated and displayed. Left clicking the current number has the same effect.

Pressing F4 also has the same effect.

This option is disabled if “Use Other Equipment to Draw Numbers” is enabled.

Background colour – the background colour of the screen can be changed by clicking the right mouse button. Choose a colour from the palette and click OK. If you're using a picture or image as the background you may not see any changes to the background colour.

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2. Previous Number

This shows the number that was called prior to the current number. The colour of the text and the number can be changed by pointing to the text or number and **right-clicking**. Choose a colour from the palette and click OK.

3. The current game is displayed at the top in the centre. The colours of this label cannot be changed. This will also display the prize money (if prize money is enabled).

4. Numbers Called

This shows how many numbers have been called so far. The colour of the text and the number can be changed by pointing to the text or number and **right-clicking**. Choose a colour from the palette and click OK.

5. Current called number

This shows the current number (the number that has just been called). The colour of the number can be changed by pointing to it and **right-clicking**. Choose a colour from the palette and click OK.

6. Bingo Lingo

The colour of the text can be changed by pointing to it and **right-clicking**. Choose a colour from the palette and click OK.

7. Game Number

This shows the current game number. The colour of the text can be changed by pointing to the text and **right-clicking**. Choose a colour from the palette and click OK.

8. Ticket Colour

This shows the colour of the ticket that's currently in play. The colour of the text can be changed by pointing to the text and **right-clicking**. Choose a colour from the palette and click OK.

9. Flashboard

This shows all the numbers on a grid and displays which numbers have/have not been called. The current number is flashing. The colour of the numbers can be changed by pointing to them and **right-clicking**. Choose a colour from the palette and click OK. The background colour can also be changed by moving the mouse pointer just off the edge of the flashboard (the mouse cursor will change to a hand) and **right-clicking**. Choose a colour from the palette and click OK.

Note: the flashboard background colour cannot be changed when playing Quick bingo.

10. Calling Speed Selector & Game Pacer

This shows the delay in seconds between each number. This only applies to automatic calling. Change the speed by clicking the + or - buttons or press the + or - keys on your keyboard. The minimum is 2 seconds, the maximum is 30 seconds. This control may not be visible if "Hide Calling Speed Selector & Game Pacer" is selected on the Preferences/Game tab.

When the game pacer counts down to zero a new number will be called. This is also a useful aid to those operators who wish to use manual calling as it helps to keep the calling at a constant pace.

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11. Claim Bingo

Clicking this button will stop the calling and show the flashboard (if it's not already shown). If you're using any of the ticket checking options that allow ticket verification a serial number input panel will be shown. Input the serial number of the ticket you want to check and click the "Check S/N" button. The ticket will be displayed and will show you if it's a winner or not.

12. Automatic Calling (not pictured)

Clicking this button will start the number calling, and calling will continue at the speed set in the "Speed Box". This option is disabled if "Use Other Equipment to Draw Numbers" is enabled.

Manual Calling

Automatic calling can be turned off by **left-clicking** on an empty part of the screen or by pressing the **F4** key. To call another number click on an empty part of the screen or press the **F4** key. This option is disabled if "Use Other Equipment to Draw Numbers" is enabled.

13. Exit

Clicking this button will end the current session, the callers screen will close and the "Game Setup" tab will be displayed. If the game hasn't finished a warning will be shown.

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14. FAWN panel

```
Data loaded for 90 number tickets  
Time taken: 204.4607 milliseconds  
30000 tickets in play  
Serial numbers 1 to 30000
```

```
Analyzing data for number 18...  
Finished  
Time taken: 6.0858 milliseconds  
Average time: 6.7917 milliseconds
```

```
Winning Tickets = 0  
- Serial Numbers (first 10):
```

```
Tickets needing 1 number = 18  
- Serial Numbers (first 10):  
4445, 9092, 10395, 14548, 14630, 15083, 15978, 15995,  
16293, 16975
```

```
Tickets needing 2 numbers = 173  
Tickets needing 3 numbers = 688  
Tickets needing 4 numbers = 1965  
Tickets needing 4+ numbers = 27156
```

This panel is only shown if you're using FAWN (Fully Automated Win Notification).

It displays various information for the operator (it's only shown on the primary display device) and will even alert the operator and stop the game when it detects a winning ticket.

Note: FAWN is a useful tool but should not be relied upon 100%. It's the operators responsibility to make sure the game is stopped and tickets are checked when players claim bingo even if FAWN doesn't detect a winner.

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Bingo Checker Screen

The screenshot displays the Bingo Checker interface. At the top, it shows 'Previous Number' as 76, 'Any Line Across' as the winning condition, and 'Numbers Called' as 16. The 'Ticket Colour' is Green, and the 'Game Number' is 1. A central 3x3 grid highlights the winning ticket with numbers 10, 20, 30, 62, 76, 9, 27, 34, 51, 17, 39, 49, 79, 90. Below this, a 15x15 grid shows all numbers from 1 to 90. The winning ticket numbers are highlighted in red/bold. The bottom status bar shows 'Good Call' and 'We have a winner !'.

Previous Number: 76

Any Line Across

Numbers Called: 16

Ticket Colour: Green

Game Number: 1

00887 We have a winner !

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45

46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

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

76 77 78 79 80 81 82 83 84 85 86 87 88 89 90

2 Undo 3

Good Call 7 4

Serial Number: 00887 Check SN 5

Exit

Data loaded for 90 number tickets
Time taken: 228.8833 milliseconds
1000 tickets in play
28% - 1 to 1000

Preparing data for number 20
Finished
Time taken: 10.4379 milliseconds
Average time: 0.0044 milliseconds

Winning Tickets = 1
Serial Numbers (first 10):
887

Tickets needing 1 number = 8
Serial Numbers (first 10):
151, 351, 450, 474, 560, 631, 784, 952

Tickets needing 2 numbers = 100
Tickets needing 3 numbers = 403
Tickets needing 4 numbers = 450
Tickets needing 4+ numbers = 33

1. Bingo Ticket

The bingo ticket is only displayed If you're using any of the ticket checking options that allow ticket verification.

2 & 3. Undo/Redo

Clicking these buttons will Undo or Redo the called numbers. These buttons will only be visible when checking a claim (after the Claim Bingo button is pressed). **Use these buttons with care.**

4. History Ribbon

The History Ribbon shows a sequence of called numbers: 15, 30, 45, 60, 75, 90. Below this, an 'Undo' button is visible, followed by a list of numbers: 31, 52, 54, 38, 23, 73, 10, 90, 21, 7, 68, 14, 43, 49, 61, 56. A 'Redo' button is also visible. The number 7 is highlighted in yellow.

15 30 45 60 75 90

Undo 31, 52, 54, 38, 23, 73, 10, 90, 21, 7, 68, 14, 43, 49, 61, 56 Redo

Shows all the called numbers in sequence. It also highlights where the game was stopped (numbers with a grey background) and where the game was won (numbers in red/bold with a yellow background).

The history ribbon can be enabled from the Preferences/Game tab.

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5. Serial Number Input Panel

This is only shown if you're using any of the ticket checking options that allow ticket verification. Type in the serial number of a ticket and press the Enter key (or click the Check S/N button) and the ticket will appear on the screen and will be auto-verified.

6. Next Game (not pictured)

Clicking this button will move you to the next game in the session (if there is one).

7. Good Call/False Call

These buttons will be displayed when checking a claim. If using ticket verification one or both of these buttons may not be shown. The software knows which buttons need to be shown.

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Editing a Custom Layout

I realise that not everyone will like the way I have set out the callers screen so there's a **very basic** editor built into the software.

This enables you to edit the layouts for Regular/Backwards and Quick bingo and allows you to move, re-size and change the font for all controls (except the FAWN panel) that appear on the callers screen to suit your own tastes. If you have secondary display devices you can edit the layouts of these too.

Some controls are only visible when certain options are set so you must make sure that you've selected all the options you'll need (on the Preferences/Game tab) before editing your layout. For example if you use tickets printed by the software you must make sure that you've set this option on the Preferences/Game tab otherwise the editor will not display the ticket and you won't be able to edit it's size and position etc.

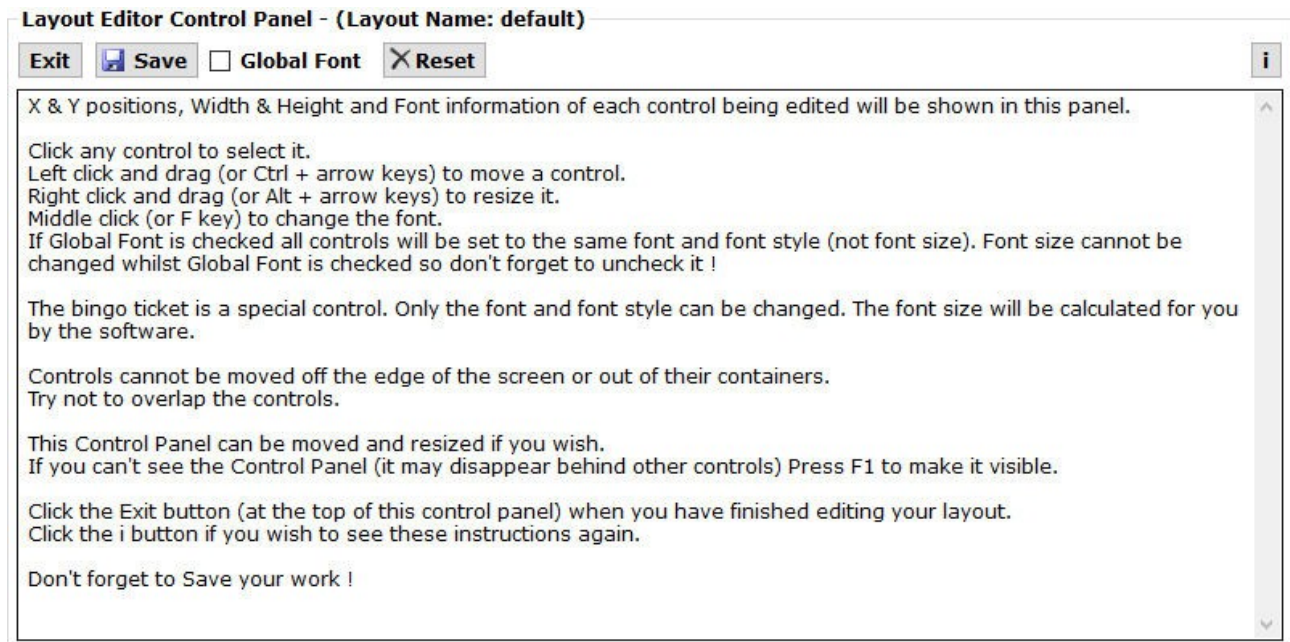
To edit a layout:

Editing a layout is done from the callers screen.

Start a game of bingo and then press **Ctrl + Shift + E** to switch to Edit mode.

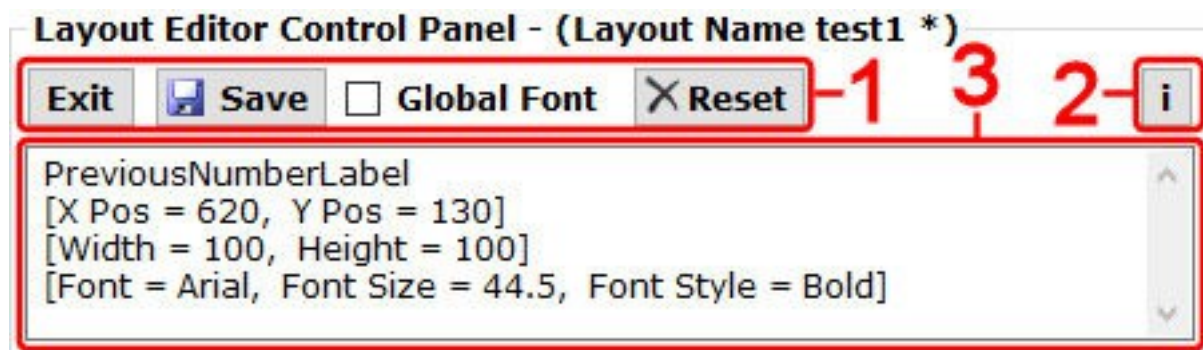
Automatic Calling will stop if it was enabled and will be re-enabled when you exit the editor.

A Control Panel with instructions will appear.



All visible controls will have a box around them – this shows the boundary of the control and is a visual indication that the game is currently in Edit mode.

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1. Controls

Click Exit to exit the layout editor. A warning will be shown if you have not saved your layout.

Click Save to save your layout.

Global Font – select this if you want to set every control to the same font. Font size cannot be changed whilst Global Font is checked so don't forget to uncheck it.

Click Reset to reset all controls to the way they were when the editor was started.

2. Instructions

Click the i button to show the instructions.

3. Information panel

This shows which control is currently being edited, it's position relative to the top left corner of the screen, it's size and font information.

To move a control left click and drag the mouse. You can also use Ctrl + arrow keys.

To resize a control right click and drag (or use Alt + arrow keys). Some controls can only be resized by changing their font.

To change the font middle click a control (or use the F key). Left-click the control first to select it.

When you've saved your layout it will be added to the list of layouts in the Bingo Caller Layouts panel on the [Layouts tab](#).

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An example layout

The screenshot displays a Leely Bingo game interface. On the left is a 15x60 grid of numbers from 1 to 90. The number 26 in the 11th row, 2nd column is highlighted in red. The main area features a large black number 26. Above it, a yellow box says "Any Line Across". To the left of the 26 is a box labeled "Previous Number" containing the value 0. To the right is a box labeled "Numbers Called" containing the value 1. Below the 26 is a blue box labeled "Half A Crown". At the bottom left, a box labeled "Ticket Colour" shows "Lilac". At the bottom right, a box labeled "Game Number" shows "1". A "Layout Editor Control Panel" is visible in the center, showing settings for the "CurrentCalledNumberLabel". The bottom status bar includes a speed control (6 Secs), a "Claim Bingo!" button, an "Automatic Calling" button, and an "Exit" button. It also displays various statistics: "Data loaded for 90 number tickets", "Time taken: 188.8126 milliseconds", "30000 tickets in play", "Serial numbers 1 to 30000", "Analyzing data for number 26...", "Finished", "Time taken: 6.7159 milliseconds", "Average time: 6.7159 milliseconds", "Winning Tickets = 0", "Serial Numbers (first 10):", "Tickets needing 1 number = 0", "Serial Numbers (first 10):", "Tickets needing 2 numbers = 0", "Tickets needing 3 numbers = 0", "Tickets needing 4 numbers = 5000", and "Tickets needing 4+ numbers = 25000".

1	16	31	46	61	76
2	17	32	47	62	77
3	18	33	48	63	78
4	19	34	49	64	79
5	20	35	50	65	80
6	21	36	51	66	81
7	22	37	52	67	82
8	23	38	53	68	83
9	24	39	54	69	84
10	25	40	55	70	85
11	26	41	56	71	86
12	27	42	57	72	87
13	28	43	58	73	88
14	29	44	59	74	89
15	30	45	60	75	90

Any Line Across

Previous Number: 0

Numbers Called: 1

26

Half A Crown

Ticket Colour: Lilac

Game Number: 1

Layout Editor Control Panel - (Layout Name test1 *)

Exit Save Global Font Reset

CurrentCalledNumberLabel

[X Pos = 455, Y Pos = 130]

[Width = 1224, Height = 616]

[Font = Calibri, Font Size = 413.25, Font Style = Bold, Italic]

Speed (2 to 30 secs)

6 Secs 0

Claim Bingo!

Automatic Calling

Exit

Data loaded for 90 number tickets
Time taken: 188.8126 milliseconds
30000 tickets in play
Serial numbers 1 to 30000

Analyzing data for number 26...
Finished
Time taken: 6.7159 milliseconds
Average time: 6.7159 milliseconds

Winning Tickets = 0
Serial Numbers (first 10):

Tickets needing 1 number = 0
Serial Numbers (first 10):

Tickets needing 2 numbers = 0
Tickets needing 3 numbers = 0
Tickets needing 4 numbers = 5000
Tickets needing 4+ numbers = 25000

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Background Images

Background images are small graphical files that can be printed in the white space around your bingo tickets.

Twelve images are supplied as standard (two balloons, cake, flower, ghost, heart, lips, music, paw, pumpkin, santa and xmastree) but you can expand the range by adding your own. They can be any size and can be in any of the following formats: .jpg, .bmp, .gif or .png. The dimensions of the supplied images are 200*200 pixels at 500 pixels per inch and are in .jpg format.

Copy your images to the **Lees Bingo\Images** folder and they should then be available to the software.

Experiment with image size & resolution for best results. Use Print Preview before printing your tickets.

Editing the Bingo Lingo.txt file

The Bingo Lingo.txt file contains all the text (such as 'Two Little Ducks') that's displayed when you have "Show Bingo Lingo" selected.

If you'd prefer different text you can edit the file using any text editor.

Ensure the bingo software is not running before editing the file.

The Bingo Lingo.txt file can be found in the **Lees Bingo** folder.

Click the file to open it in your default text editor.

When editing the file it's important to follow these rules:

1. Each number and it's associated text should be on a separate line.
2. Each line of text should be different (no two numbers should have the same piece of text).
3. There should be no spaces either side of the '=' sign (9=Doctors Orders is OK, 9 = Doctors Orders is incorrect).
4. Ensure that all 90 numbers have a line of text.

If you receive error messages when starting the bingo after you've edited the file it's probably because there's an error in the file. Exit the bingo, examine the bingo lingo file again and correct any errors.

If you continue to receive error messages and believe the bingo lingo file is responsible try deleting the whole file and restarting the bingo. The default bingo lingo file will be recreated. This should clear the problem and you can retry your editing.

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Licences and registration codes

When you purchase a licence you'll be sent an e-mail which contains a link to the registration page. On the registration page you'll need to supply a name and an e-mail address. Once this information is submitted your unique registration code will be generated and e-mailed back to you.

Licence lengths

7 day, 1 month, 3 month, 6 month and 1 year licences are available.

All licences expire after the specified time period whether you use the software or not.

The licence period starts on the day you register, not the day you purchase.

Please don't register if you don't intend to use the software within the specified time period as no refunds are given.

Once the licence expires the software will revert back to 'trial/demo' mode. You may purchase a new licence if you wish to continue to use the full software.

If you ever need to reinstall the software or move it to a different computer you'll need to input your registration details again. If you've lost your details please use the lookup tool on the website.

Please remember that registration codes are version specific (i.e. they will only work with one particular version of the software). A version 8 code will only work with version 8 software etc. If you're unsure which version your code is suitable for please use the lookup tool on the website. Your registration details will be emailed back to you and will also tell you which version your code is suitable for.

Each registration code allows you to use the software on up to two computers concurrently (at the same time) which should be more than enough for most users. If you need to use it on more than two computers concurrently please purchase further registration codes.

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Remote Control

If you don't want to sit in front of the computer that's calling the bingo you can control it remotely using your phone or tablet. This allows you to operate the software from elsewhere in the room and could be useful if you need to be a bit more mobile.

It uses Bluetooth so has a limited range (approx. 10 metres).

Your phone/tablet is probably already Bluetooth enabled but your computer might not be so you'll need a suitable Bluetooth device. I'm using a USB dongle bought from a high street catalogue shopping store which cost £10 although cheaper ones are available.

Follow the steps below to set up the remote control...

Pairing

The first thing you'll need to do is 'pair' the devices. This sets up a secure connection between the computer and phone/tablet. Check the manual that was supplied with your device on how to do this or if no manual was supplied have a look online.

Tip: Make sure both the computer and the phone/tablet can be 'discovered' by other devices (look for a 'discovery' setting and enable it).

Pairing only needs to be done once.

Open the port

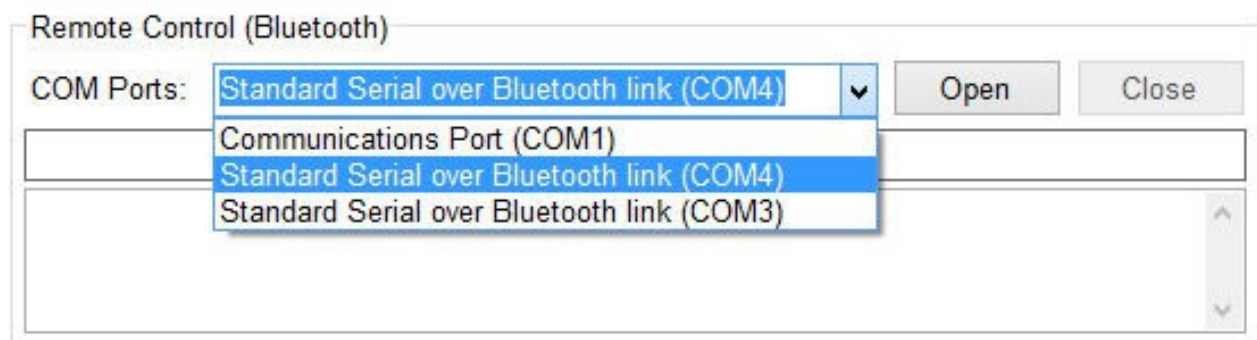
You **must** pair the devices before moving to this step.

Once the devices are paired you can set up the port on the bingo computer.

Start the bingo software, click the **Preferences** tab and then the **Advanced** sub-tab.

The COM ports drop down box contains all the available ports on your computer and the most likely port will be pre-selected for you (although this is not guaranteed to be correct).

Choose the correct (incoming) port and click the Open button.



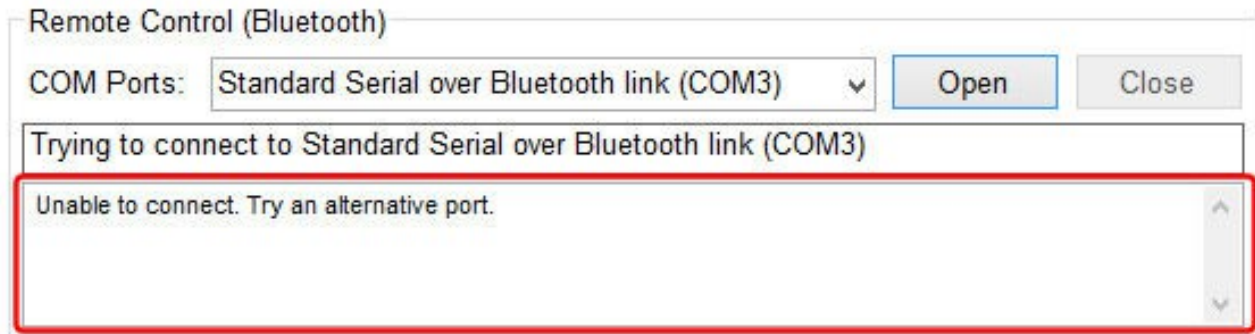
Remote Control (Bluetooth)

COM Ports: Standard Serial over Bluetooth link (COM4) ▼ Open Close

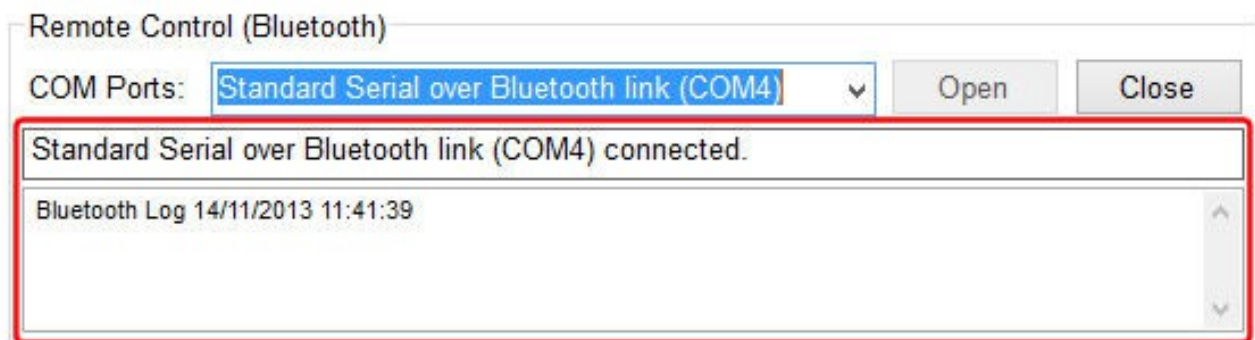
- Communications Port (COM1)
- Standard Serial over Bluetooth link (COM4)
- Standard Serial over Bluetooth link (COM3)

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Check the status and message area.
If the port fails to open try a different port.



When the port is opened successfully you'll see a 'connected' confirmation in the status bar and the message area will start logging all incoming data.



You'll need to open the port each time you start the bingo program (only if you want to use the remote control).
At this point you can start your bingo session and operate it as normal (using mouse and keyboard) or you can set up your device and use the remote control app.
See [Lees Bingo RC](#) page of the website for more information.

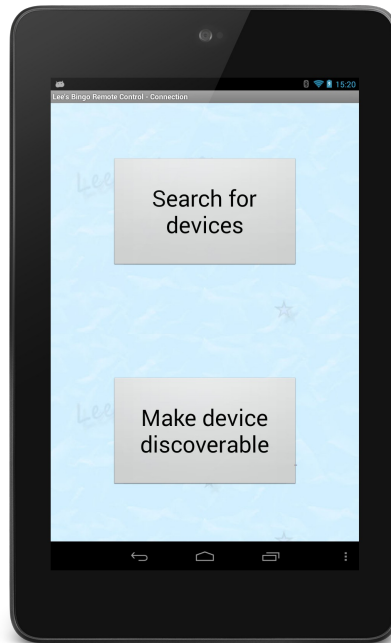
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Setup the device

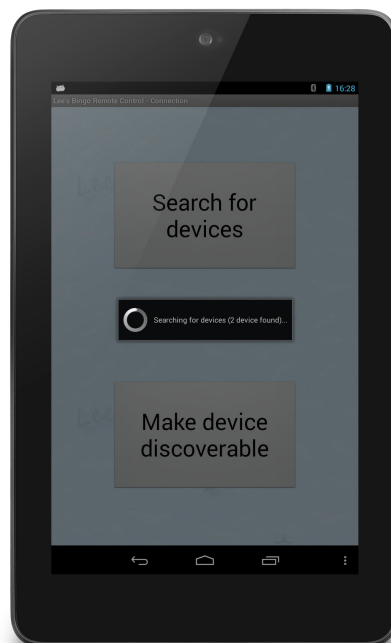
You **must** open the correct port before moving to this step.

Start the Lee's Bingo RC app on your device.

The first screen you'll see is the connection screen. You may also see a notification that Bluetooth has been turned on.

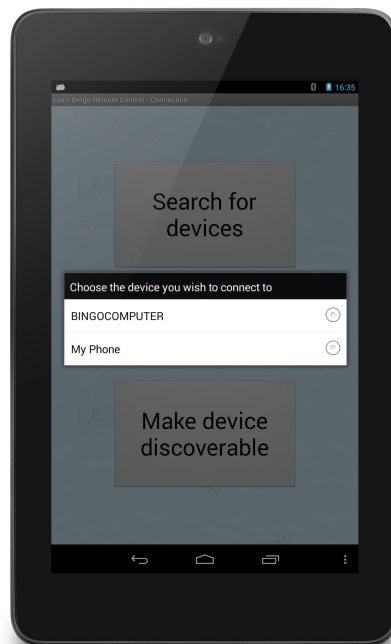


Tap the **Search for devices** button and it will search for any nearby Bluetooth devices.



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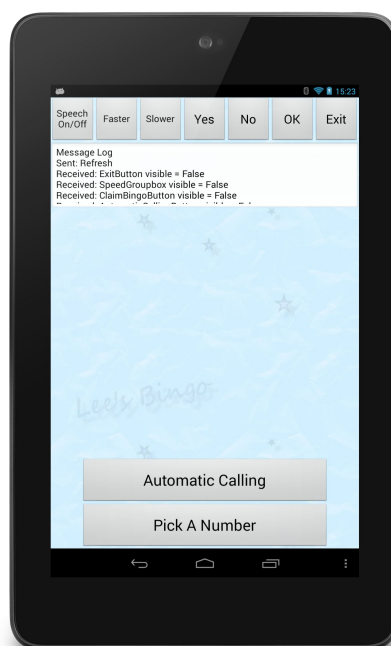
Find the name of the computer that's running the bingo (the names will be different to those below) and tap it.



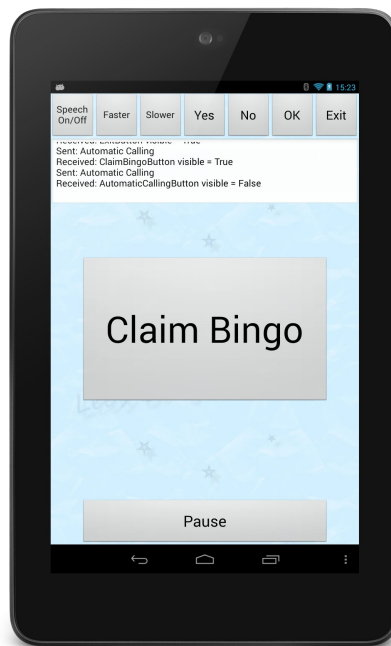
Your phone/tablet and bingo computer should then connect and you'll see a screen similar to the one shown below.

Tap the **Automatic Calling** or **Pick A Number** button to start the calling.

If the screen doesn't have either of those two buttons it's because you've not clicked the **Call the Bingo** button (in the Session Manager) on the bingo computer. When this is clicked the screen will update and the buttons should appear.



When calling is underway you'll see the large **Claim Bingo** button. Tap this when you wish to stop the calling to check a claim.



If you're using tickets that can be auto-verified input the serial number using the number pad.



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Ticket Barcodes

Ticket barcodes can be printed on the bottom of your tickets and are useful for quickly entering data into the session manager.

Each barcode contains data about the type of ticket (regular or quick), ticket colour and lowest and highest serial numbers. The serial numbers data is especially useful if you're using FAWN.

They do not contain data about the game type (1 Line, Full House etc.)

Scan your tickets sequentially. If the software detects a large change in serial numbers it will enter the serial numbers into the second set of serial number columns. This may lead to incorrect results.

Always double check the Session Manager before starting the bingo calling.

Barcode types

You can print either 1D or 2D barcodes.

1D barcodes are the sort you see on everyday items and can be scanned with either a handheld laser scanner (recommended) or a webcam.

2D barcodes are also called QR codes and can be scanned with a webcam.

Updating the Session Manager

When a barcode is scanned the data is used to update the Session Manager.

This can be used in two ways:

1. Saved sessions – updating the serial numbers

If you play regularly you probably have your sessions saved and reload them whenever you play bingo. You don't know what serial numbers will be used so you'd leave these columns blank.

If you want to use FAWN you'll need to input the serial numbers for tickets in play. These will change each session so you need a quick way to enter them – this is where barcodes come in handy.

Load your session data as normal and then scan the first barcode of each colour.

This will populate the serial number columns in the session manager .

Keep distributing your tickets until you get to the last player and scan their tickets. You don't have to scan every ticket in between but you could if you wanted.

The session manager should now show the full range of tickets in play for each game.

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2. The empty session manager

If you've printed your own tickets you can fill an empty session manager simply by scanning the barcodes.

For example you've printed some red, green and blue tickets.

You want to play the green tickets first, then red, then blue.

Start by scanning the first green ticket. The session manager will set the first game as green with the serial numbers entered.

Now scan the first red ticket. The second game in the session manager will be red with the red serial numbers pre-filled.

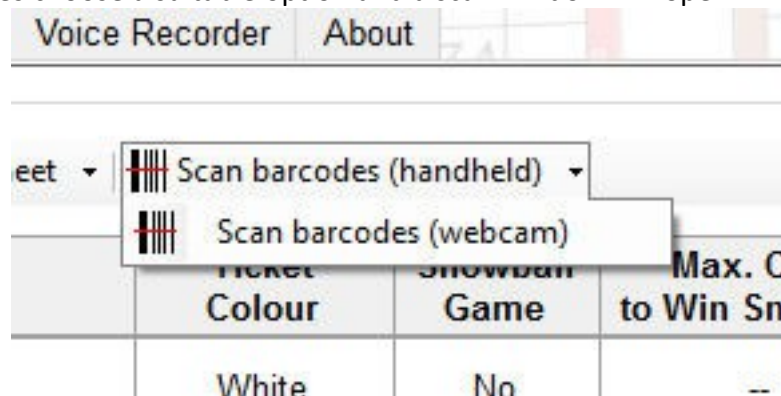
Now scan the first blue ticket. The third game in the session manager will be blue with the blue serial numbers pre-filled.

Scan the rest of the tickets as needed. The colour order is unimportant as this was set when you scanned the first three tickets.

The downside to this method is that the game type is pre-filled with the default game type so you might need to edit the session manager.

Scanning

To scan the barcodes choose a suitable option and a scan window will open

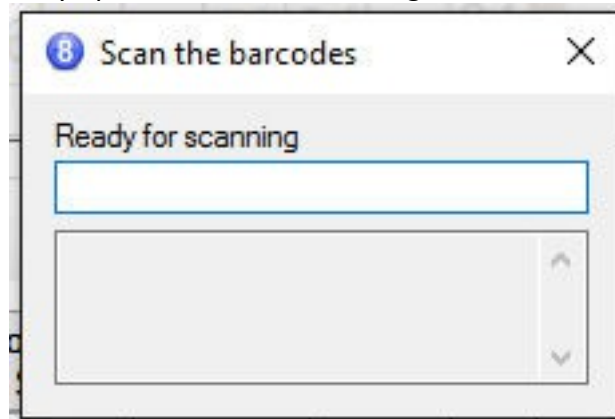


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The scan window for handheld laser scanning.

There are no options to set – just start scanning.

The software will make a sound when a barcode has been read, the data will appear in the scan window and will automatically update the Session Manager.



Close the scan window when finished.

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The scan window for webcam scanning.

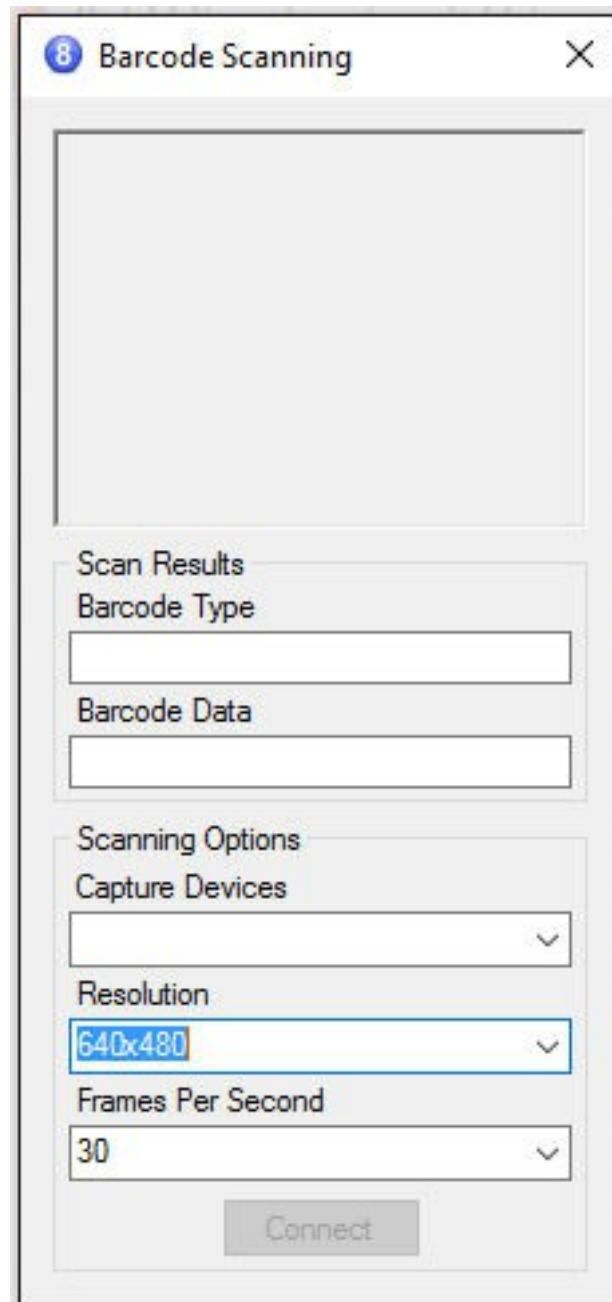
Select the webcam from the Capture Devices drop down selector.

Select the resolution. A warning will be shown if your camera doesn't support a particular resolution.

Select the Frames Per Second.

When all the options are selected click Connect. If successful you'll see an image (in the top box) of what the camera can see.

Place a barcode in front of the camera and if it successfully scans it it will make a sound, the data will be shown in the Barcode Type and Barcode Data boxes and it will automatically update the Session Manager.

The image shows a software window titled "Barcode Scanning" with a close button (X) in the top right corner. The window is divided into several sections. At the top is a large, empty rectangular box for a live video feed. Below this is a section labeled "Scan Results" containing two text input fields: "Barcode Type" and "Barcode Data". Underneath is a section labeled "Scanning Options" which contains three dropdown menus: "Capture Devices", "Resolution" (currently showing "640x480"), and "Frames Per Second" (currently showing "30"). At the bottom of the window is a "Connect" button.

Close the scan window when finished.

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Known Problems

None

Uninstalling

You should uninstall the software from the Control Panel.

1. Click Start
2. Click Control Panel
3. Click Uninstall a program
4. Search for Lee's Bingo and click it
5. Click Yes on the dialog box that pops up.

Note: The Lees Bingo folder (usually on the C: drive) and it's contents will not be removed if the software is uninstalled so you must delete it manually.

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