

WWW.**BINGO**  
**ROSE**.BIZ

Quality Software Solutions

**Bingo Hall Plus**  
**Version 4.1.4**

BINGO ROSE software licensed to - Organization Name

<b>B</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<b>I</b>	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
<b>N</b>	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
<b>G</b>	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
<b>O</b>	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75



Previous Ball

**B 15**

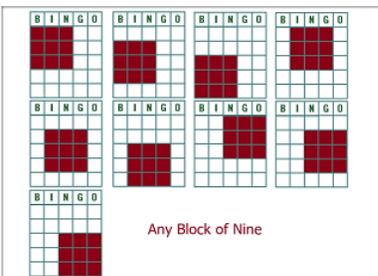
Next Ball

**B 3**

Balls selected **38**

10 Seconds to Countdown

Countdown



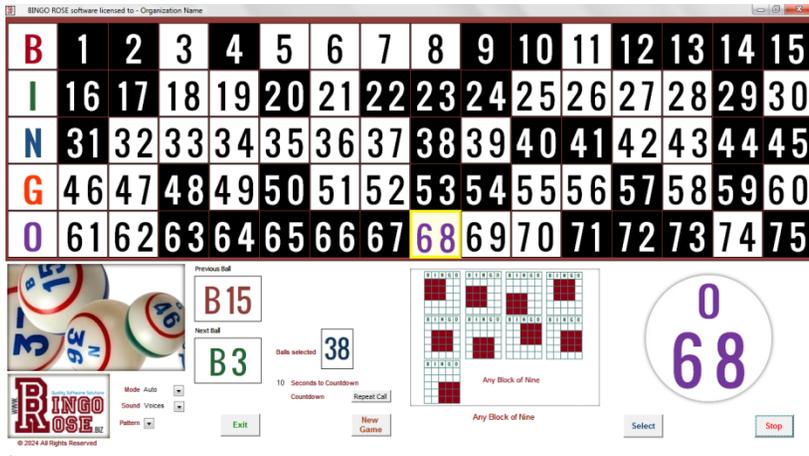
Any Block of Nine

Any Block of Nine

0  
68

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# More than just BINGO! A comprehensive Bingo Hall solution for any organization.



Prepare to be amazed. Bingo Hall Plus sets a new standard of excellence in BINGO software design. Every feature requested by our customers since 2009 has been implemented in this redesigned, feature rich program.

Take your BINGO event to a new level of sophistication!

Discover the PLUS . . . BINGO HALL PLUS. Professionally and affordably designed for your BINGO entertainment!

Bingo Rose is proud of its commitment to design excellence and customer service.

Our customers value the attention to detail incorporated into each program's design. Support questions are responded to quickly and effectively. The feedback from you, the front line of the software usage, is seriously considered and instrumental to future program development. Our software is created to do what you would program it to do if you had the necessary time and programming skills. We have very happy customers on six continents!

Version 4.1.4 released April 2024



We strive to document our software as clearly as possible. However, if you don't understand something about our software, or would like to find out how it can be set up to best meet your particular environment's needs, we would love to hear from you.

Contact details, including information about dates when we are on the road to visit customers whereby customer support capabilities may be limited, are available on the <https://www.BingoRose.biz> website.

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The Bingo Hall Plus software, our flagship product, offers these valuable features:

- Optimized for 1366 X 768 screen resolution.
- Automatic, Timer, or Manual operation modes.
- Uncluttered and visually appealing screen layout.
- Optimized for patron enjoyment.
- Easy access to user setup (Utility Switchboard).
- Flexibility to meet YOUR needs.
- Main screen customizable display colours for added optimization.
- User customizable voice files (external to the software).
- Additional voice files installed (Male, Female, Original Rose, Bilingual French / English).
- Pre-loaded with approximately 120 patterns, with ability to easily add your own.
- Ability to pre-schedule pattern flow for a seamless event (7 events / 40 patterns per event).
- Ability to call up / pre-schedule Advertisement images that you create for main screen display.
- Ability to add a sound file to play associated with the Advertisement file.
- BINGO card creation (Using the Bingo Rose perms).
- Ability to add / import other perm detail associated with the cards you use (User Cards).
- Winner verification (with pattern highlighting and option to highlight last number called).
- Wild ball / Wild row marking to identify balls not to call (with customizable background colour).
- Customizable colour for Grid Colour and Called Colour.
- Quick Draw, Bonus Ball, and Secret Ball functionality.
- Progressive number warning functionality.
- Show or hide miscellaneous screen elements.
- Prominent user logo (corplogo) area makes the software look proprietary.
- Automatically created date stamped Game history reports.
- 5 visually different main screen display options.
- **Access 2007 platform** (An Access 2007 Runtime is installed with the software. No need to have Access pre-installed. Modification of the software launch icon Target property ensures that the software opens in the designed version of Microsoft Access.)

## The main screen - default

The screenshot displays the BINGO ROSE software interface. At the top, a window title bar reads "BINGO ROSE software licensed to - Organization Name". Below this is a 5x15 grid of numbers. The first column contains letters: B (red), I (green), N (blue), G (orange), and O (purple). The remaining columns contain numbers from 1 to 75. The number 68 is highlighted in purple. Below the grid is a utility switchboard with the following elements:

- Previous Ball:** B 15
- Next Ball:** B 3
- Balls selected:** 38
- 10 Seconds to Countdown:** Countdown (with Repeat Call button)
- Buttons:** Exit, New Game, Select, Stop
- Patterns:** Four 5x5 grids labeled "BINGO" showing various red square patterns. Below them is the text "Any Block of Nine".
- Large Circular Display:** Shows the numbers 0, 6, and 8 in purple.
- Settings:** Mode Auto, Sound Voices, Pattern (dropdown).
- Logo:** BINGO ROSE.BIZ with "Quality Software Solutions" and "© 2024 All Rights Reserved".

This is the display when the Number Colour option on the Utility Switchboard is set to Black (Default) and New Game is selected.



## The main screen - hidden

BINGO ROSE software licensed to - Organization Name

<b>B</b>	1	2			5	6		8	9			12	13	14	
<b>I</b>		17			20	21		23		25	26	<b>27</b>	28		30
<b>N</b>	31	32	33	34		36	37	38				42	43		
<b>G</b>	46		48								56	57			60
<b>O</b>	61	62		64			67				71	72			

Previous Ball  
**B 5**

Next Ball  
**B 15**

Balls selected **38**

10 Seconds to Countdown  
Countdown

Mode Auto  
Sound Voices  
Pattern

**Exit** **New Game** **Select** **Stop**

Any Block of Nine

Any Block of Nine

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This is the display when the Number Colour option on the Utility Switchboard is set to White (Hidden) and New Game is selected.

## The main screen - Ball Display Numbered

The screenshot displays the main interface of the BINGO ROSE software. At the top, a window title bar reads "BINGO ROSE software licensed to - Organization Name". The main area is a 5x15 grid of numbered balls, with the first column containing letters B, I, N, G, O and the rest containing numbers 1 through 75. Below the grid, there are several control panels:

- Ball Display:** A large circular display showing the number 0, with 6 and 8 below it.
- Previous Ball:** A box showing "B 10".
- Next Ball:** A box showing "G 57".
- Balls selected:** A box showing "38".
- Countdown:** A box showing "10 Seconds to Countdown Countdown".
- Game Patterns:** Four 5x5 grids labeled "BINGO" with red squares indicating selected numbers. Below them are labels "Any Block of Nine".
- Buttons:** "Exit", "New Game", "Select", and "Stop".
- Settings:** "Mode Auto", "Sound Voices", and "Pattern" dropdown menus.
- Logo:** "BINGO ROSE .BIZ" logo with "Quality Software Solutions" and "© 2024 All Rights Reserved".

This is the display when the Ball Display check box on the Utility Switchboard is checked and the Ball Display dropdown is set as "Numbered".

## The main screen - Ball Display Un-numbered

The screenshot displays the main interface of the BINGO ROSE software. At the top, a window title bar reads "BINGO ROSE software licensed to - Organization Name". The main area is a 5x15 grid of balls. The balls are arranged as follows:

B		2				6	7	8	9			12		14	15	
I		17		19			22		24	25	26		28			
N	31	32	33				37		39	40	41				45	
G				49		51	52		54					58		
O		62				65	66		68		70	71	72	73	74	75

Below the grid, there is a section for ball display and game controls:

- Previous Ball:** 074
- Next Ball:** B13
- Balls selected:** 38
- Countdown:** 10 Seconds to Countdown
- Buttons:** Exit, New Game, Select, Stop
- Ball Display:** A large circular display showing "B6".
- Game Patterns:** Four 4x4 grids labeled "BINGO" with red squares indicating selected balls. The text "Any Block of Nine" is displayed below the grids.

The bottom left corner features the BINGO ROSE logo and copyright information: "© 2024 All Rights Reserved".

This is the display when the Ball Display check box on the Utility Switchboard is checked and the Ball Display dropdown is set as "Un-numbered".

# SOFTWARE OVERVIEW

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## Affordable software – The main ingredient for a successful BINGO event

The foundation of the Bingo Hall Plus software is the popular Bingo - Hall Edition program, developed in 2009 as the original and flagship Bingo Rose product. With the assistance and feedback from our valued customers, the Bingo - Hall Edition program steadily improved with five major upgrades over its six year life cycle. The release of the Bingo Hall Plus program in late 2014 represented a major product redesign which allowed us to implement several exciting new features that our customers were sure to appreciate. The newest software release demonstrates our continuing commitment towards creating the very best, yet affordable, Bingo software solution available. Our comprehensive software solution makes Bingo enjoyable for the caller and patron alike!



Most organizations already have the essential hardware to operate a Bingo event. Simply connect your laptop to a large screen TV (or projector capable of a minimum 1366 X 768 screen resolution) for a Bingo experience like no other. (We recommend that you try before you buy. Request a 7 day full-function demo to make sure the Bingo Hall Plus software works with your equipment.)

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## Clear, uncluttered main screen

The Bingo Hall Plus software offers patrons a pleasant experience, starting with a clear and uncluttered main screen. We use the Oswald font to achieve crisp flashboard numbering. The last ball

called is prominently displayed both on the flashboard as well as the last ball called display. You can easily make the software look proprietary by adding your own organization logo to the main screen. Not to forget the important work of the Bingo caller, most features required to set the program up to maximize its effectiveness for their particular organization are just a click away from the main screen. Controls not needed during a game are hidden to allow patrons to focus on the main elements of the display.

Software flexibility - Setup for your needs is a breeze

The Bingo Hall Plus software Utility Switchboard contains all of the access points to set up the program for maximum effectiveness for your organization’s needs. Most features will be used when the program is initially tailored to your particular environment. Other features allow you to add your own cards for Bingo verification, create new patterns for display in the standard grid or as images or rotating patterns, and to show or hide screen elements. Use your imagination to achieve effects that we didn’t initially envision but made possible by creative design.



**We have 'ears' of experience listening to the needs of our valued customers ...**

**Look what WE created !**

B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
I	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
N	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
G	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
O	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75

Thank you for your contributions and support of the evolution of professional BINGO software.

**BINGO HALL PLUS**



We have incorporated every customer suggestion we have received since we first started developing Bingo software. In addition, many new features we conceived of by closely listening to our customers during telephone calls, reading between the lines in email communications, and visual feedback from onsite visits to many of our customers across North America, were implemented.

This software is built for you. Bingo Rose is proud of its commitment to quality and your satisfaction.

## Software 'Need to Know' Functionality

The Bingo Hall Plus software is designed to maximize the benefit for the patron while making its many customizable features readily available to the user. As such, controls needed by the user are hidden from the main screen when not required.

The main area of the software that contains controls and links to features for software setup is the Utility Switchboard. It is accessed by double-clicking the Bingo Rose logo at the bottom left side of the main screen. Note that at certain times, such as while a game is actively in progress, access to the Utility Switchboard is not available.



The area directly above the Bingo Rose logo is reserved for the user's Corporate logo. This image is customizable by the user by modifying the installed C:\Bingo Hall Plus\Images\corplogo.jpg file. (Do not alter the 300 X 180 pixel file dimensions for this file.) By double-clicking this corporate logo area, certain controls such as the Wild features are unhidden. If no choice of any of these features is required, click on the Cancel button to return to the main screen and enable buttons that were hidden while this area was activated.

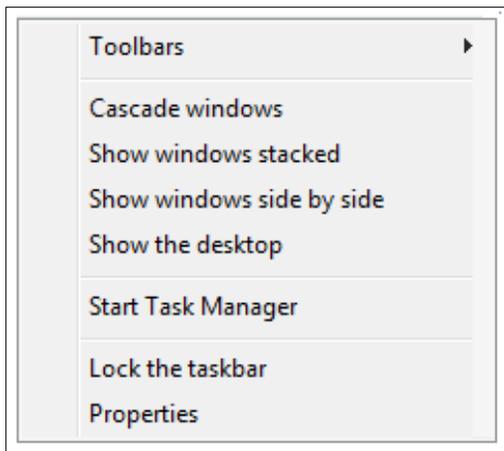
The Seconds to Countdown value on the main screen can be adjusted by directly selecting that text area and changing the value in seconds desired between calls. (This feature can be hidden from the screen if desired.)

Three dropdown controls are also available to the right of the Bingo Rose logo that modify the behavior of the software (Mode, Sound, and Pattern). The most important of these controls is Mode as this controls the primary method that the software is being used. Used in either Auto or Timer modes, the unique Bingo Hall Plus randomly generated ball sequence eliminates the need for a ball blower, creating a peaceful / tranquil environment to enjoy the game. (Timer mode is similar to Auto mode except that the Select button is unhidden after the countdown reaches 0 and must be selected

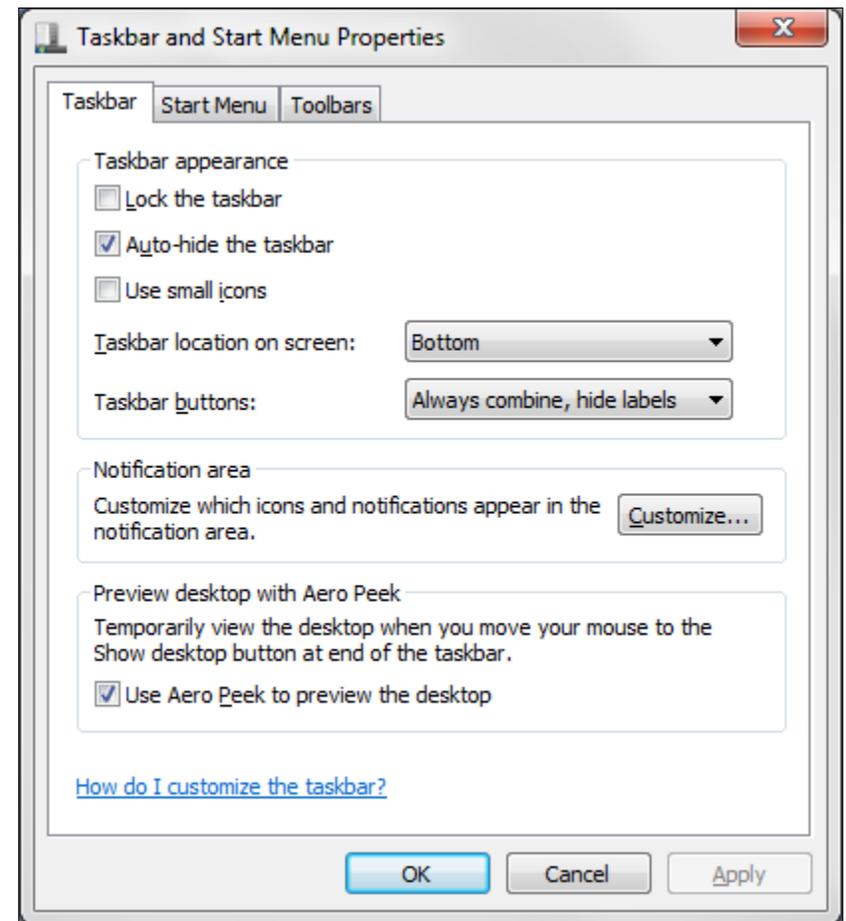
to call the next random number.) And Manual mode allows you to take advantage of the many other program features when use with visible balls is mandated (i.e. you need your own ball delivery system to select the balls to call). Depending upon what this dropdown is set at, certain features of the software are not available or the software performs differently.

The only other area on the main screen that is used for software setup is related to when a new pattern is being added to the list of installed patterns. These controls become visible when the Custom pattern is selected from the Pattern dropdown. (See documentation regarding creation of new patterns later in this document.)

As the software is designed for maximum viewability at 1366 X 768 screen resolution, it is recommended that the computer be set to Auto-hide the taskbar so that the full software screen is visible at all times. As such, unless the cursor is below the screen bottom (when Taskbar location on screen is set to Bottom), the taskbar will self-hide.



To access the screen displayed at the right, right-click a blank space on the taskbar and select Properties from the list (left). (Windows 7 look. There is a different look in later versions.)

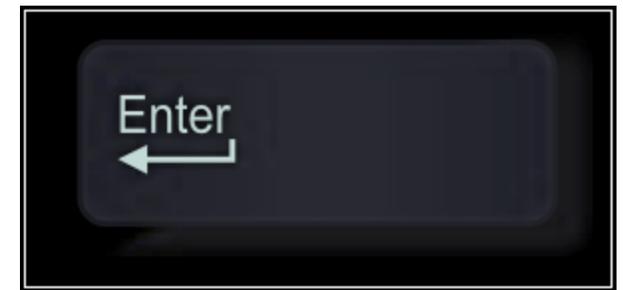


The Bingo Hall Plus software was designed to operate in a Microsoft Access 2007 environment (a Runtime [enough of the Access 2007 program to run our software] for which is installed as the second stage of our software installation process). See the section regarding Access Version Error should you see any error message to this effect for simple corrective action to force our software to operate with Access 2007. (Forcing our software to open in Access 2007 may resolve other software launch problems you may encounter.)



While the user might like to use a mouse to click on certain buttons while using the software, i.e. the Stop button on the main screen when a game is being played in Auto mode (image on left), the software is intuitive. Notice that only one control 'has the focus' on any form. It is identifiable by the dashed line around the control.

Rather than use the mouse, simply use the Enter key on the keyboard to activate the control that has the focus. This might be an easier method of activating a control and would also eliminate the distraction that



might be caused by use of the mouse and its movement around the screen.

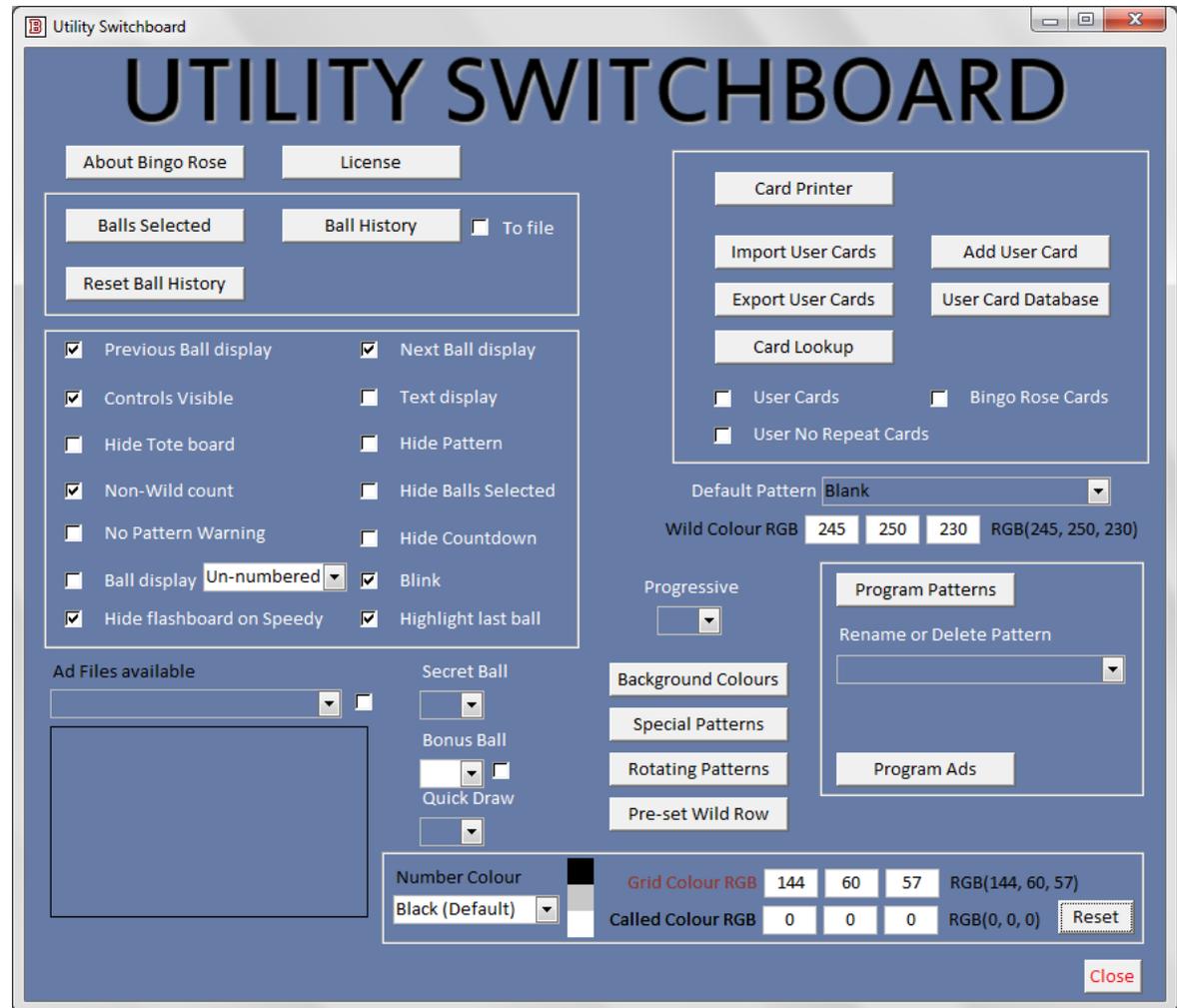
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# Utility Switchboard

The Bingo Hall Plus software Utility Switchboard contains the majority of the access points required to easily set up the program for maximum effectiveness to meet a particular organization's specific needs. It is readily accessed by double-clicking the Bingo Rose logo at the bottom left of the main screen.

(Access to the Utility Switchboard is restricted under certain situations such as while a game is in play.)

The software is designed with flexibility in mind. Depending on how your organization operates their Bingo event, only certain features need to be set up. Once set up, you may never, or rarely, need to return to this switchboard!



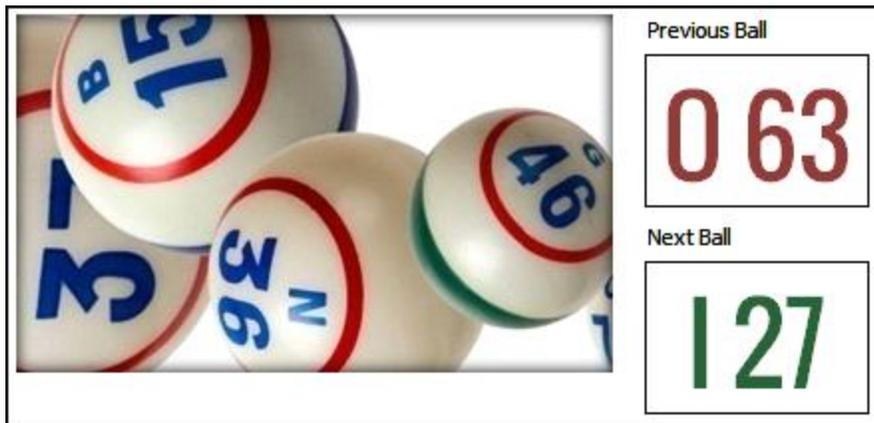
## Miscellaneous Software settings

Most settings that affect the way the Bingo Hall Plus software performs for a particular user are set up on the Utility Switchboard or forms accessed from links found there. Main controls will be discussed in detail in this document.

Miscellaneous settings are discussed below.

<input checked="" type="checkbox"/> Previous Ball display	<input checked="" type="checkbox"/> Next Ball display
<input checked="" type="checkbox"/> Controls Visible	<input type="checkbox"/> Text display
<input type="checkbox"/> Hide Tote board	<input type="checkbox"/> Hide Pattern
<input checked="" type="checkbox"/> Non-Wild count	<input type="checkbox"/> Hide Balls Selected
<input type="checkbox"/> No Pattern Warning	<input type="checkbox"/> Hide Countdown
<input type="checkbox"/> Ball display <b>Numbered</b> ▼	<input checked="" type="checkbox"/> Blink
<input checked="" type="checkbox"/> Hide flashboard on Speedy	<input checked="" type="checkbox"/> Highlight last ball

### Previous Ball display / Next Ball display check boxes



If either of the Previous Ball display or Next Ball display check boxes is unchecked, that associated display will be hidden from the main screen. (Each of these displays was proudly added to the software to meet the particular needs of certain customers.)

### Controls Visible



We recommend that users of the software utilize any buttons provided within the software to close or exit a screen. As with any software, certain code is activated with these buttons that may not be activated when a screen's application close (X) option is used. This may result in unforeseen software problems.

More critically, an accidental click on that X during a game will close the program at an inopportune time.

To assist in prevention of any of these situations, the screen's application close (X) controls can be hidden by removing the check mark in the Controls Visible check box.

### Text display



The default last number called display (left) is the number within a ball graphic. Its number colour matches the associated B I N G O lettering colour on the left side of the flashboard for added visual impact. (See Last Number Called Ball section below for more options.)

Place a check mark in the Text display check box if you prefer the text display option (right). The lettering colour does not change with this option.



### Non-Wild Count

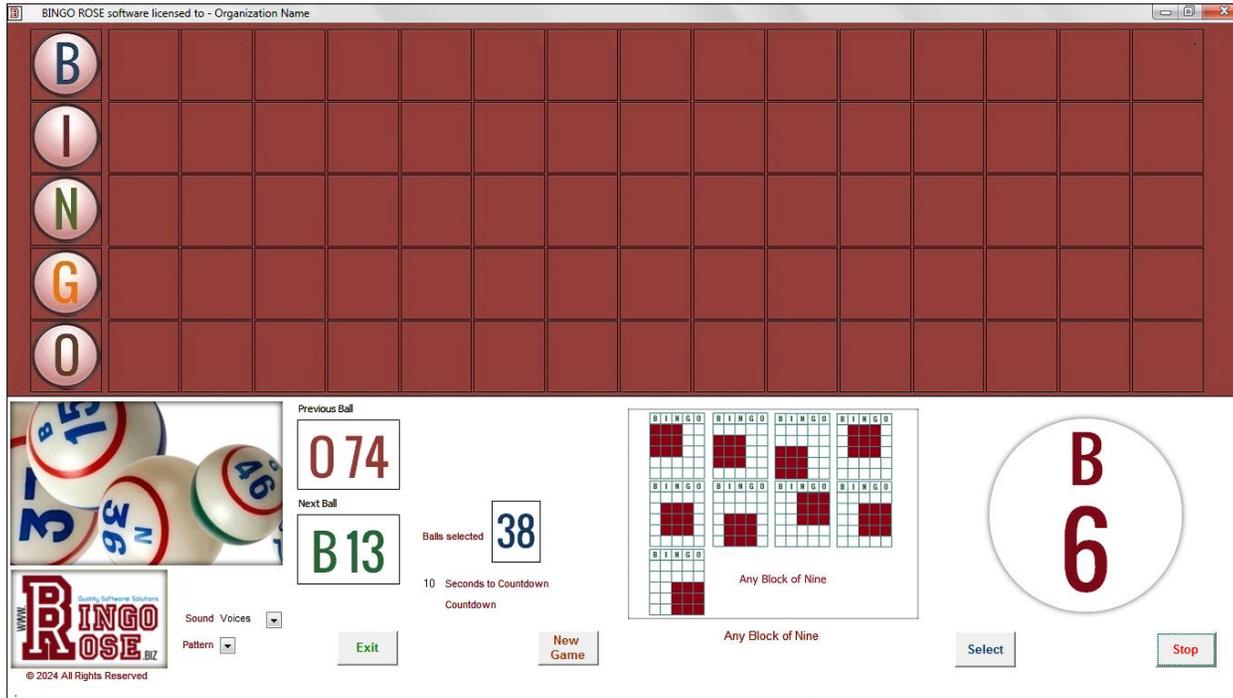


The 'Balls selected' display on the main screen indicates the number of balls (numbers) called during game play. (This display can be hidden if desired.)

Occasionally the Wild features are called upon during a game, thus marking numbers as being called without actually being called by the caller. With a check mark in the

Non-Wild Count check box, those numbers will not be included in the Balls selected count. As such, just the number of balls (numbers) actually called by the caller will be displayed.

## Hide Tote board



The main screen for the Speedy pattern hides the tote board (flashboard) behind a blank grid background by default. This prevents patrons from viewing all numbers called as a measure to minimize that advantage for that pattern.

Note that the default Seconds to Countdown when the Speedy pattern is selected is automatically set to 3 seconds. Any change to that setting will be

retained as the default in the program.

Place a check mark in the Hide Tote board check box on the Utility Switchboard to extend this option to all games while this check box is checked.

When the tote board (flashboard) is hidden during a "Speedy" game, it can be unhidden by selecting the Show Tote board button that will become visible on the main screen when the Stop button (Game Over button in Manual mode) is selected. When selected, that button will change to Hide Tote board so that the user can return to the hidden tote board view.



## Hide Pattern

Similar to Hide Tote board, placing a check mark in the Hide Pattern check box will hide the mini pattern display from the main screen for those who wish to minimize the amount of information displayed during game play.

You have the ability to use that hidden pattern space on the main screen to display an image (Alternate Pattern image area highlighted at right) such as a major event supporter.

This 900 X 650 pixel .jpg image (alternate.jpg) is located in the C:\Bingo Hall Plus\Images folder. Modify this file (maintain file dimensions) with your sponsor recognition / special event / public service announcement / cool graphic image to make it appear when the pattern is hidden. Make the image completely blank (white) if you want this space to appear blank.

The screenshot displays the BINGO ROSE software interface. At the top is a 5x15 bingo card with columns labeled B, I, N, G, O and rows of numbers 1-15, 16-30, 31-45, 46-60, and 61-75. The number 68 is highlighted in yellow. Below the card are controls for ball selection: 'Previous Ball' (B15), 'Next Ball' (B3), 'Balls selected' (38), and a '10 Seconds to Countdown' timer. A 'New Game' button is present. To the right, an 'Alternate pattern image' area shows a graphic of bingo balls with numbers 14, 21, 37, 52, and 74. A large circular display shows the numbers 0, 6, and 8. At the bottom right, there are 'Select' and 'Stop' buttons. The interface also includes a 'Pattern' dropdown menu and 'Exit' and 'New Game' buttons.

The C:\Bingo Hall Plus\Images\alternate.jpg image available when the software is launched or after the Hide Pattern button is checked will display.

## Hide Balls Selected

Find the Balls selected control on the main screen distracting? Hide it by placing a check mark in the Hide Balls Selected checkbox on the Utility Switchboard.

## Hide Seconds to Countdown

Find the Seconds to Countdown and Countdown controls on the main screen distracting? Hide them by placing a check mark in the Hide Countdown checkbox on the Utility Switchboard.

## Blink

When the Blink control is activated, the current number being called will 'blink' on the flashboard. It will flash on and off for a period of time depending upon what the Seconds to Countdown interval is set. The blinking starts approximately 1 second after the number is highlighted and stops blinking approximately 1 second before the countdown reaches 0. Blinking will also stop when a game is stopped.

The background colour that appears behind the blinking number is set on the Utility Switchboard by updating the default Grid Colour RGB values. The default values are displayed to the right of these control inputs as a reference should you wish to return to the default settings.

## No Pattern Warning

In Auto mode, if no pattern has been selected when the Select button is selected, a warning displays. Find that annoying? Place a check mark in the No Pattern Warning checkbox on the Utility Switchboard.

## Wild Background Colour

Find that the background colour that is the installed default colour too faint for your patrons / caller. Adjust the RGB values in the Wild Colour RGB control on the Utility Switchboard. Note that you may need to experiment with the values you enter to ensure that they result in a clear result. The default values are displayed to the right of these control inputs as a reference should you wish to return to the default settings.

## Progressive

With the Progressive feature, you can set the number of balls you want to have called before the program automatically Stops to popup a Progressive number.

The screenshot shows the 'Pattern Schedule' utility switchboard. It features a grid of 40 patterns, each with a 'Pattern Flow', 'Paper Colour', and 'Progressive' control. A red arrow points to the 'Progressive' dropdown for Pattern 6, which is currently set to 29. A popup menu is open, showing a list of numbers from 25 to 34, with '29' selected. The popup also includes options for 'Colours', 'Patterns', and 'Row'. At the bottom, there are buttons for 'Pattern Reset', 'Colour Reset', and 'Close', along with event navigation controls.

The screenshot shows a 'Progressive' popup graphic. It features the word 'Progressive' in a cursive font at the top. Below it are five bingo balls with numbers: B-14 (blue), I-21 (red), N-37 (white), G-52 (green), and O-74 (yellow). The text '29 numbers have been called on' is displayed in a red font, followed by the large number 'N-37' in a red font. A 'Close' button is located in the bottom right corner.

A popup graphic identifies the stoppage is because the Progressive number of balls have been called. It also identifies on that popup the number being called.

This is done on the Utility Switchboard using the Progressive dropdown control when not using pre-programmed mode. If you do not want the Progressive feature to operate, you would blank out that control.

Using pre-programmed mode, you would make the selection for one or several patterns using the appropriate dropdown as indicated above. Be sure to leave the Progressive dropdowns blank if not being used.

### Shortcut keys

In response to customer requests, several shortcut keys (HotKeys) that enable access to program controls using the keyboard were added.

CTRL+S keystrokes - Select the Select button

CTRL+N keystrokes - Select the New Game button

CTRL+G keystrokes - Select the Game Over button

CTRL+E keystrokes - Select the Exit button

CTRL+SHIFT+N keystrokes - Enter the Ball # field

CTRL+SHIFT+U keystrokes - Enter the User card validation field

CTRL+SHIFT+S keystrokes - Enter the Bingo Rose card validation field

CTRL+SHIFT+C keystrokes - Enter the Seconds to Countdown field

CTRL+SHIFT+A keystrokes - Play an Applause sound file

## Last Number Called Ball

The default Last Number called ball is the image at the right. At startup, the software loads the C:\Bingo Hall Plus\Images\ball.jpg file (also installed as default.jpg).



software is launched, that image will appear.

If you wish to be more creative, modify the ball.jpg file with some festive / seasonal design such as the holly shown in the image at right.



We install a few alternative styles as .jpg files in the C:\Bingo Hall Plus\Images folder that may be used to customize the main screen to your preference.

To utilize an alternative style, make a copy of the file and save it as ball.jpg to replace the active selection. The next time the



Warning: Do not remove the ball.jpg file from the C:\Bingo Hall Plus\Images folder. Maintain the 233 X 233 pixel file dimensions.

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## Advertising feature

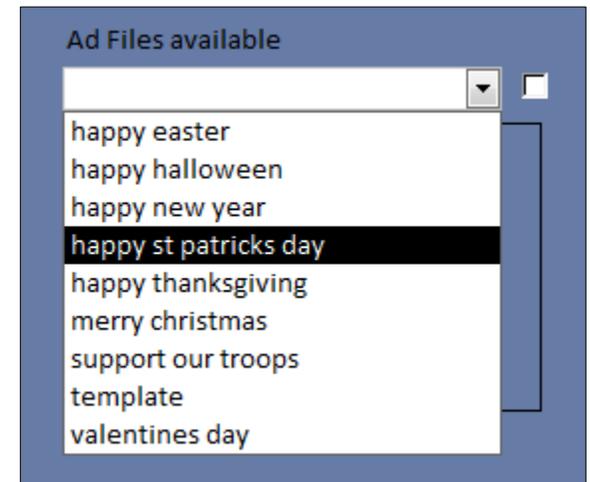
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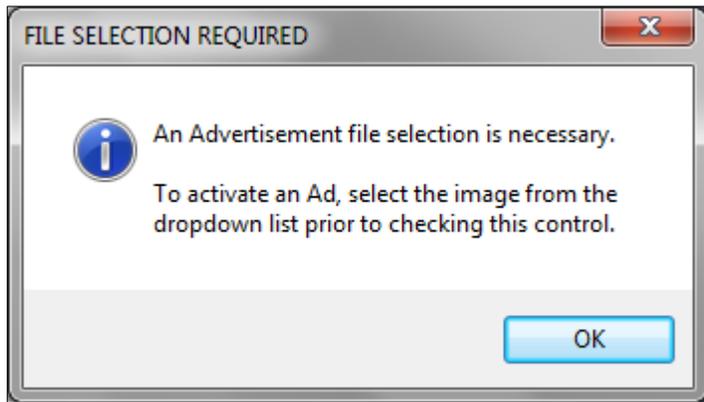
### Advertising displays - A great way to promote upcoming special events

The Bingo Hall Plus software offers a valuable way of supporting your organization's efforts to promote upcoming events, acknowledging sponsors, or simply get a message across to your Bingo patrons. Use your creativity to maximize the benefits of this feature.

The Advertising feature contained in previous versions of this program has been redesigned. By creative use of the larger advertisement display and easier setup, you can recognize special events or display a sponsor's ad at any stage of your Bingo event. Advertising images are jpg type image files, ideally 1000 X 600 pixels in dimension and must be named a maximum of 15 characters in length, stored in the C:\Bingo Hall Plus\Ads folder. Any 5:3 aspect ratio image is suitable. Larger images may result in slower response time or other unexpected results, while smaller images will not maximize the space(s) provided on the screen.

Once an image of the message is created external to the program, it can be readily accessed to appear at any time during the Bingo event. All .jpg images available in the C:\Bingo Hall Plus\Ads folder will appear on the Ad Files available dropdown on the Utility Switchboard. Select the image from the dropdown to display that Advertisement image in the space below the dropdown. To activate the displayed Ad, place a check mark in the check box to the right of the dropdown.





(If no selection is made before placing a check mark in the check box, the error message to the left will display and the check mark will be removed.) The corporate logo on the main screen will change to that Advertisement image. If the check mark is removed, the corporate logo will again be revealed.

When the Utility Switchboard is closed with a check mark in the check box, the image will be prominently displayed in a large pop up, while a smaller image replaces the standard corporate logo and remains visible until action is taken to replace it with another ad or to return the image to the corporate logo (by opening the Utility Switchboard and closing the Utility Switchboard with the check mark removed from the Ad Files available check box [the default setting when the Utility Switchboard is opened]).



The software has the ability to pre-program when a specific Ad will display when operating in pre-programmed Pattern mode. To set up your ad flow, select the Program Ads button on the Utility Switchboard to access the Advertisement / Sponsor Appreciation Scheduling form (right).

The Advertisement file name dropdown for each Pattern Sequence lists all .jpg image files in the C:\Bingo Hall Plus\Ads folder. Simply select the Ad file name associated with the Ad you wish to display following the display of the associated pre-programmed pattern.

To activate this feature, both the Schedule Ads and Schedule Patterns check boxes must be selected on the Pattern Schedule. Closing this form with just the Schedule Ads check box selected removes that check mark automatically.

Advertisement / Sponsor Appreciation Scheduling

Pattern Sequence	Advertisement file name
1	
2	canada proud
3	
4	
5	
6	fourth of july
7	
8	
9	
10	happy birthday
11	
12	
13	
14	support our troops
15	
16	
17	
18	
19	logo

Close

Pattern Schedule

Pattern Flow	Paper Colour	Progressive	Pattern Flow	Paper Colour	Progressive
Pattern 1 Regular Bingo	1		Pattern 21 Regular Bingo	1	
Pattern 2 Letter T	1		Pattern 22 Regular Bingo	1	
Pattern 3 Regular Bingo	2		Pattern 23 Regular Bingo	1	
Pattern 4 Six Pack	3		Pattern 24 Regular Bingo	1	
Pattern 5 Regular Bingo	4		Pattern 25 Regular Bingo	1	
Pattern 6 Telephone Pole	5		Pattern 26 Regular Bingo	1	
Pattern 7 Coverall	5	29	Pattern 27 Regular Bingo	1	
Pattern 8 Regular Bingo	6		Pattern 28 Regular Bingo	1	
Pattern 9 Special T	7		Pattern 29 Regular Bingo	1	
Pattern 10 Shaded Unshaded	8		Pattern 30 Regular Bingo	1	
Pattern 11 Open House	9		Pattern 31 Regular Bingo	1	
Pattern 12 Star Burst	10		Pattern 32 Regular Bingo	1	
Pattern 13 Regular Bingo	11		Pattern 33 Regular Bingo	1	
Pattern 14 Picnic Table	11		Pattern 34 Regular Bingo	1	
Pattern 15 Top Hat	12		Pattern 35 Regular Bingo	1	
Pattern 16 Coverall	12		Pattern 36 Regular Bingo	1	
Pattern 17 Regular Bingo	1		Pattern 37 Regular Bingo	1	
Pattern 18 Regular Bingo	1		Pattern 38 Regular Bingo	1	
Pattern 19 Regular Bingo	1		Pattern 39 Regular Bingo	1	
Pattern 20 Regular Bingo	1		Pattern 40 Regular Bingo	1	

Pattern Reset Colour Reset

Event 1

Event 1 of 7

Schedule Ads

Schedule Patterns

Close

Note that if you wish to return to your own corporate logo during the game, open then close the Utility Switchboard with the check mark removed from the Ad Files available check box (default setting when opened). Optimally, create that logo file as an Ad file in the C:\Bingo Hall Plus\Ads folder so that it is available on this form.

In response to customer requests, the software provides the ability to associate a sound file to play with any Advertisement file!

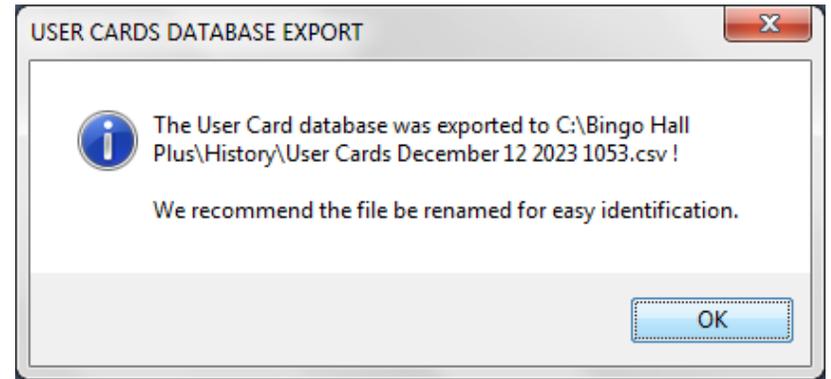
If you create a wav type sound file with the same name as an Ad file in the C:\Bingo Hall Plus\Ads folder, when the large popup image of that file displays on the main screen, that sound file will be activated. This presents an excellent opportunity for a sponsor of a game to have a special announcement or ad played, or for the Bingo host to make a pre-recorded thank you for the sponsor's support.

In response to customer requests, the Coverall Even and Coverall Odd patterns were added to the software. When the Coverall Even pattern is selected, all odd numbers will automatically be marked in special background colouring and thus will not be called, leaving the even numbers available to be called. Similarly, when the Coverall Odd pattern is selected, all even numbers will automatically be marked in special background colouring and thus will not be called, leaving the odd numbers available to be called.

When a check mark is placed in the 'Hide flashboard on Speedy' check box on the Utility Switchboard, the default Speedy option of hiding the flashboard from patrons when the Speedy pattern is played is activated. Should you wish to show the flashboard to patrons during the Speedy pattern game, remove the check mark from this check box.

When a check mark is placed in the 'Highlight last ball' check box on the Utility Switchboard, the default of marking the Winner Verification popup with a white background for the last number called when a Bingo is called is activated. As some customers found this feature confusing, the option to not display the last number called with a white background can be activated by removing the check mark in that check box.

When the User cards database is exported (Utility Switchboard | Export User Cards), the exported file is Date/Time-stamped. We recommend you rename the exported file to more clearly identify the contents of that file.



The software comes pre-populated with perms for cards in the 1 - 36000 range that MAY work with commercial Bingo paper available. (The perms for this card range were obtained from a source that manually entered the data into a digital file). Note that we offer no guarantees that these perms will reflect the commercial paper perms you have purchased. Should you be successful in obtaining a digital perm file associated with the paper you purchased, we will assist with ensuring that that file is appropriately formatted for import and use in our software.

While this documentation includes images of all installed patterns, that portion of the documentation is installed as the C:\Bingo Hall Plus\Help\Bingo Hall Plus patterns.pdf file for quick reference / printing. The individual pages contained in that file are also installed as png type files in the C:\Bingo Hall Plus\Help\Bingo Hall Plus installed pattern images.zip file which may be easier to use when creating images of just the patterns you may use in your organization.

The Ball display feature on the Utility Switchboard is unavailable if the Utility Switchboard is opened while a game is on.

At the request of some customers, the ability to save the current status of a game so that it can be re-activated at a later time during an event was added. While in a game such as Progressive whereby an initial number of numbers have been called, a record of all numbers that have been called can be

saved by selecting the Bonanza button behind the corporate logo area. Later in your event, you can recall those numbers to the screen by selecting the Bonanza button while there are no called numbers on-screen. (If numbers are called in the current game, the software does not restore the previously stored numbers, but rather overwrites those numbers with those currently called. You must select the Bonanza button after a new game and pattern have been selected to restore previous numbers.) Restored numbers will be highlighted with a special background colour. You can only restore these numbers once.

Miscellaneous minor tweaks to visuals within the software were made to improve the appearance of various screens. Indeed every issue reported to us since the Version 3.3 Bingo Hall Plus software release and all suggestions for new features we recorded were reviewed during the update process for this Version 4.1 Bingo Hall Plus software release.

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# Voice Options

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## Bingo Hall Plus - Voice of your choice

The Bingo Hall Plus software has integrated voice files that are activated when a ball is drawn either manually or using the random call feature. Should the caller wish to call the game, silent mode mutes the integrated voice call from the software.

Bingo Rose has created this feature with differing customer requirements in mind. The default files were created using available internet resources. These files are located external to the program (Bingo Hall Plus/Voices folder) and may be modified by the customer to make the program even more proprietary.

The software is also installed with 4 alternative sound files folders:

- Bingo Hall Plus/Voices Female;
- Bingo Hall Plus/Voices Female Bilingual (French / English);
- Bingo Hall Plus/Voices Male; and
- Bingo Hall Plus/Voices Rose.

The sound files in the Bingo Hall Plus/Voices Female folder were created using the talents of a professional voice over artist for clear pronunciation of each ball letter and number. Those in the Bingo Hall Plus/Voices Rose folder feature the original voice of Bingo Rose.

To use one of the alternative voice files, simply copy the contents of the associated file folder to the Bingo Hall Plus/Voices folder to replace those currently installed there. Or use the files you've created with your own sound files and stored in a folder you can create / appropriately name.

The voice feature is a valuable feature. Not only does it save the caller's voice from damage due to the strain of calling numbers, it also eliminates errors in calling that frequently occur when a caller is tired or distracted. And as a sound file, patrons can become familiar with the consistent nature of each call which considerably adds to the enjoyment of the game.

When the voice feature is used, a voice file is immediately activated when a new ball is called. (There is a slight delay between the display of the number being called and the announcement of that ball designed to correct issues with some customer sound issues reported.) The Bingo Rose voice files call each ball letter and number twice, in a slightly different way each time. When the "Voices #s" Sound mode is selected, the default for the Speedy pattern, only the ball number is called once.

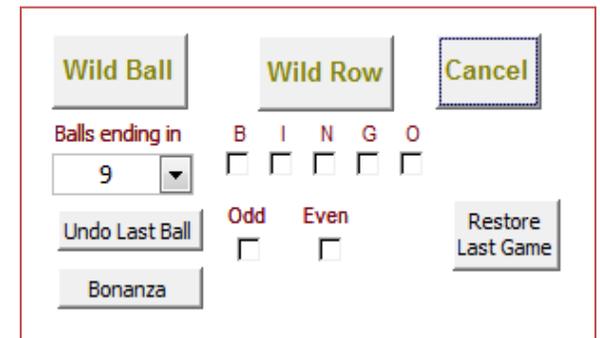
Files modified by the customer using sound editing software (available for free download from several sources on the internet) add an extra degree of propriety to the Bingo Hall Plus software. (Be sure to make a backup of any modified sound files as they will be overwritten with any re-install.)

## Wild Features

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### Bingo Hall Plus - Go WILD to speed up the game

The Bingo Hall Plus software includes some time saving features that speed up a game and prevent unwanted balls from being called. These controls are hidden under the user's corporate logo (the area directly above the Bingo Rose logo) to reduce screen clutter when that logo is double-clicked.



Although located in this screen space, neither the Undo Last Ball nor the Restore Last Game buttons are associated with the Wild features. The Undo Last Ball button is not displayed in Auto or Timer

modes, nor in Manual mode when no ball has been called. The Restore Last Game button restores a previous game in the event it was erroneously terminated. (This feature will not restore a game terminated by power interruption, improper computer shutdown, or other unforeseen circumstance.)

The Wild Ball and Wild Row features allow the caller to call multiple balls and eliminate them from being called again during that game. The Wild Row feature is particularly useful in preventing the calling of balls in a particular column which is not involved in the current pattern, such as all G balls in the HI pattern.

Balls called with the Wild features are clearly identified by a unique background colour on the Bingo flashboard (except when Ball Display is activated). In addition, the ball counter can be set to only count balls that are actually called by the caller and not include those 'called' by the wild feature.

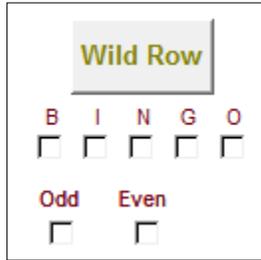
### Full description of the Wild features

Bingo Hall Plus offers two methods of marking balls so that they will not be called. The Wild Ball and Wild Row utilities are accessible by double-clicking the corporate logo area of the main screen. (If you have not created your own logo, this space is the default bingo ball image above the Bingo Rose logo.) This utility is hidden on the main screen to reduce screen clutter for patrons. When this area is exposed, the active program controls are hidden to ensure the user focuses on completing one of the tasks behind the logo.

When this area is accessed, a random number between 0 and 9 is generated and it becomes the default number in the Balls ending in dropdown. You can select another number if desired before selecting the Wild Ball button. When the Wild Ball button is selected, all number squares associated with that number are highlighted. For example, if the number six (6) is displayed, B6, I16, I26, N36, G46, G56, and O66 are highlighted. In other words, the number six and all numbers ending in six are 'called'.

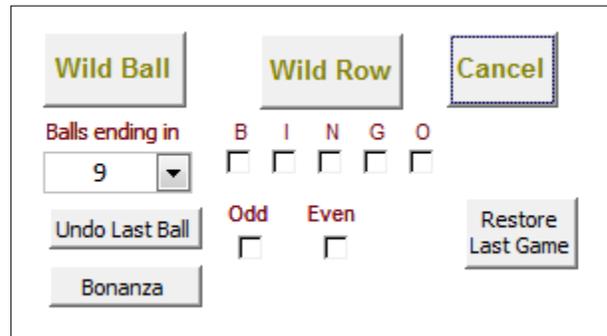


The Wild Row button has several associated check boxes which determine what will happen when that button is selected. This feature is useful to mark an entire row or rows, or all odd or even balls as being played. An example is whereby there are no Ns required to complete the Cloverleaf pattern. Therefore a check would be placed in the N check box and the Wild Row button clicked. All Ns would display as having been called and no further Ns would be called. (Note that if you are using the same game card to proceed to the next pattern such as a Coverall, you would not use this feature to mark balls that will be called in the follow on game.) NOTE: If you decide not to use either of the Wild Ball or Wild Row features once these options present themselves, you must select the Cancel button to escape this feature and return the corporate logo and hidden controls to the main screen. The Cancel action will nullify any wild settings marked.



If a certain pattern will always require a certain row to be called, use the Pre-set Wild Row feature on the Utility Switchboard to automatically mark those rows as called every time the pattern is called. (Described below.)

Occasionally users might accidentally select New Game when in fact they wish to continue on with the present game or a new game on the same paper. The ability to restore the last game saved by the software is available. Selecting the Restore Last Game button will restore the last game to the screen (in a distinct colour which identifies the numbers having been restored [except in Ball Display mode]). The last game is stored by the software when the New Game or Exit button is selected. The Restore Last Game button is hidden behind the



Corporate Logo area with the Wild Ball and Wild Row feature and is accessible by double-clicking that area of the screen.

## Pre-set Wild Row

You can use the Pre-set Wild Row feature on the Utility Switchboard to automatically mark specific rows as called every time a particular pattern is called. (NOTE: Do not set this feature should you wish to continue on to a more complex pattern on the same Bingo card / paper whereby you would like all numbers called. Patterns activated in this form are treated as Wild Rows by the software.)

Pattern	B	I	N	G	O
Crazy T	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crown	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Diagonal	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Do-Dad	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dog Bone	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Double Stamps	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empty Glass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fly Swatter and A Fly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Four Corners	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Four Corners and a Stamp	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Four Stamps	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Full Diamond	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Close

## Entering numbers in Manual Mode

In Manual mode the best way to enter the number of the ball number drawn is to simply enter the number in the Ball # field and select Enter on your keyboard. The example below shows that N36 was drawn so 36 is entered in the Ball # field at the lower right of the main screen (right). Selecting Enter on the keyboard will initiate the call of the ball.

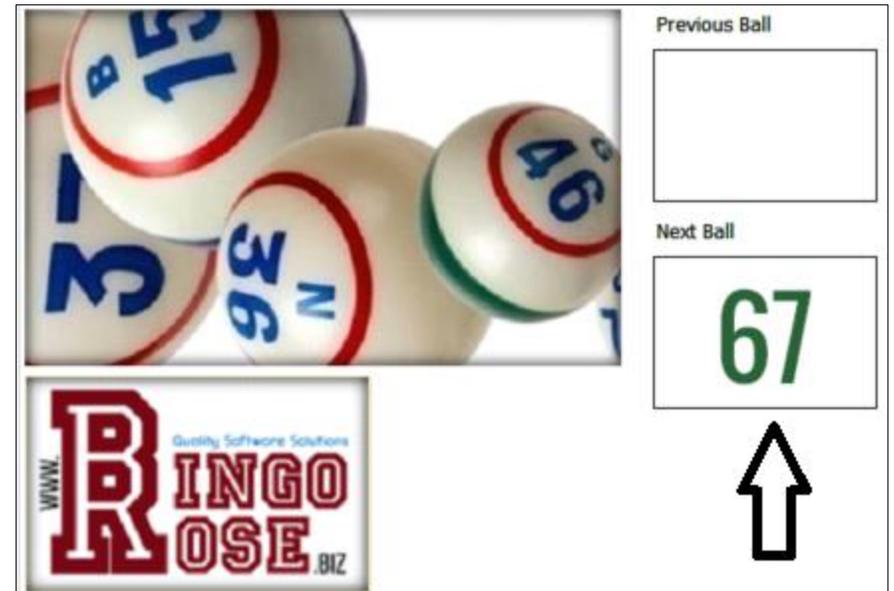
20	21	22
35	36	37
50	51	52

You can also use your mouse to single-click on the number square on the toteboard to call that number, the least preferred option as the movement of that mouse may be irritating to some patrons. The image (left) shows that a single-click on the N36 ball number called that number.

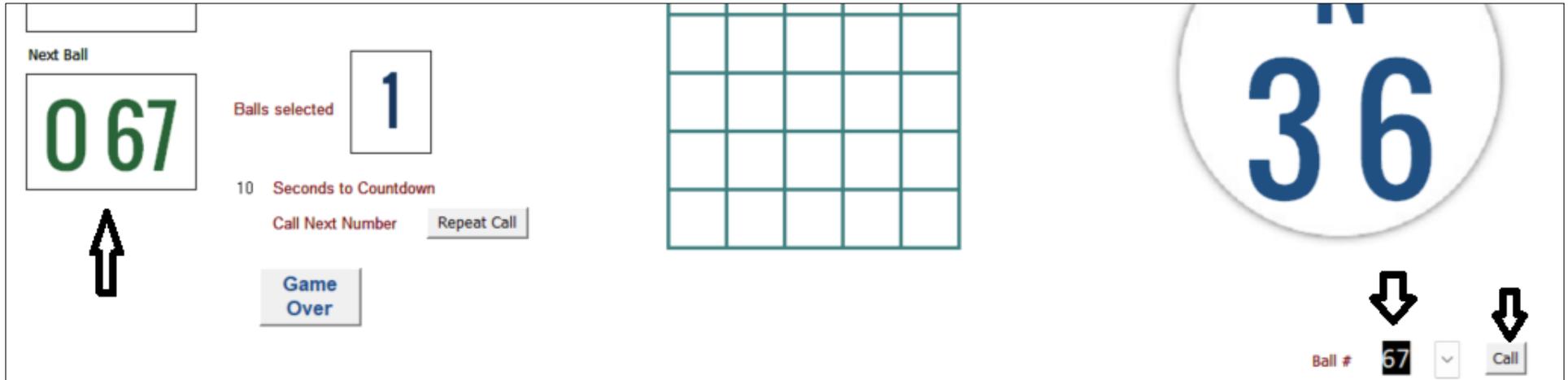


Note that if you are using the Next Ball display to show what the next number will be, select that field and enter a number (i.e. 67).

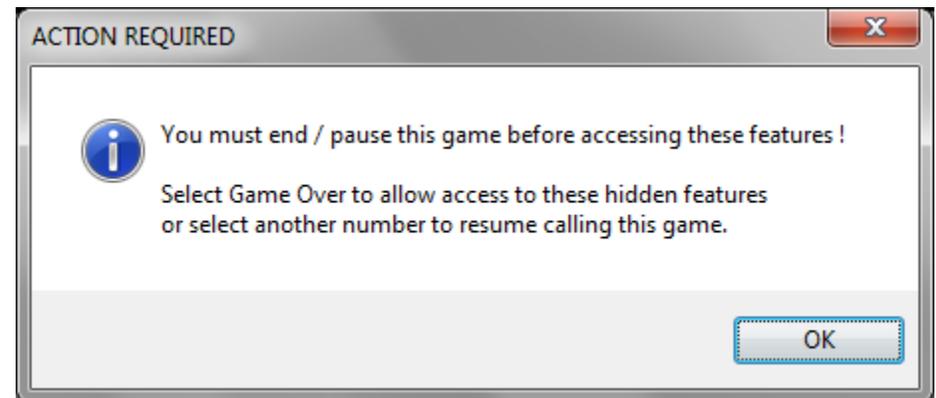
When you select Enter on your keyboard, the 67 will change to O 67 (image next page).



The Ball # field will also populate with the number 67 (dark background). Selecting Enter again will move the focus to the Call button (the Ball # field dark background will clear). Selecting the Enter key on your keyboard again will then call O 67. This gives you 3 chances to correct what the program will call if you have entered a wrong number to call.



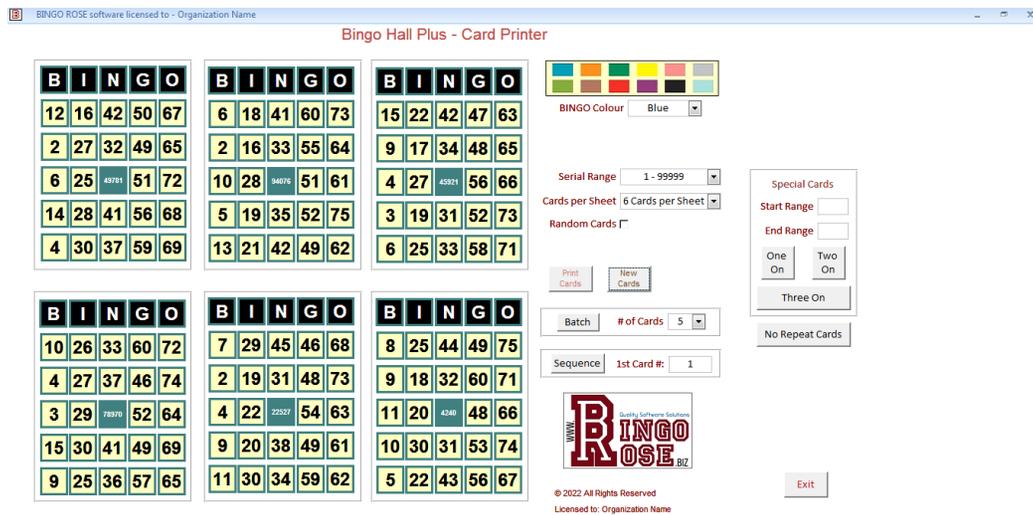
The Undo Last Ball button is available in Manual mode when at least one number has been called. If the caller accidentally selects the wrong ball, that error can be corrected by double-clicking the corporate logo area (after the game is interrupted) to access the Wild features. If the game is not ended before the corporate logo is double-clicked, a warning message will be displayed (right). Selecting the Undo Last Ball button will remove any highlighting for the wrongly selected number, clear the last ball called display, and correct the Balls selected counter. Note that this may not be advantageous if you are not running in Silent mode whereby the number will have been called by the program (and once called it is normally considered official).



# The Card Printer

## The Card Printer - Easily create your own Bingo cards

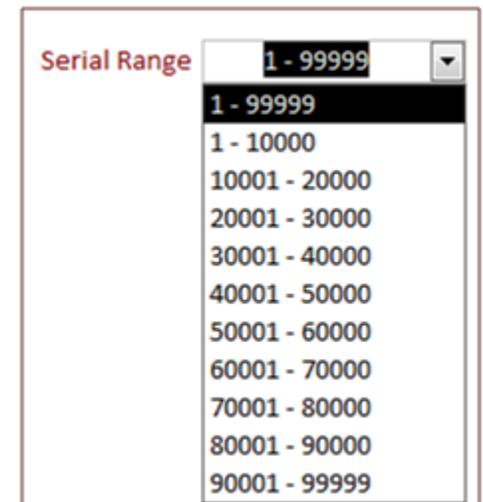
The Bingo Hall Plus software allows you to create your own Bingo cards with the Card Printer utility, accessible from the Utility Switchboard.



When Bingo Rose cards are created with the Random Cards check box unchecked, cards have a unique 1 - 5 digit number in the centre. This number can be entered in the Card Validation # textbox on the main screen (made visible with a check mark in the Bingo Rose Cards check box on the Utility Switchboard) to display that card, marked with all called numbers, for prominent view by the caller and Bingo patrons to verify that a winning card has been presented. (See description of the

Card Validation popup in the User Card Feature section below.)

There are 99,999 unique Bingo cards stored within the program. With the Serial Range dropdown control, you can select what range you want to create your cards in. The default 1 - 99999 setting will select cards from the full set of cards available. You can also select to print cards restricted to one of the 10 other options which will ensure that cards only contain serials



within that 10,000 cards group. This can be useful in that you can use a certain range of cards for a particular game for control purposes.

### Add some colour to your Bingo cards

As an added method of controlling what card is to be used for a particular game, you have the option of printing cards with any of 12 different colours for the B I N G O lettering. (See the Purple and Teal examples below.)



### Bingo card creation options

You can create either 4 or 6 cards per sheet. Depending upon your printer's capabilities, the 6 cards per sheet may not be a suitable option. (See other options below.)

If the Random Cards check box is checked, you will be creating unique cards, however, the Card Validation # feature cannot be used with those cards. When checked, the Centre Free check box becomes visible allowing you to create cards with either FREE or



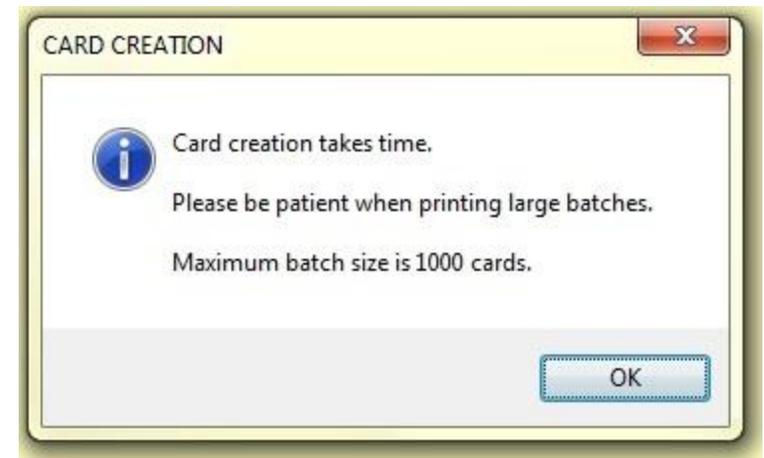
a number in the centre square of the card. As well, Random Cards are also non-repeating, that is you will not find the same number in the same column on any sheet. (See the 6 cards per sheet example below that displays use of the Random Cards and Centre Free combination.)

Your Organization name will appear on the printed cards.

A screenshot of a software interface. On the left is a button labeled 'Batch'. To its right is a label '# of Cards' followed by a dropdown menu showing the number '5' and a downward-pointing arrow.

To save you time, several cards can be created with a click of the Batch button.

Although the dropdown values are 5, 10, 15, 20, 25, 50, and 100, you are allowed to enter any value up to 1000 cards. A warning message displays if more than 100 is entered. (We recommend small batches.)



You have the option to print 4 or 6 card sheets with sequentially numbered cards. Just enter the number for the 1st card you wish to print in the 1st Card # box, enter the number of card sheets you wish to print in the # of Cards box in the Batch area, select 4 or 6 cards per sheet in the Cards per Sheet dropdown, and select the Sequence button. The counter in the 1st Card # box will update to the next card to facilitate creating more subsequent cards. (Don't forget to set the BINGO colour !)

B	I	N	G	O	B	I	N	G	O
11	17	38	46	62	11	26	32	48	66
2	24	44	59	63	10	27	38	51	68
3	29	1	51	73	1	25	2	58	61
5	30	43	56	64	13	23	31	53	64
10	21	35	52	71	2	28	43	52	73

*Your Organisation Name Here*

[www.bingoqr.co.uk](http://www.bingoqr.co.uk)

B	I	N	G	O	B	I	N	G	O
3	27	39	53	65	4	20	38	57	70
12	28	36	57	73	8	29	40	48	75
5	26	3	51	69	5	23	4	56	74
4	16	43	48	62	15	30	42	60	62
9	24	45	58	68	6	16	32	49	71

## 4 On and 6 ON Examples

B	I	N	G	O
1	30	38	55	63
2	23	39	56	69
13	25	16179	49	61
3	29	41	52	66
9	17	32	59	68

B	I	N	G	O
8	18	41	52	68
3	21	31	48	75
5	17	89678	56	62
1	20	44	54	67
7	16	42	46	69

Organization Name

[www.BingoRose.biz](http://www.BingoRose.biz)

B	I	N	G	O
15	20	41	60	73
1	18	35	52	71
5	29	65291	48	69
10	27	40	55	74
7	19	37	50	64

B	I	N	G	O
14	26	45	50	62
13	20	32	54	61
8	16	74134	60	63
10	24	36	46	75
12	27	40	55	67

B	I	N	G	O
1	16	37	57	63
9	19	39	60	66
10	17	FREE	58	61
13	22	31	46	65
14	23	43	59	73

B	I	N	G	O
6	16	32	54	72
10	28	43	49	65
11	24	FREE	47	73
12	17	40	50	67
8	18	39	59	61

Organization Name

B	I	N	G	O
11	27	38	52	69
6	28	41	51	71
15	29	FREE	55	67
12	26	35	49	68
5	18	33	53	62

B	I	N	G	O
3	30	35	58	69
1	23	44	55	63
7	25	FREE	57	64
15	20	38	46	66
4	19	42	48	62

[www.BingoRose.biz](http://www.BingoRose.biz)

B	I	N	G	O
2	21	32	48	74
7	24	34	47	70
8	25	FREE	56	64
4	30	42	54	72
3	20	45	50	75

B	I	N	G	O
9	27	41	51	75
13	26	37	56	68
2	21	FREE	60	70
14	29	36	53	71
5	22	31	52	74

## Special One ON and Two ON Bingo Cards with advertisement or logo

**Special Cards**

Start Range

End Range

Bingo Hall Plus offers the ability to create One ON and Two ON Bingo cards that can take advantage of the winner verification feature (Bingo Rose cards setting). An added benefit of this feature is the ability to print these cards with an advertisement, sponsor acknowledgement, or your corporate logo displayed.

The image that displays on the bottom of the printed card sheets are the jpg type files located in the C:\Bingo Hall Plus\Images folder (One ON = one bingo card logo.jpg and Two ON = two bingo card logo.jpg). Modify these files without changing their file dimensions as appropriate before initiating this card creation.

You can select the colour of the B I N G O text from the 12 available colours on the BINGO Colour dropdown.

The card number range settings (Start Range / End Range) determine which of the 99,999 unique Bingo Rose card perms installed in the program are sequentially created.

Organization Name

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>	<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
<b>11</b>	<b>17</b>	<b>38</b>	<b>46</b>	<b>62</b>	<b>11</b>	<b>26</b>	<b>32</b>	<b>48</b>	<b>66</b>
<b>2</b>	<b>24</b>	<b>44</b>	<b>59</b>	<b>63</b>	<b>10</b>	<b>27</b>	<b>38</b>	<b>51</b>	<b>68</b>
<b>3</b>	<b>29</b>	<b>1</b>	<b>51</b>	<b>73</b>	<b>1</b>	<b>25</b>	<b>2</b>	<b>58</b>	<b>61</b>
<b>5</b>	<b>30</b>	<b>43</b>	<b>56</b>	<b>64</b>	<b>13</b>	<b>23</b>	<b>31</b>	<b>53</b>	<b>64</b>
<b>10</b>	<b>21</b>	<b>35</b>	<b>52</b>	<b>71</b>	<b>2</b>	<b>28</b>	<b>43</b>	<b>52</b>	<b>73</b>

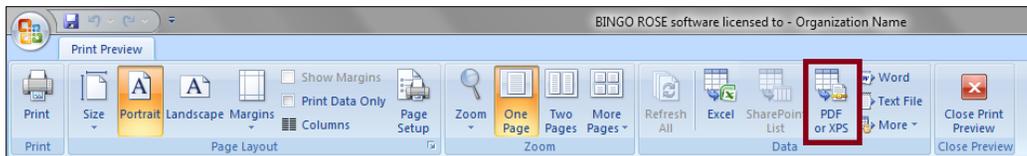
**Your Sponsor Image Here**

Modify the C:\Bingo Hall Plus\Images\two bingo card logo.jpg file with your custom design before creating these cards.

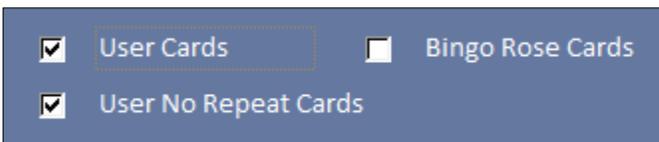
## Special No-repeat 3 ON Bingo card sheets with logo

Bingo Hall Plus includes the ability to print 100 8.5"X 11" 3 ON no-repeat Bingo card sheets with your corporate logo or sponsor advertisement. All 75 numbers appear on each sheet, three of which are identified as not on any of the 3 Bingo cards. This makes playing the game easy and fun for all participants.

Selecting the No Repeat Cards button will create the file with the image that is in the 340 X 350 pixel dimension logo / ad image file (C:\Bingo Hall Plus\Images\print logo.jpg file).



Save that file as a pdf file and print all the cards or just the number you need. Name the file for easy identification. Laminate them for long lasting use.



Cards created with this feature can use the card validation feature of the software. These cards are considered User Cards

because of the ability to add a user logo / ad image. As such, when both the User Cards and User No Repeat Cards check boxes on the Utility Switchboard are activated, the installed database of these cards is used to verify winning Bingo cards.

### 3 ON Bingo card sheets with logo and banner

The software provides more flexibility in creating Bingo cards for special events that enables use of the Card Validation feature (Bingo Rose cards).

Two areas of the printed cards are customizable, the top banner and lower right logo.

The top banner is the 700 X 100 pixel C:\Bingo Hall Plus\Images\print logo 3ON banner.jpg file. The lower right logo is the 340 X 400 pixel C:\Bingo Hall Plus\Images\print logo 3ON.jpg file.

To create the cards (after the graphics have been modified as required), enter a Start Range and End Range (no greater than 33333) and select the Three On button.

Note that the larger the range, the more time it will take to create the required file.

**Special Cards**

Start Range

End Range

One On
Two On

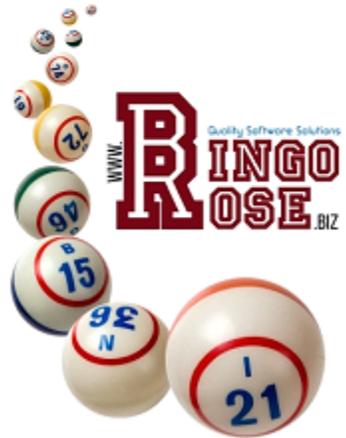
Three On



<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
<b>13</b>	<b>30</b>	<b>39</b>	<b>52</b>	<b>75</b>
<b>4</b>	<b>24</b>	<b>31</b>	<b>51</b>	<b>61</b>
<b>1</b>	<b>26</b>	<small>85516</small>	<b>55</b>	<b>64</b>
<b>5</b>	<b>25</b>	<b>40</b>	<b>47</b>	<b>73</b>
<b>11</b>	<b>20</b>	<b>32</b>	<b>54</b>	<b>67</b>

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
<b>6</b>	<b>29</b>	<b>41</b>	<b>47</b>	<b>72</b>
<b>13</b>	<b>24</b>	<b>39</b>	<b>49</b>	<b>73</b>
<b>5</b>	<b>30</b>	<small>71200</small>	<b>50</b>	<b>66</b>
<b>14</b>	<b>18</b>	<b>45</b>	<b>52</b>	<b>65</b>
<b>3</b>	<b>27</b>	<b>44</b>	<b>51</b>	<b>75</b>

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
<b>1</b>	<b>22</b>	<b>38</b>	<b>56</b>	<b>66</b>
<b>5</b>	<b>30</b>	<b>37</b>	<b>60</b>	<b>62</b>
<b>3</b>	<b>28</b>	<small>95756</small>	<b>50</b>	<b>69</b>
<b>8</b>	<b>18</b>	<b>35</b>	<b>51</b>	<b>74</b>
<b>13</b>	<b>16</b>	<b>32</b>	<b>55</b>	<b>75</b>

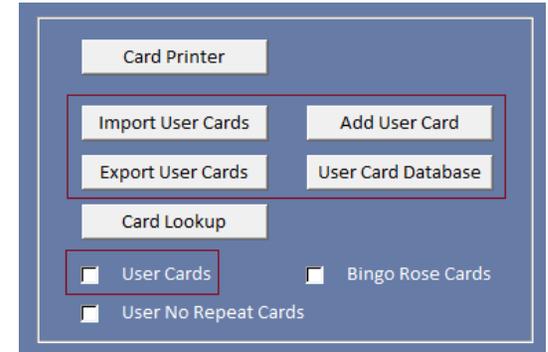


# The User Card Feature

## The User Card Feature - Import your own Bingo card perms to enable the Card Validation utility

Want to use the Bingo cards you already have? The Bingo Hall Plus software allows you to import the perms from your own Bingo cards with User Card utilities, accessible from the Utility Switchboard.

Once your card perms have been entered into the User Card Database, you place a check mark in the User Cards check box to make the Card Validation # textbox on the Bingo Hall Plus main screen visible and to enable card search from that database.



Entering a card number in the Card Validation # textbox (User or Bingo Rose cards) will pop up a large display of that card, marked with all balls that have been called to that point in the game in that pattern. Numbers not in that pattern will be dimmed on the displayed card. The last number called will be highlighted with a white background if the Highlight last ball check box is checked on the Utility Switchboard. The name of the current pattern being played is identified at the bottom of the popup. It will be apparent to all patrons from this popup if this is a winning pattern if all numbers in the pattern are highlighted. (Image left shows the Top Hat pattern with last number called being O68. N368 and G58 have not been called.) (Some of the pre-installed patterns that offer multiple ways to win are marked in a different fashion for clarity.)

User cards can be entered into the program in two ways, individually and by bulk import.

### User Card Database

The User Card Database can be viewed by selecting the User Card Database button on the Utility Switchboard. It comes populated with 36,000 card perms (Card # 1 to 36,000) believed to work with

some Bingo paper company Cards 1 to 36,000 paper. (These perms were provided to us by a customer sponsoring TV Bingo for whom we created a custom solution which allows them to identify when a winning card is possible.) However, Bingo Rose does not currently have access to perms from specific providers of commercial Bingo paper. A pdf file format list of the installed user perms is available on our website for comparison with Bingo paper company paper perms available to purchase. (See 'Interesting facts about Permutations' below.)

Card No.	1	2	3	4	5	6	7	8	9	10	11	12	14	15	16	17	18	19	20	21	22	23	24	25
1	6	4	13	8	11	18	16	20	25	29	45	43	36	41	54	58	46	56	51	66	70	69	68	63
10	8	10	7	15	6	25	17	26	19	21	39	42	32	40	54	52	56	59	46	66	63	74	73	67
100	6	1	4	15	7	24	29	16	20	23	44	35	38	45	54	57	47	46	60	67	69	74	72	61
1000	9	14	5	1	6	16	28	26	30	24	36	42	39	35	48	59	56	49	47	69	62	72	64	66
1001	11	15	8	6	3	27	23	20	19	17	42	33	40	31	52	58	57	54	55	63	73	70	64	68
1002	13	4	2	12	7	18	21	22	29	25	45	36	32	44	60	49	53	46	50	61	74	65	71	75
1003	11	7	5	15	3	25	27	24	18	26	38	40	39	34	58	52	54	53	49	74	69	71	63	61
1004	9	8	12	14	2	29	21	23	28	30	42	41	35	40	56	48	46	57	51	67	73	75	64	72
1005	10	6	1	15	4	22	19	20	18	16	35	33	41	34	60	54	47	59	48	71	62	65	68	66
1006	12	4	9	14	13	27	21	16	30	25	40	36	38	37	48	52	53	59	54	65	62	64	73	71
1007	11	6	8	12	7	22	20	27	28	19	45	44	33	35	47	60	56	49	50	61	70	75	63	68
1008	7	2	1	5	3	26	29	24	18	23	43	39	31	44	46	58	51	55	57	74	71	69	73	66
1009	3	4	15	12	14	16	28	29	21	17	43	39	42	33	54	52	55	60	47	69	68	74	71	64
101	4	7	10	13	14	19	22	25	28	29	34	37	40	44	49	52	58	55	54	64	65	66	67	68
1010	11	1	14	5	7	24	25	22	29	27	42	41	38	37	49	48	51	50	59	62	73	67	65	74
1011	8	10	6	2	9	26	22	20	19	18	38	33	32	39	57	58	46	56	50	61	70	66	72	63
1012	11	12	2	14	5	24	23	28	25	29	40	42	34	45	55	53	60	46	59	62	67	70	74	75
1013	8	1	7	13	9	19	22	20	17	18	39	37	32	35	47	58	57	49	55	65	71	73	69	68
1014	3	6	4	8	13	16	21	22	26	30	43	35	45	44	59	48	53	56	54	64	72	63	66	61
1015	4	9	11	12	6	17	19	20	26	29	39	33	34	41	58	56	55	50	48	66	62	75	71	61
1016	15	13	6	7	1	23	18	28	24	30	41	31	39	33	60	52	54	49	53	63	72	67	68	70
1017	4	8	14	13	2	22	27	25	16	21	43	42	44	36	57	47	51	59	46	73	69	65	74	64
1018	8	9	4	5	15	21	26	27	17	30	43	42	33	37	47	46	48	55	53	66	73	64	75	63
1019	10	1	11	14	12	18	29	24	23	28	42	44	41	37	54	55	57	52	51	74	68	62	72	71

We do, however, provide you with simple methods of importing the information necessary for you to use with the Card Validation utility in the Bingo Hall Plus program should you have access to perms from your Bingo paper provider or wish to add perms for game boards you currently use or are considering purchasing.

Card numbers must be unique. Should you wish to enter a card number that already exists in the database, you must first delete the already existing card from the database. Select the card row prior to selecting the Delete Card button. Or if you wish to delete the entire database, select the Delete All

Cards button. (You may wish to make a backup of the database prior to deletion of any card records using the Export User Cards utility in case you wish to re-import that data at a later date.)

NOTE: Should you choose to import cards other than the pre-installed user card database into the database, it is recommended that you first delete the installed User Cards.

The Sort button on the User Card Database toggles between two sort orders of the database for review purposes. Sorting the database may help you find a specific card, delete a specifically selected card, or delete all of the user cards stored in the program.

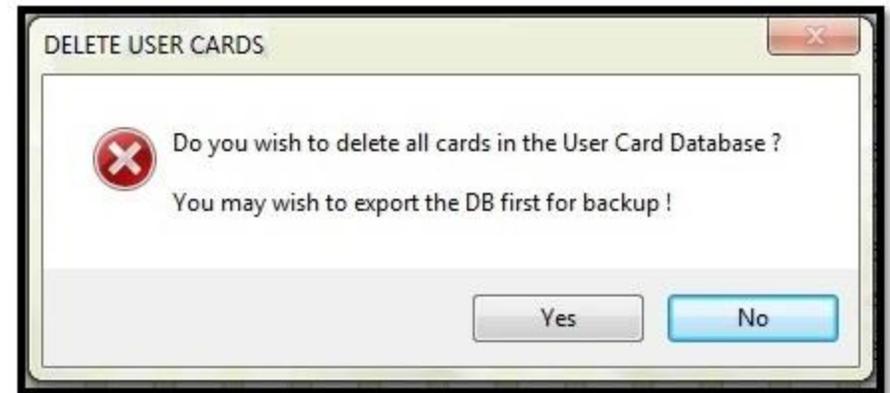
The default sort order in the User Card Database is based upon the Card Number, which is stored in text format. Thus it is sorted by alpha then numeric order, i.e. A10 comes before A2. Select the Sort button to change the sort order numerically (the button wording will change to Sort Card). In this way, it is easier to search the database to find a card that matches a particular card pattern. Column 1 represents the top-most number under the B, whereas column 14 represents the number directly below the center or FREE space on a Bingo card. There is no Column 13 as that is a FREE space.



To delete a specific Card #, select the record for that card and then select the Delete Card button. You will be prompted for confirmation prior to deletion of that card.

Likewise you can delete all of the cards in the User Card database in preparation for

importation of a new card set by selecting the Delete All Cards button.



Find Card >>>

1562

You can also search for a particular Card # in the database if you wish to verify the correctness of the record by entering that number in the field provided and selecting the Find Card >>> button. Click the Sort Card button to return all database records to the screen.

### Import User Cards - An easy way to bulk enter your card perms

The most effective method of adding user card information into the program is to create a file that can be used to import the data as a batch process. This csv format file, named cards.csv and located in the Bingo Hall Plus/History directory, can be created with a text editor or Microsoft Excel. You can use the installed template file as an example. (This template file contains the data installed by default in the User Card Database. Note that this file must not be deleted from the Bingo Hall Plus/History directory.) The file is imported by selecting the Import User Cards button on the Utility Switchboard.

NOTE: With bulk importation of card numbers, duplicates will not be entered and no message will be displayed identifying which cards were not entered. Also note that Card Numbers are restricted to 5 characters.

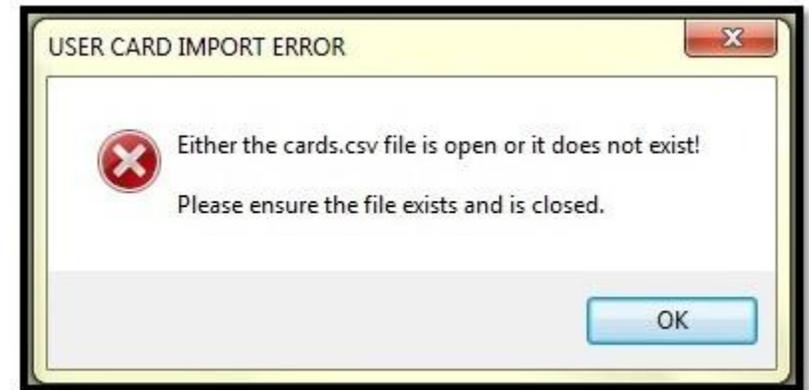


The first column identifies the card number. The second column reflects the number in the top-most B column of the Bingo card, the seventh column reflects the top-most number in the I column of the Bingo card, and so on. Note that the fourteenth column reflects the square below the card center as the center square or FREE space is not recorded.

Card records that will create duplicate card names will not be imported. Card names that exceed 5 characters will be truncated and thus inappropriate for this database.

NOTE: It is best to create a file with just a few entries to test before going through the effort of entering all of the cards incorrectly.

If the cards.csv file is open or has been removed from the Bingo Hall Plus/History directory, import of User Cards is not possible. An error message will be displayed.



It is recommended that a copy of the cards.csv file be maintained in a separate directory in case an error is encountered when creating a new file. (Note that any reinstallation of the software will overwrite any files installed with the software and therefore a backup copy of any custom database is essential.) You can also export the current User Database by selecting the Export User Cards button on the Utility Switchboard. This file will

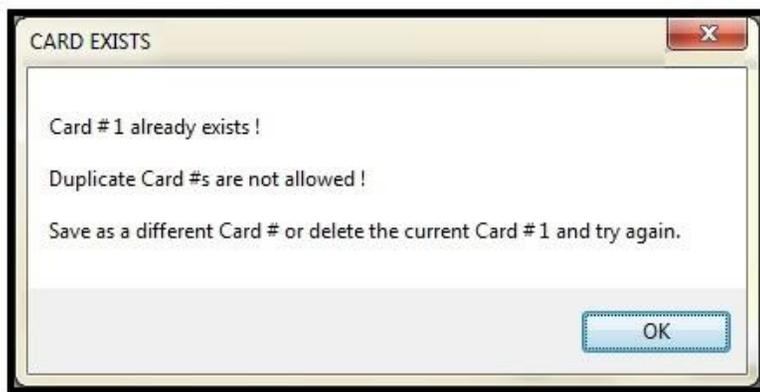
export to the Bingo Hall Plus/History directory as a date stamped file named similar to User Cards December 22 2023 1209.csv. If you wish to re-import that database, you need to rename the file to cards.csv before selecting the Import User Cards button. (NOTE: Added in Version 4.1, when the Import User Cards button is selected, the currently stored User Card database is exported to a file in the History folder named similar to "User Card Import History December 22 2023 1207.csv" before the new import takes place to ensure a pre-change history is maintained. Be patient while the entire process takes place. The 'User Cards have been imported' popup will display when the import process is completed.)

## Add User Cards - An easy way to enter individual card perms

The Add User Card utility (right), accessible from the Utility Switchboard, allows the user to enter individual cards into the program. Each card must have a unique Card #. The numbers from a user card are entered on the displayed card, a card number is entered in the Card # textbox, and the Add Card button is selected.

B	I	N	G	O
1	16	31	46	61
2	17	32	47	62
3	18	Card	48	63
4	19	34	49	64
5	20	35	50	65

Card # 1 Add Card Close



A warning message will warn if the selected card number is already in the program. If you wish to replace the card already in the program, you must delete the existing card record prior to entering the new card with the User Card Database utility described above.

## Interesting facts about Permutations

Each bingo card is different from every other card by changing the numbers under a vertical row(s) so that the same exact numbers do not appear on more than 1 card. This is referred to as a permutation (perm).

The possible arrangement of numbers on each card is practically limitless. In fact, the possible number of cards has been calculated to be 552,446,474,061,129,000,000,000,000 (almost 552.5 septillion) of which 4,976,640,000 (almost 5 billion) have the exact same 24 numbers, but in a different arrangement. If you could print one million cards per second it would take 17,505,972,382,599 years to print every possible card!

There have been literally millions of bingo cards designed by multiple manufacturers. In order to keep track of this multitude of cards, they are numbered, i.e. the number that appears in the "FREE space." In general, card number 1 (FREE space #1) will always be identical to other card #1s in that the exact same numbers will appear in exactly the same place on each card. The exception to this rule is that different manufacturers have designed their own unique cards.

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# The Ball History Feature

Don't believe that all of the balls are "in the drum" for the current game? We won't let you see what our unique random number generator has in store for the current game (except for the Next Ball if that feature is selected) to ensure that no foul play is possible. However, when a New Game is selected, the current game is stored for review and analysis. The Ball History header maps how to read the data represented for each game recorded.

Ball History																																								Wednesday, December 27, 2023			
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				
																																			Balls Called	Game Closed							
Serial: 1				Pattern: Six Pack																①																							
32	68	38	9	29	74	50	56	20	3	63	43	25	13	61	16	66	59													18	12/27/2023 12:10:05 PM												
Serial: 0				Pattern: Check																②																							
																	72	64	23													18	12/27/2023 12:08:08 PM										
Serial: 0				Pattern: Check																③																							
33	54	67	26	6	58	61	47	2	13	39	37	50	20	45													15	12/27/2023 12:06:47 PM															
Serial: 0				Pattern: Coverall Odd ④																																							
2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	69			38	12/27/2023 12:05:40 PM		
Serial: 0				Pattern: Coverall Even ⑤																																							
1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	74			1	12/27/2023 12:04:45 PM	
Serial:				Pattern: Cornerstone ⑥																																							
46	41	24	45	33	32	13	28	37	44	23	4	22	8	39	74	65	26	68	55	25	38	34	71	42	53	62	21	14	52	57	12	56	64	72	17	47	19	27	63			41	12/27/2023 12:03:57 PM

Explanation: All games were closed on December 27, 2023 at the time indicated.

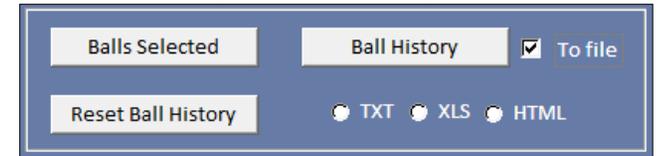
- 18 numbers were called in Manual mode after pre-programmed mode first game played [Serial: 1]. (Six Pack Pattern)
- Previous game was restored and another 3 numbers called. (Check pattern)
- 15 numbers were called in Manual mode. (Check pattern)
- Coverall Odd pattern was selected and 1 extra number called - (Non-Wild count selected on Utility Switchboard)
- Coverall Even pattern was selected and 1 extra number called - (Non-Wild count de-selected on Utility Switchboard)
- Cornerstone pattern was selected in Auto mode. 41 numbers were called, last was G54, next would be G50.

Page 1 of 1

Every ball, called or not, is accounted for! You can readily see what order the balls were / would have been called, the number of balls actually called, and a date and time stamp of when the game was officially terminated (New Game button selected). If Manual mode, Wild Ball, Wild Row, or Restore Last Game were utilized (i.e. the full random process was bypassed), only the information for those balls called will be recorded. In the case of a game where the Restore Last Game feature was used, only the balls subsequently called are displayed for that record. (The absence of information for

numbers called in the 1 or subsequent fields is a clear indication that the Restore Last Game feature was used to start that game.) The restored numbers will be displayed in the previous record.

If you check the To file check box and select Ball History, the data from the report will export to a file of the selected type (TXT, XLS, or HTML) for review and possible further analysis.



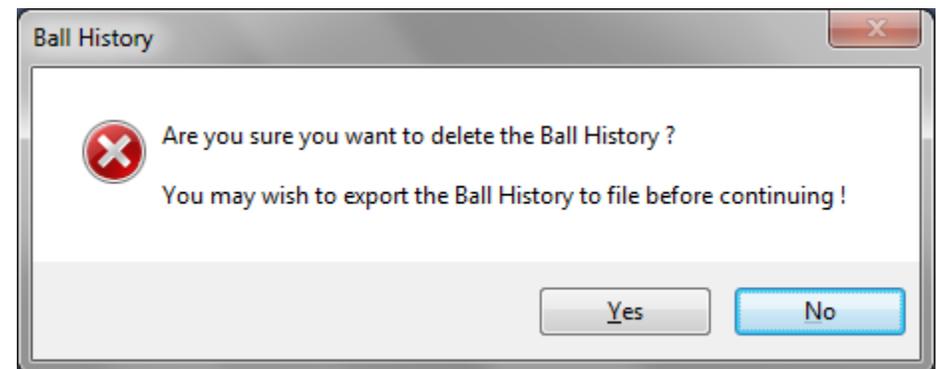
A screenshot of a Notepad window titled "Ball History.txt - Notepad". The window displays a table with 10 columns and 7 rows of data. The columns are numbered 1 through 10. The data is as follows:

1	2	3	4	5	6	7	8	9	10
56	6	41	17	33	70	47	72	52	1
42	19	60	58	45	47	3	66	20	3
55	4	2	68	8	60	46	18	25	1
73	16	13	6	59	54	1	9	11	2
33	45	66	58	17	51	55	75	65	1
69	7	16							

Originally designed to export the history to a TXT file (left), this feature was expanded to allow export to XLS and HTML formats.

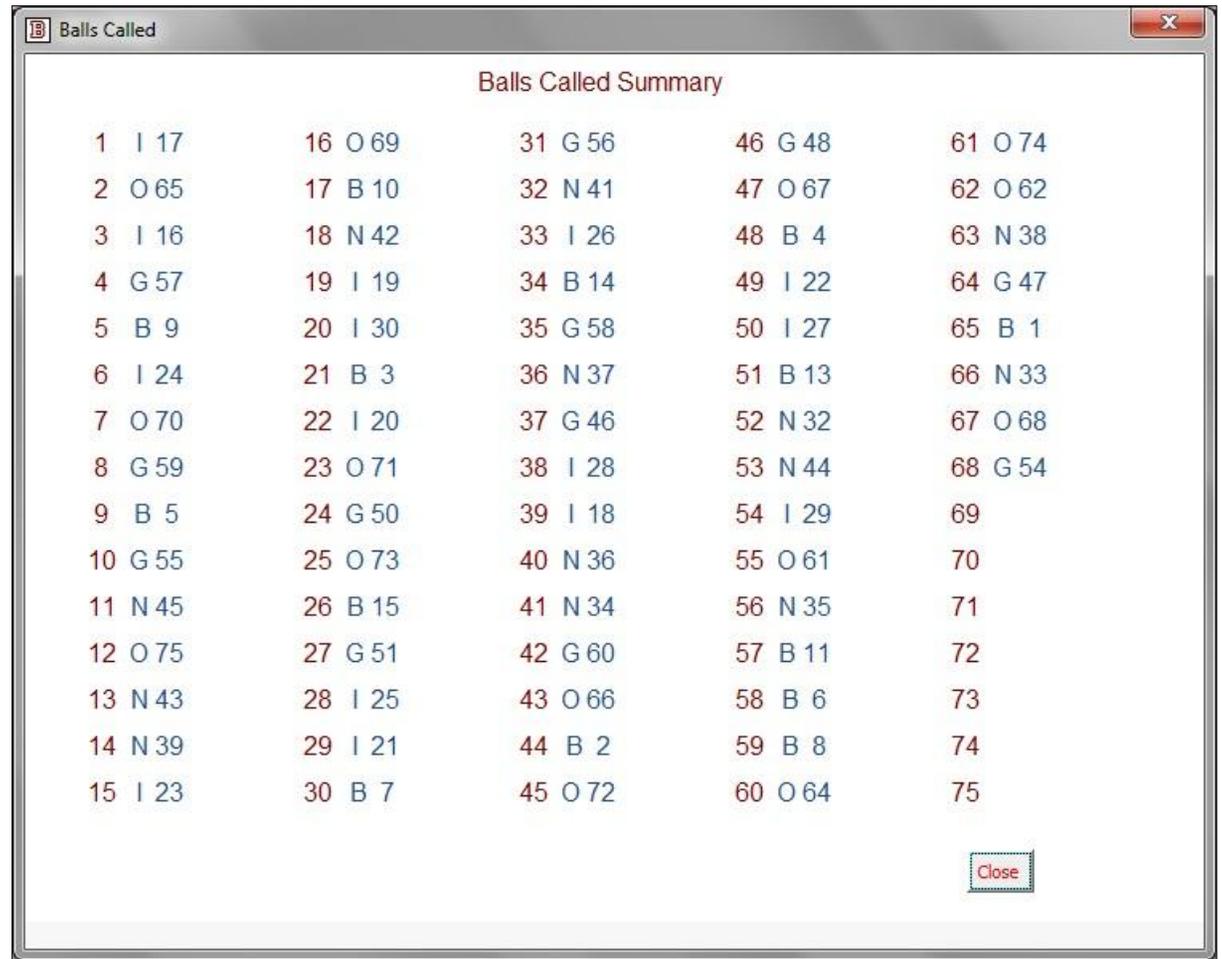
Select the Reset Ball History button to delete all previously stored history for the current event that is not needed (i.e. data collected prior to the actual start of the event). You might want to save the report as a file named with reference to the date of the event for historical purposes.

When you exit the software using the Exit button, the software automatically creates a date stamped pdf file in the C:\Bingo Hall Plus\History folder and deletes the current history to prevent unnecessary file expansion (ex. Bingo 20231214 0906.pdf).



## Balls Called Summary

During a game you may wish to review what order the selected balls were called. Select the Balls Selected button to popup the Balls Called Summary. All balls in play, including those eliminated using the Wild Row or Wild Ball features, will be displayed according to the order they were called. There is no print ability for this summary, however, if you need to keep this data as displayed, you could always take a screen print and copy it into a photo editing software like Paint.



The screenshot shows a window titled "Balls Called" with a "Close" button in the top right corner. The window displays a "Balls Called Summary" table with 75 rows, each representing a ball called during the game. The balls are listed in five columns, with their call order (1-75) and color (I, O, G, B, N) and number.

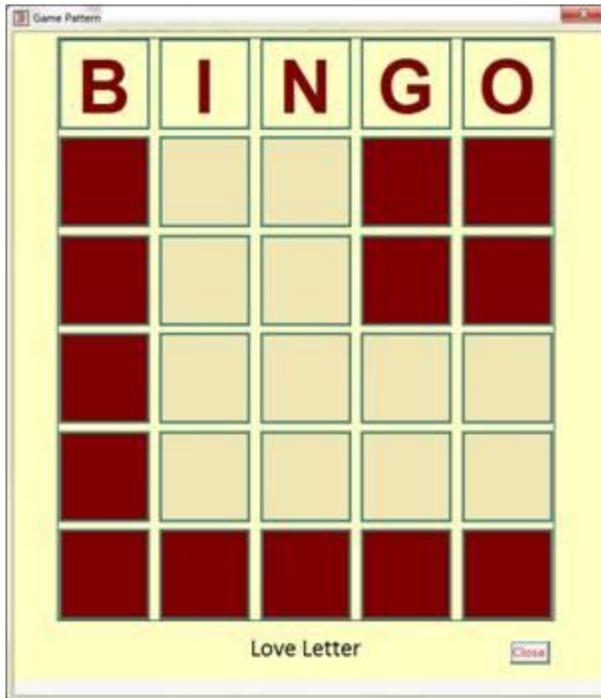
Balls Called Summary				
1 I 17	16 O 69	31 G 56	46 G 48	61 O 74
2 O 65	17 B 10	32 N 41	47 O 67	62 O 62
3 I 16	18 N 42	33 I 26	48 B 4	63 N 38
4 G 57	19 I 19	34 B 14	49 I 22	64 G 47
5 B 9	20 I 30	35 G 58	50 I 27	65 B 1
6 I 24	21 B 3	36 N 37	51 B 13	66 N 33
7 O 70	22 I 20	37 G 46	52 N 32	67 O 68
8 G 59	23 O 71	38 I 28	53 N 44	68 G 54
9 B 5	24 G 50	39 I 18	54 I 29	69
10 G 55	25 O 73	40 N 36	55 O 61	70
11 N 45	26 B 15	41 N 34	56 N 35	71
12 O 75	27 G 51	42 G 60	57 B 11	72
13 N 43	28 I 25	43 O 66	58 B 6	73
14 N 39	29 I 21	44 B 2	59 B 8	74
15 I 23	30 B 7	45 O 72	60 O 64	75

Every time this button is selected, however, the data is added to the C:\Bingo Hall Plus\History\current game.txt file which can be used to review a game. (You may wish to occasionally delete the contents of this file as the data is cumulative.)

# Patterns

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Pattern displays - Grid, Image, or Rotating. You have the power.



The Bingo Hall Plus software adds flexibility to your pattern display needs. Close to 120 patterns are pre-programmed. Don't like a pattern, delete it. Used to calling one of our patterns by a different name, rename it. Have a pattern we don't have, easily create it and save it. (NOTE: It is highly recommended that you *do not* re-name or delete any pattern that is installed with the software as many are connected to other features that may have a negative and unforeseen effect.)

Standard Grid - All patterns start by creation of a basic grid design (shown in image on left). Create new patterns by selecting the Custom pattern from the Pattern dropdown on the main screen. (Read more about Standard Grid patterns in the Grid Patterns section below.)

Image patterns - Some patterns are best created with an image, such as multiple Bingo patterns for a particular game. These images can be created external to the program and associated with an established standard grid pattern. As such, the image will display rather than the grid display. A pattern image is installed for each pre-programmed pattern. (Read more about how to create your own image patterns in the Image Patterns section below.)

Rotating patterns - Have a pattern that would be too complicated to express as either a grid or single image? With a bit of planning, each possible combination of a winning pattern can be added to the program. (Read more about Rotating patterns in the Rotating Patterns section below.)

### Plan your pattern displays in advance

Pattern Schedule

Pattern Flow	Paper Colour	Progressive	Pattern Flow	Paper Colour	Progressive
Pattern 1 Regular Bingo	1		Pattern 21 Regular Bingo	1	
Pattern 2 Letter T	1		Pattern 22 Regular Bingo	1	
Pattern 3 Regular Bingo	2		Pattern 23 Regular Bingo	1	
Pattern 4 Six Pack	3		Pattern 24 Regular Bingo	1	
Pattern 5 Regular Bingo	4		Pattern 25 Regular Bingo	1	
Pattern 6 Telephone Pole	5		Pattern 26 Regular Bingo	1	
Pattern 7 Coverall	5		Pattern 27 Regular Bingo	1	
Pattern 8 Regular Bingo	6		Pattern 28 Regular Bingo	1	
Pattern 9 Special T	7		Pattern 29 Regular Bingo	1	
Pattern 10 Shaded Unshaded	8		Pattern 30 Regular Bingo	1	
Pattern 11 Open House	9		Pattern 31 Regular Bingo	1	
Pattern 12 Star Burst	10		Pattern 32 Regular Bingo	1	
Pattern 13 Regular Bingo	11		Pattern 33 Regular Bingo	1	
Pattern 14 Picnic Table	11		Pattern 34 Regular Bingo	1	
Pattern 15 Top Hat	12		Pattern 35 Regular Bingo	1	
Pattern 16 Coverall	12		Pattern 36 Regular Bingo	1	
Pattern 17 Regular Bingo	1		Pattern 37 Regular Bingo	1	
Pattern 18 Regular Bingo	1		Pattern 38 Regular Bingo	1	
Pattern 19 Regular Bingo	1		Pattern 39 Regular Bingo	1	
Pattern 20 Regular Bingo	1		Pattern 40 Regular Bingo	1	

Event 1

Event 1 of 7
 Schedule Ads
  Schedule Patterns

The game pattern sequence can be set up in advance to facilitate smooth transition between games. This is set up via the Pattern Schedule feature accessed by selecting the Program Patterns button on the Utility Switchboard.

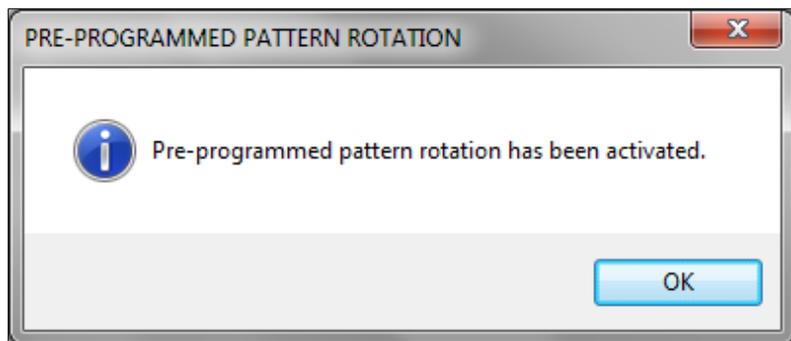
You can pre-program up to 7 events with 40 pattern transitions each. Each event name can be changed for easy recognition by replacing the text in the Event number field (i.e. Event 1 can be changed to Monday's Bingo).

Any changes to this form are retained and therefore for many users, once set up, activating this feature will be as simple as selecting the Event and placing a check mark in the Schedule

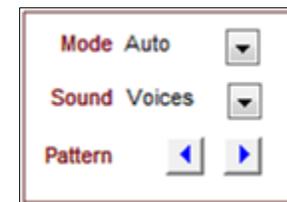
Patterns check box before closing the form when the program is launched.

When selected, the dropdown to the right of the Pattern identified for the Pattern sequence number you are setting will display all patterns stored in the program. Select the desired pattern for that stage of your event to display that pattern in the schedule.

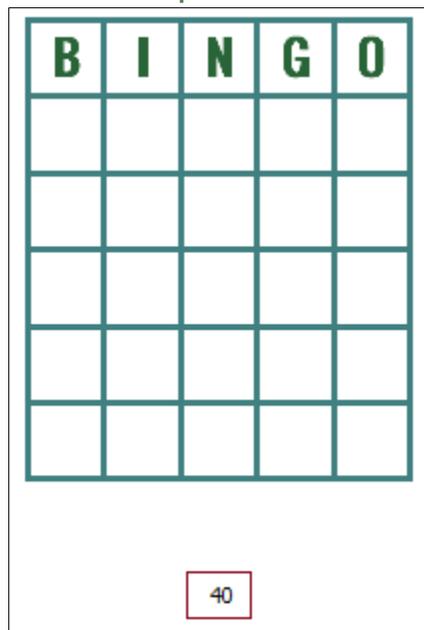
You can also pre-program the pattern pop-up background colour to match the colour of paper you are using for that game. If a colour you need is not on the list, you can easily add it. (See Create a Pattern background colour below.)



When the Close button is selected with a check mark in the Schedule Patterns check box, the pre-programmed pattern schedule for that event is activated. A popup message alerts that the pre-programmed pattern feature is activated. In addition, the default single pattern dropdown is replaced with



the double pattern controls. (Image on right)

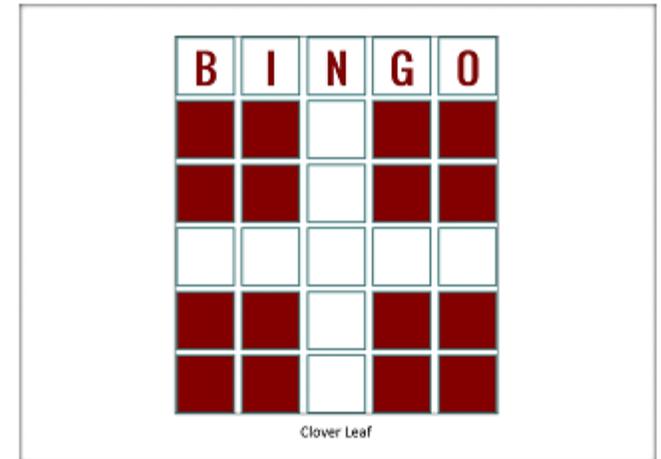


The pattern sequence number indicator appears below the pattern grid. (Image on left) Pattern 40 is the default start location so that when the New Game button is selected to start the event, the 1<sup>st</sup> pattern will pop up.

You can activate a particular pattern in the schedule by using the left (left allows you to go to a previous pattern) and right (right allows you to go to a next pattern) pattern buttons to navigate to the pattern associated with the pattern number from your pre-programmed setup. Use of these controls does not reset any numbers displayed as called at that stage of

the game. You can automatically advance to the next pattern by selecting the New Game button which also clears all called numbers from the screen.

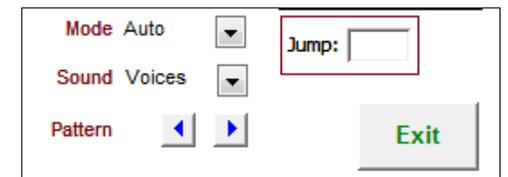
A large pop-up representation of the current pattern is prominently displayed whenever a change in pattern is effected. A smaller representation of that pattern (right) is displayed on the main screen during the game when the popup is closed. You can make the large popup image reappear by double-clicking on any image pattern or on the pattern name below a grid pattern display.



Clover Leaf

Note that when the software is shut down, the pre-programmed pattern feature is deactivated.

If while in pre-programmed mode the software is accidentally shut down, when the software is re-launched and the pre-programming mode is activated you can quickly navigate to the pattern you need by using the Jump feature (thus eliminating the need to scroll through all of the patterns leading up to the desired stage of the game). This feature is only available when the pattern sequence number indicator indicates "40". Double click on the word Pattern (image above) to expose and activate the Jump textbox. Enter the pattern sequence number for the game previous to the one you wish to go to (a value from 1-40) and select Enter. The "40" will change to that number. Then select New Game to advance to the game pattern you wish to be at for your pre-programmed event.





When the pre-programmed pattern feature is not activated, and the New Game button is selected, the Default Pattern identified on the Utility Switchboard will be displayed. (Note that if you will be using more than one pattern, the Blank selection is your best option.)

If the pattern has not changed, the popup of the new pattern will not display.

---

## Create a Pattern background colour

If the colour of your paper is not available on the dropdown list on the Pattern Schedule form, you can add it using the Pattern Colour Background form accessible by selecting the Background Colours button on the Utility Switchboard.

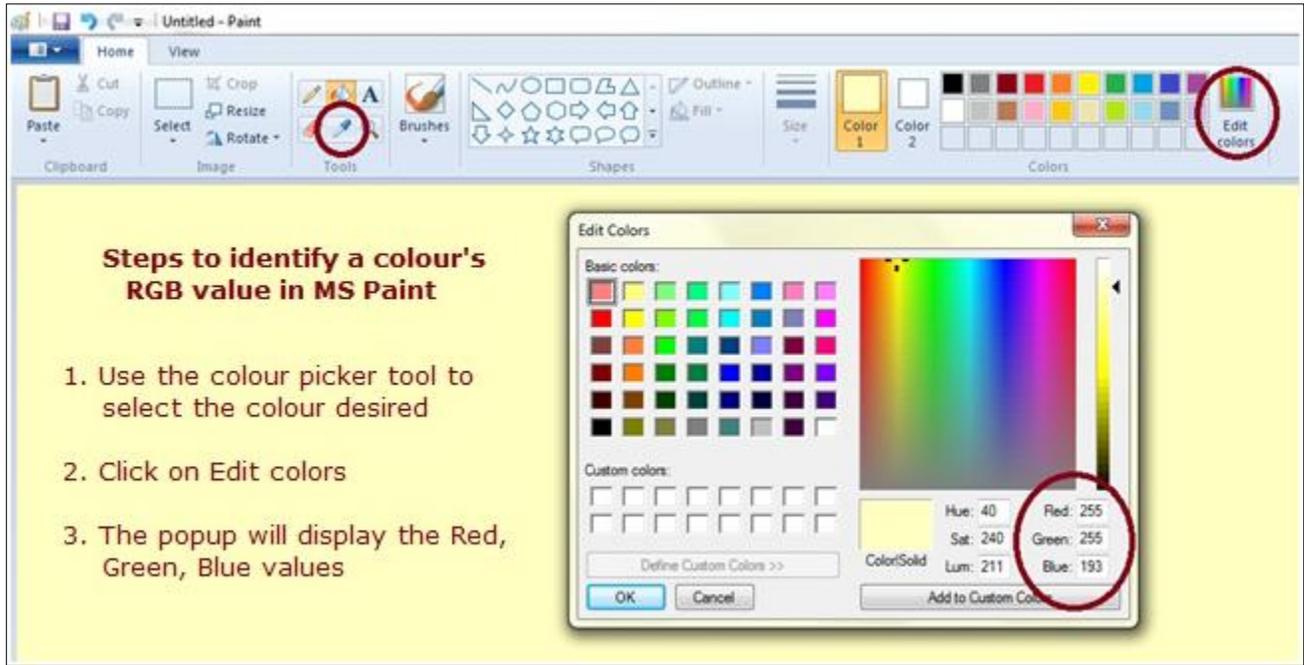
The screenshot shows a window titled "Pattern Colour Background". At the top, there is a color chart with 12 color swatches, each with a number and name, and its RGB values. Below this is a table with 11 rows and 5 columns: Index, Red, Green, Blue, and Colour Name. The table contains the following data:

Index	Red	Green	Blue	Colour Name
1	1	157	182	Blue
2	247	143	30	Orange
3	0	141	91	Green
4	255	241	2	Yellow
5	246	142	139	Pink
6	190	191	193	Gray
7	131	169	60	Olive
8	175	117	95	Brown
9	237	49	38	Red
10	145	59	124	Purple
11	35	33	34	Black

At the bottom of the form, there is a section for deleting an index. It includes a dropdown menu labeled "Index to delete:" with a downward arrow, a "Delete Index" button, and a "Close" button.

You can delete any new colour index you add (any numbered above the default 13) if you no longer require that colour. You can also modify the colour of the first 13 indexes if desired.

The colour chart displayed at the top of the form is provided to show the RGB values used in the Bingo Hall Plus card creation utility should you need to reset those values.



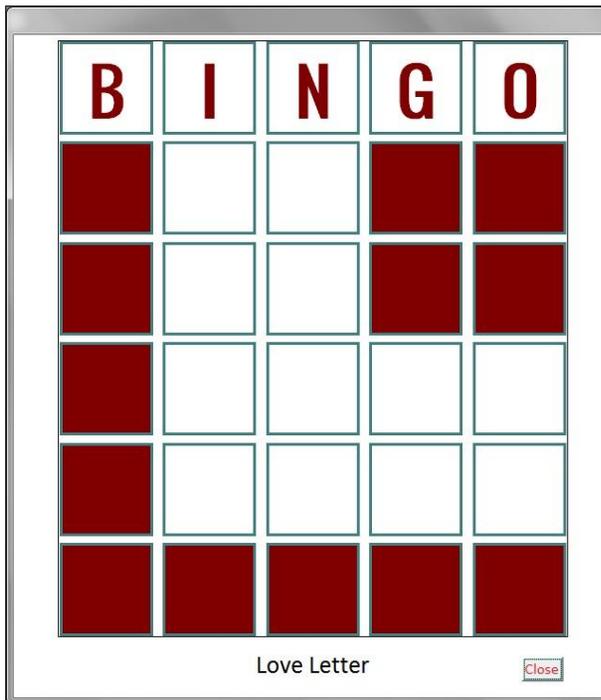
**Steps to identify a colour's RGB value in MS Paint**

1. Use the colour picker tool to select the colour desired
2. Click on Edit colors
3. The popup will display the Red, Green, Blue values

You can obtain the values of the RGB() (Red, Green, Blue) values by scanning your paper into a computer and using a program like MS Paint to select the colour to see its values.

# Grid Patterns

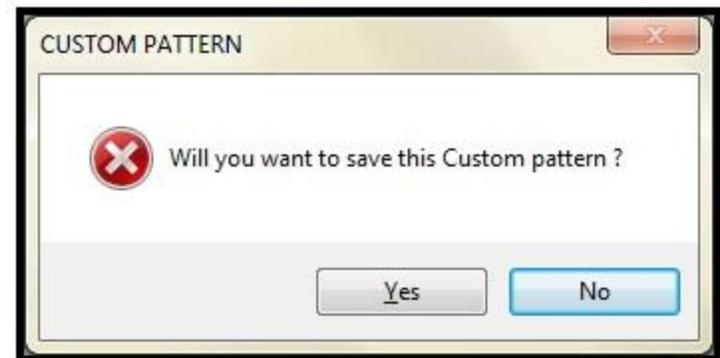
## Pattern displays - All patterns start as a Grid



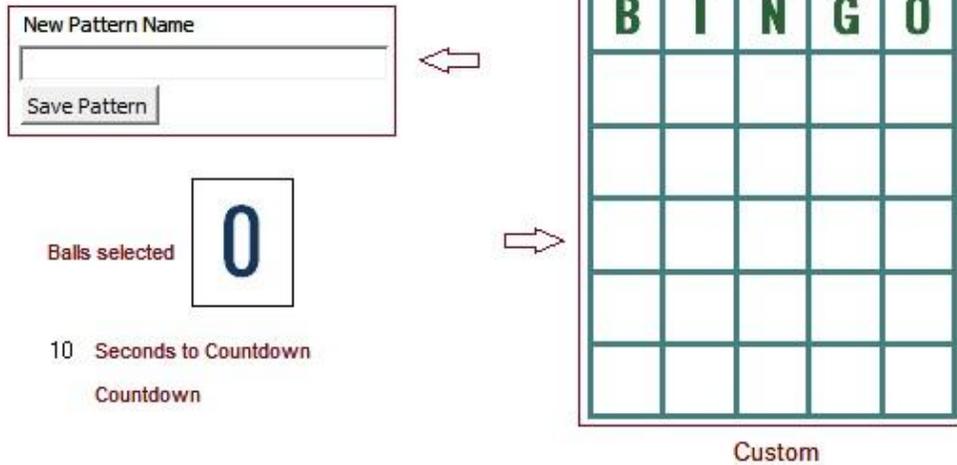
The Bingo Hall Plus software has close to 120 patterns pre-programmed. However, your imagination is the limit when it comes to patterns you can create with this software. Easily create and save your pattern for future use.

Standard Grid - All patterns start with a basic grid design (popup display of the Love Letter pattern shown in image at left). You can create new patterns by selecting the Custom pattern from the Pattern dropdown on the main screen. (Note that the Pattern dropdown is not available if pre-programmed patterns is activated.)

When the Custom pattern is selected, you will be asked if you wish to save the pattern. Select Yes to display the New Pattern Name control that will allow you to name the pattern to be saved after it is created in the BINGO grid. If No is selected, only a temporary pattern image can be created on the main screen.



## Create your custom pattern



Even if you will be creating an image or a rotating pattern, you will need to add the name of the pattern in the New Pattern Name textbox to add the pattern to the program.

Initially a blank mini pattern is displayed. A single-click in a pattern square will highlight that square, and a double-click will remove the highlighting. There is no need to complete this step if a pattern image will be

associated with this pattern, especially when multiple ways to win with this pattern are possible. (NOTE: If no pattern is created in the mini pattern grid, this detail will be unavailable to the Card Validation feature.)

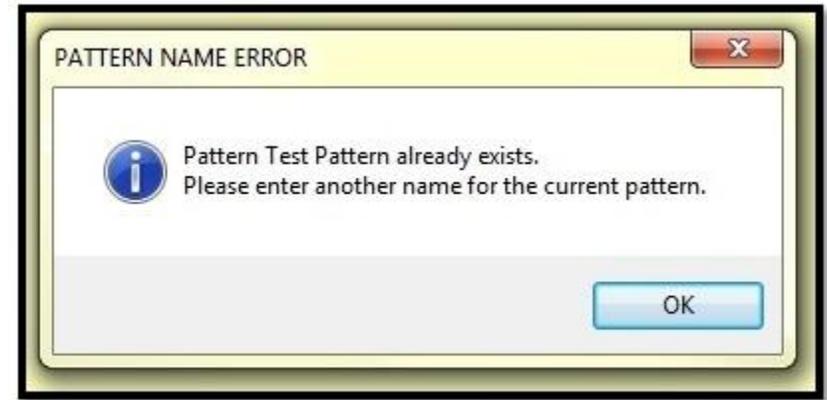
After creating the pattern to display as a grid pattern, enter the New Pattern Name and select the Save Pattern button to store that pattern in the Bingo Hall Plus program. (If you decide to not save a new pattern, select New Game to hide the custom pattern controls.)

## New Pattern messages



When the new pattern is saved, a full-size popup of the saved pattern will display, followed by display of a message indicating the pattern was saved.

If the pattern name already exists, a message so indicating will display. If the pattern is suitable, simply rename the pattern and save it. A utility to rename or delete pattern names is described below.



### Rename or Delete patterns

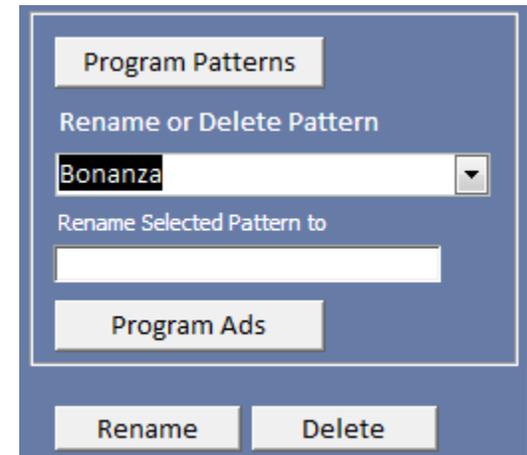
You can rename or delete a pattern by selecting the pattern name from the Rename or Delete Pattern dropdown on the Utility Switchboard.

To rename the selected pattern, type a new name for the pattern in the Rename Selected Pattern to textbox and select the Rename button. You will be warned if you choose to rename to a pattern that is already stored with that name.

To delete the selected pattern, select the Delete button. A message will confirm that the requested action took place.

Note that if you rename or delete a pattern that you have set up in your Pattern Schedule, you must correct the entry using the Program Patterns button on the Utility Switchboard.

(NOTE: It is highly recommended that you *do not* re-name or delete any pattern that is installed with the software as many are connected to other features that may have a negative and unforeseen effect.)



# Image Patterns

## Image Pattern displays - A picture is worth a thousand words

The Bingo Hall Plus software allows you to create images of the patterns you wish to display as an alternative to the Standard Grid pattern. Images are created and saved to the C:\Bingo Hall Plus\Patterns directory. The jpg image file dimension is 900 X 650 pixels.



Some patterns are best created with an image, such as multiple Bingo patterns for a particular game (a sample like the Regular Bingo Patterns image is installed with the software). These images can be created external to the program and associated with an established standard grid pattern. As such, the image will display rather than the grid display.

When this feature is activated (see instruction below), a large popup of the image (left) is displayed for all to view prior to the start of the game. When the popup is

closed, a smaller display of the image (right) replaces the Standard Grid.



Almost 120 pattern images are installed with the software. You can modify these any way you wish. One particular way would be to add a theme border such as a holiday or sponsor logo. You can also deactivate the graphic image in favour of the Standard Grid design. (Do not delete any files installed with the software.)

Identify your image as a pattern

Pattern	Pattern has graphic (same name as Pattern)	Use Rotating Pattern
Cornerstone	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Coverall	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Crazy L	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Crazy T	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Crown	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Diagonal	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Do-Dad	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dog Bone	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Double Stamps	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Empty Glass	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Flag	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Fly Swatter and A Fly	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Four Corners	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Four Corners and a Stamp	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Four Stamps	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Full Diamond	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Full Glass	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Close

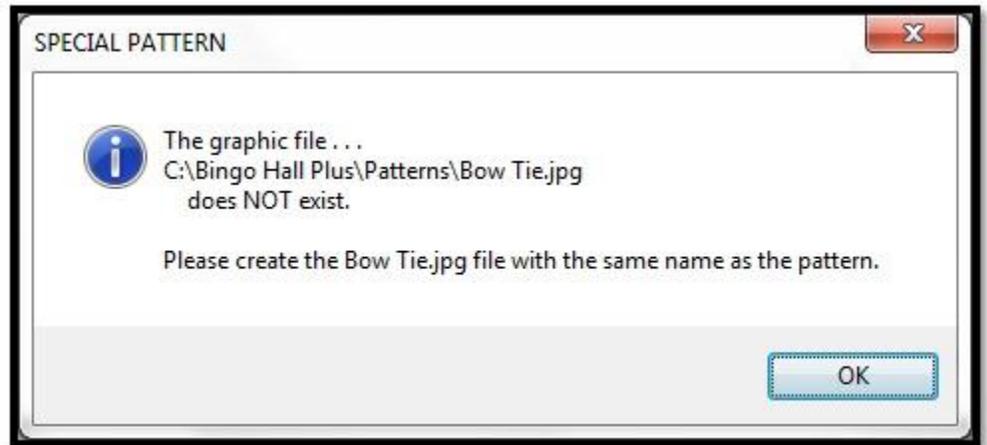
Once your special pattern image has been created, you can identify it to the Bingo Hall Plus program as the image to display as a replacement for the Standard Grid display.

Select the Special Patterns button on the Utility Switchboard to open the Special Patterns form (left). Place a check mark in the Pattern has graphic column beside the pattern name for the image you wish to activate.

If you attempt to place a check mark beside a pattern that does not have an associated pattern image, you will be advised to create the image first and the check mark will be removed.

All patterns installed with the software have a graphic installed in the C:\Bingo Hall Plus\Patterns directory.

When the form is closed, all Image and Rotating Pattern choices are verified to prevent unwanted errors during use before a live Bingo audience. Correct any identified errors prior to use.



### Use just a few Patterns - Create all of those patterns with images

Pattern images allow you to creatively display the current pattern. With a small amount of effort you can create all of the patterns you routinely use as images. A quick start method of acquiring the grid image for your pattern image is to copy the popup image of a pattern by selecting it with the Pattern dropdown on the main screen. Using a program such as MS Paint, modify the copy of the popup to reflect what you would like to appear on the pattern image popup and screen pattern image. Make sure your image dimensions do not exceed 900 X 650 pixels. Use one of the installed jpg files as a guide when creating your pattern images. Be creative and have fun with this flexible pattern display feature to make your installation of the Bingo Hall Plus program look truly proprietary.

Note: Installed with the program are two files that appear the same (Regular Bingo.jpg and Regular Bingo Patterns.jpg). The Regular Bingo Patterns.jpg file is used in association with the Rotating Patterns feature / pattern. This is by design as an example of how this feature works.



# Installed Patterns

B	I	N	G	O
■	■	□	■	■
□	■	□	■	■
□	■	□	■	■
□	■	□	■	■
□	■	□	■	■

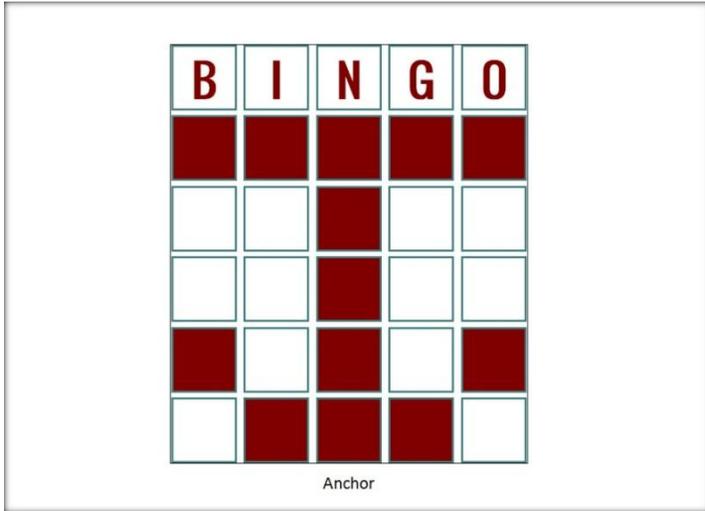
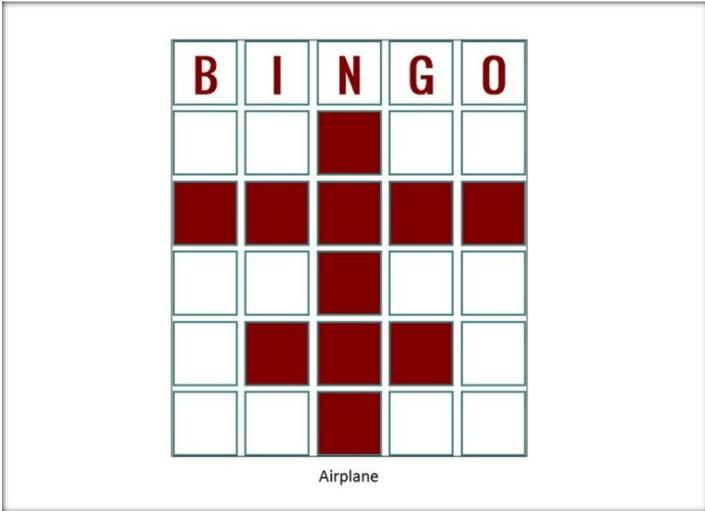
7 - 11

7 - 11

B	I	N	G	O
■	□	□	□	■
□	□	■	□	□
□	■	□	■	□
□	□	■	□	□
■	□	□	□	■

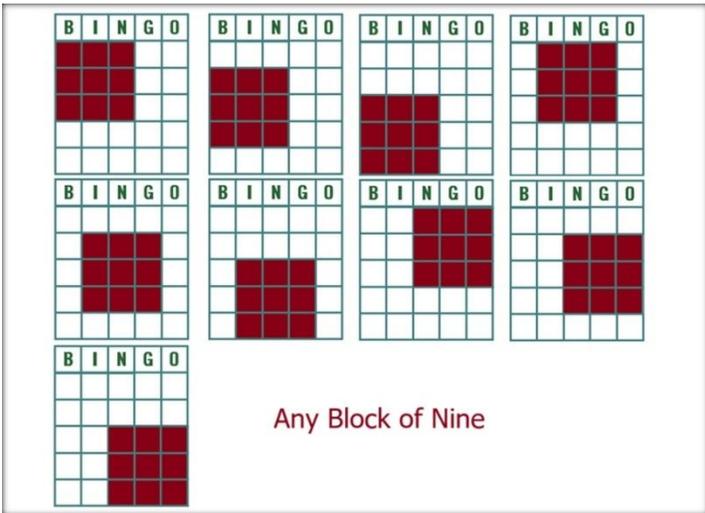
A Thing

A Thing

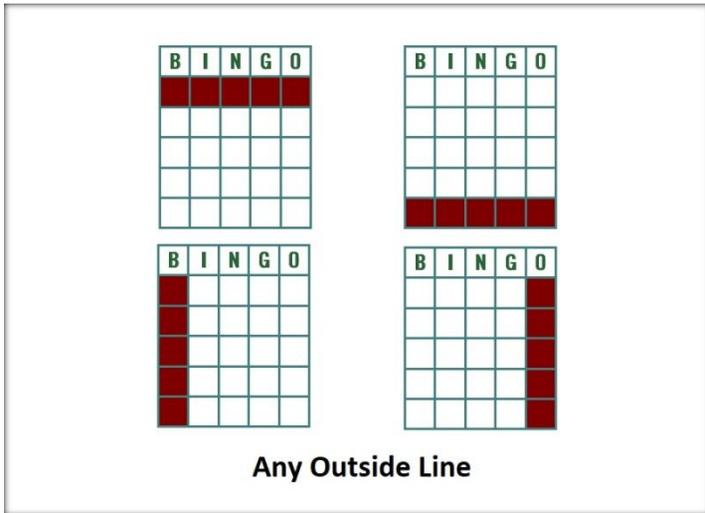


Airplane

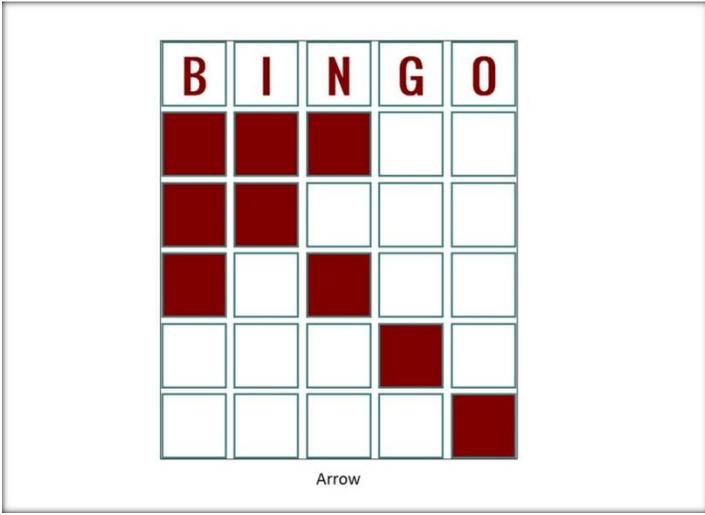
Anchor



Any Block of Nine

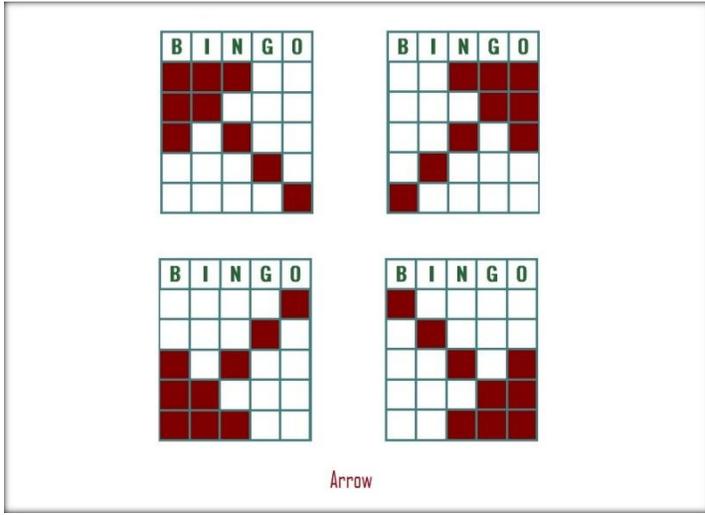


Any outside line



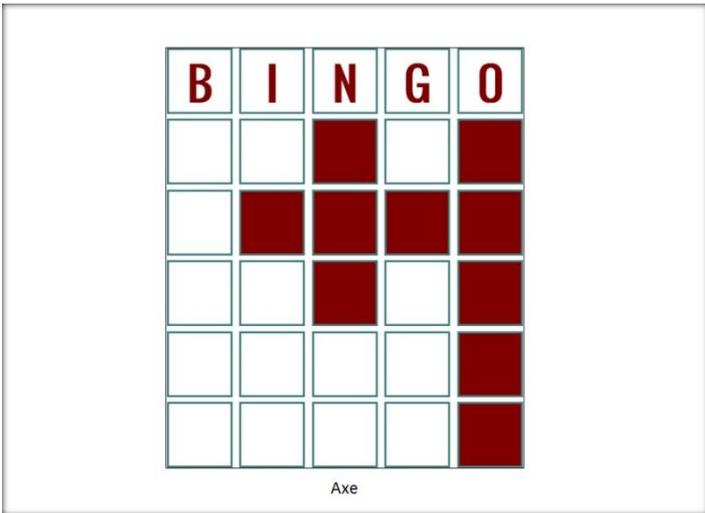
Arrow

Arrow single



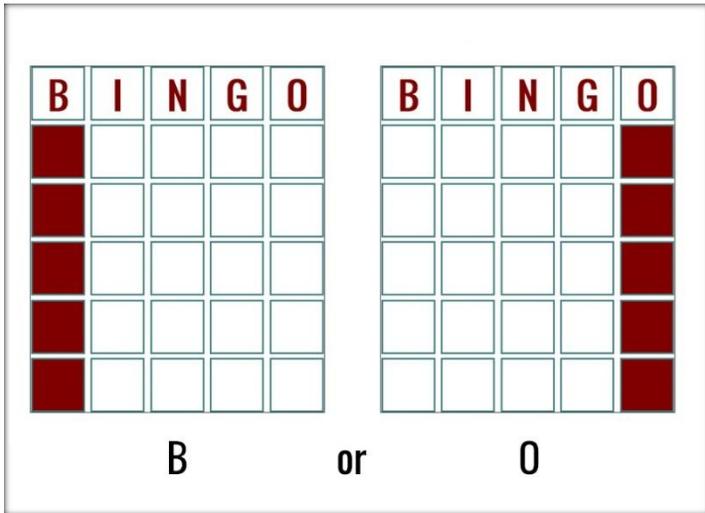
Arrow

Arrow



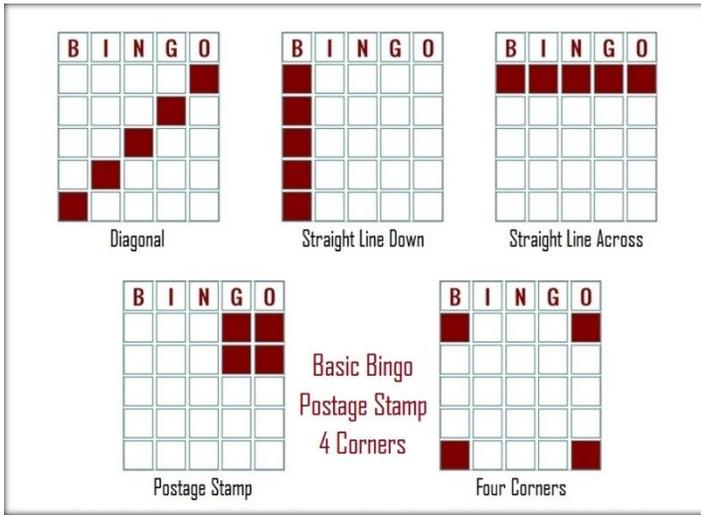
Axe

Axe

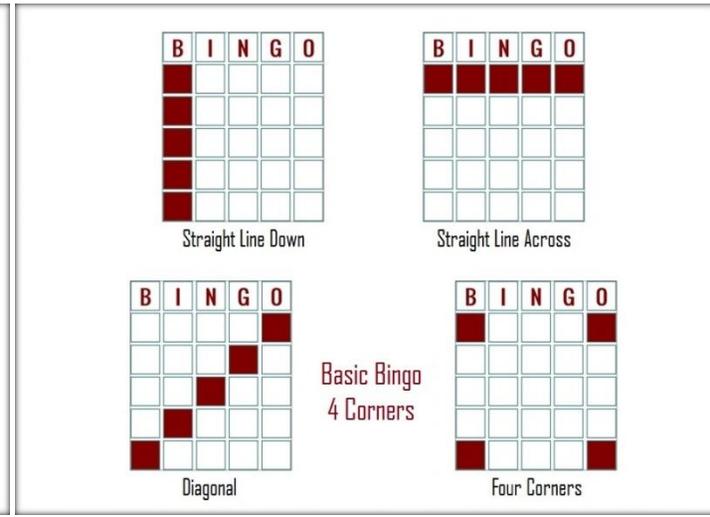


B or O

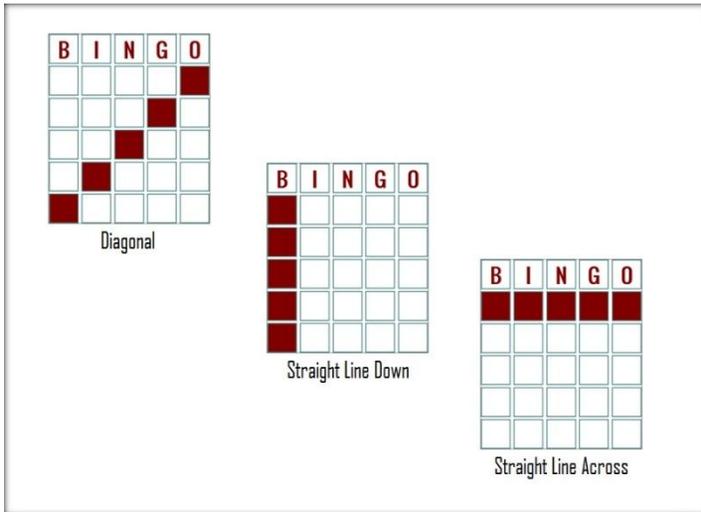
B or O



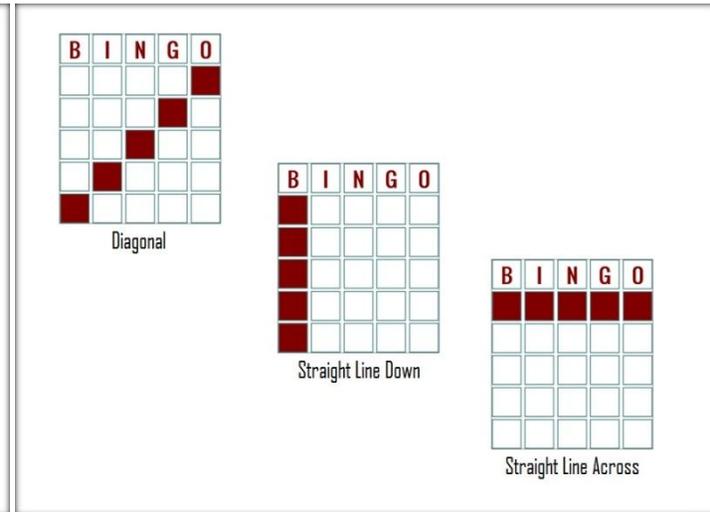
Basic Bingo 4 Corners Stamp



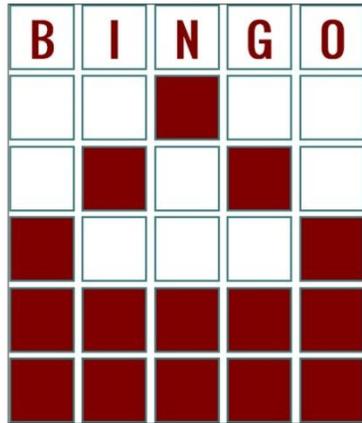
Basic Bingo 4 Corners



Basic Bingo Patterns

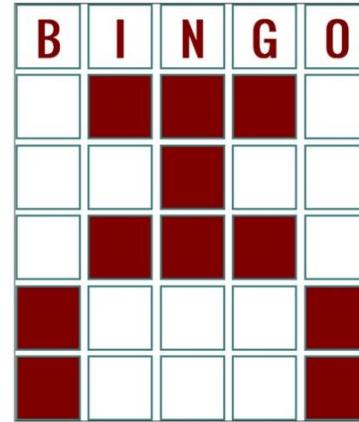


Basic Bingo



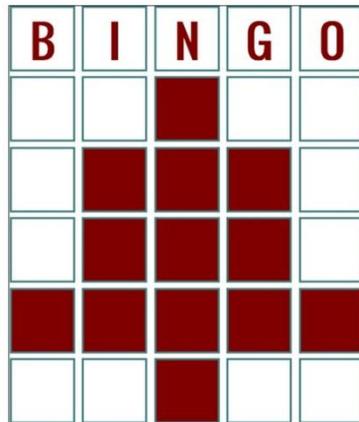
Basket

Basket



Beanie

Beanie



Bell

Bell



*Celebrate !*



Birthday

B	I	N	G	O

Blank

Blank

**BINGO**  
**BONANZA**



Bonanza

B	I	N	G	O

Bottomless

Bottomless

B	I	N	G	O

Bow Tie

Bow Tie

B	I	N	G	O	B	I	N	G	O
■	■							■	■
■	■							■	■
			■	■	■	■			
			■	■	■	■			

**BOW TIES**

Bow Ties

B	I	N	G	O	
	■	■	■	■	
■	■	■	■	■	
	■			■	



**Bus**

Bus

B	I	N	G	O
■				■
■	■		■	■
■		■		■
■	■		■	■
■				■

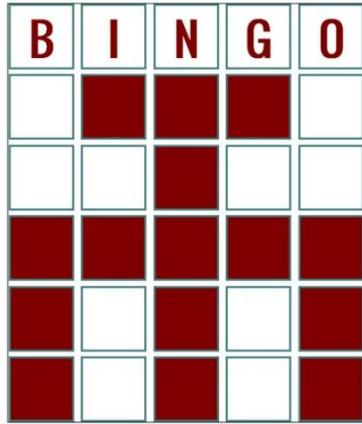
**Butterfly**

Butterfly

B	I	N	G	O
	■			
	■			
	■	■	■	
	■		■	
	■			

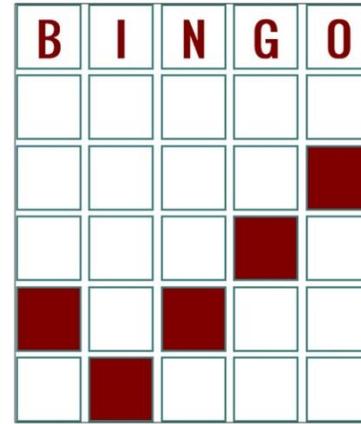
**Chair**

Chair



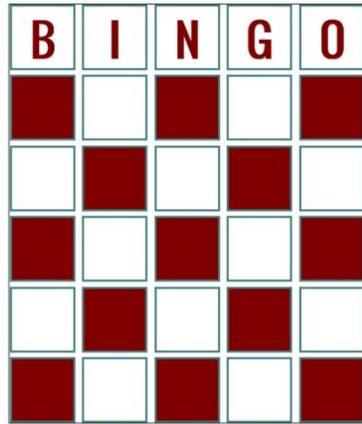
Chandelier

Chandelier



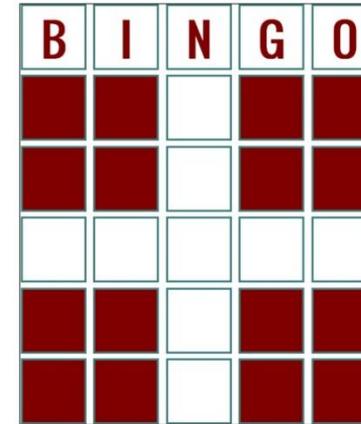
Check

Check



Checkerboard

Checkerboard



Clover Leaf

Clover Leaf

B	I	N	G	O
■	■	□	□	□
■	■	□	□	□
■	■	□	□	□
■	■	■	■	■
■	■	■	■	■

Cornerstone

Cornerstone

B	I	N	G	O
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■

Coverall - Even Numbers

Coverall Even

B	I	N	G	O
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■

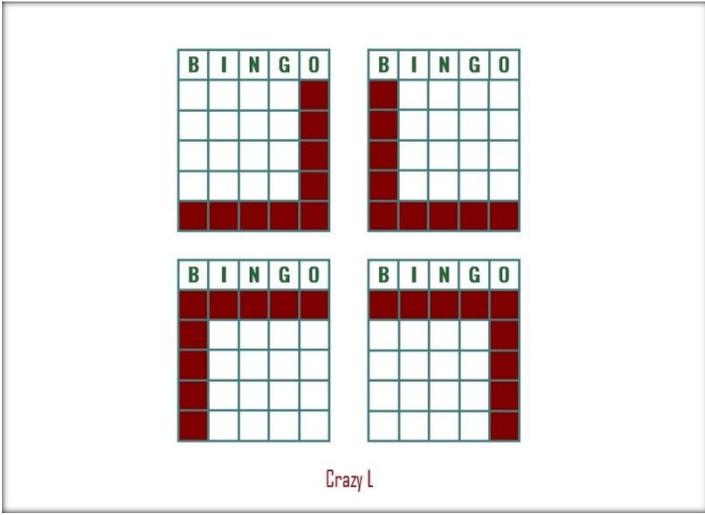
Coverall - Odd Numbers

Coverall Odd

B	I	N	G	O
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■

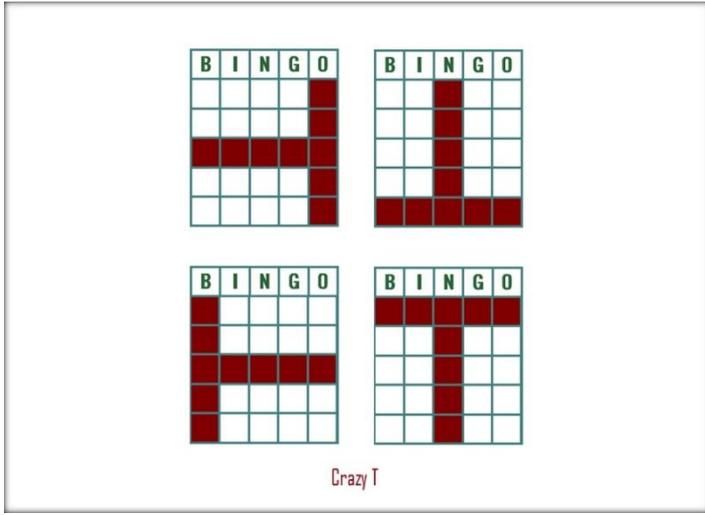
Coverall

Coverall



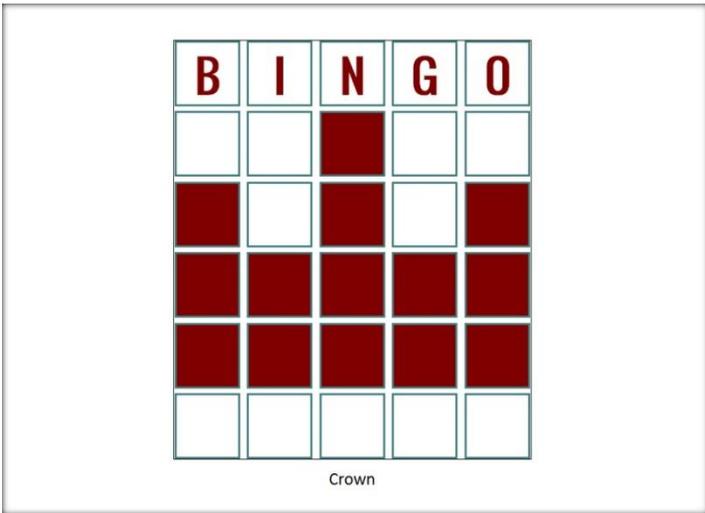
Crazy L

Crazy L



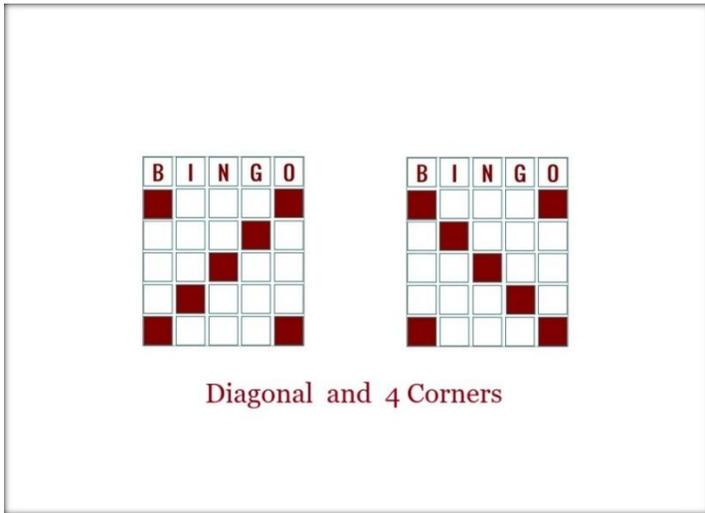
Crazy T

Crazy T



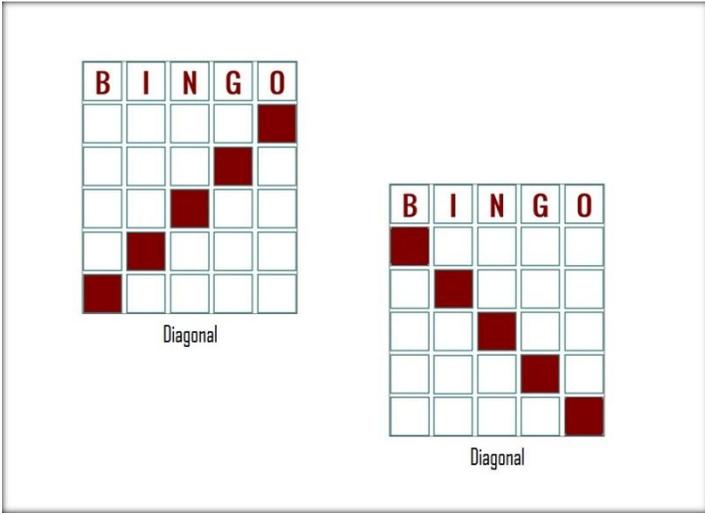
Crown

Crown

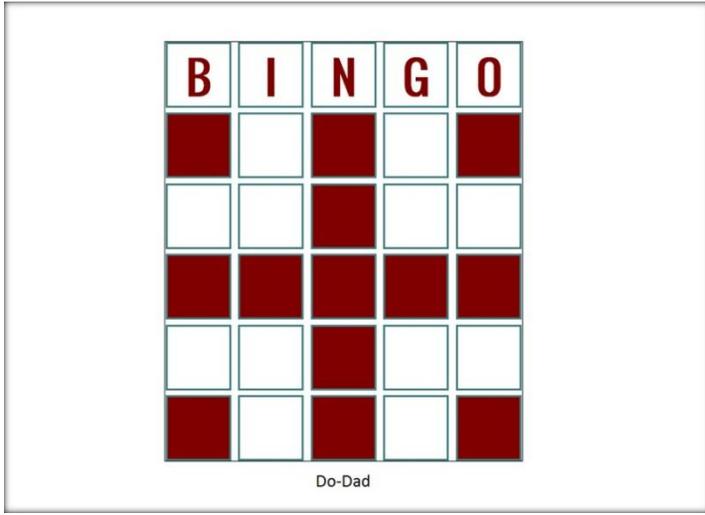


Diagonal and 4 Corners

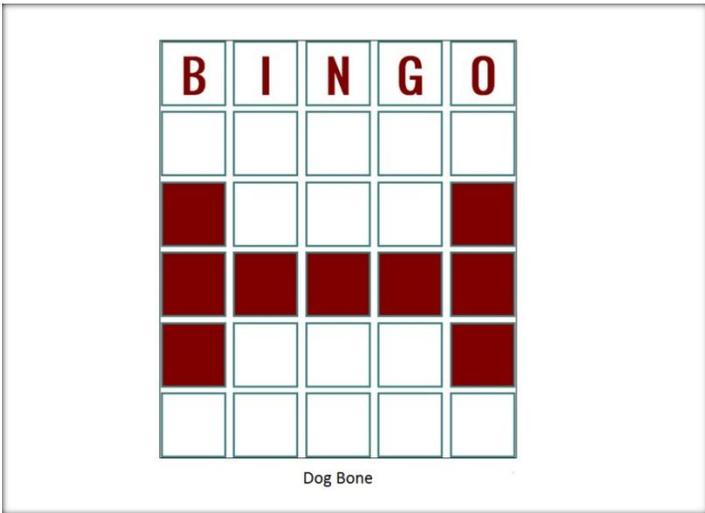
Diagonal 4 Corners



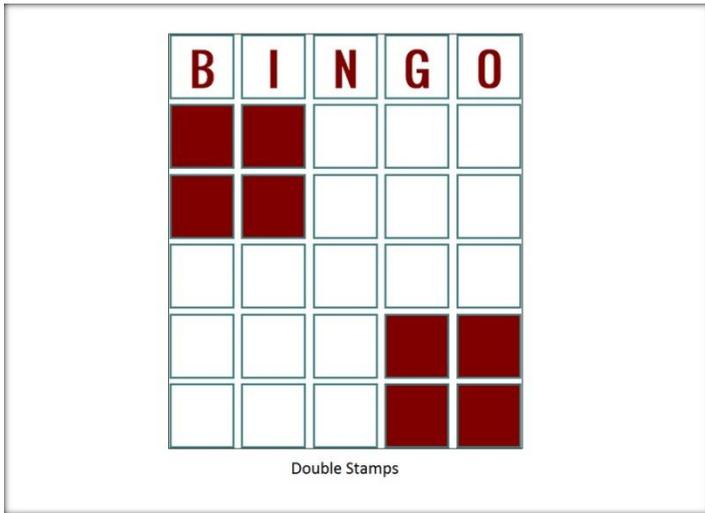
Diagonal



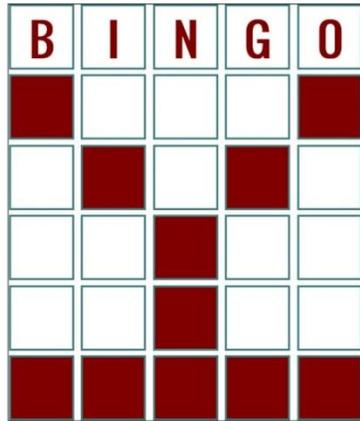
Do-Dad



Dog Bone

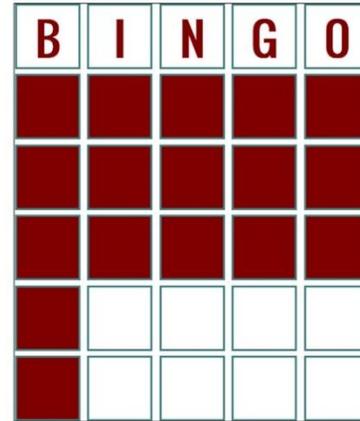


Double Stamps



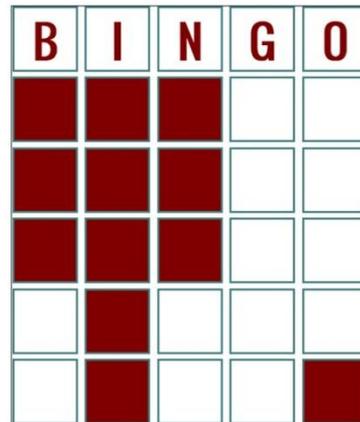
Empty Glass

Empty Glass



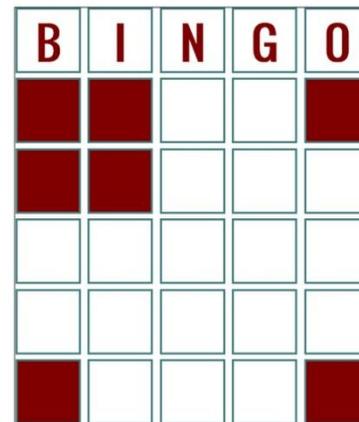
Flag

Flag



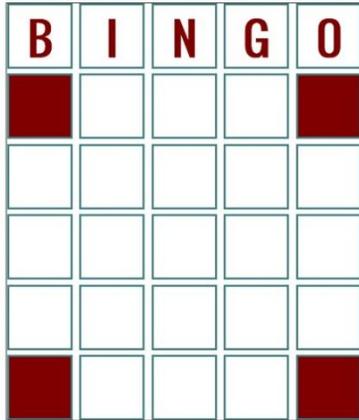
Fly Swatter and A Fly

Fly Swatter and A Fly



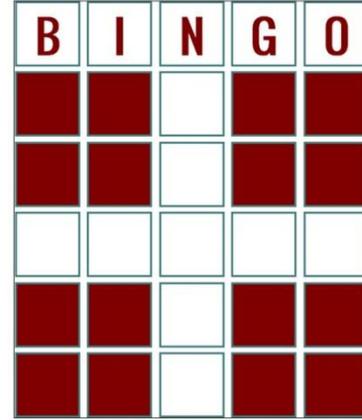
Four Corners and a Stamp

Four Corners and a Stamp



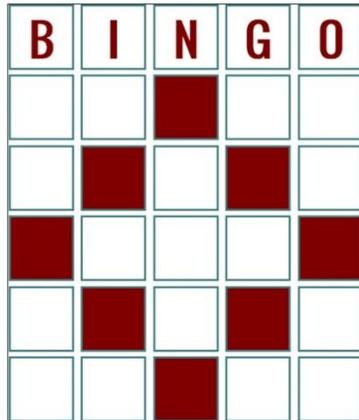
Four Corners

Four Corners



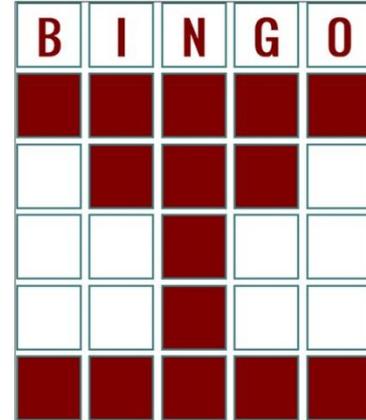
Four Stamps

Four Stamps



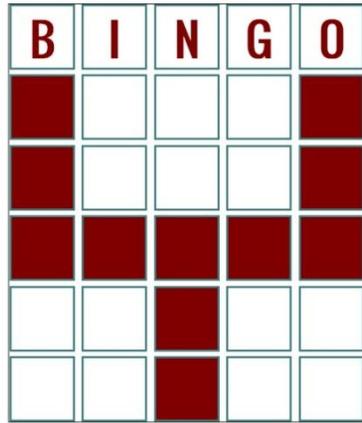
Full Diamond

Full Diamond



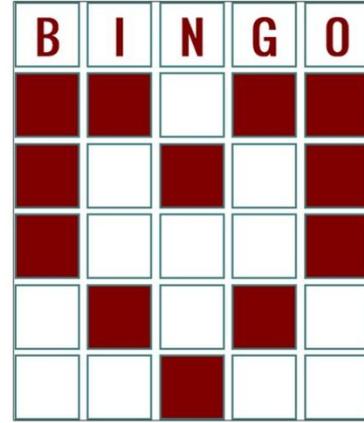
Full Glass

Full Glass



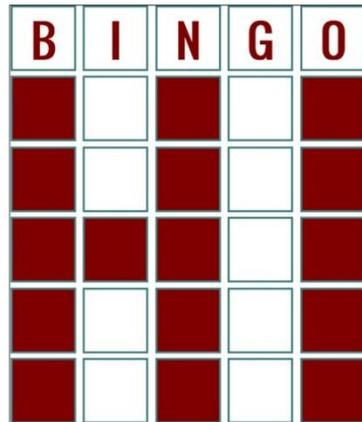
Goal Post

Goal Post



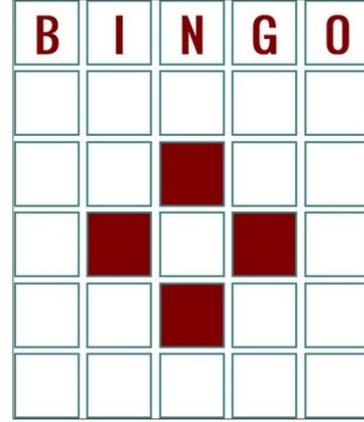
Heart

Heart



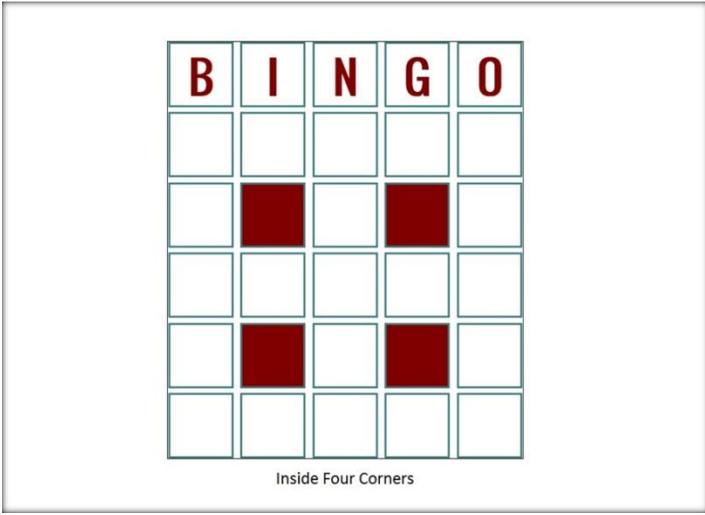
Hi

Hi

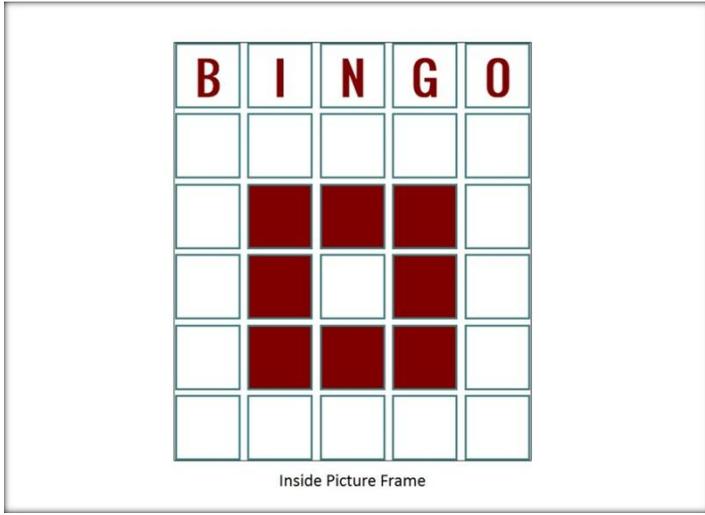


Inside Diamond

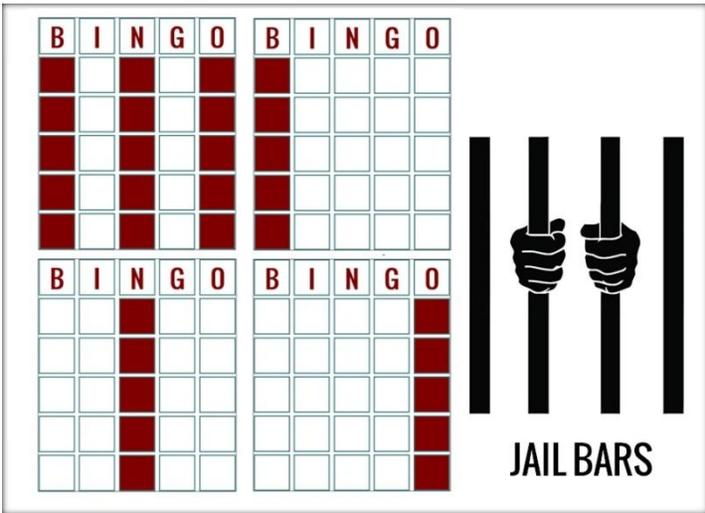
Inside Diamond



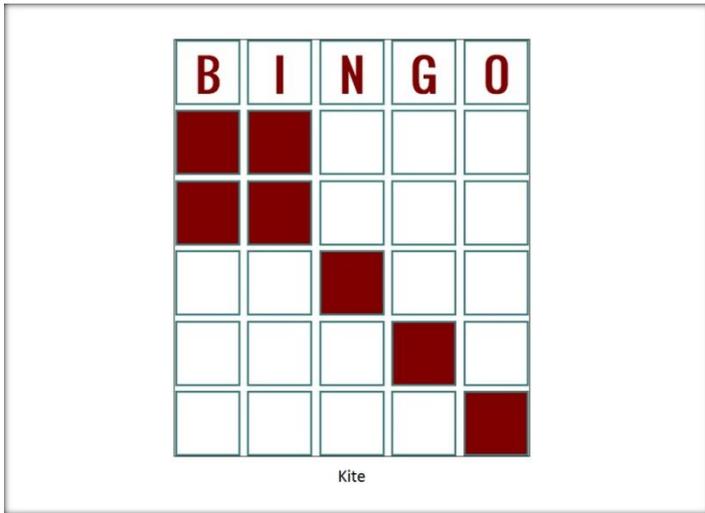
Inside Four Corners



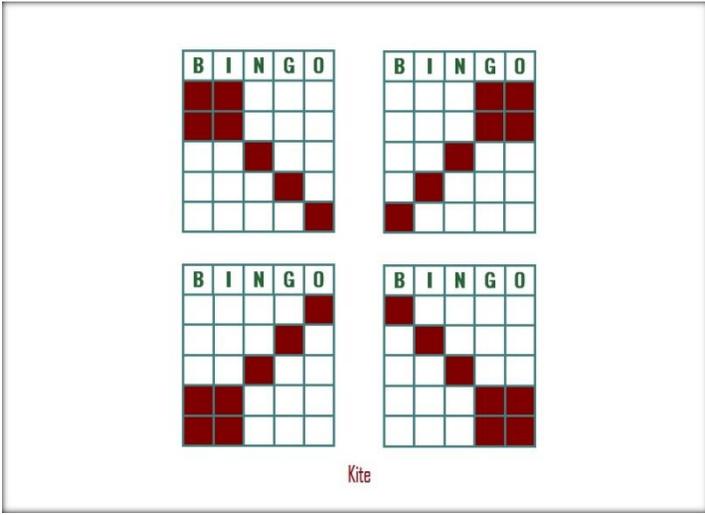
Inside Picture Frame



Jail Bars

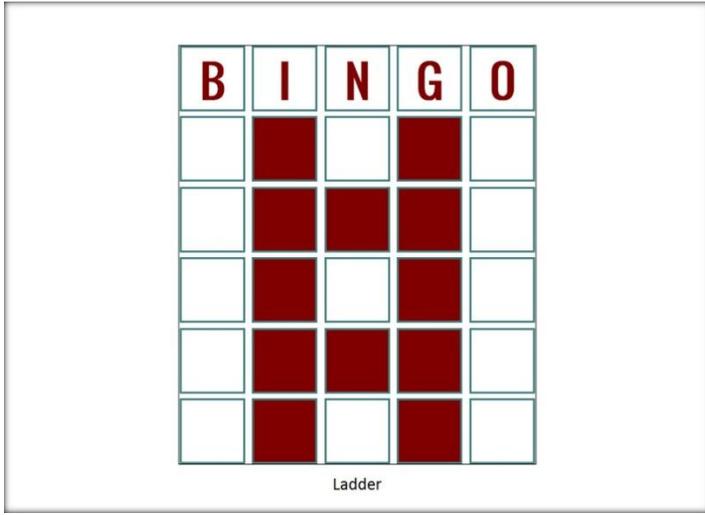


Kite single



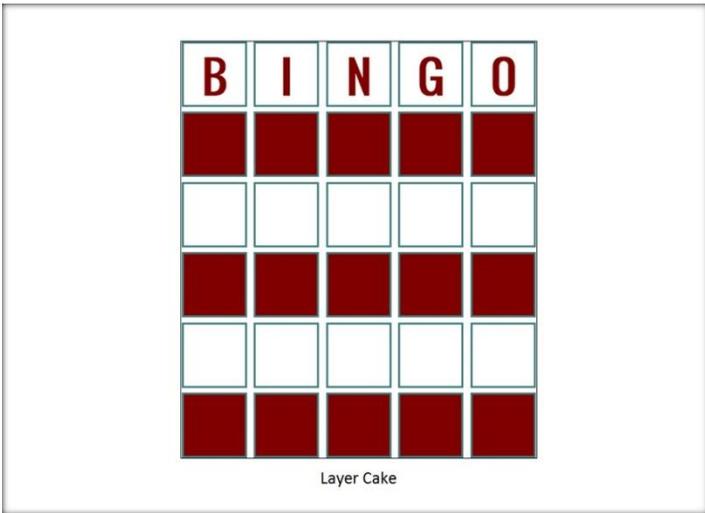
Kite

Kite



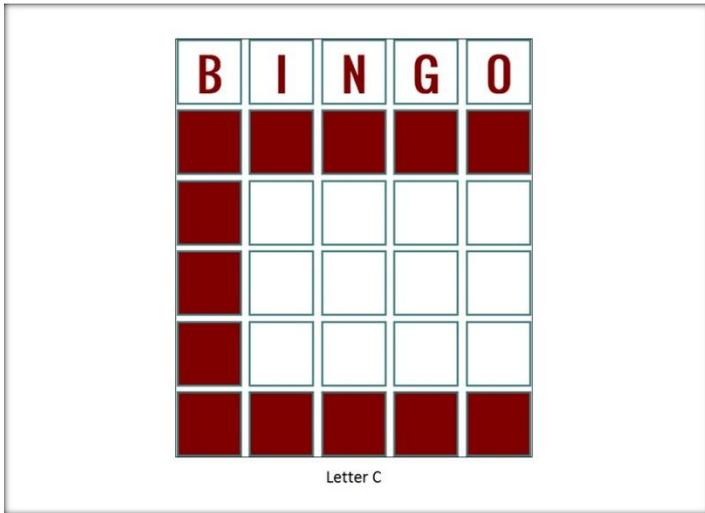
Ladder

Ladder



Layer Cake

Layer Cake



Letter C

Letter C

B	I	N	G	O
■	■	■	■	■
■	□	□	□	□
■	■	■	□	□
■	□	□	□	□
■	■	■	■	■

Letter E

Letter E

B	I	N	G	O
■	■	■	■	■
■	□	□	□	□
■	■	■	□	□
■	□	□	□	□
■	□	□	□	□

Letter F

Letter F

B	I	N	G	O
■	□	□	□	■
■	□	□	□	■
■	■	■	■	■
■	□	□	□	■
■	□	□	□	■

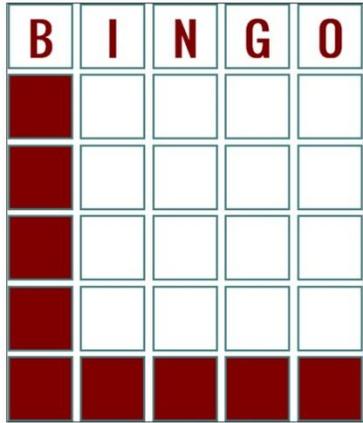
Letter H

Letter H

B	I	N	G	O
■	■	■	■	■
□	□	■	□	□
□	□	■	□	□
□	□	■	□	□
■	■	■	■	■

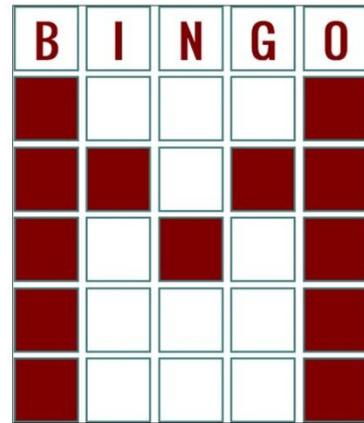
Letter I

Letter I



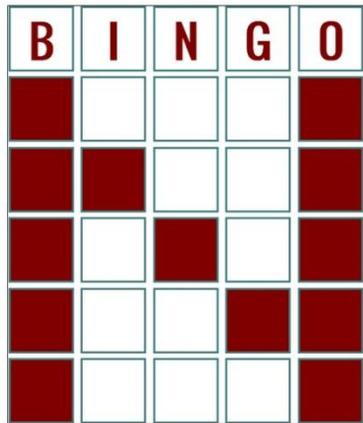
Letter L

Letter L



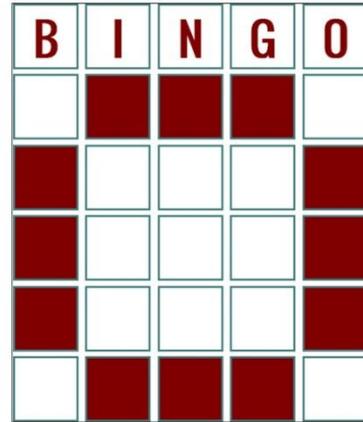
Letter M

Letter M



Letter N

Letter N

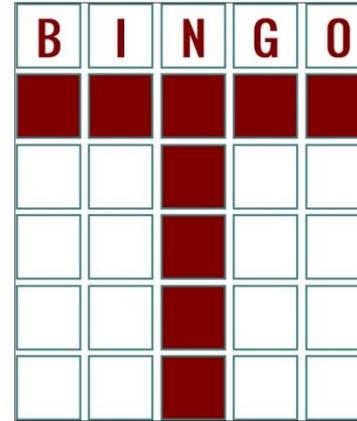


Letter O

Letter O



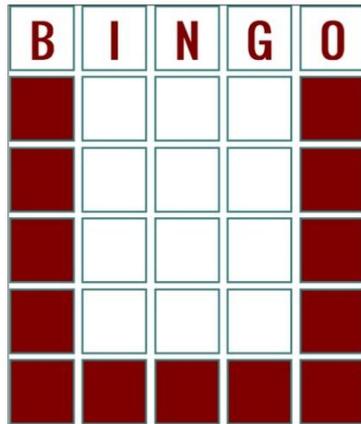
Letter T Any Way



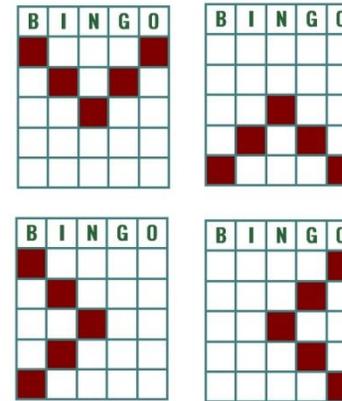
Letter T

Letter T Any Way

Letter T



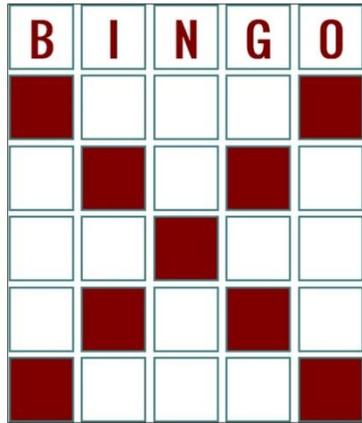
Letter U



Letter V

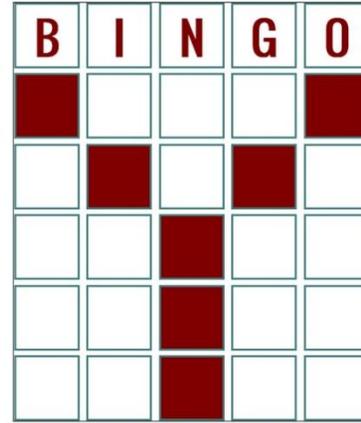
Letter U

Letter V



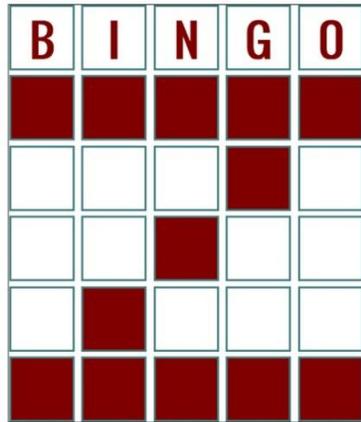
Letter X

Letter X



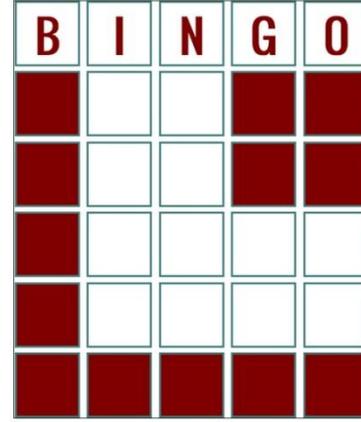
Letter Y

Letter Y



Letter Z

Letter Z



Love Letter

Love Letter

B	I	N	G	O
■	■	■	■	■
□	□	□	■	□
□	□	■	□	□
□	■	□	□	□
■	□	□	□	□

Lucky 7

Lucky 7

B	I	N	G	O
■	□	■	■	■
■	□	□	□	■
■	□	■	■	■
■	□	□	□	■
■	□	■	■	■

Lucky 13

Lucky 13

B	I	N	G	O
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
□	□	□	□	□
□	□	□	□	□

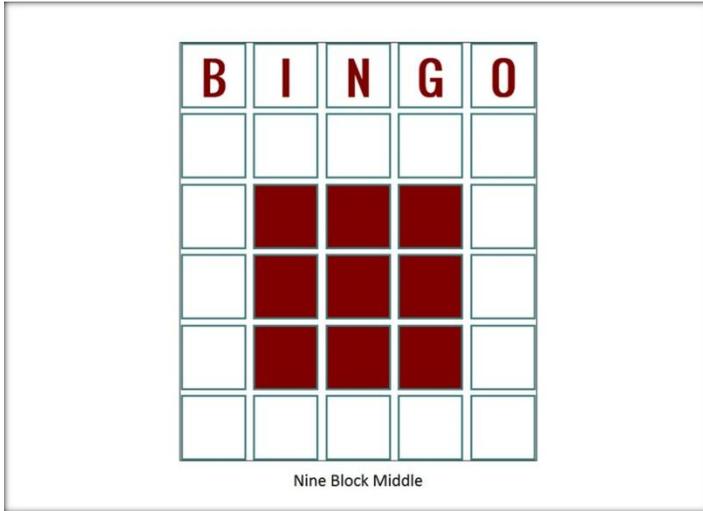
Mini Full House

Mini Full House

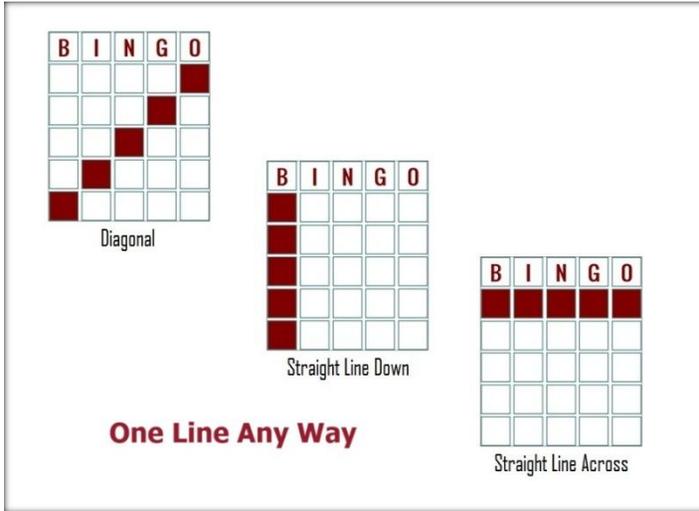
B	I	N	G	O
■	■	□	■	■
■	□	□	□	■
■	□	□	□	■
■	□	□	□	■
■	■	■	■	■

Missing Link

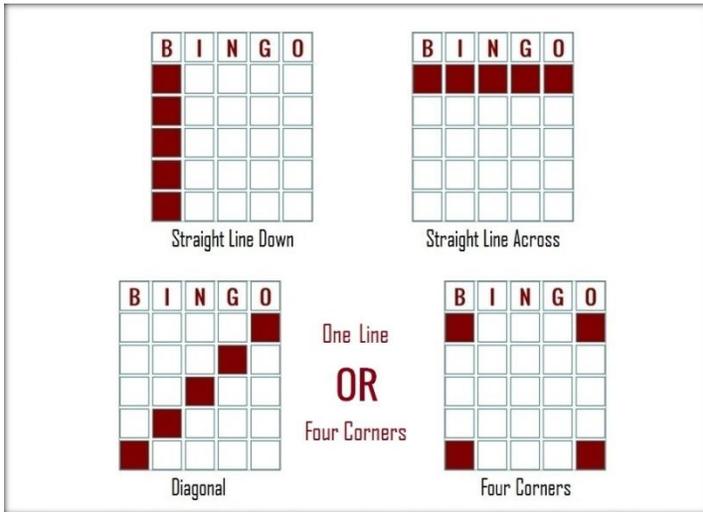
Missing Link



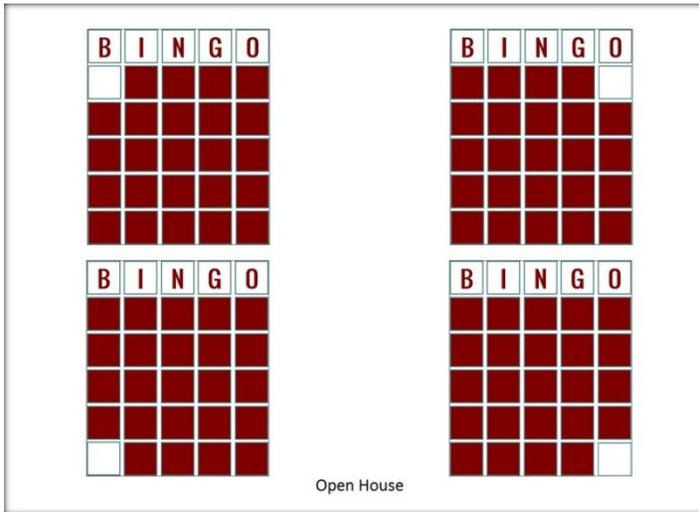
Nine Block Middle



One Line Any Way



One Line or Four Corners



Open House

B	I	N	G	O

Outside Diamond

Outside Diamond

B	I	N	G	O

Outside Picture Frame

Outside Picture Frame

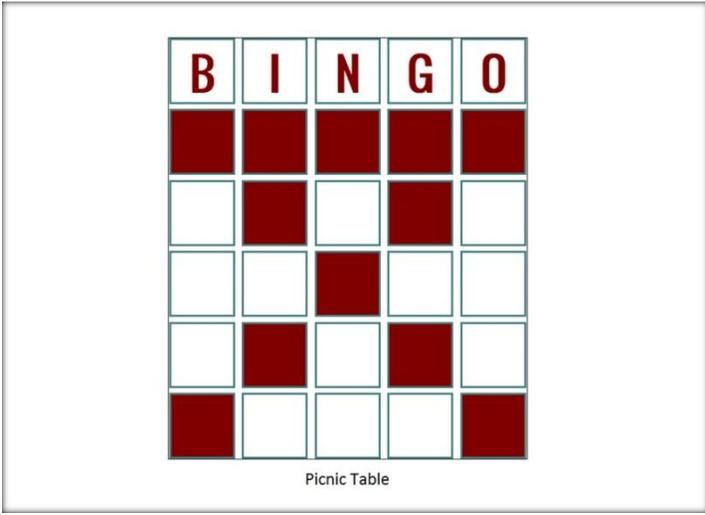
B	I	N	G	O

Percent

Percent

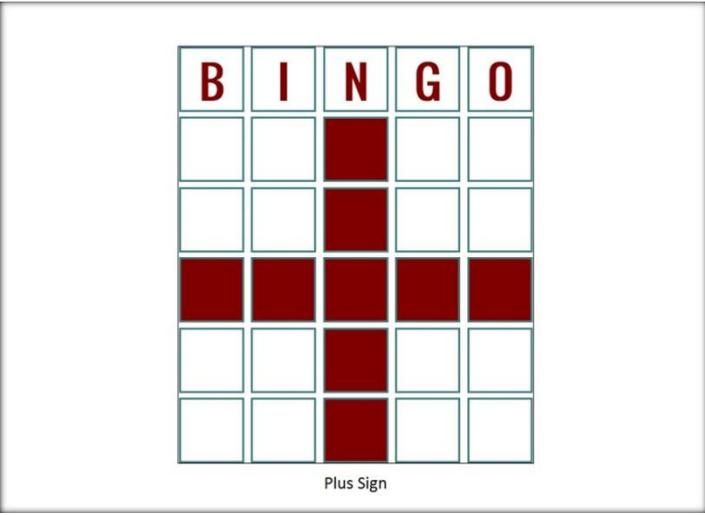


Pick 7



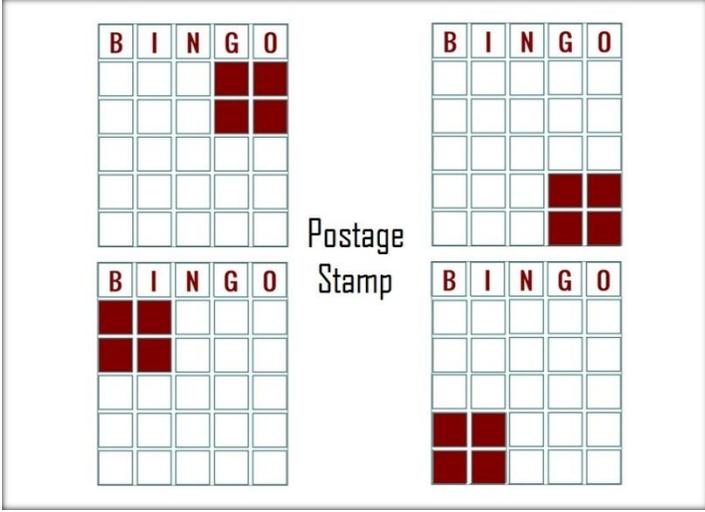
Picnic Table

Picnic Table

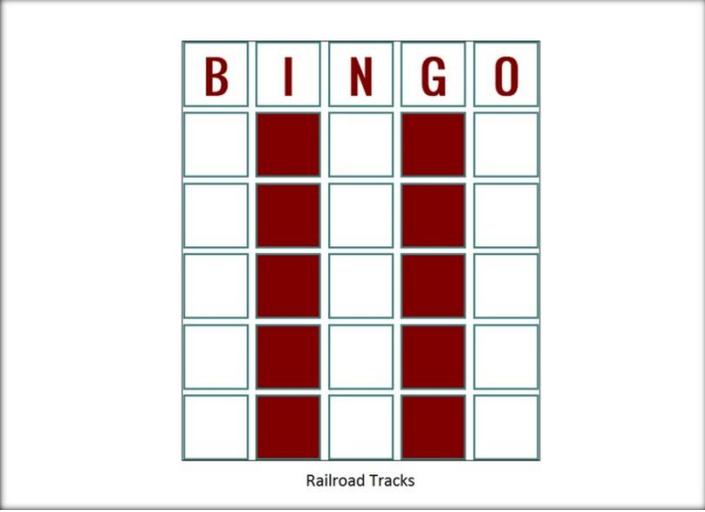


Plus Sign

Plus Sign

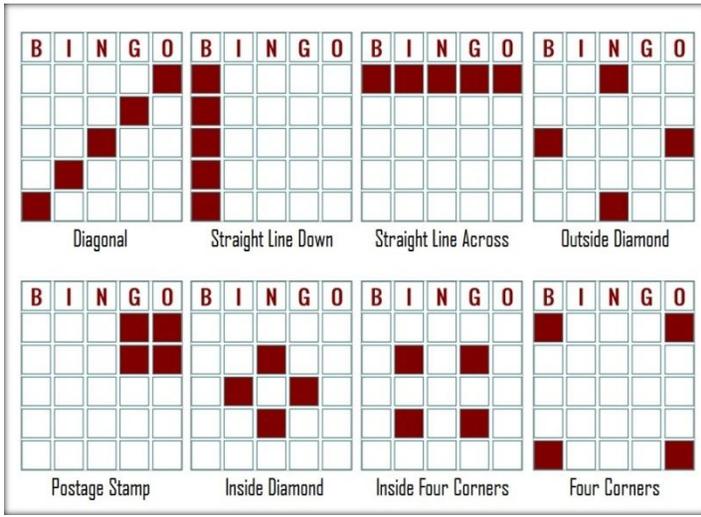


Postage Stamp

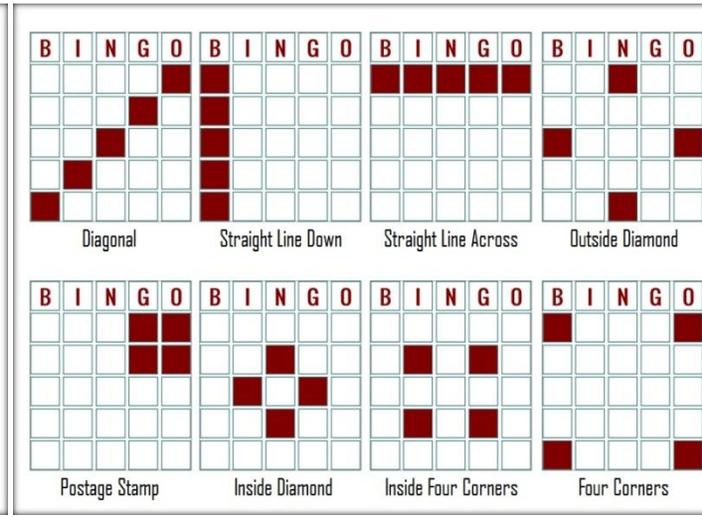


Railroad Tracks

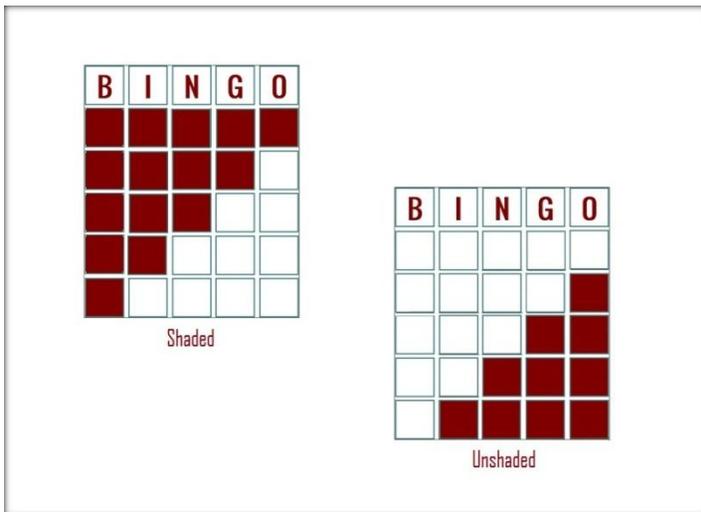
Railroad Tracks



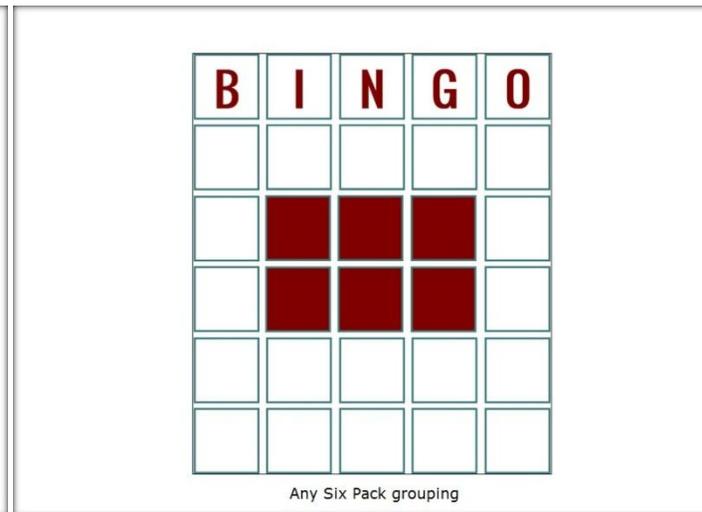
Regular Bingo Patterns



Regular Bingo



Shaded Unshaded



Six Pack

Have a special message ?

Create a message image and  
add the file name as a new  
Pattern. Be sure to mark it as a  
Special Pattern !



SUPPORT THE  
TROOPS

Special Pattern ex

B	I	N	G	O	B	I	N	G	O

SPECIAL T

Special T

B	I	N	G	O

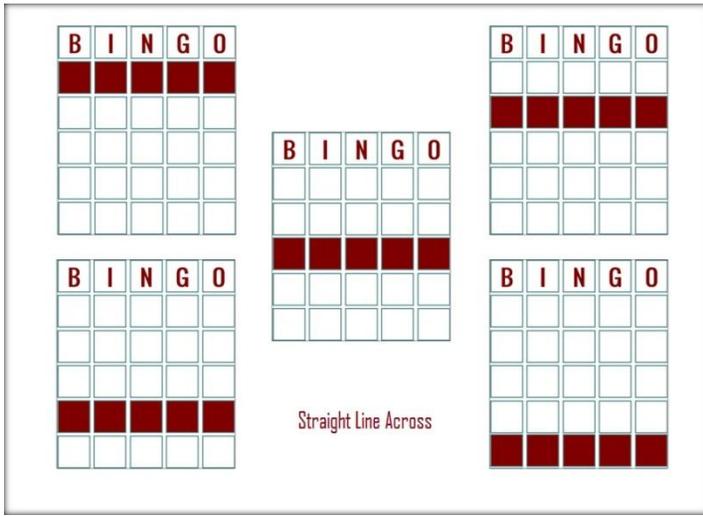
Speedy

Speedy

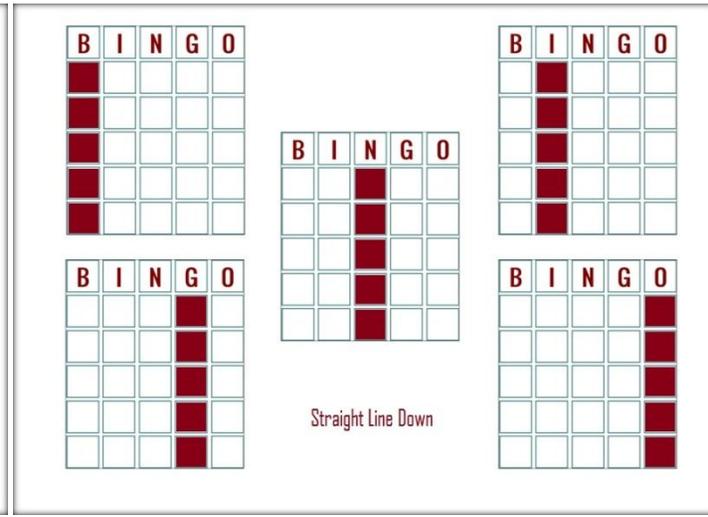
B	I	N	G	O

Star Burst

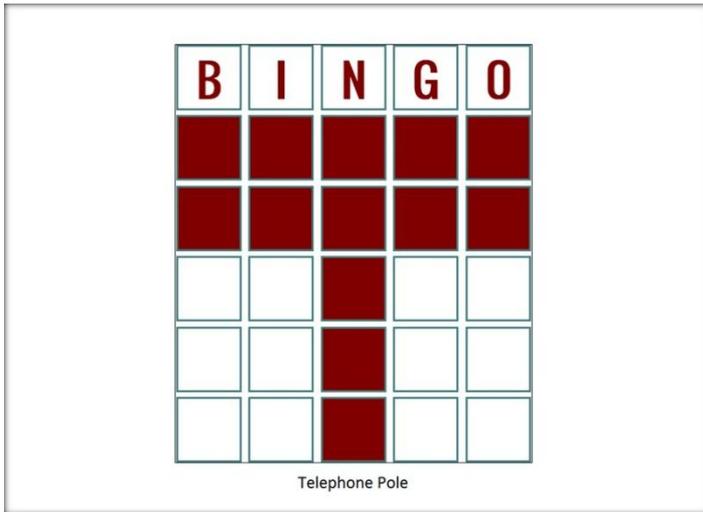
Star Burst



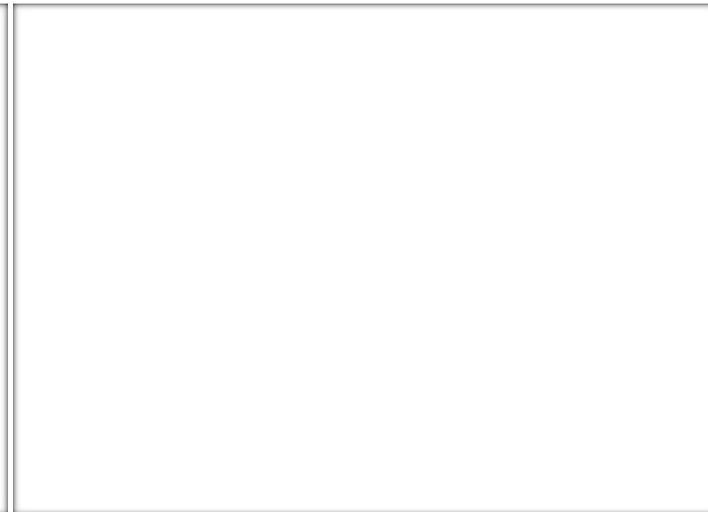
Straight Line Across



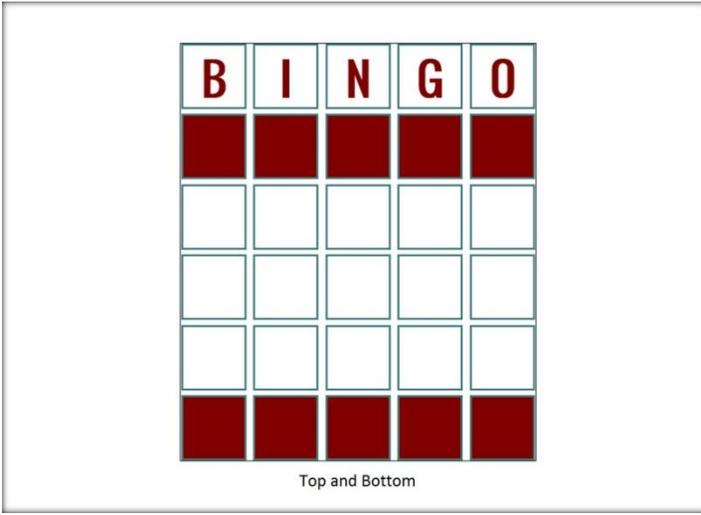
Straight Line Down



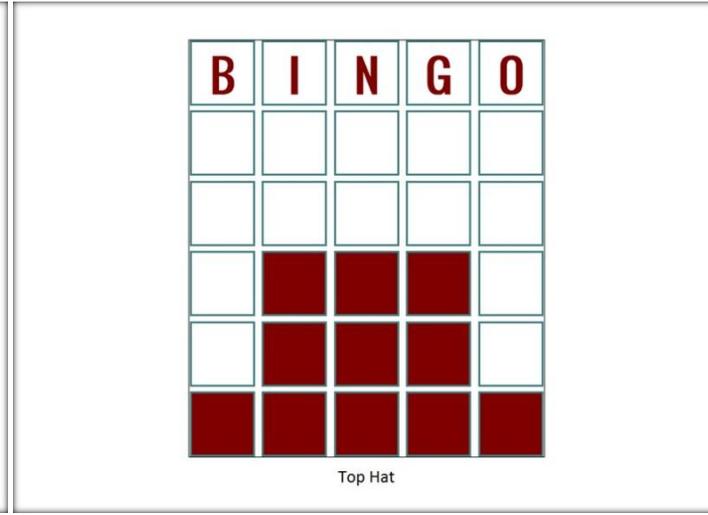
Telephone Pole



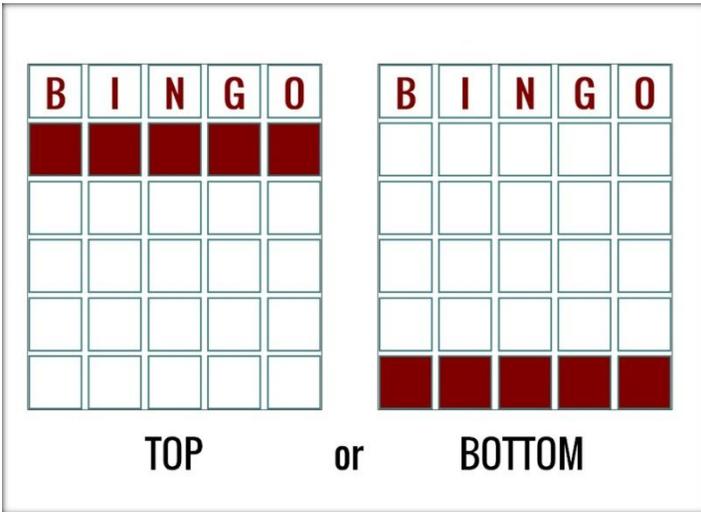
template



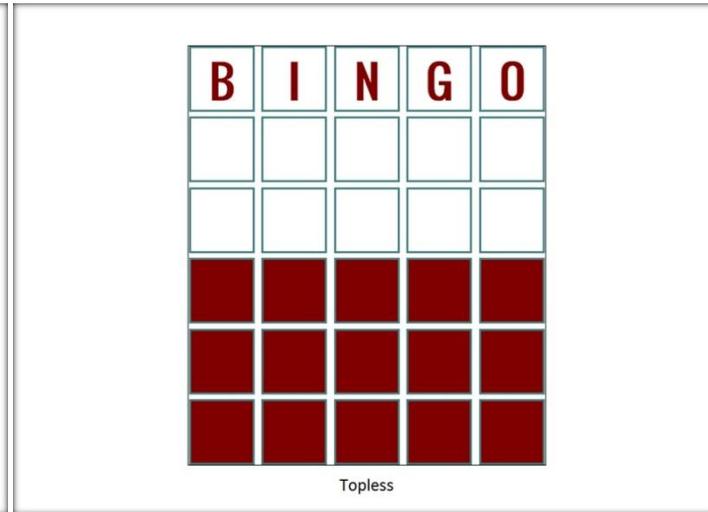
Top and Bottom



Top Hat



Top or Bottom



Topless



B	I	N	G	O
	■		■	
	■		■	
	■		■	
	■		■	

B	I	N	G	O
	■			
■	■			
■	■	■	■	■
	■			

B	I	N	G	O
■				
	■			
		■		
			■	
				■

B	I	N	G	O
■	■	■	■	■
			■	
			■	
			■	

B	I	N	G	O
■	■	■	■	■
			■	
■	■	■	■	■
	■			
■				

Two Straight Lines  
(Free OK)

B	I	N	G	O
■	■	■	■	■
		(No Free)	■	
			■	
			■	

Any Two Straight Lines (No Free)

Two Straight Lines (Free OK)

Two Straight Lines (No Free)

B	I	N	G	O
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■
		■		
		■		

Window Shade

Window Shade

B	I	N	G	O

Castle

Castle

B	I	N	G	O

Cat

Cat

B	I	N	G	O

Church

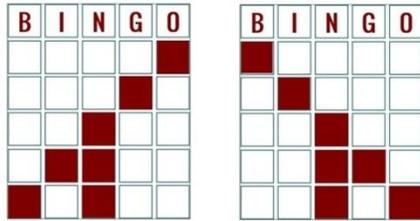
Church

B	I	N	G	O

B	I	N	G	O

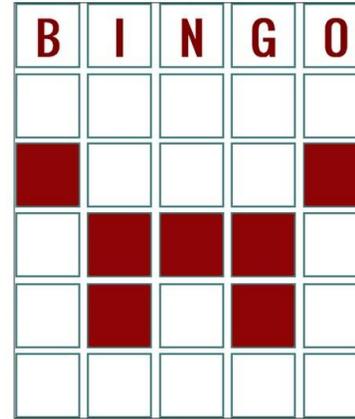
Crazy C

Crazy C



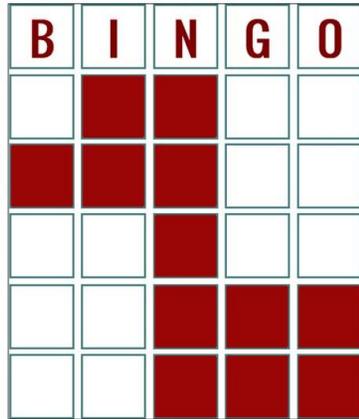
Teeter Totter

Crazy Teeter Totter



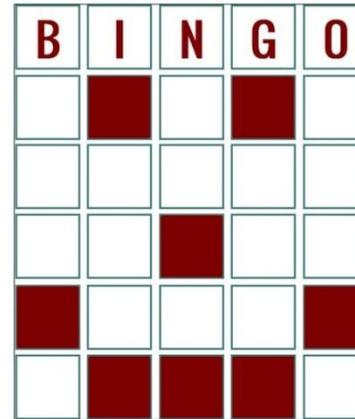
Dog

Dog



Duck

Duck



Happy Face

Happy Face

B	I	N	G	O

High Heel Shoe

High Heel Shoe

B	I	N	G	O

Jester Hat

Jester Hat

B	I	N	G	O

Palm Tree

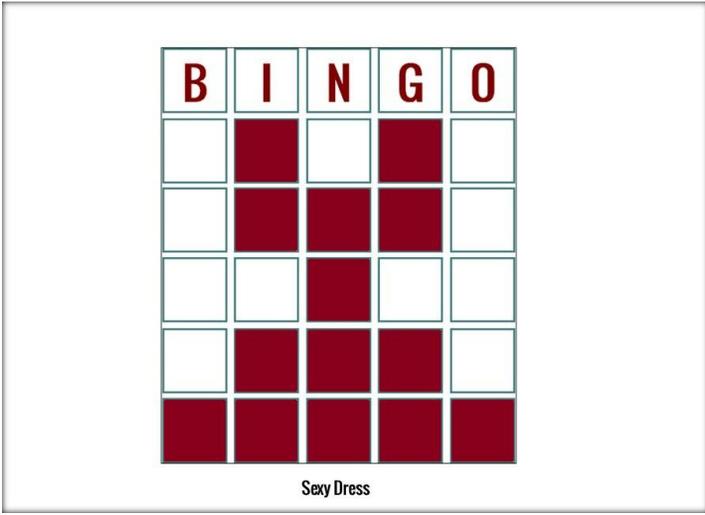
Palm Tree

B	I	N	G	O

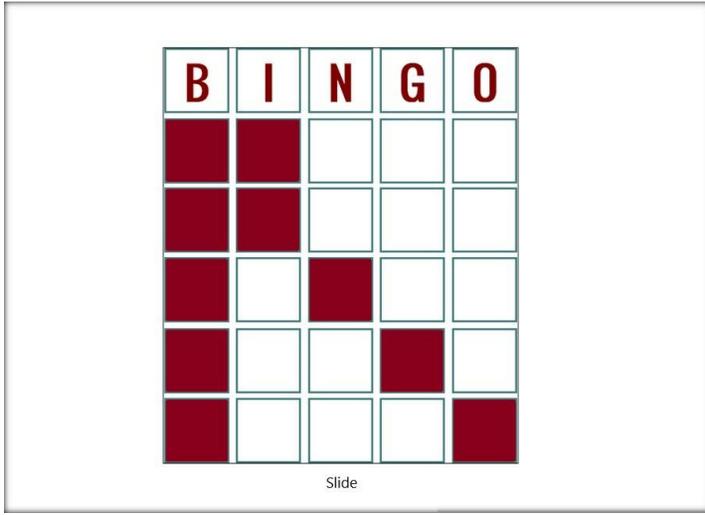
B	I	N	G	O

Rotating Bracket

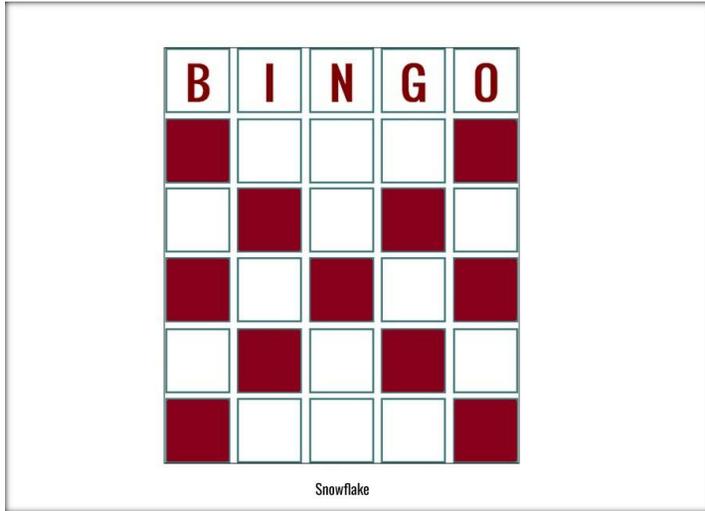
Rotating Bracket



Sexy Dress



Slide



Snowflake

# Rotating Patterns

## Rotating Pattern displays - When one picture isn't enough

The Bingo Hall Plus software allows you to create a grid image of all of the pattern combination possibilities for the current game as an alternative to the single image Standard Grid pattern. As long as a pattern name has been created, you can express the many combinations of that pattern in a rotating pattern popup display (1 second each in rotation) that appears when that pattern is activated.

Pattern Group	Pattern	Index	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
Basic Bingo Patterns	Straight Line Down	1	<input checked="" type="checkbox"/>	<input type="checkbox"/>																							

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
1	6	11	16	21
2	7	12	17	22
3	8	13	18	23
4	9	14	19	24
5	10	15	20	25

▶ ▶

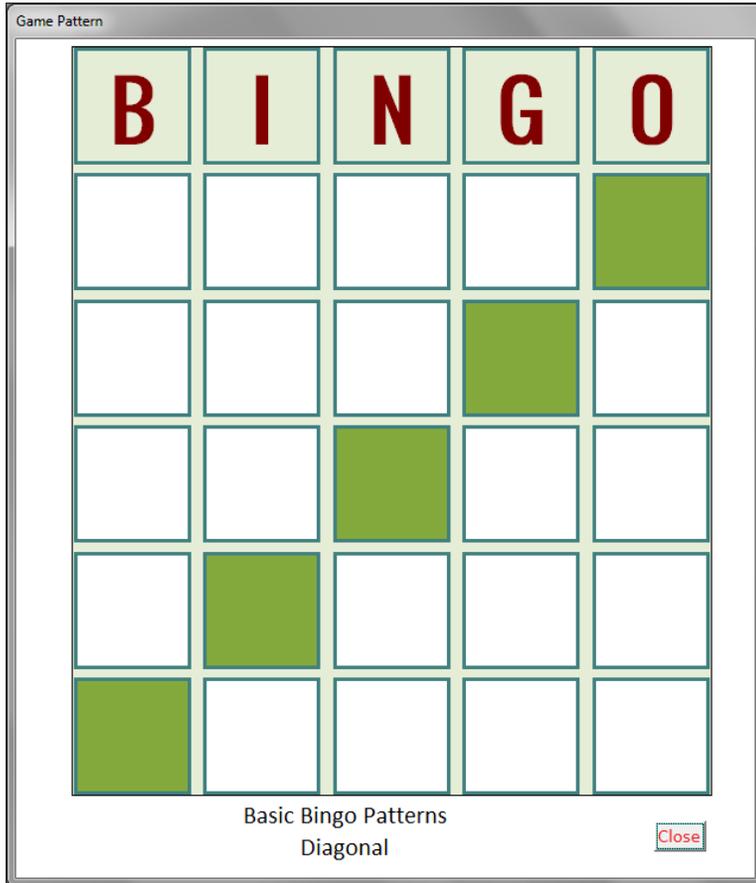
Add Record Delete Record Close

Pattern 1 of 12

To initiate the creation of the rotating patterns for a particular pattern, select the main pattern name this rotating pattern will be identified as from the Pattern dropdown on the main screen. This pattern will be registered as the Pattern Group. Then select the Rotating Patterns button on the Utility Switchboard to display the Rotating Pattern form (above) for that Pattern Group. Complete the form per the instruction below.

## Creating your Rotating Patterns

Pre-planning what patterns you wish to add, and in what sequence you wish for them to be displayed in rotation, will make this process effortless.



The first step is to name your pattern. As shown in the image at left, the top line of the pattern popup display is the Pattern Group (or the name of the pattern you will call to produce the rotating pattern popup), and the bottom line is the Pattern name.

Identify the sequence index that this pattern should appear in the pattern rotation.

Place a check mark in each check box that corresponds to the number displayed in the grid graphic for each box that makes up your pattern. The grid graphic will immediately reflect the pattern graphic being created.

When the pattern graphic is complete, either add another pattern to the rotation or close the Rotating Pattern form.

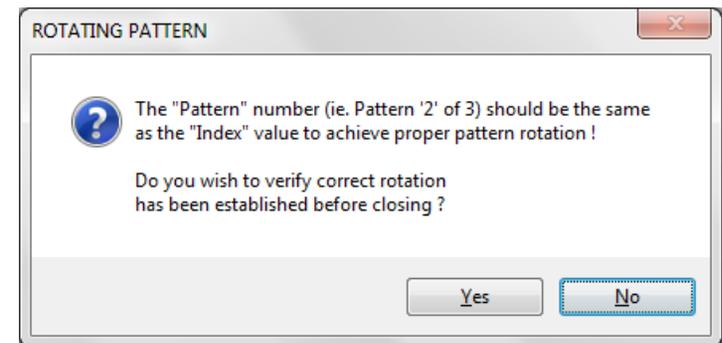
See instructions below on how to activate the Rotating pattern.

## Rotating Pattern messages



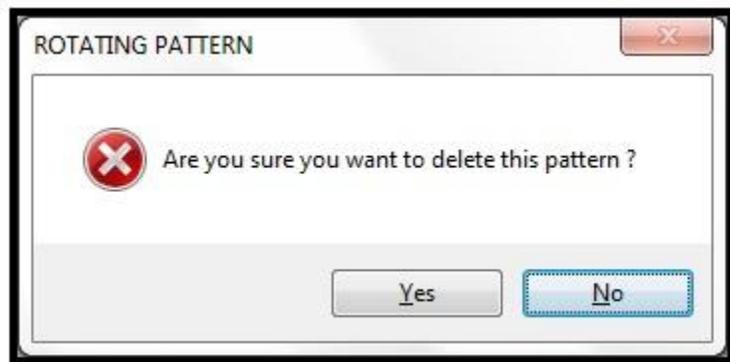
If you choose a pattern for which there is currently no Rotating Pattern created, and decide to Close the Rotating Pattern form, you will be prompted.

When you close the Rotating Pattern form, you will be reminded that the Index number should be the same as the Pattern number. The Index number determines the sequence that the various patterns will be displayed when the pattern popup is displayed. (Ensure no duplicate Index numbers have been created.)



The Pattern is initially named Delete. If this name is not changed, this pattern will be deleted when the form is closed. (If the Pattern name is blank, it will be renamed to Delete and subsequently be removed when the form is closed.)

The Refresh button will also appear at any time that the Index number does not match the Pattern number. Select Refresh to re-sort the records by Index number.



Simply select Delete Record to remove any unwanted pattern created that does not apply to this Pattern Group.

You will be prompted for confirmation prior to the record deletion.

## Activating your Rotating Pattern

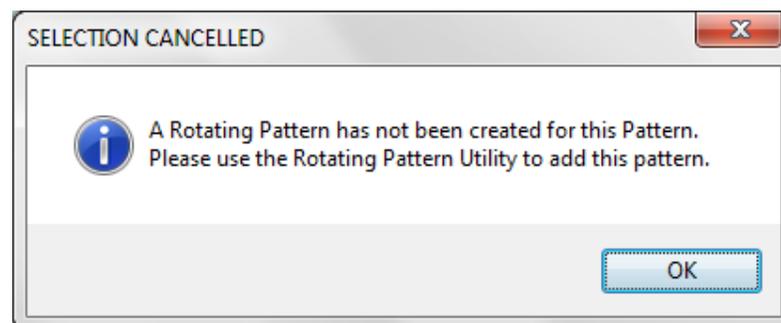
Pattern	Pattern has graphic (same name as Pattern)	Use Rotating Pattern
Missing Link	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Nine Block Middle	<input type="checkbox"/>	<input type="checkbox"/>
Nine Pack	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Open House	<input type="checkbox"/>	<input type="checkbox"/>
Outside Diamond	<input type="checkbox"/>	<input type="checkbox"/>
Outside Picture Frame	<input type="checkbox"/>	<input type="checkbox"/>
Percent	<input type="checkbox"/>	<input type="checkbox"/>
Picnic Table	<input type="checkbox"/>	<input type="checkbox"/>
Plus Sign	<input type="checkbox"/>	<input type="checkbox"/>
Postage Stamp	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Railroad Tracks	<input type="checkbox"/>	<input type="checkbox"/>
Regular Bingo Patterns	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Shaded / Unshaded	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Six Pack	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Special Pattern ex	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Star Burst	<input type="checkbox"/>	<input type="checkbox"/>
Straight Line Across	<input type="checkbox"/>	<input checked="" type="checkbox"/>

When the form is closed, all Image and Rotating Pattern choices are verified to prevent unwanted errors during use before a live Bingo audience. Correct any identified errors prior to use. (If you later delete the rotating pattern, ensure you also deselect the associated check mark on this form.)

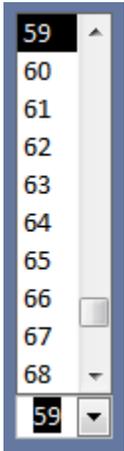
Once your rotating patterns have been created, you can identify that pattern to the Bingo Hall Plus program as the rotating pattern to display as a replacement for the Standard Grid display.

Select the Special Patterns button on the Utility Switchboard to open the Special Patterns form (left). Place a check mark in the Use Rotating Pattern column beside the pattern name for the image you wish to activate.

If you attempt to place a check mark beside a pattern that does not have an associated rotating pattern, you will be advised to create the rotating pattern first and the check mark will automatically be removed.



## Quick Draw feature



A Quick Draw feature enables a set number of balls to be rapidly called without time interval interference or voice calling. If a value is selected on the Quick Draw dropdown, when the Utility Switchboard is closed a Quick Draw button will appear on the main screen. This is a valuable feature for those who are operating a Bonanza or for occasions when you wish to speed up a particular game.

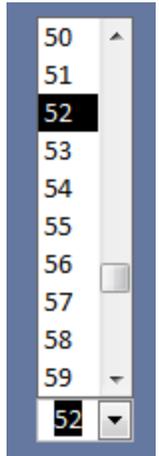
Selecting this button will automatically 'call' the selected number of balls. (Note: If operating in Manual mode, this feature will automatically randomly select the selected number of balls. If your organization requires that all balls be manually selected, do not use this feature.)

This feature is only available for calling the initial selected number of balls at the beginning of a game. To disable this button on the main screen, ensure that the value in this dropdown is deleted before closing the Utility Switchboard. After the Quick Draw button or the New Game button is selected, the Quick Draw button will disappear from the screen. Likewise, if a game is initiated before the Quick Draw button is selected, the Quick Draw button will disappear from the screen. If a game is in play, the Quick Draw dropdown is disabled on the Utility Switchboard.

---

## Secret Ball Popup Reminder

A Secret Ball can be identified by selecting a ball number on the Utility Switchboard Secret Ball dropdown. If the last called number is the Secret Ball, a message popup will remind the caller that this is the Secret Ball. (This number must be set before the event as the program will reset the value when it is closed. If a number is set and the decision is to not use this feature, be sure to delete any value entered in the dropdown before closing the Utility Switchboard to deactivate the feature.)

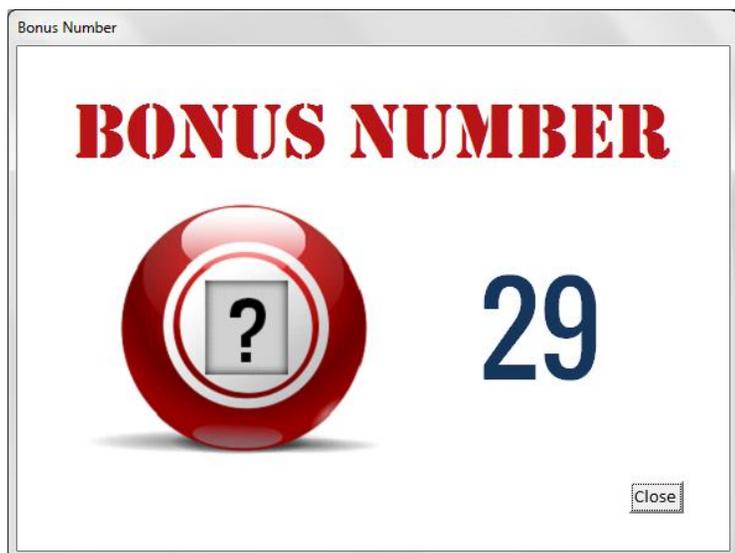
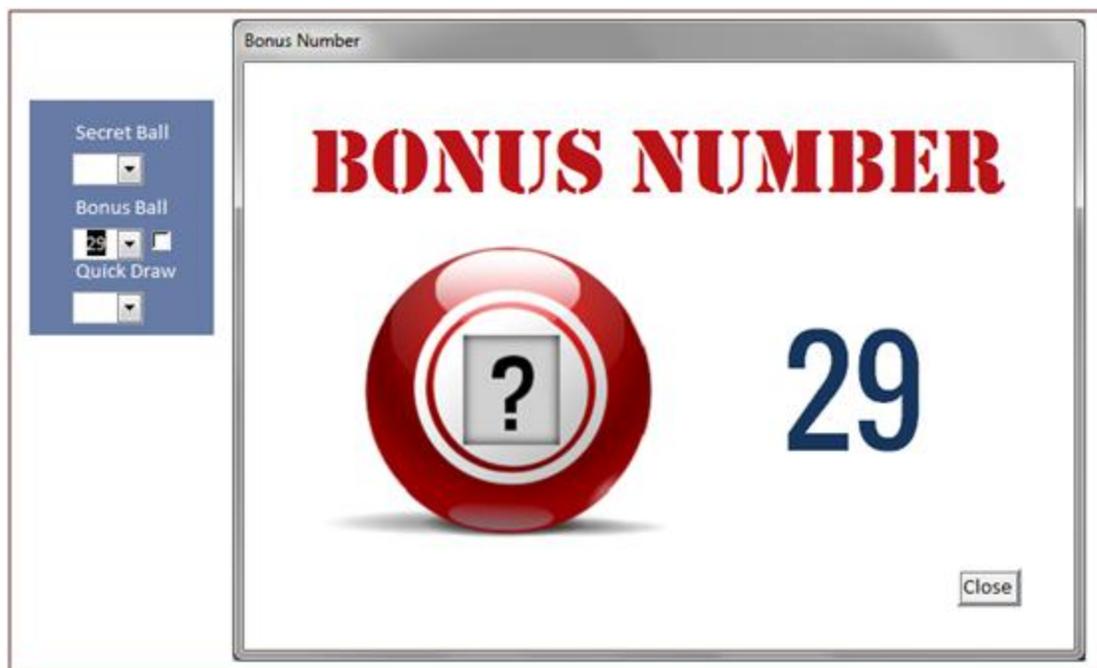


In Manual mode, when Game Over is selected (indicating that someone has called Bingo on that number) and that number is the Secret Ball, a popup reminder will display. In Auto or Timer modes, this feature will activate when the Stop button is selected when the last number drawn is the Secret Ball.

## Bonus Ball Popup Reminder

Similar to the Secret Ball feature, if set, a popup will display that the Bonus Number has been called.

If the Bonus Ball dropdown on the Utility Switchboard is blank when a check mark is placed in the Bonus Ball check box, a random number will be selected for the Bonus Ball and that number will appear in the Bonus Number popup. If a number is selected from the dropdown before the check mark is placed in the Bonus Ball check box, that number will appear in the popup.



If the last called number is the Bonus Ball, a message popup will remind the caller that this is the Bonus Ball.

If both the Secret Ball and Bonus Ball features are activated with the same number, the Secret Ball popup will display first followed by the Bonus Ball popup.

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# Download / Installation

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## BINGO HALL PLUS - SOFTWARE DOWNLOAD / INSTALLATION

The Bingo Hall Plus program is made available for download to enable new customers to have ready access to the program shortly after purchase. In addition, current users will always have access to the latest version of the software should the need arise. (Note that custom setting, including the current launch icon, will be lost with re-installation of the software. Plan accordingly.)

NOTE: There is no value in downloading this program if you have not purchased the software as an installation code and registered organization specific license information is required to open the program. (Demonstration copy / Temporary License period available by request.)

You can initiate the software download by selecting the link below. (Please read the download / installation instructions below. Full download / installation instructions are provided in the email message Bingo Rose sends to the customer shortly after purchase.)

<https://www.bingorose.biz/downloads/plus.zip>

To ensure the best presentation of the software's flashboard numbers, please be sure to install the Oswald font prior to use. (See Oswald Font Required info below.)

## BINGO HALL PLUS – Your impressions matter

Bingo Rose continually strives to meet the needs of current and prospective customers. We would like to hear your opinions about this product. Please send us your opinions via email to [info@BingoRose.biz](mailto:info@BingoRose.biz).

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### DOWNLOAD / INSTALLATION INSTRUCTIONS

Save the plus.zip file to your computer (Desktop is a good location). Download speed will vary for each customer. You will be notified when the plus.zip file is completely downloaded. Once downloaded, find the plus.zip file and open it. (Note: If you don't see the .zip file extension, you can activate this computer setting by following the instructions contained in the 'A word about File Extensions' section below.) The contents of the plus.zip file include all of the installation files you would see if you had received the installation package on a CD.

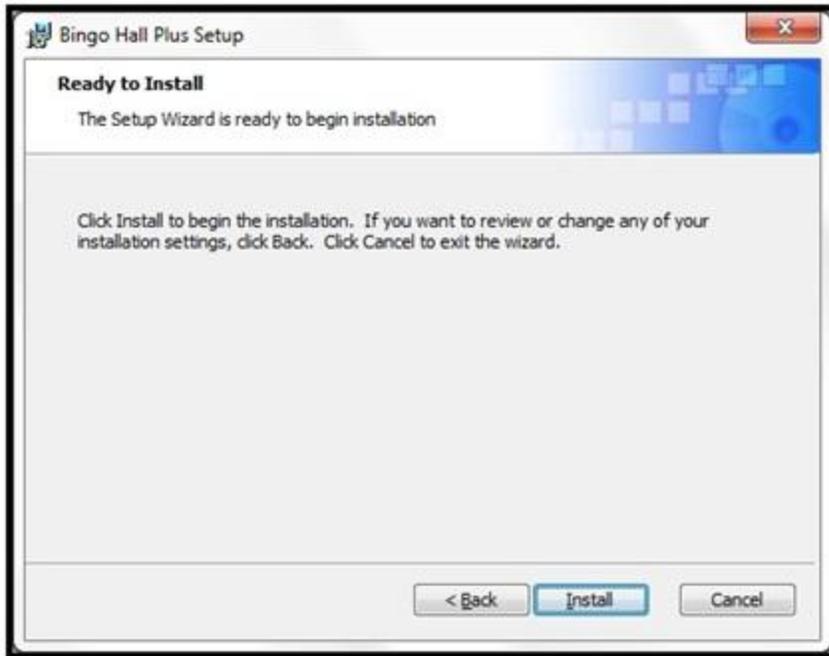
Installation is initiated by double-clicking the setup.exe file. Note that this is a two part installation, be patient. The first part installs our software, and the second part installs a Microsoft Access 2007 Runtime, enough of the Access 2007 program to run our software. (Note: If your computer has a newer version of Microsoft Access than Access 2007, see the section about Access Version Error below for the solution to force our software to open correctly. It is important to perform this function after installation of the software as a newer version of Access may be activated on your computer at a later date.)

The images below are part of the installation process. Please be patient to ensure both processes are completed.



Do not change the information on the Customer Information screen.

Select Typical for the Setup Type.



Be patient while the two processes are taking place. The end of the installation will be indicated by the two popups below.



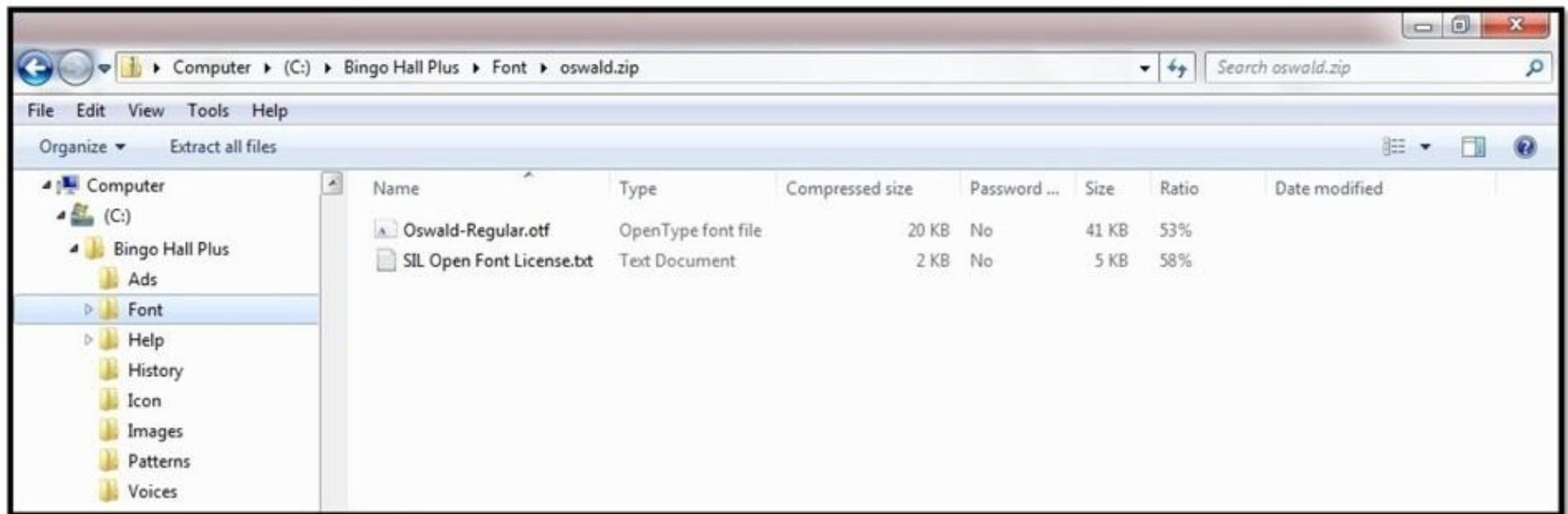
A Bingo Hall Plus icon will be installed on your desktop. Be sure to modify the launch icon Target property per the instructions in the email that Bingo Rose sends after purchase (or with Demo email instructions). After the two part installation is complete, it is necessary to install the Oswald font on your computer to achieve the proper screen display as described below.

The first time you run the Bingo Hall Plus program after installation, you will be asked to enter the Installation Code provided to you when you purchased the software. You will then be prompted to enter the Organization Name and License detail, specific to your organization, which was also provided. This information must be entered exactly as advised to gain access to the software.

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### OSWALD FONT REQUIRED

NOTE: The Bingo Hall Plus program uses the Oswald font to achieve crisp numbers on the Bingo flashboard. Following software installation, you must install this font to get an accurate appreciation for the software's clean and clear main screen. The Oswald-Regular font installation file is installed with the program and is located in the C:\Bingo Hall Plus\Font\oswald.zip file.



The Oswald font is required to achieve crisp numbers on the Bingo flashboard.

Simply double-click the Oswald-Regular.otf file contained in the Oswald.zip file and select Install. Font installation takes mere seconds. Alternatively, extract the Oswald-Regular.otf file to the Font

sub-folder, then right-click the font file, and then click Install. (If the software main screen does not look correct following installation of the font, you may need to re-start your computer to activate the Oswald font.)

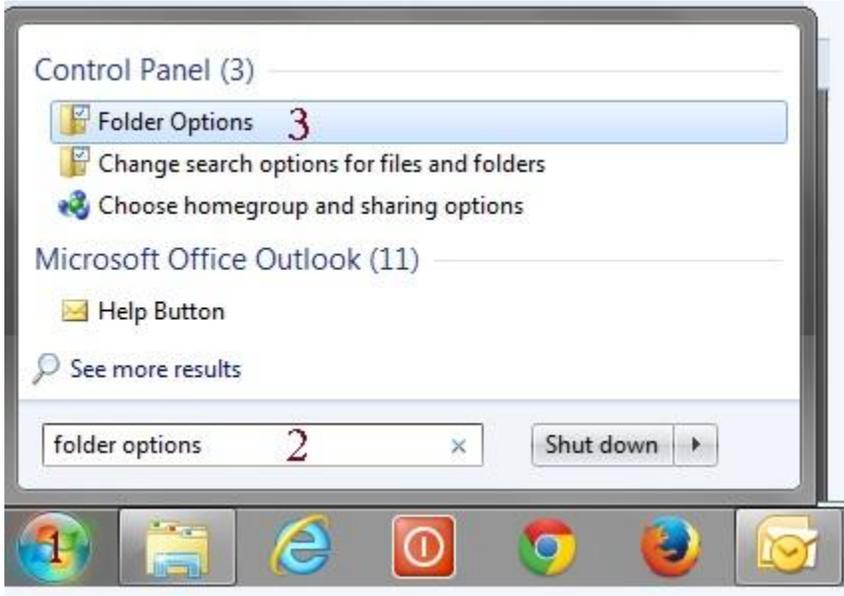
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NOTE: Bingo Rose takes great efforts to fully document every feature of the software in a clear, concise, and complete manner. Help files are updated when we establish that there might be confusing information or we have discovered an interesting new way to use a particular feature. Any updates to the program documentation will be posted on our website at:

<https://www.bingorose.biz>

## Bingo Hall Plus Help - A word about File Extensions

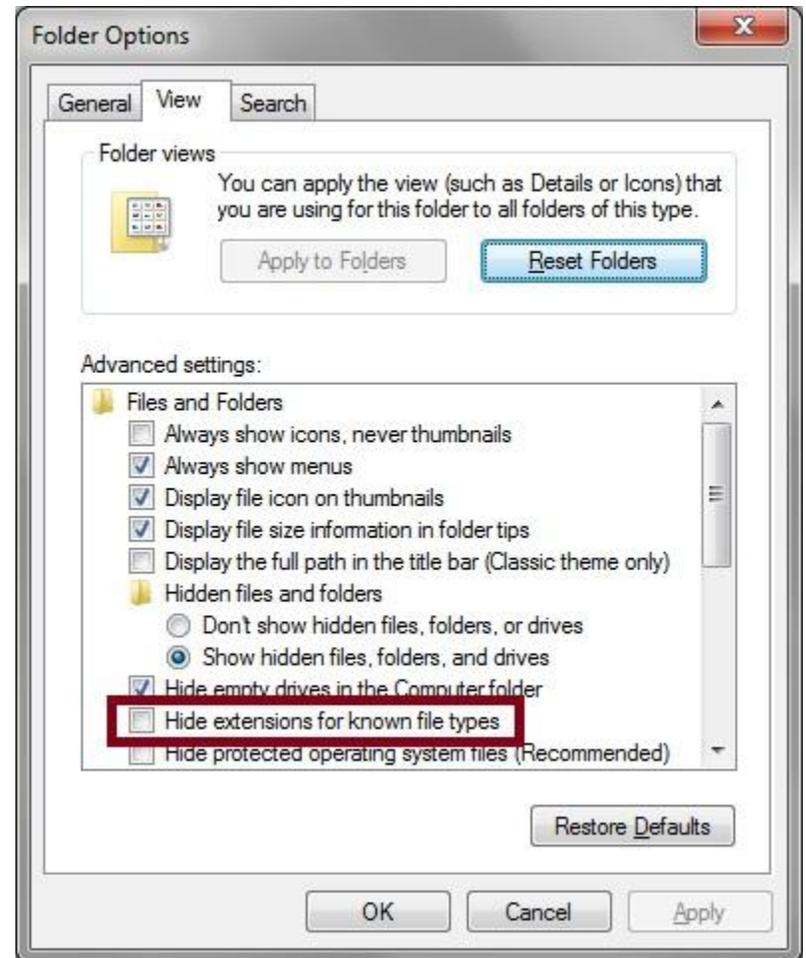
We refer to files throughout our documentation with their complete file name, including their extensions (i.e. setup.exe). Many customers are confused as their computer setting hides extensions. These steps outline how to unhide file extensions for known file types (Examples describe screens displayed in Windows 7).



You can access Folder Options (Windows 7) by:

1. Selecting the Start button,
2. Typing 'folder options' in the search box, then
3. Selecting Folder Options that should appear somewhere in the list that displays.

When you access the Folder Options, View tab, Files and Folders section, ensure that the check mark is removed from the “Hide extensions for known file types” setting.



# Access Version Error

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Bingo Hall Plus - We want your software to perform the way it was designed to.

The Bingo Hall Plus software was designed to operate in a Microsoft Access 2007 environment. That is why the second stage of our product installation is an installation of the Microsoft Access 2007 Runtime, enough of that program to allow our software to perform to 100% efficiency.



Some customers may currently have installed, or at a later date install, a different version of Microsoft Access. Should our software be opened by a version of Access that is not Version 2007, a message similar to the one at the left will display. (In some cases, this message will not display but rather the software will fail to open until the launch icon modification outline below is accomplished.)

While most customers will not experience any difficulty, running into a problem during your Bingo event would likely spoil your day!

By default, the 2007 Office programs are located in the C:\Program Files (x86)\Microsoft Office\Office12 folder. As such, the Access 2007 program launch file that should open to allow guaranteed operation of the Bingo Hall Plus software should be the C:\Program Files (x86)\Microsoft Office\Office12\msaccess.exe file.

About Bingo Rose

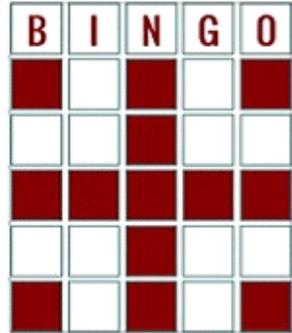


Version: Bingo Hall Plus - Version 4.1.4  
MS Access: 12.0.6735.5000  
File Format: 2007 ACCDB  
JET/ACE: 12.0.6679.5000  
Jet User: Admin  
Win User: Bingo Rose  
Workstation: BINGOROSE-PC  
Resolution: 1366x768

Linked Data: C:\Bingo Hall Plus\bingodata.accde

Copyright: © 2024 All Rights Reserved  
Developer: Kevin Leroux (<https://www.BingoRose.biz>)

For Entertainment & Not for Profit use only



If the About Bingo Rose screen (similar to the image at left) displays a leading 12 in the MS Access space, the software is operating in the correct environment.

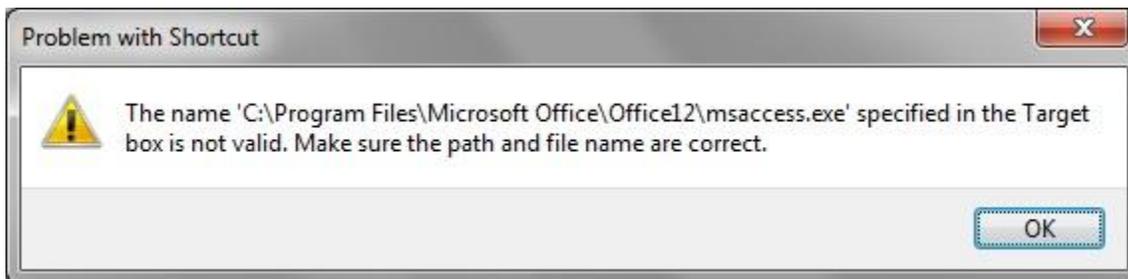
The Bingo Hall Plus software is installed in the C:\Bingo Hall Plus folder (Typical and recommended location).

To access the Bingo Hall Plus Properties screen depicted in the image at the right, right-click the Bingo Hall Plus icon created on your desktop and select Properties. Select the Shortcut tab.

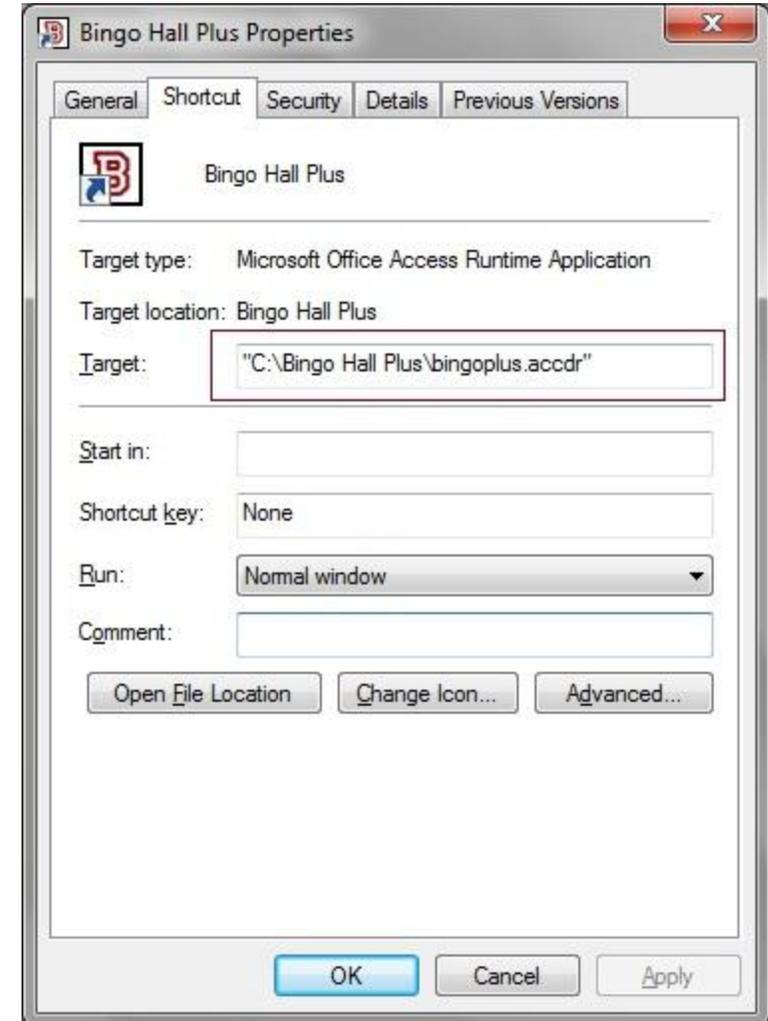
To modify this launch icon to ensure the Bingo Hall Plus program opens in the optimum Access 2007 environment, replace the "C:\Bingo Hall Plus\bingoplus.accdr" text in the Target box (highlighted in the red box) with the following text (including the quotation marks) and Apply that change:

```
"C:\Program Files\Microsoft Office\Office12\  
msaccess.exe" /runtime "C:\Bingo Hall Plus\bingoplus.accdr"
```

If you receive an error message such as the one below, it is likely that the Access 2007 program launch file is installed in the C:\Program Files (x86)\Microsoft Office\Office12 folder on your computer. Modify the Target appropriately and try again.

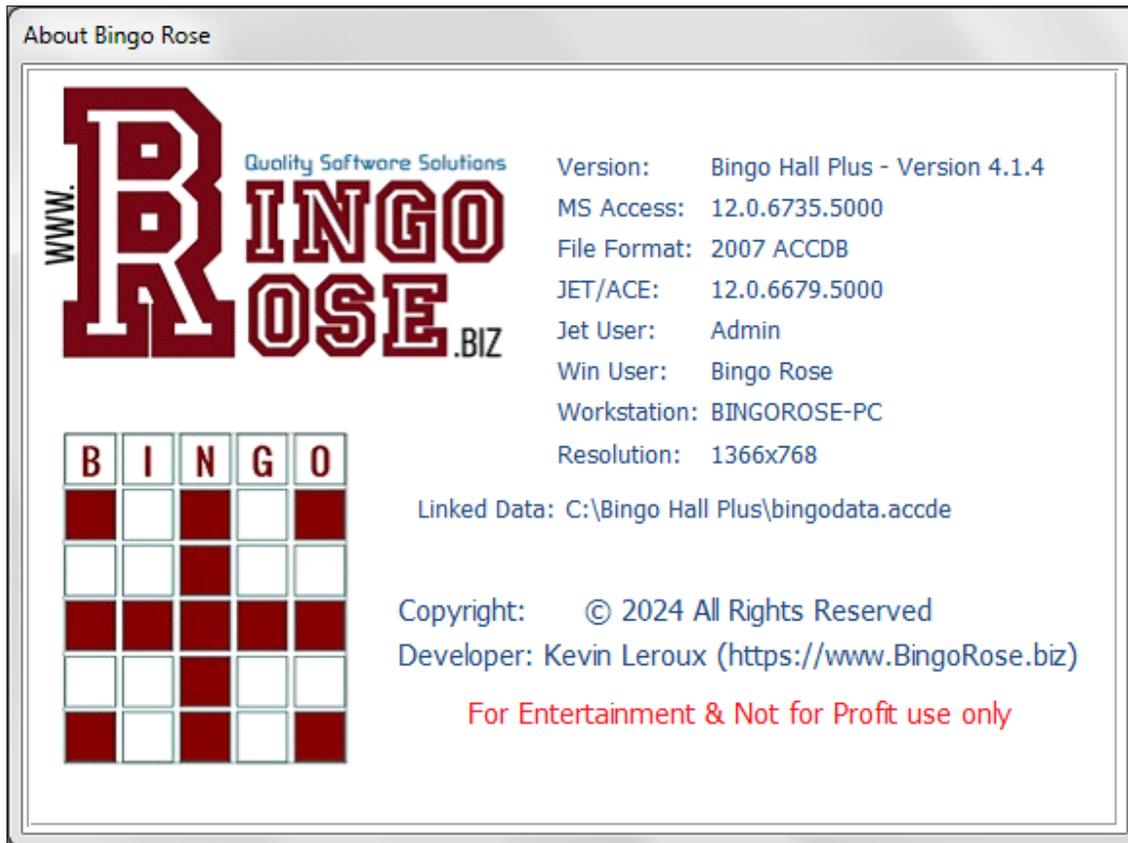


You may require Administrator Permission to modify this icon property.



# The About Bingo Rose screen

## The About Bingo Rose screen - Useful information for tech support



The About Bingo Rose screen is displayed for approximately 4 seconds each time the Bingo Hall Plus program is launched. It contains some basic information about your computer and the environment that the program is operating within. This information might assist Bingo Rose personnel in troubleshooting any unlikely difficulties you experience with the program.

This form can also be opened from the Utility Switchboard. To close it when opened in this fashion, simply click on the form (anywhere but on the link to the Bingo Rose website).

Should you need to be directed to the Bingo Rose website, there is a link to <https://www.BingoRose.biz> provided on this form.

# The Bingo Rose License screen

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## The Bingo Rose License screen - Registration / Software License information

The Bingo Hall Plus software is licensed for the enjoyment and sole use of a single organization. An Organization name must be provided at time of purchase. A License number will be provided in an email sent following purchase that is unique to that organization. Both the provided Organization name and the License number listed in that email must be entered exactly as indicated to gain access to the software when it is first launched. Incorrect entries may result in the software terminating, necessitating re-launch to access this License form.

The Organization name that is provided at time of purchase is an important element of the software licensing process. This name will be displayed at the top of the software main screen.

Each time the software is launched, a Licensed User notification will appear (right).



To review your license information, this form can be opened from the Utility Switchboard.

# Miscellaneous

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Bingo Rose - We want our customers to be happy.

## **Return Policy**

Due to the nature of our products, no returns are accepted except for defective items. Items found to be defective when returned to Bingo Rose will be replaced at no cost. The customer is responsible for shipping costs associated with the return of the defective item.

If the item is found to be not defective, the customer is responsible for the cost of returning the item back to them.

An Authorization Number must be provided by Bingo Rose prior to such return. Please use either the Contact Form or an email message to sales@bingorose.biz to initiate any return efforts.

We make every effort to fully describe our products online. If in doubt, please contact Bingo Rose prior to purchase to make sure your questions are answered. Take advantage of the FREE DEMO period (7 day / full-functioning) of our Bingo Hall Plus program, including our offer to walk you through the software's features via a phone session, to make sure the program meets your needs and performs correctly on your equipment before you buy!

## **Privacy**

Your privacy is important to us. This privacy policy sets out how Bingo Rose uses and protects any information that you give Bingo Rose when you use our website.

Bingo Rose is committed to ensuring that your privacy is protected. Should we ask you to provide certain information by which you can be identified when using this website, then you can be assured that it will only be used in accordance with this privacy statement.

Bingo Rose may change this policy from time to time by updating this policy on our website. You should check that policy page from time to time to ensure that you are happy with any changes. This policy is effective from June 26, 2010.

### What we collect

We may collect the following information:

- Name(s).
- Organization name.
- Contact information including address, phone numbers, email address.
- Other information relevant to customer surveys and/or offers.
- History record of our communications.

### What we do with the information we gather

We require this information to understand your needs and provide you with a better service, and in particular for the following reasons:

- Internal record keeping.
- Inform customers about product upgrades available.
- We may use the information to improve our products and services.
- We may periodically send promotional emails about new products, special offers or other information which we think you may find interesting using the email address which you have provided.

- From time to time, we may also use your information to contact you for market research purposes. We may contact you by email, phone or mail. We may use the information to customize the website according to your interests.

We respect your privacy. Should you no longer wish to receive infrequent product information / update email from Bingo Rose, simply send us an email and we will annotate our files accordingly. Likewise, if you do wish to continue to allow us to support you to our best ability, be sure to keep us informed of any new contact information as it becomes available.

## **General Terms and Conditions**

We welcome you to visit our website. If you continue to browse and use our website you are agreeing to comply with and be bound by the following terms and conditions of use, which together with our privacy policy govern Bingo Rose's relationship with you in relation to the website.

The term 'Bingo Rose' or 'us' or 'we' refers to the owner of the website whose registered office is in Manitoba, Canada. The term 'you' refers to the user or viewer of our website.

The use of our website is subject to the following terms of use:

- The content of the pages of our website is for your general information and use only. It provides information about our products and services, and is used to market and sell to customers, and to provide after-sales support. It is subject to change without notice.
- Neither we nor any third parties provide any warranty or guarantee as to the accuracy, timeliness, performance, completeness or suitability of the information and materials found or offered on this website for any particular purpose. You acknowledge that such information and

materials may contain inaccuracies or errors and we expressly exclude liability for any such inaccuracies or errors to the fullest extent permitted by law.

- Your use of any information or materials on our website is entirely at your own risk, for which we shall not be liable. It shall be your own responsibility to ensure that any products, services or information available through this website meet your specific requirements.
- This website contains material which is owned by or licensed to us. This material includes, but is not limited to, the design, layout, look, appearance and graphics. Reproduction is prohibited other than in accordance with the copyright notice, which forms part of these terms and conditions.
- All trademarks reproduced in this website which are not the property of, or licensed to, the operator are acknowledged on the website.
- Unauthorized use of this website may give rise to a claim for damages and/or be a criminal offence.
- From time to time this website may also include links to other websites. These links are provided for your convenience to provide further information. They do not signify that we endorse the website(s). We have no responsibility for the content of the linked website(s).
- You may not create a link to this website from another website or document without prior written consent from Bingo Rose.
- Your use of this website and any dispute arising out of such use of the website is subject to the laws of the Province of Manitoba, Canada.

## Our Product Line

All Bingo Rose software programs have been developed and compiled using Microsoft Office Access 2007 which provides a rich platform for developing database management solutions. The Microsoft Office Access 2007 Runtime enables us to distribute Access 2007 applications to users who do not have the full version of Access 2007 installed on their computers. This runtime will be installed as part of each Bingo Rose program setup. Modification of the software launch icon Target property ensures that the software opens in the designed version of Microsoft Access.

NOTE: A Windows Operating System is required. All Bingo Rose software requires a minimum of 1366 X 768 screen resolution.

Please visit <https://www.BingoRose.biz> for complete product descriptions.

### **Available Software** (Download Only)

[Bingo Hall Plus](#) - Comprehensive and flexible Bingo software solution (Try the [demo](#) before you buy !)

[Bingo Flashboard \(Basic\)](#) - 75 ball Bingo Caller (This software requires the user to have their own ball delivery system to determine the numbers to call.)

[Pokeno Plus](#) - Unique Bingo alternative and replacement for the standard POKENO game board.

Visit our website for details of new, upgraded, or free software.

## **Licensing**

The Bingo Hall Plus and Bingo Flashboard (Basic) programs are licensed for single organization use (one location). The Organization Name must be provided at time of purchase. The same Organization Name must be used in conjunction with a License number (provided with the installation instructions) when the program is first used to register the licensee and record the Organization Name for display on the main screen.

The Pokeno Plus software is licensed for individual use. The licensee's name must be registered into the program when it is first used.

## **Enjoy secure checkout with PayPal**

PayPal is an online payment solution. It enables any individual or business with an e-mail address to securely, easily and quickly send and receive payments online. PayPal's service builds on the existing financial infrastructure of bank accounts and credit cards and utilizes the world's most advanced proprietary fraud prevention systems to create a safe, global, real-time payment solution.

You do not need a PayPal account to make a credit card payment at time of software purchase.

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[Tell a friend about Bingo Rose software !](#)

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