

Technical Support

Have a question?

Technical support is available, and we're happy to help you.

On the World Wide Web

Visit your Lottery Director Web site:

<http://www.lidir.com>

You'll find . . .

- *Software Updates*
- *Game History Updates*
- *Playslip Layout Updates*
- *Custom Wheeling Systems*
- *Tips and Strategies for Using Your Software.*

And . . .

- *YOUR PLACE . . . Message Board . . . News . . .
. . . Contact other Lottery Director players.*
- *Make friends, share ideas about your games.*

E-mail

24 hours a day:

lotterydirector@aol.com

Welcome to *Lottery Director!*

Would You Like to Get Started RIGHT AWAY ?

Here's what you'll find in this *Easy Start* book:

1. ***What to Do First***
2. ***Installing Lottery Director***
3. ***Starting Lottery Director***
4. ***How to Get HELP***
5. ***Your MAIN Screen***
6. ***How to Enter Numbers***
7. ***How to Print Your Screens.***
8. ***Wheeling and Combinations***
9. ***Exiting the Program***
10. ***Exploring Lottery Director . . .***
11. ***The Lottery Director User's Guide***

Are You Ready?

Go to the next page, and read *What to Do First*.

1. What to Do First

Please read your Software License Agreement below. It is similar to the ones you find in other software. It describes how you may use Lottery Director. When you use Lottery Director, you are agreeing to the Software License Agreement.

Software License Agreement

The program consists of all parts of the Lottery Director software and related materials, including documents, media, and downloaded files.

You may make one copy of the program for 'backup' use on a single computer. You may not make additional copies, other copies, or derivative works of the program, nor sell, transfer, or distribute the program or its copy, in whole or in part, to others.

The program, including all related materials, is furnished solely for your entertainment and you agree to use it solely for that purpose.

The actual lottery process operates by random number selections. The program tracks past lottery numbers that have been entered. The program does NOT predict which future lottery numbers may occur. Your use of the program in conjunction with any lottery acknowledges your understanding of the lottery's random process, and of the fact that the program does NOT predict results. You solely control its use.

Neither the program's developers nor its agents shall be held liable or accountable for any outcome or consequence of use of the program.

In no event will our liability exceed the price you paid for purchase of the program, even if we have been notified of liability. No other warranty, expressed or implied, including fitness of the program's software, media, documents, files, or other material for any purpose, is made to you or to any other person or entity.

Your use of the program constitutes your full agreement to these terms and conditions as the sole basis for its use.

2. Installing Lottery Director

You can install Lottery Director with these two easy steps:

1. From a Web Site Download :

At your Lottery Director Web site: ***http://www.ldir.com***

- Download the LD Free Trial software (LDTRIAL.EXE) and install it.

... OR ...

From a Lottery Director CD :

The LD Free Trial software is also available on a CD.

- If you have the CD, insert it into your CD drive.

If the CD does not start automatically, click:

Start > Run... > d:index.html

(Note: Use your CD drive's letter for the "d:".)

Follow the instructions on your screen.

2. Register Your Software :

You should register your software to enjoy all its features.


- Your Registration comes to you by E-mail.
Contact us by E-mail for registration instructions.

E-mail to: ***lotterydirector@aol.com***

Subject: ***Software Registration***

3. Starting Lottery Director

You should see a new **Lottery Director** icon on your desktop.

 **NOTE:** If the icon does not appear on your desktop, see your **Read Me** file here: `C:\Ldir\Read_LD.TXT`

1. Double-click on your **Lottery Director** icon:



2. Then you will see your **LDPro Software** icon. Select it, and you'll see your full group of Lottery Director icons.

Note: The icons may be in different places on your screen. That's normal! Just find the icons you see below.

YOUR ICONS

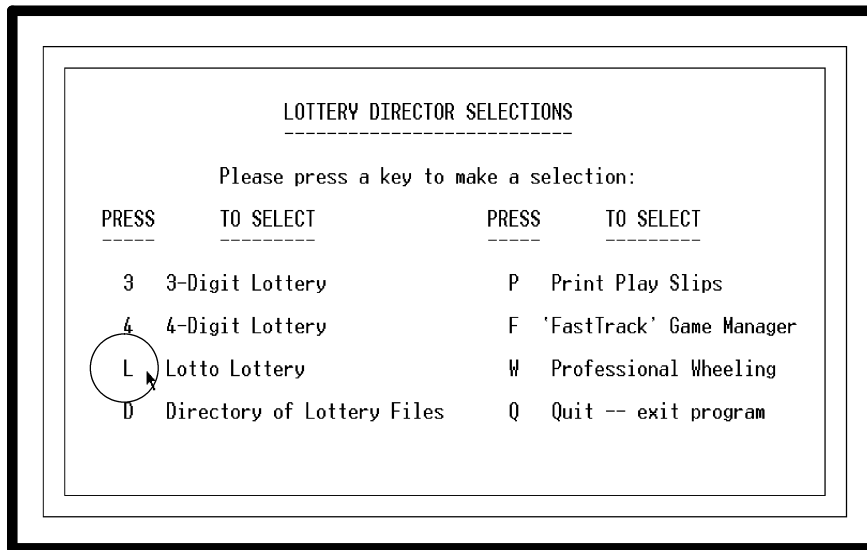
This is your **Lotteries** icon.
It starts your programs.
To start any program, click this icon.



3. **To Start:** Double-click on the **Lotteries** icon.

What to Do Next


When you start Lottery Director, you'll see your starting menu:



Here's how to get started.

Lottery Director *Lotto*: To start the Lottery Director *Lotto* program, press **L**. Or, point your mouse to the "Lotto Lottery" line on your menu, and click your left mouse button.

Lottery Director *Daily*: To start the Lottery Director *Daily* program, press either **3** or **4**. Or, point your mouse to either of these lines on your menu, and click your left mouse button.

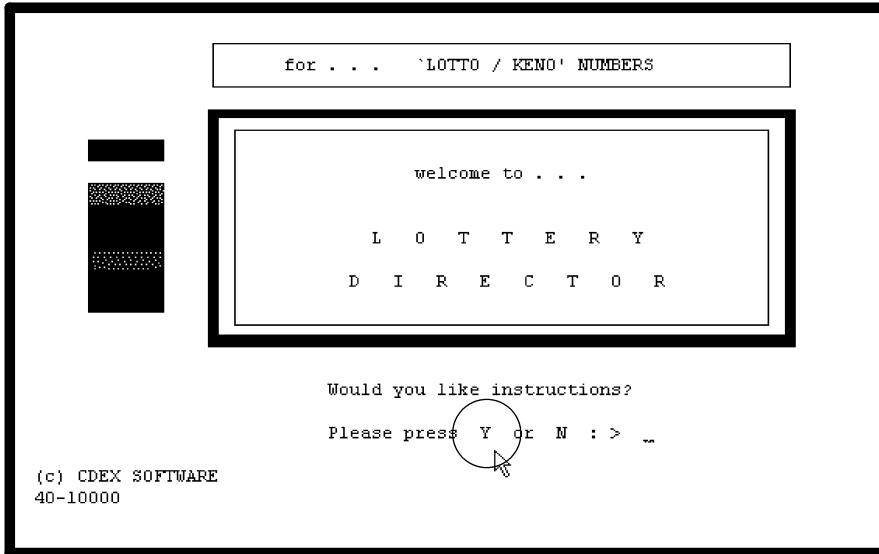
 **SUGGESTION:** Select your **L** (*Lotto*) program now.

Then continue with the examples on the next page.

4. How to Get HELP

Getting HELP -- When You Start a Program

Here is the opening screen in your *Lotto* program:



Note the Instructions at the bottom of your screen:

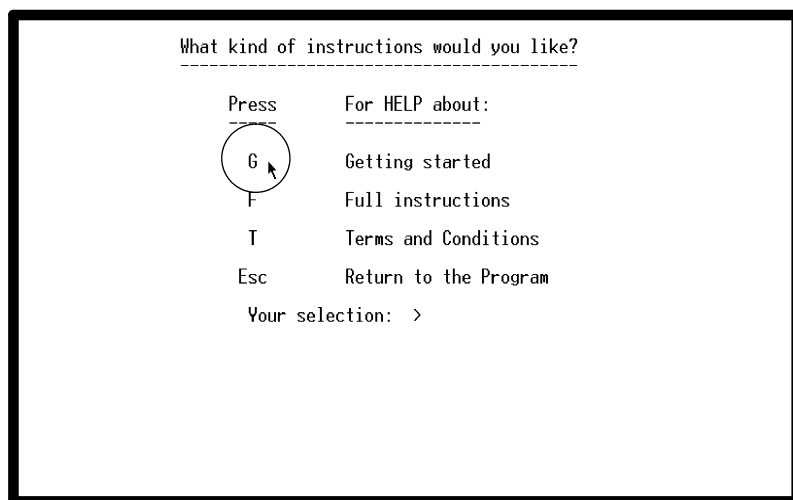
Just press **Y** (Yes) to go to your first Help menu.
Or, click your left mouse button on the letter **Y**.

Your First Help Menu

See the Help menu at the top of the next page. Press a key, or click your left mouse button, to explore your Help menu.

1. Select **G** (Getting Started) and read your instructions.

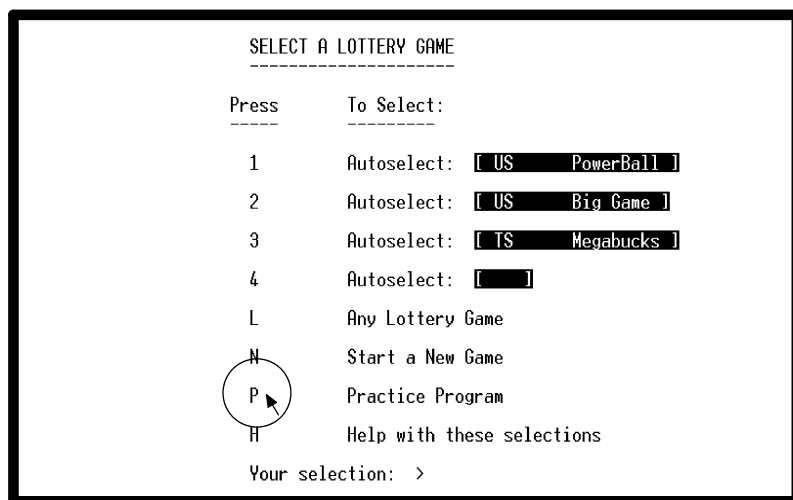
You might also like to see your **F** (Full Instructions).



2. To return to your program: select **Esc** (Escape).

Try Your Practice Program First!

You have Practice Programs for exploring Lottery Director!
Here's a typical menu for some games in the Lotto program:



Try your Practice Program now. Select **P** (Practice Program).

5. Your MAIN Screen

Here is an example of your *Lotto* program's MAIN screen.

```
MAIN SCREEN          D (DATA) == Detail of Win Patterns.
1 to 36 == Enter new numbers.  P (PICK) == Pick and Wheel Numbers.
B (BACK) == Erase the last entry. W (WINS) == Check for Winners.
E (EDIT) == Edit the Game History. V (VIEW) == Choose viewing options.
S (SCAN) == Scan/Print the History. H (HELP) == More information.
Z (ZOOM) == Zoom In for Close Look. Q (QUIT) == Exit the program.

-----
Your new entry: >               Last Draw: 2 6 7 11 19 32
ZZ 6/36 ...Practice...          Total Draws: 490
-----
```

LOTTO COUNT	LOTTO COUNT	LOTTO COUNT	LOTTO COUNT
1: 83	11: 95	21: 67	31: 82
2: 92	12: 81	22: 70	32: 76
3: 101	13: 83	23: 73	33: 69
4: 79	14: 74	24: 98	34: 75
5: 102	15: 80	25: 80	35: 69
6: 80	16: 82	26: 85	36: 69
7: 99	17: 77	27: 71	
8: 81	18: 76	28: 89	
9: 101	19: 89	29: 84	
10: 83	20: 71	30: 74	

Exploring Lottery Director

Now, sit back and explore Lottery Director!

1. The Red area at the top of your screen shows your options.
Press a key to select one or click your left mouse button on it.
2. To get Help on any screen, press **F1** or **H (HELP)**.

Updating the Numbers

You will want to keep your games updated by entering the recent numbers. It's a good idea to practice doing this first, using your Practice Program.

See the next page. Enter numbers into your Practice Program!

6. How to Enter Numbers

When you track your game, you will want to keep it updated. Here is how to enter your game's numbers.

You always enter the numbers into your MAIN screen.

To enter the numbers, go to your MAIN screen. Your screen is always ready. You can enter the numbers at any time.

1. Type each number, pressing your **Enter** key to enter it.
2. As you enter each number, notice that the winning totals are automatically updated at the bottom of your screen.

Correcting an Entry Error

1. If you make an error while entering a number, press your **Backspace** key to correct it.
2. If you have already entered the number, and want to change it, just press **B** (BACK). This will recall your last entry. Then you can re-enter the number.
3. If you have made an error with an earlier number, go ahead and finish all your entries. Finish entering the numbers for that draw. Then select **E** (EDIT) to go to your EDIT screen. Your EDIT screen shows all of your game's past draws. There, you can select any draw and change its numbers.

Cancelling All of Your Entries

If you want to exit the program without saving any of the entries you made, press **Q** (QUIT). Then press **X** to exit. Your game's draw history will remain unchanged.

7. How to Print Your Screens

You have many ways to print your game's information.

What You Can Print: You can print every bit of game data. You can print your game's full draw history or any part of it. You can print the history either filtered or unfiltered. You can print your wheels, combinations, and other game information.

You can also print any screen's data -- all of it, or part of it. You can print just one screen -- or you can combine the data from several screens. You can put several screens together into a customized report. You can view it, save it, and print it.


Before printing, you can add your own notes to your report.

Print Preview: Before you print anything on paper, you will have a full Print Preview on your monitor. You can see exactly what your printout will look like, before you print it.

You can decide how much information you want to print, and you can edit it before printing. You can customize the printout. This also helps to conserve your paper and printer supplies.

Your Files Editor: You will use your **Files Editor** to print all reports. The steps below will show you how to do it.

1. First, open your Files Editor. *Try it now!*

 To open your Files Editor, click on your Files Editor icon. (See your icons on page 4.)

Your Files Editor should be open now, in a separate window.

Now you can copy some of your game's data, and paste it into your Files Editor window. (Continue with the steps below.)

2. Go to your Lottery Director window (where you are viewing your game). In the top left corner of your Lottery Director window, you have a small **C:** button. Right-click on the **C:** button, and a menu will appear. Select: **Edit > Mark**.
3. Now on your Lottery Director screen, press your **left mouse button**, and hold it down. Drag your mouse to highlight the data you want to print. It will be shown in a different color. When you have the data you want, release the mouse button. (If you don't get the data you want at first, try it again until you get the right data.)
4. Now click the small **C:** button again, and this time select: **Edit > Copy**. This will copy your data.
5. Now you'll put the data into your Files Editor. Point your mouse inside your Files Editor window. Click your **right mouse button** in your Files Editor. You'll see a small menu. On that menu, select: **Paste**.
6. Now your data is in your Files Editor. You can view it, add more data, and add your own notes. You can print it, and you can save it for future use.

For example: You can go to another Lottery Director screen. You can "Mark" and "Copy" your game's data from that screen, and then "Paste" it into your Files Editor with your other data. You can edit it in your Files Editor, and add your own notes.

Just repeat steps 2 through 6 above, to add new data to your customized game report.

8. Wheeling and Combinations

To Wheel Your Numbers: Go to your MAIN screen, and select **P** (PICK). Here is your PICK menu.

YOUR PICK OPTIONS			
Press	To Select:	Press	To Select:
W	Wheeling Systems	B	Find Best Pick Lines
C	Check Your Combinations	1	Quick Pick -- Rarity
T	Test Wheeling Performance	2	Quick Pick -- Frequency
P	Preview Automatic Picks	3	Quick Pick -- Current Wins
A	Automatic Pick Priorities	4	Quick Pick -- Trending
N	Check Personal Numbers	H	Help with these selections
S	Check Playing Strategy	Esc	Return to the Main Screen

Your selection: >

Wheeling Systems: Takes you to your Wheels Directory for this Lotto game. You'll see a menu with hundreds of wheels. After you wheel your numbers, you can filter the combinations for economy and control, view and store them, and print them.

Check Your Combinations: You can check your wheeled combinations for winning numbers after the game's drawing.

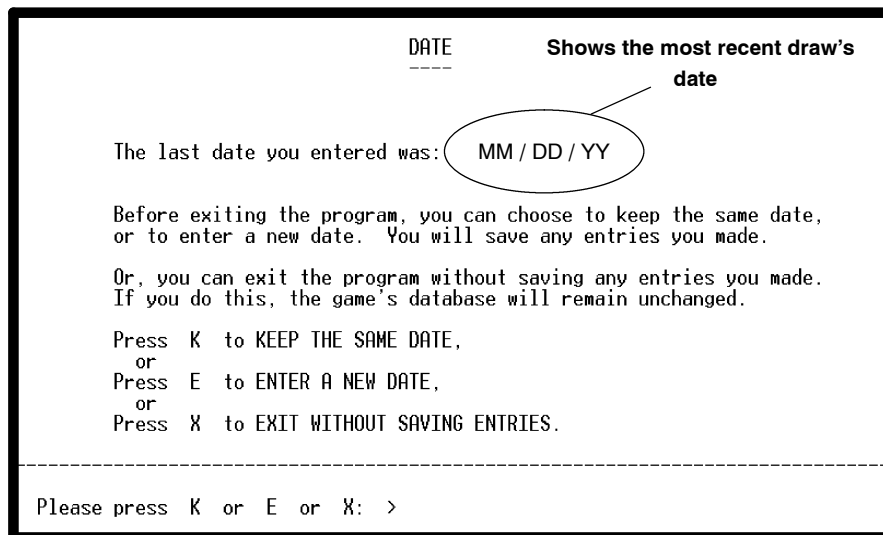
Other Options: When you wheel a set of combinations, you can see how many winners they have produced over the game's entire history. You can preview numbers before wheeling them. You can check their standing in the game's wins and trends. You can check your own personal 'favorite' numbers, and you can monitor your personal playing strategy. You also have 'quick picks' ready, if you do not have time for wheeling.

9. Exiting the Program

When you're ready, you can exit your Practice Program.

To Exit: Go to your MAIN screen, and select **Q** (QUIT).

Your DATE Screen: You'll see a DATE screen. It shows the date of the most recent drawing. Here is an example.



You have three options for exiting:

K: If you press **K**, you'll save all changes you made in the numbers, and keep the same date for the most recent draw. (You would do this if you have not entered a new draw.)

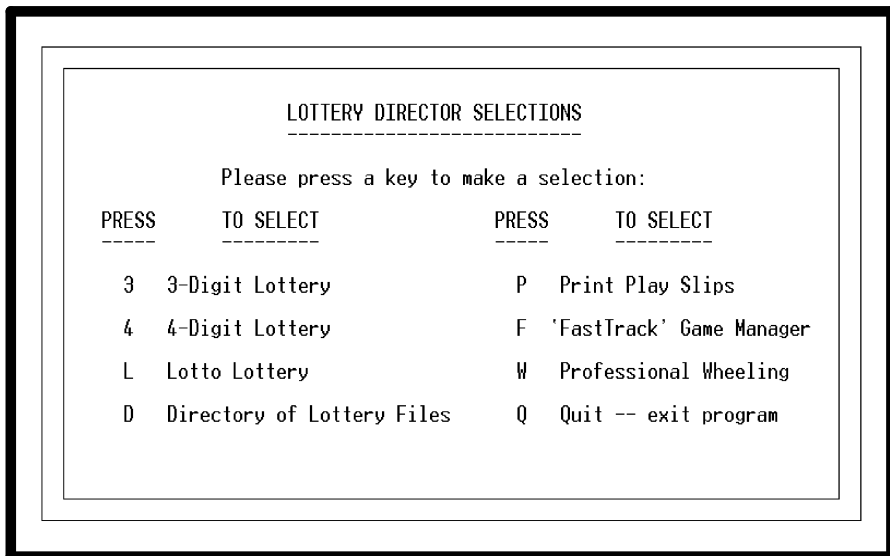
E: If you press **E**, you'll save all changes you made in the numbers, and enter a new date for the most recent draw. (You would do this if you entered a new draw's numbers.)

X: If you press **X**, you'll exit directly, without saving any changes. Your game's numbers will remain unchanged.

10. Exploring Lottery Director . . .

You can run Lottery Director at any time. Just click your icons. You can explore all of the programs you have in this software.

Exploring Your Lottery Director Programs



3 3 – Digit Lottery: Gives you complete game tracking for the Daily 3-Digit games (numbers 000 to 999). You have more than 50 data screens, with full information about these games. You have complete Straight and Boxed wheeling, with many powerful filters for customizing your combinations.

4 4 – Digit Lottery: You also have complete tracking, wheeling, and filtering for Daily 4-Digit games (0000 to 9999). The 4-Digit screens are similar to those for the 3-Digit games, because the two kinds of games are similar. You have more than 50 screens for these games also, with Straight and Boxed wheeling and filtering.


L Lotto Lottery: Complete tracking, wheeling, and filtering for the Pick-2 through Pick-9 Lotto games (numbers 1 to 100). You have extensive coverage of all Lotto information, with more than 60 screens. You also have over 800 Lotto wheels, including more than 250 for Pick-5 and 350 for Pick-6 games.

D Directory of Lottery Files: Lists all of the games in your software. It shows you each game's name and last draw date.

P Print Play Slips: Prints the marks directly on Lotto play slips. This program gives you options for printing play slips directly inside Lottery Director or with an external program.

F 'Fast Track' Game Manager: This unique program shows your game's basic information on easy-to-read screens. You can see the key information about your game's numbers. You can make multiple game reports with one mouse click. You can even compare your own game against other games. This is an *excellent* way to see your game's essential data.

W Professional Wheeling: You can make custom wheels automatically. You can test wheels to check their matching abilities, and you can repair defective wheels automatically. You can also manage your entire wheel collection: Import, Export, View, Edit, Backup, Copy, Convert, and Merge wheels. You can control Key numbers and create Zones of numbers. Professional Wheeling can import wheels from other sources, and can export wheels into standard text formats for use with other programs -- in addition to creating your own wheels.

 *Enjoy Lottery Director!* You have a *lot* in this software.
Explore your many options, and *enjoy your programs!*

11. The Lottery Director User's Guide

This *Easy Start* book has shown you how to get started with your Lottery Director software.

If you ordered the full Lottery Director software package, you also have the printed *Lottery Director User's Guide* book. The book is also available separately.

The Book is Fully Illustrated

The *Lottery Director User's Guide* book is fully illustrated. It shows your software's screens and menus, and it explains how to use them. It has over 300 pages, and it gives you many practical examples for using your software.

In addition, you'll find helpful "Questions and Answers" areas in the book.

The Book is Color-Coded

To help you find information easily, your *Lottery Director User's Guide* book has sections in these colors:

<i>Lotto Lotteries User's Guide</i>	Blue
<i>Print Play Slips User's Guide</i>	White
<i>Professional Wheeling Quick Start</i>	Gold
<i>Professional Wheeling User's Guide</i>	Green
<i>Daily Lotteries User's Guide</i>	Tan

You can go to any section in your book, quickly and easily.