

Here is the third and final article in this series. We'll see more of the menus in the new Lottery Director software.

Menus ... and More.

As you know, we've been focusing on the menus in this three-part *WinIt!* series.

This makes it a good time to mention some other things you'll find in this software.

There has to be more than 'menus' in a good software program. Besides the menus, there must be game screens that are complete and effective. And for every menu and screen, there must be a clearly-presented Help topic.

You'll find that the new LD scores highly in all these areas. Screen layouts are clean and 'crisp'. They're organized for the most effective views of the vital game information.

Help: Your Help system is expanded as well. Help is available by pressing your F1 key. Or, you can use H (HELP), as in the former release. There are over 100 Help screens in the Lotto program alone.

Printing: Printing is greatly expanded, too. You can print any screen's information with your F2 key. Usually, you can print two screens on a single sheet of paper. Or -- an excellent idea -- you can print a screen with game information, *and* its corresponding Help screen -- on the same sheet!

This Lottery Director is the easiest one yet.

Good luck -- and *WinIt!*

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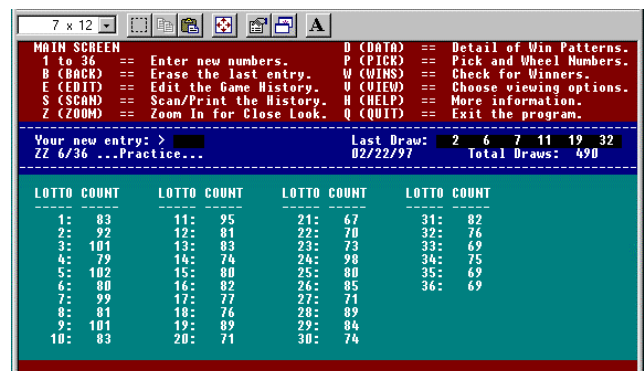
Part 3 ...

Your Lotto Program's Menus

The NEW Lottery Director

Part 3 ... Your Lotto Program's Menus

To start, let's check the layout of the MAIN Screen in Lottery Director Lotto:



The MAIN Screen is your central 'hub' -- the point from which you can branch out to all your other menus.

The top part of your screen shows your links to the other menus. You can click your mouse button on any line, or press a key as shown.

Screen colors: In your program the screens are in full color, and you can customize the colors to emphasize the lottery information. Use your VIEW menu to customize all colors.

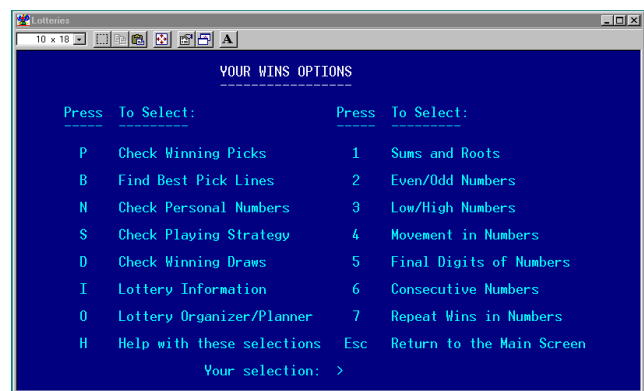
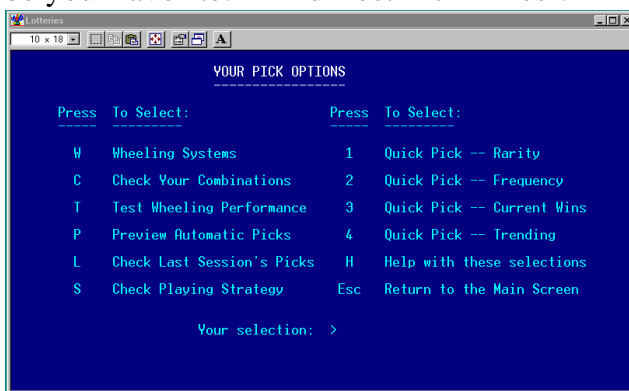
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Your Menus: Here are three of your menus: your DATA, PICK and WINS menus:

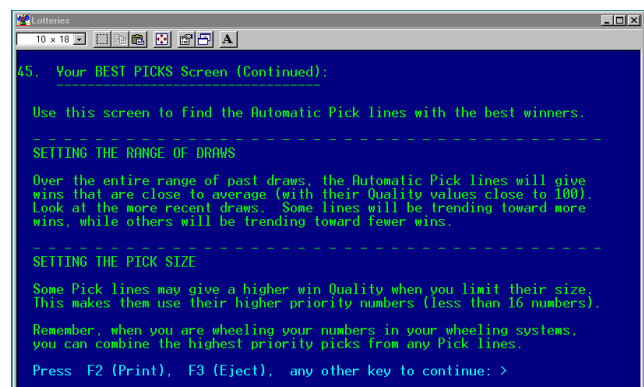
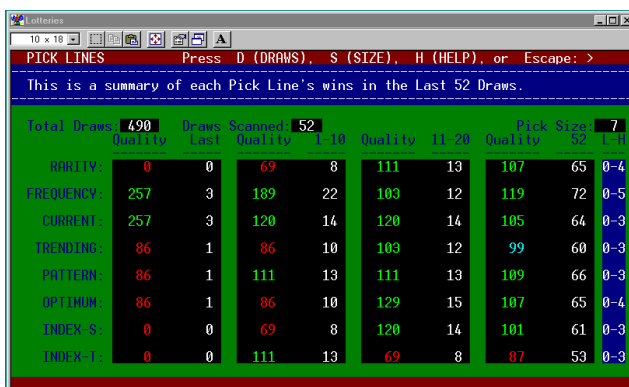
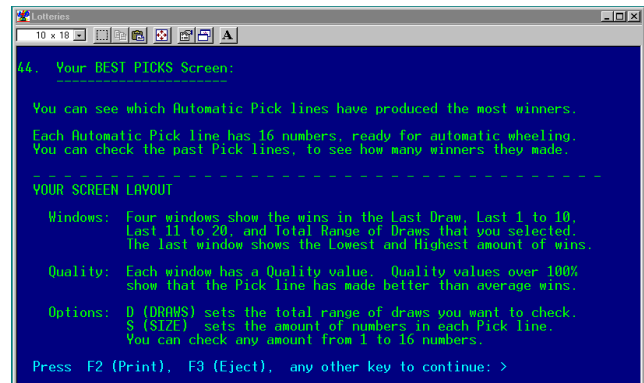
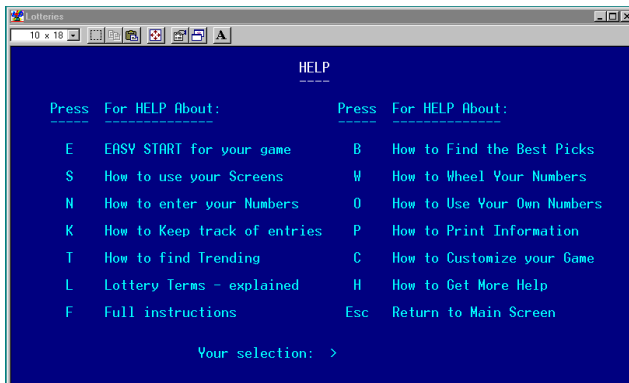
On your DATA menu (at the right), you can scan the 'Index Overdue Numbers' screen -- dynamically and automatically! You'll see overdue numbers 'come alive' -- and you'll know when is the best time to pick them.

On your PICK menu (below, left) you have a new option to 'Test Wheeling Performance'.

Your WINS menu (below, right) gives you many new selections, including one that may be your favorite: 'Find Best Pick Lines'.



The Help System: Here's the main Help menu, and the Help screens for 'Find Best Pick Lines'.



In the Next Issue: We'll start exploring the screens, plus Automatic Picks, wheels, and filters.