

**SP**

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| WRITTEN BY    |                      | February 24, 2025 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

# Contents

|          |   |          |
|----------|---|----------|
| <b>1</b> | <b>SP</b>   | <b>1</b> |
| 1.1      | SYNDICATE PROFESSIONAL - REGISTERED SHAREWARE VERSION               | 1        |
| 1.2      | Introduction  | 2        |
| 1.3      | System Requirements...  | 2        |
| 1.4      | Syndicate Pro Features  | 3        |
| 1.5      | How To Use Syndicate Professional - SHAREWARE                       | 3        |
| 1.6      | Loading the program...  | 4        |
| 1.7      | Using Syndicate Pro SHAREWARE                                       | 4        |
| 1.8      | Syndicate Members Window  | 5        |
| 1.9      | Winning Lottery Numbers Window                                      | 5        |
| 1.10     | National Lottery Results (window)                                   | 6        |
| 1.11     | Prediction & Forecasting Tools (window)                             | 7        |
| 1.12     | Project Menu Features..   | 7        |
| 1.13     | Member Menu Features..  | 8        |
| 1.14     | Syndicate Menu Features..   | 8        |
| 1.15     | Jackpot Menu Features..   | 9        |
| 1.16     | Syndicate Professional Future Editions??                            | 9        |
| 1.17     | History of SYNDICATE PROFESSIONAL by Steven Ridgers (c) 1995        | 9        |
| 1.18     | Registering for the FULL SHAREWARE VERSION                          | 12       |
| 1.19     | Updating SYNDICATE PROFESSIONAL SHAREWARE                           | 12       |
| 1.20     | Bug Reports/Suggestions etc..                                       | 13       |
| 1.21     | Queries, Registering, major upgrades, magazine reviewers etc etc... | 14       |
| 1.22     | Queries, Registering, comments, major upgrades, mag reviewers etc.. | 14       |

# Chapter 1

## SP

### 1.1 SYNDICATE PROFESSIONAL - REGISTERED SHAREWARE VERSION

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SYNDICATE\_PROFESSIONAL V1.04s

NATIONAL LOTTERY PROGRAM TO MAKE LIFE EASIER!

(c) 1995 by Steven Ridgers.

FULLY REGISTERED SHAREWARE RELEASE

- Version 1.04s -

\*\*\*\*\*

DEMO OF SHAREWARE VERSION

Introduction  
Requirements

Features  
User Guide

Program History  
Future Ideas  
Requests/Ideas etc

Registering For The First Time  
How To Get Upgrades For Registered Users

THIS DOCUMENT COMES WITH THE FULL VERSION WHICH YOU CAN REGISTER BY  
E-MAIL or by SNAILMAIL. THIS VERSION HAS BEEN CRIPPLED SO THAT  
YOU CAN JUDGE HOW GOOD/BAD THE PROGRAM IS.

Please Note that this program must NOT be distributed without prior consent from the author (Steven Ridgers) via magazines, PD libraries and other interested parties. This program is copyright 1995 by Steven Ridgers - All rights reserved. If you are interested in distributing this package then contact me either by snail mail or by e-mail.

## 1.2 Introduction

Thank you for upgrading your demo PD copy to the fully registered SYNDICATE PRO. I am sure you will agree it is worth the asking price of 5 UK pounds.

As you are probably aware I wrote this program because I was fed up of checking the numbers of 9 people, (it seems to increase everyday!), every week as the novelty wore off. So I decided to knock up a simple little program to tell me if the numbers my syndicate had chosen were the <winning ones>.

I then suddenly realised that this program saves a lot of time to syndicate member organisers who have to trudge through their friends/colleagues numbers (Often who never check themselves!). So I started to expand the program by giving it a GUI via gadtools. After this I started adding a few features here there and everywhere until I had a reasonable looking package. The result of which you can see in this shareware version you have bought.

Finally

I hope you enjoy this program and find it useful as I do. If you want to send me any comments/ideas/etc then just mail me at :>

ste@spuddy.mew.co.uk (my email account - used when I have free time etc)

or my friends e-mail account :>

dj@uk.ac.coventry (he uses it quite frequently! - but has tonnes of mail!)  
( so mark it clearly as \*\*\*\*LOTTERY\*\*\*\* !!)

DISCLAIMER

The author of this program cannot be held responsible for any damages, loss of profits, or any other loss related to running this program. The user will use this program at his/her own risk and responsibility.

## 1.3 System Requirements...

Requirements:

- o Workbench 3+ (i.e. A1200,A4000)

### Suggested Programs To Complement 'Syndicate Pro\_v1.04s'

- o Cycle2menu - So you can select JACKPOT no.s quickly
- o PowerPacker & PP - Ideal for a large database which can be up to 160k of text. Powerpacker likes textfiles and will crunch them into very small files. Use PP (PowerPacker Patcher V1.4) by Michael Berg to run in the background and decrunch 'crunched files' into Syndicate Pro. However when you save the syndicate database the file will be back to text again. You could use powerdata however which is a truly excellent program by Nico Francois.

### Amiga Computers Tested with Syndicate Pro Shareware

- o Amiga A1200 Blizzard II @40mhz 7 meg RAM
- o Amiga A4000 @25mhz 14 meg RAM

## 1.4 Syndicate Pro Features

### Features:

- o Quite Small (less than 160k uncrunched!)
- o Fast (Negates You From Checking Syndicate Members No.s)
- o Accurate (On going tests from beta testers say'100% reliability')
- o Uses friendly GUI for quick use
- o Print out selected syndicate member details to a file
- o Print out whole syndicate details in table format.
- o ASCII File Format - Users Can Develop There Own Editors!
- o Updated Regularly To Include Bug Fixes,Requests etc (esp E-mail)
- o History/Other Options.
- o Only Costs 5 UK pounds
- o Works On accelerated machines\*
- o Set the size of the syndicate from 1 to 1999
- o User database to keep an eye on \*bad\* members! (chuck 'em out!)
- o Predictions based on previous Lottery Jackpot Results
- o Does not hog the CPU unlike some other Lottery programs!

\* If it does not work on your machine then tell me what sort of configuration you've got and i'll sort it out - come on you 68060 testers!!

## 1.5 How To Use Syndicate Professional - SHAREWARE

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SYNDICATE\_PROFESSIONAL V1.04s

NATIONAL LOTTERY PROGRAM TO MAKE LIFE EASIER!

(c) 1995 by Steven Ridgers.

USER GUIDE ABOUT THE FEATURES OF  
- Version 1.04s -

\*\*\*\*\*

LOADING THE PROGRAM  
USING THE PROGRAM

## 1.6 Loading the program...

LOADING THE PROGRAM

Just load workbench and double click on the SYNDICATE\_PRO.exe icon.  
Load other programs like cycle2menu beforehand to enhance the program greatly.  
It is suggested to read the manual beforehand but most functions are pretty  
much straightforward.

## 1.7 Using Syndicate Pro SHAREWARE

USING THE PROGRAM

Easy GUI makes it quite logical to use. But below are the main  
listed features and how to use them.

WINDOWS

SYNDICATE MEMBERS

WINNING LOTTERY NUMBERS

NATIONAL LOTTERY RESULTS

PREDICTION & FORECASTING TOOLS

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MENUS

PROJECT

MEMBER

SYNDICATE

JACKPOT

## 1.8 Syndicate Members Window

SYNDICATE MEMBERS (window)

- o) When you click on top of a syndicate member their numbers will be updated accordingly.
- o) 'ABOUT' tells you about the program/version number.
- o) 'STATS' brings up a window which holds a database of information about the selected member.
- o) 'INSERT' adds a new member to the syndicate. It will be inserted underneath the selected member.
- o) 'DELETE' will delete the current selected entry.
- o) 'EDIT' brings up a window and allows you to change the forename, surname and whether the member is active (i.e. paid up!).
- o) The scroll gadget can be dragged up/down to show other syndicate members, (only if the membership is greater than eight - max=1999)
- o) The 6 six gadgets at the bottom of the window let you enter your own lottery numbers for the currently selected member. Please note that the numbers are only saved if you press tab or return.

## 1.9 Winning Lottery Numbers Window

WINNING LOTTERY NUMBERS

- o) There are 6 gadgets at the top of the window which is where the JACKPOT lottery numbers are updated while watching the LIVE JACKPOT DRAW on television.
-

- o) The other bonus cycle gadget is for the last bonus number and after updating this the 6 JACKPOT numbers will be sorted numerically.
- o) The 'DRAW NO.' slider gadget let's you see the previous weeks jackpot numbers and it is here you set the position for the JACKPOT data to be held.
- o) 'EXECUTE' will execute the command which is displayed in the cycle gadget adjacent to it. Currently there are only 4 commands which are :>
  - 'CHECK NUMBERS' - Looks at current week's WINNING LOTTERY NUMBERS and checks them against your syndicate numbers (only active members). Afterwards the results are displayed in bar graph form. Therefore it will look at the current week's WINNING LOTTERY NUMBERS and check them against your syndicate numbers. Afterwards the results will be displayed in graph form.
  - 'CALC STATS' - Creates stats (e.g. draws entered,best result etc) for ALL active syndicate members. This is rather good as it goes through all known HISTORY JACKPOT draws and accumulates the statistical data. This is ideal if you want to keep a database of good/bad members!. It will add 10 pound profit to 3 correct numbers but if you get >3 numbers right it will ask you to enter the winning amount (max=30 million pounds)
  - 'INSERT DRAW' - Inserts a jackpot draw after the current selected one. The ← gadgets are updated automatically and default to '??'.. (Default=208) - Max draws=512)
  - 'DELETE DRAW' - Deletes currently selected draw. (Ideal for saving memory/ ← diskpace) And gadget is updated automatically to previous draw.

## 1.10 National Lottery Results (window)

### NATIONAL LOTTERY RESULTS

- o) The list gadget on the left is updated when the 'EXECUTE' button is pressed. It tells you who won what, i.e if they lost or won a prize etc. It is more useful with small syndicates.
  - o) The bar graph is a visual way of telling you if you have won anything worthwhile. This is ideal if you have a syndicate of 100 people or so because you can quite clearly see the number of winning entries. The back bars mean no prize, while blue bars indicate a prize and other patterns for major prizes.
  - o) The 'POPUP WIN?' gadget let's you choose whether the winning results statistics is displayed or not.
-

- o) The 'APPEND DB?' gadget let's you choose whether the 'execute'-'check win' will calculate the statistics for the <active> syndicate members. These statistics include: number of draws entered, winnings, highest result etc. If a member gets MORE than 3 numbers correct a window will popup and ask you the winning cash amount.

## 1.11 Prediction & Forecasting Tools (window)

### PREDICTION & FORECASTING TOOLS

- o) The PERMUTATE function is used to predict future winning lottery numbers based on previous WINNING LOTTERY NUMBERS. Each gadget is explained below:>
- o) 'HOT NO.S / COLD NO.S' is a cycle gadget which determines how your prediction is reached. If you decide you want to predict future numbers by using hot numbers then the program will examine old WINNING LOTTERY NUMBERS (from it's database which you keep up to date), and permute numbers which often come up on average. For example in the first 10 lottery draws the number 31 has come up quite often and can be deemed a 'HOT number'.

The 'COLD numbers' will do the opposite and permute numbers which have not frequently come up in the NATIONAL LOTTERY. I prefer this prediction method because in reality numbers do not come up in patterns and therefore cold numbers are a 'safer' bet.

- o) '1 Line / 2 Lines etc' gadget will determine how many lottery lines to make up. I.e. if you want to fill in the full lottery ticket you would choose 5 lines. Then the program will permute the chosen configuration and give you 5 lines of numbers starting from your selected syndicate member at the TOP LEFT of the screen.
- o) 'JACKPOT+BONUS / JACKPOT ONLY' gadget is another parameter to the prediction tool which determines whether to use just the 6 winning numbers from the JACKPOT HISTORY FILE or the BONUS ball aswell.
- o) 'GO!' will execute your chosen configuration and update the syndicate database with however many lines you chose to create. Please note that if the WINNING LOTTERY NUMBERS DATABASE is empty then a prediction is impossible!. Another note is that the lines will be inserted at the beginning of the currently selected syndicate member. Therefore if you have 2 members in your syndicate and you click on the first member, and then press 'GO!' with a 4 line parameter the program will only fill the 2 members numbers.

## 1.12 Project Menu Features..

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## PROJECT MENU

- o) LOAD CONFIG - brings up a file requester to load a syndicate database in.
- o) SAVE CONFIG - brings up a file requester to save a syndicate database out.
- o) PRINT - MEMBER - Prints the details of the currently selected syndicate member to a file.  
- SYNDICATE -Prints the details of all syndicate members in table form to a chosen file
- o) ABOUT - About the program / author / version etc
- o) QUIT - quits the program

### 1.13 Member Menu Features..

## MEMBER MENU

- o) NUMBERS - RANDOM - Creates random numbers for currently selected member.  
- PREDICT- Predicts via PERMUTATE options BUT ONLY for the currently selected member.
- o) ACTIVATE - Activates the current highlighted member.  
(Used for searching winning numbers - i.e paid up etc?)
- o) Wipe DB - Wipes the statistical information for that selected member.

### 1.14 Syndicate Menu Features..

## SYNDICATE MENU

- o) NUMBERS - RANDOM - Produces random numbers for all syndicate members ( Ideal for 200+ members! - good fun!)
  - o) NAME - SEQUENTIAL - Creates names for the syndicate members - ideal for large 'home\_made' syndicates  
>format is Member 1, Member 2 and so on...
  - o) Activate - YES - Activates everybody in the syndicate  
(Handy for large syndicates - saves activating everybody!!)  
- NO - Deactivates everybody in the syndicate
  - o) SET SIZE - Brings up a window to set the size of a new
-

syndicate - valid range from 1 to 1999. 0 will not update database at all.

- o) Wipe DB - Wipes all statistical data for ALL syndicate members. This is ideal if you want to reset your winnings to date and then calculate them from scratch. Ideal if you want to then EXECUTE 'CALC STATS' to save you time..

## 1.15 Jackpot Menu Features..

### JACKPOT MENU

- o) HISTORY - LOAD - Load the WINNING LOTTERY DATABASE.
  - SAVE - Save the WINNING LOTTERY DATABASE. (Use this when you've just entered saturday's winning numbers for predictions next week..)
  - WIPE - Clear the WINNING LOTTERY NUMBERS DATABASE.
- o) RANDOM - Create RANDOM WINNING LOTTERY NUMBERS (just for fun!)

## 1.16 Syndicate Professional Future Editions??

Things that could be added:

REGISTERED USERS ONLY :>

- o ...got any other sensible ideas? You have? - Mail me and I'll add them!

The ToolTypes:

None As Yet.... Would you find them helpful or not??

## 1.17 History of SYNDICATE PROFESSIONAL by Steven Ridgers (c) 1995

SYNDICATE PROFESSIONAL HISTORY

DATE      VERSION      COMMENT

-----  
 22/11/94    0.09      \*)NO GUI - never released to public  
 -----

30/11/94 1.00b \*)GUI interface designed for demo release

---

12/12/94 1.00 \*)Shareware version enhanced speed/features

---

21/1/95 1.00s \*)Fixed file printing problems / synd size bug

---

30/4/95 1.01s \*)Optimised routine to check syndicate no.s 400%+  
 \*)Added Hotkeys which work properly!  
 \*)Installation script for HD users

---

25/5/95 1.02s \*)Updated JACKPOT HISTORY FILE to the correct one!  
 \*)Added 'Are you sure requester?' to important functions  
 \*)Added '??' option to WINNING LOTTERY NUMBERS gadgets  
 \*)Fixed PRINT syndicate database to a file bug where 2nd member  
 is not printed!  
 \*)Added progress requesters to save/load files etc.  
 \*)Optimised 'Check Numbers' routine by 600%  
 - Speed below is tested on an A4000/030@25mhz  
     - takes well under 1 second to check 299 ←  
        syndicate members now!!!!  
 - takes just over 1 second to check 599 syndicate members!!  
 - takes just over 2 seconds to check the max syndicate size of 999!  
 \*)You can now have a maximum of 999 syndicate members

---

16/6/95 1.03s \*)Screen mode ID selector added - no need for forcemonitor now! ←  
 ;)  
 \*)Optimised random user number routine by 112%  
 \*)Optimised PERMUTATE FUNCTION by at least 900% (you will notice it  
 more when there is a large JACKPOT HISTORY DATABASE)  
 \*)Added 'POPOP WINDOW?' gadget to WINNING RESULTS WINDOW  
 so that you can turn on/off the winning/non-winning statistics.  
 \*)Fixed bug where the 'not active' member in the syndicate is given  
 the previous member's name when 'CHECK WIN' is executed.  
 \*)You can now type at the CLI/SHELL 'version syn\_pro\_v?.??' to return  
 version information.

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13/7/95 1.04s BUGS FIXED

- \*)Fixed bug where 'set size' clears the members name/number but  
 not his/her statistics!
- \*)Fixed bug which wiped your syndicate numbers from memory if you  
 'load config' and then 'cancel' this!
- \*)Re-coded 'PRINT' file routines due to bugs.

TO DO! -> \*)Fixed bug which stopped you from 'tab' cycling fields in the  
 'EDIT MEMBER' window.

#### FEATURES ADDED

- \*)Draw date is displayed (for checking old tickets you've acquired!)
  - \*)You can now have a maximum of 1999 syndicate members
  - \*)Added 'appenddb' option which allows you to switch on/off the
-

calculation of the draw entered, best result for that individual and other statistics. N.B - it affects only <active> syndicate members. A popup window asks you for the cash amount if you get more than 3 numbers right...

- \*) You can now insert/delete jackpot draws up to 516 entries instead of the previous 208!. 516 draws goes up to 2nd November 2002 (is that enough ;)
- \*) All windows can be moved around now to your own tastes!..
- \*) Load config now checks for valid files (as users reported that they sometimes forgot to run pp!)

#### MISC

- \*) Re-coded program into a modular design for future enhancements/ reduces bugs/saves time etc.
- \*) JACKPOT\_HISTORY.cfg has been renamed to JACKPOT\_HISTORY.data

-----

Have you found some annoying bug or feature that you don't like?. Well don't just moan about it! - tell me via e-mail or even snail mail. I will make changes to the program to make it better. The best way is to fill out a standard bug / feature form below:>

#### BUG REPORT FORM:

-----

Surname : (your name)  
 Forename :  
 Reg. Number : (Registration number - in 'ABOUT' requester)  
 Soft.Ver.No.: (Syndicate Pro V???.?? - what version have you got ?) Floppy or ←  
 HD?  
 E-mail : (your e-mail address - and when it expires!)  
 Amiga Type : (A1200,A4000)  
 Memory : (4mb?)  
 Hard Drive : (Make,Model,Size?)  
 Accelerators: (Cyberstorm 060@50mhz?,GVP A1230,Blizzard??)  
 Date : (Date reported)  
 Bug(s) : (Description here....)  
 :  
 :  
 :  
 :  
 :

-----

#### FEATURE REQUEST:

-----



ste@spuddy.mew.co.uk

If response then try my friend dj.uk.ac.coventry

or snail mail :>

Steven Ridgers  
26 Clarewell Avenue,  
Solihull,  
West Midlands  
B91 3YD.

Please note that if you want to upgrade by post then send me a S.A.E. (I'm not rich you know!).

If you have a friend with e-mail then it is probably better to contact me as it is quicker and will mean I can e-mail you the latest SYNDICATE PRO 'happenings'.

## 1.20 Bug Reports/Suggestions etc..

Please Note:>

1. 'SEND BUG REPORTS/IDEAS/REQUESTS' TITLED \*\*\*\*LOTTERY\*\*\*\*
2. 'SEND INTERESTED REGISTERING REQUESTS' TITLED \*\*\*NLREGISTER\*\*\*  
<& Say That You Have Mailed The Cheque>

To Me ste@spuddy.mew.co.uk (login when I have time! - quite fast response)

or

To My Friend Below \/

```

+-----+
| David Jackson, E-Mail: dj@uk.ac.coventry      /// 40MHz '030 :)      |
| "Righty-dokey-matey-bloke-flap-old-salty-    /// 80 Meg HD <-----+ |
| sea-dog-amigo-skip-jack-jock-strap-piano-   \\ /// 7 Meg RAM (2+4+1)  | |
| tuner, let's see you balls this one up!"     \X// Loads of blank disks-+ |
+-----+

```

N.B \*Mail Will Be Read Very Quickly However So Expect About 1 Week Turnaround.  
If you want to register for the full shareware version.\*

P.S \*Sending Cash Is Not A Good Idea As The Post Office Cannot Guarantee  
The safety Of The Item.\*

<thanks & happy New Year>

Steve Ridgers  
20/1/1995

## 1.21 Queries, Registering, major upgrades, magazine reviewers etc etc...

If you wish to register for the full version by post then please send

- \*) 5 UK pounds
- \*) S.A.E. (stamped addressed envelope)
- \*) 1 blank disk (pack it safely, eg. in cardboard)

Please write cheques out to 'Steven Ridgers'

My full UK address is :>

Steven Ridgers  
26 Clarewell Avenue,  
Solihull,  
West Midlands,  
B91 3YD.

WHEN UPGRADING PLEASE GIVE YOUR FULL NAME AND REGISTRATION NUMBER  
(which is in ABOUT requester).

### MINOR UPGRADES

This program is mainly updated every month. These minor upgrades are free and will be posted to registered e-mail users. If however you have registered by post I cannot afford to send out the updated version to all registered members. The best way is to send me an email address of your friends if possible when you send me your 5 UK pounds. Another way of getting the upgrade is to look out for a crippled demo version of a newer version than you have got and then send me a S.A.E. and blank floppy disk and I will gladly upgrade you.

### MAJOR UPGRADES

Please remember that any major upgrades to this program will cost about 3 pounds + S.A.E + BLANK DISK.

## 1.22 Queries, Registering, comments, major upgrades, mag reviewers etc..

My syndicate pro email address is :>

synpro@spuddy.mew.co.uk

Please send a cheque for 5 UK POUNDS to :>

Steven Ridgers  
26 Clarewell Avenue,  
Solihull,  
West Midlands,  
B91 3YD.

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WHEN UPGRADING PLEASE GIVE YOUR FULL NAME AND REGISTRATION NUMBER  
(which is in ABOUT requester).

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