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F. FowlerTRUEUniversal Lottery System HelpLottoyes01/03/96

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Help file produced by **HELLLP!** v2.6 , a product of Guy Software, on 03/01/1996 for Wm. W. Odum.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles. You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar. This page will not be displayed as a topic. It is given a context string of `__` , but this is not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point. If you do this remember to move the whole line, not part. As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

How to View this Window in full size, click Maximize on Title Bar.

Help-Always on Top should show check mark. If not and this window is made smaller, clicking on the Universal Lottery System program will hide this one which will still be running and using memory.

Close this Help file by clicking on Exit.

'Try Before You Buy' software is copyrighted software that is distributed by authors through bulletin boards, on-line services and disk vendors.

It allows you to try the software for a 30 day trial period. If you decide not to continue using it, please delete it. You only pay for it if you decide it is useful. We rely on your honesty and integrity.

You benefit because you can try out the software to determine whether it meets your needs, before you pay for it. Unlike buying from a Store where you have no opportunity to try it out before paying.

Even if the person who supplied you with this software tells you that registration is not necessary, this is not so.

When using this 'Try Before You Buy' version of the program you will be presented with nag messages asking you to register as I have not been paid for this copy.

On registering I will send you the latest Commercial Version of Universal Lottery System. Without the Order Form or nag messages.

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Try before you Buy

To view help file from anywhere in the program press F1 key.

Overview

The Universal Lottery System is designed for use with any lottery.

On startup the initial setup is for the Ontario Lotto 6/49 which means picking 6 numbers in a range of from 1 to 49.

Program can be setup to any of the following combinations: Pick a set of numbers from 1 to a maximum of 10 with a range of from 1 to a maximum of 60.

Where number input is required the program will only accept a maximum of two digits and no other letters or characters.

The Database holds the historical records of each winning set of numbers drawn in the Lottery and automatically counts the amount of times each number appears in the database.

The counts can be viewed graphically or in a numbered grid.

Load the Sample.LTO file from disk. It contains the records of winning numbers from over one year's draws on Ontario Lotto 6/49. which shows that some numbers have shown up a lot more frequently than others.

Main Menu

Pick-a-Winner

Clicking on this button takes you to the random number generator display screen.

View and Edit Database

Clicking on this button takes you to the database display screen where records are added, deleted or changed in a database. Shows the results of the amount of times each number has appeared in the database.

Load a File from Disk

Clicking on this button opens up the Load File dialog box. Select file from those shown by clicking on the file and it will be loaded and displayed using all the original settings. Only files with the extension **.LTO** will be shown.

Save File to Disk

Clicking on this button opens up the Save File dialog box. Type in the name of your file and click OK. If file exists select it by double clicking on it, then OK. File will be saved to disk. File must use the extension **.LTO**

Print Current File

Clicking on this button will send the complete Database list of records and the counts in 'Distribution of numbers in Database' to your printer.

How to Use the Program

Clicking on this button brings up this help file. To bring it up from anywhere in the program press the F1 key.

Exit Program

Clicking on this button will close this program. If there is a changed database file in memory that has not been saved you will be asked if you wish to save it.

Using Database Program

To set up a new database file.

All input boxes have a yellow background.

In the 'Title' input box type the name of your Lottery.

Into the '**Numbers in the lottery range from 1 to** ' input box, type in the highest number in this lottery.

Into the '**Total number of choices in the Lottery**' input box, type in how many numbers are in the winning set. The database grid will change to the number of cells required.

All record entries in the database take place in the top row called '**New**'.

The input column above '**Date**' will show today's date. Type in the starting date of your data. Can be typed in as 1/1/95 and on exit will automatically format to 01/01/1995.

In the input columns above the numbers from 1 to number of choices, type in the numbers in the winning set.

Click on '**Add Record**' button and the row will be saved to the database and shown as '**Record**' number 1.

Pressing the <Enter> key after typing data in an input cell will move the cursor to the next input cell. Pressing <Enter> in the last input cell moves the focus to the '**Add Record**' button where pressing <Enter> again will save the record.

When record is saved a new date will automatically be shown which will be 7 days after the date in the last record. This is fine for a weekly draw but for any other frequency type over the date to that of the lottery draw.

The last record added is shown at the top of the database with the first being at the end.

Each time a record is saved the numbers are automatically counted and shown in the '**Distribution of numbers in the Lottery**' grid. Click '**Show Graph**' button to see a graph of the numbers.

At this point the Database File only exists in memory. To save it to disk. '**Exit to Menu**' and click on '**Save a File to Disk**', you will then type a name for your file. It can only be 8 characters long and must have the extension .LTO. Example" **MYLOTTO .LTO**

You can then retrieve the database file any time by Clicking on '**Load File from Disk**' and clicking on your filename.

To print your database file click on '**Print Current File**' on the Main Menu.

Add Record

Clicking on this button will move the '**New**' record to the database and increase the date by one week. Automatically recounts the numbers in the database.

Correct Record

Click this button to make changes in a record. Type the record number shown in the left-hand column

beside the record and the record will be shown in the input row of the database - make your changes and click '**Add Record**'.

Delete All

Clicking this button will delete the datafile from memory.

Show Graph

Clicking this button will show the numbers in graph form.

Help

Clicking this button will show an abbreviated help textbox. Scroll down through it to see all the information. Button will toggle to show '**Close Help**' click it to close the help textbox.

Using Graphs

On opening the graph display shows the counts in normal distribution. The numbers on the left represent the amount of times counted and across the bottom two rows the numbers themselves with their graph bar above them.

The reason for two rows was to be able to use a larger font. Numbers will alternate between the first and second rows.

[Show Sorted](#)

Clicking on this button will show the numbers with the highest count from left to right in descending order. Button will toggle to **Show Normal** clicking again will show data in normal view and button will change to **Show Sorted**.

[ThreeD Graphs](#)

Clicking this button will change the display to a three dimensional graph. Button will toggle to **TwoD Graphs** and when pressed will show display as a two dimensional graph.

[To Printer](#)

Clicking this button will send the displayed graph to your printer.

[Exit to Menu](#)

Clicking this button will close the display and take you back to the database display.

Using Pick-a-Winner

On startup Pick-a-Winner is set for a 6/49 lottery and to pick one set of numbers when the **'Calculate'** button is clicked. This means pick one set of 6 numbers from 1 to 49.

All numbers are randomly generated by the computer.

The input boxes have a yellow background.

Inputs can be changed to Pick a set of numbers from 1 to a maximum of 10, with a range of from 1 to a maximum of 60, and calculate from 1 to 10 sets of numbers.

In the input box **'Total number of choices in lottery '**, type in the number of picks allowed in this lottery.

In the input box **'Numbers in the lottery range from 1 to '**, type in the highest number in this lottery.

In the input box **'Number of forms being played'**, type in the number of sets that you require.

To use with a combination of high scoring numbers from the historical database. type in the number of picks required to complete the set in **'Total number of choices in lottery'** box.

For example in Lotto 6/49 using three high scoring numbers plus three picks from the random number generator to complete the set of 6 picks.

[Calculate](#)

Click on this button and numbers will be generated and displayed.

[To Printer](#)

Click on this button to send the numbers displayed to your printer.

[Help](#)

Clicking this button will show an abbreviated help textbox. Button will toggle to show **'Close Help'** click it to close the help textbox.

[Exit to Menu](#)

Clicking on this button close this display screen and opens the Main Menu.

Copyright

Universal Lottery System

by F. Fowler

105, 35 Ormskirk Avenue

Toronto, Ontario, M6S 1A8

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The following Universal Lottery System files must be in the same directory:

- LOTTOD .EXE - Main Program.
- LOTTO .HLP - Instructions on how to use the programs.
- DATABASE .IDX - Database Index.
- SAMPLE .LTO - Sample Datafile of Lotto 6/49 results.

The following Microsoft files must be in your Windows\System directory . If you already have them, check the dates with mine as these are the latest revisions and should be used if yours are earlier versions.

VBRUN300.DLL, GSW.EXE, GSWDLL.DLL, GRID.VBX and GRAPH.VBX.

[Price: \\$14.95 + \\$2.50 for Shipping and Handling](#)

Please register and I will send to you, by Air Mail, the latest Commercial version of the program.

United States of America and Canada

Checks from only U. S. A and Canada residents are accepted. I pay no Bank fee to cash them.

Residents of all other countries

Do not send checks - I cannot accept them as the Bank charges a \$25.00 fee to cash them.

Please obtain an International Postal Money Order from your local Post Office for US\$17.45.

These I can cash at my Post Office at no charge.

Click 'About...' on the Main Menu and then 'Show Order Form' and type in your name and address on the

prepared form.

