

CLILuck

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COLLABORATORS

	<i>TITLE :</i> CLILuck		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CLILuck

1.1 CLILuck v1.4 (c) 1995 by Theodore Hatzikostas

CLILuck v1.4 - the Lotto utility.

Introduction

What is CLILuck?

Usage

Info, about the usage of the program

History info

Info about current version etc..

Ending

Some thoughts!

1.2 Introduction

Introduction

(Sorry for the Quality of my English)!

CLILuck, is a random numbers generator! You can use it, for playing LOTTO. There are many different types of LOTTO, depending the country you are living. In Greece, we are playing the 6-49 game, which means that we must guess the correct 6, from a total of 49 numbers! As far as I know, in England there is a small difference, English LOTTO uses one more number, so I've made this addition to my program, to show this special number!

If in your country, you are playing different type of LOTTO, (i.e. 5-45), send me an message, with more details, and I'll create a version for you! This program is absolutely free! No need to send anything! Of course, I would appreciate, if you would send me a message, saying something like "Hello, nice little program, bye!".. :-)

Last but not least, if you were unable to understand my English, why don't you try to run the program? ;-) Please report bugs, or requests for different LOTTO types!

1.3 Usage

Usage - Syntax

CLILuck, can run both from CLI or Workbench...
Here is the CLI syntax:

CLILuck n Calculates random rows, If you input CLILuck 8, it will
 calculate 8 rows of 6 (+1) numbers..
CLILuck Mizz This option, will create the interface that is used
 when running directly from Workbench..

When running the program from Workbench (or from CLI with
the Mizz option), things are far more easy! Just press
space, and the random numbers are ready!

If you want to break the calculation process, well, press the Fire button
of your joustick (what? You have NO joystick?) ;-)) If you are using the
program as CLI command, don't forget that you can redirect the random
numbers to a file (i.e. CLILuck 45 >RAM:Teodore). ALWAYS trust the computer
results!

1.4 History Info

THE PROGRAMMER (ME) HAS NO RESPONSIBILITY, FOR ANY DAMAGE OR PROBLEM WHICH
MAY OCCUR. THE RESPONSIBILITY TO RUN THIS PROGRAM, IS AT YOUR OWN.

Program History:

V1.0 First public release, no major damages reported!

V1.3 WB Interface added
Minor addition to CLI behaviour

V1.4 Autodetection, if running from Workbench
Break sequence improved
Window look, improved!
Addition for English LOTTO!

This program, is absolutely freeware! E-mail me at this address:
teohatz@athos.med.auth.gr , (or teohatz@antigoni.med.auth.gr)
or send crash netmail (FidoNet) to me, Theodore Hatzikostas 2:410/23.4
(My boss bbs phone: +30-31-219336)..

1.5 Notes + Announcement!

Well, thats all! I rewrote this program, because I wanted to make a small contribution to Aminet. Hope you'll like it!

The program can be freely copied, as far as the original code remains untouched, and you enclose this manual to the CLILuck14.lha archive!

I have created an excellent program for reducing the cost of lotto systems, but because in Greece we play 6 - 49 game with no bonus number, please e-mail me, so as to upload the program to Aminet..

...And in my last hour, I'm a Slave to the Power at Death.
