

# **StormNum**

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**COLLABORATORS**

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

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# StormNum

### 1.1 StormNum v1.2 (c) 1995 by Random Creations

StormNum, Release 1.2  
The best shareware lotto optimizer program for the Amiga

#### Introduction

What can I do with StormNum?

#### Shareware

Some registration things.

#### Usage

How to get the best of the program.

#### Installation

No comment!

#### Requirements

Will it run on my system?

#### History

Program history.

#### Future imp/ments

What more can you expect.

#### Possibilities

Loose/win

#### The programmers

Information about us!

### 1.2 What is StormNum?

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StormNum v1.2 - The lotto utility

StormNum was born before a long time, as an extra utility of a packet witch contained (except this program), a full lotto statistics program named LottoStats. After this first release, we updated the StormNum program. StormNum is programmed for 6-49 Lotto systems.

StormNum is an lotto optimizer (I can't find any better words for its usage). You can have a more that 6 numbers system, and enter a number of restrictions. The result will be to have many 6 number lotto's, which will be cheaper than the original full system. Example:

You enter 12 numbers, but you say to the program that you don't want all the winning numbers to be Odd. The program will process this 12 numbers and output the results at simple form.

(If you can't understand my description, try running the program)!

### 1.3 Registration

Info about this relelase

Well, no crippeware, you've got the full version in your hands. This program is shareware. If you like it, you can send the small (i think) registration fee of 7 UK Pounds or 10 US Dollars (or whatever is equal to this). For more details about registering, you can e-mail me at teohatz@antigoni.med.auth.gr. The normal mail address is:

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None of the files of the StormNum archieve may be modified or left out without permission of the author.

StormNum may be distributed freely in Public-Domain collections such as Fred Fish's Amiga Library. You may charge a fee to recover distribution costs. The fee for diskette distribution may not be more than the cost to obtain a public domain diskette from Fred Fish.

And last but not least, you are using this program at your own risc. (No no, you don't need a risc processor to run it)! ;)

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## 1.4 Installation

### Installation

Just drop the icon of the program, somewhere in your HD. The program uses the usual AmigaOS libraries, so no need to worry.

Because the icon of the program, is the same with the icon of the CLILuck program, I have created a new icon for CLILuck! ;) If you own CLILuck, replace the old icon with this new one!

## 1.5 Requirements

### Requirements

The program - in order to run - needs KickStart3 or higher. There are no special memory requirements. The program was developed in a A1200, 260HD, WB3.0, 2MB Chip.

It may also run at a Kickstart2.04 machine, but I am not sure about it, 'cause I have't beta-tested it. Please check it out, and inform me, about that.

## 1.6 History

### StormNum v1.2

v1.0 First Release

- v1.2
  - o Runs from Workbench directly (bug fix)
  - o Use of GadTools, opens its own screen!!!
  - o 8000 accepted results
  - o New enviroment, more sophisticated
  - o Some minor bug fixes!
  - o Some features still under development!

One bug of the present version, is that if you try to run it with low memory, it may crashed immediately (program failed...). This is the result of the big memory requirements of the program. For bug reports, please contact with the authors.

## 1.7 Future impl/ments

### Future impl/ments

Here are some things we'd like to add:

- o System saving.
-

- o More restrictions for the system.
- o (Even) faster processing, (maybe in assembly)
- o Printing (We hope!).
- o Configuration.
- o Statistics of the results.
- o Tell us your own ideas!!

## 1.8 The programmers!

The Kretors (!) of StormNum v1.2

Teodore Hatzikostas. Me! ;-). At this program, the best and most difficult job for me, was to create the code which analyzes the full system (the processing routine). Finally, I did it!!!

Jim Dolkos. In 1.2 release, Jim worked A LOT, at the GTools. Basically he worked much more than I did. He never says no, so I can go for a trip to the Islands, while he'll be writing the 1.3 version! ;)

Thanks to the AMIGA, for being the BEST computer ever made.

## 1.9 How to use it

Usage.

## 1.10 NumStorm program

Before the processing, you are entering the full system, pressing the 1-49 gadgets at the top left corner. You can enter from 10 to 38 numbers. After inputting the lotto system, you can use the options/system restrictors of the program:

- Odd-Even There are 6 possibilities: From 6-0 (all numbers are odd), to 0-6 (all numbers are even). You can remove some possibilities (i.e remove the most rare 6-0 and 0-6, and keep the 1-5, 2-4, 3-3, 4-2, 5-1)..
- Economy This is the final tool for economy. If despite all your efforts, you did not managed to archieve maximun economy, this option will cut randomly 90%,80%,67% and 50% of the normal results.
- Small/Big Small numbers are these between 1-24, while Big numbers are these between 25-49. This option works just like Odd-Even. You can choose if you want to cut the possibility all the numbers to be Big etc.



Rows-Cols. Right and down from the place where you've entered the system, there are some gadgets, which help you to enter the minimum/maximum number of numbers at the rows and columns. i.e:

```
01 02 03 04 05 06 07 08 09 10  0 2  Entering this values to this
11 12 13 14 15 16 17 18 19 20      gadgets, you are giving the
21 22 23 24 25 26 27 28 29 30      minimum/maximum number of
31 32 33 34 35 36 37 38 39 40      numbers at the first column
41 42 43 44 45 46 47 48 49          (1-10).
```

```
1  Entering this values to this 2 gadgets, you are giving the
2  minimum (1) and maximum (2) number of numbers at this row
   (01 11 21 31 41)..
```

Summary You are giving the minimum and maximum summary of the winning numbers. For example, the winning numbers 1 3 10 20 41 21 have summary:  $1+3+10+20+41+21=96...$

Continious Here you are entering the minimum and maximum continious numbers. Continious are numbers like 44 45, 1 2, 30 31 etc..

RowsTotals This is a bit difficult to describe. Here you are entering the minimum/maximum number of double numbers at the same vertical row. To understand that, I'll give an example:

If you enter min/max 0/1, The 1,11,2,22,5,26, numbers will not be accepted, because there are 2 double numbers at the same vertical rows (1 & 11, and 2 & 22)..

After finishing all this, you can start the processing, using the Process option. After finishing the processing you can see the results at the right window (it may take some time). Except this, you can save the results with the Save Data option. With that way you can later check if you won anything by entering the 6 winning numbers at the right string gadgets, and choose the Sorting option.

## 1.11 Possibilities

I am not ready to write a 30Kbyte text describing details about possibilities theories! The only thing I can say, is that If you manage to understand this manual, you'll love the program. If you did not understand my sayings, try running the program and playing with the options. Lastly you can e-mail me for help.