

***** LottoMATIC (tm) *****
User's Guide

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Chapter 1

Introduction

1.1 About Shareware

LottoMATIC, like many other fine "shareware" products, has been released by its authors to the public for evaluation. We allow and encourage free copying and distribution of the program (in its unaltered original form). We are committed to supporting and improving LottoMATIC, as well as developing additional products.

If you find LottoMATIC useful, you should register your copy. The shareware concept is meant to provide a full working copy to the user for evaluation, and NOT to give away the author's hard work. If you choose not to register, then erase or pass your copy on to someone else. You can register by sending \$25.00.

When you register, you will be placed on our mailing list and will receive a new disk with the latest version of the program (including any updated lottery histories we've compiled). You'll also get one year of technical support (by phone, fax, mail, or CompuServe), low cost upgrades, and discounts on future products.

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*** NOTE: One problem with shareware is that we can't completely control distribution of older files. Consequently, our address and/or phone numbers are subject to change over time and the ones listed above may not be correct.

Although not planned at the moment, we may relocate our business as we continue to grow. Our "800" order line should remain in effect wherever we set up business. If you attempt to reach one of our commercial lines and find them no longer in service, call our 800 line for current phone numbers. If you can't call tollfree, then write to us (we'll keep our PO box open and arrange forwarding of the mail).

1.2 About LottoMATIC

Thank you for evaluating LottoMATIC... A fast, friendly, and fun way to play and track the lottery!

LottoMATIC employs three distinct algorithms to help you select your lottery numbers, or you can pick them yourself! Once selected, you can store them in a special database for later tracking.

You can also keep track of the actual winning numbers, drawing by drawing. LottoMATIC uses these numbers to track patterns and frequency... use them yourself for your own strategies!

If you're a serious lottery player, a high-roller by Las Vegas terms, LottoMATIC lets you quickly pick and store up to 100 plays at a time.

After the drawing, LottoMATIC will search through your plays for matches (and wins)! You can later enter your prize amounts for additional tracking.

LottoMATIC has various and useful reports, including the printing of your

selected numbers (to transcribe to play cards).

The best feature? EASE OF USE. LottoMATIC sports pull-down menus, pop-up windows, and context-sensitive help. You'll also find LOTS of features you can customize to your own tastes (such as colors, windows, and sound effects).

1.2.1 Features

- o Three separate, user selectable "quick pick" algorithms
- o "Lucky Number" entry window
- o Picks 1 to 100 plays at a time, or enter you own numbers
- o Store up to 30,000 plays in your personal database
- o Tracks actual winning numbers
- o Date fields automatically advance to the next drawing date
- o Fully customizable -- configure for virtually any State or National lottery
- o Reports can go to the printer or the screen
- o Pop-up context-sensitive help
- o Pull-down and Pop-up menus throughout
- o Pop-up Calculator with rolling tape
- o One year of technical support (by mail, phone, fax, or on-line with CompuServe!)
- o Much, much, more!

1.3 Should YOU play the lottery?

This is a difficult question, and one everyone must answer for themselves. Here are some things to consider, however...

Your chances for winning are extremely low... in fact, you have a better chance of being struck by lightning. Yes, this is true. BUT, you CAN

increase your chances of being hit by lightning by standing in a thunderstorm with a metal rod. Similarly, you must PLAY the lottery to have any chance of winning. And for a very low investment (say \$1 a week), the rewards can be phenomenal!

Your money (after costs and prizes are paid) usually goes into your state's budget (in Florida, for example, the proceeds go to education... in Colorado, to parks and recreation). Your contributions, then, amount to "voluntary taxation". If you object strongly to paying any type of tax... be aware that you can choose not to participate in this one.

You are "gambling" when you play the lottery, there's no way to deny or rationalize that fact away. If your personal convictions are against gambling in any form... again be aware that nobody's forcing you to participate.

Most people get some entertainment value out of playing the lottery. This is especially true if you use a program like LottoMATIC to help track your plays and winning numbers. You may want to base your quantity of play (in numbers of tickets per week) to the value you place on the entertainment you get from playing.

Remember that your chances of winning don't change substantially from week to week, whether the jackpot is \$1 million or \$50 million. A single ticket has the same chance of winning either prize (BUT the chances of having to "share" the jackpot do increase). It may be useful to think of your chances in terms of possible dollars won versus dollars invested (and decide if there's some "minimum jackpot" before you'll buy a ticket).

1.4 Hitting the Jackpot

We must be honest about this... your chances for matching all numbers in a major lotto game are very, very low. It's because the chances are low that makes the payoff so high!

It may be possible, however, to narrow the odds (at least slightly). Given the potential rewards, even a slight advantage is worth seizing. LottoMATIC incorporates three algorithms to help you select numbers to play. Keep in mind, however, that these algorithms incorporate unproven theories and may not increase your chances at all. Read through the following discussions and decide for yourself which one is best for you...

1.4.1 LottoMATIC Algorithms

1.4.1.1 Most Picked Statistical

The organizations that run lotteries will tell you that numbers are picked completely at random. If this is true, then no "guessing algorithm" could in any way increase (or for that matter decrease) your chances of winning.

The real fact of the matter, however, is that it's impossible to create a truly random process with real world, physical materials. Most lottery machines consist of multiple "ping-pong" balls with painted numbers that bounce around in an air-blown chamber. Eventually, one of them finds its way up a low pressure tube to a trap at the top, where the number is displayed.

Every physical device will, over time, demonstrate some discernible "bias". For instance, if you were to take a coin out of your pocket and "flip it" 1000 times, you'll have a very sore thumb. BUT... if you record the results of each flip, you'll find that you'll hit either "heads" or "tails" slightly more than the other. If you increase the number of flips, say to 10,000, the bias will become more pronounced (and predictable). If you started betting on the results, you could eventually amass a rather large fortune.

The same is true with the lottery machines. The key, as with the coin example, is to build a sufficiently large statistical "sample" from which to work. Remember also that the bias will most likely be very slight. LottoMATIC tracks the frequency of occurrence of every number, and very slightly increases the probability of that number occurring in the "quick pick" windows every time that particular number comes up.

We recommend this method. There is some evidence that suggests these biases do indeed exist in substantial enough ways to significantly affect the chances of matching more numbers. The following are excerpts from the Panama City News Herald, November 26, 1991, page 4A:

"Lotto winner played prior winning numbers"

- o The numbers -- 3-15-19-28-45-47 -- were chosen by...James "Big Jim" Wilson.
- o Wilson's lucky ticket won him 1.66 million, to be paid out in annual installments of \$87,222.22 for the next 20 years.

- o "I still can't believe it's real," said Wilson, who retired at the end of September after 37 years with Railroad Publications Services. "I mean, it was fun playing and I always figured maybe I'd luck up and get 5 out of 6, but I never realistically figured I'd hit the grand prize. That was quite a surprise."
- o Even more of a surprise was that he held two tickets that got five out of six winning numbers and two more that got four out of six.
- o The numbers he chose for this ticket came from his charting of numbers that most frequently popped up as winners during the first half of this year, Wilson said.

We'll send along an actual photocopy copy of this article with each registered copy of LottoMATIC.

1.4.1.2 Least Picked Statistical

Contrary to the above theory is the idea that every number should occur with basically the same frequency as every other number. Therefore, if a particular number has been conspicuously absent from the winning numbers, it's "overdue", and is more likely to occur than other numbers (which have more frequently appeared). For example, say the number "2" hasn't been drawn in nine weeks... this theory implies it is very likely to appear (to keep the statistical averages even).

Most mathematicians are horrified by this type of logic, and will tell you that every drawing is "statistically independent" of the previous ones.

Suppose you're playing the Florida lotto game, which draws six balls out of forty-nine. These mathematicians will tell you that the number "2" has six chances out of forty-nine to appear in a particular drawing... no more and no less. (This claim requires a completely random process, however, which as discussed above is not practically possible). Interestingly enough, these same mathematicians have to admit that while you can't increase your chances with this theory, you can't diminish your chances either.

LottoMATIC very slightly increases the chance a ball will be picked by the computer every time it doesn't appear (when you use this algorithm). The change in probability is VERY slight, however.

1.4.1.3 Random

If you choose the "random" algorithm, LottoMATIC will assign equal probability to each number while generating picks. This is essentially

equivalent to buying a "quick pick" ticket at your local lottery retailer.

1.4.2 Lucky Number

Some people believe that nothing in the universe is random, and a pattern can be identified for every phenomenon. This implies some "external power" controls all events and has a specific reason for generating a particular pattern. Actually, this theory is probably more valid than most people care to admit. While it's true no one can "prove" it, you can't disprove it either!

LottoMATIC includes a "Lucky Number" entry window. If you have any reason to assume this external power, in whatever form you envision, may favor you specifically... enter some distinguishing number in this window.

LottoMATIC really does include this number while generating a "seed" for its number generator (no matter which algorithm you choose).

What number should you use? Don't ask me! We can't (and won't) make any claims that any special number can help you in the least. The number you choose must be between you and your God (or the stars, cards, crystal ball, or perhaps even the "force").

1.5 System Requirements

LottoMATIC requires an IBM PC, PS2, or compatible computer running MSDOS 3.0 or above. You must have at least 512K bytes of memory. LottoMATIC easily fits on a single floppy disk and supports CGA, EGA, VGA, Hercules, and text-only displays.

LottoMATIC will support virtually any printer without any special setup. You can pass control codes to the printer for special configurations. LottoMATIC does not support PostScript printers at this time.

LottoMATIC recognizes the MicroSoft, Logitech, Mouse Systems, or any compatible mouse as an input device. You must load your "mouse driver" before running LottoMATIC. See the documentation that came with your mouse for more information.

1.6 Installation

Installing LottoMATIC is easy... just copy the following files to a diskette (or a subdirectory on your hard drive):

LOTTO.EXE
LOTTO.OVR
LOTTO.HLP

You'll also want to copy all files that start with "CONFIG" and "DRAWS" (these are the configuration and history databases for different state lotteries. If your state didn't come with LottoMATIC, don't panic! You can create them yourself (see Chapter 8, "Configuring LottoMATIC").

So, you should copy files such as:

CONFIG.FL
DRAWS.FL

to your diskette or subdirectory. These files (ending with "FL") are the configuration and history files for the Florida state lotto game.

+ NOTE: If you're running LottoMATIC on a 360K diskette, you should only copy the "CONFIG" and "DRAWS" file for your state (to save room for your database of "picks").

1.7 Running LottoMATIC

To run LottoMATIC, type

LOTTO <state>

to run LottoMATIC. The <state> entry is optional and tells LottoMATIC which configuration, history, and "picks" file to use. For instance,

LOTTO FL

Tells LottoMATIC to use the configuration file for the Florida state lotto game (these files are supplied with LottoMATIC).

By the way, Florida is the default. If you type

LOTTO

without any arguments, LottoMATIC assumes you want to use Florida. If you want to load Colorado files, for example, you'd type

LOTTO CO

1.8 Getting Started

Basically, you'll follow a specific routine as you use LottoMATIC week to week. Here they are (in a nutshell):

Pick Your Numbers The very first thing you'll do is pick your numbers.

There are several ways to this (both manual and automatic). Probably, you'll use "Computer Pick" under the "Numbers" menu.

Play Your Numbers Next, you can print your plays out (from the "Reports" menu). Take your list to your lottery retailer and purchase your tickets.

Record the Winning Numbers

Then wait for the drawing. When the numbers are announced, enter them under the "Numbers" menu. At this time LottoMATIC will automatically scan for matches and tell you if you've won.

Enter Your Prizes If you win, you can enter your prize amounts under the Database menu.

Repeat the above sequence as you continue to play. LottoMATIC will automatically track your plays, prizes, and the actual winning numbers!

You'll find that LottoMATIC has many more features. For instance, you can print reports at any time, or you can edit previous entries in any of the databases. You can also customize LottoMATIC and select the "picking" algorithm you want LottoMATIC to use. And LottoMATIC has many special features and "shortcuts" to make playing even more enjoyable!

If you need help at any time while running LottoMATIC, simply press [F1] for instant assistance.

Chapter 2

Things You Need to Know

2.1 Menus

LottoMATIC uses the popular "pull-down" menu system as its primary user interface. After you start LottoMATIC, you'll see a row of "choices" to choose from. You may select any of the choices in one of two ways: first, by moving the highlighted bar to the item of your choice (using the left or right arrow keys or the mouse) and then pressing "return" (which we will also refer to as [ENTER]), or, by pressing the starting letter of your choice. Either method will instantly produce a secondary menu (with a bar that moves up and down instead of left to right). Select individual functions in the same manner.

Many other menus in LottoMATIC will "pop-up" as you need them. They work the same as the pull-down menus.

You can exit any menu without action by pressing the [ESC] key.

2.2 The "Bottom Line"

As you run LottoMATIC, the bottom line of the screen summarizes many of the functions available to you. It is always present, and should speed your use of the program as you become familiar with its many capabilities. Most of LottoMATIC's functions are activated by the PC's function keys. The bottom line identifies the operation of these keys (and some others).

You should be aware, however, that LottoMATIC has a lot of capability, and there simply is not enough room to list all available functions on the bottom line. We've listed those we think are most useful. Refer to the on-line help and this User's Guide for others!

2.3 The "Top Line"

The right side of the top line of the screen displays the status of your keyboard (CAPS LOCK, NUM LOCK, SCROLL LOCK). It also indicates whether you're in insert or overwrite mode (for text entry).

The left side of the top line is reserved for working messages. Don't be alarmed if they flash by too fast to read... that simply means your computer is fast!

LOTTOMATIC has built in on-line, context-sensitive help. Just press [F1] at any time while running LottoMATIC for instant help. Some help screens have multiple pages, so use [PgDn], [PgUp], the arrow keys, or the mouse to move through the message.

The help screens are contained in the file "LOTTO.HLP" and this file must be present in the default directory (the disk and directory with the LottoMATIC program files) at run-time.

2.5 The Calculator

LottoMATIC includes a pop-up financial calculator. Pressing [alt-C] anytime will pop the calculator up. The calculator has a rolling tape to help you keep track of your math, and you can even direct the output to the printer!

You can scroll through the tape with the up and down arrow keys, [PgUp], and [PgDn]. The tape holds the last 100 lines entered.

If you want to use the printer, make sure it is ready before you press [P].

The calculator will then echo all output to the printer.

Also, LottoMATIC automatically asserts the "NUM LOCK" when the calculator is invoked so you may use the numeric keypad on the IBM PC (or compatibles).

You can "paste" your calculated results into any data field in LottoMATIC by pressing [F2]. (Make sure the cursor is in the field you want to paste to BEFORE you activate the calculator). You can only paste results after you "total" (i.e. when the "ENTER" block in the calculator is not reverse video).

Press [ESC] to exit the calculator and return to LottoMATIC.

2.6 Special Keys and Shortcuts

2.6.0.1 Shortcuts

In an effort to make LottoMATIC as "effortless" to use as possible, we have incorporated a number of handy "shortcuts" into LottoMATIC' data entry fields.

For instance, any time you're entering dates, you may press the "+" key to increment the date by one day. Likewise, the "-" key will decrement the date by one day. Pressing "=" forces the date to be the default (DOS) date.

Also, while you're entering a "drawing date" (the day of a particular lottery drawing), you can press [PgDn] to automatically advance to the next valid day! Likewise, pressing [PgUp] finds the previous valid day.

LottoMATIC also has "local menus" that give you choices for particular fields. The [alt-F10] key is LottoMATIC' local menu key. When you're in such a field, press [alt-F10] to pop the menu up. (The [alt-F10] has no effect on "non-local menu" fields). Also, the middle button of a three button mouse will pop-up local menus. "Yes/No" fields have local menus, as does the "color setup" window.

2.6.0.2 Special Keys

Here is a list of keys you should be familiar with while using LottoMATIC:

Key	Function
-----	----------

[F1]	On-line help
[alt-C]	Pops up the calculator
[alt-F10]	Local menu key
[alt-M]	Memory status
[INS]	Toggle insert/overwrite

Table 2.1: Special Keys

2.7 Data Entry

LottoMATIC's data entry fields are among the best in the business. As you enter data, you'll find each field "expects" a certain type of information and will filter what you type appropriately.

Some of the fields have a limited number of valid choices. You can still type whatever you want in the field, and LottoMATIC will attempt to match it to the valid options. If it doesn't match, LottoMATIC will "pop-up" a menu of your choices!

All of the data fields may be edited as you type. The following control-key combinations are defined within LottoMATIC:

Control Key	Alternate Key	Function
Control-D	right-arrow	move one character right
Control-S	left-arrow	move one character left
Control-F		move one word right
Control-A		move one word left
Control-QD	END	move to end of text
Control-QS	HOME	move to start of field
Control-E	up-arrow	move up one field
Control-X	down-arrow	move down one field
Control-G	DEL	delete character at cursor
Control-T		delete word right
Control-QY		delete field right
Control-Y		delete entire field
Control-H	BACKSPACE	delete character left

Control-V INS toggle INSERT/OVERWRITE

Table 2.2: Editing Keys

2.8 Date Formats

Over the years, we've discovered that different people and different lands enter and display "dates" in many different formats. Fortunately, LottoMATIC lets you pick from a wide variety of formats to use (under the Setup menu).

LottoMATIC also allows "free format" date entry in all of its date fields. This means you can enter dates in almost any format you want and LottoMATIC will figure out what you mean. For instance, 2/12/90, 12 Mar 89, and Sept 10, 1987 are all legal formats to enter dates regardless of how you want the date displayed. You need only ensure you use some non-alphanumeric delimiter (such as a space or a "/") between the month, day, and year. You can even leave all or part of the date out and LottoMATIC will use the defaults (from the DOS date).

2.9 Using a Mouse

If you have a Microsoft, Logitech, Mouse Systems, or compatible mouse, LottoMATIC will recognize it as an input device. You must load your mouse driver BEFORE running LottoMATIC (see the documentation that accompanies your mouse).

In data entry fields, the mouse will "drag" the cursor around as you move it. The mouse moves the highlighted bar in menus and in the "virtual paper" mode.

The left button acts like the [ENTER] key and the right button emulates the [ESC] key. If you have a three button mouse, the middle button will activate local menus (just like [alt-F10]).

Chapter 3

Picking Numbers to Play

In this chapter, we'll discuss how you pick numbers to play. You'll pick your numbers under the "Numbers" menu.

3.1 Computer Pick

The first thing you'll see when you select "Computer Pick" from the "Numbers" menu is a window asking for the "drawing date" you want to play. LottoMATIC automatically finds the "next" drawing date (as it assumes this is the one you want to play). You can use this date, or enter one of your own.

Also, remember that while you're entering a "drawing date" you can press [PgDn] or [PgUp] to automatically advance (forward or backward) to the next valid day!

Press [ENTER] (or [F10]) to accept the date and enter the "Intelligent Quick Pick" window. Once you're in this window, enter the number of "panels" (or number of tickets) you want to play. Then press [F3] to tell the computer to generate your numbers. Look over the numbers... if you don't like them then press [F3] again (to generate a new set of numbers).

If you're satisfied, press [F10] to save them in the "Your Picks" database. (After you save your picks, LottoMATIC automatically clears the screen for your next set of numbers).

Repeat the [F3]/[F10] until you've entered all the plays you want to make. Then press [ESC] to return to the "Numbers" menu.

3.2 Pick your Own

When you select "Pick Your Own" from the "Numbers" menu, LottoMATIC pops up the "drawing date" window. This is the date of the drawing you want to play. LottoMATIC automatically finds the "next" drawing date (as it assumes this is the one you want to play). You can use this date, or enter one of your own.

Also, remember that while you're entering a "drawing date" you can press [PgDn] or [PgUp] to automatically advance (forward or backward) to the next valid day!

Once you've selected the date, press [ENTER] (or [F10]) to accept it and enter the "Manual Numbers Pick" window. Once you're in this window, enter the number of "panels" (or number of tickets) you want to play and press [ENTER].

You can now enter the numbers for the panels you want to play. Move between the fields with [ENTER], [TAB], [shift-TAB], and the arrow keys. After you've entered the numbers, press [F10] to save them in the "Your Picks" database. Once saved, LottoMATIC clears all the panels so you can enter another set of numbers. You can repeat this process to enter more than five panels.

+ NOTE: LottoMATIC will only let you enter numbers in the panels you indicate you want to play. Therefore, if you say you want to play 3 panels, LottoMATIC won't let the cursor into the fourth and fifth panels.

Press [ESC] to return to the "Numbers" menu.

3.3 High Roller

We call this the "High Roller" window because you can play up to 100 tickets at a time. This would definitely put you in the "serious lottery player" category!

Select "High Roller" from the "Numbers" menu to enter this window.

LottoMATIC first pops up the "drawing date" window so you can enter the date of the drawing you want to play. LottoMATIC will automatically find the "next" drawing date for you... you can use this date or enter a different one.

Keep in mind that you can press [PgDn] or [PgUp] to automatically advance (forward or backward) to the next drawing day!

Once you've selected the date, press [ENTER] (or [F10]) to accept it and enter the "High Roller" window. Once you're in this window, you must enter the number of "pick" (or tickets) you want to play (between 1 and 100).

Now press [F3] and LottoMATIC will very quickly generate the numbers. Once generated, press [F10] to save them to the "Your Picks" database.

Repeat this process to generate as many picks as you desire, and then press [ESC] to return to the menu.

Chapter 4

Winning Numbers

After every drawing, you'll want to record the winning numbers (so LottoMATIC can track ball frequency and scan your plays for matches).

4.1 Recording Winning Numbers

When you select "Enter Winning Numbers" from the "Numbers" menu, LottoMATIC opens the "Enter Winning Numbers" window. Here you can enter the date of the drawing and the actual winning numbers. Once entered, press [F10] to save them to the "Winning Numbers" database.

LottoMATIC automatically scans your plays when you save a set of winning numbers, so you don't need to run the "Scan for Matches" option (discussed below) unless you make changes to one of the databases.

[ESC] returns you to the "Numbers" menu.

4.2 Scanning for Matches

Select this function from the "Numbers" menu to command LottoMATIC to search your plays for winning combinations. In this window, use the

[PgDn] and/or [PgUp] keys to move back and forth through the "winning numbers" in the "winning numbers" database. When you've date of the play you want to scan, press [ENTER] (or [F10]). LottoMATIC will look for matching combinations in the "Your Plays" database.

If LottoMATIC finds any winning combinations, you can review your wins (and enter your prizes) in the "Your Wins" database (under the "Database" menu).

+ NOTE: LottoMATIC automatically performs this scan when you enter the winning numbers, so you don't have to run this function again unless you change one of the databases.

Chapter 5

The Database

LottoMATIC maintains two databases... one containing your plays and another one containing the actual winning numbers. The "You Wins" database is actually a special case of the "Your Picks" database (in that it only displays plays that win a prize).

Each databases is displayed in a "scrolling window". You can move through the entries with the [PgDn], [PgUp], or arrow keys. The [HOME] key takes you to the very first entry, and the [END] key to the very last. If you want to edit (or delete) a particular entry, move the highlighted bar over it and press [ENTER].

5.1 "Your Picks"

This database lists all your plays in date order. You can change the date or numbers of each play.

To modify an entry, first select it as discussed above. This opens the "Edit Pick" window. To save your changes, press [F10]. To delete the pick entirely, press [F9]. [ESC] will take you back to the database window without saving or deleting.

5.2 "Winning Numbers"

The "Winning Numbers" database shows all the actual winning numbers (in date order). You can change the date or numbers of each entry.

To make changes or delete an entry, select it (as discussed above) to open the "Edit Winning Numbers" window. To save your changes, press [F10]. To delete the entry entirely, press [F9]. [ESC] takes you back to the database window without saving or deleting.

5.3 "Your Wins"

This is a special case of the "Your Picks" database, since it only displays your picks that matched enough numbers to win a cash prize.

When you select an entry from this database (as discussed above), you can enter (or edit) the prize for that play. You can't change the date or numbers here, nor may you delete the play. (You can do these things in the "Your Plays" database). Press [F10] to save your changes (or [ESC] to return to the database with making any changes).

We encourage you to faithfully record your winnings (so LottoMATIC can generate accurate reports for you).

Chapter 6

Reports

LottoMATIC has many reports and many options for each report. Most of these options (such as margins, page size, printer setups, etc) are common for all and are discussed in the next chapter, "Setup and Options".

When you first select any of the options under the "Reports" menu, LottoMATIC will pop-up another menu (asking you whether you want the report to go to the screen or the printer).

6.1 "Print To" Options

LottoMATIC lets you print your reports to the screen (which we call

"virtual paper"), or your printer.

To select your printing option, move the highlighted bar to your choice and press [ENTER].

6.1.1 To the Screen

One problem with printing reports to the screen is that the screen is often too narrow to show the complete report. LottoMATIC uses Virtual Paper to display reports on the screen.

When you select printing "to the screen", LottoMATIC formats the report exactly as if you were printing to the printer (including titles, footers, and margins). LottoMATIC then opens the "Virtual Paper" window, and writes the report there.

Virtual Paper displays as much of the report as it can (in the window). If each line is longer than you can see on screen, you can scroll the window (with the left/right arrow keys, the TAB keys, or the mouse).

You can also scroll the window up and down with the up/down arrow keys, [PgUp], [PgDn], [Home], [End], or the mouse.

LottoMATIC presents the "highlighted bar" as a straight edge for your use while viewing the report.

Virtual Paper is a marvelous tool for viewing reports prior to spending lots of time (and money) printing them to paper. The only drawback is memory usage. In order to allow forward and backward scrolling, LottoMATIC must store the entire report in memory. This can take lots of your precious RAM!

Fortunately, LottoMATIC uses on the fly "run length encoding" of white spaces to dramatically reduce the memory requirements for most reports.

Also, LottoMATIC releases memory that it doesn't need (in fact, LottoMATIC is constantly allocating and deallocating memory throughout the program operation).

Obviously, the more RAM available to LottoMATIC the less likely you'll see LottoMATIC complain. But even with as little as 512K bytes available, LottoMATIC should be able to handle all but the largest reports in Virtual Paper.

6.1.2 To the Printer

Select "Printer" from the "Print To" menu to generate a hard copy of your report. You can change the printer port (LPT1, LPT2, COM1, and COM2) under the "Setup" menu (see Chapter XX, "Setup").

+ NOTE: If you tell LottoMATIC to print to a printer that is off, off-line, or doesn't even exist, what will happen next depends on YOUR COMPUTER and your ROM BIOS. Some computers will return execution to LottoMATIC.

LottoMATIC then displays an appropriate message and stops trying to print. Other computers will simply "hang" until you fix the problem (i.e. turn on the printer, etc). You may have to "reboot" your system if your computer does this (and there is NOTHING that LottoMATIC can do about it!).

6.2 The "Print Plays" Report

When you select "Print Plays" from the "Reports" menu, LottoMATIC first pops up a window and asks you what "drawing date" you want. This report prints the plays for a specific drawing (primarily so you can take the printout with you when you purchase your tickets).

Next, LottoMATIC presents the "Print To" menu. Select either "Screen" or "Printer" and press [ENTER].

6.3 The "Winning Plays" Report

This report lists your plays that match enough numbers to win a prize. All your wins (regardless of the particular drawing) are displayed. When LottoMATIC pops up the "Print To" menu, select either "Screen" or "Printer" and press [ENTER].

6.4 The "Win Analysis" Report

The "Win Analysis" provides some useful information about your play/win ratio (including a financial analysis). This can be eye-opening!

After you select this report, LottoMATIC will present the "Print To" menu. Make your choice and press [ENTER].

6.5 The "Drawing Analysis" Report

In this report, LottoMATIC calculates the statistical occurrence of each number for all drawings. You may find this report useful in developing your own number picking strategy.

When LottoMATIC presents the "Print To" menu, select either "Screen" or "Printer" and press [ENTER].

Chapter 7

Setup and Options

In this chapter, we'll explore the many setups and options available to you for customizing LottoMATIC.

Select "Setup" from the main menu bar to pull-down the "Setup" menu.

7.1 "Quick Pick" Algorithm

Select "Algorithm" from the "Setup" menu to open this window. From here, you can select the algorithm you want LottoMATIC to use while generating picks for you. You have three choices here:

- o Most Picked Statistical
- o Least Picked Statistical
- o Random (Gaussian Bell)

(See Chapter 1 for a discussion of each algorithm). Select the algorithm you want to use and press [F10] to save. [ESC] takes you back to the menu.

7.2 Lucky Number

Pick "Lucky Number" to open the "Lucky Number" window. Enter a number between 0 and 999, then press [F10] to save your choice. To return to the "Setup" menu, press [ESC].

+ NOTE: See Chapter 1 for a discussion of the "Lucky Number".

7.3 The Screen Saver

When you select the "Screen Saver" option from the "Setup" menu, the

"Screen-Save Setup" window will appear. In this window, you can enable or disable the screen saver feature. You can also indicate how long that you want LottoMATIC to wait before it will blank the screen, and customize the message that LottoMATIC displays while the screen saver is active.

Remember that the screen will only go blank if no keyboard activity is detected for the indicated length of time.

+ NOTE: Delay times are approximate, and can vary based on CPU speed.

You must press [F10] to save your setup to the disk.

After the screen blanks, LottoMATIC will display a slow-scrolling message indicating that the screen save feature is active. Press any character key to restore the screen to normal operation.

7.4 Colors

If you have a color monitor, you can customize the screen colors in LottoMATIC. Select "Colors" from the "Setup" menu to enter the "Color Setup Window".

Notice that LottoMATIC displays a "sample" window (so you can see what your color choices will look like). The cursor will be in the "window colors to customize" field. When you first enter the "color setup window", the window colors to customize will be the "Main Colors". If you want to change, say, the MENU colors, press [alt-F10] to pop-up the "window select" menu. Pick "Menu Colors" (and the "sample window" will change to reflect the current menu colors).

You can modify each window's foreground (bright characters), midground (dim characters), background color, and "reverse" color.

For example, to modify a window's background color, press [F5] (and LottoMATIC will "toggle" the color). Keep pressing [F5] until you find the color you want.

Here are the color toggle keys:

[F3] Toggle Foreground Color

[F4] Toggle Midground Color

[F5] Toggle Background Color

[F6] Toggle "Reverse" Color

Table 7.1: Color Toggle Keys

Once you've setup all the colors (in all the windows that you want to), press [F10] to save your choices to disk. [ESC] returns you to the "Setup" menu.

7.5 Special Effects

LottoMATIC has a lot of "bells and whistles" which are fun to watch and pleasing to use. Some people, however, would prefer to modify or turn off their operation.

You can modify the way LottoMATIC opens and closes "windows" by choosing "Special Effects" from the "Setup" menu. The "Special Effects Setup" window will appear.

If you don't want LottoMATIC to give an audible "opening window" click, then set the "do you want sound effects" field to "NO".

If you want the windows to "explode" and "implode", then leave the "do you want exploding windows" field "YES". Otherwise mark it "NO".

You can even set the speed for the exploding and imploding in the "speed for exploding windows". Set this field to "zero" for the fastest windows. Numbers 1 through 9 will gradually decrease the exploding speed. This field will have no effect if you have exploding windows turned off!

Remember to press [F10] if you want to save your setups to disk.

7.6 Date Formats

Select "Date Formats" from the "Setup" menu to pop-up the "Date Format Setup Menu".

Date Format You can pick from a variety of "date formats". LottoMATIC will display all dates in this form. This is a "menu field", so you can press [alt-F10] or the middle button on the mouse to pop-up a menu of choices.

You can enter free-format no matter which format you choose. LottoMATIC will rearrange the date to match your format.

Separator Some of the date formats have "separators". For instance, 7/05/90 uses a "/" for a separator. You can change that separator here.

+ NOTE: If you choose the minus sign ("-") as a separator, you won't be able to use the minus sign to "decrement" the date while you're entering or editing.

After you've set the options, press [F10] to make your changes permanent. [ESC] returns you to the "Setup" menu.

7.7 Printer Setups

LottoMATIC has many options for controlling the output and format of printed reports. You can set these options at print time, but you can also define default settings (so you don't have to change them every time you print a report).

Select "Report Setups" from the "Setup" menu to pop-up the "Report Printing Setup Window".

Margins You can set the "margins" (top, bottom, left, and right). Express the top and bottom margins as a number of lines, and the left and right margins as a number of characters.

+ NOTE: LottoMATIC assumes that you're using "fixed width" fonts for your reports (rather than proportionally spaced fonts). Most printers do use (or at least have the option to use) fixed width fonts.

LottoMATIC does not support "postscript" printers at this time.

Paper Sizes Paper size is a function of the number of lines per page you can print and the number of characters on each line. These numbers are absolute (i.e. they include

margins).

Most printers put 66 lines on a page. Many laser printers, however, require built-in top and bottom margins. The Hewlett Packard LaserJet, for example, can only print 60 lines per page.

The number of characters per line you print will usually be determined by either the width of the paper (most paper is 8.5" wide) or by the "pitch" of the print. For instance, if your printer has a "compressed" mode (17 characters per inch), you can print 132 characters on a standard letter-sized sheet of paper.

+ NOTE: You can use the "Printer Setup Strings" (discussed below) to "command" your printer into compressed mode.

Page Control You can tell LottoMATIC to "pause" after each page to let you feed paper (if you're not using a laser printer or continuous feed paper).

Printer Port LottoMATIC lets you direct your printed reports to LPT1, LPT2, COM1, or COM2. Set your printer port in the "Printer Port for Reports" field. (This is a "menu field", so press [alt-F10] or the center mouse button to "pop" the menu up).

Setup Strings LottoMATIC lets you define printer "setup" and "exit" strings to control such things as margins, character pitch, attributes, etc. LottoMATIC sends the "setup" strings to your printer before it starts the report and the "exit" strings after the report is completed.

For instance, you may want to "command" your printer to print 17 characters per inch for some of the reports. You would enter the proper "control codes" in the "Printer Setup Strings" field.

You'll probably want to use the "exit" strings to reset your printer (for normal operation).

The printer control codes can be found in your printer manual. The format for entry is

\<decimal code>\<decimal code>\....

The back-slashes delimit the codes. Here is an example: \27\85

This string represents an <ESC> 'U'. (That's an escape-capital-U). This is a popular means of defining printer codes.

To save you default options to disk, press [F10]. [ESC] returns you to the "Setup" menu.

7.8 Report Headings

When you select "Report Headings" from the "Setup" menu, LottoMATIC opens the "Report Heading Setup Window".

You can enter up to ten lines of information (and LottoMATIC will center each line as you go).

LottoMATIC prints these lines at the top of the first page of each report (except for blank lines at the bottom).

Press [F10] to save your headings, and then [ESC] to return to the "Setup" menu. Press [ESC] without pressing [F10] to abort the changes you've made.

7.9 Import Winning Numbers

LottoMATIC has the ability to "import" lottery history from an ASCII text file. You'll find this useful if you want to enter a lot of previous winning numbers, but don't want to key them in one at a time.

The text file can have any name, but make sure it's free of "strange" characters. That is, if you use a word processor to create the file, be sure and save it as a straight ASCII file (without the word processor's formatting characters).

Each line of the file must contain the date of the drawing and the numbers drawn on that date. For example:

```
Dec 14, 1991 1,5,17,28,31,41
```

is a valid entry. The date can be in almost any format (as long as you have some sort of delimiter between the month, day, and year). Usually, the month precedes the day (although if the day is greater than 12, LottoMATIC will figure that out even if it precedes the month).

The numbers must have at least one non-numeric delimiter between them (a space is OK). Here are some valid examples of lines in the file:

```
12/14/91 11 2 13 34 15 6  
19 Dec 1991 4/5/12/19/23/40  
12-26-91 12,5,17,43,2,11
```

Notice that the numbers don't necessarily have to be in order, LottoMATIC will sort them for you. The entries don't need to be in date sequence either.

LottoMATIC checks each entry as it imports. If the date you entered is already in the database, LottoMATIC rejects it. Also, if any of the numbers are out of range, if you have duplicate numbers (and duplicates are not allowed), or if the date is not a "drawing day", the entry will be rejected.

After you enter the name of the file, press [F10] to start importing the data. (You can include a complete file path while entering the file's name, including the drive and directory). Press [ESC] to return to the "Setup" menu.

Chapter 8

Configuring LottoMATIC

In this chapter, you'll learn how to configure LottoMATIC to play and track virtually any lottery game, as long as:

- o No more than six "balls" are drawn per drawing
- o The highest "ball" used is 99

8.1 How Data is Stored

For each lottery game you want LottoMATIC to track, LottoMATIC creates two files:

PICKS.??? and DRAWS.???

where ??? is the file extension that identifies the lottery game. For instance, "PICKS.FL" is the "picks" file for the Florida lotto game.

LottoMATIC requires a third file, CONFIG.??? for each game you want to track. LottoMATIC comes equipped with CONFIG.FL and PICKS.FL (already setup for the Florida lotto game. If you want to track another state's lottery, you'll need to create a "custom" CONFIG file.

8.2 The CONFIG File

The CONFIG file is simply an ASCII text file with a series of commands that configure LottoMATIC. An example is worth a thousand words... here's the CONFIG.FL file (for the Florida state LOTTO game):

```
game = Florida Lotto
highest number = 49
lowest number = 1
draws per game = 6
minimum win = 3
duplicates allowed = false
day = Saturday
price per play = 1.00
```

Now let's discuss each line in the file:

game This line simply tells LottoMATIC what name to display on the main screen. It's useful to remind you what game you're playing (if you track multiple lotteries).

highest number On this line, you tell LottoMATIC what the highest guess is. Florida picks 1 to 49, Colorado picks 1 to 42, etc.

lowest number This is almost always 1, but some games do start at zero.

draws per game Most lotto games pick 6 balls. Some, however, like Florida's Cash 3 or Play 4 pick fewer balls.

minimum win This number tells LottoMATIC how many numbers must "match" for a play to win. In most lotto games, you must match at least three numbers.

duplicates allowed
Most lotto games have one set of balls (numbered from 1 to the highest number), and you can't get duplicates in one drawing. Some games, like Florida's Cash 3, pick from separate sets of balls (and duplicates can occur).

day This line tells LottoMATIC what day the drawings are held (usually Saturday). Some games are played two or more times a week and require a separate "day" line for each.

price per play Usually \$1.00. This number tells LottoMATIC how much each ticket costs.

As another example, suppose you want to make a CONFIG file for the Colorado Lottery. The Colorado Lottery is a pick 6 of 42 game played every Wednesday and Saturday night. No duplicates can occur, you must match at least three numbers to win, and each ticket costs \$1.00. Here's what the CONFIG file would look like:

```
game = Colorado Lottery
highest number = 42
lowest number = 1
draws per game = 6
minimum win = 3
```

```
duplicates allowed = false  
day = Saturday  
day = Wednesday  
price per play = 1.00
```

You could name the file "CONFIG.CO". Then, to run LottoMATIC and use this file, you'd type:

```
LOTTO CO
```

and press [ENTER]. LottoMATIC looks for the database files "PICKS.CO" and "DRAWS.CO". If it can't find them, it creates new, blank ones.

The "Winning Numbers" database will be blank for a new game. If you want to load past winning numbers so LottoMATIC can use its algorithms more effectively, you'll need to get a list of previous wins (probably from your state's lottery commission) and enter them in the "Enter Winning Numbers" window (under the "Numbers" menu). Or, if you have the winning numbers recorded in an ASCII file, you can import them directly into LottoMATIC and save a lot of time! (See "Import Winning Numbers" above).

Appendix A

How and Where to get Help

A.1 Technical Support

Technical support by telephone, mail, or FAX is ordinarily reserved for registered users. We'll help you ONE TIME before you register to help install LottoMATIC for evaluation or to answer general questions.

If you have questions or require technical support, call our technical support line at (904) 871-5479. Do not call our tollfree order number with questions, as the operators there can't help you (they are completely unfamiliar with the program's operation). Our FAX number is also (904) 871-5479 (we have a phone/fax switch on the line).

You may write us a letter if you wish, but we are often swamped with letters and it may be some time before you receive a reply.

Custom Technologies
PO Box 10551
Panama City, FL 32404-1551

You can also reach us for technical support on CompuServe. We are topic 7 in the PC Vendor A Support Forum. Just type "GO PCVENA" at any CompuServe prompt.

Technical support is available to all users (registered or not) on CompuServe with no time limit.

If you're not a CompuServe subscriber and would like a FREE IntroPak, call 1-800-848-8199 and ask for operator 154. The IntroPak includes FREE sign-up and \$15 on-line credit (so you can explore CompuServe without spending a dime!). This free offer is courtesy of CompuServe and Custom Technologies.

A.2 Association of Shareware Professionals Statement

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you're unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help.

The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for member's products.

Please write to the ASP Ombudsman at PO Box 5786, Bellevue, WA 98006 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

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