

SP

COLLABORATORS

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REVISION HISTORY

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Chapter 1

SP

1.1 SYNDICATE PROFESSIONAL - CRIPPLED PUBLIC DOMAIN VERSION

SYNDICATE_PROFESSIONAL V1.02b

NATIONAL LOTTERY PROGRAM TO MAKE LIFE EASIER!

(c) 1995 by Steven Ridgers.

CRIPPLED DEMO VERSION OF SHAREWARE RELEASE

- Version 1.02b -

Introduction

Requirements

Features

User Guide

Future Ideas

Program History

How To Get Upgrades For Registered Users

Registering By POST

Registering By E-Mail

Requests/Ideas etc

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

THIS IS A DEMO OF THE SHAREWARE PROGRAM - SYNDICATE PRO V1.02

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 CRIPPLED DEMO of the shareware version you can buy for 5 UK POUNDS (see in REGISTERING docs).

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 every now and again (ALL YEAR)

or my friends e-mail account :> (except in the UNIVERSITY'S SUMMER MONTHS!)

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_v1.00'

- o Cyclemenu (So you can select JACKPOT no.s quickly)
- o ForceMonitor - (To run the program in ANY mode you wish)

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:

DEMO DOES NOT FEATURE ALL OF THE LISTED 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 599
- 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 (CRIPPLED DEMO!)

How to use:

LOADING THE PROGRAM

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

USING THE PROGRAM

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

The Following points explain what each of the windows do/contain:>

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=599)
- 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.

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 gadge adjacent to it. Currently there is only one command and that is to 'CHECK NUMBERS'. 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.

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.

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 permutate 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 permutate 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 permutate 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.

MENU OPERATIONS

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

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?)

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 599. 0 will
 not update database at all.

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!)

1.6 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??

1.7 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

19/5/95 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!!
*)You can now have a maximum of 599 syndicate members

20/5/95 1.02b *)Released cut-down DEMO version of latest SYNDICATE PRO v1.02

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:

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)
 Feature(s) : (Description here. Including why etc)
 :
 :
 :
 :
 :
 :

And finally

Thankyou to all beta testers and users out there who continue to make this software package a joy to use. Keep those reports coming in and let's make this package the BEST.

1.8 Updating SYNDICATE PROFESSIONAL SHAREWARE

After you have registered for SYNDICATE PRO SHAREWARE then all minor updates are free. Any major updates will cost an extra 3 pounds to registered users only. Minor updates will be posted to all registered users (so send me your email addresses!). Major updates will be sent out to users who wish to upgrade. This can be either by e-mail or snail mail
:>

My e-mail address is :>

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'.

1.9 Registering For The Shareware Version By Post

REGISTERING By Snail Mail

My Address:>

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

& Include A Cheque For 5 UK pounds to 'Steven Ridgers'
& Include An S.A.E. with 1 Blank Disk & A Piece Of Hard CardBoard.

WHEN THE CHEQUE HAS CLEARED THE PROGRAM WILL BE SENT OUT TO YOU IMMEDIATELY.

<The Hard Cardboard Stops The Disk From Getting Crushed>
<Make sure it does not bend to easily! & write 'fragile' on it>

1.10 Registering For The Shareware Version By E-Mail

REGISTERING By E-Mail

Write A Cheque To Me 'Steven Ridgers'

& Send A Cheque For 5 Pounds To :>

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

& Remember To State On Your Letter Your E-Mail Address

WHEN THE CHEQUE HAS CLEARED THE PROGRAM WILL BE E-MAILED TO YOU IMMEDIATELY

- 1) MY EMAIL ADDRESS IS ste@spuddy.mew.co.uk (Used every now and again..(ALL YEAR)
- 2) Or for quicker response (except over the summer UNIVERSITY months!) \/

```
+-----+
| 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-+ |
+-----+
```

1.11 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 about every 2 weeks or so)

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