StormNum

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	COLLABORATORS		
	TITLE : StormNum		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

StormNum

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

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                    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!
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1.2 What is StormNum?

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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 Thes/niki
 GREECE

   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)! ;)

1.4   Installation

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        Installation
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  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

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        Requirements
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   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

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        StormNum v1.2
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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

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        Future impl/ments
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Here are some things we'd like to add:

   o System saving.

o More restrictions for the system.

o (Even) faster processing, (mabye in assembly)

o Printing (We hope!).

o Configuration.

o Statistics of the results.

o Tell us your own ideas!!

1.8   The programmers!

The Kreators (!) 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 writting 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 effords, 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.

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Rows-Cols. Right and down from the place where you've entered the
           system, there are some gadgets, which help you to enter the
           minimun/maximun 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       minimun/maximun number of
           31 32 33 34 35 36 37 38 39 40       numbers at the fist 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   minimun (1) and maximun (2) number of numbers at this row
               (01 11 21 31 41)..

Summary    You are giving the minimun and maximun 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 minimun and maximun
           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 minimun/maximun 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)..
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   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.