

## Lucky LOTTO Numbers

Right now you are probably saying, "Just what I need, another random number generator/lottery database! Just like I need another word processor, checkbook program and a hole in the head." Well hold on just a minute, this generator/database is a little bit different since it adds new wrinkles, it's free, it's guaranteed\* (see FINE PRINT below), and it's prettier than the others. So trash all your others and enjoy Lucky LOTTO Numbers!

Lucky LOTTO Numbers was written specifically for the Texas Lotto but it will work just fine for most other lotteries too. Limits are for lotteries who's formats are in the ranges of 1 to 9 winning numbers out of a possibility of 15 to 60 numbers.

### LEGAL STUFF

The author assumes no responsibility for damage to your computer, printer, or wallet caused either directly or indirectly by the use of this program.

This program was written and compiled using GFA BASIC Version 3.5E. Mark Matts' GUI-4-GFA Construction Kit was used to create the source code for the interface screens. Thanks Mark!

You can do most anything you want with the program except alter it or this text file in any way. This file, the program, and related files must not be separated when uploaded or given away. I would appreciate it if someone would upload the compressed file to CompuServe, Delphi, and other BBSs?

Lucky LOTTO Numbers Version 1.0 thru 3.2 were copyrighted in 1993 by the authors, Terry Warren and Barney Poston. Version 4.0 thru 4.2 are copyrighted by Barney Poston. Much thanks to Terry Warren for being picky, having good ideas, and for the beta testing. You're a good kid.

The contents of the ZIP file should be LCKYLT\_C.PRG, LOT\_BASE (folder), LOT\_BASE.DAT and LOT\_BASE.NUM (in the folder), and this ASCII file LCKYLT42.ASC. There may also be a README42.ASC file with information about last minute changes.

This program is free.....and it is damn well worth it. Please send GENIE E-Mail with your suggestions and comments, no matter how tacky they are, to B.POSTON. If you don't have a GENIE account, get one! Use your winnings from this program of course :-). You may use snailmail to the following:

Barney Poston  
4648 Highgrove Drive  
Fort Worth, Texas 76132

#### INSTALLATION

LCKYLT\_C.PRG and the LOT\_BASE folder must be located in the same root directory or folder so that the default database (LOT\_BASE.DAT) can be read on bootup.

#### RUNNING IT

Lucky LOTTO Numbers version 4.2 is a color version that will also run in monochrome. It is written for ST resolutions and should be run accordingly if used on a Falcon or TT. Although it will run in ST high resolution it isn't very attractive, in fact it is downright ugly. For those who want to run the program in high resolution, it is recommended that version 3.2 of the program be downloaded. V3.2 is GENIE file number 29546. On the Falcon it does pretty well but you may have problems with some mouse clicks refusing to work properly, like when trying to leave the Control Panel in 256 color mode.

This program has been successfully tested on 1040 ST, MEGA ST4, and Falcon 030 computers in conjunction with 9 pin dot matrix, DeskJet 500 and LaserJet 4 printers. It should run just fine on an STe or TT (in ST resolutions) and work with most other printers. Please report any problems to the author.

Double clicking on the file "LCKYLT\_C.PRG" will load the LOT\_BASE.DAT file from the LOT\_BASE folder and bring up the program INFO screen. Clicking on the "CONTINUE" button opens the Main Menu screen.

The Main Menu screen has 12 radio buttons; DESIGNATE, VIEW, BATCH PRINT, RESERVED, SAVE NUMBERS, FREQUENCY, DATABASE, STATISTICS, FORMAT, INFORMATION, and QUIT.

Starting at the upper left button and working to the lower right, the button's functions are as follows:

#### DESIGNATE

A left click on this button takes the user to a screen where lucky or unlucky numbers may be 'included' or 'excluded' from each set of LOTTO numbers drawn or printed. Note: By opening this screen the user erases any numbers that were previously

'included' or 'excluded'. This is the only way, other than exiting the program, that these numbers can be cleared.

Include: To 'include' your lucky numbers click on the INCLUDE button then on the numbers of your choice. Should you make a mistake or change your mind, clicking on a previously 'included' number will remove it from the included list. Numbers that have been 'included' are covered and have the abbreviation "IN" on them.

Exclude: This works the same as 'Include' described above. Numbers that have been 'excluded' are covered and have the abbreviation "EX" on them.

Main Menu: Self explanatory. A left click takes the user back to the home screen.

Note: This screen's display is determined by the currently selected lottery format. It displays from 15 to 60 numbers as applicable.

#### VIEW

A left click on the VIEW button takes the user to a screen where the random numbers can be viewed as they are selected and then printed if desired. This screen has four buttons of its own as follows:

Show Numbers: Clicking on the show numbers button will cause a set of random numbers to be displayed in the center of the screen. Despite appearances, the numbers really are drawn randomly. The numbers are randomly drawn by the program and then sorted in numerical sequence prior to displaying. Numbers which you previously designated to 'include' will be in the 'set' displayed. Conversely, those numbers designated to be 'excluded' are not chosen or displayed.

This screen also displays, at the top center of the screen, the number of LOTTO sets that have been viewed during the current session on this screen. On the top right and left the included/excluded numbers are displayed for reference. A maximum of 25 sets can be viewed in any one session on this screen. After reaching 25 or after batch printing, the number of sets is reset to zero. By left clicking, hitting the return key or space bar a brand new set of random numbers with the 'Includes' and 'Excludes' as applicable will be drawn and displayed.

Print This Set: Clicking on this button will print the 'set' of

numbers currently displayed. When using this feature, your printer will not formfeed. You will need to formfeed manually.

**Print All Sets:** A left click on this button prints the last several sets as indicated by the displayed set number. After printing 'All Sets' the set number counter is reset to zero. This will do a form feed.

**Main Menu:** This is self explanatory, a left click on this button takes you back to the Main Menu.

Please note; this screen will display and print in accordance with the lottery format loaded on bootup or as altered after bootup in the LOTTERY FORMAT dialogue box.

#### BATCH PRINT

A left click on this button brings up a selector box where the user can specify the number of sets of random numbers to beprinted. The default quantity is 12. The quantity can be adjusted from 1 to 25 by using the slider bar. Numbers which you previously designated to 'include' are displayed and will be in the 'sets' printed. Conversely, those numbers designated to be 'excluded' are displayed and are never in the sets printed.

**Print:** Starts the printing process.

**Main Menu:** Takes you back where you started.

#### SAVE NUMBERS

Clicking on this button opens a screen where the latest winning numbers may be input and saved to the database.

At the top of the screen the current date, as determined from your system, is shown. You may adjust the date by clicking on the appropriate buttons or see CONTROL PANEL below.

When winning numbers are saved to the database, the total number of lotteries and each number's frequency is saved to the file LOT\_BASE.DAT. The date and numbers drawn on that date are saved to the file LOT\_BASE.NUM. Sorry, but the database cannot be edited from within the program. It can be edited from any text editor that accepts ASCII files, just be certain that the last number is followed with a carriage return and that the format of the database is not altered in any way.

In the center of this screen the default winning lottery numbers are shown all the same (approximately 1/2 the number of balls in the lottery format you are using).

These numbers are adjusted by clicking on the applicable number, 1-9, (located under the lottery numbers). These adjustment numbers, 1-9 will highlight when active. Click on the adjustment buttons as needed. "-10" and "+10" adjust by 10 in the indicated direction while "-1" and "+1" adjust by 1. Make sure all numbers are correct then save them. I think it is best, for later database viewing, if the numbers are saved in numerical sequence. You must establish this order yourself, the program will not do it for you.

Save: This button brings up a dialogue box asking you to confirm your desire to save the currently displayed numbers to the identified file. The .DAT and .NUM files are limited to one thousand lotteries. At that point you'll need to start new files. Don't panic, in Texas it will take about 9-1/2 years to reach the limit.

Main Menu: Takes the user back to the Main Menu.

#### FREQUENCY

The historical frequency of the winning numbers drawn to date are displayed on the screen both numerically and graphically.

Print: Clicking this button prints the same frequency data displayed on the screen. After any one number is a winner more than 25 times the printed graph will be approximate in its representation of winning number frequencies.

Main Menu: Takes the user back to the Main Menu screen.

Note: The Texas Lotto database uploaded with this file was current when uploaded. Of course it doesn't stay current very long since there are two lotteries per week. If you want a current database, just leave E-Mail to the GEnie addressee shown above.

#### DATABASE

Left clicking on this button will display the dates and corresponding winning numbers for that date. The display shows the last lottery first at the top of the left hand column. Sorry, but this display will become slower and slower in the

loading process as the database gets larger.

More Data: 40 lotteries can be displayed on one screen (20 if you are using a 9 ball lottery format). If more than 40 dates and number sets are in the database, those lotteries more than 40 back may be accessed and viewed by clicking on this button.

Print: Clicking this button brings up a dialogue to confirm your wish to print out the historical dates and winning numbers. 100 is the maximum number of entries per page for the printout. A dialogue will come up at this point to allow you DeskJet, LaserJet, and other sheet feed printer owners to turn the paper over and thereby reduce consumption. If your database contains the maximum 1000 entries, the printout will cover ten pages. Is this guy quick or what?

Main Menu: Guess

#### STATISTICS

Clicking here reveals a screen which displays various statistics about the loaded lottery in the top half of the screen. If you want statistics about a individual number, it will be displayed on the bottom half of the screen. See Select Number below.

Print: Gives a printout of the same statistics about the lottery and about every individual number in your lottery format.

Select Number: Allows you to chose the specific number you wish to see statistics about.

#### LOTTERY FORMAT

Use this to change from the default database (the Texas LOTTO) which is loaded upon bootup. The format can be changed by adjusting the displayed numbers using the slider bars. If these slider bars are moved from the default position, you must SAVE or LOAD a format before you can use the DATABASE buttons on the main menu.

The format selected must then be saved to disk using any path and filename you wish (e.g. NEW\_YORK.DAT, OHIO.DAT, 7\_OF\_49.DAT, etc.). However, in order for your customized lottery database to load automatically on bootup, it must be named LOT\_BASE.DAT and reside in the folder LOT\_BASE. Before saving a database for default loading at bootup time, you should rename or trash the existing LOT\_BASE.DAT file from the desktop or you can trash it by overwriting it by clicking on YES in the duplicate filename

dialogue box which will come up when you use an existing filename.

After saving a .DAT file a dialogue will ask if you wish to save date and number history. An affirmative answer will bring up the file selector and allow you to name the file the same as your .DAT file except it will have a .NUM extender. A negative answer returns you to the Lottery Format dialogue.

Load Format: Existing formats/databases may be loaded from within the program by clicking on the LOAD FORMAT button which will bring up the file selector.

Save Format: A save is accomplished by clicking on the SAVE FORMAT button. Yep, you guessed it, up jumps the file selector and allows you to name the .DAT file as described above.

Main Menu: Self explanatory, you may click here to return to the Main Menu.

INFO

A left click on this button takes you back to the same stupid screen where you started, so.....DO NOT CLICK ON THIS BUTTON!

QUIT

Self explanatory. Just left click.

FINE PRINT

\* Guarantee. This program is guaranteed for life (of the program) to generate random numbers when operated in accordance with these instructions or double your money back!

Don't forget the quote from Forbes magazine "Your chances of winning the lottery are the same whether you play or not!" Should you be fortunate enough to win large sums of money as a direct result of numbers generated by this program, promptly send one half of the loot to the author! Good luck!

THANKS: Thanks to Dan Gnagy, Gary Blocker, Robert Zalischuk, Joe M. Villareal, Miles S. Loghry, and Gordon R. Meyer, and Pat Forister for paying their E-Mailware fee and for the great suggestions.

Revision History:

Version 1.0 Original release 1/27/93

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Version 1.1 released 1/30/93

Bug fix.

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Version 2.0 released 3/6/93

1) Fixed include/exclude bug. Previously had to cancel choices in the same order they were chosen.

2) Thanks to a suggestion from Dan Gnagy, added the ability to change lottery formats to those used by states other than Texas. Thanks Dan.

3) Added a database and the ability to load/save winning numbers and lottery formats so that historical frequencies could be evaluated.

4) Provided for viewing of included/excluded numbers on all printing and viewing screens.

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Version 3.0 released 7/3/93

1) Bug fixed. When FORMAT SAVE or FORMAT LOAD was terminated with a CANCEL at the file selector, the program would bomb when the user asked for historical frequencies.

2) Database was change to increase speed of frequency display.

3) Added numbers history and numbers facts screens and printout capabilities.

4) Added statistics screen and printouts.

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Version 3.1 released 7/14/93

1) Bug fixes. Various bugs existed in the format saving procedures.

2) A division by zero error was fixed.

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Version 3.2 released 7/31/93

1) Increased possible winning numbers from 6 to 9 for our Canadian friends. Thanks to Robert Zalischuk for the suggestion.

-----Version 4.0 released 9/26/93

1) Added color thanks to suggestion from Joe M. Villareal



2) Squashed the bug I thought I had fixed in V3.0 #1 and again in v3.1 #1.

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Version 4.1 released 10/10/93

1) Fixed frequency bug (Thanks to Pat Forister for reporting)

2) Fixed Falcon no print bug (Thanks to Pat Forister for reporting and David M. Acklam for confirming)

3) Enhanced printouts

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Version 4.2 released 4/14/94

1) Made .DAT the default extender for Loading Format selector box

2) More bug fixes. One bug was pointed out by Wade R. Cotten.  
Thanks Wade!