

Universal Lottery System 95 , Wm. W. OdlumUniversal Lottery System  
95

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Help file produced by **HELLLP!** v2.6 , a product of Guy Software, on 09/11/1996 for Wm. W. Odium.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles. You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar. This page will not be displayed as a topic. It is given a context string of `__` , but this is not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point. If you do this remember to move the whole line, not part. As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

How to View this Window in full size, click Maximize on Title Bar.

Help-Always on Top should show check mark. If not and this window is made smaller, clicking on the Universal Lottery System 95 program will hide this one which will still be running and using memory.

Close this Help file by clicking on Exit.

'Try Before You Buy' software is copyrighted software that is distributed by authors through bulletin boards, on-line services and disk vendors.

It allows you to try the software for a 30 day trial period. If you decide not to continue using it, please delete it. You only pay for it if you decide it is useful. We rely on your honesty and integrity.

You benefit because you can try out the software to determine whether it meets your needs, before you pay for it. Unlike buying from a Store where you have no opportunity to try it out before paying.

Even if the person who supplied you with this software tells you that registration is not necessary, this is not so.

When using this 'Try Before You Buy' version of the program you will be presented with nag messages asking you to register as I have not been paid for this copy.

On registering I will send you the latest Commercial Version of Universal Lottery System 95. Without the Order Form or nag messages.

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How to View

To view help file from anywhere in the program press F1 key.

## Overview

The Universal Lottery System 95 is designed for use with any lottery.

On startup the initial setup is for the Ontario Lotto 6/49 which means picking 6 numbers in a range of from 1 to 49. This can be changed to startup with whatever Lotto combination is used most frequently in **'Personalize Settings'**.

Program can be setup to any of the following combinations: Pick random sets of numbers from 1 to a maximum of 10 in a range of from 1 to a maximum of 60. Also picks sets from a database of winning numbers drawn.

Where number input is required the program will only accept a maximum of two digits and no other letters or characters.

Allows creation of any number of Databases for different Lotteries. A Database holds the historical records of each winning set of numbers drawn in the Lottery and automatically counts the amount of times each number appears in the database.

The counts can be viewed in a numbered grid or graphically sorted or unsorted.

Load the Sample.LTO file from disk. It contains the records of winning numbers from over one year's draws on Ontario Lotto 6/49. which shows that some numbers have shown up a lot more frequently than others.

## **Main Menu**

### **Open a File from Disk**

Clicking on this button opens up the Open File dialog box. Select file from those shown by clicking on the file and then the '**Open**' button, file will be loaded and displayed using all the original settings. Only files with the extension **.LTO** will be shown.

### **Pick-a-Winner**

Clicking on this button takes you to the random number generator display screen.

### **View and Edit Database**

Clicking on this button takes you to the database display screen where records are added, deleted or changed in a database. Shows the results of the amount of times each number has appeared in the database.

### **Show Graphs**

Clicking on this button takes you to the Graphic display - must have a file with data.

### **Investment Tracker**

Clicking on this button takes you to the Investment Tracker database. Keeps a permanent record of all transactions with totals.

### **Save File to Disk**

Clicking on this button opens up the Save File dialog box. Type in the name of your file and click '**Save**' If file exists select it by double clicking on it, File will be saved to disk. File must use the extension **.LTO**

### **How to Use the Program**

Clicking on this button brings up this help file. To bring it up from anywhere in the program press the F1 key.

### **Print Current File**

Clicking on this button will send the complete Database list of records and the counts in '**Distribution of numbers in Database**' to your printer.

### **About...**

Clicking on this button will give details of the version number and author.

### **Personalize Settings**

Clicking on this button opens the personalize form. Changes to the settings will be saved to disk and in effect each time the program is started.

The settings take effect immediately. However if a database with different settings is in use the database settings will have priority.



### [Exit Program](#)

Clicking on this button will close this program. If there is a changed database file in memory that has not been saved you will be asked if you wish to save it.

## Using Database Program

Settings cannot be changed for an existing database. For instance it makes no sense to add another column to the database as the records already in the database would have nothing in the new column and the number counts would be inaccurate.

To have dates displayed and printed as 01/01/96 or 01/01/1996 go to the Windows 95 Control Panel and open Regional Settings, click on Date and in the Short Date Style box select MM/DD/YY or MM/dd/yyyy.

### To set up a new database file

A new database cannot be set up if another database file is already active in memory. First save the file to disk if you wish to keep it and then use the **'Delete All'** button to delete it from memory or exit the program and startup again.

All input boxes have a yellow background.

In the **'Title'** input box type the name of your Lottery.

Into the **'Numbers in the lottery range from 1 to '** input box, type in the highest number in this lottery.

Into the **'Total number of choices in the Lottery'** input box, type in how many numbers are in the winning set. If the lottery has a bonus number add 1 to the number of choices. The database grid will change to the number of cells required.

All record entries in the database take place in the top row called **'New'**.

The input column above **'Date'** will show today's date. Type in the starting date of your data. Can be typed in as 1/1/95 and on exit will automatically format to 01/01/1995.

In the input columns above the numbers from 1 to number of choices, type in the numbers in the winning set.

Click on **'Add Record'** button and the row will be saved to the database and shown as **'Record'** number 1

Pressing the <Enter> key after typing data in an input cell will move the cursor to the next input cell. Pressing <Enter> in the last input cell moves the focus to the **'Add Record'** button where pressing <Enter> again will save the record.

When record is saved the new date will automatically be shown which will be 7 days after the date in the last record. This is fine for a weekly draw but for any other frequency type over the date to that of the lottery draw.

The last record added is shown at the top of the database with the first being at the end.

Each time a record is saved the numbers are automatically counted and shown in the **'Distribution of numbers in the Lottery'** grid. Click **'Show Graph'** button to see a graph of the numbers.

At this point the Database File only exists in memory. To save it to disk. **'Exit to Menu'** and click on **'Save a File to Disk'**, you will then type a name for your file - do not leave the \* in the name!!.. Name can only be 8 characters long and must have the extension **.LTO**. Example: **MYLOTTO .LTO**

You can then retrieve the database file at anytime by Clicking on **'Open a File from Disk'** and clicking on

your filename.

To print your database file click on '**Print Current File**' on the Main Menu.

#### **Add Record**

Clicking on this button will move the '**New**' record to the database and increase the date by one week. Automatically recounts the numbers in the database.

#### **Correct Record**

Click this button to make changes in a record. Type the record number shown in the left-hand column beside the record and the record will be shown in the input row of the database - make your changes and click '**Add Record**'.

#### **Delete All**

Clicking this button will delete the datafile from memory.

#### **Show Graph**

Clicking this button will show the numbers in graph form.

#### **Help**

Clicking this button will show an abbreviated help textbox. Scroll down through it to see all the information. Button will toggle to show '**Close Help**' click it to close the help textbox.

## Using Graphs

On opening the graph display shows the counts in normal distribution. The numbers on the left represent the amount of times counted and across the bottom two rows the numbers themselves with their graph bar above them.

The reason for two rows was to be able to use a larger font. Numbers will alternate between the first and second rows.

### Show Sorted

Clicking on this button will show the numbers with the highest count from left to right in descending order. Button will toggle to **Show Normal**, clicking it again will show data in normal view and button will change to **Show Sorted**.

### ThreeD Graphs

Clicking this button will change the display to a three dimensional graph. Button will toggle to **TwoD Graphs** and when pressed will show display as a two dimensional graph.

### To Printer

Clicking this button will send the displayed graph to your printer. Choosing print color even on a black printer will show the graph in more detail.

### Exit to Menu

Clicking this button will close the display and take you back to the database display.

## Using Pick-a-Winner

On startup Pick-a-Winner is set for a 6/49 lottery and to pick one set of numbers when the **'Calculate'** button is clicked. This means pick one set of 6 numbers from 1 to 49.

All numbers are randomly generated by the computer.

The input boxes have a yellow background.

Inputs can be changed to Pick a set of numbers from 1 to a maximum of 10, with a range of from 1 to a maximum of 60, and calculate from 1 to 10 sets of numbers.

In the input box **'Total number of choices in lottery '**, type in the number of picks allowed in this lottery.

In the input box **'Numbers in the lottery range from 1 to '**, type in the highest number in this lottery.

In the input box **'Number of forms being played'**, type in the number of sets that you require.

With the **'Full Range of Numbers in the Lottery'** option checked, click **'Calculate'**.

To use with a combination of high scoring numbers from the historical database. type in the number of picks required to complete the set in **'Total number of choices in lottery'** box.

For example in Lotto 6/49 using three high scoring numbers plus three picks from the random number generator to complete the set of 6 picks.

### Pick Random Numbers from Amongst

With **'Full Range of Numbers in the Lottery'** option checked, will pick a set of random numbers in the ranges specified in the Lottery setup.

The following options will only work with a database file in memory. When one of these options is checked the Lottery setup numbers will change to those in use by the database if they are not the same.

The database will be sorted from the highest to the lowest amount of times the numbers have been counted.

For example if the database were setup for 6/49.

With **'Top Third of Numbers in the Database'** option checked, will pick a set of 6 random numbers from amongst the highest scoring 16 numbers in the database. Ranked 1 to 16 in the sorted database.

With **'Middle Third of Numbers in the Database'** option checked, will pick a set of 6 random numbers from amongst the next highest scoring 16 numbers in the database. Ranked 17 to 32 in the sorted database.

With **'Bottom Third of Numbers in the Database'** option checked, will pick a set of 6 random numbers from amongst the lowest scoring 17 numbers in the database. Ranked 33 to 49 in the sorted database.

### Calculate

Click on this button and random numbers will be generated and displayed.

### To Printer

Click on this button to send the numbers displayed to your printer.

[Help](#)

Clicking this button will show an abbreviated help textbox. Button will toggle to show '[Close Help](#)' click it to close the help textbox.

[Exit to Menu](#)

Clicking on this button close this display screen and opens the Main Menu.

## Using Investment Tracker

This segment of the program can be very useful for other purposes such as tracking car, household or other expenses. You can create as many database files as you wish.

### To set up a Data File in the Investment Tracker:

To activate a cell, Double-Click on it or use arrow key to select where you wish to type your entry. Selected cell will be shown with dotted lines around it.

Select the first cell in the row under Description. Type in a description in the first column and associated values in the second column under Amount. Repeat for next row.

If you want sub totals for each group, type the exact words Sub Total, with no value, as a Description at the end the group and the sub totals will be automatically calculated and shown after clicking the **'Calculate'** button.

After calculation all empty rows are eliminated.

To have an empty row to enhance appearance between categories or to set aside for later use, insert a space by pressing spacebar in the selected category cell. Cell is no longer empty.

To Insert a Blank Line, first click on the cell in the row where you want the line, then click the **'Insert Blank Line'** button, a dialog box will pop up with the row number shown. Type it in and then OK. The word Blankline will appear in the row requested - delete it and type in your description or a space if you want a clean line.

Descriptions and values can be changed at any time by clicking on the cell, pressing the Del key and typing in the new data.

To delete a row click on the cell in the first column of the row and delete anything in it, then **'Calculate'**.

To have Header names for groups just type the name in the Description column with no value.

After each entry click **'Calculate'** to see how it appears in the spreadsheet.

### Save File

Will save the current file in memory to disk. Name your file with the extension .INV. Do not leave the \* in the name!! Name can be only 8 characters long plus the three extension characters.

The extension .INV must be used for Investment Tracker Files.

### Open File

Select the file by clicking on it, then **'Open'**, File will be loaded into computer memory.

## Copyright

**Universal Lottery System 95**

**by Wm. W. Odium**

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**Price: \$14.95 + \$2.50 for Shipping and Handling**

Please register and I will send to you, by Air Mail, the latest Commercial version of the program.

### **United States of America and Canada**

Checks from only U. S. A and Canada residents are accepted. I pay no Bank fee to cash them.

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### **Residents of all other countries**

Do not send checks - I cannot accept them as the Bank charges a \$25.00 fee to cash them.

Please obtain an International Postal Money Order from your local Post Office for US\$17.45.

In some countries the cost of the money order is greater than the program price. While I do not recommend sending cash in the Mail if you wish to do so make sure the banknotes (no coins) are inside the folded order form and not visible through the envelope.

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Click 'About...' on the Main Menu and then 'Show Order Form' and type in your name and address on the prepared form.



