UK National Lottery Results/Ticket Checker

User Manual

Version 1.8 - (Build 1812)

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Date:	Thursday, 12 January 2006	
Version:	2.0	
Released:	Thursday, 12 January 2006	
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Document History.

Name	History	Version	Date
Jason Brooks	Draft Version released for peer review.	0.1	06/11/1999
Jason Brooks	Initial Release	1.0	14/11/1999
Jason Brooks	Updated To Reflect Minor Changes To Build 1707	1.1	17/01/2000
Jason Brooks	Updated To Reflect Minor Changes To Build 1710	1.2	12/02/2000
Jason Brooks	Updated To Reflect Minor Changes To Build 1711	1.2a	22/02/2000
Jason Brooks	Updated For Build 1812	2.0	12/01/2006

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1 Introduction.

Originally I wanted a piece of software that would check my works' syndicate lottery numbers automatically for me. It had to have the following criteria: -

- UK National Lottery results had to be obtained directly from the Internet.
- The user interface had to be logical and easy to use.
- Easy input and tracking of lottery tickets and winnings.
- Minimum user input for using the software.
- It had to be Free.

The UK National Lottery Results/Ticket Checker was created. It at least meets the criteria originally set.

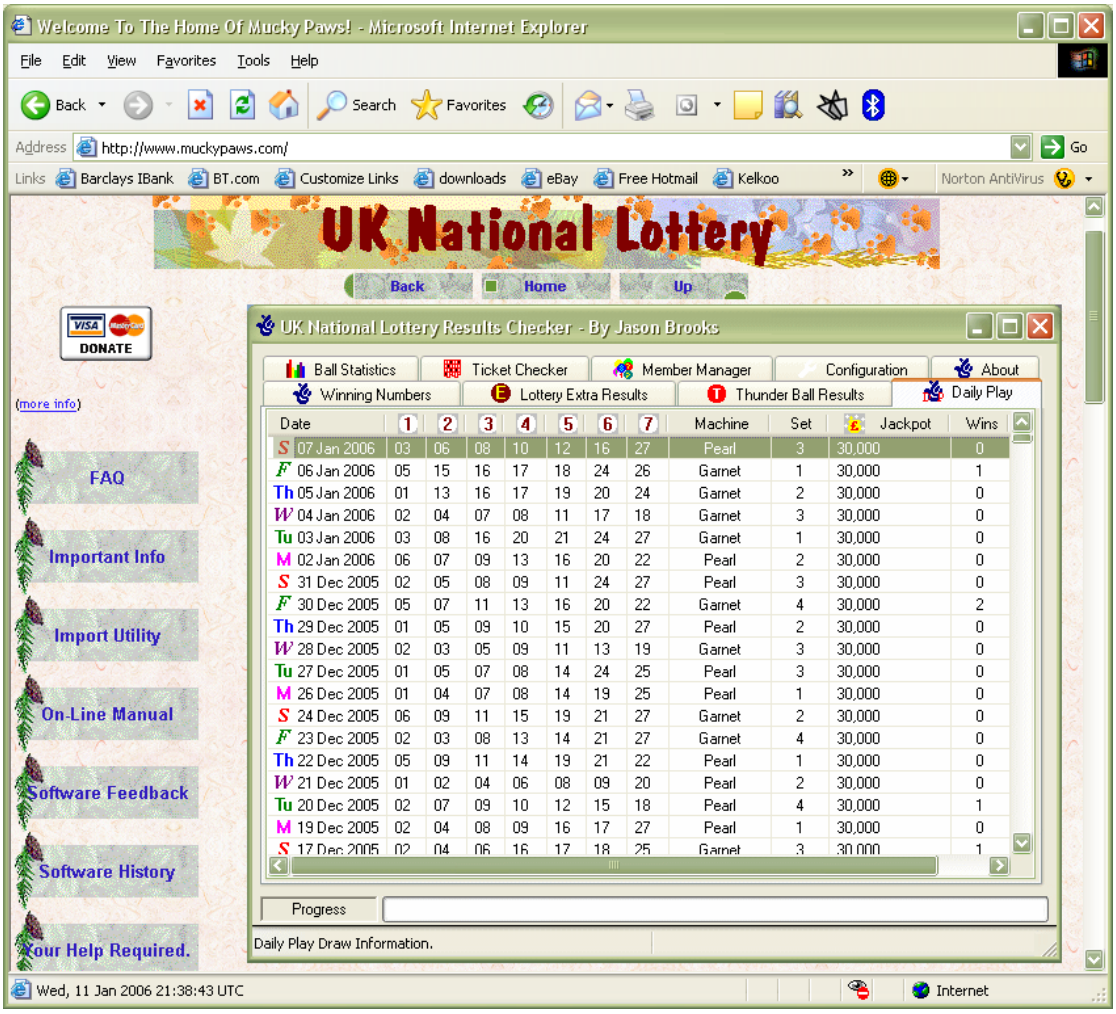
After releasing the software to the internet community, it became apparent that more could be done to enhance the software's interface, including additional easy to use features. With the help of suggestions from volunteers, the software has grown in complexity and functionality. Consequently it became inevitable that the interface would need a user manual to explain many of the features of the software.

This document will hopefully explain how to install and use each of the components of the software.

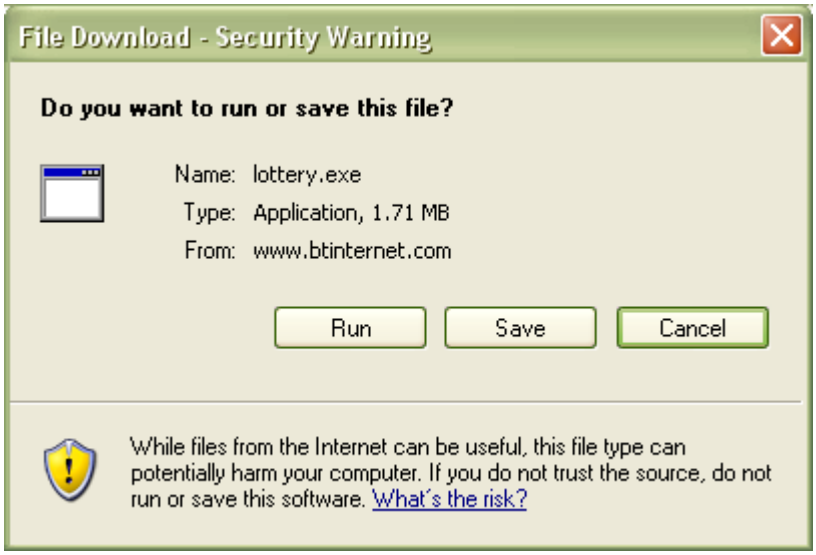
If you believe a section can be explained more clearly, please contact the Author detailing the change/clarification required.

2 Downloading Instructions.

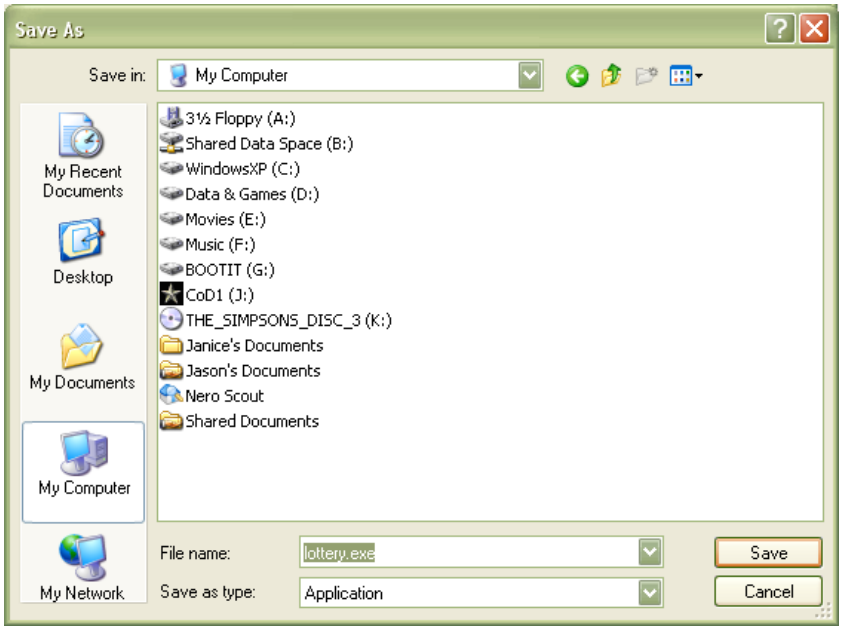
To download the software, go to my web site (Details provided at the end of this document) and click on the screen shot as shown below.



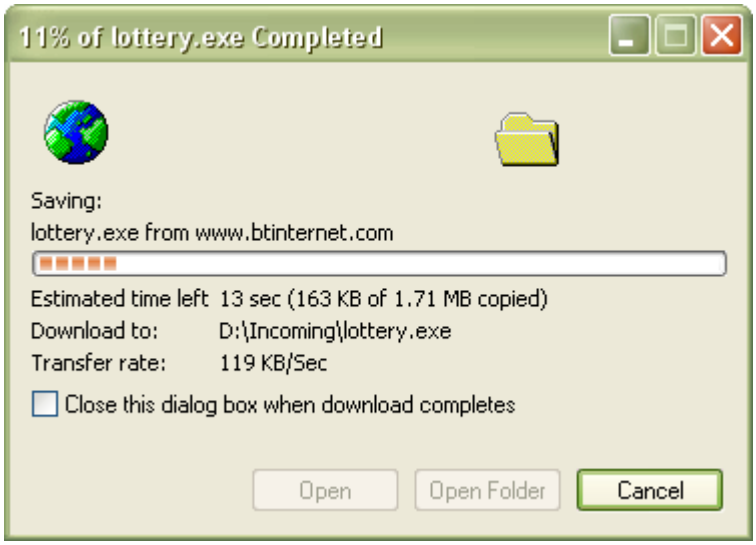
If you are using Internet Explorer, you will be asked what you would like to do with the program. Choose Save this program to disk.



You will be asked where to save software. Usually this will be your Temporary Directory, or your prefered location.



When the download has successfully completed, you can either open the folder, or the application. If you do not wish to install the software until a later time, remember, or make a note of where you saved the application and use Windows Explorer to run the setup.



2.1 Virus'

Every effort has been made to provide this software free from Virus, or other malicious code. The software is scanned with the latest virus definition file from Norton's Anti-Virus checking software.

If you believe the file you have downloaded is infected, please contact the author for a replacement.

It is a sensible precaution to virus check any software you download from the Internet.

3 Installation

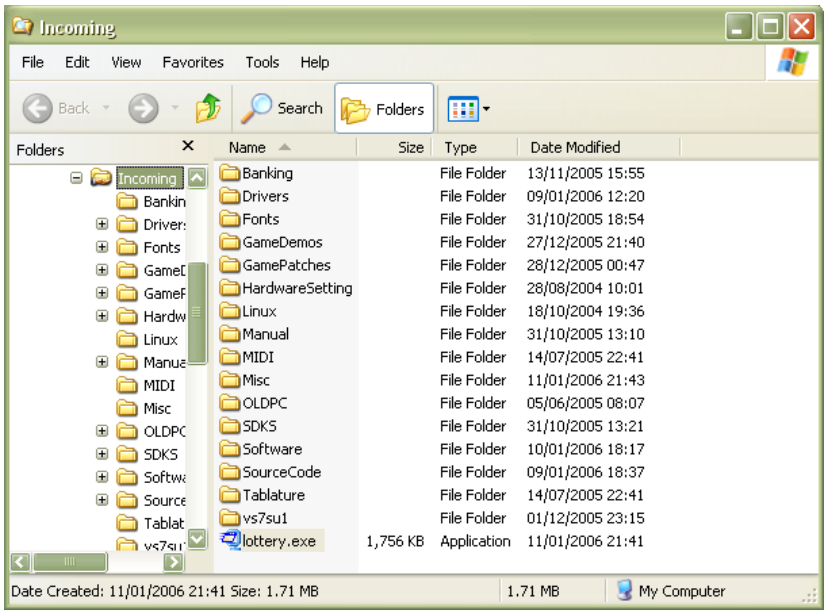
3.1 Do you have the latest software version?

Before installing your software, please go to my web site to ensure you have the latest software version. In doing so, you will guarantee you have the most up to date version of software.

Contact details are provided at the end of this document.

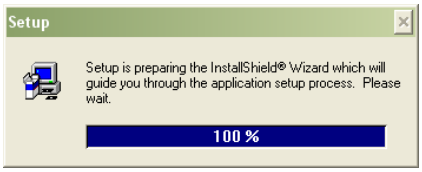
3.2 Running Install-shield.

Double click the Lottery Icon from within Program Manager.



You will see the following dialog box. Now click Run.

Install shield will initialise and set-up will begin.

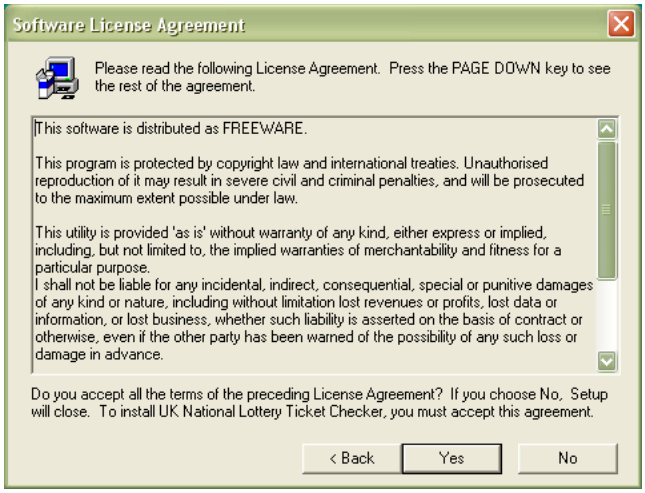


Install shield will take you through the following screens :-

3.3 Setup - Welcome Screen.

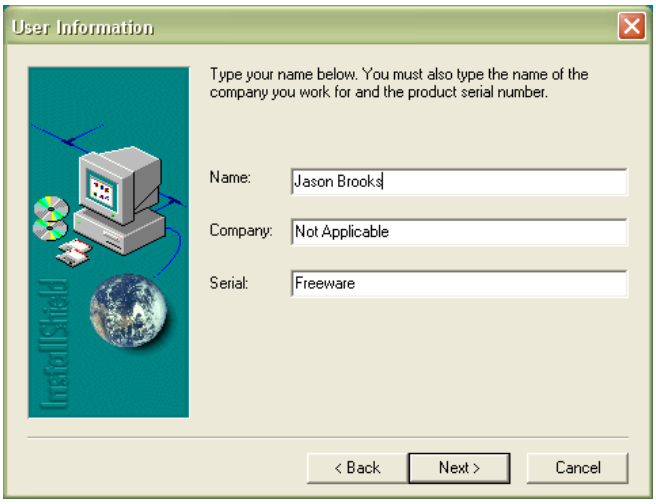
Click Next to continue.

3.4 Setup - Software License Agreement.



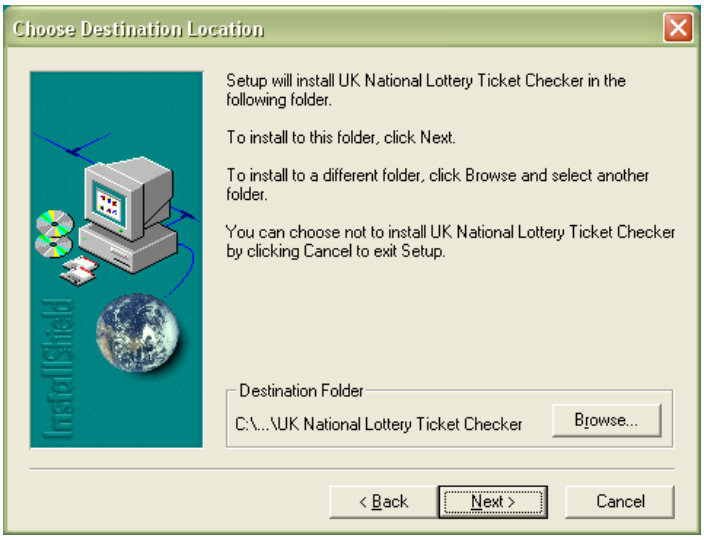
Click Yes to continue with the installation, or No to quit.

3.5 Setup – User Information Screen



You can enter your own name, or that of your syndicates. Click Next to continue.

3.6 Setup – Choose Destination Location Screen.

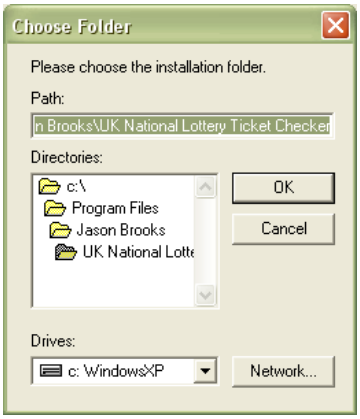


This will ask you where you want to install the lottery software, by default this will be:-

C:\Program Files\Jason Brooks\UK National Lottery Ticket Checker

However, you can specify your own location by clicking Browse.

3.7 Setup - Choose Folder Screen.

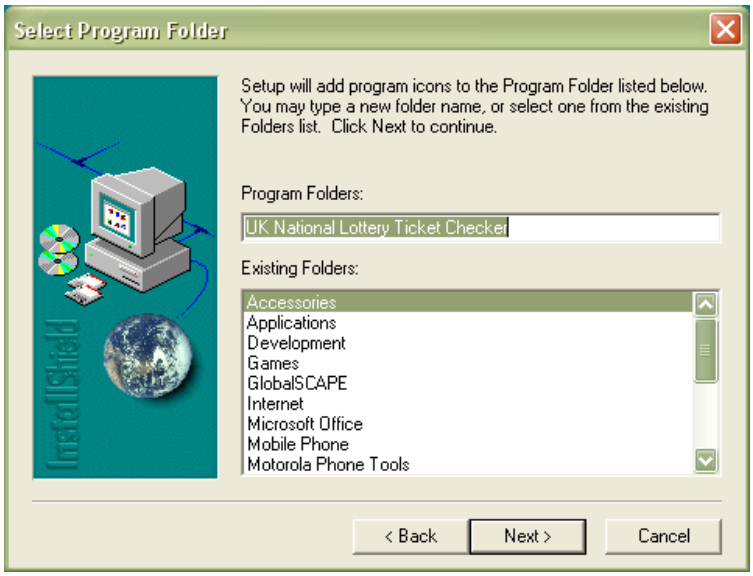


By clicking Browse on the previous screen, you will be presented with the above folder. You can now choose the destination directory where you want to install the software.

Important. Do not try and install the software into the same directory as the setup program.

For example, if you have downloaded the software into *C:\TEMP*, then choose a different directory path, i.e. *C:\TEMP\LOTTERY*, otherwise you will receive an error message and the program will quit.

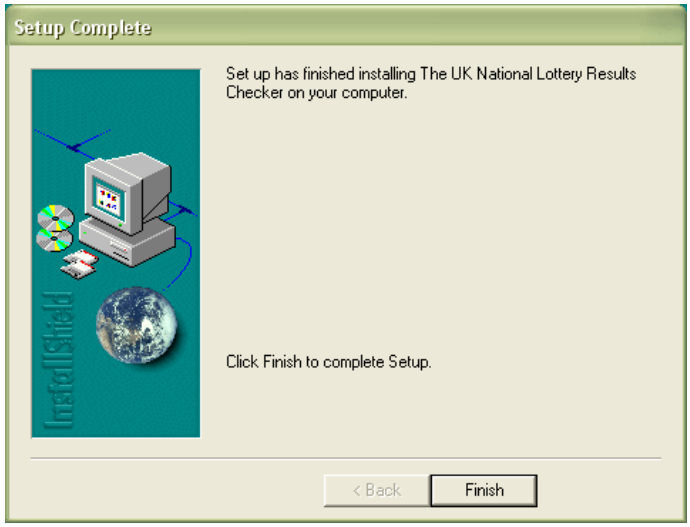
3.8 Setup – Select Program Folder Screen.



The above screen will ask you where you want the Lottery Icon and Programs to be installed.

Important. Do not choose a folder that already exists, as sometimes when uninstalling with InstallShield, the whole Folder may be deleted.

3.9 Setup – Complete Screen.



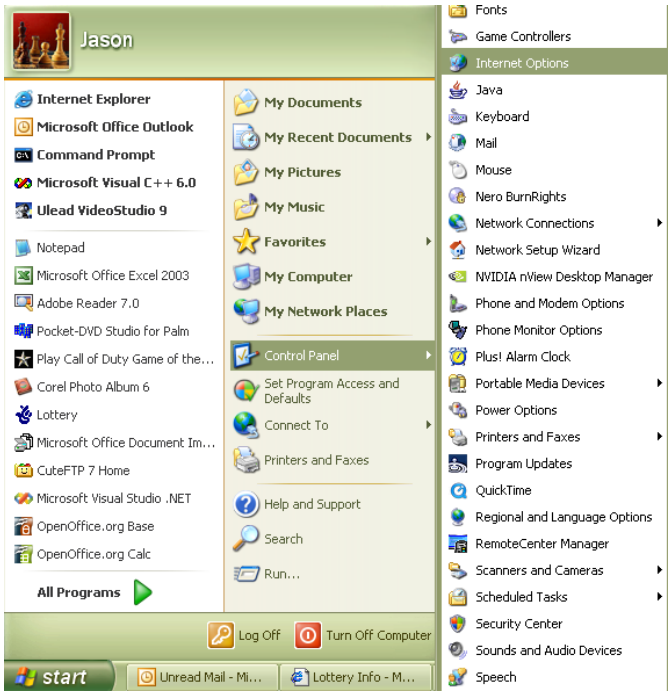
If the software was succesfully installed, you will see the above message. Click finish and you are almost ready to start.

3.10 Internet Caching Options.

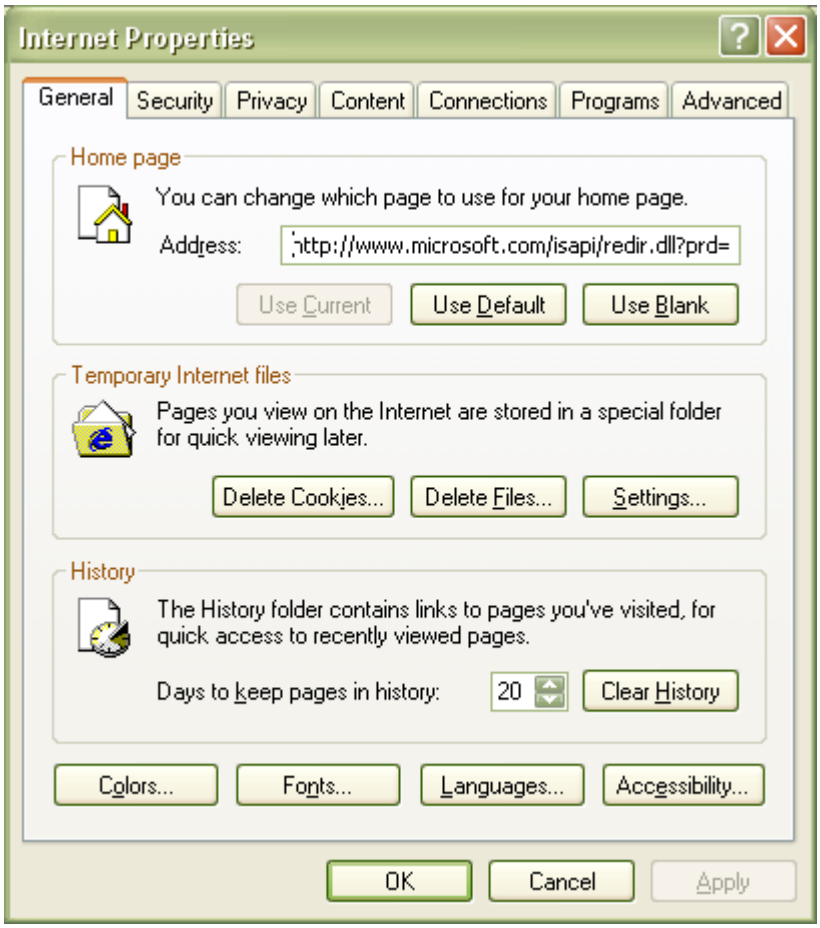
If you are using software such as DUN, Net Accelerator, or other Internet caching/acceleration software, you may have to consult with your software user guide on how to ensure that the web page is refreshed each time you visit the site.

Reports have been received, that users are not getting the latest updates directly from the Internet. The most common cause is attributed to Internet Explorer's Caching options. The following will demonstrate a known solution if you are experiencing this problem.

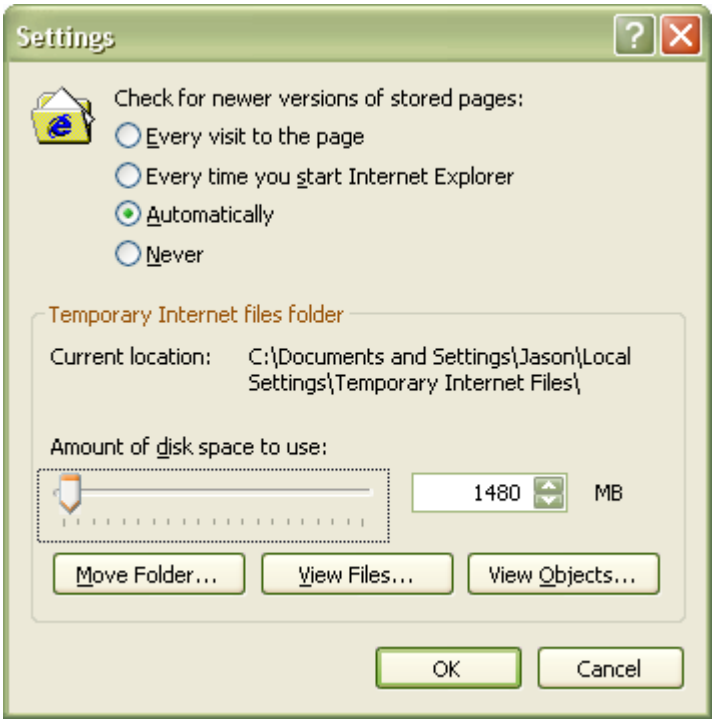
From the control panel, select Start->Settings->Control Panel and double click on the Internet Options Icon.



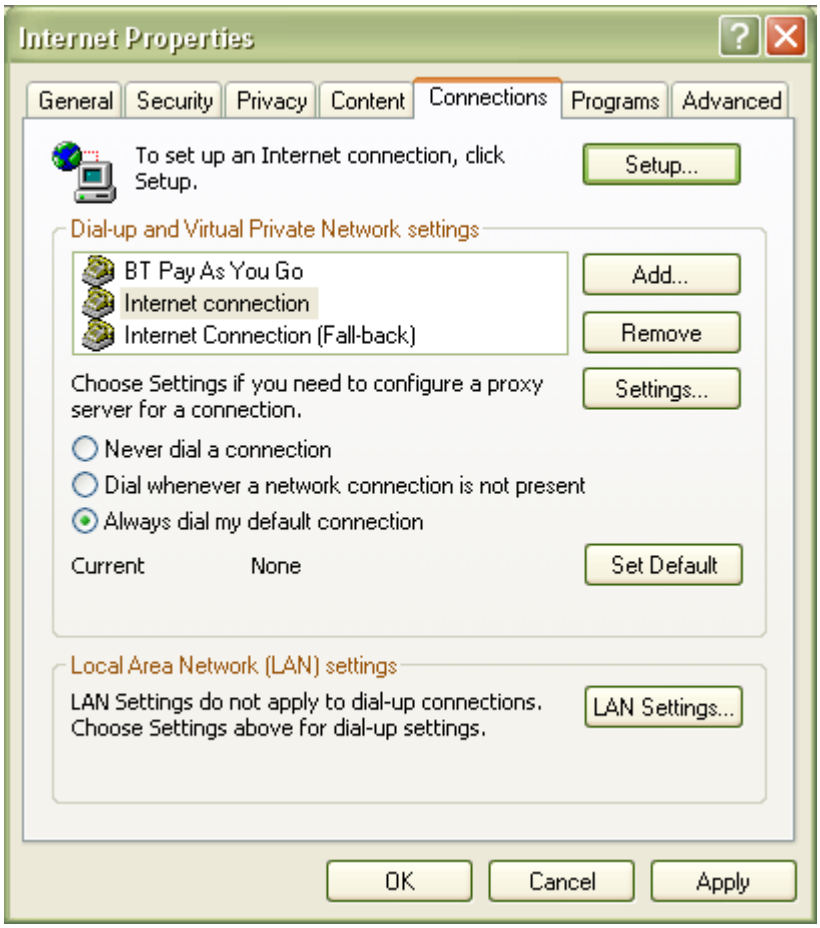
From the Temporary Internet Files Section, click Settings.



Select either *Automatically,* or *Every visit to the page* and click OK.



If you have a dial-up account, Select the connections tabe and by selecting A*lways dial my default connection* will ensure that the software can try to obtain an internet connection when required, your default Dial Up connection will popup.



Click on OK and close the Control Panel.

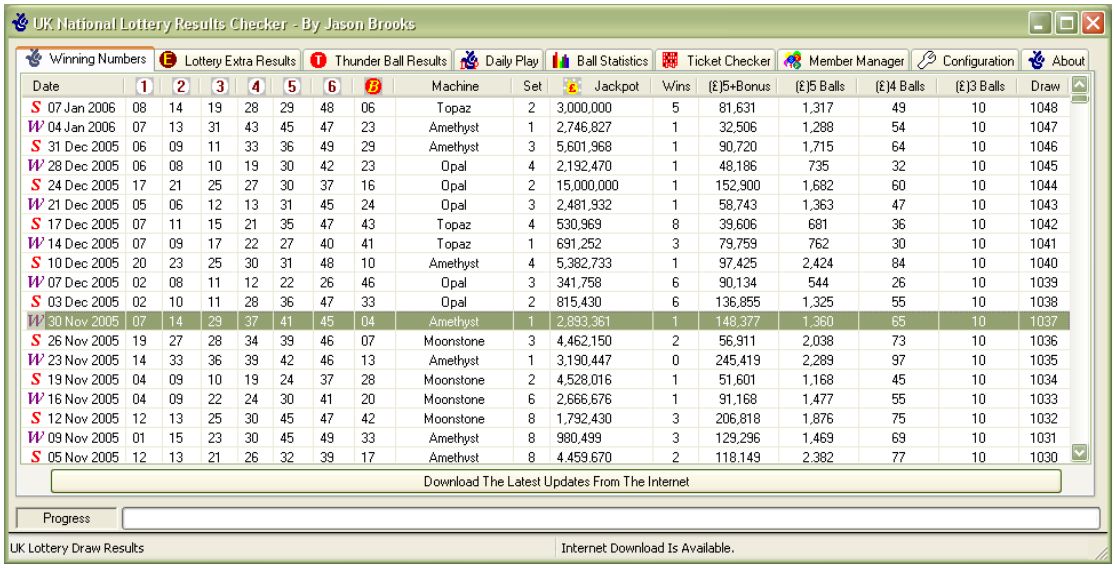
4 Welcome Page

Start the application by clicking Start -> Programs -> UK National Lottery -> Lottery.

You will see the splash screen, the program may take a while to initialise.

5 Winning Numbers

The winning numbers tab shows the latest UK National Lottery Results. There are several columns providing information about the current lottery draw.



Date	1	2	3	4	5	6	B	Machine	Set	Jackpot	Wins	(£)5+Bonus	(£)5 Balls	(£)4 Balls	(£)3 Balls	Draw
S 07 Jan 2006	08	14	19	28	29	48	06	Topaz	2	3,000,000	5	81,631	1,317	49	10	1048
W 04 Jan 2006	07	13	31	43	45	47	23	Amethyst	1	2,746,827	1	32,506	1,288	54	10	1047
S 31 Dec 2005	06	09	11	33	36	49	29	Amethyst	3	5,601,968	1	90,720	1,715	64	10	1046
W 28 Dec 2005	06	08	10	19	30	42	23	Opal	4	2,192,470	1	48,186	735	32	10	1045
S 24 Dec 2005	17	21	25	27	30	37	16	Opal	2	15,000,000	1	152,900	1,682	60	10	1044
W 21 Dec 2005	05	06	12	13	31	45	24	Opal	3	2,481,932	1	58,743	1,363	47	10	1043
S 17 Dec 2005	07	11	15	21	35	47	43	Topaz	4	530,969	8	39,606	681	36	10	1042
W 14 Dec 2005	07	09	17	22	27	40	41	Topaz	1	691,252	3	79,759	762	30	10	1041
S 10 Dec 2005	20	23	25	30	31	48	10	Amethyst	4	5,382,733	1	97,425	2,424	84	10	1040
W 07 Dec 2005	02	08	11	12	22	26	46	Opal	3	341,758	6	90,134	544	26	10	1039
S 03 Dec 2005	02	10	11	28	36	47	33	Opal	2	815,430	6	136,855	1,325	55	10	1038
W 30 Nov 2005	07	14	29	37	41	45	04	Amethyst	1	2,893,361	1	148,377	1,360	65	10	1037
S 26 Nov 2005	19	27	28	34	39	46	07	Moonstone	3	4,462,150	2	56,911	2,038	73	10	1036
W 23 Nov 2005	14	33	36	39	42	46	13	Amethyst	1	3,190,447	0	245,419	2,289	97	10	1035
S 19 Nov 2005	04	09	10	19	24	37	28	Moonstone	2	4,528,016	1	51,601	1,168	45	10	1034
W 16 Nov 2005	04	09	22	24	30	41	20	Moonstone	6	2,666,676	1	91,168	1,477	55	10	1033
S 12 Nov 2005	12	13	25	30	45	47	42	Moonstone	8	1,792,430	3	206,818	1,876	75	10	1032
W 09 Nov 2005	01	15	23	30	45	49	33	Amethyst	8	980,499	3	129,296	1,469	69	10	1031
S 05 Nov 2005	12	13	21	26	32	39	17	Amethyst	8	4,459,670	2	118,149	2,382	77	10	1030

Date:

Provides the date for each draw, the ICON to the left clearly showing if this is a Wednesday or Saturday evening draw.

W - Wednesday Night Draw
S - Saturday Night Draw

The following column Icons indicates which ball was drawn. NB. This information is supplied in numerical order and not the order in which the balls were drawn.

1 - Ball Number One.
2 - Ball Number Two.
3 - Ball Number Three.
4 - Ball Number Four.
5 - Ball Number Five.
6 - Ball Number Six.

B - The Bonus Ball.

Machine:

Which machine was used for the lottery draw.
I.e. *Arthur, Guinevere, Lancelot*, Moonstone, Opal etc.

Set:

Which ball set was used for the lottery draw. (Currently 1 – 14)

Jackpot:
The Jackpot amount received by each winner. Please note that this is not the total jackpot available for that draw.

Wins:
The total number of Jackpot winners for this draw.

(£) 5+Bonus:
The prize win amount for getting 5 Balls plus the bonus ball correct.

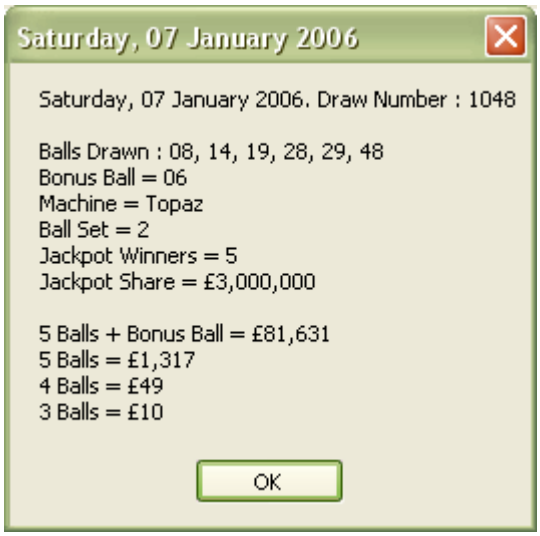
(£) 5 Balls:
The prize win amount for getting 5 Balls correct.

(£) 4 Balls:
The prize win amount for getting 4 Balls correct.

(£) 3 Balls:
The prize win amount for getting 3 Balls correct. Currently this is £10, however camelot introduced a rule whereby they can reduce this amount if too many people get 3 balls correct.

Draw:
The lottery draw number.

You can double click any lottery row and the following information will be displayed.



5.1 The Push Button.

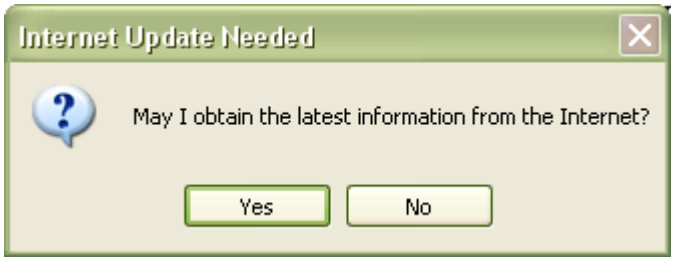
The push button will display one of two states. If an update is required from the Internet you will see the button enabled and showing the following message: -

This button will also be enabled if the download of the lottery results does not contain all the information required. For example, the number of Jackpot Winners and Jackpot amount, may not be available for up to one hour after the draw has taken place.

This does not prevent the checking of your lottery numbers.

5.2 The Internet Update Query.

The first time you run the Lottery program, an Internet Update will be required. You will see the following message box asking if it can download the latest information. You will also see this message if the software believes newer lottery results are available.



If you are a broadband user or connected via a LAN, you can switch off the ask permission function and let the software automatically download results on startup. See the configuration section of this guide.

If you answer NO, some functionality may be disabled from the software.

By answering YES, the following web pages are obtained from the Internet:-

5.2.1 Main Lottery URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=2&Machine=Z&Ballset=0&order=1&show=1&year=0&display=CSV

5.2.2 Thunder Ball URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=10&Machine=Z&Ballset=0&order=1&show=1&year=0&display=CSV

5.2.3 Prize Information URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=2&Prizes=2&Sort=0&year=0&display=CSV

5.2.4 Lottery Extra Information URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=6&Machine=Z&Ballset=0&order=1&show=1&year=0&display=CSV

5.2.5 Daily Play Information URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=12&Machine=Z&Ballset=0&order=1&show=1&year=0&display=CSV

5.2.6 Daily Play Prize Information URL

http://lottery.merseyworld.com/cgi-bin/lottery?days=12&Prizes=1&Sort=0&year=0&display=CSV

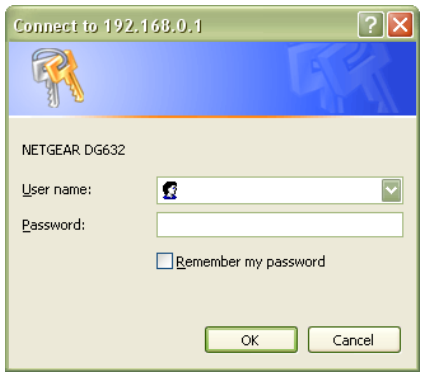
5.2.7 Message Of The Day.

http://www.btinternet.com/~jason.brooks/lotterymotd.text
http://www.btinternet.com/~jason.brooks/Lottery_MOTD/lottery_info.htm

5.2.8 Update/Latest Version Info.

http://www.btinternet.com/lotteryupdate.info

5.3 Username And Password Prompt.



If you are using the software behind a firewall (usually at work), you may be prompted for your Internet Username and Password via this screen.

Enter the username and password you would normally use to access web pages outside your company's intranet. You may need to consult with your Local System Administrator for details on how to do this.

Please be assured that your Username and Password is not stored in your system registry, or passed to other users on the Internet.

N.B. The Firewall support is only supported for Basic Authentication.

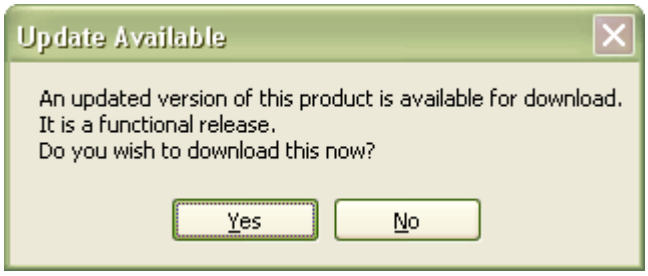
5.4 New Release Information.

If a new release of this software has been detected, you will receive one of three notification messages: -

5.4.1 Minor Update Available.

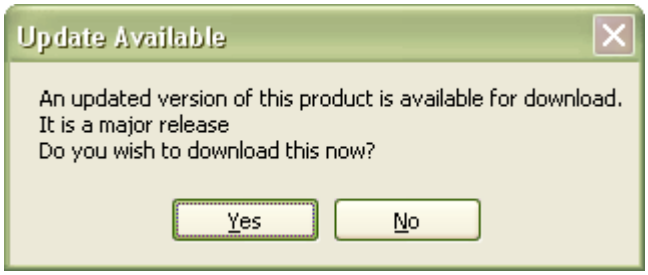
This message indicates that the newest release contains minor bug fixes. You may want to visit the web site to find more details on the changes made.

5.4.2 Functional Update Available.



This message indicates that the newer version has some functional modifications made to it. For example a new form of report writing, or the abilty to print from the software.

5.4.3 A New Major Release Available.

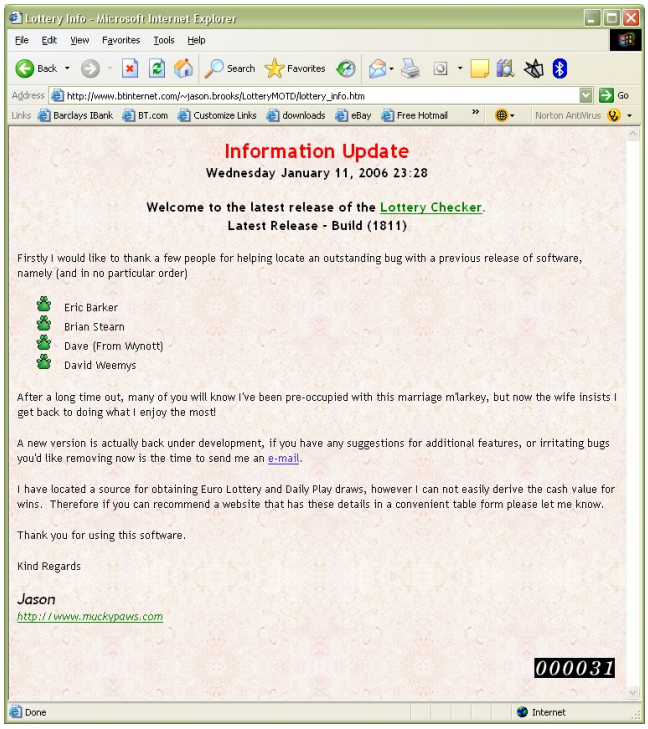


This message indicates that a newer version with a major revison or functionality changes, has been made.

In all cases, you will not see this message again, until a newer version than the previous version has been detected. For example, if you are currently running on version 1.7 Build 1812 and Build 1813 is available, you will only be notified once, until a version build greater than 1813 has been released.

By clicking yes, Internet Explorer will open up the web page for my web site. Follow the instructions on the site for installing or upgrading your software.

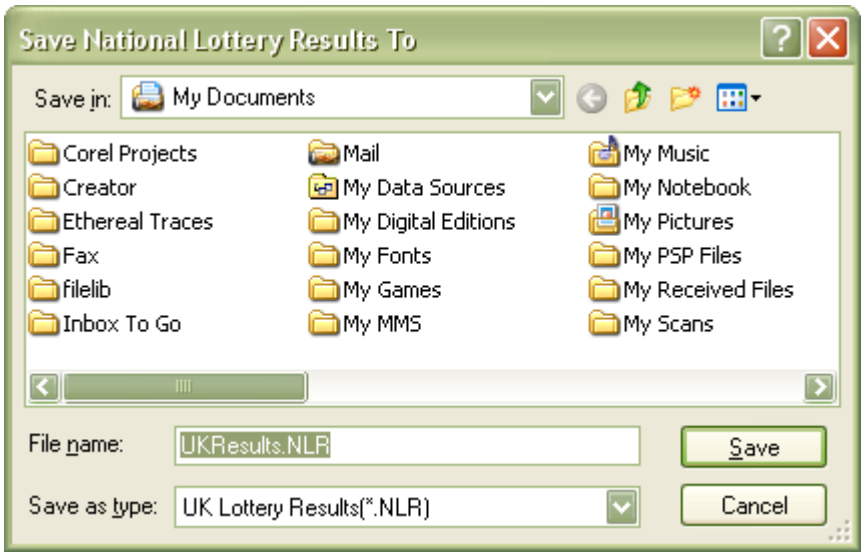
5.5 Message Of The Day.



Whilst updating the software over the Internet, I may wish to pass messages on to you concerning the latest lottery release, or other related info, when a new message is available your default web browser will open up the MOTD page.

5.6 Saving The Lottery Results.

If a lottery results file (*.NLR) has not been assigned, you will be asked for a location to save the results on closing the program.



5.7 Error Messages.

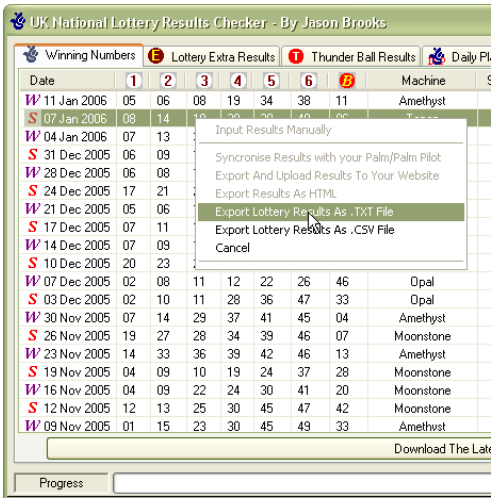
You may see the following error message: -

This is caused by the National Lottery Results file, either being corrupt, damaged or deleted from your system. Click OK to this message. The lottery results will be unavailable and you will need to download the latest results from the Internet. You will be asked to save the results when you exit the program.

5.8 Extra Menu Options.

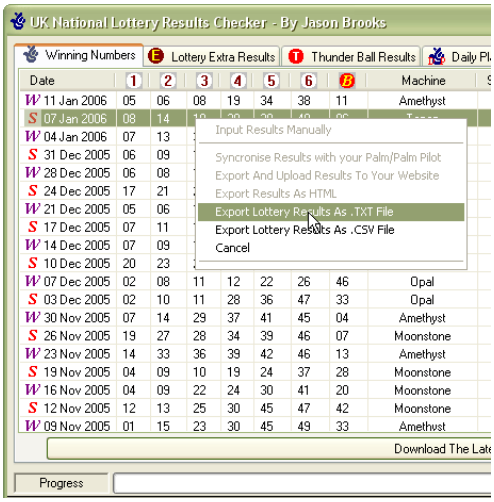
You can access extra options by Right clicking anywhere within the lottery numbers section, you will be given three choices: -

- Export Lottery Results As .TXT File
- Export Lottery Results As .CSV File
- Cancel



5.8.1 Export Lottery Results As .TXT File.

Use this option to save the National Lottery Results as a .TXT file, which can be opened with Notepad, or your favourite text editor.



5.8.2 Export Lottery Results As .CSV File.

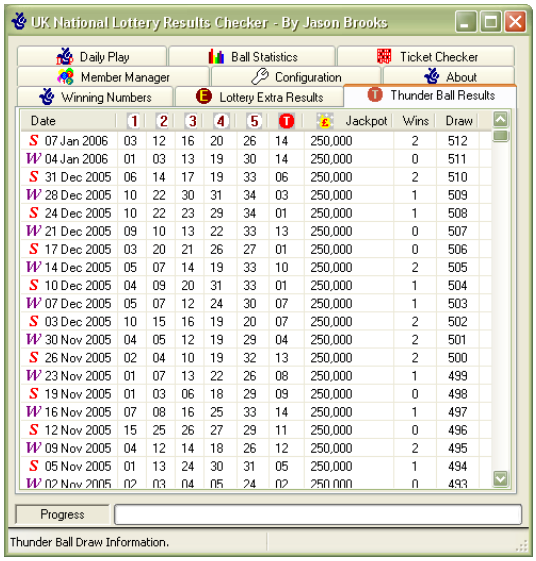
Use this option to save the National Lottery Results as a .CSV (Comma Seperated Values) file, which can be opened with your spreadsheet application (I.e. Microsoft Works Spreadsheet, Excel, OpenOffice etc).

5.8.3 Cancel.

Doesn't perform any useful function.

6 Thunder Ball Results

The Thunder Ball Results tab shows you the latest UK National Lottery Thunder Ball Results. There are several columns providing information about the current lottery draw.



Date	1	2	3	4	5	T	Jackpot	Wins	Draw
S 07 Jan 2006	03	12	16	20	26	14	250,000	2	512
W 04 Jan 2006	01	03	13	19	30	14	250,000	0	511
S 31 Dec 2005	06	14	17	19	33	06	250,000	2	510
W 28 Dec 2005	10	22	30	31	34	03	250,000	1	509
S 24 Dec 2005	10	22	23	29	34	01	250,000	1	508
W 21 Dec 2005	09	10	13	22	33	13	250,000	0	507
S 17 Dec 2005	03	20	21	26	27	01	250,000	0	506
W 14 Dec 2005	05	07	14	19	33	10	250,000	2	505
S 10 Dec 2005	04	09	20	31	33	01	250,000	1	504
W 07 Dec 2005	05	07	12	24	30	07	250,000	1	503
S 03 Dec 2005	10	15	16	19	20	07	250,000	2	502
W 30 Nov 2005	04	05	12	19	29	04	250,000	2	501
S 26 Nov 2005	02	04	10	19	32	13	250,000	2	500
W 23 Nov 2005	01	07	13	22	26	08	250,000	1	499
S 19 Nov 2005	01	03	06	18	29	09	250,000	0	498
W 16 Nov 2005	07	08	16	25	33	14	250,000	1	497
S 12 Nov 2005	15	25	26	27	29	11	250,000	0	496
W 09 Nov 2005	04	12	14	18	26	12	250,000	2	495
S 05 Nov 2005	01	13	24	30	31	05	250,000	1	494
W 02 Nov 2005	02	03	04	05	24	02	250,000	0	493

Date:

Provides the date for each draw, the ICON to the left clearly showing that the draw currently takes place on a Saturday evening.

W - Wednesday Night Draw
S - Saturday Night Draw

The following columns show which ball was drawn in numerical order.

1 - Ball Number One.
2 - Ball Number Two.
3 - Ball Number Three.
4 - Ball Number Four.
5 - Ball Number Five.
T - Thunder Ball.

Jackpot:

The Jackpot amount recevied by each winner. This is currently £250,000 though Camelot reserve the right to alter this if too many get all the numbers correct.

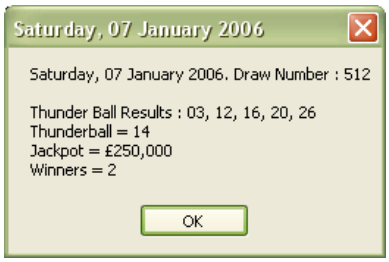
Wins:

The total number of Jackpot winners for this draw.

Draw:

The Thunder Ball draw number.

You can double click any Thunder Ball row and the following information will be displayed.



6.1 Updating Thunder Ball Information.

To obtain Thunder Ball Updates via the Internet, you must click on the Winning Numbers Tab .

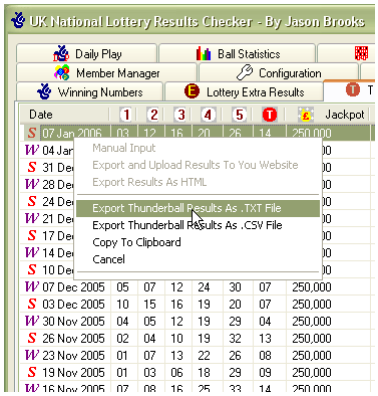
6.2 Extra Menu Options.

You can access extra options by Right clicking anywhere within the results' section. You will be given three choices: -

- Export Thunderball Results As .TXT File
- Export Thunderball Results As .CSV File
- Copy To Clipboard
- Cancel

6.2.1 Export Thunderball Results As .TXT file.

Use this option to save the Thunder Ball Lottery Results to a .TXT file that can be opened with Notepad or your favourite text editor.



6.2.2 Export Thunderball Results As .CSV file.

Use this option to save the Thunderball Lottery Results as a .CSV (Comma Seperated Values) file, which can be opened with your spreadsheet application (I.e. Microsoft Works Spreadsheet, Excel, OpenOffice etc).

6.2.3 Copy to Clipboard

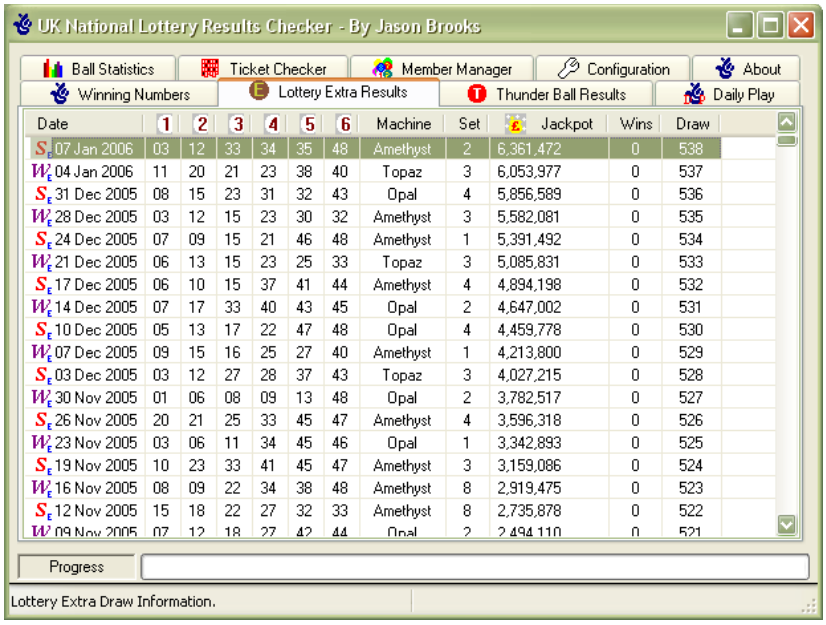
By selecting this option, the National Lottery results will be transferred to the window's clipboard and can be pasted into your favourite application, for example Word or Excel.

6.2.4 Cancel.

Does not perform any useful function.

7 Lottery Extra Ball Results

The Lottery Extra Ball Results tab shows you the latest UK National Lottery Extra Results. There are several columns providing information about the current lottery draw.



Date	1	2	3	4	5	6	Machine	Set	Jackpot	Wins	Draw
S 07 Jan 2006	03	12	33	34	35	48	Amethyst	2	6,361,472	0	538
W 04 Jan 2006	11	20	21	23	38	40	Topaz	3	6,053,977	0	537
S 31 Dec 2005	08	15	23	31	32	43	Opal	4	5,856,589	0	536
W 28 Dec 2005	03	12	15	23	30	32	Amethyst	3	5,582,081	0	535
S 24 Dec 2005	07	09	15	21	46	48	Amethyst	1	5,391,492	0	534
W 21 Dec 2005	06	13	15	23	25	33	Topaz	3	5,085,831	0	533
S 17 Dec 2005	06	10	15	37	41	44	Amethyst	4	4,894,198	0	532
W 14 Dec 2005	07	17	33	40	43	45	Opal	2	4,647,002	0	531
S 10 Dec 2005	05	13	17	22	47	48	Opal	4	4,459,778	0	530
W 07 Dec 2005	09	15	16	25	27	40	Amethyst	1	4,213,800	0	529
S 03 Dec 2005	03	12	27	28	37	43	Topaz	3	4,027,215	0	528
W 30 Nov 2005	01	06	08	09	13	48	Opal	2	3,782,517	0	527
S 26 Nov 2005	20	21	25	33	45	47	Amethyst	4	3,596,318	0	526
W 23 Nov 2005	03	06	11	34	45	46	Opal	1	3,342,893	0	525
S 19 Nov 2005	10	23	33	41	45	47	Amethyst	3	3,159,086	0	524
W 16 Nov 2005	08	09	22	34	38	48	Amethyst	8	2,919,475	0	523
S 12 Nov 2005	15	18	22	27	32	33	Amethyst	8	2,735,878	0	522
W 09 Nov 2005	07	12	18	27	42	44	Opal	2	2,494,110	0	521

Date:

Provides the date for each draw, the ICON to the left clearly showing that the draw currently takes place on a Saturday evening.

W - Wednesday Night Draw
S - Saturday Night Draw

The following columns show which ball was drawn in numerical order.

1 - Ball Number One.
2 - Ball Number Two.
3 - Ball Number Three.
4 - Ball Number Four.
5 - Ball Number Five.
6 - Ball Number Six.

Jackpot:

The Jackpot amount recevied by each winner. This is a rolling jackpot and grows until someone wins the pot. Camelot reserve the right to alter this if too many get all the numbers correct. There is a maximum limit of £50,000,000 and you must get all six numbers correct to win.

Wins:

The total number of Jackpot winners for this draw.

Draw:

The Lottery Extra draw number.

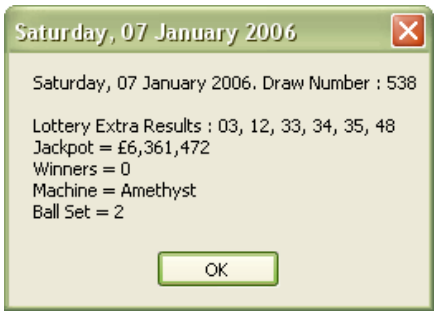
Machine:

The machine used for this draw.

Balls:

The ball set used for this draw.

You can double click any Lottery Extra row and the following information will be displayed.



7.1 Updating Lottery Extra Information.

To obtain Lottery Extra Updates via the Internet, you must click on the Winning Numbers Tab . And follow instructions for downloading the results.

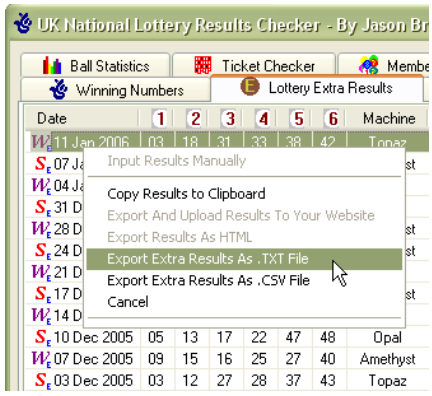
7.2 Extra Menu Options.

You can access extra options by Right clicking anywhere within the results' section. You will be given three choices: -

- Export Lottery Extra Results As .TXT File
- Export Lottery Extra Results As .CSV File
- Copy To Clipboard
- Cancel

7.2.1 Export Lottery Extra Results As .TXT file.

Use this option to save the Lottery Extra Lottery Results to a .TXT file that can be opened with Notepad or your favourite text editor.



7.2.2 Export Lottery Extra Results As .CSV file.

Use this option to save the Lottery Extra Lottery Results as a .CSV (Comma Separated Values) file, which can be opened with your spreadsheet application (I.e. Microsoft Works Spreadsheet, Excel, OpenOffice etc).

7.2.3 Copy to Clipboard

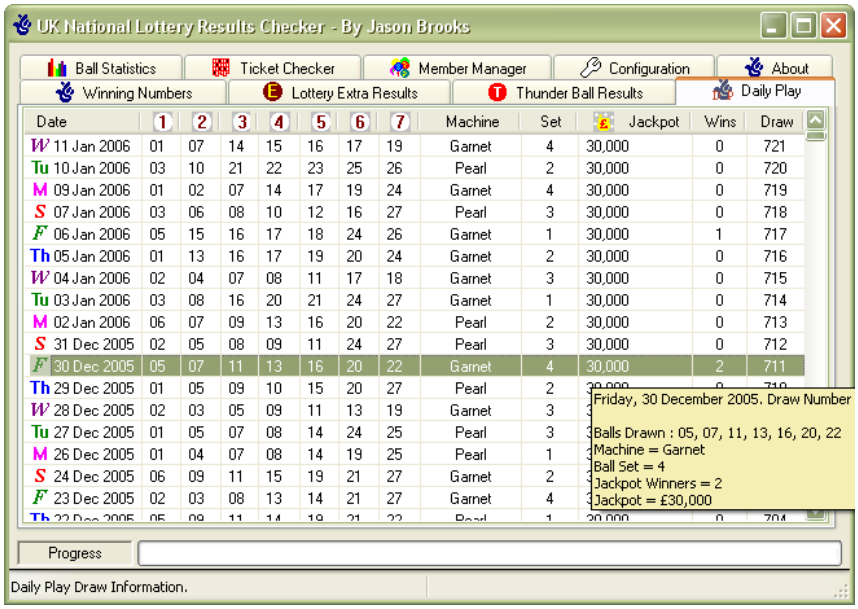
By selecting this option, the National Lottery results will be transferred to the window's clipboard and can be pasted into your favourite application, for example Word or Excel.

7.2.4 Cancel.

Does not perform any useful function.

8 Daily Play Ball Results

The Daily Play Ball Results tab shows you the latest UK National Daily Play Results. There are several columns providing information about the current lottery draw.



Date:

Provides the date for each draw, the ICON to the left clearly showing that the draw currently takes place on a Saturday evening.

M - Monday Draw
Tu - Tuesday Draw
W - Wednesday Draw
Th - Thursday Draw
F - Friday Draw
S - Saturday Draw
Su - Sunday Draw

The following columns show which ball was drawn in numerical order.

1 - Ball Number One.
2 - Ball Number Two.
3 - Ball Number Three.
4 - Ball Number Four.
5 - Ball Number Five.
6 - Ball Number Six.
7 - Ball Number Seven.

Jackpot:

The Jackpot amount recevied by each winner. This is currently £30,000 though Camelot reserve the right to alter this if too many get all the numbers correct.

Wins:

The total number of Jackpot winners for this draw.

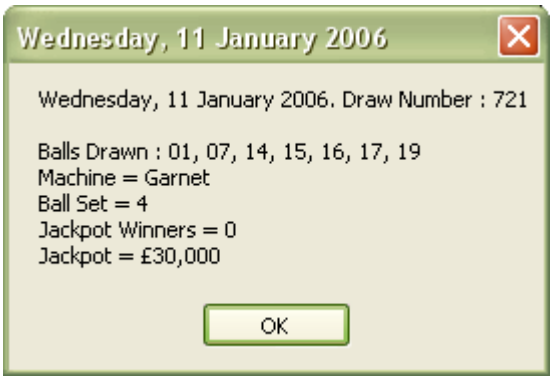
Draw:

The Daily Play draw number.

Machine:
The machine used for this draw.

Balls:
The ball set used for this draw.

You can double click any Daily Play row and the following information will be displayed.



8.1 Updating Daily Play Information.

To obtain Daily Play Updates via the Internet, you must click on the Winning Numbers Tab . And follow instructions for downloading the results.

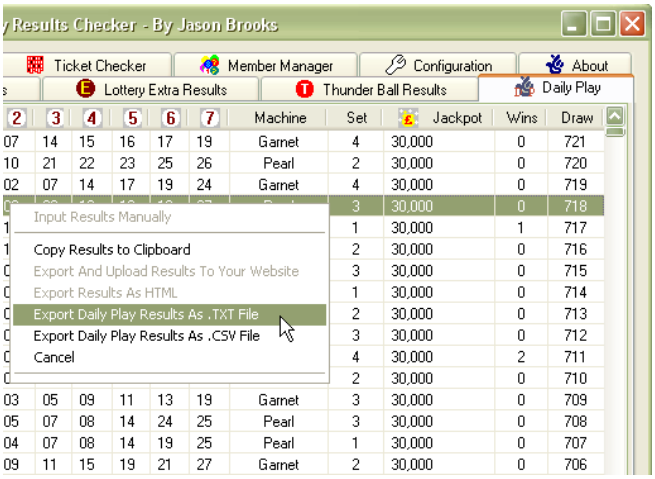
8.2 Extra Menu Options.

You can access extra options by Right clicking anywhere within the results' section. You will be given three choices: -

- Export Daily Play Results As .TXT File
- Export Daily Play Results As .CSV File
- Copy To Clipboard
- Cancel

8.2.1 Export Daily Play Results As .TXT file.

Use this option to save the Daily Play Lottery Results to a .TXT file that can be opened with Notepad or your favourite text editor.



8.2.2 Export Daily Play Results As .CSV file.

Use this option to save the Daily Play Lottery Results as a .CSV (Comma Separated Values) file, which can be opened with your spreadsheet application (I.e. Microsoft Works Spreadsheet, Excel, OpenOffice etc).

8.2.3 Copy to Clipboard

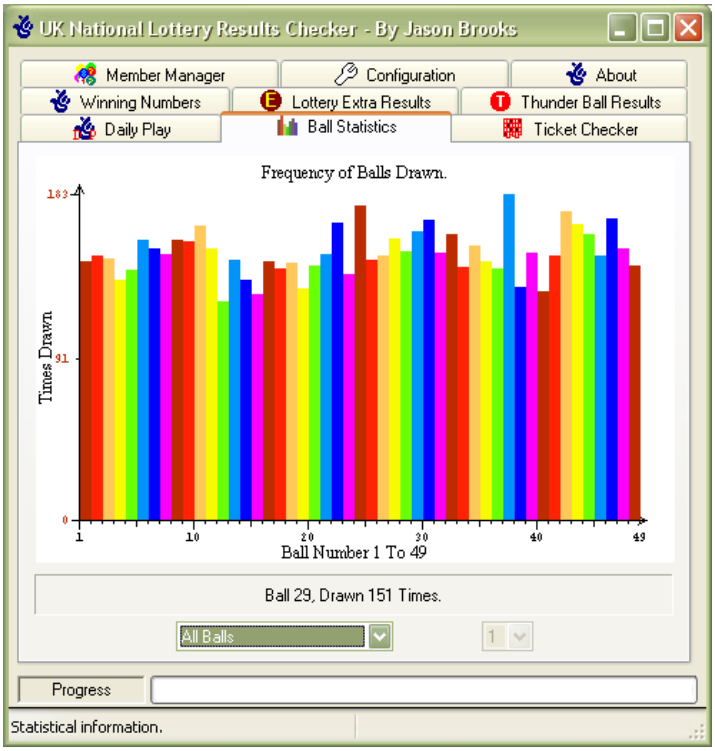
By selecting this option, the National Lottery results will be transferred to the window's clipboard and can be pasted into your favourite application, for example Word or Excel.

8.2.4 Cancel.

Does not perform any useful function.

9 Ball Statistics.

The Ball Statistics tab draws a simple Bar chart, demonstrating the frequency of the numbers drawn.



This data can be viewed on the following Criteria: -

- By All Machines Combined.
- By Machine Name.
- By Machine Name and Separate Ball Set (1-14).
- By Thunder Ball.

It currently does not contain any statistical analysis functions and is provided for a bit of fun. If you want to copy the graph directly into your favourite word processor or graphics package, simply press ALT+SHIFT+PRT SC to copy the graph to the clipboard, or Windows XP Users (CTRL+ALT+PRT SC)

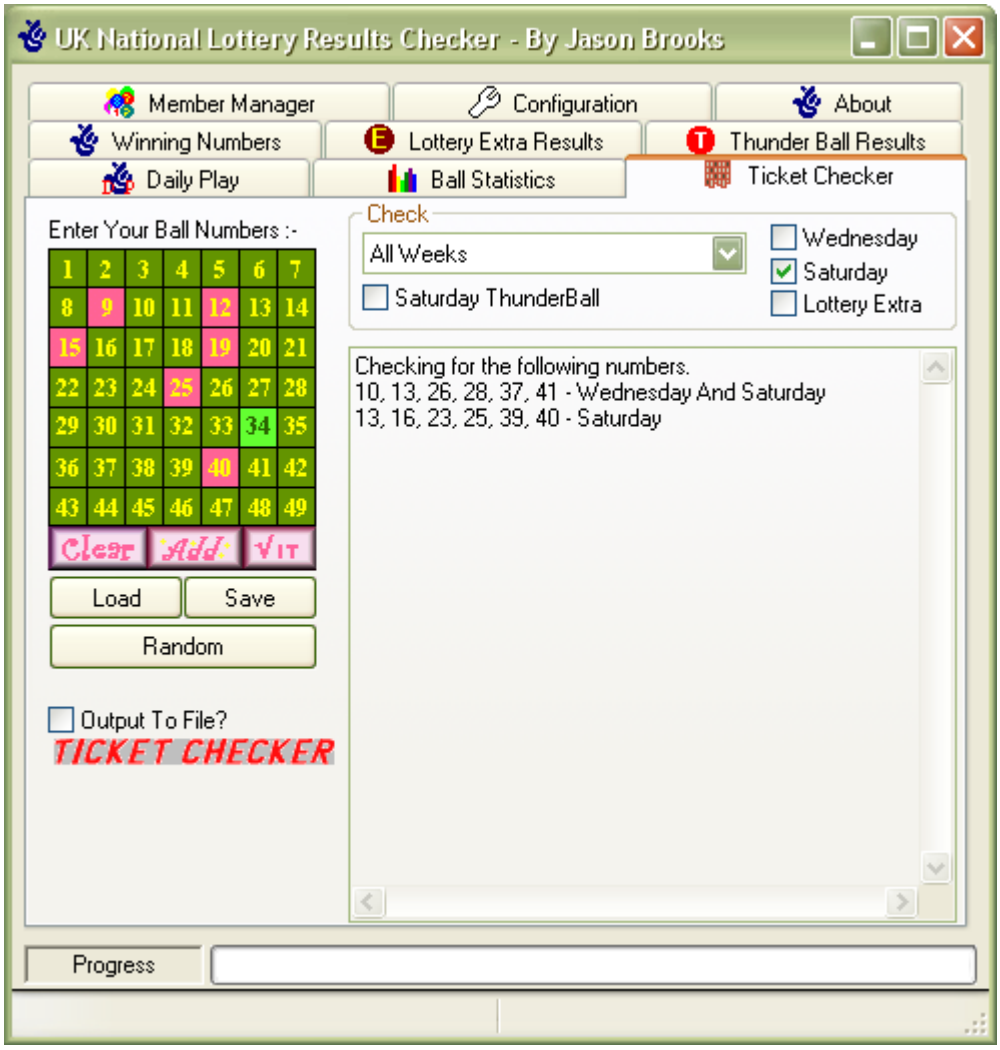
By moving your mouse over the bar graph, the information bar will provide information regarding the ball number and the number of times it has been drawn.

10 Ticket Checker

The Ticket Checker tab is the heart of the program and from here you can check multiple tickets for a combination of Wednesday, Saturday and Thunder Ball draws.

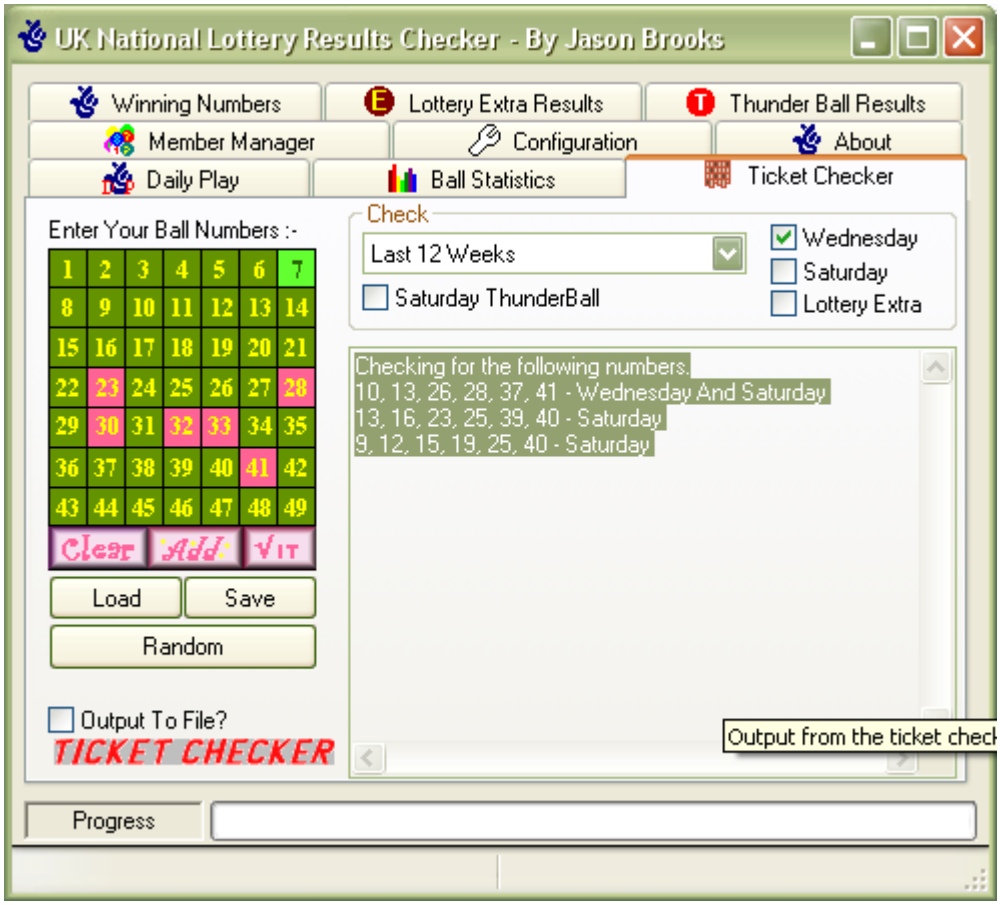
For example, if you want to add two Tickets for draws that take place on Saturday Night, click the number grid to your left with your choice of numbers, or if you are undecided, click the Random button to generate a set of numbers.

In this example, the numbers 7, 12, 16, 26, 37 and 46 have been added for a Saturday Night Draw and the screen may look like this: -



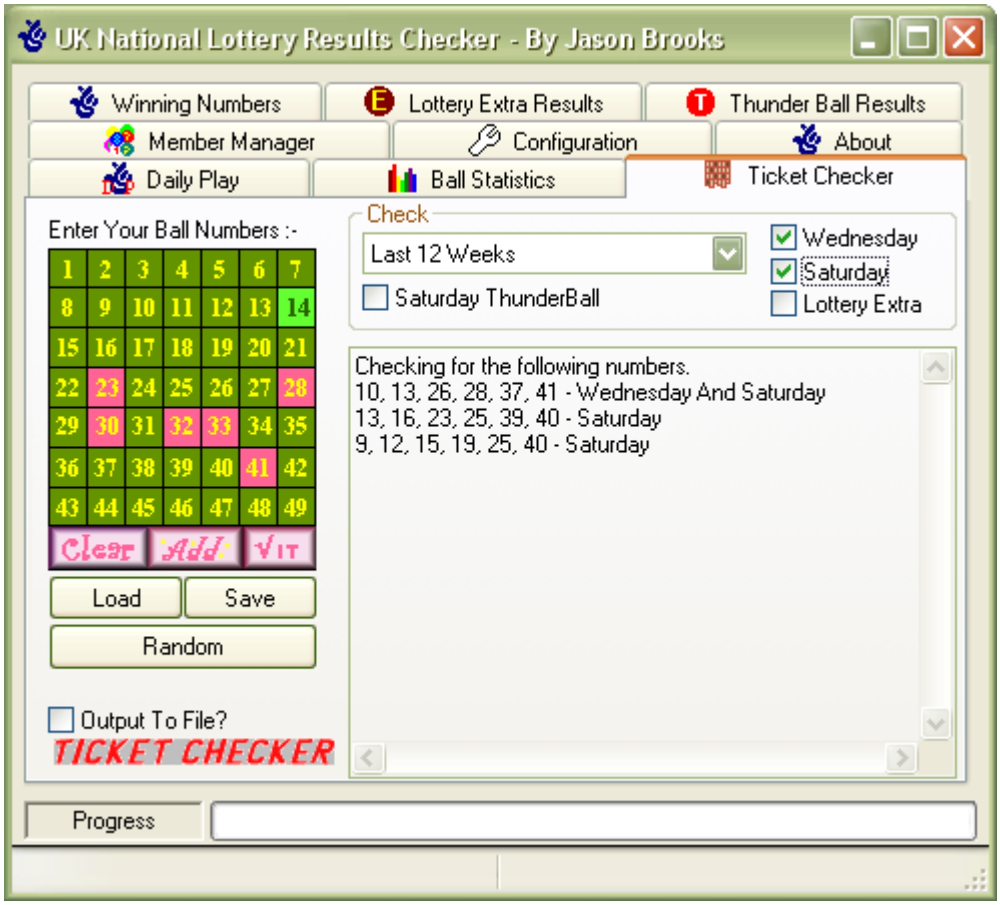
If you decide against a number, simply click the highlighted number again to clear it. To add the number to the list to be checked, click the Button.

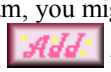
To add a number for the Wednsday Night Draw, simply repeat the process above, this time unchecking Sat and checking Wed, so the screen might look like:-

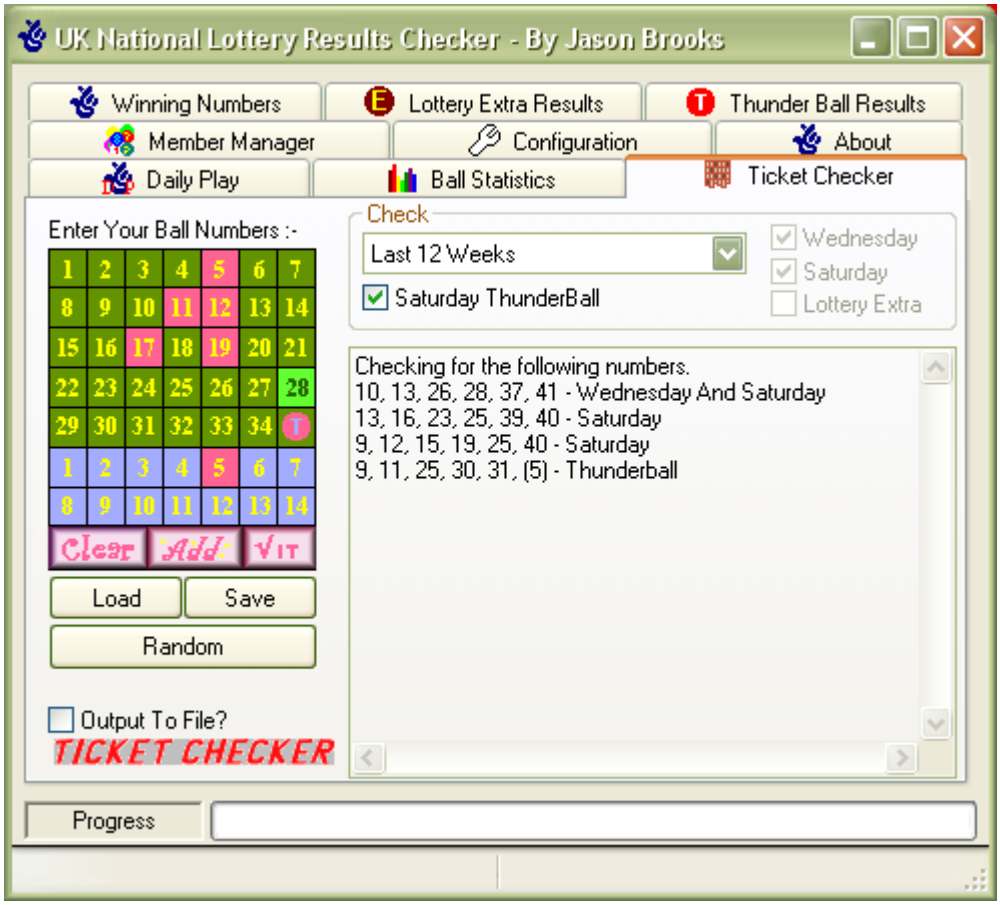


Again, remembering to click the button.

If you play the same numbers on both Wedneday and Saturday Night, then check both Wed and Sat and Add your numbers, i.e.



To add even more complexity to the program, you might buy Thunder Ball draw tickets at the same time. Simply click the ThunderBall checkbox and  your numbers:-

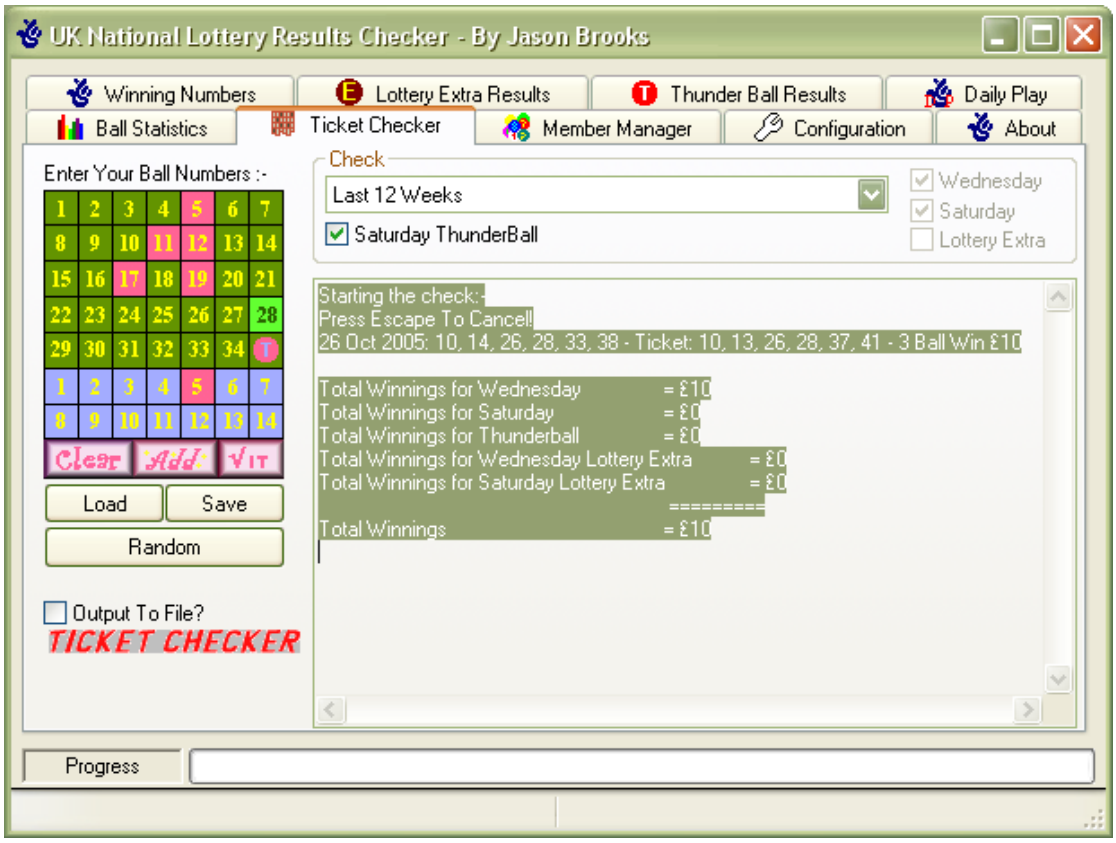


Note the bracketed number is the Thunder Ball.

You can check your numbers, against known results over the following time periods:-

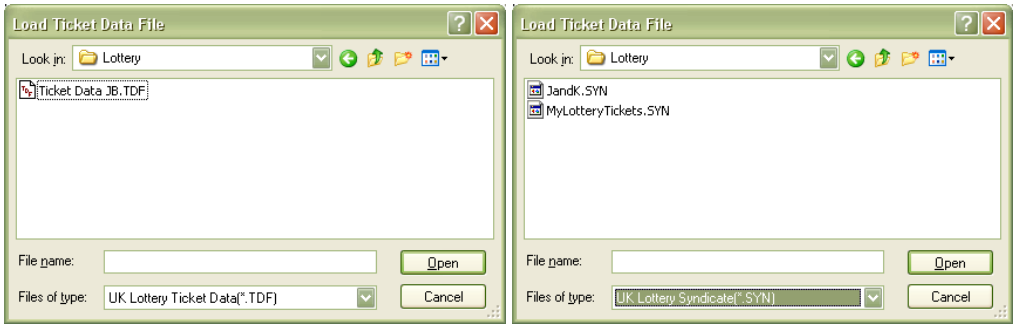
- This Week
- Last 4 Weeks
- Last 8 Weeks
- Last 12 Weeks
- All Weeks

To start the checking of your numbers, click the button. You will see output similar to the following:-



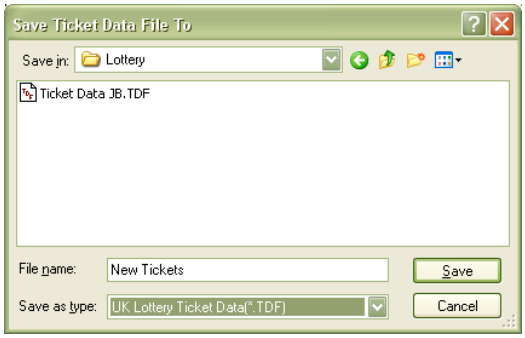
10.1 Ticket Checker – Load Button

This button will load a previously saved Ticket (*.TDF) or a Syndicate (*.SYN) file into the ticket checker.



10.2 Ticket Checker – Save Button.

This button will prompt you to save the ticket data you have created. This may be useful if you use the same numbers every week, or have a group of friends that use the same numbers.



10.3 Ticket Checker – Clear Button.

This button

will delete all tickets added to the list. If tickets already exist and have not been saved, you will be asked to confirm if this is what you really want to do.

10.4 Ticket Checker – Add Button.

This button

will attempt to add a valid ticket to the current ticket list.

10.5 Deleteing A Ticket.

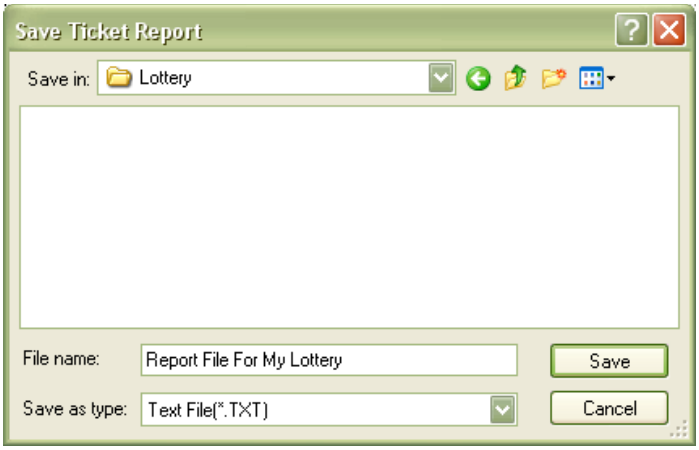
It is currently not possible to delete a ticket after it has been added to the list.

10.6 Output To File?

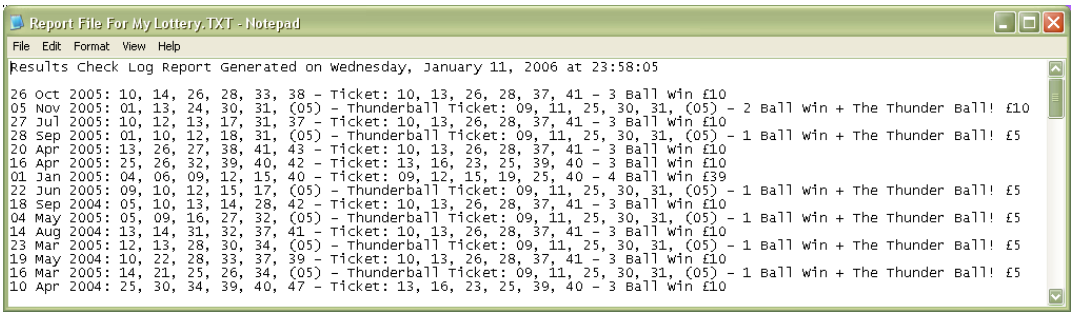
Select this option if you want to redirect the output from the ticket checker to a .TXT file. This might be useful if you are creating a report for syndicate members, or you may have a large quantity of numbers to check, in which case, due to a limitation of Windows 9x, the output box may not display all of the data.

If this option is selected and you have pressed

you will be asked where to save the file.



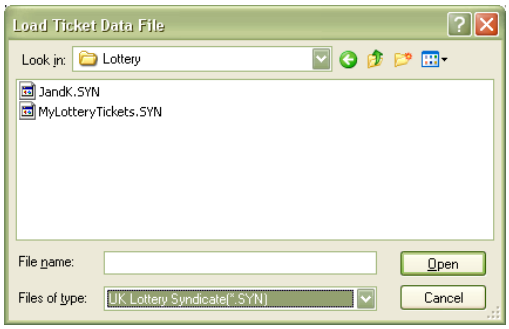
The output produced may look something like :-



Consequently you can open this file with your favourite text editor.

10.7 Importing Syndicate Files.

To import a syndicate file, click LOAD and change the file type to (*.SYN)



Select the Syndicate file you want to import and the software will do the rest.

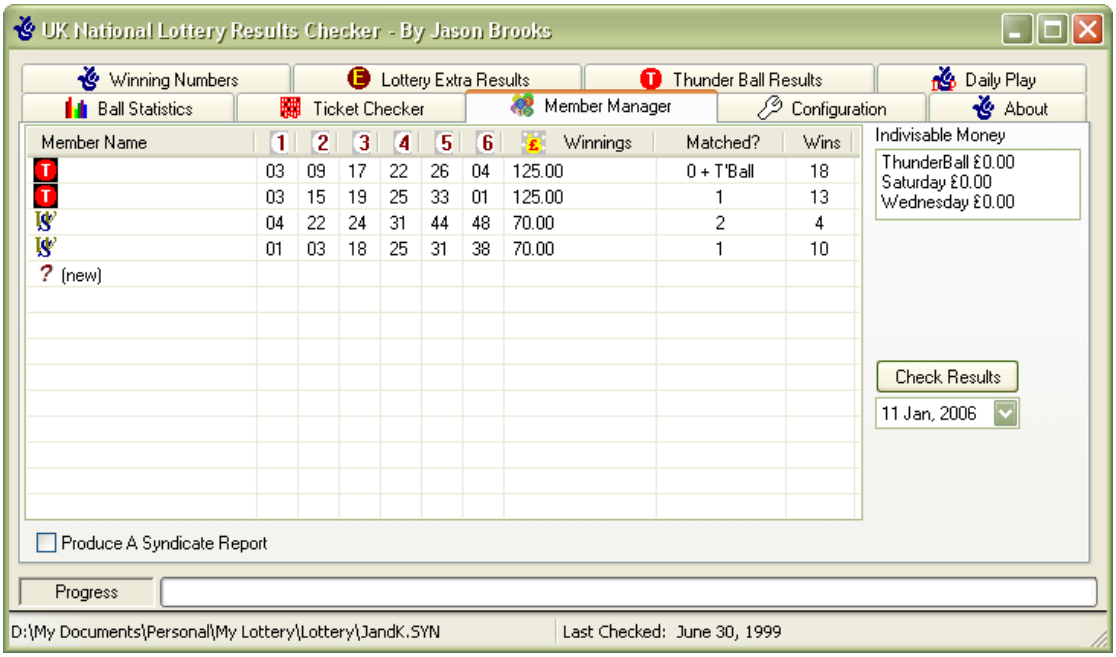
N.b. You will not see the syndicate member's name against each ticket at present. The ability to import syndicates is provided to allow an alternate way of checking ticket data.

10.8 Start-up.

The lottery software will try to load the last Ticket or Syndicate file used.

11 Member Manager.

This section of the program allows you to set up a Syndicate and track each member's winnings over a period of time.

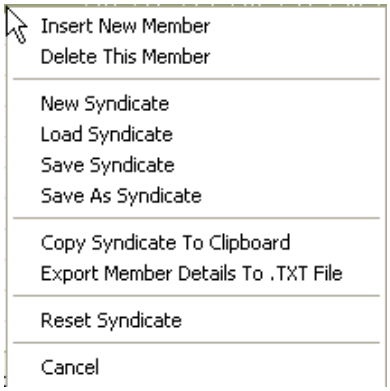


11.1 Icon Definitions.

- S - Numbers Used on a Saturday Night Draw Only.
- W - Numbers Used on a Wednesday Night Draw Only.
- SW - Numbers Used on Both Wednesday and Saturday Night Draws.
- T - Numbers Used for a Thunder Ball draw only.

11.2 Member Manager Pop-Up Menu.

Right click anywhere within the Member Manager and you will see this pop-up menu.



11.3 Adding a new member.

To add a new member, you can either double click the (new) Icon, or right click your mouse to bring up a menu and select *Insert New Member*. You will see the Member Details dialog box. Enter the member's name and your lottery numbers. The check boxes are used to indicate which nights the draw numbers should be used for. Some people may use the same set of numbers for both Wednesday and Saturday night draws.

If you are setting up a syndicate and you want to try your luck, click the Choose Random Numbers to generate a set.

The Current Winnings section is the pence amount of your member's winnings to date.

For example, if your syndicate won £20 to date and you are setting up the member using this package, enter 2000 into the Amount field. (Note, it does not allow a decimal point. Consequently if you enter the value 20, it will be interpreted as 20 pence and not 20 pounds!)

You can change the won amount by editing this field; say for example one of your syndicate members used some of their money.

11.4 Deleting A Member.

You can delete a Syndicate member by right clicking on the member you want to delete and selecting Delete This Member.

11.5 Amending Members Details.

To amend a syndicate member's detail, double click the member's name to produce the Member Details Dialog box.

11.6 Creating a New Syndicate.

Right click the mouse in the Member Manager Area and select *New Syndicate.* If the current syndicate you are working on has not been saved, you will be prompted to do so.

11.7 Load A Different Syndicate.

Right click the mouse in the Member Manager Area and select *Load Syndicate*.

11.8 Save A Syndicate.

Right click the mouse in the Member Manager Area and select *Save Syndicate*.

11.9 Save As Syndicate.

Right click the mouse in the Member Manager Area and select *Save As Syndicate*.

11.10 Copy Syndicate To Clipboard.

Right click the mouse in the Member Manager Area and select *Copy Syndicate To Clipboard.* This option places all the Syndicate information on to the windows clipboard. You can paste this into your favourite application by pressing CTRL+V, or Edit->Paste from the menu.

11.11 Export Member Details To .TXT File.

Right click the mouse in the Member Manager Area and select *Export Member Details To .TXT File.* This option will let you save the Syndicate Details in a text file that can be edited using Notepad or your favourite text-editing tool.

11.12 Reset Syndicate.

Selecting this option will reset the amounts won by each syndicate member to zero. You might want to do this whilst you are experimenting with the software, or you have paid all your members from the syndicate kitty.

11.13 Cancel.

Cancels the menu.

11.14 Last Checked Message.

This message in the display area, indicates when the Syndicate was last checked. By default this picks the latest lottery results held in memory, with the assumption that you are starting a new syndicate.

For example, if the latest lottery results downloaded are the 2nd October 1999, then the Last checked date would be 2nd October 1999. At this point the Check Results button will be disabled.

11.15 Check Results Button.

This button will only be enabled when there are later results available than the last time the syndicate was checked. For example: -

If your syndicate was set up on 2nd October, and the Last Checked date is also 2nd October, then the Button will be enabled when the results for 6th October or later have been downloaded. When the Check Results Button is pressed, the software will now check all your syndicate entries from the 6th October to the latest results. The Last Checked will now become the latest date result downloaded.

Basically, it's a running check on how your syndicate is progressing. Once the syndicate has been set up, all you need to do is click the button to have an up to date total of your winnings.

11.16 Back Dating A Syndicate.

If you want to check your member's syndicate from a previous date and you are not happy with the default date set up in the member manager, you can backdate the syndicate by up to one year. For example, if you set up your syndicate on the 2nd January 1999, and you want to know how much you have won, click the Backdate drop list box and select the 30th December 1998. This means that the syndicate was correct at that moment in time and so checking would commence from 2nd January.

11.17 Un-dividable Money.

A list on the right shows the amount of money that remains in the lottery kitty that was not divisible between its members. For example, say you had three members in the syndicate and you won £10 for three numbers, this means you each get £3.33. One penny however remains in the kitty, because this couldn't be divided equally between each member. This remainder will be added to your next set of winnings.

11.18 Producing A Syndicate Report.

You can produce a .TXT report file detailing the number of wins and amounts your syndicate has won since the last check. This can be a weighty report if you're backdating over a long period of time. The software will ask you for the save location of the report it will generate. You can open this using your favourite text editor.

You will be asked the type of report you wish to generate.

Currently two report types are supported: -

11.18.1 Comprehensive Audit Trail

This report will detail each syndicate member's winnings for each lottery draw that is checked. For an average syndicate this can produce reports in excess of 200 pages for the whole year. This is provided to give a clear Audit trail of player's winnings.

11.18.2 Short Report

This report will be more favourable and will show which weeks you have won and the share amount per person.

If you do not want to produce this report, simply uncheck the box.

11.19 Unknown Amounts

If you check your syndicate before all the lottery results are known, for example how much you win for 4 balls, the software will ask you to input the Sterling amount. Chances are this will be unknown until you cash your ticket in. It is usually advisable to wait until all lottery results are known.

11.20 Matched? Column

This column indicates the number of Balls that were matched against the latest set of Lottery Results held within the program. For example, if you've downloaded the lottery results for the 15th January 2000, then this column will show you how many balls matched against the result for 15th January 2000.

11.21 Wins Column

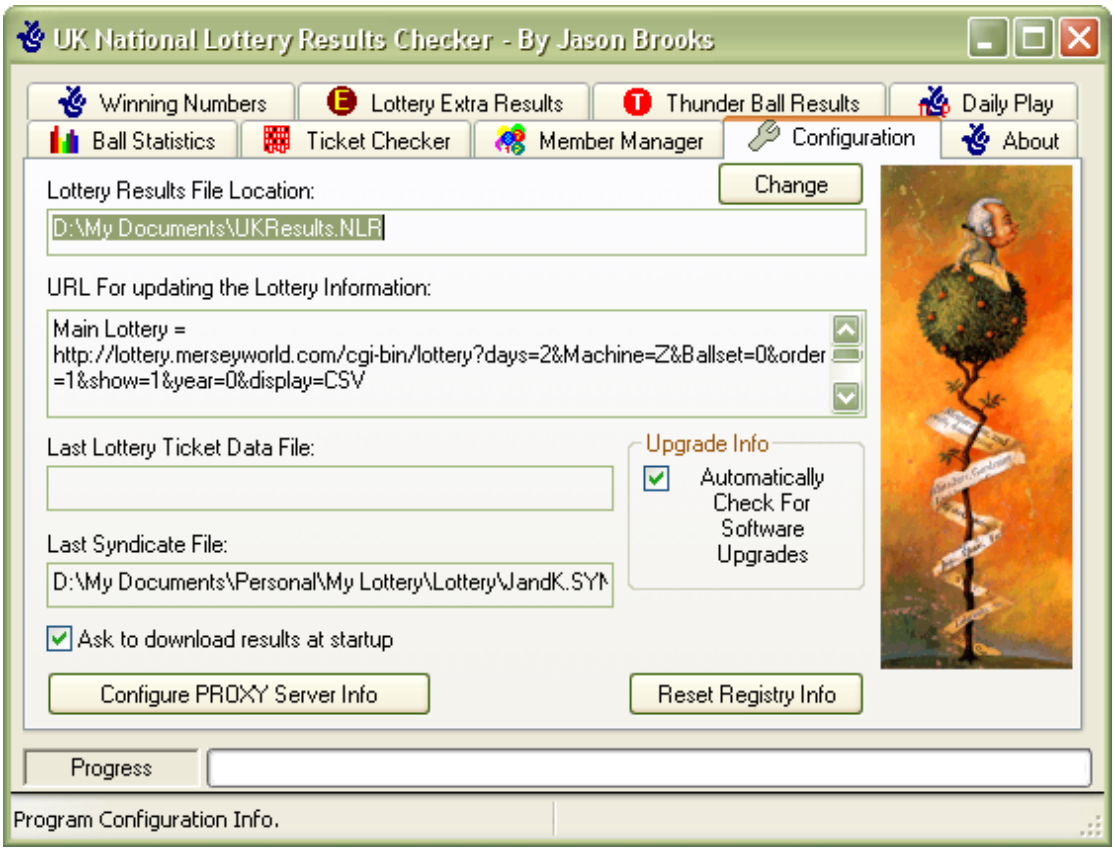
This column keeps a count of the number of lottery wins each line has achieved throughout your syndicates life span.

11.22 Daily Play and Lottery Extra

Please note this functionality is currently in the process of being implemented.

12 Configuration.

The Configuration tab provides information on the Lottery program.



12.1 Lottery Results File Location.

Shows where the results file will be stored and loaded each time the software starts. You can change the file location by clicking change and choosing a new location.

12.2 URL For Updating The Lottery Information.

This provides details of the URL's accessed whilst obtaining lottery updates.

12.3 Last Lottery Ticket Data File.

Shows the location of the Last Ticket Data file accessed by the Ticket Checker program.

12.4 Last Syndicate File.

Shows the location of the Syndicate file accessed by the Ticket Checker program.

12.5 Upgrade Info.

By un-checking this box, you will prevent the software checking the Internet for a later version.

12.6 Ask to download results at startup

If you have a broadband or LAN connection then untick this box. For dial-up users this will make the program ask before connecting to the internet.

12.7 Reset Registry Info.

By clicking this option, the software will remove from the registry any changes and keys it has added. Currently all keys are in \\HKEY_CURRENT_USER\Software\Jason_Brooks\Lottery. You may need to use this option if the program generates a lot of error messages, or does not seem to be functioning correctly.

12.8 Configure Proxy Server Info.

Select this option if you are using the software from behind a firewall. You may need to contact your local LAN administrator for configuration details.

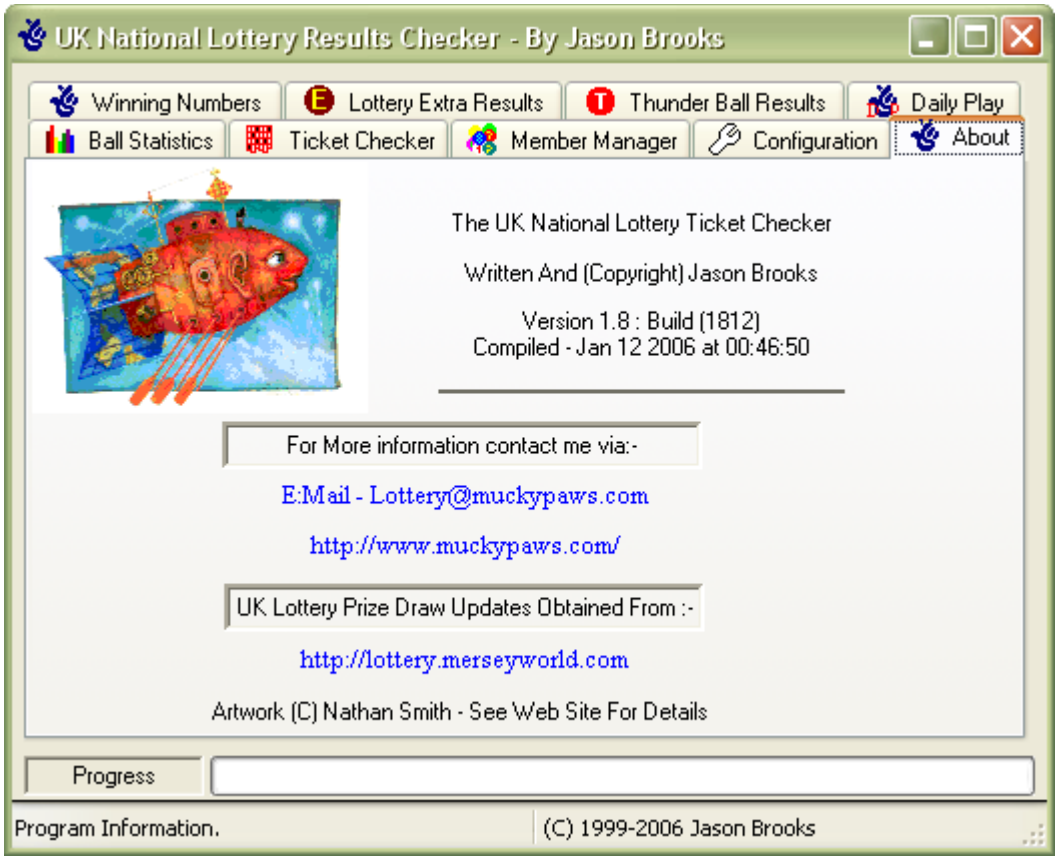
Enter the relevant information. You will be asked for your User Name and Password each time you access the Internet. The software does not store or transmit your Username, Password or Firewall information.

13 About.

Finally, no program can be complete without the ABOUT box. This box provides information such as Version and Build number.

You can click on the links (in blue) to send E-mail, or go to the Web Sites. Please note you will need Internet Explorer 5 for this.

If you have a query regarding the software, I would advise you to click the e-mail link; as this will provide the version information required to answer your queries effectively.



14 Technical Information.

The following details the C structure for the file formats of this software. The application is written using Microsoft Visual C++ 6.0 service pack 6, structures are aligned on an 8 Byte boundary.

14.1 Thunderball Structure

```
// ThunderBall Results Structure
typedef struct data_array3{
                              //char Date[12];
                              unsigned DD:   5;      //(1-31) = 5 Bits
                              unsigned MM:   4;      //(1-12) = 4 Bits
                              unsigned YY:   6;      //(Year-1990) In Range of 1990-2038
= 6 Bits
                              //char Ball1;
                              unsigned Day:  1;
                              unsigned Ball1: 6;
                              unsigned Ball2: 6;
                              unsigned Ball3: 6;
                              unsigned Ball4: 6;
                              unsigned Ball5: 6;
                              unsigned BallT: 6;
                              unsigned Machine: 2;
                              unsigned Ball_Set: 4;
                              _int64   Jackpot;
                              int              Wins;
                              //char draw[5];
                              struct data_array3 *next;
                              struct data_array3 *last;
                              }
                         Thunder_Data;
```

14.2 Lottery Extra Structure

```
typedef struct data_array_extra{
                              unsigned DD:   5;      //(1-31) = 5 Bits
                              unsigned MM:   4;      //(1-12) = 4 Bits
                              unsigned YY:   6;      //(Year-1990) In Range of 1990-2038
= 6 Bits
                              unsigned Day:  4;
                              unsigned Ball1:        6;
                              unsigned Ball2:        6;
                              unsigned Ball3:        6;
                              unsigned Ball4:        6;
                              unsigned Ball5:        6;
                              unsigned Ball6:        6;
                              unsigned Machine: 6;   // Upto 63 Machines!
                              unsigned Ball_Set: 6;
                              _int64         Jackpot;
                              int                    Wins;
                              int drawnum;
                              } Extra_Data;
```

14.3 Daily Play Structure

```
typedef struct DailyPlayTag{
                              //char Date[12];
                              unsigned DD:   5;      //(1-31) = 5 Bits
                              unsigned MM:   4;      //(1-12) = 4 Bits
                              unsigned YY:   6;      //(Year-1990) In Range of 1990-2038
= 6 Bits
                              unsigned Day:  3;      // Six Day Lottery
                              unsigned Ball1: 6;     // First Number
                              unsigned Ball2: 6;     // Second Number
                              unsigned Ball3: 6;     // Third Number
                              unsigned Ball4: 6;     // Fourth Number
                              unsigned Ball5: 6;     // Fifth Number
                              unsigned Ball6: 6;     // Sixth Number
                              unsigned Ball7: 6;     // Seventh Number
                              unsigned Machine: 6;   // Support upto 63 Machines!
                              unsigned Ball_Set: 6;  // Support upto 63 Ball Sets
                              _int64   Jackpot;      // Should Be £30,000
                              _int64   Match4Win;    // No of Winners Matching 4 Numbers
                              _int64   Match5Win;    // No of Winners Matching 5 Numbers
                              _int64   Match6Win;    // No of Winners Matching 6 Numbers
                              _int64    Match7Win;   // No of Winners Matching 7 Numbers
                              int drawnum;           // Draw Number
                              } DailyPlay_Results_Data;
```

14.4 TDF (Ticket Data File) Structure

This file consists of :-

```
       UINT    COUNT;                          // Number of records in the file
       char           VersionHeader[33];// Contains "V0.1 TICKET DATA (C) Jason Brooks"

       // Following contains the ticket data [0..COUNT]

typedef struct tagTicket
{
       unsigned Ball1: 6;
       unsigned Ball2: 6;
       unsigned Ball3: 6;
       unsigned Ball4: 6;
       unsigned Ball5: 6;
       unsigned Ball6: 6;
       unsigned CheckWednesday: 1;
       unsigned CheckSaturday: 1;
       unsigned Thunderball: 1;
       unsigned Extra: 1;
} Ticket_Data
```

14.5 SYN (Syndicate Data File) Structure

This file consists of :-

```
       int     COUNT;                 // Number of records in the file
       char           VersionHeader[19];// Contains "SYNDICATE FILE V1.2"
       CTime   g_LastDateChecked;     // MFC Time Of Last Check
       double  g_Remaining_WinningsWed;
       double          g_Remaining_WinningsSat;
       double  g_Remaining_WinningsThunder;

       // Following contains the ticket data [0..COUNT]

typedef struct tagMemberV2
       {
              // Define Message Bitmap
              unsigned Balls_Present:       1;
              unsigned Winnings_Present:    1;
              unsigned Name_Present:                1;
              unsigned Wednesday:           1;
              unsigned Saturday:            1;
              unsigned Ball1:                       6;
              unsigned Ball2:                       6;
              unsigned Ball3:                       6;
              unsigned Ball4:                       6;
              unsigned Ball5:                       6;
              unsigned Ball6:                       6;
              unsigned Thunderball:         1;
              unsigned ManualUpdate:                1;
              unsigned Extra:                       1;
              double  Winnings;
              char           Name[41];      // Version 1
              int            Position;
              int            Wins;
              char           WinType[20];
              int            Filler[10]; // 40 bytes
       } ListViewDataV2;
```

14.6 NLR (National Lottery Results File) Structure

This file consists of :-

```
UINT    COUNT;                          // Number of LOTTO records in the file
char    VersionHeader[26];              // Contains "V1.9 (C) 2004 Jason Brooks"

// For all COUNT records write

typedef struct data_array2{
        unsigned DD:   5;//(1-31) = 5 Bits
        unsigned MM:   4;//(1-12) = 4 Bits
        unsigned YY:   6;//(Year-1990) In Range of 1990-2038 = 6 Bits

        unsigned Day:  1;
        unsigned Ball1: 6;
        unsigned Ball2: 6;
        unsigned Ball3: 6;
        unsigned Ball4: 6;
        unsigned Ball5: 6;
        unsigned Ball6: 6;
        unsigned Bonus: 6;
        unsigned Machine: 6;   // Support upto 63 Machines!
        unsigned Ball_Set: 6;  // Support upto 63 Ball Sets
        // Special Case 63 = Ball Set A
        //              62 = Ball Set B
        _int64   Jackpot;
        int      Wins;
        _int64   Win5p;
        _int64   Win5;
        _int64   Win4;
        _int64    Win3;
        int drawnum;
} Results_Data;

char copyright[51];
        // contains "(C) 1999 Jason Brooks - UK National Lottery Program"

// Start of Thunderball Data

char thunderball_id[17];      // Contains "V1.01 THUNDERBALL"
UINT    ThunderCount;         // Number of Thunderball Records

// For the number of thunderball records

typedef struct data_array3{
        unsigned DD:   5;      //(1-31) = 5 Bits
        unsigned MM:   4;      //(1-12) = 4 Bits
        unsigned YY:   6;      //(Year-1990) In Range of 1990-2038 = 6 Bits
        unsigned Day:  1;
        unsigned Ball1: 6;
        unsigned Ball2: 6;
        unsigned Ball3: 6;
        unsigned Ball4: 6;
        unsigned Ball5: 6;
        unsigned BallT: 6;
        unsigned Machine: 2;
        unsigned Ball_Set: 4;
        _int64   Jackpot;
        int             Wins;
} Thunder_Data;


// Now the Lottery Extra Data

char    Extra_ID[19];         // contains "V1.90 LOTTERY EXTRA"
UINT    ExtraCOUNT;           // Number of Lottery Extra Records

// For the ExtraCOUNT hase the following records

typedef struct data_array_extra{
        unsigned DD:   5;      //(1-31) = 5 Bits
        unsigned MM:   4;      //(1-12) = 4 Bits
        unsigned YY:   6;      //(Year-1990) In Range of 1990-2038 = 6 Bits
        unsigned Day:  4;
        unsigned Ball1: 6;
        unsigned Ball2: 6;
        unsigned Ball3: 6;
        unsigned Ball4: 6;
        unsigned Ball5: 6;
        unsigned Ball6: 6;
        unsigned Machine: 6;   // Now 5 Machines!
```

```
               unsigned Ball_Set: 6;
               _int64   Jackpot;
               int             Wins;
               int drawnum;
       } Extra_Data;

       // Now for Daily Play

       char    DailyPlayID[29];      // Contains "V1.90 DAILY PLAY RESULT DATA"
       UINT    DailyCOUNT;           // Number of Records

       // For number of DailyCOUNT store the following number of records

       typedef struct DailyPlayTag{
               unsigned DD:   5;     //(1-31) = 5 Bits
               unsigned MM:   4;     //(1-12) = 4 Bits
               unsigned YY:   6;     //(Year-1990) In Range of 1990-2038 = 6 Bits
               unsigned Day:  3;     // Six Day Lottery
               unsigned Ball1: 6;    // First Number
               unsigned Ball2: 6;    // Second Number
               unsigned Ball3: 6;    // Third Number
               unsigned Ball4: 6;    // Fourth Number
               unsigned Ball5: 6;    // Fifth Number
               unsigned Ball6: 6;    // Sixth Number
               unsigned Ball7: 6;    // Seventh Number
               unsigned Machine: 6;  // Support upto 63 Machines!
               unsigned Ball_Set: 6; // Support upto 63 Ball Sets
               _int64   Jackpot;     // Should Be £30,000
               _int64   Match4Win;   // Number of Winners Matching 4 Numbers
               _int64   Match5Win;   // Number of Winners Matching 5 Numbers
               _int64   Match6Win;   // Number of Winners Matching 6 Numbers
               _int64    Match7Win;  // Number of Winners Matching 7 Numbers
               int drawnum;          // Draw Number
       } DailyPlay_Results_Data;
```

15 Licence.

This software is distributed as FREEWARE.

Copyright law and international treaties protect this program.
Unauthorised reproduction of it may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under law.

This utility is provided 'as is' without warranty of any kind, either express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose.

I shall not be liable for any incidental, indirect, consequential, special or punitive damages of any kind or nature, including without limitation lost revenues or profits, lost data or information, or lost business, whether such liability is asserted on the basis of contract or otherwise, even if the other party has been warned of the possibility of any such loss or damage in advance.

I do not accept liability in any way connected with the sale or use of, or inability to use, this product.

By proceeding with the installation you agree to use this software at YOUR OWN RISK.

This software is not guaranteed free from Bugs, nor will it predict the winning numbers for the UK National Lottery.

This software is not affiliated to Camelot or the Official UK National Lottery.

16 Program History.

Version	Release Notes
V1.8 Build 1812 12/01/2006	Updated Daily Play and Lottery Extra Tabs, Fixed Version checking tool.
V1.8 Build 1811 11/01/2006	Found error in .SYN Handling, only occurred when importing SYN into the Ticket Checker and not the Syndicate Manager.
V1.8 Build 1810 09/01/2006	Found error in .SYN Handling, Thanks to Eric Barker for finding this one. Release should now be stable.
V1.8 Build 1809 06/01/2006	Found error in heap handler when connected to the internet, trying to establish root cause. interim release for feedback from the public.
V1.8 Build 1808	Test release to check memory leak bug fix.
V1.8 Build 1807 12/01/2004	Software crashed on some machines and not others. Trying to find the cause of this as it is proving troublesome. Development machine doesn't exhibit problems, updated code to check call stack and minor improvements. Started re-writing the member manager to allow all the draws
V1.8 Build 1806 06/01/2004	Began work on upgrading the software Added New Machine Names Amethyst Opal Moonstone Topaz Garnet Magnum Pearl Added Support for upto 63 Machine Names (Upgraded Data Structure) Added Support for upto 63 Ballsets Fixed Problem with first 8 lottery draws where ball sets are A & B Fixed Problem with Column Header Tooltips (Lottery, Extra and Thunderball) Fixed Sort algorithm for machine name, bug due to way data structure is initialised. #define ARTHUR 0 #define GUINEVERE 1 #define LANCELOT 2 #define MERLIN 3 #define GALAHAD 4 #define VYVYAN 5 #define AMETHYST 6 #define UNKNOWN 7 #define TOPAZ 8 #define MOONSTONE 9 #define OPAL 10 #define GARNET 11 #define MAGNUM 12 #define PEARL 13
V1.8 Build 1805 27/10/2002	Interim release to allow for the new Wednesday Thunderball
V1.8 Build 1803 03/06/2001	Minor Release Fixed Problem Downloading Lottery Payout Results.
V1.8 Build 1802 10/05/200 1	Minor Release Fixed Problem Downloading Lottery Results.

V1.8 - Build 1801 21/02/2001	Minor Release Fixed Problem in Ticket Checker not reporting Thunderball Wins.
V1.8 Build 1800 20/02/2001	Fixed Problems with software crashing when downloading results Fixed Problems with Alpha Release of Software Fixed Numerous Bugs which occur under specific conditions.
1.8 Build 0000 15/02/2001	(Alpha Release to test new Lottery Extra Functionality) Added support for the Lottery Extra Game Ticket Checker and Member Manager now check Lottery Extra Results Fixed a number of small bugs.
V1.7 Build 1752 22/11/2000	Added Support for two new machines Amended Statistics page to handle new machines Fixed Ticket Checker To Correctly check the specified number of weeks Fixed Double Amount Problem In Ticket Checker Fixed Exception Not Handled Error When Results Are Partially Available. **Lottery Results Page** Fixed problem with exporting Lottery Results, All results available in text file or clipboard. Activated the column headings to allow sorting of the results in date, numerical, monetary form. Set Tooltips to display information about the column the mouse is positioned over. **Thunder Ball Results Page** Activated the column headings to allow sorting of the results in date, numerical, monetary form. Set Tooltips to display information about the column the mouse is positioned over.
V1.7 Build 1711 22/02/2000	This fixes the Internet Explorer Caching problem experienced by some people whereby the latest results were being obtained from the users cache rather than the Network.
V1.7 Build 1710 12/02/2000	URL and Email Change release, for future updates.
V1.7 Build 1709 05/02/2000	Bug fix release, fixes recurring loop problem.
V1.7 Build 1708 30/01/2000	Fixed bug in member manager where any insignificant matches weren't correctly displayed, i.e. anything less than 3 balls.
1.7 Build 1707	Fixed a bug in the Lottery Checking Algorithm, under certain conditions it would not detect a 5 Ball + Bonus Ball Win.
	Added a couple of extra columns to the Member Manager, it now reports the total number of wins each member/line has achieved. It also informs you what matches if any, each line has achieved for the Last Lottery Draw Results.
	Fixed the aesthetic bug for the Christmas Eve Lottery Draw.
	Fact: Did you know this software contains over 13,500 lines of source code and was written using C++.
1.7 Build 1706	Fixed a bug checking Thunderball Results, when the last ball + the Thunderball was the only winning combination the software failed to recognise this as a valid win. Now Corrected.
V1.7 Build 1705	Fixed bug whilst editing member details, Member manager will now prompt to save when details have been changed.
	Possibly fixed bug with wrong font being displayed in the Statistics and About box.

	Fixed bug with importing Ticket Data Files into the Member Manager.
V1.7/8 Build 1704	Beta Test Version.
	Unreleased.
V1.7 - (Build 1703)	A User manual is now available. You will need Adobe Acrobat Reader v3.0 or greater to view the manual. Available from www.adobe.com and most PC Magazine cover CD's.
	Fixed restart whilst Maximised Bug!
	Added Support for Christmas Eve's Lottery draw 24/12/1999 (Friday Night)
	Member manager details can now be exported to .TXT file.
	Added a choice of user reports for Member Management, Now produces A fully comprehensive report, or a short report.
	Added import of Ticket Data File (*.TDF) option to Member Manager.
	More minor cosmetic changes and bug fixes.
V1.7 - (Build 1702)	A bug was discovered in the member manager that meant totals were not accurate in certain circumstances. This bug has been identified as a problem with the Intel floating point instruction set and details have been passed to Intel.
	Fixed a bug with the report manager where the report writer was overwriting Syndicate Files.
	Software now remembers the column positions for Lottery Results, Thunderball and Member Manager.
V1.7 - (Build 1701)	Added win amounts to the ticket checker, so they are visible.
	Added totalling to the ticket checker.
	Added status bar to show status of Internet Download.
	Fixed a few bugs.
V1.7 - (Build 1700)	Software now gets the Prize amount for wins > 3Balls < Jackpot
	Member manager now uses prize amounts when backdating syndicates etc.
	Fixed Ticket manager so a ticket file is reloaded on start-up.
	Small bug fixes.
V1.6c - (Build 1670)	Altered program to allow the dialog box to be resizable or full screen.
	Improved version checking routine to only inform you of each new release once, instead of the constant nagging.
	Program will now only allow one instance to be running at a time.
	Some users didn't like the progress bar remaining at 100%, Now cleared when task complete.

	More minor fixes as a result of user feedback.
V1.6b	Fixed backdating assertion problem for Syndicate with Thunderball draws Backdating prior to 12th June 1999.
	Fixed missing file on reload problem.
	Software will no continuously report an update is available unless a later version is available that it last reported on.
	More minor fixes as a result of user feed back.
V1.6a	Fixed the URL problem-resetting problem.
	Minor fixes
V1.6	Fixed the Software Upgrade Check Flag
	You can now export lottery and Thunderball results to a TXT file by Right clicking in each of the respective screens.
	Fixed bug in Member Manager for Thunderball results. It was incorrectly crediting the syndicate with £50 for a Three Ball + Thunderball win. Should be £20.
	Added A Registry Reset Function, This clears the relevant Lottery Entries in case you experience problems downloading from the web.
	You now have the facility to Backdate your syndicate checking.
	Minor bug fixes and enhancements.
V1.5b - URL Fix.	Web site is moving this release incorporates the new web address plus some minor enhancements and bug fixes.
V1.5a	Under certain circumstances the program's syndicate manage would crash with divide error in module.... This has now been cured.
V1.5	Full Thunderball Support Release
	Full Thunderball Syndicate Management
	Full Thunderball Ticket Checking Support and overlays.
	Fixed Bugs in Syndicate Management Money Routine where, if results weren't checked regularly, the undividable sum would disappear.
V1.4	Internal & Beta Test Release.
V1.3	Improved Interface Layout.
V1.2	Bug Fix Release
V1.01	Interim Release
	Some support for the Thunderball Draws
	Thunderball results are now available
	Added Support for Proxy Servers/ For those behind a firewall
V1.00	Initial Release

	Improved general look and feel of software, included Syndicate/Member Manager
V0.2 BETA	Added Random Button To The Ticket Checker.
	Improved the Random Algorithm to be more random and use all Sequence of numbers.
	Added Wednesday & Saturday Night Draw options to the Ticket Checker.
V0.1 BETA	Initial Release.

17 Contact Information.

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