Lukmaker
Even the Odds

LukMaker 2.0 Documentation

PLEASE READ THIS FIRST

About The Program

  LukMaker v2.0 is a sophisticated Windows95 program for tracking, analyzing, searching and just generally having more fun with various lottery games. It is also designed to help you win a little more often. To this end, it's algorithms employ the mathematical laws of statistics and probability on your behalf.

  I hope it helps you get at least some of your money back.

  LukMaker is distributed under the "try before you buy" shareware concept. You may evaluate LukMaker for 30 days at no cost to determine if it meets your needs. If you decide to retain the program and add it to your permanent collection, you are required to   register the program with the author after the evaluation period has elapsed.

  Please take the time to read the various help topics available before you put the program thru it's paces. LukMaker has a wide variety of switches and functions that can subtly (and not so subtly) alter it's behavior. You will obtain a much better grasp of just how these various settings affect the program behavior if you read the help provided. If you feel you have found a bug in LukMaker please feel free to submit a Bug Report .

  Good luck in your continuing efforts to beat the odds. I sincerely hope that this program helps you to hit the big one!

  Please have a peek at the Standard Disclaimer.

Getting Started

LukMakercan perform a variety of useful and interesting operation on lottery data.
However ... it must have data to operate on! For this reason the program comes
preconfigured with a data file from the State of Florida lottery games. This is
valid data extracted from the Florida Lottery website, but unless you live in Florida
and play these games, it won't be of much use to you. Therefore, you must eventually build your own data file. This is
explained in detail later, but to start
learning the program, it's probably best to play with the sample data first.

You will note that when **LukMaker**starts up, you are presented with a window that,
at this point, doesn't do anything. To initiate any operations in the program, you **Double-Click** the View window to
bring up the control dialog. For this reason **LukMaker Requires a Mouse** (or other pointing device) to do anything at
all. If you find this design philosophy unacceptable, I would be interested in hearing from you. If your arguments are
persuasive, I will add keyboard support.

The next topic, ([The View Window](#)) briefly describes the function of this window within the **LukMaker** program.

The View Window

The View window is the window with the black background and the **LukMaker** logo that comes up when the program is first started. It's pretty, but right now it doesn't
do too much other than sit there and look good ;-).

The View window is used only to display certain data analysis functions that require a graphical representation. Invoking these functions from the Control Dialog will return you to this window to view the results of the operation. The menu entries are also accessible from the menu bar at the top of the view window, but the functions there are limited to invoking the main help file, the About   **LukMaker** dialog and exiting the program.

The next topic, ([The Control Dialog](#)) gives an overview of the **LukMaker** Control Property Sheet, which is the where the heart of the program dwells and the fun
really begins to happen!

The Control Dialog

When you **Double-Click** inside the View window, you invoke the **LukMaker** Control Dialog. Users familiar with Windows95 will recognize this immediately as a "Tabbed Dialog" (or more technically, a Property Sheet). There are several such dialog boxes floating around the operating system (e.g. the Properties dialog available via Right-Clicking the desktop). Tabbed Dialogs allow a tremendous amount of functionality to be packed into a relatively small space. In **LukMaker** the Control Dialog is equivalent to having eight windows opened at the same time!

There is alot packed into the Control Dialog, and you very probably won't learn it's every nuance the first time you run the program. But patience here will be rewarded later as you explore the program.

The main thing to realize here is that there is a Help button in the lower right corner of the dialog. This button will bring up the section of the help file that pertains to the page you are currently viewing in the Control Dialog. Thus, help for any single page in the Control Dialog is only one mouse click away at any point.

The next topic, (3 Number Game) gives a detailed explanation of the "3 Number" Control Dialog page, which is the first page you will see when you invoke the Control Dialog.

If LukMaker Falls Over and Can't Get Up
(what to do if you discover a bug)

You are encouraged to file a bug report. Only if I hear about any bugs that may lurk in the code will I have any chance of correcting them. If you experience erratic program behavior, please email me at **photonuv@kudos.net** with details. You should include any and all information you feel pertinent, such as what you were doing when the program crashed, what type of computer system you were running on, and preferably attach a Zipped copy of your data file (lukmain.dat in your Lukmaker folder). I will try to address any and all such issues in a timely manner and release program updates where appropriate so that all LukMaker users may benefit.

How to Register Your Copy of LukMaker

To purchase a registered copy of the **LukMaker** program, please send a check or money order for $19.95 to:

Gerald A. Wann
5432 Azure Way
Sarasota, FL 34242

Upon recipt of your check or money oder, I will immediately email you a personalized password that will unlock your copy of the program. I will also forward to you via U.S. Mail a copy of the program on 1.4 MB floppy diskettes. Please remit U.S. funds only and kindly include $3.00 extra ($22.95) if the diskettes are to be shipped outside the United States.

Registration of the program also entitles you to download and use all incremental upgrades to the program up to v3.0 at no additional charge. Version 3 will also be made available to registered users at a very
substantial discount.

Here is an   **Order Form**   you can print out.

Thank you for evaluating the **LukMaker** program. I hope you found it useful.

LukMaker Order Form

Name   : _____

Street   : _____

City   : _____

State   : _____

Zip   : _____

Country   : _____

Email   : _____

Please find enclosed a check or money order in the amount of $ _____
(U.S. funds only, please) in payment for _____ copies of the LukMaker lottery program.
Please make checks payable to Gerald A. Wann and send the completed order form to:

Gerald A. Wann
5432 Azure Way
Sarasota, FL 34242

Thank You for your interest in LukMaker!

Blah...Blah...Blah

Ιφ ψουρ μαρριαγε γοεσ δοων τηε τοιλετ, ψουρ χαρ θυιτσ ρυννινγ, ψουρ στοχκσ λοοσε 100 ποιντσ ιν ονε δαψ, ορ ψουρ ηαρδ δριϖε σταρτσ το σουνδ λικε α σεωινγ μαχηινε, ΛυκΜακερ διδν϶τ δο ιτ.

Ιφ, ον τηε οτηερ ηανδ, ψου ωιν αλοτ οφ μονεψ ωιτη τηισ προγραμ, ΛυκΜακερ τακεσ χρεδιτ ωηερε χρεδιτ ισ δυε ανδ εξπεχτσ το βε ρεμεμβερεδ ιν ψουρ Λαστ Ωιλλ ανδ Τεσταμεντ.

Ιφ ψου αρε ωονδερινγ ωηψ τηισ ισ ιν Γρεεκ, ιτ϶σ βεχαυσε ωηεν ι ωασ χομπιλινγ τηε ηελπ φιλε, Ι αχχιδενταλλψ σετ τηε φοντ το ϶Σψμβολ϶, ανδ ωηεν, λικε αλλ γοοδ προγραμμερ϶σ, Ι χηεχκεδ μψ ωορκ, Ι τηουγητ ιτ ωασ εντιρελψ αππροπριατε το τηε χοντεξτ οφ τηε συβφεχτ ματτερ. Σεριουσλψ, ηαϖε ψου εϖερ ρεαδ αλλ τηε ωαψ τηρυ ονε οφ Μιχροσοφτ϶σ ΕΥΛΑ϶σ? Ψου νεεδ α βαττερψ οφ λαωψερσ φυστ το χλιχκ τηε ϶Ι Αγρεε϶ βυττον! Σηακεσπεαρε φυστ μιγητ ηαϖε βεεν οντο σομετηινγ ωιτη ηισ ∀Φιρστ, ωε κιλλ αλλ τηε λαωψερσ!∀ χομμεντ. Βυτ Ι βεγιν το ραμβλε...

Ιν χονχλυσιον, ιτ ισ με εαρνεστ ηοπε τηατ ψου λικε τηε προγραμ, λικε ιτ εουνγη, ιφ φαχτ, το ρεγιστερ ιτ ανδ τηερεβψ ρεμυνερατε τηε τιρελεσσ προγραμμερ ωηο ωορκεδ σο λονγ ανδ ηαρδ ον τηε χομπλεξ ανδ αρχανε χοδε τηατ ΛυκΜακερ υσεσ φορ ιτ϶σ γυεσσινγ στρατεγιεσ. Ψικεσ! Ιϡμ σταρτινγ το σουνδ λικε α λαωψερ! Ι βεττερ θυιτ ωηιλε Ιϡμ αηεαδ.

≅ΕΝΔ_ΟΦ_ΦΙΛΕ

3 Number Game

Overview of the 3 Number Game Page

The **3 Number** Game Page encapsulates operations that can be performed on lottery games that involve a three-digit number. Such games typically contain numbers from **000** to **999**. The two check boxes at the top indicated whether **LukMaker** will operate on dated or undated data for the current operation. The twelve radio buttons underneath are used to select the operation **LukMaker** will carry out. They are mutually exclusive and only one operation can be invoked at a time. Depending upon which operation is currently selected, you will click either the **OK** button or the **Apply** button to initiate the operation. The **Cancel** button will return you to the View Window without performing any operation. (The text underneath the "From" box tells you how many drawings are in your Data File.)

Each Control is Explained in Detail Below
(Select a Control to Explore Further)

Distribution	**Even-Odd**	**High-Low**	**Totals**	**Overdue**
Hottest	**Random**	**Best Guess**	**Date**	**Date Range**
Number	**Number Range**	**Dated**	**Undated**	**Clear Inputs**

The next topic, (4 Number Game) gives a detailed explanation of the "4 Number" Control Dialog page, which is the second page of the Control Dialog.

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4 Number Game

Overview of the 4 Number Game Page

The **4 Number** Game Page encapsulates operations that can be performed on lottery games that involve a four-digit number. Such games typically contain numbers from **0000** to **9999**. The two check boxes at the top indicated whether **LukMaker** will operate on dated or undated data for the current operation. The twelve radio buttons underneath are used to select the operation **LukMaker** will carry out. They are mutually exclusive and only one operation can be invoked at a time. Depending upon which operation is currently selected, you will click either the **OK** button or the **Apply** button to initiate the operation. The **Cancel** button will return you to the View Window without performing any operation. (The text underneath the "From" box tells you how many drawings are in your Data File.)

Each Control is Explained in Detail Below
(Select a Control to Explore Further)

Distribution	**Even-Odd**	**High-Low**	**Totals**	**Overdue**
Hottest	**Random**	**Best Guess**	**Date**	**Date Range**
Number	**Number Range**	**Dated**	**Undated**	**Clear Inputs**

The next topic, (5 Number Game) gives a detailed explanation of the "5 Number" Control Dialog page, which is the third page of the Control Dialog.

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5 Number Game

Overview of the 5 Number Game Page

The **5 Number** Game Page encapsulates operations that can be performed on lottery games that involve a the drawing of five separate numbers. The upper limit of the ball numbers will vary from state to state, and is configurable for your particular game via the [Setup](#) page. The two check boxes at the top indicated whether **LukMaker** will operate on dated or undated data for the current operation. The twelve radio buttons underneath are used to select the operation **LukMaker** will carry out. They are mutually exclusive and only one operation can be invoked at a time. Depending upon which operation is currently selected, you will click either the **OK** button or the **Apply** button to initiate the operation. The **Cancel** button will return you to the View Window without performing any operation. (The text underneath the "From" box tells you how many drawings are in your Data File.)

Each Control is Explained in Detail Below
(Select a Control to Explore Further)

Distribution	**Even-Odd**	**High-Low**	**Totals**	**Overdue**
Hottest	**Random**	**Best Guess**	**Date**	**Date Range**
Number	**Partial Number**	**Dated**	**Undated**	**Clear Inputs**

The next topic, ([6 Number Game](#)) gives a detailed explanation of the "6 Number" Control Dialog page, which is the fourth page of the Control Dialog.

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6 Number Game
Overview of the 6 Number Game Page

The **6 Number** Game Page encapsulates operations that can be performed on lottery games that involve a the drawing of six separate numbers. The upper limit of the ball numbers will vary from state to state, and is configurable for your particular game via the Setup page. The two check boxes at the top indicated whether **LukMaker** will operate on dated or undated data for the current operation. The twelve radio buttons underneath are used to select the operation **LukMaker** will carry out. They are mutually exclusive and only one operation can be invoked at a time. Depending upon which operation is currently selected, you will click either the **OK** button or the **Apply** button to initiate the operation. The **Cancel** button will return you to the View Window without performing any operation. (The text underneath the "From" box tells you how many drawings are in your Data File.)

Each Control is Explained in Detail Below
(Select a Control to Explore Further)

Distribution	Even-Odd	High-Low	Totals	Overdue
Hottest	Random	Best Guess	Date	Date Range
Number	Partial Number	Dated	Undated	Clear Inputs

The next topic, (Powerball Game) gives a detailed explanation of the "Powerball" Control Dialog page, which is the fifth page of the Control Dialog.

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Powerball Game

Overview of the Powerball Game Page

The   **Powerball** Game Page encapsulates operations that can be performed on lottery games that involve a the drawing of a first group of numbers from one ball set and the the drawing of a Powerball from a second ball set. The number of balls drawn from the first ball set, as well as the upper limit to the ball numbers, will differ from state to state, as will the upper limit for the Powerball set. These parameters are configurable for your particular game via the Setup page. The two check boxes at the top indicated whether   **LukMaker** will operate on dated or undated data for the current operation. The twelve radio buttons underneath are used to select the operation   **LukMaker** will carry out. They are mutually exclusive and only one operation can be invoked at a time. Depending upon which operation is currently selected, you will click either the **OK** button or the **Apply** button to initiate the operation. The **Cancel** button will return you to the View Window without performing any operation. (The text underneath the "From" box tells you how many drawings are in your Data File.)

Each Control is Explained in Detail Below
(Select a Control to Explore Further)

Distribution	Even-Odd	High-Low	Totals	Overdue
Hottest	Random	Best Guess	Date	Date Range
Number	Partial Number	Dated	Undated	Clear Inputs

The next topic, (Setup) gives a detailed explanation of the "Setup" Control Dialog page, which is the sixth page of the Control Dialog.

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The Setup Page
Overview of the Setup Page

The **Setup** Page contains switches in the form of radio buttons that affect the performance of **LukMaker's** various game functions. This page also contains the controls that allow you to configure **LukMaker** for differing lottery game parameters, which will vary from state to state and country to country. The control button groups and functions are explained in detail below.

Even - Odd Count
The Even-Odd Count Control Group has two mutually exclusive settings, **Count Balls** and **Count Numbers**. The group defaults to the Count Numbers setting. This switch affects only the **3 and 4 Number Game** Even-Odd Count functions, since it only makes sense in the context of games that use several balls to produce a single winning number. If you instruct **LukMaker** to count balls, it counts individual balls instead of winning numbers when it performs the Even-Odd calculation.

High - Low Count
The High-Low Count Control Group has two mutually exclusive settings, **Count Balls** and **Count Numbers**. The group defaults to the Count Numbers setting. This switch affects only the **3 and 4 Number Game** High-Low Count functions, since it only makes sense in the context of games that use several balls to produce a single winning number. If you instruct **LukMaker** to count balls, it counts individual balls instead of winning numbers when it performs the High-Low calculation.

Prediction Method
The Prediction Method Control Group has two mutually exclusive settings, **Use Balls** and **Use Numbers**. The group defaults to the Use Balls setting. This switch affects only the **3 and 4 Number Game** Best Guess function, since it only makes sense in the context of games that use several balls to produce a single winning number. If you instruct **LukMaker** to use numbers, it counts winning numbers rather than individual balls when executing the logic in its Best Guess algorithm.

Search Pattern
The Search Pattern Control Group has two mutually exclusive settings, **Box Number** and **Straight Number**. The group defaults to the Straight Number setting. This switch affects only the **3 and 4 Number Game** Number function, since it only makes sense in the context of games that use several balls to produce a single winning number. If you instruct **LukMaker** to use the Box Number setting, it will return matches for the number you specify when it performs the search. In other words, if you tell **LukMaker** to search for the number **121** with the Box Number switch enabled, it will return matches for **211 , 121 and 112**. Otherwise, it will only return only exact matches for the number **121**.

Best Guess Strategy
The Best Guess Strategy Group has three mutually exclusive settings, **Optimistic**, **Pessimistic** and **Nihilistic**. The are mutually exclusive and affect the guessing algorithm **LukMaker** uses in its prediction logic. These switches affect **all** games. Please see the [Best Guess](#) help topic for a further explanation of these switches.

Predictions
The Predictions Control Group has four mutually exclusive settings, **Day** , **Month**, **Date Range** and **Normal**. The group defaults to the Normal setting. This switch affects only the **3 and 4 Number Game** Hot and Overdue functions. Also, these switches only have an effect if you are using [Dated Data](#) in the prediction. If you instruct **LukMaker** to use a setting other than Normal for its prediction, it narrows the scope of it's logic so that it shows you the hottest (or most overdue) numbers for any given day of the week, any month, or a specific date range, depending upon which button is currently toggled. The normal setting uses all the numbers in the data file.

Number Maximums
(configuring LukMaker's game settings)
LukMaker comes preconfigured for the sample data file supplied with the program. Once you learn your way around the program and build your own data file, these settings must be modified to match your particular game data. To explain this process, the controls inside the **Number Maximums** Group and three of the Buttons below it **(Record Entry, Save Entries and Current Settings)**are best considered together.
Configuration Requirements Overview
LukMaker needs to know the maximum number of balls for the various multi-number games it can work with. In the case of the 5 and 6 Number Games, it needs only the number of the highest ball. For example, if your 5 Number Game uses balls 1 thru 39 and your 6 Number Game uses balls 1 thru 49, these are the parameters you would enter

for these games. The Powerball Game requires additional entries. For Powerball, **LukMaker** needs to know three things: **[1]** the number of balls in the first ball set (this is refered to as Powerball Group 1), **[2]** the number of balls in the second ball set (this is refered to as Powerball Group 2 and may or may not be the same as the Group 1 entry) and **[3]** the number of balls that are drawn from the Group 1 ball set. Please note that the Powerball is drawn from the **Group 2** ball set after the Group 1 balls have been drawn. To configure these parameters, proceed as follows.

Entering 5 Number Game Parameters
[1] **Select the 5 Number Game radio button.**
[2] Scroll down the numbers list box below the radio buttons until you reach the
        number of balls for the 5 Number Game.
[3] Highlight the number you wish to select.
[4] Click the **Record Entry** Button.

Entering 6 Number Game Parameters
[1] **Select the 6 Number Game radio button.**
[2] Scroll down the numbers list box below the radio buttons until you reach the
        number of balls for the 6 Number Game.
[3] Highlight the number you wish to select.
[4] Click the **Record Entry** Button.

Entering Powerball Game Parameters
[1]   **Select the Powerball Group 1 radio button.**
[2]   Scroll down the numbers list box below the radio buttons until you reach the
            number of balls in the first set of balls   drawn in your Powerball Game.
[3]   Highlight the number you wish to select.
[4]   Click the **Record Entry** Button.
[5]   **Select the Powerball Group 2 radio button.**
[6]   Scroll down the numbers list box below the radio buttons until you reach the
            number of balls in the 2nd set of balls   drawn in your Powerball Game.
            (This is the ball set from which the Powerball is drawn)
[7]   Highlight the number you wish to select.
[8]   Click the **Record Entry** Button.
[9]   **Select the Powerball Balls radio button.**
[10] Scroll down the numbers list box below the radio buttons until you reach the
            number of balls that are drawn   **Before** the Powerball. This will be either
            "4 Balls", "5 Balls" or "6 Balls" and will be at the Bottom of the list!
[11] Highlight the number you wish to select.
[12] Click the **Record Entry** Button.
[13] When you have finished selecting **all** parameters, click the **Save Entries**
            Button.

Your personal configuration will be recorded, and you may view the settings at any time by clicking the **Current Settings** Button.

The next topic, ([Data File](#)) gives a detailed explanation of the "Data File" Control Dialog page, which is the seventh page of the Control Dialog.

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The Data File Page
Overview of the Data File Page

Without data, **LukMaker** is completely useless. If it does not find a Data File called **LUKMAIN.DAT** in the folder where it resides, it will do nothing at all and all Control Dialog pages will be disabled. It is therefore accurate to say that the Data File is the most important part of the **LukMaker** system. For this reason, the Data File is discussed in depth here, as well as the various functions available on the Data File dialog page.

Please Read This Note on [Data File Limits](#)
and this one on some possible [Data File Pitfalls](#).

The File LUKMAIN.DAT

LukMaker stores your lottery data in a file named LUKMAIN.DAT. This is a plain vanilla ASCII text file with a very specific format. For this reason, although LUKMAIN.DAT is editable with any text editor, it is suggested that you not attempt this except in the direst of emergencies. Alot of functionality has been built into the program to help you avoid exactly this temptation.

As has been stated previously, **LukMaker** comes preconfigured with a sample data file. This is data that (with the exception of the Powerball data) has been extracted from the Florida Lottery website. (A [list](#) of the various state lottery websites where such information may be available to you is supplied with this help file.) When you are ready to start building your own Data File, **LukMaker** will help you through every step of the process.

Building Your Own Data File

To start the process of constructing you own Data File, you will first need to remove the sample data (unless you happen to live in Florida and wish to use it as is). You may do this by simply renaming the file **LUKMAIN.DAT** to something like **OLD_DATA.DAT** or any other name. You also may delete it from your hard drive if you feel confortable enough with the program to do so. After you remove the **LUKMAIN.DAT** file, all **LukMaker** Game Page dialog controls will be disbaled until you have provided at least some data for the program to work with.

You will note on the Data File page a drop-down list box named **Select Operation** that offers you a number of choices. The operation you are interested in at this point is **Data Import (NEW)**. This tells **LukMaker** that you want to import a brand new set of data for one of the games. Select this option and then select the type of game for which you are importing data and the type of data to import from the **Game Selection** and **Comparison and Import** radio button control groups (e.g. if you are importing data from a 6 Number Game and it contains dates, you select the 6 Number Game and Use Dated Data radio butons).

Improtant Note on Importing Data Into LukMaker

It is very important that you not have white space (meaning invisible tabs, spaces, or newlines) at the END on the data file you are attempting to import. To make sure no such hidden white space exists:
[1] Open the file in a text editor
[2] Position the cursor after the last "real" character in the file
[3] Hit the Enter key to drop to a new line
[4] Hold down the Delete key for a few seconds or until your speaker starts to click
[5] Save the file before importing it into LukMaker

At this point you will notice that two of the Buttons on the left side of the page have been enabled. They are the **Filter Data** and **Import** Buttons. These do the following things.

Import Button

The Import Button brings up a Windows dialog box that allows you to select the file you wish to import. If the file contains dates, the dates must be formatted as explained in the [Date Control](#) help topic. If you are Importing Undated Data, then a simple list of numbers separated by white space (spaces, tabs etc.) is fine. If you are Importing Dated Data, the file must be in the following format:

```
(date as mm/dd/yy)      (number or numbers)      (garbage)
(date as mm/dd/yy)      (number or numbers)      (garbage)
...
```

(Garbage is only   allowed after number if you use the **Filter Data** option explained below.) This is typical of what is available over the internet, but if you run into some other arrangement, you may have to edit the file manually in a text editor before you attempt to import it into the **LUKMAIN.DAT** file.

This instructs **LukMaker** to filter the Import file if it contains non-usable data such as prize payouts after the number entry as explianed above. You may select this Button either before or after you choose the file you wish to Import.

After you have selected the file you wish to import (and enabled Filtering if you want to) you will notice that the **Apply Selection** Button in the lower right corner of the page has been enabled. You are now ready to actually Import data and begin construction of your own Data File. If you are satisfied with all your choices, go ahead and click this button and the Import operation will proceed. Well ... almost proceed.

What actually happens next is that **LukMaker** pops up a Dialog Box that warns you that you may damage existing data if you proceed. This operation **WILL** overwrite any data that is already in the Data File for the game type you have selected. Since, at this point, there is no data at all in the file, you may safely proceed with the operation by clicking the **Continue** Button. If you feel you have selected the operation in error, you may cancel the operation by clicking the **Abort** Button.

If you are Importing a relatively small amount of data, this operation will complete quickly and **LukMaker** will inform you that it has successfully processed the data and that you must restart the program to be able to access the new data. If the amount of data you are Importing is large (several years worth) the operation may take several seconds. In any case, if you watch the page you will be informed when the operation has been completed.

This exact same procedure is followed every time you Import data for a brand new game type. **Please note, however, that you will use the Data Import (NEW) function ONLY the first time you Import data for a particular game type. If you wish to add to game data that already exists in the Data File, you MUST use the Data Import (APPEND) function explained next, or you will LOOSE ALL THE DATA already in the Data File for the game type you are working with!**

Maintaining a Data File That Already Exists

To keep your own Data File up to date by adding numbers that have come in since you originally created it, you will need to use the **Import Data (APPEND)** operation. The procedure is basically the same as explained in the section above, with a few minor differences.

The **Filter Data** Button functions exactly the same as above. You will notice, however, that the **Manual** and **Automatic** Buttons are also enabled when you select the Import Data (APPEND) operation. Their use is as follows.

The **Automatic** Button allows you to proceed in exactly the same way as you did in the Import Data (NEW) operation. You will select a file and then let **LukMaker** automatically Import it for you. If you select the **Manual** Button, however, things are done a little differently.

You may manually Import one number (or date + number) at a time with the **Manual** Button. When you click it you will notice that two things happen: the data entry box immediately above the OK button is enabled, as it the **Enter Data** Button at the bottom left corner of the page. You simply type the data you wish to add to the Data File into the entry box and click the **Enter Data** Button to Import it into the Data File. If the import is successful, a message to that effect will appear in the text box when the operation has completed.

The Format for Manually Entering Append Data is as Follows:

Undated Data - The number for 3 and 4 Number games or the ball numbers separated by a space (e.g. 9   12   21   23   26   47) for 5 Number, 6 Number and Powerball games. Note that for the Powerball game the Powerball must be the last ball in the series.
Dated Data - Same as above **Except** that each entry must be preceeded by a date in the format **mm / dd / yy** (e.g. 02 / 01 / 98).

This function checks the Data File for errors that may creep in. Simply select it and click the **Apply Selection** Button. If your Data File is large, the operation may take several seconds. When the operation completes the results will be shown in the Deja View page list box. Please view this link for an explanation of any   **Error Messages** you may encounter when viewing the analysis.
Once you have a functional Data File of your own, some would deem it wise to keep a backup copy around in case the **LUKMAIN.DAT** file somehow becomes corrupted. The **Backup Datafile** function makes this a snap. Select the

function and click the **Backup** Button that is enabled at that point. The file is saved as **MAINDAT.BAK** in the folder where **LukMaker** lives. You may copy it to diskette for safekeeping if you wish.

Other Functions Available From the Data File Dialog Page

This section covers the remainder of the functions available through the drop-down list box on the Data File page. They are not directly related to building or maintaining the Data File. However, they can be very useful.

Compare External File

If you have to keep track of a large number of different numbers (perhaps for a lottery pool at work), this function can help. It allows you to select an external text file with the numbers you need to watch and compare them against the numbers in your Data File. Rather than searching individually for each number, this will search for them all at once and inform you if it finds a match in the data. Click the **Compare** Button that is enabled when you select the function and, after you choose the file you want to use in the comparison, click the **Apply Selection** Button.

Important Note on the Compare External Function

You MUST click the corresponding Game Page tab at least ONCE before you use the Compare External function (e.g. if you are comparing 6 Number game numbers, click the 6 Number page tab and THEN the Data File tab to select the Compare External operation). This assures that the data for the game you are working with is available in memory.

Pattern Searching

This function allows you to search for sub-patterns of numbers in the **3 and 4 Number Games** only. It is conceptually similar to the Partial Number function on the 5 and 6 Number and Powerball Game pages. Select the function and click the **Enter Data** Button. A small dialog box will appear that is used for this particular type of search.

Seed Random Machine

This function allows you to enter a "random seed" as described in the Random help file topic. Select the function and enter your seed number in the data entry box. Then click the **Enter Data** Button. Please note that the same random seed will **always** produce the same number when **LukMaker** generates the Random pick.

Registration No. Entry

I hope you use this function at least **once** . Your evaluation copy of **LukMaker** will become disabled thrirty days after it is installed. If you wish to continue using the program, you must Register the program to obtain a key value that will then unlock the program for unlimited further use. Please click the "Register" link for further information on registering **LukMaker**.

The next topic, (Deja View) gives a detailed explanation of the "Deja View" Control Dialog page, which is the eighth and last page of the Control Dialog.

Data File Error Messages

AN ILLEGAL ENTRY HEAD MARKER NUMBERED n WAS ENCOUNTERED
LukMaker uses certain key numbers to keep track of where it is in the Data File. The are 0 through 9. If a head marker outside this range is found, LukMaker will become very confused.

ONE OR MORE BAD CHARACTERS WAS FOUND IN THE DATA
LukMaker stores your data as integers with only a very few other special characters allowed. If the Analyzer finds unacceptable characters (see the note on [Pitfalls](#)) you will see this message.

ONE OR MORE OUT OF RANGE NUMBERS WERE FOUND IN THE DATA
Your multi-ball games are Setup to certain specific user configurable maximums. If any values exceed these configuration parameters, you will see this message.

THE NUMBER OF DRAWS DOES NOT AGREE WITH THE ACTUAL COUNT
LukMaker stores the number of drawings for each game type in the Data File. If the stored value does not agree with the number the Analyzer actually finds, you will see this message.

ONE OR MORE OF THE DATES HAS AN ERROR
The dates in the Data File are stored in the format   **yy / mm / dd** (e.g. 98/01/21 for January 21, 1998). If there is a bad date in the data (and this can be caused by a variety of things) you will see this message. Please note that the above format is used by LukMaker internally, and when you as the user enter dates, the should be of the format   **mm / dd / yy** as has been discussed elsewhere.

How Much Data Can LukMaker Handle?

LukMaker is currently limited to the following maximums:

3 & 4 Number Games
The current limit is 3650 data items.
This is about ten years if your games are drawn on a daily basis.

5 Number Games
The current limit is 2600 data items.
This is about ten years if your games are drawn five days per week.

6 Number Games
The current limit is 1040 data items.
This is about twenty years if your games are drawn on a weekly basis.

Powerball Games
The current limit is 2080 data items.
This is about twenty years if your games are drawn on a twice weekly basis.

Problems You May Encounter

I personally encountered the following two problems while importing data into **LukMaker** from the internet. One file had the capital letter O in place of a 0 (zero) in one of the dates. **LukMaker** didn't like that but the [Analyze Datafile Errors](#) function helped me isolate the type of error. Another file had some invisible text input in the gazillionth column. This one was tougher to track down, but the [Filter Data](#) function may be useful to prevent these hidden errors from creeping in.

In short, you have no control over data that someone else has typed into a document, and while **LukMaker** can help you figure the errors out and hopefully correct them, don't be suprised if you find errors in data that you didn't personally enter. You will, in all probability, end up doing a little detective work to get your own data file functioning smoothly. And once you have the data in good shape, please consider using the [Backup](#) function to protect your work.

Internet Lottery Addresses

As with all things on the internet, the addresses listed below are subject to change. These sites were active as of March 1998.

ARIZONA LOTTERY
http://www.arizonalottery.com/

CALIFORNIA LOTTERY
http://www.calottery.com/

COLORADO LOTTERY
http://www.coloradolottery.com/

CONNECTICUT LOTTERY
http://www.qgm.com/ctlott.html

FLORIDA LOTTERY
http://www.flalottery.com/

GEORGIA LOTTERY
http://www.thruput.com/lottery/galotto.shtml

IDAHO LOTTERY
http://www.idaholottery.com/

ILLINOIS LOTTERY
http://www.state.il.us/lottery/

IOWA LOTTERY
http://www.ialottery.com/

KANSAS LOTTERY
http://www.kslottery.com/

KENTUCKY LOTTERY
http://www.kylottery.com/

MAINE LOTTERY
http://www.mainelottery.com/

MARYLAND LOTTERY
http://www.msla.state.md.us/msla/

MICHIGAN LOTTERY
http://www.milottery.com/

MINNESOTA LOTTERY
http://www.lottery.state.mn.us/

NEBRASKA LOTTERY
http://www.nelottery.com/

NEW HAMPSHIRE LOTTERY
http://www.state.nh.us/lottery/nhlotto.htm

NEW JERSEY LOTTERY
http://www.state.nj.us/lottery/index.html

NEW YORK LOTTERY
http://www.nylottery.org/

OREGON LOTTERY
http://www.das.state.or.us/lottery/

PENNSYLVANIA LOTTERY
http://www.palottery.com/

SOUTH DAKOTA LOTTERY
http://www.state.sd.us/state/executive/lottery/lottery.html

TEXAS LOTTERY
http://www.window.state.tx.us/txgovinf/txlottery.html

VIRGINIA LOTTERY
http://www.valottery.com/

WASHINGTON LOTTERY
http://www.wa.gov/lot/home.htm

WEST VIRGINIA LOTTERY
http://www.state.wv.us/lottery/

WISCONSIN LOTTERY
http://www.wilottery.com/

Other states also have lottery games, but thus far I have been unable to locate official web sites for them. Email photonuv@kudos.net if you have an OFFICIAL site you would like to see included in future versions of this list.

@END_OF_FILE

The Deja Viewer
Overview of the Deja View Page

Ever get **One Of Those Feelings?** You know ... the kind that leave you with the feeling **"Haven't I experienced this before?".** Well, if you use **LukMaker** very much, the Deja View page may start to induce Deja Vu on a regular basis. Here's why.

All **LukMaker's** output (except that which is displayed graphically in the [View Window](#)), is printed to the list box on the Deja View page. Therefore, you'll probably see plenty of this dialog page. It pops out with results just about every time you do something with **LukMaker** . Fortunately, this is by far the easiest page to use.

Basically, you just **read what it tells you** . What could be simpler? Well, there are four buttons along the bottom of the list box window, but they are fairly self-explanatory. Only a couple deserve any comment at all.

If you keep on asking **LukMaker** to do things that print to the Deja View list box, it will quite happily do so. But it does not clear the list between operations, so that the new data is added to the bottom of the list. This is fine if you want to collect the data and output it to your printer with the **Print List** Button. However, if you are just looking for a few items, and the list box already contains alot of output, you will have to scroll to the bottom to see your results. Therefore, you can use the **Clear List** Button to clear the list box of data if you want a fresh window for your next operation. That's all of the help topics. Click [here](#) to return to the beginning.

I hope you enjoy the program.

@END_OF_FILE

The Distribution Function

The Distribution radio button, when selected, causes **LukMaker** to return you to the View Window and display various bar graphics detailing the distribution of balls (and in the case of 3 and 4 Number Games) numbers that are in the data file. It is sensitive only to the Dated and Undated check boxes at the top of each page.

In the 3 and 4 Number Game graphics, dual bars are displayed. The wider blue bars display the distribution of numbers, while the narrower green bars display the distribution of the individual balls that comprise a winning number.

The Powerball graphic also has dual bars, the wider blue bars showing the distribution of balls from the first (Group 1) ball set, and the narrower yellow bars showing the bistribution of balls from the Powerball set.

The Even-Odd Function

The Even - Odd radio button, when selected, causes **LukMaker** to count the number of even and odd balls. The result of the calculation is displayed it the **Deja View** page list box, which is automatically shown when you initiate the function. In the case of 3 and 4 Number Games, this function will also count even and odd winning numbers in the data file. This switch is toggled on the **Setup** page, and defaults to counting numbers instead of individual balls unless you tell it otherwise. This is true only for the 3 and 4 Number Games. The switch is ignored in other game types.

This function is also sensitive to the Dated and Undated check boxes.

(If you have sufficient data in your data file from which to draw meaningful conclusions, you should be somewhat suspicious if the count differs in a major way from the expected 50% split of even and odd.)

The High-Low Function

The High - Low radio button, when selected, causes **LukMaker** to count the number of balls above and below the median. The result of the calculation is displayed it the **Deja View** page list box, which is automatically shown when you initiate the function. In the case of 3 and 4 Number Games, this function will also count high and low winning numbers in the data file. This switch is toggled on the **Setup** page, and defaults to counting numbers instead of individual balls unless you tell it otherwise. This is true only for the 3 and 4 Number Games. The switch is ignored in other game types.

This function is also sensitive to the Dated and Undated check boxes.

(If you have sufficient data in your data file from which to draw meaningful conclusions, you should be somewhat suspicious if the count differs in a major way from the expected 50% split of high and low.)

The Totals Function

The Totals button, when selected, causes **LukMaker** to do two different things depending upon the game type you are looking at. For the 3 and 4 Number games, this function tallies the amount of occurences of each individual winning number in the data file and prints the result to the **Deja Viewer** list box. If you are looking at any other type of game, this function just prints the data to the list box, since the chances of the same winning numbers coming in more than once are negligible.

This function is also sensitive to the Dated and Undated check boxes.

(Note that in the case of 3 and 4 Number Games, the Totals function does **not** print numbers that have zero occurences in the data file.)

The Overdue Function

The Overdue radio button, when selected, caused **LukMaker** to look for numbers and/or balls that havn't shown up in a while or are less frequent in their occurences than other balls. If you are working with a game that has multiple winning numbers (e.g. 5 and 6 Number and Powerball Games) the function just gives you a list of the seven lest frequent ball numbers.

If, however, you are operating on 3 or 4 Number Game data, you may see something like the following:

?5?   (4   7) (3   9)

This indicates that there is a tie in the digits that are represented by the '?' character, and the trailing parentheses represent the balls that have tied (e.g. 4 and 7 for the hundred's place and 3 and 9 for the one's place in the example above. If there are no ties,   **LukMaker** simply tells you the least frequent number without ambiguity.

This function is also sensitive to the Dated and Undated check boxes.

The Hottest Function

The Hottest radio button, when selected, caused **LukMaker** to look for numbers and/or balls that occur the most frequently. If you are working with a game that has multiple winning numbers (e.g. 5 and 6 Number and Powerball Games) the function just gives you a list of the seven most frequent ball numbers.

If, however, you are operating on 3 or 4 Number Game data, you may see something like the following:

<div align="center">

12?   (1   0)

</div>

This indicates that there is a tie in the digits that are represented by the '?' character, and the trailing parentheses represent the balls that have tied (e.g. 1 and 0 for the one's place in the example above. If there are no ties, **LukMaker** simply tells you the most frequent number without ambiguity.

This function is also sensitive to the Dated and Undated check boxes.

The Random Function

The Random radio button, when selected, causes **LukMaker** to display a random ball combination, analagous to a "Quick Pick", in the View Window. **LukMaker** however, unlike the lottery machine at your local convenience store, allows you to "seed" the random number generator with what is called a "random seed". This allows you at least a little more fun than having the computer do all the work. The Random Seed switch is explained in the Data File help. If you do not enter a seed value, **LukMaker** uses the time of day from the computer's clock as the seed value.

The Best Guess Function

Note on the Best Guess Function

Until you have enough data in your [data file] , you may see the warning message "Insufficient Best Guess Data" when LukMaker puts up the balls for a 5 Number, 6 Number or Powerball Best Guess. This means that LukMaker does not yet have enough data to make a meaningful guess and that the ball numbers you are seeing are Random. This message should not appear again once you have enough numbers in your Data File for LukMaker to work with. The 3 and 4 Number game algorithm is a bit different and the numbers Best Guess puts up there will simply fluctuate until they settle down when sufficient data becomes available.

The Best Guess radio button, when selected, causes **LukMaker** to display it's considered opinion for the number it thinks you should play in the View Window. There is quite a bit of difference here between the Best Guess function and the [Random] function. The Best Guess function is much more complex, and even though **LukMaker** isn't omniscient (yet ;-), it does do some meaningful things to try and increase your chances of winning a few bucks.

While the precise nature of **LukMaker's** prediction algorithms is a closely guarded secret, there are a few things you should know to make your use of the function more attuned to your temperment.

In addition to being sensitive to the Dated and Undated check boxes, the Best Guess function is controlled by the Guessing Strategy radio buttons on the [Setup] page. The three choices available there are **Optimistic** , **Pessimistic** and **Nihilistic**. The setting defaults to pessimistic. Here's what all that means.

LukMaker looks at a number of factors before it makes it's guess. Among these are the most and least frequently occuring ball numbers. If you are an optimist, you might believe that the balls that are hottest have a better than average chance of coming up. If you select the **Optimistic** radio button, the prediction will lean a little toward that happy philosophy. On the other hand, if your more of a realist, and realists ever since Murphy have tended toward pessimism, you might believe that the balls that haven't come up very often have a better than average chance of finally coming up. If you select the **Pessimistic** switch, the prediction will favor that grimly realistic philosophy. The final switch, **Nihilistic** , is something of a puzzlment. If you read alot of Nietzsche for fun, you definately should use this switch.

LukMaker looks at several other factors before it makes it's prediction, but these are hard-wired and based soley on the program author's understanding of the laws of probability and statistics, which are admittedly less than World Class. In any case, if **LukMaker** picks you a winner, please consider [registering] the program. [It's the right thing to do ;-].

The Number Function

Use the Number function to search for a specific number in the data file. The Number radio button (in the Search group), when enabled, opens up one of the data entry boxes along the bottom of the page. At this point you are expected to type in a number you wish to search for before **LukMaker** can do it's thing. The number you type in will depend on the type of game you are working with. For example, if you are on the 3 Number Game page, you might type in **711** if you wanted to search for occurences of that particular number. If you are on the 6 Number Game page perhaps you might type in **9   12   21   23   39   47** to search for that particular set of winning numbers. You must type in all digits and/or numbers for the search you want to run if you use the Number function. Otherwise **LukMaker** will inform you of your faux pas and scold you severely.

The Number Range Function

The Number function allows you to search for numbers that occur within a specific range. The Number radio button (in the Search group), when enabled, opens up two of the data entry boxes along the bottom of the page. At this point you are expected to type in the starting and ending numbers of the range you wish to search before **LukMaker** can proceede. To search for all numbers between 300 and 600, for example, you would type **300** in the **From** box and **600** in the **To** box. The results of the search will be shown in the **Deja Viewer** list box.

The Date Function

The Date Function allows you to search for the winning numbers on a specific date. This control is enabled only if you have Dated Data in your data file. When this control is selected, simply type in the date you wish to search for in the data entry box.

however...

you **must** type the date in the format **mm / dd / yy**. For example, to search for a drawing on March 9, 1997 you would type in **03/09/97**.

If there is no record of the date your are looking for in your data file, **LukMaker** will politely inform you of this minor annoyance.

(Lukmaker will not be broken by the year 2000 glitch.   But the year 3000,   well who knows..?)

The Date Range Function

The Date Function allows you to search for the winning numbers within a range of dates. This control is enabled only if you have Dated Data in your data file. If you havn't read the help on the Date Control please do so, as it explains the proper format for entering dates into the   **LukMaker** program.

Other than that, the Date Range control functions much like the Number Range Control except that it requires dates as parameters rather than numbers.

The Dated Check Box Control

LukMaker prefers dated data.   If you have only Undated data in the data file, this control will remian disabled. If, however, you have both types of data (or only Dated data), this control remains set as the default. If you have both types of data in your data file, you can force **LukMaker** to use the Undated data by clicking the [Undated Check Box Control](#). Try to obtain Dated data. It is much more versatile.

(Please read the discussion about the data file in the [Data File](#) help to learn more about the data file and it's relation to the program as a whole).

The Undated Check Box Control

LukMaker prefers dated data.   If you have only [Dated](#) data in the data file, this control will remian disabled. If, however, you have both types of data, you will have to manually select this control to force the program to use your Undated data. Try to obtain Dated data. It is much more versatile.

(Please read the discussion about the data file in the [Data File](#) help to learn more about the data file and it's relation to the program as a whole).

The Clear Inputs Button

This button simply clears all of the data entry boxes at the bottom of each game page of any stale data. It also has the effect of enabling them all at once, which is never required in the program. Not to worry though. They will turn themselves off later as required.

The Partial Number Control

The Partial Number Control allows you to search the data file for numbers that match some (but not all) of the numbers you enter. It is visible only in the 5 and 6 Number and Powerball Game pages. (To search for an exact match of all numbers in a drawing, please use the Number function).

The Partial Number Control allows you to enter from 1 number to 1 number less than the total number of balls drawn for a particular game (e.g. for a 6 Number Game you could enter from 1 to 5 numbers to match). For example, if you wanted to search a multi-number game for drawings containing the numbers **7** and **11**, you would enter only those two numbers into the data entry box. **LukMaker** will then return the matches it finds for all drawings containing the numbers seven and eleven.

Note:

The Powerball Game page is a little different, in that there are two data entry boxes enabled for a Partial Number search (one for the Group 1 balls and a second for the Powerball). You may enter data in one or both boxes on the Powerball Game page when performing a Partial Number search.

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How to Register Your Copy of LukMaker

To purchase a registered copy of the **LukMaker** program, please send a check or money order for $19.95 to:

Gerald A. Wann
5432 Azure Way
Sarasota, FL 34242

Upon recipt of your check or money oder, I will immediately email you a personalized password that will unlock your copy of the program. I will also forward to you via U.S. Mail a copy of the program on 1.4 MB floppy diskettes. Please remit U.S. funds only and kindly include $3.00 extra ($22.95) if the diskettes are to be shipped outside the United States.

Registration of the program also entitles you to download and use all incremental upgrades to the program up to v3.0 at no additional charge. Version 3 will also be made available to registered users at a very
substantial discount.

Here is an   **Order Form**   you can print out.

Thank you for evaluating the **LukMaker** program. I hope you found it useful.