

La

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COLLABORATORS

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| | <i>TITLE :</i> La | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | June 24, 2022 | |

REVISION HISTORY

| <i>NUMBER</i> | <i>DATE</i> | <i>DESCRIPTION</i> | <i>NAME</i> |
|---------------|-------------|--------------------|-------------|
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Chapter 1

La

1.1 La Martingale

La Martingale

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1. Instructions
2. Tests
3. Registration
4. Author
5. Copyright
6. Read Me Fisrt
7. Thanks
8. Hard disk, Floppy Disk
9. Create a new language

1.2 Instructions

- 1.1 Create a new division
 - 1.2 Delete a division
 - 1.3 Enter a day
 - 1.4 Enter results
 - 1.5 Forecasts
 - 1.6 Statistics
 - 1.7 Change the division
 - 1.8 Change the language
-

1.3 Create a new division

Write on all compartments.

You can use the usual correction keys of your Amiga, move the cursor with the arrows, and validate with 'Enter'.

To cancel, click Menu.

When all compartments are filled, click End.

1.4 Delete a division

Click on the division to delete,

Then, click on Yes.

1.5 Enter a day

If it is necessary, click on the chosen division.

Enter the number of the day.

The already entered matches appear.

Click on the team to add matches.

The team clicked in first will play at home.

Click on Del to delete the last entered team.

Click on **Print** to print.

Click on End to return to menu.

1.6 Print

When your printer is on line

click on Print.

To cancel the printing,

click on Cancel.

1.7 Enter results

If it is necessary, click on the chosen division.

Enter the number of the day.

The first match appears.

Enter the score of the first team

or '?' if you don't know the result yet

If the number of characters of this score is inferior

of the maximum number of characters for any score,

Validate with 'Enter'

Do it again for the second and the others teams

Administrative win

Delete a result

Click on **Print** to print.

Click onr End to return menu.

1.8 Administrative win

In case of decision of won, dead or lost match for a team

and if no goal has to be written,

instead of entering the score of the first team

enter 'W' if the team which played at home is the winner,

enter 'D' in case of dead match,

enter 'L' if the team which played at home had lost the match.

Be carraful, this letters are at the 24th, 25th and 26th line

of the 'English.cat' file.

If you change this letters,

you will have to enter the new letters.

1.9 Delete a result

Click on to result to delete.

The match becomes white.

Click on Del

Enter the new result.

1.10 Forecasts

The most probable

With surprises

1.11 The most probable

If it is necessary, click on the chosen division.

Enter the number of the day.

You Amiga prints his forecasts for this day.

Coefficient of memorization

Click on **Print** to print

Click on Fin to return menu.

1.12 Coefficient of memorization

With your mouse, you can move the cursor
and then change the coefficient.

More the coefficient is high,
more your Amiga uses the old results.

You have to try different coefficients
to find the better one.

1.13 With surprises

If it is necessary, click on the chosen division.

Enter the number of the day.

Your Amiga prints his forecast for this day.

'W' means the team would win,

'D' means it would have a dead match,

'L' means the team would lose.

Coefficient of memorization

Coefficient of surprise

Precision

Click on **Print** to print

Click on End to return menu.

1.14 Coefficient of surprise

With your mouse, you can move the cursor
and then change the coefficient.

More the coefficient is high,
more you would have surprises.

You have to try different coefficients
to find the better one.

To have a new forecast with the same coefficient of surprise,
click on Nouveau.

1.15 Precision

If you click on a match, your Amiga will print
probabilities the team which will play at home will
win 'W', make a dead match 'D' or lose 'L'.

1.16 Statistics

Click on the statistic you want.

If it is necessary, click on the chosen division.

If you want to know all about a team,
click on this team.

The statistic will be printed on the screen.

Click on **Print** to print

Pour revenir au menu, cliquez sur Fin.

1.17 Change the division

Click on the chosen division.

It will be printed at the top right side of the menu.

1.18 Change the language

Click on the language you want,
then click on 'OK'.

Create a new language

1.19 Create a new language

It is very easy to translate this program in an other langage.

With any text editor, load a language.

(There are in the drawer 'Langues' and the end of the name is '.cat')

Change the sentences you want.

BE CAREFUL, the commas are forbidden because they separate the sentences.

BE CAREFUL, only one characters in the 24th, 25th and 26th lines.

And this characters must be different.

See **Administrative win** .

Save as an ASCII file, the end of the name would be '.cat'.

Deal your new languages in the P.D.

1.20 Tests

This program has been tested with :

A1200 2Mo Chip + 4Mo Fast + MTEC 42MHz + Copro + HD 560Mo + Canon BJ10ex

A600 2Mo Chip + HD 1.2Go

A600 1Mo Chip + Canon BJ30

I hope it will work with your Amiga.

1.21 Registration

To become a registered user of this program,
simply send me
50 French Francs, 20 Deuch Mark,
10 English Pounds or 15 USDollars
cash if possible.

DUTILLEUL Serge

Le Jean Jaurès Bât E
9, Rue du Muret
F-13014 MARSEILLE
France

Then, you will receive a file named 'Enregistrement'. You would put it
in the same drawer than the program.

This file is exclusively for you,
you musn't copy and give it to anyone.

1.22 Author

This program has been created exclusively for AMIGA
with AMOS Pro
by

Serge DUTILLEUL
Le Jean Jaurès Bât E
9, Rue du Muret
F-13014 MARSEILLE
FRANCE

Even if you are not a registered user, please send me
your remarks, suggestions, encouragements or the bugs you have seen.

1.23 Copyright

La Martingale

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La Martingale is a Shareware. Vous can copy and deal it
as you wish but only for a fair price.

You have to copy the docs too, the drawer 'Langues'
with at least 'Français.cat'

and of course all the requisite (fonts, libs, ...) to have a program in working order.

This program can also be dealt on any CD but only if the CD has a fair price.

Magazines can deal this program with their floppy disk and/or thier CD.

In that case, I would be overjoyed to receive the magazine with the CD and/or the floppy disk.

I thanks all the dealers of this program and all the lovers of AMIGA.

1.24 Read Me First

Today, I don't know any bug for my program.

But, I can't warrant there is no bug.

Also, this program is dealt unwarranted.

(even in the registered version)

I ame not responsible for any data loss or damage, caused directly or indirectly by the usage of La Martingale.

I have to excuse my poor english. Sorry.

1.25 Thanks

I'd like to thank those have helped me directly or indirectly to create this program.

In particular,

Eric, Philippe, Vincent, Jean, Thierry,

all the members of **Fontières Informatiques** ,

the friends of **MIG Informatique**

and all the lovers of Amiga.

1.26 Frontières Informatiques

Frontières Informatiques is an association which help Amiga users in the region of Marseille.

| Rejoin us |

Contact our president :

LO-GUIDICE Eric
52, Rue d'Italie
F-13006 MARSEILLE
FRANCE
Phone : 04.91.42.83.07

1.27 MIG Informatique

MIG Informatiques is an Amiga specialized shop.
All Saturday, **Frontière Informatiques** meets in this shop
For any Hard or Soft problem,
Contact :
MIG Informatiques
20, Rue Consolat
F-13001 MARSEILLE
FRANCE
Phone : 04.91.50.22.55

1.28 Hard Disk, Floppy Disk

Installation on a Hard Disk

Use with the Floppy Disk

1.29 Floppy Disk

If you have a complete copy of La Martingale,
you could run the program swiching on your Amiga.
You just may have to make your floppy disk a bootable floppy disk
if you have only uncompress the LHA archive.
The name of this floppy disk must be : Martingale
If you think you will not have memory enough in your floppy disk
for all the sports you wish :
Format a new floppy disk and call it : Martingale_Data
With any text editor, delete :
Assign Martingale_Data: Martingale:La_Martingale
in the startup-sequence.
Not to lose the data,
copy the drawer 'Data' and the divisions drawers.
Boot on Martingale and it works.

1.30 Disque Dur

To instal this program on your hard disk,

copy the content of libs, fonts, ...

in the drawers of your Workbench.

Then, instal the drawer 'La_Martingale' wher you want

When you will run the program,

DF0: will be empty.

When using the program,

press LeftAmiga + A

to see the Workbench screen.

Same thing to return to the program.

If the drawer 'Fonts' of your Workbench is big,

you can double-click on 'Assign'

before running the program.

The content of 'Assign' will have to be the patch to the program

and will be able to be changed with any text editor.
