Lottery.hyper

COLLABORATORS

	TITLE : Lottery.hyper		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 19, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Lottery.hyper

1.1 -*- Lottery v1.0 -*- A door for Max's BBS v1.52 -*-

Last version date: Jan 22 1994

Author: Claudio Dosio

Copyright

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1.2 copyright

COPYRIGHT
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 This program is shareware, and I still have the copyright over it.

 I am in no way liable for malfunctionning of the program or damages caused
by it. Use it at your own risk.

 If you use this door-program you must send me $5.00 to my
            address

and I will send you a registred version, with your name and your ↩
                    BBS name
in it. Please see the
                    Registration
                     section to register.

1.3 description

                    DESCRIPTION
 ~~~~~~~~~~~

 Lottery is a door program to be used with the BBS program Max's BBS by
Anthony Barrett.
 Lottery lets the user play with their online time. They can both win or
lose time.
 At the beginning they will be asked if they want to play, there they must
answer either y or Y (you can change this setting in order to configure the
door to your language) in order to play. They will then be asked how much
time they want to bet, and what number they choose. Lottery will then
announce if they won or they lost.
 If they win, they will win twice the time they "gambled", if they lose,
they will lose it just once.

 Features
 ````````
 Lottery lets you configure EVERYTHING: the number of times a user can play
every day, the range of numbers, the minimum and maximum amount of minutes
a user can "gamble", what key to press to answer yes at the prompt, and all
the text!
 You can add colors to the messages to make them more pleasing to the eye.
For the color-codes refer to the original doc that came with Max's BBS.
 For more information on doing this, go to the
                    Installation
                     section
now.
 Right now only 500 users can play this game every day. The names of the
users that played Lottery will be put in a file called Played.text in your
Doors:Lottery/ directory. This file will be deleted every day when the
first user decides to play.

## 1.4  install

 INSTALLATION
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 To install the program you need to:
 1- Copy the Lottery directory in your Doors assigned directory. The
    program will look for its files there, and it will save them there.

 2- Create a door menu (or add an entry to the current one) and use the
    function number 34 to run the door. This is in the menu Menu in the

main program.

3- Change the file Settings.text in your Doors:Lottery/ directory. This
   file contains all the text that configures the door, and must be in the
   following format:
 line 1-  Max number of times a user can play Lottery every day
 line 2-  Range of numbers to choose from (1 to this number)
   Remember the higher the number, the more difficult to pick
   it!
 line 3-  Min number of minutes a user can gamble (Usually 0 or 1)
 line 4-  Max number of minutes a user can gamble
 line 5-  Text displayed when a user played Lottery too many times
   in a day
 line 6-  A welcome message displayed when a user plays Lottery
     *line 7-  First part of the text that says how many times a user
   played Lottery that day
     *line 8-  Second part of the text that says how many times a user
   played Lottery that day
 line 9-  Text asking the user if he wants to play Lottery
 line 10- Text asking the user how much time he wants to bet
 line 11- Text asking the user what number he wants to pick
 line 12- Text displaying the range of numbers the user must pick
    from (do not include the max, the program will do it)
 line 13- Text displayed in case the user wins
 line 14- Text displayed in case the user loses
 line 15- Text displayed to tell the user what the number was
     *line 16- First part of the text telling the user how much time he
   has left
     *line 17- Second part of the text telling the user how much time he
   has left
 line 18- Text displayed when a user is asked to press any key to
   continue
 line 19- Keys that will be recognized in order to play Lottery
   (this should be Yy for an english BBS). You must include
   all the keys, both uppercase AND lowercase.

   * Indicates text that is split in the middle because the program will
     display a number or a message between the two parts.

4- Change your startup-sequence or user-startup to add an assignment for
   Doors: to the directory where you put all your doors.

 For more information please give a look to the Setting.text file that was
included in this archive.

 I know that all this seems long and maybe hard, but it was necessary in
order to let the sysops configure this door to their needs. It actually
takes only a few moments.


## 1.5  bugs

BUGS
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 None, but please contact me if you find any either by e-mail (preferred)

or snail-mail.


## 1.6  registration

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 REGISTRATION
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 In order to receive a registred version of this door, you must send me a
check for $5.00 + shipping (see table below). You will shortly receive a
copy of this door registred in your name instead of the message saying that
the door is not registred. Please fill the registration form and send it to
my address by snail mail, with your payment.

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 Shipping charges
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 USA and Canada   : $1.50
 Europe   : $2.00
 Australia   : $2.50
 Rest of the world : $2.50
```

 If you order more than one door, add shipping charges only once every 10
doors, then add $0.50 for each 10 additional doors (if I ever write that
many!)

 In the Registration Form there is a column called Quantity. This is if you
know other sysops who want to register for a particular door and you put
your order in togheter, in order to save you shipping charges. Of course
give me data for all sysops ordering the door, if not I can't ship it to
you registred in your name...

1.7 address

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 ADDRESS
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 I will be moving back to Italy shortly, so please consider the right
address.

```
 Before July 1st 1994:

  Claudio Dosio
  3 Craig Lane
  Haverford, PA 19041
       USA
```

or dosioc@iam.com for InterNet

```
 After July 1st 1994:

  Claudio Dosio
  Piazzale Montesquieu 28
  00137 Roma
```

```
   Italy
```

(no e-mail address yet, but I'm already looking for one)

1.8   announcements

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 ANNOUNCEMENTS
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 I will release my doors through the ADS channel and InterNet. You can find
my doors in the aminet directory in the bbs section of all aminet sites.
 I will announce new doors as I write them in the following sections:
 - FidoNet: - Public Domain
             - Programming
       - Telecommunications (if it ever gets back alive)
 - AmiNet: - Public Domain
        - Communications
 - InterNet: - alt.sys.amiga.datacomm
        - alt.bbs
or to you directly if you give me your e-mail address.

 Also registred sysops will receive announcements by normal mail, twice a
year, but only if they wish so and request it in written form.

1.9   other

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 OTHER DOORS
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 Here is a list of the doors I wrote up to now:
 - Vote v1.0   : Lets the users vote on stuff
 - Last10 v1.0 : Gives the name of the last 10 people online
 - Lottery v1.0: Lets the users gamble their online time

1.10   future

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 FUTURE DOORS
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 I am planning to write the following doors in the near future:
 - a door that will list all the user stats to a file, excluding passwords.
 - a way of getting around seeing passwords. A kind of password encrypter.
 - maybe... a way of using Matt Dillon's UUCP for the Amiga
 - a callback function that will automatically call back new users for
   verification
 - a Tic-Tac-Toe game
 - a strategy game

 and I would like your input with ideas for other great doors.