

## **Lotto Pro User's Manual**

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**Part**



# 1 Getting Started

## 1.1 Welcome to Lotto Pro

Unlike many other lottery programs that simply generate random numbers, Lotto Pro picks the best numbers to play based on a statistical analysis of previous drawings. Lotto Pro helps you to play the lottery with control, not guesswork.

The numbers that Lotto Pro picks are called **Smart numbers**. When you play Smart numbers, the program does all the work for you. There is no need for you to analyze any statistical information.

The program works with all lotteries; Pick 3, Pick 4, Pick 5, Pick 6, Keno, Powerball, Cash 4 Life and more.

Lotto Pro also has many statistical charts and graphs. Once you become familiar with the program, you may want to play your own numbers, based on the data from the charts and graphs. When you play your own numbers, these numbers are called **Favorite numbers**.

The following statistical charts are included with Lotto Pro:

- Number Statistics Chart
- Drawing Summary Chart
- Skip and Hit Chart
- Hit Sequence Chart
- Repeating Pairs Chart
- Repeating Triples Chart

The following statistical graphs are included with Lotto Pro:

- Frequency Graph
- Drawing Summary Graph
- Skip and Hit Graph
- Hit Sequence Graph

Lotto Pro also allows you to play strictly **Random numbers**. This option is included mainly so that you compare random results to results obtained from using **Smart** or **Favorite** numbers.

Lotto Pro gives you two choices as to how your lottery tickets are created. You can select a **wheeling system** to generate your tickets or you can specify how many tickets to create. A large selection of **Abbreviated**, **Full** and **Key Number** wheeling systems are included with the program.

Once your tickets have been created, you can apply filters to the tickets based on the sum, number of

odd and even numbers or by Low/High number ratio. The program checks your lottery tickets for winning matches, and includes an option to record your winnings.

The [QuickStart](#) in this section shows you how to quickly get started using Lotto Pro to play the lottery with control, not guesswork.

## 1.2 System Requirements

Lotto Pro runs on computer systems meeting these requirements:

- 486 DX 66MHz or higher PC, running Windows 95/98/ME/NT/2000/XP/Vista/Windows 7/Windows 8/Windows 10
- 10 MB RAM or higher.
- 7 Megabytes free hard disk space.
- VGA display or higher (256 colors or more).

## 1.3 Installing Lotto Pro

1. Be sure that your system meets all of the [system requirements](#) for running Lotto Pro.
2. Be sure that all other open program are closed down.
3. If you have enough available space on your C drive, recommend that you install Lotto Pro in the default location of c:\program files\windows lotto pro 2000.

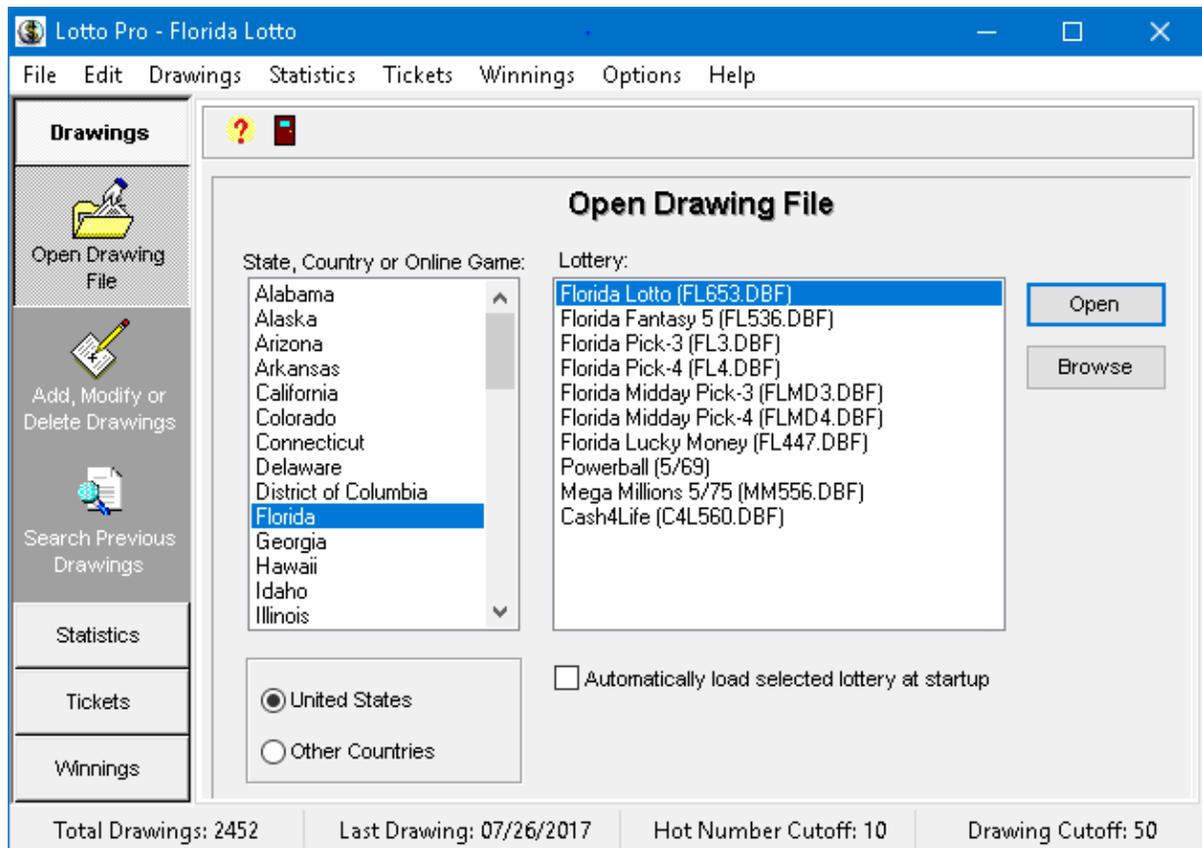
## 1.4 Starting Lotto Pro

Double-click on the Lotto Pro icon on your desktop or from the Start menu select **Programs|Lotto Pro|Lotto Pro**.

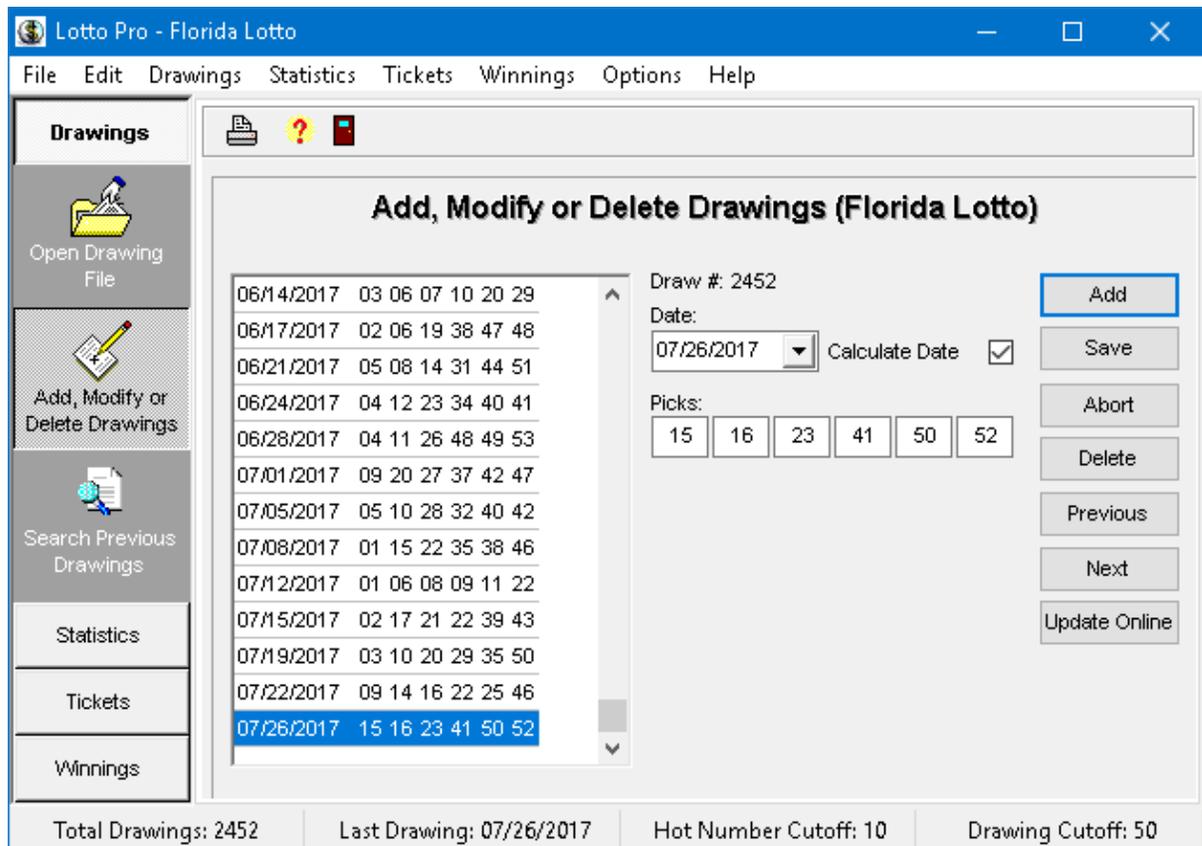
## 1.5 QuickStart

Follow the instructions below to start using Lotto Pro right away. The steps should be performed in the order listed. Please refer to the other chapters in this help file for more detailed information.

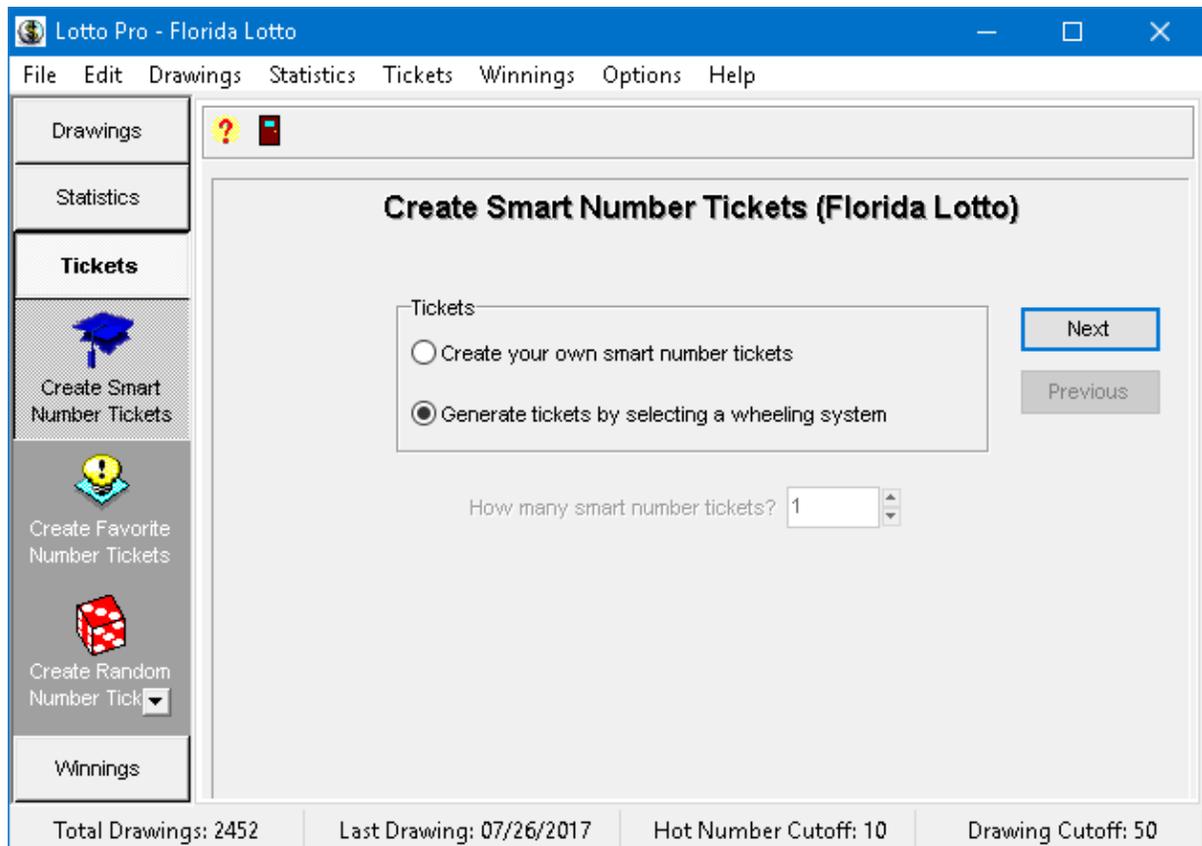
- **To open your lottery:** On the [Open Drawing File](#) page, click on your state or country. Click on the name of the lottery you want to play. Click the **Open** button.



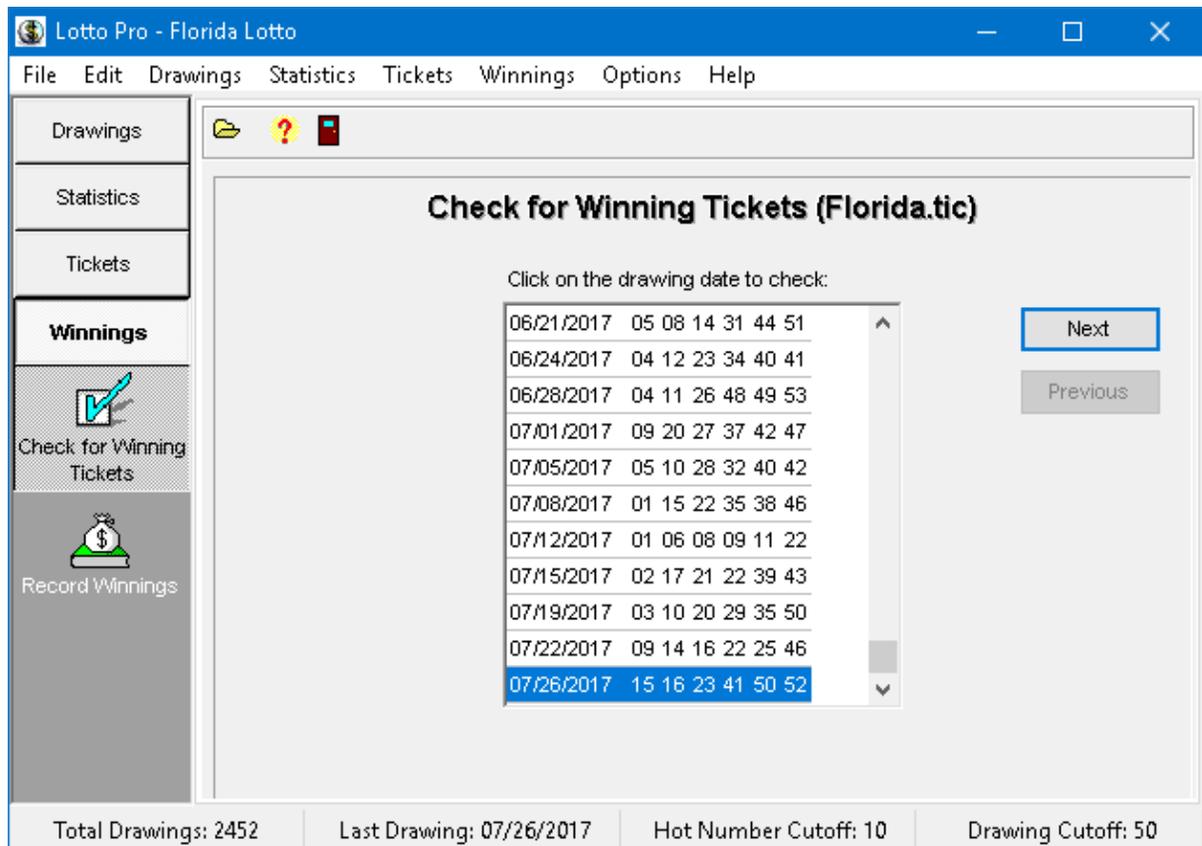
- **To update your lottery file with the latest drawings:** On the [Add, Modify or Delete Drawings](#) page, click the **Add** button and enter the numbers drawn for the date displayed. Click the **Save** button.



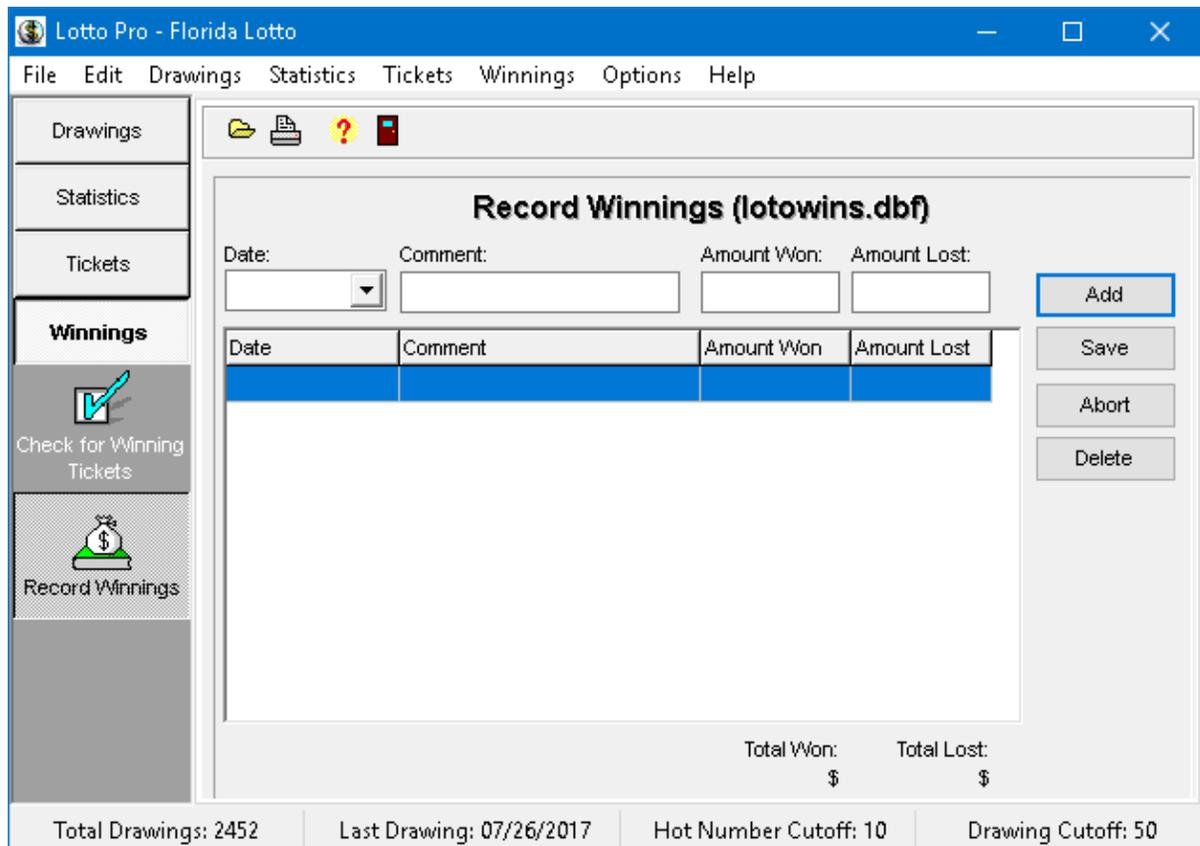
- **To create your lottery tickets:** Click on the **Tickets** button and then click on [Create Smart Number Tickets](#). Click the **Next** button. Select a wheeling system and click the **Next** button. Click the **Next** button again. Click the **Save Tickets** button on the toolbar to save the resulting tickets. Click the **Print Tickets** button on the toolbar to print the tickets.



- **To check your lottery tickets:** Click on the **Winnings** button and then click on [Check for Winning Tickets](#). Click on the ticket filename that you saved in the previous step and then click the **Open** button. Select the drawing date you want to compare the tickets with and click the **Next** button. The number of matches is displayed in parenthesis for each ticket. Click on the **Print Tickets** button in the toolbar to print the results.



- **To record your winnings:** Click on the **Winnings** button and then click on [Record Winnings](#). Select a winnings file to open and click the **Open** button. Click the **Add** button and enter the date, comment and amount won or lost. Click the **Save** button.



## 1.6 Using Lotto Pro

Welcome to the Lotto Pro Help system. Lotto Pro provides you with online Help for every task and function. Press the F1 key or click on the Help button to display help for any screen you are on.

**Here is a guide to the conventions used in this Help system:**

- Click the Contents tab to browse through topics by category.
- Click the Index tab to see a list of index entries; either type the word you're looking for or scroll through the list.
- Click the Search tab to search for words or phrases that may be contained in a Help topic.

## 1.7 How to Register Lotto Pro

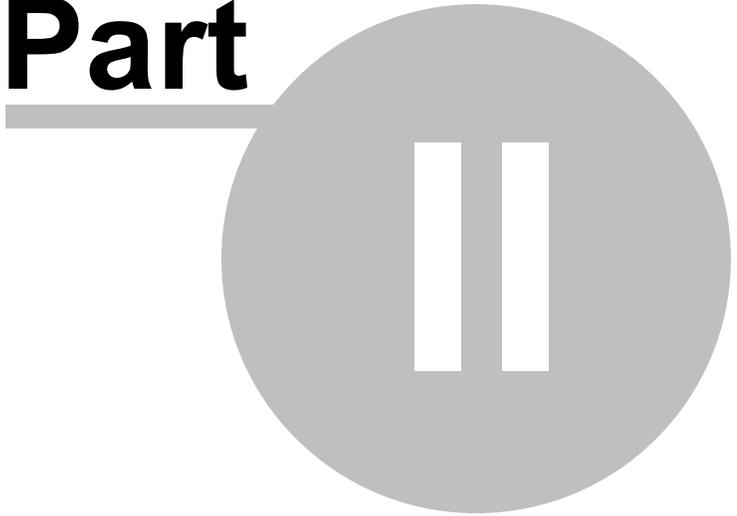
**Registration Cost:**

The cost to register Lotto Pro is only \$29.95.

**How to Register:**

Order Lotto Pro securely online from our order page at <https://www.windowslotto.com/buy-now.html>

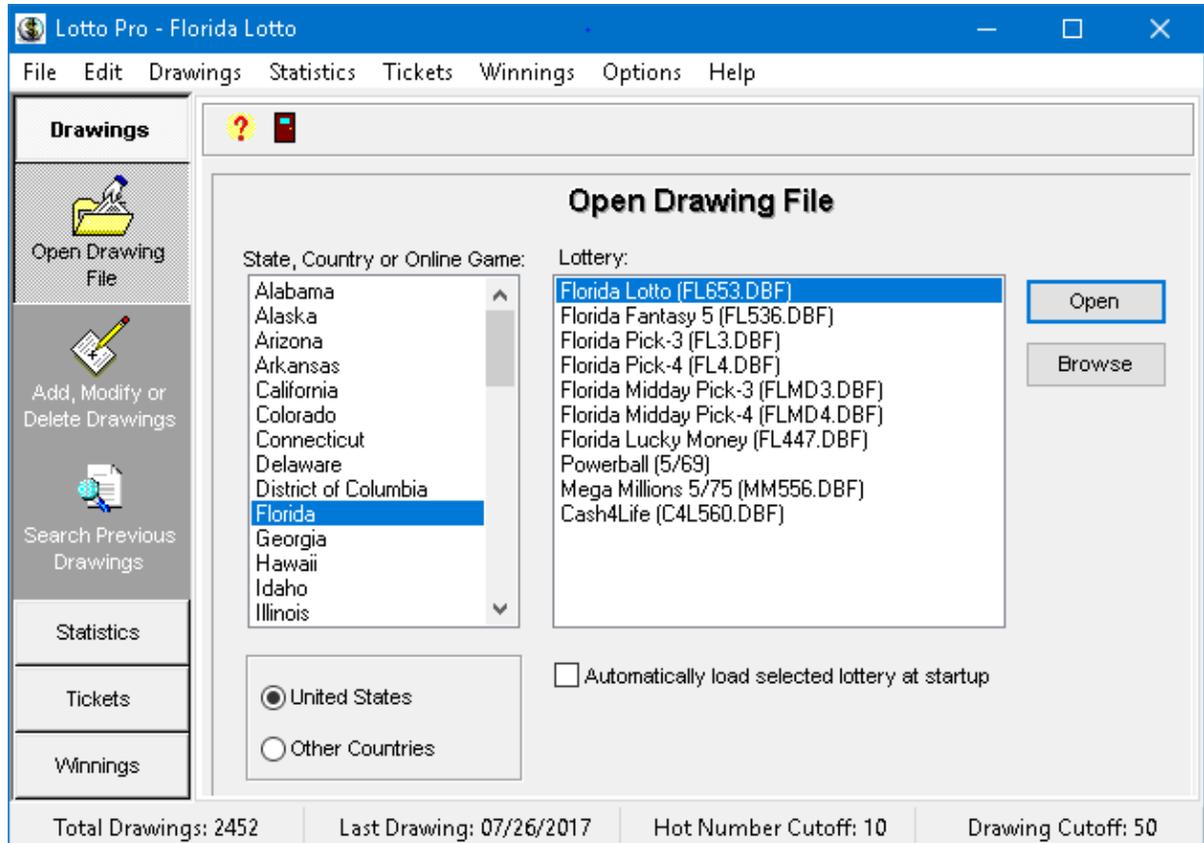
**Part**



## 2 Working with Lottery Drawing Files

### 2.1 Opening a Lottery Drawing File

You must open a drawing file prior to performing any activities in Lotto Pro. There are several ways to open a drawing file.



#### To open a drawing file that has never been opened before:

1. Click on the **Drawings** button or the **File** menu (shortcut **CTRL+O**) and then click **Open Drawing File**.
2. If you are playing a lottery outside of the United States, you should select "**Other Countries**".
3. Click on the state or country where your lottery is located.
4. Click on the lottery that you want to open.
5. Click the **Open** button.

#### To open a drawing file that has been previously opened:

Each time you open a drawing file, its filename is displayed at the bottom of the File menu. The File menu displays the last 9 previously opened filenames. You can quickly open a previously opened drawing file simply by clicking on its filename.

**To automatically open a drawing file when you start Lotto Pro:**

1. Click on the **Drawings** button or **File** menu (shortcut **CTRL+O**) and then click **Open Drawing File**.
2. If you are playing a lottery outside of the United States, click on **United States** to remove the check mark.
3. Click on the state or country where your lottery is located.
4. Click on the lottery that you want to open.
5. Click on **Automatically load selected lottery at startup**.
6. Click the **Open** button. Now, whenever you start Lotto Pro, the drawing file that you selected will automatically load.

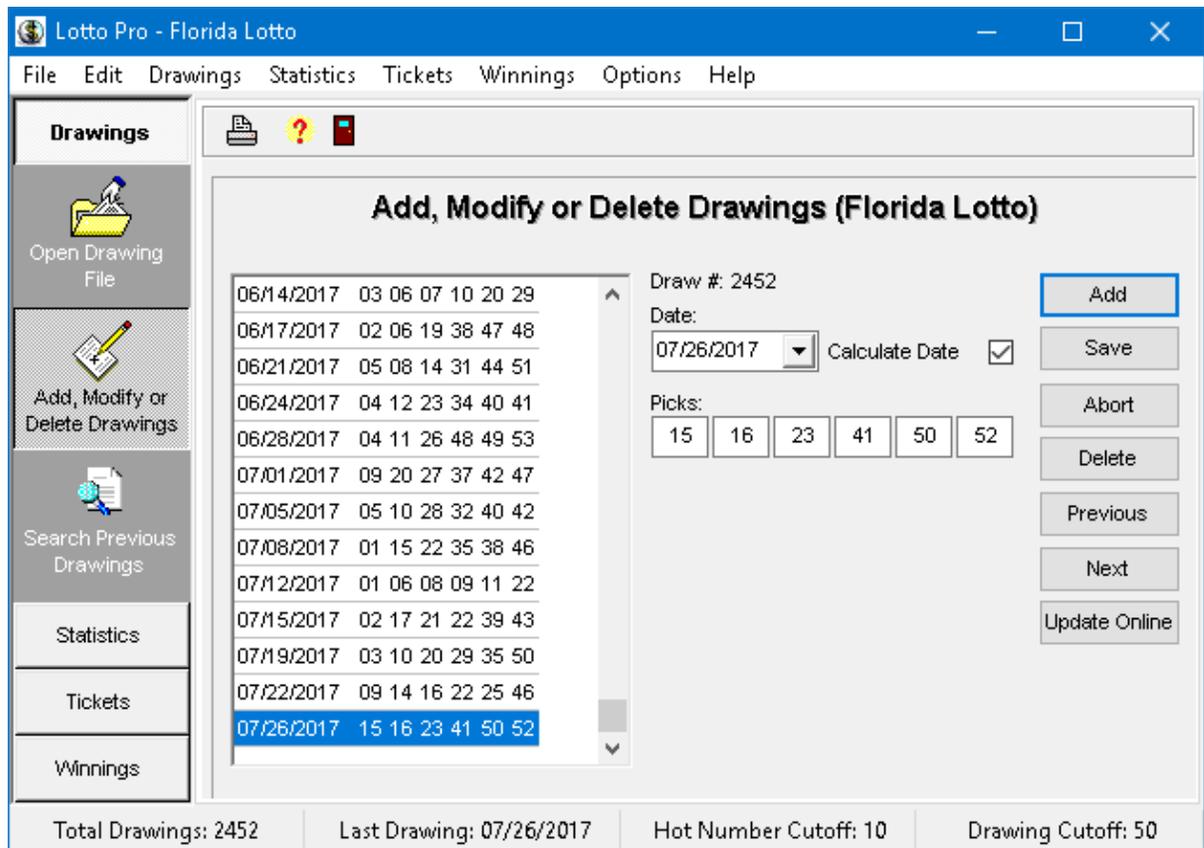
The name of the lottery that you opened is displayed in the title bar at the top of the screen. The total drawings, last drawing date, Hot Number Cutoff and Drawing Cutoff are displayed in the status bar at the bottom of the screen.

**Note:** A drawing file can also be opened by clicking on the **Browse** button, clicking on its filename and then clicking the **Open** button. You would normally use this method if you created a new drawing file and its name was not displayed in the list of lotteries.

## 2.2 Adding a New Drawing

**Related Topics:** [Modifying a Drawing](#), [Deleting a Drawing](#), [Printing Drawings](#)

It is important to keep your drawing file(s) updated with the most recent drawings.



### To add a new drawing:

1. Click on the Drawings button or the Drawings menu (shortcut CTRL+A) and then click Add, Modify or Delete Drawings.
2. Click on the Add button.
3. Check to make sure that the drawing date is correct. If the date is not correct, click in the Date box and type the correct date, or click the arrow in the Date box and select a date in the calendar.
4. Enter the numbers that were drawn in the boxes below the date. If your cursor does not automatically advance to the next box, press the Tab key.
5. Click the Save button after you have entered all the numbers for the drawing.

### To download up-to-date drawings from our web site:

Double-click on the Update Lotto Drawing Files icon on your Windows Desktop. Select your state or country and then click the Update button.

### Note:

Lotto Pro can accept dates in different formats such as mm/dd/yyyy, dd/mm/yyyy or yyyy/mm/dd. The default format is determined by your Windows default date settings. You can change the Windows

settings by double-clicking on the **Regional Settings** icon in the Windows Control Panel, clicking on the Date tab and entering the format in the Short date style box. Lotto Pro only accepts numbers for the day, month and year so format such as dd/mmm/yyyy or mmm/dd/yyyy will result in an invalid date format error.

**Tips:**

If you need to enter several drawings at one time, it is easier if you enter the drawings in chronological order from the oldest date to the most recent date. The program will then automatically advance the date to the correct date for each drawing when you click on the Add button.

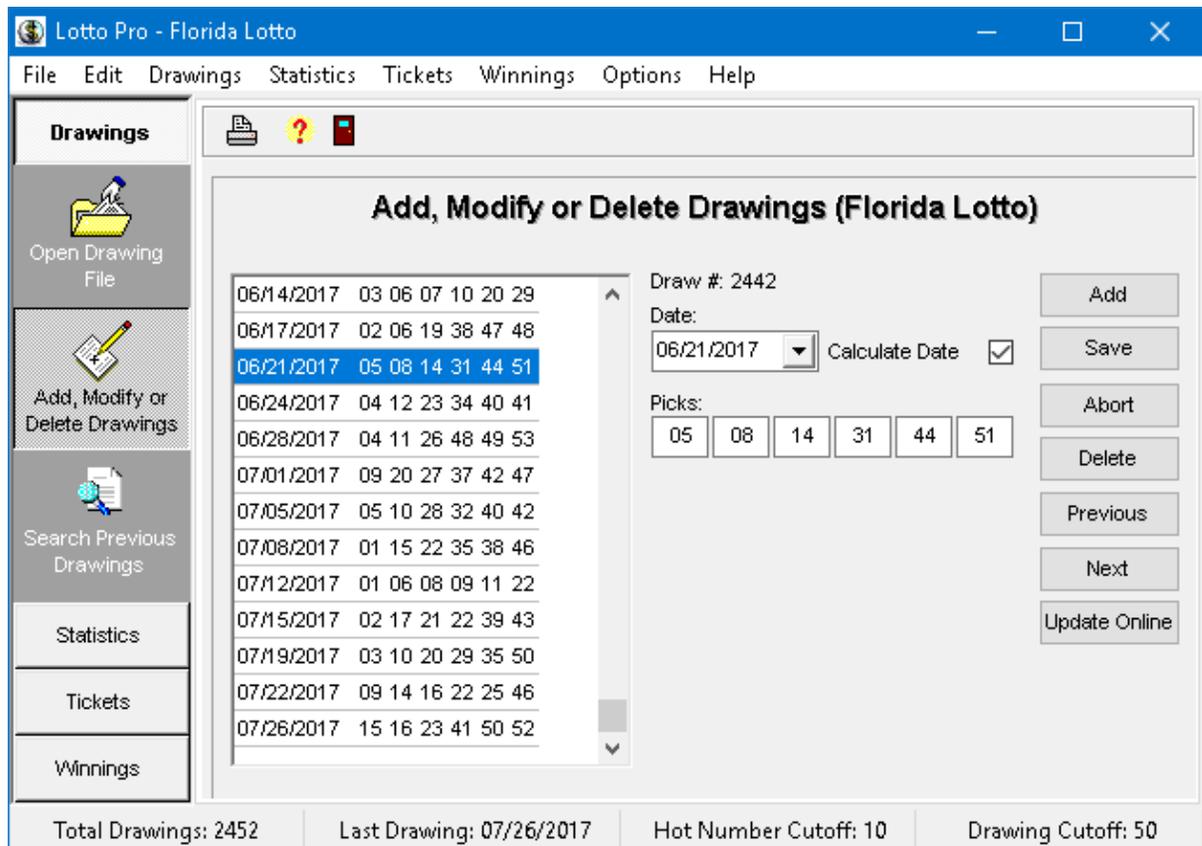
If you need to enter drawings that are out of date sequence, it is easier if the Calculate Date box is not checked. If the box is not checked, when you click on the Add button your cursor will automatically be positioned in the Date box and the date will be blank.

After you press the Add button and before you press the Save button, you can press the Abort button to cancel any entry that you have made.

## 2.3 Modifying a Drawing

**Related Topics:** [Adding a New Drawing](#), [Deleting a Drawing](#), [Printing Drawings](#)

At times it may be necessary to modify a drawing that was previously entered in the drawing file.



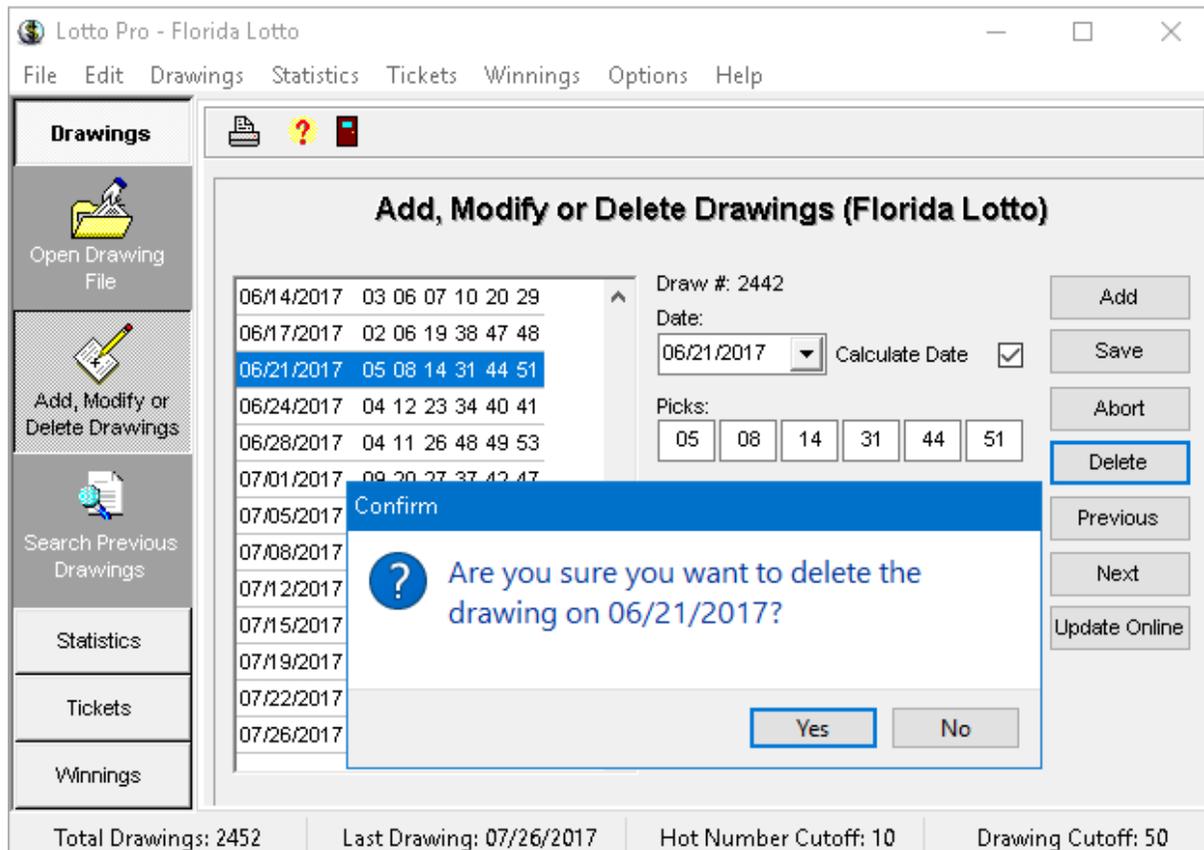
### To modify a drawing:

1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+A**) and then click on **Add, Modify or Delete Drawings**.
2. Click on the drawing that you want to modify in the drawing list. The date and numbers are displayed in the boxes to the right of the drawing list.
3. If the date is not correct, click in the **Date** box and type the correct date, or click the arrow in the **Date** box and select the correct date in the calendar.
4. If the numbers for the drawing are not correct, click on the boxes with the incorrect numbers and type the correct numbers.
5. Click the **Save** button to save your changes.

## 2.4 Deleting a Drawing

**Related Topics:** [Adding a New Drawing](#), [Modifying a Drawing](#), [Printing Drawings](#)

At times it may be necessary to delete a drawing that was previously entered in a drawing file.



### To Delete a drawing:

1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+A**) and then click on **Add, Modify or Delete Drawings**.
2. Click on the drawing that you want to delete in the drawing list.
3. Click on the **Delete** button.
4. Click on the **Yes** button when you are asked to confirm the deletion.

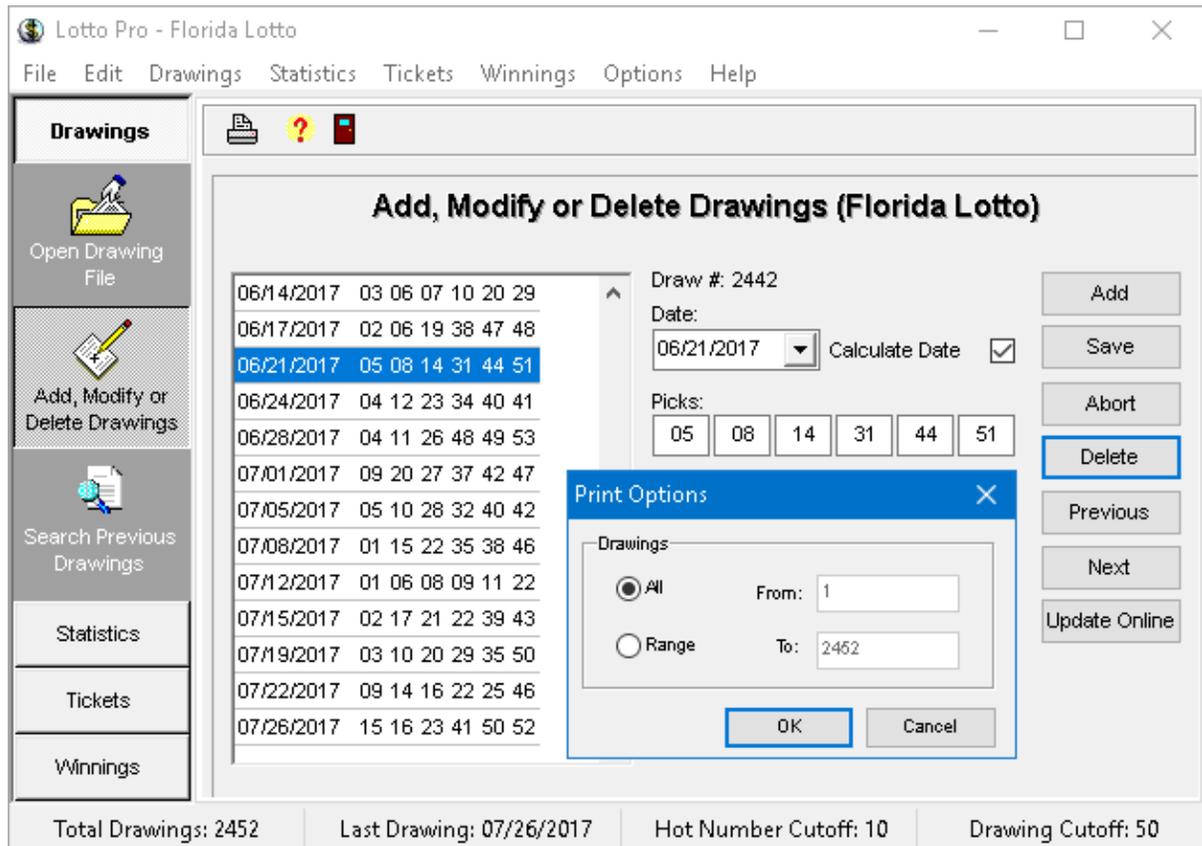
### Tip:

You can also use the **Next** and **Previous** buttons to select a drawing in the Drawing list.

## 2.5 Printing Drawings

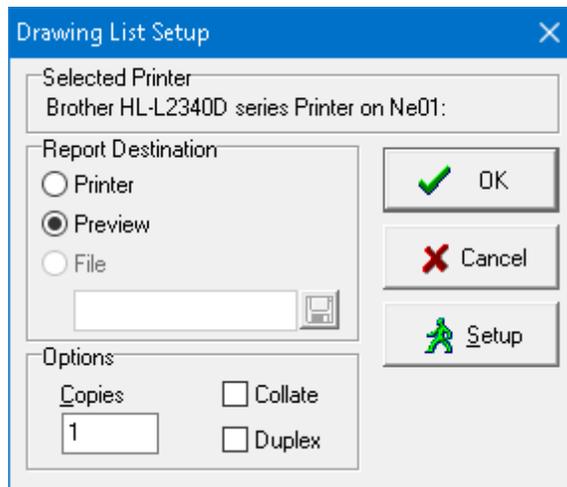
**Related Topics:** [Adding a New Drawing](#), [Modifying a Drawing](#), [Deleting a Drawing](#)

You can preview or print all drawings in your drawing file, or specify a range of drawings to print.

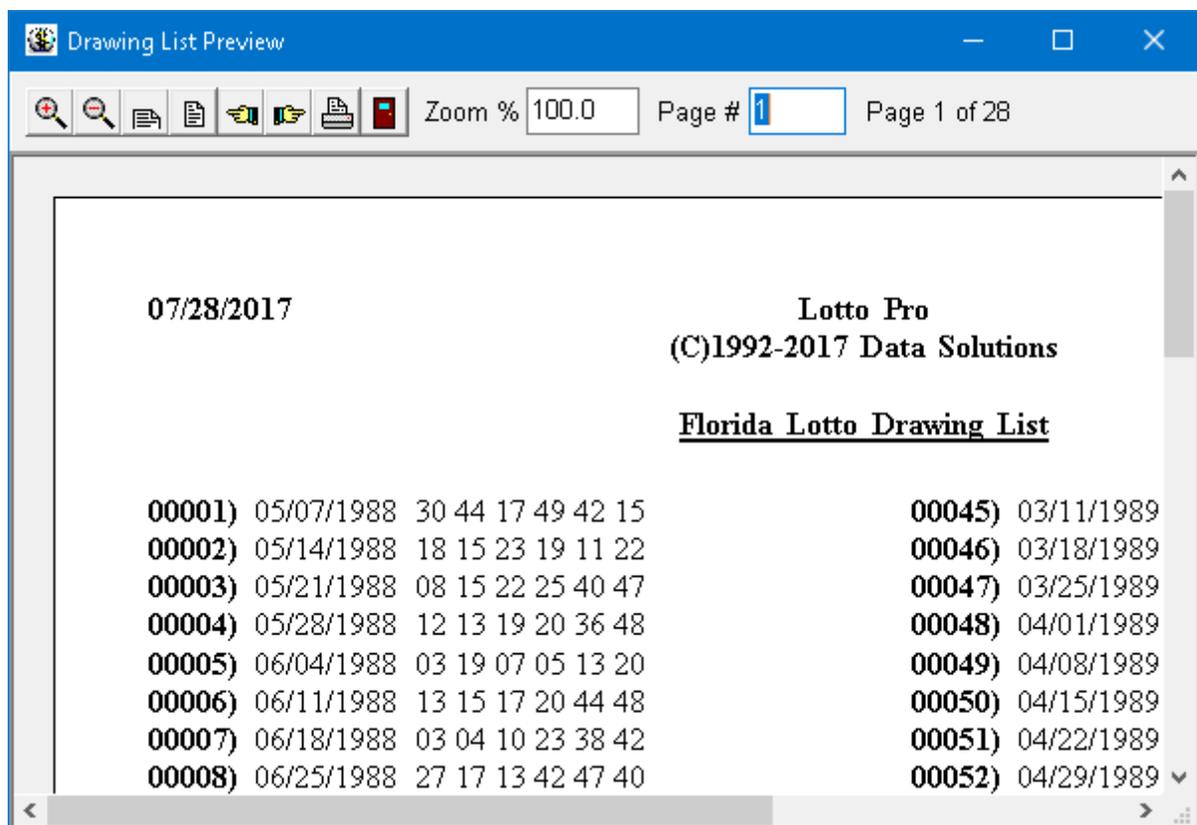


**To preview and print all the previous drawings:**

1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+A**) and then click on **Add, Modify or Delete Drawings**.
2. Click on the **Print** button on the toolbar.
3. Click the **OK** button in the Print Options dialog.



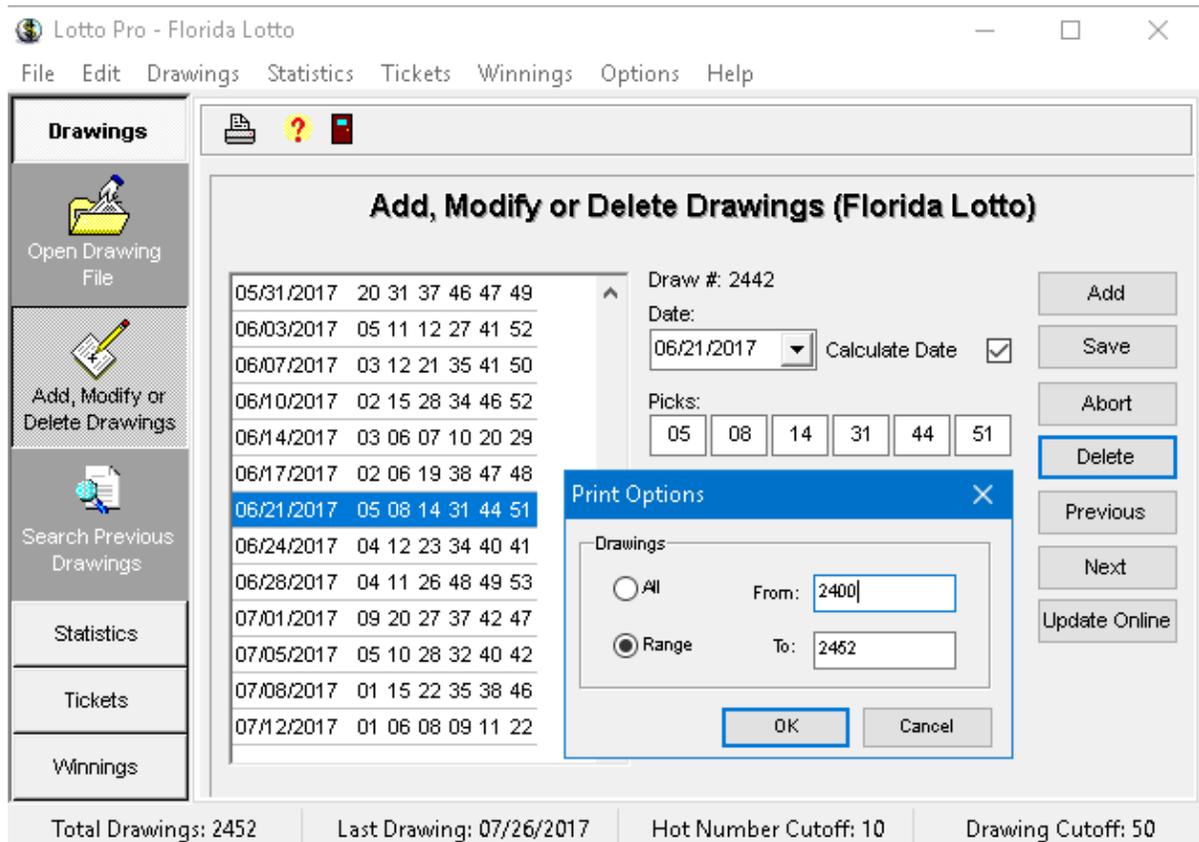
4. Click on the **OK** button in the Drawing List Setup dialog. The Drawing list is displayed in the Drawing List Preview window.



5. Click on the **Next Page** or **Prev Page** buttons to view other pages of the Drawing list.
6. Click on the **Zoom In** or **Zoom Out** buttons to enlarge or shrink the size of the page.
7. Click the **Zoom Page Width** or **Zoom Whole Page** buttons to view the entire page width or the full page in the window.

8. Click on the **Print** button to print the Drawing list.
9. Click the **Done** button to close the Preview window.

**To preview and print a range of drawings:**



1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+A**) and then click on **Add, Modify or Delete Drawings**.
2. Click on the **Print** button on the toolbar.
3. Select **Range** in the Print Options dialog.
4. Click on the **From** and **To** boxes and change the values to the desired draw range. To determine the draw number for a particular drawing, click on the drawing in the drawing list. The draw number for that drawing is displayed above the Date box.
5. Click the **OK** button in the Print Options dialog.
6. Click on the **OK** button in the Drawing List Setup dialog. The Drawing list is displayed in the Drawing List Preview window.
7. Click on the **Next Page** or **Prev Page** buttons to view other pages of the Drawing list.

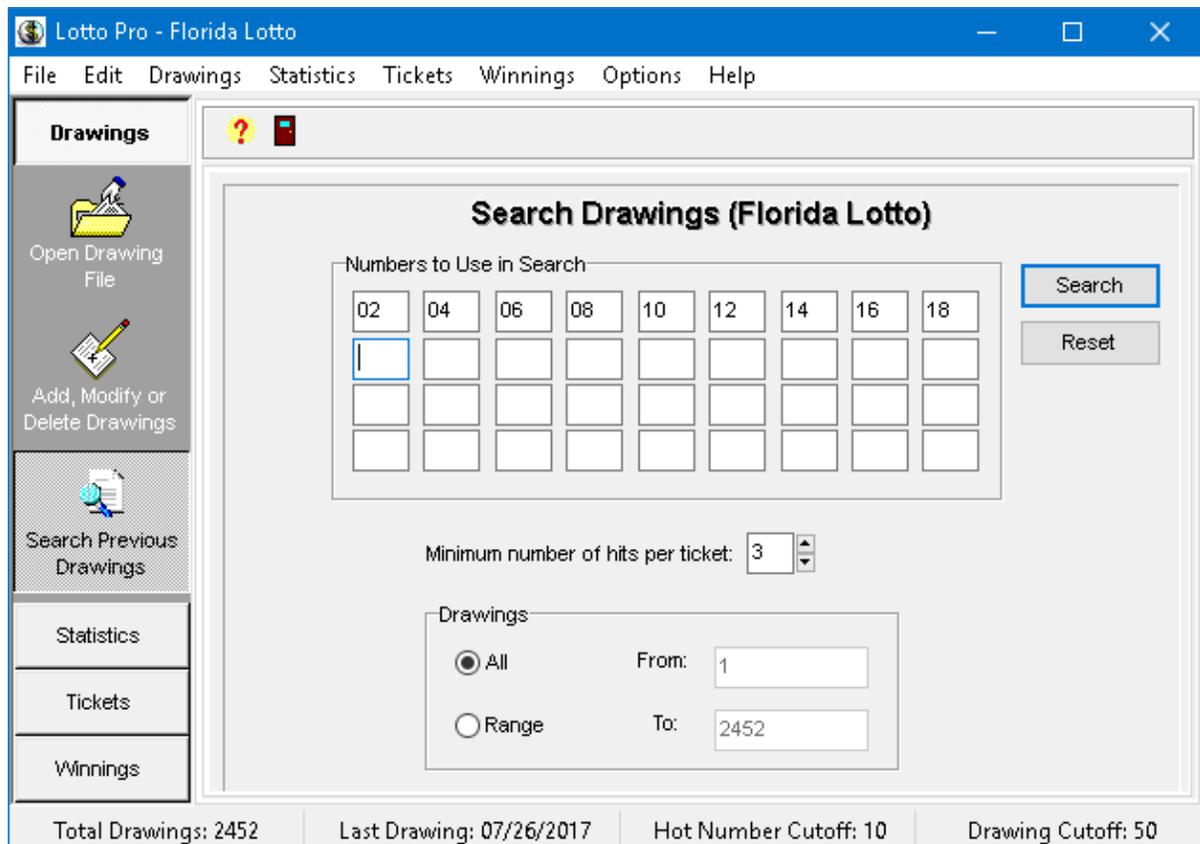
8. Click on the **Zoom In** or **Zoom Out** buttons to enlarge or shrink the size of the page.
9. Click the **Zoom Page Width** or **Zoom Whole Page** buttons to view the entire page width or the full page in the window.
10. Click on the **Print** button to print the Drawing list.
11. Click the **Done** button to close the Preview window.

**Tip:**

If you don't want to preview the drawing list before printing, select the **Printer** option in the Drawing List Setup dialog.

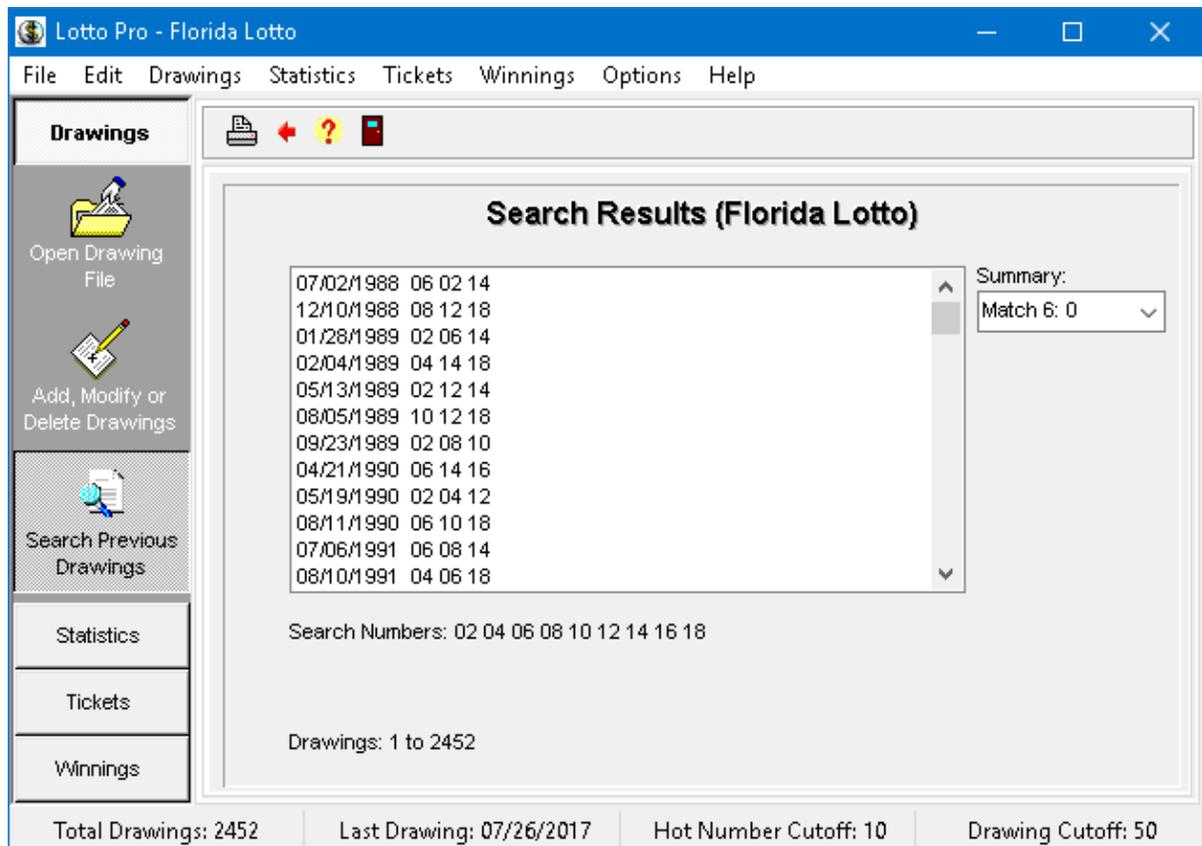
## 2.6 Searching Previous Drawings

Lotto Pro allows you to search all or a portion of your drawing file for numbers that were previously drawn. Up to 36 numbers can be searched for at a time and you can specify a minimum number of hits per ticket to display.

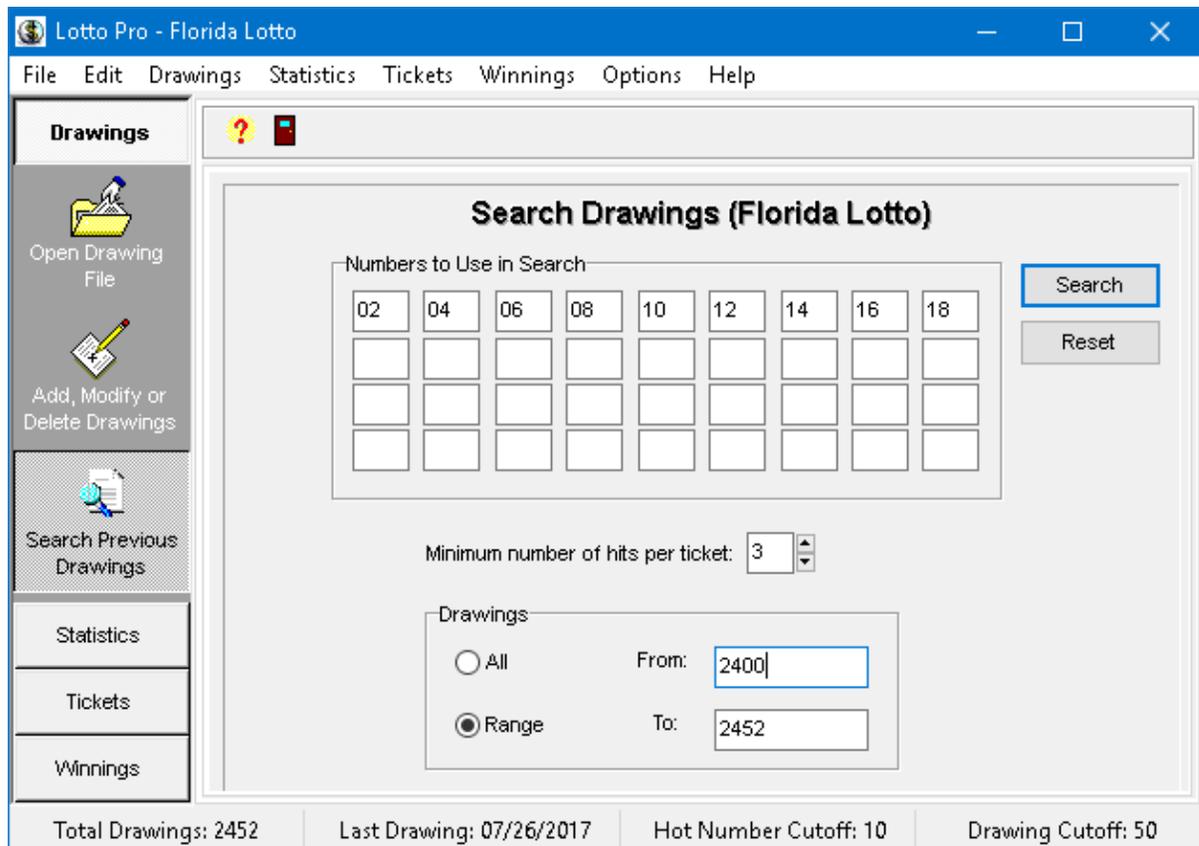


**To search all the previous drawings:**

1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+E**) and then click on **Search Previous Drawings**.
2. Make sure the **All** option is selected for Drawings.
3. Type the numbers you want to search for in the boxes. Do NOT enter duplicate numbers.
4. Set the value for the **Minimum number of hits per ticket** to search for.
5. Click on the **Search** button. A list of drawing dates that match your search numbers is displayed.



6. Click on the **Summary** drop down list to display a summary of the search results.
7. Click on the **Print** button on the toolbar to preview or print the search results.
8. Click on the **Search Again** button on the toolbar to search with another set of numbers.



### To search a range of the previous drawings:

1. Click on the **Drawings** button or the **Drawings** menu (shortcut **CTRL+E**) and then click on **Search Previous Drawings**.
2. Select the **Range** option for the Drawings.
3. Click on the **From** and **To** boxes and change the values to the desired draw range. To determine the draw number for a particular drawing, click on the drawing in Add, Modify or Delete Drawings. The draw number for that drawing is displayed above the Date box.
4. Type the numbers you want to search for in the boxes. Do NOT enter duplicate numbers.
5. Set the value for the **Minimum number of hits per ticket** to search for.
6. Click on the **Search** button. A list of drawing dates that match your search numbers is displayed.
7. Click on the **Summary** drop down list to display a summary of the search results.
8. Click on the **Print** button on the toolbar to preview or print the search results.
9. Click on the **Search Again** button on the toolbar to search with another set of numbers.

### Tip:

Click the **Reset** button to clear the numbers entered from a previous search.

## 2.7 Creating a New Drawing File

Whenever a state or country starts a new lottery, or changes an existing lottery, it is usually necessary to create a new drawing file.

Data Solutions provides up-to-date files for all U.S. and Canadian lotteries. Whenever a new lottery game is introduced, you will be able to download the new drawing file .

There will also be a Lotto Pro program change that adds the name of the new game to the [Open Drawing File](#) page. You should use the **Check for Program Update** menu option in the program **Help** menu to check for a program update. There is no charge for the update if you download it from our web site.

The screenshot shows a dialog box titled "New Drawing File" with a close button (X) in the top right corner. It has four tabs: "Game Info", "More Game Info", "Bonus Info", and "Lottery Commission". The "Game Info" tab is selected. The dialog contains the following fields and controls:

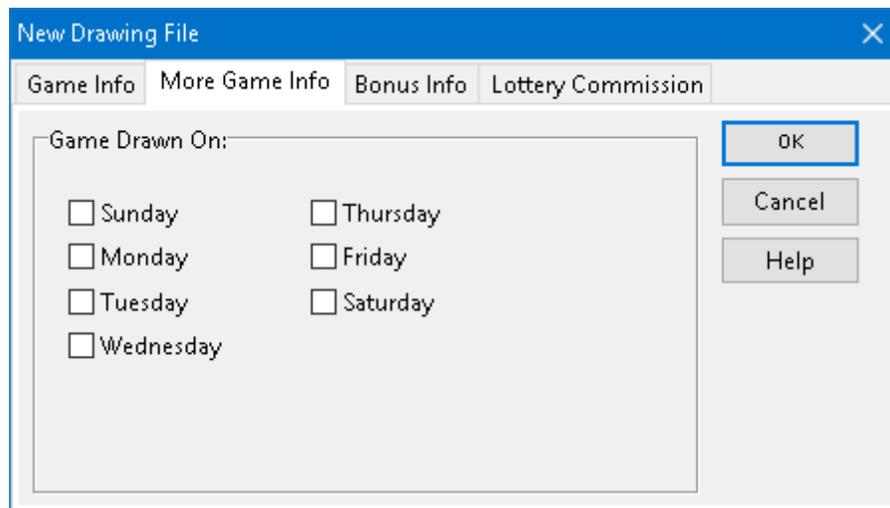
- Game Type:** A dropdown menu showing "Pick 5, 6, or 7 Lotto".
- Description:** A text box containing "Lotto".
- Country:** A dropdown menu showing "United States".
- State:** A dropdown menu.
- Numbers Drawn:** A spin box with the value "6".
- Bonus Numbers:** A spin box with the value "0".
- Highest Number:** A spin box with the value "49".
- Lowest Number:** A spin box with the value "1".

On the right side of the dialog, there are three buttons: "OK", "Cancel", and "Help".

### To create a new drawing file:

1. From the **File** menu, select **New|Drawing File**. The New Drawing File dialog is displayed.
2. Select the **Game Type** for the new game.
3. Enter a description of the new game in the **description** box. This description appears in the main title bar of Lotto Pro when you open the new game.
4. Select the **country** where the new game is located.
5. If the new game is located in the United States, and it is not a multi-state game, select the **state** where the game is located.
6. If the new game is an international game and your country is not listed, select **Other** as the country.
7. Enter the number of numbers drawn in the new game in the **Numbers Drawn** box. If the new game has a bonus number, be sure to include the bonus number(s) in the total.

8. If the new game has a bonus number(s), enter the number of bonus numbers in the **Bonus Numbers** box.
9. Enter the highest number drawn in the **Highest Number** box.
10. Enter the lowest number drawn in the **Lowest Number** box.
11. Click on the **More Game Info** tab.



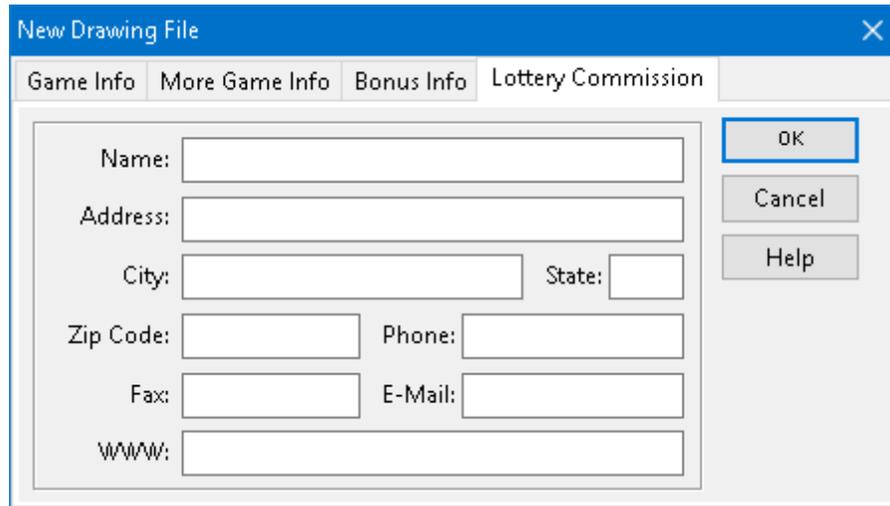
The screenshot shows the 'New Drawing File' dialog box with the 'More Game Info' tab selected. The 'Game Drawn On:' section contains seven checkboxes for the days of the week: Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday. To the right of the checkboxes are three buttons: 'OK', 'Cancel', and 'Help'.

12. Click on the days of the week that the new game is drawn on. This information is required so that the program can automatically compute the next drawing date when adding a new drawing.



The screenshot shows the 'New Drawing File' dialog box with the 'Bonus Info' tab selected. The 'Place a check next to the number of regular number matches needed for the bonus number to count:' section contains seven checkboxes labeled '0 Matches' through '6 Matches'. To the right of these checkboxes are two options: 'Allow Duplicates:' with an unchecked checkbox, and 'Highest Number Allowed:' with a spinner box set to '1'. To the right of the options are three buttons: 'OK', 'Cancel', and 'Help'.

13. If the new game has a bonus number(s), click on the **Bonus Info** tab. Select the number of regular number matches necessary for the bonus number to count. If the new game uses a different set of balls for the bonus number, click on the **Allow Duplicates** box. Enter the highest number allowed for the bonus number in the **Highest Number Allowed** box.



The screenshot shows a dialog box titled "New Drawing File" with a close button (X) in the top right corner. The dialog has four tabs: "Game Info", "More Game Info", "Bonus Info", and "Lottery Commission". The "Lottery Commission" tab is selected. The form contains the following fields:

- Name:
- Address:
- City:  State:
- Zip Code:  Phone:
- Fax:  E-Mail:
- WWW:

On the right side of the dialog, there are three buttons: "OK", "Cancel", and "Help".

14. Click on the **Lottery Commission** tab. This optional tab allows you to add information pertaining to the Lottery commission for the new game.
15. Click **OK** to save the information pertaining to the new game, open the new game, and close the New Drawing File dialog box.

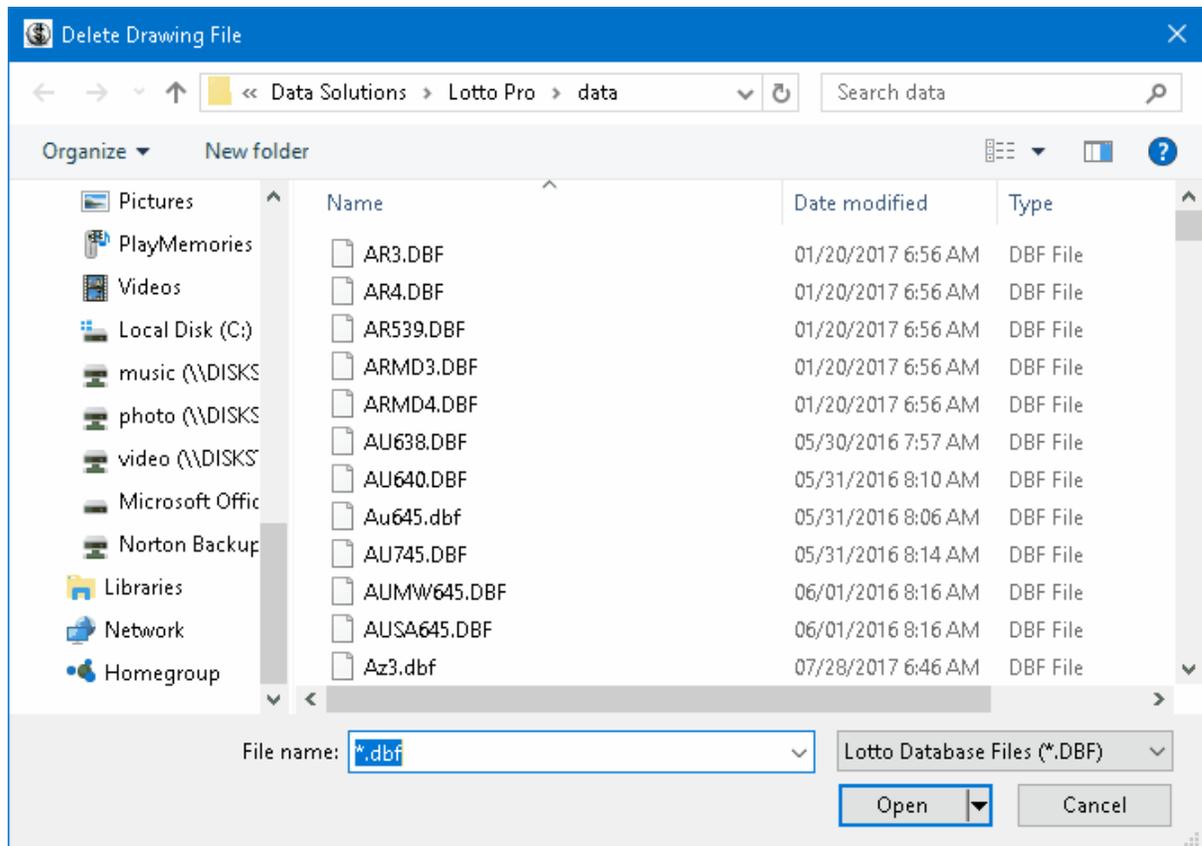
**Important:**

If you created a new drawing file for an International game and selected **Other** as the country, you can open the file by selecting **Other** as the country in the [Open Drawing File](#) page.

If the new lottery name does not appear on the [Open Drawing File](#) page, click on the **Browse** button. A list of drawing filenames is displayed. The drawing filenames start with two letters corresponding to the abbreviation for the state or country. The numbers that follow indicate number of numbers picked and the highest number. For example, the Florida Lotto file is named FL649.DBF. Select the new drawing filename and click the **Open** button to open the drawing file.

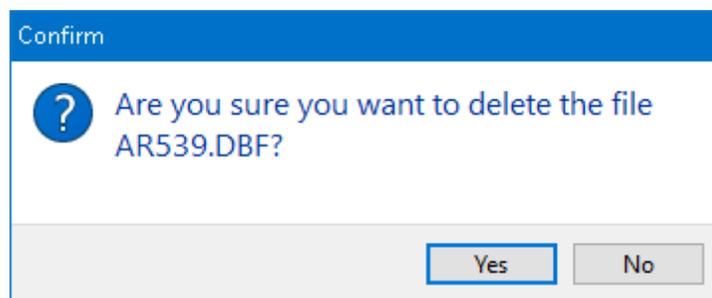
## 2.8 Deleting a Drawing File

You may want to delete lottery drawing files that you don't use to free up space on your hard drive. Deleting a drawing file removes the file from your hard disk. However, it does not remove the lottery from the [Open Drawing File](#) list.



### To delete a drawing file:

1. Make sure that the drawing file that you want to delete is not open.
2. From the **File** menu, select **Delete Drawing File**. A list of drawing files that have been installed is displayed. The drawing files start with two letters corresponding to the abbreviation for the state or country. The numbers that follow indicate number of numbers picked and the highest number. For example, the Florida Lotto file is named FL649.DBF.
3. Select the drawing file that you want to delete.
4. Click the **Open** button. A confirmation message is displayed.



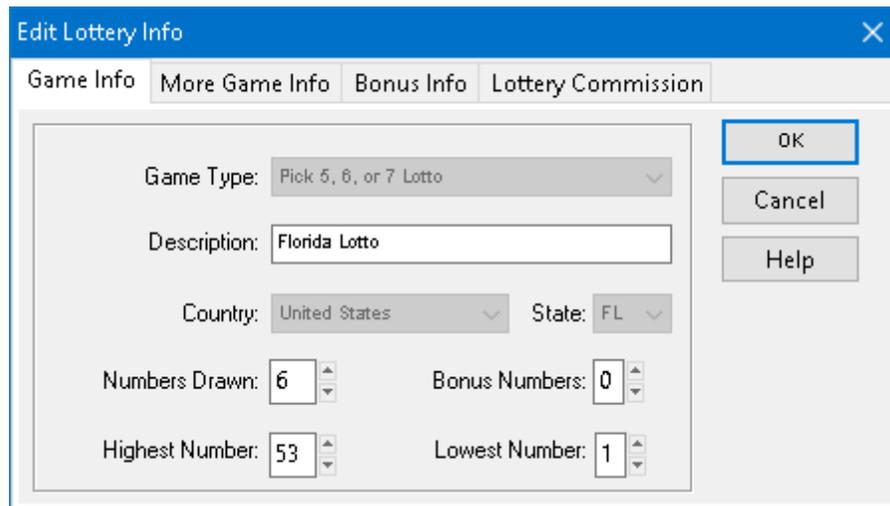
5. Click the **Yes** button to delete the drawing file.

**Note:**

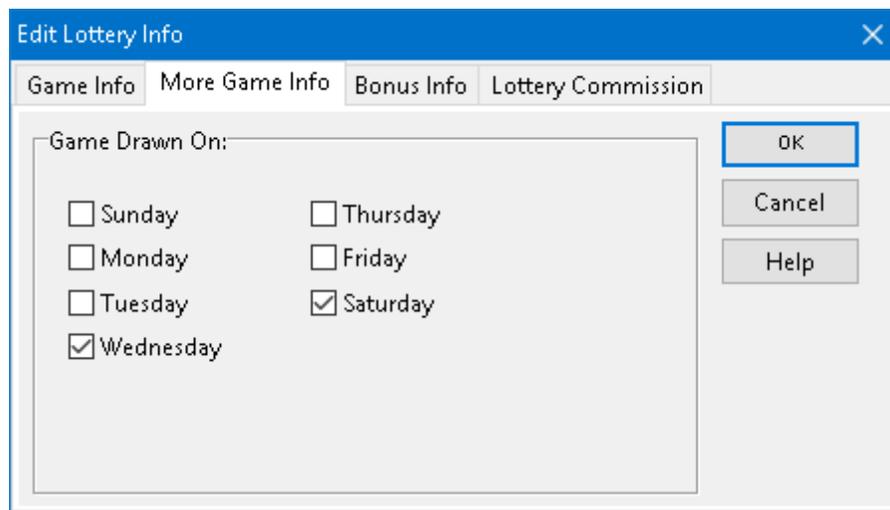
Whenever a lottery discontinued, we remove the lottery from [Open Drawing File](#) and release a program update. You should use the **Check for Program Update** menu option in the program **Help** menu to check for a program update. There is no charge for the update if you download it from our web site.

## 2.9 Editing Lottery Information

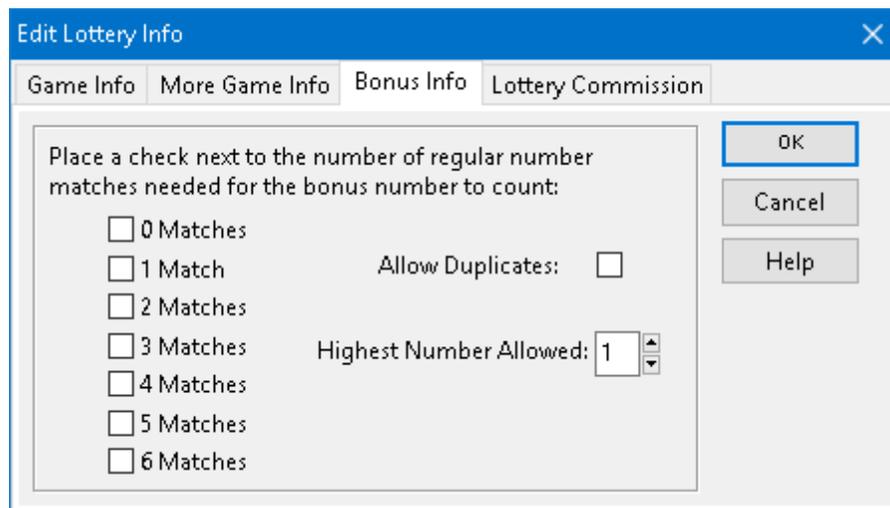
After a drawing file has been created, you can edit certain information in the file, such as the days of the week the game is drawn on. Some information cannot be edited such as Game type, Country, State, Numbers Drawn, Bonus Numbers, Highest Number and Lowest Number. If a lottery game changes the number of numbers drawn, highest number, or bonus number, it is necessary to [create a new drawing file](#), rather than modifying the old game.

**To edit lottery information:**

1. [Open the Drawing file](#) whose information you want to edit.
2. From the **Edit** menu, select **Lottery Info**.
3. Click on the **Description** box to change the name of the lottery game. The description appears in the main title bar of Lotto Pro when you open the game.



4. Click on the **More Game Info** tab to change the days of the week the game is drawn on.



5. If the game has a bonus number, click on the **Bonus Info** tab to change information pertaining to the bonus number.

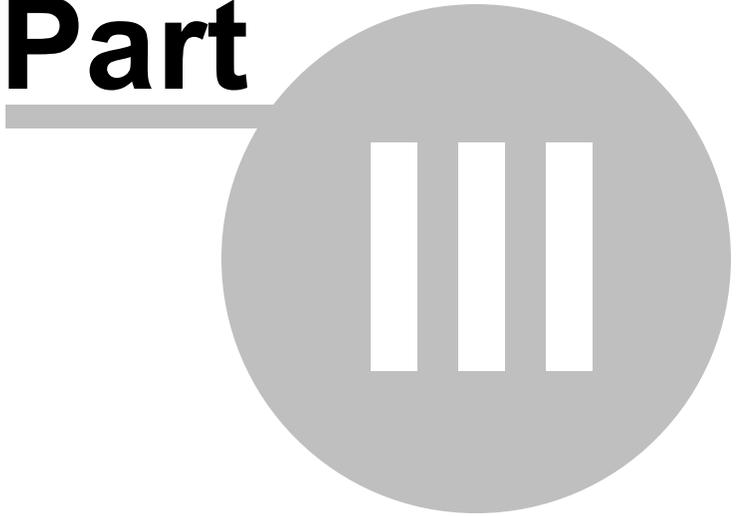
The screenshot shows a dialog box titled "Edit Lottery Info" with a close button (X) in the top right corner. The dialog has four tabs: "Game Info", "More Game Info", "Bonus Info", and "Lottery Commission". The "Lottery Commission" tab is currently selected. The form contains the following fields:

- Name: Florida State Lottery
- Address: 250 Mariott Drive
- City: Tallahassee
- State: FL
- Zip Code: 32399
- Phone: 904-487-7777
- Fax: (empty)
- E-Mail: (empty)
- WWW: (empty)

On the right side of the dialog, there are three buttons: "OK" (highlighted with a blue border), "Cancel", and "Help".

6. Click on the **Lottery Commission** tab to change information pertaining to the lottery commission.

**Part**



## 3 Creating Your Lottery Tickets

### 3.1 Overview

Lotto Pro can generate lottery tickets with three different categories of numbers; Smart numbers, Favorite numbers and Random numbers.

We recommend that if you are just learning to use Lotto Pro that you create your tickets using Smart numbers. The program does all the work for you, and all your tickets will contain numbers that have the best statistical chance of hitting.

Once you are more experienced interpreting the charts and graphs in the Lotto Pro, you may want to play your own Favorite numbers, or a combination of Smart and Favorite numbers.

We don't recommend that you play tickets generated with Random numbers. The option is included mainly so that you compare random results with results obtained from playing Smart or Favorite numbers.

When you generate tickets using any of the three categories of numbers you have two choices as to how the tickets are generated; generate the tickets using the wheeling system of your choice, or generate the number of tickets that you specify.

In most cases it is better to generate your tickets with one of the wheeling systems. When you play a wheeling system, you are guaranteed a prize if a portion of the numbers you play match the actual numbers picked. There is no such guarantee when create your tickets using the other method. Your overall winnings are normally larger when you play a wheeling system because you will have several tickets with winning matches.

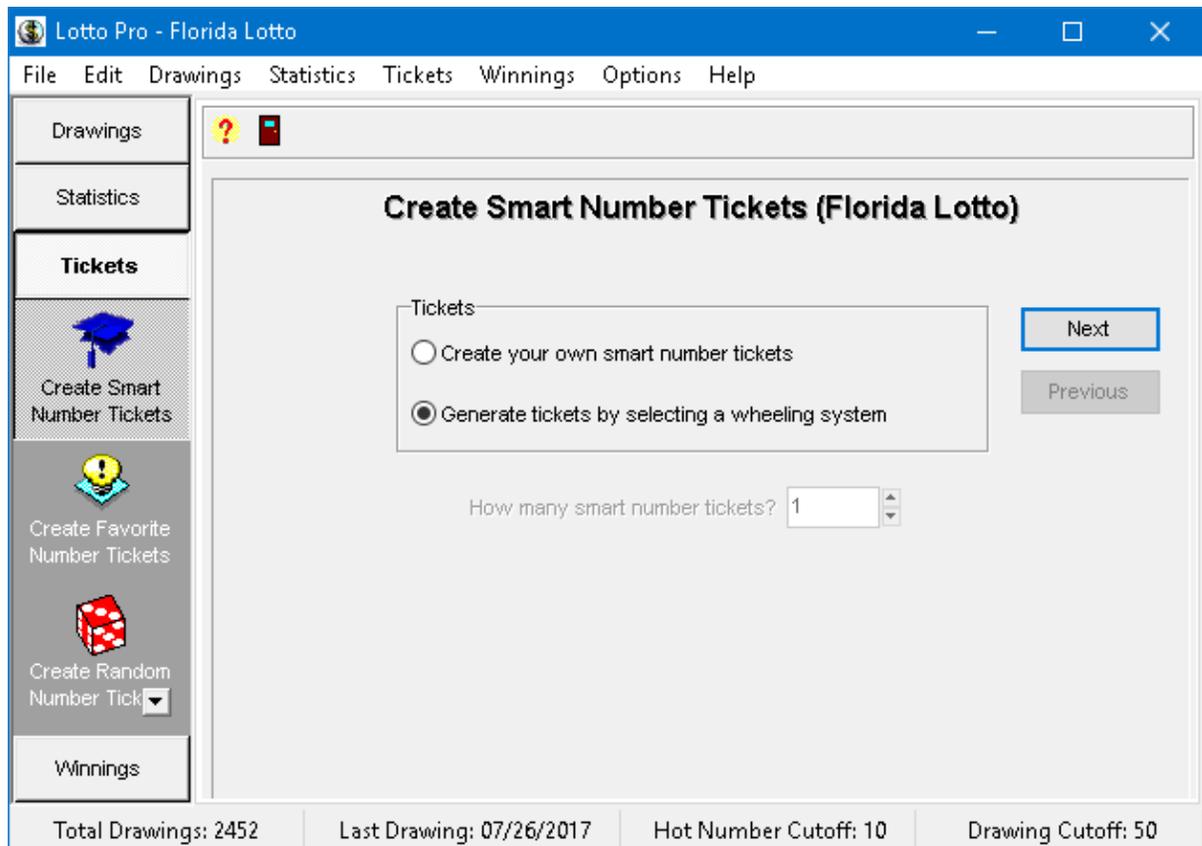
You normally choose a wheeling system based on how much you can afford to spend and the prize guarantee associated with the system. If you can only afford to play a small number of tickets, you can [apply filters](#) to your lottery tickets to eliminate tickets with unlikely number combinations.

### 3.2 Creating Smart Number Tickets by Selecting a Wheeling System

**Related Topics:** [Why Use Wheeling Systems](#), [Creating Your Own Smart Number Tickets](#)

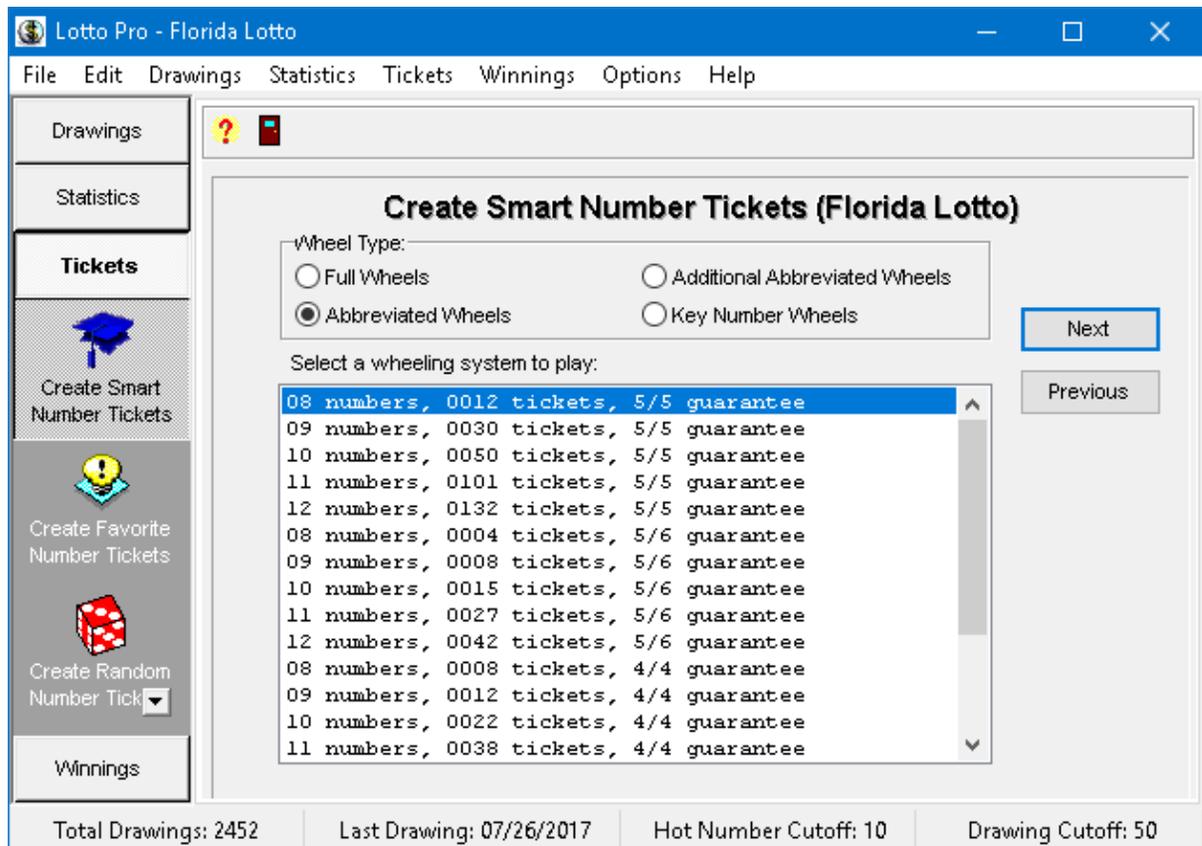
If you are just learning to use Lotto Pro, we recommend that you play Smart numbers until you have more experience interpreting the charts and graphs. The program does all the work for you, and all your tickets will contain numbers that have the best statistical chance of hitting.

In most cases, it is better to create your tickets by selecting a wheeling system. For more information on the benefits of using wheeling systems, refer to the topic [Why Use Wheeling Systems](#).

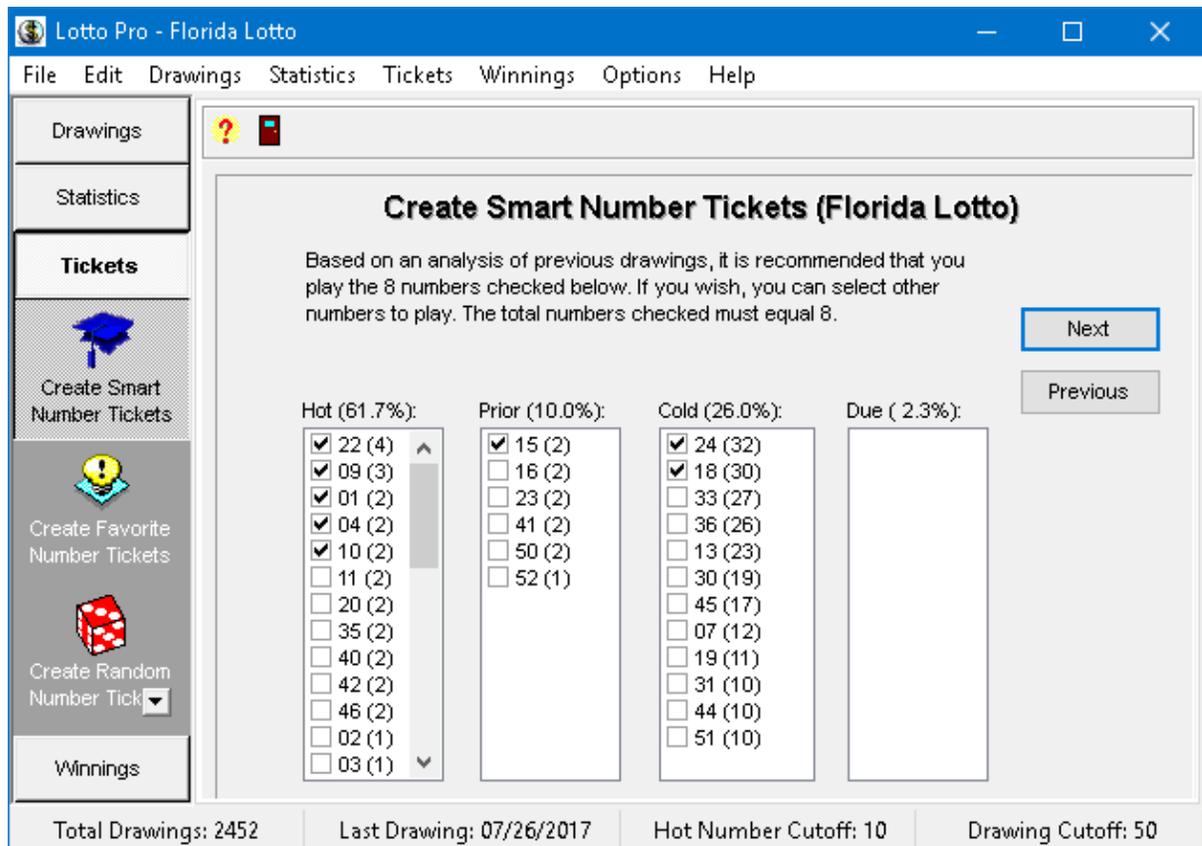


**To create Smart number tickets using a wheeling system:**

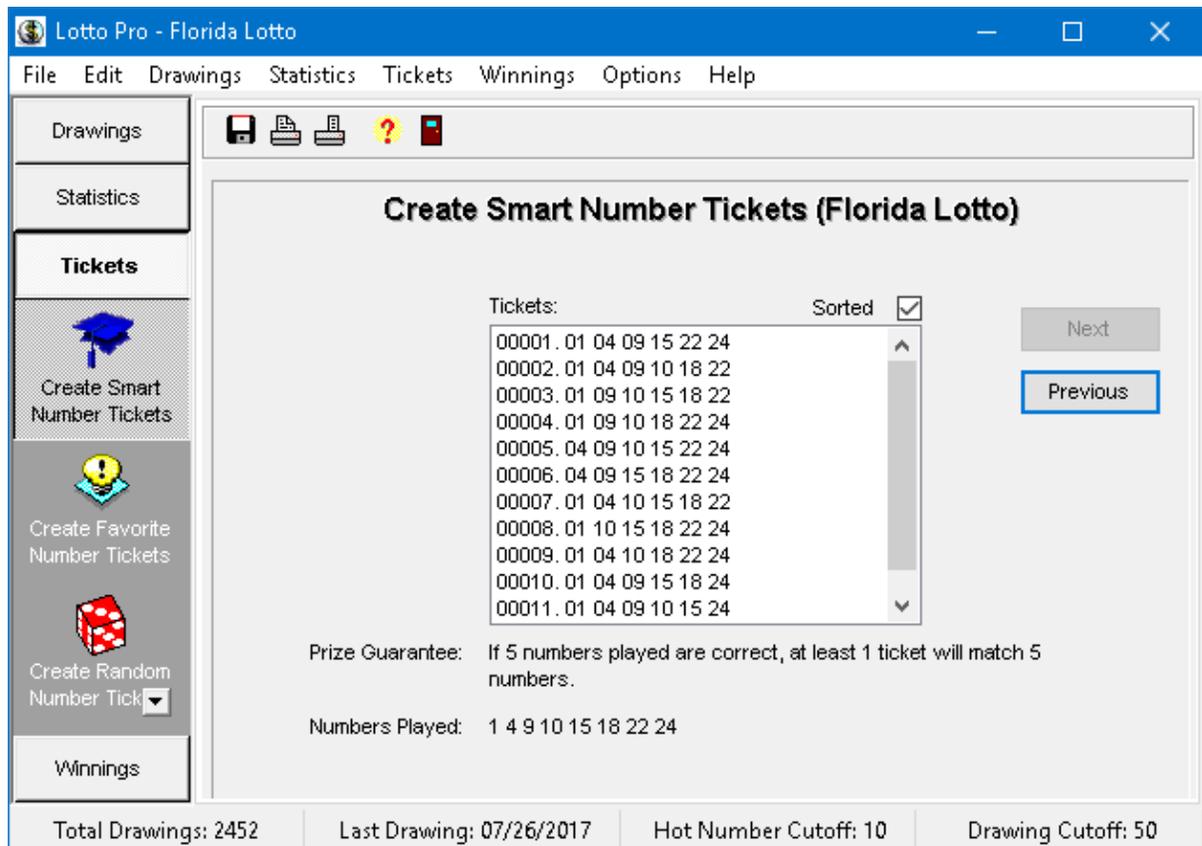
1. Click on the **Tickets** button or the **Tickets** menu and select **Create Smart Number Tickets (CTRL+S)**. The option to **Generate tickets by selecting a wheeling system** is selected by default.
2. If you have opened the Powerball, California SuperLotto Plus, Florida Mega Money or UK Thunderball game, you will see a list of bonus numbers with the number of times the number was drawn in the last 50 drawings and the date the number was last drawn. By default, the number at the top of the bonus frequency list is checked and will appear on all tickets generated as the bonus number. If you would like to play other bonus numbers on your tickets, simply place a check mark next to the numbers you want to play.



3. Click the **Next** button. A list of Abbreviated wheeling systems is displayed for the lottery that you have open. Each wheeling system in the list shows you how many numbers are used, how many tickets are created, the prize guarantee and the file name. A prize guarantee of 5/6 means that if 6 of the numbers played are correct, you are guaranteed to have at least one ticket with 5 matches.
4. If you select the **Full** option for the **Wheel Type**, a list of Full wheeling systems is displayed. This option is not available if you are playing a Pick-3 or Pick-4 game.
5. If you select the **Additional Abbreviated Wheels** option for the Wheel Type, a list of additional abbreviated wheeling systems is displayed. If you select the **Key Number Wheels** option for the Wheel type, a list of Key number wheeling systems is displayed. These two options are only available if you have opened a Pick-5, Pick-6 or Pick-7 lottery game.
6. Select a wheeling system to play. When selecting a wheeling system, you should consider the number of numbers played, the prize guarantee and the number of tickets generated.



- Click the **Next** button. A list of Hot, Prior, Cold and Due numbers is displayed. The **Hot number list** displays the number of times a number was drawn in the last x number of drawings, with x being equal to the setting for the Hot Number Cutoff. The **Prior number list** shows the numbers that were drawn in the last drawing and how many times the numbers were drawn in the last x (Hot Number Cutoff) drawings. The **Cold number list** displays numbers that were not drawn in the last x (Hot Number Cutoff) drawings and how many drawings it has been since the number was last drawn. The **Due number list** displays numbers that were not drawn in the last x (Hot Number Cutoff) drawings and whose frequency is in the upper 1/3 of the [Frequency list](#).
- The program places a check mark next to the numbers it recommends to play. This recommendation is based on an analysis of the last 50 drawings (or whatever value the Drawing Cutoff is set at). If you would prefer to play other numbers, simply uncheck the numbers you don't want to play and check the ones you do. The total numbers checked must equal the number of numbers in the wheeling system that you selected. If you are playing a Pick-3 or Pick-4 daily game and you check less numbers than the number of numbers in the wheeling system, some of your tickets will have repeating numbers.



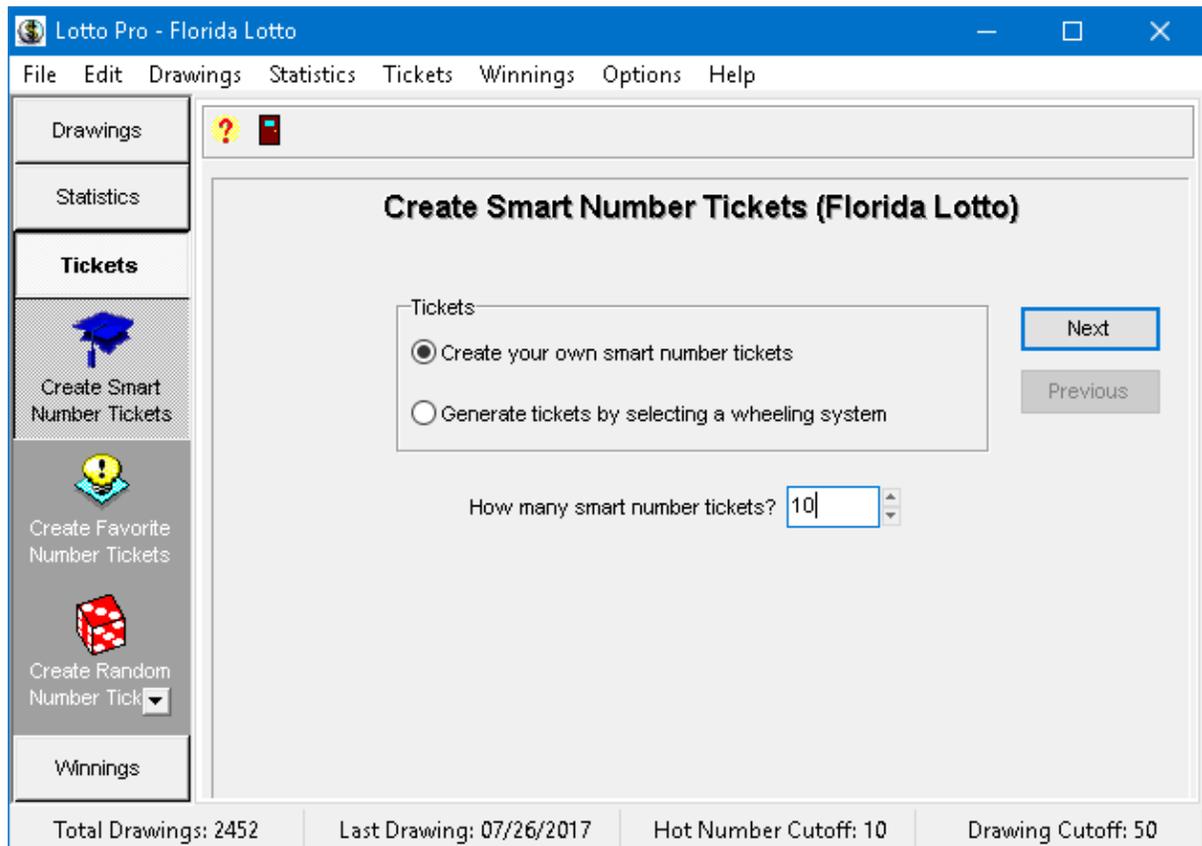
9. Click the **Next** button. The program substitutes your numbers into the wheeling system that you selected and displays the resulting tickets. If you are playing Powerball, Florida Mega Money or the Uk Thunderball game, the bonus number(s) are displayed in the right hand column of the ticket list. The prize guarantee for the wheeling system and the numbers played are displayed below the ticket list.
10. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
11. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
12. Click on the **Save Tickets** button on the toolbar.
13. Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.
14. Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
15. You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

**Tip:**

Your bet slips will be easier to fill out if the **Sorted** box is checked. When the box is checked, all tickets will display the numbers in chronological order from the lowest number to the highest number.

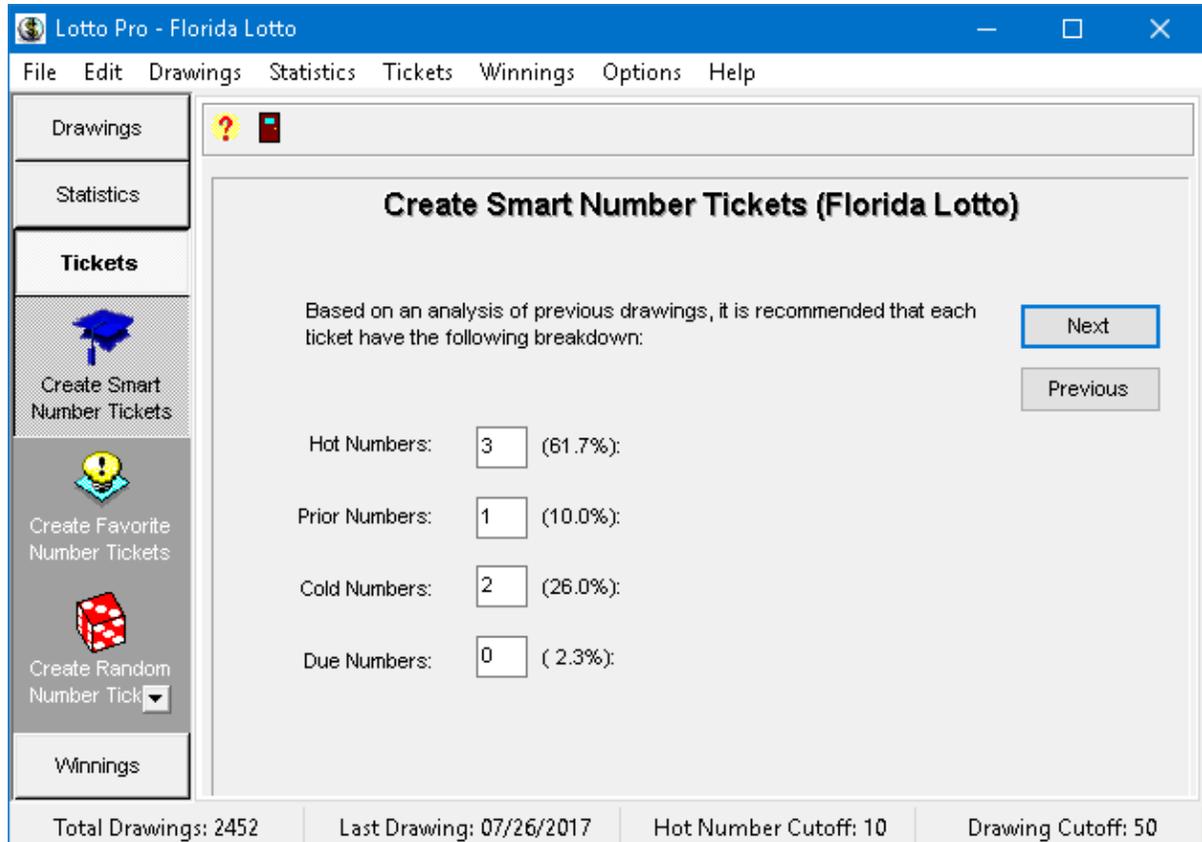
### 3.3 Creating Your Own Smart Number Tickets

We recommend that you only use this option when you want to play a small number of tickets. It better to [create Smart number tickets by selecting a wheeling system](#) if you can afford to play more tickets.

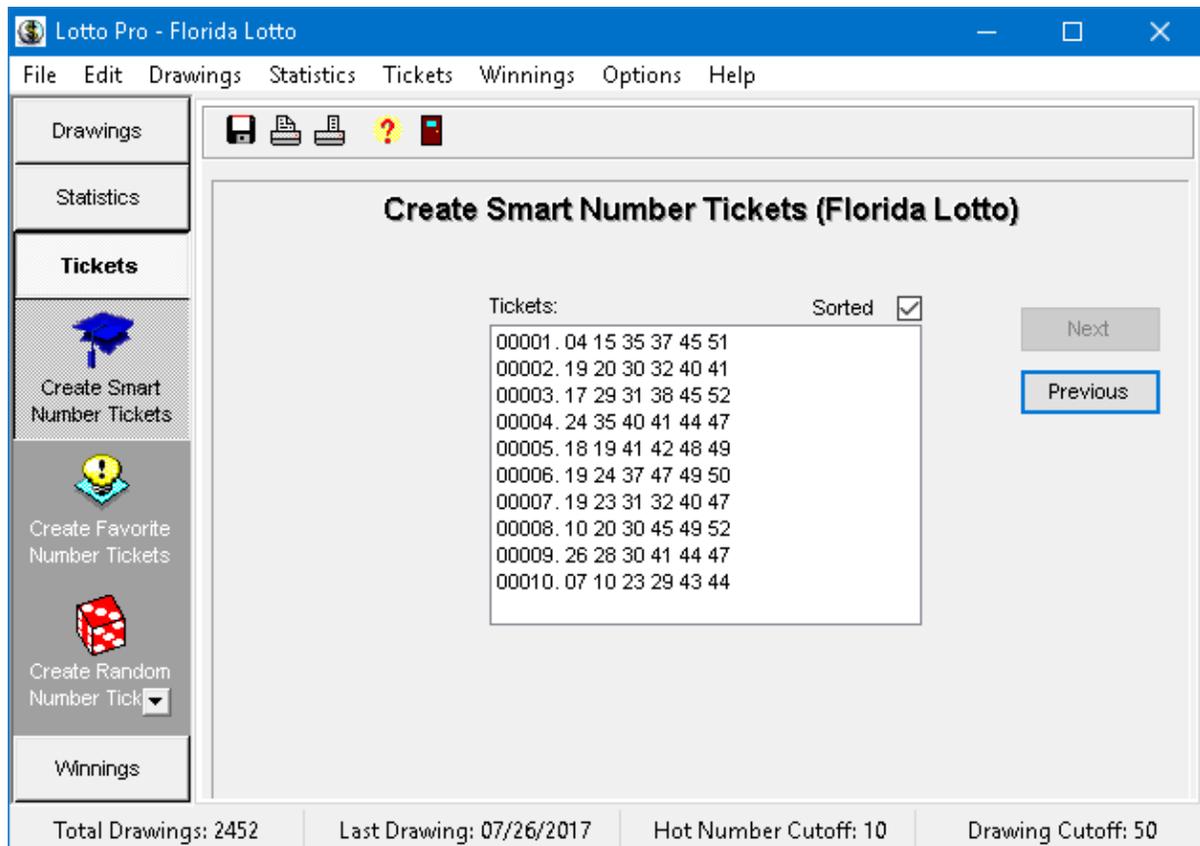
**To create your own Smart number tickets:**

1. Click on the **Tickets** button or the **Tickets** menu and select **Create Smart Number Tickets (CTRL+S)**.
2. Select the option **Create your own smart number tickets**.

3. Enter the number of smart number tickets your want to create.
4. If you have opened the Powerball, California SuperLotto Plus, Florida Mega Money or UK Thunderball game, you will see a list of bonus numbers with the number of times the number was drawn in the last 50 drawings and the date the number was last drawn. By default, the number at the top of the bonus frequency list is checked and will appear on all tickets generated as the bonus number. If you would like to play other bonus numbers on your tickets, simply place a check mark next to the numbers you want to play.



5. Click the **Next** button. Boxes display how many Hot, Prior, Cold and Due numbers will be selected for each ticket. Next to each box a percentage is displayed that was derived from a statistical analysis of the last 50 drawings (or whatever value the Drawing Cutoff is set at).
6. If you wish to change any of the values displayed, click on one or more of the boxes and enter a new value. The total for all the boxes must equal the number of numbers drawn in the lottery.



- Click on the **Next** button to view your smart number tickets. If you are playing Powerball, Florida Mega Money or the Uk Thunderball game, the bonus number(s) are displayed in the right hand column of the ticket list.
- To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
- If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
- Click on the **Save Tickets** button on the toolbar.
- Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.
- Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
- You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

**Tip:**

Your bet slips will be easier to fill out if the **Sorted** box is checked. When the box is checked, all tickets will display the numbers in chronological order from the lowest number to the highest number.

**Notes:**

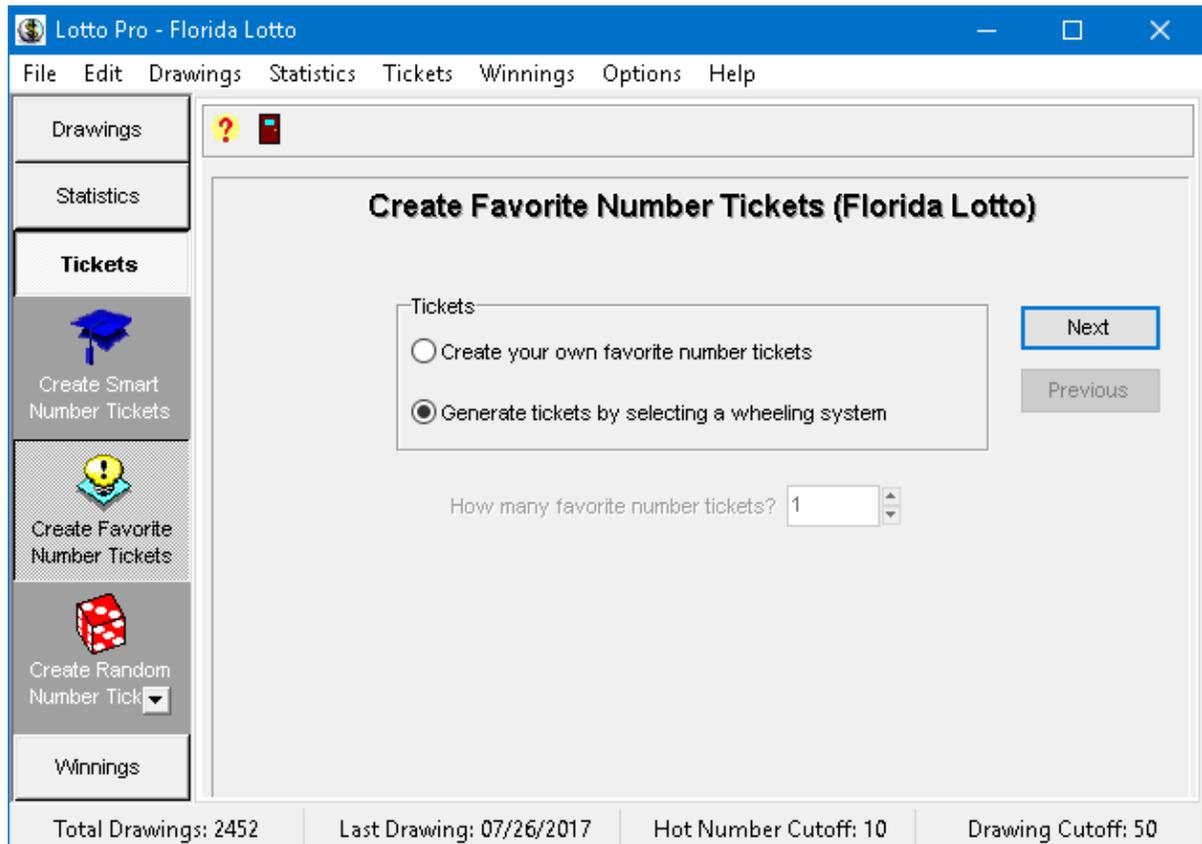
The numbers picked for Smart numbers will be different each time. This is necessary so that all your tickets contain different numbers. However, the percentage of Hot, Prior, Cold and Due numbers picked will always be the same each time.

### 3.4 Creating Favorite Number Tickets by Selecting a Wheeling System

**Related Topics:** [Why Use Wheeling Systems](#), [Creating Your Own Favorite Number Tickets](#)

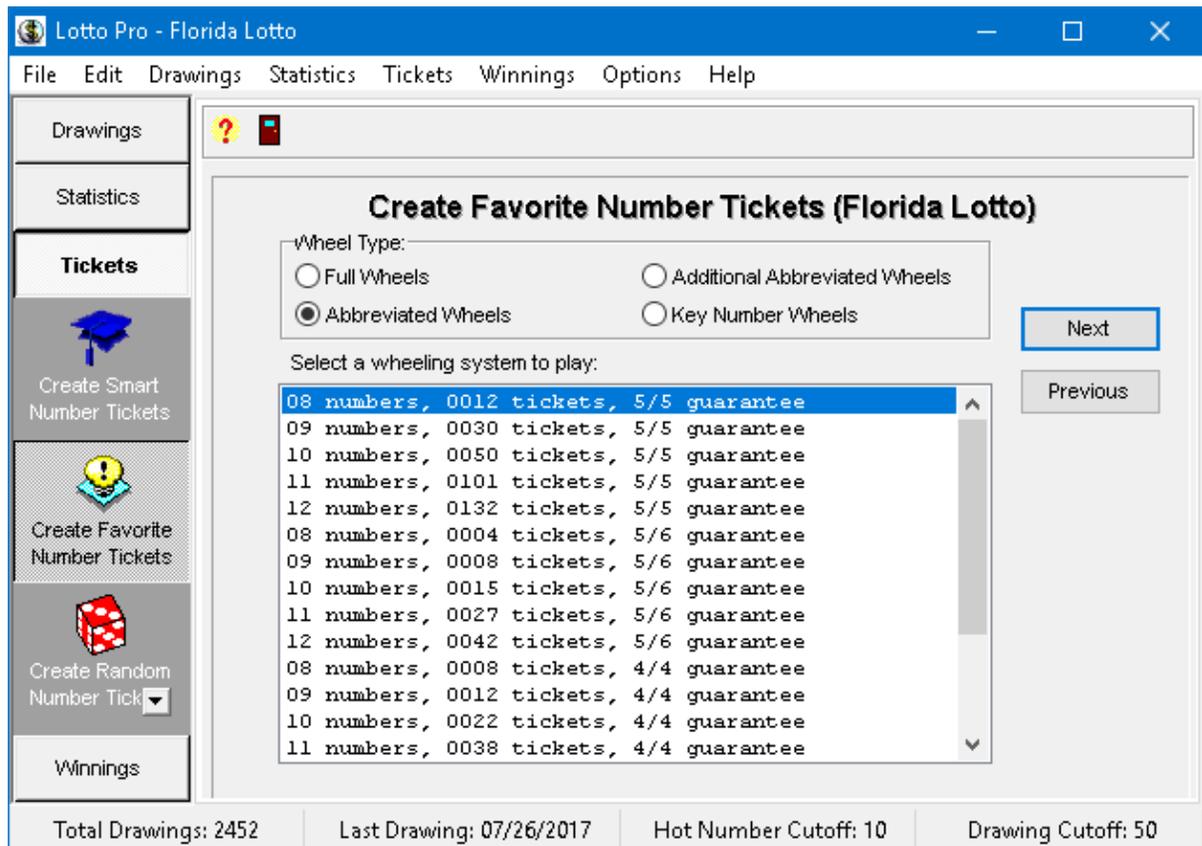
You may want to play your own Favorite numbers once you feel comfortable interpreting the charts and graphs in Lotto Pro.

In most cases, it is better to create your tickets by selecting a wheeling system. For more information on the benefits of using wheeling systems, refer to the topic [Why Use Wheeling Systems](#).



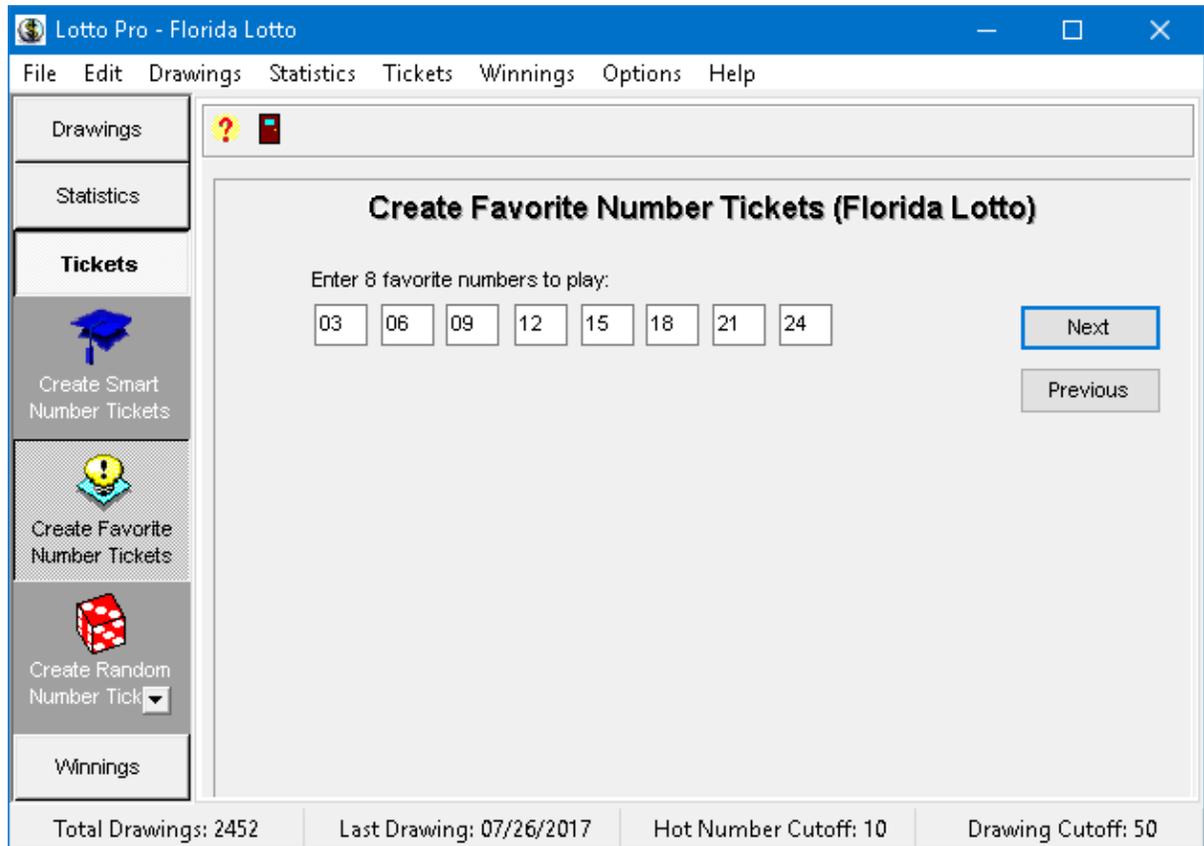
**To create Favorite number tickets using a wheeling system:**

1. Click on the **Tickets** button or the **Tickets** menu and select **Create Favorite Number Tickets (CTRL+F)**.
2. The option to **Generate tickets by selecting a wheeling system** is selected by default.
3. If you have opened the Powerball, California SuperLotto Plus, Florida Mega Money or UK Thunderball game, you will see a list of bonus numbers with the number of times the number was drawn in the last 50 drawings and the date the number was last drawn. By default, the number at the top of the bonus frequency list is checked and will appear on all tickets generated as the bonus number. If you would like to play other bonus numbers on your tickets, simply place a check mark next to the numbers you want to play.

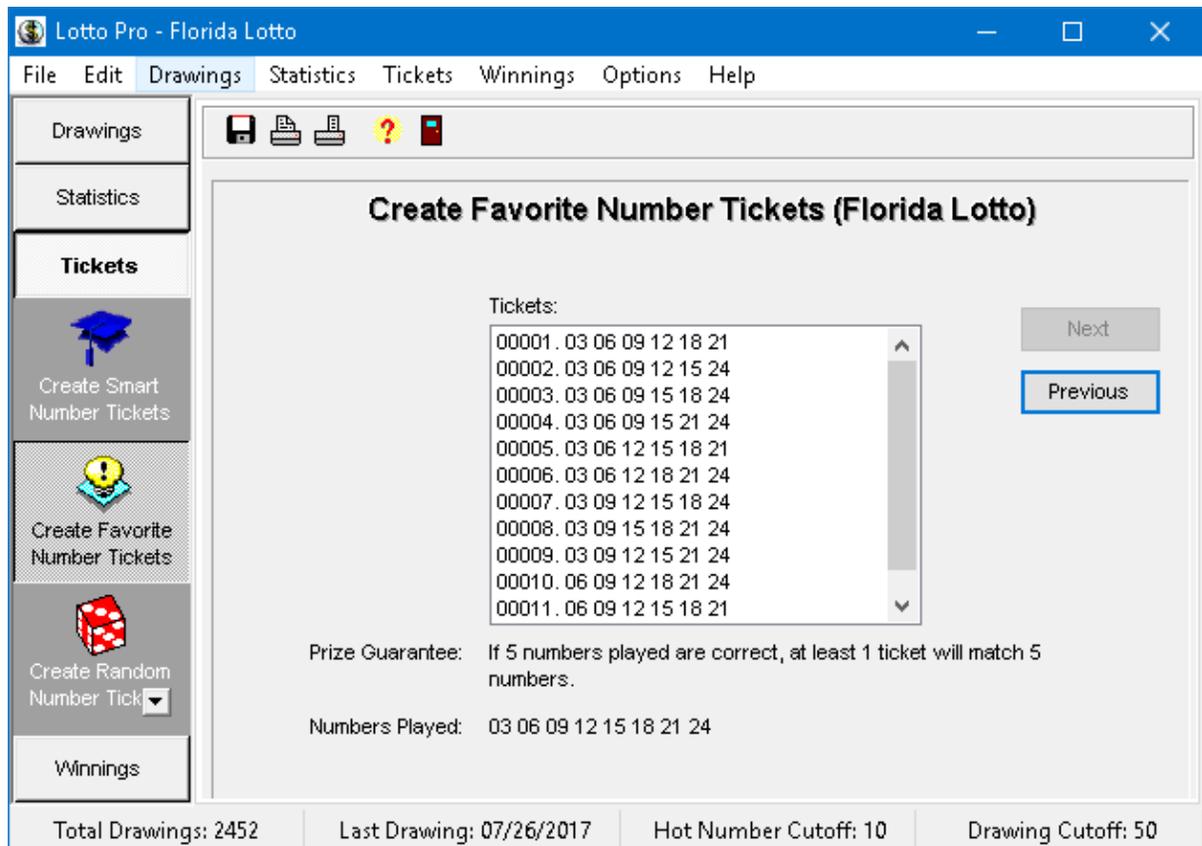


4. Click the **Next** button. A list of Abbreviated wheeling systems is displayed for the lottery that you have open. Each wheeling system in the list shows you how many numbers are used, how many tickets are created, the prize guarantee and the file name. A prize guarantee of 5/6 means that if 6 of the numbers played are correct, you are guaranteed to have at least one ticket with 5 matches.
5. If you select the **Full** option for the **Wheel Type**, a list of Full wheeling systems is displayed. This option is not available if you are playing a Pick-3 or Pick-4 game.
6. If you select the **Additional Abbreviated Wheels** option for the Wheel Type, a list of additional abbreviated wheeling systems is displayed. If you select the **Key Number Wheels** option for the Wheel type, a list of Key number wheeling systems is displayed.

7. Select a wheeling system to play. When selecting a wheeling system, you should consider the number of numbers played, the prize guarantee and the number of tickets generated.



8. Click the **Next** button. A series of boxes is displayed. The number of boxes corresponds to the number of numbers in the wheeling system that you selected. Enter a favorite number in each of the boxes. If necessary, use the **Tab** key to advance to the next box.



9. Click the **Next** button. The program substitutes your favorite numbers into the wheeling system that you selected and displays the resulting tickets. If you are playing Powerball, Florida Mega Money or the Uk Thunderball game, the bonus number(s) are displayed in the right hand column of the ticket list. The prize guarantee for the wheeling system and the numbers played are displayed below the ticket list.
10. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
11. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
12. Click on the **Save Tickets** button on the toolbar.
13. Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.
14. Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
15. You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

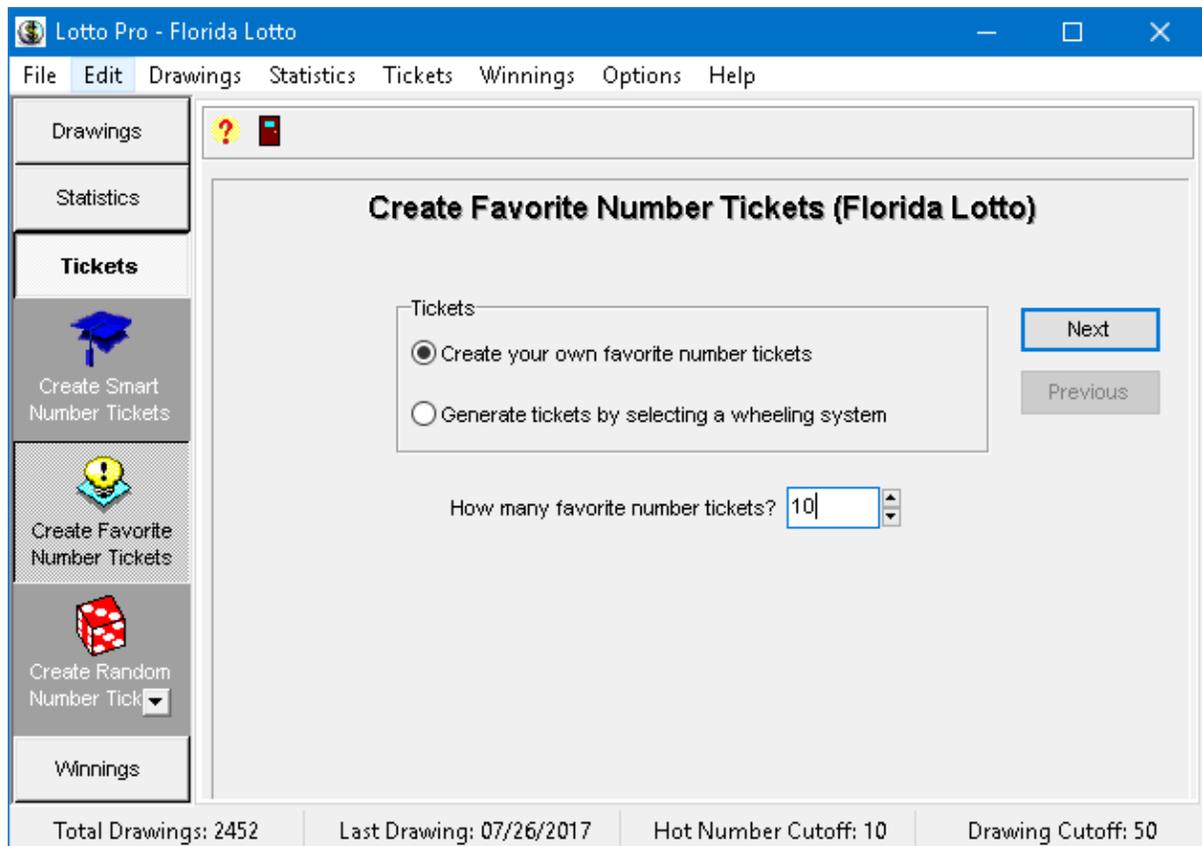
**Tip:**

When you enter your Favorite numbers, enter them in chronological order, from lowest to highest. The numbers on your tickets will then be displayed from lowest to highest, making it easier to fill out your bet slips.

### 3.5 Creating Your Own Favorite Number Tickets

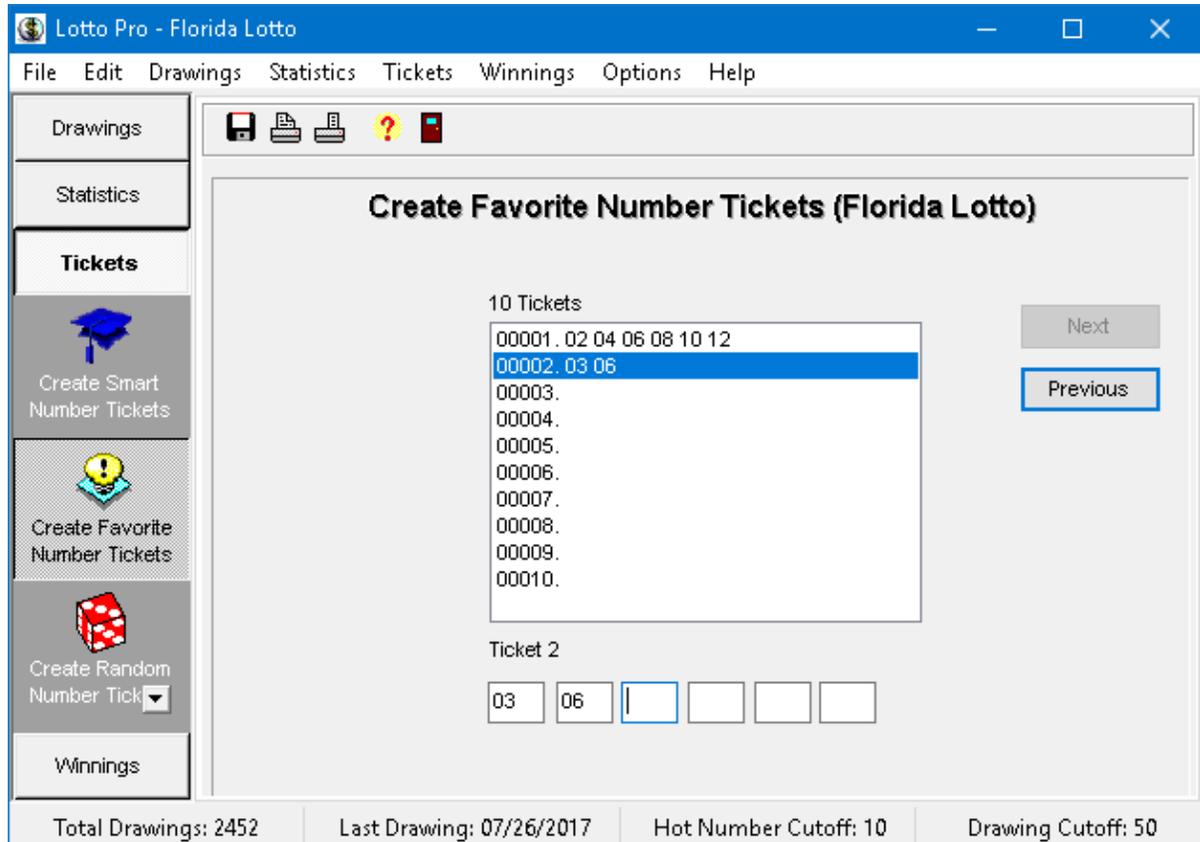
You may want to play your own Favorite numbers once you feel comfortable interpreting the charts and graphs in Lotto Pro.

We recommend that you only use this option when you want to play a small number of tickets. It better to [create Favorite number tickets by selecting a wheeling system](#) if you can afford to play more tickets.

**To create your own Favorite number tickets:**

1. Click on the **Tickets** button or the **Tickets** menu and select **Create Favorite Number Tickets (CTRL+F)**.

2. Select the option **Create your own favorite number tickets**.
3. Enter the number of favorite number tickets you want to create.



4. Click the **Next** button. Your cursor is positioned in the first of a series of boxes at the bottom of the ticket list.
5. Enter your favorite numbers for the first ticket in the boxes. Use the **Tab** key to advance to the next box. If you are playing Powerball, California SuperLotto Plus, Florida Mega Money or the UK Thunderball game, the last box is for the bonus number.
6. Repeat the above step for all remaining favorite number tickets.
7. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
8. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
9. Click on the **Save Tickets** button on the toolbar.
10. Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.

11. Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
12. You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

**Tip:**

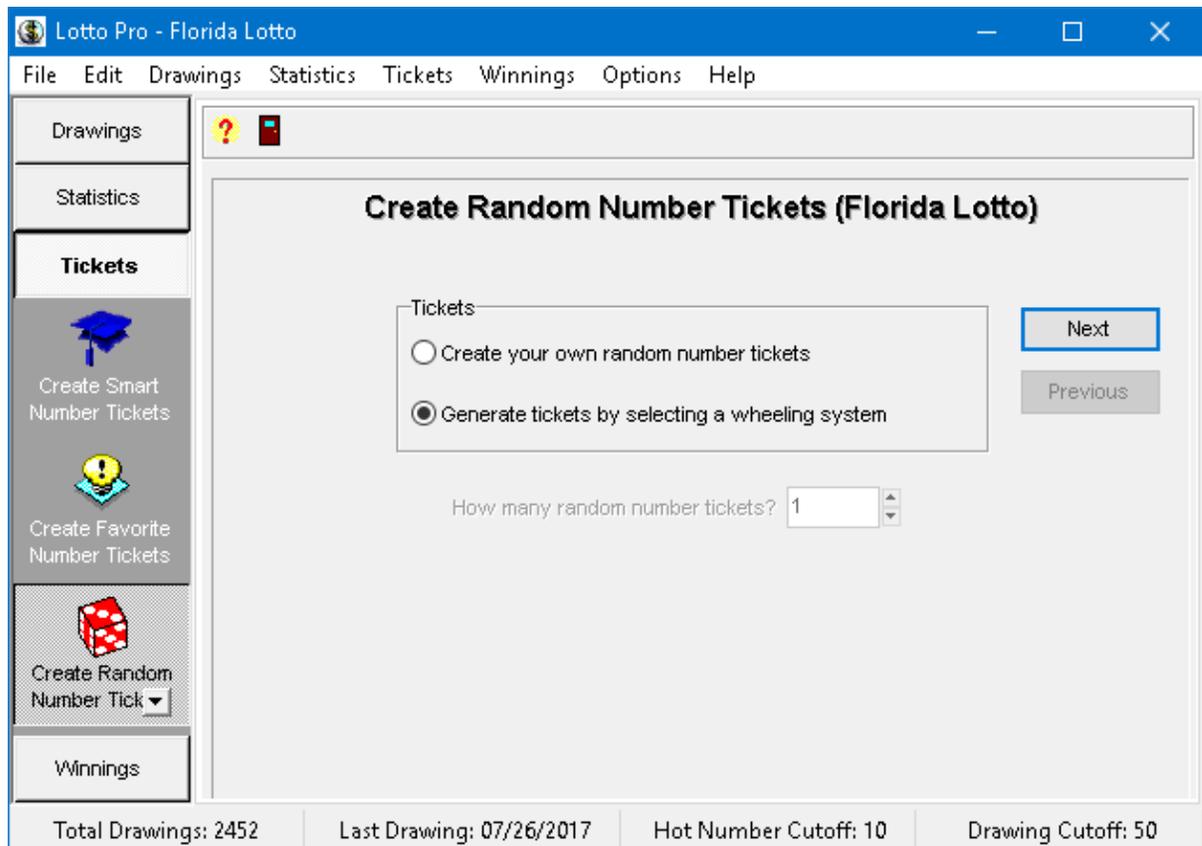
If you enter your Favorite numbers in chronological order from lowest to highest, it is easier to fill out your bet slips.

## 3.6 Creating Random Number Tickets by Selecting a Wheeling System

**Related Topics:** [Why Use Wheeling Systems](#), [Creating Your Own Random Number Tickets](#)

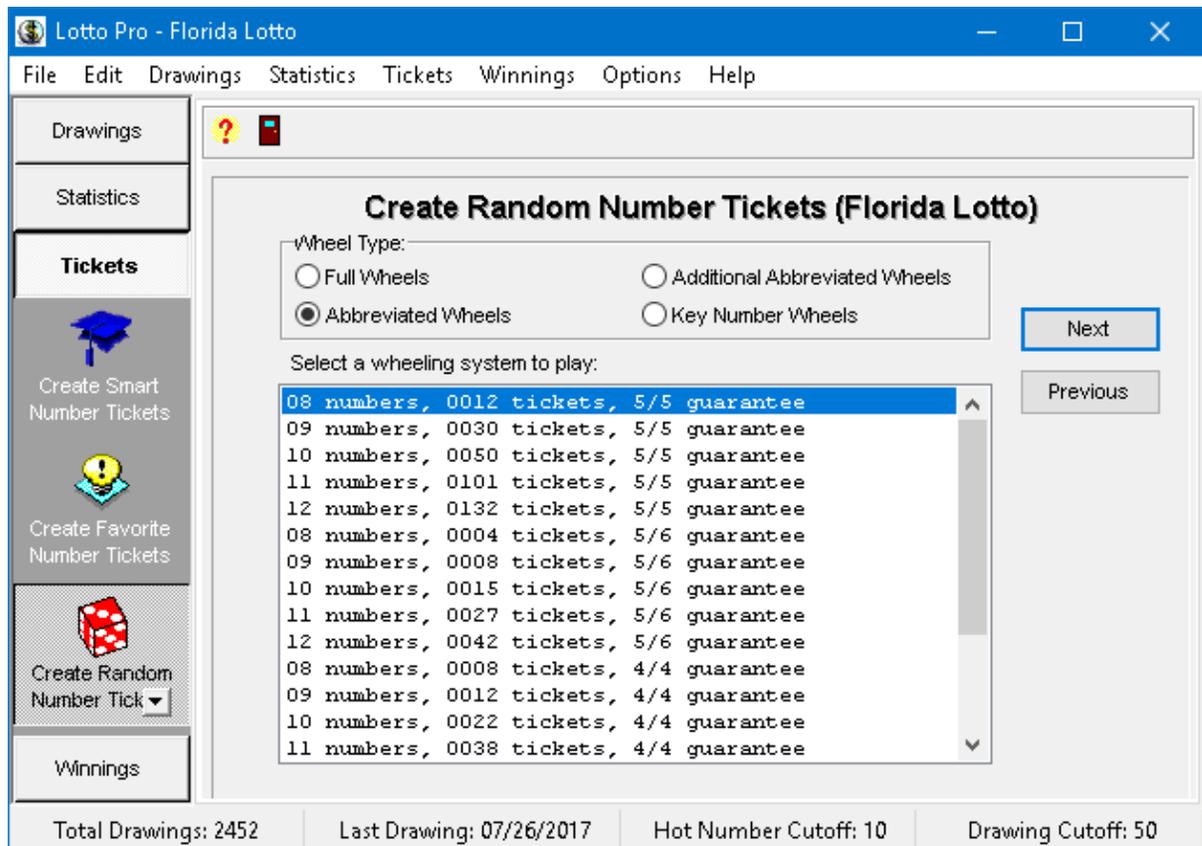
The Random number tickets option is included so that you can compare random results with results obtained by playing Smart or Favorite numbers.

In most cases, it is better to create your tickets by selecting a wheeling system. For more information on the benefits of using wheeling systems, refer to the topic [Why Use Wheeling Systems](#).

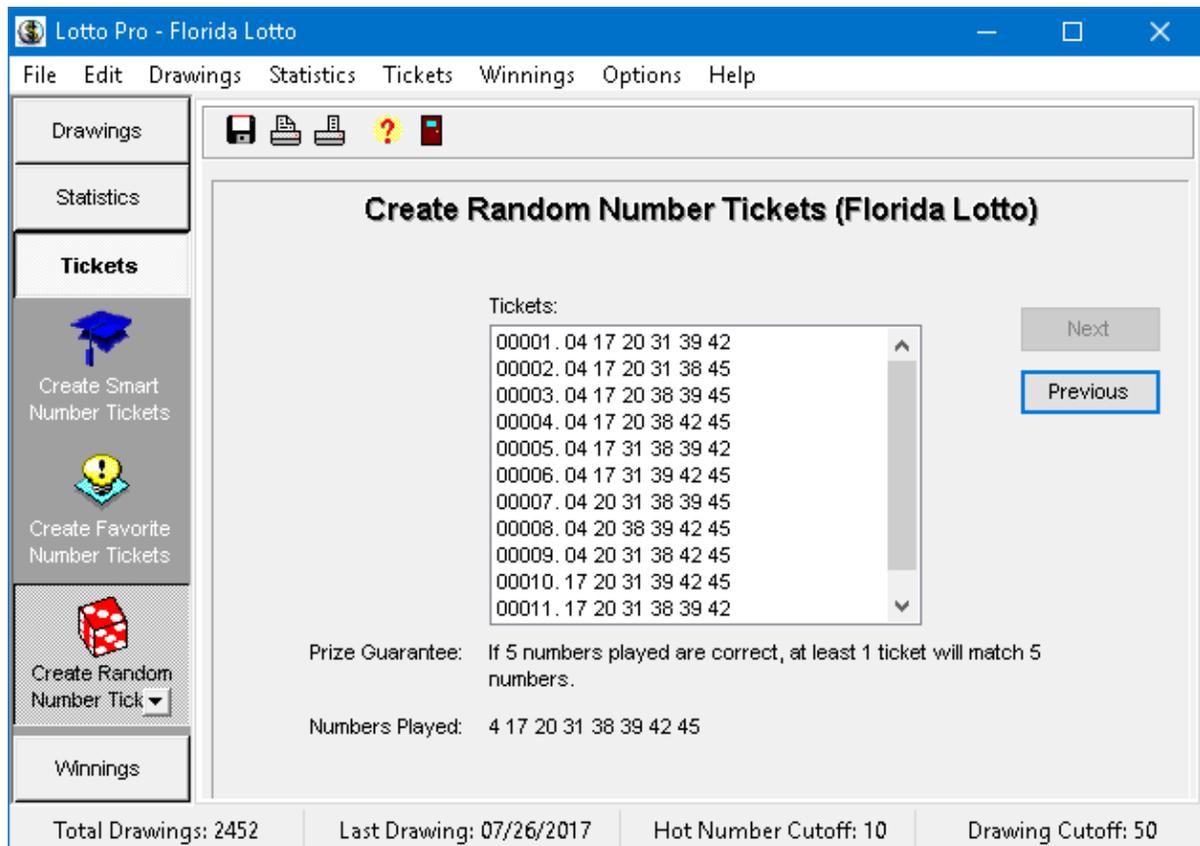


**To create Random number tickets using a wheeling system:**

1. Click on the **Tickets** button or the **Tickets** menu and select **Create Random Number Tickets (CTRL+R)**. The option to **Generate tickets by selecting a wheeling system** is selected by default.



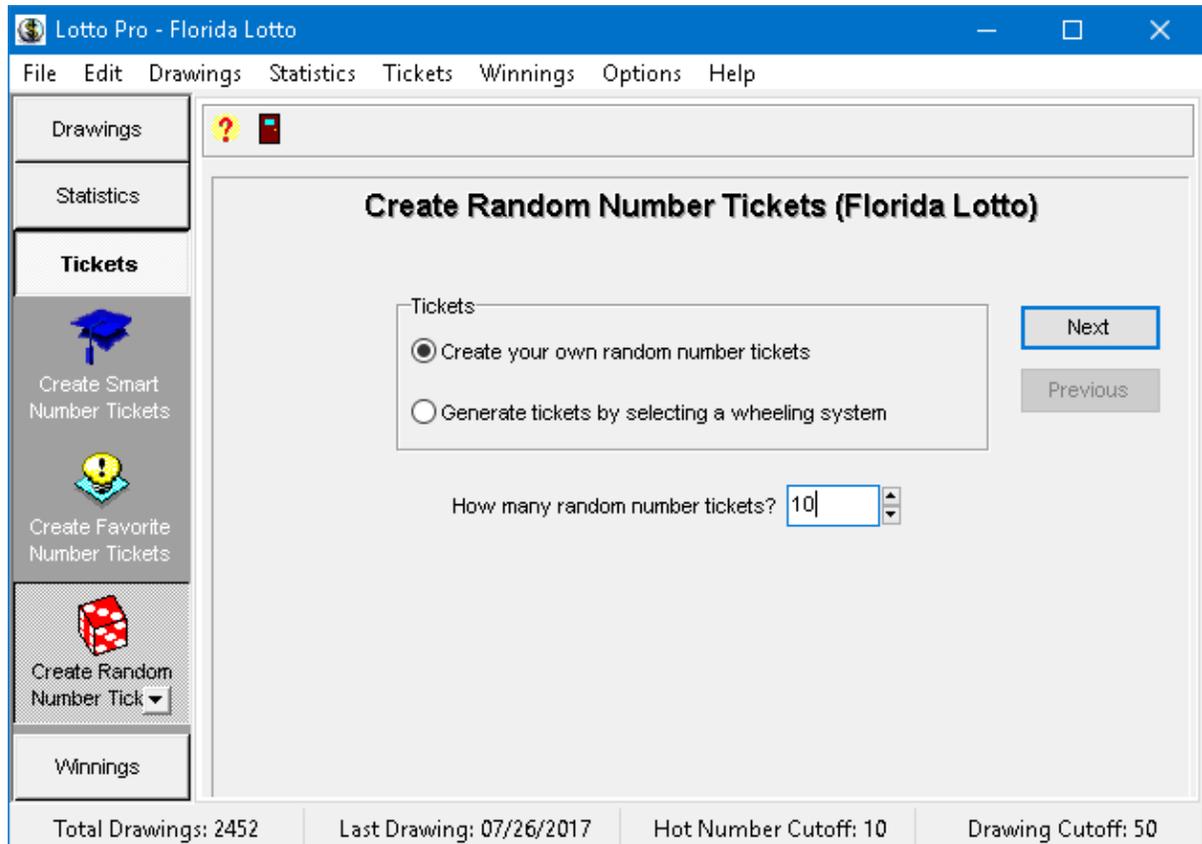
2. Click the **Next** button. A list of Abbreviated wheeling systems is displayed for the lottery that you have open. Each wheeling system in the list shows you how many numbers are used, how many tickets are created, the prize guarantee and the file name. A prize guarantee of 5/6 means that if 6 of the numbers played are correct, you are guaranteed to have at least one ticket with 5 matches.
3. If you select the **Full** option for the **Wheel Type**, a list of Full wheeling systems is displayed. This option is not available if you are playing a Pick-3 or Pick-4 game.
4. If you select the **Additional Abbreviated Wheels** option for the Wheel Type, a list of additional abbreviated wheeling systems is displayed. If you select the **Key Number Wheels** option for the Wheel type, a list of Key number wheeling systems is displayed. These two options are only available if you have opened a Pick-5, Pick-6 or Pick-7 lottery game.
5. Select a wheeling system to play. When selecting a wheeling system, you should consider the number of numbers played, the prize guarantee and the number of tickets generated.



6. Click the **Next** button. The program substitutes Random numbers into the wheeling system that you selected and displays the resulting tickets. If you are playing Powerball, Florida Mega Money or the UK Thunderball game, the bonus number is displayed in the right hand column in the ticket list. The prize guarantee for the wheeling system and the random numbers played are displayed below the ticket list.
7. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
8. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
9. Click on the **Save Tickets** button on the toolbar.
10. Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.
11. Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
12. You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

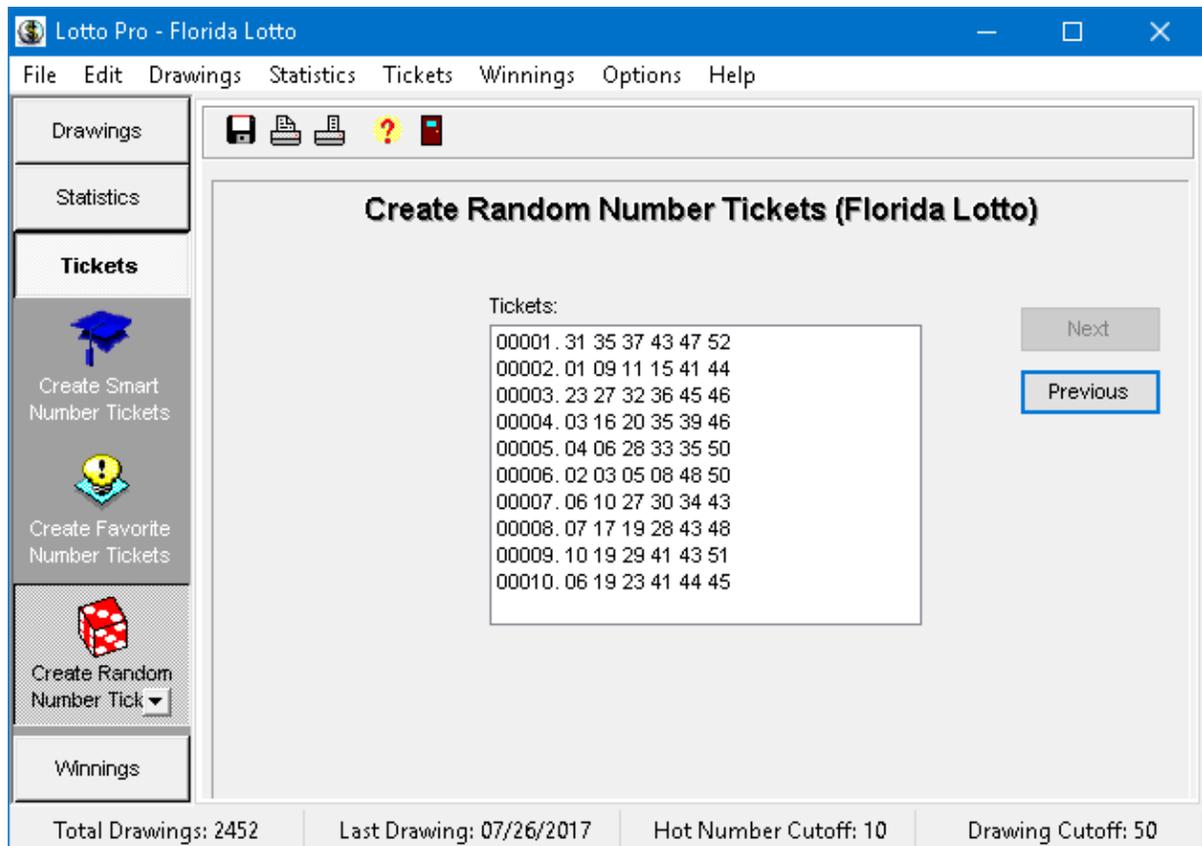
### 3.7 Creating Your Own Random Number Tickets

The Random number tickets option is included so that you can compare random results with results obtained by playing Smart or Favorite numbers.



**To create your own Random number tickets:**

1. Click on the **Tickets** button or the **Tickets** menu and select **Create Random Number Tickets (CTRL+R)**.
2. Select the option **Create your own random number tickets**.
3. Enter the number of random number tickets you want to create.

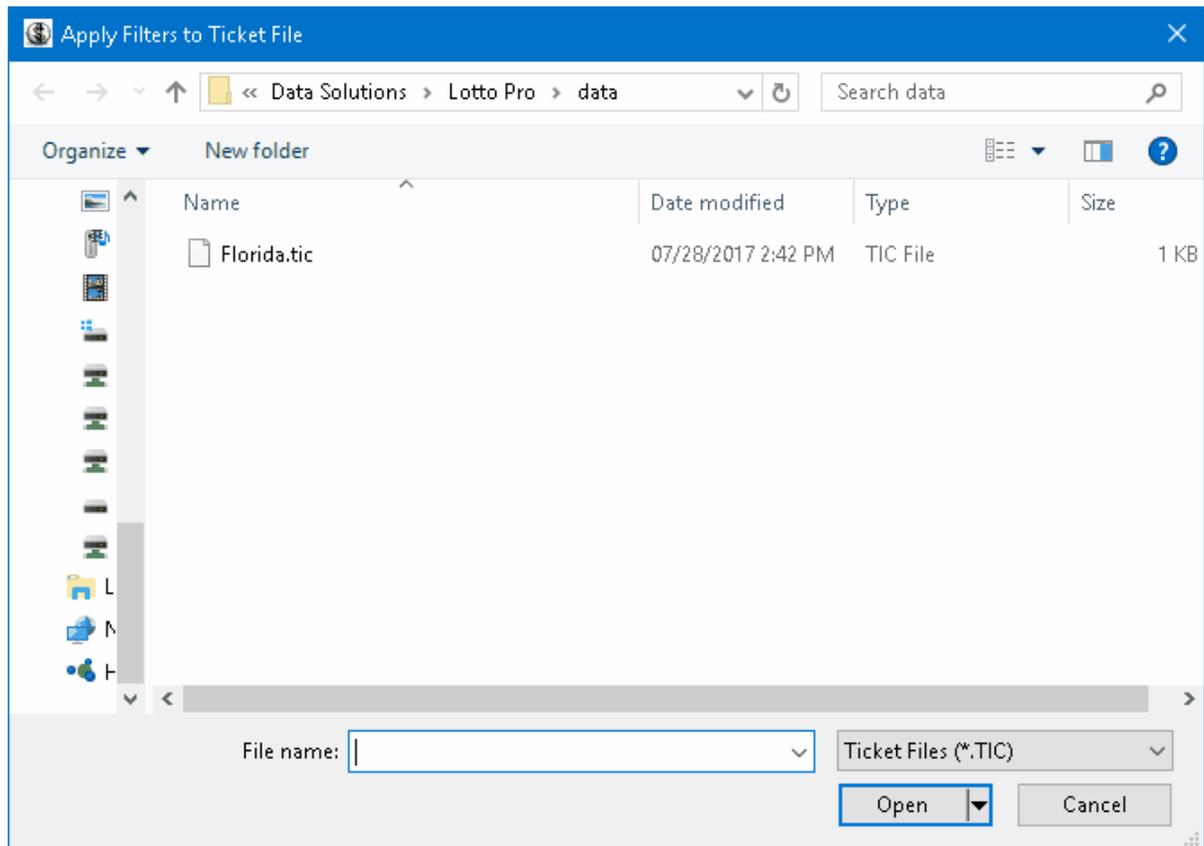


4. Click the **Next** button to view your random number tickets. If you are playing Powerball, California SuperLotto Plus, Florida Mega Money or the UK Thunderball game, the last number in each ticket is the bonus number.
5. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
6. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
7. Click on the **Save Tickets** button on the toolbar.
8. Type a name for the ticket file in the **File Name** box. Do **not** change the **Save In** box.
9. Click the **Save** button. This saves your tickets to a ticket file so that you can later [check your tickets for winning matches](#).
10. You are asked if you want to eliminate unlikely tickets by [applying filters to your tickets](#). Click on Yes or No.

## 3.8 Applying Filters to Your Lottery Tickets

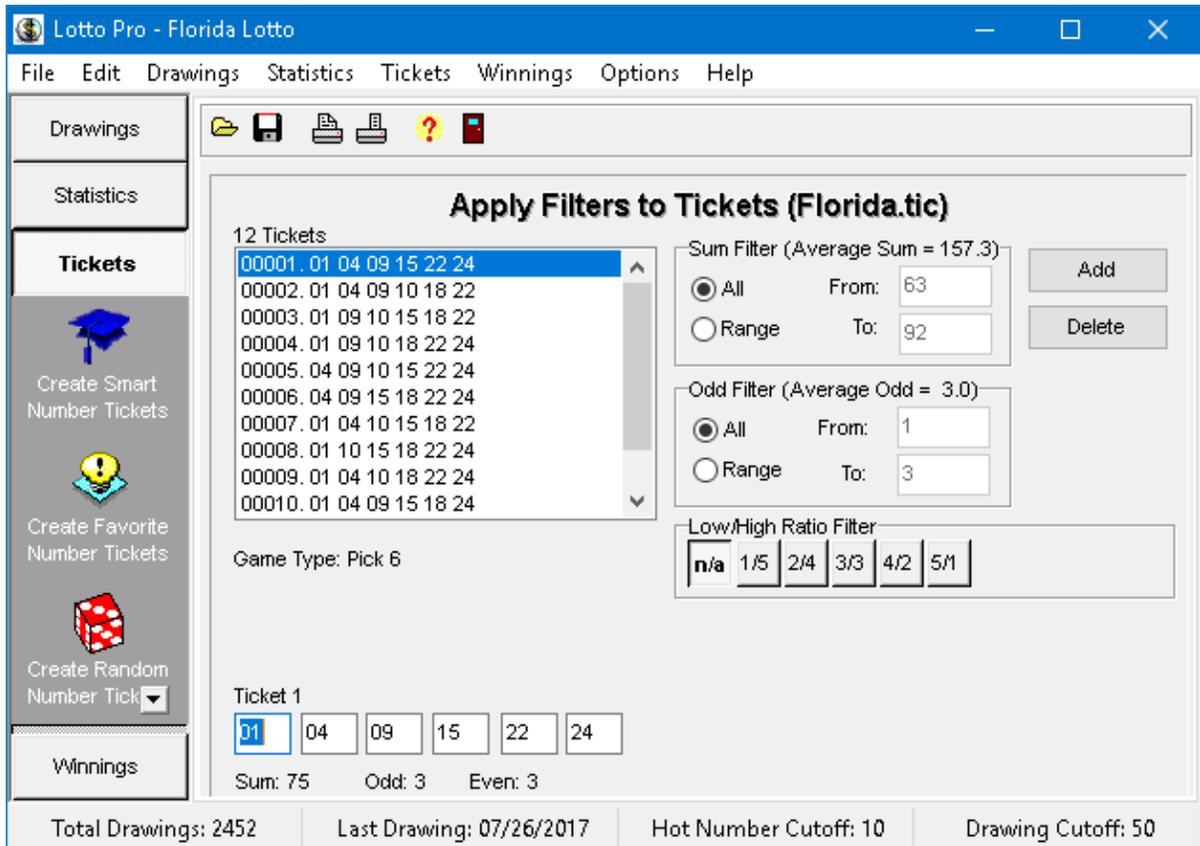
If you are playing a large number of tickets, you may want to bring the number of tickets closer to what your budget allows by applying filters that eliminate tickets with combinations of numbers that are not likely to be drawn.

Lotto Pro allows you to apply filters based on the sum of the numbers on each ticket, the number of odd and even numbers per ticket, or the low/high number ratio per ticket. Statistics are given for the average sum and average number of odd and even numbers for the last 50 drawings (or whatever the Drawing Cutoff is set to) so that you can apply filters close to the statistical averages.



### To apply filters to your tickets:

1. Click on the **Tickets** button or the **Tickets** menu and select **Apply Filters to Tickets (CTRL+P)**. You can also apply filters when you create your tickets using [Smart](#), [Favorite](#) or [Random](#) numbers by answering **'Yes'** to the filter question when you save your tickets.
2. If necessary, select a ticket file that you saved earlier and click the **Open** button. The tickets that were saved previously are displayed in the ticket list.



3. In the **Sum Filter** section, select the **Range** option. The **Average Sum** for the last 50 drawings (or whatever the Drawing Cutoff is set to) is displayed below the Range option. You should try to keep the **From** and **To** sum filters close to this average.
4. Click on the **From** box in the Sum Filter section and enter a value that is less than the **Average Sum**.
5. Press the **Tab** key. The number of tickets displayed in the ticket list should decrease. If they do not, keep increasing the From value until they do.
6. Your cursor should now be in the **To** box in the **Sum Filter** section. Enter a value that is greater than the **Average Sum** and press the **Tab** key. The number of tickets displayed in the ticket list should decrease again. If not, keep decreasing the To value until they do.
7. In the **Odd Filter** section, select the **Range** option. The **Average number of odd numbers** for the last 50 drawings (or whatever the Drawing Cutoff is set to) is displayed below the Range option. You should try to keep the **From** and **To** odd filters close to this average.
8. Click on the **From** box in the Odd Filter section and enter a value that is less than the average number of odd numbers.
9. Press the **Tab** key. The number of tickets displayed in the ticket list should decrease. If they do not, keep increasing the From value until they do.
10. Your cursor should now be in the **To** box in the **Odd Filter** section. Enter a value that is greater

than the **average number of odd numbers** and press the **Tab** key. The number of tickets displayed in the ticket list should decrease again. If not, keep decreasing the To value until they do.

11. You can also filter your tickets by low/high number ratio. The set of playing numbers is divided into two: low and high numbers. With this filter you set a range of low and high numbers that you want to accept in each ticket. Suppose that you are wheeling numbers from 1 to 49. Half of these are "Low" numbers (1 to 24) and the other half are "High" numbers (from 25 to 49). For example, the following combination **7 12 27 32 44 49** has **2 Low** numbers (7 12) and **4 High** numbers (27 32 44 49). To apply the low/high number filter, click on the button with the ratio you want to apply.
12. To print your tickets directly on bet slips, click on the **Print Tickets on Bet Slips** button on the toolbar. If this is the first time that you have printed bet slips, a **Bet Slip Properties** screen will be displayed so that you can enter information pertaining to your bet slip. You should refer to the topic [Printing Tickets on Bet Slips](#) for more information. If your bet slips do not print correctly, you should select **Bet Slip Properties** in the **Edit** menu and make any need corrections.
13. If you prefer to fill out your bet slips by hand, click on the **Print Tickets on Paper** button on the toolbar.
14. Click on the **Save Ticket File** button on the toolbar. The **File Name** box should contain the filename that was previously opened. If you would rather save the tickets to a new file, enter a different filename.
15. Click on the **Save** button to save the changes to your tickets.

**Tips:**

You can manually delete tickets by highlighting the ticket you want to delete in the ticket list and clicking the **Delete** button.

You can manually add tickets by clicking the **Add** button and entering the numbers in the boxes below the ticket list.

You can quickly open another ticket file by clicking on the **Open Ticket File** button on the toolbar.

**Note:**

You can only enter whole numbers for the Sum and Odd number filters. Decimal values are not accepted.

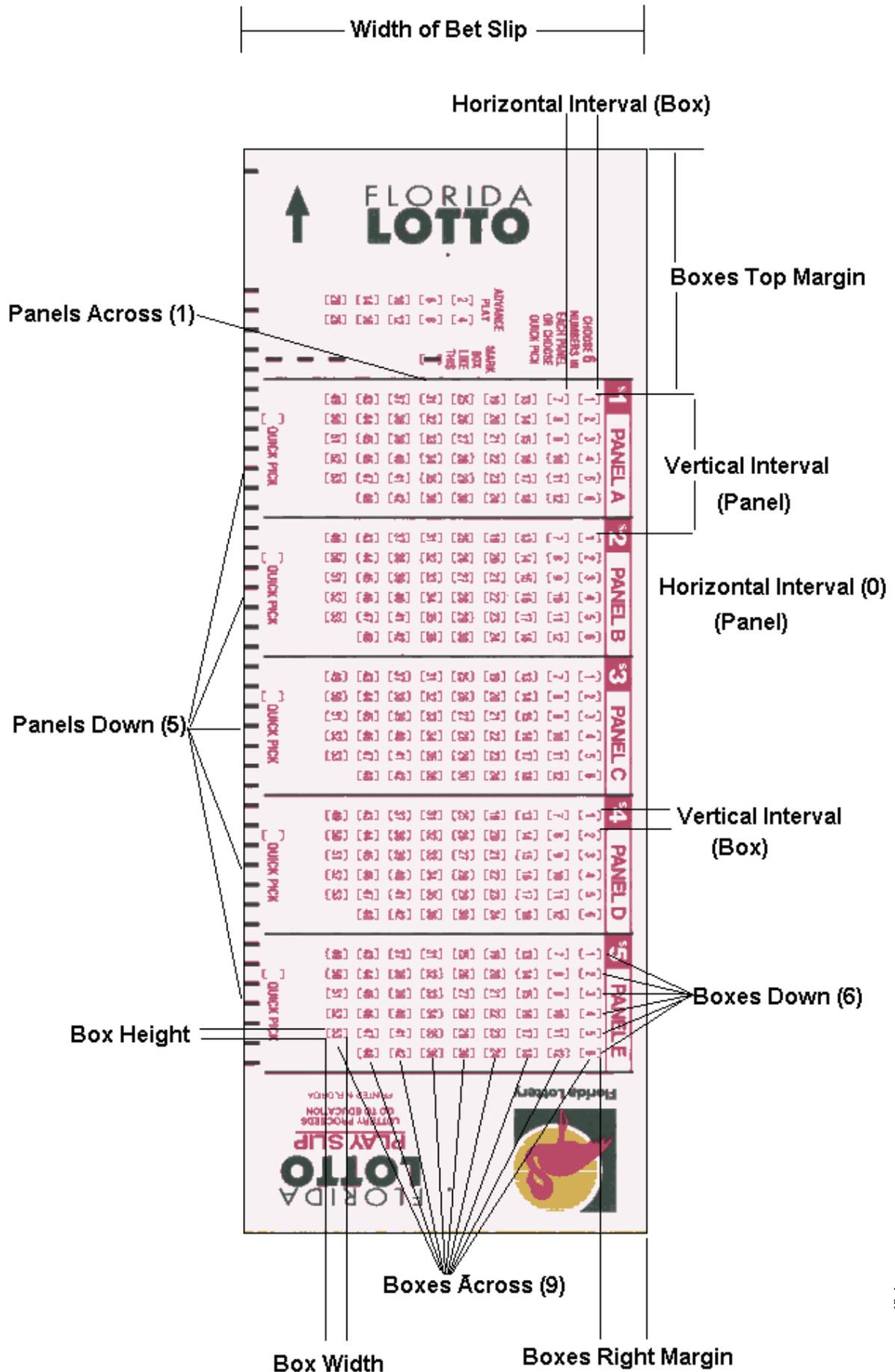
If you filter a set of tickets that were generated by a wheeling system, the prize guarantee for the wheeling system is no longer valid.

### 3.9 Printing Tickets on Betslips

Lotto Pro allows you to print your tickets directly on lottery bet slips when you play [Smart](#), [Favorite](#) or [Random](#) numbers. You can also print on bet slips when you [apply filters](#) to your lottery tickets.

If this is the first time printing on bet slips, you may have to create a bet slip definition file with information pertaining to the bet slip. You can also [download](#) bet slip definition files for some states from our web site.

The Bet Slip Properties screen can also be for testing and to make adjustments if your bet slips are not printing correctly.



**To create a bet slip definition file:**

[Open the lottery](#) you wish to print slips for and then select **Bet Slip Properties** in the **Edit** menu to display the Bet Slip Properties screen. This screen will also be displayed if you attempt to print bet slips before creating a definition file. The example bet slip above shows the information that must be entered in the Bet Slip Properties screen.

A preview window on the right side of the screen allows you to see what your design looks like as you enter the information. Use the **Zoom In** and **Zoom Out** buttons to optimize the display.

Hold the bet slip vertical with the lowest number at the top right corner

Units of Measurement

Millimeters

Inches

Panel Information

Width of Bet Slip 3.688

Panels Across 2

Panels Down 5

Vertical Interval 1.215

Horizontal Interval 1.580

Panels Numbered

Top to bottom

Right to left

Left to right

Description

Select the units of measure for distances.

Box Information

Boxes Across 8

Boxes Down 7

1st Row Offset 0

Boxes Top Margin 1.380

Boxes Right Margin 0.510

Box Width 0.100

Box Height 0.100

Vertical Interval 0.173

Horizontal Interval 0.175

Boxes Numbered

Top to bottom

Right to left

Left to right

Zoom In Zoom Out

OK Cancel Test Help

1. Select whether you want to use millimeters or inches for measurements. You can specify more precise measurements if you select millimeters.
2. Enter the width of the bet slip in the **Width of Bet Slip** box.
3. Enter the number of panels across the bet slip in the **Panels Across**. The above example has one panel across.
4. Enter the number of panels down the bet slip in the **Panels Down** box. The above example has five panels down.
5. Enter the vertical distance from the first box in a panel to the same box in the next panel in the **Vertical Interval** box.
6. Enter the horizontal distance from the first box in a panel to the same box in the next panel (if any)

in the **Horizontal Interval** box. The above example has only one panel across, so there is no horizontal interval.

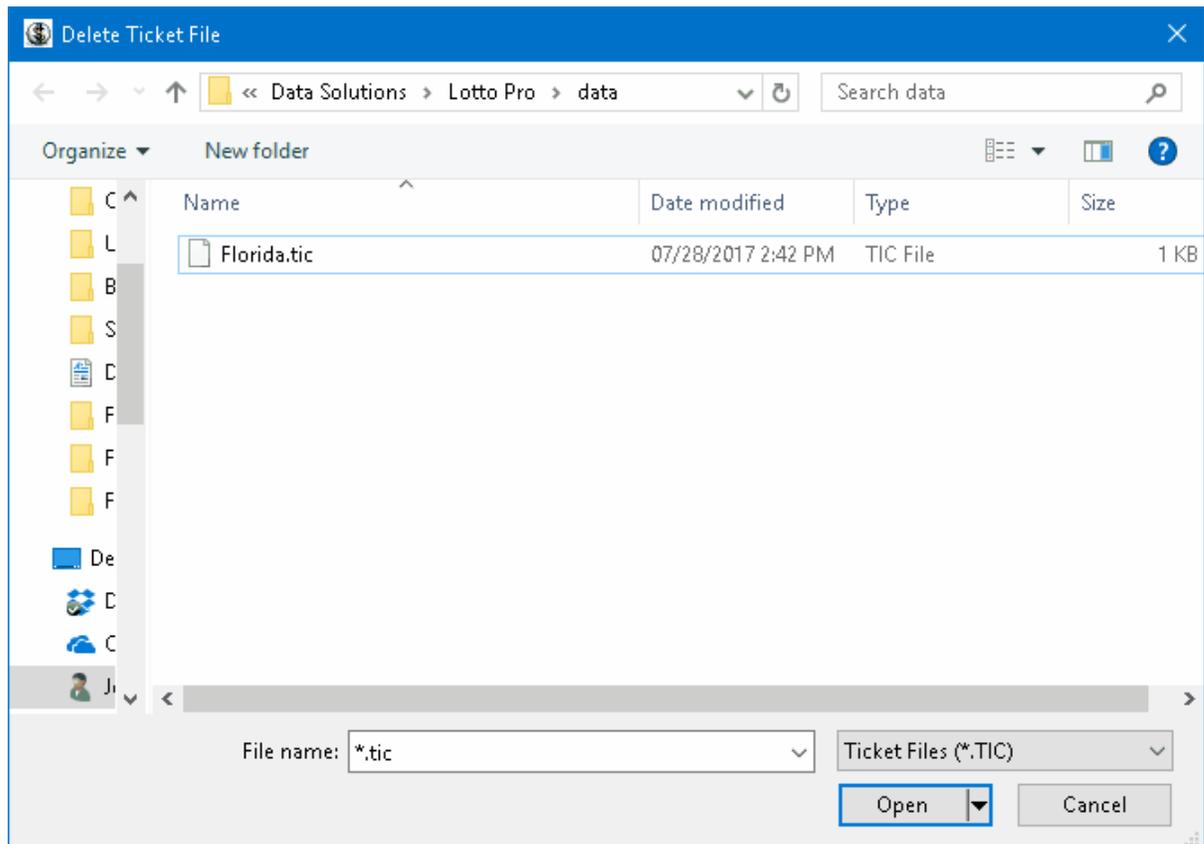
7. Select whether the panels are ordered from top to bottom, or from right to left on the bet slip. In the above bet slip, the panels run from top to bottom.
8. Enter the number of boxes across a panel in the **Boxes Across** box. The above example has 9 boxes across a panel.
9. Enter the number of boxes down a panel in the **Boxes Down** box. The above example has 6 boxes down each panel.
10. On some bet slips, the first box in each panel is offset from where the other rows or columns start. If this is the case, enter the number of boxes to skip in the first row or column before printing the first box. In the above bet slip, the first box is not offset from the others, so the value for the 1st Row Offset is zero.
11. Enter the distance from the top of the bet slip to the first box in the **Boxes Top Margin** box.
12. Enter the distance from the right side of the bet slip to the first box in the **Boxes Right Margin** box.
13. Enter the width of one box in the **Box Width** box.
14. Enter the height of one box in the **Box Height** box.
15. Enter the vertical distance from the top of one box to the top of the box below it in the same panel in the **Vertical Interval** box.
16. Enter the horizontal distance from the right side of one box to the right side of another box in the same panel in the **Horizontal Interval** box.
17. Determine how the boxes are numbered in each panel. In the above bet slip, the boxes are numbered from the top of the panel down to the bottom. However, some bet slips are numbered across the panel from right to left or from left to right.
18. Click the **OK** button to create/save your definition file.

**To print a test bet slip:**

1. Insert your bet slips into your printer. Make sure that you insert the slips vertically with the first panel down (into the printer). It is best if you place a stack of bet slips in your printer because the slips are less likely to shift position.
2. Click the **Test** button to print a test bet slip.
3. If the marks do not align with all the boxes, you will have to make changes to the measurements and then print another Test bet slip. You should continue testing until all the marks are aligned with the boxes.
4. Click the **OK** button to save any changes that you made.

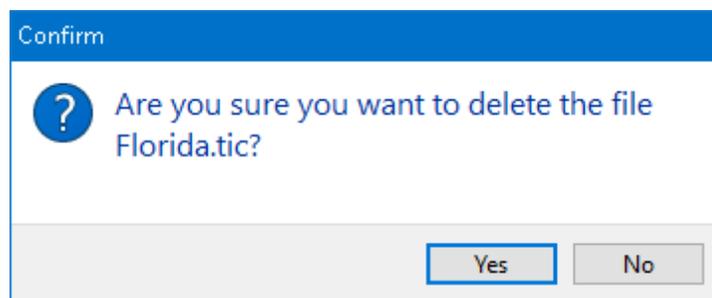
### 3.10 Deleting a Ticket File

Use this option to delete old ticket files that are no longer needed. Ticket files are created when you save [Smart](#), [Favorite](#) or [Random](#) number tickets.



#### To delete a ticket file:

1. Click on the **File** menu and select **Delete Ticket File**.
2. Select the ticket file that you want to delete and click on the **Open** button.



3. Click on the **Yes** button when asked if you want to delete the file.

4. Click **OK** when you receive the confirmation message that the file has been deleted.

**Part**

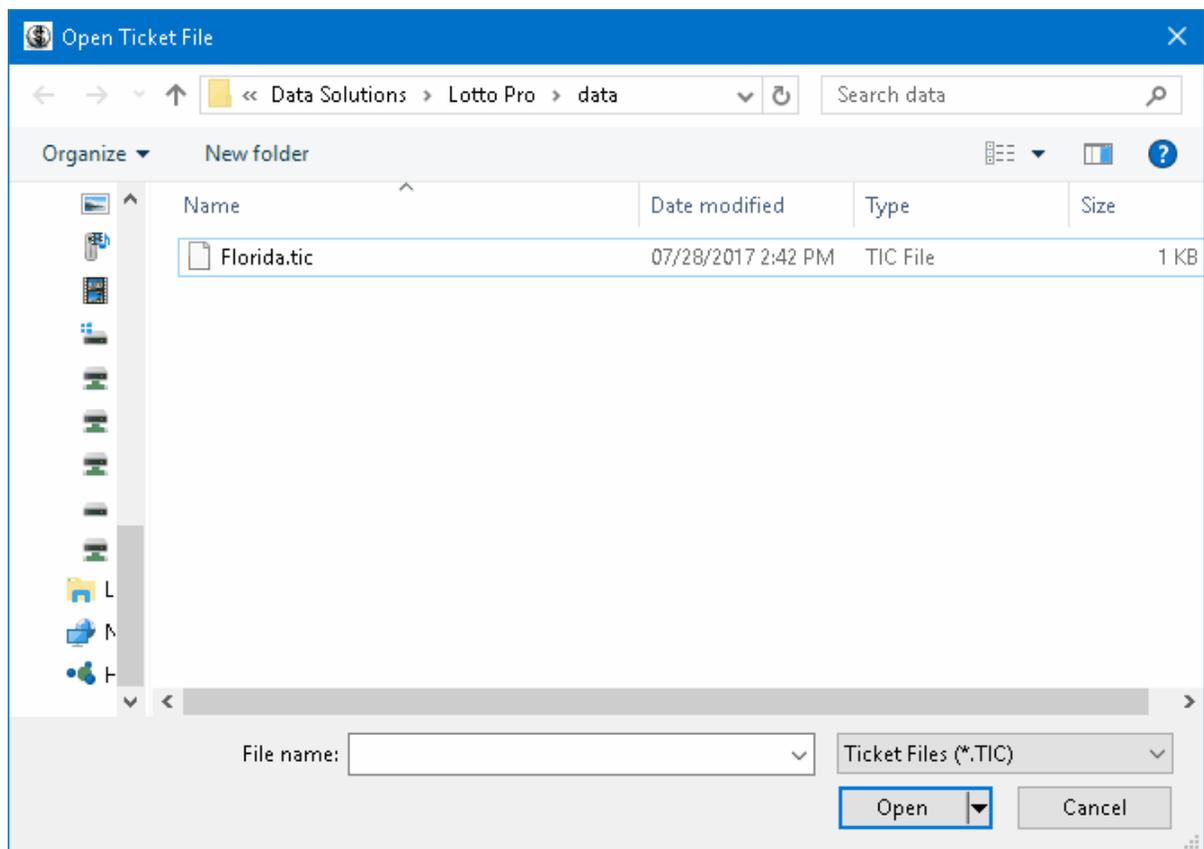


## 4 Checking Your Lottery Tickets

### 4.1 Checking Your Tickets for Matches

Before you check your tickets, you should ensure that your drawing file is up-to-date. Lotto Pro will check the lottery tickets that you have saved with any drawing in your drawing file.

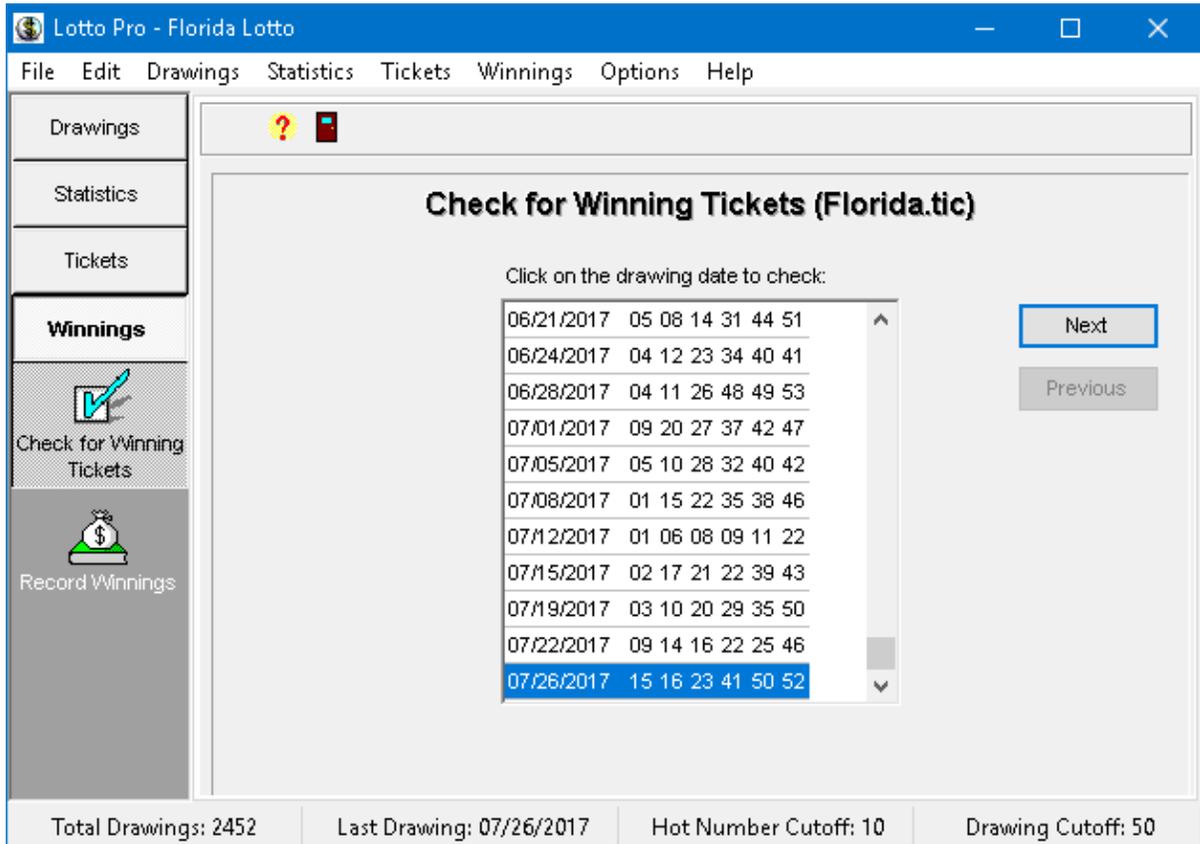
In order to check your tickets, you must first [open the lottery](#) for which the tickets were created. For example, if you previously saved some tickets for the Powerball game, you must open the Powerball drawing file prior to checking the tickets.



#### To check your lottery tickets:

1. Click on the **Winnings** button or the **Winnings** menu and select **Check for Winning Tickets (CTRL+C)**.
2. Select a ticket file that you previously saved and click the **Open** button. A list of the previous drawing dates and the numbers drawn for that date is displayed.
3. Select the drawing date that you want to compare your tickets with.
4. Click the **Next** button. The tickets that you previously saved are displayed in the ticket list. To the

right of each ticket is a number in parentheses that indicates how many matches the ticket had.

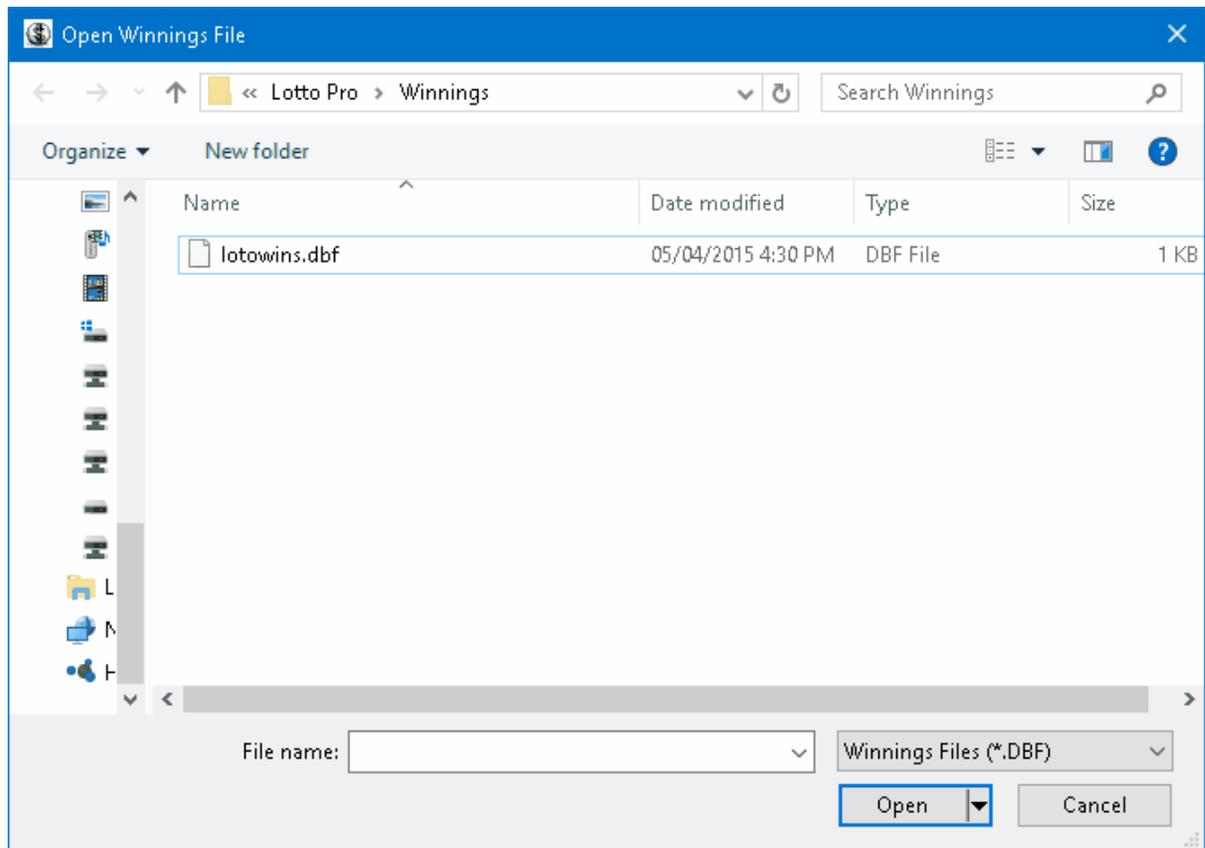


5. Click on the down arrow in the **Summary** box to display a summary of matches for all tickets.
6. You can display only tickets that have a certain number of matches by changing the value entered in the **Minimum Number of Matches to Display** box. For example, if you enter 3 in the box, only tickets with 3 or matches will be displayed in the ticket list.
7. Click on the **Print Tickets** button in the toolbar to print the results.
8. To quickly check another ticket file, click the **Previous** button and then click on the **Open Ticket File** button on the toolbar.

## 4.2 Recording Your Winnings

It is important to keep a record of your winnings and losses playing the lottery. The information may be required for tax purposes, plus you can tell at a glance how well your playing strategy is working.

We recommend that you [create a new winnings file](#) at the beginning of each year. One empty winnings file is included with Lotto Pro (filename LOTOWINS.DBF).



**To record your winnings:**

1. Click on the **Winnings** button or the **Winnings** menu and select **Record Winnings (CTRL+W)**.
2. Select the winning file **LOTOWINS.DBF** or another winnings file that you previously created. Click on the **Open** button.

**Record Winnings (lotowins.dbf)**

Date:  Comment:  Amount Won:  Amount Lost:

Date	Comment	Amount Won	Amount Lost

Total Won: \$ Total Lost: \$

Total Drawings: 2452 Last Drawing: 07/26/2017 Hot Number Cutoff: 10 Drawing Cutoff: 50

3. Click on the **Add** button.
4. Enter the date in the **Date** box. You can also click on the arrow in the Date box to select a date using the calendar.
5. Press the **Tab** key to advance to the **Comment** box. The Comment box is normally used to record how you created your tickets ([Smart](#), [Favorite](#) or [Random](#)) or what wheeling system you used. Enter a comment.
6. Press the **Tab** key to advance to the **Amount Won** box. Enter the amount won for the date entered.
7. Press the **Tab** key to advance to the **Amount Lost** box. Enter the amount lost for the date entered.
8. Click on the **Save** button to save your entry. The program will total all your entries and display the results under **Total Won** and **Total Lost**.
9. Click the **Print Winnings** button on the toolbar to print your entries.

**Tip:**

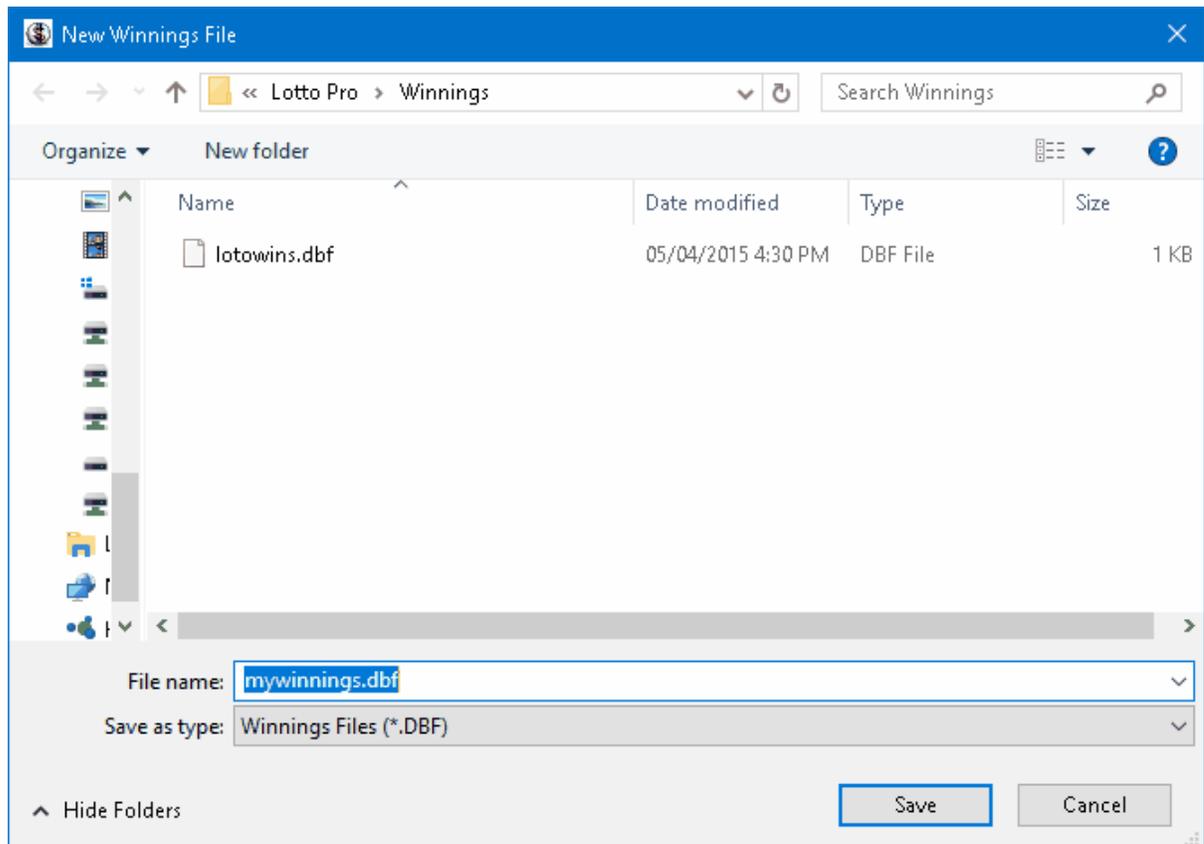
When adding a new entry, you can click on the **Abort** button any time before you click on the **Save** button to cancel the entry.

**Note:**

To delete an entry, select the entry and then click on the **Delete** button. Click on the **Yes** button when you are asked to confirm the deletion.

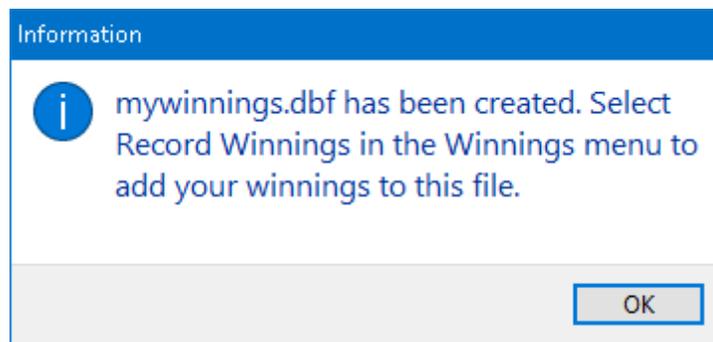
## 4.3 Creating a New Winnings File

We recommend that you create a new winnings file at the beginning of each year. One empty winnings file is included with Lotto Pro (filename LOTOWINS.DBF).



### To create a new winnings file:

1. Click on the **File** menu and select **New|Winnings File**.
2. Enter a name for the winnings file in the **File name** box. Do **not** change the **Save in** box.



3. Click **OK** when you receive a message that the winnings file has been created.

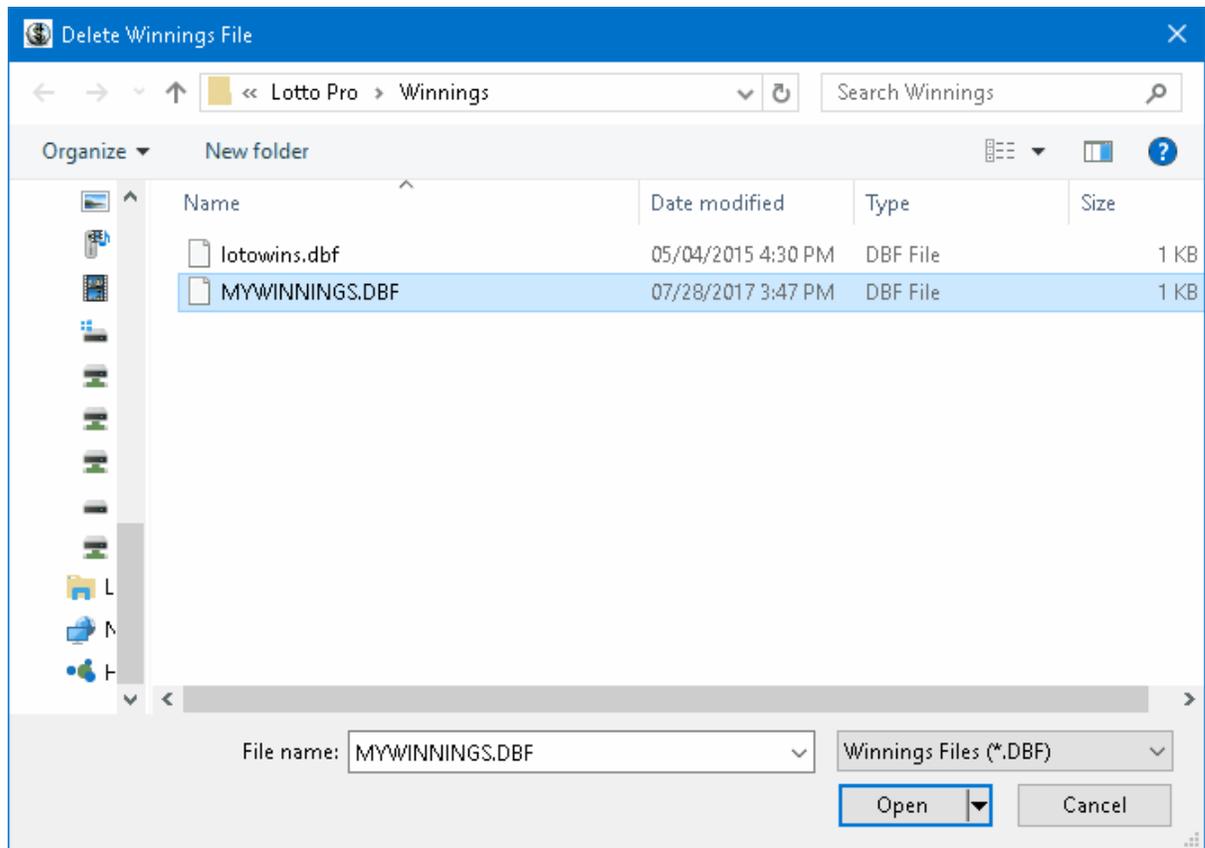
**Tip:**

If you are going to create a new winnings file each year, it is a good idea to include the year in the filename so that you can later easily identify what year the file is for.

## 4.4 Deleting a Winnings File

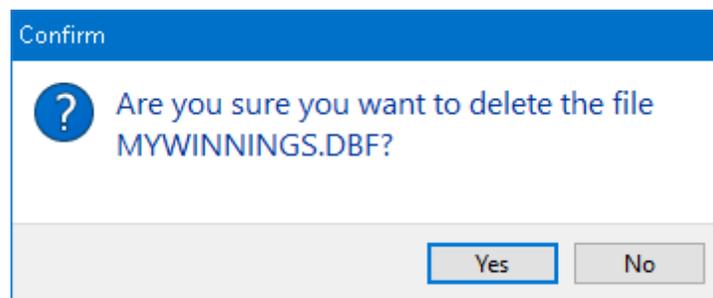
Use this option to delete winnings files that are no longer needed.

Winnings files are used to [record your Lottery winnings and losses](#).

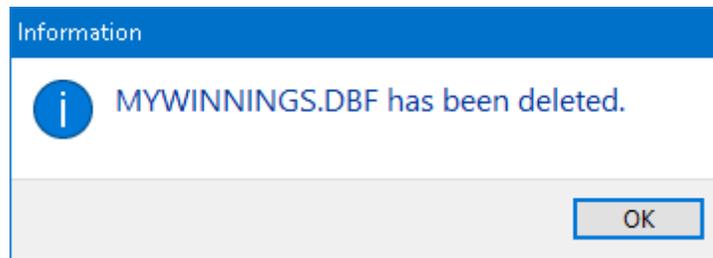


**To delete a winnings file:**

1. Click on the **File** menu and select **Delete Winnings File**.
2. Select the winnings file that you want to delete and click the **Open** button.

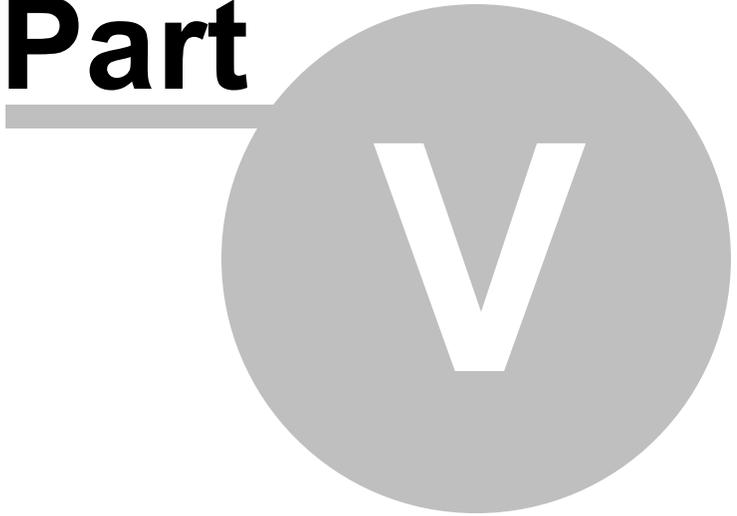


3. Click the **Yes** button when asked to confirm the deletion.



4. Click the **OK** button when you get a message that the file has been deleted.

**Part**

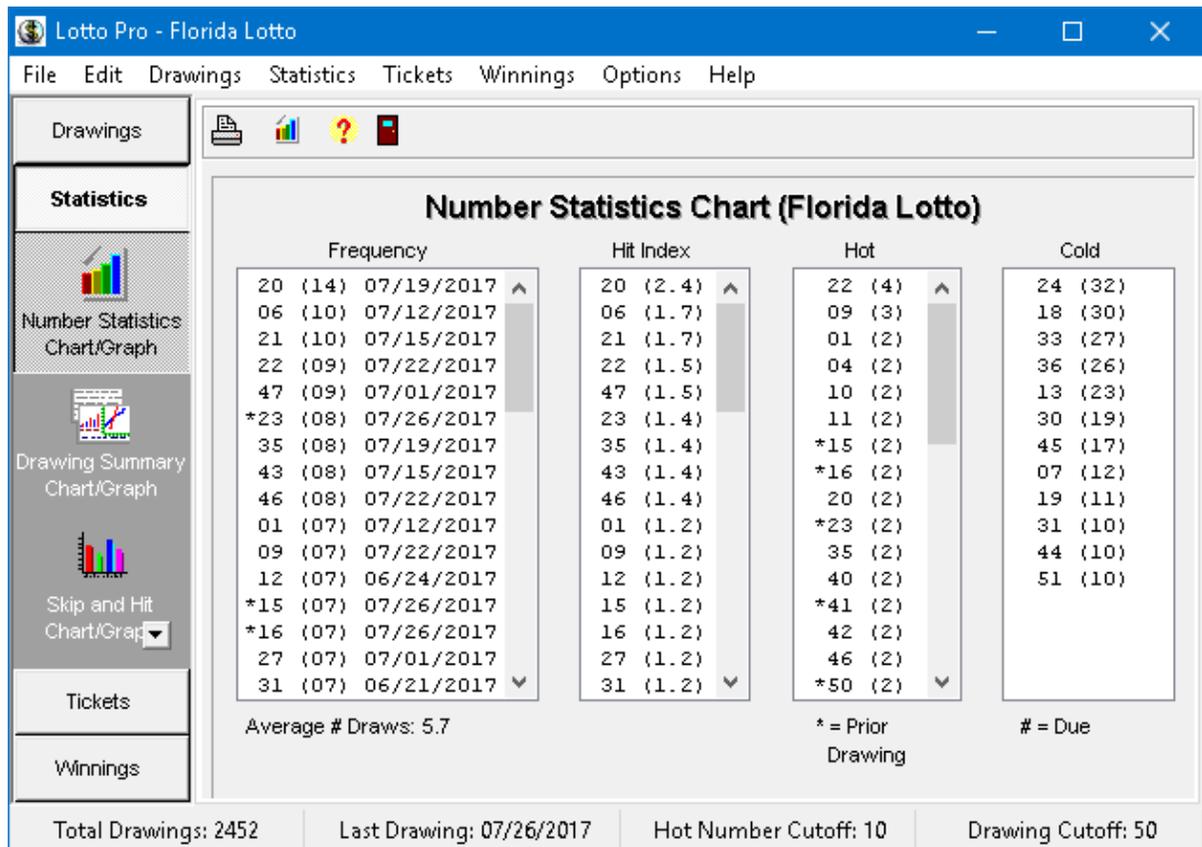


## 5 Interpreting the Statistical Charts

### 5.1 Number Statistics Chart

Related Topics: [Frequency Graph](#)

To view the Number Statistics chart, click on the **Statistics** button or the **Statistics** menu and select **Number Statistics Chart/Graph**.



The Number Statistics chart shows the following information:

- Number Frequency
- Hit Index
- Hot numbers
- Prior numbers
- Cold numbers
- Due numbers

- Average number of draws per number

The number of drawings used to derive the statistics in the chart is dependent on the setting of the Drawing Cutoff.

In the **Frequency** list, the number in parentheses next to each number indicates how many times the number has been drawn in the number of previous drawings indicated by the Drawing Cutoff. The date indicates the date the number was last drawn. If a "\*" appears to the left of a number, it indicates that the number is a Prior number. The numbers are displayed from the highest frequency down to the lowest.

In the **Hit Index** list, the number in parentheses is the Hit Index. Numbers are displayed from the Highest Hit Index down to the lowest.

In the **Hot** number list, the number in parentheses indicates the number of times a number has been drawn in the number of drawings indicated by the Hot Number Cutoff. A "\*" to the left of a number indicates that it is a Prior number. Hot numbers are displayed from those that have been picked the most often down to the least often.

In the **Cold** number list, the number in parentheses indicates the number of drawings since a number was last drawn. The Hot Number Cutoff determines whether a number is Hot or Cold. If a "#" appears to the left of a number, it indicates that the number is a Due number. Cold numbers are displayed from coldest down to the least cold.

If you are playing a lottery that has a bonus number, a **Bonus Number Options** button is displayed on the toolbar.

When you click the **Bonus Number Options** button, the **Bonus Number Options dialog** is displayed with three options for bonus numbers. The default setting is to show statistics for the regular numbers only. The second option is to show statistics for regular numbers and bonus numbers. The last option is to show statistics for the bonus number only.

For example, if you are playing the Powerball game, you could get statistics on just the Powerball by selecting the third option.

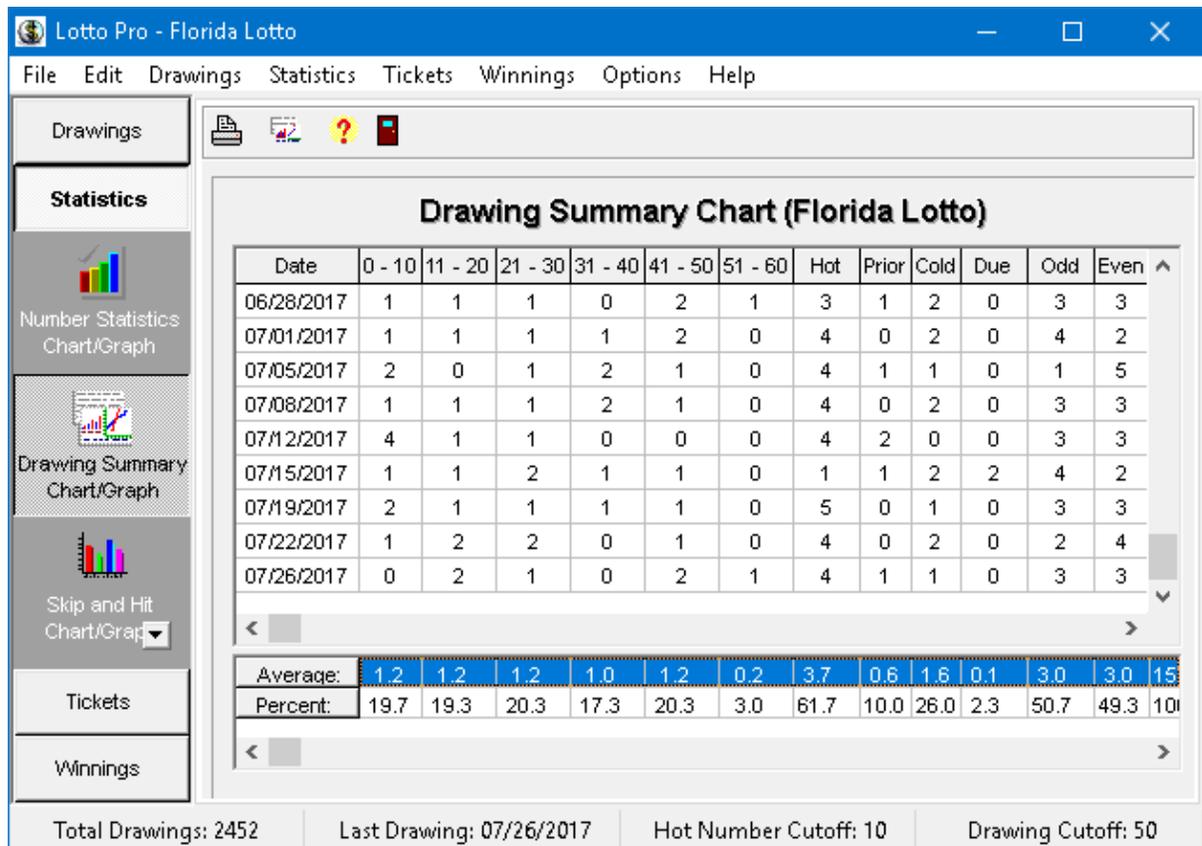
Click on the **Print** button in the toolbar to preview or print the Number Statistics chart.

Click on the **Frequency Graph** button on the toolbar to view the [Frequency graph](#).

## 5.2 Drawing Summary Chart

**Related Topics:** [Drawing Summary Graph](#)

To view the Drawing Summary chart, click on the **Statistics** button or the **Statistics** menu and select **Drawing Summary Chart/Graph**.



The number of drawings included in the Drawing Summary chart is dependent on the setting of the Drawing Cutoff. Each row in the chart represents one drawing, with the date of the drawing displayed in the first column. Each drawing is analyzed to determine how many numbers are in each of the following categories:

- Number ranges in increments of 10
- Hot numbers
- Prior numbers
- Cold numbers
- Due numbers
- Odd numbers
- Even numbers
- Sum of the numbers

Whether a number is considered Hot or Cold is dependent on the Hot Number Cutoff setting.

At the bottom of the chart, averages and percentages are shown for all the above categories. When you play Smart numbers, the program uses these percentages to pick your numbers. For example, if 50

percent of the numbers picked in the last 50 drawings were Hot numbers, then half of the Smart numbers picked will be Hot numbers.

If you apply filters to your lottery tickets, they should be close to the Averages displayed for odd and even numbers and the sum of the numbers.

If you are playing a lottery that has a bonus number, a **Bonus Number Options** button is displayed on the toolbar.

When you click the **Bonus Number Options** button, the Bonus Number Options dialog is displayed with three options for bonus numbers. The default setting is to show statistics for the regular numbers only. The second option is to show statistics for regular numbers and bonus numbers. The last option is to show statistics for the bonus number only.

For example, if you are playing the Powerball game, you could get statistics on just the Powerball by selecting the third option.

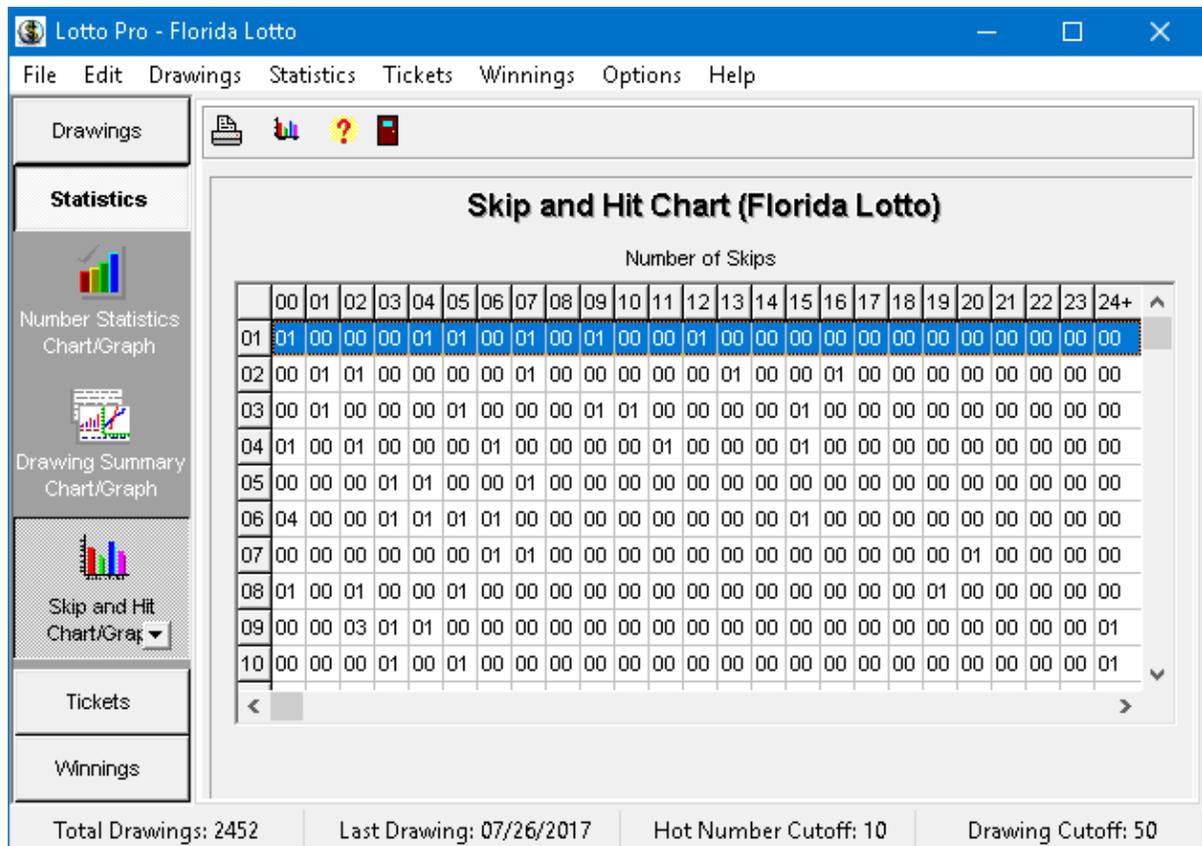
Click on the **Print** button in the toolbar to preview or print the Drawing Summary chart.

Click on the **Drawing Summary Graph** button in the toolbar to view the [Drawing Summary graph](#).

## 5.3 Skip and Hit Chart

**Related Topics:** [Skip and Hit Graph](#)

To view the Skip and Hit chart, click on the **Statistics** button or the **Statistics** menu and select **Skip and Hit Chart/Graph**.



The number of drawings used to derive the statistics in the chart is dependent on the setting of the Drawing Cutoff.

The horizontal rows in the chart display the statistics for the numbers in the lottery. The number that each row represents is displayed in the first vertical column on the left. Use the vertical scroll bar to view rows that are not visible.

The other columns, numbered 0 to 24+, show the Skip and Hit frequency for each number. A number that appears in the 00 column indicates how many times the number (in the far left column) was drawn with no skips (back to back draws) in the last 50 drawings (or whatever value the Drawing Cutoff is set to).

A number in the 01 column represents how many times a number was drawn, skipped a drawing, and was drawn again (1 skip). A number in the 02 column represents how many times a number was drawn, skipped two drawings, and was drawn again (2 skips).

When interpreting the chart, you should look for the highest skip value for a number. The Skip and Hit chart is normally used with the [Hit Sequence Chart](#). From the Skip and Hit chart you can determine that a number has a tendency of skipping a certain number of drawings before hitting again. You can then look at the Hit Sequence chart to see how long it has been since the number last hit. If the skip tendency is equal to the number of drawings since the last hit, it would be a good idea to play that number now.

If you are playing a lottery that has a bonus number, a **Bonus Number Options** button is displayed on the toolbar.

When you click the **Bonus Number Options** button, the Bonus Number Options dialog is displayed with three options for bonus numbers. The default setting is to show statistics for the regular numbers only. The second option is to show statistics for regular numbers and bonus numbers. The last option is to show statistics for the bonus number only.

For example, if you are playing the Powerball game, you could get statistics on just the Powerball by selecting the third option.

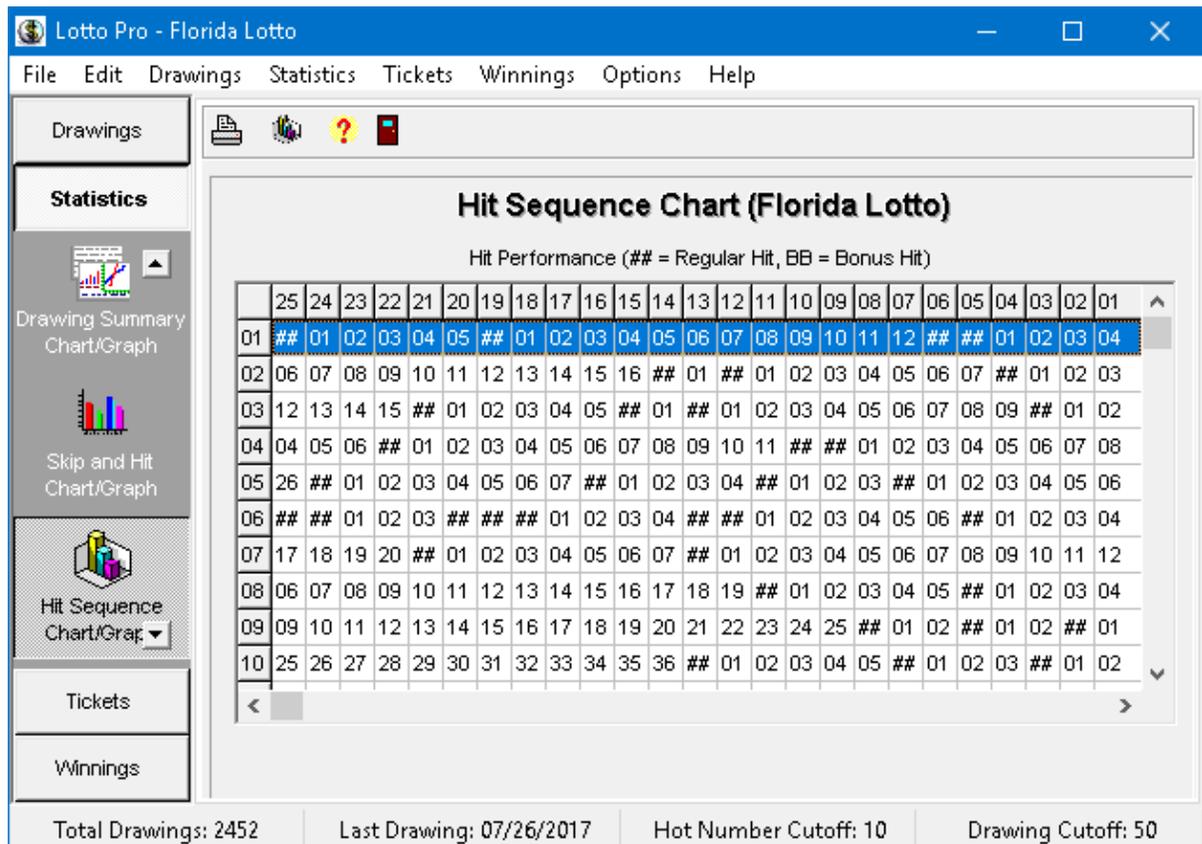
Click on the **Print** button in the toolbar to preview or print the Skip and Hit chart.

Click on the **Skip and Hit Graph** button in the toolbar to view the [Skip and Hit Graph](#).

## 5.4 Hit Sequence Chart

**Related Topics:** [Hit Sequence Graph](#)

To view the Hit Sequence chart, click on the **Statistics** button or the **Statistics** menu and select **Hit Sequence Chart/Graph**.



The Hit Sequence chart displays information for the last 25 drawings. If the Drawing Cutoff is set to a

value less than 25, the chart will display information for the number of drawings that the cutoff is set to.

The horizontal rows in the chart represent the numbers in the lottery. The number that each row represents is displayed in the first vertical column on the left. Use the vertical scroll bar to view rows that are not visible.

The other vertical columns represent the last 25 drawings and are numbered from 1 to 25, from right to left. The most recent drawing is column 1. The chart should be read from right to left.

A "##" in the chart represents a hit for a regular number. For example, if a "##" appears in column 1, row 1, it indicates that the number 1 was drawn in the last drawing.

If a number appears in a column, it represents how many drawings since the last hit. For example if the number 5 appears in row 2, column 1, it means that the number 2 has not been drawn for 5 drawings.

If you are playing a lottery that has a bonus number, a **Bonus Number Options** button is displayed on the toolbar.

When you click the **Bonus Number Options** button, the Bonus Number Options dialog is displayed with three options for bonus numbers. The default setting is to show statistics for the regular numbers only. The second option is to show statistics for regular numbers and bonus numbers. The last option is to show statistics for the bonus number only.

If you select option 2 or 3 in the Bonus Number Options dialog, the chart will display "**BB**" to indicate a bonus number hit.

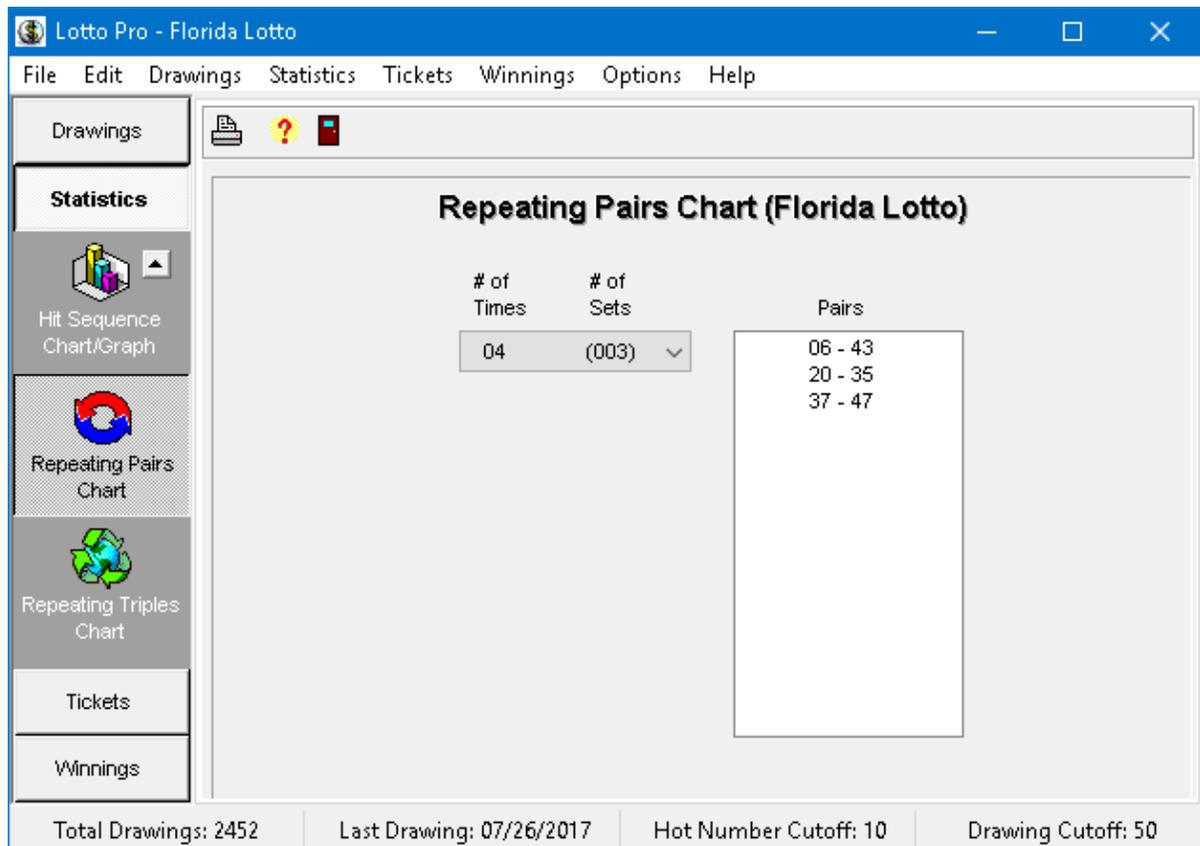
The Hit Sequence chart is normally used with the [Skip and Hit Chart](#). From the Skip and Hit chart you can determine that a number has a tendency of skipping a certain number of drawings before hitting again. You can then look at the Hit Sequence chart to see how long it has been since the number last hit. If the skip tendency is equal to the number of drawings since the number last hit, it would be a good number to play.

Click on the **Print** button in the toolbar to preview or print the Hit Sequence chart.

Click on the **Skip and Hit Graph** button in the toolbar to view the [Hit Sequence graph](#).

## 5.5 Repeating Pairs Chart

To view the Repeating Pairs chart, click on the **Statistics** button or the **Statistics** menu and select **Repeating Pairs chart**.



The number of drawings used to derive the statistics in the chart is dependent on the setting of the Drawing Cutoff.

The number of occurrences of repeating pairs are listed in the drop down box from the largest to the smallest. Click on the down arrow to display other occurrences. The number in parentheses indicates how many pairs were found for a particular occurrence.

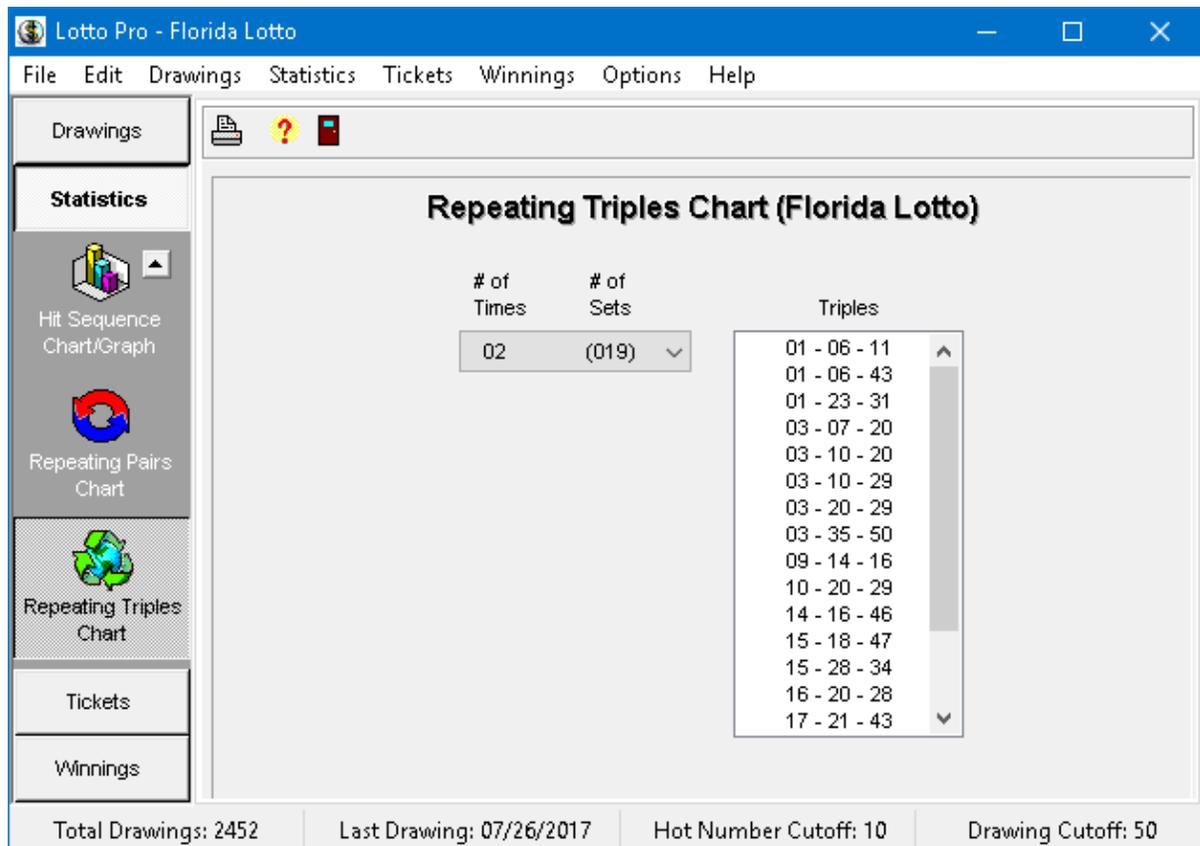
When you click on an occurrence, the pairs that were found for that number of occurrences are displayed in the **Pairs** list on the right.

If you are playing a lottery that has a bonus number, an **Include Bonus #** box is displayed. If the box is checked, bonus numbers are included with regular numbers when searching for repeating pairs.

Click on the **Print** button in the toolbar to preview or print the Repeating Pairs chart.

## 5.6 Repeating Triples Chart

To view the Repeating Triples chart, click on the **Statistics** button or the **Statistics** menu and select **Repeating Triples chart**.



The number of drawings used to derive the statistics in the chart is dependent on the setting of the Drawing Cutoff.

The number of occurrences are listed in the drop down box from the largest to the smallest. Click on the down arrow to display other occurrences. The number in parentheses indicates how many triples were found for a particular occurrence.

When you click on an occurrence, the triples that were found for that number of occurrences are displayed in the **Triples** list.

If you are playing a lottery that has a bonus number, an **Include Bonus #** box is displayed. If the box is checked, bonus numbers are included with regular numbers when searching for repeating triples.

Click on the **Print** button in the toolbar to preview or print the Repeating Pairs chart.

**Part**

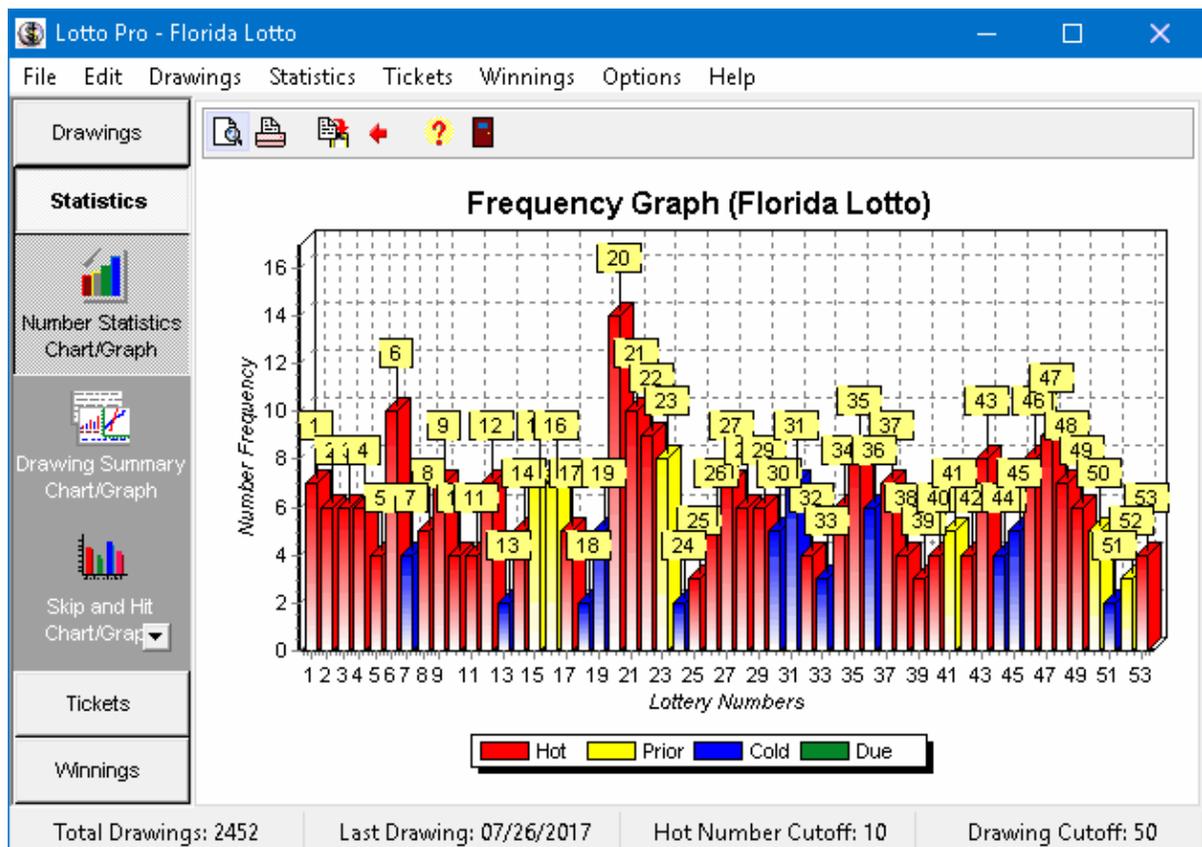


## 6 Interpreting the Statistical Graphs

### 6.1 Frequency Graph

The Frequency graph displays information from the [Number Statistics chart](#) in bar graph format.

To view the Frequency graph, click on the **Statistics** button or the **Statistics** menu and select **Number Statistics Chart/Graph**. Click on the **Frequency Graph** button in the toolbar.



The number of drawings used to derive the statistics in the graph is dependent on the setting of the Drawing Cutoff.

The horizontal axis of the graph represents the numbers drawn in the lottery. The numbers are displayed below the horizontal axis and in the boxes above the vertical bars.

The vertical axis has different color bars representing the following categories of numbers:

- Hot numbers
- Prior numbers
- Cold numbers

- Due numbers

A legend at the bottom of the graph associates each bar color with one of the above categories.

The vertical height of each vertical bar represents the number of times a number has been drawn (Number Frequency). The frequency value is read from the left vertical axis.

Click on the **Print Preview** button on the toolbar to view how the graph will appear before it is printed. You can also change the page orientation, margins and graph detail.

Click on the **Print** button on the toolbar to print the graph. If you have a color printer, the graph will print in color.

Click on the **Copy to Clipboard** button to copy the graph to the Windows clipboard. The graph can then be pasted into any graphics program, using the Paste command in the graphics program.

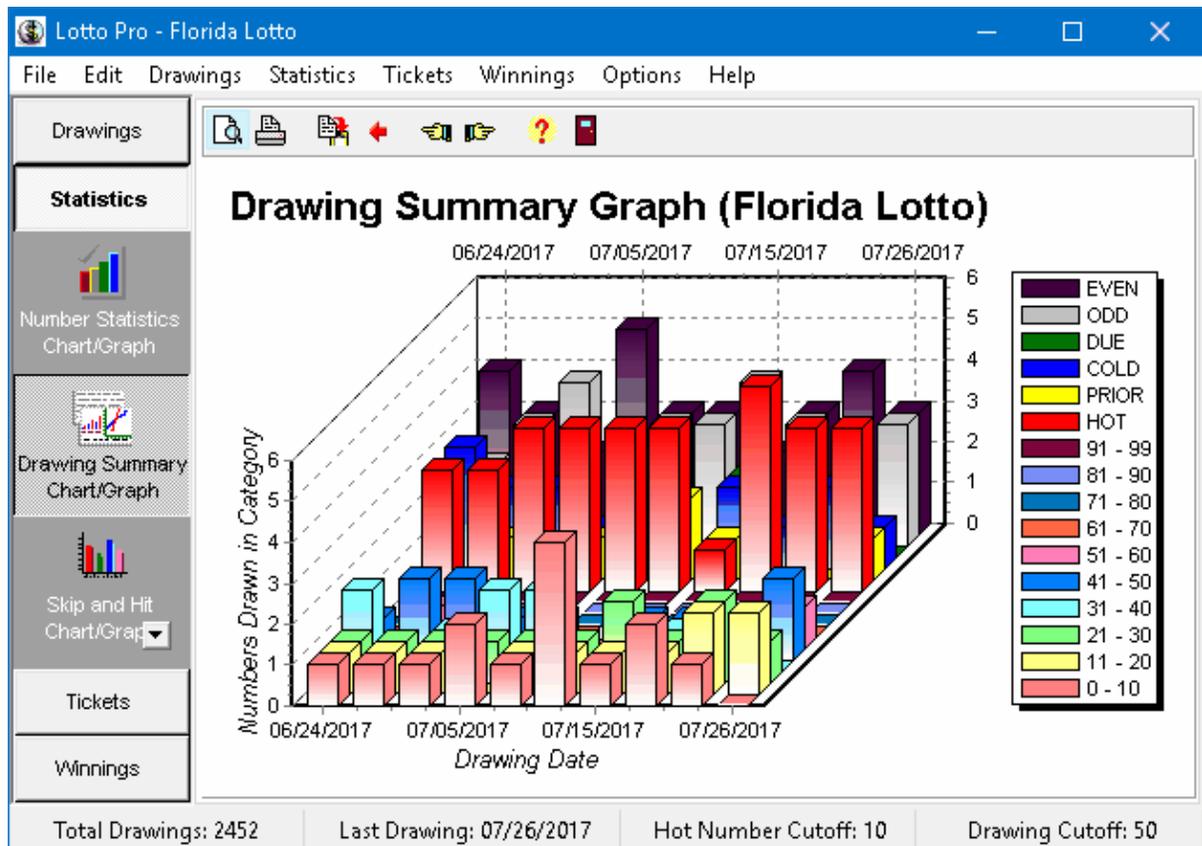
Click on the **Return to Number Statistics Chart** button on the toolbar to view the [Numbers Statistics chart](#).

**Tip:** To make the graph larger and easier to read, click on the **Maximize** button in the upper right hand corner of the graph window.

## 6.2 Drawing Summary Graph

The Drawing Summary graph displays information from the [Drawing Summary chart](#) in bar graph format.

To view the Drawing Summary graph, click on the **Statistics** button or the **Statistics** menu and select **Drawing Summary Chart/Graph**. Click on the **Drawing Summary Graph** button in the toolbar.



The number of drawings displayed in the graph is dependent on the setting of the Drawing Cutoff.

The Drawing Summary graph displays 10 drawings at a time. The drawing dates are displayed on the horizontal axis of the graph.

When you first open the graph, the last 10 drawings are displayed. To view drawings prior to the last 10, click on the **Previous Dates** button on the toolbar. Click on the **Next Dates** button on the toolbar to display newer drawings.

Each drawing date consists of different color vertical bars that represent the values of the following categories in the Drawing Summary chart.

- Number ranges in increments of 10
- Hot numbers
- Prior numbers
- Cold numbers
- Due numbers
- Odd numbers
- Even numbers

The numerical value for a particular category can be determined by comparing the height of the bar to the values on the vertical axis.

A legend is displayed to the right of the graph that associates each color with one of the above categories.

Click on the **Print Preview** button on the toolbar to view how the graph will appear before it is printed. You can also change the page orientation, margins and graph detail.

Click on the **Print** button on the toolbar to print the graph. If you have a color printer, the graph will print in color.

Click on the **Copy to Clipboard** button to copy the graph to the Windows clipboard. The graph can then be pasted into any graphics program, using the Paste command in the graphics program.

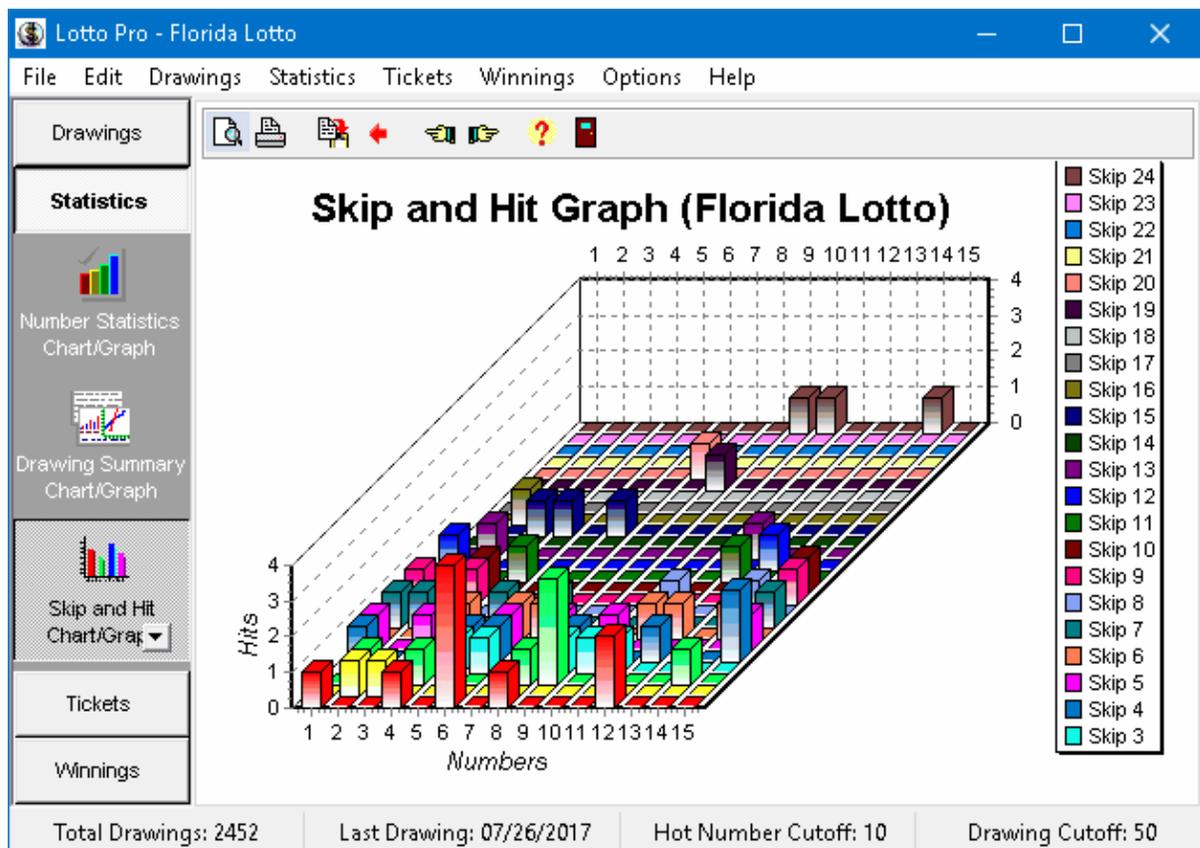
Click on the **Return to Drawing Summary Chart** button on the toolbar to view the [Drawing Summary chart](#).

**Tip:** To make the graph larger and easier to read, click on the **Maximize** button in the upper right hand corner of the graph window.

## 6.3 Skip and Hit Graph

The Skip and Hit graph displays information from the [Skip and Hit chart](#) in bar graph format.

To view the Skip and Hit graph, click on the **Statistics** button or the **Statistics** menu and select **Skip and Hit Chart/Graph**. Click on the **Skip and Hit Graph** button on the toolbar.



The number of drawings that are analyzed in the Skip and Hit graph is dependent on the setting of the Drawing Cutoff.

The horizontal axis of the graph represents the numbers drawn in the lottery, with 15 numbers being shown at a time.

When you first open the graph, information for numbers 1 to 15 is displayed. To view information for numbers higher than 15, click on the **Higher Numbers** button on the toolbar. To view lower numbers, click on the **Lower Numbers** button on the toolbar.

The graph has different color vertical bars representing the 25 skip categories (0 to 24). A legend to the right of the graph associates each color with a skip category (0 to 24). The numerical value for a particular category can be determined by comparing the height of the bar to the values on the vertical axis.

If a number has a vertical bar for the Skip 0 category, its value indicates the number of times the number was drawn with no skips (back to back). If a number has a vertical bar for the Skip 1 category, its value indicates the number of times that number was drawn, skipped a drawing, and was drawn again (1 skip). When interpreting the graph, you should look for the highest skip value for a number.

The Skip and Hit graph is normally used with the [Hit Sequence Chart](#). From the Skip and Hit graph you can determine that a number has a tendency of skipping a certain number of drawings before hitting again. You can then look at the Hit Sequence chart to see how long it has been since the number last hit. If the skip tendency is equal to the number of drawings since the number last hit, it would be a good number to play.

Click on the **Print Preview** button on the toolbar to view how the graph will appear before it is printed. You can also change the page orientation, margins and graph detail.

Click on the **Print** button on the toolbar to print the graph. If you have a color printer, the graph will print in color.

Click on the **Copy to Clipboard** button to copy the graph to the Windows clipboard. The graph can then be pasted into any graphics program, using the Paste command in the graphics program.

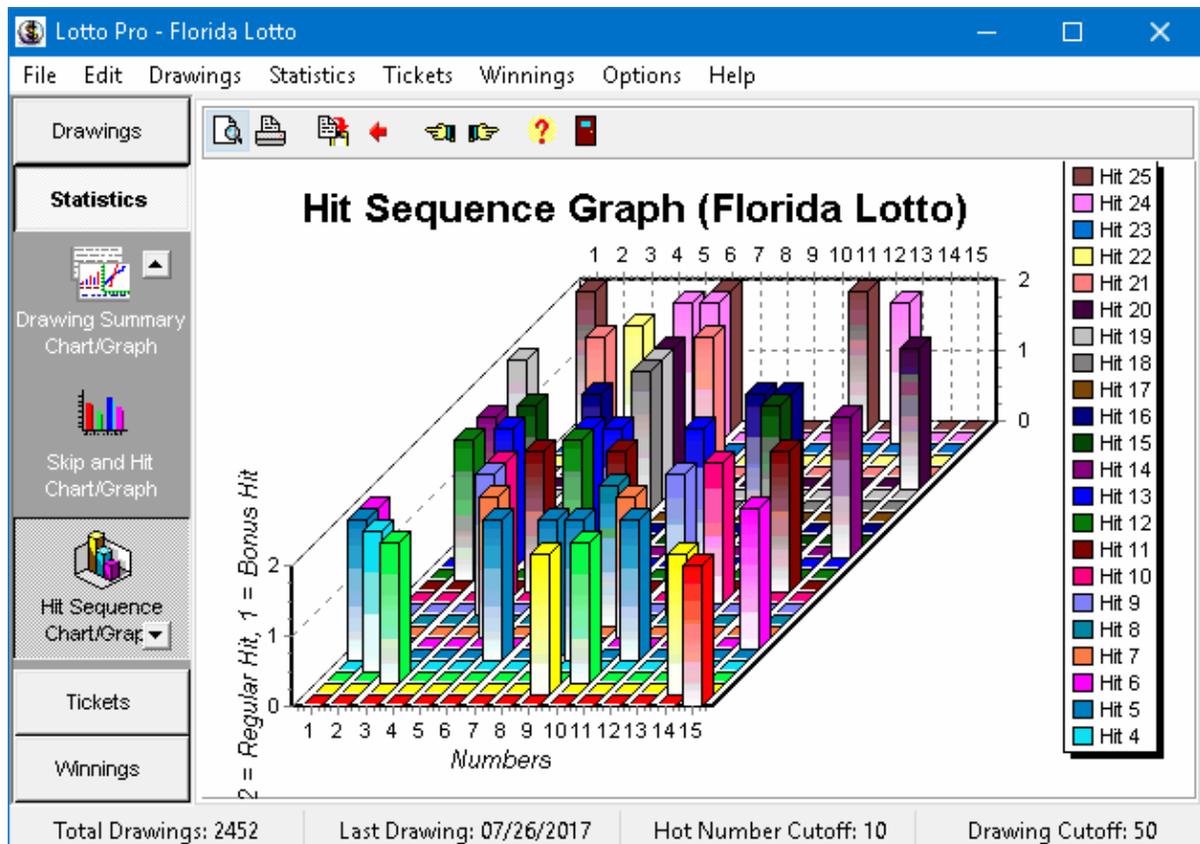
Click on the **Return to Skip and Hit Chart** button on the toolbar to view the [Skip and Hit chart](#).

**Tip:** To make the graph larger and easier to read, click on the **Maximize** button in the upper right hand corner of the graph window.

## 6.4 Hit Sequence Graph

The Hit Sequence graph displays information from the [Hit Sequence chart](#) in bar graph format.

To view the Hit Sequence graph, click on the **Statistics** button or the **Statistics** menu and select **Hit Sequence Chart/Graph**. Click on the **Hit Sequence Graph** button on the toolbar.



The Hit Sequence graph displays information for the last 25 drawings. If the Drawing Cutoff is set to a value less than 25, the chart will display information for the number of drawings that the cutoff is set to.

The horizontal axis of the graph represents the numbers drawn in the lottery, with 15 numbers being shown at a time.

When you first open the graph, information for numbers 1 to 15 is displayed. To view information for numbers higher than 15, click on the **Higher Numbers** button on the toolbar. To view lower numbers, click on the **Lower Numbers** button on the toolbar.

The vertical axis has different color bars representing hit categories (1 to 25). A legend to the right of the graph associates each color with a hit category.

If a number has a vertical bar for the Hit 1 category, it indicates that the number was drawn in the last drawing. If a number has a bar indicating the Hit 2 category, the number was drawn two drawings ago. All regular numbers have a value of 2.

If the lottery that you opened has a bonus number, any bonus numbers will have a value of 1. Bonus numbers will only appear in the graph if you have selected the option to include bonus numbers with regular numbers in the [Hit Sequence chart](#).

The Hit Sequence graph is normally used with the [Skip and Hit Chart](#). From the Skip and Hit chart you can determine that a number has a tendency of skipping a certain number of drawings before hitting again. You can then look at the Hit Sequence graph to see how long it has been since the number last hit. If the skip tendency is equal to the number of drawings since the number last hit, it would be a good number to play.

Click on the **Print Preview** button on the toolbar to view how the graph will appear before it is printed. You can also change the page orientation, margins and graph detail.

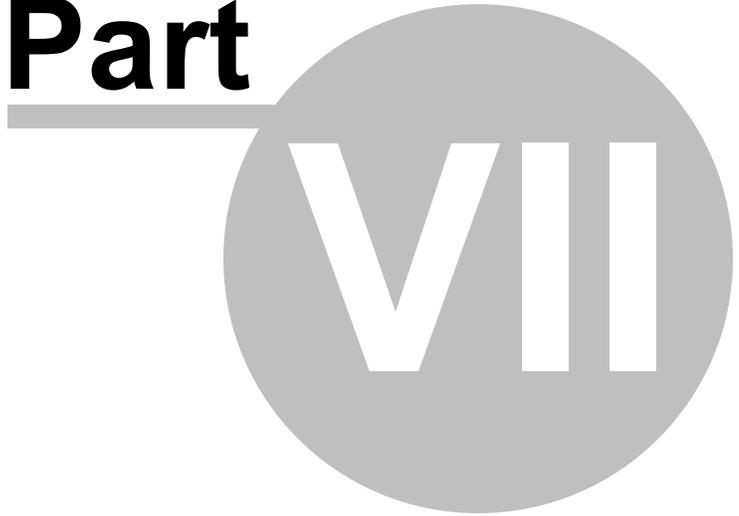
Click on the **Print** button on the toolbar to print the graph. If you have a color printer, the graph will print in color.

Click on the **Copy to Clipboard** button to copy the graph to the Windows clipboard. The graph can then be pasted into any graphics program, using the Paste command in the graphics program.

Click on the **Return to Skip and Hit Chart** button on the toolbar to view the [Skip and Hit chart](#).

**Tip:** To make the graph larger and easier to read, click on the **Maximize** button in the upper right hand corner of the graph window.

**Part**



## 7 Working with Wheeling Systems

### 7.1 Why Use Wheeling Systems?

Wheeling systems simplify the betting process, guarantee a cash prize when the numbers drawn appear in your larger group of numbers wheeled, and maximize your payoffs through multiple ticket hits because you play many combinations of the same numbers.

It can honestly be said that Wheeling reduces the odds against you! First, by playing more numbers (more than the standard five, six, etc.), in a group, you have a better chance of having the officially drawn numbers match your wheeled numbers. Second, by playing more tickets you increase the odds mathematically of holding a cash paying ticket(s).

Probably the greatest single benefit of wheeling is the payoff maximization which is inherent in a wheeling system. Because you are playing several combinations of the same numbers, when a few of these numbers are selected they appear on your tickets in a shotgun fashion.

Any professional gambler who is successful uses a wheeling system. The wheeling system concept provides a methodology for playing numbers and provides payoff maximization through multiple tickets wins. It is a matter of personal choice as to whether or not you want to play the lottery. However, if you do play the lottery, wheeling systems represent the most intelligent way to play and win!

### 7.2 Adding a Wheeling System

Lotto Pro comes with a large selection of wheeling systems. However, you may want to experiment with other systems.

A good resource for other other wheeling systems is the Lotto Genius web site, located at <http://www.lottogenius.com>. You can also order books with other wheeling systems from our affiliate partner, [Amazon.com](http://www.amazon.com).

Tickets					
	01	02	03	04	05
0001.	01	02	03	04	05
0002.					
0003.					
0004.					
0005.					
0006.					

Numbers Per Ticket: 06

Total Numbers in Wheel: 18

Number of Tickets: 42

Prize Guarantee:

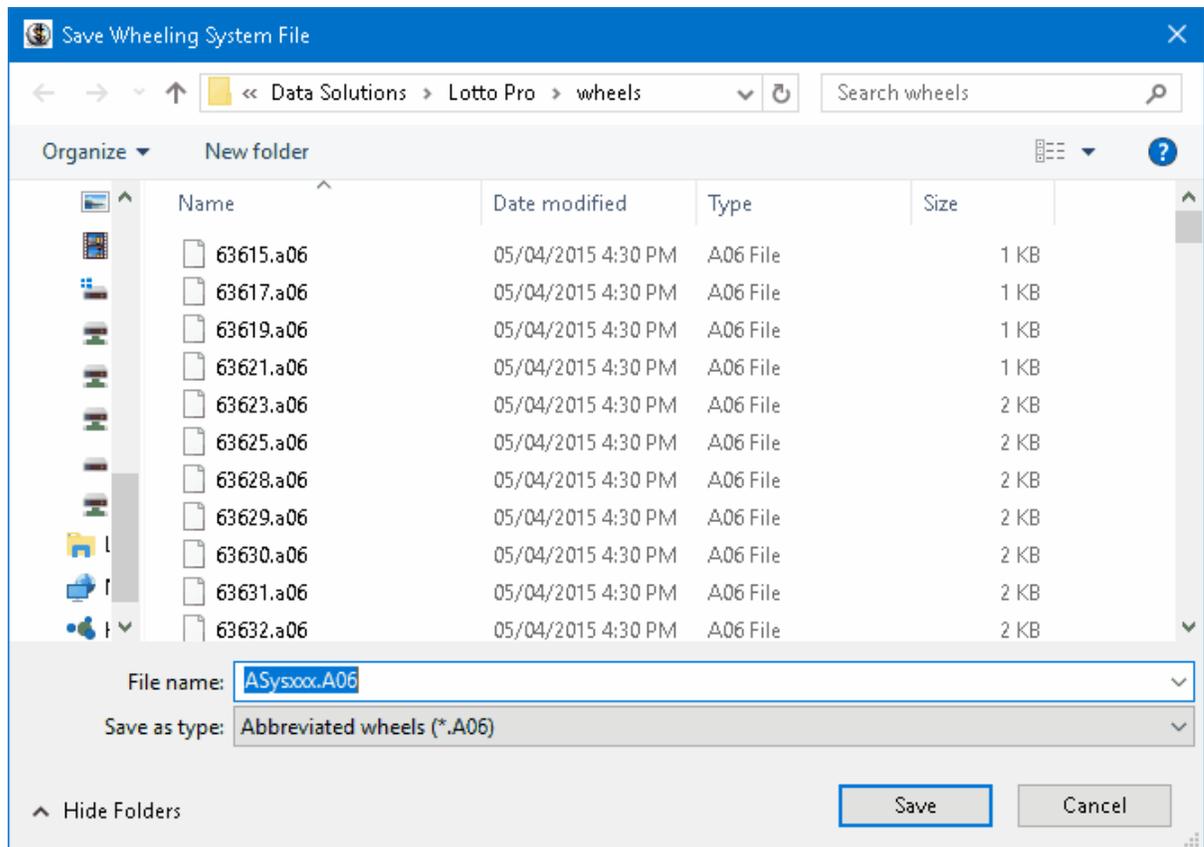
3 numbers match if

6 numbers are correct

Save Print Close Help

**To add a wheeling system:**

1. From the **File** menu, select **New|Wheeling System**.
2. Enter the number of numbers per ticket in the wheeling system in the **Numbers Per Ticket** box.
3. Enter the number of numbers in the wheeling system in the **Total Numbers in Wheel** box.
4. Enter the number of tickets in the wheeling system in the **Number of Tickets** box.
5. Enter the number of numbers guaranteed to match in the **numbers match** if box.
6. Enter the number of numbers needed to be correct in the **numbers are correct** box.
7. Enter the numbers for each ticket in the **Tickets** list. Use the **Tab** key to advance your cursor after entering each number. Remember, the numbers you are entering are NOT the actual numbers you will be playing. The numbers represent the order of substitution for the set of numbers you will be playing.
8. Click the **Save** button.



9. Type a name for the new wheeling system in the **File name** box. Do NOT change the prefix (ASys or FSys) or file extension (a.05 or a.06). For example, if ASysxxx.a06 is displayed in the File name box, you should change the name to something like ASys021.a06. Abbreviated wheeling systems have a prefix of ASys and a file extension of Axx. Full wheeling systems have a prefix of FSys and a file extension of Fxx. The xx indicates what type of lottery game the system is for. For example, a

file extension of A06 indicates an Abbreviated wheeling system for a Pick-6 game.

10. Click the **Close** button to close the New Wheeling System dialog.

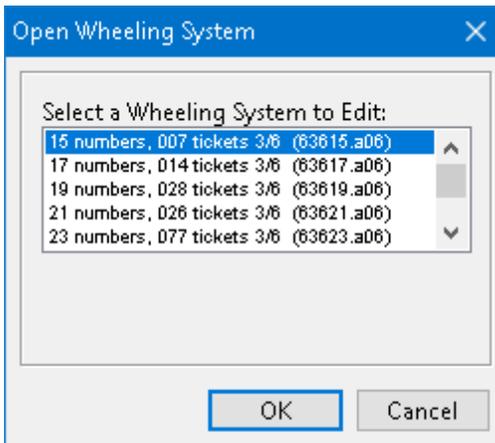
**Tip:**

If you discover that you have made a mistake after saving a wheeling system, you can [edit the wheeling system](#) to make any needed corrections.

## 7.3 Editing a Wheeling System

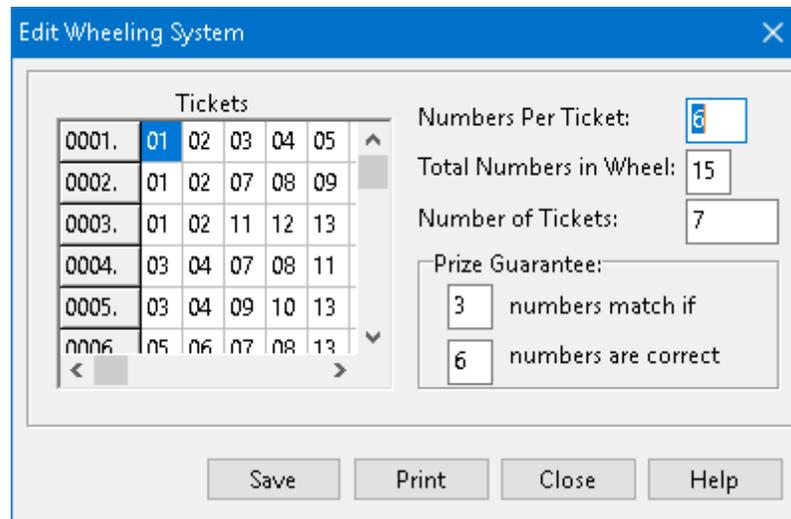
If you [add a new wheeling system](#) and later discover that you made a mistake, you can edit the wheeling system and make any needed corrections. Do NOT edit any of the wheeling systems that were supplied with Lotto Pro.

Before you edit a wheeling system, make sure that you open the lottery that you will be playing with the system. For example, if want to edit a wheeling system for the Florida Lotto, first open the Florida Lotto drawing file. When you edit the wheeling system, only wheeling systems for Pick-6 games will be displayed.



**To edit a wheeling system:**

1. From the **Edit** menu, select **Wheeling System**.
2. Select the wheeling system that you want to edit. Abbreviated wheeling systems have a file extension of Axx. Full wheeling systems have a file extension of Fxx. The xx indicates what type of lottery game the system is for. For example, a file extension of A06 indicates an Abbreviated wheeling system for a Pick-6 game.
3. Click the **OK** button.

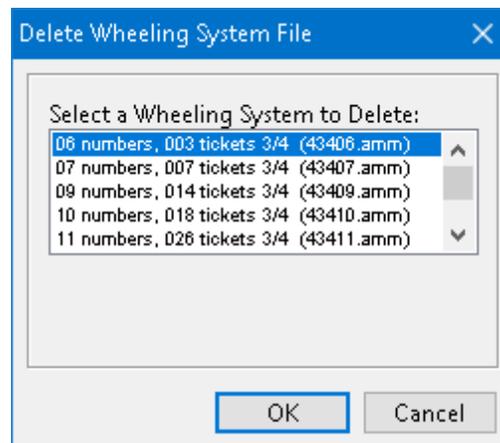


4. Click on the ticket(s) that you want to change and enter the information. Use the **Tab** key to advance to the next number.
5. Click the **Save** button to save your changes. The changes are saved to the file that you opened to edit.
6. Click the **Close** button to close the Edit Wheeling System dialog.

## 7.4 Deleting a Wheeling System

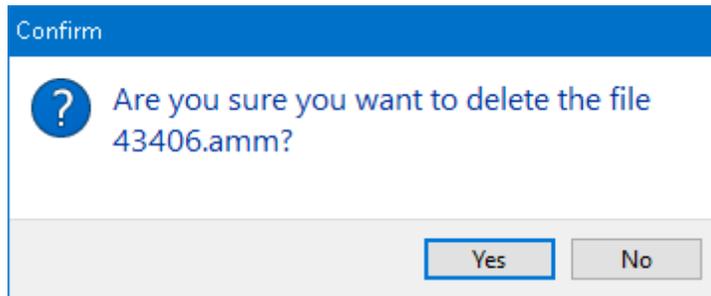
You can delete wheeling systems that were supplied with Lotto Pro or that you have [added](#).

The wheeling systems have file extensions that indicate what type of lottery game they are for. Abbreviated wheeling systems have a file extension of Axx. Full wheeling systems have a file extension of Fxx. The xx indicates what type of lottery game the system is for. For example, a file extension of A06 indicates an Abbreviated wheeling system for a Pick-6 game. A file extension of F05 indicates a Full wheeling system for a Pick-5 game.



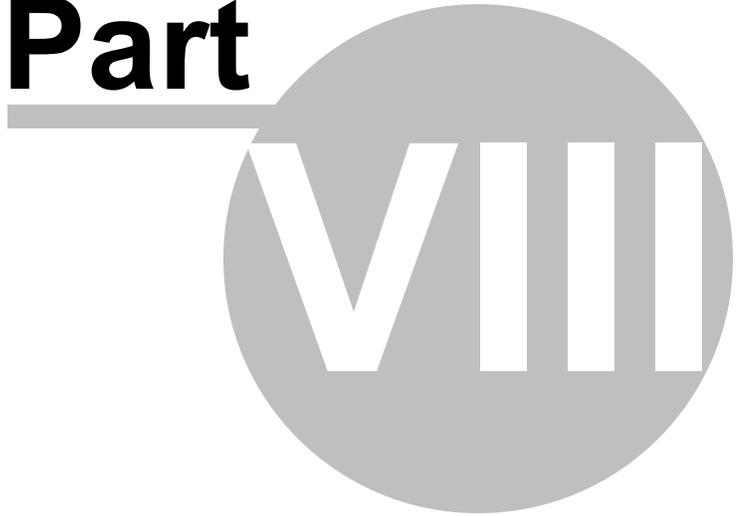
**To delete a wheeling system:**

1. From the **File** menu, select **Delete Wheeling System File**.
2. Select the wheeling system that you want to delete.
3. Click the **OK** button. A confirmation message is displayed.



4. Click the **Yes** button to delete the file.

**Part**



## 8 Technical Support

### 8.1 Technical Support

Before contacting our support department, you should make sure that you have the latest version of Lotto Pro.

You should also check the Frequently Asked Questions (FAQ) located at <http://www.windowslotto.com/faq.html>

Contact information is available at [http://www.windowslotto.com/contact\\_us.html](http://www.windowslotto.com/contact_us.html).

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