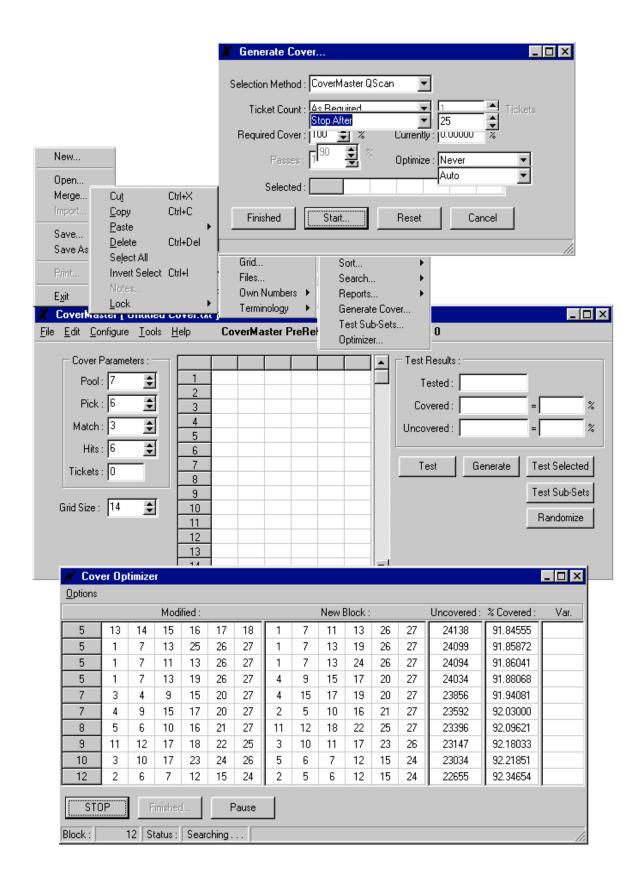CoverMaster Tempory Doc.

Download the CoverMaster Zipped file into a temp directory or directory of your choice or create one, such as CM or CoverM or CoverMaster or CoverM51.

Use WinZip or EasyZip to extract the program into the directory of your choice. There is no setup as the program is ready to run and can be run right off the windows run line by clicking on or highlighting the CoverMaster.exe file name and then clicking on [RUN]. The program will open on your desktop.

If you prefer, you can start CoverMaster.exe from your Program Files by making a link to it by clicking on [Start/Settings/Taskbar & Start Menu/Start Menu Programs/Add] follow instructions. Or you can create a short-cut to your desk top by right clicking on CoverMaster.exe and Properties/Make shortcut.

The CoverMaster program is really easy to use once you get used to it.

Generate Cover... ☐☐☒

Selection Method : CoverMaster QScan ▾

Ticket Count : As Required ▾ | 1 ▲▼ Tickets
Stop After ▾ | 25 ▲▼

Required Cover : 100 ▲▼ % | Currently : 0.00000 %

Passes : 1 90 ▲▼ % | Optimize : Never ▾
Auto ▾

Selected : [ ]

[Finished] [Start...] [Reset] [Cancel]

New...

Open...
Merge...
Import...

Save...
Save As

Print...

Exit

Cut	Ctrl+X
Copy	Ctrl+C
Paste	▶
Delete	Ctrl+Del
Select All	
Invert Select	Ctrl+I
Notes...	
Lock	▶

Grid...
Files...
Own Numbers ▶
Terminology ▶

Sort... ▶
Search... ▶
Reports... ▶
Generate Cover...
Test Sub-Sets...
Optimizer...

CoverMaster [Untitled Cover.txt] ☐☐☒

File Edit Configure Tools Help   **CoverMaster PreRel** 0

Cover Parameters :

Pool : 7 ▲▼
Pick : 6 ▲▼
Match : 3 ▲▼
Hits : 6 ▲▼
Tickets : 0

Grid Size : 14 ▲▼

							▲
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							▼

Test Results :

Tested : [ ]
Covered : [ ] = [ ] %
Uncovered : [ ] = [ ] %

[Test] [Generate] [Test Selected]
[Test Sub-Sets]
[Randomize]

Cover Optimizer ☐☐☒

Options

Modified :						New Block :						Uncovered :	% Covered :	Var.
5	13	14	15	16	17	18	1	7	11	13	26	27	24138	91.84555	
5	1	7	13	25	26	27	1	7	13	19	26	27	24099	91.85872	
5	1	7	11	13	26	27	1	7	13	24	26	27	24094	91.86041	
5	1	7	13	19	26	27	4	9	15	17	20	27	24034	91.88068	
7	3	4	9	15	20	27	4	15	17	19	20	27	23856	91.94081	
7	4	9	15	17	20	27	2	5	10	16	21	27	23592	92.03000	
8	5	6	10	16	21	27	11	12	18	22	25	27	23396	92.09621	
9	11	12	17	18	22	25	3	10	11	17	23	26	23147	92.18033	
10	3	10	17	23	24	26	5	6	7	12	15	24	23034	92.21851	
12	2	6	7	12	15	24	2	5	6	12	15	24	22655	92.34654	

[STOP] [Finished...] [Pause]

Block : 12 | Status : Searching . . .

The basic components of the CoverMaster program are displayed here in exploded format. The image in the center is what you will see first when you start the program. It is best viewed at 800x600 on a working computer monitor, though 640x480 and 1024x768 will work, but some lines may be distorted.

On the Main screen there are six (Cover Parameters) boxes marked, "Pool, Pick, Match, Hits, Tickets and Grid Size".

Pool: Is the number of numbers we want to Cover or Wheel. ie: To make a 12 number wheel for Pick-6.

Pick: Is the size of the game, (how many balls are drawn) Pick-3, Pick-4, Pick-5, Pick-6, sorry no Pick-7.
      As you change this number, the number of boxes in the grid will change to reflect this number.

Match: Is the number of winning numbers you want to appear together on at least one combination to
       guarantee or provide a percentage of cover for.

Hits: Is the number of winning numbers you need to appear among the numbers being wheeled to have
      the above match take place.

   In other words. If you wanted to make a 4 if 6 in 12 number wheel, your settings would be:
   Pool-12, Pick-6, Match-4 and Hits-6. If you wanted to make a 4 if 5 of 6 in 9 number wheel:
   Pick-09, Pick-6, Match-4 and Hits-5.

Tickets: After your wheel has been generated this box will show how many combinations are being used,
         it is NOT user changeable.

Grid Size: Default is 14, raising this figure will expand the number of combination lines shown without using
           the scroll bar.

****

Pull/Drop Down Menus

FILE: First Pull Down Menu: New, Open, Merge, Import, Save, SaveAs, Print, Exit.

New: Clears old combinations off the screen without changing Cover Parameters numbers.

Open: Lets you go out into your computer to find and open a wheel you made before and want to work with
      again, the combinations will appear in the center column of combinations as if you just made it.

Merge: Allows you to bring in a previously made wheel and add it to one currently on the screen. This
       only works if there are no duplicate combinations (if so use notepad to remove dups from the stored
       wheel before merging).

Import: If a wheel was made with a different system and won't "Open" it might still be Imported.

Save: Not a good idea as it usually overwrites a previous wheel you made with the one you want to save.

SaveAs: Saves your wheel as a new wheel file and allows you to name it, saved as a text file automatically.

Exit: Shuts down CoverMaster.

EDIT: Second Pull Down Menu: Cut, Copy, Paste, Delete, Select All, Invert Select, Notes, Lock.

Typical Windows editing functions same as Win NotePad uses, except for . . .

Lock: Allows you to lock the combinations on the screen (they turn red) out from the Optimization
process. Let's you make a small perfect 100% optimized wheel and lock it up, and build a big
90% optimized wheel on top of it without affecting the smaller wheel.

CONFIGURE: Third Pull Down Menu: Grid, Files, Own Numbers, Terminology.

Grid: Allows the user to change the grid boxes from white with black numbers to black with white
numbers.

Files: Allows some changes in how files are stored if text isn't what you need.

Own Numbers: CoverMaker makes Pointer Number Wheels. This utility allows you to exchange the
Pointer
Numbers with your own in any order you want and you can save the wheel this way if you
like and/or print it. It also allows you to enter numbers of a higher range to merge back
into
another wheel, but you have to use notepad to edit away the part of the text file below the
wheel's pointer numbers that tells CoverMaster these are "Own Number".   Typical
example
would be to make a 90% 3if6in24number wheel and want another for the numbers from
25 to
48. With the previously saved 3if6in24 wheel on the grid, click [Own Numbers] enter 25
to
48, SaveAs 3if6in25-48.txt, open it and remove the Own Number information from the
bottom
and SaveAs 3if6in25-48.txt again. Click [New] to start with a clean slate, [Open]
3if6in24n,
[Merge] 3if6in25-48.txt, bingo you have a split open cover 3if6in48 number wheel to
work
with.

Terminology: Allows the user to select the term, Cover or Wheel, means the same thing if you care.

TOOLS: Forth Pull Down Menu: Sort, Search, Reports, Generate Cover, Test Sub-Sets, Optimizer.

Sort: Allows the user to change the order of the combinations from "As Generated" to Numerical Order or
by Dependency. It is uncertain if Dependency is affected by changes in Cover Parameter choices or
if it is an accurate representation of each combination's contribution to the wheel's coverage. It is
also not clear which direction Dependency runs. Running Dependency, changing Cover Parameters
and running Dependency again can very from doing nothing to locking up the program, don't do it.

Search: Opens a window that doesn't appear to do anything.

Reports: Quick Report is most useful showing the percentage of coverage for every prize tier. The only
thing to remember is never to close this window while the chart is still being created or the whole
program will freeze and have to be alt/Ctrl/Delete shutdown. Edit/Copy stores the report in
memory
open notepad and click [Paste] and the report will appear to be saved or printed. The long report
is very confusing, however it should be noted the line at the top shows the number of prizes the
wheel must win if all the necessary winning numbers are among those being wheeled.

Generate Cover: Same as using the [Generate] from the main screen only more bother.

Test Sub-Sets: Opens a window that doesn't appear to do anything.

Optimize: If you didn't optimize when generating the wheel (saves hours on a big wheel like 3if6in49n) you
          can do it later, sometimes a better choice, sometimes not.

HELP: Fifth Pull Down Menu: Help

Help: Sorry no help, read this file.

****

Let's Make a Wheel Tutorial: Making a 4 if 6 in 18 number 42 combination wheel or covering design.

Open the CoverMaster program.

Change Pool to 18

Change Pick to 6 if necessary

Change Match to 4

Change Hits to 6 if necessary

Click on [Generate] the Generate Cover box will appear, click on [Start] and depending on your computer
a cover will be generated within seconds to minutes.

Oh oh, the generated cover used 56 combinations and we know it can be done in 42. We could click on
[Finished] and Optimize this wheel from the Main screen, but that would not reduce the total number of
combinations being used.

So instead we click [Reset] and the 56 combinations go away.

This time we click the scroll bar showing Optimize [Never] and it to change [Auto] and click [Start]

This time the Optimizer screen appears, (if partly off screen during longer builds you can always click on
the top and drag it into full view) and the build goes to 54 or 55 tickets. If you got 55, click [Reset] and
[Start] again, you may get a better cover like 54, better then 56 but not the 42 we want.

[Reset] or [New] and this time set the Optimzer to Auto and either the Percentage to [99] or the Tickets
(change As Required to As Needed) to [42] or both (set Percentage before Tickets). This time we get
42 combinations at 99.36%.   You can click [Reset] and try this repeatedly, you may do a little better, but
you won't get to 100%, so click [Finished] the Generate Cover box will close and you will see your wheel
on the Main Screen Grid.

 Let's see if we can improve this wheel. Click on the "Tools" pull down menu and click on [Optimize] the
Optimizer box will open, drag it into full view if necessary and click on [Start].   In my case the Optimizer
ran for only a few seconds and improved the wheel from 99.36% to 99.4 %.

In this build, this is about as good as things are going go get, so let's try this again from the beginning
only this time Generate the wheel to 90%. New, Pool-18, Pick-6, Match-4, Hits-6, [Generate] As Needed,
90%, Auto, [Start]. WOW! 91% coverage with 25 combinations, we give up 09% of our coverage and
we SAVE $17.00 worth of one dollar playing tickets, saving better then one third the normal playing cost
of this wheel.

We can put that $17.00 into our pocket and give up 17 chances at the jackpot, or we can click [Finished]

return to the main menu and click the EDIT pull down menu and Lock/All. Now we can build a big 3 if 6 wheel on top of this one, Pool-30, Pick-6, Match-3, Hits-6, [Generate], 90%, As Needed, Auto, [Start].

Wow again! with only 4 more combinations we have a 90% 3if6in30number wheel in only 29 combinations
with the 90% 4 if 6 in 18 number wheel front loaded. If you replace these with your [OwnNumbers] and your better picks are up front you win big and if not you have backup for $4.00, Wheels within Wheels!!!

By now you should have an idea of the true power of this CoverMaster the wheel maker, the rest is up to you, experiment and learn, you can't hurt this program by any choices you make in using it.

****

Additional Tips:

The CoverMaster program was tested on a 266MHZ with 48megs of ram and a 300MHZ with 128 megs of ram using Windows 95 and 98 at 800x600 and 1024x768, it works perfectly.

Large wheels, 6/54 can take overnight to run, 24-36 hours if Optimizing during the Generation. The only evidence the program is running is the combinations will change occasionally. Checking Alt/Ctrl/Delete will show it "not responding" generally this is not true, it is running in memory. However, crashing out by Alt/Ctrl/Delete Close won't hurt the program and you can start it again.

Extra large wheels, like 6/94 can only be made as a 2if2in94number wheel, don't Optimize, takes about 300 combinations to 90% and it can take hours for the QuickResults chart to build so if you don't need it don't ask for it, because you can't close it until it is completed or you will lose the wheel and have to crash out.

Good luck.