

Everything you need to know about the Bio-Pick data files.

If you're reading this you are no doubt aware that Bio-Pick can be updated when the rules of a lottery change or when new games are added. You might also know that these lottery rules are contained in a Data File specific to the Bio-Pick. You probably know that these data files can be downloaded from our website and then installed into your Bio-Pick unit. But you might not know that you can edit these files yourself or even create new ones with only the games you want. Read on to find out how this is done.

These DataFiles might seem very mysterious and intimidating when in fact they are fairly simple and easy to understand. If you take the time to read and understand a few simple rules, you will be able to modify an existing file or create a totally new custom file of your choosing. Everything you need to know is about to be revealed.

THE BASICS.

Don't let the file names scare you. These are simple text files and can be edited with the text editor of your choice. A spreadsheet saved in CSV (text) format also works. When properly completed, the DataFile can be installed into your Bio-pick device.

HEXADECIMAL NUMBERS.

For some of you the idea of Hexadecimal Numbers might be scary. They're really not. Let's call them HEX for short. We're familiar with Decimal numbers in everyday life. HEX is just another way of indicating a decimal number. At first the hex numbers may look strange since some hex numbers also contain letters. Most online calculators have a Decimal to Hex converter and will make the conversion easy. They're a very useful tool here. Bio-Pick uses HEX numbers and so does the Bio-Pick Data File. When working with the Data File ALL numbers must be in HEX format. For instance if the lottery game called for 49 you would convert 49 (Decimal) to HEX and get \$31. Both numbers represent the same value but are just in a different format. The \$ simply tells Bio-Pick that it is a HEX number. Grab a calculator and try a few conversions. It's easy.

THE DATA FILE FORMAT.

Here are the rules. Follow them carefully.

1. Every Data File MUST have exactly 100 lines.
2. Each line MUST have 6 HEX numbers. (Let's call them FIELDS)
3. Fields are comma separated. No comma on the end of the line.
4. Each line in the file is also the game number on the Bio-Pick display.
5. The first line of the file is Line 0 and contains all \$FF. Zero is a valid game number and calls up the Dice game.. **IMPORTANT. This line is fixed in place. LINE 0 MUST always remain the same and be counted as a valid game.**
6. All unused lines must contain all \$FF
7. The last line in the file has a special use. The first 5 fields in the last line are \$FF The last field in the last line contains the number of games in the file. This number is given in HEX and includes the fixed game on line 0..

WHAT EACH FIELD IN A GAME LINE MEANS.

Each of the 6 HEX fields in a game line has a specific purpose. Let's take them one at a time. (Please recall that Line 0 and Line 99 are special. Lines 1 thru 98 define the individual games)

The first 3 fields in every game line have the same purpose.

The first field defines the low number in a game

The second field is the high number in the game

The third field is the number of selections to be made.

The last 3 fields can be used in several different ways. Lets find out how.

Some games require selections from 2 separate lists. For example, Powerball or MegaMillions. For games like these, the last three fields are as follows.

The 4th field is the low number in the second list

the 5th field is the High number in the second list

the 6th field is the number of selections in the second list. (just like the first 3 fields)

All other games require selections from only one list. But there are 3 possibilities:

1 Games where numbers can be selected more than once (Pick 3, etc). In games like this the last 3 fields always look like this: \$FF,\$B8,\$FF

2. In game like KENO or Quick Draw, the user can choose as many numbers as the want. The last 3 fields will always look like this: \$FF,\$01,\$FF

3. For all other single loop games such as Canada 6/49 the last three fields will always look like this: \$FF,\$FF,\$FF

RECAP

always 100 lines in the file

always and only 6 hex numbers in each line -- nothing more

first line is 0, always \$FF and defines the Dice game

all unused lines are always \$FF

last line contains the number of games in hex including First Line Dice as a valid game

AN EXAMPLE.

Let's define the U.S. Powerball game. The game requires 5 selections from a field of 1 thru 69 plus 1 selection from a field of 1 thru 26. (5/69 + 1/26)

Convert the decimal numbers to Hex

5=\$05 69=\$45 1=\$01 26=\$1A

So, the line that defines Powerball looks like this:

\$01,\$45,\$05,\$01,\$1A,\$01

CUSTOM FILES.

Let's create a Data File with only 3 games in it.

Dice as Game#00 (Yep, you're stuck with it. Must always be the first line)

European Jackpot 5/50 +2/12 as Game #1

European Millions 5/50 + 2/10 as Game #2

for a total of 3 games

Your Data File would look like this:

\$FF,\$FF,\$FF,\$FF,\$FF,\$FF
\$01,\$32,\$05,\$01,\$0C,\$02
\$01,\$32,\$05,\$01,\$0A,\$02
96 more lines all containing all \$FF
\$FF,\$FF,\$FF,\$FF,\$FF,\$03

So Go Forth !! Be Brave. Give it a try. Stick to the basics and everything will work well.