

How to Create Lottery Games

This screen is used for adding lottery games and to track game information.

1. From Store > Lottery, open Lottery Games.

Lottery

Lottery Books

Lottery Count Sheet

Lottery Games

Lottery Inventory Report

Lottery Sales Report

2. The Search screen for Lottery Game will be shown. Click **New toolbar button**.
3. Enter lottery game details on grid.

The screenshot shows a web application window titled "Lottery Games". At the top, there is a toolbar with buttons: "New", "Save", "Delete", "Undo", and "Close". Below the toolbar, there are two tabs: "Details" (selected) and "Audit Log". The "Details" tab contains several input fields with labels on the left and values on the right:

- State: [text input]
- Game: [text input]
- Item: [dropdown menu]
- UOM: [text input]
- Ticket Value: [text input] 0.00
- Inventory Cost: [text input] 0.00
- Starting Number: [text input] 0.00
- Ending Number: [text input] 0.00
- Ticket Per Pack: [text input] 1
- Expiration Date: [calendar icon]

At the bottom of the window, there is a status bar with icons for help, refresh, and a lightbulb, followed by the text "0.26s | Ready", navigation arrows, and a page indicator "Page 1 of 1".

- a. **State** - this is the state of the store that will be used.
- b. **Game** - this is the game name of the lottery
- c. **Item** - lottery item for the game. Will be setup on Inventory > Maintenance > Items
- d. **Ticket Value** - this is automatically displays value from item pricing when item is selected.
- e. **Inventory Cost** - this is automatically displays value from item pricing when item is selected.
- f. **Starting Number** - this is the lottery item starting number. It can be 0 or 1.
- g. **Ending Number** - this is the lottery item ending number.
- h. **Ticket Per Pack** - this is the number of lottery ticket in a pack. It's value is ending number - starting number + 1
- i. **Expiration Date** - the date when lottery item will be expired.

4. Save the record. You can click the **Save** toolbar button to save it. In case you miss to click this button and you click the **Close toolbar button** or the **x button** at the top right corner of the screen, i21 will prompt you if you would like to save it before closing the screen.

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2. Enter lottery game details on grid.

The screenshot shows the 'Lottery Games' application window. It has a title bar with standard window controls. Below the title bar is a toolbar with 'Save', 'Undo', and 'Close' buttons. A menu bar contains '+ Insert', 'X Remove', 'Export', 'View', and a 'Filter (F3)' input field. The main area is a data grid with the following columns: State, Game, Item, Ticket Value, Inventory Cost, Starting Number, Ending Number, Ticket Per Pack, and Expiration Date. The first row of data is highlighted in blue and contains: IN, G-01, Test 123 Item-Test 123 Item, 2.350, 3.000, 0, 49, 50, and 12/31/2020. Below this is an empty row with zeros in the numerical columns. The status bar at the bottom shows a help icon, a lightbulb icon, '0.61s', 'Edited', and a 'Refresh' button.

State	Game	Item	Ticket Value	Inventory Cost	Starting Number	Ending Number	Ticket Per Pack	Expiration Date
IN	G-01	Test 123 Item-Test 123 Item	2.350	3.000	0	49	50	12/31/2020
			0.000	0.000	0	0	0	

- State** - this is the state of the store that will be used.
- Game** - this is the game number of the lottery
- Item** - lottery item for the game
- Ticket Value** - this is read only and automatically displays value from item pricing when item is selected.
- Inventory Cost** - this is read only and automatically displays value from item pricing when item is selected.
- Starting Number** - this is the lottery item starting number. It can be 0 or 1.
- Ending Number** - this is the lottery item ending number.
- Ticket Per Pack** - this is the number of lottery ticket in a pack. It's value is ending number - starting number + 1
- Expiration Date** - the date when lottery item will be expired.

3. Click **Save button** to add the game details.

