

Rouletronic 1.0 User Manual

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aDifferentView

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1. Admission

Admission.

1.1. A few words about the application



Attention! Always check section 14 Changes and bug fixes, in which we describe the newly introduced improvements. This is important information that often changes the operation of some program functions.

Welcome

The “**Rouletronic**” platform by aDifferentView.cloud is a completely new tool in the roulette world. Thanks to the “**Rouletronic**” software, we can observe random events on line charts and, thanks to the analysis of these charts, make decisions regarding our bets. The “**Rouletronic**” platform has many features in common with transaction platforms used, for example, on stock exchanges, the forex market or cryptocurrencies. Platforms of this type offer their users various types of tools thanks to which the user can make decisions related to investing their money in order to multiply it. The “**Rouletronic**” platform is exactly the same tool, but our investment instruments in this case are trends occurring on individual numbers. If people playing on various types of exchanges did not have access to trading platforms, it would be impossible to assess which financial instruments have a chance to earn money for us. The same is true of roulette. Until now, people had no chance of winning with roulette because they didn't have the right tool. It is true that in roulette it is impossible to construct any system that will work in the long run. The same is true of stock exchanges. No one uses any systems there. All you need is the right tool and experience. The platform was designed after many years of hard work and analysis of historical roulette results from real casinos around the world. The mechanism of the platform is not based on “magic” systems that cannot exist due to the mathematical advantage of roulette over the player, which in the case of roulette with one zero (European) is 2.7 percent. When analyzing the historical results, it turned out that in roulette there are often very strong upward trends in individual numbers that can last for many thousands of games. Trends also occur with straight bets (black / red, even / odd, low / high) and other variations of the bet, but are not as strong as the numbers. The basis is to build on these trends and this is exactly what the roulette software “**Rouletronic**” was created for. The platform is rich in various tools that facilitate the analysis, recognition and attacking (manual, semi-automatic and automatic) of the most promising trends. The numbers are grouped (**groups 1-8 and series A and B**). All attacked numbers accumulate on group and series charts, i.e. de facto all attacked numbers belonging to a specific group or series create its trend. The user's task is to attack those numbers, groups and series whose graph curve has an upward trend. The same principle applies to the main chart. This idea is analogous to that found on the stock exchange, where we enter a position when we consider that a given instrument has an upward trend. The platform does not use staking systems such as “Martingale” etc. All bets are made with a flat stake. Thanks to the platform, you can achieve results that are not possible under normal conditions. The platform also has a training module that allows you to develop towards recognizing trends, practice “attacking” trends, and improve in the use of the platform and its functions before we start playing for real money. The platform also implements the “**Mapper**” module, which is used to create roulette table maps in order to automate the game, which allows us to automate roulette in a few minutes at your favorite online casino. After years of analyzing and writing code, we bring you the “**Rouletronic**” platform at your disposal. We wish everyone who uses the platform strong trends in the “queen of casinos”.



At the moment, the platform works only with roulette with one zero (European). This is due to the fact that the mathematical advantage of roulette over a player with two zeros (American) is definitely greater (5.26 percent American and 2.7 percent European) than the European one.

List of the most important things on board the roulette software “Rouletronic” :

Main chart with the following functions:

- Attack
- An attacker machine linked to an adjustable Stop loss

- Main stop loss
- Trailing stop
- AAL (Active average line)
- ATL (Active trend line) – **New** since version 1.0.7
- Zoom
- 6 different averages
- Information panels

Information charts:

- Profit chart (tokens)
- Profit Chart (cash – only available for Live sessions)
- Graph of the number of attacked numbers in an active strategy

Chart with the history of attacks on the main chart

2 statistical bar graphs

The occurrence of numbers in a given range of spins is presented on the bar charts:

- in the last 50 spins
- in the last 100 spins
- in the last 250 spins
- in the last 500 spins
- in the last 1000 spins
- unlimited with reset option

37 graphs of numbers 0 – 36

Each window with a graph of a number has the following functions:

- Attack
- An attacker machine linked to an adjustable Stop loss
- Main stop loss
- Trailing stop
- Target
- PP (Position protector)
- AAL (Active average line)
- ATL (Active trend line) – **New** since version 1.0.7
- Zoom
- Strategy
- 6 different averages
- Information panels

8 graphs for groups 1 – 8

Each group chart window has the following functions:

- Attack
- An attacker machine linked to an adjustable Stop loss
- Main stop loss

- Trailing stop
- Target
- PP (Position protector)
- AAL (Active average line)
- ATL (Active trend line) – **New** since version 1.0.7
- Zoom
- 6 different averages
- Information panels

2 A-B series charts

Each window with the series chart has the following functions:

- Attack
- An attacker machine linked to an adjustable Stop loss
- Main stop loss
- Trailing stop
- Target
- AAL (Active average line)
- ATL (Active trend line) – **New** since version 1.0.7
- Zoom
- 6 different averages
- Information panels

In addition, the platform has:

- **13 automated strategies** for attacking numbers plus manual mode
- **“Mini Agent”** module – (possibility to play with one monitor)
- **“Mapper”** module – (the ability to create your own roulette table maps)
- **“Modus Operandi”** module – (module with a number of parameters for the created maps and a graphical workflow interface)
- **Possibility to automate “RNG”** and **“Live”** roulettes – (video streaming)
- Separate modules: **“Monitoring”** – (number identification), **“AutoMat”** – (betting module)
- **Intelligent betting** and removal of chips during the “Live” session
- **Humanoid mouse** cursor moving mode
- Cash balance calculated on an ongoing basis during the “Live” session with the possibility of its correction by the user
- *Option to return the cursor to the specified position on the monitor or monitors
- **Training “RNG”** – (Random number generator)

- **Training from session file** – (std)
- The ability to save the session by the user
- Continuous archiving of sessions
- Ability to set the pace between spins for training sessions
- Panel for manual input of numbers
- **Sound information in seven languages** about the drawn number, error in identifying the number, starting to bet, stopping the Auto-Play.
- **New** – Auto-Play module. From version 1.0.5, **Rouletronic** can use the Auto-Play of the table.
- **New** – Ability to update table map points.
- **New** – Audible alarms for end-of-attack functions. From version 1.0.5 **Rouletronic** has further audible alarms.
- **New** – New graphic design. As of version 1.0.5, **Rouletronic** has a fresher appearance.
- **New** – New languages. From version 1.0.6 **Rouletronic** has additional languages:
 - **Italian**
 - **French**
- **New** – Active trendlines. From version 1.0.7 **Rouletronic** has active trendlines.
- **New** – Growth alerts. Since version 1.0.8.1379 **Rouletronic** has growth alarms for numbers, groups and series with the possibility of automatic attack.

The platform is multilingual. The available languages are:

- English
- German
- Polish
- Chinese
- Spanish
- Italian
- French

Revision: 34

2. Technical informations

Technical informations.

2.1. System requirements

Minimum:

- 1st Gen Intel I3 processor or AMD equivalent (processors around 2010) *
- Windows 7 or higher operating system (64 or 32 bit)
- The platform uses approximately 150 MB of RAM for every 10,000 spins *
- Monitor resolution of at least 1366/768
- Mouse
- Speakers
- Free software (virtual desktops) – [VirtuaWin](#) – in the case of minimal configuration used only for training

Recommended:

- Intel I3, I5, I7 processor from 5th generation upwards or AMD equivalent (processors manufactured from around 2014 until now) *
- Windows 7 or higher operating system (64 or 32 bit)
- The platform uses approximately 150 MB of RAM for every 10,000 spins *
- Main monitor with a resolution of at least 1366/768
- Second monitor with FHD (1920×1080) or higher resolution *
- Mouse
- Speakers
- Free software (virtual desktops) – [VirtuaWin](#)
- Paid multi-window management software – [AquaSnap](#)

* The processors listed above are not mandatory. The computer must be efficient enough for online roulette to run smoothly, and the platform itself is not very demanding when it comes to CPU usage. You have to remember, however, that the number of spins for a session can be up to 150,000, which means Ram memory consumption of about 2,3 gigabytes.

* At the moment (January 2021) the [AquaSnap](#) for non-commercial use (home use) is free, but unfortunately this version only works with one monitor, so it will not pass the exam in the recommended configuration.

* The resolution of the monitor is also not obligatory, but from our experience we know that if you want to control charts of 37 numbers in manual mode (divided into two virtual desktops), this resolution is recommended. Of course, you can only use automatic strategies attacking numbers and then you can limit yourself to controlling only eight charts of groups or even two charts of series, where you can use a monitor with a lower resolution. We are not saying that controlling 37 graphs of numbers is not possible on a monitor with a lower resolution, but it is certainly not a comfortable job. At the moment, the platform only works with monitors whose DPI is up to 100, but there is a simple method that allows you to run the program also on displays whose DPI is higher than

100. There is no guarantee that it will work on every computer, but it is worth a try. There is a tutorial video on this topic in thread 2.8



The software is prevented from running on virtual machines (VM), so in case of problems with starting the application, you need to check if there is an active function (VM) in Windows.

Revision: 7

2.2. Platform installation

Follow all installer instructions.

Revision: 1

2.3. Launching the platform

The platform can be launched from the windows desktop by double-clicking the icon shown below or by searching for the program in the windows start menu. When we launch the platform for the first time, we will need an internet connection to activate the 14-day trial period on the activation server. Connection to the network will also be required after paying for the subscription, when we want to activate a new license key, while during an active subscription or trial period, when we want to use only the platform's training options, network connection is not required.



The platform can also be launched from the Start menu.



If we try to launch the platform at a time when an internet connection is necessary (first launch after installation or when trying to activate a new license key), then in the absence of internet connection, a message in English will be displayed about an unsuccessful attempt to verify on the activation server, and then the platform will be closed immediately.



To use the **Online** user manual, an Internet connection is also required, as this manual is available from the server.

Revision: 4

2.4. Platform uninstallation

To uninstall the platform from Windows, go to the control panel, select the function responsible for uninstalling programs and search for the “Rouletronic” platform in its list.

During the uninstall process, all platform files will be deleted, so if you want to keep a copy of the sessions you have played, you should archive them first.

! Uninstalling the software during the 14-day trial period does not cancel the elapsed time, so after reinstalling the platform, the trial time will be reduced by the number of days the application was uninstalled. It is similar with an active subscription. Uninstalling the platform does not affect the time of the paid subscription.

Revision: 1

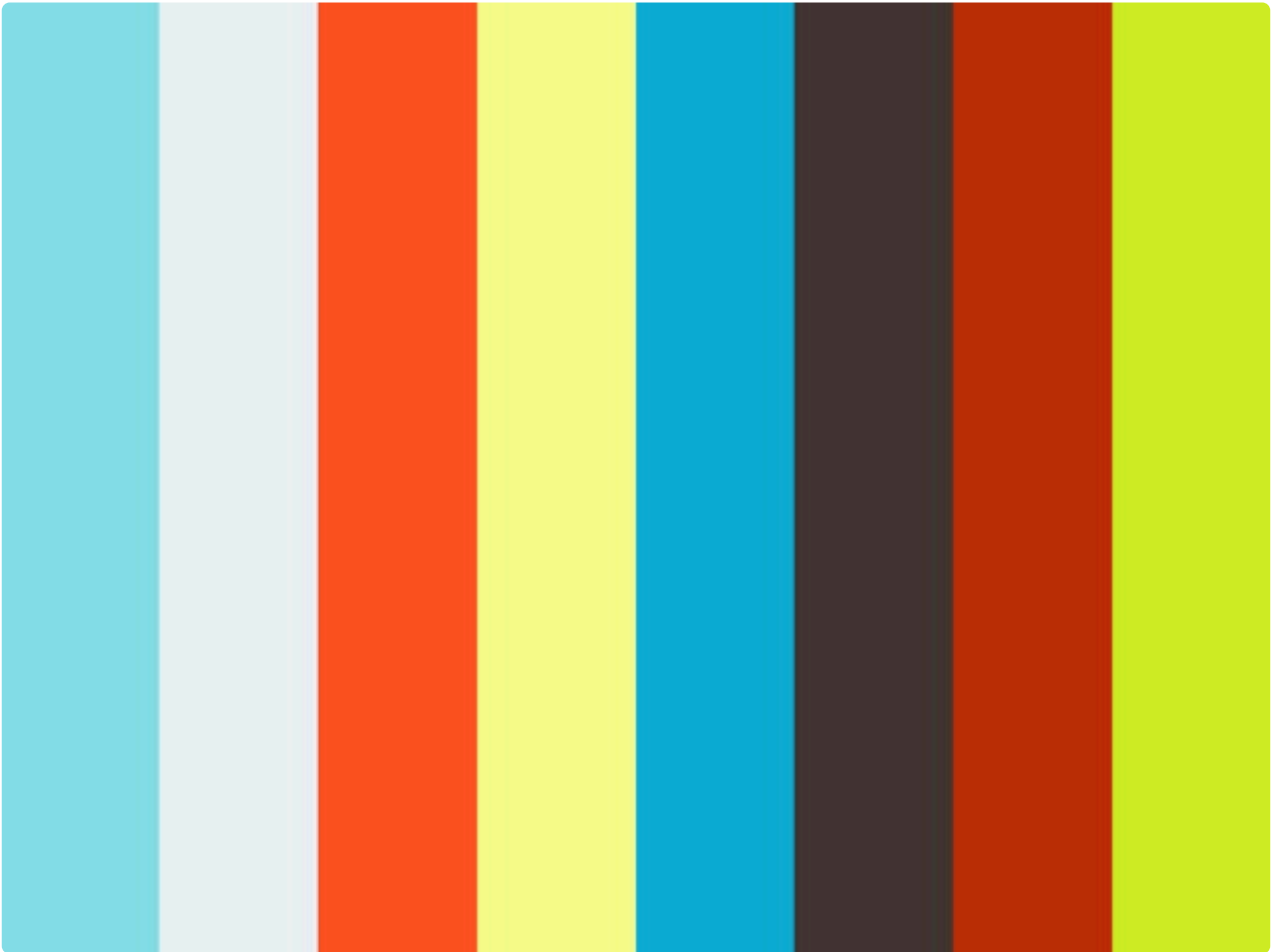
2.5. Subscription fee

The option to purchase a 12-month activation key will appear after the end of the 14-day trial period. The price of the key activating the platform for 12 months is 99 Euro net.

Revision: 3

2.6. Configuration of VirtuaWin

First of all, we need to install (virtual desktops) [VirtuaWin](#).



<https://player.vimeo.com/video/508107380>

Once the program is installed and running, follow the steps in the same order as shown in the instructional video.



The red circle that appears on the video when you click it means you left-click and the blue circle is right-click!



The movie uses a combination of Ctrl buttons and left and right arrows, which means that we will switch between virtual desktops using these key combinations. Of course, this is just an example and you can apply your own settings. In the “Expert” tab of the application, the “Z order” option has been selected, which is important when switching between virtual desktops. If the desktops and the windows displayed in them switch too slowly, try other modes available in the application.

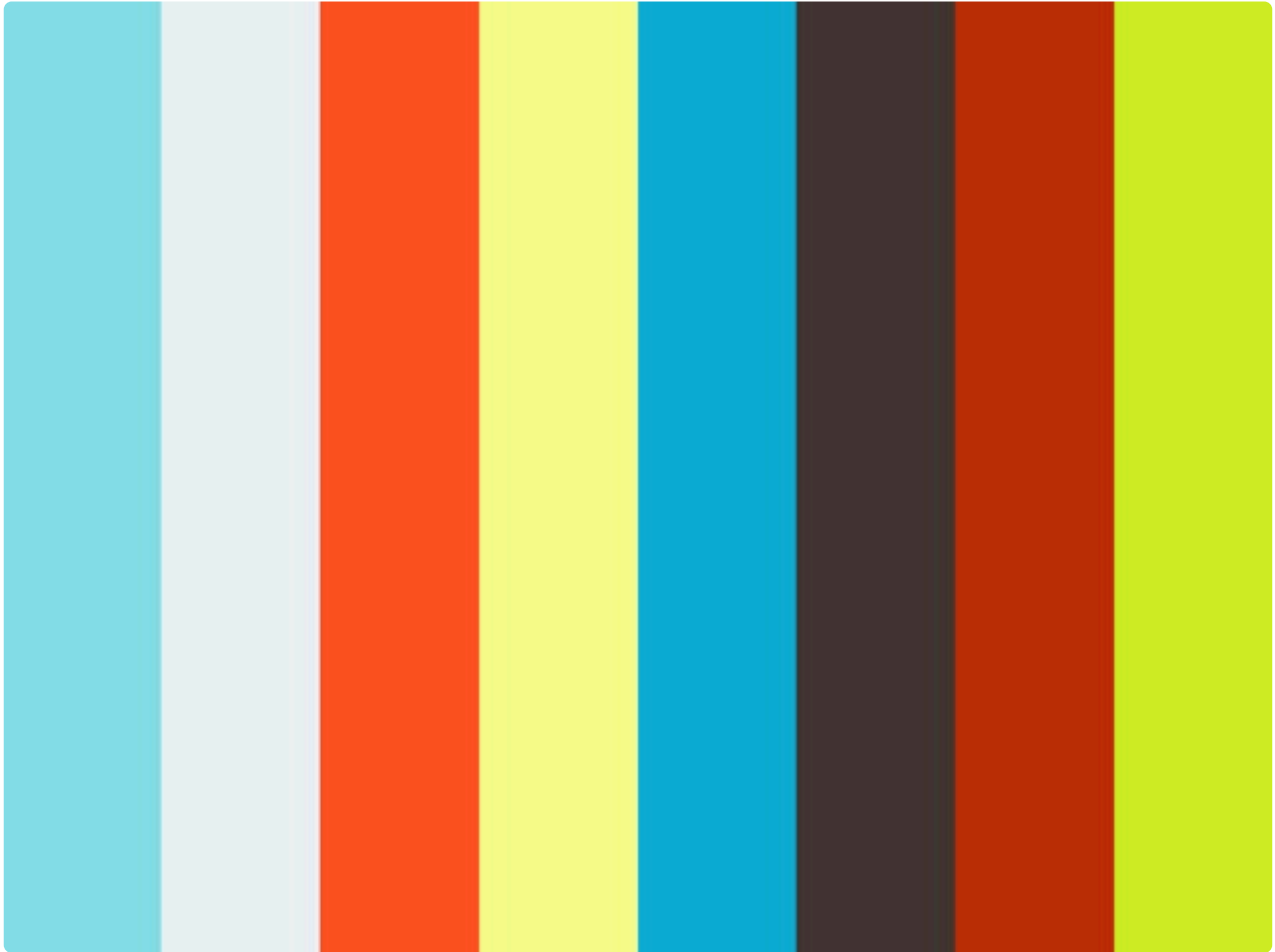
We created 5 virtual desktops in the example video. These are:

- **1 – Main panel** – this is where we will place the main platform window.
- **2 – “A” and “B” series** – this virtual desktop is designed for “A” and “B” series windows.
- **3 – Groups 1 to 8** – here we will place 8 group windows. – (we forgot to add 1 – 8 in the film)
- **4 – Low numbers 0 to 18** – here we will place 19 windows of low numbers and a statistical bar graph.
- **5 – High numbers 19 to 37** – here we will place 18 high numbers windows, a statistical bar chart and additionally the platform logo.



The number of desktops, their order and their names are the scheme that we think is the most intuitive to use, but users may have their own preferences. Someone who in his game prefers, for example, series or group charts control, will not have to create virtual desktops for number windows. The number, names and order of virtual desktops can be changed at any time and adjusted to each other.

2.7. What does the AquaSnap software change?



<https://player.vimeo.com/video/534073707>

One of the many options available in the program is the effect of “snapping” windows to each other, which can be very convenient when working with many active windows.

In the video above, we showed the difference before and after using the [AquaSnap](#). This application was created to facilitate work when dealing with many windows. The [AquaSnap](#) is not essential, but can be very helpful. We leave the choice to you.

Revision: 1

2.8. Solving the DPI issue

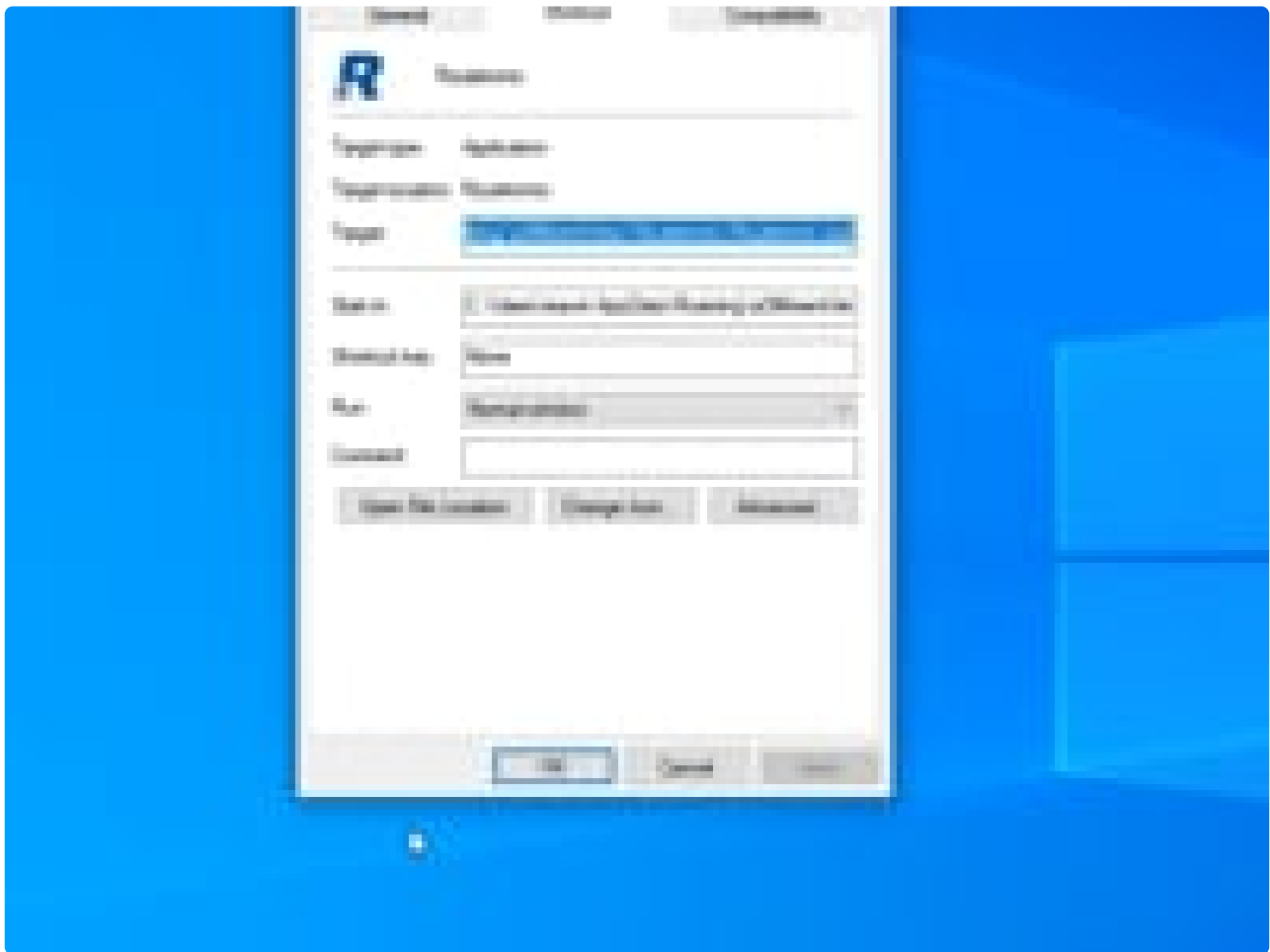
There may be a situation where the application detects a non-standard DPI of the display, which may cause a problem with starting the program. Below are two instructional videos showing how to deal with this problem. This option is available in Windows 10 and later.



<https://player.vimeo.com/video/785613232>

Step 1

- Let's set the size of fonts and applications to 100% (recommended). Video above.



<https://player.vimeo.com/video/785610633>

Step 2

- Let's set DPI autocorrect for running apps. Please note that clicking the shortcut icon of the program as well as the application are right-clicked.

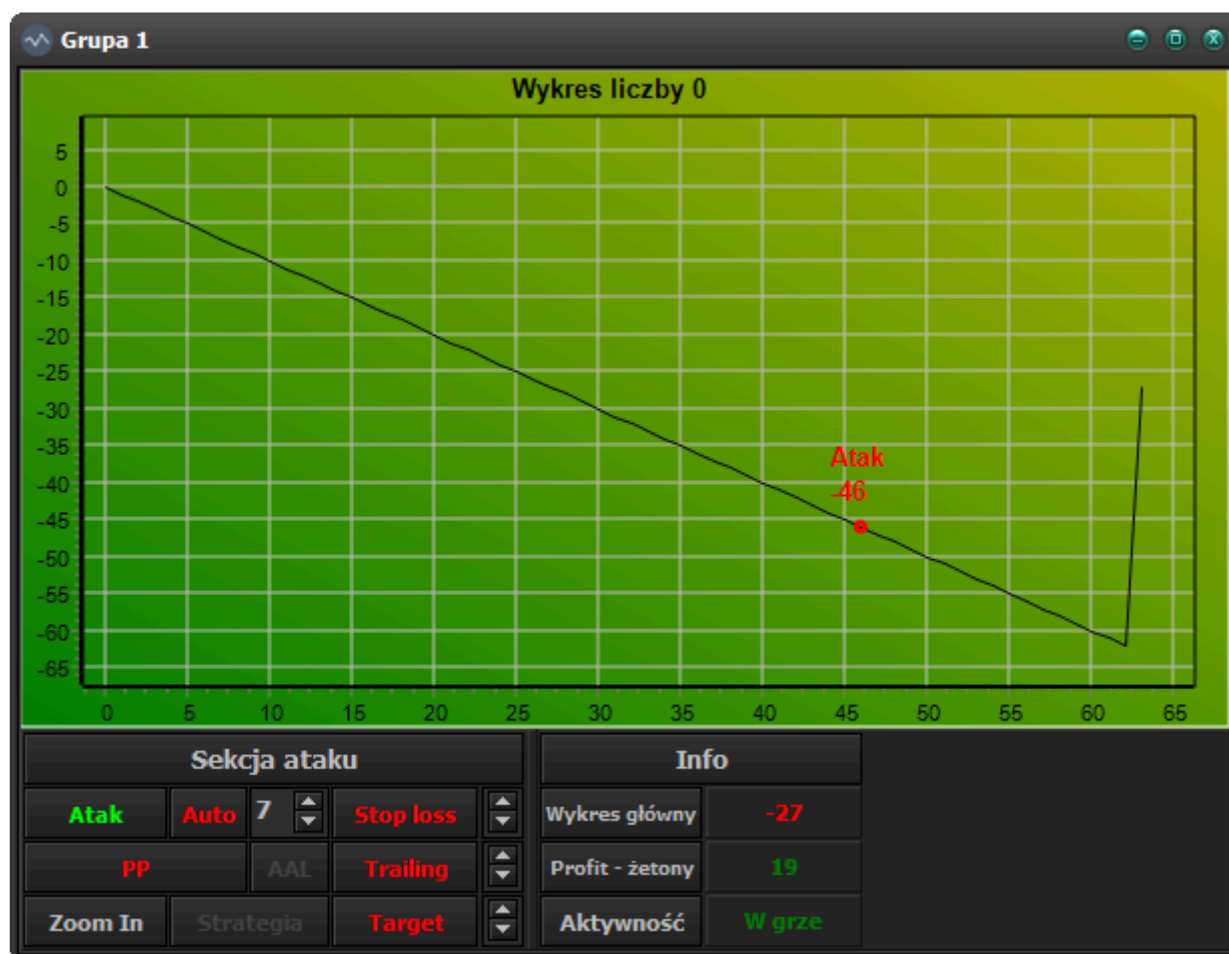
Revision: 4

3. Numbers 0-36

Numbers 0-36.

Revision: 1

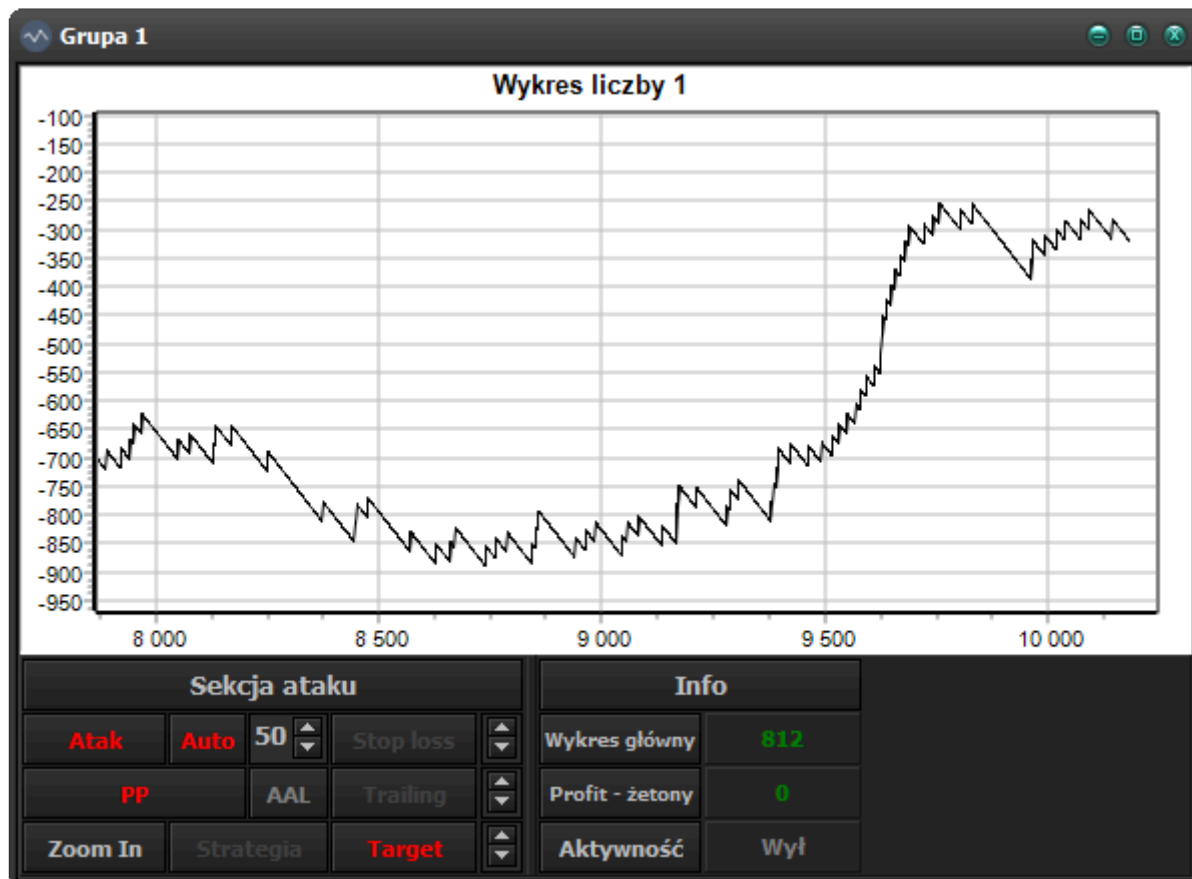
3.1. Numbers



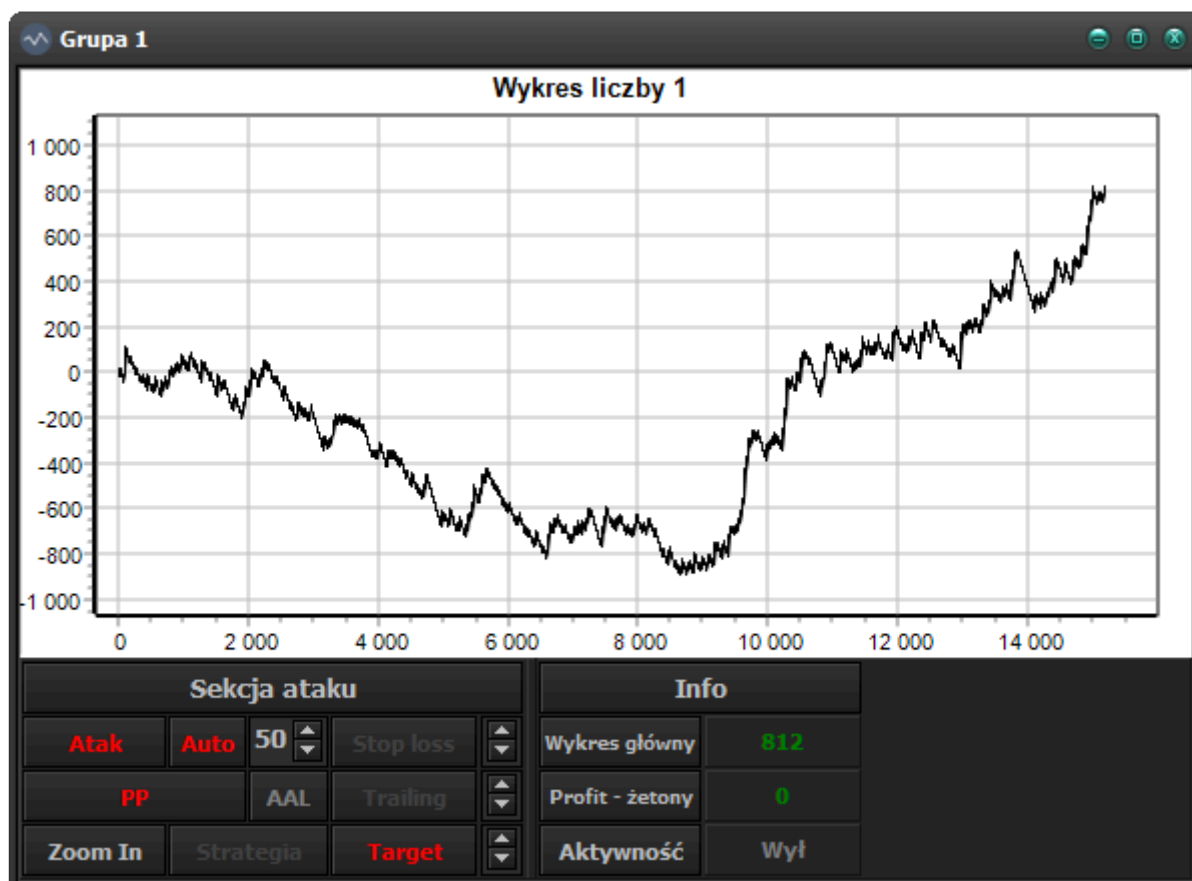
In the case of roulette with one zero, the casino pays 35: 1 for each bet placed on the number “0”, for example. This means that for each dollar wagered, they will pay us \$ 35, provided that the number we bet is drawn, and each time the bet number is not won, we will lose one dollar. The chart above shows the point at which the number “0” was drawn in the 62nd spin. The graph at this point soared 35 points up from where it was located. This is how individual numbers are presented on numerical charts. The vertical axis on the left of the graph represents the point value, while the horizontal axis shown at the bottom represents the spin number.



The truth is that when we put one chip on one of the numbers and the number is drawn, the casino will give us that chip and win another 35 chips, but the charts of the platform before the number is drawn show the states without taking into account the bet tokens, so the number tables will move up 35 points when a bet number is drawn.



Graphs for individual numbers may look like the above.



Same number in the same session but over the long term.

The number “1” shown as an example is by no means unusual. Many such trends are born on different numbers at different times. The platform allows us to track each number separately and attack them ourselves or using one of the automatic strategies. Each number during the attack transfers values to its group, which means that all attacked numbers from e.g. the first group, which include the numbers: 0, 1, 2, 3, 4, form the sum of this group, and it is the groups that transmit the data to the main graph on the platform's main dashboard, which is a cumulative graph of all attacked groups. Simply put, what will be attacked on the numbers, and then the groups will be presented as a common graph on the main dashboard and this graph is the most important, because after attacking this graph, you will start betting on the attacked numbers (in the computer memory during the training session or betting on real chips in the “Live” session).

The platform “**Rouletronic**” offers 37 windows with charts for numbers 0-36. In order to display the platform itself and all its graphs at once, we would have to theoretically have five monitors, fortunately, the free software (virtual desktops) “VirtuaWin” comes to our aid: [VirtuaWin](#). How to configure the “VirtuaWin” program: [VirtuaWin](#) is shown in the instructional video in thread no. 2. Technical information, and how to use the platform in conjunction with virtual desktops is described in topic no. 10. Preparing the platform to work. Microsoft's virtual desktops have been implemented in Windows 10, but unfortunately this feature is not suitable for cooperation with our platform.



In order to observe all graphs of numbers, groups, series and the main graph during the “Live” session, two monitors and virtual desktops [VirtuaWin](#) are necessary. If we only have one display, we have to use the “Mini agent” module – (miniaturized version of the

platform), which allows you to work with one monitor, but it is not possible to track the graphs of numbers, so we must use one of the automatic strategies to attack them. “Mini agent” allows you to control the charts of series, groups and the main chart on an ongoing basis. The module is available only for “Live” sessions.

Revision: 7

3.2. Attack section

Video

<https://player.vimeo.com/video/511232287>

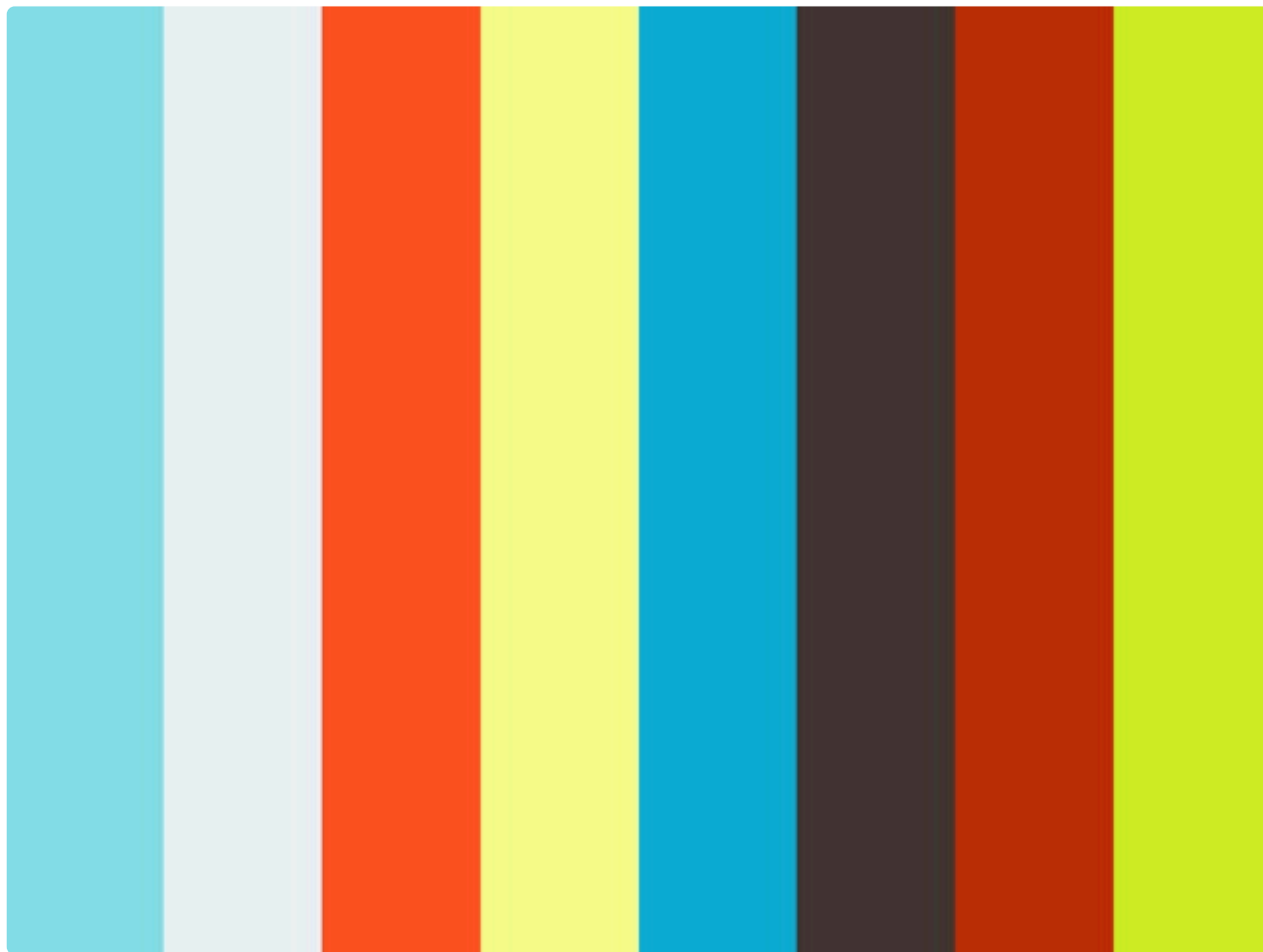
- **Attack** – this button enables or disables a manual attack of a given number. After attacking one of the numbers, the platform starts calculating the points scored or lost for that number and passes this data to the group to which that number belongs and marks the number in the system as a number ready for betting. We can observe the sum of the attacks of the numbers on the chart of the group to which these numbers belong. How many points we have gained by attacking a given number can be checked in the information section on the “Profit-tokens” panel in the numbers windows. All number windows in the upper left corner contain information with the number of the group to which they belong. An active attack unblocks the “Stop loss” and “Trailing stop” functions, the operation of which is described below. After activating the function, the font color on the button will change to light green, and the attack marker will appear on the graph as the background changes to green.



In order for the data from the attacked numbers to be transferred to the main graph on the main dashboard, the group or series to which the attacked numbers belong must also be attacked.



The platform during the “Live” session gives you the opportunity to bet 1 to 4 chips per number field (number). Most often, in online casinos, we have a choice of chips of different values and we can change this chip to another at any time, which we will write about later in this manual.



<https://player.vimeo.com/video/511232765>

- **Auto** – this button activates or deactivates the automatic attacker on the given number. This function works in conjunction with the numeric field next to the “Auto” button, the value of which can be changed by the arrows on its side. When you click the up or down arrows, the value of the numeric field changes by one point, and when you hold down the Ctrl key on the keyboard, the value of the field changes by 25 points. The minimum value is 1 and the maximum is 99 points. The operation of this function is as follows: When there is even a slight upward movement in the graph, this function will automatically launch an attack on the given number and will go into standby mode when the value of the graph drops from the attack point minus the number of points set in the numeric field. After the number is attacked by the automatic attacker, the “Stop loss” and “Trailing stop” functions will be unblocked, the operation of which is described below. After enabling the function, the font color on the button will change to green, and the graph background will change to red. During the attack and its deactivation, the machine will display markers on the chart.



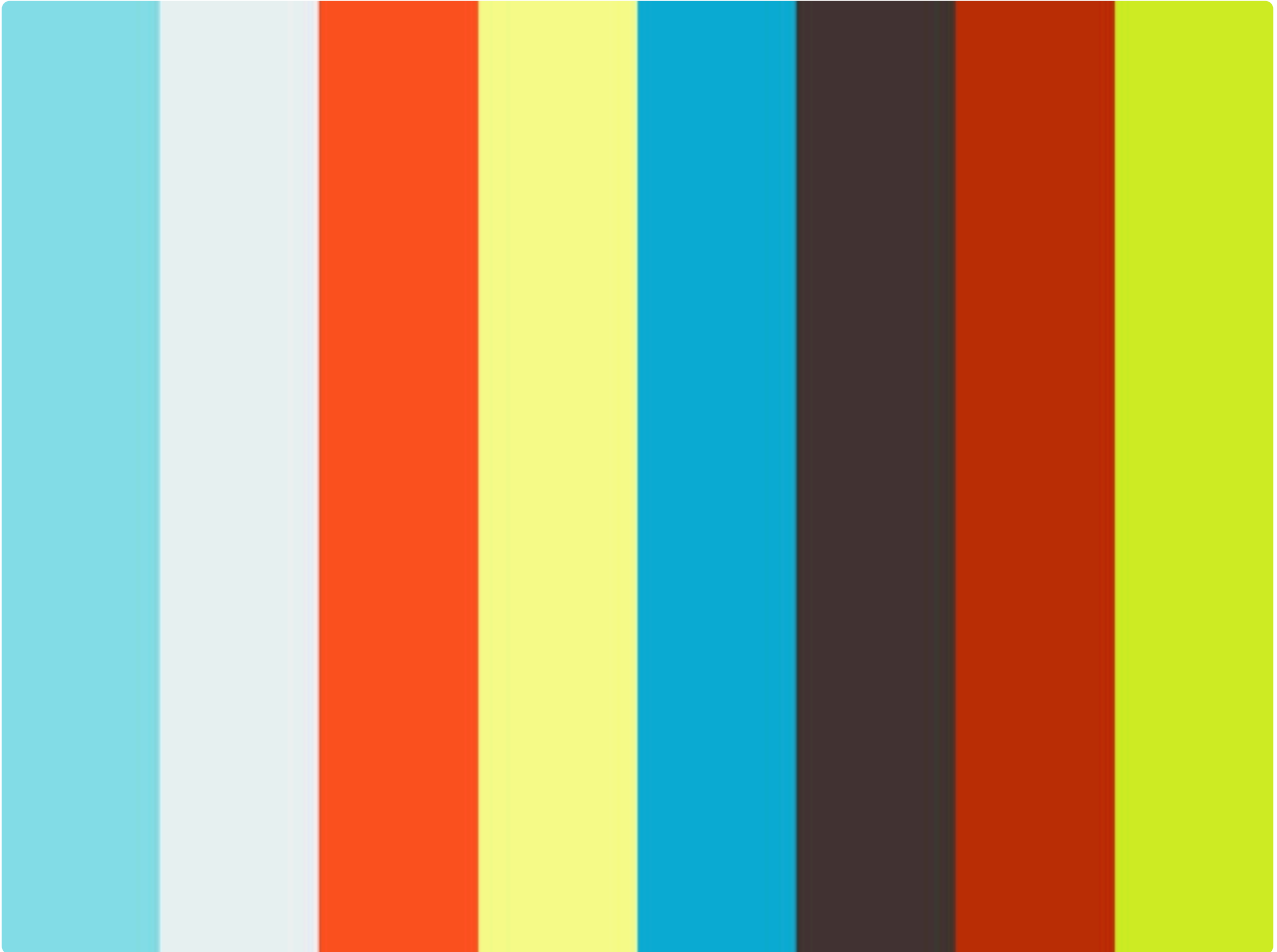
If we use the “Stop loss”, “Trailing stop”, “ATL” or “AAL” functions together with the automaton, it must be remembered that when the graph curve reaches their protection point, the attack automaton will be turned off.



Be careful not to confuse the attacking machine with automatic attacking strategies.

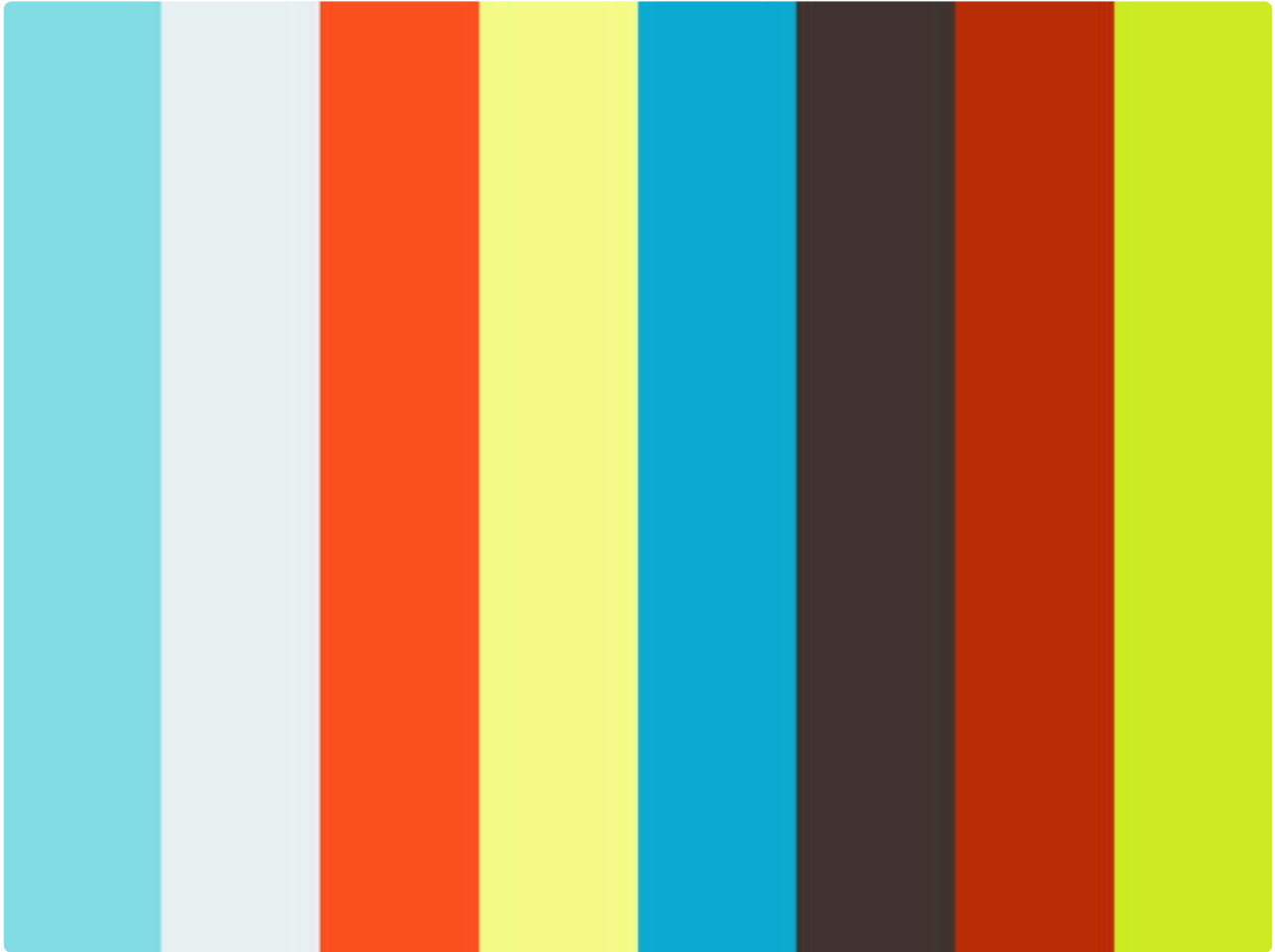


- * From version 1.0.8.519, when the **Auto** function is active, the icon shown above will be visible. The icon will appear in the upper left corner of the graph. This change applies to all platform charts.



<https://player.vimeo.com/video/511232816>

- **PP** – use this button to activate or deactivate the “PP-Position protector” function, which, similarly to the “Trailing stop” function, is to protect against falling below a certain level, the “PP” function this differs from the “Trailing Stop” in that it follows the maximum in the graph after attacking at a fixed distance of 35 points and only until it reaches the level at which we attacked and stays there. The function must be activated before an attack takes place. It can be used in conjunction with a manual attack, automatic attacker, “Target”, “ATL” or “AAL”. We can only use “PP” for numbers and groups. After starting the function, the font color on the button will change to green, and a marker with a horizontal line marking the protection point will appear on the graph.



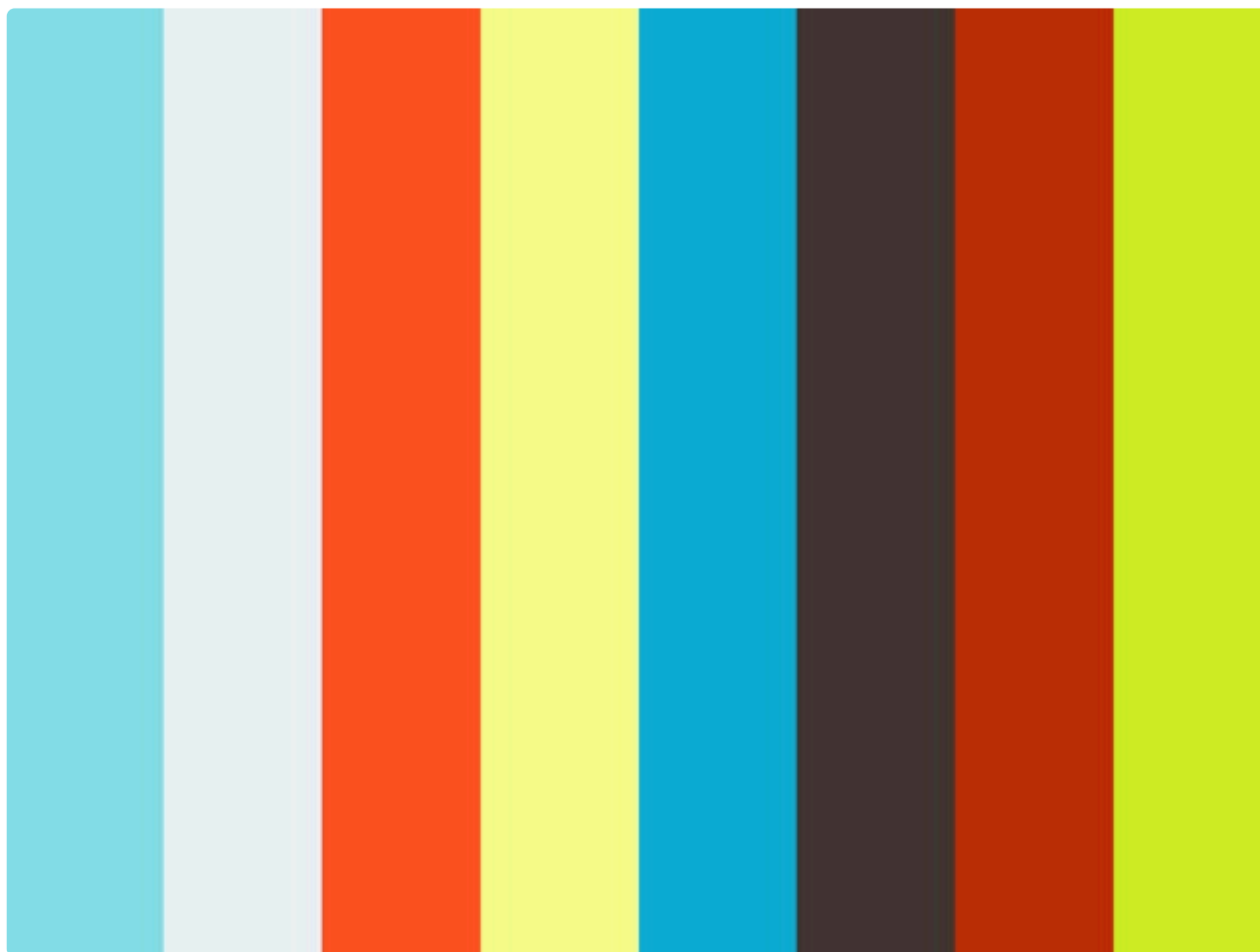
<https://player.vimeo.com/video/511232560>

- **AAL** – This button enables or disables the “AAL Active Average Line” function, which is used to activate a manual attack or deactivate a manual attack or an attacker’s automaton at the moment when the graph curve is crossed by the selected average.. It works as follows: When the function is started, the system checks if the average is above or below the plot curve. If the mean is above the graph, an attack or inactivation will be triggered when the mean line crosses the curve from above, and if the mean line is below the curve, an attack or inactivation will be triggered when the mean line crosses the curve from below. If the function is triggered in the middle of an attack, crossing the mean line with the graph deactivates the attack, otherwise activates it. The function works when there is only one mean line in the chart. Performing more averages deactivates the “AAL” feature. After starting the function, the font color on the button will change to green, and the “Active” marker will appear on the graph next to the mean line. Medium lines are activated by buttons 1-6 on the keyboard, previously left-clicking on the graph of a given window in order to activate it. We have the following medium lines:
- Average of the last 100 spins
- Average of the last 250 spins
- Average of the last 500 spins
- Average of the last 1000 spins
- Average of the last 2000 spins
- Average of the last 5,000 spins



<https://player.vimeo.com/video/785555710>

- **ATL** – this button activates or deactivates the “ATL-Active trend line” function, whose task is to activate a manual attack or deactivate a manual attack or an attacking machine when the trend line crosses the graph curve. It works as follows: When the function is run, the system checks whether the trend line is above or below the chart curve. If above, the attack or its deactivation will be triggered when the graph curve crosses the trend lines from above, if below, the attack or its deactivation will be triggered when the trend line crosses from below. If the function is triggered during an attack, the intersection of the trend line with the graph curve deactivates the attack, otherwise it activates it. This function can be used after drawing a trend line, but provided that the right point of the designated trend line is embedded further on the chart axis than the last spin. If the trend line is drawn appropriately, its left and right points will be green, otherwise the colors of the trend line points will be red. When drawing trend lines, it is best to do it in such a way that the right point of the trend line has at least several dozen or several hundred spins in reserve. If the spin number on the chart aligns with the right point of the trendline, the “ATL” feature will be disabled immediately.
- **To draw a trendline**, first click on the “Trendline” button. At this point, the color font should be green. Then we hover over the chart with the mouse cursor and click the left mouse button on the left point of the trend line, then drag it to the right to the desired location and click the left mouse button again. Trendlines are always drawn from left to right. To remove a trendline from the chart, double-click the “Trendline” button.



<https://player.vimeo.com/video/511232992>



- **Strategy** – with this button you activate or deactivate the automatic mode of attacking numbers, if the selected strategy for a given session is different than manual (ManualGame). We always choose the strategy at the beginning of the session (obligatory), but you can also change it to another one during the session by clicking the “Strategies” button in the main window of the platform. A launched strategy is activated on all numbers, but at any time we can disable the strategy on individual numbers, e.g. attack a specific number with a manual attack. After enabling the function, the font color on the button will change to green, and the graph background will be

green or red. It depends on whether the number is under attack or waiting for a signal. The automatic strategy blocks the manual activation of the “PP”, “Trailing stop”, “Stop loss”, “ATL” functions and the switching on and off of the average lines if the automatic strategy is based on one of them – (AutoA Average500, AutoA Average2000, AutoA Average5000).

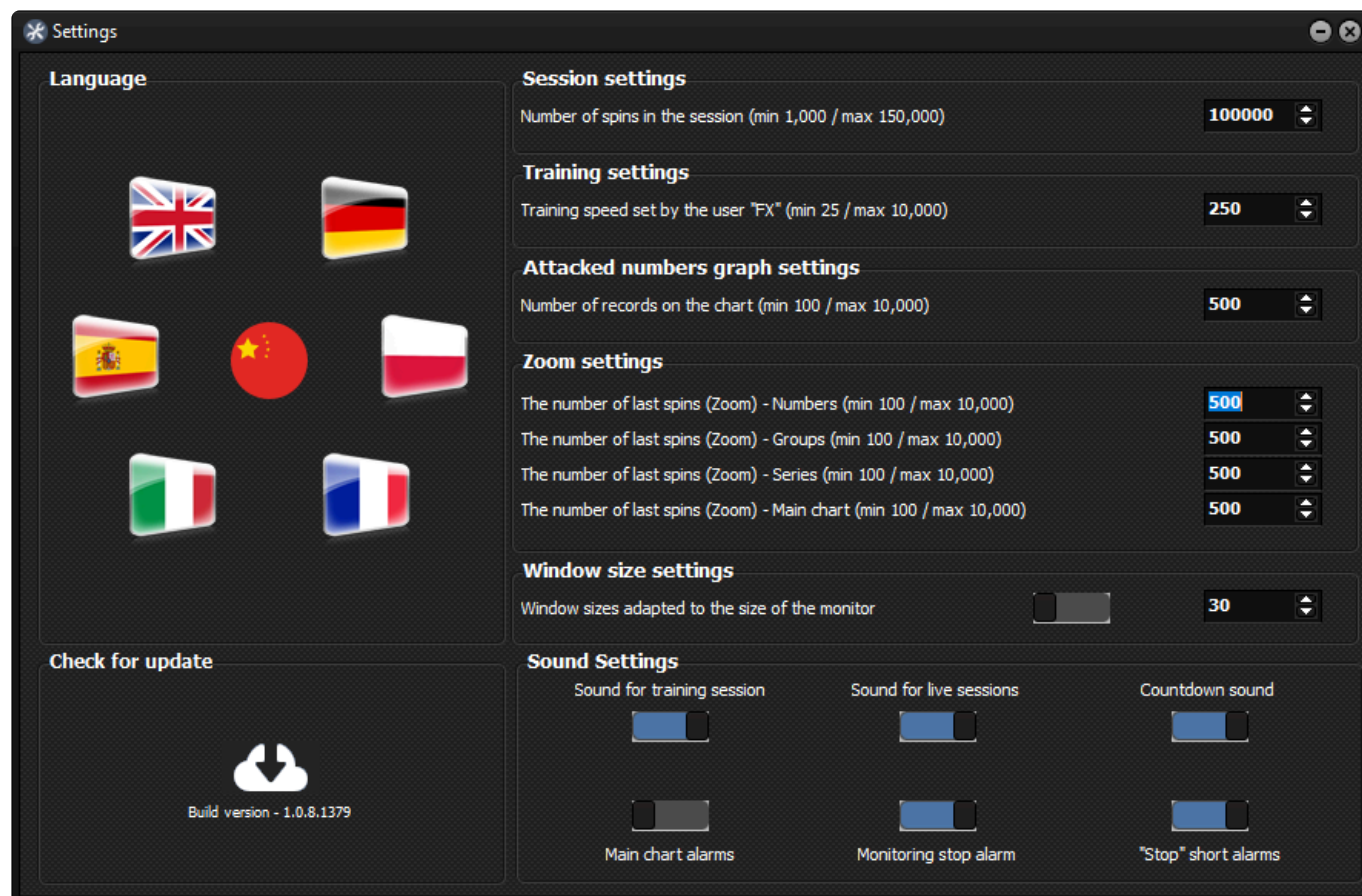
- * The operation of automatic strategies will be described in more detail later in this manual.



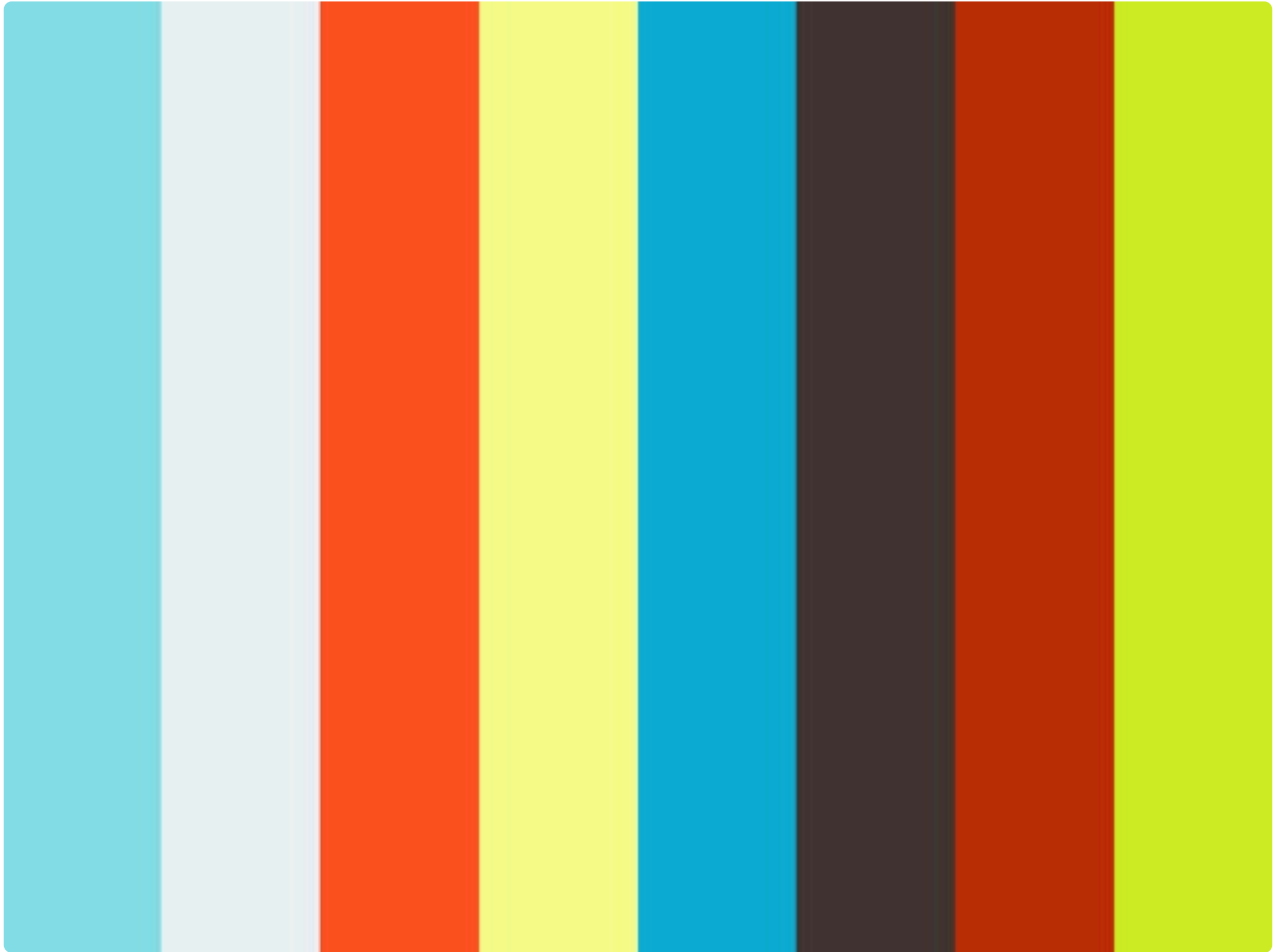
- * From version 1.0.8.519, the icon shown above will be visible when the automatic strategy is active. The icon will only be visible on number charts.



<https://player.vimeo.com/video/511233179>

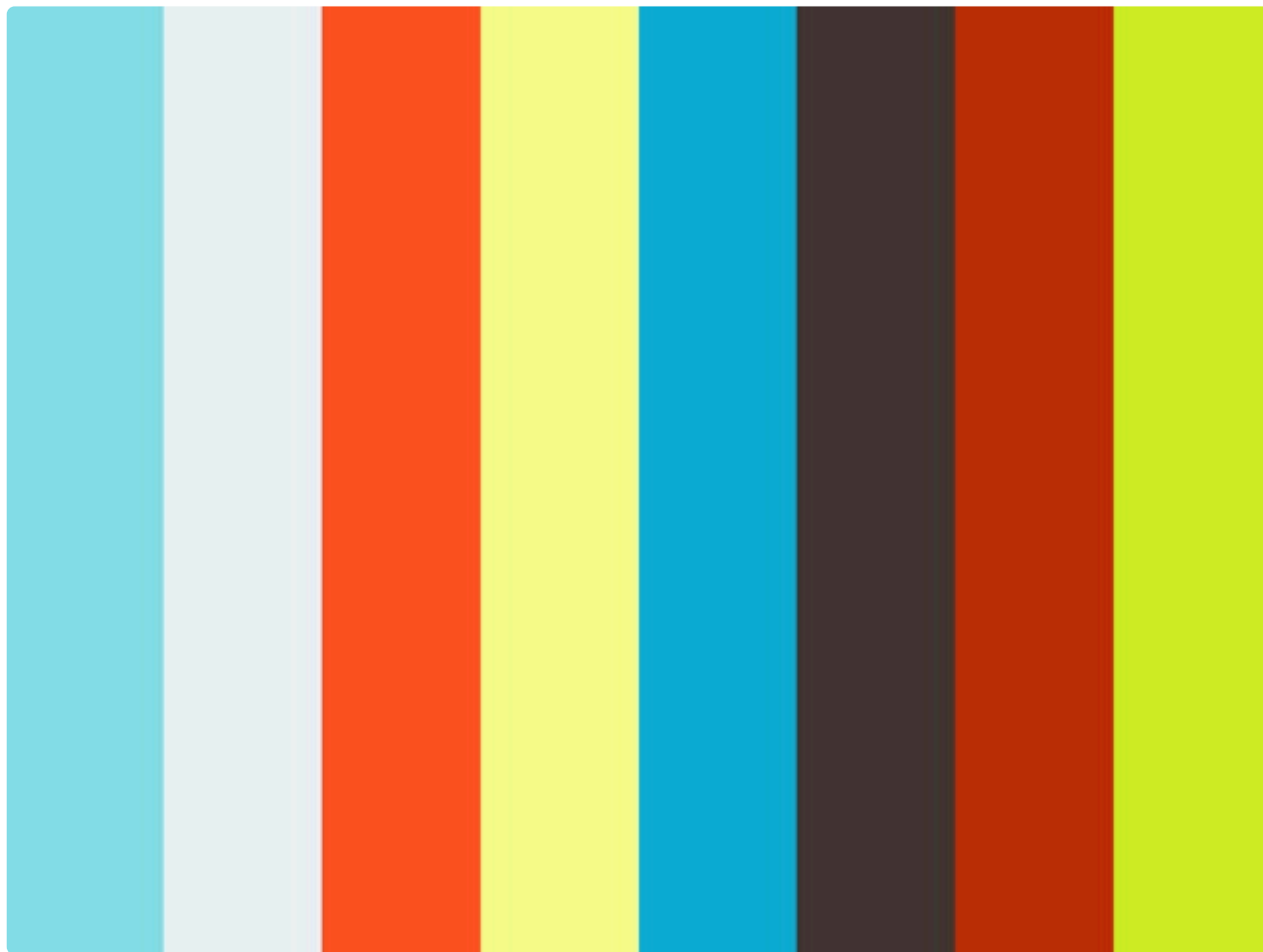


- **Zoom In, Out** – use this button to switch the chart to displaying the last N chart records. The settings of the number of records for charts are in the basic settings of the platform – (zoom settings). The medium lines will not be visible when the mode is activated.. To exit the mode, click the “Zoom Out” button again. After starting the function, the font color on the button will change to green, and the information with the number of records currently displayed will appear on the graph. We can also zoom in the area of interest to us by holding down the left mouse button and drawing the zoom range from left to right and vice versa to cancel the zoom. Since version 1.0.3.2 there is a keyboard shortcut “F2” that activates the zoom function on the charts of numbers, groups and series.



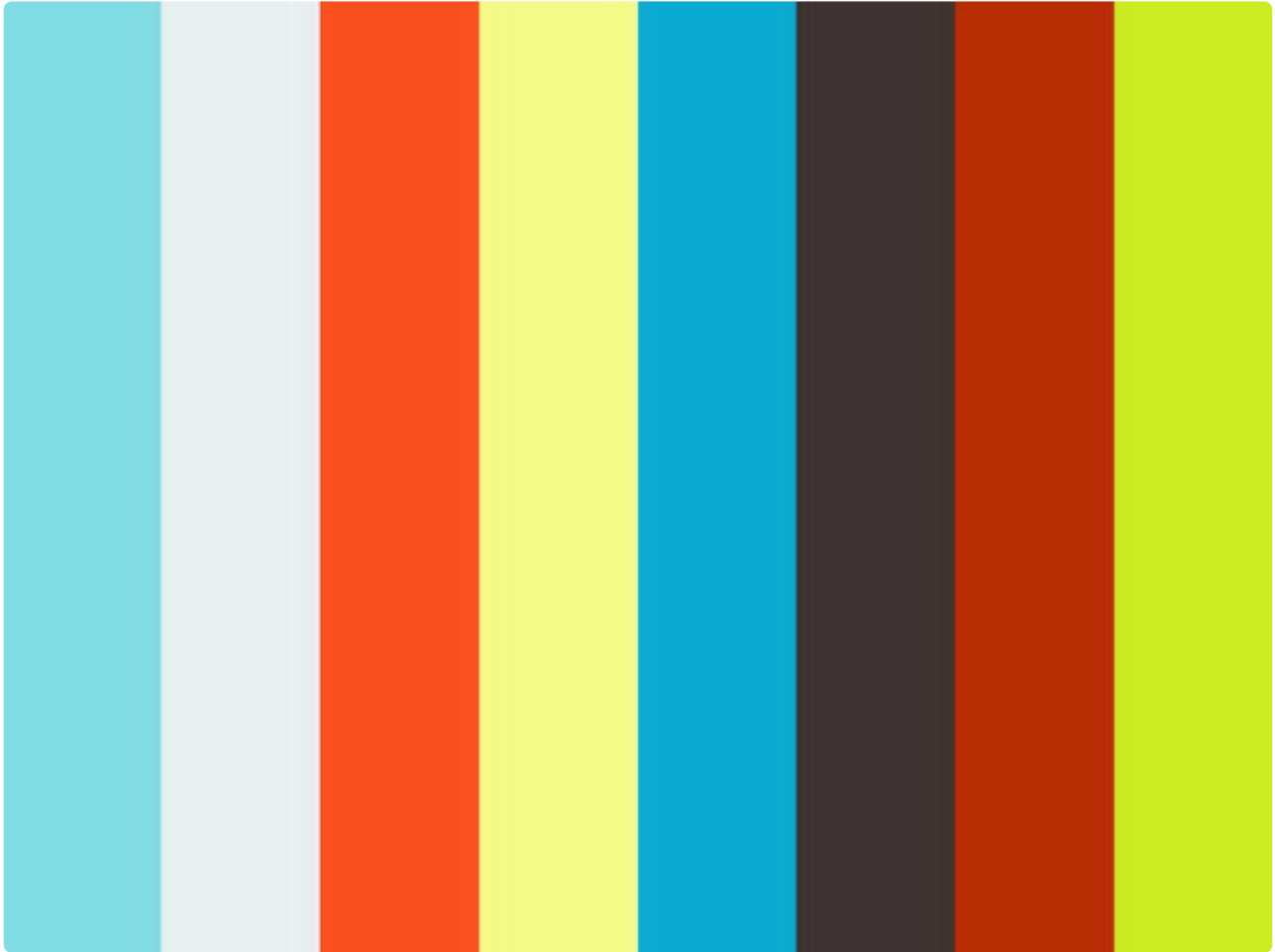
<https://player.vimeo.com/video/511232945>

- **Stop loss** – use this button to activate or deactivate the function that protects against falling below the level specified by the user. This means that if the chart curve crosses the “Stop loss” level, the attack will end immediately. This function works in conjunction with the arrows next to the “Stop loss” button. By clicking the up or down arrows, the value of “Stop loss” is changed by one point, and with the Ctrl key held down on the keyboard, the value changes by 25 points. The minimum value is 1 and the maximum is 9999 points. This feature is available only during an active attack. After starting the function, the font color on the button will change to green, and a marker with a horizontal line marking the protection point will appear on the graph.



<https://player.vimeo.com/video/511233125>

- **Trailing** – with this button we activate or deactivate the “Trailing stop” function, which, like the “Stop loss” function, is a protection against falling below a certain level, the “Trailing stop” function differs from the “Stop loss” function in that it constantly follows the maximum on the chart – (it is about maxima created after the attack), within the distance set by the user. If the curve crosses the “Trailing stop” level, the attack will end immediately, as in the case of the “Stop loss” function. This function works in conjunction with the arrows next to the “Trailing” button. By clicking the up or down arrows, the “Trailing” value changes by one point, and while holding down the Ctrl key on the keyboard, the value changes by 25 points. The minimum value is 1 and the maximum is 9999 points. This feature is only available during an active attack. After enabling the function, the font color on the button will change to green, and a marker with a horizontal line marking the protection point will appear on the graph.



<https://player.vimeo.com/video/511233061>

- **Target** – with this button you can activate or deactivate the “Target” function, whose task is to automatically trigger a manual attack when the plot line reaches the “target” point set by the user on the plot. The function level can only be selected below the current plot curve level. This feature works in conjunction with the arrows next to the Target button. By clicking the up or down arrows, the value of the “Target” changes by one point, and while holding down the Ctrl key on the keyboard, the value changes by 25 points. The minimum value is 1 and the maximum is 9999 points. After enabling the feature, the font color on the button will change to green and a marker with a horizontal line will appear on the graph, indicating the point of attack.



During the Live session, buttons that can change the attack state of a given number, group, series or main chart of the platform are blocked for the duration of the spin. The exception is when:

1. * the main graph is not under attack. The buttons in the main window, in the numbers, groups and series windows will not be blocked for the duration of the spin.
2. * the number in question belongs to a group or series that is not under attack and there is an active main chart attack. Only buttons in number windows that belong to a non-attack group or series will not be blocked.

- ✿ From version 1.0.5 there was a change in the operation of the “Auto” function for all windows and “Strategy” for number windows. The change is that when we turn off any of these functions, when it has already attacked, the key responsible for activating this function will be blocked until the next spin. The option to re-enable this feature will come in the next game.

Revision: 20

3.3. Information section “Info”

- **Main Graph** – This panel shows the point value on which the graph curve is currently located. If this value is equal to or greater than zero, the font in this panel will be green, otherwise the font will be red.
- **Profit-tokens** – this panel shows the sum of tokens (points) gained and lost during attacks. If this value is equal to or higher than zero, the font in this panel will be green, otherwise the font color will be red.
- **Activity** – this panel contains information about the number's status. There are three possible states:
 - “In Game” – Indicates the number is currently under attack. The font of the panel in this state is green, as is the background of the attacked number graph.
 - “Waiting” – means that the number is not currently under attack, but waits for a signal that will be immediately followed by an attack. The font of the panel in this state is red, as is the background of the pending chart.
 - “Off” – meaning the number is excluded from the game. In this state, the panel font is gray and the background of the excluded numbers graph is white.



<https://player.vimeo.com/video/511894382>



It is possible to hide the navigation panels in the numbers, groups and series windows (this also applies to the “Mini agent” module), which effectively increases the size of the chart itself (especially useful for monitors with lower resolutions). We hide the navigation panels and show them again with the “Tab” button on the keyboard.

Revision: 1

4. Groups 1-8

Groups 1-8.

Revision: 1

4.1. Groups

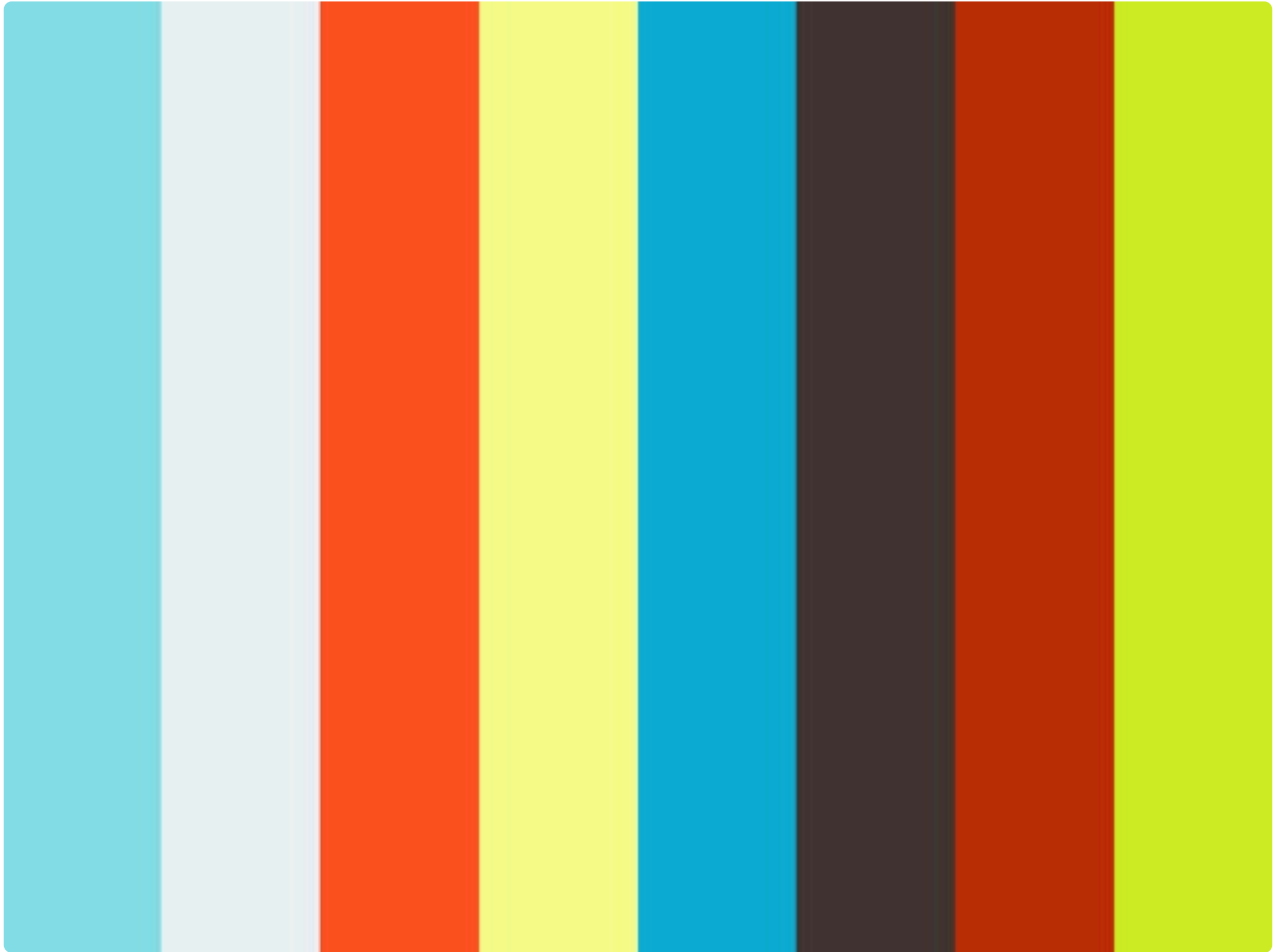


Groups are responsible for adding up the attacked numbers and for presenting this sum on their chart. This idea allows you to build a trend in the group window from the attacked numbers and control it. The attacked groups transfer their sum to the main chart of the platform, on which we are de facto building the main trend. Group windows are basically the same as number windows, but there is a difference in graphing a graph that is important for some of the functions we'll cover here. Each eight of the groups has 4 or 5 numbers assigned:

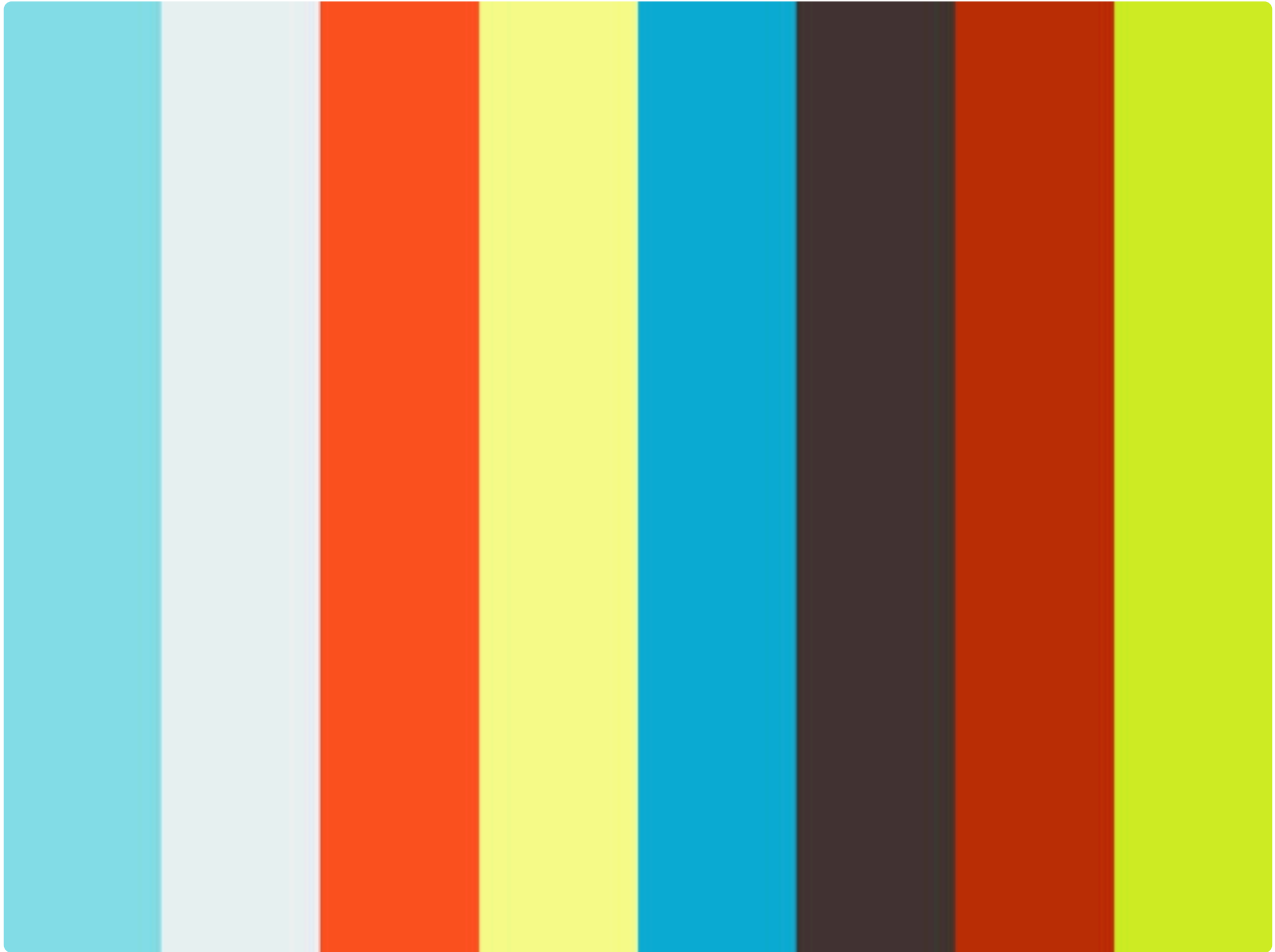
- **Group 1:** 0, 1, 2, 3, 4
- **Group 2:** 5, 6, 7, 8, 9
- **Group 3:** 10, 11, 12, 13, 14
- **Group 4:** 15, 16, 17, 18
- **Group 5:** 19, 20, 21, 22, 23
- **Group 6:** 24, 25, 26, 27
- **Group 7:** 28, 29, 30, 31, 32
- **Group 8:** 33, 34, 35, 36



The attacked groups transfer the balance (sum) of the attacked numbers belonging to a given group to the main chart of the platform. All groups attacked are in the main trend !



<https://player.vimeo.com/video/512141448>



<https://player.vimeo.com/video/512142143>

We wrote earlier that groups accumulate the sum of the numbers attacked in their charts, and these numbers can range from zero to five (this depends on how many numbers in the group are currently under attack and per group – see above). We wrote earlier that the number charts move 35 points up if the number was drawn, or down one point when the number was not drawn. In the case of groups where we deal with the sum of several numbers, the matter is slightly different, so all the functions in which we set the sentinel point may not work exactly at this point. This difference can be up to 3 or 4 points depending on the group. Imagine an example like this: in the first group, which has 5 numbers and they are all attacked, we will set the stop loss protection point to 1 point. Since we have 5 active numbers in our group and the protection point is set to 1 point, the Stop loss protection function deactivates the attack by losing 5 points, not one (the difference is 4 points). This rule applies to any protective function that has a point in the plot where it is expected to act when the plot is moved down the plot. For the “Target” function, the case is the same, although it is not a protective function, but it is also based on the downward movement of the graph. **The above video examples.**

Group functions, in which the points of interaction with the graph curve are forked:

- **“Auto”** – Automatic attack – when the plot curve reaches the point that stops the attack – (protection point).
- **“PP”** – Position protector – at the moment when the graph curve reaches the point that stops the attack – (protection point).
- **“AAL”** – Active mean line – at the moment when the graph curve is crossed by the mean – (protection point).

- **“ATL”** – Active trend line – when the chart curve is crossed by the trend lines – (protection point).
- **“Stop loss”** – at the moment when the chart curve reaches the point that stops the attack – (protection point).
- **“Trailing stop”** – at the moment when the plot curve reaches the point that stops the attack – (protection point).
- **“Target”** – at the moment when the plot curve crosses the “Target” point – (attack point).



As we wrote earlier, automatic strategies are only available for numbers, although this may change in the near future, so groups are deprived of future strategy options. All the rest of the functions work like they do with number windows.



Thanks to the grouping of numbers and automatic strategies, we have the possibility of a less absorbing session flow for people who think that controlling the charts of all numbers is too much, although in our opinion it is worth trying at some point solutions with manual attacking and controlling the charts of numbers

Revision: 7

5. A and B series

A and B series.

Revision: 1

5.1. Series



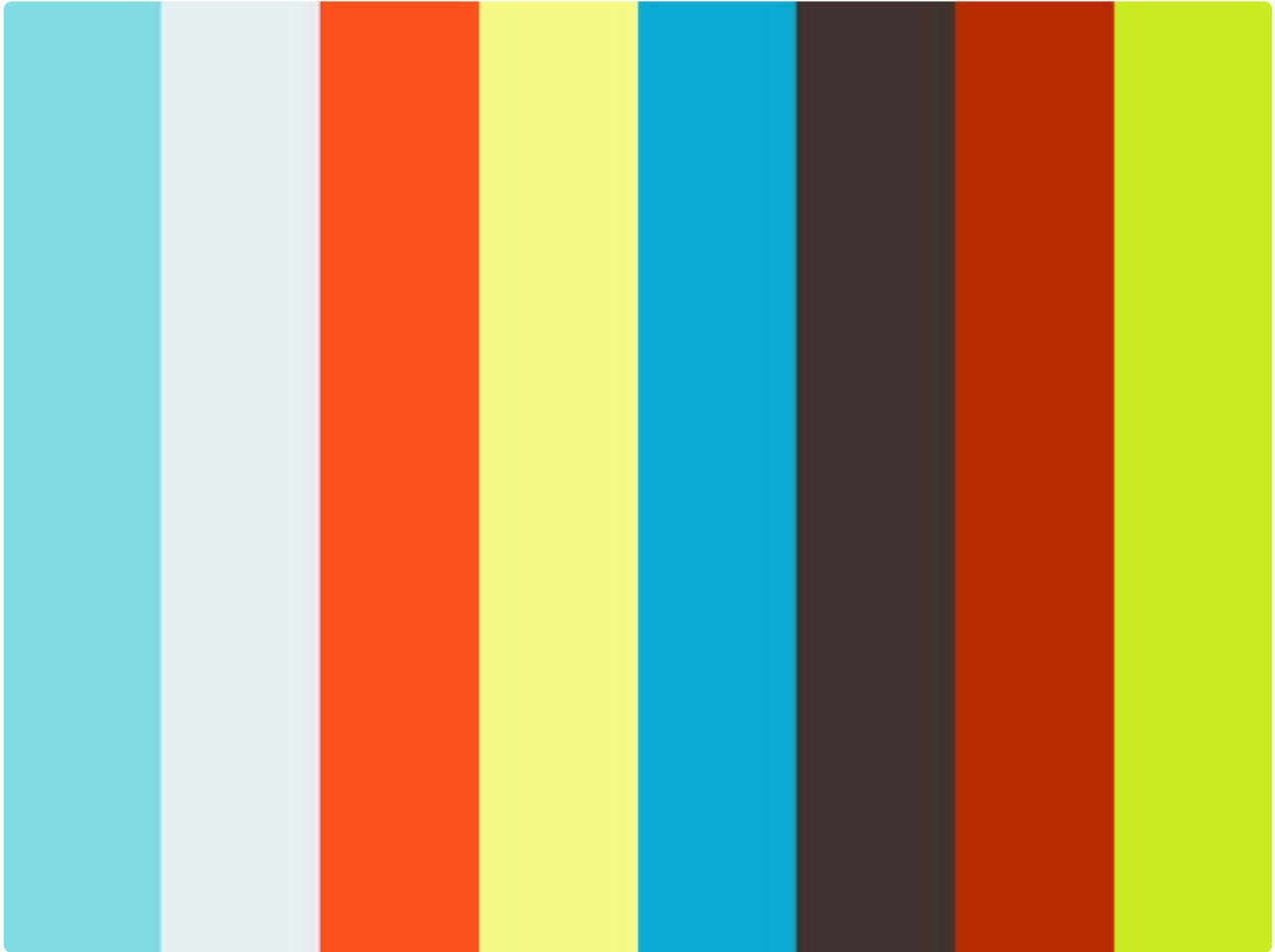
The **"A"** and **"B"** series are a bit similar to the groups in their operation, but add more of the numbers attacked to their charts.

- **"A" series** – numbers 0-18
- **"B" series** – numbers 19-36



The most important information about the series is that each active function related to the attack on a given series, such as: manual attack, automatic attacker, "AAL" or "Target" controls the manual attack of groups and blocks the possibility of manual group management. All groups belonging to the attacked series will display "This group is currently managed by series A or B" on their charts.

- attack functions * series "A" * launches a manual attack on groups 1, 2, 3, 4
- attack functions * series "B" * launches a manual attack on groups 5, 6, 7, 8



<https://player.vimeo.com/video/512681851>

When describing the operation of the groups, we wrote that due to the fact that the curve of their plot is the sum of several attacked numbers, all protection functions and the “Target” function are burdened with an imprecise activation threshold, i.e. the difference between the point set on the diagram and the actual moment of their activation. In the case of the series, the situation is similar, although the threshold of activation of the protection points may be even less precise, because in the series we can deal with even nineteen attacked numbers.

- Series functions in which the interaction points with the graph curve are burdened with an imprecise activation threshold: *
- **“Auto”** – Automatic attack – when the plot curve reaches the point that stops the attack – (protection point).
- **“PP”** – Position protector – at the moment when the graph curve reaches the point that stops the attack – (protection point).
- **“AAL”** – Active mean line – at the moment when the graph curve is crossed by the mean – (protection point).
- **“ATL”** – Active trend line – when the chart curve is crossed by the trend lines – (protection point).
- **“Stop loss”** – at the moment when the chart curve reaches the point that stops the attack – (protection point).
- **“Trailing stop”** – at the moment when the plot curve reaches the point that stops the attack – (protection point).
- **“Target”** – at the moment when the plot curve crosses the “Target” point – (attack point).



The series accumulate on their charts the sums of the often large number of numbers attacked, and although the general rule is that the less the better, even in the series you can often observe strong upward trends. Using series is not obligatory, but it's worth keeping under control.

Revision: 5

6. The main interface of the platform

The main interface of the platform.

Revision: 1

6.1. The main interface of the platform



In the main window there are sections with buttons responsible for launching various functions of the platform and the main graph, on which, after attacking the numbers and groups, we will observe the most important curve of the platform. The main chart is such a “super group” that sums up all attacked numbers and it is the attack of this chart that is equivalent to the actual chip betting in the “Live” session and in the computer memory in the case of the training session. The main chart, like numbers, groups and series, has its own attack and information section.

In the main window of the platform you will find:

- Panel menu
- Main chart of the platform
- Profit chart of attacked numbers – (and hidden)
- Logo

Main navigation panel with:

- Main chart results section
- Information section “Info”
- Group and series section

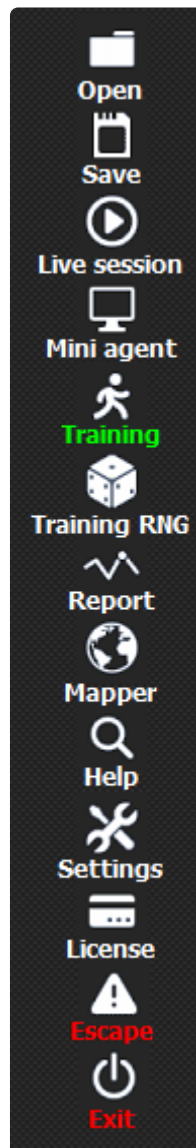
- Numbers section
- Training section
- “Strategy” button
- “Live session panel” button
- “Session Reset” button

Live session navigation panel on navigation objects:

- “Monitoring” section
- “AutoMat” section
- “Balance” section
- “Set cursor position” button
- “Token A and Token B” buttons
- “Modus Operandi” button
- “Auto-Game” button
- Roulette map selection options

Revision: 4

6.2. Menu panel



In the menu panel there are graphic icons, clicking on which we will start the functions:

“Open” – Click this icon to open previously saved training sessions or “Live” sessions. After clicking, the “Sessions” folder will open, in which there are two more folders “Live Sessions”, in which we save “Live” and “Workouts”, in which we save training sessions. We click on the folder we are interested in, then on the session we are interested in, then quickly double-click or click “open” with the left mouse button.

“Save” – use this icon to save the session. Depending on which session you are working with (training or “Live”), after clicking the “save” icon, you will be redirected to the appropriate folder, where you must give the saved session a name or select an existing one and overwrite it by clicking the left mouse button.



We do not have to take care of manually saving the session from time to time so that in the event of, for example, a power failure, our session will not be lost. The platform saves the current session on disk all the time. When we start the platform after an

emergency situation, we will be asked: “whether to load the last session”, if we click “No”, only then the last session saved on the disk will be irretrievably erased. An automatically saved session can be erased by clicking the “Session Reset” button, but before that we will be asked: “whether to save the session”. We can also cancel the reset operation at this point.

“Live Session” – with this icon we start the “Live” session mode, provided that we have created at least one roulette table map with the “Mapper” module in one of the casinos on the network. Otherwise, we will be informed that no map has been created yet and the platform will exit the “Live” session mode. The “Live” mode gives us the ability to “connect” to the “RNG- (based on a random number generator)” or “Live- (video streaming-video of real roulette from a real casino)” roulette, identify the drawn numbers, automatically set up chips, etc.

! Note not to confuse the “Live” session with the “Live” roulette (video streaming). The “Live” session means working with real roulette “RNG” as well as “Live” – (video streaming) in an internet casino and playing for real money.



“Mini Agent” – with this icon we start the “Mini Agent” module, which is a miniaturized version of the platform and we can use it when we do not have a second monitor. The module gives us the ability to control the main chart, A and B series charts and groups 1-8. There is no way to control the graphs of numbers in the module, so you need to use one of the automated strategies to attack them. The module

can only be run for “Live” sessions.



In the “Mini Agent” module, to start “Monitoring” or “AutoMat” instead of the “Start” buttons, as is the case in the main platform window, you need to click the “Monitoring” and “AutoMat” buttons. The same applies to their deactivation.

“Training” – with this icon we start a training session based on a file with the extension .std, which is a record of a “Live” or training session. The platform will use only the numbers saved in the file, instead of the “RNG” generator, which allows you to train in the same session many times, unlike the “RNG” generator, in which the numbers are generated randomly.

“RNG training” – with this icon we start a training session based on the “RNG” random number generator. In the session, these numbers are generated by the computer.



To handle the basic elements of the training session, such as start, stop, pause and training pace, the “Training” section has been assigned, which can be found on the navigation panel of the main platform window. This section applies to both the session file based training sessions and the “RNG” random number generator.



Report

Profit results in points for each section

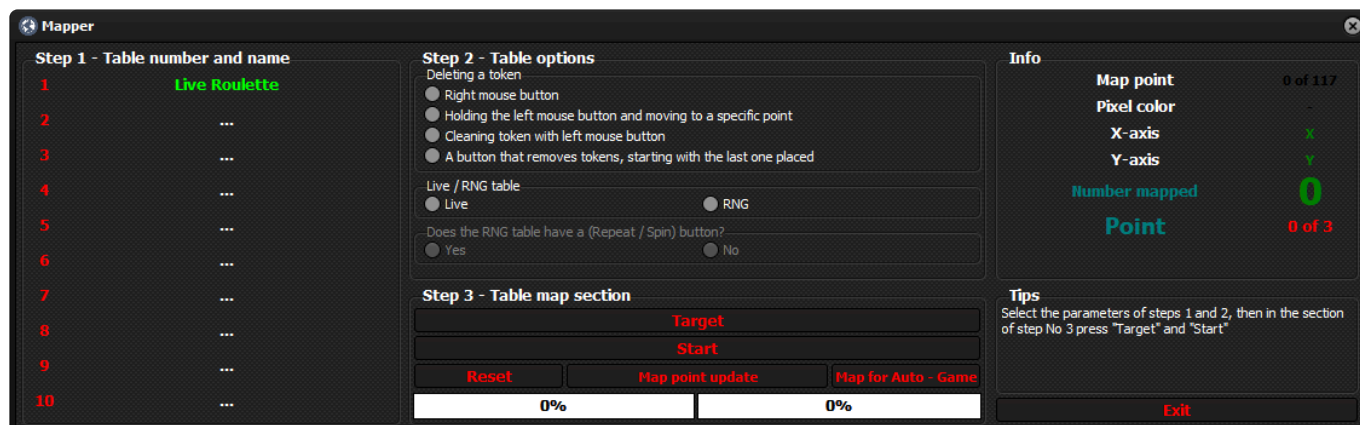
The sum of points obtained thanks to the strategy used	vs	Chart status
0	Main chart	-54
22	Series "A"	-163
-76	Series "B"	-741
110	Group 1	-38
-108	Group 2	-217
142	Group 3	54
-122	Group 4	38
-78	Group 5	-83
30	Group 6	339
90	Group 7	-509
-118	Group 8	-488
-904	Total points for numbers 0 - 18	-1026
-741	Total points for numbers 19 - 36	-792

Show attack histories of the master graph

Markers visible

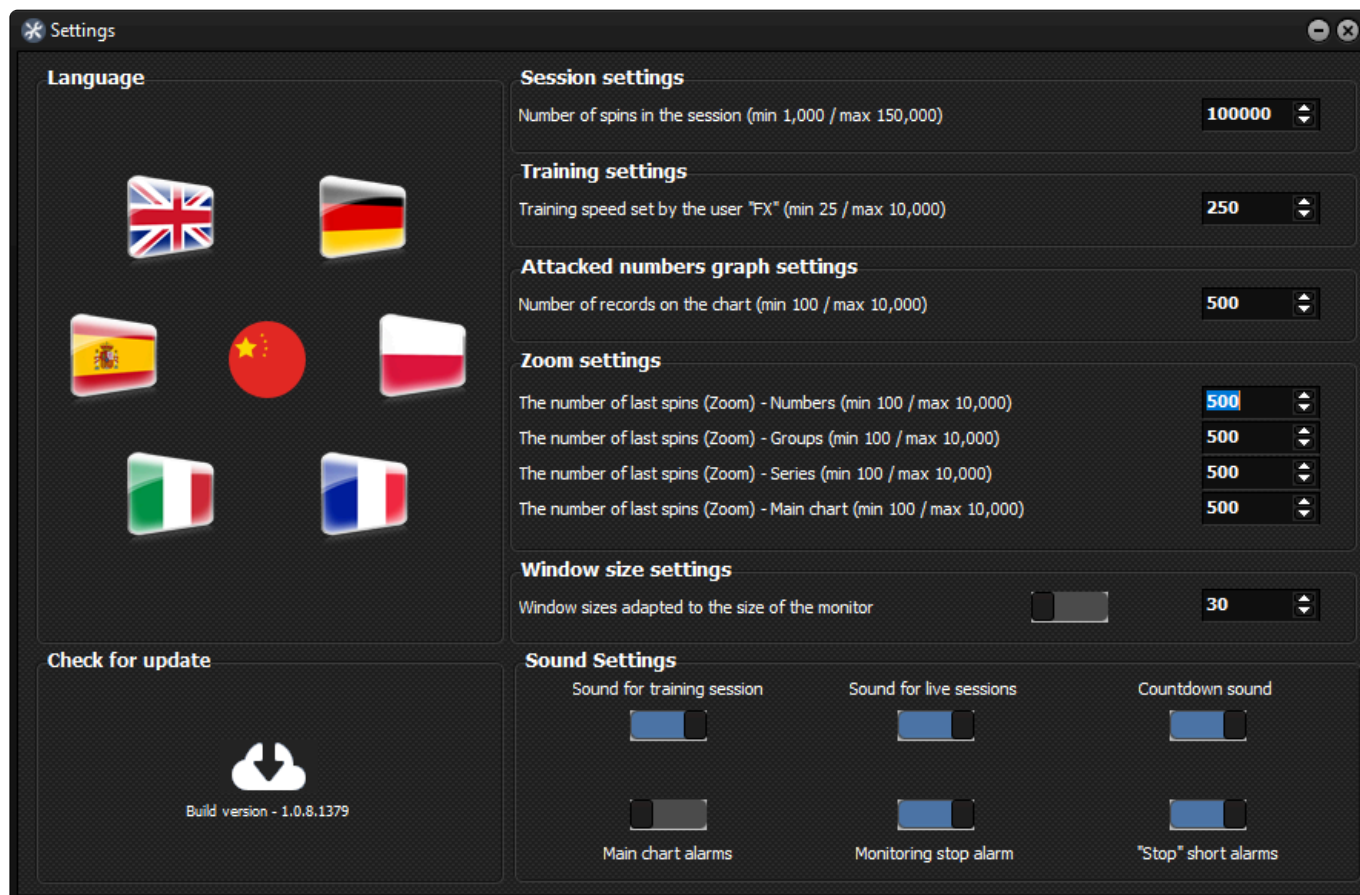
“Report” – with this icon we open a window with a chart in which the moments of attack of the main chart and their end are marked. Attacks are represented by green and their end by red. The window has a button (markers visible/markers invisible) that shows or hides the point values at which the attack

occurred or ended. There is also a **View the profit report** button, clicking which will display a table with the results of points obtained thanks to the strategy used for individual sections.

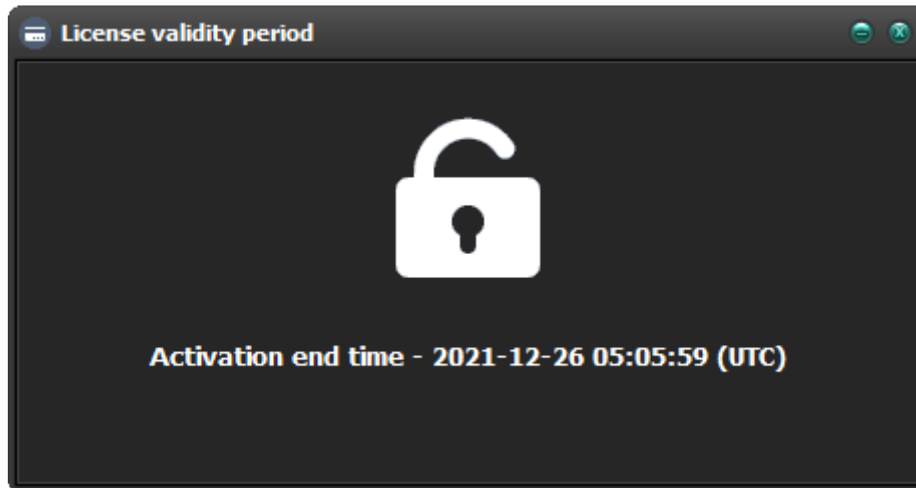


“Mapper” – use this icon to start the “Mapper” module, which is used to create maps of roulette tables. Thanks to it, we can automate our game very quickly and easily. After successfully creating a map of a given table “RNG” or “Live” – (video streaming) and clarifying the rest of the parameters in the module “Modus Operandi”, the platform will be able to accurately recognize the number of roulette to which the map relates, intelligently place and remove game chips, etc. The module cannot be started during the “Live” session.

“Help” – use this icon to open the platform’s manual in the default web browser – (an internet connection is required).



“Settings” – use this icon to open the basic platform settings window.



“License” – with this icon, we open a window with information about the key expiry date. The keys are generated on the basis of “Coordinated Universal Time”, so the activation end time may be different than at the user who purchased the activation key.



“Escape” – with this icon we start a message informing us that at any time during the session (especially “Live”), when the platform is betting our game tokens, we can use the button on the keyboard “Esc” in the event of an emergency. After clicking the “Esc” button on the keyboard, the platform immediately stops the work of “Monitor” and “AutoMat”, if they were active (“Live” session), and in the case of a training session, the platform pauses the training, after which a window is displayed informing us with a message and an alarm sound about the emergency stopping of the platform by the user. After clicking “ok” you can continue the session.



Before we start the “Live” session and start playing for real money, it is worth testing whether the emergency button works.

“Exit” – use this icon to start the platform closing procedure. If we are in an active session, we will be asked: “save the session?” otherwise, the platform will ask: “Are you sure you want to close the program?” So you can cancel or confirm the shutdown routine.

6.3. Platform master chart



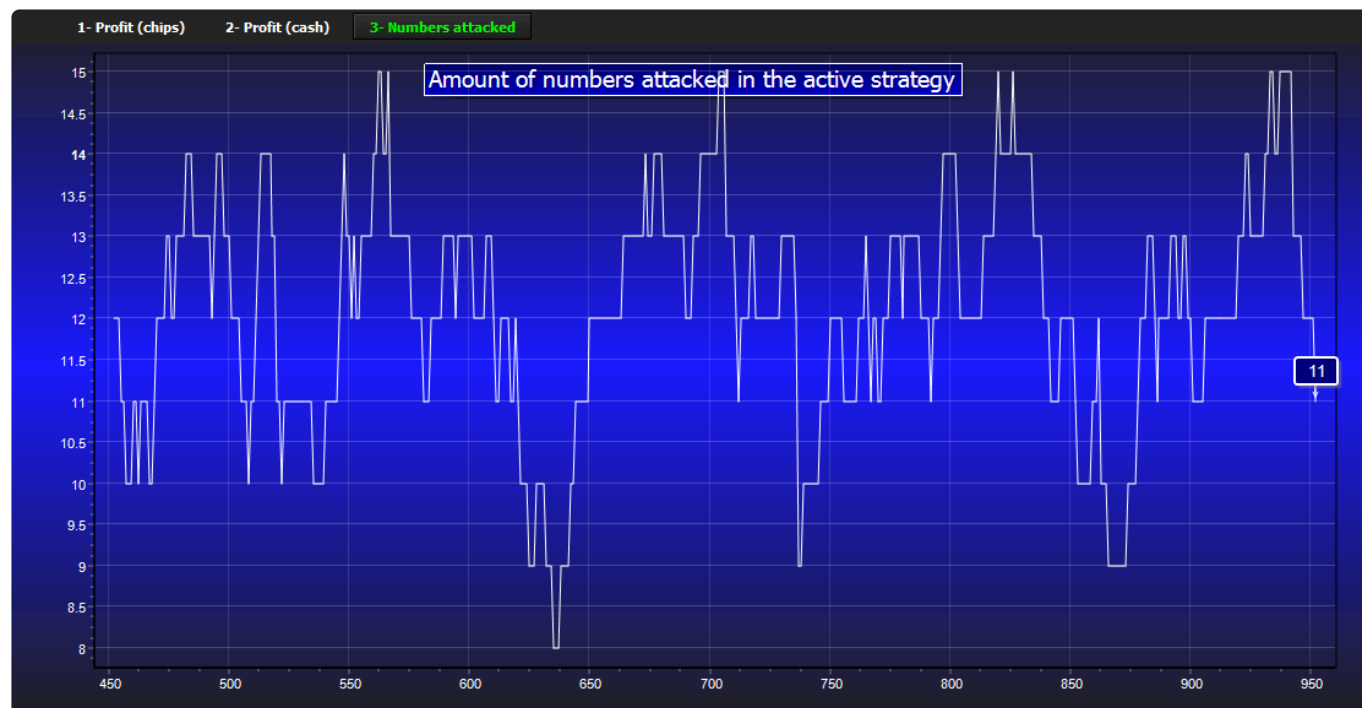
In the main chart of the platform, all profits and losses of the attacked numbers accumulate and are presented as a curve in the chart. This graph is the sum of our attacks on groups which, as we wrote in the previous topics, accumulate the balance of attacks on numbers and transmit this data to the main graph. The trend in the main chart is the result of our attacks, meaning it is actually built by us. As in other charts, the vertical axis on the left of the chart represents the point value, while the horizontal axis shown at the bottom represents the spin number.



Any form of attack on the main chart for Live sessions is equivalent to betting real chips on the roulette table!

- At the top of the chart there are buttons: *
- **Average lines 1 – 6** to trigger the average lines in the chart. As in the number, group and series windows, we can use buttons on the 1-6 keyboard. When a given mean line is triggered, the font of the button will change to the color of its triggered average. The white font on the button means that the average is inactive.
- **“Zoom In, Out”** – a button that starts the display mode of the last N records on the chart (The number of records is defined in the basic settings of the platform). As in the graphs of numbers, groups or series, we can also enlarge the interesting fragment of the graph with the mouse. When the mode is activated, a rectangular border will appear around the button, the button caption will change to “Zoom Out” and the graph will show the number of displayed records.
- **“Split chart”** – when you use this button, you will see the profit chart and the numbers attacked in the active strategy. Described in detail in the next section. When you start the chart, a rectangular border will appear around the button and the button caption will change to “Main chart”.

6.4. Profit chart and attacked numbers



This chart is hidden by default. To start the chart, press the * “Split chart” * button on the main chart in its upper part. When launched, the chart will divide the workspace with the main chart equally by 50 percent. The dimensions of the graphs can be changed with the divider located between them (vertical line that is moved with the mouse left or right while holding the left mouse button). The second graph of the main interface of the platform with the curve showing profit in points, in cash (option available only for “Live” sessions) and the number of numbers attacked in the strategy. Profit and attacked numbers curves in a given strategy are started with the buttons at the top of the chart. After activating any of the

three available modes, the button responsible for it will change the font color to light green. We can enlarge the area of the graph we are interested in using the mouse.

Depending on the selected mode, the following are shown in the chart:

- **“Profit (chips)”** – the vertical axis with the scale on the left shows the sum of the winning chips.
- **“Profit (cash)”** – the vertical axis with the scale on the left shows the available cash.
- **“Attacked numbers”** – the vertical axis with the scale on the left shows the sum of the numbers attacked in the active strategy.



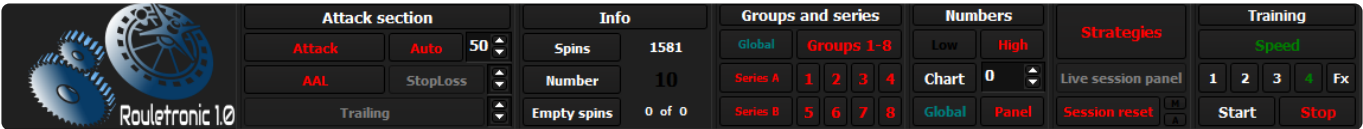
Attack on numbers alone does not mean numbers active in the strategy. Only attacked groups and numbers belonging to them mark the numbers as active in the strategy.



The horizontal axis with the scale at the bottom of the graph represents the spin number in each of the above modes. The attacked numbers chart has a record display limit (minimum 100 and maximum 10000). This limit can be set in the basic settings of the platform.

Revision: 3

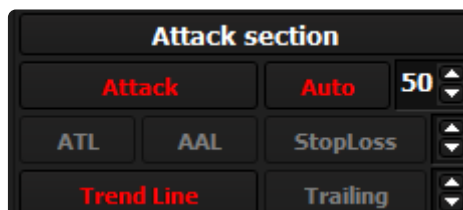
6.5. Main navigation panel



The main navigation panel of the platform.

Revision: 2

6.5.1. Main chart attack section



The main chart's attack section functions work analogously to those on numbers, groups, and series, but in relation to the main chart. The most important difference is that * "Attack" * in the main chart is the same as starting to bet real chips on the roulette table ("Live" session) based on the groups and numbers attacked in the charts. In the training mode * "Attack" * also adds the points scored, but virtually in the computer's memory. In the case of "Live" sessions, all of the attacking features are most exciting as they have a direct relationship to betting on our money, so be sure to use them wisely.

Describing the operation of the series, we wrote that due to the fact that the curve of their graph is the sum of even a dozen or so attacked numbers, all protection functions and the "Target" function are burdened with an imprecise activation threshold, i.e. the difference between the point set on the graph and the actual moment of their activation. In the case of the main chart, the situation is similar, although the spreads can be much larger, because in the main chart we can deal with even more numbers attacked.

- Main chart attack section functions, in which the interaction points with the chart curve are burdened with an imprecise activation threshold:
- **"Auto"** – Automatic attack – at the moment when the graph curve reaches the point that stops the attack – (protection point).
- **"AAL"** – Active mean line – at the moment when the graph curve is crossed by the mean – (protection point).
- **"ATL"** – Active trend line – when the trend line is crossed by the chart curve – (protection point).
- **"Stop loss"** – at the moment when the chart curve reaches the point that stops the attack – (protection point).
- **"Trailing stop"** – at the moment when the plot curve reaches the point that stops the attack – (protection point).

Revision: 5

6.5.2. Information section “Info”

Info	
Spins	952
Number	2
Empty spins	0 of 0

In the information section you will find:

- current game number
- last drawn number – (each number is presented in its own color)
- empty spins – this is an information panel for “Live” sessions only. Its meaning will be described in chapter no. 7.2.1. Additional settings.

Revision: 2

6.5.3. Group and series section

Groups and series				
Global	Groups 1-8			
SeriesA	1	2	3	4
SeriesB	5	6	7	8

In this section there are buttons responsible for launching groups and series windows and the * “Global” * button, which opens the window with global functions – (working for all groups or series).

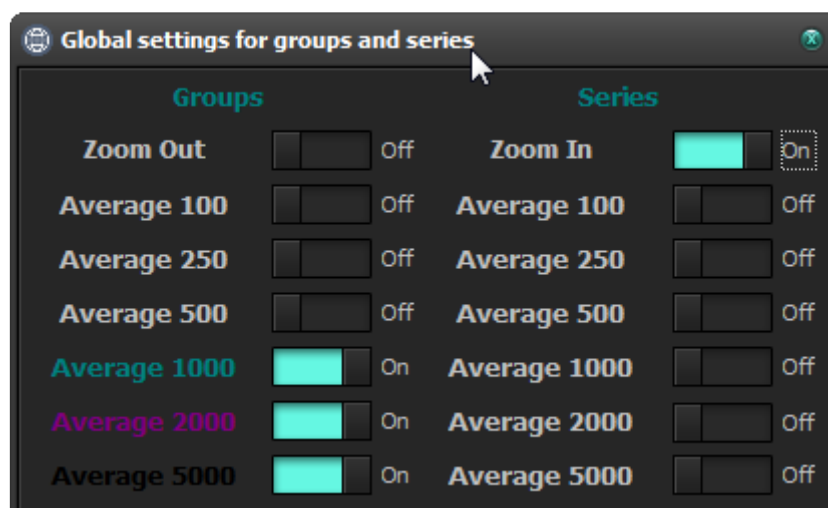
Button operation:

- **“A series”** – this button opens the “A” series window.
- **“B series”** – this button opens the “B” series window.
- **“1 – 8”** – these buttons activate group windows, each separately.
- **“Groups 1-8”** – this button starts all group windows in such a sequence that they can be easily arranged * side by side * using the function available in the * Windows * system. This function will arrange the group windows in the order of 1 to 8.

Groups and series				
Global	Groups 1-8			
SeriesA	1	2	3	4
SeriesB	5	6	7	8

Started groups or series change the font of the button responsible for them to green.

* Automatic arrangement of groups, series and numbers windows has been described and presented in the instructional video in thread no. 10 – Preparing the platform for work.



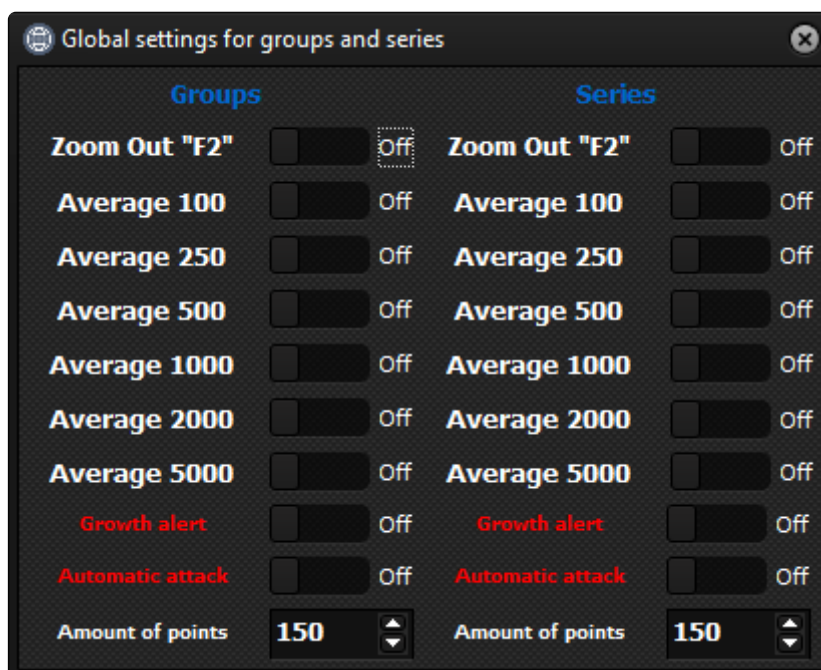
- **“Global”** – this button opens the window of global settings for groups and series.

Each of the functions selected in this window applies to all groups or series.

- In the example shown above, we ran: *
- 1000, 2000, 5000 average lines in all group charts
- Last N record mode in “A” and “B” series charts.

* From version 1.0.3.2 there is a keyboard shortcut “F2” that activates the “Zoom” function on the charts of numbers, groups and series.

! Note that the global activation or deactivation of the average lines does not deactivate the “AAL” function on groups or series where this function is active.

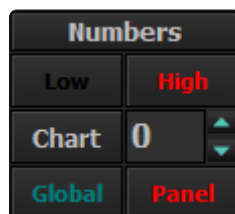


* As of version 1.0.8.1212, surge alarms are available.

This section also includes growth alarms. They work in such a way that if the graph reaches the set number of points from the last minimum, a short acoustic alarm will be triggered. If the automatic attack function is activated, when the level is reached, an attack on a given group or series will also be activated.

Revision: 8

6.5.4. Numbers section

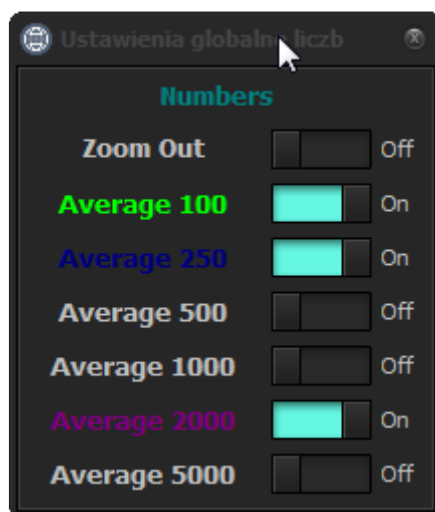


This section includes buttons responsible for launching windows with graphs of numbers and the * "Global" * button, which opens the window with global functions – (working for all numbers).

Button operation:

- **"Low"** – this button opens the windows of numbers 0-18 in such a sequence that they can be easily arranged * side by side * using the function available in the * Windows * system. This function will arrange the windows of numbers from 0 to 18.
- **"High"** – this button opens windows of numbers 19-36 in the same way as in the case of low numbers. This function will arrange the windows of numbers from 19 to 36.
- **"Graph"** – these buttons in cooperation with the numeric field on its right side open a single window of the selected number.

* Automatic arrangement of groups, series and numbers windows has been described and presented in the instructional video in thread no. 10 – Preparing the platform for work.



- **"Global"** – this button opens the global settings window for numbers. Each of the functions selected in this window applies to all numbers.
- In the example shown above, we ran: *
- Average lines 100, 250, 2000 in charts of all numbers.

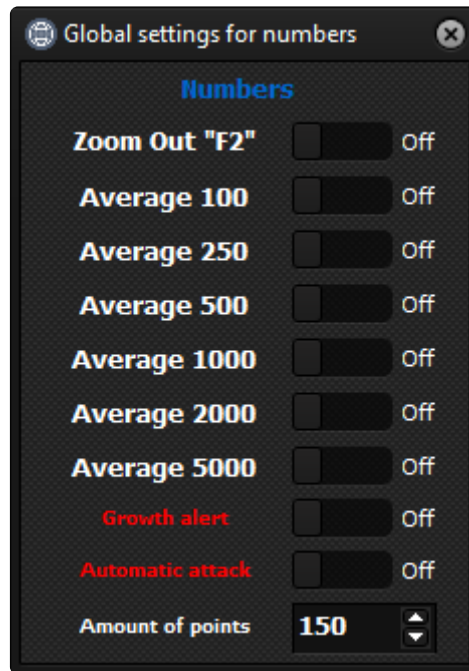
* From version 1.0.3.2 there is a keyboard shortcut “F2” that activates the “Zoom” function on the charts of numbers, groups and series.

! It must be remembered that the global activation or deactivation of average lines does not deactivate the “AAL” function on the numbers on which this function is active. The global switching of averages on and off also has no effect on automatic strategies based on the mean line such as:

- AutoAverage 500
- AutoAverage 2000
- AutoAverage 5000



- **“Panel”** – use this button to start the panel for manually entering numbers. Transferring numbers from the panel works only during the “Live” or training session.

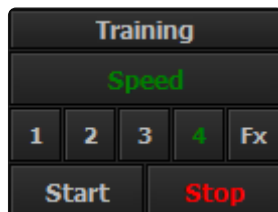


✿ As of version 1.0.8.1212, surge alarms are available.

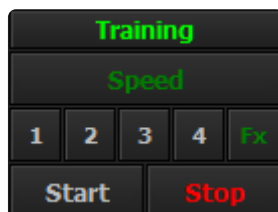
This section also includes growth alarms. They work in such a way that if the graph reaches the set number of points from the last minimum, a short acoustic alarm will be triggered. If the automatic attack function is activated, when a level is reached, the attack on that number will also be activated.

Revision: 8

6.5.5. Training section



In this section there are buttons responsible for the basic control of the training session.



When a training session is active, the caption of the “Training” section changes to light green.

Operation of the Tempo buttons:

- “1” – this button sets the pause value between spins at 2500 milliseconds – (2.5 seconds). With this delay, voice messages informing about the drawn number are active.
- “2” – this button sets the pause value between spins at 1500 milliseconds – (1.5 seconds). With this delay, voice messages informing about the drawn number are active.
- “3” – this button sets the pause value between spins at 250 milliseconds – (0.25 seconds). With this delay, voice messages informing about the drawn number are not active.
- “4” – this button sets the pause value between spins at 0 milliseconds – (0.0 seconds). With this delay, voice messages informing about the drawn number are not active. The speed of drawing spins in this mode depends on the speed of the computer, the number of graphs displayed and the data on them, etc.
- “Fx” – this button sets the value of the pause between spins to the value set by the user in the main platform settings. Each unit represents 10 milliseconds. By default, this value is set to 250, which means a 2.5 second pause between spins. The pause can be set from 25 – (250 milliseconds) to 10000 – (100 seconds). With a minimum delay of 250 or more, voice messages informing about the drawn number are active.

The selected mode is saved to the settings file and is activated each time the platform is started. An active pause mode changes the font color of its button to green.



For the voice prompts to be active, you need to check in the main settings of the platform if the sounds for a specific session are also turned on.



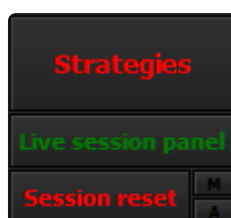
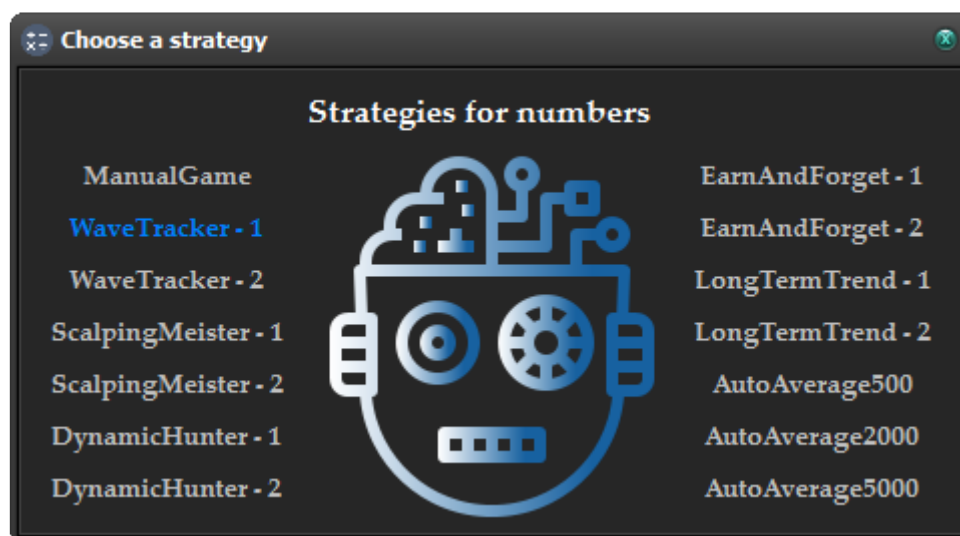
All buttons in this section apply to both the Random Number Generator based training

session and the Session File based training session. The difference between the two modes is described in thread No. 6.2 Menu panel – (training, training “RNG”)

- **“Start, Pause”** – this button is to start and pause an active training session.
- **“Stop”** – with this button we can end the current training session. The finished session can be continued by selecting the training again in the menu panel. We will be asked whether to continue the session. When confirming, the session will start from the last spin of the previous session.

Revision: 4

6.5.6. “Strategies” button

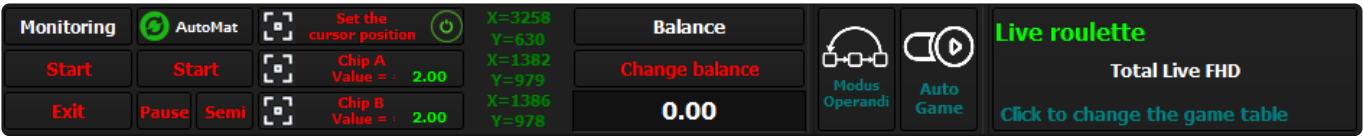


Use this button to open the strategy selection window. We can choose from 13 strategies that automatically attack numbers and a manual mode – (**ManualGame**). We choose the strategies obligatorily, always by clicking on one of them with the left mouse button at the beginning of a new session. We can also change the strategies any number of times during the session.

✿ The operation of individual strategies is described later in this manual.

Revision: 3

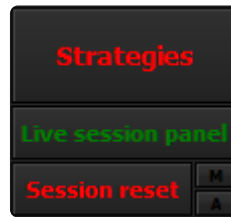
6.5.7. “Live session panel” button



This button opens the “Live” session navigation panel. This panel is described in detail in the thread *
6.6 Live session navigation panel *.

Revision: 2

6.5.8. “Session Reset” button



This button is used to reset – (* reset *) the session. After clicking the button, you will be asked: “Are you sure you want to reset the session?” – (here we can cancel the reset operation) and “Save the session?”

! Session reset is an irreversible process. If you don't save the session before the reset, all session data will be lost forever.

Revision: 2

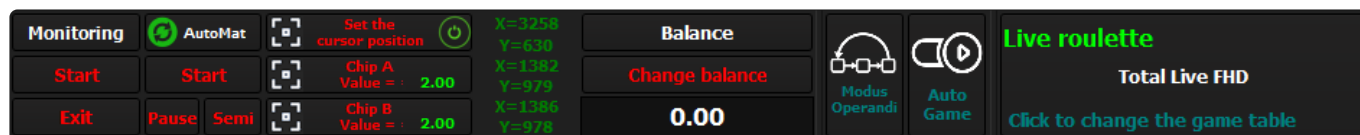
6.5.9. Monitor and AutoMat activity controls



The “**M**” and “**A**” lights inform about the activity of “**Monitor**” and “**AutoMat**”. If they are flashing light green, it means that the module is active.

Revision: 3

6.6. Live session navigation panel



This panel contains all the necessary tools used during the “Live” session:

- **“Monitoring”** – module responsible for identifying numbers.
- **“AutoMat”** – betting module.
- **Button that starts the procedure of setting the cursor return point.** There are also icons on the button:
 - Activation of the cursor return option.
 - Testing the set position.
- **Chip A, Chip B** – buttons that start procedures that set the position of the chips on the roulette table and their value. On the left side of the buttons there are also icons that test the previously set position.

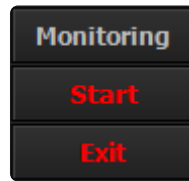
* Next to each of the above three buttons, on their right side there are panels informing about the current position of the mouse cursor during the active procedure.

- Section **“Balance”** – in which the current balance of funds is displayed. The section also allows you to manually change the amount of cash.
- Button **“Modus Operandi”** – running the module of the same name. In this module you will find a number of settings for the roulette table map previously created with the **“Mapper”** module.
- Button **“Auto-Game”** – runs the module with the same name. This module includes a number of settings for the Auto-Game map previously created with the **“Mapper”** module.
- Button for launching the map selection window.

* The panel is only available for “Live” sessions. After setting all the necessary things and starting the “Monitoring” and “AutoMat” modules, the “Live” session panel can be hidden. Visibility of the panel is not essential during the game.

Revision: 4

6.6.1. “Monitoring” section



There are two buttons in this section:

- **“Start, Stop”** – use this button to activate and deactivate the “Monitoring” module, whose task is to identify numbers during the “Live” session. When the module is active, the font color of the button activating it will change to light green. This module works closely with the roulette table map created by the “Mapper” module and the “Monitoring” section of the “Modus Operandi” module. In the description of the “Mapper” and “Modus operandi” modules, we explained step by step the principle of operation of the “Monitoring” module.

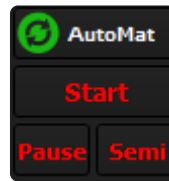
✿ From version 1.0.5, after disabling the “Monitoring” function, a countdown will take place from 5 to 0, the effect of which will be visible on the “Monitoring” button. This pause is necessary to reset all clocks participating in the “Live” session. “Monitoring” can be restarted right after the five-second countdown.

- **“Exit”** use this button to start the procedure ending the “Live” session. We will be asked: “Are you sure you want to end the Live session?” At this point, we can cancel the session ending procedure and, by confirming, the session will end.

✿ Ending the “Live” session does not mean its reset – (erasing).

Revision: 8

6.6.2. “AutoMat” section



There are three buttons in this section:

- **“Start, Stop”** – use this button to activate or deactivate the “AutoMat” module, whose task is to intelligently bet, add or remove chips from the roulette table, repeat the same bets, start new spins on “RNG” or select the appropriate chips during live sessions. When this module is active, the font color of the activation button will change to light green. The module works closely with the roulette table map created by the “Mapper” module and the “AutoMat” section of the “Modus Operandi” module. More information about the “AutoMat” module can be found in the description of the “Mapper” and “Modus Operandi” modules.

! From version 1.0.5 there has been a change in starting the “AutoMat” module. From now on, “AutoMat” starts automatically after the synchronization is completed and the button is blocked. The user is no longer able to operate this button.

* There is a light green bet reset button on the **AutoMat** panel. It can be used during a **Live** session if for some reason the betting does not match the current state of the numbers attacked on the Rouletronic platform. After using this button, the program will select the appropriate chip for betting again at the next opportunity and bet all chips again. Auto-Play will also be interrupted if it was active.

- **“Semi”** – use this button to activate the “Semi – AutoMatu” function. “Semi” restricts the operation of “AutoMat” to clicking the “Repeat” button on the roulette table and the “Spin” button on the “RNG” tables. We can use this function when, for example, for some reason we do not want “AutoMat” to bet on our chips, but only to click “Repeat” after each spin. In such a situation, we place the tokens by hand. Obviously, this game option only makes sense if we are not using any of the automated strategies attacking the numbers and we are attacking the numbers manually on the platform charts as well. When the function is active, the font of the button to activate it will flash in light green.

! When the “Semi” option is active, the “AutoMat” module will not place a bet on the game support token on the number zero when the empty spins counter equals or exceeds the randomly selected value in the given range. This range is set in the “Modus Operandi” module, which is mentioned in the topic 7.2.1 Additional settings.

- **„Pause”** – this button pauses the “AutoMat” module. Thanks to this function, we can bet on or remove the numbers of interest from the roulette table when using the “Semi” function. It is also

possible to manually start the Auto-Game of the table when the “Pause” function is active, although from version 1.0.5 we can already use the special “Auto-Game” Module that is available on the platform. When the function is active, the font of the button to activate it will flash in light green. To deactivate this function, click the button again.

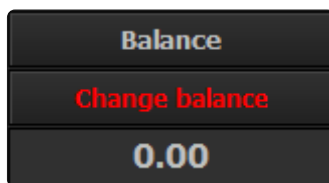
✿ The “**Pause**” and “**Semi**” functions are not available when using the **Auto-Game** module. If we have created a map for **Auto-Play**, in which we have marked an active **Auto-Play** marker, then when the **Pause** function is active, this marker will not be checked during the operation of the AutoMat module. Thanks to this, you will be able to start the **Auto-Game** manually without any problems during the active pause.

✿ During the Live session, buttons that can change the attack state of a given number, group, series or main chart of the platform are blocked for the duration of the spin. The exception is when:

1. the main graph is not under attack. The buttons in the main window, in the numbers, groups and series windows will not be blocked for the duration of the spin.
2. the number in question belongs to a group or series that is not under attack and there is an active main chart attack. Only buttons in number windows that belong to a non-attack group or series will not be blocked.

Revision: 15

6.6.3. “Balance” section



In this section, we can monitor the amount of funds available during the “Live” session on an ongoing basis. The platform counts with each spin how many chips were in the game and how many we won / lost in a given spin and shows the result in the “Balance” section and in the profit chart, which is described in point 6.4. Profit chart and attacked numbers. In order for the cash counted by the platform to be true, we must remember to set the “A” and “B” tokens to the correct value. At the start of a new “Live” session, you should also change your “Balance” to be the same as the casino’s. Change the “balance” by entering the appropriate value in the cash field and confirm with the “Change balance” button. Every time we change the “Balance” manually, a manual cash change marker will appear on the Profit Chart.

Revision: 2

6.6.4. “Set cursor position” button



This button is used to start the procedure that sets the cursor return point. This is the point on the screen where the mouse cursor will return after finishing the work of the AutoMat module (after placing the numbers). When the point setting procedure is started, the font of the button responsible for it and the position panels on the right side of the button will flash in light green. To set the return point, you need to move the cursor over the point of interest on the screen and click the left mouse button. There are two additional icons on the button:

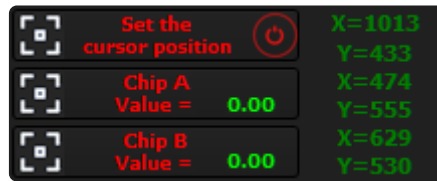
- **a white square**, after which the mouse cursor will be positioned at the point defined during the configuration procedure. By clicking the icon, we will check if the setting is in the right place.
- **round in red or green**. Click this icon to enable or disable the cursor return function. If the icon is red, the feature is disabled. If the icon is green, it means that the function is active.

✿ It is not obligatory to use this function, but the cursor escaping after the “AutoMat” betting module has been completed may be necessary on some tables. We wrote more about this in thread 7.2. module “Modus Operandi”. In this function, the cursor does not move on the screen, but jumps immediately to the previously set place on the screen.

! The cursor return point must be different than: $x = 0$ and $y = 0$. Otherwise the return point will not be set, and the signal of this will be the appearance of information about the unset cursor location, change of the font color in the information panels – (X and Y) to red and their values to zero.

Revision: 3

6.6.5. “Token A and Token B” buttons



The * Token A and Token B* buttons are used to start the procedure of setting the chip locations and values.

- **The “A Token”** is the supporting tile for the game. Most online roulette tables have a limit when it comes to tracking the game without placing a bet. There may be a situation in which we observe the game for e.g. 15 spins, after which we are informed that due to the lack of activity in the game, the game is blocked. In the “Modus Operandi” module, many parameters are set for a given casino map, including a random number of empty spins, after which “AutoMat” will bet on “Token A” – (supporting the game) to zero. The game will not be interrupted as a result of this procedure.
- **“B Token”** is the playing tile – (main). It is with this token that “AutoMat” will bet on the numbers attacked on the platform. From version 1.0.8.873, we have the option of choosing 1 to 4 chips, with which the betting module “**AutoMat**” will bet on the correct number fields (numbers). The change only applies to the playing tile “**B**”.

! The supporting token should be as low as possible.

* As of version 1.0.5, buttons that start the procedure of indicating the position and value of tokens have icons on the left side that are used to test the previously set location. Just hover over the white icon and click the left mouse button. From version 1.0.8.873, there is a possibility to bet up to 4 chips per numerical field and therefore after clicking on the white icon indicating the location of the chip playing “B” in the event that more than one chip is set, a message will be displayed informing about the previously selected number of chips to bet .

To set the location and value of tokens, we must do the following:

- The roulette table whose map is loaded must be running – (on the main monitor).
- Click the button of the chip to be set with the left mouse button. After starting the procedure, the font of the button and the location panels (X and Y) will flash in light green.
- Then move the mouse cursor over the chip of interest to us on the roulette table and click the left mouse button near its center.



For token “A”

- After this window appears, enter the value of the chip to be set in the edit field – (the same value as the chip that we indicated on the roulette table), and then click the “Set” button with the left mouse button.



For token “B”

- After this window appears, enter the value of the chip to be set in the upper edit field – (the same as the chip that we indicated on the roulette table). Then we specify the number of chips to bet on each number field (at the letter X). If the roulette table has a “**Double bet**” button, we can also set the position of this button, thanks to which the “**AutoMat**” module will use it to improve betting when the number of chips is equal to 2 or 4. However, if the number of chips is equal to 3 or when the location of the “**Double bets**” button is not set, then the “**AutoMat**” module will have to place chips by clicking the appropriate number of times in the appropriate number field. If you want to check the set position of the “**Double Bets**” button, click the white icon to the left of the “**X2 button position**” button. If we want to reset the location of a button, then we have to click on the red icon to the right of the same button. At the very end, with the left mouse button we click on the “Set” button to complete the whole procedure.



Please note that setting the amount of chips to bet is a parameter that will not change when loading another map, while the location of the “**Double bets**” button is assigned to a specific map. Also, do not change the number of chips placed during one session. If you want to change the number of chips you bet, start a new, clean session.



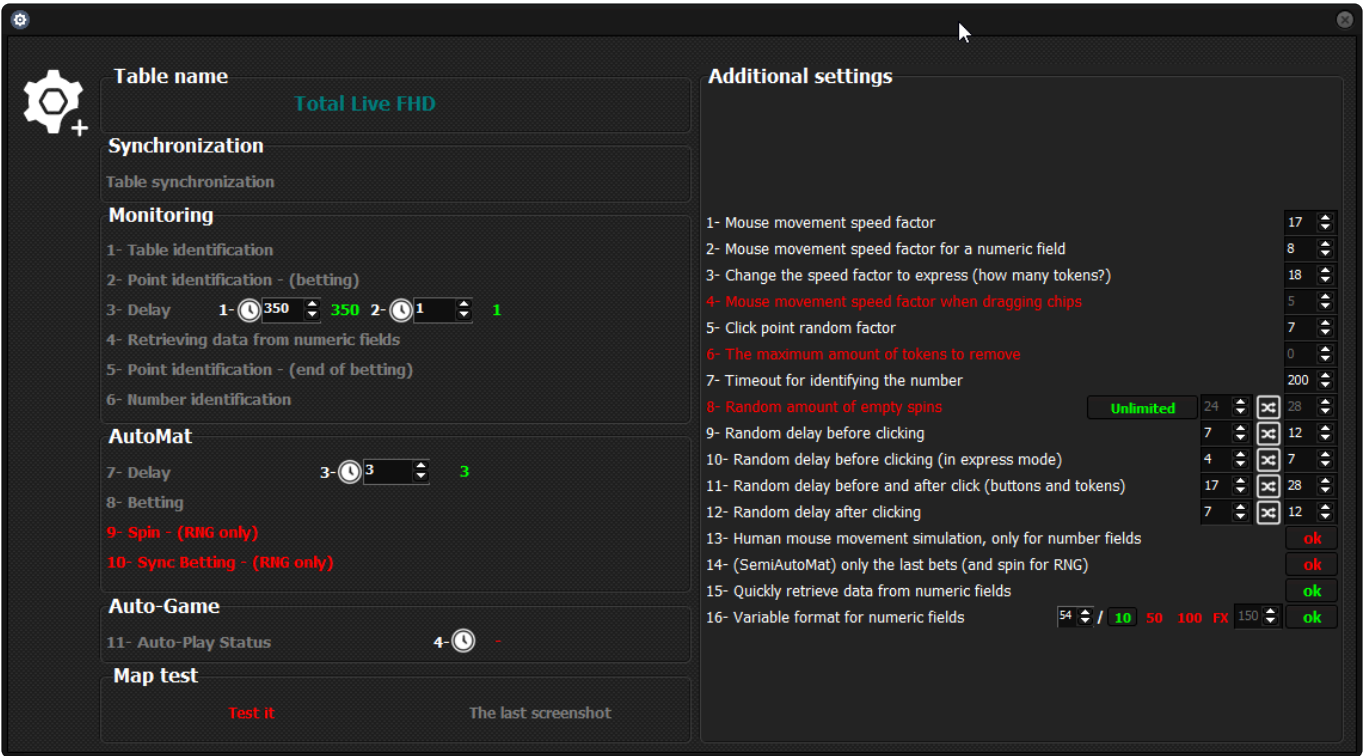
After completing the procedure on the button that starts the procedure of setting a given token, the value displayed in light green will be the one we have just set. The set locations and chip values are saved in the map file. When loading the map again, the last saved token data will also be loaded.



The size and location of the roulette table on the screen must be the same as when creating a table map with the “Mapper” module. Remember to create a map and play in a maximized browser tab or in full screen mode. This approach guarantees that the roulette table will always have the same size and location. This issue is described in more detail in chapter 7.1.1. Creating a roulette table map with the “Mapper” module.

Revision: 10

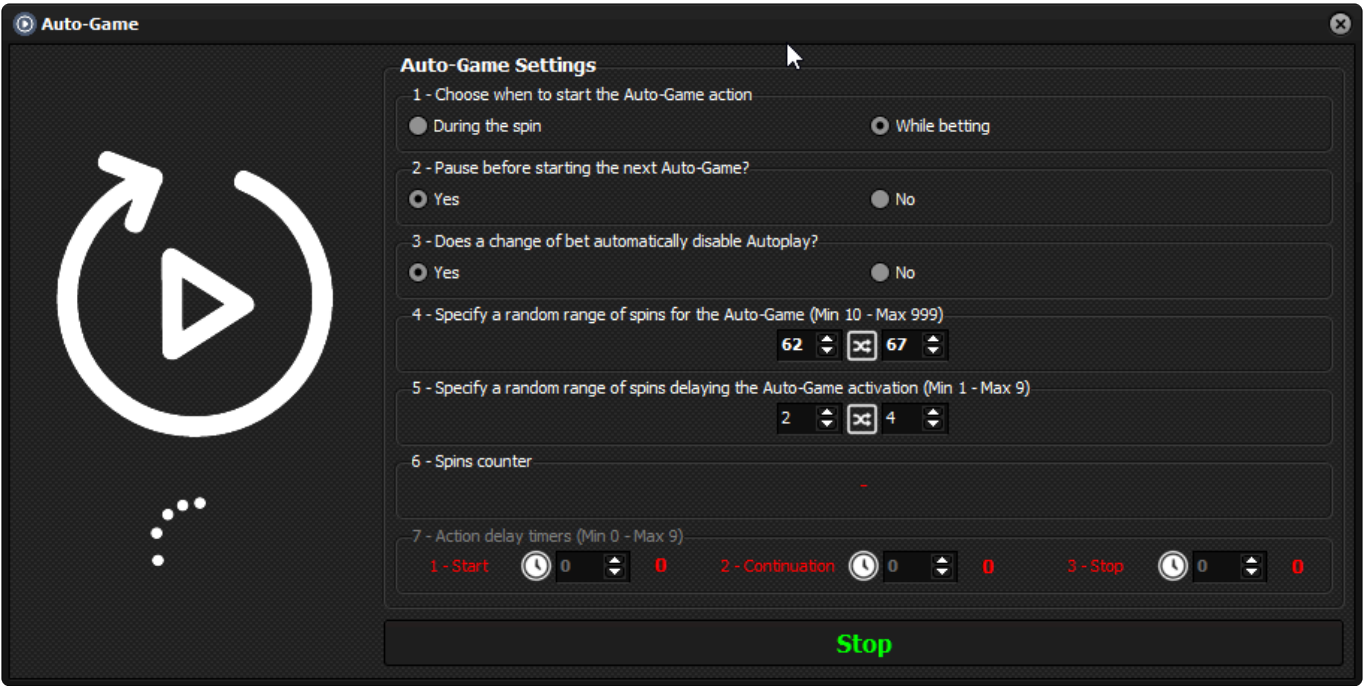
6.6.6. “Modus Operandi” button



Use this button to start the “Modus Operandi” module – (Latin: mode of operation). In this module, the work of “Monitoring” and “AutoMat” is presented via a graphical interface. We will also find a number of settings and parameters for automating the game. The module is described in detail in chapter * 7.2. Modus Operandi module *.

Revision: 2

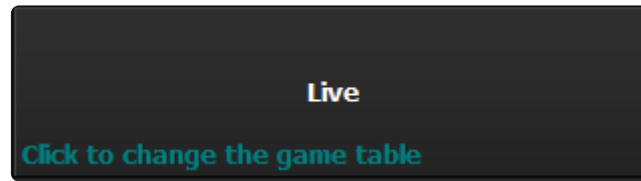
6.6.7. Auto-Game button



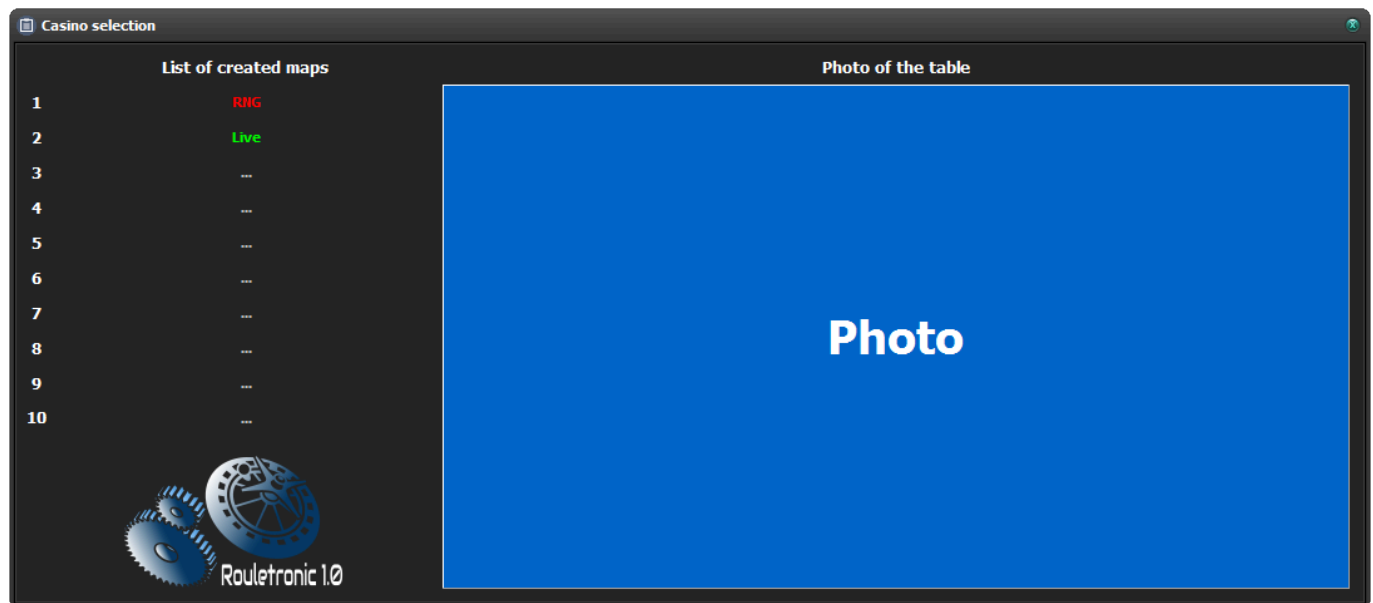
Use this button to open the Auto-Game module window, if you have previously created the map.

Revision: 1

6.6.8. Roulette map selection button



Use this button to open a window with a list of roulette table maps created with the “Mapper” module. When you select one of the available maps, the middle description of the button “Click here to choose a casino” will change to the name of the selected table.



In the map list window, there are 10 memory cells, in which we save the maps created while creating them with the “Mapper” module. When creating a roulette table map, a photo of the table is taken, which we will see after hovering over one of the available maps instead of the blue window with the description “Photo”.

! For live sessions, table map selection is mandatory.

* The map selection button is blocked during the work of “Monitoring” and “AutoMat”. In order to change the map to a different one, the “Monitoring” operation must be stopped. Disabling “Monitoring” automatically deactivates the operation of “AutoMat”.

Revision: 2

7. Modules “Mapper, Modus Operandi and Auto-Game”

Modules “Mapper, Modus Operandi and Auto-Game”.

Revision: 3

7.1. “Mapper” module

Mapper

Step 1 - Table number and name

1 **Live Roulette**

2 ...

3 ...

4 ...

5 ...

6 ...

7 ...

8 ...

9 ...

10 ...

Step 2 - Table options

Deleting a token

- ☐ Right mouse button
- ☐ Holding the left mouse button and moving to a specific point
- ☐ Cleaning token with left mouse button
- ☐ A button that removes tokens, starting with the last one placed

Live / RNG table

☐ Live ☐ RNG

Does the RNG table have a (Repeat / Spin) button?

☐ Yes ☐ No

Step 3 - Table map section

Target

Start

Reset **Map point update** **Map for Auto - Game**

0% 0%

Info

Map point 0 of 117

Pixel color -

X-axis x

Y-axis y

Number mapped 0

Point 0 of 3

Tips

Select the parameters of steps 1 and 2, then in the section of step No 3 press "Target" and "Start"

Exit

The “Mapper” module is used to create roulette table maps. Thanks to the created table map, the platform will be able to flawlessly identify the drawn numbers, place bets, remove and add chips, release spins in the case of “RNG” roulette, etc. The module has been designed in such a way that it is possible to automate the game in virtually every roulette available on the Internet.

The module includes in turn:

- Section “**Step 1 – Table number and name**”
- Section “**Step 2 – Table Options**”
- Section “**Step 3 – Table Map Section**”
- Information section “**Info**”
- Information section “**Tips**”
- Button “**Exit**”

✿ All sections are detailed in the map creation thread.

When creating the map, we will have to indicate the following points on the roulette table:



- Midpoint of each numeric field marked with a light green cross. These points will be used by AutoMat when wagering or removing chips.





- Two identification points for each numeric field marked with blue smaller crosses. These points are necessary to identify the numbers. The points can be selected anywhere in the numeric field, but they must be located in such a way that they are in the place of the graphic change that will occur after the number is drawn (e.g. a circle around the number similar to the ones above).

* The white square with the number “19” in the center is just a marker showing which number the item is related to. These markers are displayed when you create a map or when you run the “Map Test” procedure in the “Modus Operandi” module. The operation of the procedure is described in the thread dedicated to this module.

* At the moment, the platform offers a 2-point method of identifying numbers. Points are nothing but pixels which are taken from the image at the right moment and checked for color change. The points are exactly in the center of the cross. A number is identified when two points in the numeric field of a given number change color. This technique allows you to map a given table in just a few minutes. We are in the process of coding another number recognition technique that will make the platform even more flexible when it comes to automating the various roulette table formats available on the web.

In addition, when creating the map, we will also have to indicate the position of the buttons, 4 table identification points and the active bets marker. Everything is described in detail in the thread on creating a table map. The module will inform us on an ongoing basis what point on the map needs to be indicated at a given moment. All information is displayed in the “Info” and “Tips” sections when the map creation procedure is started.

Below you will find a list of conditions that a given roulette table must meet in order to be automated and be able to fully use the platform:

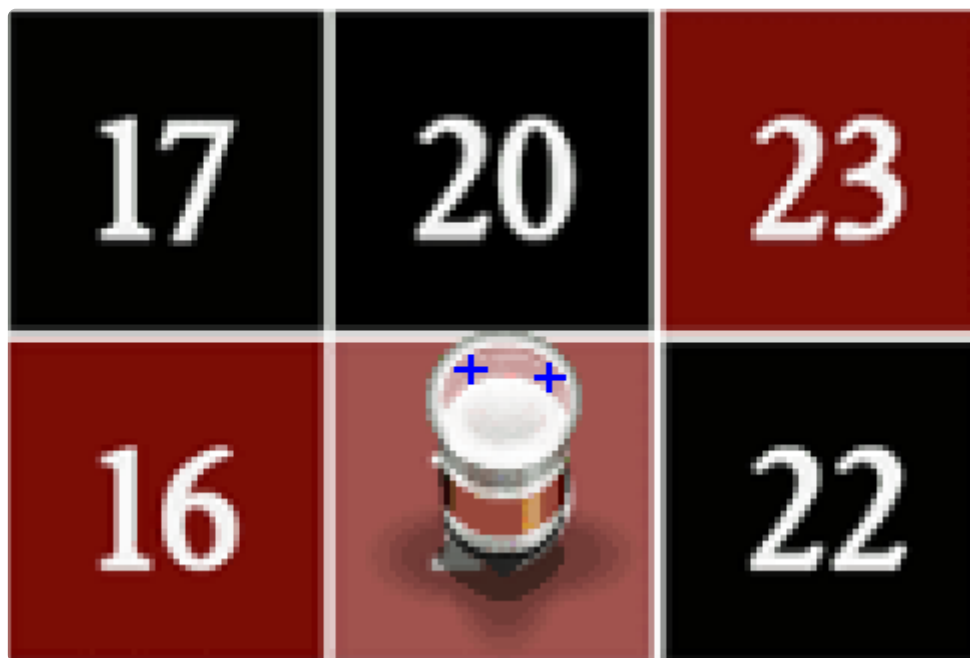
Identification of numbers.

- After drawing a number in its numerical field on the roulette table, a circle or other type of graphic change, e.g. (the entire numerical field changes color for some time), allows us to identify the drawn number. To identify the number, “Monitoring” uses just such graphics changes, specifically two points on each of the numeric fields indicated during the creation of the map by the user.

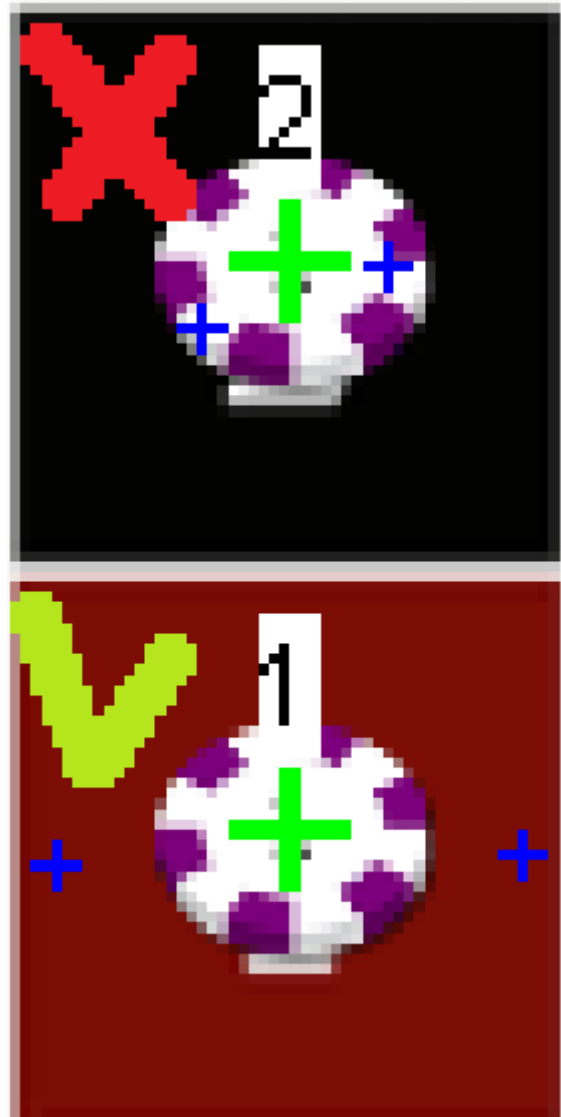
Virtually all roulette tables on the web meet this requirement.

- Be sure to check the point at which the bet wins. Then, does the graphic change appear only in the randomly selected numeric field, or on a larger number of numeric fields (eg a large inscription “You won” crossing 7 numeric fields). In this case, it is important that the graphic change of the numerical field enabling the identification of the number appears first before the word “You have won” or another graphic form informing the user about the win. However, it should be remembered that in the case of most roulette games on the network, various graphic forms informing about the win usually appear outside the numerical fields.

* It also often happens that a given roulette table has more than one graphic format and you can switch between them in the table graphic settings. You may find that one of them will be a better choice for creating a map.



The above example shows when the whole numeric field changed color after the number “19” was selected. In addition, we can observe a special marker on it, which appears in some online roulettes, and is standard in land-based casinos, commonly known as “Dolly”. This marker can also be used to identify numbers when, for example, there is no other graphic marker marking the numerical field of the drawn number. In this case, the identification points should be set in appropriate places for the marker, e.g. as in the photo above.



Before the map creation process, it is also necessary to check whether the size of the tokens allows us to easily embed identification points in numerical fields and whether the bet tokens do not cast shadows – (pixel color changes) in the places of our identification points.

Removing Game Tokens.

Tokens are removed using one of the techniques available in the “Mapper” module:

- **“Right mouse button”** – removing a chip from the table is done by clicking the right mouse button when the cursor is on the chip.
- **“Left mouse button held to move to a specific point”** – the chip is removed from the table by holding down the left mouse button when the cursor is on the chip and sliding the chip to the right place on the table. When selecting this option when creating the map, we will have to select two drop points on the table. These are places somewhere on the table where the chips will be slipped. In point 1, tokens from the number fields from 0 to 18 will be removed, while in point 2, tokens from the number fields from 19 to 37 will be removed, so it is worth setting the drop points somewhere around the middle of the number range.

✿ From version 1.0.7 in the window of the “Modus Operandi” module, an additional parameter is available that determines the speed of the mouse cursor when removing chips by sliding with the left mouse button held down.

- **“Left-click cleaning token”** – Some tables, in addition to playing tokens of different values, also have a cleaning token. In this case, the removal of chips from the table is done by clicking the left mouse button while the cursor is over the cleaning marker. After selecting the cleaning token, the tokens are removed with the left mouse button. When selecting this option when creating a map, we will have to indicate the position of the cleaning token.
- **“Remove tokens starting from last bet”** – on some tables individual tokens cannot be removed and the only option to remove them is the button to remove tokens starting with the last bet – (* Undo *). When selecting this option when creating the map, we will have to indicate the position of the button responsible for removing tokens. As the “AutoMat” betting module sometimes has to remove individual chips from the table, it is not possible to do so if this option is selected. Instead, he will have to bet on all the attacked numbers again if the attack ends on even one number.

✿ Before selecting one of the options above, you should check how chips are removed from the mapped roulette table numeric fields.

Betting and clicking buttons.

- Clicking on buttons, selecting chips and placing chips on the table is done by left-clicking the mouse after placing the cursor in the appropriate place.

Revision: 4

7.1.1. Creating a roulette table map with the “Mapper” module

Creating a roulette table map with the “Mapper” module.

Revision: 1

7.1.1.1. Step 1 – Table number and name



Activity No. 1

The first thing in the process of creating a roulette table map is to select memory locations 1-10 where the created map will be saved. Select a cell by clicking the left mouse button after hovering over one of them. If we select a cell occupied by a previously created map, we will be asked: “Are you sure you want to change the table map?”. If we confirm, the map created earlier under this number will be deleted and will make room for the newly created map. At this point, we can also cancel the map creation in a given cell and delete the existing one. The selected memory location will turn green.

Activity No. 2

Then name the selected cell by entering it in the window that will appear immediately after selecting the memory cell. It is a good practice to include in the table name information whether the map applies to the “Live” or “RNG” table. It is possible to change the name of the table after creating the map. To do this, we simply left-click on the table description that we want to change.

! The table name can be up to 30 characters long.

Revision: 2

7.1.1.2. Step 2 – Table options

Step 2 - Table options

Deleting a token

- ☐ Right mouse button
- ☐ Holding the left mouse button and moving to a specific point
- ☐ Cleaning token with left mouse button
- ☐ A button that removes tokens, starting with the last one placed

Live / RNG table

- ☐ Live
- ☐ RNG

Does the RNG table have a (Repeat / Spin) button?

- ☐ Yes
- ☐ No

Separate mapping of numeric fields

- ☐ Yes
- ☐ No

Step 3 - Table map section

Target

Start

Reset Map point update Map for Auto - Game

0% 0%

Activity No. 3

- **“Removing a token”**

The next step is to choose one of the available methods of removing chips from the table.

✿ All the techniques for removing game tokens are detailed in thread 7.1. The “Mapper” module.

! Before choosing any of the available techniques, we must make sure that it is the same as the one we are dealing with on the roulette table to which the map relates. If we do not know how to remove chips from the table, check it.

Activity No. 4

- **“Live / RNG table”**

At this point in the table map creation process we need to choose whether the map we are creating is for the “Live” table (video streaming) or “RNG” table. The difference between the two formats is that for “RNG” roulettes based on a random number generator, “AutoMat” in addition to betting must also click the “Spin” or “Repeat / Spin” button if the table has one. On Live tables, the next spins are started by the dealer. The network also offers “Live” roulette – automated roulette where, instead of croupiers, various technologies are used to play the next spins.

! There are also “RNG” tables where the next spins are not initiated by the users but the computer. Most often, these are “RNG” tables for more players. When creating a map of such a table, select the “Live” option, because we are not responsible for starting the

next spins.

Activity No. 5

- **“Does the RNG table have a (Repeat / Spin) button?”**

This option only applies to “RNG” tables. The “Repeat / Spin” button is used to repeat the last game faster and start another spin, provided that the chips placed in the current spin are the same as in the previous spin. Not all roulette tables have this button and hence the query. This button appears – (if available on the table) after the spin has been made, provided that we have bet on some fields on the roulette table.



Even if this button exists on a given roulette table, its selection is not obligatory, but then “AutoMat” will have to click the two “Repeat” buttons and then “Spin” instead of the “Repeat / Spin” button to repeat the last bet and start the next spin.

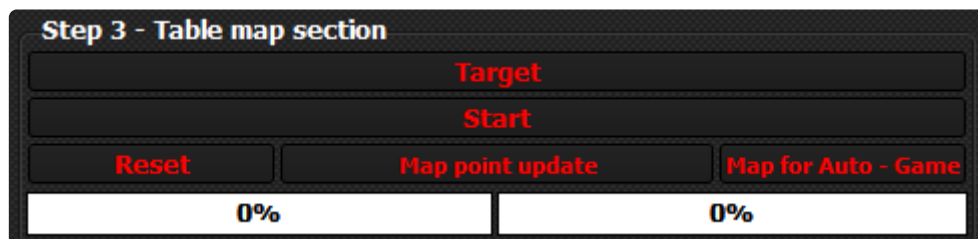
Activity No. 6

- **„Separate mapping of numeric fields – Yes\No”**

- This function allows you to separate the process of indicating the center points and the identification points of the numerical fields. Thanks to this, it is now possible to map a roulette table whose numerical fields at the time of detecting the number have a different location than at the time when betting is possible. The option **Yes** activates the function.

Revision: 4

7.1.1.3. Step 3 – Table map section



Activity No. 7

- **“Target”** – use this button to start the procedure of downloading the graphic interface of the mapped table. The screenshot is necessary to map the table. The snapshot will appear in a separate window, in the upper part of which you will be able to see the word “Target” pulsating in light green. It is in this window that we will indicate the necessary points to map the table.

! Before we launch a screenshot of the table interface using the “Target” button, we must remember that the roulette table should be running and visible on the main screen – (if we have more than one). It should also be remembered that the graphical interface of the roulette table during the game must have the same position and size as when the map was created. The roulette table map is always created in the maximized browser tab or in full screen mode, if available. This approach guarantees the same position and size of the graphic interface of the roulette table, which is necessary for the correct operation of the “Monitoring” and “AutoMat” modules.

* The “Target” procedure can be run an unlimited number of times when creating a map. This is necessary due to the fact that some buttons on the roulette table, the position of which we will have to indicate, appear or not depending on the conditions, e.g.

- the **“Repeat”** button will appear after the number has been drawn, provided that a bet has been placed before the spin. So, in order to indicate the position of this button, while creating the map, we have to place a bet on the running roulette table and wait for the spin if the map is for “Live” roulette, and in the case of the “RNG” table, start the game with the “Spin” button. After the number of buttons has been drawn, the “Repeat” or “Repeat / Spin” button will appear among the buttons, if such a table has such a table, and only when these buttons are visible, we can indicate their position by clicking the “Target” button once again.

Activity No. 8

- **“Start”** – this button starts the procedure of creating a table map. When creating the map, we will have to indicate the following points:
 - 37 center points of numeric fields
 - 74 identification points – (2 on each numeric field)
 - 4 table identification points
 - 1 point to identify when you bet and when you stop betting

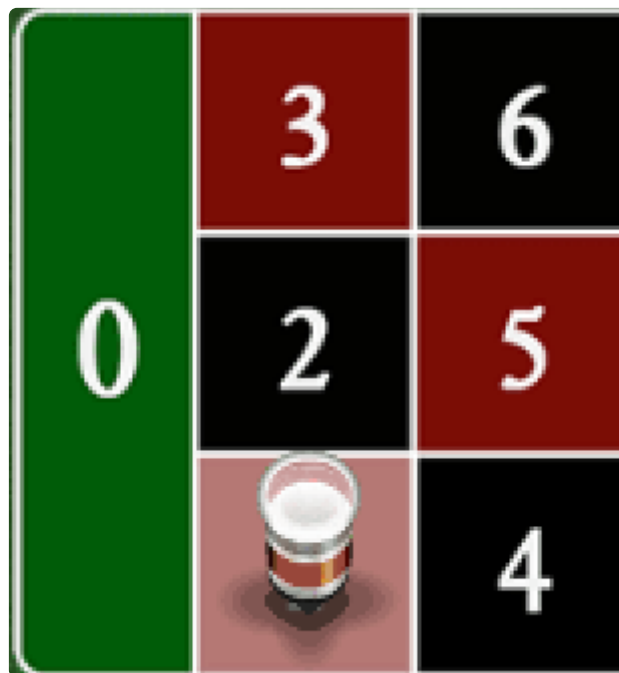
- The central point of the “Spin” button – (if we are creating a map for the “RNG” table)
- The central point of the “Repeat / Spin” button – (if we are creating a map for the “RNG” table and the button is available on the table)
- The focal point of the “Repeat bets” button

Depending on the method you choose to remove tokens, you will need to indicate:

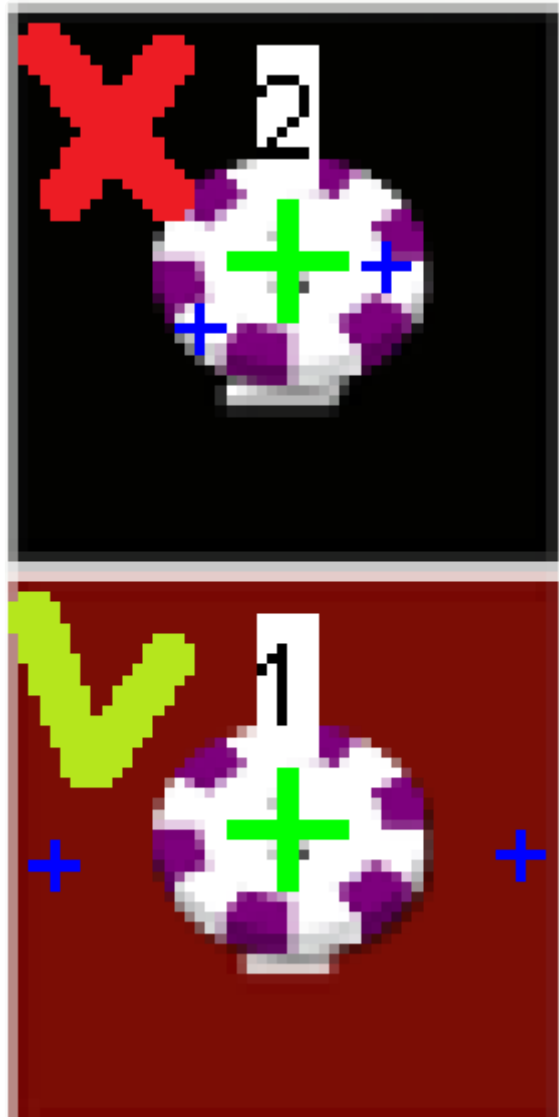
- 2 chip drop points for options with left-click and movement to a specific point.
- The center point of the cleaner token for the cleaner token option with the left mouse button.
- The focal point of the remove tokens button for the option with the remove tokens button, starting with the last placed.

* In the case of the option to remove tokens with the right mouse button, you do not need to select any additional point on the map. All token removal techniques are detailed in Chapter 7.1. The “Mapper” module.

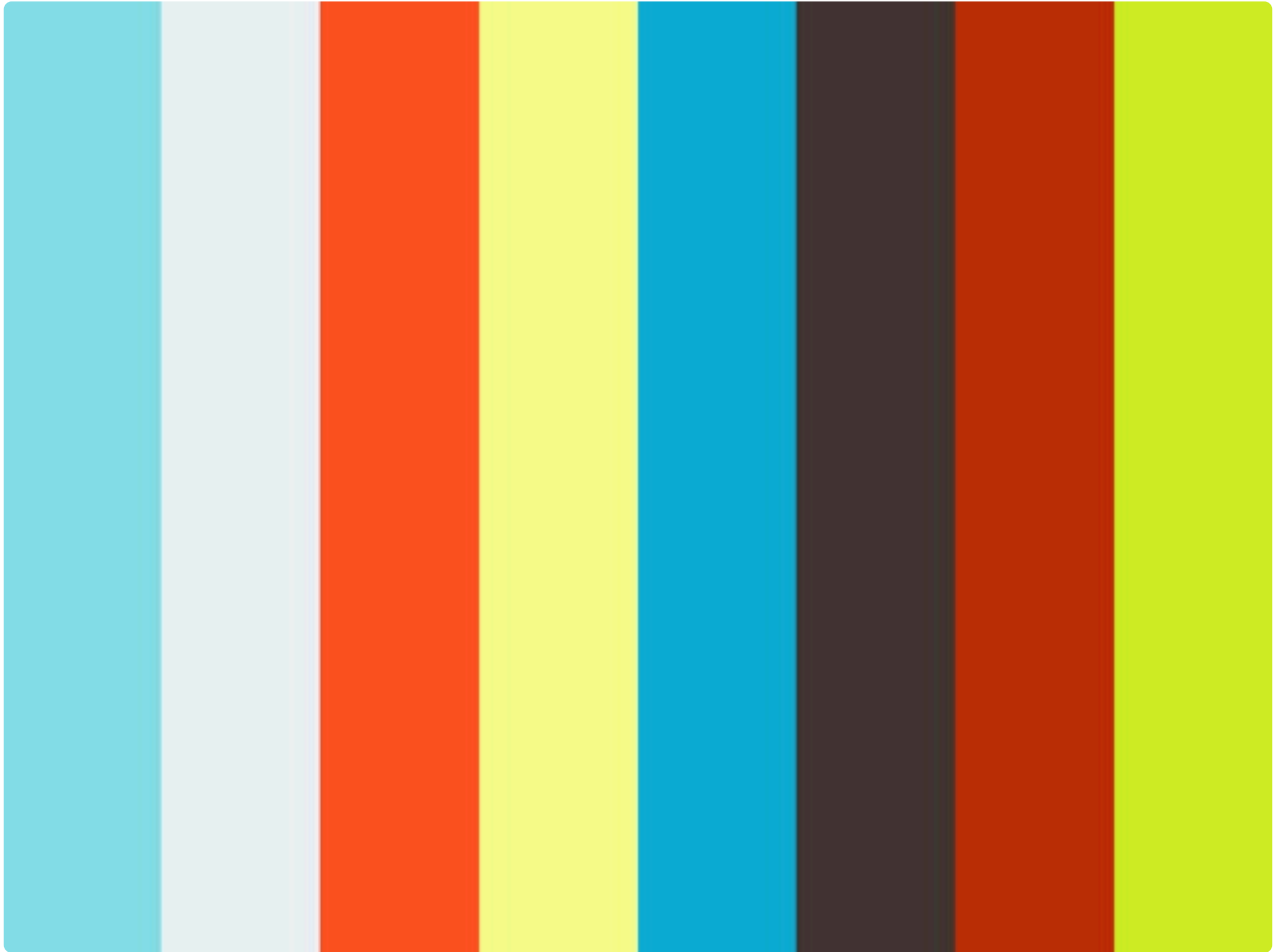
* An example of creating a map is presented by means of photos and videos available below. When creating a map, you can use the “* Magnifier *” application available in the windows system.



In the case of the roulette table mapped here, after drawing the number, the color of the entire numeric field changes temporarily and it is this graphic change that will be used to identify the number. In this case, the identification points can be indicated anywhere on the field, but they cannot overlap with the placed tokens.



Every time you map a table, you need to consider the size of the chips. ID points must be indicated outside the area reserved for wagered tokens.



<https://player.vimeo.com/video/526835250>

In the video presented above, we will see the process of mapping all 37 numeric fields. For each numeric field, first indicate its center, then two identification points.



The order of the mapped fields must be as indicated by the info section.

After mapping all numeric fields, go to the following map elements:



- **4 table identification points** – these points are used to identify the table. If the colors of these pixels change during the “Live” session, the “Monitoring” and “AutoMat” modules will be immediately deactivated. Table identification points should be indicated in places where, regardless of the moment of the game, e.g. during a spin, after drawing a number or while betting, the colors of the indicated points do not change. An example in the photo above.
- **Betting Marker** – This point is needed to identify when betting is possible or not. The point must be indicated in the place where the color changes at the moment when, after drawing the number, the possibility of betting becomes available. There can be many such points on the table. Let's

look at an example below.



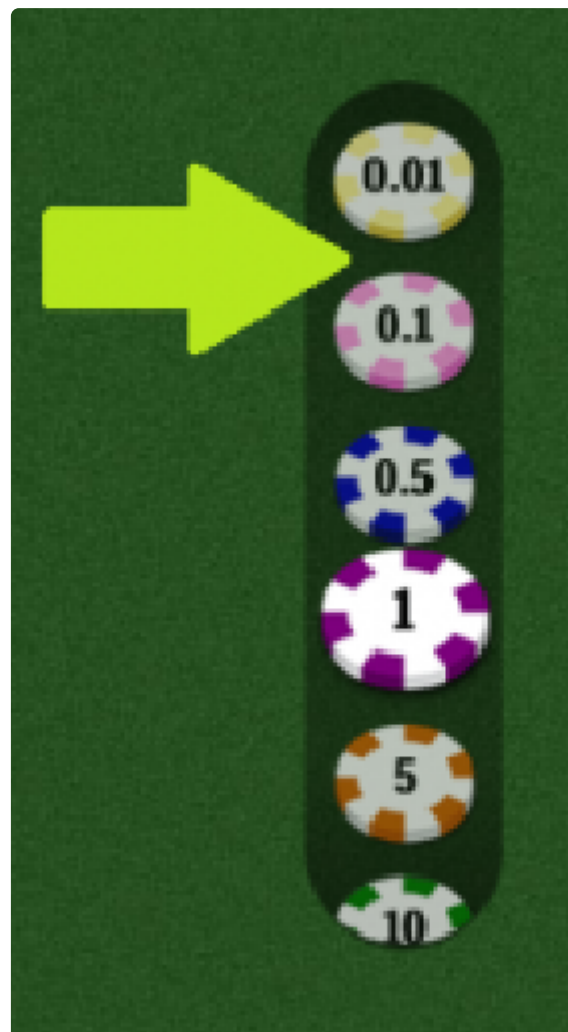
Table GUI state during spin.



The state of the graphical interface of the table after drawing the number, when it is possible to bet. The green arrows mark the regions where, when the possibility of betting appeared after the number had been drawn, the graphic states of the indicated areas of the roulette table changed. These are:



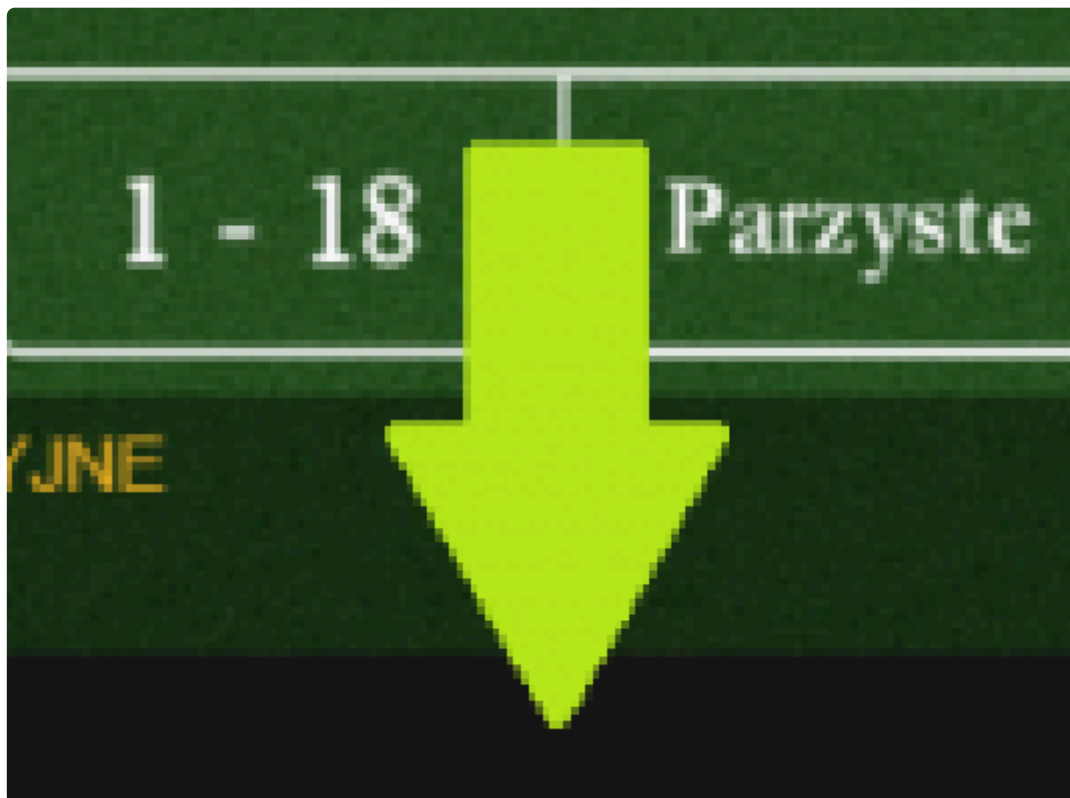
- **A window with a drawn number** – (it is not present during the spin) – a betting marker can be e.g. its frame, which each time it appears has the same colors, as opposed to the numbers shown in the middle – (red , black or green). Another marker can be one of the pixels of the sphere seen inside the window, provided that its position and colors are the same each time.



- **Chips selection zone** – (color change) – the next place where we can select the betting marker, for this table is the chips zone, because after drawing the number and the possibility of betting, its color is different than during the spin.

! It is very important that no active parts of the table's graphical interface are used as a betting marker. The mere hovering over these areas of the interface may change their colors and therefore using them for this purpose could cause various negative interactions preventing the correct operation of the "Monitoring" and "AutoMat" modules. For this table, these are:

- Game chips
- Table buttons

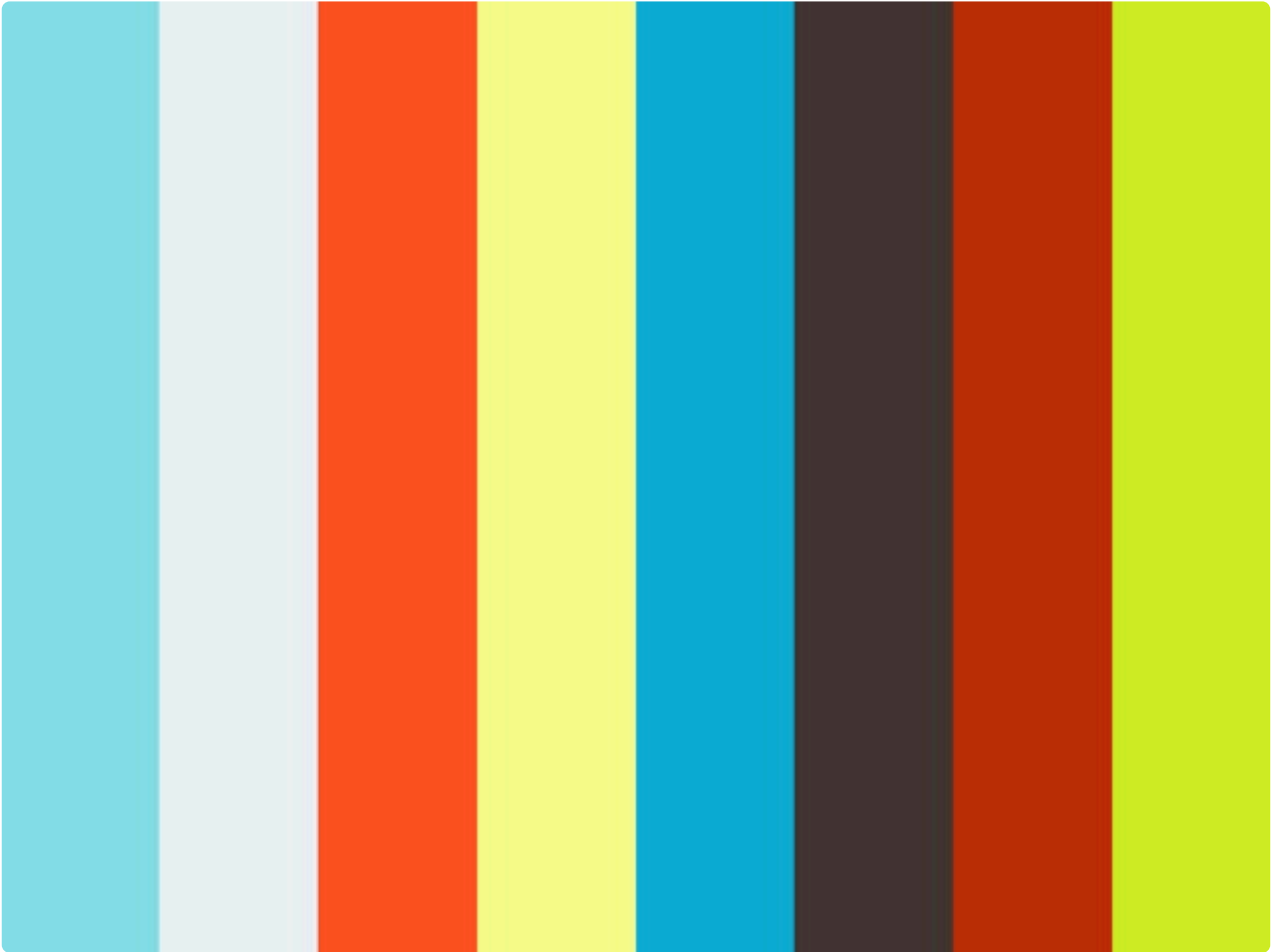


- **Bottom bar** – (color change) – Another point that can be used as a betting marker for this table. The color of the bar during the spin is different than at the moment when the possibility of betting appears – (this is the moment that occurs shortly after the number is drawn).



- **Buttons “Repeat / Spin”, “Repeat” etc.** – they are not present during the spin and point after drawing the number, but as we wrote earlier, they cannot be used as a betting marker for this table.

! When selecting a betting marker, you need to remember that the marker will be recognized as long as its color is the same each time. If the window frame or any other point that is shown above as an example that is displayed or changes its color when there is an option to bet after drawing a number, it will have a different color each time, because it is e.g. animated, then the point will not be suitable for a betting marker.



<https://player.vimeo.com/video/526835406>

The video above covers the rest of the mapping process.

✿ At some point in the mapping process shown in the above video, there is a situation where we have to indicate the position of buttons that are invisible in this state of the game. We wrote about it before, but for the purposes of this important part of the manual, let's remind you once again ...

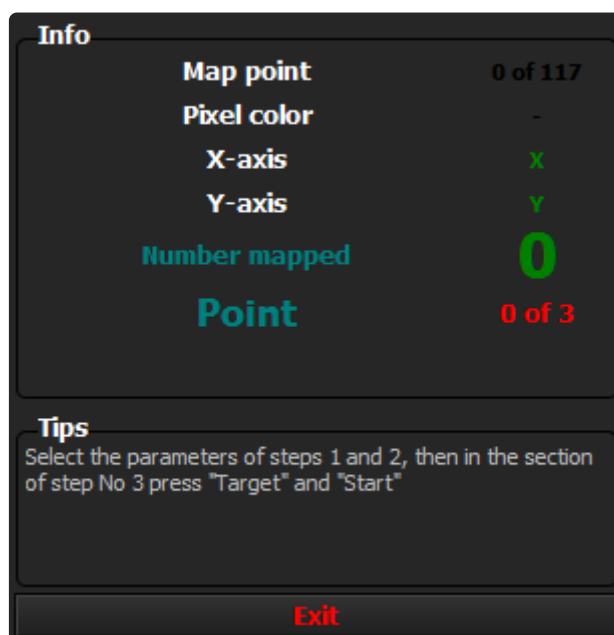
The "Target" procedure can be run an unlimited number of times when creating a map. This is necessary due to the fact that some buttons on the roulette table, the position of which we will have to indicate, appear or not depending on the met conditions, e.g. the "Repeat *" button will appear after the number is drawn, provided that it was placed before the spin some bet. So, in order to indicate the position of this button, while creating the map, we have to place a bet on the running roulette table and wait for the spin if the map is for "Live" roulette, and in the case of the "RNG" table, start the game with the "Spin" button. After the number of buttons has been drawn, the "Repeat" or "Repeat / Spin" button will appear among the buttons, if such a table has such a table, and only when these buttons are visible, we can indicate their position by clicking the "Target" button once again.

- button **"Reset"** – this button is used to end the map creation process and reset all its values. We will be asked, "Are you sure you want to cancel the table mapping?" Once confirmed, the map creation will be completed and all map data will be erased. You can also choose not to cancel map creation here.

- **“Progress Bars”** – at the bottom of the section there are two progress bars: light green and blue. The light green progress bar shows the progress of the entire map creation process, while the blue one shows the progress of single point mapping. The progress in both cases is shown as a percentage.
- **“Map points update”** – from version 1.0.5 we have the option of updating map points. From now on, you do not need to make the entire map if there is no such need, but only indicate the location of buttons, table identification points, betting marker, if the table format has changed. If the positions of the numeric fields have also changed, the map will have to be recreated.
- **“Auto-Game Map”** – from version 1.0.5 we have the Auto-Games module at our disposal. In order to be able to use it, we will first have to create a map, similar to creating a table map. The topic of creating an Auto-Game map is described in detail in 7.3.1 – Creating an Auto-Game Map.

Revision: 9

7.1.1.4. Information sections “Info” and “Tips”



In the “**Info**” section you will find:

- “**Map point**” – this part of the section informs us about how many map points have been mapped. Most of the map points are numerical fields – (37 central points and 2 identification points each, which gives a total of 111 points, including table identification points, button positions, etc.) The number of map points may vary and depends on the selected options.
- “**Pixel color**” – in this part of the section you will find information about the pixel color on which the mouse cursor is currently located. While creating the map, the mouse cursor takes the form of a cross.
- “**X axis, Y axis**” – this part of the section informs us about the coordinates on which the mouse cursor is located while creating the map.
- “**Mapped number**” – in this part of the section you will find information about the currently mapped table region.
- “**Point**” – this part of the section indicates which point of the given table region is currently mapped.

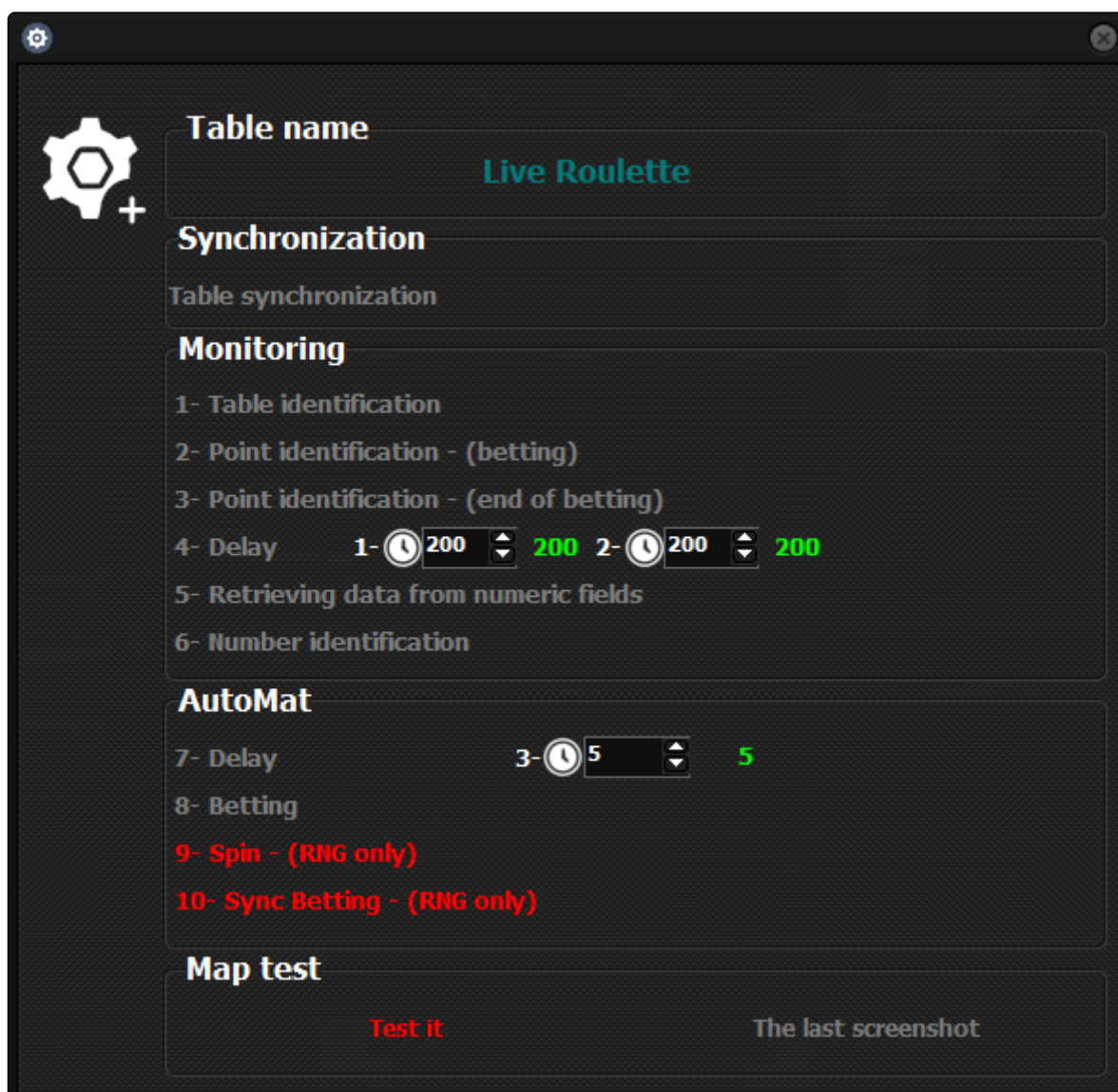
* The info section starts displaying information after starting the mapping routine. Data such as: “Pixel color” or “X axis, Y axis” will be displayed provided that the mouse cursor is in the roulette table graphical interface screenshot in the window that appears after using the “* Target *” procedure. All points of the map are indicated on the screenshot of the roulette table – (the graphical interface of the table) in this window. After starting the table mapping routine, all parts of the information section will flash, changing colors.

The “**Tips**” section contains short text messages telling you what to do at the moment.

- “**Exit**” button – this button closes the “Mapper” module window. If we click this button during the mapping routine, we will be asked: “Do you want to cancel the table mapping?” If we confirm, the incomplete mapping procedure will be aborted and all previously mapped table map points will be lost. At this point, we can also cancel the process of closing the module, as well as abandoning further mapping of the roulette table.

Revision: 3

7.2. Modus Operandi module



Once we map the roulette table, we must ensure that all operations related to identifying numbers or placing chips are performed in a timely manner. For this purpose, among other things, the module “Modus Operandi” is used. Modus operandi literally translated from Latin means “* way of acting *”. This module is a place where, apart from various parameters, there is also a graphical interface for the workflow of the “Monitoring” and “AutoMat” modules, which shows the way they work together with the clocks set by the user. They are used to delay the execution of certain procedures in the “Monitoring” and “AutoMat” modules. The module is divided into five sections:

- **“Table name”** – this section contains the name of the currently loaded map. It is identical to the one we entered in the “Mapper” module at the beginning of the table mapping process.
- **“Synchronization”** – synchronization is a process necessary for the correct operation of all modules. This process takes a maximum of 2 spins. It is a process that is carried out automatically without user intervention and takes place right after starting the “Monitoring” module. In this section we can check if the module is synchronizing or not.

✿ In the case of “Live” tables, after starting the “AutoMat” module, this module must also be synchronized with the game state. This process is automatic and also takes up to two spins. This process does not have a graphical progress indicator. Remember that after activating the “AutoMat” module on the “Live” table, it will start working from the next spin, while in the case of the “RNG” table, the betting module will start working immediately after it is started.

- **“Monitoring”** – this section informs about the course of operation of the “Monitoring” module. In this section, apart from the graphical presentation of the module’s workflow, there are also two user-set clocks No. 1 and No. 2, which are used to delay before downloading the identification points of numeric fields. This process is described in detail later in this thread.

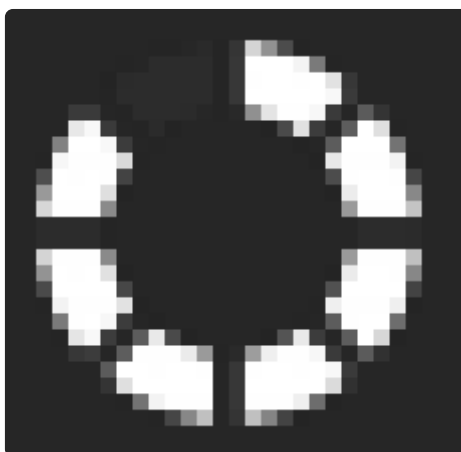
! Identification of numbers by means of the “Monitoring” module will start after the synchronization process is completed.

- **“AutoMat”** – this is the section informing about the course of work of the “AutoMat” betting module. In this section, apart from the graphical presentation of the module workflow, there is a user-set delay timer No.3, which gives the user time to react after drawing the number. This delay is described in more detail later in this thread.

! The “AutoMat” module can be launched only after the synchronization process is completed.

The procedures of the “Synchronization”, “Monitoring” and “AutoMat” sections during their work inform us in what state they are currently in.

The possible states are:



- Task in progress



- Execution of the task without error



- Error while executing the task

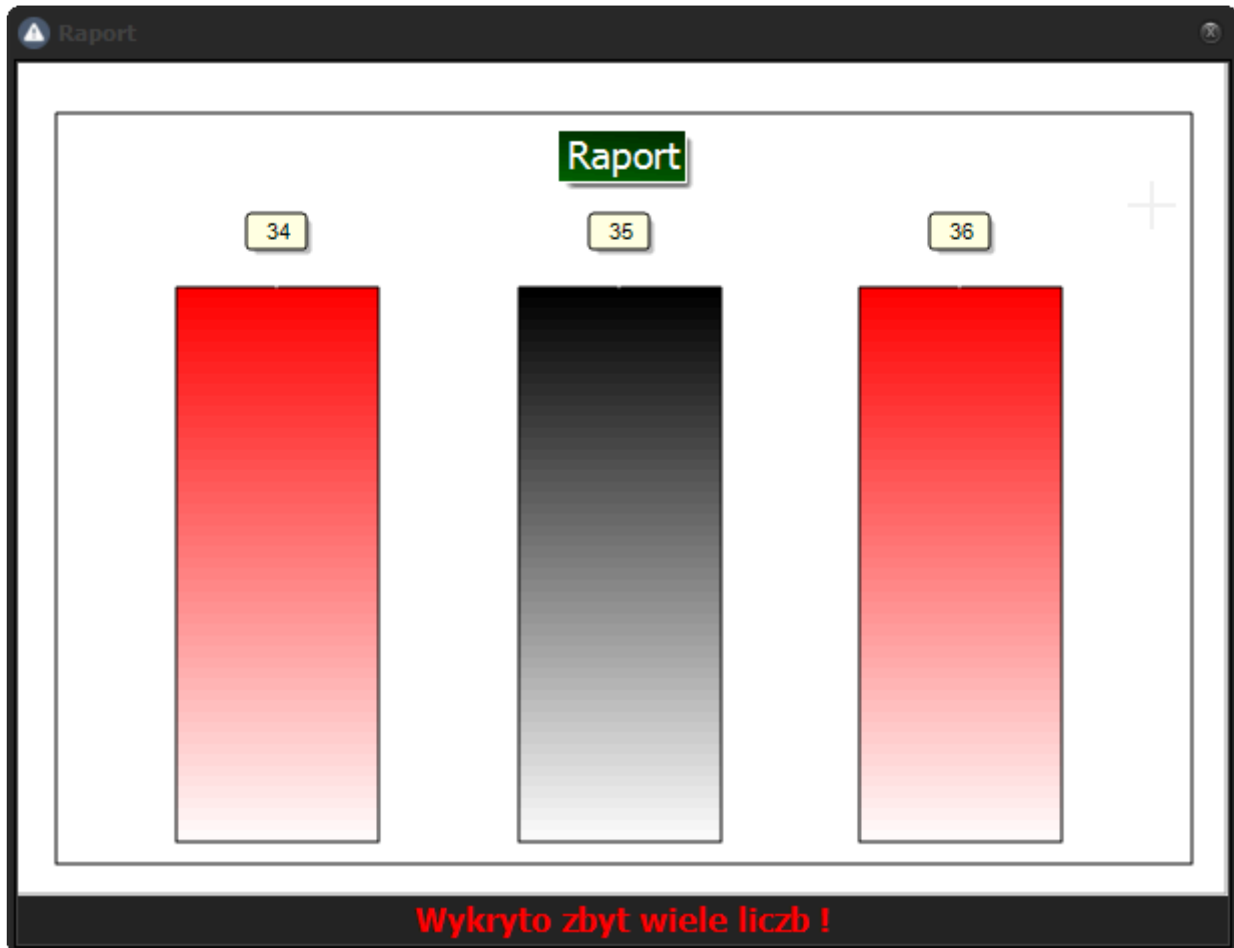
Errors can only occur in the operation of the “Monitoring” module whose task is:

- Identification of numbers
- Identification of the correctness of the table format
- Identification of a betting marker
- Synchronization with clocks (setting desired delays)

The most common errors are:

- Incorrect table format – usually caused by starting the “Monitoring” module, when the roulette table has not been started before, it has a different location or size than during mapping process. A table identification error may also occur when for a long time no action takes place on a correctly launched roulette table and a window appears with a message that the user is disconnected from the casino server, which is usually accompanied by a change in the color scheme or the colors of the four identification points of the table indicated during the mapping process. . There is also a possibility that during the table mapping process, we indicated one of the four table identification points in the wrong place, where the colors are not constant – (changing) and this is a condition that must be met for the whole to work properly.
- More than one identified number – as we wrote earlier, the number is identified when, after drawing the number, some kind of change in the graphic field of a given number occurs. When two

points on the numeric field at the right moment change their color, they will be correctly identified. If for any reason more ID points change their color after drawing the number, you will get an error. Such a situation may occur when, for example, the collection of identification points takes place at the wrong time – (clock no.1 or no.2 incorrectly set). Another reason may be an incorrectly created table map, where, for example, we indicated identification points in the wrong places. Useful in such a situation may be the “Map test” function, after which all points drawn during mapping will be displayed on the graphic screenshot.



The picture above shows an example of a window displayed when more than one number is detected.

Rare errors are:

- Incorrect identification of a number – such a situation may occur when, for example, when creating a table map, we did not keep the correct order of the mapped numeric fields. The order must be consistent with the one displayed in the information section of the “Mapper” module during the table mapping procedure. Timer settings # 1 and # 2 can also play a role in this kind of error.
- Betting Marker Identification Timeout Exceeded – “Betting Marker” is used to detect two states of the game: “betting” and “end of betting”. An error can occur if, for any reason, any of these conditions takes longer than five minutes to wait.
- Number identification time limit exceeded – similar to a betting marker, if for any reason during the ‘Identify Number’ procedure it is not recognized within five minutes, you will get an error.

Examples are:

- Live roulette is sometimes cleared by the game staff during the game, and if it takes longer than five minutes, it will time out and result in an error.
- There may be a situation where the table's identification points match the mapped ones, despite the fact that, for example, roulette stopped working because there was a technical failure on the casino's side. In such a situation, the "Monitoring" module, having data informing that the table format is compatible, will wait for one of these three states of the game and an error will occur after the time limit is exceeded.

* The time limit mentioned above depends on the speed of your computer. 5 minutes is the minimum waiting time and may be longer on older computers.

- **"Map test"** – in this section there is a "Test" button, clicking which will take a screenshot of the roulette table running. All points plotted in the process of mapping the table will be presented on the screenshot of the table. From version 1.0.5 there is also a button "Last Screenshot". After clicking this button, the last screenshot will be displayed, which may be helpful in diagnosing map errors.

! The "Map test" function can be used before the "Monitoring" module is started, while the "Last screenshot" function can be used after an error in the "Monitoring" module.



Above is an example of using the "Map test" function.

* As our map is about the “RNG” table, there should also be a “Spin” button in the above screenshot. You can not see it there, because the “Repeat / Spin” button has the same position in this case, so these points are superimposed here together with their descriptions. In this case, the last mapped button will be visible in the screenshot. It is possible because they appear after drawing the number interchangeably depending on whether we made a bet before or whether it was a game without placing a bet – (empty spin).

* The positions of “A” and “B” tokens and their values will be visible in the screenshot, provided that we have indicated their position and values in the “Live” session panel in the main window of the platform.

* If necessary, you can use the “Magnifier” application available in Windows. It is an image zoom application, which can be useful while mapping a table or testing points of an already created map.

! Before we can use the “Map test” function, we need to start the roulette table for which the map relates. Roulette must be run on the main screen – (if we have more than one) and it must be the same size and position as when creating the map. Therefore, we always create the map in a maximized browser tab or in full screen mode, if one is available.

Now we will describe step by step what activities take place in the “Modus Operandi” module during the “Live” session.

After activating the “Monitoring” module, the synchronization process will start. In the “Synchronization” section you will see an animated progress indicator. In the case of “RNG” roulette, the spin will be released at this point by clicking the “Spin” button. If there is a possibility of empty spins on a given “RNG” table, no chip will be placed in this place, otherwise, before a spin is made on the numerical field of zero, the “A” chip will be placed – supporting the game. In the case of the “Live” tables, this is not a problem because there a certain amount of empty spins is always possible. The number of empty spins can be set in the additional settings of the “Modus Operandi” module. Zero means no empty spins can be released.

* Empty spins in the case of “RNG” roulette is when we can use the “Spin” button without placing any bet beforehand. In the case of “Live” roulette it is simply being able to watch the game when we are not placing any bets.

! There may be a situation where the user played roulette before launching the “**Rouletronic**” platform, betting classic – (manually) chips. In this situation, in the case of “RNG” tables, it may happen that instead of the “Spin” button on the table, the “Repeat / Spin” button will be available due to the last game remembered, therefore after starting

the “Monitoring” module on the “RNG” table in which there is the possibility of releasing empty spins, the betting module will place a bet on the “A” token – supporting the game, and then remove it, which eliminates the problem with access to the “Spin” button and the memory of any previous game. Only the “RNG” tables are affected.

In the “Monitoring” section, the following are performed in sequence:

- **“1 – Table identification”** – here the module checks if the 4 identification points of the table – (specifically their colors) match those mapped.
- **“2 – Point identification – (betting)”** – here the module waits for the appearance of the betting marker, after which the “AutoMat” module, if it has been launched, will be able to bet chips automatically. Bets will take place after the delay set in clock # 3 in the “AutoMat” section. The interval for this clock is one second so a delay set for example to 5 will give us a five-second delay. If the “AutoMat” module is active, it will jump to the “AutoMat” section where all betting activities will be performed, then the module will return to the “Monitoring” section to continue with the number identification. During the jumps between the “Monitoring” and “AutoMat” sections, red and green arrows will be visible, indicating the active sections of the module. These arrows will be visible from the moment of starting the “AutoMat” module.
- **“3 – Point identification – (end of betting)”** – in this point, “Monitoring” waits for the color of the betting marker to change, indicating the state of the game, in which it is no longer possible to bet on chips and the next spin will take place soon. After detecting a change, the module goes to the point no. 4 – “Delay”.
- **“4 – Delay 1, Delay 2”** – this is the moment when there is a delay between the detection of the game state “end of betting” and downloading from all numerical fields their identification points – (specifically their colors), which will then be analyzed for a change to detect the drawn number. Clock no. 1 is responsible for the delay when only the “Monitoring” module is activated, while when both modules: “Monitoring” and “AutoMat” are active, clock no. 2 is responsible for the delay before downloading the colors. Thanks to the use of two timers delaying the collection of points identification, we have more options to set the delay, which may be necessary in some cases. For clocks 1 and 2, the interval is theoretically 10 milliseconds, but since clocks 1 and 2 work in cooperation with a rather time-consuming internal procedure, the actual delay time is slightly longer and depends on the CPU power of the computer. So in order to set the appropriate value for these clocks, you have to look at their indications during the countdown. An example of a video of the correct setting of the clock can be seen in the thread 7.2.1., Where a movie with the course of work of the “Modus Operandi” module was presented on the example of a table with variable format of numeric fields. We wrote about tables with variable format of numeric fields later in this thread and in section 7.2.1 Additional settings.
- **“5 – Getting data from numeric fields”** – at this point the colors of all numeric fields are collected. The download of colors must take place when all numeric fields are devoid of any shadows, animations after e.g. placing chips etc. that is, when they have their natural colors. The moment of download can be precisely set with the clocks described above.



There are two variants of retrieving identification points that enable identification of numbers.

Standard – points are deducted when the game enters the “end of betting” – (betting marker changes its color to a different color than the one we indicated when mapping the

table), spin starts, delay timer # 1 or # 2 delays download identification points – (the countdown starts immediately after the color of the betting marker changes), then data is collected from the numeric fields

Quick download of data from numeric fields – in this case, the module does not wait to download identification points to start the spin, but they are downloaded after counting the delay by clock 1 or 2 before starting a new game, i.e. during the game state “betting” – (if the “attack” of the main chart is active and the “AutoMat” module has been triggered, then after the bet or after the support bet, if any), before the betting marker disappears. This option is useful in the case of tables that change their graphic format during the game, e.g. numerical fields get smaller or disappear from the screen at all. In this case, identification points must be retrieved from numeric fields before they are no longer visible or change their format. This option is available in the additional settings of the “Modus Operandi” module and it supplements the option: “* Variable format of numerical fields *” also available in additional settings. Both options are described in detail in thread 7.2.1. Additional settings.

- **“6 – Number identification”** – during this procedure, the “Monitoring” module analyzes all identification points in terms of changing their colors. If the colors of two identification points change on one of the 37 numeric fields, it will mean the correct identification of the drawn number. If the module detects more than one number, a window will appear with a graph showing which numbers have been detected. Knowing which numbers are detected in error will help us understand when we went wrong.



Correctly identified numbers will start to be added to the session after starting and after the synchronization process of the “AutoMat” betting module. As mentioned earlier, the synchronization process of this module only applies to “Live” tables. In the case of “RNG” tables, the betting module does not need synchronization, so correctly identified numbers will start to be added to the session from the first correctly identified number if the “AutoMat” module has been started before.



If our map with the parameters in the “Modus Operandi” module has been working flawlessly so far and at some point it stops working properly or the graphic interface of the roulette table stops communicating with the “Monitoring” module at all, it will mean that the casino has changed the table’s graphic interface a bit. These are mostly changes that cannot be seen with the naked eye. In this case, you will have to map the roulette table one more time. Such changes may occur in some casinos even several times a year.

In the “AutoMat” section, the following are performed in sequence:

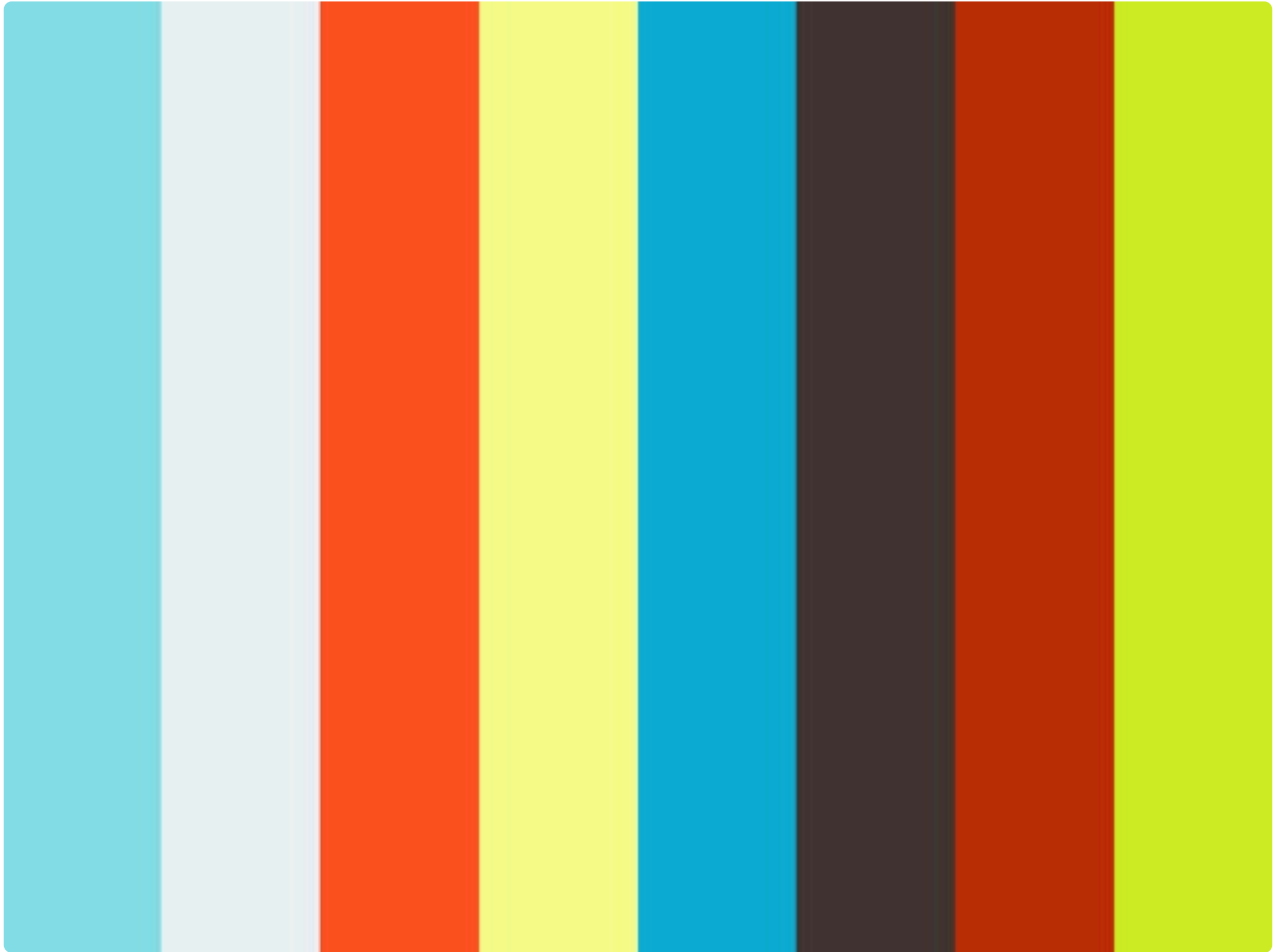
- **“7 – Delay”** – here there is a delay in seconds, which occurs after the random number is recognized and the state of the game is identified by the “Monitoring” module. Thanks to this delay timer, we have time for all kinds of actions related to game control in the windows of numbers, groups, series and on the main interface of the platform. After the clock counts down the set value, all functions related to the attack of numbers, groups, series and the main chart for the spin time will be blocked and if the main chart has been previously attacked, numbers will be bet by the “AutoMat” module.

✿ As timer number 3 is counting down, you will hear beeps to warn you that the time for user response will soon run out. When the delay is set to more than two seconds, we will hear four warning sounds at the end of the countdown – three countdown and one finish, which are different, otherwise we will hear one finish sound. After hearing the ending sound, you can no longer use the mouse, because the “AutoMat” module takes control of the cursor. Whether the countdown sounds will be audible or not can be set in the main platform settings window. However, we recommend that you leave this option active.

- **“8 – Betting”** – this is where the betting procedure is performed, in which the “AutoMat” module places bets, removes or adds chips to the roulette table according to the current state of our strategy.
- The cursor will be moved when the “AutoMat” betting module is finished.
- If the mouse cursor is left somewhere in the numeric fields section after the module is finished, the cursor will be moved to one of two places:
 - 1 – if we have not set the return point of the cursor on the “Live” session panel in the main platform window and this function is inactive, the cursor will be moved to the center of the “A” token.
 - 2 – If, however, the cursor return position has been previously set and this function is active, the cursor will appear in the previously indicated position.
- If the mouse cursor remains on any of the buttons after the module is finished, the cursor will be moved only when the return function on the session panel “Live” is active.

✿ Moving the cursor after betting or any other activity related to the operation of the “AutoMat” module may be necessary for some tables. For example: the module has bet on the numbers 3,4 and 5 on the “Live” table (ie it did not have to click the “Spin” button) and stayed on the numeric field of the last bet number. With many tables you will notice that when the mouse cursor is somewhere in the betting area section, the entire section becomes active and changes its colors, for example. In order to get the colors of identification points correctly, you need to move the mouse cursor to some neutral place and thanks to this function we have such a possibility. The standard cursor escape point is the center of the “A” token, but as we wrote a moment ago, we can indicate the cursor escape point ourselves.

- **“9 – Spin”** – if we play the “RNG” roulette, then the “AutoMat” module will click the “Spin” or “Repeat / Spin” button to start another game. In the case of “Live” tables, this procedure will be skipped and the description color will be red.
- **“10 – Synchronization betting – (only RNG)”** – we wrote earlier that if in the case of the “RNG” tables it is not possible to release empty spins, in order for the synchronization to occur, the “AutoMat” module will have to place the “A”- supporting the game. This is where this procedure will be performed if these conditions are met. Otherwise, this procedure will be skipped and its description will be red.



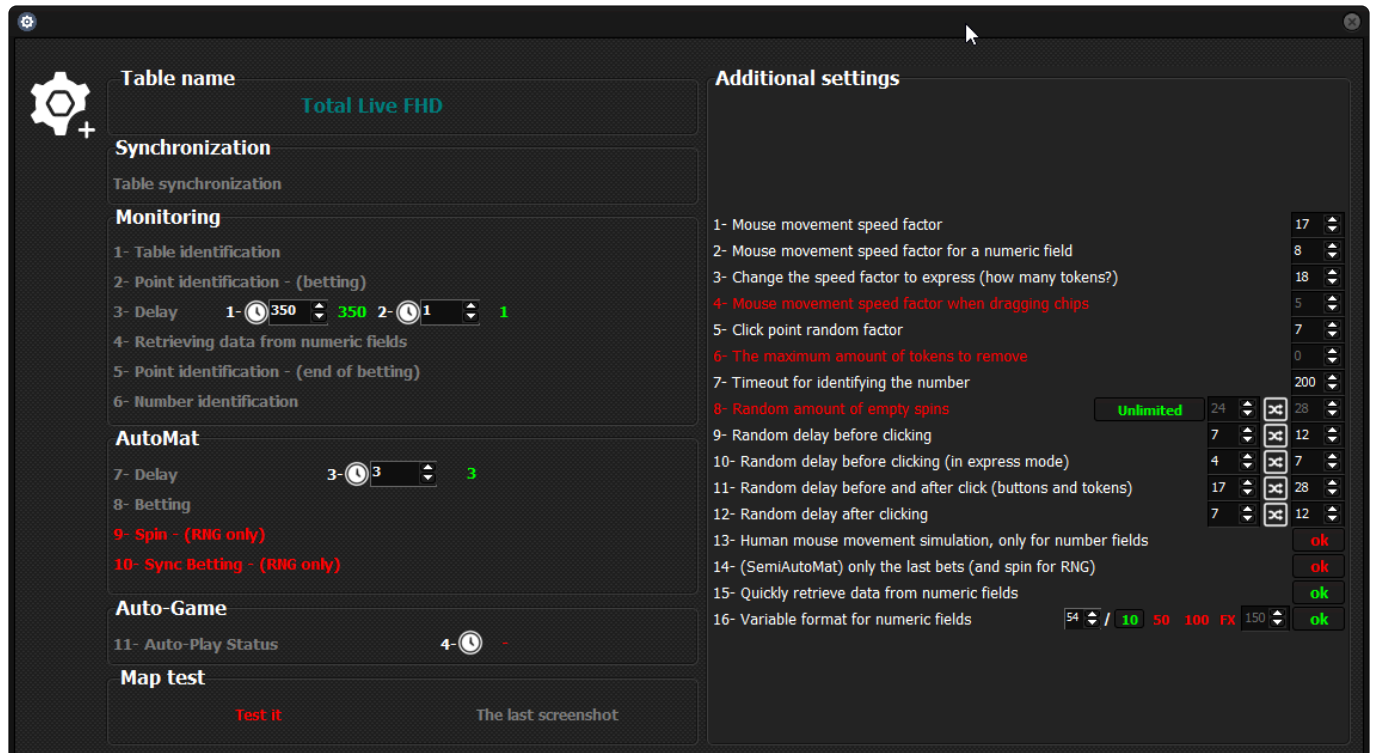
<https://player.vimeo.com/video/527278517>

Let's see in the video above how the workflow in the module "Modus Operandi" looks like.

- ✿ In the above video, we are dealing with a standard technique of collecting identification points, because the table does not change its format during the spin. An example of a video showing the technique of quick retrieval of identification points in combination with the "variable format of number fields" option on a table where the format of number fields is variable can be seen in thread 7.2.1. Additional settings.

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7.2.1. Additional settings



Additional settings will be available after clicking the white gear icon with a plus visible in the upper left corner of the module.

This section of the module contains the following parameters:

- **“1 – Mouse cursor movement speed factor”** – this parameter determines the speed at which the mouse cursor will move during the operation of the “AutoMat” betting module. The range for this parameter is 1-10 where the more, the faster.
- **„2 – Mouse cursor speed factor for a numerical field”** – this parameter determines the speed with which the mouse cursor will move over the numerical field of the table in order to add or remove chips. The range for this parameter is 1 – 20 where the more, the faster. The parameter is available from version 1.0.8.519
- **“3 – Changing the speed factor to express (how many chips?)”** – setting this parameter, e.g. to 5, will cause the mouse cursor speed factor – (cursor movement speed) to be automatically set to the maximum value, i.e. 10 when the total number of chips to be placed and removed by the “AutoMat” betting module will be five or more. It is necessary because in the case of some roulettes available online, there may be a situation in which “AutoMat” will have to bet on, for example, 20 different numbers and will not be able to do it, because the basic setting of the speed factor was too slow. Thanks to this parameter, we will avoid such situations. The range for this parameter is 0 – 36.



This parameter is most important in the case of “Live” tables, where we are not

responsible for starting the next spin, but e.g. the dealer, but it can also be used on “RNG” tables if we want to bet more chips faster – (of course, after exceeding the threshold, measured in the set number of tokens activating the express mode). You can also try to immediately set the speed factor to 10, which is the maximum value, but the point is that our “AutoMat” behaves as naturally as possible – (humanoid), so we only rush when the situation requires it.

- **„4 – Mouse cursor movement speed factor during chip removal”** – this parameter determines the speed with which the mouse cursor will move while removing chips (technique No. 2 in the map creation process). The range for this parameter is 1 – 10 where the more, the faster. – **Parameter available from version 1.0.7**
- **“5 – Click point randomness factor”** – this parameter is used to randomize the click point and is measured in pixels. Setting this parameter to 5, for example, will cause that each click on places such as buttons, numeric fields when betting or chips will be clicked in a slightly different place each time. In this case, all points indicated in the table mapping process that need to be clicked will be randomized each time in the X and Y axes, in the range of 0 – 5 pixels. Setting this parameter to zero will mean no randomization, i.e. in fact clicking on the same points each time is not recommended. The range for this parameter is 0-50.



One should be careful with this parameter, because it is always randomized from 0 to the set range. If we set too many pixels, it may turn out that the betting module will bet on the number 8 instead of the number 5. The rule is that the smaller the numeric fields, the smaller the value of this parameter should be.

- **“6 – Maximum number of tokens to be removed”** – this parameter indicates the number of tokens that can be removed from the table using the technique selected during mapping. While in the case of removing tokens, e.g. by right-clicking the mouse, the thing happens quickly and efficiently, so in a situation where during the mapping of the table we chose the option “left mouse button pressed with movement to a specific point” – (sliding the tokens off), we may not have enough time to remove e.g. 20 chips from the table. With this parameter, we inform the betting module how many chips can be removed by the selected technique, and after exceeding this value, “AutoMat” will bet on all attacked numbers, excluding the inactive ones, which will be a much faster solution. The range for this parameter is 0 – 37.



This parameter is also the most important in the case of “Live” tables, where usually the dealer starts the next spin, and the time of starting the next game is not dependent on us.

- **“7 – Number identification timeout”** – this parameter indicates the time limit for the identification of the number, counted from the moment of detecting the state of the game “betting”, our betting marker. As a rule, the identification of the number occurs before the detection of the betting marker, but there are so many different roulettes on the network that it is difficult to predict whether this parameter will be needed for any table. As an example, you can give here the “Live” roulette, in the Polish casino “Total casino”, where when changing the dealer, there is not always a

graphic change, thanks to which “Monitoring” can identify the number. If the number is not identified after detecting the betting marker and after using the time limit set in this parameter, we will be informed by voice that the number drawn in this game has not been detected, but the session will continue. The range for this parameter is 0 – 999. The value of each unit is 10 milliseconds (100 = 1 second).

! Check whether the graphic change by which “Monitoring” identifies the number occurs before or after the detection of the betting marker. If so, you should set an appropriate limit, during which the module will try to identify the number after detecting the state of the game “betting”.

- **“8 – Random number of empty spins”** – two parameters determining the range in which the number of empty spins will be drawn. If, for example, in the left edit field we set the value 10 and the right edit field the value of 25, then the number of empty spins can be from 10 to 25. To draw the next number of empty spins from the set range and reset empty spins, which took place always after placing a chip supporting the game. Only the counter of empty spins that have been made will be reset when the main chart attacks, resulting in the bet on the roulette table. The standard range for this parameter is 0 – 999. The value of zero in the right edit field is synonymous with the inability to release empty spins, ie those where it is not possible to start a spin without placing even a minimum bet. There is also the “Unlimited” mode, which can be activated by clicking the button with the same name. This option, when active, allows for an unlimited amount of empty spins. When the “Unlimited” option is active, the font of the button with which this option is activated will change its color to light green.

! Before we set the value of this parameter, check how many empty spins the table allows us to do. If, for example, after 40 empty spins, we are informed by the casino that due to the lack of action we have been disconnected from the casino servers, it will mean that this is the number of empty games we can afford on this table. When setting this parameter, it is worth subtracting a few units from the upper limit and entering 32 instead of 40. “Live” roulette usually allows you to observe the game for some time, while in the case of “RNG” tables it is different. If the “RNG” roulette is unable to play empty spins, you need to set the value of the parameter in the right numeric field to zero.

- **“9 – Random delay before clicking”** – two parameters that determine the interval in which the delay before clicking on numeric fields will be randomized during betting and removing chips. One unit is 10 milliseconds. As in the previous parameter, the delay value is randomized from the range specified in the edit fields. The delay is randomized before each click. The range for this parameter is 0 – 99, so the maximum possible delay is 0.99 seconds.

! Please note that this parameter is important for the execution time of the entire betting procedure.

- **“10 – Random delay before clicking (in express mode)”** – two parameters determining the interval in which the delay before clicking on numeric fields will be randomized during betting and removing chips, with the difference that the settings of this parameter will be taken into account,

when the betting module is switched to express mode. This mode is used for fast betting, so the delay before clicks should be lower. One unit is 10 milliseconds. As in the previous parameter, the delay value is randomized from the range specified in the edit fields. The delay is randomized before each click. The range for this parameter is 0 – 99, so the maximum possible delay is 0.99 seconds.

✿ Why any delays before clicking on numeric fields? Because, as we wrote earlier, it is very important that we make the betting process as natural as possible. It may also happen that any table without the above delays will not work well or at all. A manually betting player always generates a certain delay between hovering over the target and clicking it, so let's stick to the laws of nature. However, delays should not be overdone so that the entire betting process does not take too long. The delay for this parameter should not exceed 80 milliseconds, and in the express mode 40 *, i.e. by setting in the editing fields 2 in the left and 8 in the right, the computer will randomize the delay in the range of 20 – 80 milliseconds before each click, because one unit is 10 milliseconds. *

- **“11 – Random delay before clicking (buttons)”** – two parameters that determine the interval in which the delay before clicking on buttons or chips will be randomized. As a rule, this delay should be longer than when clicking on numeric fields. It is often the case that the function buttons or game chips on the roulette table appear or become active only some time after you hover over them, so it's worth taking a good look at how the buttons of your favorite roulette table behave. Setting the order of 0.5 to 2 seconds in this case is not unusual, but before entering any values here, it is worth checking the response time of the buttons in different situations. The range for this parameter is 0 – 999, which is the maximum possible delay is 9.99 seconds.

✿ From version 1.0.8.519, the operation of parameter 11 has changed. From now on, the delay applies to clicking buttons as well as token selection (playing, sustaining or cleaning token). The random delay from the selected range will now apply to actions before and after clicking a button or token, instead of just pre-clicking.

- **“12 – Random delay after clicking”** – two parameters that define the interval in which the delay after a click will be randomized. This parameter is common to all clicked points on the table. The range for this parameter is 0 – 99, so the maximum possible delay is 0.99 seconds.

✿ There is another such thing as a delay between pressing a mouse button and releasing it, but this parameter was predetermined by us. It is also randomly selected each time the individual mouse buttons are clicked (or rather simulated clicking) and it is randomized in a range similar to the natural one.

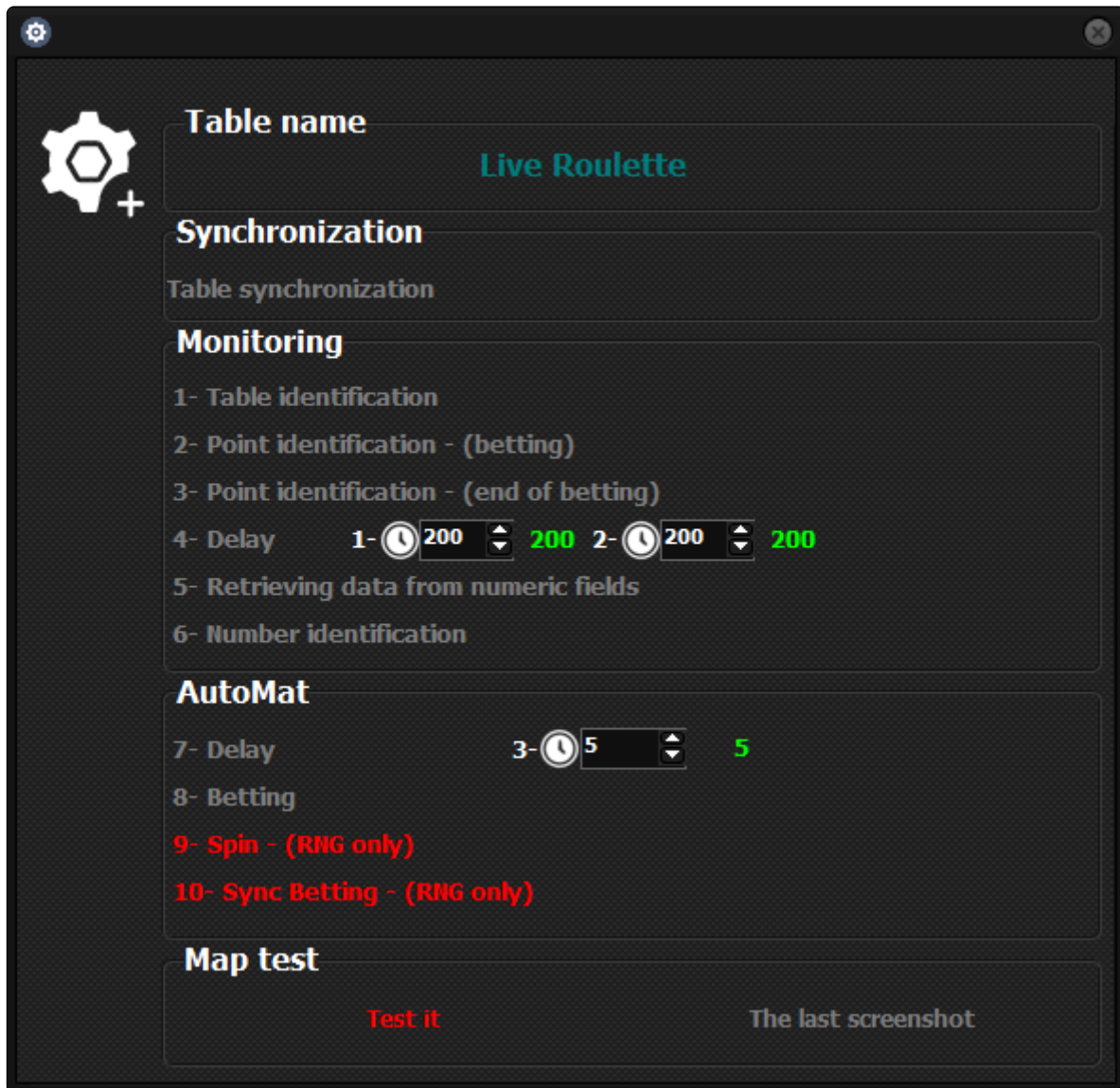
- **“13 – Simulation of human mouse movements, only for numerical fields”** – this option, when active, will make humanoid moving the mouse cursor only within numeric fields, while the cursor will appear immediately on buttons without using the cursor movement on the screen. When this option is disabled, the movement of the cursor towards the buttons will also make the cursor move naturally on the screen. To activate this option, click on the “ok” button. When this option is active, the font of the “ok” button will be light green.

✿ If the mouse cursor is on the second monitor, then when the betting module needs to perform some action on the main monitor, for example placing chips, the cursor will immediately appear on the main monitor in one of the programmed places. When the mouse cursor jumps between monitors, it does not move on the screen.

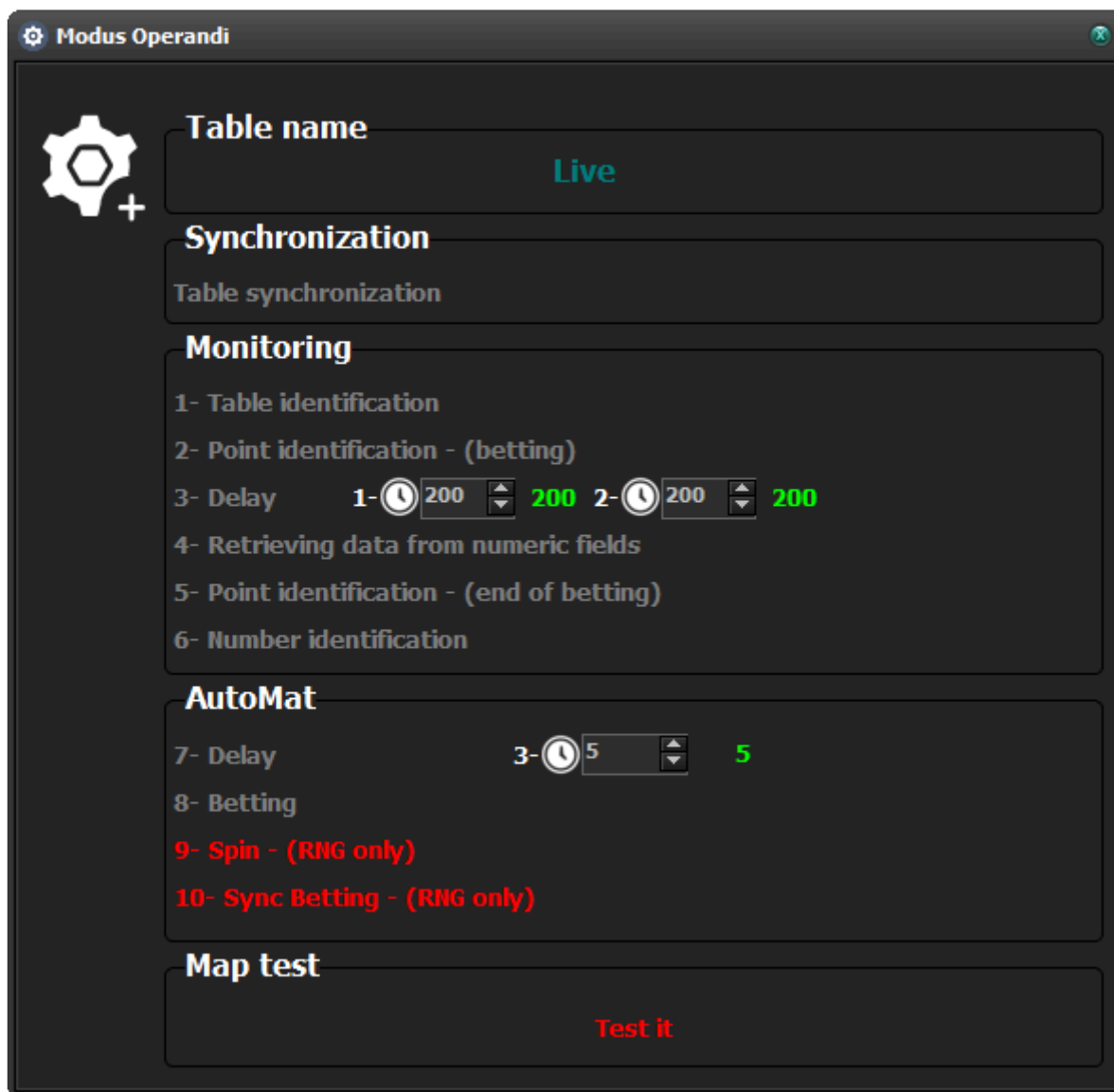
- **“14 – (SemiAutoMat) – only last bets (and spin for RNG)”** – this option, when enabled, restricts the operation of the “AutoMat” betting module to repeat bets only and to clicking the “Spin” or “Repeat / Spin ‘for’ RNG ‘tables. We can use this option when, for some reason, we want to manually bet on our chips, and the role of the betting module will only be to continue the game. For this way of playing, it is recommended to use the manual mode selected in the strategy selection window, because only then the chips we place manually will be reflected in the attacked numbers, provided that we take care of a manual attack on these numbers in the windows responsible for them. In short, all the numbers that we place manually on the roulette table in the “SemiAutoMat” mode should be attacked manually in the platform windows.

✿ The button that activates the SemiAutoMat mode is also on the “Live” session panel in the main platform window and has the description “Semi”.

- **“15 – Quick data download from numeric fields”** – this option, when active, slightly changes the sequence of execution of procedures in the “Monitoring” module. We previously wrote that for tables with variable number field formats, the colors of the numeric fields to identify the number must be retrieved before they change their format to the spin time, in the “betting” state of the game. Tables with variable format of numerical fields include tables whose numerical fields change their size, color, become invisible during the spin, etc. This option is also activated by clicking the “ok” button. When the option is active, the font of the “ok” button will be light green.



Standard data download from numeric fields. In this case, data from numeric fields are downloaded during the spin. This is a solution for tables that do not format numeric fields during the spin. In the above picture, the procedure for delaying the fetching of data from the numeric fields is performed as the fourth, and the fetching of data will be performed in step five.



Quick download of data from numeric fields. In this case, the download of data from the numeric fields is still in the “betting” state. This is an option for tables that change the format of the numeric fields during the spin. In the above picture, the procedure for delaying the fetching of data from the numeric fields is performed as the third one, and the fetching of the data will be performed in step four.

✿ When the “AutoMat” module is active and the main graph of the platform is attacked, when identifying the state of the game “betting”, the procedures of the betting module will be performed first, followed by the procedures of the “Monitoring” module.

✿ The “* Quick data retrieval from numeric fields *” option has been implemented to work together with the “Variable numeric field format” function active, but it may turn out that some user concludes that the table mapped by him may only need this option for proper operation. It is important to understand how individual functions work so that they can be used consciously during the automation process.

- “16 – Variable format of numeric fields” – this option, when active, ignores the fact that many

identification points of numeric fields have changed their color during the spin, which would normally mean an error in identifying the number and stopping the operation of the “Monitoring” modules and “AutoMat”. In the event that we activate this option, before the identification of the drawn number is attempted by the “Monitoring” module, two conditions must be met, which will mean that after the spin ends, the format of the numeric fields has returned to the state in which it was mapped and this is the state, which allows the identification of the number. Here they are:

- The number of identification points for numeric fields must be equal to or greater than that set in the edit field. This means that when the “Monitoring” module recognizes that the number of identification points set by the user, and specifically their colors, matches those previously downloaded, it will mean that the table format has returned to the state in which the colors of identification points were downloaded and this is the state where “Monitoring” can start identifying the number, but before that, we can set an additional delay described in the next point. There is an edit field (on the left) where you set the number of points to be identified. The range is 1 – 74. The optimal value for this parameter for most of the known variable numeric field tables is around 50 to 60 points. This value should not be less than 30 and greater than 70 points.
- After the required number of identification points has been recognized, the set time period must pass. This is a user-set delay. In the case of some tables, the return to the format of numeric fields enabling identification of a number may take, for example, some animated form, and therefore, after recognizing the necessary number of identification points, it is worth applying a delay that gives us a guarantee that the format of the number fields is 100% compatible with were downloaded by the “Monitoring” module before the table format was changed for the duration of the game.

When selecting the delay, we have the following buttons:

- 10 – 100 milliseconds or 0.1 seconds.
- 50 – 500 milliseconds or 0.5 seconds.
- 100 – 1000 milliseconds or 1 second.
- FX – (Flexible) – for this option we define the delay ourselves.

The font of the active option is light green.



Each unit of this delay has a value of 10 milliseconds, so to set a delay of one second, set the value of the “FX” edit field to 100. By clicking the edit field arrows in the case of setting “FX”, change this value every 10, i.e. 100 milliseconds – (0.1 seconds).

13- Quickly retrieve data from numeric fields						ok
14- Variable format for numeric fields	54	/	10	50	100	FX 150

Let's look at the settings above for example. The value for identification points was set to 54 – (we all have 74, because 37 numeric fields 0 – 36 and two identification points on each of them).

To sum up, the procedure identifying the drawn number will start its work when at least 54 identification points – (specifically their colors) of the numeric pools will match those collected before the format change, and 500 milliseconds – (0.5 seconds) of time elapses from that moment.



In the case of tables with variable format of numeric fields, it is important that the graphic change of one of the 37 numeric fields allowing for the identification of the drawn number takes place when the format of the numeric fields has the same form as it is when it is possible to bet on chips, i.e. it is the same as the format when the identification points are collected by the “Monitoring” module. Also, during the table mapping process, you need to remember that the numeric fields are mapped when their format is the same as the one in which there is a graphical change that allows for the identification of the number. In short, when mapping a table with the “Mapper” module, before using the “Target” function, we need to be sure that the table format is appropriate. If during the mapping process we take a graphical screenshot of a table during a spin that has changed its format for the duration of the game, then such a map will be useless. Each of the drops must be made in the game state “active bets”, when it is possible to bet. It is worth recalling that often roulette tables in online casinos may have the option to change the graphic format of the table. It is therefore worth checking if there is an option to change the graphic format of the roulette table in the graphic settings of the table, before we start the mapping process and selection of parameters, because it may turn out that one of the available formats may be less demanding in the automation process.



<https://player.vimeo.com/video/533115235>

Above is an example of a table video with variable format of numeric fields. The “Monitoring” module starts during the spin. Below, in the sub-sections, we have described what activities took place in the displayed video:

1. **The module checks the table format** – 4 identification points indicated during mapping.

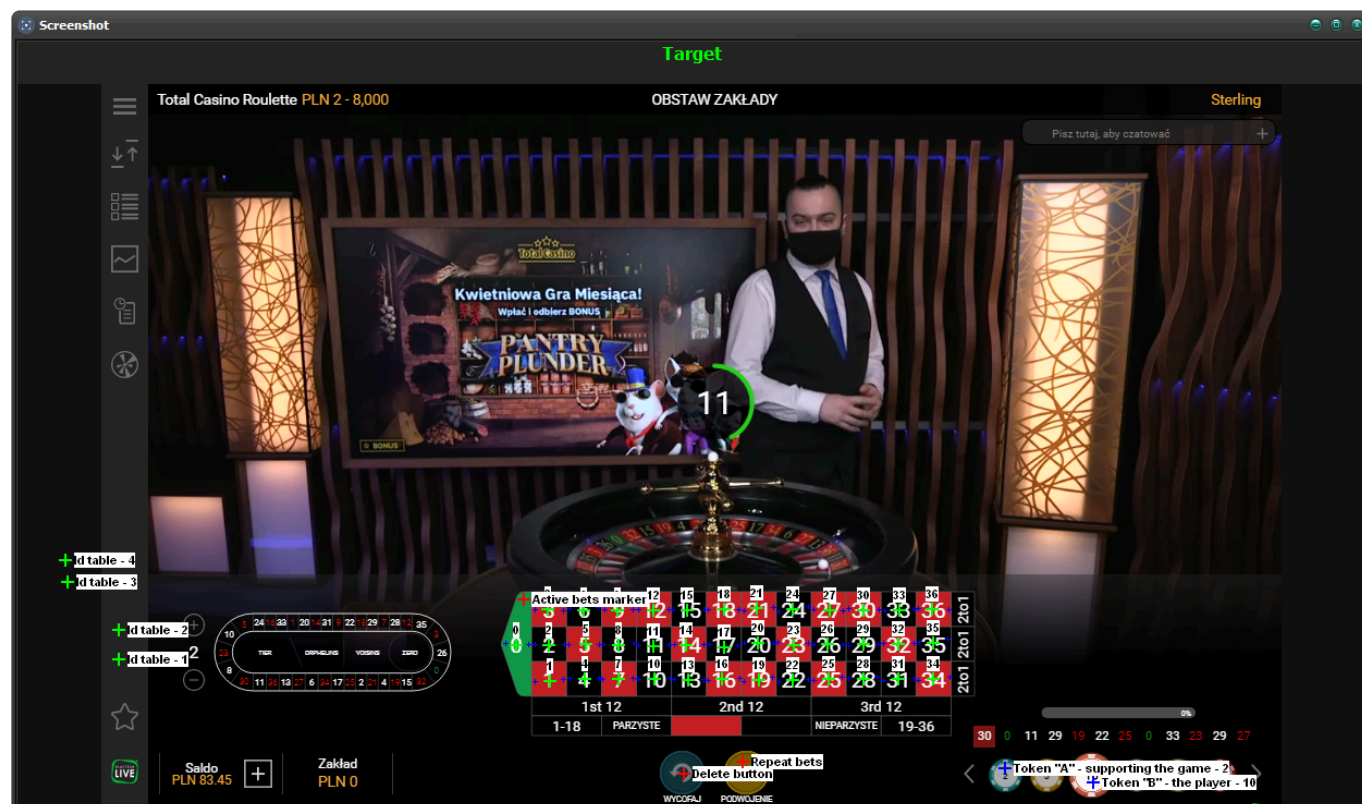
2. **The synchronization process begins.**
3. **The module waits for the active betting marker** – (betting marker) to appear, which is in fact the appearance of a pixel of the same color as the one we indicated when mapping the table at a specific point.
4. As the betting module is not active, there is no bet betting and **the module goes straight to the delay with timer # 1** – (in this case the timer is set to 200, which theoretically means a delay of two seconds, but as we wrote earlier in the case of delay clocks 1 and 2, their speed depends on the speed of the computer).
5. After the delay (200 clock units) , **the colors of the identification points** are retrieved from all numeric fields. It is worth noting that the circle that appeared in the numerical field of the drawn number “19” disappears before the colors of the identification points are collected. If the delay timer was set e.g. to 100, then in the case of the numeric field 19, the colors of identification points would be incorrectly acquired, because the animated circle is still displayed in the field of this number at this time. The delay clocks are there to precisely set this moment.

! We remind you once again that the colors of the identification points of numeric fields must be downloaded when the numeric fields are devoid of any animations, shadows, etc., i.e. when they have their natural colors, and in the case of tables with variable format of numeric fields, the download must take place before the table will change its format for the duration of the game.

6. **The module waits for the disappearance of the active betting marker** – (betting marker), that is, in fact, for the pixel color to change to a different color than the one we indicated when mapping the table at a specific point.
7. **Since in this case we are dealing with a table with a variable format of numerical fields** the module instead of immediately analyzing all numeric fields in order to detect the color change and thus detecting the number, first waits until the two conditions for which it was met are met the speech before that means:

- The module checks if at least 54 identification points (specifically their colors) are in the right place.
 - After detecting the minimum number of colors in the appropriate places – (54 in this case), meaning that the format of the numeric fields has changed to the correct one, there is a set delay, after which the attempt to identify the number begins.
8. After detecting the number for the first time and then detecting the active bet marker, the synchronization process is completed. At this point the betting module “AutoMat” can be started.

! In the video above, the synchronization process is completed only when the identification points of the numeric fields are retrieved, and not when the game state is detected, “betting” after the first detection of the number, as we wrote earlier. This was a bug in the code that has now been corrected. You should also remember what we wrote earlier that the “AutoMat” module also needs one game per synchronization.



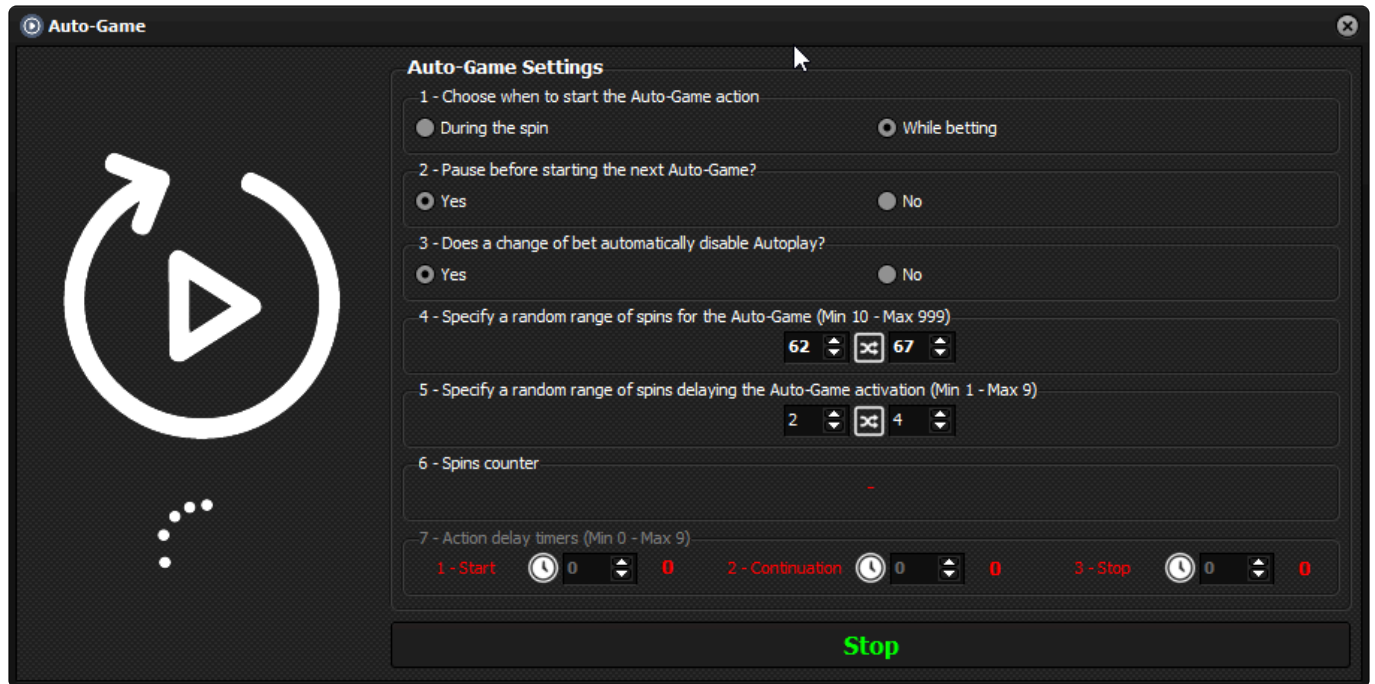
In the photo above, we can see all points of the table map presented earlier in the video. It is worth paying attention to where the “active bet marker” was set. This is the area of the numerical field of the number zero, which changes its size to a smaller size for the duration of the spin, then after drawing the number it returns to its original size and, as in this case, can be used as an “active bet marker” – (also known as a betting marker).

* The position of the game tokens are not displayed in the map screenshot, as they have not yet been indicated.

* All set parameters relate to a specific map and are saved to the file when the “Modus Operandi” module window is closed.

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7.3. “Auto-Game” module



“Auto-Game” module.

The Auto-Game module allows the platform to take control of the table’s Auto-Game function. It is a “robot” that places a bet for us on the chip, as long as we place the same bet all the time. Most roulette tables have this option. An example of use can be e.g. the technique of playing with one chip. The uptrend can be many thousands of games per number, so it is wise not to click the “Repeat Bet” button 12 hours a day but use the AutoPlay option. As of version 1.0.5, the Auto-Game module is at your disposal.



The Auto-Play module can only be used on Live roulette (video streaming). The module does not support RNG roulette.

Before we start describing the individual parameters of the Auto-Game module, let’s move on to creating the Auto-Game map.

Revision: 4

7.3.1. Create an Auto-Game map

! The prerequisite to start creating an Auto-Game map is the previously created table map.

The Mapper application window is divided into several sections:

- Step 1 - Table number and name:** A list of 10 tables. Table 1 is selected and named "Live Roulette".
- Step 2 - Table options:**
 - Deleting a token: ☐ Right mouse button, ☐ Holding the left mouse button and moving to a specific point, ☐ Cleaning token with left mouse button, ☐ A button that removes tokens, starting with the last one placed.
 - Live / RNG table: ☐ Live, ☐ RNG.
 - Does the RNG table have a (Repeat / Spin) button?: ☐ Yes, ☐ No.
- Step 3 - Table map section:**
 - Buttons: Target, Start, Reset, Map point update, Map for Auto - Game.
 - Progress bars: 0% and 0%.
- Info:**
 - Map point: 0 of 117
 - Pixel color: -
 - X-axis: x
 - Y-axis: y
 - Number mapped: 0
 - Point: 0 of 3
- Tips:** Select the parameters of steps 1 and 2, then in the section of step No 3 press "Target" and "Start".
- Exit:** A red button at the bottom right.

Step 1

Run the "Mapper" module and click the "Auto-Game Map" button.

Step 2

We click the number of the table for which we want to create the Auto-Game map. If the Auto-Game map for a given roulette table has been created before, the program will ask you "Should you replace the existing Auto-Game map?".

The Auto-Game map configuration window contains the following sections:

- 1 - The action that starts the Auto-Game:** Radio buttons for x1, x3, x5, x7, x2, x4, x6, x8.
- 2 - The action to continue the Auto-Game:** Radio buttons for Yes and No (selected).
- 3 - Number of clicks for the Auto-Game continuation:** Radio buttons for x1, x3, x5, x7, x2, x4, x6, x8.
- 4 - The action that stops the Auto-Game:** Radio buttons for x1, x3, x5, x7, x2, x4, x6, x8.
- 5 - Active Auto-Game marker:** Radio buttons for Yes and No.

Step 3

At this point, a window will appear with a choice of options and the number of clicks that will need to be specified.

Section 1 – The action that starts the Auto-Game

To start Auto-Play on a table by hand, you simply need to click on a few points at the right moment. We have to do the same with the Auto-Game module, showing him the individual places on the roulette table interface, which the program will click at the right moment. Typically, the action that starts Auto-Game looks like this:

- 1 – click on the Auto-Game menu
- 2 – click the number of Auto-Game spins
- 3 – click the “Start” Auto-Game button

So in this case the action to start Auto-Game consists of three clicks, so in the first section we select **x3**, so that the program will know from now on that it takes exactly the number of clicks to start Auto-Game.

! Please note that each roulette table may have a different Auto-Game launch pattern. Before we start mapping Auto-Game points, check how many clicks each action requires. Another thing to remember when mapping Auto-Game is that after each action performed by the program, the Auto-Game menu must be closed obligatorily. Example:

- 1 – click to open the Auto-Game menu.
- 2 – action that starts, continues or ends the Auto-Game.
- 3 – close the Auto-Game menu (if it did not close by itself).

! Closing the Auto-Game menu can be done on the casino side, for example (the menu will close itself after clicking the “Start” button) or with an additional click on the Auto-Game module side. The most important thing is that the Auto-Game menu should be invisible after completing each action.

! If the program starts any of the Auto-Game actions and its menu is not closed, it means that we have created the Auto-Game map incorrectly.

Section 2 – The action to continue the Auto-Game Some roulette tables allow us to continue the Auto-Game without stopping it first. Here is an example that can be continued:

We chose 50 spins of Auto-Games. After having played 45 spins we have 5 left to finish the Auto-Game, but we do not want the game to be interrupted and for this purpose we want to bring the number of Auto-Game spins back to 50. If our roulette table has the option to continue the Auto-Game without stopping it, usually starting a continuing action looks like this:

- 1 – click the Auto-Game menu.

2 – we click the number of spins indicator at 50.

3 – we click the Auto-Game menu again to close it (if it didn't close by itself).

✿ If our roulette table is able to continue the Auto-Game without stopping it first, select “Yes” in section 2, otherwise select “No”.

✿ Please note that not all tables have this option. In many cases, the program will need to turn Auto-Game off first before restarting it. If we are not sure whether our roulette table can continue without stopping the Auto-Game, check it beforehand.

Section 3 – Number of clicks to continue Auto-Game

If you choose to continue, you also need to provide the appropriate number of clicks for the Auto-Game continuation action. In this example, it is also three clicks.

Section 4 – Action to end the Auto-Game

For this action, you also need to specify the number of clicks that will allow the program to stop Auto-Game. In this example, we will use one click. Of course, this is just an example. You need to check with yourself how many clicks are needed to turn off AutoGame and possibly close the AutoGame menu.

Section 5 – Active Auto-Game Marker

The active AutoGame marker works similarly to the table map betting marker. This is a graphic dot (pixel) on the roulette table's graphical interface that has a different color while the AutoGame is active. Thanks to this, the program will have data on whether the previously launched Auto-Game is still active. It may turn out that the Auto-Game connection has been interrupted due to a bad Internet connection and the program will not have access to this information if you do not select the Auto-Game activity marker. Serious errors in the operation of the program may then occur, so if it is possible to indicate the Auto-Game activity marker, it should be done.

Once we have selected all the options, we can close the Auto-Game parameters window and proceed to mapping. If any of the options has not been specified, we will be informed and the parameter window will reappear to select the correct values.

✿ Before we take a screenshot of the roulette table interface, remember that the dimensions and position of the table must be the same as when mapping the table – (maximized browser tab or full screen mode).

Step 4

Click the “Target” button

Step 5

Click the “Start” button

* Remember that in the “Mapper” module in its right part there is an information section that tells us what to map at the moment.



<https://player.vimeo.com/video/767647585>

Above is a video showing the process of creating an Auto-Game map on a table without the possibility of continuation.

I will now describe each step taken in the instructional video.

1- We have placed a bet to be able to start the Auto-Game in order to check the number of clicks needed to run the Auto-Game. It took three clicks to start the Auto-Game. Note that when we clicked the “Start” button at the end of the action, the Auto-Games menu closed automatically, so we didn’t have to program an extra click for that to happen.

2- Then we checked how many clicks are needed to run the ending action of the Auto-Game. In this case, it only took one click. It also gave us the knowledge that on this table it is not possible to continue Auto-Game without first turning it off. So we know from now on that this is a table where we must point out that there is no possibility of continuing.

3- In the next step, click the “Auto-Games Map” button, select the table number, run the Auto-Games menu (so that you can see the points you want to select), and then click the “Target” and “Start” buttons.

* Remember that we can use the “Target” function an infinite number of times, so there is no problem capturing all the points.

4- We indicate in turn all the points that trigger the Auto-Game.

- menu
- number of spins
- “Start” button

5- The next step is to select all points that initiate the end of the Auto-Game. In this case, it's one click.

6- Then we indicate the position of the button “Undo bet”. It is necessary for the correct operation of the whole.

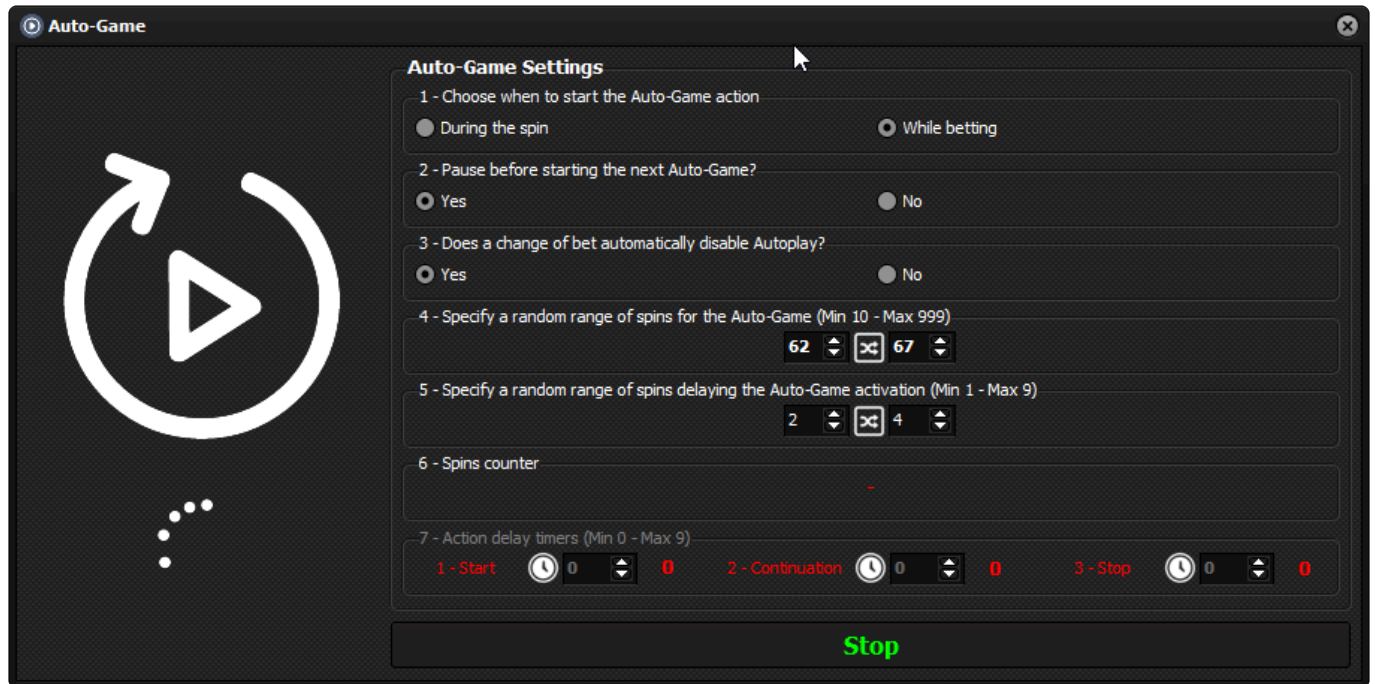
7- At the very end, we indicate the position of the active Auto-Game marker. As our Auto-Game was not active at the time of the screenshot, we had to close the last screenshot, place a bet, run the Auto-Game (so that the marker was visible) and redo the screenshot using the “Target” button. Now we will be able to correctly indicate the marker of the active AutoGame. Our marker is a black circle in the middle of which the number of remaining Auto-Game spins is displayed.



This is the process of creating an Auto-Game map. You have to remember that everything must be done calmly so as not to make any mistakes. When the map is created, we can go to the main Auto-Game module (thread 7.3.2) and set the rest of the necessary parameters.

Revision: 1

7.3.2. Auto-Game module settings



Section 1 – Choose when to start the Auto-Game action

In this section, we choose the moment when the Auto-Game actions will be run.

During the spin – if this option is selected, all possible Auto-Games actions will be performed during the spin, i.e. when it is no longer possible to bet.

While betting – if this option is selected, all Auto-Game actions will be performed while betting, which is when betting is allowed.

✿ Auto-Game is intended to be played with a small number of tokens, but nothing prevents you from playing with more tokens. However, you must remember that the betting itself and delay clocks take some time, and there is not always too much of this in Live roulette, so you need to check that everything works relatively quickly, efficiently and flawlessly. It may be a good choice to run the Auto-Game action during the spin, because it will save us time just for betting, but you need to check if there is such a possibility at the given table. Besides, even in this case, there are exceptions and the program will sometimes have to take some action while betting, even if the “In spin” option has been selected.

Section 2 – Break before starting the next Auto-Game

In this section, we have two choices:

- Yes – this selection will cause a random pause in the launch of the next Auto-Game spins series, when the number of our spins in section 5 reaches zero. By the drawn number of spins, the program will click “repeat bets” (if the bet is the same) and only after deducting the random number of spins will restart the Auto-Game. The randomness range for this parameter can be

found in section 4.

- No – this choice will immediately trigger the start of the Auto-Game when the spin counter in section 5 reaches zero.

Section 3 – Does a change of bet automatically disable Autoplay?

- Yes – this choice will cause the bet to be changed without the program disabling Auto-Play first, i.e. the roulette table we are playing on will automatically deactivate Auto-Play in the event of a change in the bet.
- No – this choice will result in a change in the bet after the program disables Auto-Play, i.e. the roulette table we play on does not deactivate Auto-Play in the event of a change in the bet.

! Before deciding to use this feature, you should first check if a change to your bet while Auto-Play is active will disable it.

Section 4 – Specify a random amount of spins for Auto-Game

These two parameters determine the random number of Auto-Game spins.

! The parameter on the right must always be smaller than the amount indicated when creating the Auto-Game map!

Section 5 – Specify a random range of spins delaying Auto-Game activation

In this section, we define the randomness range for the spins delaying the launch of Auto-Game actions. Delay spins will be active even if in section 2 we have selected the option “No”, but only when there is a change in the bet. If, on the other hand, the bet is the same over several games, then the program will use the option selected in section 2.

Section 6 – Spins Counter

This section will show the randomly selected number of pending spins or active Auto-Game spins.

Section 7 – Delay Timers

Action delay timers may only run when Auto-Play actions are triggered during a spin (section #1). Timers have a one-second interval and allow you to delay the launch of an action by up to 9 seconds. The red fonts of the descriptions of clocks indicate that they are blocked. Here, as in the case of the “AutoMat” module, countdown sounds will be heard during the operation of the delay timers (if activated in the settings). If the timer is set for at least 3 seconds, you will hear 4 beeps before starting the Auto-Play procedure, otherwise you will hear one beep. It should be borne in mind that after hearing the final sound, the mouse cannot be operated anymore, because the control over the mouse cursor will be taken over by the Auto-Game module for the duration of the procedure.

! Delays set on the clocks cannot last longer than the number detection process, e.g. if the clock time is set to 9 seconds, and the spin with the number detection lasts 7

seconds, an error will occur and the “Monitoring” and “AutoMat” modules will stop working. A message about clock time too long will also be displayed.

Start button

Use this button to activate or deactivate the Auto-Game module. The light green color of the button means that the module is active. After synchronization, you will also see an activity indicator under the large Auto-Game icon. The button during the spin is deactivated, which means that you cannot turn off or turn on the Auto-Game module during the spin. This possibility will only appear during the betting process.

It is very important to check how it all works the first time you start Auto-Game. Does the program bet everything as planned, does it have the right amount of time, how does it react to turning off the Auto-Game marker, etc.? Additional parameters in the “Modus Operandi” module may also turn out to be important, such as:

1 – Mouse cursor movement speed factor

9 – Random delay before clicking (buttons)

10 – Random delay on click

11 – Human mouse movement simulation, only for number fields

All of these parameters are used in the work of the Auto-Play module.



There are two scenarios that will trigger a voice prompt informing you that Auto-Play has been disabled.

1. when the user disables Auto-Play while it is active.
2. when Auto-Play is interrupted unexpectedly, e.g. by problems with the stability of the Internet network (disappearance of the Auto-Play marker, if it was indicated during map creation).



If during the creation of a map for Auto-Play we indicate a marker for its activity, it will be checked with each spin and if, for example, a marker is detected when Auto-Play has not been started by the program, the work of the “Monitoring” and “AutoMat” modules will be stopped. stopped immediately, because it means a serious error in the creation of the map, which may lead to incorrect operation of the program.

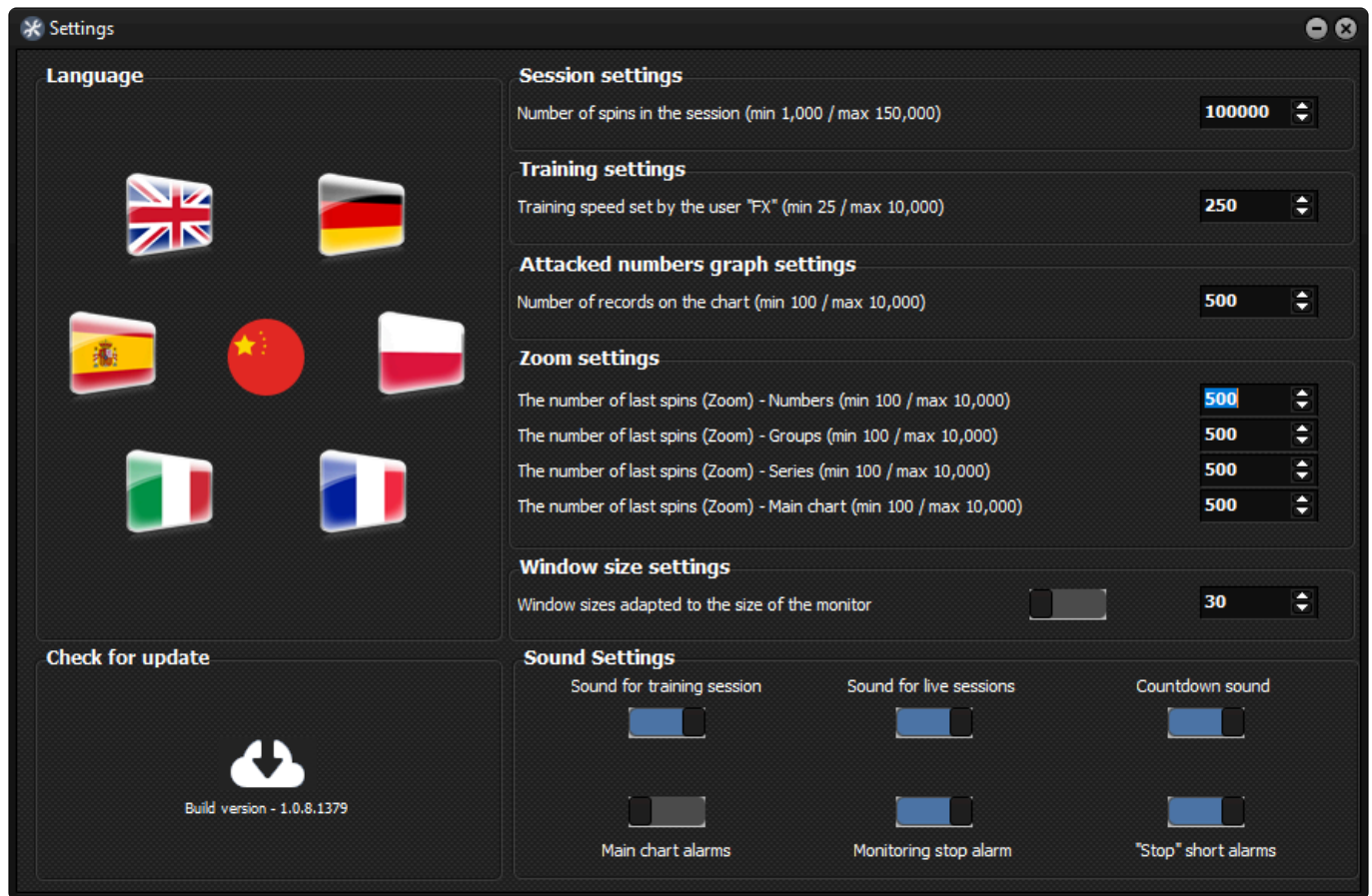
Revision: 9

8. Main platform settings

Main platform settings.

Revision: 1

8.1. Settings window



In the main platform settings window there are:

- **Language selection section** – in which we can choose one of the available languages: English, German, Spanish, Polish, Chinese.

✿ At the moment (January 2021) the manual is available in two languages: English and Polish.

- **Update section** – by clicking the update icon, we can manually check if there is a newer or updated version of the platform or any of its components. Every time the platform is started, the update status is checked silently. If it turns out that there are newer platform files on the server, the user will be informed immediately.

! You need an internet connection to check for updates and download them.

- Section **“Session settings”** – in this section we can set a limit of the number of spins for a session. The available range is 1,000 – 150,000 sessions. This parameter applies to both training sessions and “Live” sessions.
- Section **“Training settings”** – in this section we can set the length of the delay between spins in a

training session. The available range is 250 – 10,000 – (2.5 – 100 seconds). One unit is 10 milliseconds, so to set e.g. a 5-second delay, set this parameter to 500.

- Section “**Attacked numbers graph settings**” – in this section we can set the number of displayed records on the graph showing the curve with the number of attacked numbers. The available range is 100-10,000 records.
- Section “**Zoom settings**” – in this section we can set the number of the last records for the “zoom” mode for the charts of numbers, groups, series and the main chart. The available range for each chart is 100-10,000.
- “**Window size settings**” section – in this section we can activate the function of automatic selection of window sizes to the size of the monitor. This function will greatly facilitate the spacing of windows in **Windows 11**, where the “**arrange windows next to each other**” function has been abandoned. **In Windows 11, you need to arrange windows manually.** This section also contains a parameter (counted in pixels) thanks to which we can set the correction of the taskbar size. When this function is active, the program will check the size of the monitor and set the sizes of the number, group and series windows to evenly cover the entire display space. You need to set the value for the taskbar yourself. The [AquaSnap](#) software can be very helpful in arranging multiple windows.
- Section “**Sound settings**” – in this section you will find switches responsible for voice and sound messages for training sessions and “Live” sessions. When the switches are set to the right position, it means that a given group of sounds is active.

There are six switches in the section:

- “**Sound for the training session**” – when this function is active, in the training session, after each spin, we will hear a voice message about the randomly selected number in the selected language. Voice prompts will be heard as long as the delay between spins is at least 1.5 seconds. Such delays are met by:
 - Training pace # 1
 - Training pace # 2
 - User settable training pace “FX” – (Flexible), the value of which is minimum 2.5 seconds.
- “**Sound for live sessions**” – when this function is active, in the “Live” session, as in the case of a training session, after each spin we will hear a voice message about the randomly selected number, and also voice messages about the start of betting, if not previously no active bets, and a number not being detected if that happens. We will hear all voice messages in the selected language.



It is worth turning off the voice messages about the drawn number in the sound settings of the roulette table, because it may happen that the sounds will overlap or we will hear the message about the drawn number twice with each spin, which can be frustrating in the long run.

- “**Countdown Tone**” – When this feature is active, you will hear the countdown tones during your “Live” session. We wrote about them when we described the operation of the “Modus Operandi” module, but let us remind you once again what they are and why they are so important:

* As timer number 3 is counting down, you will hear beeps to warn you that the time for user response will soon run out. When the delay is set to more than two seconds, we will hear four warning sounds at the end of the countdown – three countdown and one finish, which are different, otherwise we will hear one finish sound. After hearing the ending sound, you can no longer use the mouse, because the “AutoMat” module takes control of the cursor. Whether the countdown sounds will be audible or not can be set in the main platform settings window. However, we recommend that you leave this option active.

! Therefore, we recommend that all possible sound patterns are active, unless night is approaching and we go to bed.

From Version 1.0.5 we have a new type of alarms available:



- **“Alarm for main chart”**

This is an alarm that will be activated when any function (stoploss, trailing, automaton stop, active average line) stops the active attack of the main chart. This is an alarm that will remain active until disabled by the user. It is worth considering disabling this alarm when leaving the program overnight.



- **“Monitoring disable alarm”**

It is an alarm that will be activated when an error occurs in the operation of the “Monitoring” module. If there is a break in the operation of this module, and this alarm is turned on, we will have

a similar situation as above. It is also an alarm that will go on until someone turns it off.

- **“Short alarms of the stop function”**

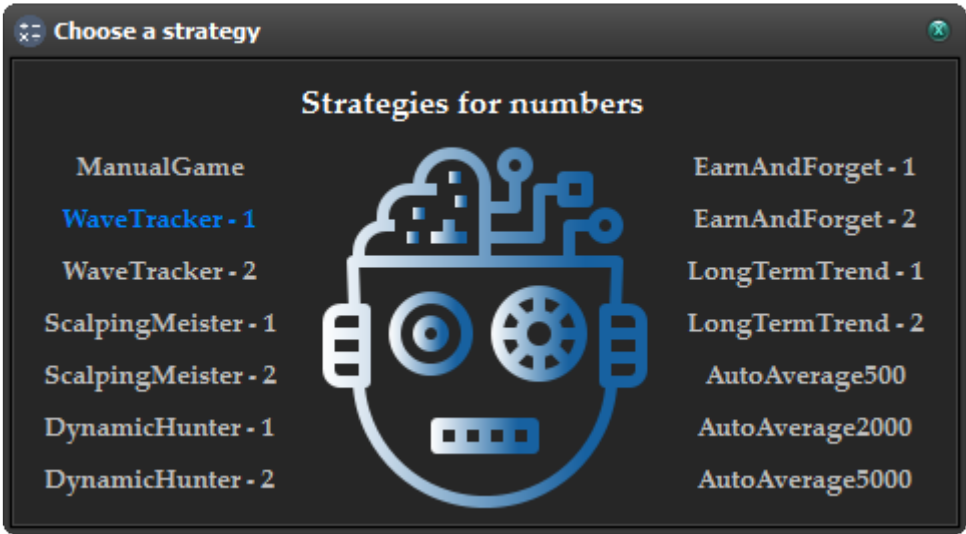
These are single, short alarms for numbers, groups and series. The alarm will be activated when any function (stoploss, trailing, automaton stop, active average line) stops the active attack in the numbers, groups or series window. It is worth using this type of alarm when we are attacking the numbers ourselves. This type will not work in automatic strategies due to too many signals or alarms.



All set parameters are saved to the file when the settings window is closed.

Revision: 10

9. Automatic strategies

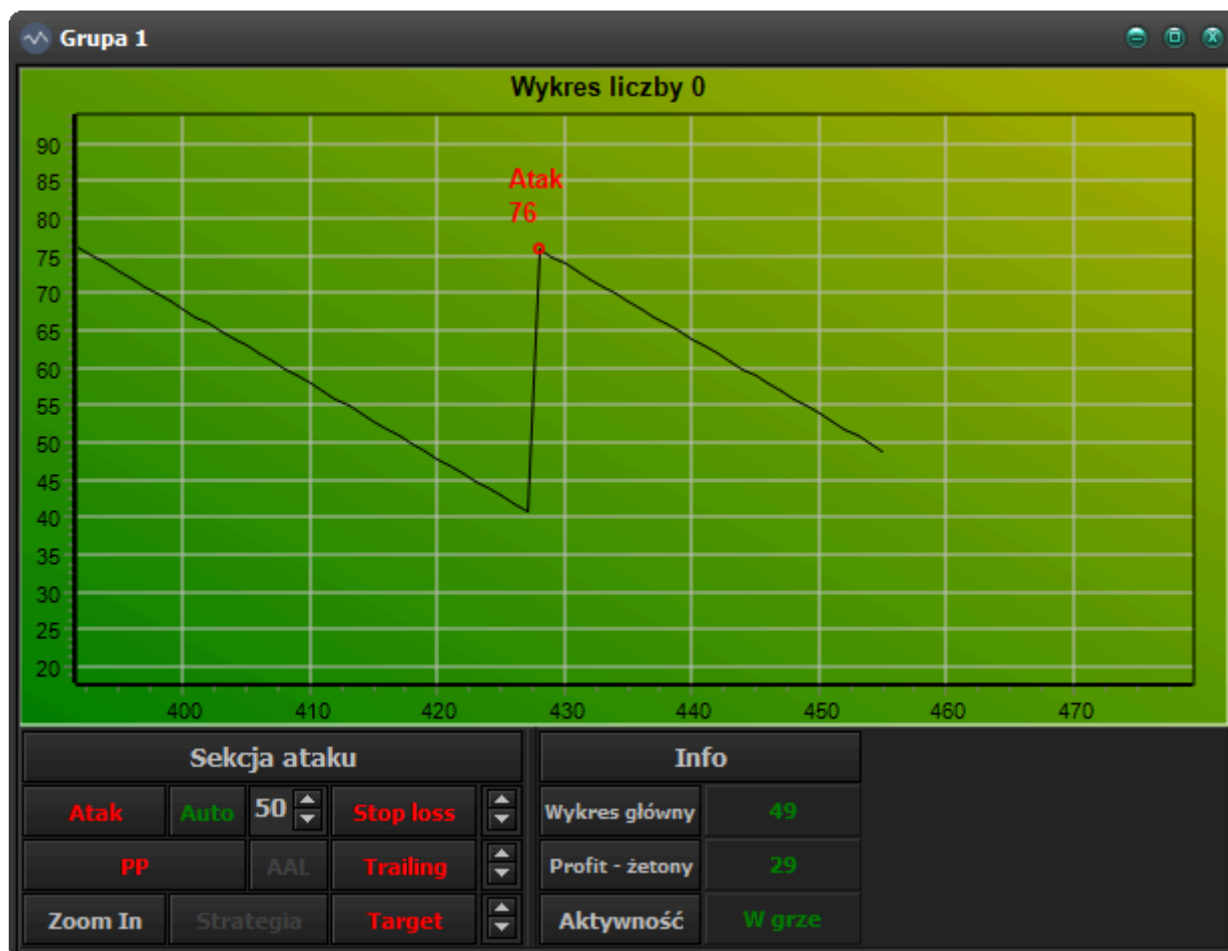


The platform offers 13 automatic strategies to attack numbers and a manual mode. Each number subjected to the automatic strategy is treated individually. Strategies are not magic systems, but very often there is a strong trend in the charts of groups or series that has arisen thanks to the operation of the automatic strategy.

Revision: 3

9.1. Operation of automatic strategies

Each strategy works a bit differently. Below you will find the general principles of operation of individual automated strategies.

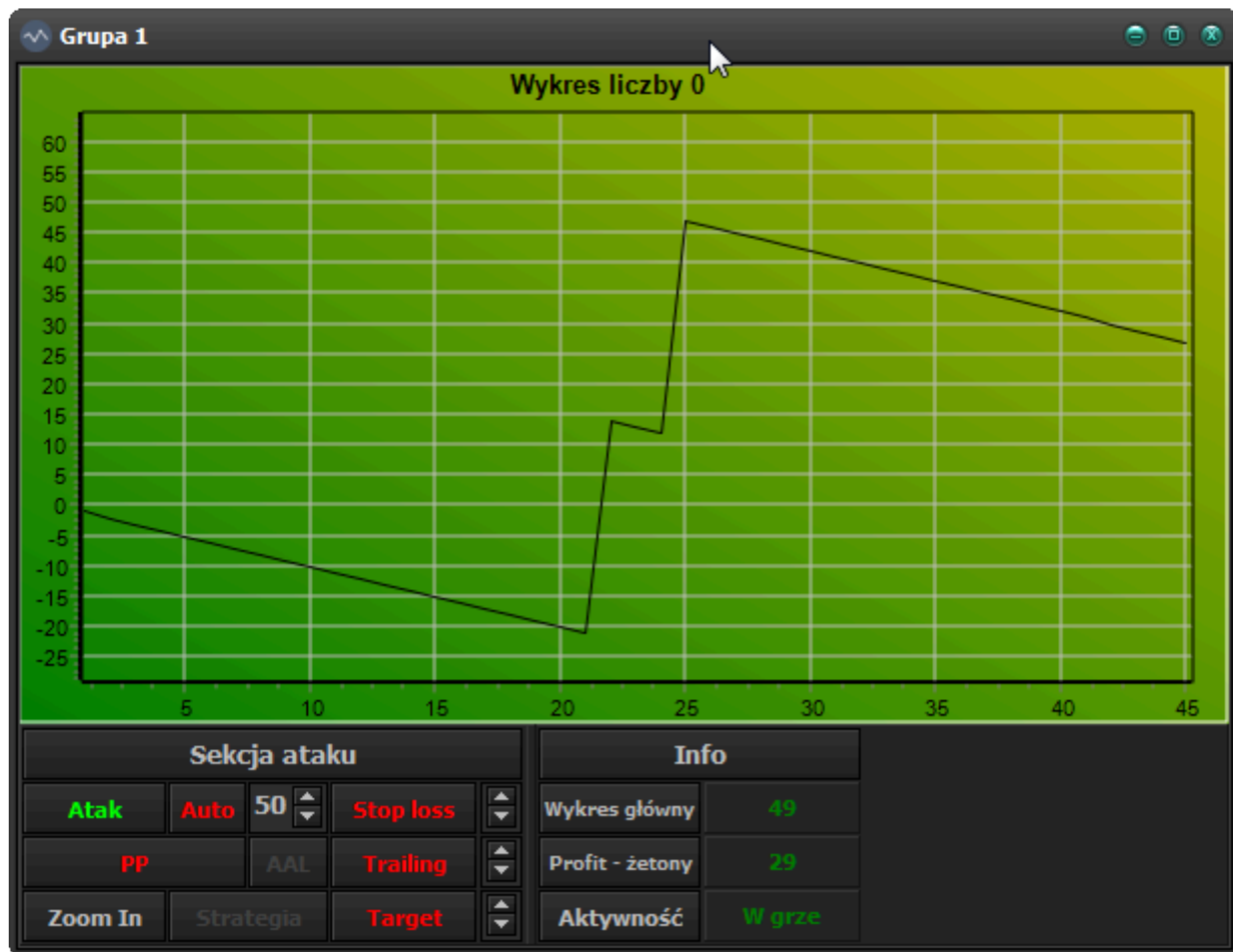


Before we begin explaining how automatic strategies work, we need to explain what the term “**Wave**” means. When a given number is drawn, its graph shows an upward movement of 35 points. The example above shows the moment when a number appeared and was immediately attacked – (at the highest point of the wave), after which 27 spins were played, in which the number did not appear again and this situation created a triangle resembling a wave on the number graph and hence the name. Waves can be either rising or falling.



It is worth recalling the principle of operation of the “Trailing stop” function, which we wrote about earlier:

The task of the “Trailing stop” function is, similarly to the “Stop loss” function, protection against falling below a certain level, while the “Trailing stop” function differs from the “Stop loss” function in that it constantly follows the maximum on the chart – (it is about maxima created after the attack). If the chart curve crosses the “Trailing stop” level, the attack will end immediately, as in the case of the “Stop loss” function.



Above is an example where two waves are rising. This example shows a situation where within four games the number “zero” has been scored twice. In spin No. 22 and in spin No. 25, that is, between the first and the second drawing of the number “zero” we had a break of two spins. It is this interval between the drawing of the same number that we call “**Growth Wave Dynamics**”. This term applies only to growth waves.

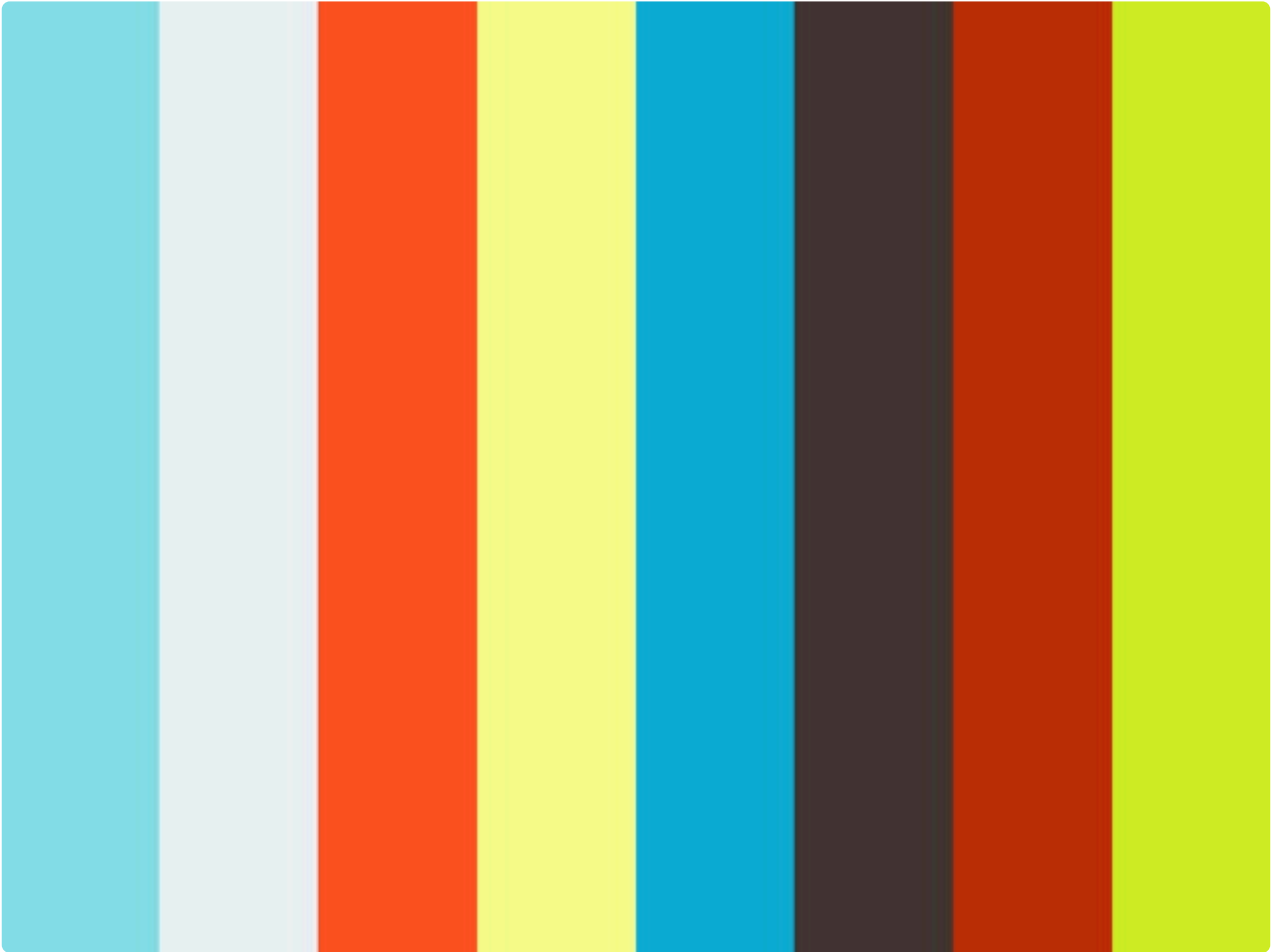


In the photo above, there are two downward waves.

As can be seen in the above photos, growth waves are those in which its base has not been pierced from above, while downward waves are waves in which its base has been pierced from above. In other words, if 36 or more spins have passed since the appearance of a given number, in which the number does not appear again, we are dealing with a downward wave, and if the number falls again and the number of spins dividing it from the previous one is less than 36 then we are dealing with an upward wave.



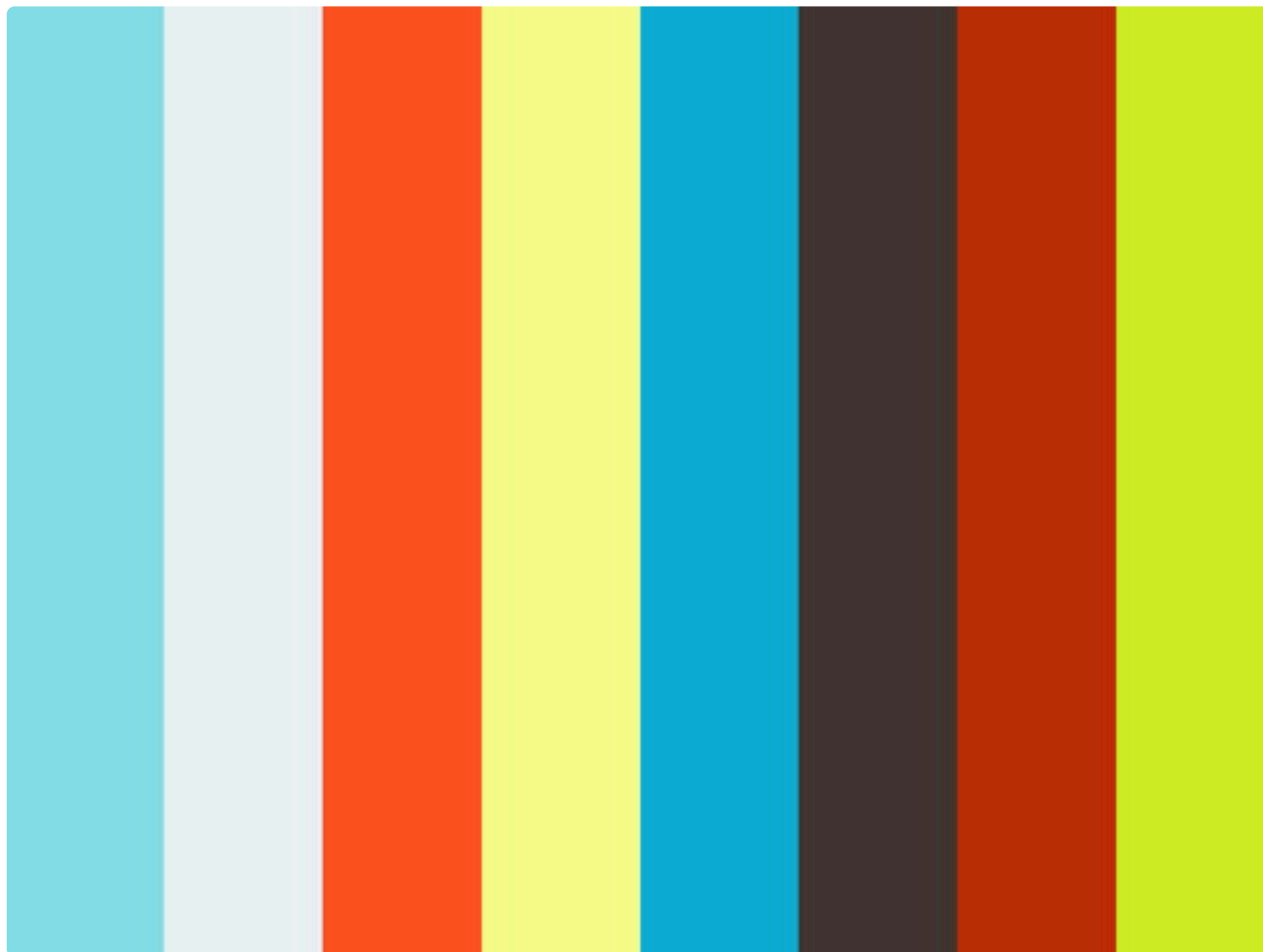
In the videos below you can see an additional white curve in the graphs showing the balance of profit and loss. This curve is not accessible from the platform.



<https://player.vimeo.com/video/533924338>

- **WaveTracker – 1** – this strategy works as follows: an attack on a given number occurs every time that number is drawn and it is not attacked. The attack is accompanied by an active trailing stop, which in the initial phase has a value of 7 points, which means that if the number does not appear again within 7 consecutive spins from the moment of attacking it, the attack will be turned off and the loss of 7 points will be achieved. The trailing stop value for this strategy can be 7 or 47 points.
- The conditions that must be met for the trailing stop value to change from 7 to 47 points are: *
- 3 waves of growth
- growth wave dynamics less than 7

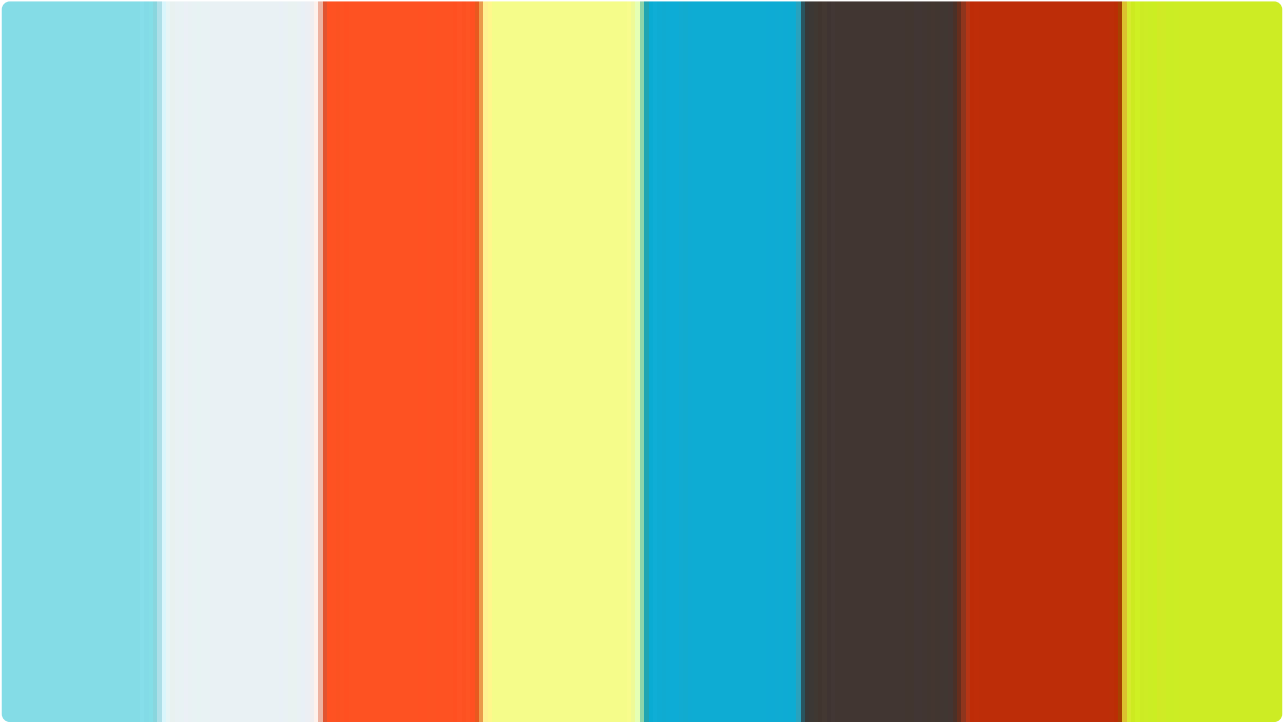
The trailing stop will change from 47 to 7 points when, during the next attack, the trailing stop protection level remains at the same level when it appeared at the time of the attack – (its protection point will not move even one point up) and the its intersection with the graph curve from above.



<https://player.vimeo.com/video/533931469>

- **WaveTracker – 2** – the operation of this strategy is as follows: an attack on a given number occurs every time that number is drawn and it is not attacked. The attack is accompanied by an active trailing stop, which in the initial phase has a value of 3 points, which means that if the number does not appear again within 3 consecutive spins from the moment of attacking it, the attack will be disabled and you will lose 3 points. The trailing stop value for this strategy can be 3 or 15 points.
- The conditions that must be met for the trailing stop value to change from 3 to 15 points are: *
- 2 waves of growth
- growth wave dynamics less than 3

The trailing stop will change from 15 to 3 points when, during the next attack, the trailing stop protection level remains at the same level when it appeared at the time of the attack – (its protection point will not move even one point up) and the its intersection with the graph curve from above.



<https://player.vimeo.com/video/533979316>

- **ScalpingMeister – 1** – the action of this strategy is as follows: the attack on the number occurs when two conditions are met:
 - 2 waves of growth
 - growth wave dynamics less than 7

In this strategy, there is an active loss or profit limit function, after which the loss or profit is reset, the attack ends and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 55 points
- the limit for loss is minus 250 points



It must be remembered that losses accumulate, e.g. let's assume that there were 7 attacks, during which the strategy lost 91 points – (7×13) , then if the profit limit is at least 55 points, then you need to add the loss that occurred during attacks – $(55 + 91)$ and this profit limit will be the target of the strategy in this situation, unless the loss limit is exceeded earlier, which for this strategy is minus 250 points. In short, this strategy seeks to achieve one of two goals: a certain loss or gain on a first-come-first-served basis.

the attack ends when:

- the graph curve will drop 13 points below the point of attack
- profit will reach a minimum value of 55 points plus making up for any loss
- the balance of losses will be minus 250 points

Video

<https://player.vimeo.com/video/511232287>

<https://player.vimeo.com/video/533986787>

<https://player.vimeo.com/video/534015728>

- **ScalpingMeister – 2** – the operation of this strategy is as follows: an attack on a given number occurs every time that number is drawn in the draw and it is not attacked.

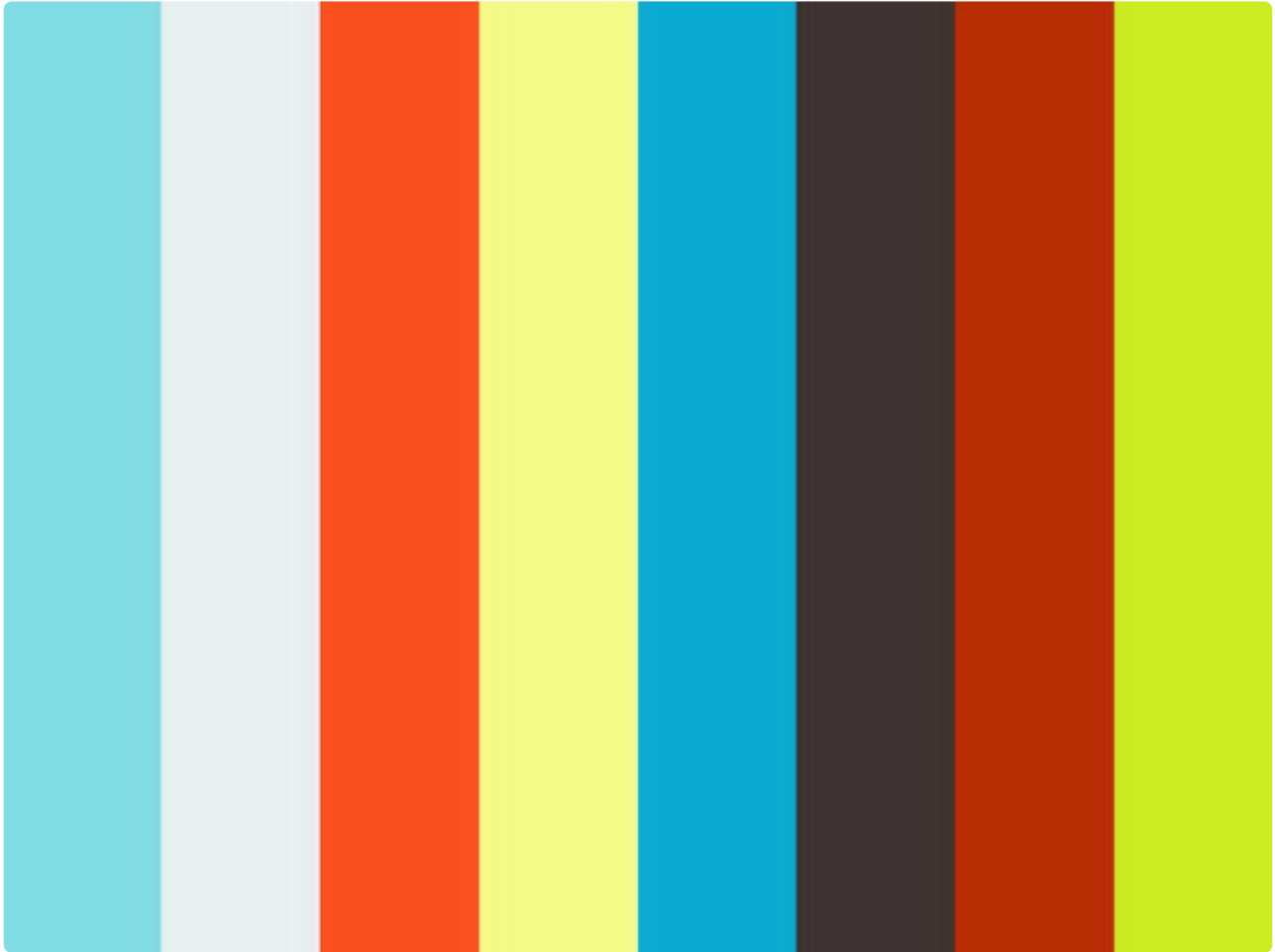
This strategy also has an active loss or profit limit function, after which the loss or profit is reset, the attack is over, and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 55 points
- the limit for loss is minus 250 points

! It must be remembered that losses also accumulate here. As with ScalpingMeister – 1, this strategy aims to achieve one of two goals: a certain loss or gain on a first come first served basis.

the attack ends when:

- the graph curve will drop 9 points below the point of attack.
- profit will reach a minimum value of 55 points plus making up for any loss.
- the balance of losses will be minus 250 points.



<https://player.vimeo.com/video/534002427>

- **DynamicHunter – 1** – the operation of this strategy is as follows: the attack on the number occurs when two conditions are met:
 - 2 waves of growth
 - growth wave dynamics less than 9

The attack is accompanied by an active trailing stop, which has a value of 5 points, which means that if the number does not appear again within 5 consecutive spins from the moment of attacking it, the attack will be disabled and you will lose 5 points. The trailing stop value for this strategy is unchanged. The attack ends when the graph curve drops to the protective trailing stop level.

Video

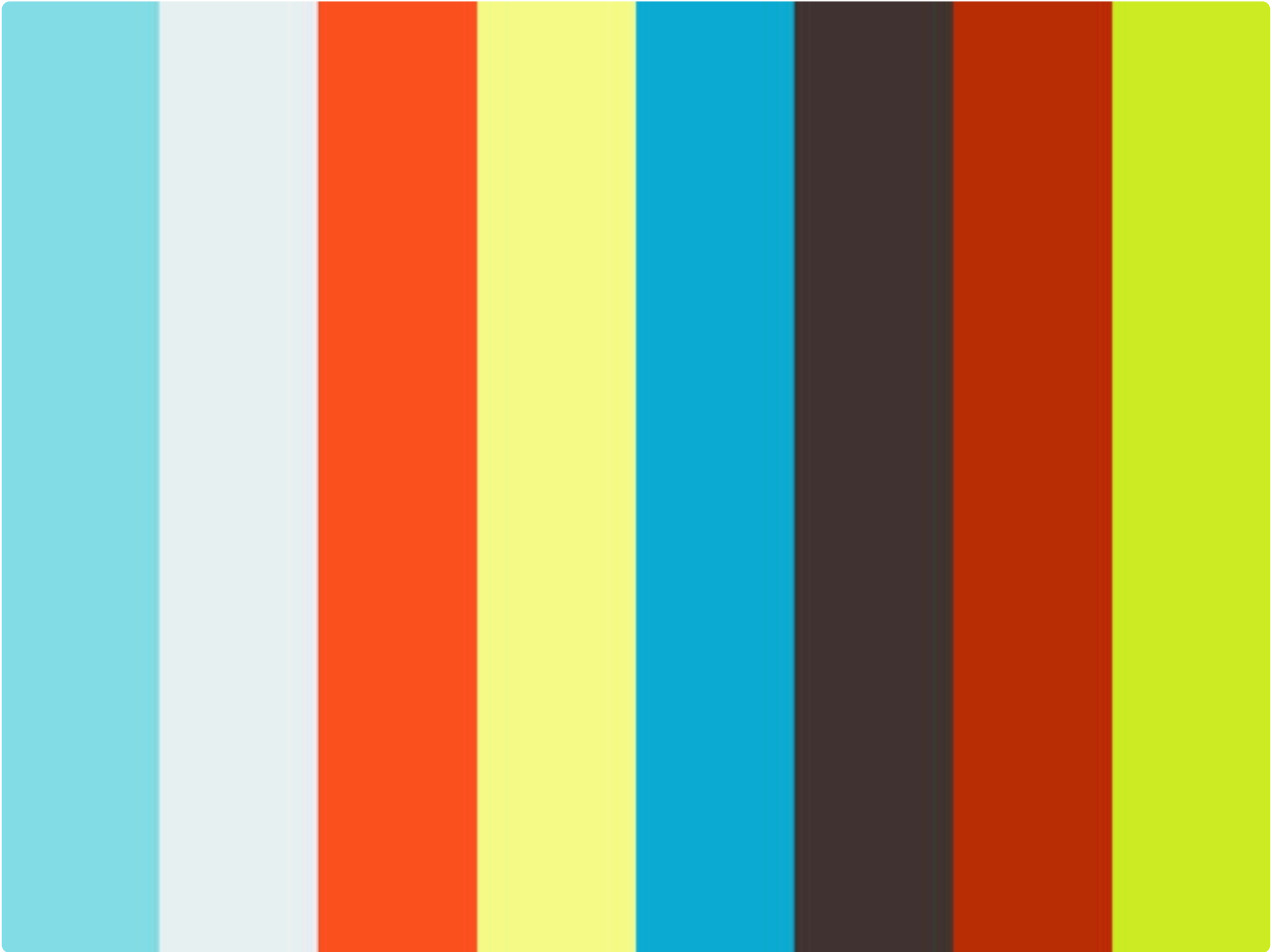
<https://player.vimeo.com/video/511232287>

<https://player.vimeo.com/video/533986787>

<https://player.vimeo.com/video/534015728>

- **DynamicHunter – 2** – the operation of this strategy is as follows: an attack on a number occurs when two conditions are met:
 - 3 waves of growth
 - growth wave dynamics less than 16

The attack is accompanied by an active trailing stop, which has a value of 22 points, which means that if the number does not appear again within 22 spins from the moment of attacking it, the attack will be turned off and there will be a loss of 22 points. The trailing stop value for this strategy is unchanged. The attack ends when the graph curve drops to the protective trailing stop level.



<https://player.vimeo.com/video/534041175>

- **EarnAndForget – 1** – this strategy works as follows: an attack on a given number occurs every time that number is drawn in the drawing and it is not attacked.

This strategy also has an active loss or profit limit function, after which the loss or profit is reset, the attack ends and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 1 point
- the limit for loss is minus 43 points

the attack ends when:

- the graph curve drops 43 points below the attack point – (one failed attack exhausts the loss limit).
- profit will reach a minimum value of 1 point
- the loss will be minus 43 points



<https://player.vimeo.com/video/534041364>

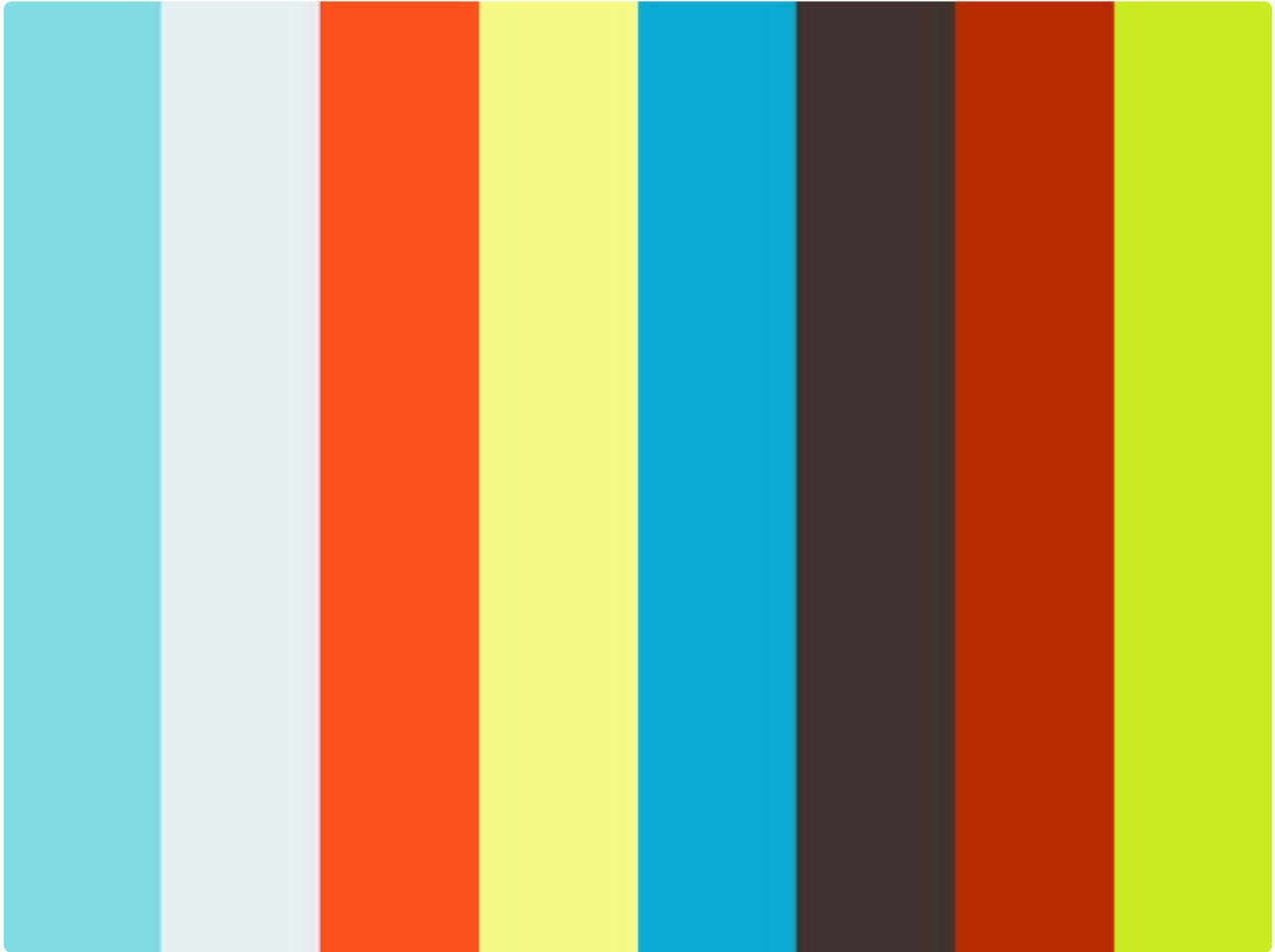
- **EarnAndForget – 2** – this strategy works as follows: attack on the number occurs when two conditions are met:
 - 2 waves of growth
 - growth wave dynamics less than 10

This strategy also has an active loss or profit limit function, after which the loss or profit is reset, the attack ends and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 65 points
- the limit for loss is minus 65 points

the attack ends when:

- the graph curve drops 65 points below the attack point – (one failed attack exhausts the loss limit).
- profit will reach a minimum value of 65 points
- the loss will be minus 65 points



<https://player.vimeo.com/video/534041747>

- **LongTermTrend- 1** – this strategy works as follows: an attack on a given number occurs every time that number is drawn in the drawing and it is not attacked.

This strategy also has an active loss or profit limit function, after which the loss or profit is reset, the attack ends and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 350 points
- the limit for loss is minus 9 points

the attack ends when:

- the graph curve drops 9 points below the attack point – (one failed attack exhausts the loss limit).
- profit will reach a minimum value of 350 points
- the loss will be minus 9 points



<https://player.vimeo.com/video/534042005>

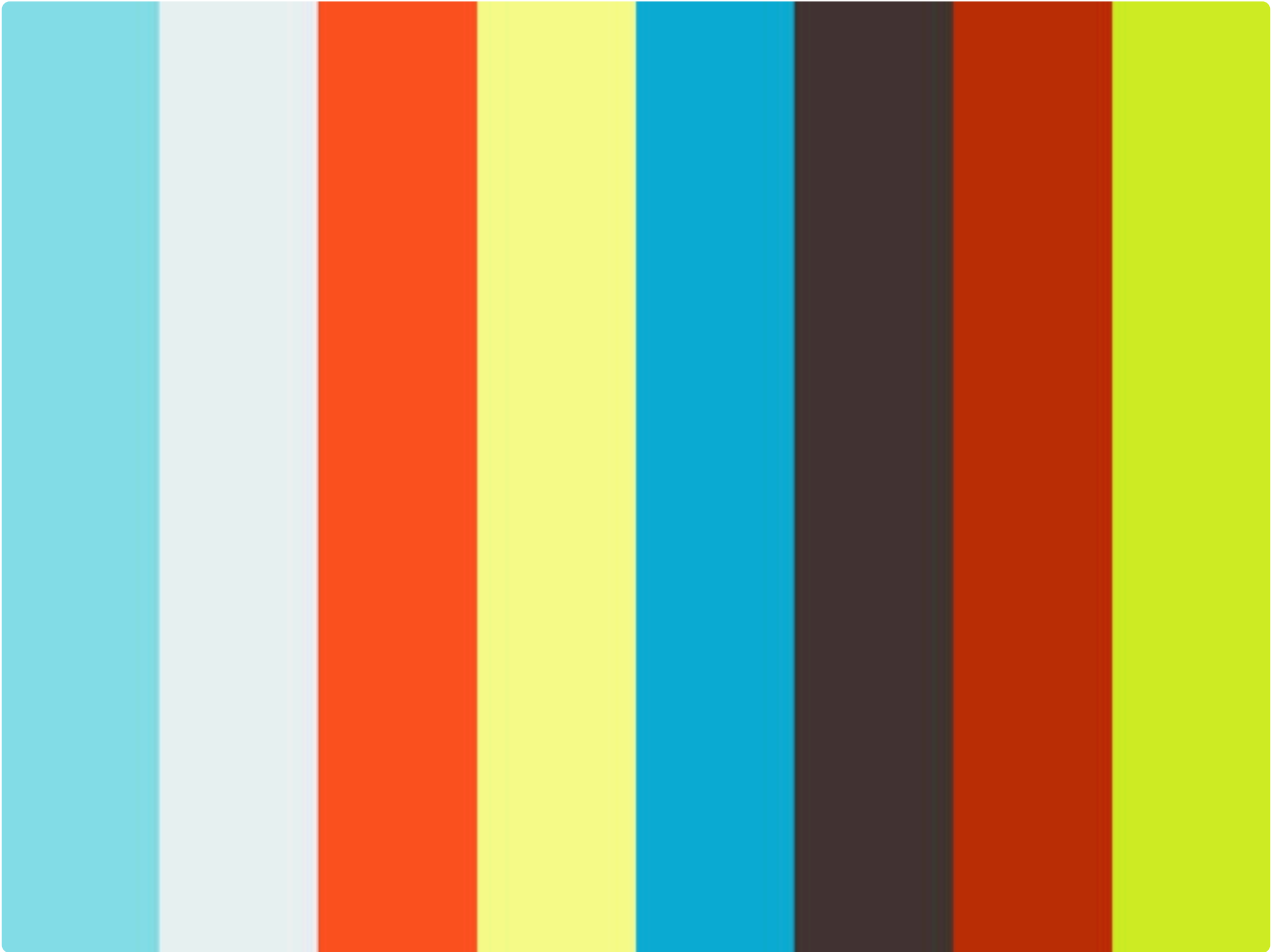
- **LongTermTrend- 2** – this strategy works as follows: attack on the number occurs when two conditions are met:
 - 2 waves of growth
 - growth wave dynamics less than 16

This strategy also has an active loss or profit limit function, after which the loss or profit is reset, the attack ends and the cycle starts all over again. The limits are set as follows:

- the profit limit is a minimum of 550 points
- the limit for loss is minus 15 points

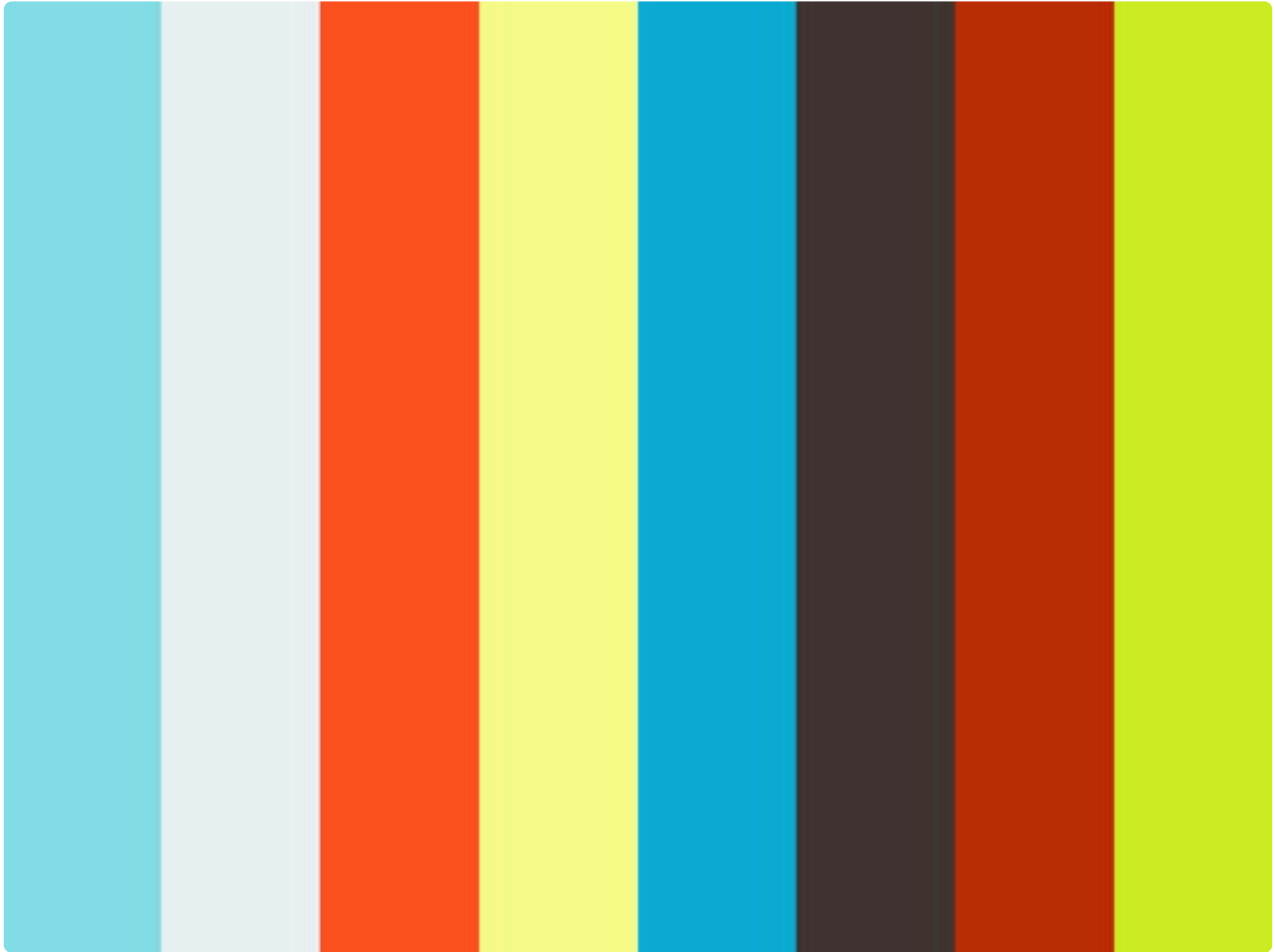
the attack ends when:

- the graph curve drops 15 points below the attack point – (one failed attack exhausts the loss limit).
- profit will reach a minimum value of 550 points
- the loss will be minus 15 points



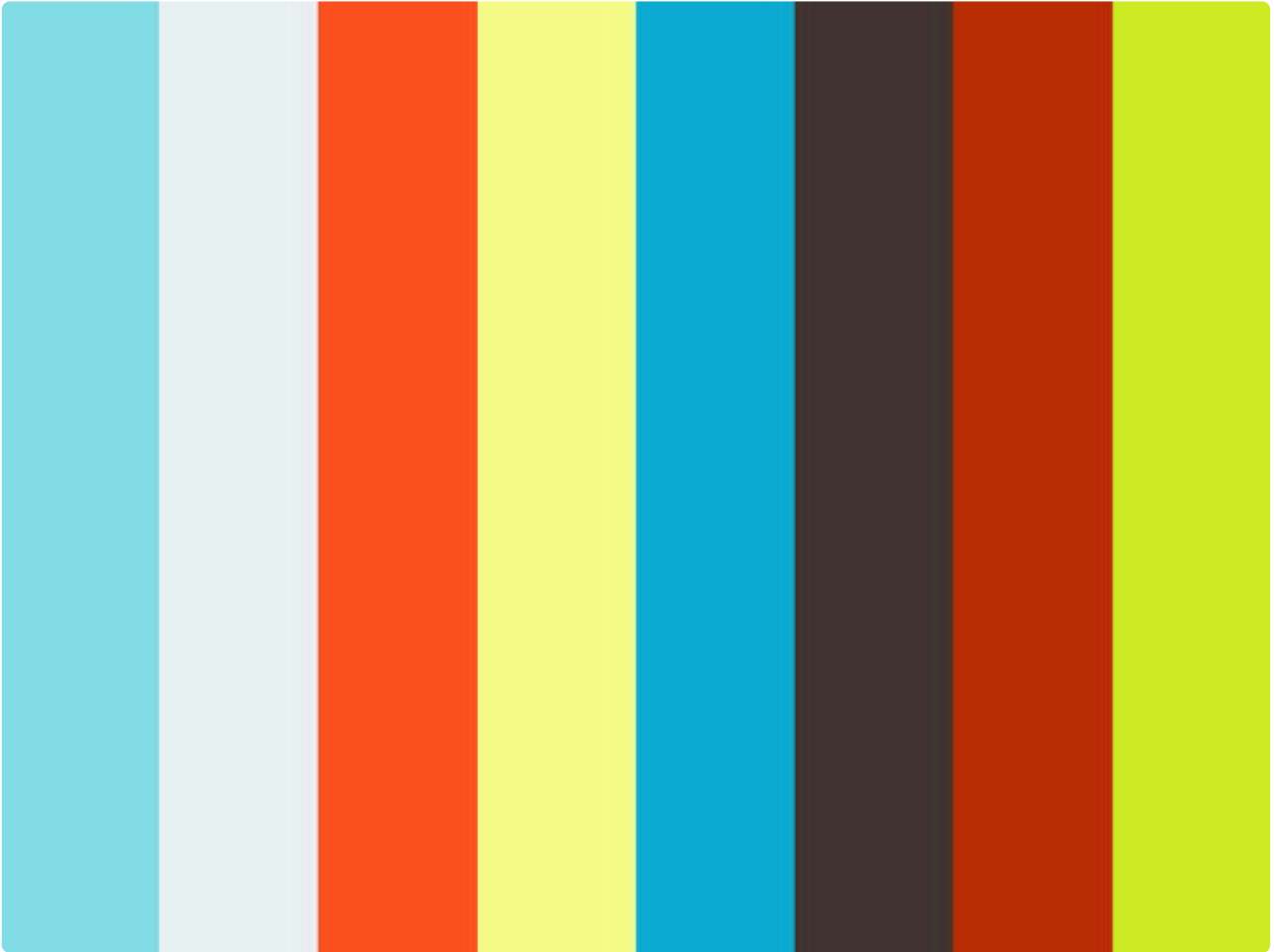
<https://player.vimeo.com/video/534042259>

- **AutoAverage500** – this strategy works as follows: the attack occurs when the chart curve is above the average line of the last 500 spins, and the attack ends when the chart curve is below the average line.



<https://player.vimeo.com/video/534042433>

- **AutoAverage2000** – this strategy works as follows: the attack occurs when the chart curve is above the average line from the last 2000 spins, and the attack ends when the chart curve is below the average line.



<https://player.vimeo.com/video/534042576>

- **AutoAverage5000** – this strategy works as follows: the attack occurs when the chart curve is above the average line of the last 5000 spins, and the attack ends when the chart curve is below the average line.

Revision: 9

10. Preparation of the platform for work

Preparation of the platform for work.

Revision: 1

10.1. Activities related to preparing the platform for work



<https://player.vimeo.com/video/534096481>

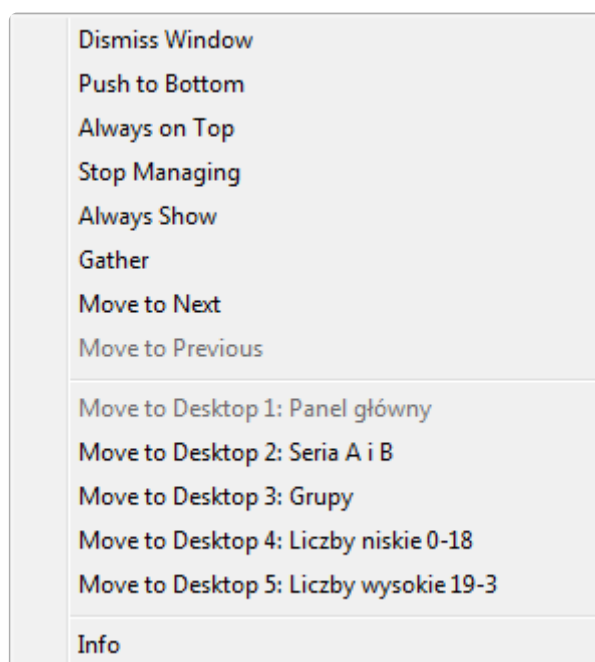


In Windows 11, the “arrange windows side by side” function has been removed. In this version of the system, number, group and series windows must be placed manually on virtual desktops. Since version **1.0.8.1379**, there is a function in the main settings window that automatically adjusts the size of windows to the size of the monitor, which makes it very easy to manually arrange windows.

In the above video material, we presented the arrangement of all platform windows on 5 virtual desktops, which we created in the application [VirtuaWin](#). Of course, to take advantage of the application’s benefits, you need to make sure that it is installed, properly configured and running. We write about the configuration of this software in thread 2.6. Configuration of VirtuaWin. In the video, you can see that the desktops change after arranging consecutive windows, and this is because we use the ctrl + left or right arrow keyboard shortcut for this purpose. The third mouse button launches the hidden menu of the application [VirtuaWin](#) allowing you to select important options regarding the platform itself, as well as the browser window, and move the main platform window between desktops, which is necessary to arrange all windows and if our mouse only has two keys, you will need to set a keyboard shortcut to launch the hidden menu. Details below.

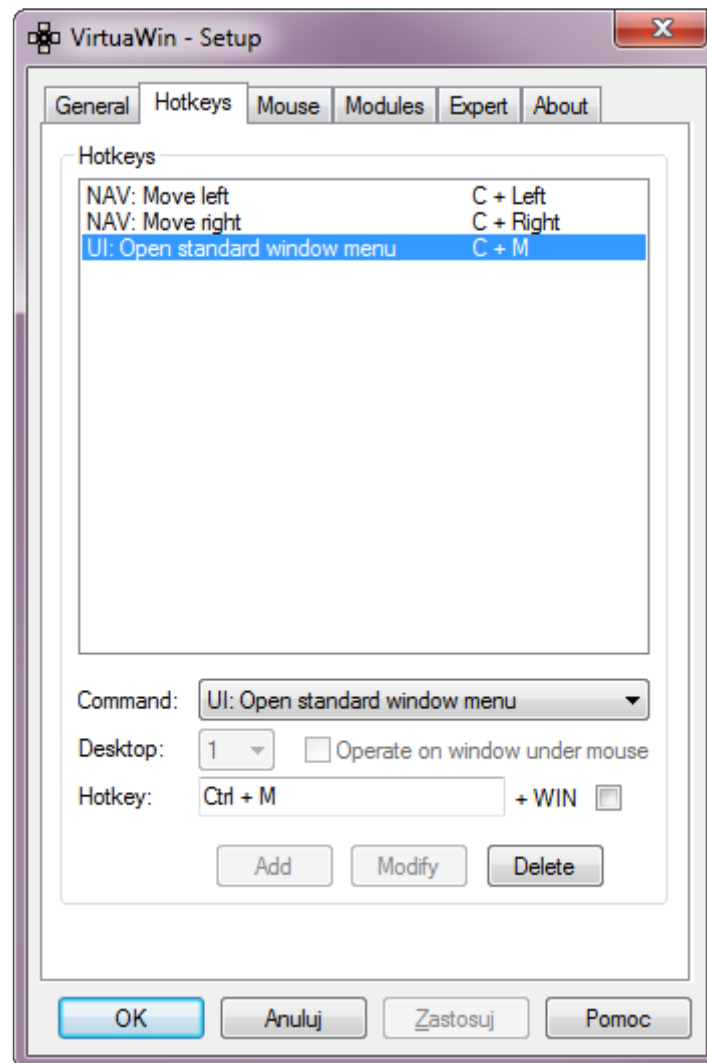
* Clicking the left or right mouse button is marked with a circle that appears on the video. If you click the left mouse button, the circle will be red, while clicking the right mouse button you will see the circle in blue.

! If you are arranging windows for the “Live” session, you have to remember that then all the windows of the platform must be placed on the second monitor. In the case of a “Live” session, the main monitor on the computer is used only to operate the browser window with the roulette table running. In the case of a training session, it does not matter which monitor we place the platform windows on. We wrote earlier that when we only have one monitor, select the option to play with the “Mini agent” module.

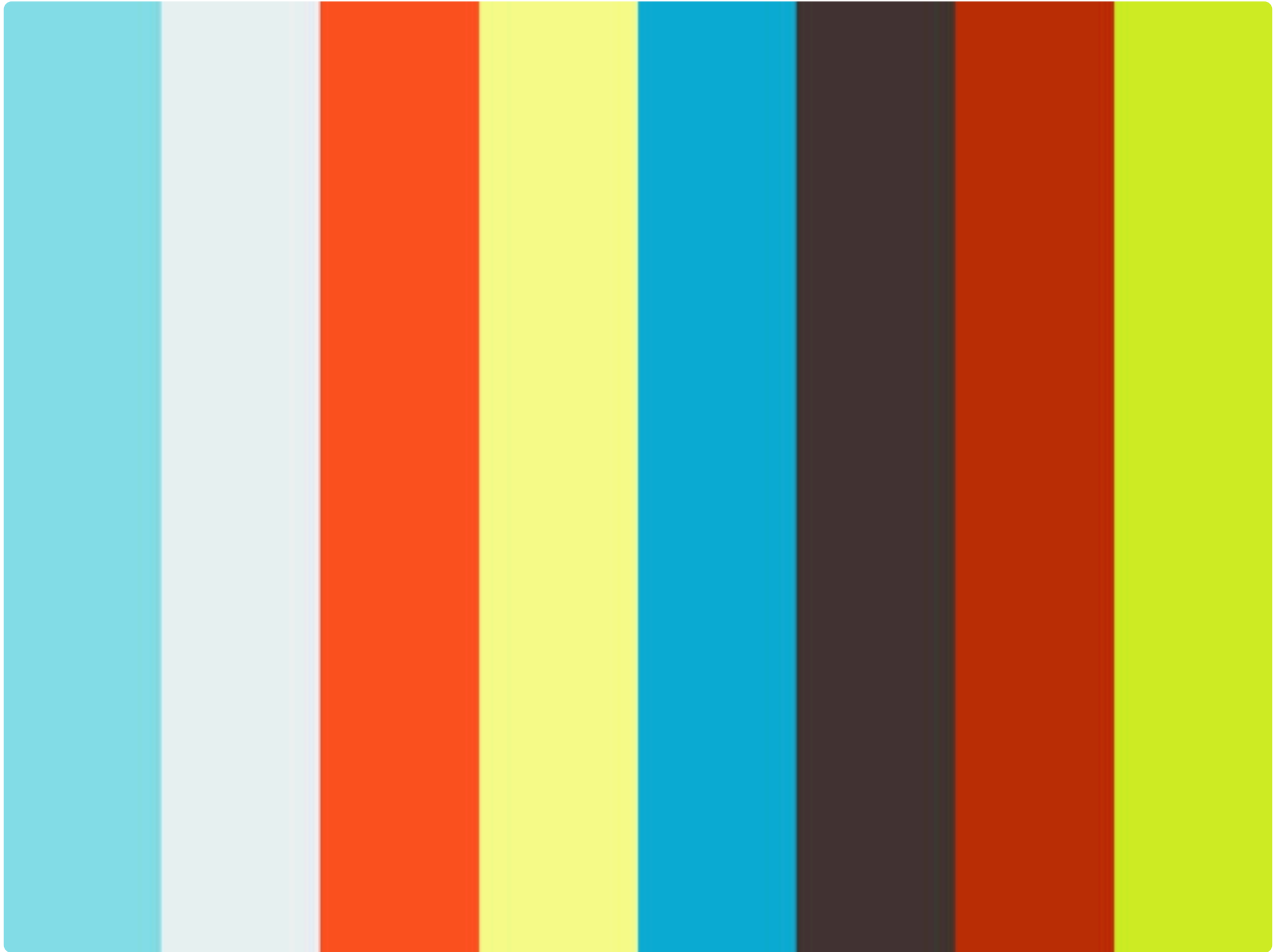


This is what the hidden menu in question looks like.

! By default, the hidden menu is launched by clicking with the middle mouse button on the top bar of the main platform or browser window, because there you will also have to use one of the options available in the menu. In the video you can see that when we hover over the top beam of the main platform window, a red circle appears which means left-click and it can be confusing. The left button was clicked only to mark the beam and then the middle mouse button was clicked to open a hidden menu.

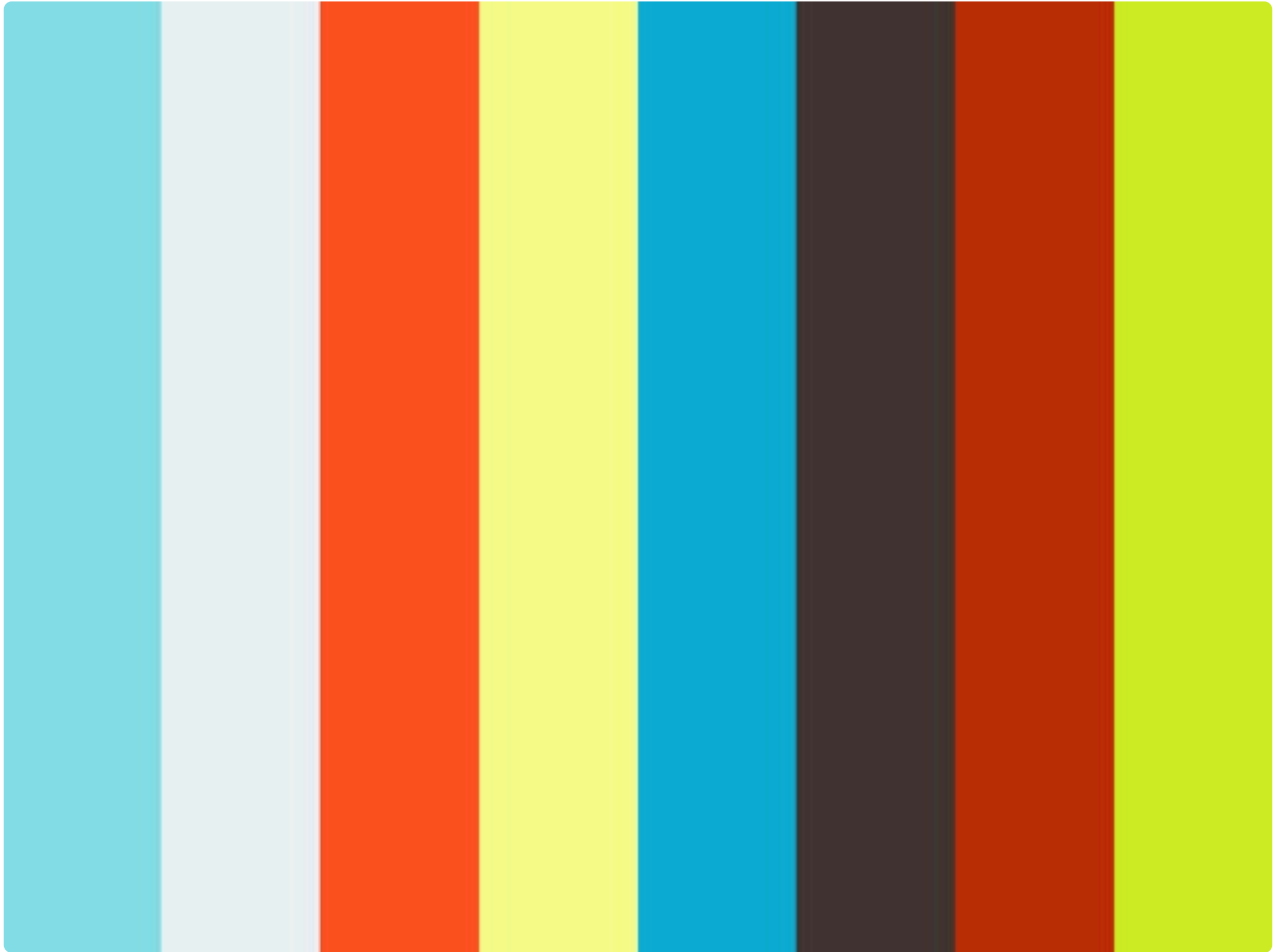


* If our mouse does not have a third key, you need to add another keyboard shortcut. In the photo above, the shortcut ctrl + M used after hovering the cursor over the top beam of the platform or browser window will result in the display of a hidden menu.



<https://player.vimeo.com/video/534096722>

The next step is for “Live” sessions only. After launching a browser window with the roulette table running, use the option shown in the video above, launching the previously hidden menu mentioned above. The “**Stop managing**” option used will cause that the browser window in which the roulette table is running will not disappear while switching between virtual desktops. This option is necessary if we want to change our virtual desktops during the “Live” session.



<https://player.vimeo.com/video/534100554>

Another thing in the case of “Live” sessions is the use of the “Mini agent” module, which is a miniaturized version of the platform for users with only one monitor.

Before we launch the module, in the main window of the platform:

- enable the “Live session” mode
- choose one of the available automatic strategies – (the “Mini agent” module does not allow you to manually attack numbers)
- choose one of the previously mapped tables



Remember that the module displayed in the light of the roulette table graphical interface should not cover the map points.

Then, by launching the hidden menu on the top bar of the “Mini agent” module, click the “**Always on top**” option and click “**Stop managing**” on the bar of the browser window, which option was mentioned earlier. The “**Always on top**” option guarantees that the “Mini agent” module window will always be visible in the background of the graphic interface of the roulette table.

Revision: 7

11. Summary of information about the “Rouletronic” platform

Revision: 1

11.1. Summary.

The “**Rouletronic**” software we’ve created may be a very interesting solution for many of you. Merely controlling trends may not be what casino players face every day, but this approach to roulette can prove to be groundbreaking. It is said that you need luck to win with roulette. The trends that we can control thanks to our platform are the “**luck markers**”, a factor that may turn out to be the most important point when playing roulette. A very important element during the game is also controlling the capital and proper management of the nominal value of the bet tokens, and thanks to the “**Rouletronic**” platform, the control of the above is very easy and precise. The platform, which is based on chart observation, can be used by all people who have experience in financial markets, eg “**FOREX**” and similar, but also users who have no experience in this type of markets. The platform has a training module where we can practice at will and learn to recognize promising growth trends. It is very important in the whole process to train your mind to judge the movements on the charts. During the training, you will notice that very strong growth trends are built on individual numbers, which last for many thousands of spins. By grouping the best numbers together, we can create very strong trends in the group charts, which in turn, when attacked, form the main chart curve. **This is a very original idea not found anywhere else**, thanks to which we can see the “**level of happiness**” in the group charts that we had during the attack on the numbers, and after attacking the groups, we will observe the same “**level of happiness**” in the main chart. It is such a filtering system for our happiness. For over 300 years, no man has come up with any strategy that would allow him to win over the long term with roulette. Absolutely no systems, strategies or computer programs, the producers of which promise that they can predict or calculate what number will be awarded in the next spin, have the right to work in the long run. In the case of “**Rouletronic**”, the situation is completely different. For people who have trained their minds to control trends, the profit chart can be very high on the top even after hundreds of thousands of spins. To make it more interesting, we have added the “**Mapper**” module that allows you to map the graphical interface of your favorite roulette and fully automate the game, including error-free reading of the drawn numbers, automatic betting and removing chips, clicking the appropriate buttons, etc. Just download the program from our website and see for yourself.

[aDifferentView](#)

Revision: 2

12. SOFTWARE “Rouletronic” – LICENSE TERMS

SOFTWARE “Rouletronic” – LICENSE TERMS.

Hereby license terms constitute a binding agreement between Mr. Artur Wojtaszek, hereinafter referred to as the “Licensor “ and any person who uses, installs, downloads or performs another operation concerning the software “Rouletronic”, hereinafter referred to as the “Software”. By clicking the “accept” button or starting to use the Software, you agree to the contractual terms described below and you agree to comply with them.

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The Parties determines that the license referred to above, includes both those elements of the Software that constitute a computer software within the meaning of the Act of 4 February 1994 on Copyright and Related Rights (i.e. Journal of Laws of 2019, item 1231, 2020, item 288), as well as other elements of the Software, which are not considered as a computer software, such as graphic elements, descriptions, layout, icons or menus.

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A Client is obliged to use the Software and all materials (such as documentation regarding the Software) and rights related to the Software (including all adaptations and copies) in accordance with this license agreement and the Agreement.

A Client is not entitled to make any changes, corrections, modifications to the Software and any materials (such as documentation regarding the Software) and rights related to the Software (including all adaptations and copies).

A Client does not have the right to make or allow to make copies of the Software and any materials (such as documentation regarding the Software) and rights related to the Software (including all adaptations and copies), unless expressly permitted by this license agreement or the Agreement or applicable law and only within the scope of such permission.

The Software may be used by a Client only within the device on which a Client has entered the key received by him after the conclusion of the Agreement or received in connection with the test access. If you intend to change the device, please contact the Licensor.

5. [PAYMENTS]

Granting of the license shall be made for remuneration, in accordance with the payment provisions specified in the Agreement or free of charge, in connection with granting a right to use the Software within the test access.

The license referred to in this agreement shall be granted for the period of: using the Software, in accordance with the subscription model chosen by a Client, in accordance with the provisions of the Agreement or test access, which is 14 days, unless the Licensor has clearly indicated a longer period of test access.

After the expiry of the period indicated above, the license expires, and in order to continue using the Software and renew the license, it is necessary to purchase the subscription for a subsequent period, in

accordance with the subscription models offered by the Licensor and the provisions of the Agreement.

During the time of the test access, a Client has the right to use the Software to evaluate its operation. Each Client may use the test access only once. The test access lasts continuously for 14 calendar days from the date of a Client's first login to the Software. For the use of the Software during the test access, the Client is not obliged to pay any remuneration to the Licensor, and the Licensor is excluded for any liability for the failure or malfunction of the Software, unless the law prevents the exclusion of such liability.

6. [LIABILITY]

Before using the Software, the Client is obliged to verify that an online casino used by the Client does not exclude or limit (in particular in the terms of use or other regulations) the use of game automation software or other software with functionalities similar to these included in the Software. In the event of exclusions or limits, a Client has no right to use the Software. A Client is solely responsible for the improper performance of the Client's obligations in this regard or damages caused by such action.

A Client is solely responsible for decisions made with the help of the Software. The Licensor shall not be liable for any damages or financial losses resulting from the Client's use of the Software.

The Licensor is liable only for damages related to malfunction (due to an error in the source code) or non-operation of the Software. The total liability of the Licensor for damages is limited to the amount of remuneration paid by a Client to the Licensor during the last 12 months before the damage. The Licensor is solely liable for actual damages and its liability for lost profits is excluded. This does not apply if the law prevents the exclusion or limitation of liability.

7. [FINAL PROVISIONS]

Polish law shall apply to the provisions of this license.

All disputes related to the provisions of this license agreement will be settled by a Polish court competent for the Licensor's residence, unless provisions of law exclude the possibility of applicability of provisions for competent court.

In case of any discrepancies between the Polish language version of this agreement and a version of this agreement in a language other than Polish, the Polish version shall be binding.

If it is concluded that any provision of this agreement is invalid or ineffective, according to the provisions of law, this circumstance shall not affect the validity and effectiveness of the remaining provisions, unless such circumstances indicate that, without invalid or ineffective provisions, the agreement would not have been concluded. The parties shall conclude an annex to the agreement in which they will formulate substitute provisions whose economic purpose will be equivalent or as close as possible to the purpose of the invalid or ineffective provisions.

Revision: 10

13. FAQ

FAQ.

13.1. Frequently asked questions

Question: If this platform really does increase your chances of winning, why aren't you playing yourself?

Answer: Who said we don't play? :)

Question: Is this approach to playing roulette prohibited?

Answer: At the moment, all the mathematical minds of the world say that there is no way to increase your chances at roulette, so we are not doing anything wrong here. There is no question of any cheating either. Each roulette event is independent and cannot be done by any algorithm, artificial intelligence, etc. predict what the next number will be. The platform is more for capturing general trends. Only this and so much. However, it is worth checking the provisions in the regulations of a given casino regarding automated number betting.

Question: Has any of the roulette tables you know were ever impossible to automate?

Answer: We have not had such a situation yet, but such a situation can happen. You should then describe such a case on the website forum and we will help if it is possible.

Question: Is it safe to leave the platform active during the game when I leave the house?

Answer: Theoretically, there are no contraindications in this approach, but we rather try to control the game situation on an ongoing basis.

Question: How long does it take to practice platform operation to start playing for real money?

Answer: Trainings should last at least until the operation of all platform functions becomes understandable to us.

Revision: 3

14. Changes and bug fixes

In versions from 1.0.0.0 to 1.0.3.0, a number of bugs have been corrected, including:

- 1 – Incorrectly working “PP” function during a manual attack.
- 2 – Too frequent inquiries regarding session saving.
- 3 – Problems with connection to the activation server.

In version 1.0.3.0 added:

1 – “Z” keyboard shortcut that activates the zoom on the charts of numbers, groups and series. In version 1.0.3.2, the keyboard shortcut has been changed to the “F2” button.

2- The attack, trailing stop, stop loss and target markers are now also visible when the chart zoom is active.

In version 1.0.3.1 fixed:

- 1- Activation server error.

In version 1.0.3.2 fixed:

1- Error appearing with the DPI detection of the monitor greater than 96. (You need to download the application again from www.adifferentview.cloud). From now on, monitors with a maximum DPI of 100 are supported.

2- The “Z” keyboard shortcut for zooming in the number, group and series charts has been changed to the “F2” button.

In version 1.0.3.3 fixed:

- 1- A few minor bugs.

In version 1.0.3.4 added:



<https://player.vimeo.com/video/621329312>

1- Miniaturized “Attack” button in number windows. The button will appear after hiding the navigation panels with the keyboard shortcut “Tab”. This button allows you to manually attack numbers, groups and series without first turning on the entire navigation panel, thanks to which users who attack manually will have much better conditions for this, because from now on you do not have to turn on the entire navigation panel, which reduces the working area of a given graph and makes it difficult to assess the situation, especially on monitors with lower resolution. From version 1.0.3.7, the miniaturized “Attack” button is also available in the group and series windows. The changes also apply to the “MiniAgent” module.

In version 1.0.3.5 fixed:

1- More bugs reported by users.

In version 1.0.3.7 added:

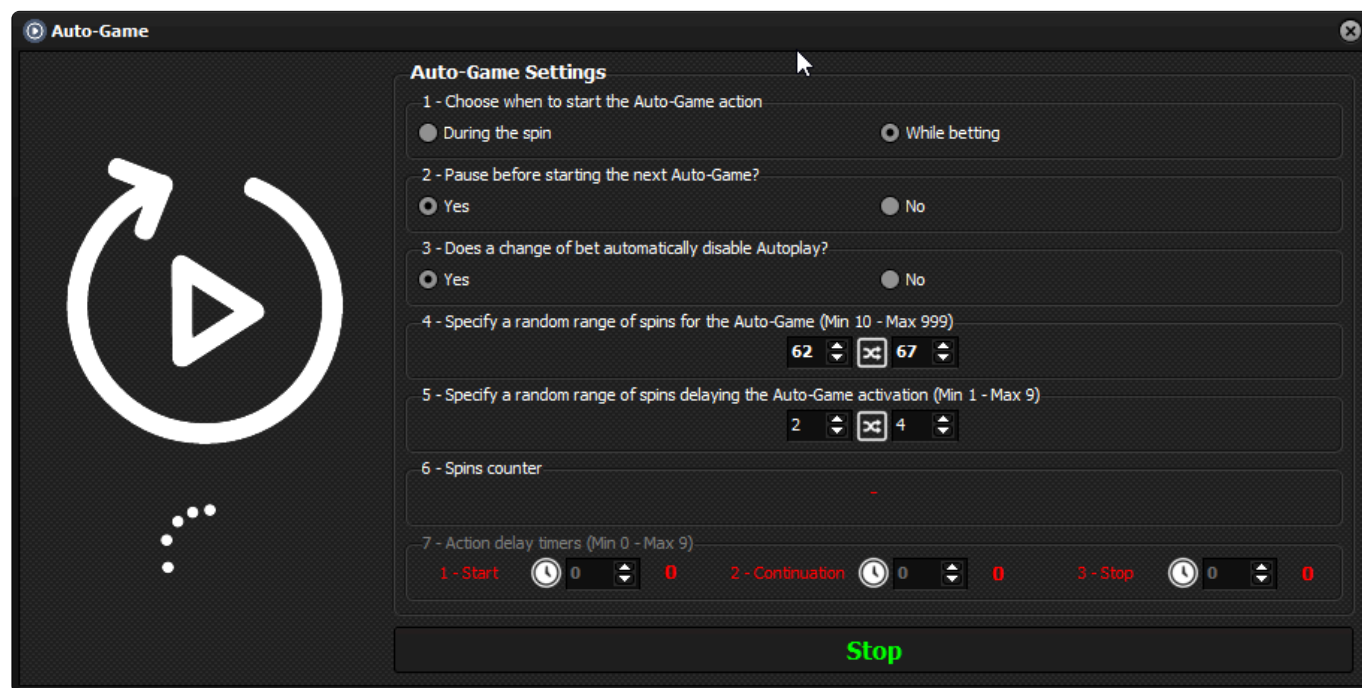


<https://player.vimeo.com/video/621329641>

1- Ability to move the graphs while holding the right mouse button. The change applies to all graphs of the platform,

2- Also fixed some bugs detected by users.

In version 1.0.5.0 added:



1- Auto-Game module.

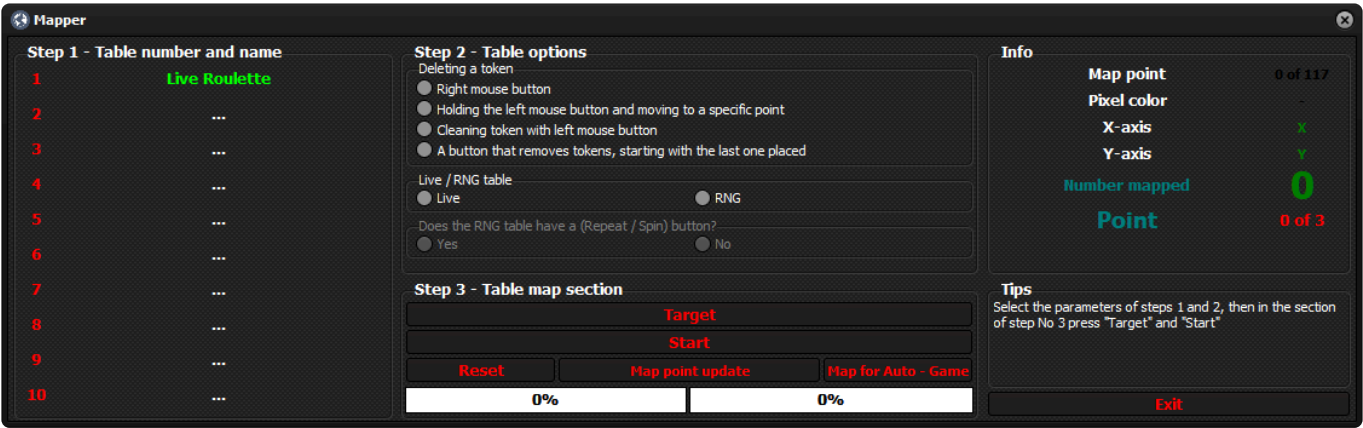


2- A newer look.





3- Additional alarms.



4- Ability to update table map points.

5- Many bugs have been fixed.

In version 1.0.6.0 added:

Two new languages:

- Italian
- French

Fixed an AutoMat clock error that prevented the use of this module.

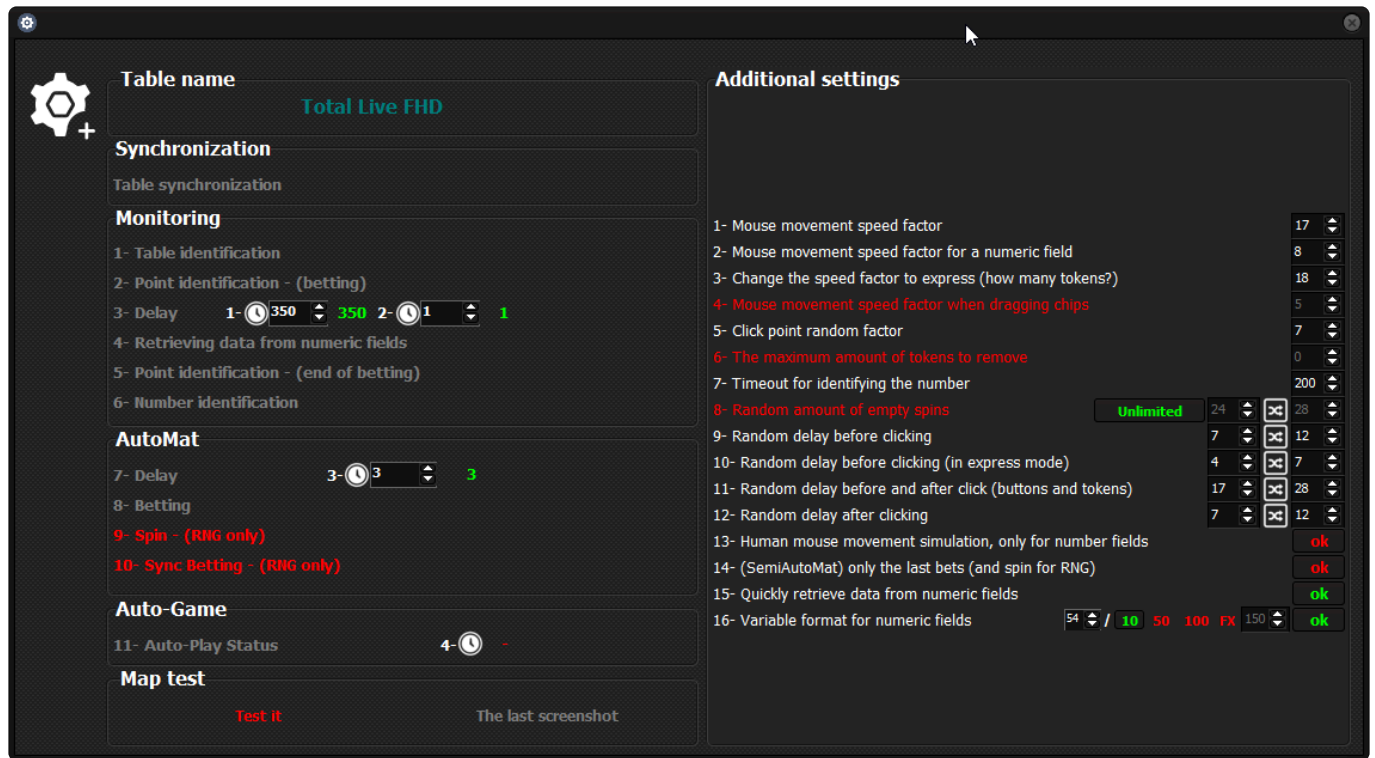
Many thanks to Marco from Italy for help!

In version 1.0.7.0 changed:

Added:



1- Active trendlines for numbers, groups, series and main charts.



2- Parameter No. 3 in the “Modus Operandi” settings window that determines the speed of the mouse cursor while sliding the tiles with the left mouse button held down (technique No. 2 in the map creation process).

Fixed many bugs, most of which related to the new Auto-Game module.

Changed

- From version 1.0.7 Parameter No. 2 in the module window “Modus Operandi” takes into account the sum of chips to bet and removed. If the sum of tokens is equal to or greater than the set parameter, the speed factor will change to express. To make the procedure faster, “AutoMat” will bet all chips without using the removal technique.
- The “Start” button of the “AutoMat” module is now locked. The betting module now starts automatically.

In version 1.0.8.10, several bugs have been fixed and the installation system has changed:

! Since version 1.0.8.10 the installation system has changed. All users who have the previous version of the program installed must uninstall it before they can update the program to the new version. You have to remember to copy sessions and table maps (tables file) if you want them. Some users will **need to remove the aDifferentView folder in the appData folder manually** to be able to install the latest version of the program.

Version 1.0.8.79 fixed a serious bug in the licensing system. An error prevented the program from starting on some computers:

In version 1.0.8.277 bugs were fixed and parameter added:

- **Section number 3** in the Auto-Play window. Thanks to this option, the program will be able to react faster to the change of the bet during the active Auto-Play.

In version 1.0.8.519 bugs were fixed and:

Step 2 - Table options

Deleting a token

- ☐ Right mouse button
- ☐ Holding the left mouse button and moving to a specific point
- ☐ Cleaning token with left mouse button
- ☐ A button that removes tokens, starting with the last one placed

Live / RNG table

☐ Live ☐ RNG

Does the RNG table have a (Repeat / Spin) button?

☐ Yes ☐ No

Separate mapping of numeric fields

☐ Yes ☐ No

Step 3 - Table map section

Target

Start

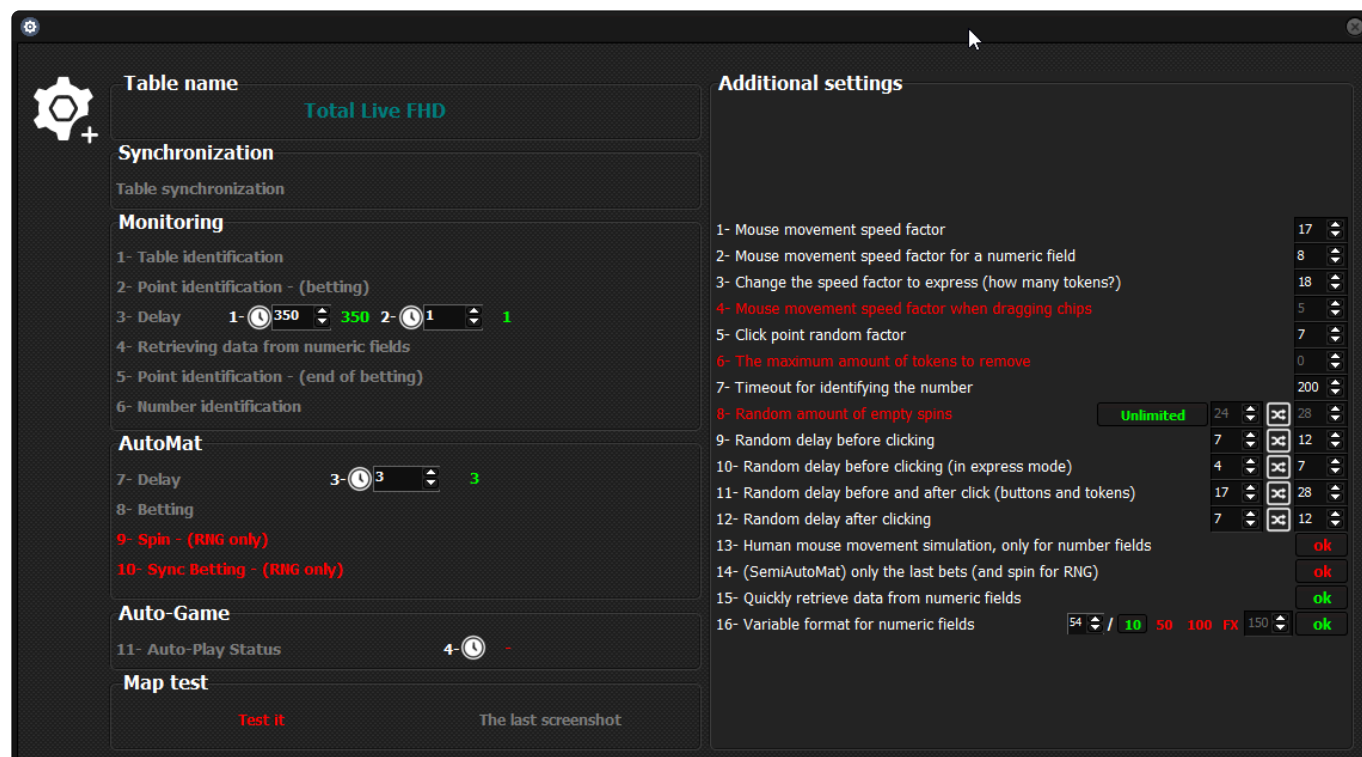
Reset **Map point update** **Map for Auto - Game**

0% **0%**

- In section 2 of the Mapper module, the option: **Separated mapping of numeric fields** has been added. This feature allows you to separate the process of indicating the center points and the identification points of the numeric fields. Thanks to this, it is now possible to map a roulette table whose numerical fields at the time of detecting the number have a different location than at the time when betting is possible.



- In the **AutoMat module section**, a **reset button** has been added. It can be used during a **Live** session if for some reason the bet does not match the current state of numbers attacked on the **Rouletronic** platform. After pressing this button, the program will bet all chips again at the next possible opportunity. **Auto-Play** will also stop if it was active.



- All mouse cursor speed factors in the **ModusOperand** window in the additional settings now range from 1 – 20 (was 1 – 10).
- **Parameter 2** has also been added, thanks to which we can now set the speed of the mouse cursor for moving around the numeric field, although the first hovering of the cursor on the numerical field will always be made at the speed of the general factor.
- **Parameter No. 11 has also changed.** From now on, the delay applies to clicking buttons as well as tokens. The random delay from the selected range will now apply to actions before and after clicking a button or token, instead of just pre-clicking.

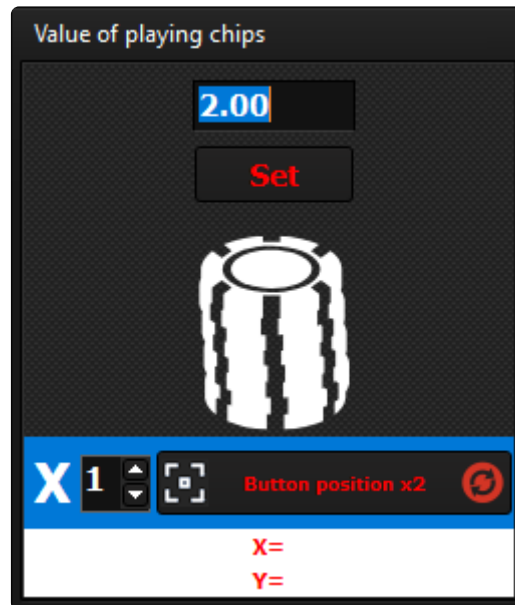


- **Added active strategy marker** in number charts. The marker will be visible in the upper left corner of the chart of a given number during an active strategy, provided that it is different from a manual one.



- **Added active attacker marker** for all charts. The marker will be visible in the upper left corner of each graph if the Auto function is active.
- All number windows belonging to groups that are not attacked will no longer have blocked buttons for the duration of a spin during a **Live** session.

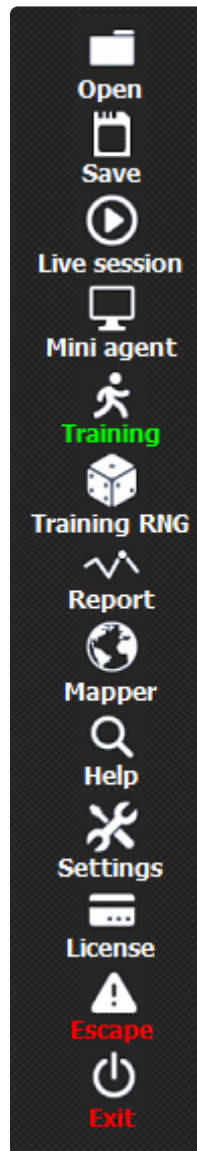
In version 1.0.8.873, more bugs were removed and added



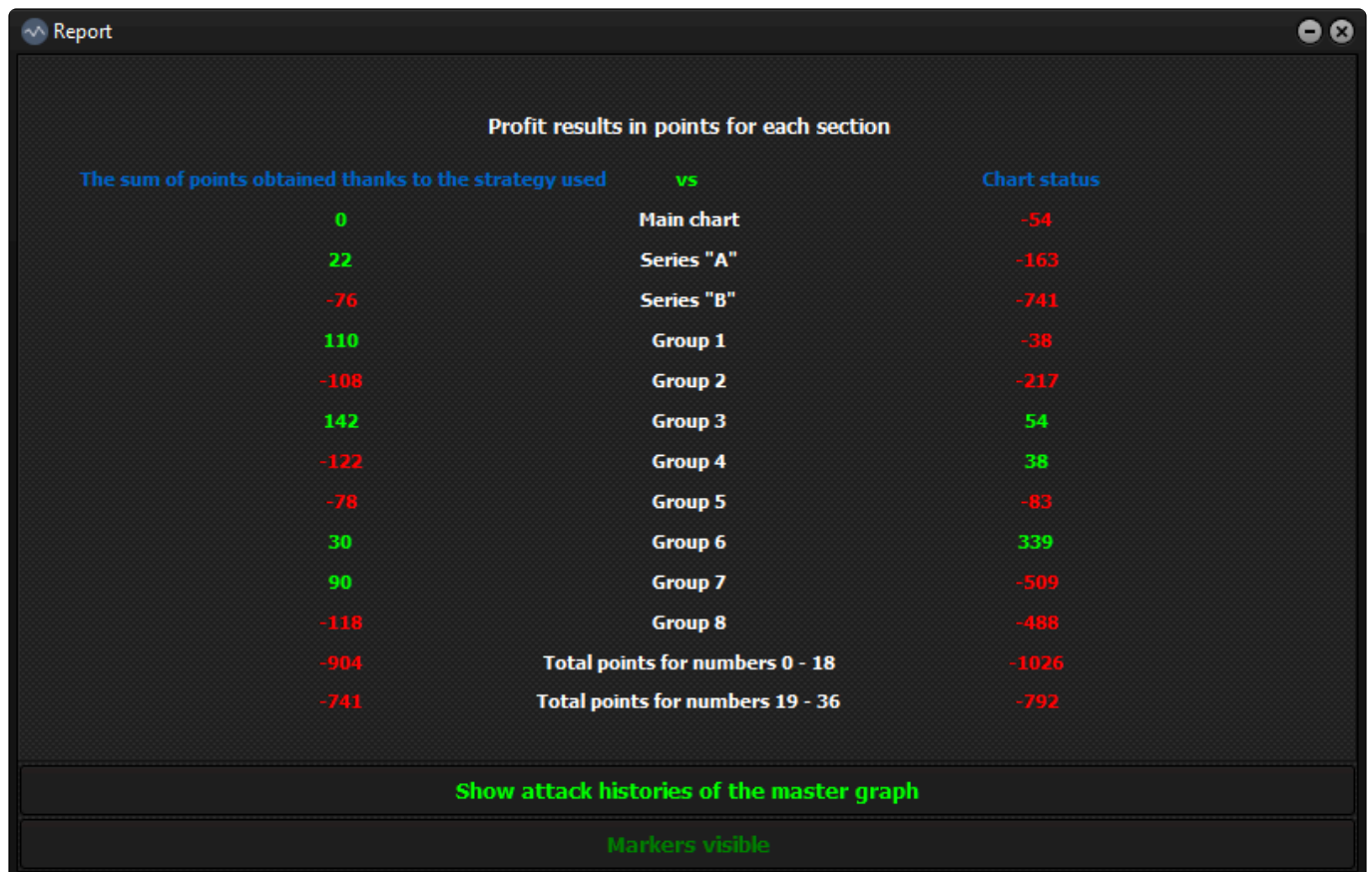
- From now on, the **AutoMat** betting module has the ability to bet from 1 to 4 chips on each of the number fields.
- From now on, the manual is also available in PDF format, and not only from the server level as it was before.

More bugs have been fixed in version 1.0.8.944

In version 1.0.8.1120, further bugs were removed and added:



- The **History** icon in the left panel of the main window has been renamed to **Report**.




- From version 1.0.8.1120, by clicking the **Report** button, in addition to the attack history chart of the main chart, you will also find a window with information about the effectiveness of our strategies. We can now quickly check the effectiveness of our attacks for the main chart, series, groups and numbers.



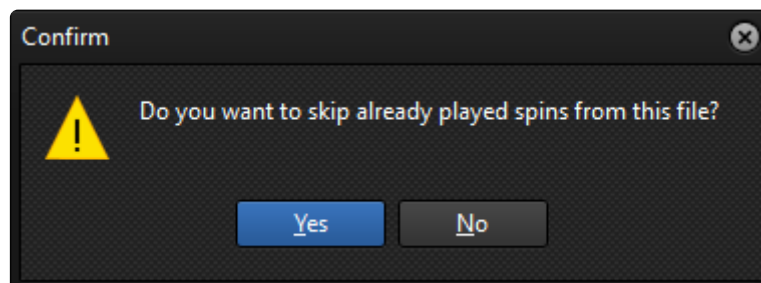
- To see a window with information about points earned, click the **View profit report** button.



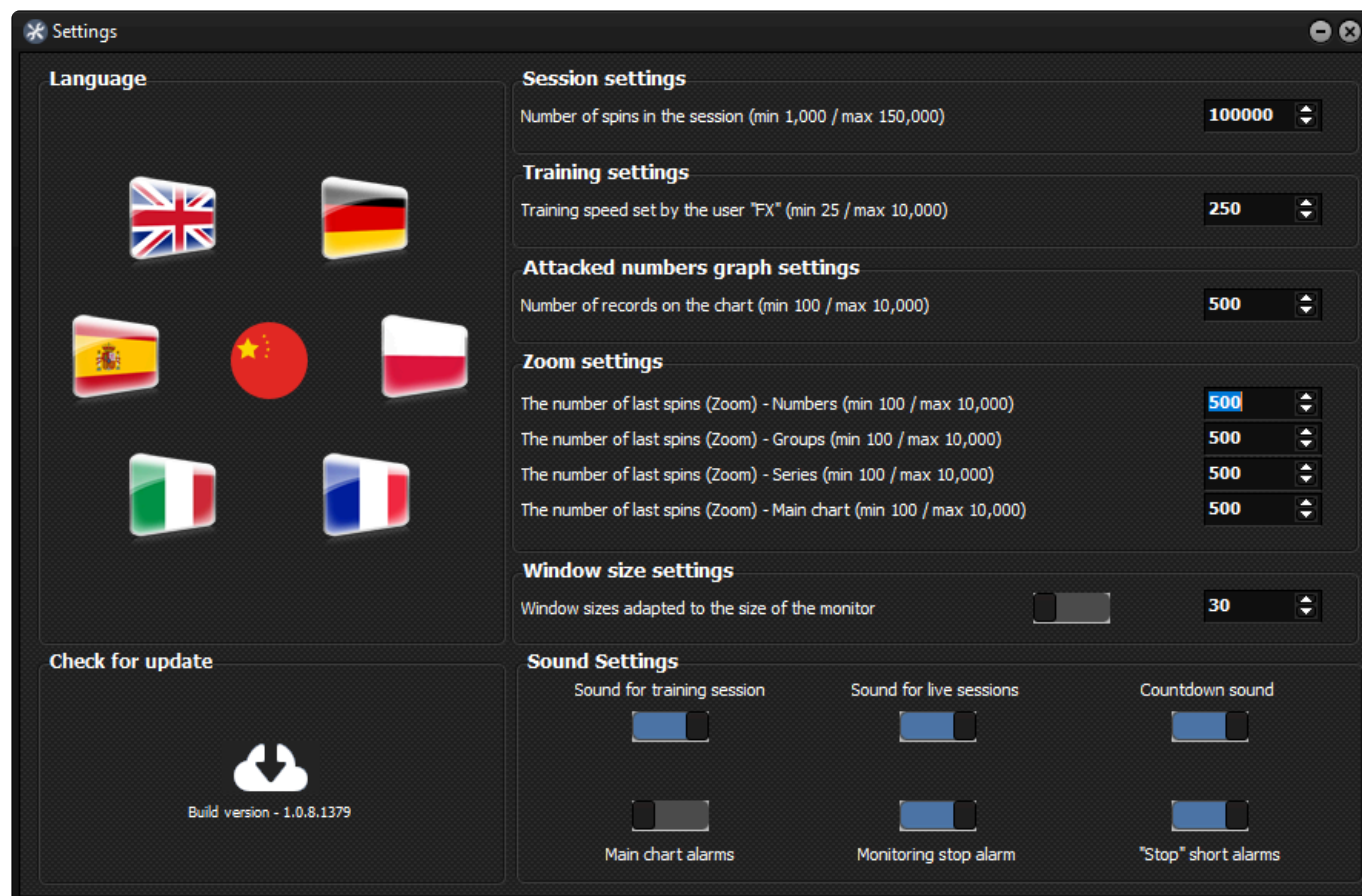
- In the **Mini Agent** window, we can now launch the panel for manually entering numbers by clicking the **Panel** button.

 x1 Chip B = 2.00

- The button for setting the main token **B** will now display information about the stake factor – x1,x2,x3 or x4 depending on how many tokens we have set for betting.



- From now on, when continuing a training session from a file, a query will appear: **“Should I skip already played spins from this file?”**. Thanks to this option, we can continue training from the file, omitting previously loaded records.

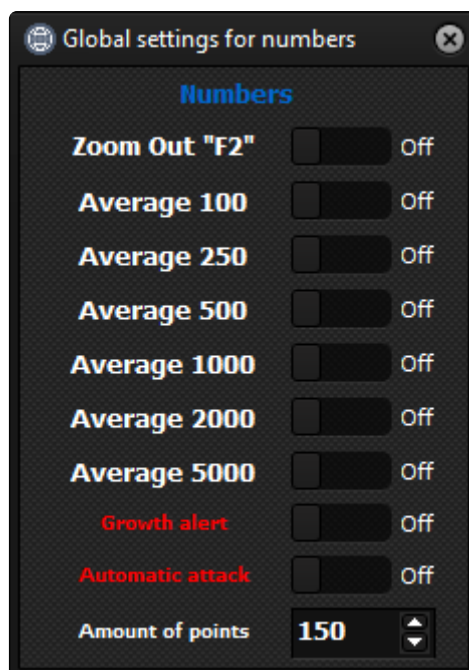
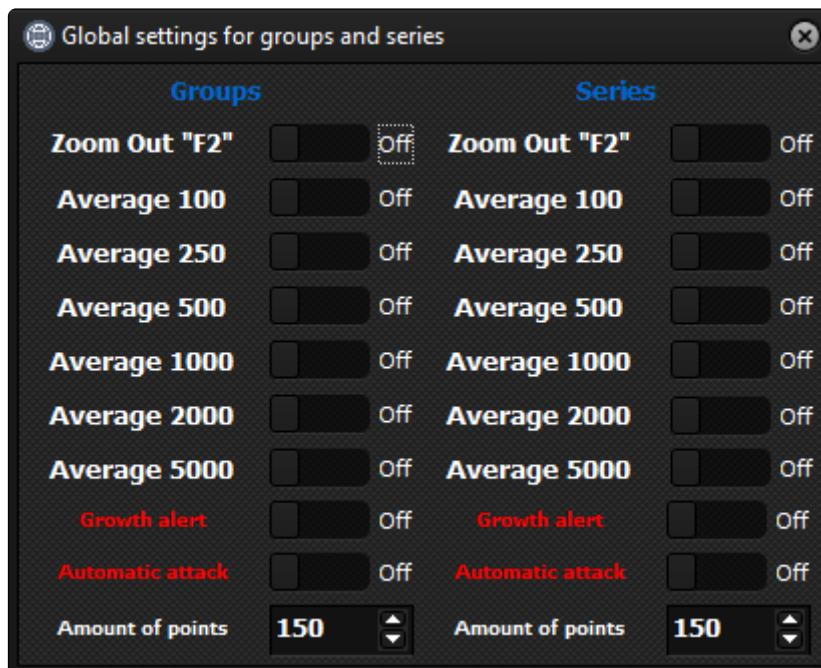


- Tempo treningu **FX** w oknie ustawień głównych możemy od teraz ustawić od wartości 25, a nie jak wcześniej od 250. Trzeba pamiętać jednak, że dźwięk wylosowanych liczb będzie słyszalny od wartości 150 i więcej.



- Changing the stake factor (number of tokens bet x1,x2,x3,x4) is now saved in the session file and can be changed at will. Note that session reset always sets the factor to x1.

In version 1.0.8.1212, further bugs were removed and added:



- A new option has appeared in the **Global** sections for numbers, groups and series. We can set an alert that is activated when the graph curve of a number, group or series reaches the set number of points from the minimum. You can also activate the **Auto Attack** feature, which will cause a given number, group or series to attack when a set level is reached. Alert sounds will be heard provided that we have sounds active for the training session or for the Live session in the main settings window.

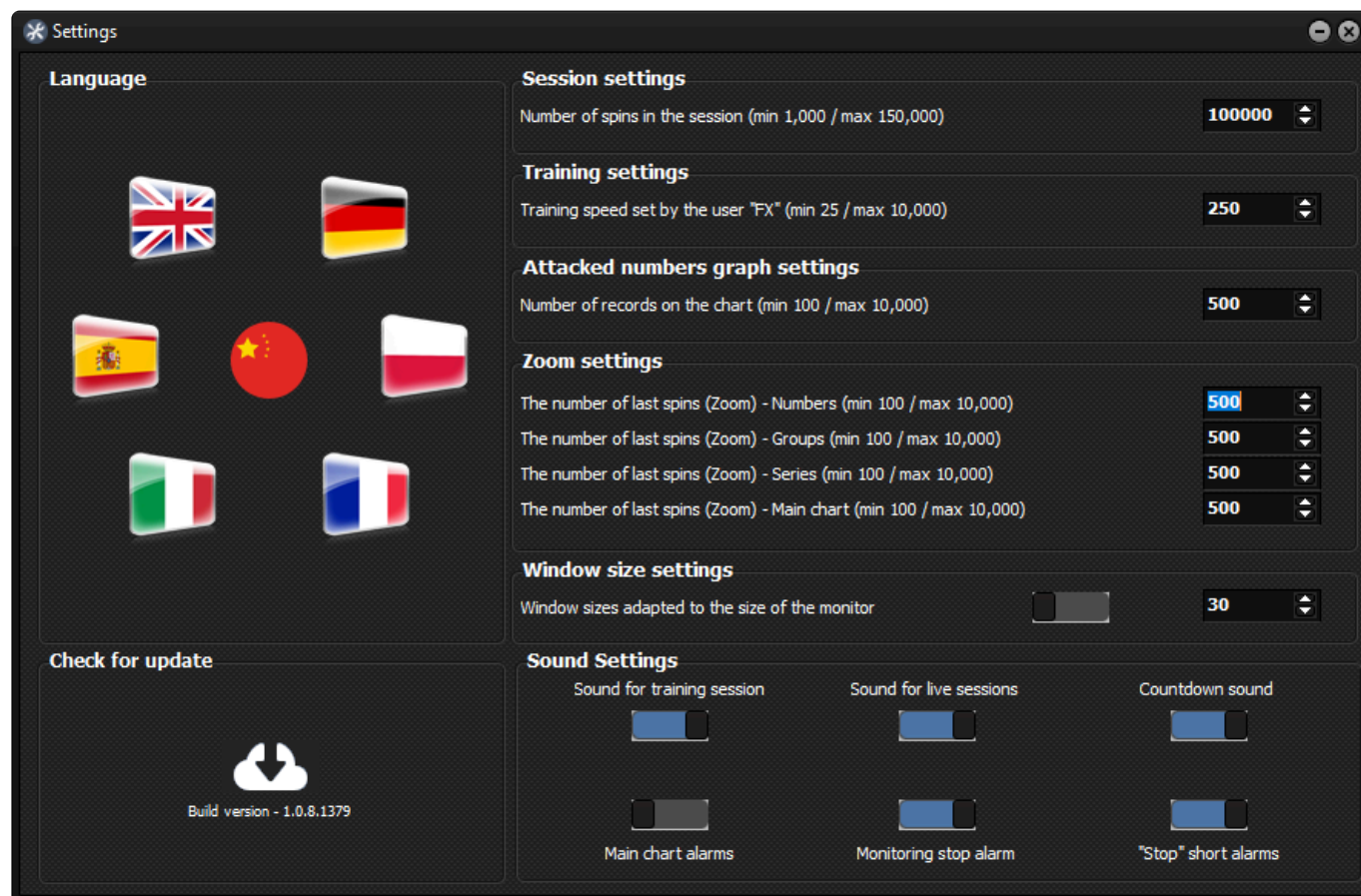


- When we activate surge alerts, a **green icon** will appear on the **Attack** buttons in the numbers, groups or series windows, which is used to reset the Alert level. If we reset the alert, the next one will appear when the graph curve again reaches the set number of points from the minimum recorded at the time of reset.

✿ All changes to these settings are saved in the session file.

! Attention. From version **1.0.8.1212** a new session recording system is in force. **Older versions of session files are no longer supported.**

In version 1.0.8.1379 further bugs were removed and the following was added:



- In Windows 11, the “arrange windows side by side” function has been removed. In this version of the system, number, group and series windows must be placed manually on virtual desktops. Since version **1.0.8.1379**, there is a function in the main settings window that automatically adjusts the size of windows to the size of the monitor, which makes it very easy to manually arrange windows.

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