Parameter Setting Method

You need to edit the file params_config.xml to control the parameters.

1. <gameMode>

- If you want a real bet automation bot, you have to set it to "**REALGAME**".
(Attention: All characters are case sensitive.)
- If you want to experience the automation bot with no real game, please replace it to "**SIMULATION**".

```
<!-- REALGAME SIMULATION-->
<gameMode> SIMULATION </gameMode>
```
or
```
<!-- REALGAME SIMULATION-->
<gameMode> REALGAME </gameMode>
```

2. <riskLevel>

Increase or decrease the length of all repetition sequences uniformly.

```
<!-- D2 D1 MID P1 P2 P3 -->
<riskLevel> D1 </riskLevel>
```

Parameter	means
D2	-2
D1	-1
MID	0
P1	+1
P2	+2
P3	+3

In roulette, you can increase the value when the risk is considered high, and lower it when the risk is low.

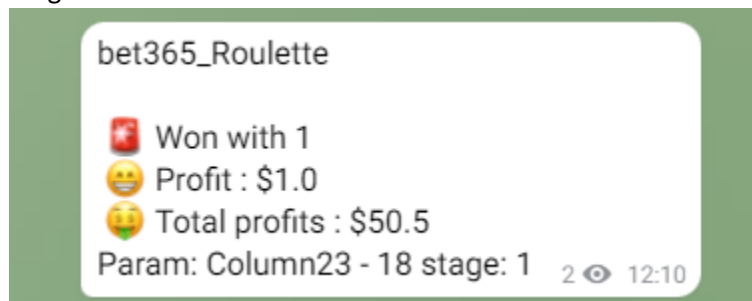## 3. <outputMode>

- TELEGRAM
- CONSOLE

```
<!--TELEGRAM CONSOLE  -->
<outputMode> TELEGRAM </outputMode>
```

If you want to know the profits of the roulette, you can set the <outputMode> to
"**TELEGRAM**".
If you set it to "**TELEGRAM**" and the telegram setting parameters are correct, you can
receive the message as follows.

bet365_Roulette

🚩 Won with 1
😄 Profit : $1.0
🤑 Total profits : $50.5
Param: Column23 - 18 stage: 1   2 👁 12:10

4. Telegram setting.

```
<channel_ID> 1531528873 </channel_ID>
<botToken> 5363359521:AAG4p79YyooiqFgQnlxgcu73tFqUse8eH1k </botToken>
```

If you want to know the profits of the auto bot in real-time, you should set the telegram
parameters.

- In this case, **<outputMode>** must be **TELEGRAM.**
- **<channel_ID> is the ID of your telegram ID or channel ID.**
- **<botToken> is your own telegram bot token.**

If you want to know further details for setting the telegram, please refer Appendix.1.

5. <SkipList>

You can write the names of rooms that are considered dangerous, unfavorable, or repeated,
separated by commas.
Then, the bot never bets on those rooms.

```
<SkipList> BET365_Trivia_Show, Triumph_French_Roulette , Age_Of_The_Gods_Bonus_Roulette,
```

6. Martingale coefficients.

- **<_1st_stage_sr> and <_1st_stage_00>**

```
<_1st_stage_sr> 1, 3, 10, 25, 60, 150, 350 , 800, 1800, 4000 </_1st_stage_sr>
<_1st_stage_00> 0, 0,  1,  2,  5,  10,  25 ,  50,  100,  220 </_1st_stage_00>
```

The coefficients are for **LOW(1-18), HIGH(19-36), RED, BLACK, EVEN** and **ODD**.
- **_1st_stage_sr** is for normal keys (**LOW, HIGH, RED, BLACK, EVEN** and **ODD**).
- **_1st_stage_00** is for **ZERO** key.

For example, if the initial bet is $0.2, the bot bets as per following sequences until winning. (on the LOW, HIGH, RED, BLACK, EVEN and ODD)

Stage ->	1	2	3	4	5	6
Amount on key ->	$0.2	$0.6	$2	$5	$12	...
Amount on Zero ->	$0	$0	$0.2	$0.4	$1	...

- **<_2nd_stage_sr> and <_2nd_stage_00>**

```
<_2nd_stage_sr> 1, 3, 5, 10, 20, 40, 70, 120, 250, 500, 1000, 2000 </_2nd_stage_sr>
<_2nd_stage_00> 0, 1, 1,  2,  3,  5, 10,  14,  25,  50,  100,  200 </_2nd_stage_00>
```

The coefficients on the **1st Dozen (1-12), 2nd Dozen (13-24), 3rd Dozen (25-36), Top Column, Middle Column** and **Bottom Column**.

- **_2nd_stage_sr** is for normal keys (**1st,2nd, 3rd Dozen and Top, Middle, Bottom Column**).
- **_2nd_stage_00** is for **ZERO** key.

7. Room parameters

Each room has own parameters. You can change it.

```
<bet365_Roulette>
    <Red> 14 </Red>
    <Black> 14 </Black>
    <Odd> 11 </Odd>
    <Even> 11 </Even>
    <Low> 11 </Low>
    <High> 11 </High>
    <Dozen12> 18 </Dozen12>
    <Dozen13> 18 </Dozen13>
    <Dozen23> 18 </Dozen23>
    <Column12> 18 </Column12>
    <Column13> 18 </Column13>
    <Column23> 18 </Column23>
    <1st_InitialAmount> 200 </1st_InitialAmount>
    <2nd_InitialAmount> 100 </2nd_InitialAmount>
</bet365_Roulette>
```

- <bet365_Roulette>
  This indicates the inside parameters are for the room named "bet365 Rolette".
- <Red> 14 </Red>
  Description: If the type of repetition sequence is RED and its length is 14, start to bet on the BLACK.
- <Black> 14 </Black>
  Description: If the type of repetition sequence is BLACK and its length is 14, start to bet on the RED.
- <Odd> 11 </Odd>
  Description: If the type of repetition sequence is ODD and its length is 14, start to bet on the EVEN.
- <Even> 11 </ Even >
  Description: If the type of repetition sequence is EVEN and its length is 14, start to bet on the ODD.
- <Low> 11 </Low>
  Description: If the type of repetition sequence is LOW and its length is 14, start to bet on the HIGH.
- <High> 14 </High>
  Description: If the type of repetition sequence is HIGH and its length is 14, start to bet on the LOW
- <Dozen12> 18 </Dozen>
  Description: If the type of repetition sequence is in the 1st and 2nd Dozen, and its length is 18, start to bet on the 3rd Dozen.
  …
- <Column12> 18 </Column12>
  Description: If the type of repetition sequence is in the Top and Middle Column, and its length is 18, start to bet on the Bottom Column.

Attention: Replace only the values, not keywords.

- <1st_InitialAmount>
  100 times the initial bet value for the 1st type(RED, BLACK, ODD, EVEN, HIGH and LOW). You may think this unit is cent.
  For example, if your initial betting amount is $0.1, this value is 10.
  If your initial betting amount is $2, this value is 200.

- <2nd_InitialAmount>
  100 times the initial bet value for the 2nd type(Dozens and Columns). You may think this unit is cent.
  For example, if your initial betting amount is $0.1, this value is 10.
  If your initial betting amount is $10, this value is 1000.

- <Default>

```
<Default>
    <Red> 10 </Red>
    <Black> 10 </Black>
    <Odd> 10 </Odd>
    <Even> 10 </Even>
    <Low> 10 </Low>
    <High> 10 </High>
    <Dozen12> 15 </Dozen12>
    <Dozen13> 15 </Dozen13>
    <Dozen23> 15 </Dozen23>
    <Column12> 15 </Column12>
    <Column13> 15 </Column13>
    <Column23> 15 </Column23>
    <1st_InitialAmount> 50 </1st_InitialAmount>
    <2nd_InitialAmount> 50 </2nd_InitialAmount>
</Default>
```

If you do not specifically define the parameters for some rooms, the default values are applied.