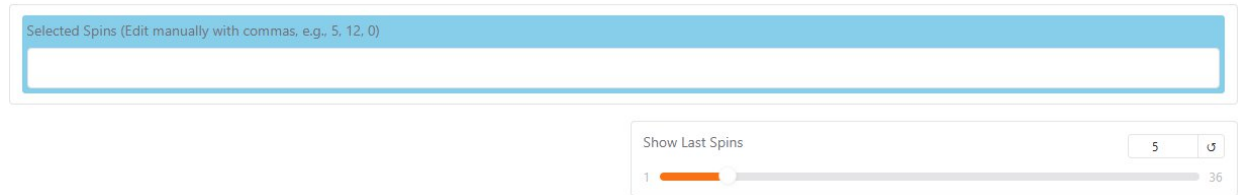


- Instructions for Using the Roulette Spin Analyzer App -

Step 1: Instructions for Using the Roulette Spin Analyzer (Step 1: Entering and Viewing Spins)



The screenshot shows the top part of the app interface. At the top, there is a light blue header bar with the text "Selected Spins (Edit manually with commas, e.g., 5, 12, 0)". Below this is a large white text input field. To the right of the input field, there is a "Show Last Spins" section. It includes a slider bar ranging from 1 to 36, with a current value of 5 selected. There is also a small icon of a document with a checkmark next to the number 5.

1. Overview

The **Roulette Spin Analyzer** helps you track and analyze spins on a European Roulette table, providing insights and strategy recommendations to enhance your gameplay. This section guides you through entering and viewing spins.

2. Entering Spins

- **Selected Spins Field:** At the top of the interface, you'll see a text box labeled "**Selected Spins (Edit manually with commas, e.g., 5, 12, 0)**".
- **Option 1: Manual Entry:**
 - You can manually type the numbers of your spins here, separated by commas. For example, if your spins are 5, 12, and 0, enter them as 5, 12, 0.
 - **Important:** Only numbers between 0 and 36 are valid (corresponding to a European Roulette wheel). Ensure there are no spaces after the commas (e.g., use 5,12,0, not 5, 12, 0).
- **Option 2: Click on the Roulette Table:**
 - Below the "Spin Analysis" accordion, you'll see a section labeled "**European Roulette Table**".
 - This table displays the numbers 0 to 36 in the layout of a European Roulette table, with 0 in green, red numbers in red, and black numbers in black.
 - Click on any number on the table to add it to your spins. For example, clicking on the number 5 will add 5 to the "Selected Spins" field.
 - Each click appends the number to the list, automatically adding a comma and the new number (e.g., if the field was 5, 12, clicking 0 updates it to 5, 12, 0).
 - The "Selected Spins" field will update automatically whether you manually type the numbers or click on the roulette table.

3. Viewing Recent Spins

- **Last Spin Display:** Below the "Selected Spins" field, you'll see a section labeled "**Last Spin**".

- This area shows the most recent spins you've entered, color-coded to match the roulette table: **green** for 0, **red** for red numbers, and **black** for black numbers.
- For example, if your last spins were 5, 12, and 0, they will appear as colored boxes with the numbers inside.
- **Show Last Spins Slider:** Next to the "Last Spin" label, there's a slider labeled "**Show Last Spins**".
- The slider is set to 5 by default, meaning it will display the last 5 spins.
- You can adjust the slider (from 1 to 36) to show more or fewer spins. For instance, setting it to 10 will display the last 10 spins in the order they were entered (most recent on the right).

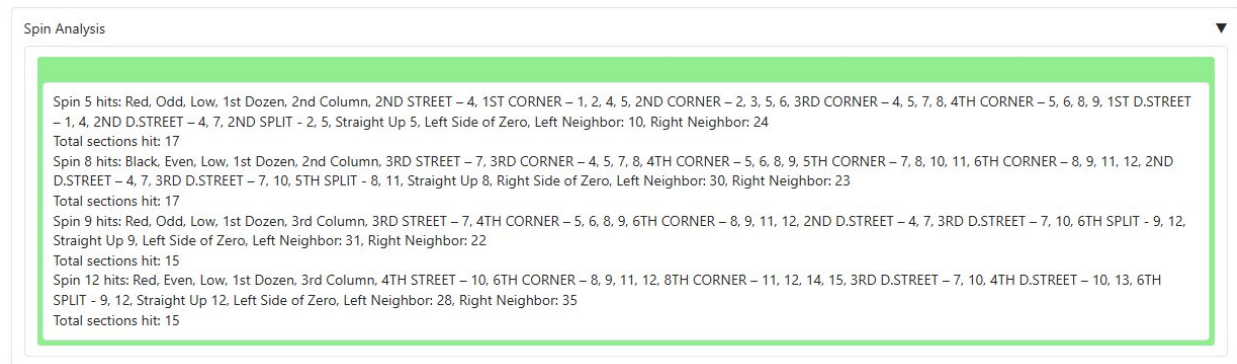
4. Spin Analysis Preview

- **Spin Analysis Accordion:** Below the "Last Spin" display, there's an accordion labeled "**Spin Analysis**".
- This section is collapsed by default. It will display detailed analysis of your spins after you analyze them (covered in a later section).
- You can click the accordion to expand it and view the analysis once spins have been processed.

5. Tips

- Ensure your spin entries are correct before proceeding, as invalid entries (e.g., numbers outside 0-36 or non-numeric values) will result in an error when analyzing.
- Use the "Last Spin" display to quickly verify the spins you've entered and adjust the slider to review your spin history.
- Clicking on the roulette table is a quick way to add spins without typing, especially if you're tracking spins in real-time during a game.

Step 2: Analyzing Spins and Understanding the Spin Analysis



1. Analyzing Your Spins

- After entering your spins, locate the green **"Analyze Spins"** button below the "European Roulette Table."
- Click **"Analyze Spins"** to process the spins listed in the "Selected Spins" field.
- **Note:** If the "Selected Spins" field is empty or contains invalid entries (e.g., numbers outside 0-36), you'll see an error message in the "Spin Analysis" section.

2. Viewing the Spin Analysis

- The **"Spin Analysis"** accordion (below the "Last Spin" display) updates with a detailed breakdown of your spins after clicking "Analyze Spins."
- Expand the accordion if it's not already open.
- The analysis lists each spin and the sections it hits, followed by the total sections hit. For example:
 - **Spin 5 hits:** Red, Odd, Low, 1st Dozen, 2nd Column, 2ND STREET – 4, 1ST CORNER – 1, 2, 4, 5, etc., Left Neighbor: 10, Right Neighbor: 24
 - **Total sections hit:** 17
- This shows the number 5 hits 17 sections, like Red, 1st Dozen, and specific streets or corners.

3. Interpreting the Results

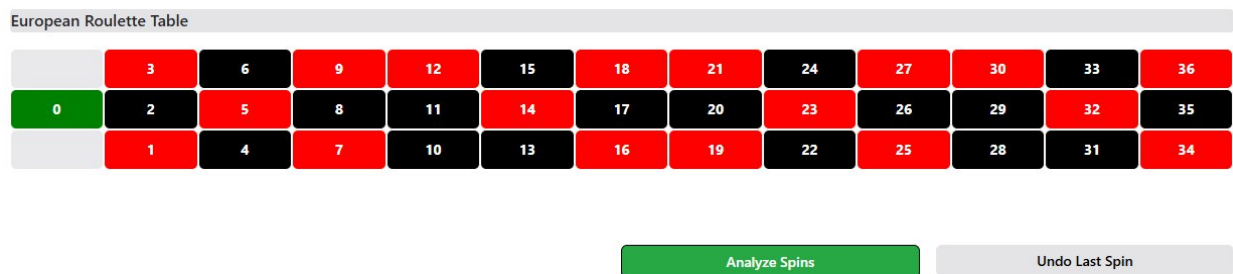
- Each spin's analysis shows its impact across betting sections:
- **Even Money Bets:** Red/Black, Odd/Even, Low (1-18)/High (19-36)
- **Dozens:** 1st (1-12), 2nd (13-24), 3rd (25-36)
- **Columns:** 1st (1, 4, 7, ..., 34), 2nd (2, 5, 8, ..., 35), 3rd (3, 6, 9, ..., 36)
- **Streets:** 3 consecutive numbers (e.g., 1ST STREET – 1: 1, 2, 3)
- **Corners:** 4 numbers in a square (e.g., 1ST CORNER – 1, 2, 4, 5)
- **Double Streets:** 6 numbers (e.g., 1ST D.STREET – 1, 4: 1, 2, 3, 4, 5, 6)
- **Splits:** Adjacent pairs (e.g., 2ND SPLIT – 2, 5)

- **Straight Up:** The exact number
- **Sides of Zero:** Left/Right of 0 on the wheel
- **Neighbors:** Adjacent numbers on the wheel (e.g., 5's neighbors: 10, 24)
- **Total Sections Hit:** Indicates how many sections the spin covers. Higher numbers mean more sections are hit, useful for spotting trends.

4. Tips

- Use the "Spin Analysis" to identify frequently hit sections (e.g., Red, 1st Dozen) for potential trends.
- The analysis is cumulative unless scores are reset (covered later). New analyses add to previous spins.
- Combine this breakdown with strategy recommendations (later steps) to inform your bets.

Step 3: Using the European Roulette Table and Action Buttons



1. Interacting with the European Roulette Table

- The "European Roulette Table" section displays a grid of numbers (0 to 36) in the layout of a European Roulette table.
- **Number Colors:** 0 is green, red numbers (e.g., 1, 3, 5) are in red, and black numbers (e.g., 2, 4, 6) are in black.
- **Adding Spins:** Click any number to add it to the "Selected Spins" field. For example, clicking 5 adds 5 to the list (e.g., 5, 12 becomes 5, 12, 5).
- **Visual Feedback:** Numbers you've clicked will have a yellow border to indicate they've been selected.

2. Using the Action Buttons

- Below the table, you'll find two buttons: "Analyze Spins" and "Undo Last Spin".
- **Analyze Spins:** This green button processes the spins in the "Selected Spins" field, updating the "Spin Analysis" and other sections (as described in Step 2).
- **Undo Last Spin:** This button removes the most recent spin from the "Selected Spins" field and updates all analyses accordingly.

- For example, if your spins are 5, 8, 9, 12, clicking "Undo Last Spin" removes 12, leaving 5, 8, 9.
- The "Spin Analysis," "Last Spin" display, and other sections will reflect this change after re-analyzing.

3. Tips

- Use the table to quickly add spins during live play instead of typing manually.
- The "Undo Last Spin" button is helpful if you accidentally add a wrong number or want to correct your spin history.
- Always re-analyze spins after undoing to ensure all sections reflect the updated spin list.

Step 4: Generating Random Spins



1. Using the Random Spin Generator

- Below the "Analyze Spins" and "Undo Last Spin" buttons, you'll find a dropdown labeled **"Number of Random Spins"** and a blue button labeled **"Generate Random Spins"**.
- **Number of Random Spins Dropdown:** Select how many random spins you want to generate. Options range from 1 to 10, with a default of 5.
- **Generate Random Spins Button:** Click this button to add the selected number of random spins to the "Selected Spins" field.
- For example, if you select 5 and click "Generate Random Spins," the app will add 5 random numbers (between 0 and 36) to your spin list, such as 14, 27, 3, 19, 8.
- These spins are appended to any existing spins in the "Selected Spins" field (e.g., if it was 5, 12, it might become 5, 12, 14, 27, 3, 19, 8).

2. Viewing the Generated Spins

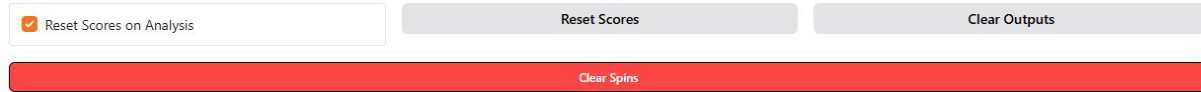
- After clicking "Generate Random Spins," the "Selected Spins" field and "Last Spin" display will update to include the new random spins.
- The "Spin Analysis" section will also update to show a confirmation message, such as "Generated 5 random spins: 14, 27, 3, 19, 8."

3. Tips

- Use this feature to simulate spins for testing strategies without manually entering numbers.

- After generating random spins, click "Analyze Spins" to see the detailed analysis of the new spin list.
- If you generate too many spins, use the "Undo Last Spin" button to remove them one at a time, or clear all spins (covered in later steps).

- Managing Scores and Outputs



1. Using Reset and Clear Options

- Below the strategy dropdowns, find the following controls:
- **Reset Scores on Analysis Checkbox:** Checked by default. When checked, analyzing spins resets all scores (e.g., number frequencies, section hits) to zero before processing the new spins.
- Uncheck this to accumulate scores across multiple analyses (e.g., if you analyze 5, 8, then 9, 12, scores will add up unless reset).
- **Reset Scores Button:** Click to manually reset all scores to zero without analyzing new spins.
- This clears all frequency data (e.g., "Strongest Numbers," "Dynamic Table" highlights) but keeps the "Selected Spins" list.
- **Clear Outputs Button:** Click to clear all displayed outputs (e.g., "Spin Analysis," "Strategy Recommendations," tables) without affecting the "Selected Spins" list or scores.
- **Clear Spins Button (red):** Click to remove all spins from the "Selected Spins" field, reset the "Last Spin" display, and clear all scores and outputs.
- This is a full reset, starting the app from scratch.

2. Tips

- Use "Reset Scores on Analysis" when starting a new session to avoid mixing old and new spin data.
- If tracking a continuous session, uncheck "Reset Scores on Analysis" to build cumulative insights.
- "Clear Outputs" is useful for decluttering the interface without losing your spin history or scores.
- Use "Clear Spins" to start over completely, such as when beginning a new game.

Step 5: Reviewing Strongest Numbers Tables

European Roulette Table

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

Strongest Numbers Tables

Strongest Numbers

Number	Left Neighbor	Right Neighbor	Score
5	10	24	1
8	30	23	1
9	31	22	1
12	28	35	1

Top 18 Strongest Numbers (Sorted Lowest to Highest)

5	12				
8					
9					

1. Accessing the Strongest Numbers Tables

- Below the "Generate Random Spins" button, find the **"Strongest Numbers Tables"** accordion.
- Expand the accordion to view two tables: **"Strongest Numbers"** and **"Top 18 Strongest Numbers (Sorted Lowest to Highest)"**.

2. Understanding the Strongest Numbers Table

- The **"Strongest Numbers"** table (left side) lists numbers that have hit, sorted by their frequency (highest to lowest).
- Columns:**
- Number:** The number that has hit (e.g., 5, 8, 9, 12).
- Left Neighbor** and **Right Neighbor:** The adjacent numbers on the European Roulette wheel (e.g., for 5, neighbors are 10 and 24).
- Score:** The number of times the number has hit (e.g., 5 has a score of 1, meaning it hit once).
- This table helps identify the most frequent numbers and their neighbors for potential betting strategies.

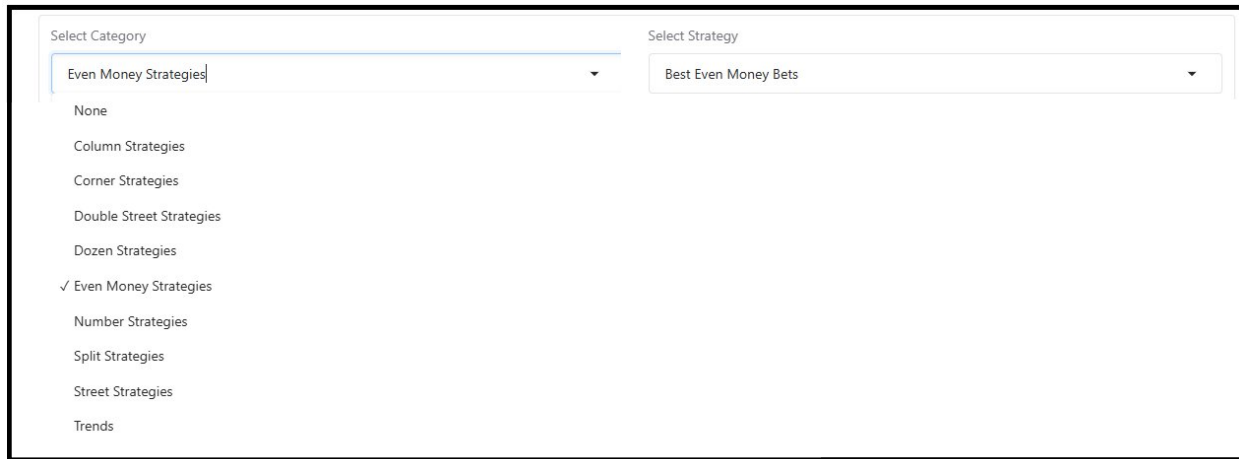
3. Understanding the Top 18 Strongest Numbers Table

- The **"Top 18 Strongest Numbers (Sorted Lowest to Highest)"** table (right side) displays up to 18 of the most frequent numbers, sorted numerically.
- Numbers are arranged in a grid (3 rows, 6 columns).
- For example, with spins 5, 8, 9, 12, the table shows 5, 8, 9, 12 in numerical order.
- If fewer than 18 numbers have hit, the remaining cells are empty.

4. Tips

- Use the "Strongest Numbers" table to spot the most frequent numbers and consider their neighbors for bets like "Neighbors of a Number."
- The "Top 18" table is useful for strategies requiring a broader range of numbers, such as covering multiple straight-up bets.
- These tables update after each analysis, reflecting the current spin history.

Step 6: Selecting a Strategy



The screenshot shows a web interface for selecting a strategy. It features two dropdown menus. The first dropdown, labeled "Select Category", has a list of options: None, Column Strategies, Corner Strategies, Double Street Strategies, Dozen Strategies, ✓ Even Money Strategies (which is selected), Number Strategies, Split Strategies, Street Strategies, and Trends. The second dropdown, labeled "Select Strategy", shows the option "Best Even Money Bets".

1. Choosing a Strategy Category

- Below the "Strongest Numbers Tables," find two dropdowns: **"Select Category"** and **"Select Strategy"**.
- **Select Category Dropdown:** Choose a category to filter strategies.
- Options include: None, Column Strategies, Corner Strategies, Double Street Strategies, Dozen Strategies, Even Money Strategies, Number Strategies, Split Strategies, Street Strategies, and Trends.
- For example, selecting "Even Money Strategies" narrows down the strategies to those focused on even-money bets (e.g., Red/Black, Odd/Even).

2. Selecting a Strategy

- **Select Strategy Dropdown:** After choosing a category, this dropdown updates to show strategies within that category.
- For example, in "Even Money Strategies," options might include "Best Even Money Bets" and "Fibonacci To Fortune."
- Select a strategy to apply it to your analysis (e.g., "Best Even Money Bets" will highlight the top even-money bets based on your spins).

3. How It Works

- Once a strategy is selected, the "Dynamic Roulette Table" and "Strategy Recommendations" sections (covered later) will update to reflect the chosen strategy's insights.
- The "None" category option disables strategy-specific highlighting, showing only raw data.

4. Tips

- Experiment with different categories and strategies to find the best fit for your betting style.
- Strategies are based on your spin history, so ensure you've analyzed spins before selecting a strategy.
- Some strategies (e.g., in "Trends") provide broader insights, while others (e.g., in "Number Strategies") focus on specific numbers or sections.

Step 7: Using the Dynamic Roulette Table and Strategy Recommendations

Dynamic Roulette Table

	3	6	9	12	15	18	21	24	27	30	33	36	3rd Column
0	2	5	8	11	14	17	20	23	26	29	32	35	2nd Column
	1	4	7	10	13	16	19	22	25	28	31	34	1st Column
	Low (1 to 18)						High (19 to 36)						
	1st Dozen				2nd Dozen				3rd Dozen				
					ODD	RED	BLACK	EVEN					

Strategy Recommendations (Top 2):

1. Low: 4

2. Red: 3

1. Exploring the Dynamic Roulette Table

- Below the strategy dropdowns, find the "Dynamic Roulette Table" section, which mirrors the European Roulette table layout.
- This table highlights sections based on the selected strategy:
- **Highlighted Sections:** After analyzing spins and selecting a strategy (e.g., "Best Even Money Bets"), sections like "Low (1 to 18)" or "Red" may be highlighted in colors (e.g., yellow for top-tier, as seen with "Low").
- **Color Coding:** Yellow indicates the top recommendations, cyan for second-tier, and green for third-tier (a color key is provided later).
- For example, with "Best Even Money Bets," "Low (1 to 18)" is highlighted in yellow, showing it's the top even-money bet based on your spins.

2. Reviewing Strategy Recommendations

- Next to the Dynamic Table, the "Strategy Recommendations" section provides specific betting suggestions based on the selected strategy.

- For "Best Even Money Bets," it might show:
- "Best Even Money Bets (Top 2):"
- "1. Low: 4"
- "2. Red: 3"
- This means "Low" has hit 4 times and "Red" 3 times, making them the top even-money bets.
- Recommendations vary by strategy, offering insights like top dozens, streets, or numbers.

3. Tips

- Use the Dynamic Table to visually identify hot sections for betting, guided by the color highlights.
- Cross-reference the Strategy Recommendations with the Dynamic Table to make informed bets.
- Change strategies in the dropdowns to see how different approaches highlight the table and recommend bets.

Step 8: Understanding the Color Code Key

Color Code Key

Color	Meaning
Yellow (Top Tier)	Indicates the hottest or top-ranked numbers/sections (e.g., top 3 or top 6 in most strategies).
Cyan (Middle Tier)	Represents the second tier of trending numbers/sections (e.g., ranks 4-6 or secondary picks).
Green (Lower Tier)	Marks the third tier of strong numbers/sections (e.g., ranks 7-9 or lower priority).
Light Gray (Cold Top)	Used in Cold Bet Strategy for the coldest top-tier sections (least hits).
Plum (Cold Middle)	Used in Cold Bet Strategy for middle-tier cold sections.
Light Cyan (Cold Lower)	Used in Cold Bet Strategy for lower-tier cold sections.
Red	Default color for red numbers on the roulette table.
Black	Default color for black numbers on the roulette table.
Green	Default color for zero (0) on the roulette table.

Dynamic Roulette Table

	3	6	9	12	15	18	21	24	27	30	33	36	3rd Column
0	2	5	8	11	14	17	20	23	26	29	32	35	2nd Column
	1	4	7	10	13	16	19	22	25	28	31	34	1st Column
Low (1 to 18)						High (19 to 36)							
1st Dozen				2nd Dozen				3rd Dozen					
				ODD	RED	BLACK	EVEN						

Dynamic Roulette Table

	3	6	9	12	15	18	21	24	27	30	33	36	3rd Column
0	2	5	8	11	14	17	20	23	26	29	32	35	2nd Column
	1	4	7	10	13	16	19	22	25	28	31	34	1st Column
Low (1 to 18)						High (19 to 36)							
1st Dozen				2nd Dozen				3rd Dozen					
				ODD	RED	BLACK	EVEN						

1. Reviewing the Color Code Key

- Below the "Strategy Recommendations," find the "Color Code Key" section, which explains the colors used in the "Dynamic Roulette Table."
- The key includes:
- **Yellow (Top Tier):** Hottest or top-ranked numbers/sections (e.g., top 3 or 6).

- **Cyan (Middle Tier):** Second tier of trending numbers/sections (e.g., ranks 4-6).
- **Green (Lower Tier):** Third tier of strong numbers/sections (e.g., ranks 7-9).
- **Light Gray (Cold Top):** Coldest top-tier sections in Cold Bet Strategy (least hits).
- **Plum (Cold Middle):** Middle-tier cold sections in Cold Bet Strategy.
- **Light Cyan (Cold Lower):** Lower-tier cold sections in Cold Bet Strategy.
- **Red:** Default for red numbers on the table.
- **Black:** Default for black numbers on the table.
- **Green:** Default for zero (0) on the table.

2. Applying the Color Code to the Dynamic Table

- The "Dynamic Roulette Table" uses these colors to highlight sections based on the selected strategy.
- For example, in the screenshot, numbers like 1, 2, 3, 4, 5, 7, 8, 10, 12 are highlighted in yellow (top tier), indicating they're part of the hottest sections (e.g., "Low" or "1st Dozen").
- Cyan and green highlights (e.g., on "2nd Dozen" or "Odd") show middle and lower tiers, respectively.

3. Tips

- Use the Color Code Key to interpret the Dynamic Table's highlights and prioritize your bets (e.g., focus on yellow for the hottest sections).
- Cold Bet Strategy uses different colors (gray, plum, light cyan) to highlight the least-hit sections, useful for betting on numbers or sections that are "due."
- The default colors (red, black, green) always apply to the numbers themselves, while strategy highlights overlay these colors.

Step 9: Interpreting Strategy Recommendations (Romanowsky Missing Dozen Example)

Dozen Strategies

Romanowsky Missing Dozen

☒ Reset Scores on Analysis

Reset Scores

Clear Outputs

Clear Spins

Dynamic Roulette Table

	3	6	9	12	15	18	21	24	27	30	33	36	3rd Column
0	2	5	8	11	14	17	20	23	26	29	32	35	2nd Column
	1	4	7	10	13	16	19	22	25	28	31	34	1st Column
	Low (1 to 18)						High (19 to 36)						
	1st Dozen				2nd Dozen				3rd Dozen				
					ODD	RED	BLACK	EVEN					

Color Code Key

Strategy Recommendations

Hottest Dozens (Top 2):

1. 1st Dozen: 14

2. 3rd Dozen: 10

Weakest Dozen: 2nd Dozen (Score: 9)

Strongest Numbers in Weakest Dozen:

Number 13 (Score: 2)

Number 19 (Score: 2)

Number 14 (Score: 1)

Number 16 (Score: 1)

Number 21 (Score: 1)

Number 18 (Score: 1)

Number 22 (Score: 1)

1. Understanding the Romanowsky Missing Dozen Strategy

- When the "Romanowsky Missing Dozen" strategy is selected (under "Dozen Strategies"), the "Strategy Recommendations" section provides insights based on dozen performance.
- The recommendation includes:
- Hottest Dozens (Top 2):** Lists the two dozens with the most hits.
- Example: "1. 1st Dozen: 14" and "2. 3rd Dozen: 10" mean the 1st Dozen (1-12) hit 14 times, and the 3rd Dozen (25-36) hit 10 times.
- Weakest Dozen:** Identifies the dozen with the fewest hits.
- Example: "Weakest Dozen: 2nd Dozen (Score: 9)" means the 2nd Dozen (13-24) hit only 9 times.
- Strongest Numbers in Weakest Dozen:** Lists numbers within the weakest dozen that have hit, sorted by frequency.
- Example: "Number 13 (Score: 2), Number 19 (Score: 2), Number 14 (Score: 1), Number 16 (Score: 1), Number 21 (Score: 1), Number 18 (Score: 1), Number 22 (Score: 1)" shows the numbers in the 2nd Dozen that have hit, with 13 and 19 hitting twice each.

2. Applying the Recommendations

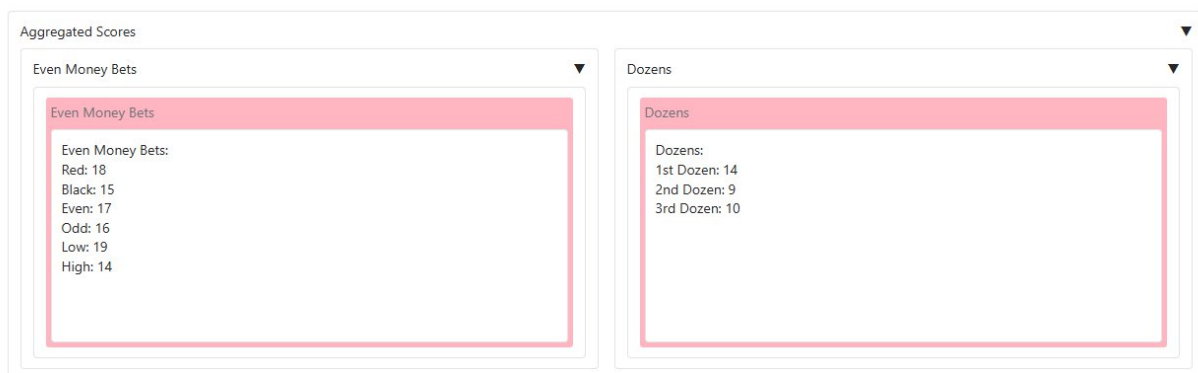
- Betting Strategy:** The Romanowsky strategy suggests betting on the two hottest dozens (e.g., 1st and 3rd Dozens) while also placing smaller bets on the strongest numbers in the weakest dozen (e.g., 13, 19) to cover potential hits.
- The "Dynamic Roulette Table" highlights these recommendations:
- Yellow for the hottest dozens (1st Dozen numbers 1-12).
- Cyan for the second hottest (3rd Dozen numbers 25-36).

- Strongest numbers in the weakest dozen (e.g., 13, 19) may also be highlighted for straight-up bets.

3. *Tips*

- Focus on the hottest dozens for your main bets, as they've hit most frequently.
- Use the strongest numbers in the weakest dozen for additional straight-up bets, as they might be "due" to hit.
- Monitor the "Dynamic Roulette Table" to see how these recommendations align with the highlighted sections.

Step 11: Reviewing Aggregated Scores



1. *Accessing Aggregated Scores*

- Below the reset and clear buttons, find the "**Aggregated Scores**" accordion.
- Expand the accordion to view detailed scores for various betting sections, starting with "**Even Money Bets**" and "**Dozens**".

2. *Understanding Even Money Bets Scores*

- The "**Even Money Bets**" section lists the total hits for each even-money bet:
- Example: "Red: 18, Black: 15, Even: 17, Odd: 16, Low: 14, High: 14"
- This means Red has hit 18 times, Black 15 times, Even 17 times, Odd 16 times, Low (1-18) 14 times, and High (19-36) 14 times.
- Use this to identify the most frequent even-money outcomes (e.g., Red is the hottest at 18 hits).

3. *Understanding Dozens Scores*

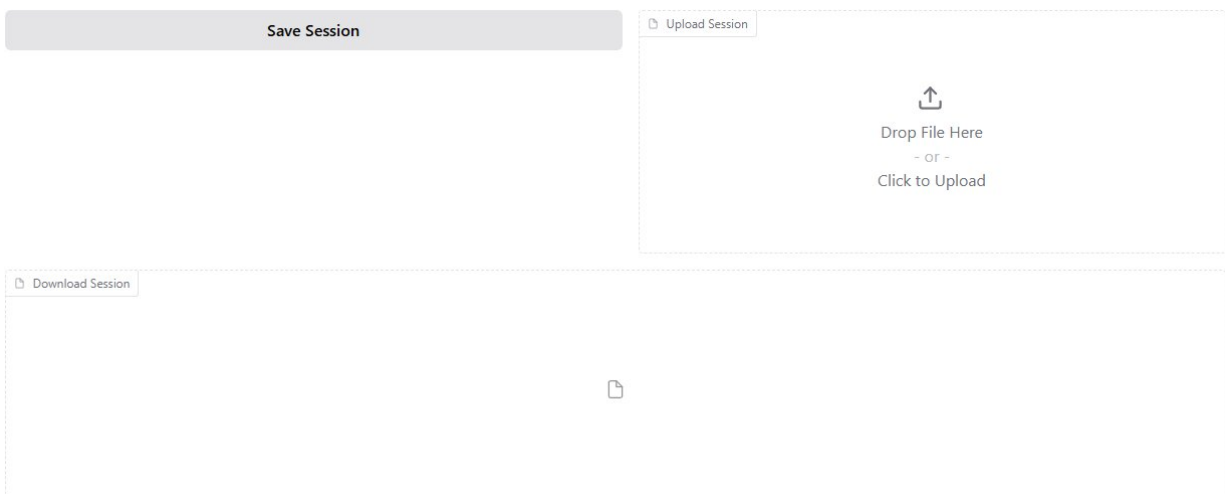
- The "**Dozens**" section shows the total hits for each dozen:
- Example: "1st Dozen: 14, 2nd Dozen: 9, 3rd Dozen: 10"
- This indicates the 1st Dozen (1-12) hit 14 times, the 2nd Dozen (13-24) hit 9 times, and the 3rd Dozen (25-36) hit 10 times.

- This helps spot which dozen is performing best (e.g., 1st Dozen is the hottest).

4. Tips

- Use these scores to confirm trends seen in the "Strategy Recommendations" and "Dynamic Roulette Table."
- High scores in a section (e.g., Red: 18) suggest it's a hot bet, while low scores (e.g., 2nd Dozen: 9) indicate a colder section.
- These scores accumulate unless reset, so they reflect your entire spin history since the last reset.

Step 12: Saving and Loading Sessions



1. Saving Your Session

- Below the "Aggregated Scores" accordion, find the **"Save Session"** button.
- Click **"Save Session"** to download a file (e.g., session.json) containing your current session data, including spins, scores, and analysis.
- This file saves your entire session, allowing you to resume later.

2. Loading a Saved Session

- Next to the "Save Session" button, find the **"Upload Session"** area labeled "Drop File Here - or - Click to Upload."
- Click to upload a previously saved session.json file, or drag and drop the file into the area.
- Once uploaded, the app will load the saved session, restoring your spins, scores, and analysis to the "Selected Spins" field and other sections.

3. Tips

- Save your session frequently to avoid losing progress, especially during long play sessions.
- Use the "Upload Session" feature to continue a previous session or share your analysis with others.
- After loading a session, re-analyze spins to update the "Dynamic Roulette Table" and "Strategy Recommendations" based on the loaded data.