

SlotLogic

**«SlotLogic» System
User Guide.**

Version: 7.6

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1 Annotation.

This document contains a detailed description of the functional «SlotLogic» system.

2 Purpose of the «SlotLogic» system.

«SlotLogic» - an automated system for managing gaming halls chain in on-line state and includes the following features:

- Casino staff management (as system users).
- Create a variety of roles for the users of the system with a view to distinguishing their functionality in the system.
- Flexible system configuration, allowing to adapt to specific business processes.
- Register clients, including fixing all the necessary data, scan copies of documents and photographs.
- Monitoring state of gaming machines.
- Monitoring events from gaming machines.
- Personification of financial transactions (player tracking).
- Creating reports on financial activity of each client.
- Providing profitability reports on gaming machines.
- Providing remote cashless transactions to slot machines.
- Creating custom strategy for player loyalty (jackpots, tournaments, draws, bonus cards).

2.1 System Logon.

To enter the «SlotLogic» system it is necessary:

In order to logon to «BeOwner» you should:

1. Run a program through a shortcut on the desktop.

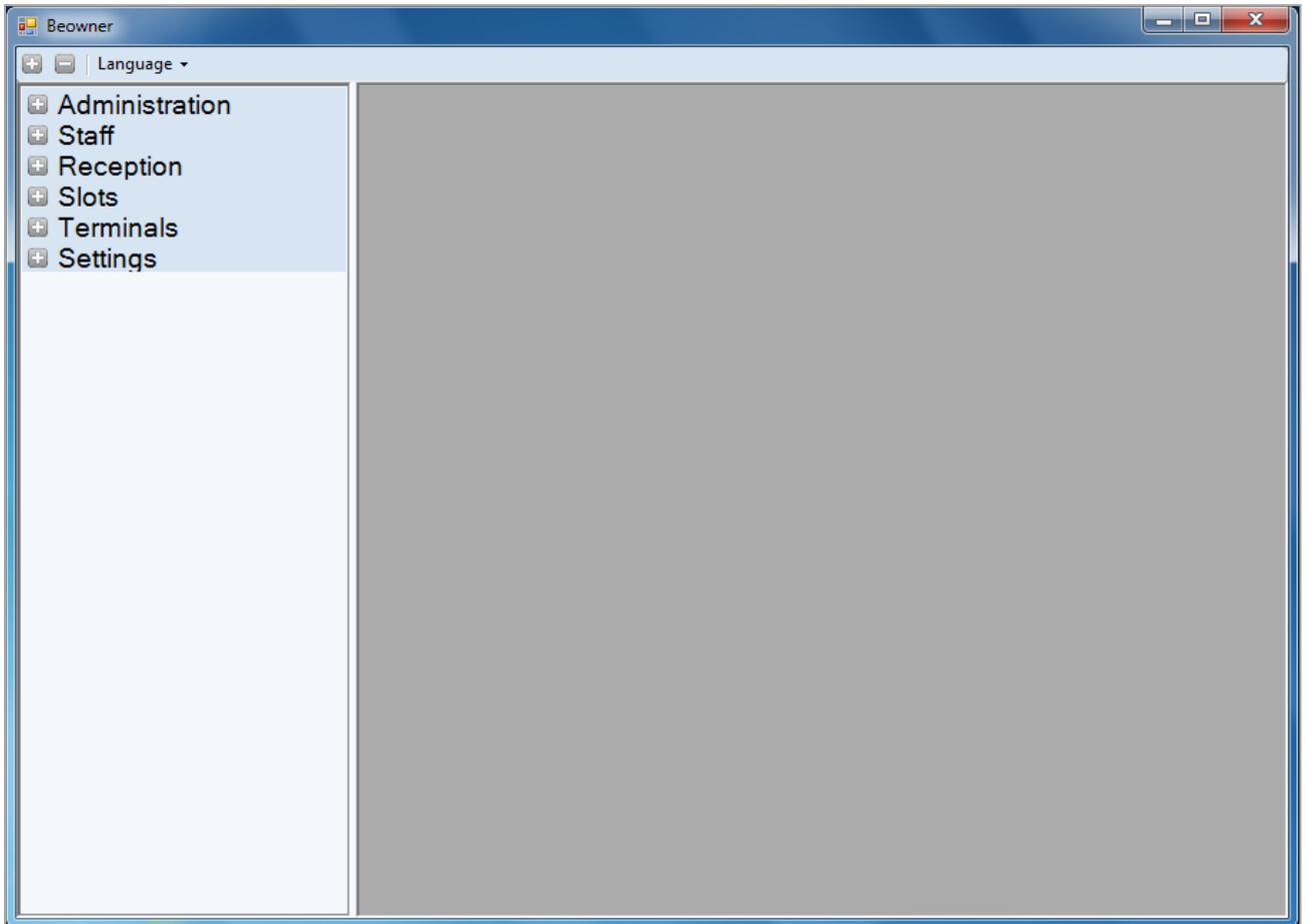


2. Once started, a login window will opened. The first logon uses the administrator username and password that are given by technical support/implementation specialists. During further (commercial) operating all logons must be performed using credentials of specific users created by system administrator. After entering the username and password (with the usual keyboard or virtual) you must press «**Enter**».

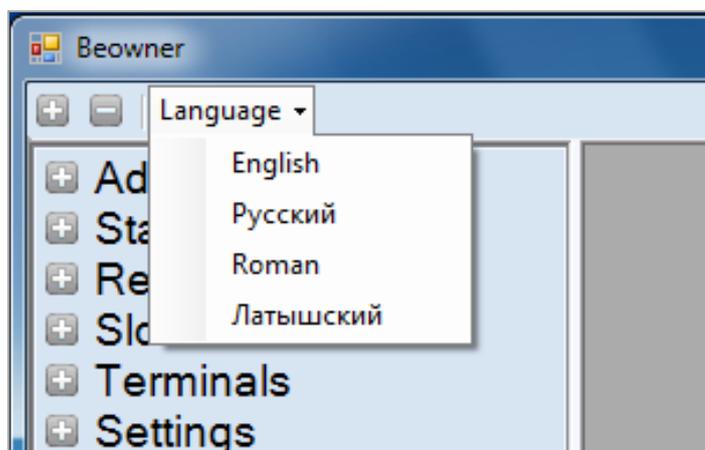


2.2 Main Menu.

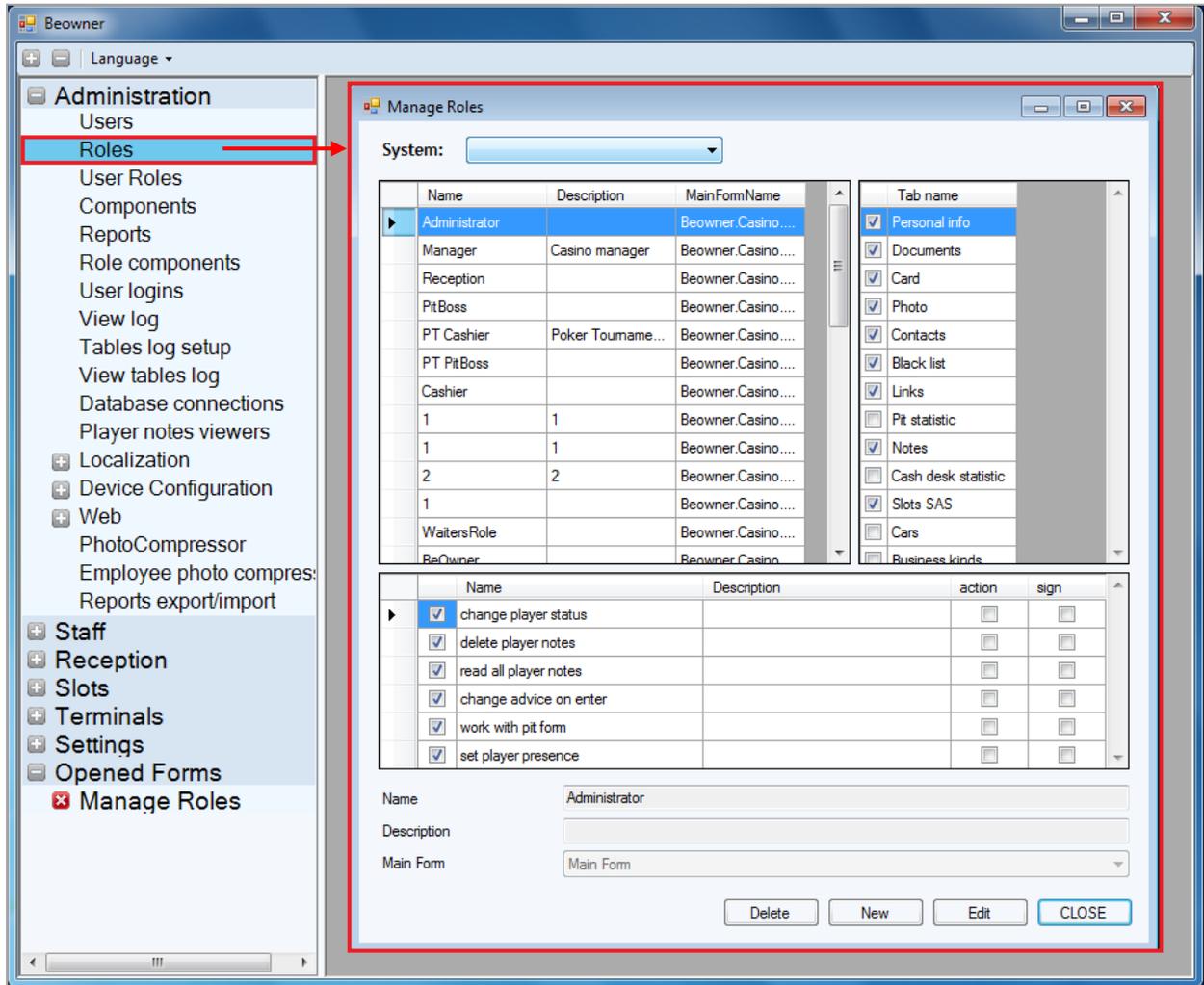
After a successful login the main window system menu shows the available functionality. The System Menu has a tree structure.

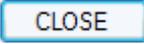


Language Language ▾ button allows you to select the system language. From the drop-down list you can select English, Russian, Romanian, Latvian or Spanish language.



+ and - buttons are designed to show/hide items and submenus. Functional control window open on the right side of the main window, then you can select the desired item or submenu.



You can close each functionality window by pressing  button in the upper right corner of the window or click  button in bottom right corner (if available).

You can expand/collapse windows using  and  buttons respectively. Buttons are located in the upper right corner of the window.

2.3 Searching, filtering and exporting data.

In some system UI forms, where a large amount of information is presented in tabular form, the system of filtering, searching and exporting data is available. On forms where this functionality is available, the corresponding buttons are displayed in the upper left part of the form.



 (filter) – filter create button.



(reset) – filter reset button.



(print) – print search results button.



(export) – button for uploading and saving data to an Excel file.

You can put filters at one, two or more table fields. Let's see how filtration system works on the example of Player review form («**Guest reception**» → «**Players Overview**»).

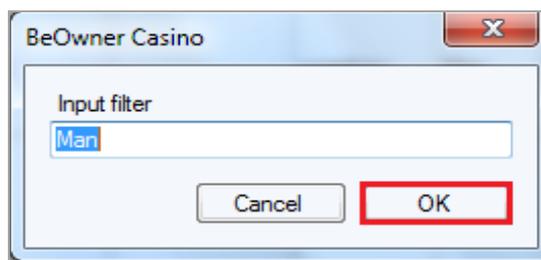
➤ **Example 1:** It is required to find all the male players with the **Silver (SL)** status. To do this, proceed as follows:

1. Click on mouse left button in **Players Overview Form** to select any cell with a «**Man**» value in the «**Sex**» column.

№	Surname	First name	Middle name	Sex	Birth	Photo	Status	Card series	Company code	Card number
1	Bond	HZ	1	Man	07.04.1986		GD	TE	ST	000006
2	Baldwin	Alec		Man	06.02.1901		BL	TE	ST	000007

2. Click on **F** button.

3. Click **Ok** in opened window to apply a filter.



Thus, the column will contains only male clients. Also note that the list will change the total number of players (unless, of course, not all registered players are males).

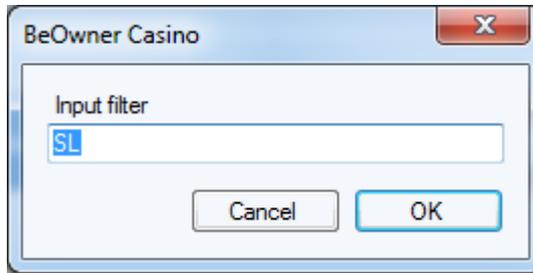
№	GA ID	Surname	First name	Middle name
---	-------	---------	------------	-------------

4. Next, select the cell with the **Silver** (SL) status in the «**Status**» column.

№	Surname	First name	Middle name	Sex	Birth	Photo	Status	Card series	Company code	Card number
1	Bond	HZ	1	Man	07.04.1986		GD	TE	ST	000006
2	Baldwin	Alec		Man	06.02.1901		BL	TE	ST	000007
4	Васильев1	Виктор		Man	14.12.1900		SL		01	000001

5. Click on button.

6. Click in opened window to apply a filter.



As a result, the column will only present the male players with the **Silver** (SL) status.

Players overview

Current gaming day Previous gaming day Search All

From: [1005] 29.07.2019 15:38:26 - 29.07.2019 15:46:51 To: [1006] 29.07.2019 15:47:27 - Load

Records count: 3

№	Surname	First name	Middle name	Sex	Birth	Photo	Status	Card series	Company code	Card number	Registration date
4	Васильев1	Виктор		Man	14.12.1900		SL	07	01	000001	10.04.2009 10:51
6	Анатольев	Вадим		Man	01.01.2000		SL				10.04.2009 10:53
36	Паламарчук	Евгений	A	Man	13.02.1979		SL	07	07	000777	24.04.2009 13:34

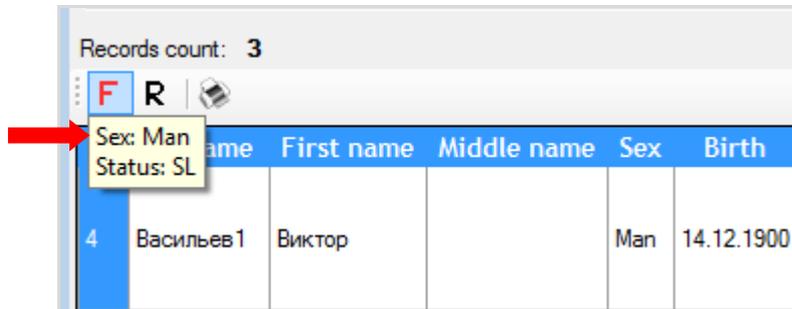
New player E-mail

Thus, by using a series of filters on a tabular form you will narrow your search and easily filter out the desired data.

If necessary, you can print the results by clicking on (print) button.

To reset all created filters, click on  (reset) button. After that, the table will displayed full list of data again.

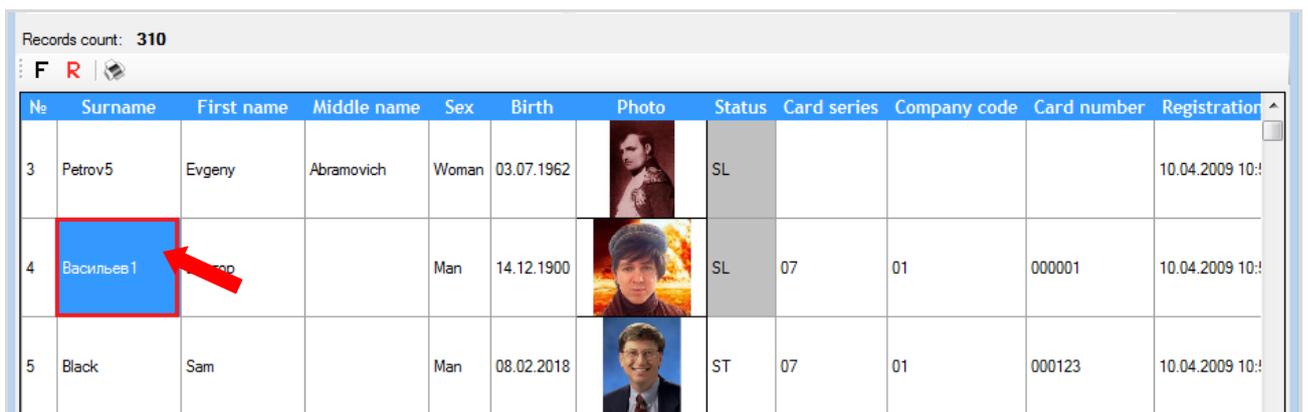
In order to see which filters are applied at the moment, you need to click on  (filter) button. The filter value will be displayed in the tooltip.



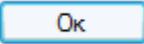
Also, using the filtration system you can perform a quick search (for example, customer search by name).

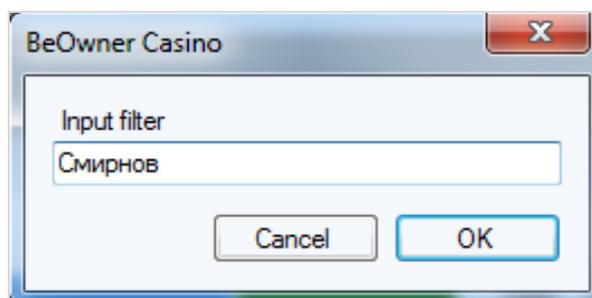
Example 2: It is required to find a client named Sergei Smirnov. To do this, proceed as follows:

1. In **Players Overview Form** click on the left mouse button, select any cell in the column that will be searched (in this case, «Surname»).

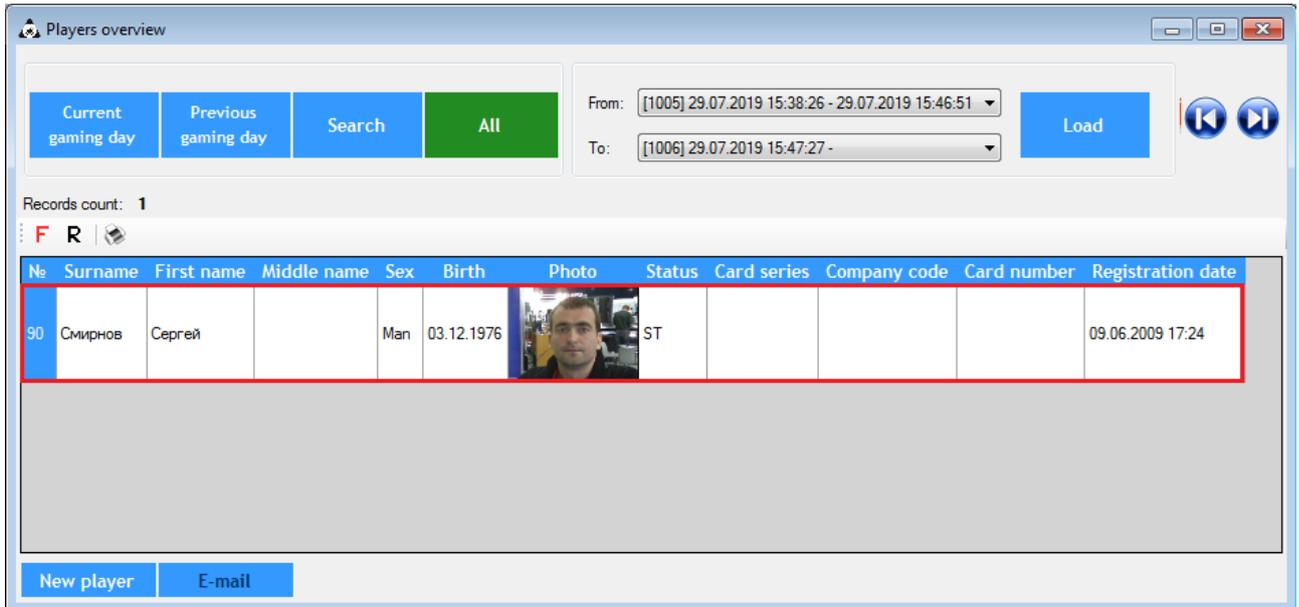


2. Enter the required data (in our case - Смирнов).

3. Click  in opened window to apply a filter.



Thus, if in **Player Overview Form** are present any player with «Смирнов» last name, the cells in «Surname» column in the lines of these players will be selected and highlighted in blue color.



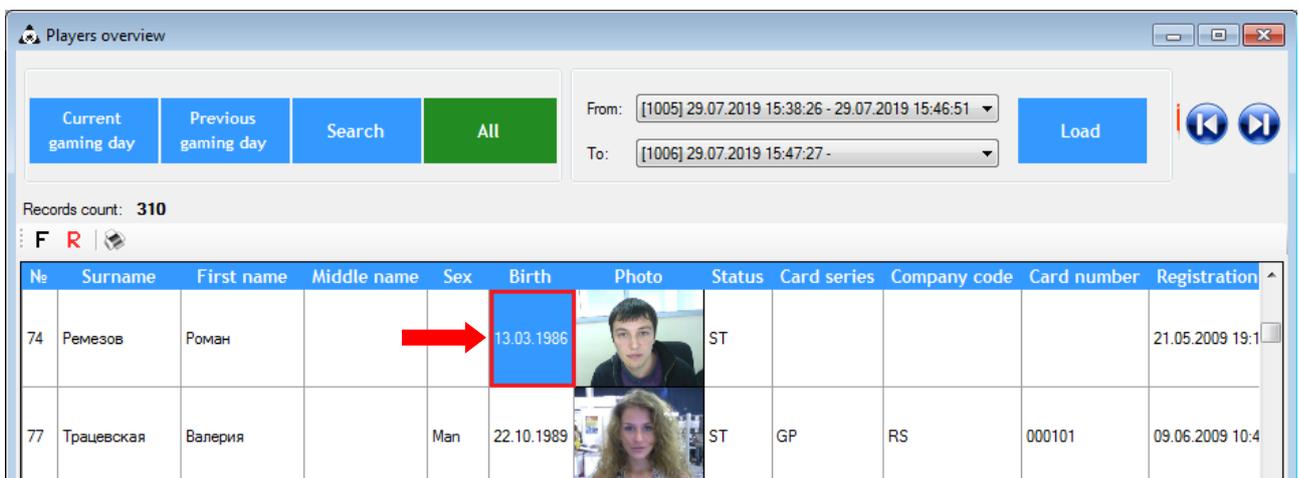
In addition to standard filtration tools you can create **specified search filter using special characters** (table below is shows the possible ways to do that).

Filter	Filtering result
>100 (by analogy: <100; >=100; <=100; =100)	Strings, in which the number is greater than 100.
P* (by analogy: *p*; *p)	Strings, in which, for example, last name begins with the P letter.
..1986 (And all possible combinations with date)	Lines, in which year the date will be equal to 1986.
01.01.1986..01.01.1987 (by analogy: 01.10.*..01.11.*)	Lines in which the dates will be in the range from 01/01/1986 to 01/01/1987.
<>	Lines in which the selected field is not empty.

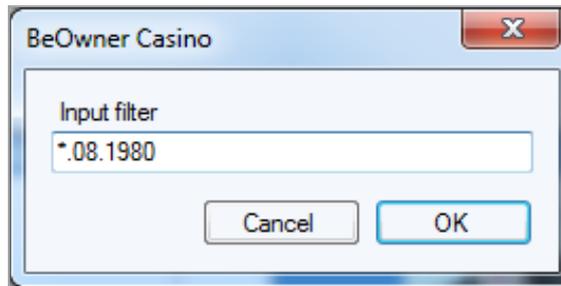
Let's see on examples how to use specific search filter with search characters.

➤ **Example 3:** You want to find a client in the list, but remember only the month and year of birth - August 1980. To do this, proceed as follows:

1. In Player Overview Form click on left mouse button and select any cell in the «**Birth**» column.

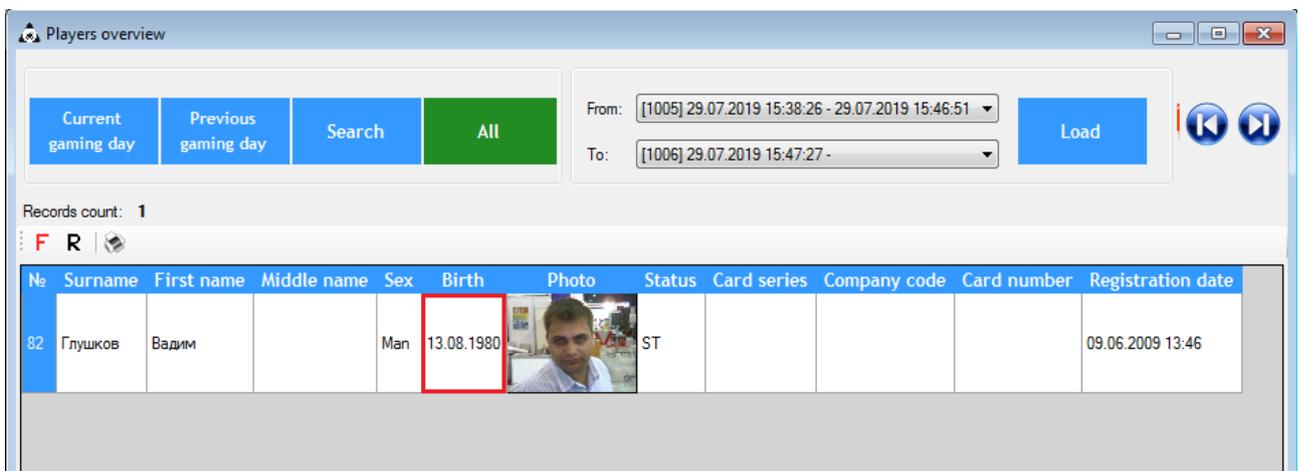


- Click on **F** button.
- In the window that opens into the filter box type the following: ***.08.1980**



- Click **Ok** in opened window to apply a filter.

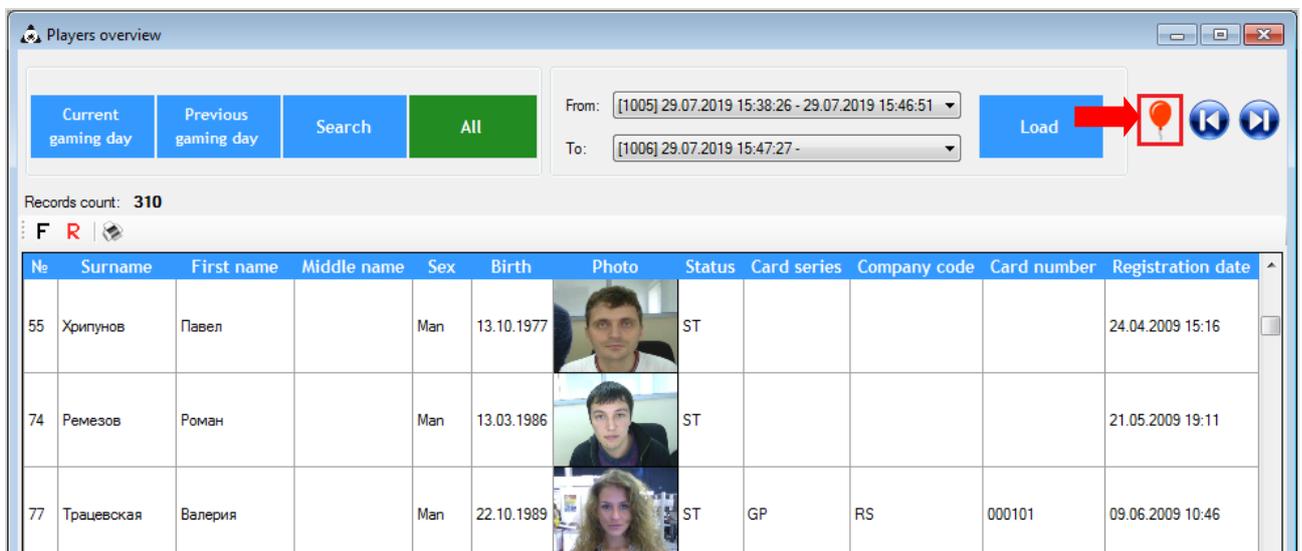
Thus, after applying the filter, the client with the desired parameters will be displayed in the list.



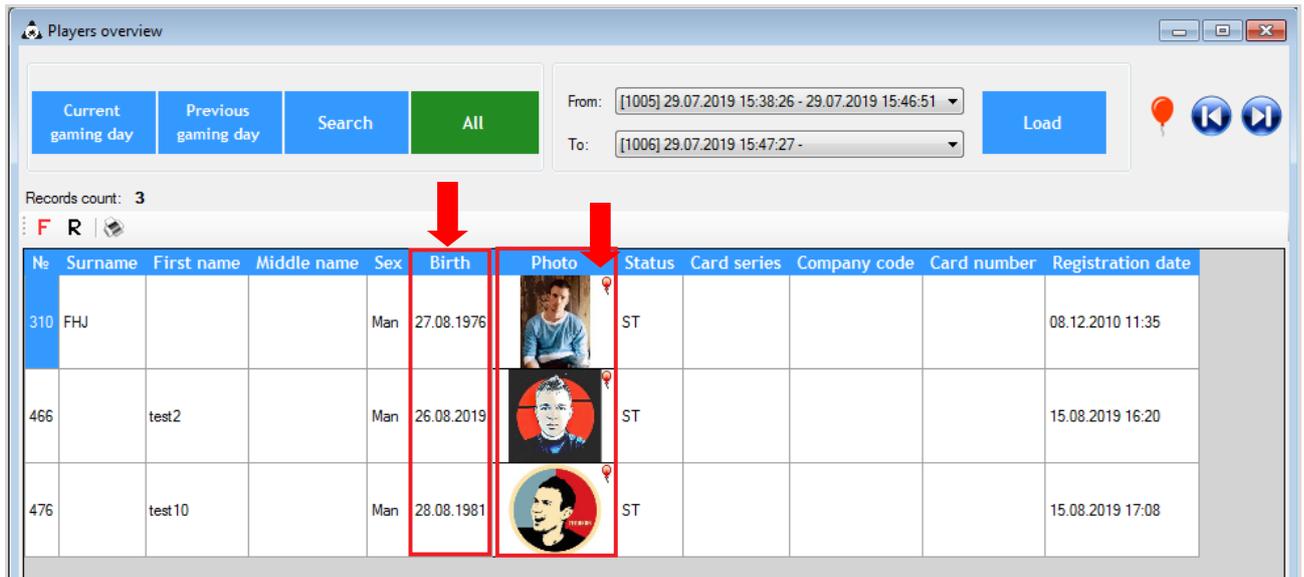
You can print a filtering result by clicking on (print) button (if necessary).

To reset all filters applied to table, please click on **R** (reset) button.

For convenience, a special button-filter «**Birth**day» in the form of a balloon icon was added to the overview form of the players.



When you click on this button in the list of players will remain only those players who had a birthday **yesterday, today** and **tomorrow**. On the photo of these players will be displayed the icon with a balloon.

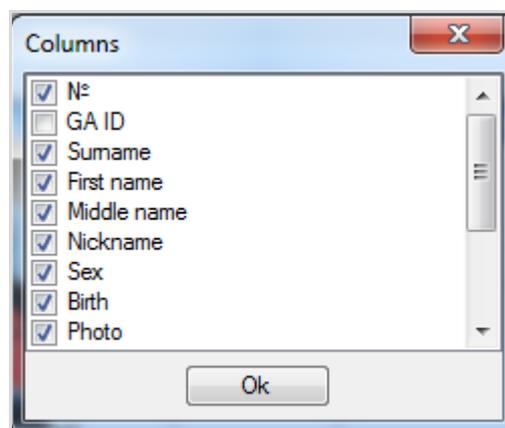


Also, for better creating and viewing desired lists with necessary data, you can **disable / enable the display of any column of the table**. To do this, please proceed as follows:

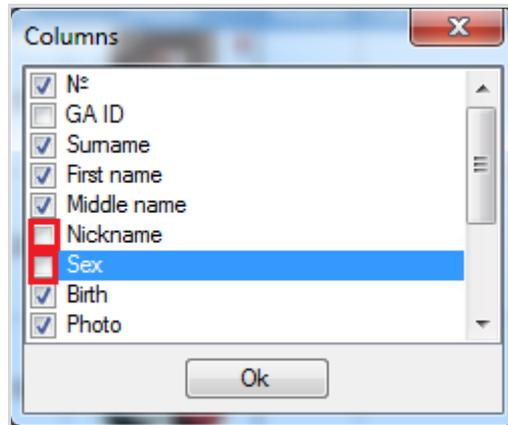
1. Click right mouse button on any column in the table header.



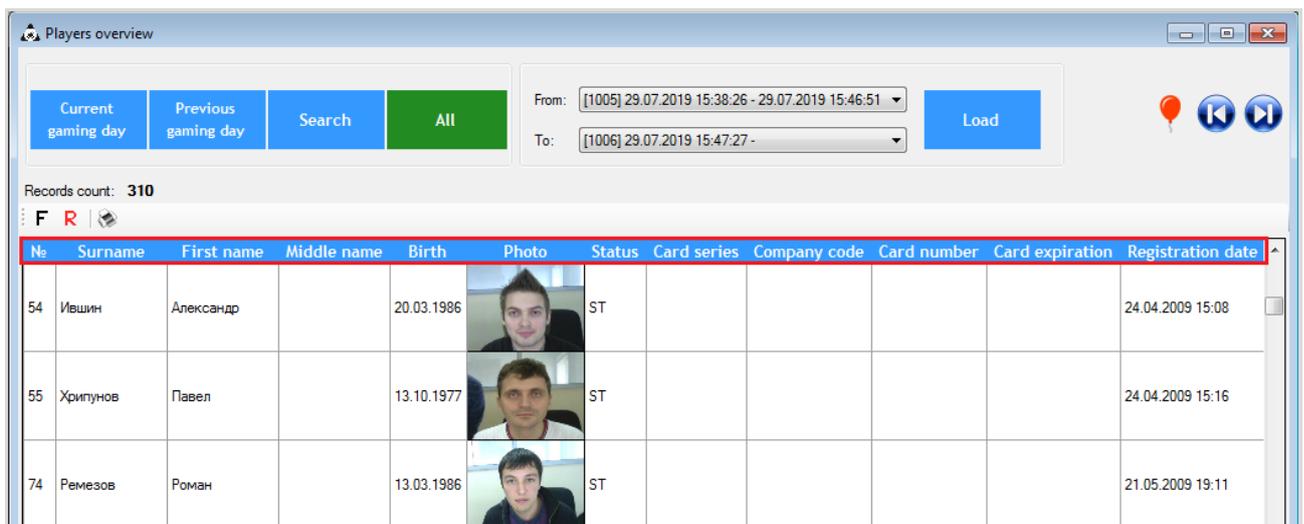
2. New form box will opened, which will provide a list of all the columns used in this form.



To disable the display of any column, simply remove the check mark in the row with the name of the column and click .

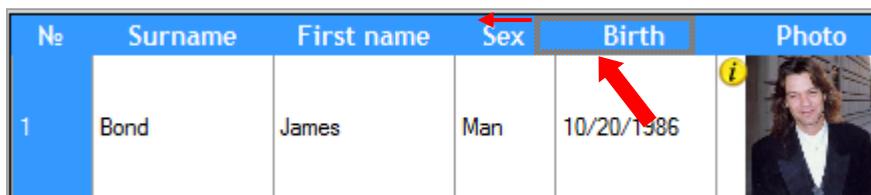


As a result, you get a list, which will show only selected columns.

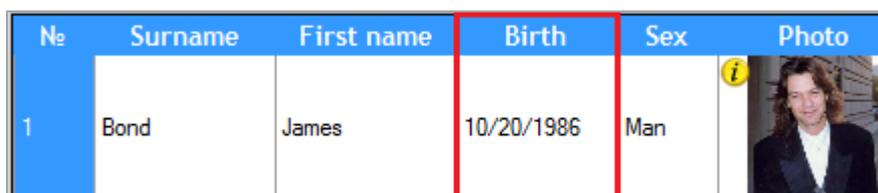


To enable the display of columns you must reopen the form with a column list and put the ticks where it's needed.

If you need to change the order of the columns in the table, make a left mouse click on the column header you want to move, and hold down the mouse button (gray frame appears), drag the column to the desired position (for example, put a «**Birth**» column before the «**Sex**» column).

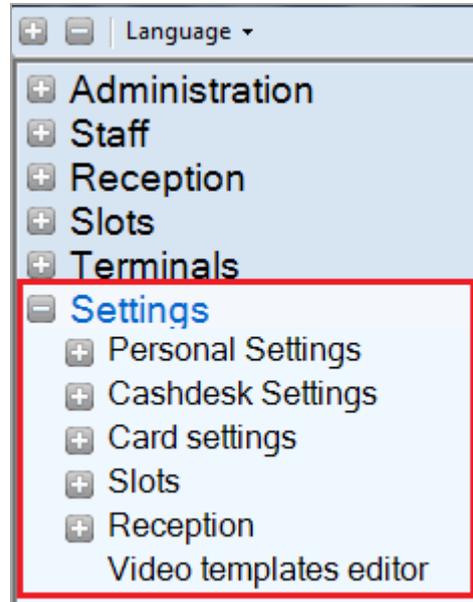


Thus, order of the column in table will be changed.



3 System settings.

You can configure various SlotLogic services, modules and system functions, as well as the connected equipment (cash, slot machines, loyalty terminal, etc.) using «Settings» section functionality under main menu.

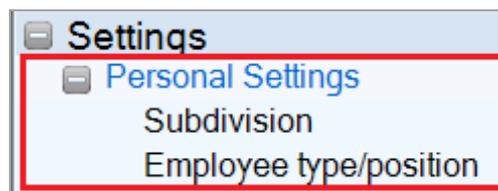


You can find a detailed description of system configuration parameters in the following paragraphs of this section.

Note: To configure the peripheral equipment such as RFID card readers, GSM modems, printers, scanners, etc. please contact to «SlotLogic» technical support specialists.

3.1 «Personal Settings».

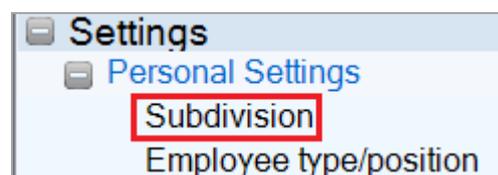
In «Settings» → «Personal Settings» section you can setup employee subdivisions, roles and positions.



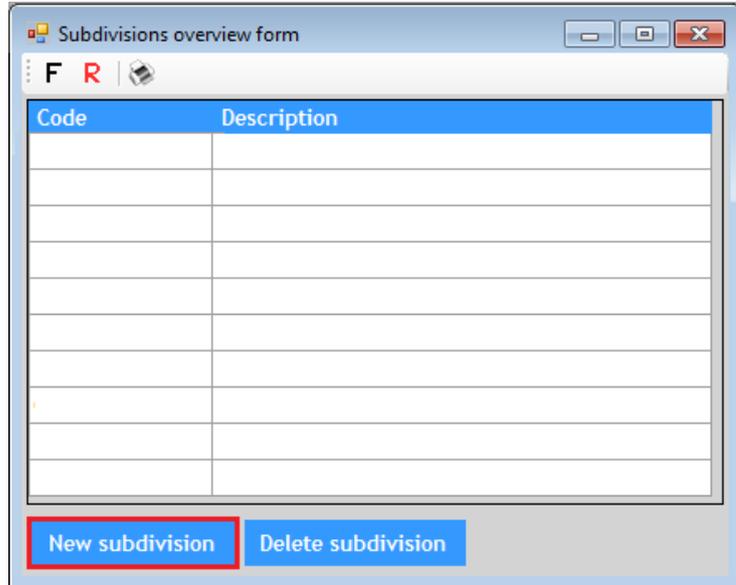
3.1.1 Employee units setup.

In order to provide staff accounting by department, you must first create such departments in the system by performing the following:

1. Select subsection «Personal Settings» in Settings submenu and click on «Subdivision».



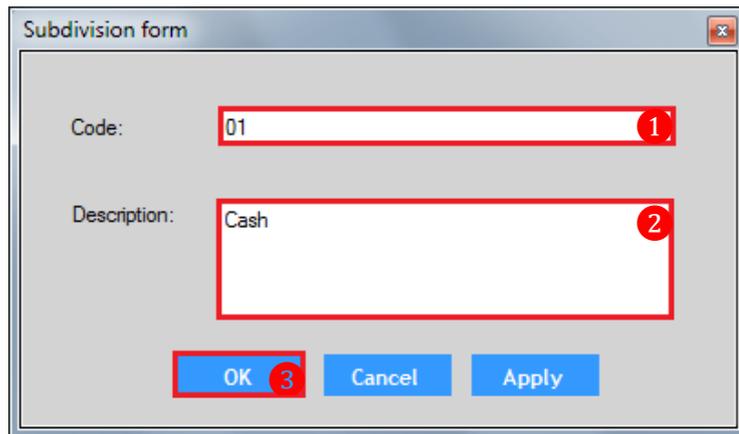
2. Click on «New subdivision» button in «Subdivision overview» form.



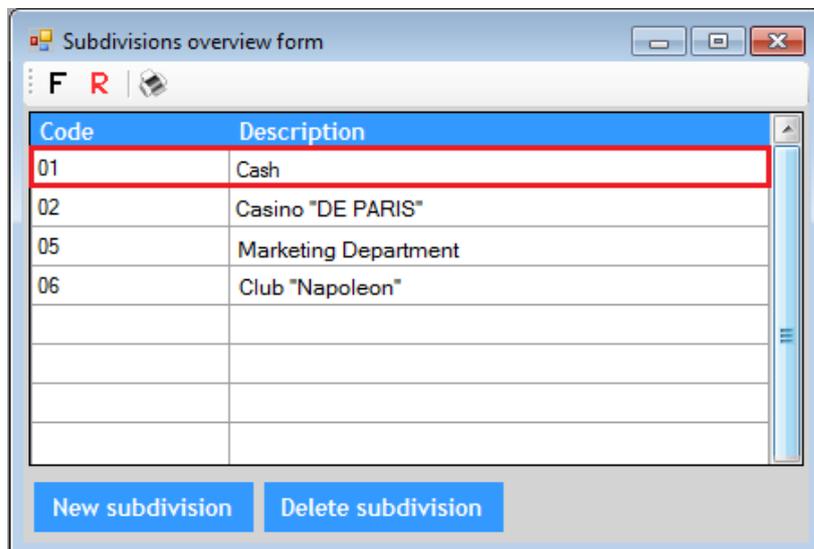
3. In the window that opens, please specify the following:

- ✓ Input the division code in the «**Code**» row cells.
- ✓ Input the division name/description in the «**Description**» row cells.

After data is entered, you must click **OK**.



While OK button is released all created subdivision will be listed in current form.

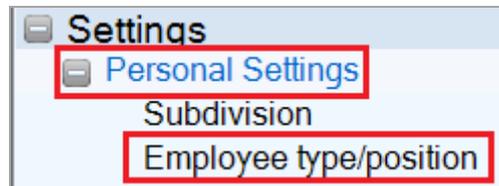


3.1.2 Setting employees roles and positions.

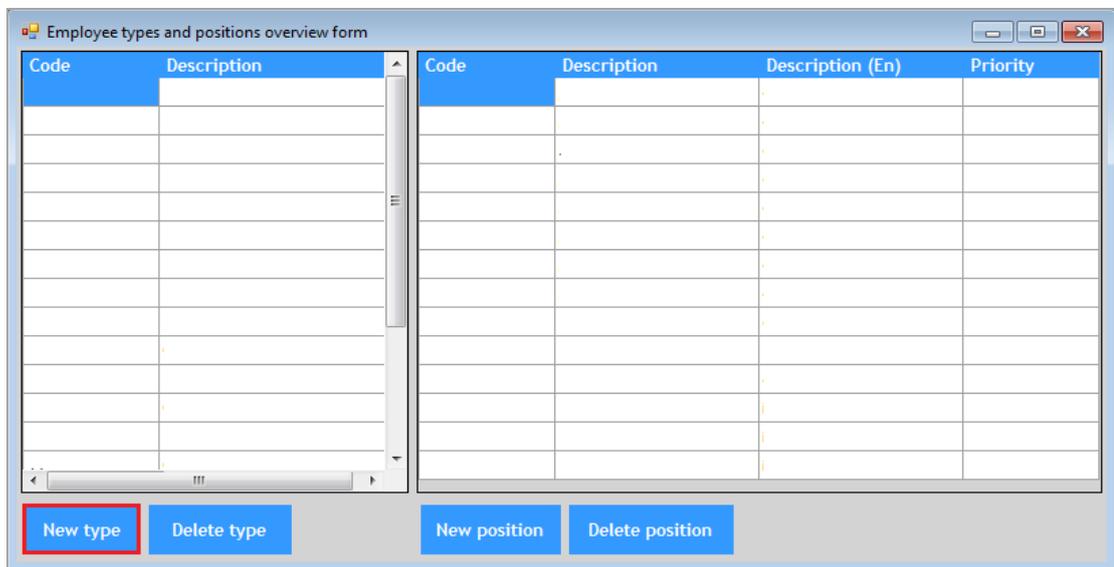
To configure accounting staff positions and positions must first create posts and positions in the system.

In order to create an employee position you must perform the following:

1. Select «**Personal Settings**» in the main menu settings section and click on «**Employee type / position**».



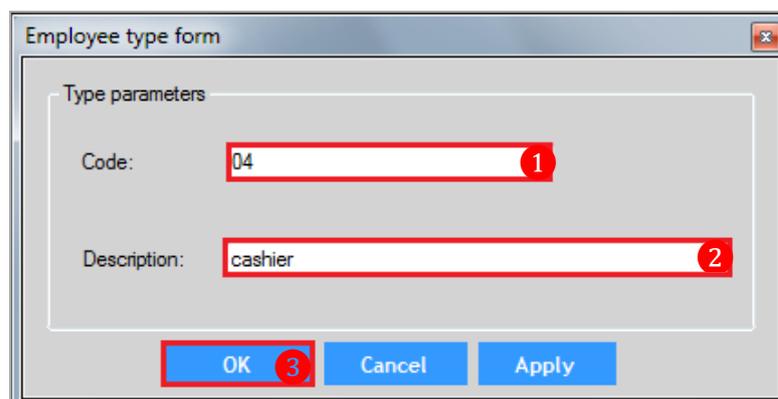
2. Then «**Employee types and positions overview form**» will open, where you can create positions of each employee in the system. To create a position you must click «**New type**» which is located in the lower left corner.



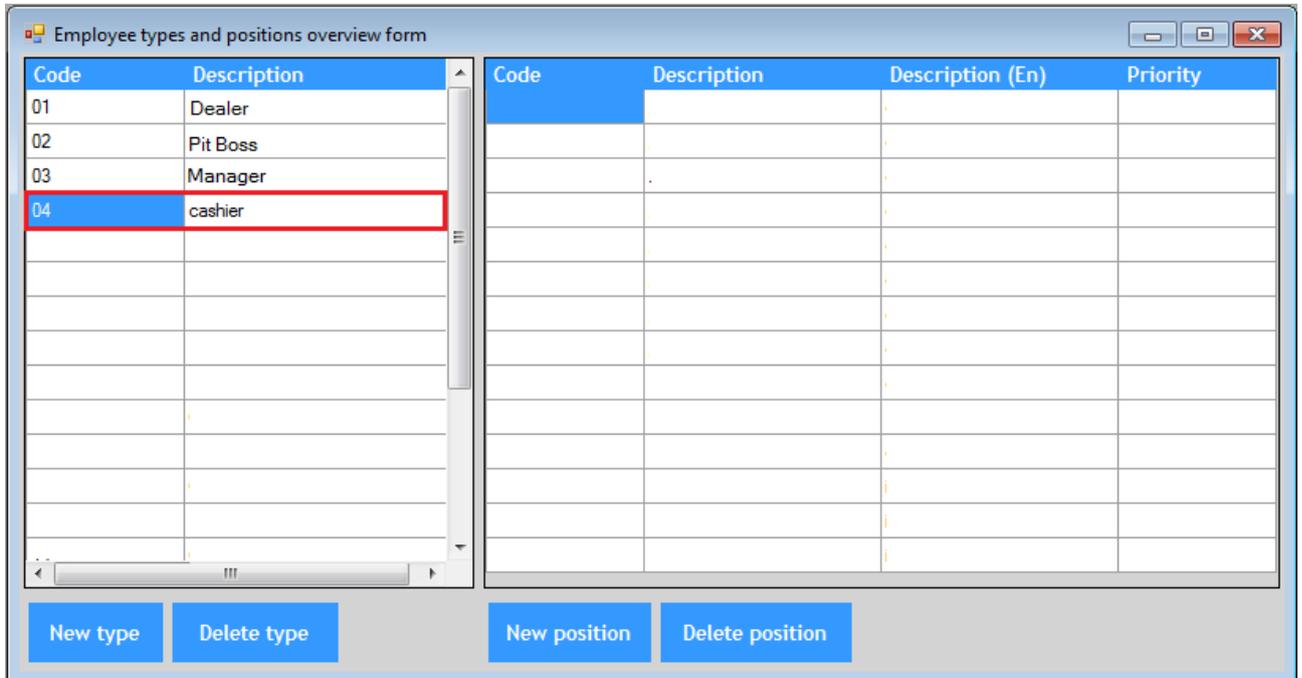
4. Please specify the following in the new window,:

- ✓ Please enter employee position code in the «**Code**» string.
- ✓ Please enter employee position functional description in «**Description**» string.

After all data is inputted please click on «**OK**» to store parameters.



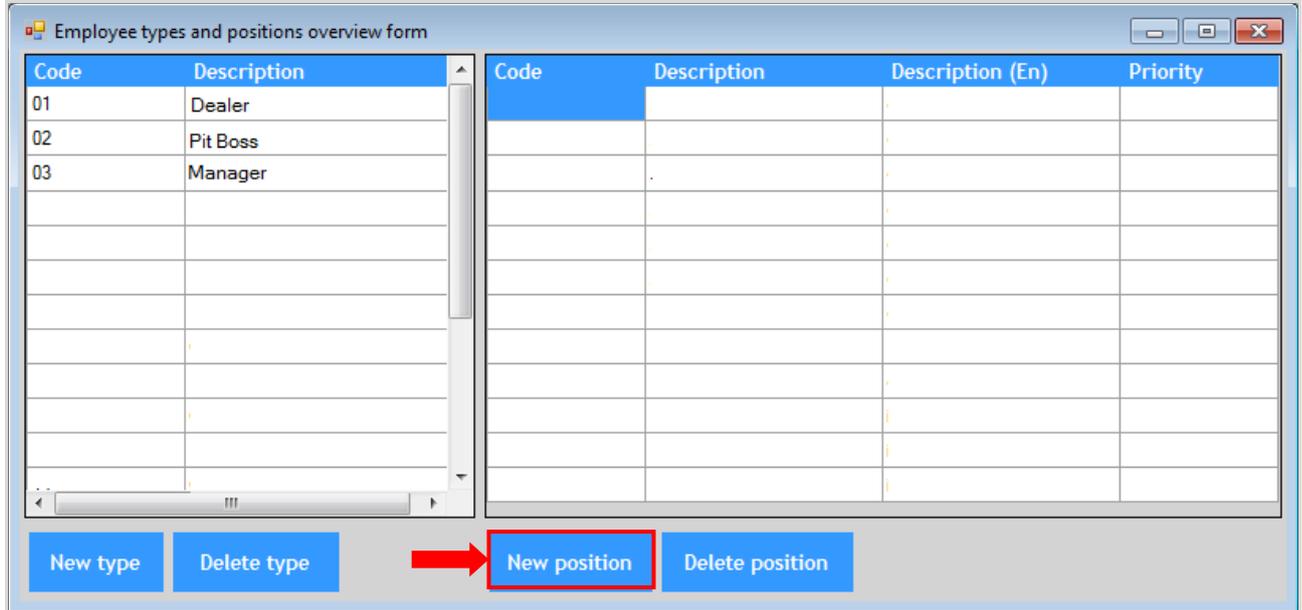
While OK is pressed all created positions will be displayed on the left side of the form in the current employee positions list.



If necessary, you can create an unlimited tree of positions for each employee. For example, you can customize cashier position while create senior cashiers, intern cashiers etc.

In order to create employee position, please proceed as follows:

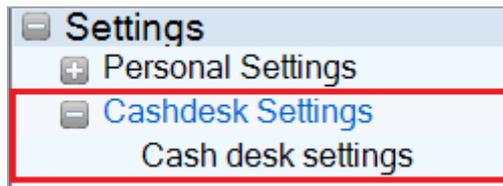
1. Click on left mouse button in «Employee types and positions overview form» to the list of posts on the left to select the desired position.
2. To create a position you must click on «New position» (right under the list of positions).



3. In the window that opens, please specify the following:
 - ✓ Enter a position code into «Code» string (using any useful method, e.g. position first letters).
 - ✓ Enter any position functional data into «Description» string.
 - ✓ Enter any position functional data into «Description (english)» string using English language.
 - ✓ Enter position priority relative to other positions within the employee role into «Priority» string (using keyboard or buttons).

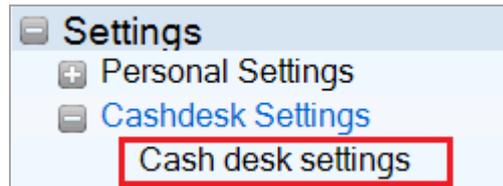
3.2 Cash desk settings

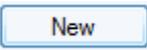
In «Settings» → «Cashdesk Settings» you can provide detailed setup of cash desk module.

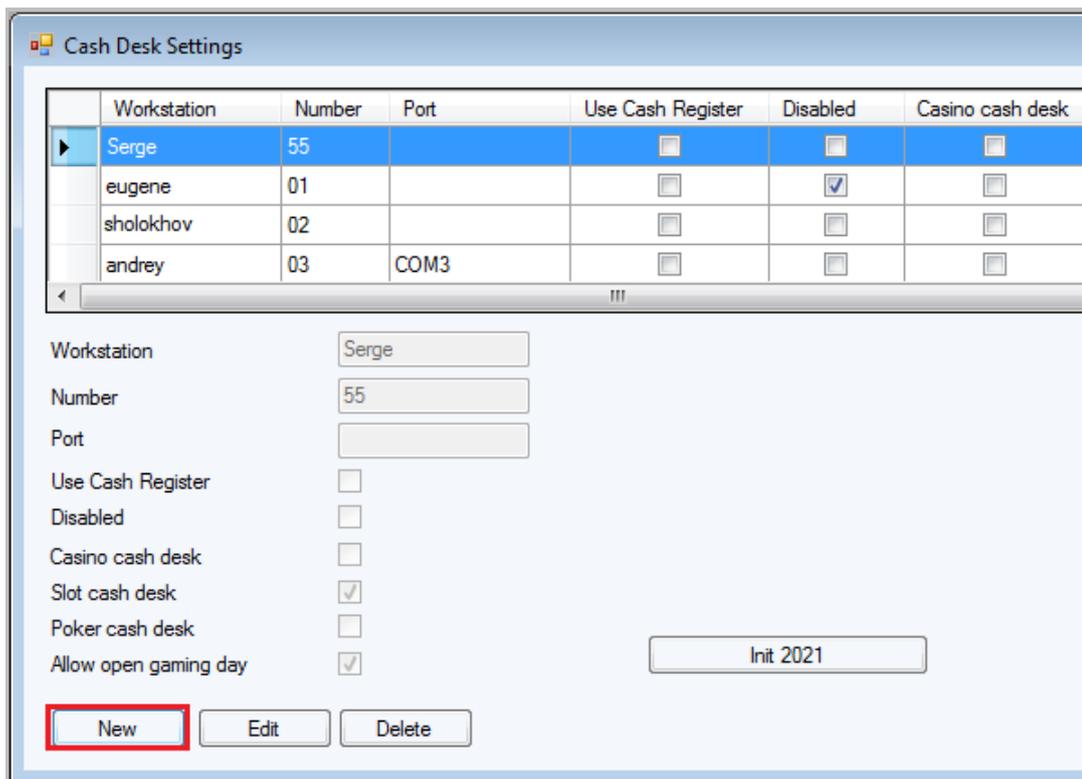


In order to start cash desk module setup, please proceed as follows:

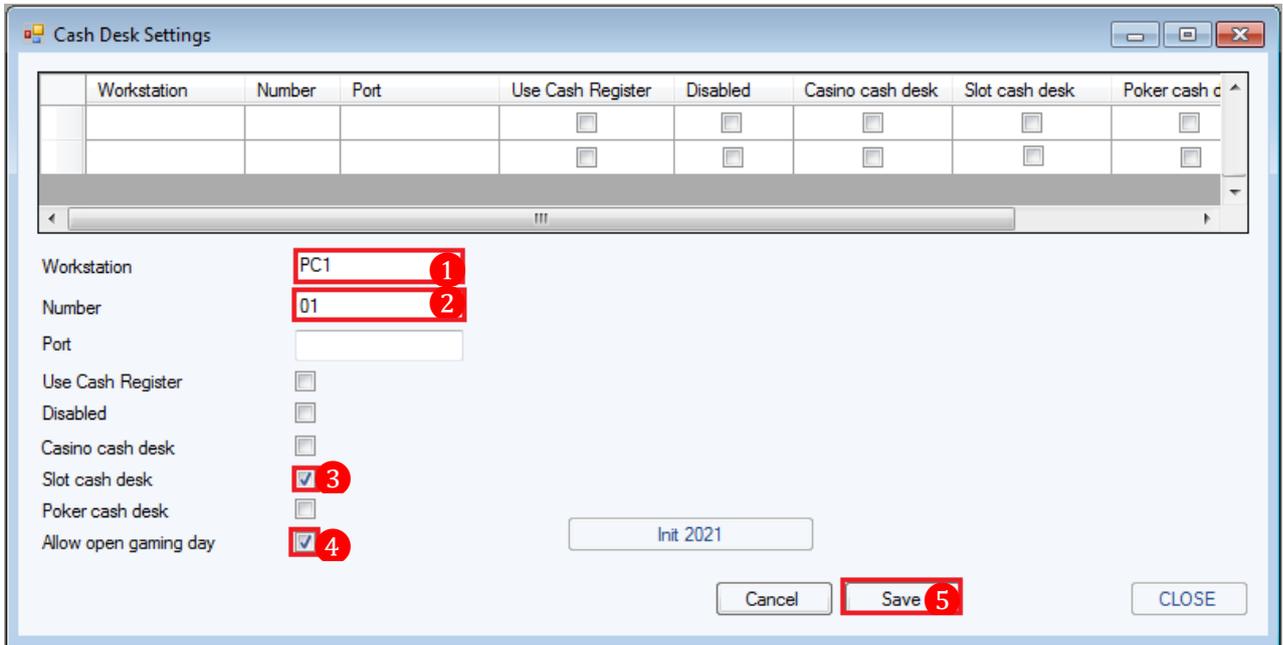
1. Open «Cash Desk Settings» form in settings submenu.



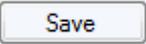
2. Click on  button located in the lower left corner of the «Cash Desk Settings» window.



3. After clicking on «New» button all required form fields will be active. Then you must specify the following values:

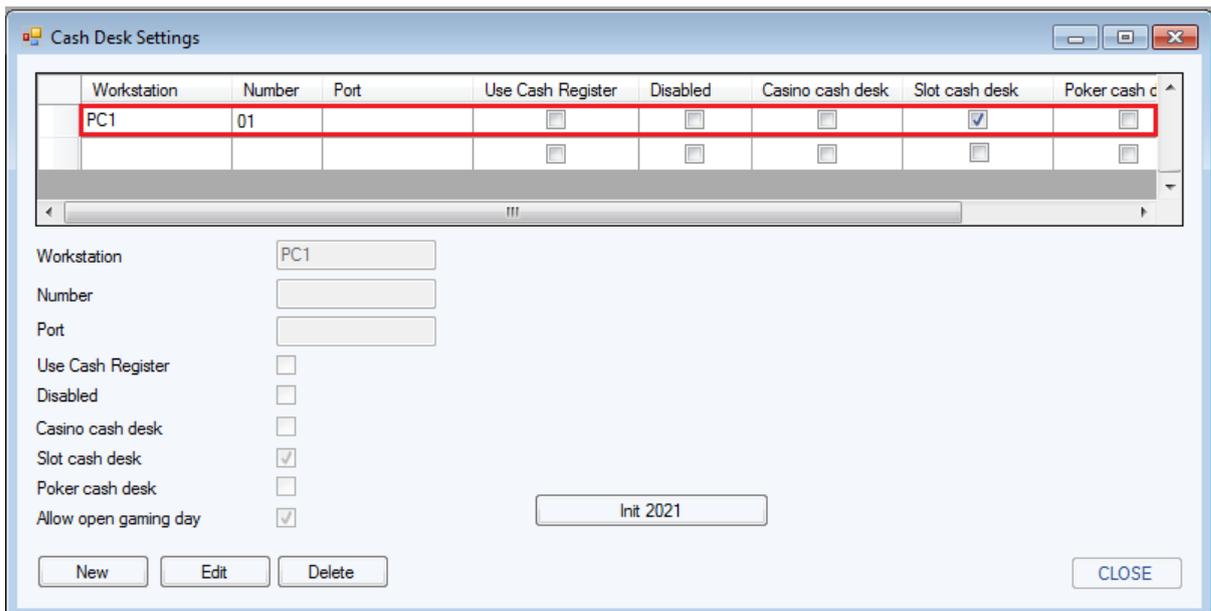


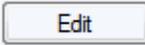
✓ Please specify a workstation name, where Cash Desk module is already installed in «**Workstation**» string (you can find it in regular Microsoft Windows form «**Computer**» → «**Settings**»).

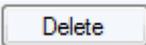
- ✓ Enter the serial number for the cash desk in the system in the «**Number**» string.
- ✓ Set a tick on «**Slot cash desk**».
- ✓ Set a tick on «**Allow open gaming day**».
- ✓ To save parameters you must click on .

Note: You must specify only the parameters listed above. Filling or setting ticks in the remaining fields are not required, as they not functional while system working with slot machines.

All current cash desk parameters will appear at the top of the form in the list.



If you need to change any settings in the cash desk module, you must click on .

If you need to delete a cash desk from the system, please click on .

3.3 Loyalty cards settings.

In «SlotLogic» you can issue unlimited customers loyalty cards.

Loyalty card is a plastic card that containing RFID-tag and used to identify the clients and provides its automatic authorization at login. This card works as a username and password when it's reads by special RFID tag reader connected to the system. Such identification method has a very high security level.



Two basic accounts are linked to loyalty card:

➤ **Cash account** – primary card account, accumulates money paid by customer via casino cashier and will be used later as crediting the gaming machine.

➤ **PTS account** – special card account accumulates bonus points (PTS) or PTS «from friends», which later can be converted into cash and transferred to the main account the customer's card (if this option is enabled).

Each bonus card has its unique identification number, which is formed in a specific numeric format and looks as follows:

XX-YY-ZZZZZZ

XX – two symbols indicating series code (e.g., OS, B1, 77, etc.).

YY – two symbols indicating subseries code.

ZZZZZZ – six symbols representing a number of the card (eg 00000, 000777, etc.).

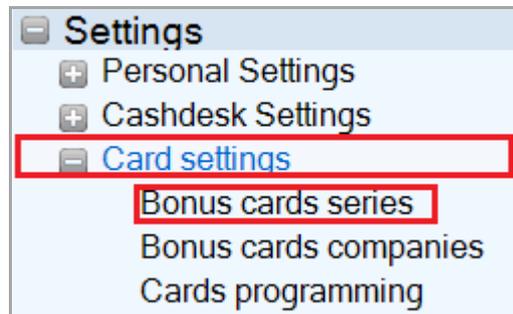
Issuing of loyalty cards is provided on «**Player registration card**» form at «**Card**» tab in («Reception» → «Players overview») (for more information please follow to [«Card» tab](#)).

In order to issue loyalty cards to customers, first you must set up cards numbering and program them for assignment with client profiles (for more information please follow to [«Bonus Card Programming»](#)).

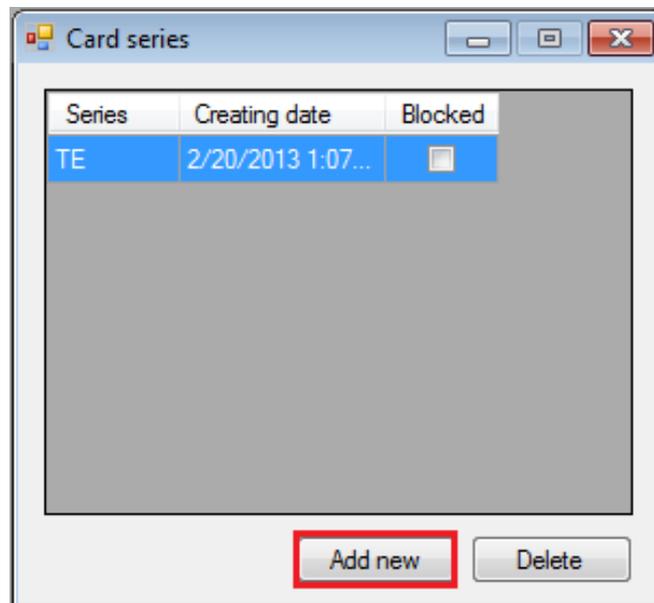
3.3.1 Setting the card series code.

To set up the code of loyalty cards series, provide the following:

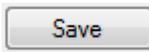
1. Select «**Card settings**» section in «**Settings**» submenu and click on «**Bonus cards series**».

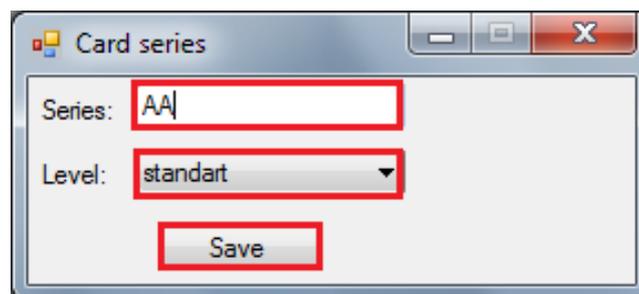


2. Click on  at card series form.

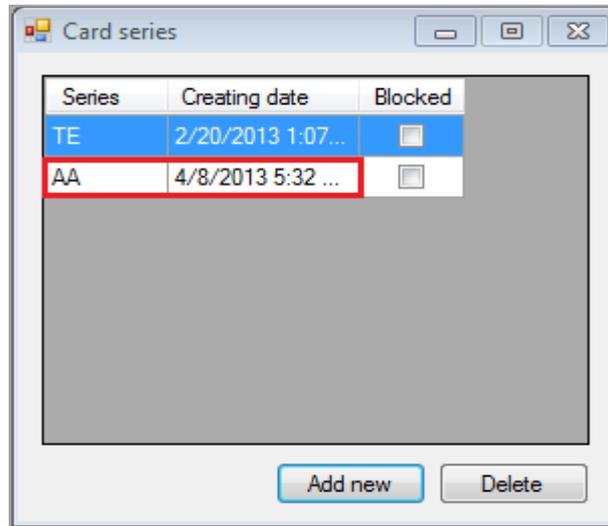


3. In the next window that opens, specify the following values:
 - ✓ Input two symbols in «**Series**» string that are designating a card series.
 - ✓ Choose a type of card (standard, bronze, silver, gold) from the drop-down list in a «**Level**» string.

To save configuration click on  button.



After saving a list of currently created card series appears in «**Card series**» form.



Date and time of each card series creation will appear in the card series list.

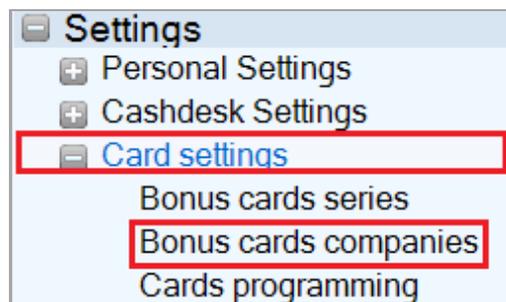
If you want to block any of card series, you must put a tick on «**Blocked**».

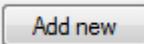
If you want to delete any of card series, you must select it in the list and click .

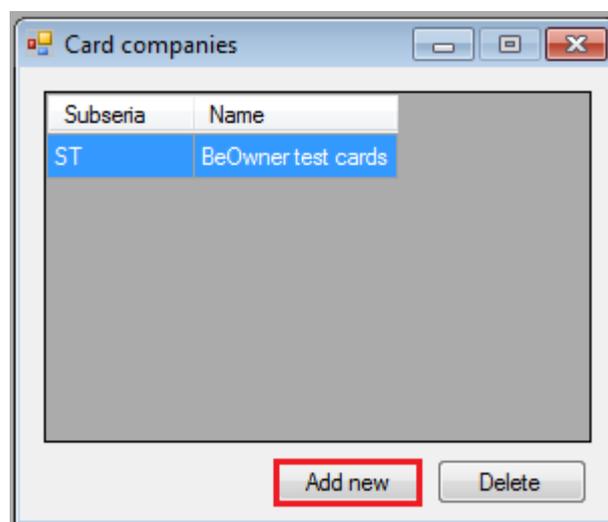
3.3.2 Setting a code of bonus cards subseries.

To configure bonus cards subseries code you must do the following:

1. Select «**Card settings**» in «**Settings**» submenu and click on «**Bonus cards companies**».



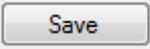
2. When a «**Card Companies**» form will opened click on .

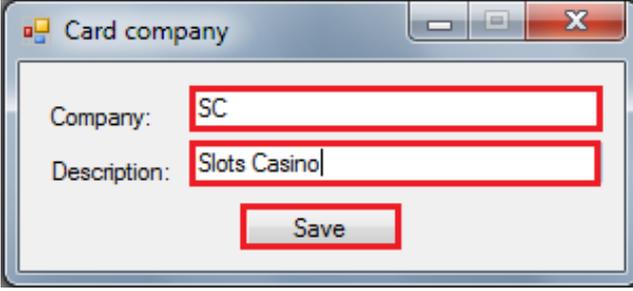


3. Set the values in the next window that opens:

- ✓ Input two symbols that contain subseries code in «**Company**» string.

✓ Input functional text description of bonus card subseries in «**Description**» string.

After that click on .



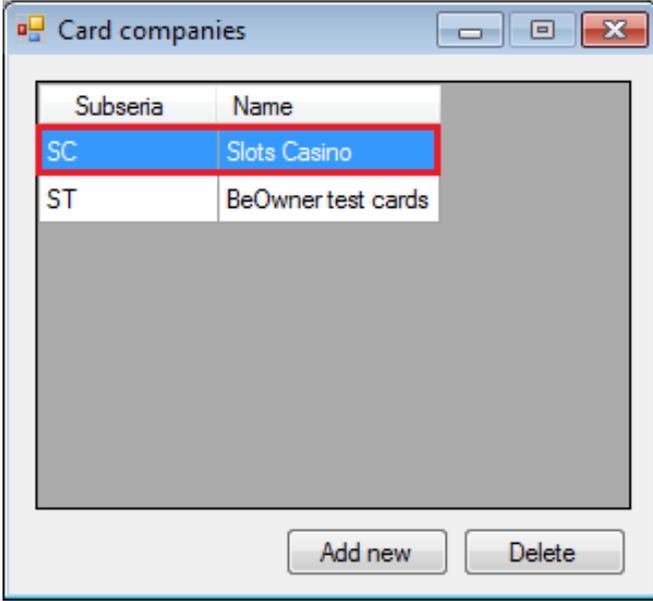
Card company

Company: SC

Description: Slots Casino

Save

Generated code will be displayed in the sub-list of «**Card companies**» form.



Card companies

Subseria	Name
SC	Slots Casino
ST	BeOwner test cards

Add new Delete

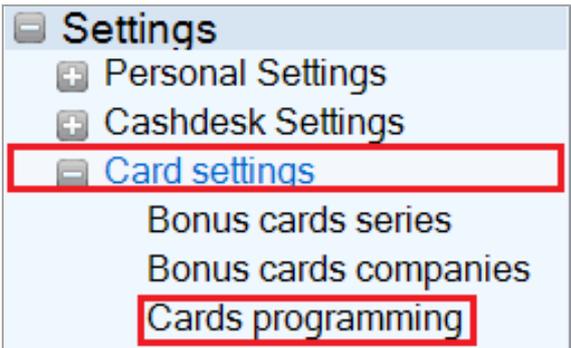
In case you want to remove any subseries code, you must select it in the list and click on



3.3.3 Bonus Card Programming.

Actually, initialization of bonus cards is a simple procedure of recording to them a numbers in *XX-YY-ZZZZZZ* format. This procedure is available with a card reader connected to a computer and if card reader device driver is properly installed.

To start a cards programming you need to open «**Bonus cards generator**» form in «**Card settings**» → «**Cards programming**».



Settings

- Personal Settings
- Cashdesk Settings
- Card settings
 - Bonus cards series
 - Bonus cards companies
 - Cards programming

The screenshot shows a window titled "Bonus cards generator". It contains the following elements:

- Card series: SL (dropdown menu)
- Card company: ST (dropdown menu)
- First card number: (empty text box)
- Last card number: (empty text box)
- Buttons: Card validator, Program
- Table: Last programmed card in a series

Series	Company	Last number
SL	ST	999999991
TE	ST	702

With this form you may program (initialize) one or more cards.

To initialize one or more cards, you must do the following:

1. Please sort bonus cards by numbers marked on them in stackable package (top-down order of numbers in ascending). It is important to write the numbers to cards in corresponded manner with embossed numbers on them (example shown below), as system will assign numbers in ascending order in multiple cards programming scenario.



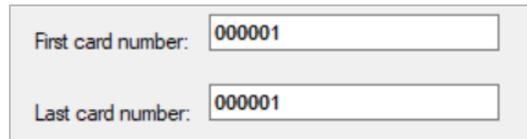
2. Plug in USB RFID card reader.
3. Provide a following actions in «**Bonus cards generator**» form:
 - 1) Select a card series from drop down list in «**Card series**» string.
 - 2) Select a card subseries from drop down list in «**Card company**» string.
 - 3) Input first card number in «**First card number**» string in order to start card initialization.
 - 4) Input last card number in «**Last card number**» string in order to start card initialization.

The screenshot shows the same "Bonus cards generator" window as above, but with red circles containing numbers 1 through 4 pointing to specific fields:

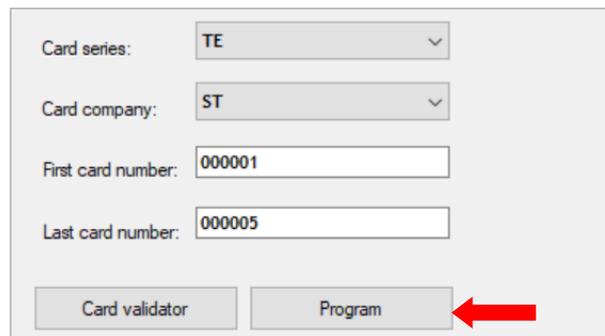
- 1) Card series dropdown menu (TE)
- 2) Card company dropdown menu (ST)
- 3) First card number text box (000001)
- 4) Last card number text box (000005)

Buttons: Card validator, Program

Note: If you want to program only one card, it is necessary to enter the same number in the fields «First card number» and «Last card number» (example: 000001).

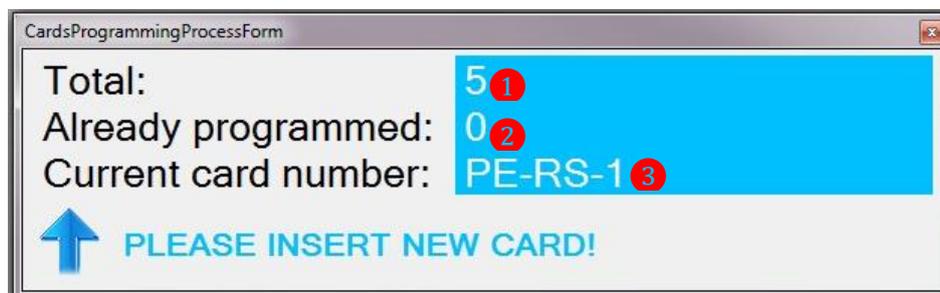


4. In order to start the process of cards programming/initialization, click on «**Programm**» and then apply the card to the reader consistently (card reader will beep after each card programming).



Programming process will be displayed in the form that appears:

- 1) The total number of cards are will be programmed.
- 2) Number of already programmed cards.
- 3) Number of current card that's in programming right now.



All programmed (initialized) cards are displayed in the table at the bottom of current form.

Series	Company	Number	Next card	Replace date	Replace reason	Manager account	Workplace	Blocked	Serial number
TE	RS	1				vasilyev	PC	<input type="checkbox"/>	BB40F84C
TE	RS	2				vasilyev	PC	<input type="checkbox"/>	BB3F276C
TE	RS	3				vasilyev	PC	<input type="checkbox"/>	BB3F541C
TE	RS	4				vasilyev	PC	<input type="checkbox"/>	BB4057FC
TE	RS	5				vasilyev	PC	<input type="checkbox"/>	BB3D922C

✓ **Series, Company, Number** – in these columns are presented the series, subseries and the numbers stored on the card.

✓ **Manager account** – here is presented a login of manager (employee) who provides a cards programming.

✓ **Workplace** – here is presented a PC workplace name where was done a card programming procedure.

✓ **Serial number** – here is presented a card serial number, which was generated automatically by system during cards programming procedure.

In case if you want to reprogram a card (or multiple cards), which has previously been programmed, you must follow the same steps described above (1 to 3), and in step 4, after bringing the card to the reader, in dialog box that appears, click **Yes** to approve a card reprogramming.

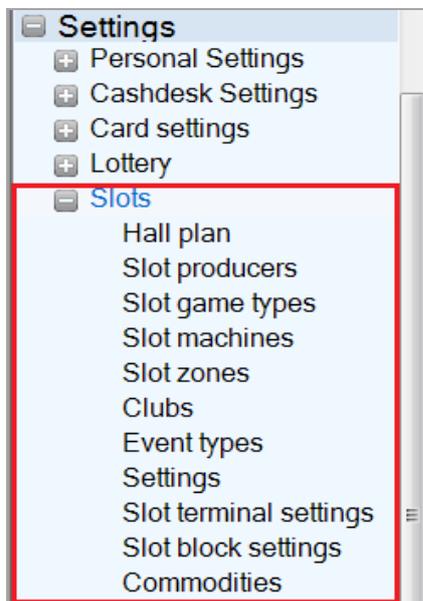


Thus, the selected bonus card will be re-programmed and displayed in the list with a new number.

Issuance of programmed bonus cards to clients are provided in **«Player registration card»** in **«Card»** tab (**«Reception»** → **«Players overview»**). More on this in section [«Card» tab](#).

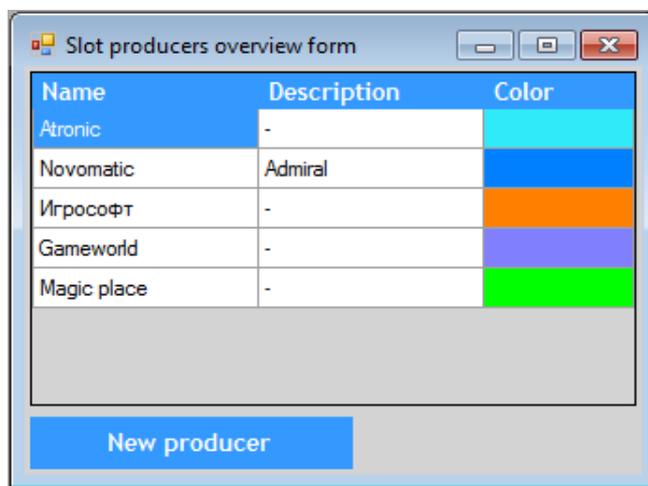
3.4 «Slots» module settings

In «Settings» → «Slots» subsection you can fully configure «Slots» module, add slot machines to the system, setup club chain, provide slots placement on floor plan and other must-have options.



3.4.1 Settings of manufactures of slots.

While you add a slot machine to the system at a first time you need to specify a slot manufacturer (producer). To do this, use «Slot producer overview» form («Settings» → «Slots» → «Slot producer»).



You can add a new or edit previously entered gaming machines manufacturer into the system using this form.

To add a new producer, you must do the following:

1. Click on **New producer** in current form.
2. In slot producer form enter the following:
 - Title of manufacturer.
 - Short description (if needed).
 - Select a color from a palette for a slot designation on the floor plan.

3. After input all necessary data click on **OK**.

Slot producer form

Producer parameters

Name: Playtech 1

Description: - 2

Color: -16777025 3 ... 3

OK 4 Cancel Apply

Slot producer appears in the list a right after saving the specified parameters.

Slot producers overview form

Name	Description	Color
Atronic	-	Cyan
Novomatic	Admiral	Blue
Игрософт	-	Orange
Gameworld	-	Purple
Magic place	-	Green
Playtech	-	Dark Blue
Mega Jack	-	Pink

New producer

If you want to make changes to any slot producer, you must open the slot producer form by double-clicking the left mouse button to make adjustments and press **OK** to save the changes.

3.4.2 Games settings.

System provides to specify games available on each slot. You need preliminary enter games/packages data in system. To do that open «Slot game types overview form» in «Settings» → «Slots» → «Slot game types».

Slot game types overview form

Name	Description	Producer
Crazy cherry		
Sharky		
The Money Game	-	

New game type

Using this form you are possible to get new games in system or edit entered earlier.

To add game or a package of games in the list, you are necessary to execute the following:

1. Click on **New game type**.
2. Then specify the following parameters:
 - Name of game or game packages.
 - Short description (if necessary).
 - Select from the drop-out list the slot producer of games/game packages (if necessary).

After input of all required data click **OK** for saving parameters.

Slot game type form

Slot game type parameters

Name: Pack 30

Description: Pack of 30 games

Producers: Novomatic

OK Cancel Apply

After saving data current game/games packages will be shown in list.

Slot game types overview form

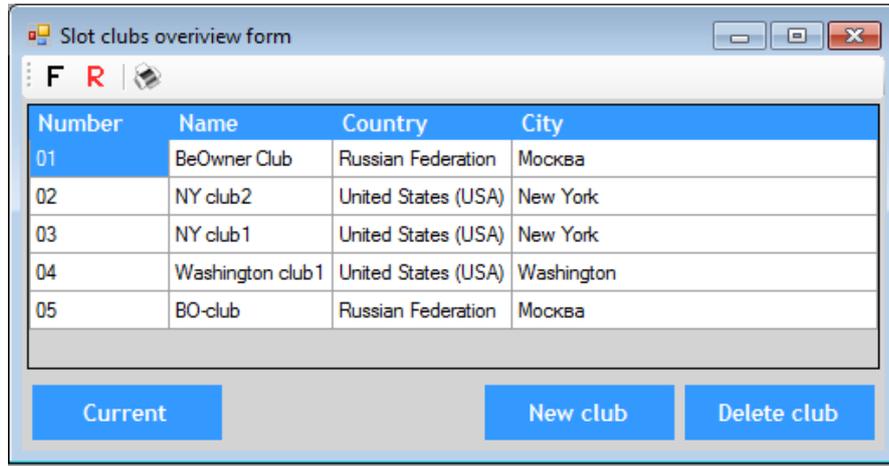
Name	Description	Producer
Crazy cherry		
Sharky		
The Money Game	-	
Pack 30	Pack of 30 games	Novomatic

New game type

If you require to make changes on any game, open a current overview form, double click on the left mouse button to make a changes and after all click **OK** for saving changes.

3.4.3 Club Settings

While you add slot to a system you need to specify club (hall) to whom it belonged. In the system, when starting the slot machine you need to specify the club (hall) to which it belongs. Adding clubs are provided by «**Slot clubs overview form**» in «**Settings**» → «**Slots**» → «**Clubs**».

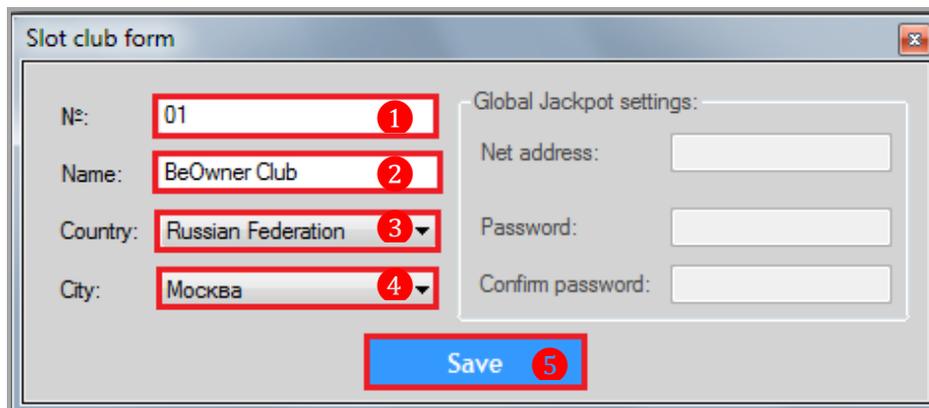


With this form you can add a new club to the system, delete, or edit existing ones.

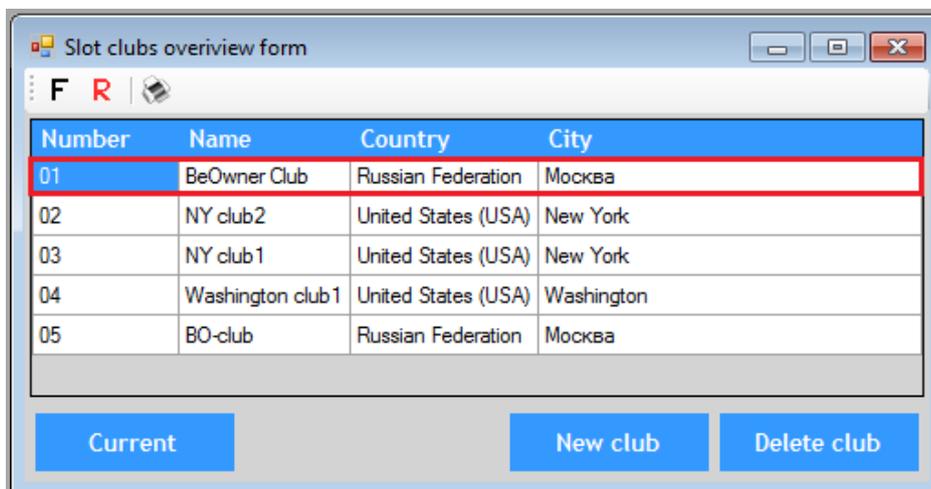
To add a new club in the system, you must do the following::

1. Click on **New club**.
2. Specify a following parameters in a opened form:
 - Sequence Number of Club
 - Club name.
 - Choose a club country from drop down list.
 - Choose a club city from drop down list.

To store data click on **Save**.



After saving parameters club will appear in a list.

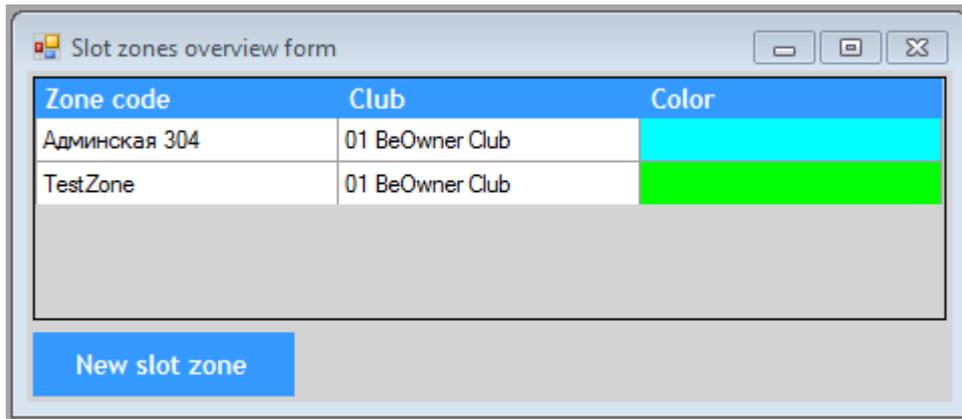


If you want to make changes to any club, open the current form by double-clicking on a left mouse button to make adjustments and then click **Save** to save the changes.

If you need to remove club from a system click on **Delete club**.

3.4.4 Adjusting Slot Placement Zones.

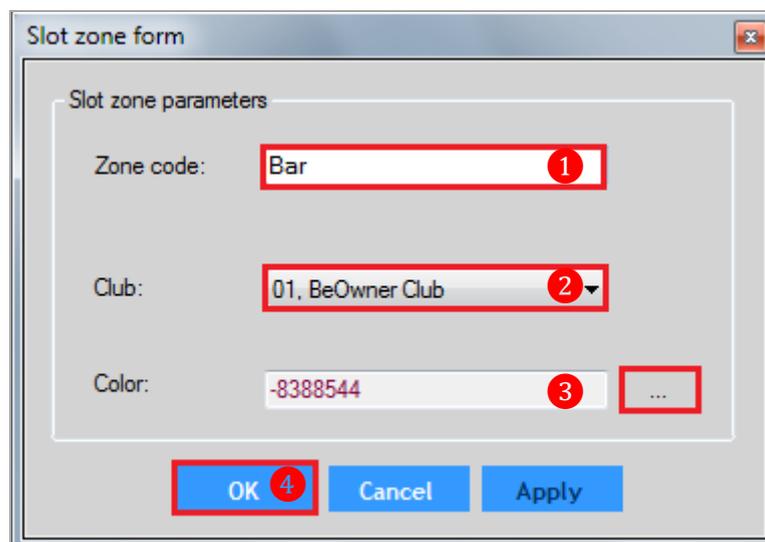
When you proceed with setup a slot module, you must also specify the area of the club (the hall), in which slot machine is located. For example: main lobby, entrance, bar or restaurant areas, etc. To do that you must open «**Slot zones overview form**» in «**Settings**» → «**Slots**» → «**Slot zones**».



In this form you can select a new place for the club or edit previously added places. To add a new zone, you must do the following:

1. Click on **New slot zone**.
2. Specify a following parameters in a opened form:
 - Zone name or Zone code.
 - Assign club (hall) with selected zone.
 - Select a color from a palette for a designation on the floor plan.

Click **OK** to save parameters.



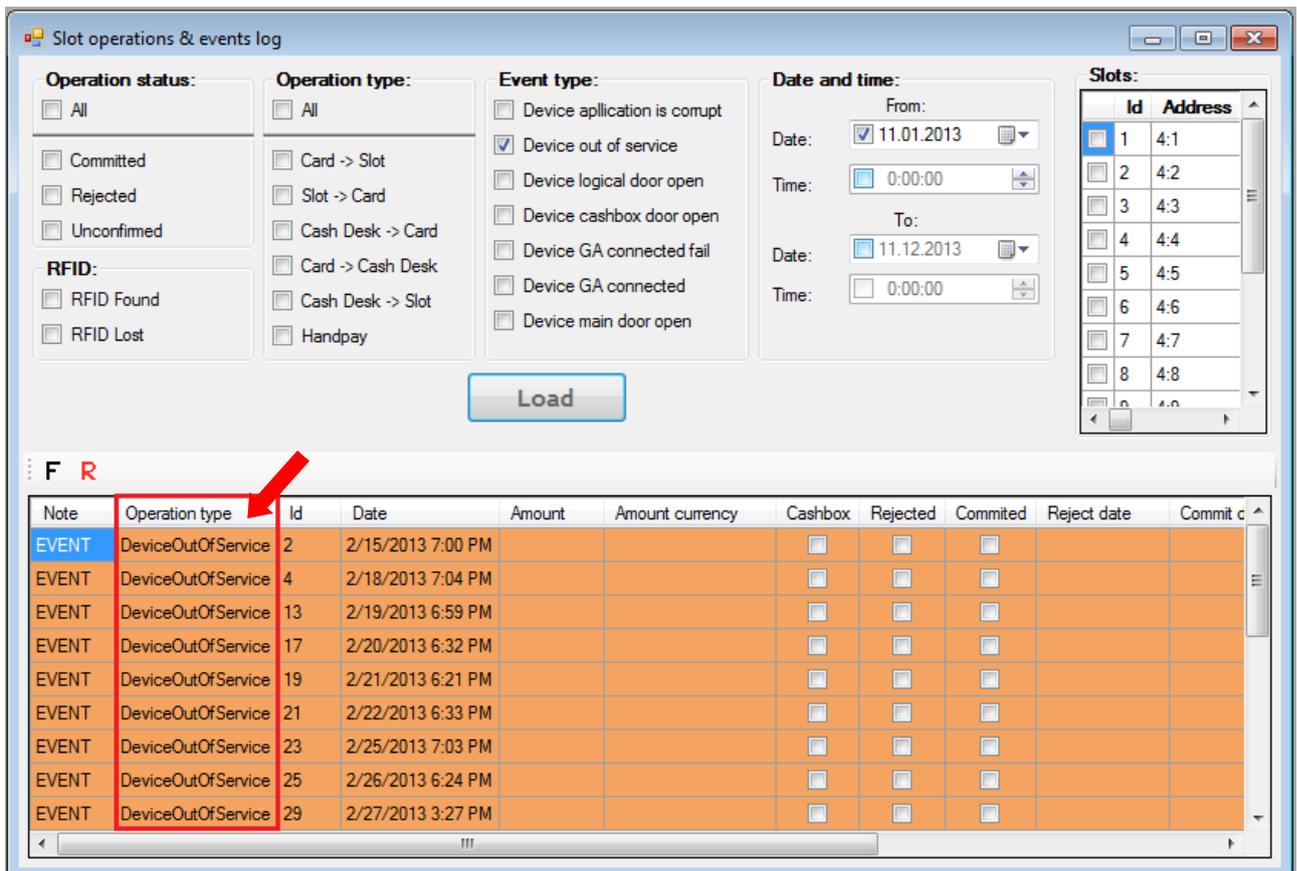
After saving a new zone will appear in list.



If you want to make changes in any zone, you need to open the slot zone overview form by double-clicking the left mouse button to make adjustments and click **OK** to save changes.

3.4.5 Setting the type of events for gaming devices.

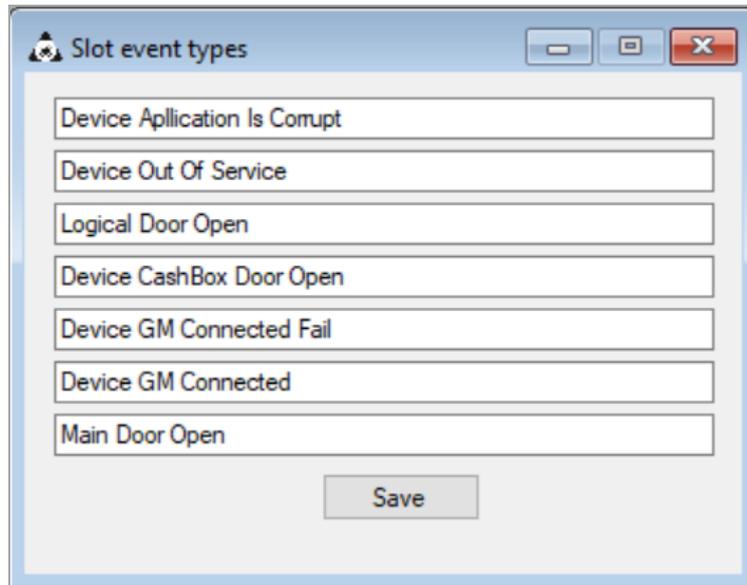
Slot machines generates a different types transactions and events (logs) that are stored in the section «Slots» → «Monitoring» → «Operations & Events log».



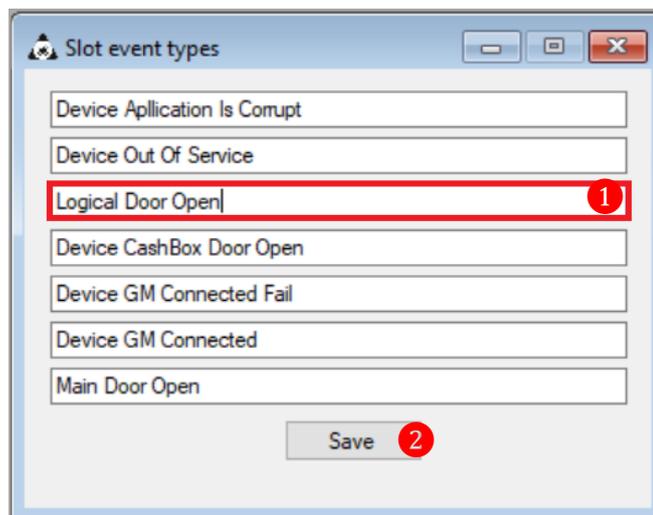
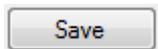
Initially all transactions and events are stored in English, but if necessary they can be edited and translated into any language.

To edit the name of an event type, do the following:

1. Select «Settings» → «Slots» → «Event types» in main menu.



2. In the list that opens, please select the type of event, the name you want to edit by clicking the left mouse button on the line to enter the new name using the keypad and after all click



3.4.6 Setting up bonusing on the slot machines.

In the SlotLogic system for slot machines, you can choose between two bonusing modes:

Fast
<p>A fast type of bonusing, applicable to slot machines that award bonuses without the condition of a positive balance, game selection and more.</p> <ul style="list-style-type: none">✓ The signal of successful accrual for SlotsService is a positive response of the slot machine to the bonusing command.✓ The signal of unsuccessful accrual for SlotsService with the subsequent transaction rollback is a negative response of the slot machine to the bonusing accrual command.

Attention! Positive response of the slot machine to the command of bonusing is NOT a guarantee of its accrual. SlotsService has no possibility to trace the situation when a positive response was received, but the crediting itself, for reasons depending on the slot machine, did not happen. In this case the bonus transaction will be marked successful even if there is no real crediting of the bonus to the balance of the slot machine. For machines on which such a problem is often reproduced, it is recommended to set the type of bonus **Waiting X min**.

Waiting X min

Bonusing type with waiting for an event confirming the bonus accrual. Waiting time can be set: 1 min, 2 min or 3 min.

- ✓ The signal of **successful crediting** for **SlotsService** is the event of bonus crediting from the slot machine. The event can be generated by the slot machine with a significant delay, depending on the manufacturer and workload of the machine at the moment of time.
- ✓ The signal of **unsuccessful accrual** for **SlotsService** with the subsequent transaction rollback is the absence of bonus accrual event from the slot machine within X minutes, after the transaction start.
- ✓ While waiting X minutes (1-2-3 min), it is impossible to start a new bonusing transaction on the slot machine.

Attention! This type of bonusing allows to determine guaranteed bonus accrual on the balance of the game machine within the waiting time (X minutes). If for reasons depending on the game machine, bonus accrual will take more time than X minutes, the transaction of bonusing will be marked unsuccessful, regardless of the actual bonus accrual on the balance of the game machine.

When setting up the type of bonusing on a slot machine, you need to take into account the terms of the **cashback**.

Cashback is a bonus transaction triggered when a player's bonus card is applied to the slot machine's reader. The bonus card is applied to the slot machine only at zero balance, therefore additional conditions are imposed to the cashback transaction:

1. On slot machines that **accrue bonusing under any circumstances without problems and conditions**, you can use the **Fast** bonusing type.

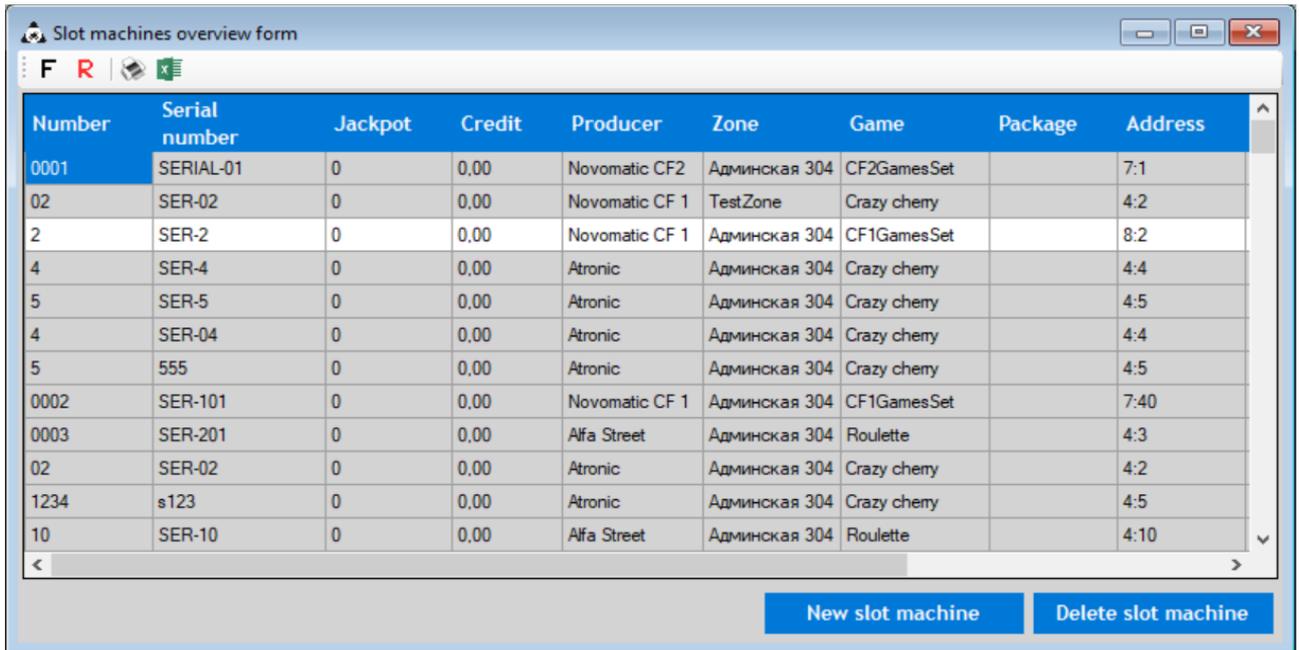
2. On slot machines that ***do not award bonus without the selected game***, but remember and award it after the subsequent (after the card is applied) game selection or replenishment of the balance of the machine, it is necessary to use the type of bonusing **Waiting X min**.

3. On slot machines that **do not award bonus without the selected game** and do not remember it for subsequent accrual, you must **necessarily choose the game before you apply the card**. It is necessary to use the type of bonusing **Waiting X min**.

4. On slot machines that **do not accrue bonusing at zero balance, cashback accrual is IMPOSSIBLE**. It is necessary to use the type of bonusing **Waiting X min**.

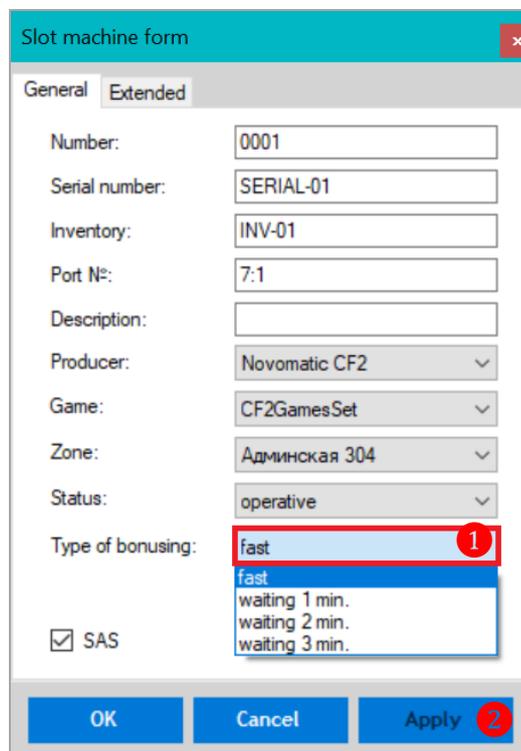
For a particular player it is possible only one transaction of cashback at one moment of time. If the player has applied the card to the slot machine, which has the **Waiting X min** bonusing mode selected, then while waiting for a response from this slot machine, when applying the card to other slot machines, a new bonusing transaction CANNOT start. If SlotsService does not receive the confirmation of bonus crediting to the balance of the slot machine within X minutes, the cashback will be returned to the player's card.

You can customize the type of bonusing on slot machines through the slot machines overview form under «Settings» → «Slots» → «Slot machines».



Number	Serial number	Jackpot	Credit	Producer	Zone	Game	Package	Address
0001	SERIAL-01	0	0,00	Novomatic CF2	Админская 304	CF2GamesSet		7:1
02	SER-02	0	0,00	Novomatic CF 1	TestZone	Crazy cherry		4:2
2	SER-2	0	0,00	Novomatic CF 1	Админская 304	CF1GamesSet		8:2
4	SER-4	0	0,00	Atronic	Админская 304	Crazy cherry		4:4
5	SER-5	0	0,00	Atronic	Админская 304	Crazy cherry		4:5
4	SER-04	0	0,00	Atronic	Админская 304	Crazy cherry		4:4
5	555	0	0,00	Atronic	Админская 304	Crazy cherry		4:5
0002	SER-101	0	0,00	Novomatic CF 1	Админская 304	CF1GamesSet		7:40
0003	SER-201	0	0,00	Alfa Street	Админская 304	Roulette		4:3
02	SER-02	0	0,00	Atronic	Админская 304	Crazy cherry		4:2
1234	s123	0	0,00	Atronic	Админская 304	Crazy cherry		4:5
10	SER-10	0	0,00	Alfa Street	Админская 304	Roulette		4:10

On the overview form by double click on the line of the selected GM the form of the slot machine is opened, in which on the tab «General» in the value «Type of bonusing» you can set the necessary type of bonusing on the slot. To save the settings it is necessary to press the button «Apply».



Slot machine form

General Extended

Number: 0001

Serial number: SERIAL-01

Inventory: INV-01

Port №: 7:1

Description:

Producer: Novomatic CF2

Game: CF2GamesSet

Zone: Админская 304

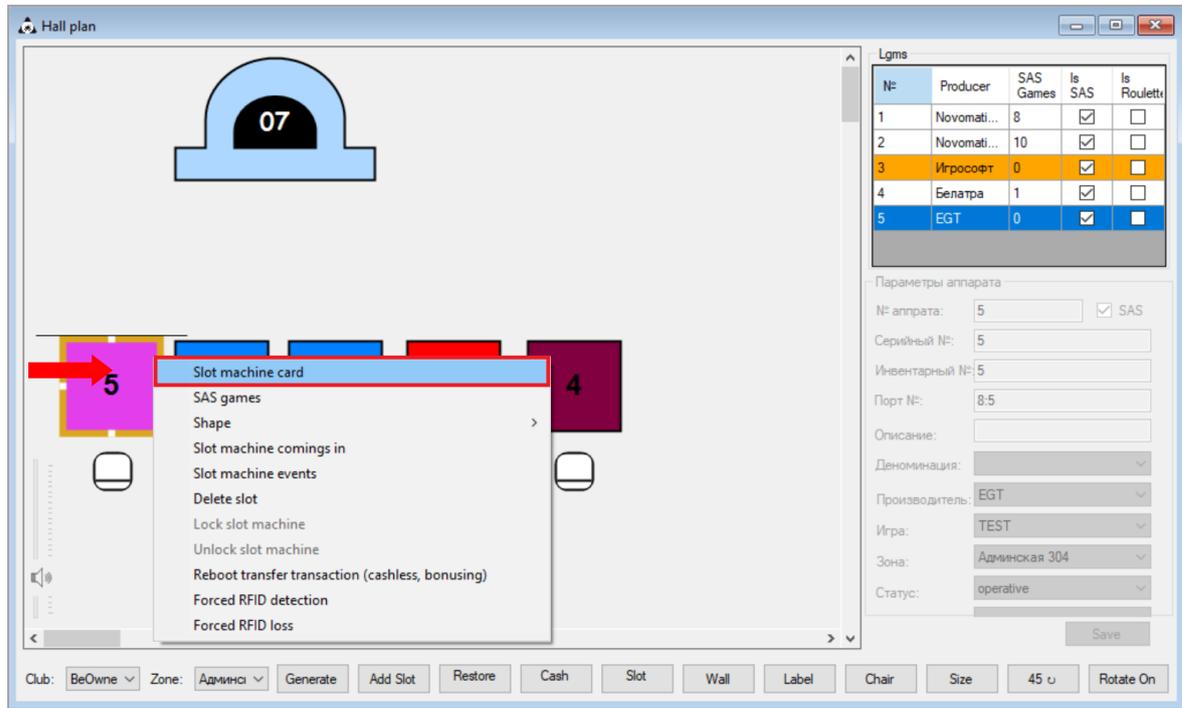
Status: operative

Type of bonusing: fast

SAS

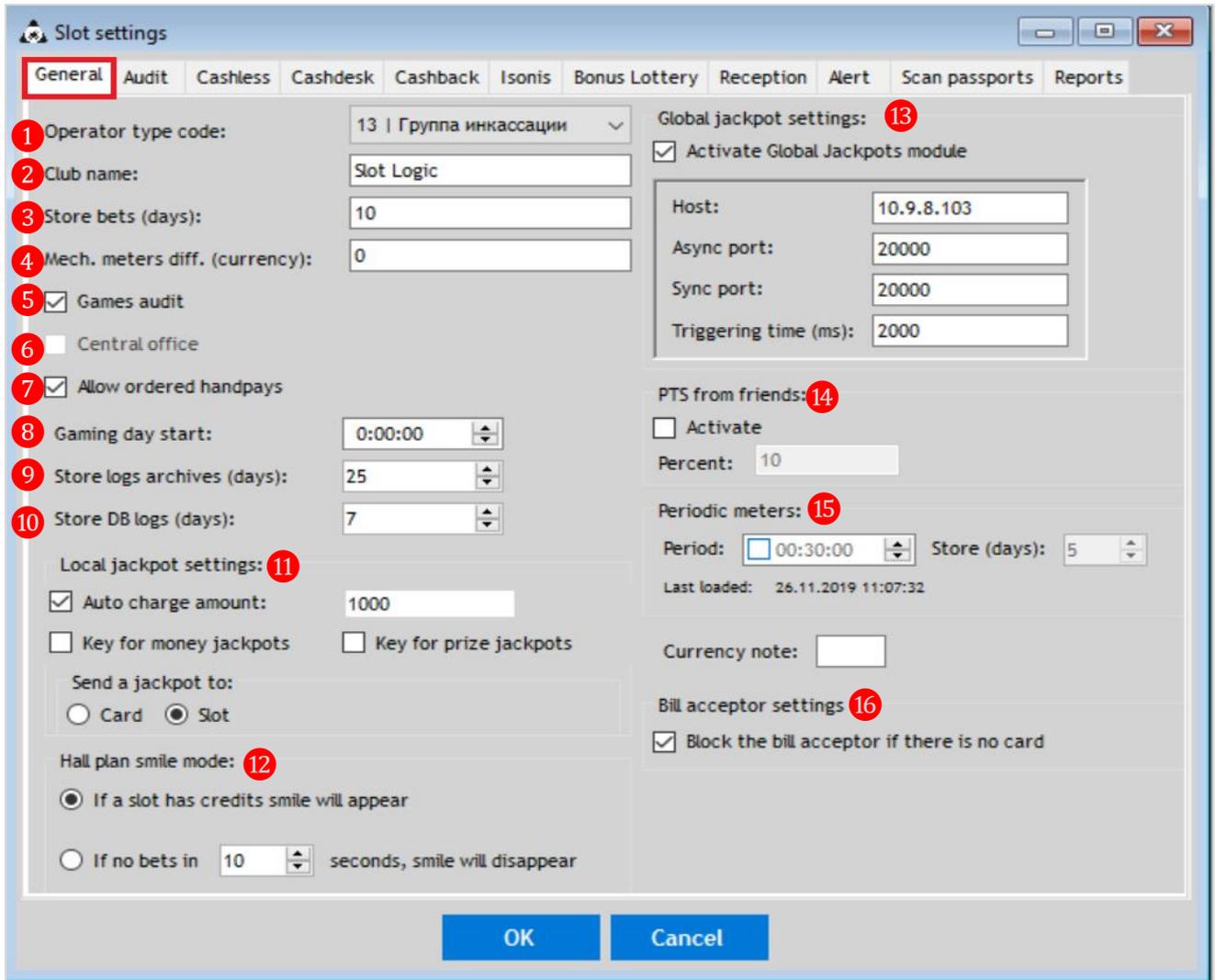
OK Cancel Apply

Please note that the **Slot machine form** can also be opened via the context menu of the slot machine on the floor plan («Settings» → «Slots» → «Floor Plan»).



3.4.7 Setting gaming machines options.

In «Settings» → «Slots» → «Settings» section, on the «General» tab you can select the following settings of gaming machines: bet storage time, order of funds transfer, data storage for reports, configuring local and global jackpots, anonymous cards activation, acquiring PTS «from friends» etc.



Detailed description of gaming machines options configuration:

1. Operator type code – select the employee position from the drop down list, which is authorized to provide handpay operations.

* *Handpay* – put a credits from the slot machine by issuing funds in cash from the cash desk to the player.

2. Club name - specify the name of the club, which will be displayed in Ticketing System interface («Slots» → «Cashdesk» → «Cashdesk»).



3. Store bets (days) – Specify the number of days during which the database data will be stored at the rates and customer wins (recommended - no more than 30 days).

4. Mech. meters diff. (currency) – specify the allowable differences value between the mechanical and electronic meters values.

Note: The value indicates the difference is showed in specific currency. For example, for Russia, if you specify the number 10, it will be allowed a difference of 10 rubles.

Attention! This parameter is needed in the future to verify the correctness of the mechanical meters. If the margin is NOT specified in settings, the validation of mechanical meters will be automatically disabled.

5. Games audit – set a tick to activate the possibility to carry out an audit of gaming machines with details on the games.

6. Central office – set a tick to activate the possibility to accumulate data (financial information, game statistics, data on registered players, etc.) for several clubs in one main club on the current system (if you are already create a several clubs in the system).

Attention! To activate this feature you must contact SlotLogic support specialists.

7. Allow ordered handpays – set a tick to activate a possibility to manually register a handpay operations in the system (Slots» → «Cashdesk» → «Order handpays»).

8. Gaming day start - setting the start time of the gaming day. This option is used in statistics and reports; anything else is not affected. Default **Gaming day start** is **0:00:00**.

9. Store log archives (days) – specify the number of days during which the program log archives will be stored in the database.

10. Store BD logs (days) – specify the number of days for which the database logs will be stored.

11. Local jackpot settings – settings for jackpots in local club.

- **Auto charge amount** – set a tick to activate transferring of jackpot won amount to player bonus card balance / gaming machine in an automatic mode or with a key and specify the threshold for this feature (the maximum amount).

Attention! In case the auto-accrual was disabled, or the jackpot's gained sum is higher than the limit, the terminal will be banned on jackpot gaining, and its sum can only be withdrawn on manual accrual.

- **Key for money jackpots** – set a tick for activating the mode of money jackpot's accrual with a key. In this case, the sum of gained jackpot, which is not higher than in «**Sum of auto accrual**» will be credited to the slot only when the attendant turns the key.

- **Key for prize jackpots** - set a tick for activating the mode of prize jackpot's accrual with a key. In this case, the gained prize jackpot will be credited to the slot only when the attendant turns the key.

- **Send a jackpot to:**

- Card** - amount of jackpot won that does not exceed the threshold value will be immediately credited to the bonus card account. It is only available for Mystery jackpots.

- Slot** - amount of jackpot won that does not exceed the threshold value will be immediately credited to the gaming machine.

Attention! *In accordance with SAS-protocol jackpots cannot be charged automatically or with a key in some certain cases: main door of gaming machine is open, service screens or game selection screen are enabled (please refer to SAS-protocol description).*

In cases where the machine rejects the attempt to transfer of money, the jackpot will be available for manual transferring operation.

12. Hall plan smile mode:

- **«If a slot has credits smile will appear»** - set a tick for displaying the icon «Smile» on a hall's plan for terminals («Slots» → «Monitoring» → «New Hall Plan»), in case the terminal has credits.

- **«If no bets in X seconds, smile will disappear»** - set a tick for displaying the icon «Smile» on a hall's plan for terminals («Slots» → «Monitoring» → «New Hall Plan»), if the specified time period from the last bet doesn't expire. If there were no bets on that period, the icon «Smile» will disappear.

13. Global jackpots settings – settings for jackpots in a club chain.

- **Activate Global Jackpots module** - set a tick to activate global jackpots.

- ✓ **Host** - IP-address of host server in Central Office (main club), which will allow access to the main database for all clubs registered in the system.

- ✓ **Async port** - port number for asynchronous communications (e.g., 20001). This port should provide networking validity with central office, as well, Central office will use this port for sending messages back to the clubs regarding jackpots won.

- ✓ **Sync port** - port number for synchronous messages (e.g., 20000). This port is used for synchronization of current jackpot values and club request to the central office for jackpot won.

- ✓ **Triggering time (ms)** – club request frequency to the Central Office (auto updating data). Default is 10000 ms = 10 sec.

Attention! *To activate and configure global jackpot option it is necessary to refer to SlotLogic support specialists.*

14. PTS from friends (more about this in [«PTS "from friends" settings»](#)):

- **Activate** – Set a tick to activate accumulating PTS for all new players invited to club by this client.

- **Percent** – specify the percent value of PTS «from friends».

15. Periodic meters – set a tick and define the settings:

- **«Period»** – specify the time (hh:mm:ss) after which the system will carry out automatic polling of slot machines and record the values of their electronic and mechanical meters («Slots» - «Monitoring» - «Periodic meters»).

- **Store (days)** – specify the time of storage of the obtained values of the slot machines counters in days. View available in the section «Slots» - «Monitoring» - [«Periodic meters»](#).

If the «Periodic meters» tick is omitted, automatic polling will not be performed.

16. Bill acceptor settings:

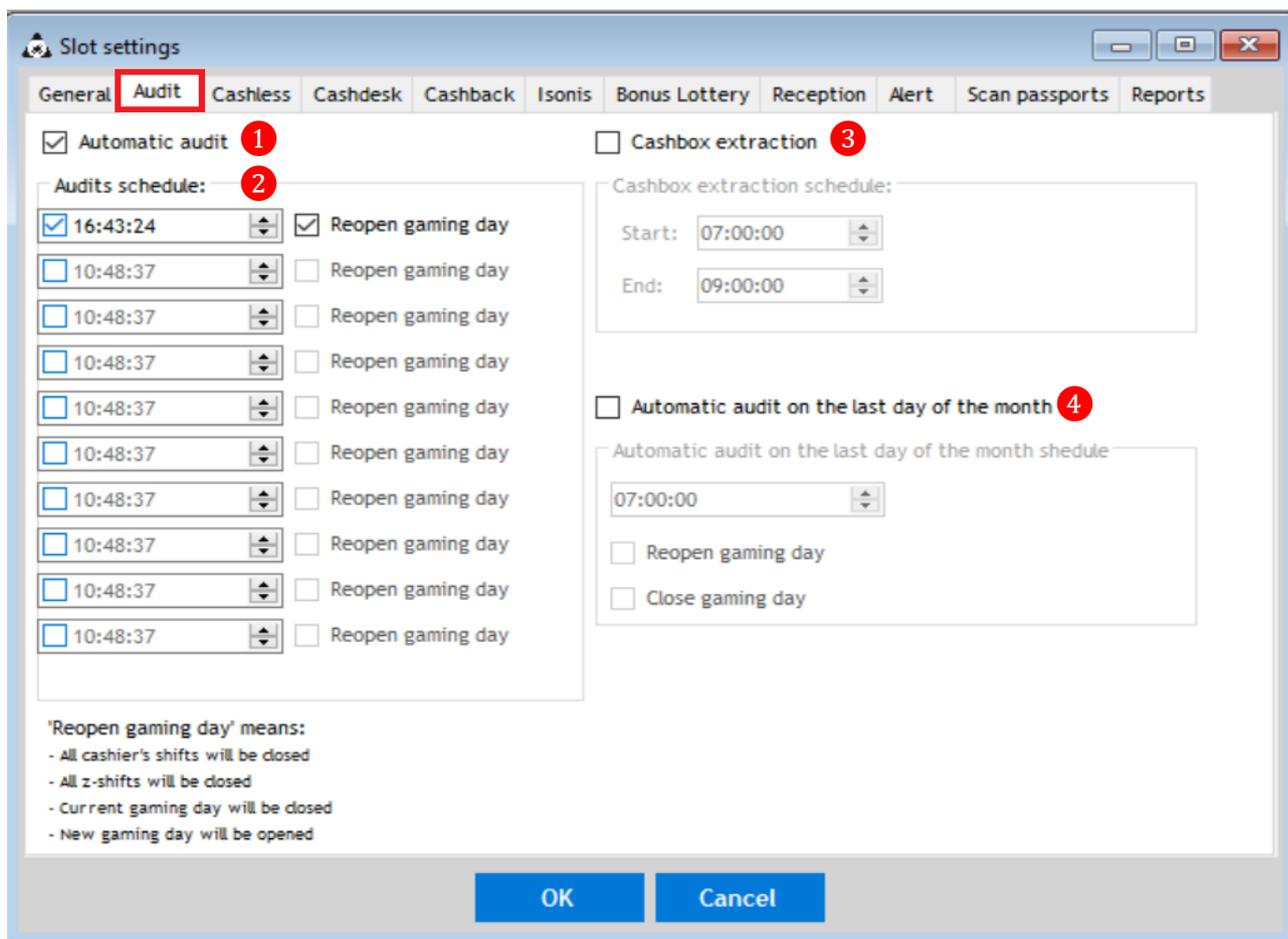
- **Block the bill acceptor if there is no card** - if this option is activated (the checkbox is checked), the bill acceptor of the slot machine will be blocked when the player has no bonus card.

When you have finished setting all the required options, press the  button to save.

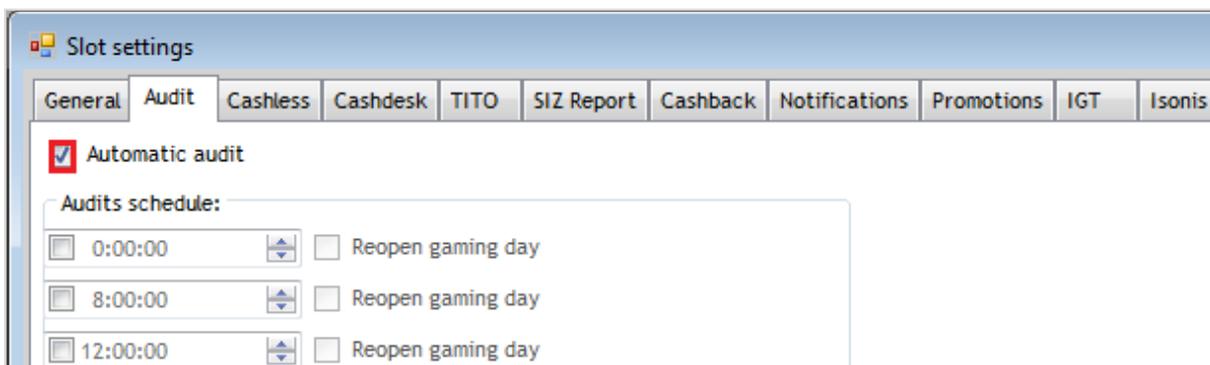
If you need to change any parameters of slot machines settings, you need to open this form («Settings» → «Slots» → «Settings»), make the necessary changes and press the **OK** button to save the changes.

3.4.8 Activating and setting the automatic audit.

Activation and setting of the schedule for automatic audit of gaming machines are performed on the form of the main settings of gaming machines («Settings» → «Slots» → «Settings») on the «Audit» tab.



1. Automatic audit – check the box to activate the automatic audit. If the check box is not checked, then gaming machines audits are performed manually.



2. Audits schedule:

• On the left in the fields, it is necessary to set the time for performing automatic audit procedures of gaming machines within 24 hours. To activate each field, check the box and use the keyboard or built-in buttons to set the desired time (hh:mm:ss). The maximum number of audits per day is **10**; the minimum gap between audits is **30** minutes.

Checkbox	Time	Reopen gaming day
<input checked="" type="checkbox"/>	0:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	8:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	12:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	16:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	20:00:00	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>

• To the right of the audit time, tick the «**Reopen gaming day**» checkbox, if at the end of the automatic audit procedure at the specified time you want to open a new gaming day in the system. At the same time, the following procedures will automatically be performed in the system:

- ✓ **All cashier`s shifts will be closed.**
- ✓ **All Z-shifts will be closed.**
- ✓ **Current Gaming Day will be closed.**
- ✓ **New Gaming Day will be opened.**

Checkbox	Time	Reopen gaming day
<input checked="" type="checkbox"/>	0:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	8:00:00	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	12:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	16:00:00	<input type="checkbox"/>
<input checked="" type="checkbox"/>	20:00:00	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>
<input type="checkbox"/>	12:56:44	<input type="checkbox"/>

If the checkbox is not selected, then all the presented procedures are made manually.

3. Cashbox extraction (schedule) - check the box to activate the fields for setting the schedule.

• **Start** – in this field is used to set the time of the beginning of the procedure of extracting cashboxes from the gaming machines of the club (hh:mm:ss).

• **End** – in this field is used to set the time of the end of the procedure of extracting cashboxes from the gaming machines of the club (hh:mm:ss).

4. Automatic audit on the last day of the month (schedule) - check the box to activate the fields for schedule configuration.

- In the first place, the time of the beginning of automatic audit on the club's slots is set in the field (hh:mm:ss).
- **Reopen gaming day** - check the box if a new game day is required to be opened in the system at the end of the automatic audit procedure at the specified time.
- **Close gaming day** - check the box if it is required to close the game day at the end of the automatic audit procedure at the specified time.

Upon completion of all the necessary configuration procedures, click the «Ok» button to saving changes.

3.4.9 Cashless activation and settings.

With the help of Cashless functionality in the «SlotLogic» system the possibility of crediting money from the player's card balance to the gaming machine balance and back from the gaming machine balance to the card balance is realized.

Activation and settings of Cashless are performed on the form of the main settings of gaming machines («Settings» → «Slots» → «Settings») on the «Cashless» tab.

The screenshot shows the 'Slot settings' dialog box with the 'Cashless' tab selected. The 'Cashless' checkbox is checked. The 'Partial replenishment' field is set to 100. The 'Statuses partial replenishment' section has four rows, each with a value of 1000: ST Standart, SL Silver, GD Gold, and PM Platinum. The 'OK' and 'Cancel' buttons are at the bottom.

1. Cashless – set a tick to activate the possibility of transferring funds from player card balance at to gaming machine and back.

2. Partial replenishment – partial replenishment of credits on the slot machine.

- **Write-off step** – using the keypad it is necessary to set the minimum amount, multiple of which will be debited from the client's bonus card and credited to the slot machine in the form of credits each time the «Card In» button is pressed.

3. Statuses partial replenishment –partial replenishment of credits on the slot machine depending on the status of the client's bonus card.

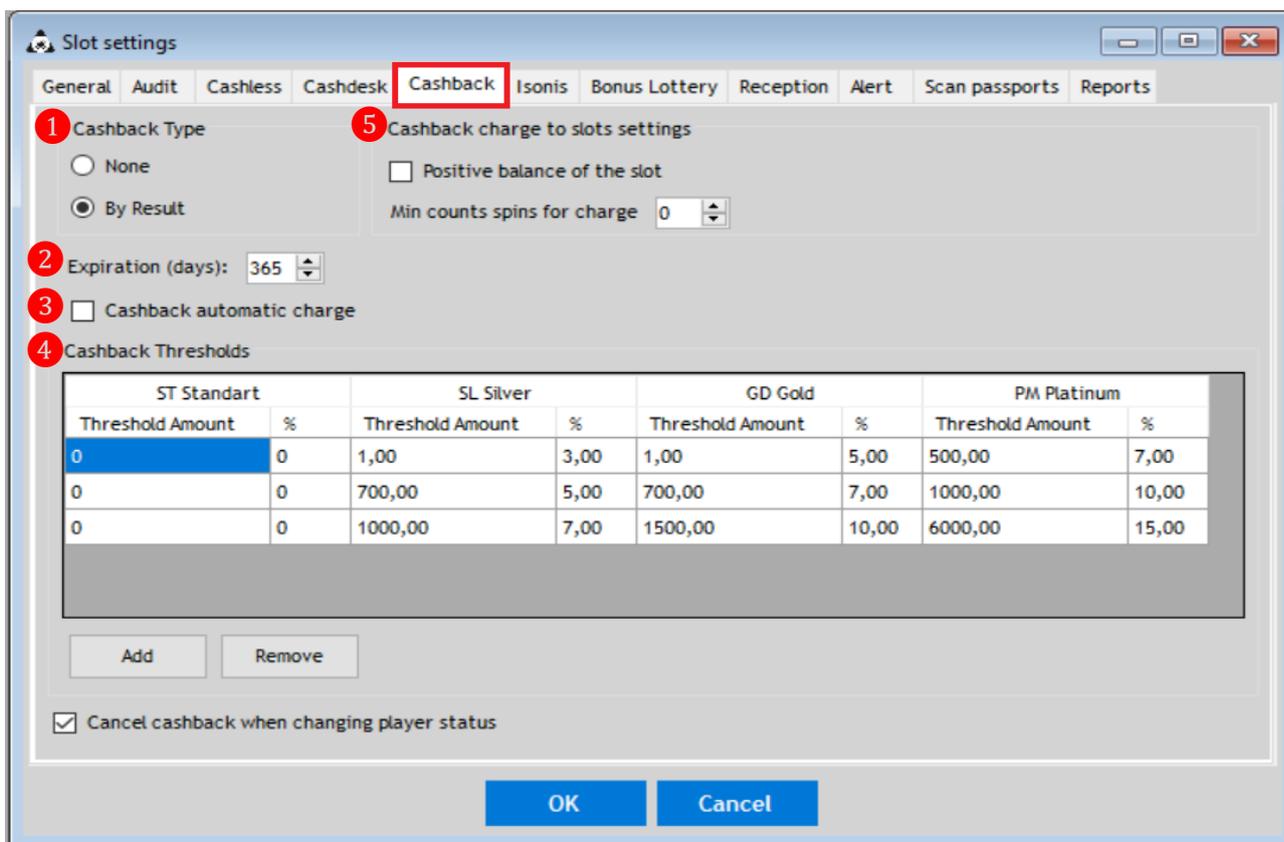
For each status by means of the keyboard it is necessary to set the minimum amount, multiple of which will be debited from the client's bonus card and credited to the slot machine in the form of credits each time the «**Card In**» button is pressed.

When the settings are complete, press the «**Ok**» button to save.

3.4.10 Activation and settings of the service Cashback.

With the Cashback service in «SlotLogic», you can return the player a certain percent (**Cashback**) of the amount spent in the casino/club or from its result.

Activation and settings of the Cashback service are done using the form of main settings of slot machines («**Settings**» → «**Slots**» → «**Settings**») in the «**Cashback**» tab.



1. «**Cashback Type**» – select the Cashback type and set a mark in required meaning:

None	Cashback type is not selected, Cashback functionality is disabled.
By Result	Cashback will be calculated as a percentage of the player's result. If the player's result is negative (<0), then Cashback is not calculated and is not accrued. <i>Cashback by Result = Result * Cash back %</i> <i>Result = Total In - Total Out</i> The player can use the Cashback by Result not earlier than the next gaming day.

2. «**Expiration (days)**» – specify the number of gaming days during which the player can use his accrued Cashback by putting a bonus card to the reader of the slot machine. After the expiration of the given term the player can receive the unused Cashback only after manual activation through the form «**Current Cashback**» («**Slots**» → «**Cashback**» → «**Current Cashback**»).

Expiration (days): 3

3. «Cashback automatic charge» – check the box for automatic activation and crediting of the Cashback accumulated on the previous day or earlier (is determined by the option «Expiration») to the slot machine account when putting the card to the reader. If the check box is not checked, Cashback is activated manually on the form «Current Cashback» («Slots» → «Cashback» → «Current Cashback»). After activation, Cashback will be credited to the slot machine account when putting the player's card to the reader.

Cashback automatic charge

4. «Cashback Thresholds» – use this option to set minimum thresholds for *Pure Drop* or *Result* and *Cashback percent* to calculate the amount that will be charged to the players according to their status. On the head of the table in columns with growing priority are shown the statuses titles for players, which are registered in system («Settings» – «Reception» – «Player statuses»). Cashback payment could be set for players of all statuses and also selective (for example only for VIP players with Gold or Platinum statuses). The Cashback percentage amount could also be variable.

«Add» button adds a new line, «Remove» button removes line.

ST Standart		SL Silver		GD Gold		PM Platinum	
Threshold Amount	%						
100,00	10,00	100,00	20,00	100,00	30,00	500,00	50,00
500,00	20,00	500,00	30,00	500,00	40,00	1000,00	60,00
1000,00	30,00	1000,00	40,00	1000,00	50,00	1500,00	70,00

Add Remove

1) In the column «Thresholds Amount», use the keyboard to enter a minimum threshold for **Pure Drop** or **Result** (depending on the selected Cashback type), from which the amount of Cashback will be calculated to be charged to the player. The number of «Thresholds Amount» is unlimited.

2) In the column «%», use the keyboard to enter the percent value for each «Thresholds Amount» value to calculate the Cashback amount (0,00 to 100,00).

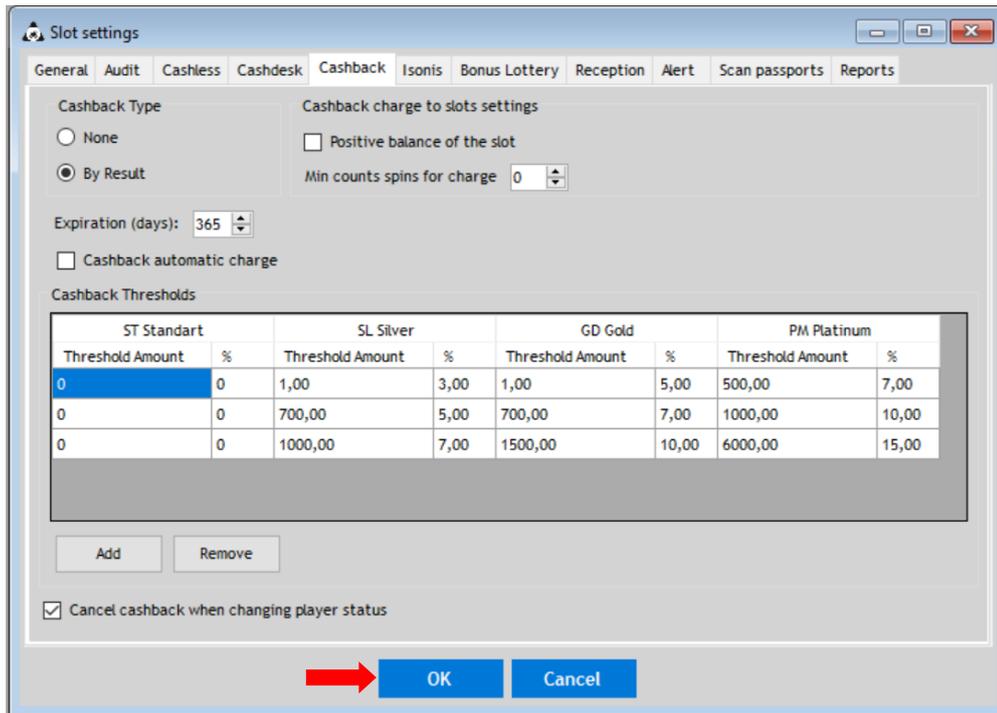
Note: If the Cashback functional is activated (the «By Result» type was selected), but the values of «Cashback Thresholds» are not specified, Cashback is neither calculated nor charged.

5. **Cashback charge to slots settings** - with the help of this option you can set the conditions for accrual of cashback to the gaming machine.

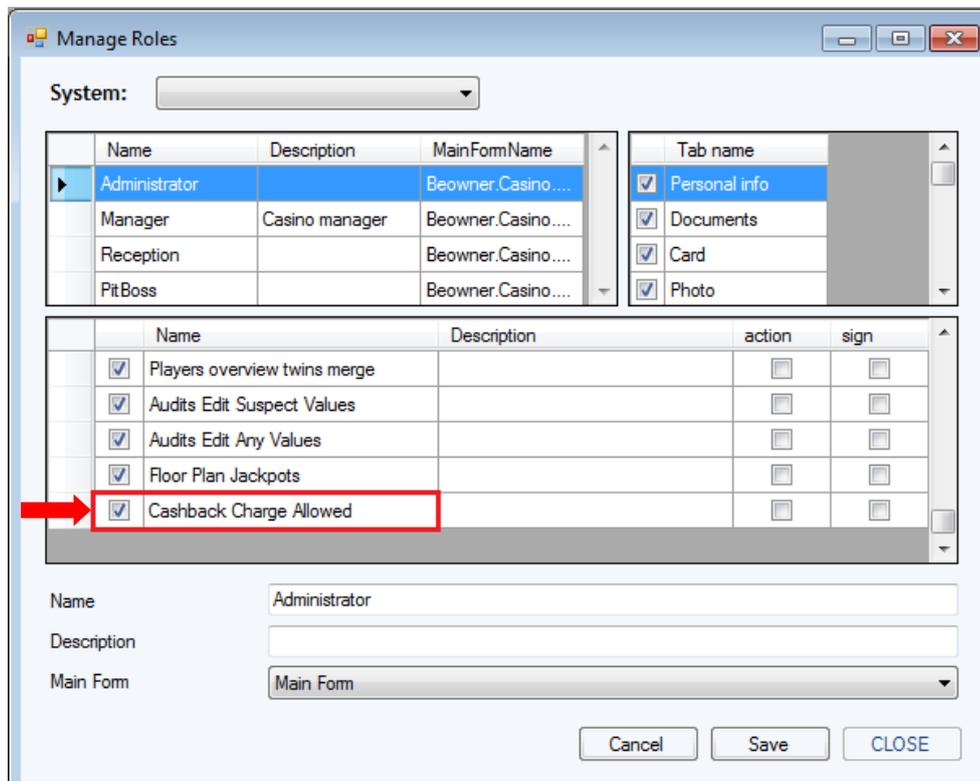
- **Positive balance of the slot** - check this box if the slot machine must have a positive balance for cashback to be charged. In this case, if the balance of the slot machine is negative, no cashback will be charged.

- **Min counts of spins for charge** - using the keyboard (and/or arrows) you can set the minimum number of spins required for the cashback to be charged to the player.

6. After the Cashback service is configured, click «OK».

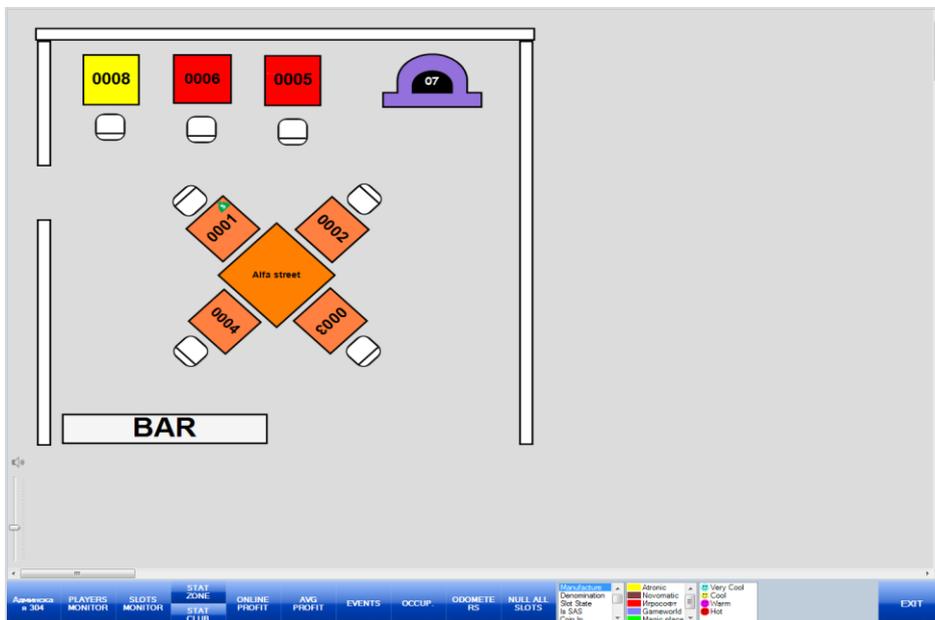


In addition, to be able to activate and charge Cashback to the player manually using the form «Current Cashback», activate «Cashback Charge Allowed» in the settings of the user's role («Administration» → «Roles») by ticking the box.

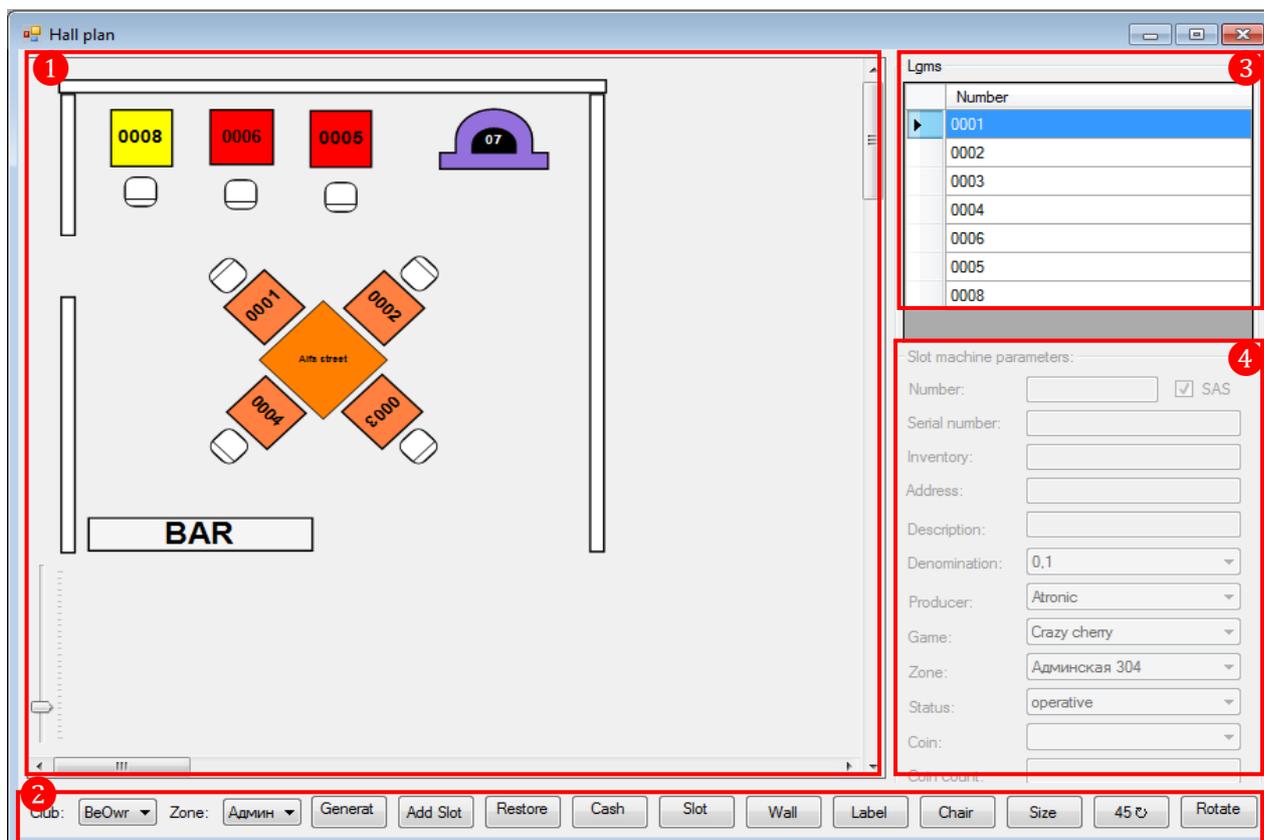


3.4.11 Setting a new hall plan «New Floor Plan».

The form «New Floor Plan» («Slots» - «Monitoring» - «New Floor Plan») symbolizes the 2D graphic plan of a hall, which contains the gaming slots, the roulettes, the cashdesks, a bar and other objects within a scheme. The presented plan allows carrying out the monitoring of a status, loading capacity and slots' income in a convenient form, as well as the monitoring of players online.



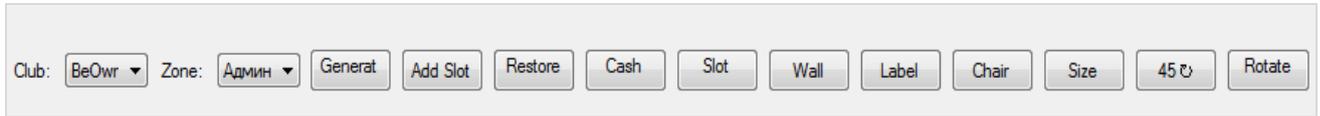
Creating the hall plan and allocating the elements on it are carried out with the design-form «Hall plan» («Settings» → «Slots» → «Floor plan »).



The main form's elements are:

- 1) A working place for allocating the hall's elements.

- 2) Control panel for the elements.
 - 3) The list of gaming slots, roulettes, located on the plan.
 - 4) The panel for viewing and editing the parameters of gaming devices/roulettes.
- **The functional panel of managing the elements.**

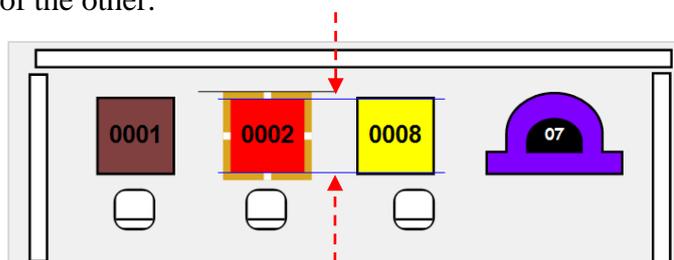


1. **Club** – select a club from a popped-up list, where it is needed for a hall plan to be edited or viewed.
2. **Zone** – select the club's zone from a popped-up list, where it is needed for the zone's plan to be edited or viewed.
3. **Generate** – the button for setting and adding several gaming slots/roulettes on a plan simultaneously.
4. **Add Slot** – the button for setting and adding the gaming slot or the roulettes on a plan.
5. **Restore Slot** – the button for restoring the deleted gaming devices.
6. **Cash desk** – the button for adding the element «Cashdesk» on a plan.
7. **Slot** – the button for setting and adding the element «Slot-master» on a plan for connecting the roulettes.
8. **Wall** – the button for adding the element «Wall», denoting the boundaries of a hall.
9. **Label** – the button for adding the squared elements on a plan with notes, denoting other objects in a hall/club (tables, reception, bar etc.).
10. **Chair** – the button for adding the element «Chair» on a plan.
11. **Size** – the button for setting the element size within a plan.
12. **45** – the button for rotating the element on 45 degrees clockwise on a plan.

For zooming a plan, use the scroll, located on the left of working place. The scroll up – for zooming in, the scroll down – for zooming out.



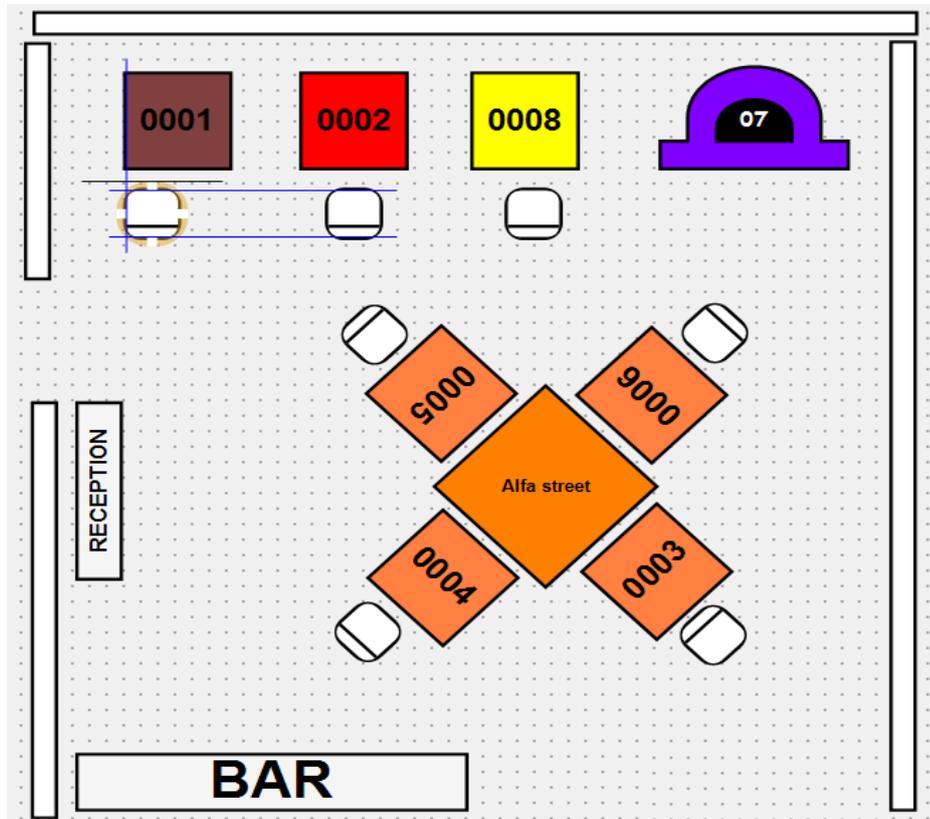
For aligning the located elements in one horizontal or vertical line, it is possible to use the binding lines. For performing it, shift the element in one line with the element for aligning, holding the left mouse button. The aligning boundaries will be displayed in case the shifting element coincides with the line of the other.



Note: The binding lines are only available for the elements, which rotating angle is 90, 180, 270 or 360 degrees on a plan.

For turning off the displaying of binding lines on shifting the element hold the button «Shift».

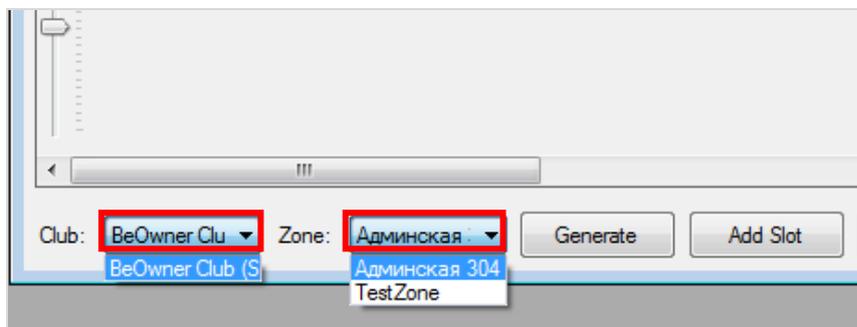
Additionally, it is possible to use the marking as a cell for aligning the elements within a plan. For performing it, it is required to hold the button «Ctrl» on shifting the element.



Next, let us consider the procedure on adding various elements to the plan.

➤ **Creating and adding the gaming device on a plan.**

1. At the beginning, select the club and zone location of a gaming device, using the dropped lists on control panel.



2. Now it is possible to create the gaming slot. It is necessary to press the button  on a control panel, and set the slot's parameters in a card:

The image shows a software window titled "Slot machine form" with a close button (X) in the top right corner. Below the title bar are two tabs: "General" and "Extended", with "Extended" being the active tab. The form contains 11 numbered fields, each with a red circle containing a number to its left. Fields 1 through 10 are text input fields or dropdown menus, and field 11 is a checkbox. At the bottom of the form are three buttons: "OK", "Cancel", and "Apply".

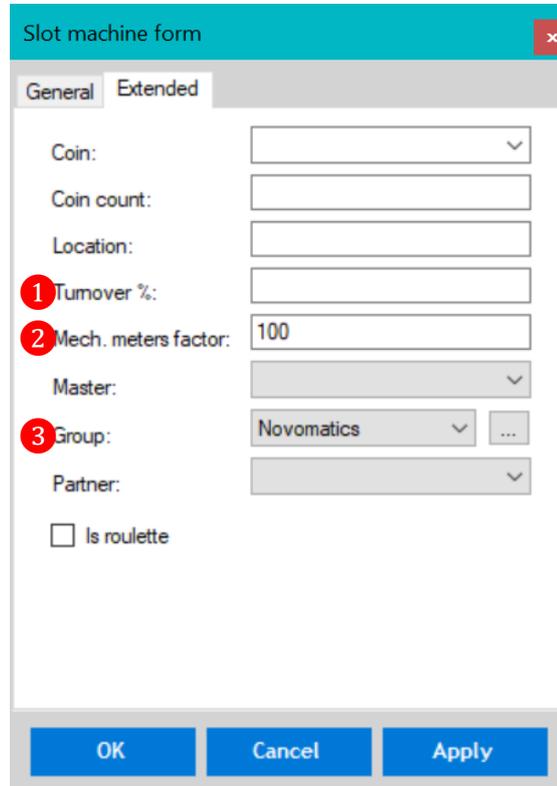
Field Number	Field Name	Value
1	Number:	5
2	Serial number:	5
3	Inventory:	5
4	Port №:	8:5
5	Description:	
6	Producer:	EGT
7	Game:	TEST
8	Zone:	Админская 304
9	Status:	operative
10	Type of bonusing:	fast
11	SAS	<input checked="" type="checkbox"/>

«General tab»:

- 1) **Number** – the number of a slot machine in a system.
- 2) **Serial number** – the serial number of a gaming device, forged on its corpus. In case there's no need to specify this number, input the number in the following format **01** (01 – corresponds to the slot's number).
- 3) **Inventory** – the inventory (warehouse) number of a gaming device. In case there's no need to specify this number, input the number in the following format **01** (01 – corresponds to the slot's number).
- 4) **Port №** - the number of COM-port for connecting to the server and the address of SMIB.
- 5) (Optionally) **Description** - a brief description or a note to the slot.
- 6) **Producer** – select the manufacturer of a gaming device from the popped-up list (it is compulsory to input the exact name of manufacturer – the information goes to a report).
- 7) **Game** – select the game/list of game from the popped-up list, which are downloaded on the device (the presented parameter is for informative function (for convenience) and does not effect on device's software).
- 8) **Zone** - from the drop-down list, select the zone of the device location (current zone by default).
- 9) **Status** – select the status of a device from a popped-up list (**Operative** by default).
 - **Operative** – the gaming device is «imbibed» by a system and is present in a report.
 - **Out of service** – the gaming device is «ignored» by a system and does not present in a report (is used if the device is out of service (on repair) or being removed and the new one has not arrived from a warehouse).
- 10) **Type of bonusing** - select the bonusing mode for the device from the drop-down list (**Fast** by default).
 - **Fast** – fast type of bonusing, applicable to slot machines that award bonuses without the condition of a positive balance, game selection and more.

- **Waiting 1 min** - type of bonusing with waiting for an event confirming the bonus accrual. The waiting time is 1 min.
- **Waiting 2 min** - type of bonusing with waiting for an event confirming the bonus accrual. The waiting time is 2 min.
- **Waiting 3 min** - type of bonusing with waiting for an event confirming the bonus accrual. The waiting time is 3 min.

11) SAS – the presented parameter shows, that the gaming device will work on SAS-protocol (Slot Accounting System – the protocol of transferring data). The tick is present on default.



«Extended» tab:

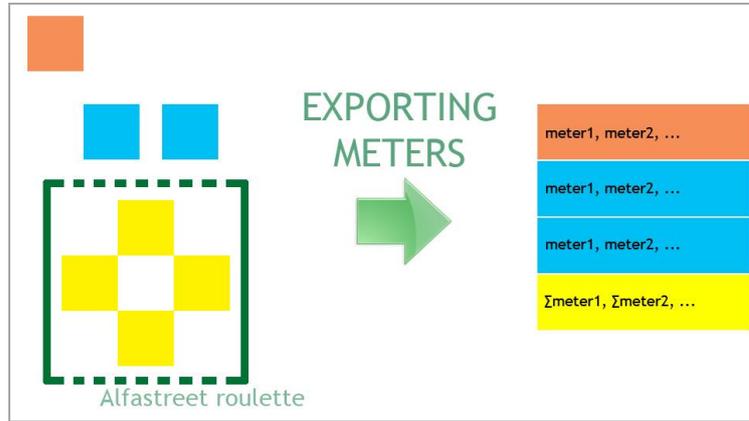
1) (Optionally) Turnover % - the percent of withdrawal, which is set on the device (the presented parameter carries only the informative function (for convenience) and does not effect on the settings). As a rule, not less than 85 and no more 98.

2) Mechanical meters factor – the denomination quotient for the mechanical counters of a gaming device. The parameter is used later for checking the correct workflow of mechanical counters of currency in a slot (100 by default).

Note: The quotient of mechanical counters should be specified in accordance with the denomination's quotient, which is set on a device. For example, if it is set 1credit=2L (1 credit equals to two lei), the denomination will be 200. Thus, for setting the quotient of denomination for the mechanical counters 1:2, set 200 as its value.

Attention! *The quotient of mechanical counters is necessary to specify for all the devices, which are created in a system. If the setting was omitted, it is considered to be 100 by default (i.e. 1:1).*

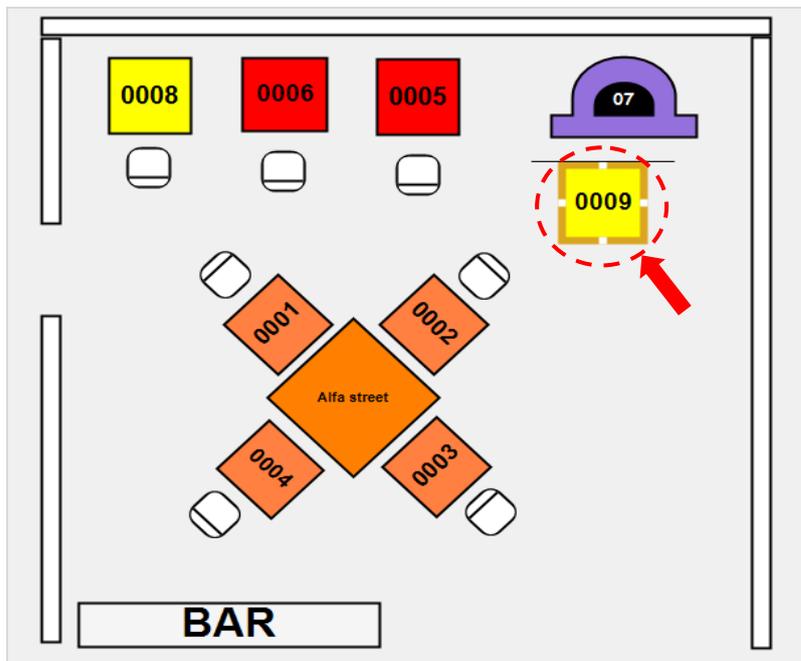
3) (Optionally) Group – select the group to which will be apply a gaming machine while accounting and exporting counters data (input / output of funds, etc.) are proceeding. This grouping is needed in the future when exporting counters data in other external systems for viewing and analysis. Thus, the values of the counters from one group of slots are summarized and formed as one slot unit (see diagram below).



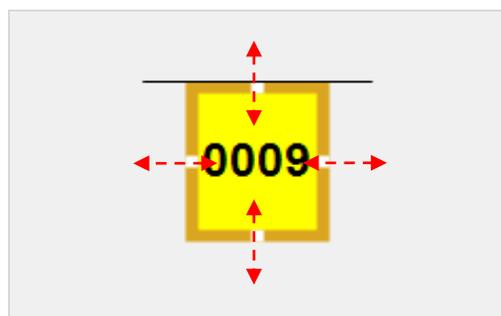
By clicking on  button you can create a new group or edit existing ones.

For completing the creating new devices press on the button .

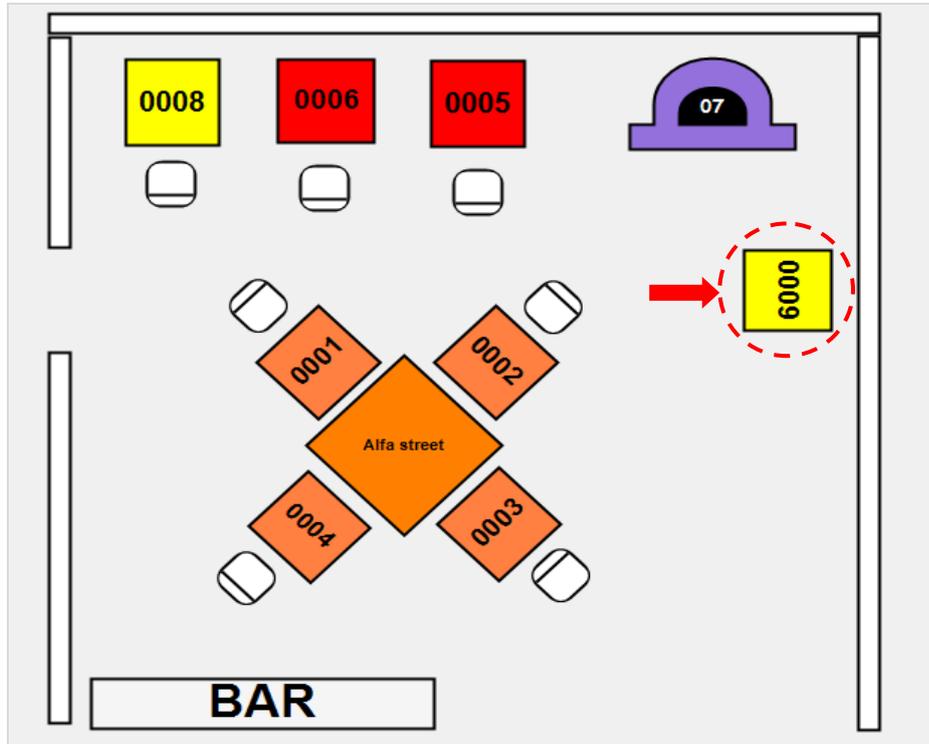
3. On inputting and saving the parameters of a gaming device, the square element will be displayed on the working place, which will denote the created gaming device on a hall's plan. The number of an element corresponds to the number of a device.

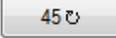


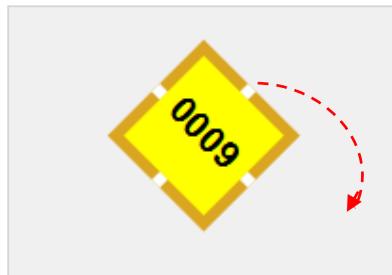
In case you need to change the element size, pull on the center of the related sides for increasing/decreasing its height and width, holding the left mouse button.



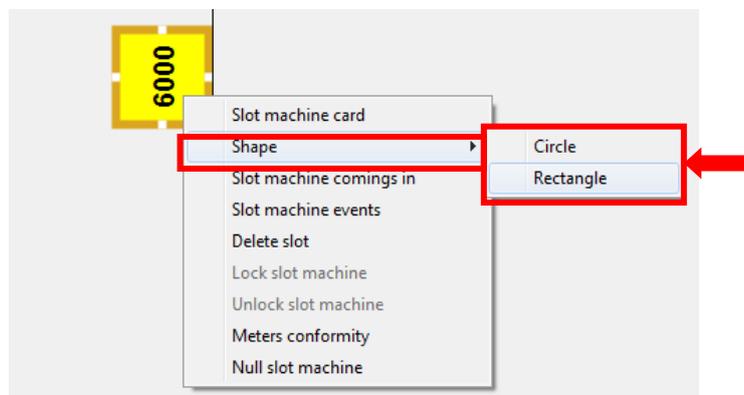
4. Set a device on a zone's plan, according to its location within a club's hall, holding the left mouse button on the element.



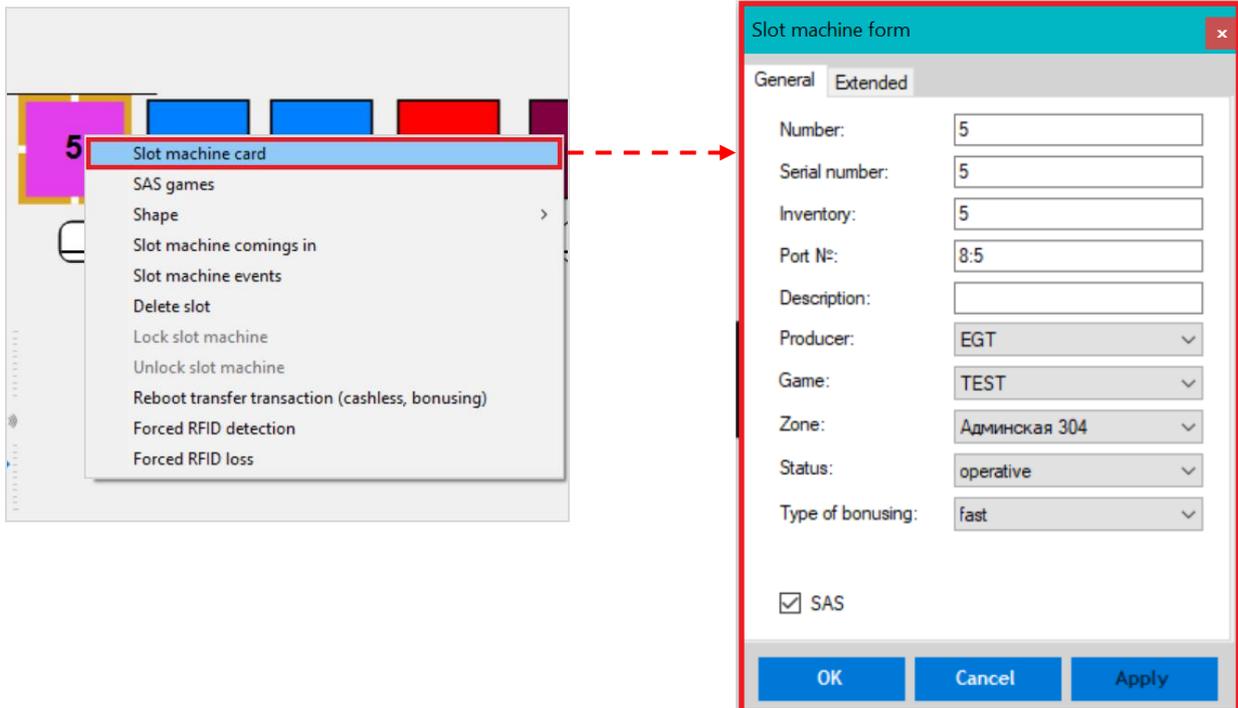
For rotating the element around its axis, press the button  - the element will rotate clockwise on 45 degrees every time the button is pressed.



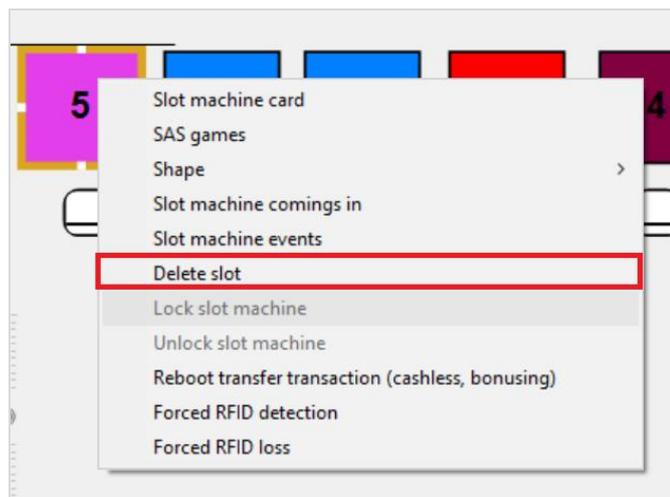
For changing the element's form (circle or rectangle), open the context menu by clicking the right mouse button and select the section «**Shape**», then select the desired form: **Circle** (circle) or **Rectangle** (rectangle).



For editing the parameters of a gaming device in context menu, select the section «**Slot machine card**», for opening a card of a gaming device.



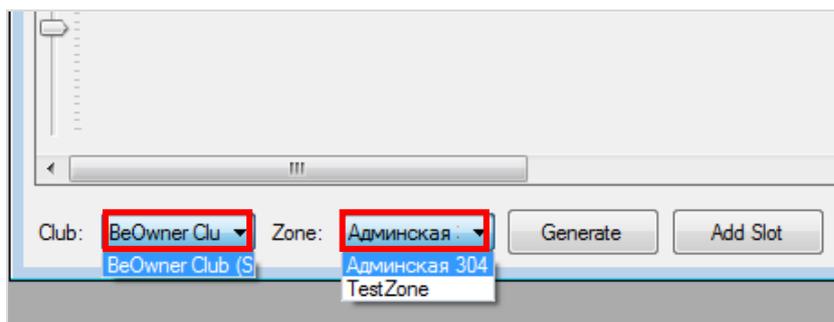
For deleting the gaming device from a plan and system, select the section «Delete slot».

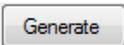


➤ **Creating and adding the group of gaming devices on a plan.**

In case it is needed to create and add **several devices** on a plan with the related parameters (for example, the same manufacturer and list of games), then the procedure will be as follows:

1. Select a club and zone location of gaming slots from the popped-up lists in control panel.



2. Next, press on the button  in the control panel, then set the parameters of added devices on the opened form «Generate slot»:

The screenshot shows a 'Generate slots' dialog box with the following fields and values:

- 1) Slot numbers from: 0013 to: 0014
- 2) COM port: 4
- 3) Producer: Novomatic CF2
- 4) Game: The Money Game
- 5) Status: operative
- 6) Denomination: Multi
- 7) Visual slot size: Width: 60, Height: 60
- 8) SAS

A 'Generate' button is located at the bottom right of the dialog.

1) **Slot numbers from **** to ****** - the range of slots' numbers. The numbers are given on arising scale, set in a range.

2) **Com port** – the number of COM-port for connecting to the server. It is set 4 by default.

3) **Producer** – select the manufacturer of gaming devices from the list (it is compulsory to specify correctly, for the information goes to a report).

4) **Game** – select the game/the group of games from the popped-up list, which are set on devices (the presented parameter carries only the informative function (for convenience) and does not influence on software).

5) **Status** – select the slots' status from a list. **Operative** is on default.

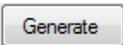
- **Operative** – the gaming slot is **«imbibed»** by a system and presents in a report.

- **Out of service** – the gaming slot is **«ignored»** by a system and does not present in a report (is used if the gaming device is out of service (on repair) or being changed by another one, which has not arrived from a warehouse).

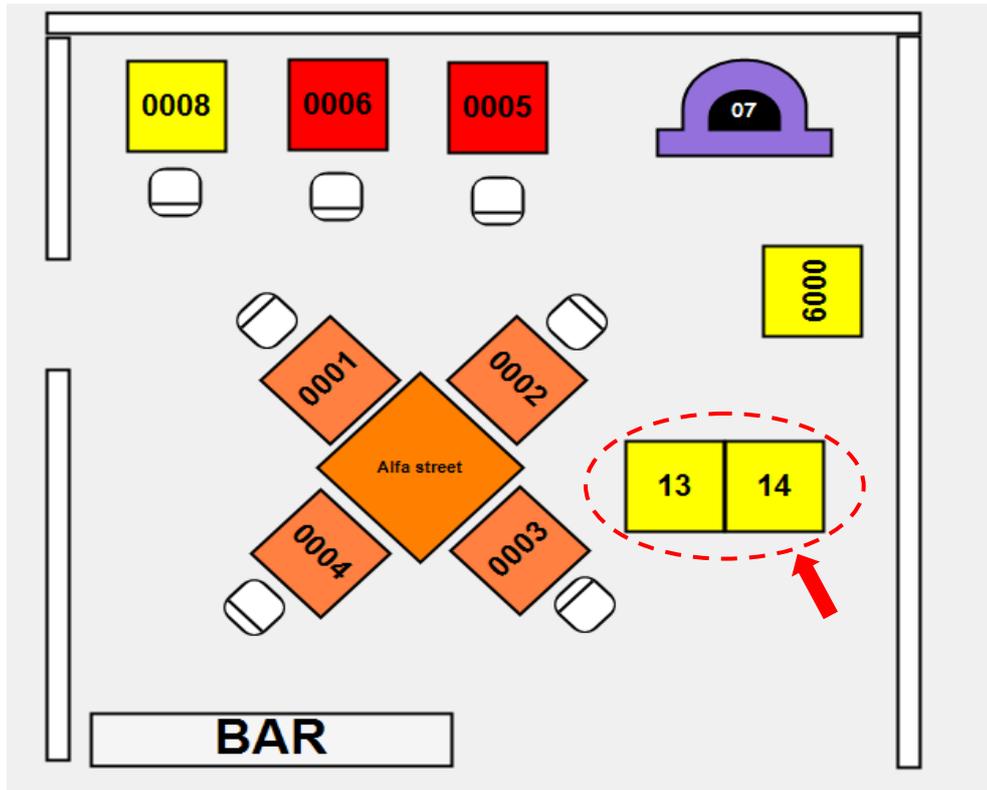
6) (Optionally) **Denomination** – the denomination's quotient of cash, which is set on the slots (the presented parameter implies only the informative function (for convenience) and does not influence on settings).

7) **Visual slot size** – the element's size, denoting the gaming devices on a plan (width and height). It is set 60x60 by default.

8) **SAS** – the current parameter denotes that the gaming devices will work on SAS-protocol (Slot Accounting System – the protocol of transferring data). The tick is set by default.

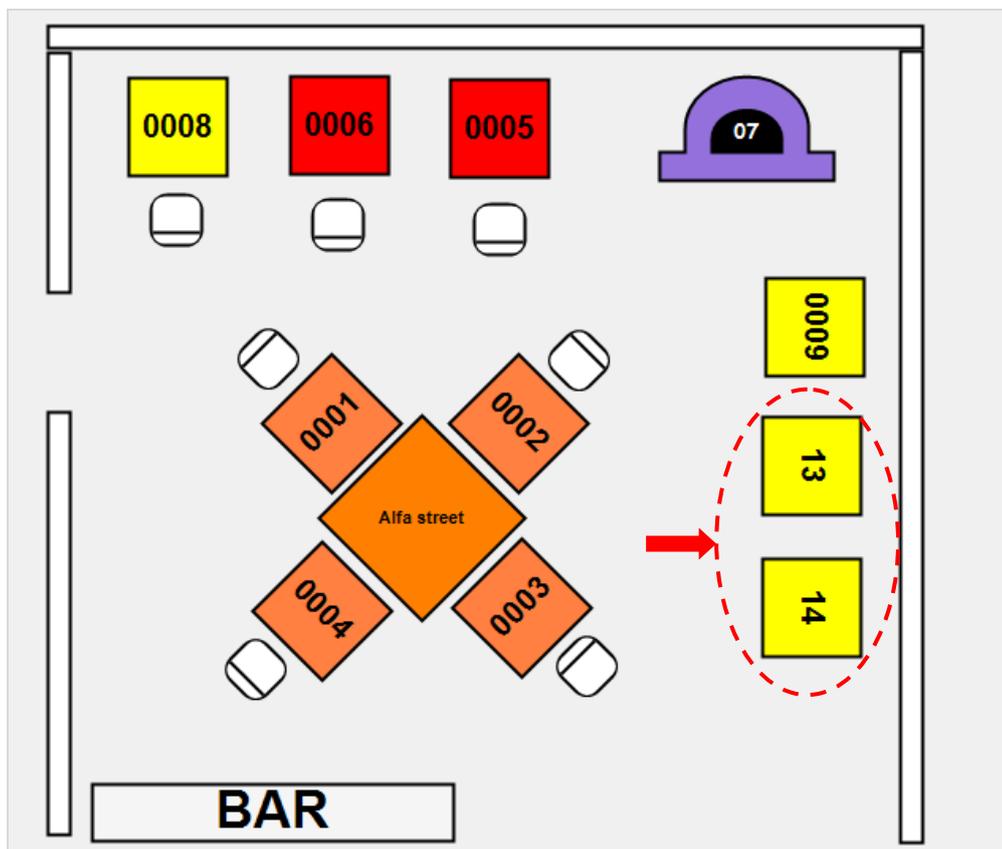
On finishing the parameter settings press the button .

3. On pressing, the created gaming slots will be displayed on a hall's plan as the rectangle elements.



The elements' numbers are corresponded to slots' numbers. Also, the gaming devices will get the serial and inventory numbers automatically, according to the format (example: 13), as well as SMIB address (example: 4:13). If necessary, they can be edited, by opening the card with their parameters.

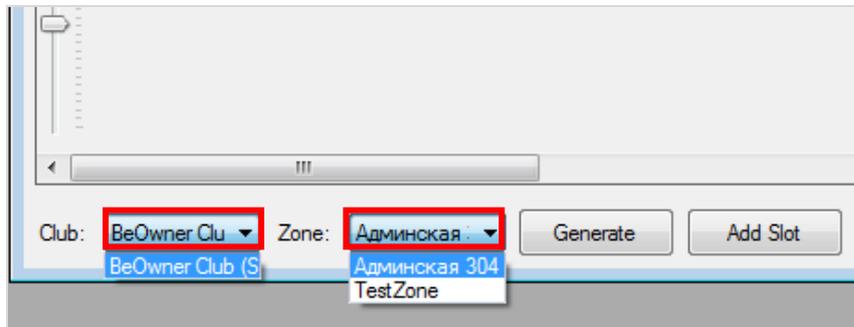
4. Allocate the gaming slots on a zone's plan, according to their location within a club's hall, holding the left mouse button on the element. If necessary, use the toolkit for changing the element's size, its rotating angle etc.

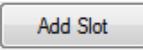


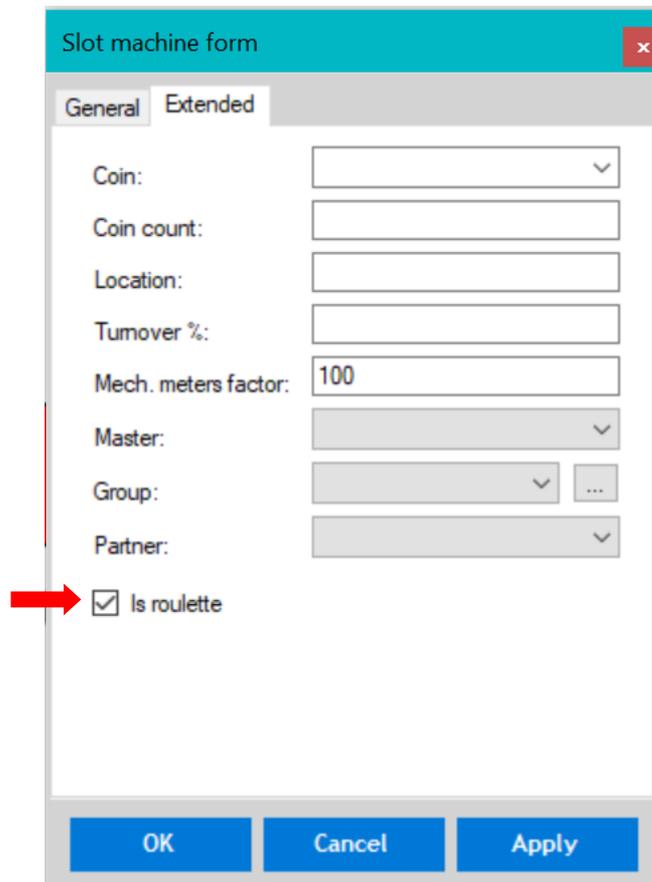
➤ **Creating and adding the roulette's posts.**

In case it is needed to add the roulette's posts on a hall's plan, the procedure will be as follows:

1. Select a club and zone location for the roulette to set, using the control panel from the popped-up lists.

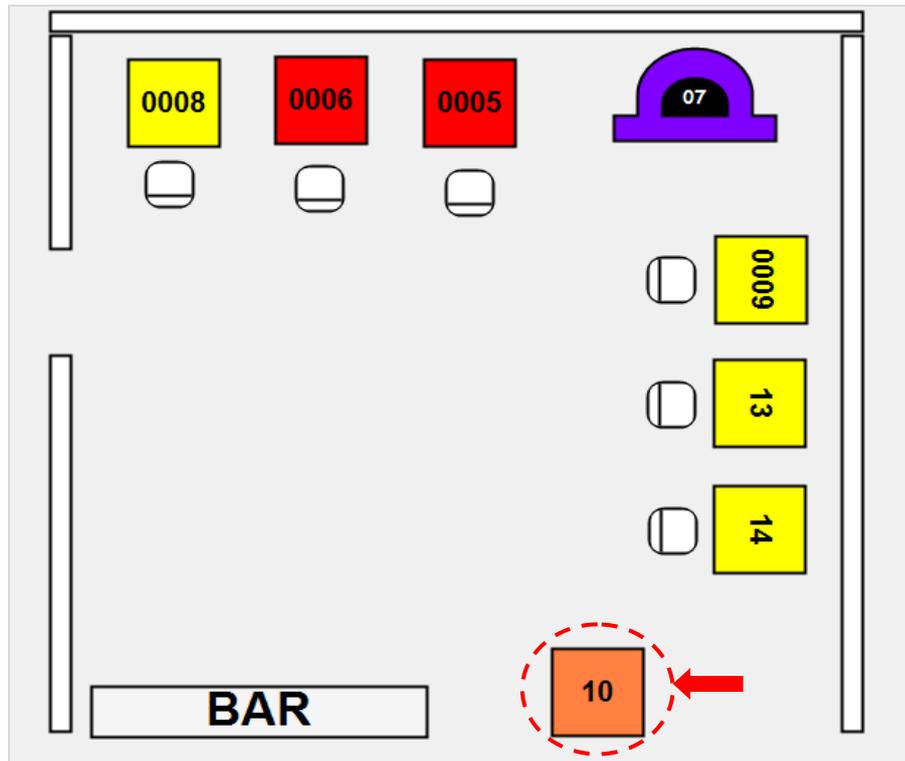


2. Next, press on the button  on control panel, and specify the parameters of roulettes in a card, the same as for the gaming devices. The compulsory parameter for setting the roulettes is «**Is Roulette**» - the tick should be present.

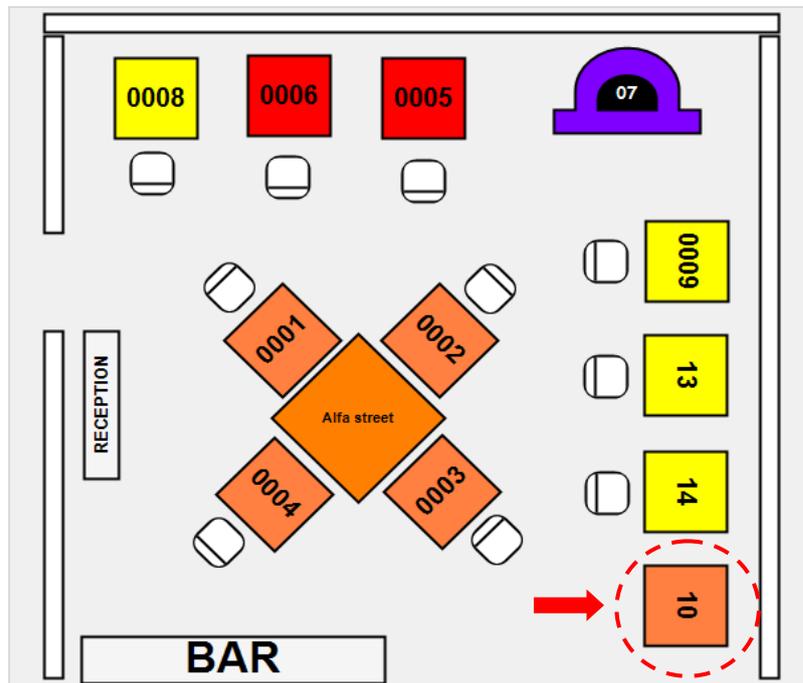


For completing the creating of roulettes' posts press on .

3. On pressing, the created roulette's post will be displayed on a hall's plan as a rectangle.



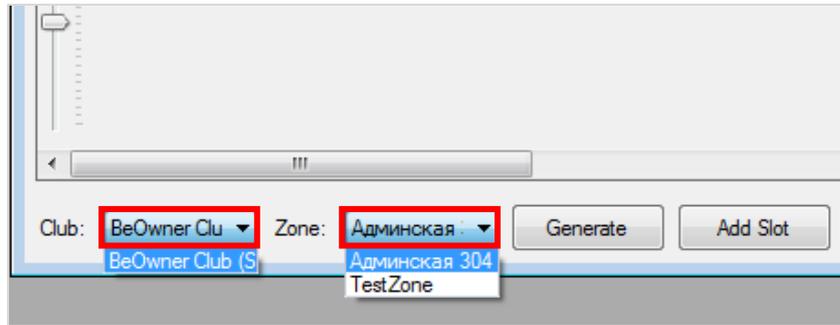
4. Allocate the roulette's post on a zone, according to its location within a club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.

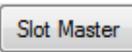


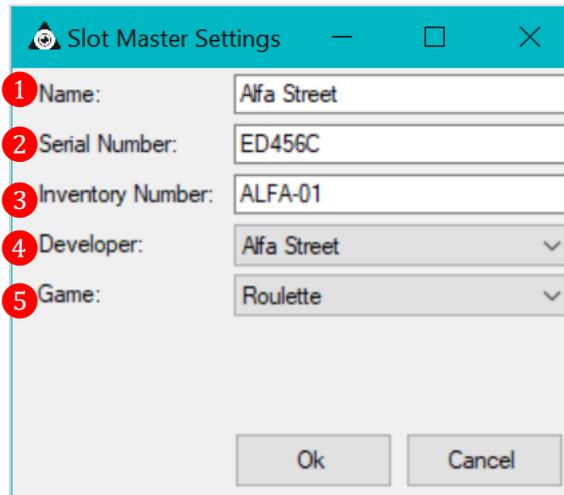
➤ **Creating and adding the slot-master of roulette on a plan.**

In case the roulette's posts are connected indirectly in a club, via the slot-master (Slot Master), the procedure will be as follows:

1. Select the club and zone location of slot-master, using the control panel from the popped-up lists.



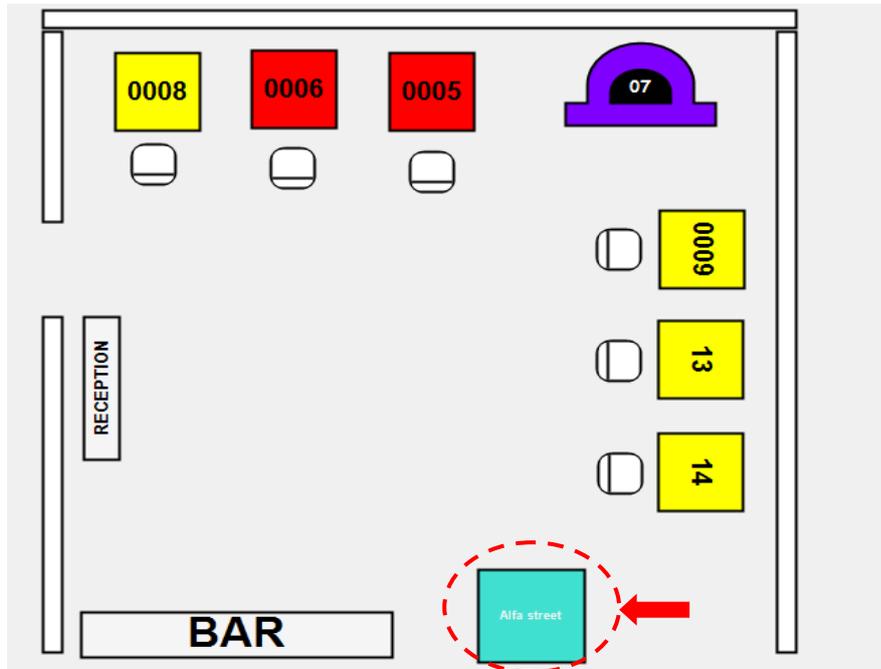
2. Next, press on the button  on control panel, and specify the parameters of slot-master in a card.



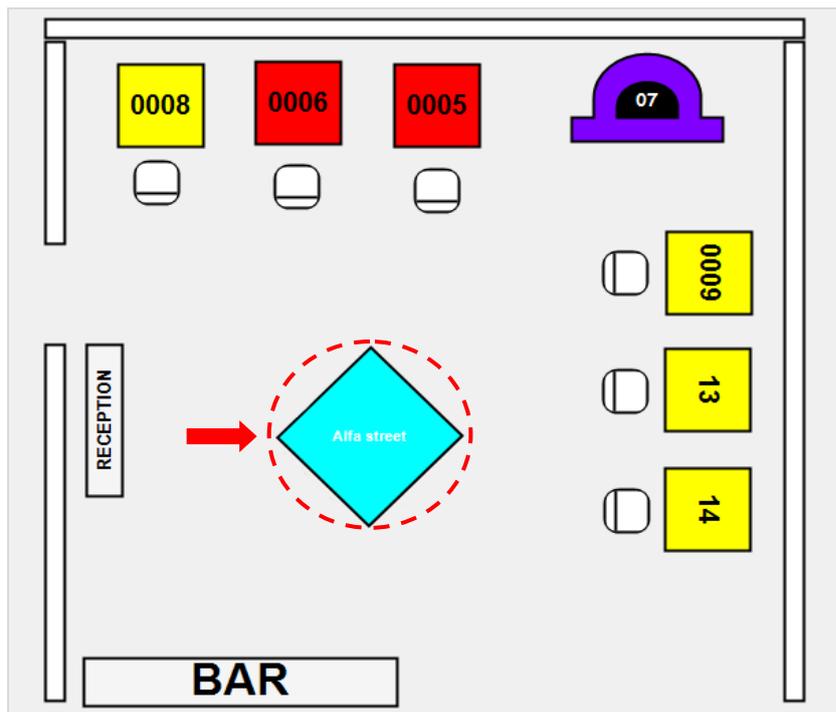
- 1) **Name** – input the name for the roulette's slot-master, using the keyboard.
- 2) **Serial Number** – the serial (fabricated) number of roulette's slot-master.
- 3) **Inventory Number** – the inventory (warehouse) number of roulette's slot-master. If there's no need to specify this number, it is possible to input the number in **ALFA-01** format (01 – corresponds to the number).
- 4) **Developer** – select the manufacturer of the roulette's slot-master from a list (it is compulsory to input correctly, for it goes to a report).
- 5) **Game** – select the category - «**Roulette**» from the list (the presented parameter carries only the informative function (for convenience) and does not influence on software).

For completing the creating of slot-master press on the button «**Ok**».

3. On pressing, the created slot-master will be displayed on a hall's plan as a rectangle.

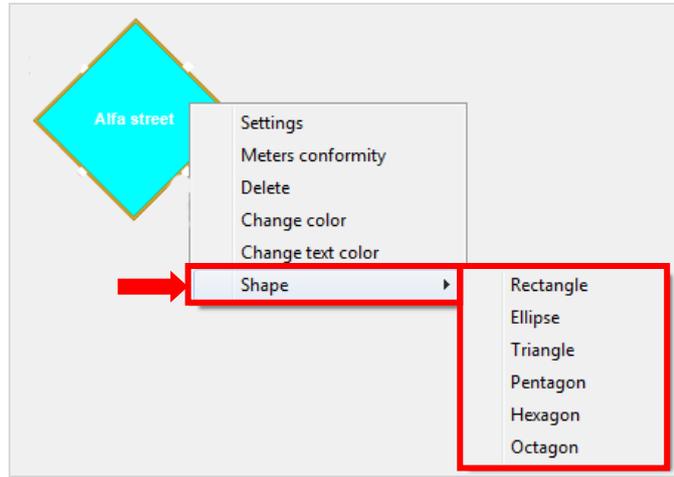


4. Allocate the slot-master on a zone, according to its location within the club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.

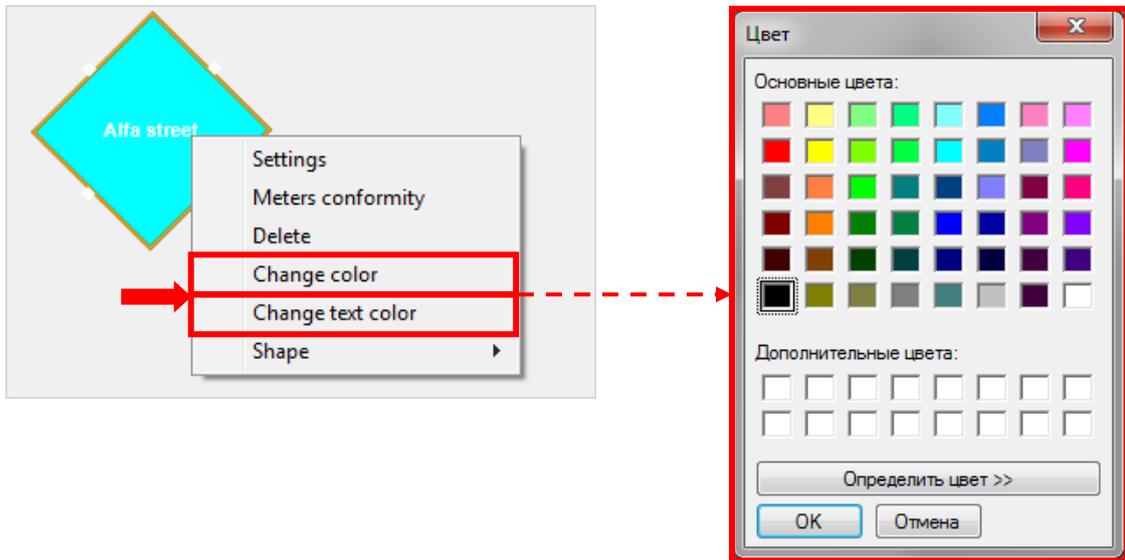


If you want to change the exterior of the element «Slot-master», open the context menu by clicking the right mouse button and select the section «Shape», then choose the desired form:

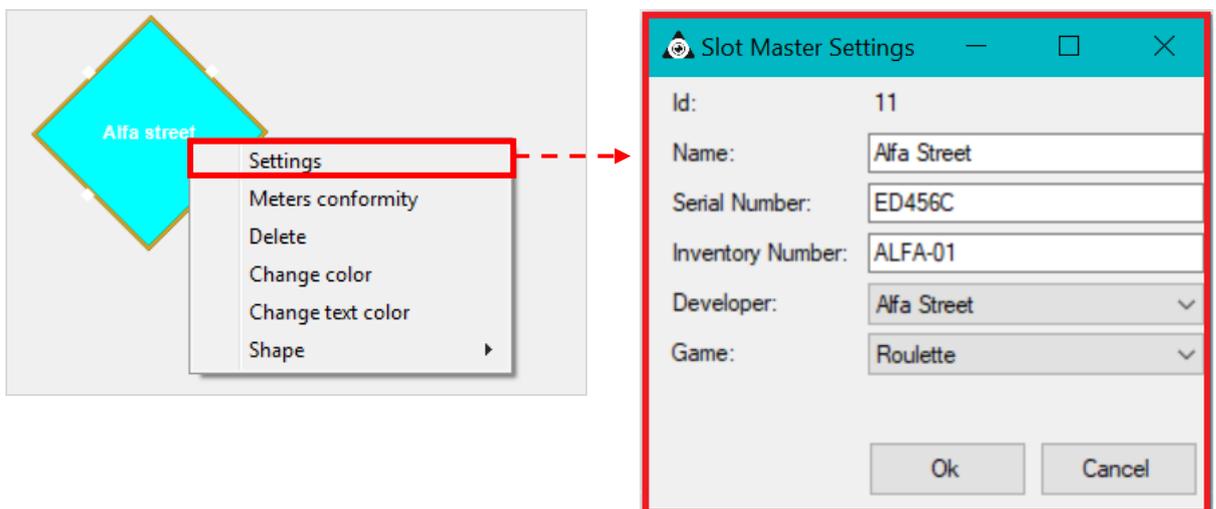
- **Rectangle**
- **Ellipse**
- **Triangle**
- **Pentagon**
- **Hexagon**
- **Octagon**



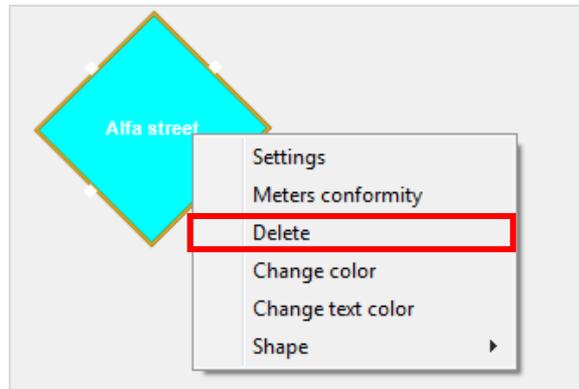
For changing the color of the element «**Slot-master**» or the text within it, it is required to select «**Change color**» (the element's color) in context menu or «**Change text color**» (the text's color) relatively. Then choose the desired color with the help of palette.



For editing the parameters of the slot-master, select the section «**Settings**» in context menu for opening its card.



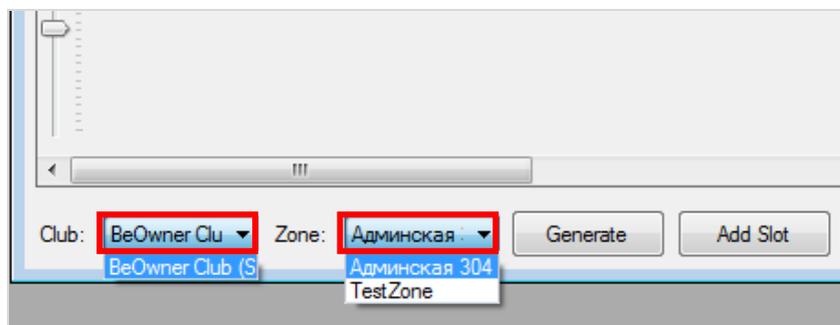
For deleting the slot-master from a system and plan, select the section «**Delete**» in context menu.

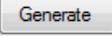


➤ **Binding posts to roulettes.**

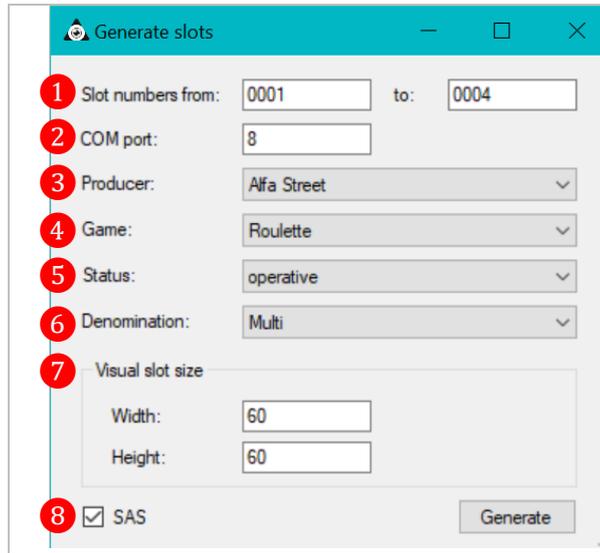
When the slot-master is created and successfully added on a plan, it is possible to bind posts to it. The procedure will be as follows:

1. Select the club and zone location for roulettes on a control panel from the popped-up lists.



2. Next, for creating the roulette's posts press on the button  on a control panel. Set the quantity and parameters of posts in the opened form.

- 1) **Slot number from **** to ****** - the range of posts' numbers.
- 2) **Com port** – the number of COM-port for connecting to the server.
- 3) **Producer** – select the manufacturer of roulette's posts from the list (it is compulsory to specify correctly, for the information goes to the report).
- 4) **Game** – select the section - «**Roulette**» from a game list (the presented parameter carries only the informative function (for convenience) and does not influence on software).
- 5) **Status** – select the posts' status from the popped-up list. **Operative** is by default.
 - **Operative** – the device is «**imbibed**» by a system and is present in a report.
 - **Out of service** – the device is «**ignored**» by a system and does not present in a report (is used if the device is out of service (on repair) or being removed by the other, which has not arrived from the warehouse).
- 6) **Denomination** – the denomination's quotient of cash, which is set on roulette's posts (the presented parameter carries only the informative function (for convenience) and does not influence on settings).
- 7) **Visual slot size** – the element's size, denoting the roulette's posts on a plan (width and height). It is set 60x60 by default.
- 8) **SAS** – the current parameter denotes that the posts will work on SAS-protocol (Slot Accounting System – the protocol for transferring data). The tick is set by default.

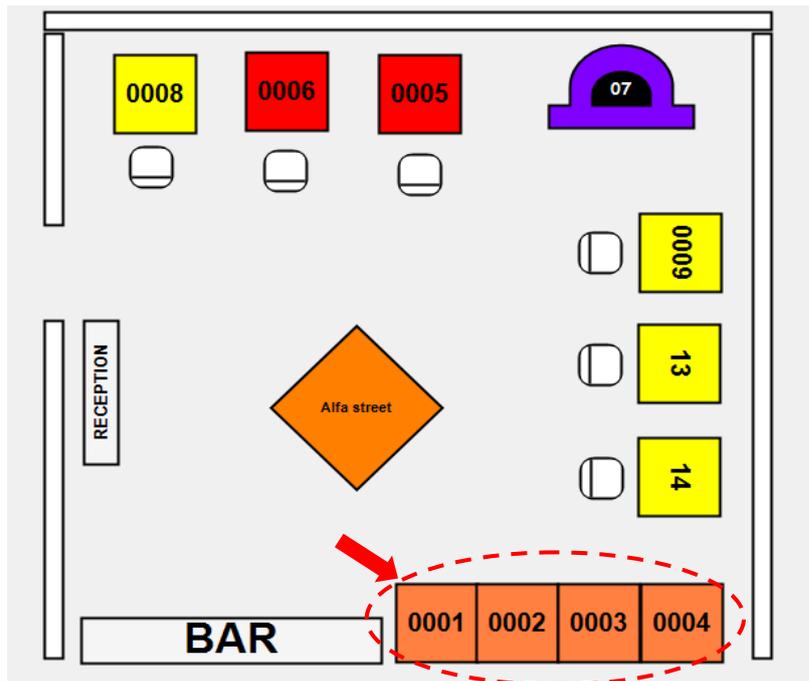


On completing the creating of the roulette's posts, press the button .

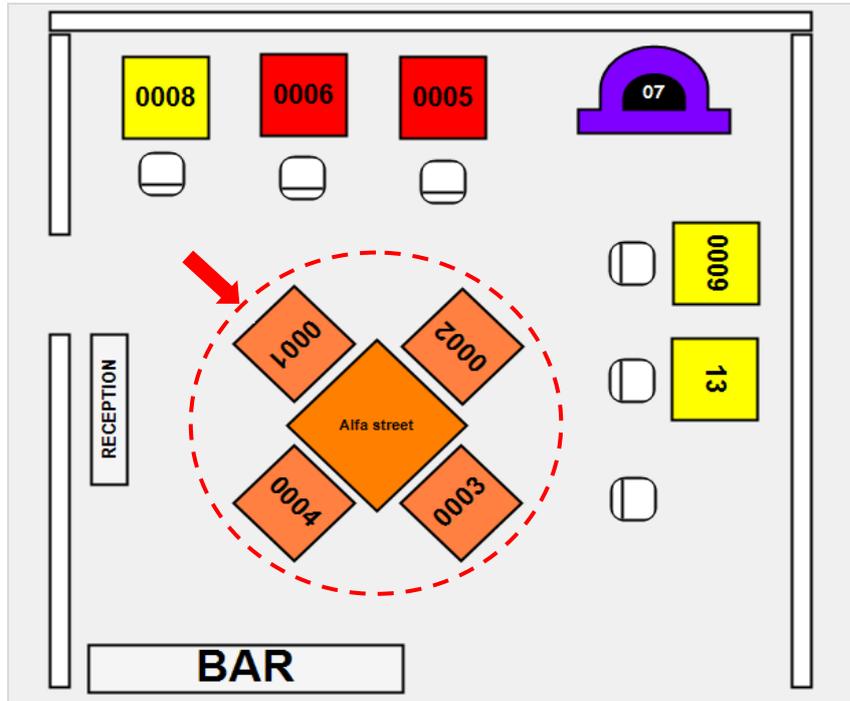
Also, it is possible to create and add the posts on a plan one by one by pressing the button



3. On pressing the button, all created roulette's posts will be displayed on a hall's plan as rectangles.



4. Allocate the posts around the slot-master, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.



5. Now it is necessary to make the binding of posts to a slot-master. For performing it, select the slot-master from a list to be linked on a card of every post on «**Extended**» tab in option «**Master**». Press the button «**Ok**» for saving the settings.

The screenshot shows a software dialog box titled 'Slot machine form' with a close button (X) in the top right corner. The dialog has two tabs: 'General' and 'Extended', with 'Extended' selected. The 'Extended' tab contains the following fields:

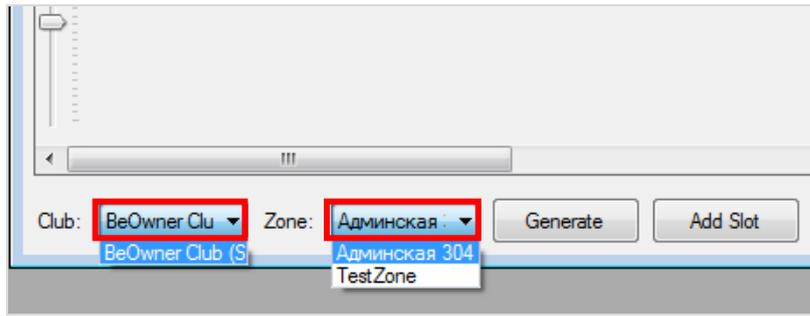
- Coin: A dropdown menu.
- Coin count: A text input field.
- Location: A text input field.
- Turnover %: A text input field.
- Mech. meters factor: A text input field containing the value '100'.
- Master: A dropdown menu with 'Alfa Street' selected and highlighted by a red box and a red arrow pointing to it.
- Group: A dropdown menu with 'Alfastreet roulette' selected and a '...' button to its right.
- Partner: A dropdown menu.
- Is roulette: A checked checkbox.

At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Apply'.

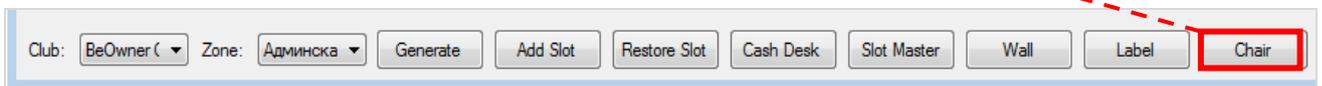
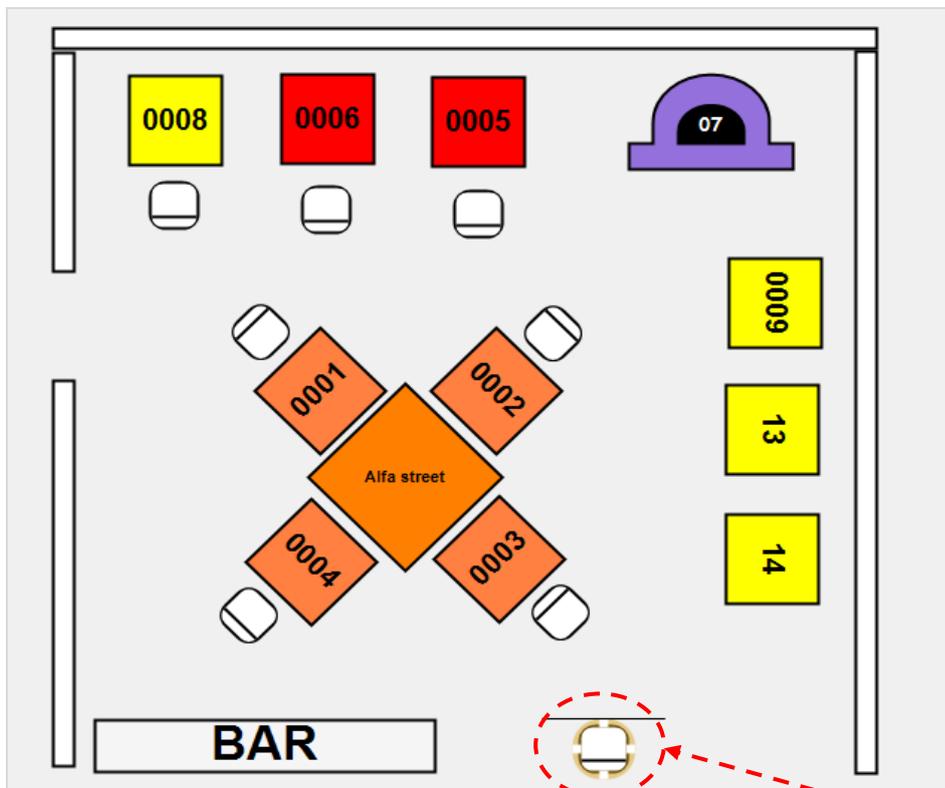
On saving the settings, the binding of posts to slot-master will be performed.

➤ **Adding the element «Chair».**

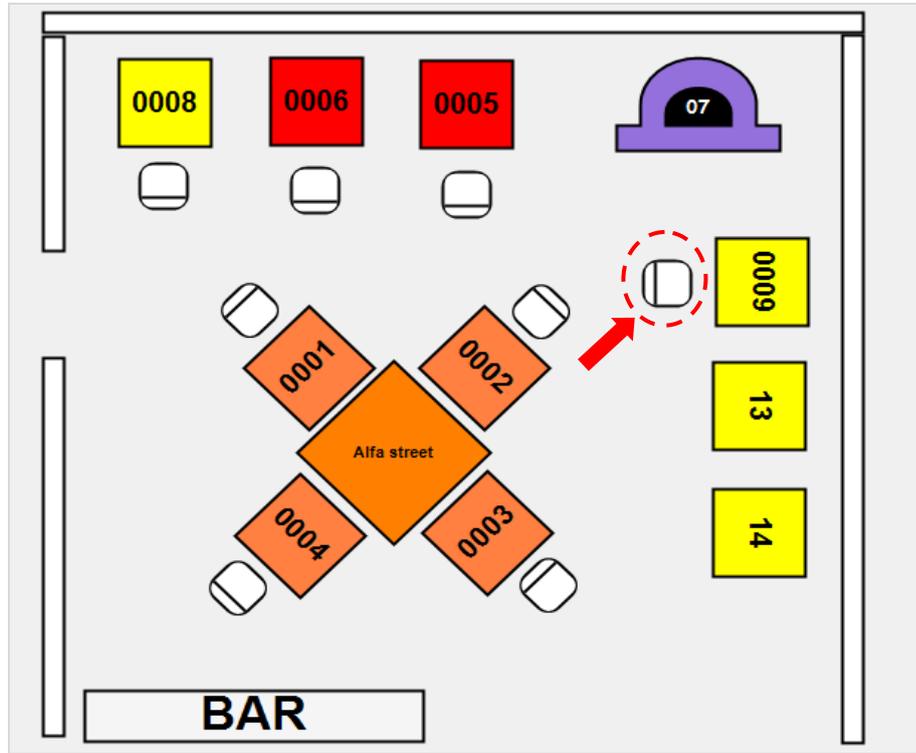
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



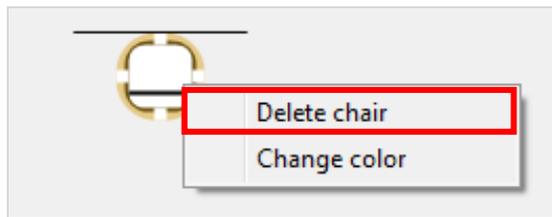
2. Press on the button  on the control panel, and the element, denoting a chair, will be displayed on a plan.



3. Allocate the element Chair, according to its location within the club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.

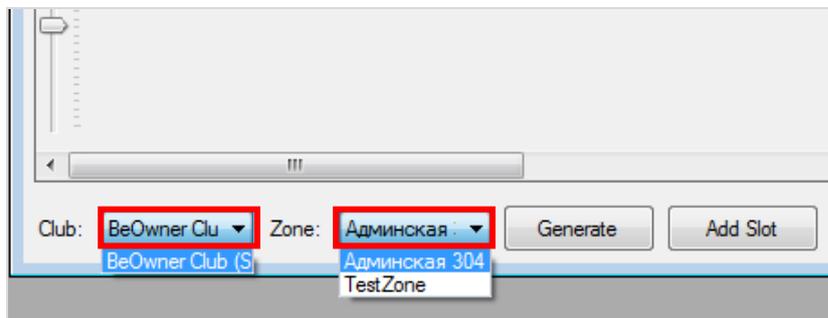


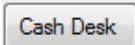
For deleting the element «Chair» it is necessary to select the section «Delete chair» on its context menu.

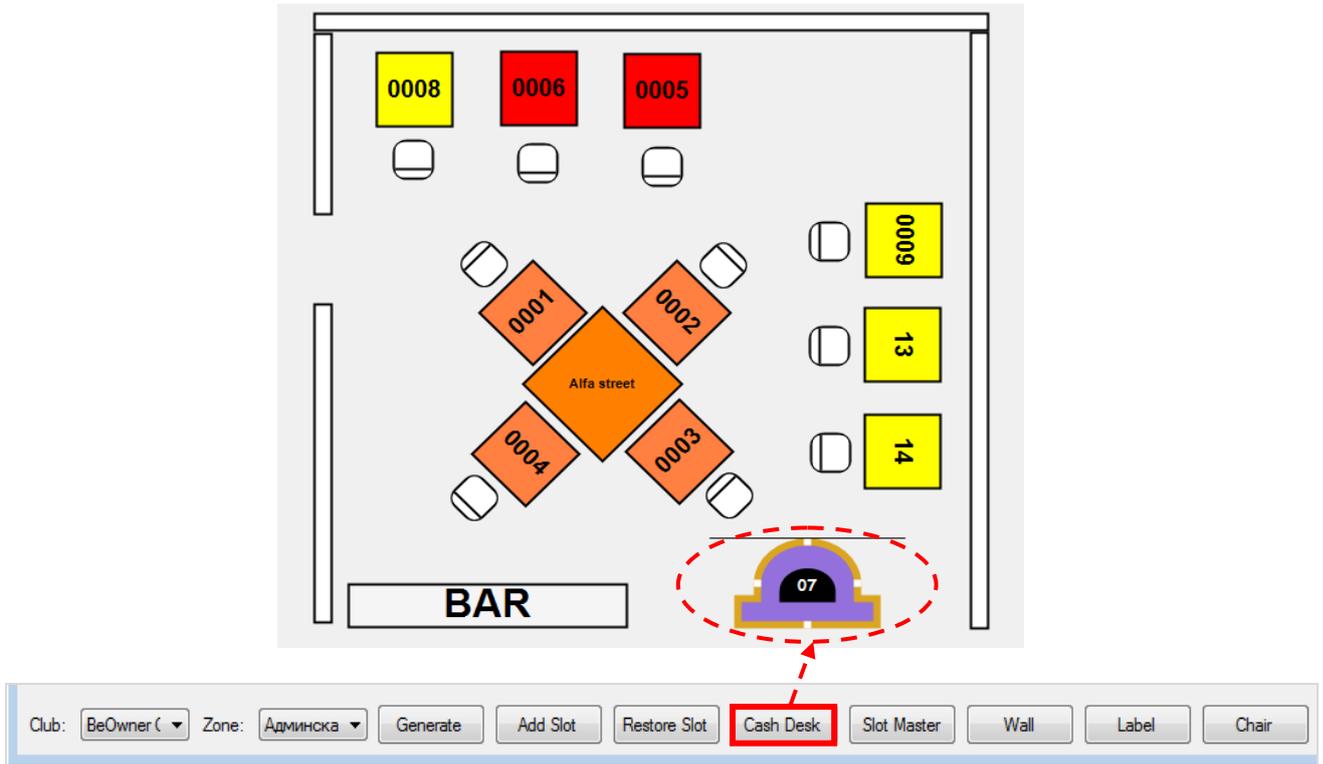


➤ **Adding the element «Cashdesk».**

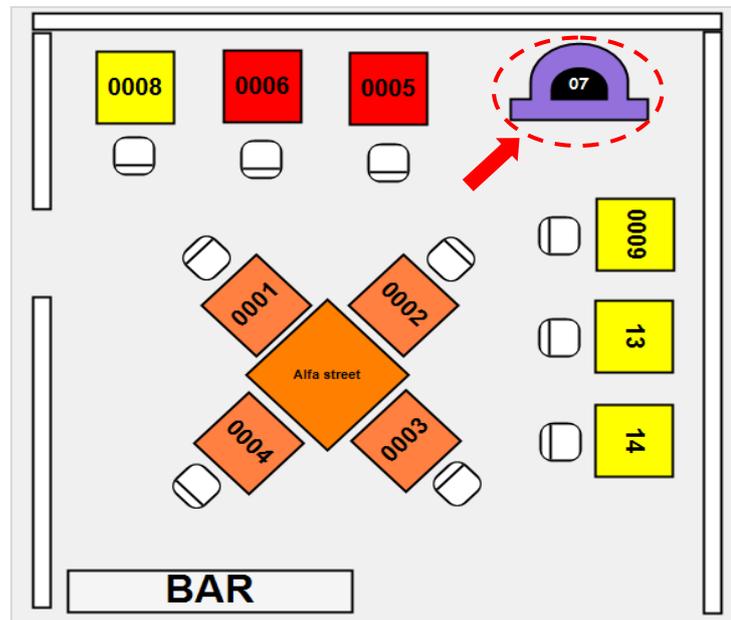
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



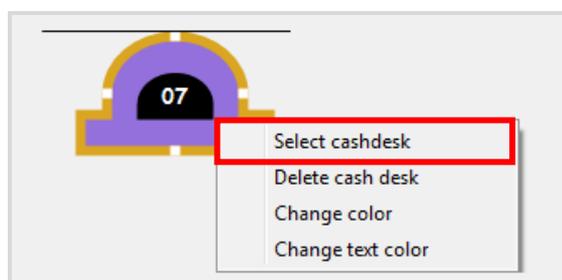
2. Press on the button  on the control panel, and the element, denoting a cashdesk, will be displayed on a plan.



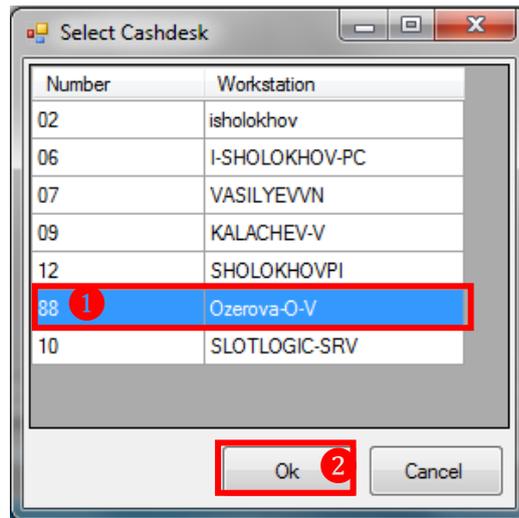
3. Allocate the Cashdesk element, according to its location within the club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.



4. For binding the required club's cashdesk to the element, open the context menu by pressing the right mouse button on the element and press «**Select cashdesk**».

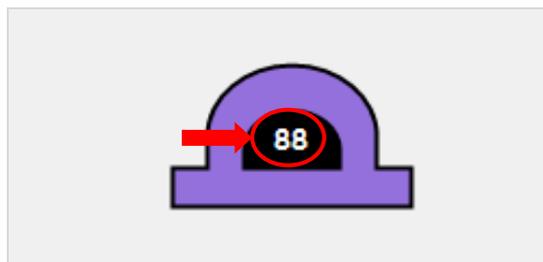


5. On the opened form «**Select Cashdesk**» select the cashdesk from a list and press «**Ok**».

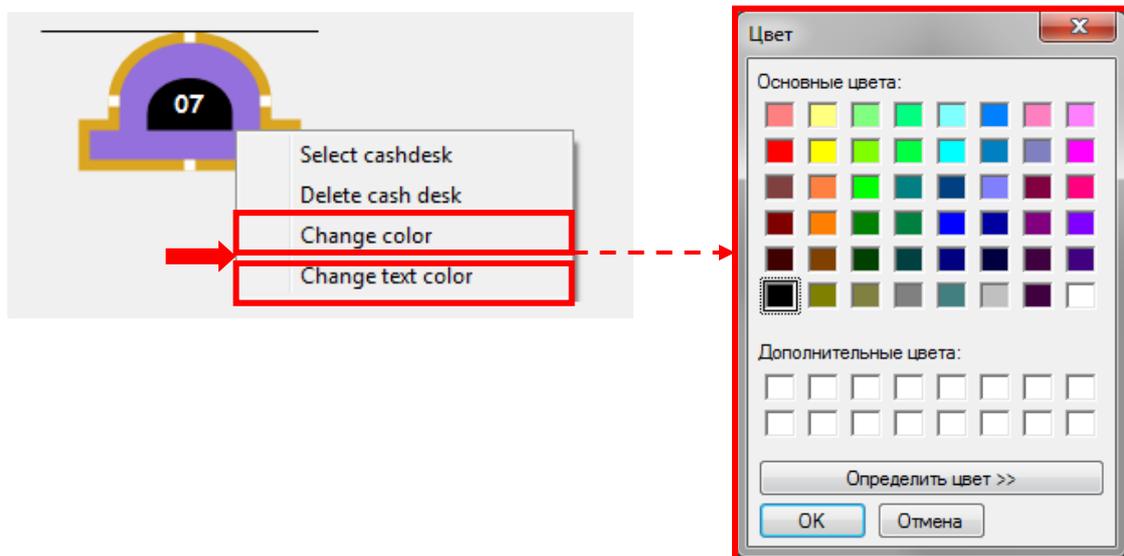


Note: In case there haven't been performed the binding of a club's cashdesk to the element "Cashdesk", all the statistics and operation history of the current cashdesk will not be available for monitoring in «New Floor Plan» («Slots» - «Monitoring» - «New Floor Plan»).

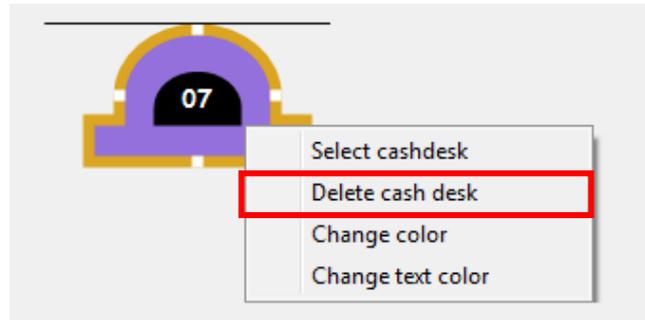
6. After saving the parameters of the element «**Cashdesk**», the number will be shown, corresponding to the number of a gaming slot with the cashdesk on it.



For changing the color of the element «**Cashdesk**» or its text's color, select the section «**Change color**» (cashdesk's color) or «**Change text color**» (text's color) in context menu relatively. Then, select the required color, using the palette.

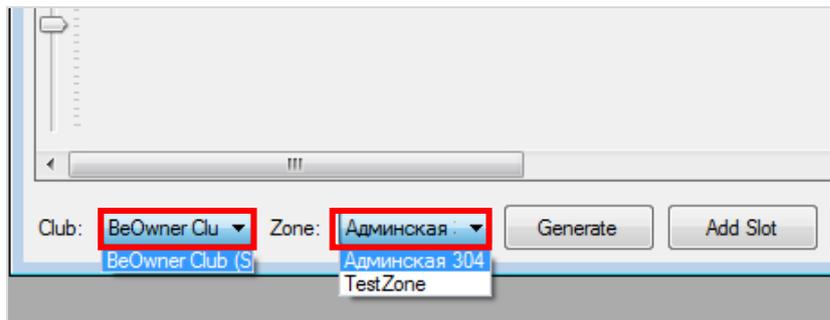


For deleting the element «**Cashdesk**» from a plan, it is necessary to select the section «**Delete cash desk**» in the context menu.

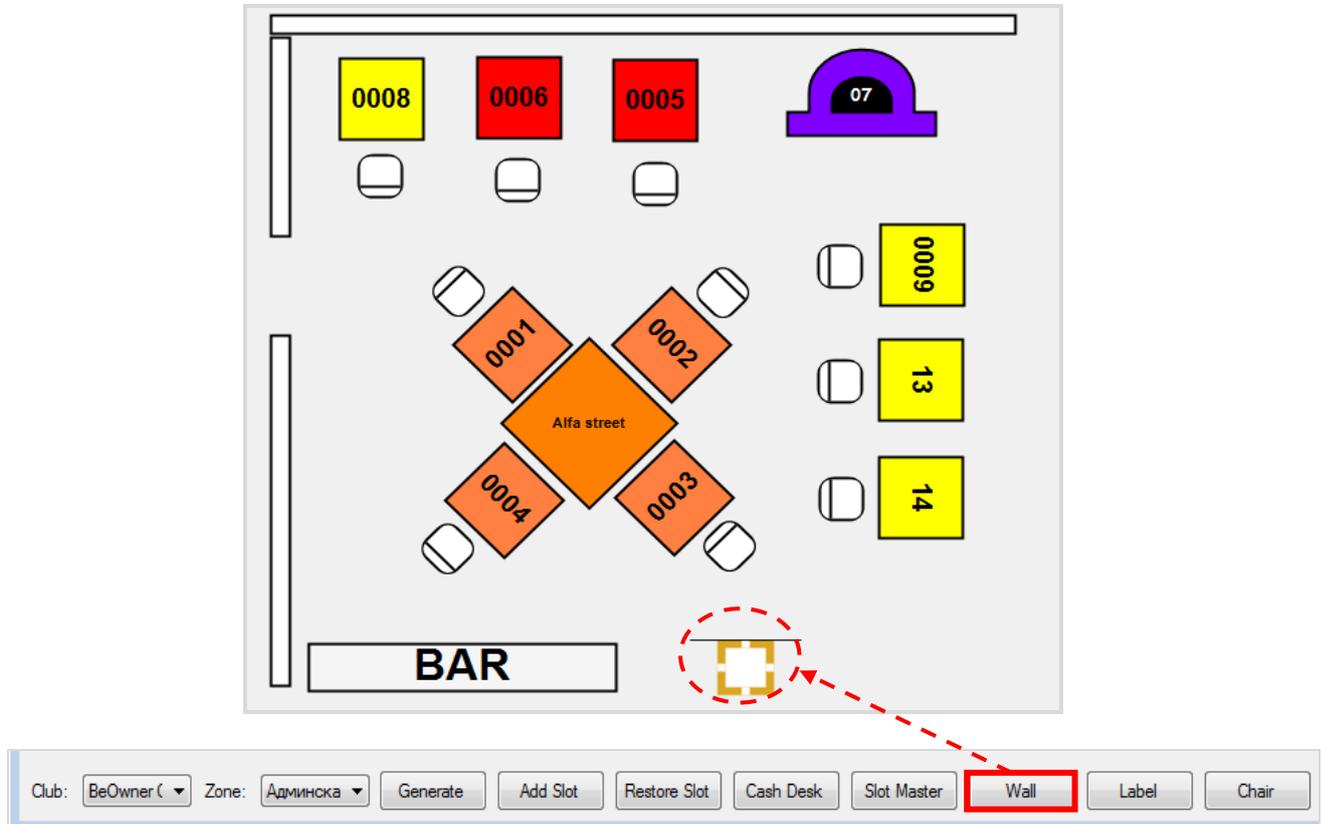


➤ **Adding the element «Wall».**

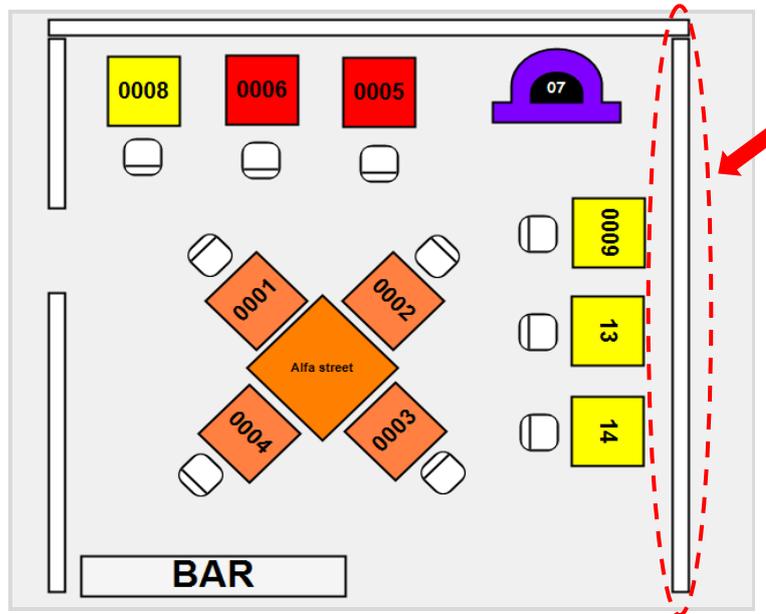
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



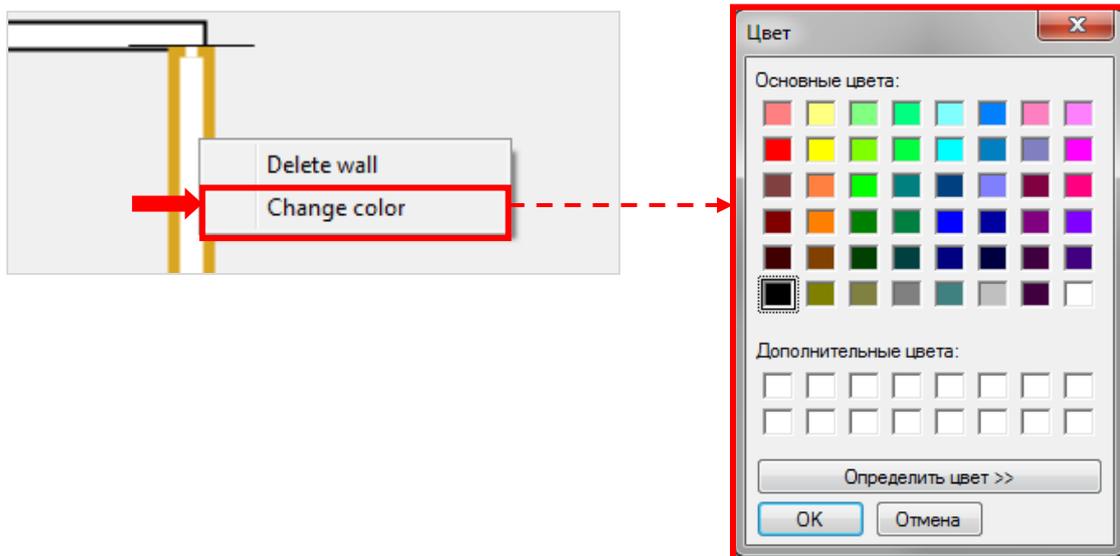
2. Next, press on the button  on the control panel, and the rectangular element will be added on a hall's plan.



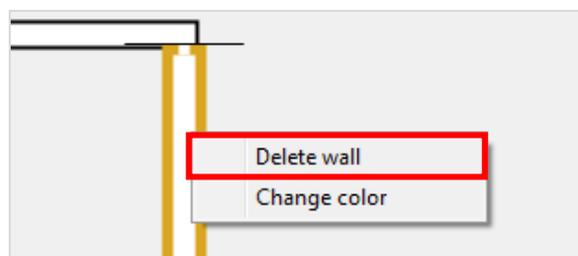
3. Allocate the element Wall on the plan, holding the left mouse button on the element. It is possible to change the element's size, its rotating angle, etc., using the toolkit.



For changing the color of the element «Wall», select the section «Change color» in the context menu. Then, select the desired color, using the palette.



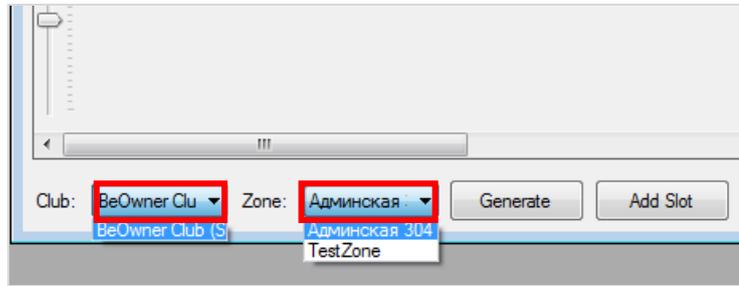
For deleting the element «Wall» from a plan, it is necessary to select the section «Delete wall» in context menu.



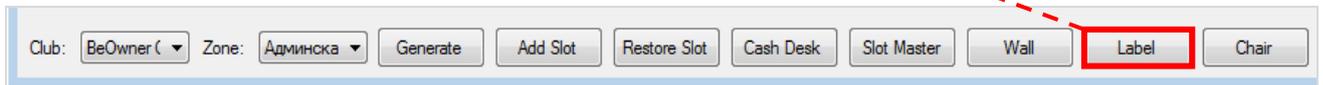
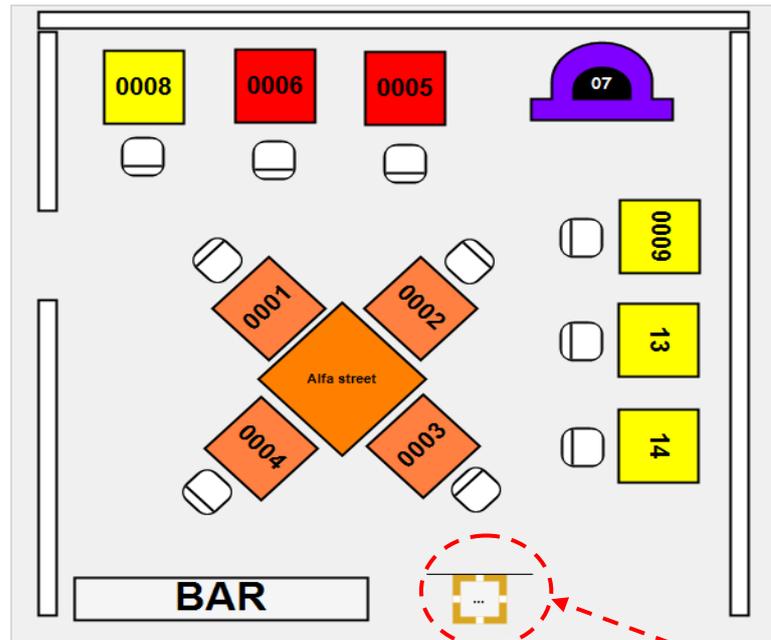
➤ **Adding other elements on a plan.**

In case it is needed to add the elements for designation of bar, reception, tables, sofas, etc. on a hall plan, the procedure is as follows:

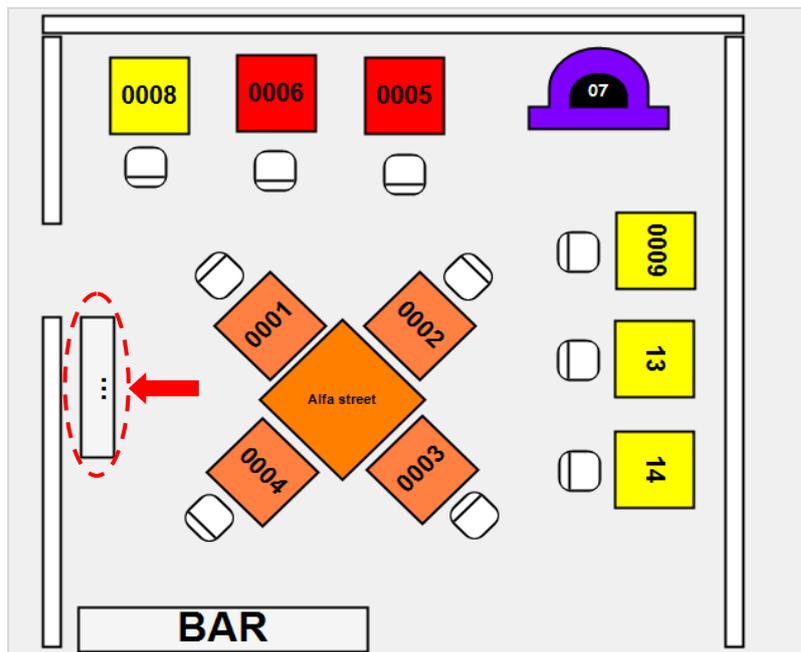
1. Open the required hall plan by choosing the club and a zone from the popped-up lists on the control panel.



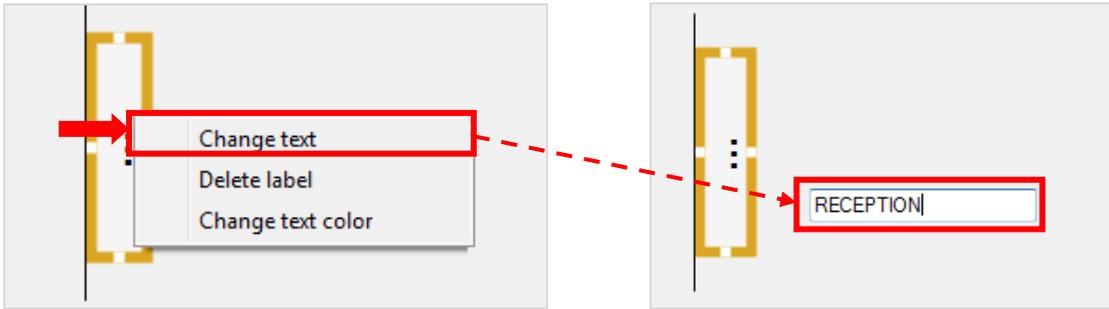
2. Next, press on the button  on the control panel, and the rectangular element will be added on a hall's plan.



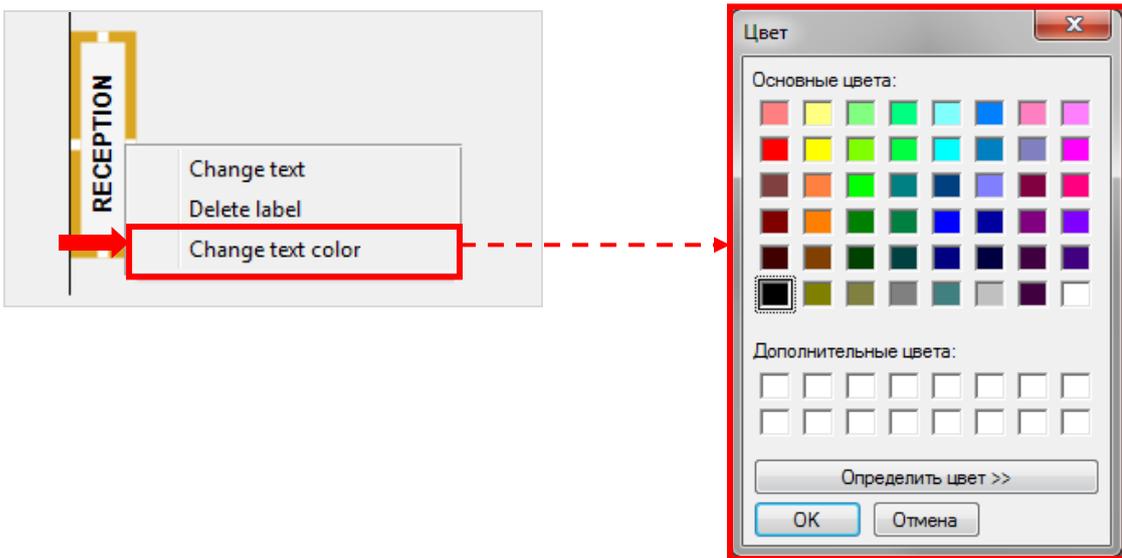
3. Allocate the element on a plan by holding the left mouse button on the element. It is possible to change the element's size, its rotating angle, etc., using the toolkit.



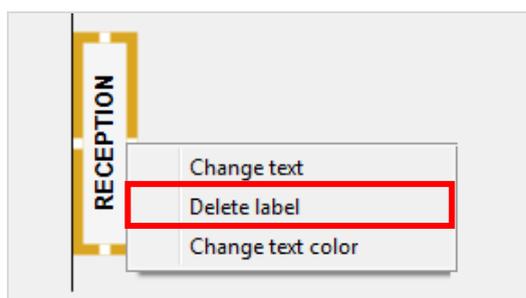
For adding a note to the element, it is necessary to select the section «**Change text**» in context menu. Then, input the text message with the help of a keyboard, and press the button «**Enter**».



For changing the text color of the element, select the section «**Change text color**» in context menu. Then, choose the desired text color, using the palette.



For deleting the element from a plan, it is necessary to select the section «**Delete label**» in context menu.

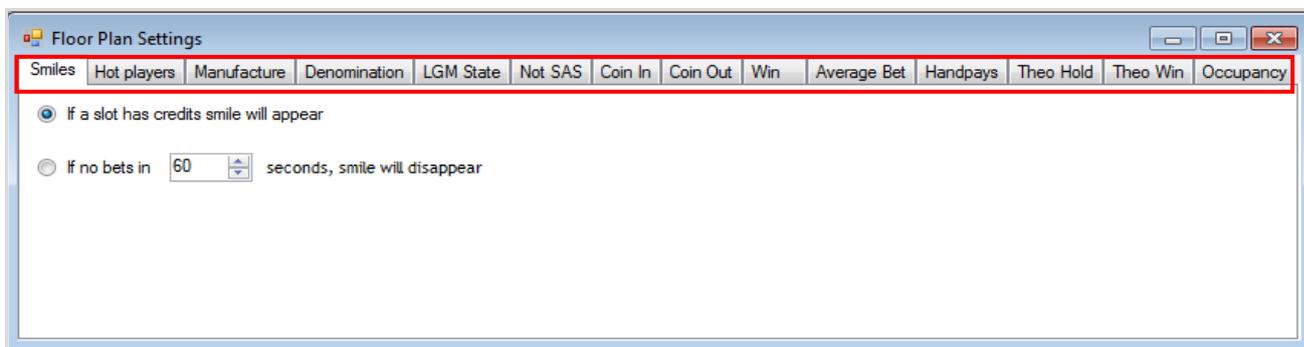


3.4.12 Filter settings for a plan «New Floor Plan».

At the bottom part of the form «New Floor Plan» of the control panel («Slots» - «Monitoring» - «New Floor Plan») is located the filters, which are used for displaying various parameters and statuses of gaming devices and players.

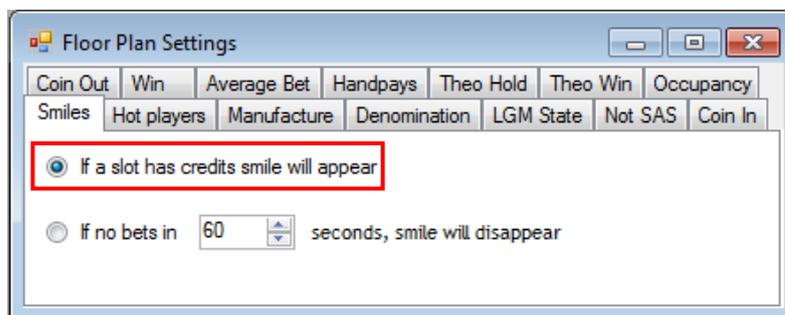


The filters, which are present on a plan, can be configured on your liking. For performing the settings, it is necessary to select in system's menu «Settings» → «Slots» → «Floor plan settings», the form «Floor Plan Settings» will be opened, which contains the parameters of setting the filters on a hall's plan.

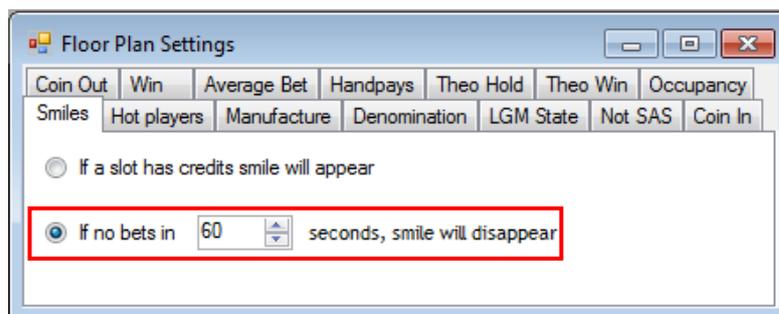


➤ **Smiles** – setting the displaying of the icon «Smile» on a plan.

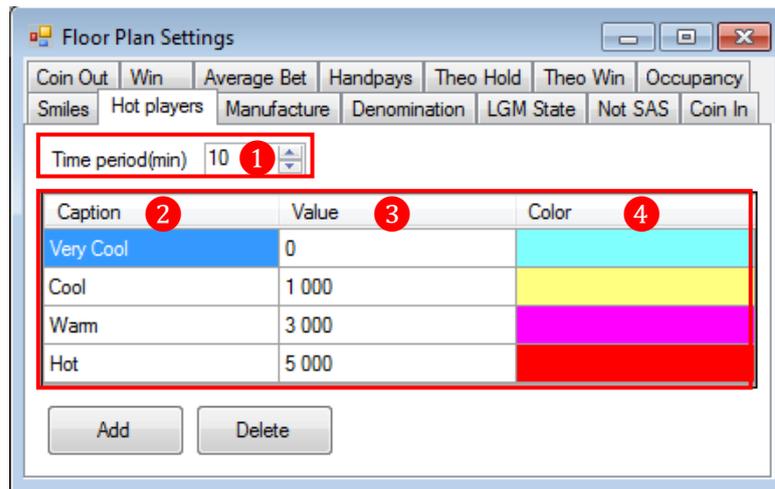
✚ By setting a tick in a line «If a slot has credits smile will appear», the icon «Smile» will always be present, if there are credits on the terminal.



✚ By setting a tick in a line «If no bets in * seconds, smile will disappear», the icon «Smile» will be displayed, in case the specified amount of time has not finished from the moment of a last bet (set in seconds). If the bet was not set during that period, the icon «Smile» will disappear.

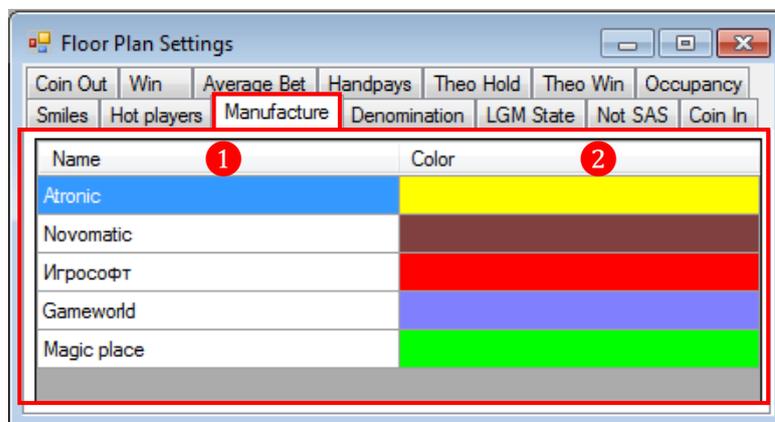


➤ **Hot players** – the setting of statuses (names, color) for the icon «Smile», denoting the players’ activity within the games. The button «Add» - for adding a new status, the button «Delete» - for deleting the status from a list.



1. **Time period (min)** – specify the time period for taking the value **Coin In** (the sum of bets), denoting the players’ activity (set in minutes).
2. **Caption** – input the name of a status via keyboard.
3. **Value** – set the minimum range value of **Coin In** for a status, using the keyboard (in club’s currency).
4. **Color** – select a color for denoting the status, using a palette (the icon’s color «Smile»).

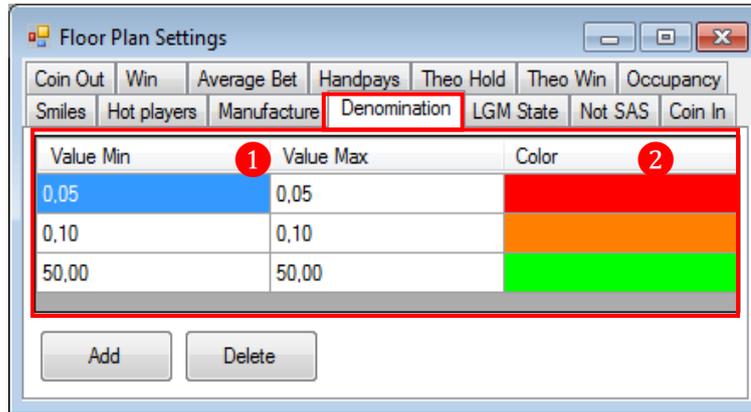
➤ **Manufacture** – setting the filter of gaming devices on manufacturers (naming, color).



1. **Name** (not edited) – the names of manufacturers of gaming devices (see the settings in «Settings of manufactures of slots»).

2. **Color** – select the color for denoting each manufacturer on a plan, using a palette.

➤ **Denomination** – setting the filters of gaming devices on denomination (naming, color). The button «Add» - for adding a new line, the button «Delete» - for its deletion.



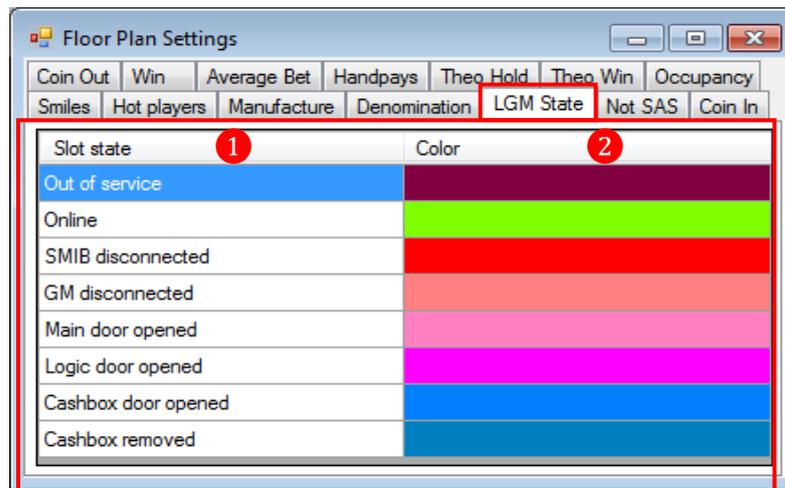
1. Value Min / Value Max – input the minimum and maximum value of denomination of gaming devices with the help of a keyboard.

It is possible to set each value of the denomination separately for a hall, specifying the **Value Min = Value Max**.

For setting the displaying of denomination by groups (for example, the denomination group from 0.05 to 1.00), it is necessary to specify the range of minimum value (**Value Min**) and maximum value (**Value Max**) of denomination within one group.

2. Color – select the color for displaying the denomination/denomination groups in a plan, using a palette.

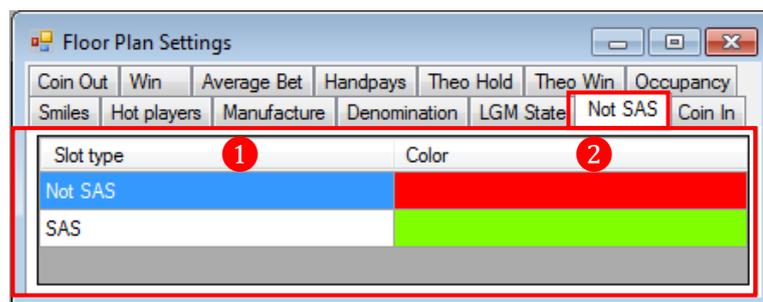
➤ **LGM State** – setting the filters of gaming devices on update/events (naming, color).



1. Slot state (not edited) – the types of statuses / events on gaming slots (see the settings in [«Setting the type of events for gaming devices»](#)).

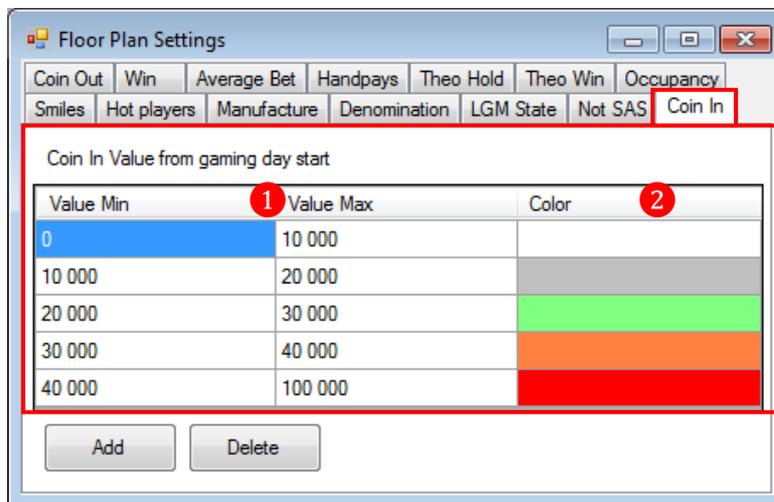
2. Color – select the color for denoting the status of a gaming slot on a plan, using the palette.

➤ **Is SAS** – setting the filters of gaming devices on types (supporting SAS/without SAS).



1. **Slot type** (not edited) – the types of gaming slots (SAS/Not SAS).
2. **Color** – select the color for denoting the types of gaming slots on a plan, using the palette.

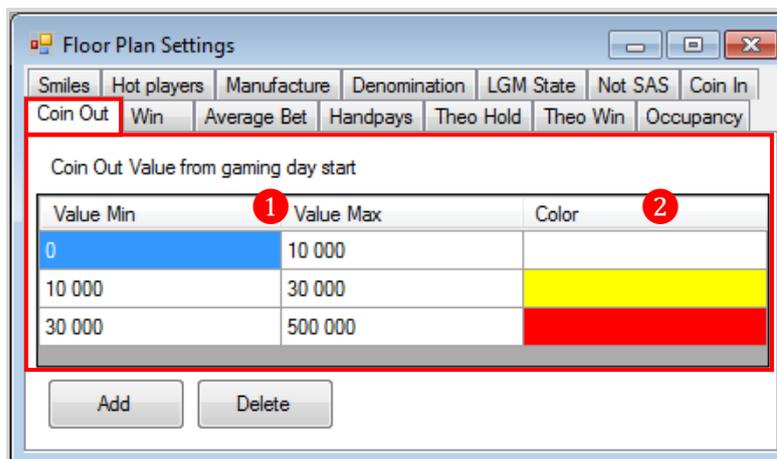
➤ **Coin In** – setting the filters of gaming devices, depending on the value **Coin In** (the total sum of bets on a device) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Coin In** for each group of slots, using the keyboard (in club's currency).

2. **Color** – select the colors for denoting on a plan, using the palette.

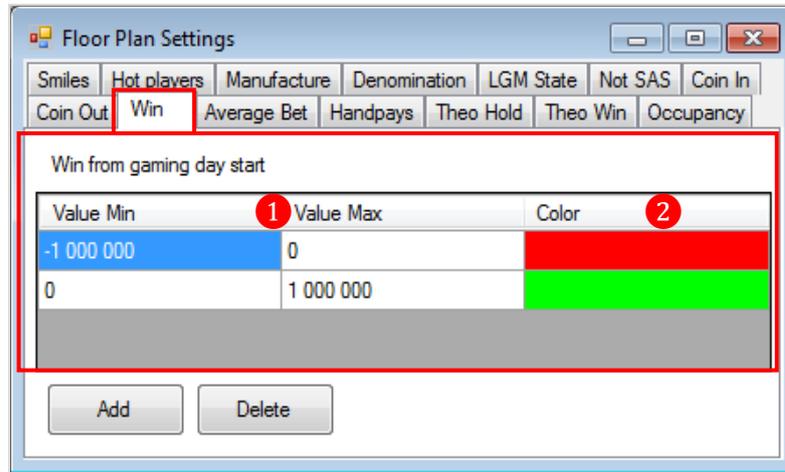
➤ **Coin Out** – setting the filters of gaming devices, depending on the value **Coin Out** (the total sum of winning on gaming slots) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values of **Coin Out** for each group of gaming slots, using a keyboard (in club's currency).

2. **Color** – select the colors for denoting it on a plan, using the palette.

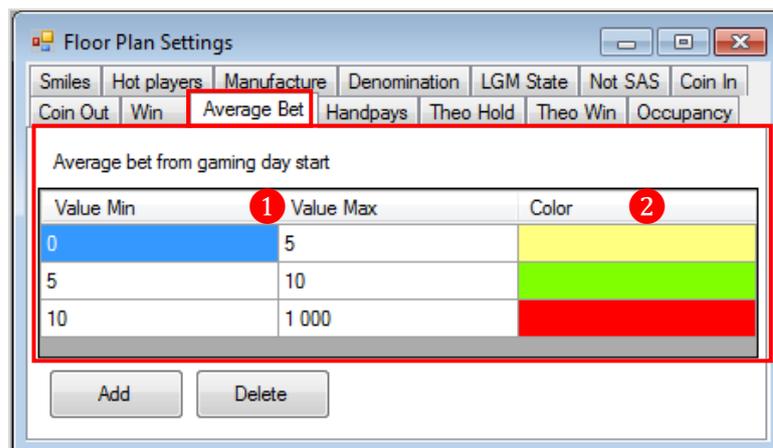
➤ **Win** – setting the filters of gaming devices, depending on the value in **Win** (the difference between *Coin In* and *Coin Out*) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Win** for each group of gaming slots, using a keyboard (in club’s currency).

2. **Color** – select the colors for denoting on a plan, using the palette.

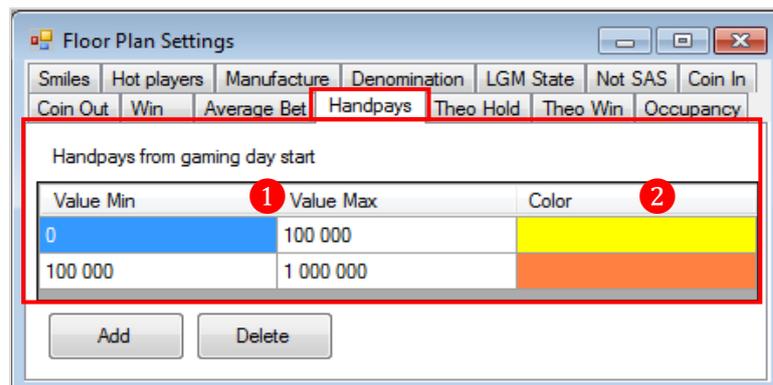
➤ **Average Bet** – setting the filters of gaming devices, depending on the value in **Average Bet** (the average bet, made in a gaming slot) from the beginning of a gaming day. The button «Add» - for adding a new line, the button «Delete» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Average Bet** for each group of gaming slots, using a keyboard (in club’s currency).

2. **Color** – select the colors for denoting it on a plan, using the palette.

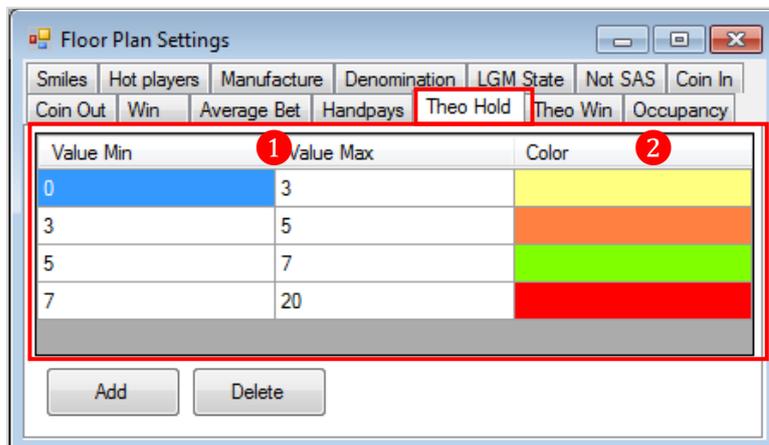
➤ **Handpays** – setting the filters of the gaming devices, depending on the value in **Handpays** (the sum of money, withdrawn from the slot “with a key”) from the beginning of a gaming day. The button «Add» - for adding a new line, the button «Delete» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Handpays** for each group of gaming slots, using a keyboard (in club’s currency).

2. **Color** – select the colors for denoting on a plan, using the palette.

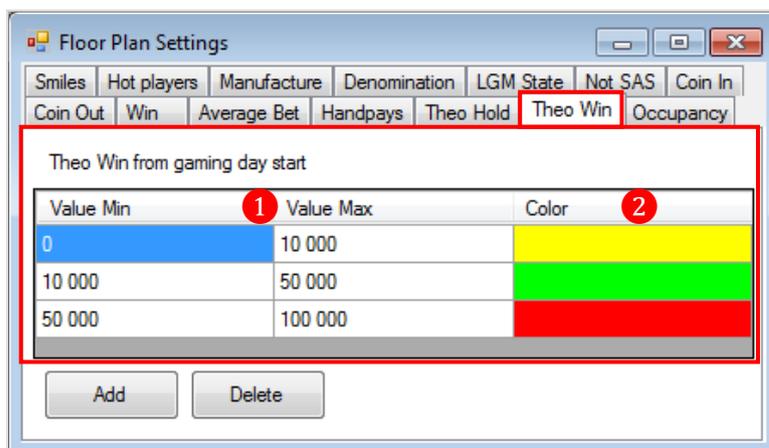
➤ **Theo Hold** – setting the filters of the gaming devices, depending on the value in **Theoretical Hold** (theoretical % of income from lost credits on a gaming slot: $100\% - \text{Payback Percentage}$) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Theo Hold** for each group of gaming slots, using a keyboard (in %).

2. **Color** – select the colors for denoting on a plan, using the palette.

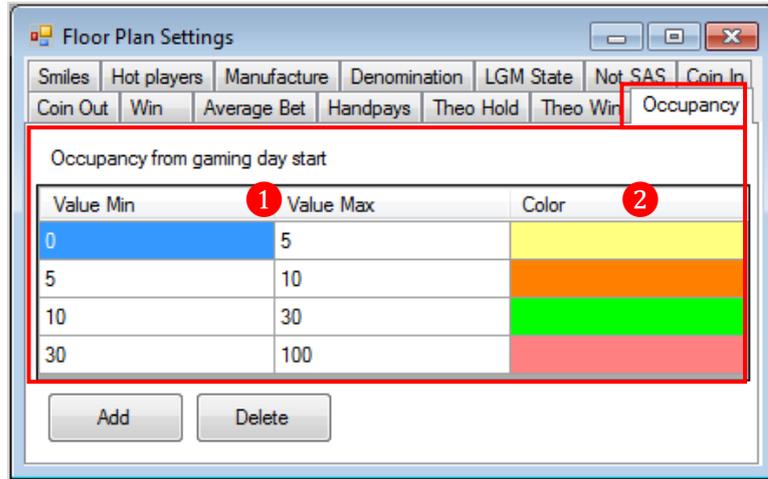
➤ **Theo Win** – setting the filters of the gaming devices, depending on the values in **Theoretical Win** (theoretical profit from the lost credits of a gaming slot in currency: $[\text{Theo Hold} * \text{Coin In}] / 100$) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. **Value Min / Value Max** – input the minimum and maximum values in **Theo Win** for each group of gaming slots, using a keyboard (in club’s currency).

2. **Color** – select the colors for denoting on a plan, using the palette.

➤ **Occupancy** – the settings of the gaming devices, depending on the value in **Occupancy** (the % of workflow time of a gaming slot) from the beginning of a gaming day. The button «**Add**» - for adding a new line, the button «**Delete**» - for its deletion.



1. Value Min / Value Max – input the minimum and maximum values in **Occupancy** for each group of the gaming devices, using a keyboard (in %).

2. Color – select the colors for denoting on a plan, using the palette.

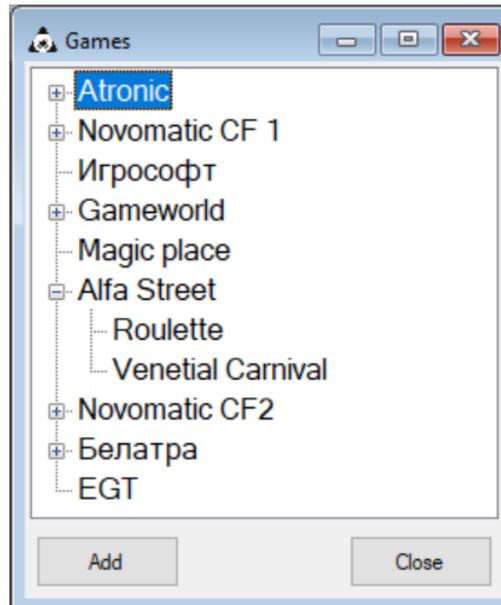
3.4.13 Setting SAS games list.

«SlotLogic» system now allows to make an audit of playing devices counters with games specification.

The procedure of making the audit for each game is given in section «GD¹ audit with games specification».

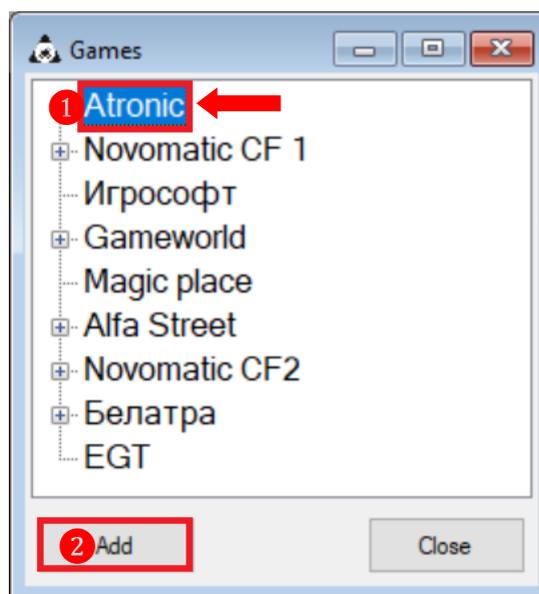
To see the devices statistics for each game separately use the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan», see more [«Stat Game»](#)).

To make the audit for each game you should have the **SAS games list** set on the form «**Games**» («Settings» → «Slots» → «SAS games»).



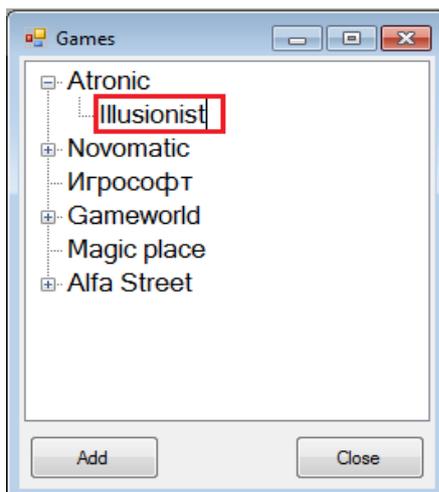
To add a game to the list use the following steps:

1. On the form «**Games**» click (or use keyboard buttons «↓» / «↑») on the game producer (device) to add it to the list and press the «**Add**» button.

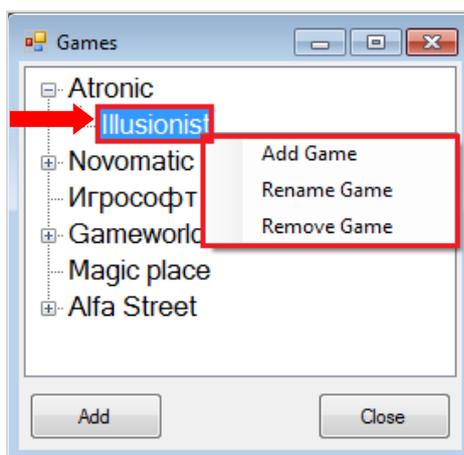


¹ GD – here and further Game Devices

2. In the opened window type the game title using your keyboard. Then press «**Enter**» button to save data.



In case any changes should be added to the SAS games list (delete, add, rename) the form «**Games**» should be opened again («**Settings**» → «**Slots**» → «**SAS games**») and the game (device) producer should be chosen. Then in the opened window chose the game and with right mouse click open the shortcut menu.



- **Add Game** – add new game by the same producer to the list
- **Rename Game** – change the game's title
- **Remove Game** – remove game from the list

Put changes into the SAS games list by choosing the right operation and press «**Close**» button to close the form.

3.4.14 Connecting SAS games to devices.

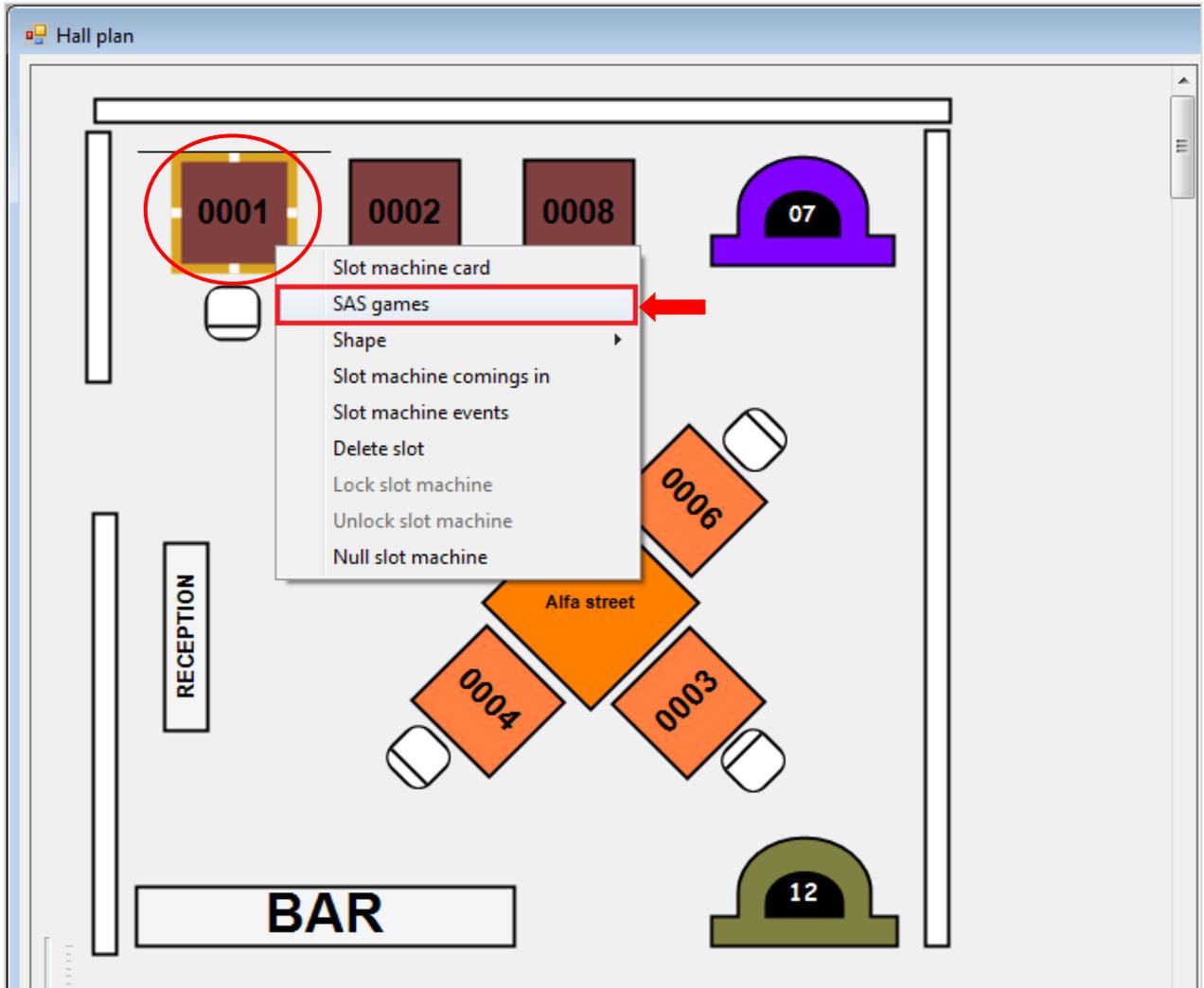
To make an audit of the playing devices meters with games specification previously a **SAS games list** should be set in the system «SlotLogic» («**Settings**» → «**Slots**» → «**SAS games**»), see more [«Setting SAS games list»](#)). SAS games should be also connected to devices.

SAS games connection to the devices is being made on the form-designer «**Hall plan**».

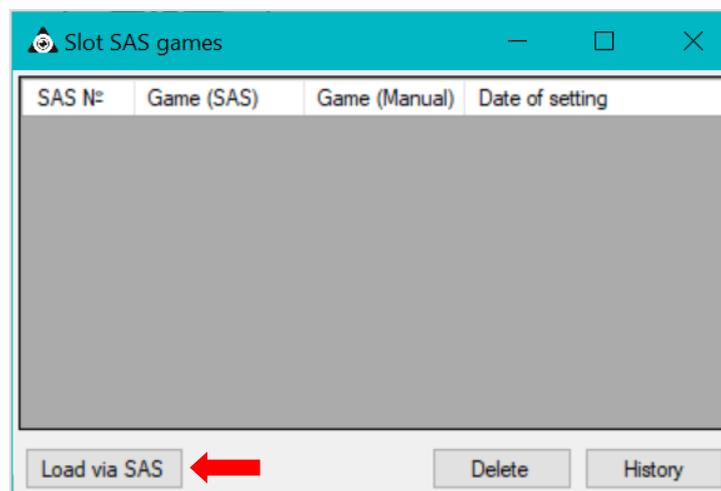
Connecting SAS games to the device.

1. To open the form-designer choose in the system menu «**Settings**» → «**Slots**» → «**Floor plan**».

2. In the opened form «**Hall plan**» on the hall plan choose the required playing device and with right mouse click open a shortcut menu. In this menu choose «**SAS games**».



3. A form «**Slot SAS games**» opens. But the SAS games list for the chosen device will be empty. To start loading the list of slot SAS games, press «**Load via SAS**».



After loading, the form «**Slot SAS games**» will show the SAS games list. The column «**SAS №**» shows game numbers, the column «**Games (SAS)**» shows original names of the slot games, and the column «**Games (Manual)**» shows the names of the same games entered manually in the system. The column «**Date of setting**» shows the binding date and time.

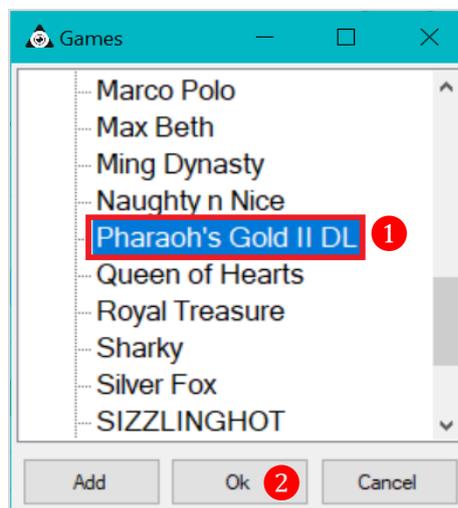
SAS N°	Game (SAS)	Game (Manual)	Date of setting
1	Beetle Mania Deluxe	Beetle Mania Deluxe	16.09.2022 15:04
2	HotVolee	HotVolee	16.09.2022 15:04
3	Max Beth	Max Beth	16.09.2022 15:04
4	Pharaoh's Gold II DL	Pharaoh's Gold II DL	16.09.2022 15:04
5	Silver Fox	Silver Fox	16.09.2022 15:04
6	Cold Spell	Cold Spell	16.09.2022 15:04
8	Gold Craze	Gold Craze	16.09.2022 15:04
9	Ming Dynasty	Ming Dynasty	16.09.2022 15:04
10	LLady's Cham dlx	LLady's Cham dlx	16.09.2022 15:04

Note: The SAS game name specified in the column «Games (Manual)» will be shown in the audits and game statistics.

4. Next, add names of the games with no matching in the system in the column «**Games (Manual)**». To do this, click the column cell «**Games (Manual)**» opposite to the original game name and click the button that appears.

SAS N°	Game (SAS)	Game (Manual)	Date of setting
1	Beetle Mania Deluxe	Beetle Mania Deluxe	16.09.2022 15:04
2	HotVolee	HotVolee	16.09.2022 15:04
3	Max Beth	Max Beth	16.09.2022 15:04
4	Pharaoh's Gold II DL	...	16.09.2022 15:04
5	Silver Fox	Silver Fox	16.09.2022 15:04
6	Cold Spell	Cold Spell	16.09.2022 15:04
8	Gold Craze	Gold Craze	16.09.2022 15:04
9	Ming Dynasty	Ming Dynasty	16.09.2022 15:04
10	LLady's Cham dlx	LLady's Cham dlx	16.09.2022 15:04

5. In the list «**Games**», select the game name matching the name of the game loaded via SAS, and click «**Ok**».



Note: If there is no needed game in the list «Games», you can add it in the same form by clicking «Add».

After clicking «Ok», the game will be bound to the slot machine. The game name will be shown in the column «Games (Manual)»; the column «Date of setting» will show the binding date and time.

SAS №	Game (SAS)	Game (Manual)	Date of setting
1	Beetle Mania Deluxe	Beetle Mania Deluxe	16.09.2022 15:04
2	HotVolee	HotVolee	16.09.2022 15:04
3	Max Beth	Max Beth	16.09.2022 15:04
4	Pharaoh's Gold II DL	Pharaoh's Gold II DL	16.09.2022 15:04
5	Silver Fox	Silver Fox	16.09.2022 15:04
6	Cold Spell	Cold Spell	16.09.2022 15:04
7	Egyptian Experience	Egyptian Experience	16.09.2022 15:04
8	Gold Craze	Gold Craze	16.09.2022 15:04
9	Ming Dynasty	Ming Dynasty	16.09.2022 15:04
10	LLady's Cham dlx	LLady's Cham dlx	16.09.2022 15:04

Fill in all the lines of the column «Games (Manual)» in the same way.

Please note that the line with the name of the game currently running on the slot machine is highlighted **green**.

By clicking «History» in the same form you can open the form «Slot SAS games history» displaying the entire history of the procedures for the installation of SAS games for the slot machine.

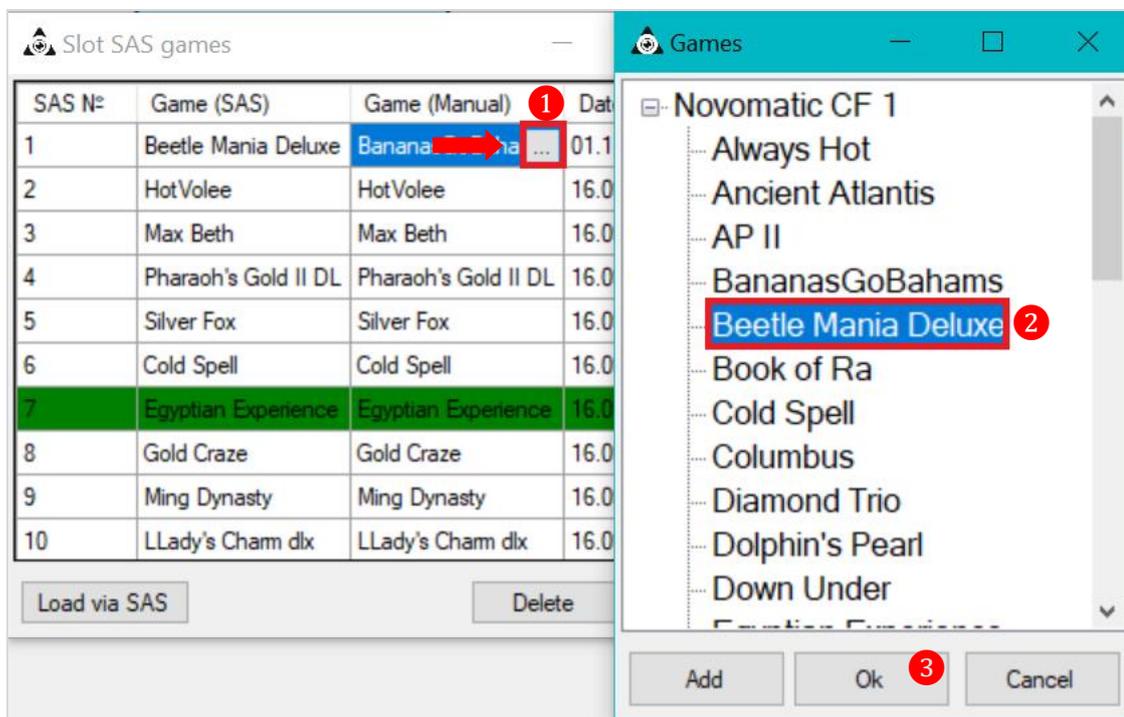
SAS Game number	SAS Game name	SAS Game description	Date of setting
9	Action Money		13.10.2023 16:36
9	Action Money		13.10.2023 16:21
9	Action Money		13.10.2023 14:58

- **SAS Game number** – the SAS game number on the device
- **SAS Games name** – setting the SAS game title.
- **SAS Game description** – the SAS game description brief.
- **Date of setting** – date and time when the game was connected to the device

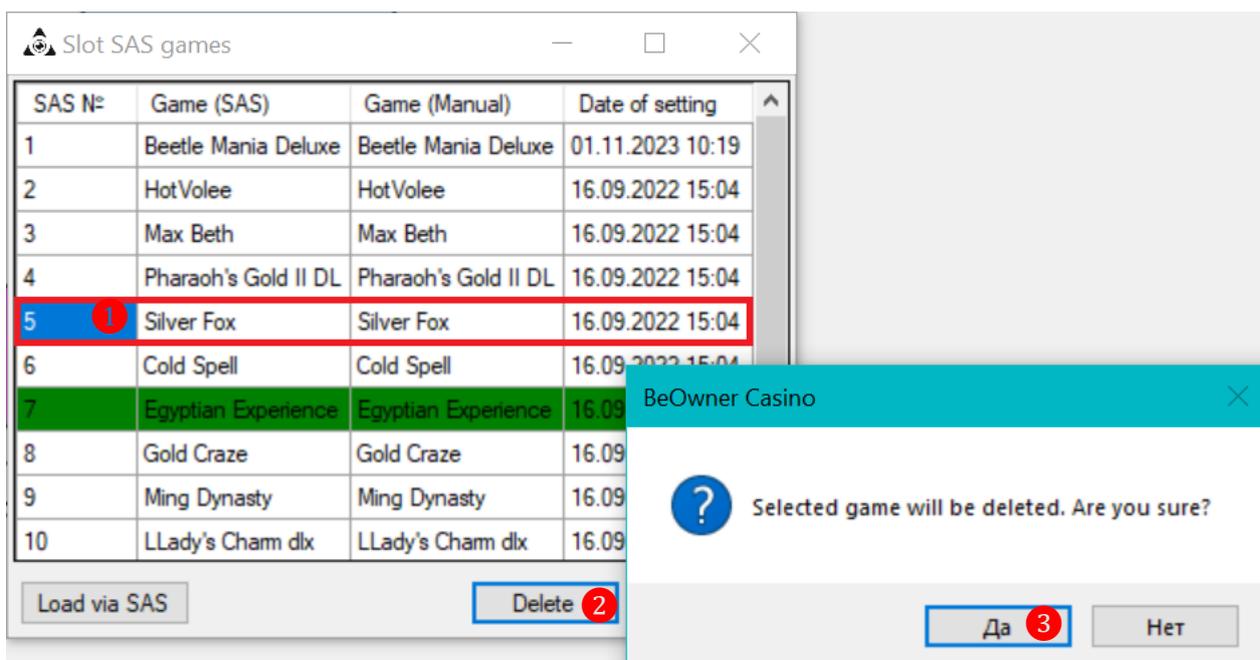
The lines of recent changes for each game are highlighted **green**.

Editing the device SAS games list.

➤ If a wrong or incorrect name is set for the SAS game by mistake, move the cursor over the corresponding field of the column «Games (Manual)» in the form «Slot SAS games» and click the button that appears. In the SAS games list, select the correct game name and click «Ok».



➤ If you need to remove a game from the SAS games list of the device you should mouse on the form «Slot SAS games» over the line with the game title, which needs to be deleted, and click on «Delete». In the opened dialog window click on «Yes» to confirm the game deletion from the list.



➤ To update the entire slot SAS games list, click «Load via SAS» in the form «Slot SAS games».

3.4.15 PTS «from friends» settings.

PTS «from friends» - it's a PTS, which are credited to the player bonus card (PTS account) for a friends invited to the club by the customer and which was registered in the system as new players. In the future, these bonuses will be transferred from PTS account to the main card account.

PTS «from friends» is automatically charged to the «Inviter» card account. This will occur when invited player transfer bonuses from PTS account to the main card account.

Below is an example of PTS «from friends» calculation scenario:

1. Player [1] invites player [2].
2. Player [1] PTS balance is equal to 50 rubles.
3. PTS «from friends» percent value is 2.3%.
4. The threshold for money transfer from PTS account to main card account is 500 rubles.
5. Player [2] has 1000 accumulated PTS and would like to transfer it to main card account.

To do this he must apply to club cashier and pass his card to cashier for transaction.

6. Cashier provides PTS transfer operation («Slots» → «Cashdesk» → «Cashdesk») and returns card to the player.

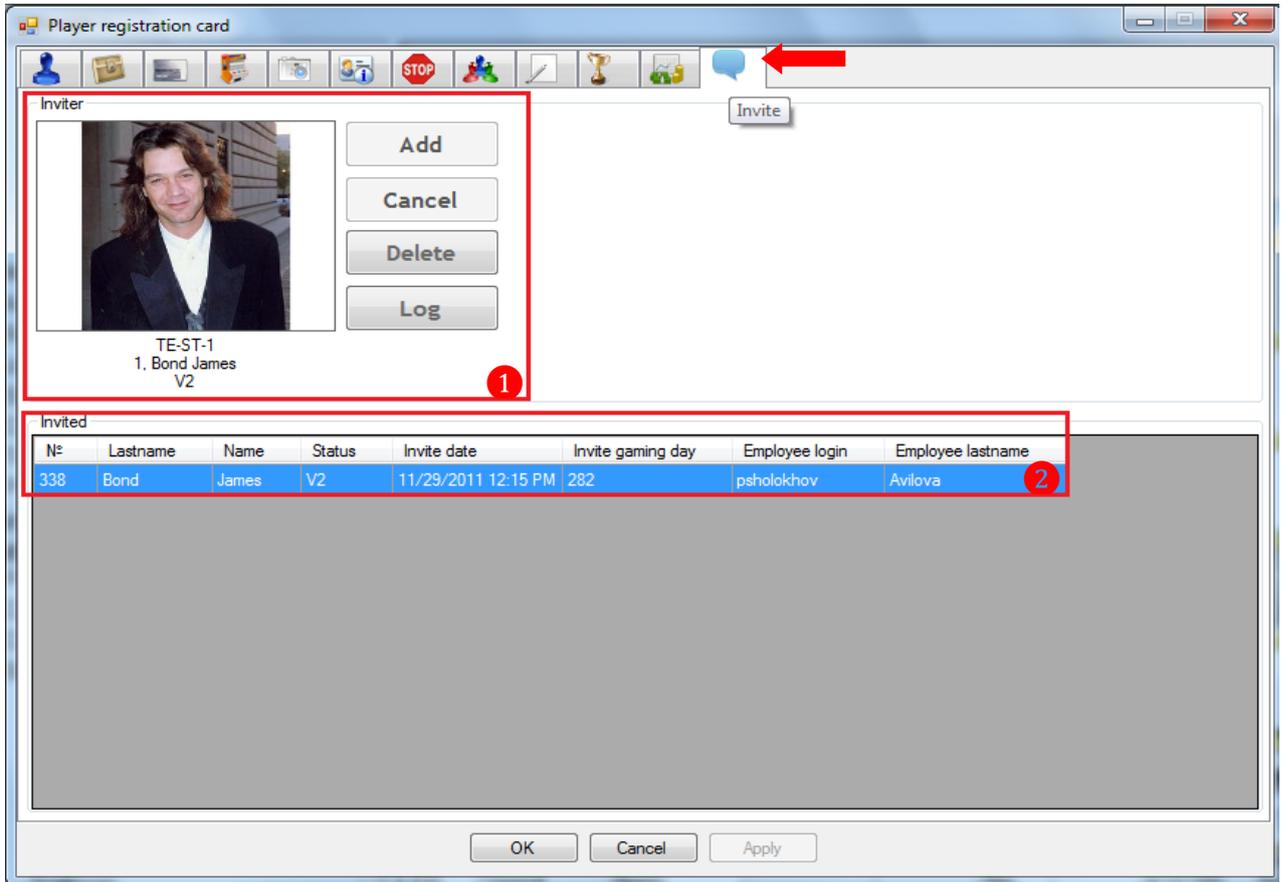
7. Player [2] main card account will be refilled for 1000 rubles.

8. Player [1] PTS account will be refilled for $(1000 \times 2.3) / 100 = 23$ rubles and becomes equal to $50 + 23 = 73$ rubles.

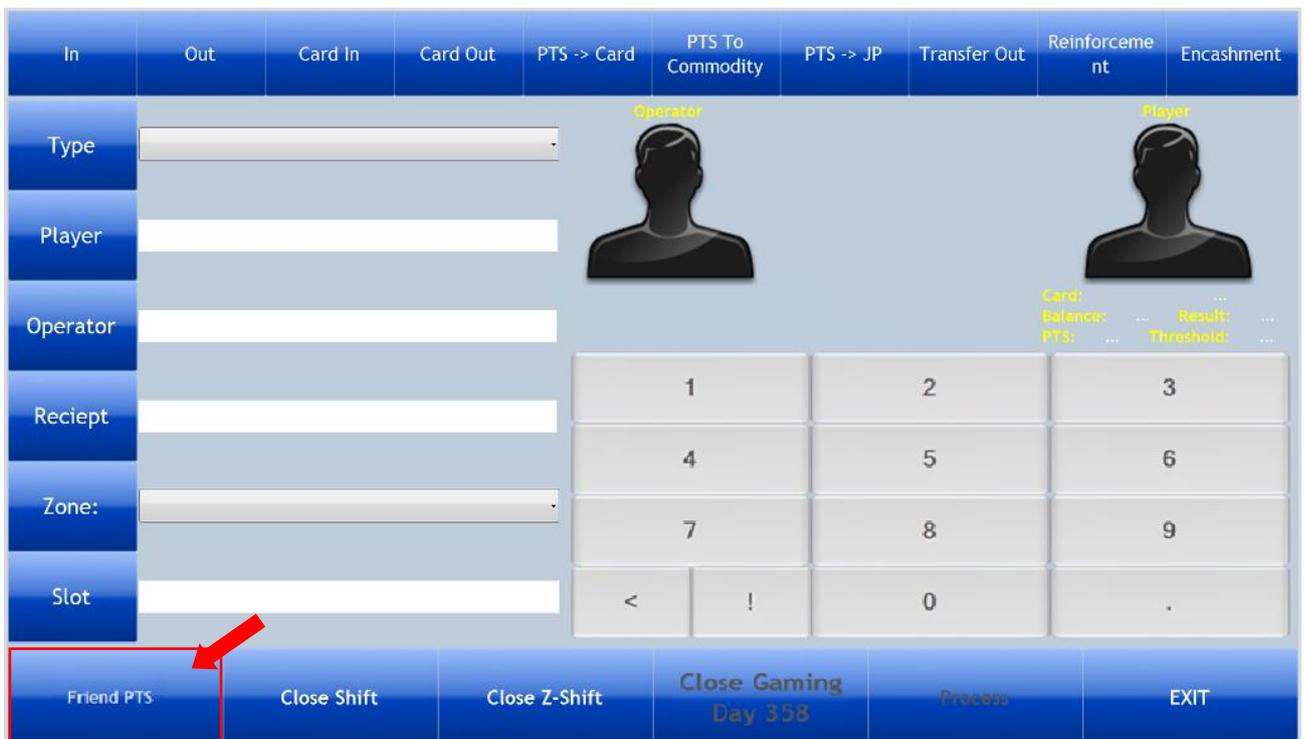
In order to make PTS «from friends» active, you need to go to «Slot settings» («Settings» → «Slots» → «Settings») and set-up following parameters in «PTS from friends» form:

- Set a tick in «**Activate**» string.
- Set a PTS «from friends» percent value in «**Percent**» string (f.e., 2.5).

To specify the client for the player, which led him to the club («**Inviter**» ①), or see the list of players invited by («**Invited**» ②), you must open current player registration card («**Reception**» → «**Players overview**») and go to «**Invite**» tab (see more in [«Invite tab»](#)).



Checking PTS, accrued «from friends» provides at Cash Desk («Slots» → «Cashdesk» → «Cashdesk»). To check PTS cashier must click on «Friend PTS» at lower left corner of Cash Desk interface and put player's card to the card reader (see more in [«Checking PTS, accrued "From Friends"»](#)).



Attention! If «PTS from friends» is NOT checked in the «Activate» settings, «Friend PTS» button will not appear on cashdesk screen.

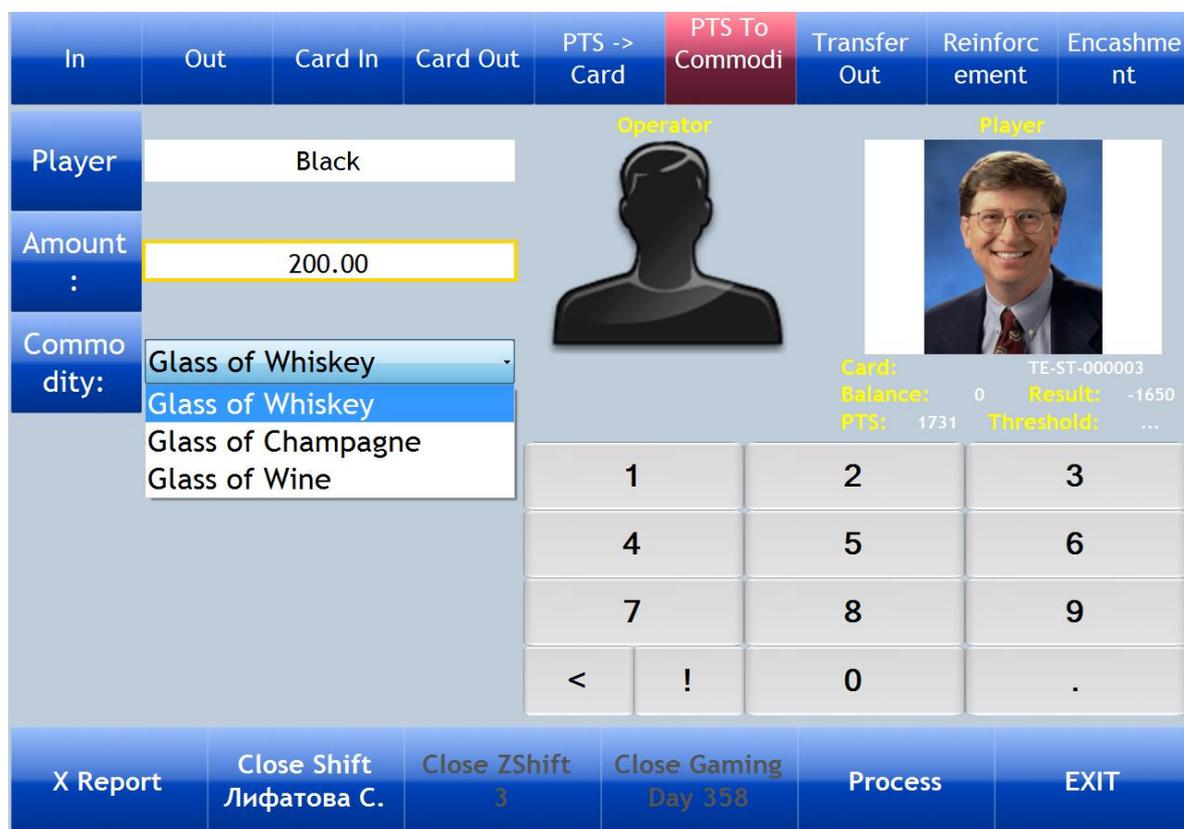
View reports on PTS, accrued «from friends» by using «**Friends earned PTS report**» form in («**Slots**» → «**Reports**» → «**Friends earned PTS**»).



3.4.16 Commodities.

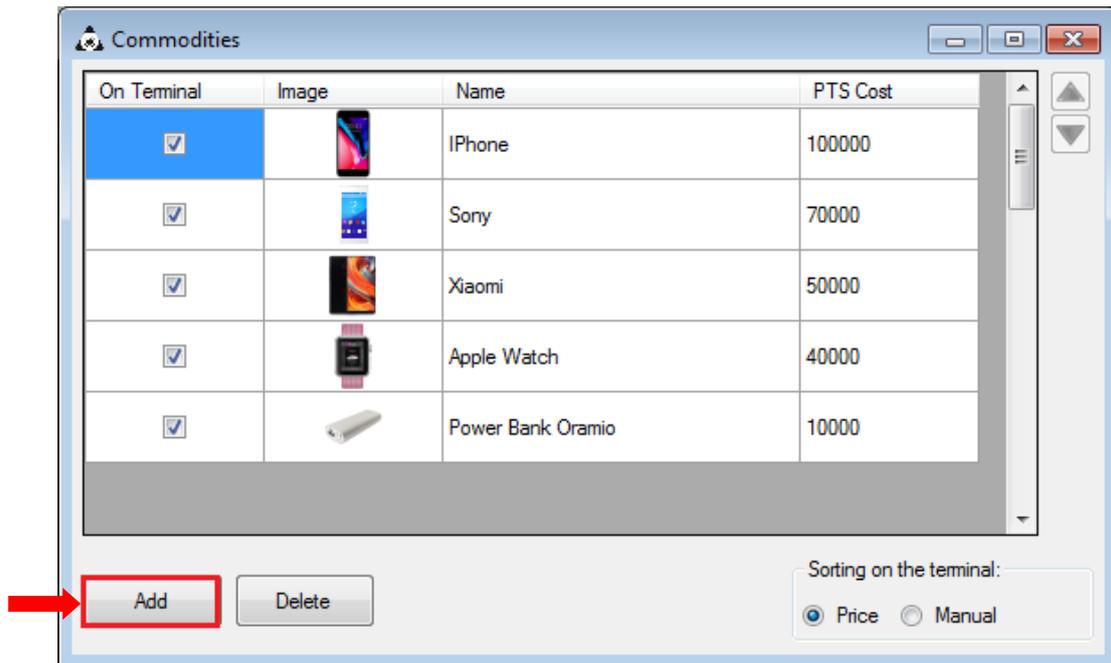
SlotLogic can help you to exchange accumulated PTS to various goods and services (eg, drinks, cigarettes, etc.) using special cash desk functionality.

In order to exchange PTS to products or services please use «**PTS to Commodities**» button, located on top of the cash desk form. When player will appeal to cashier for PTS exchange, please press «**PTS to Commodities**» button, put player’s card to card reader and select available product or service from «Commodity» list (more on this in Section [«PTS to commodities and services exchange»](#)).

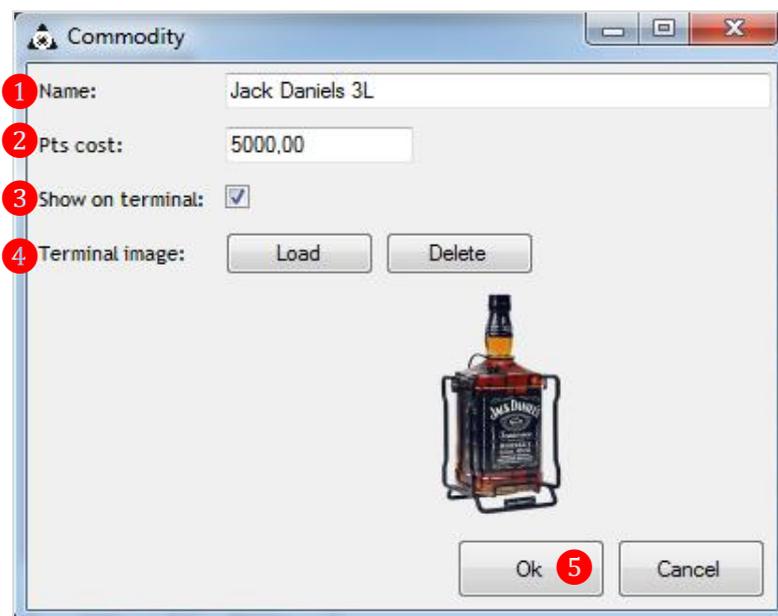


In order to add product and services to «**Commodity**» list you need to provide following actions in SlotLogic settings:

1. In the menu of the system, select «**Settings**» → «**Slots**» → «**Commodities**».
2. In the «**Commodities**» form, click the «**Add**» button.



3. In the opened item card, do the following:
 - 1) In the «**Name**» field using keyboard enter the name of commodity product or service.
 - 2) In the «**PTS cost**» field enter a price value for product or service in PTS points.
 - 3) If you want this product to appear in the list of products at the information terminal (**Prizes**), then you need to check the «**Show on terminal**» box.
 - 4) To display the image of this product on the information terminal, click the «**Load**» button and load the image (**PNG, JPG**) from your computer. If you want to delete the loaded image, then click «**Delete**».
 - 5) Press «**Ok**» to save settings.



Added product or service will be shown in «**Commodity**» list and will be available for PTS exchange at cash desk.



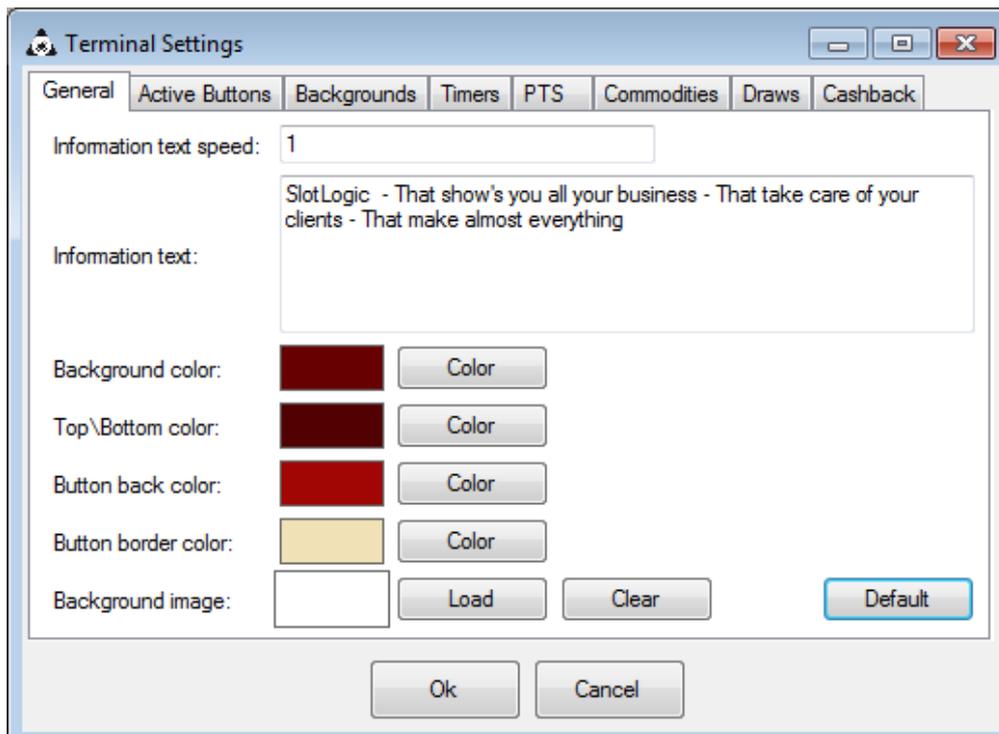
- To sort products in this list and at the terminal at a decreasing price, in the «**Sorting on the terminal**» field, select the «**Price**» item.
- To manually sort products in this list and on the terminal, in the «**Sorting on the terminal**» field, select the «**Manual**» item and use the /  buttons to move the product up or down.
- To edit parameters of a product/service, double-click the left mouse button on the line with its name to open the product card and make the necessary changes.
- To remove a product/service from the list, it is necessary to select it by clicking the left mouse button on the line and click the «**Delete**» button.

3.4.17 Information Terminal settings.

If you plan to use the information terminal in your club, you can set for the terminal screen a background image and active buttons, a running line with messages, customize the display of information about the PTS balance and the player's cashback, current club draws and so on.

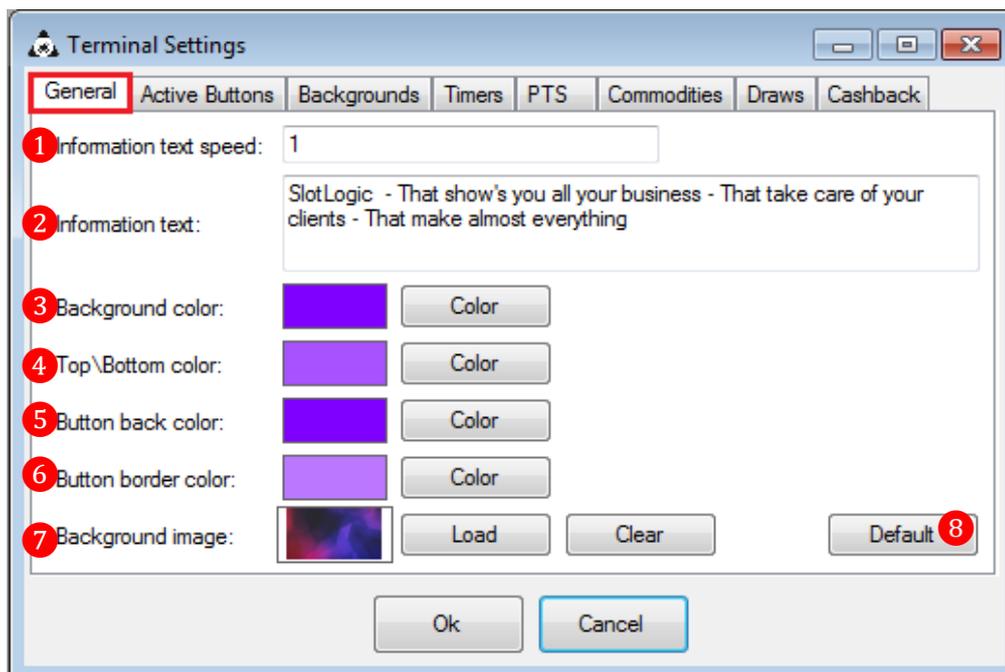


Editing of the information terminal settings are performed on the «Terminal Settings» form («Settings» → «Terminal» → «Slot terminal settings»).



➤ «General» Tab

This tab is used to set the background image of the terminal screen, the color of the buttons and the running line.



1. Information text speed – this parameter sets the speed of scrolling messages on the screen. The parameter value is an integer from **1** to **5** (the higher the value, the greater the speed).

2. Information text – in this field, using the keyboard, enter the text of the information message for the running line. The text color of the message on the screen is yellow.

3. Background color – click the «**Color**» button and use the color palette to select the background color of the terminal screen on which the buttons and all information will be displayed.

4. Top/Bottom color –click the «**Color**» button and use the color palette to select the background color of the upper and lower panels on the terminal screen in the functional and informational sections. Also, this parameter determines the background color of the alternating row in table forms.

5. Button back color –click the «**Color**» button and use the color palette to select the color of the buttons displayed on the screen. The color of the text on the buttons is white.

6. Button border color – click the «**Color**» button and use the color palette to select the color of the button border.

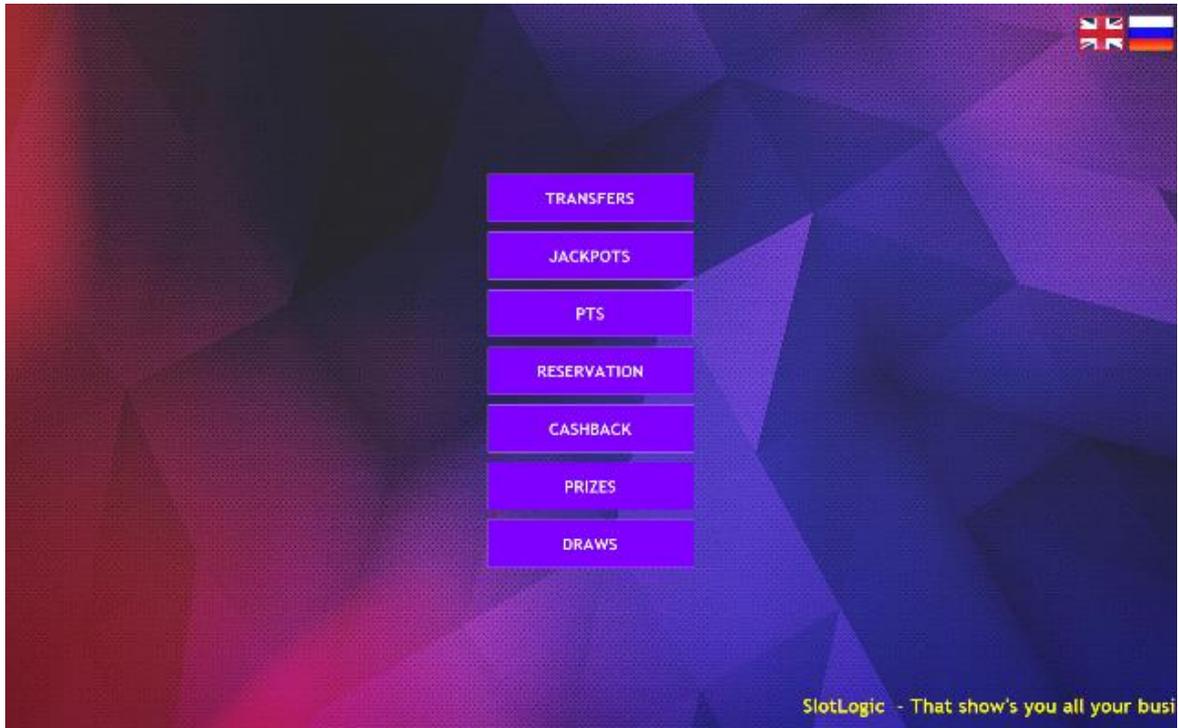
7. Background image – if you want the buttons and the information text to appear in the background of any image, then click the «**Load**» button to select and load the image from your computer. Image format - **JPG, PNG**.

If you want to delete the loaded image, then click the «**Clear**» button.

8. Default – this button is used to reset user settings on the tab. After pressing the button, the default settings will be set.

To save the settings, press «**Ok**».

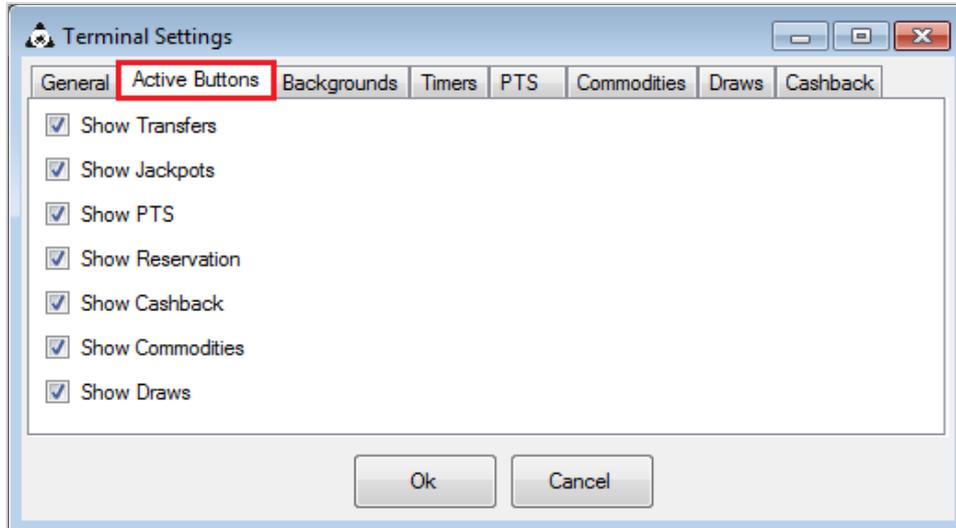
To view the results of setting up the terminal screen, you must select in the main menu of the system «**Terminals**» → «**Players touch screen**».



To close the window press **Alt** + **F4**.

➤ «Active Buttons» Tab

On this tab selects buttons that will be displayed in the main menu on the terminal screen. To select, check the box next to the name.



✓ **Show Transfers** – the «**Transfers**» button, in this section you can see the amounts and dates for the 10 most recent withdrawal operations on any of the gaming machines.

✓ **Show Jackpots** – the button «**Jackpots**», in this section you can see a list of the last 10 jackpots that hit (date, name, amount, slot, club).

✓ **Show PTS (for players with cards)** – the «**PTS**» button, in this section, the player can view the current condition of his PTS balance, putting his personal bonus card to the terminal card reader.

✓ **Show Reservation (for players with cards)** – the «**Reservation**» button, in this section, the player can independently reserve gaming machines. The essence of the reservation is that the

player temporarily blocks the gaming machine, and other players will not be able to play on it during his absence.

✓ **Show Cashback (for players with cards)** – the «Cashback» button, in this section, the player can view and activate his cashback by putting his personal bonus card to the terminal card reader.

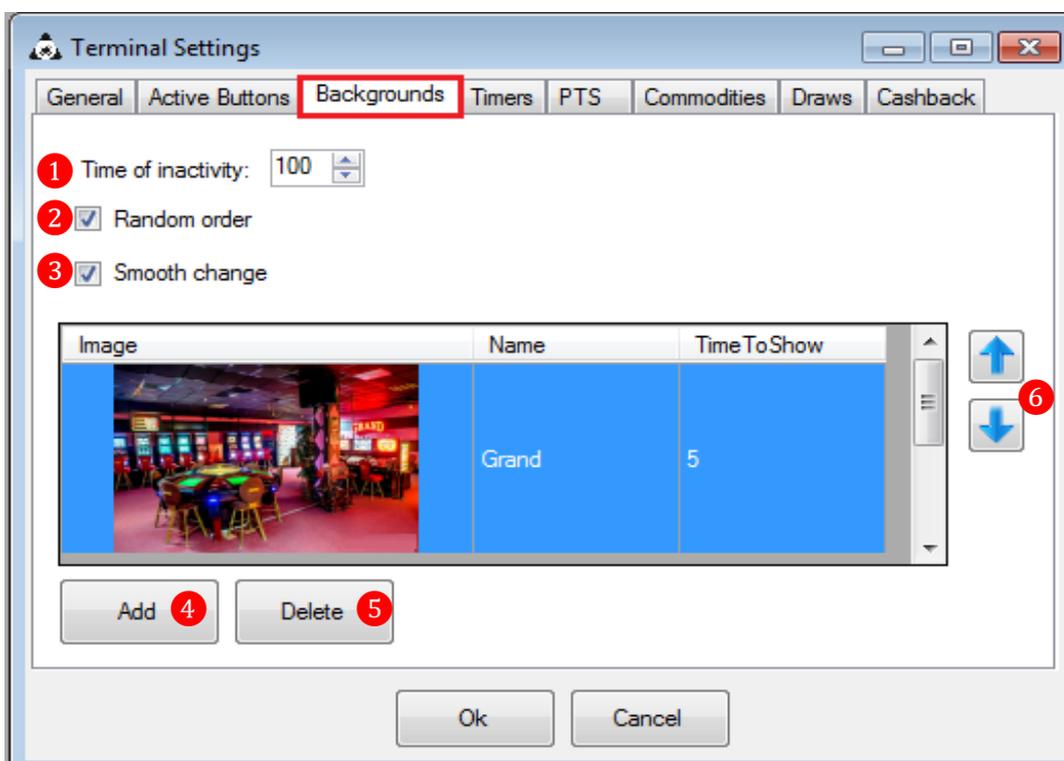
✓ **Show Commodities** – the «Prizes» button, in this section you can see the list of products that players can receive in exchange for PTS.

✓ **Show Draws (for players with cards)** – the «Draws» button, in this section, the player can view information about the current lottery bonus draws.

To save the settings, press «Ok».

➤ «Backgrounds» Tab

This tab is used to set up background images that will be displayed on the terminal screen during downtime.



1. Time of inactivity – this parameter sets the terminal downtime, through which the show of background images will start (in seconds).

2. Random order – check the box if you want the images to appear on the screen in random order. If the box is not checked, the images will appear in the order of the list.

3. Smooth change – check the box if you want images to change smoothly.

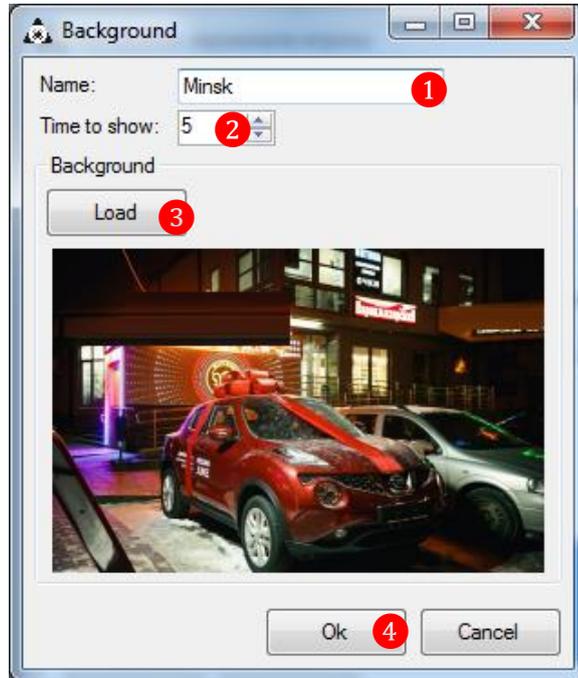
4. Add – click the button to add a background image and follow these steps:

1) In the «Name» field, enter a short name for the image.

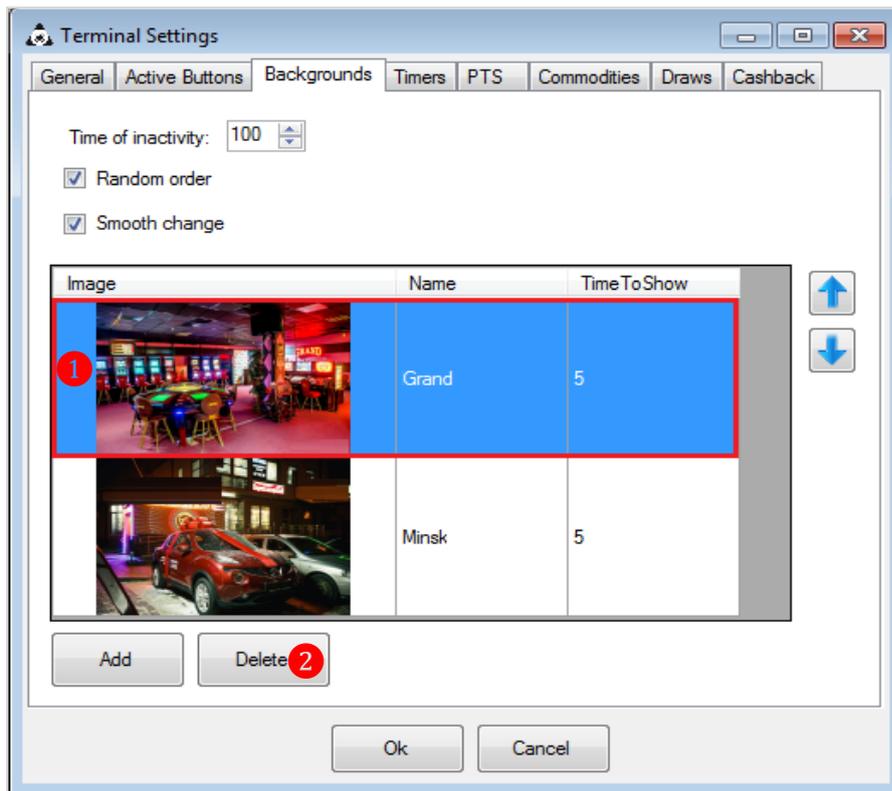
2) In the «Time to show» field, specify the time (seconds) for the image to be displayed on the terminal screen.

3) Click the «Load» button to load an image file from your computer (JPG, PNG format).

4) Click the «Ok» button to save.



5. Delete – use the button if you want to delete the loaded image of the background image. Click the image in the list to delete it and click the «Delete» button.

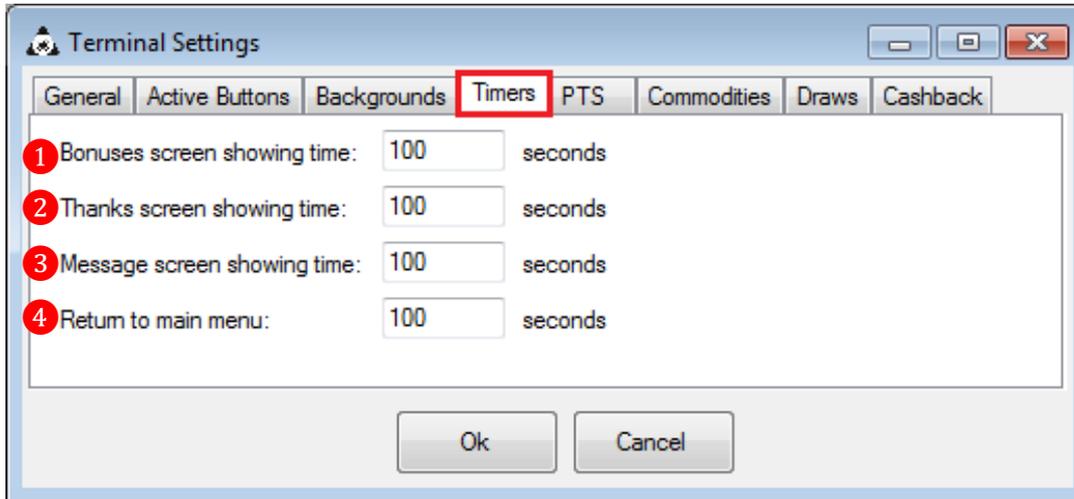


6. Up/Down – arrows are used to sort the pictures in the list. Select an image in the list by clicking the mouse and pressing the «Up» or «Down» arrow, move it up/down in the list, respectively.

To save the settings, press «Ok».

➤ «Timers» Tab

This tab is used to set the timers of the showing various dialog screens on the terminal.



1. Bonuses screen showing time – the screen is displayed for the specified time after the player has put a personal bonus card on the card reader of the terminal.

2. Thanks screen showing time – the screen is displayed for the specified time after the end of the **bonuses screen**.

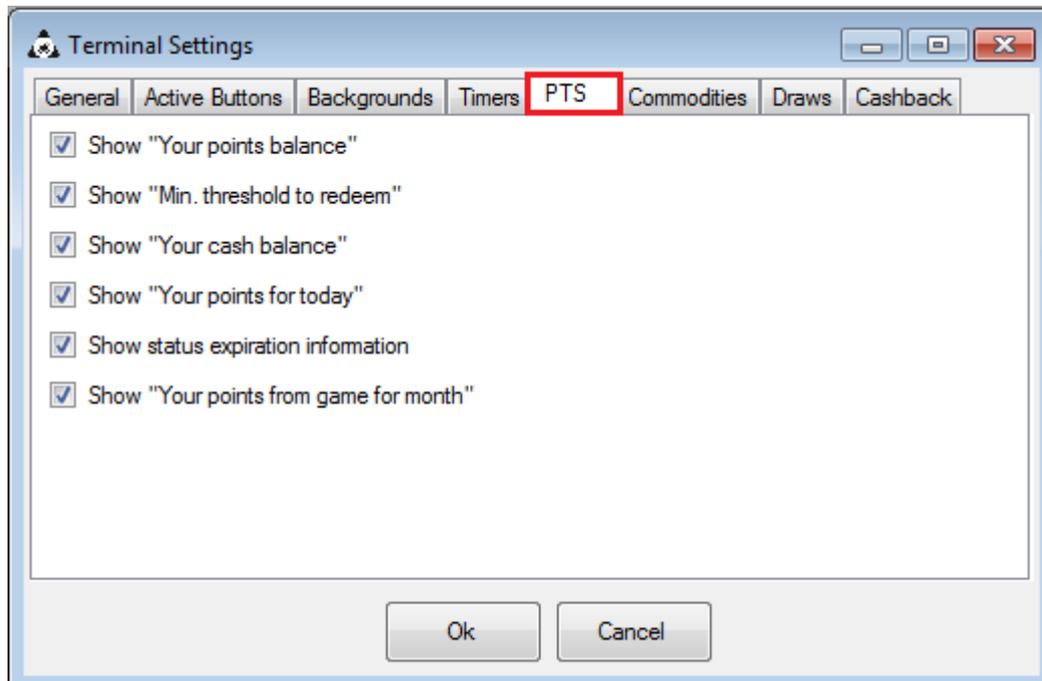
3. Message screen showing time – during the specified time, a message will be displayed for the player (for example, «**The card is blocked**»).

4. Return to main menu – if the player does not perform any active actions in any section of the terminal, then after a specified time, he returns to the main menu.

To save the settings, press «**Ok**».

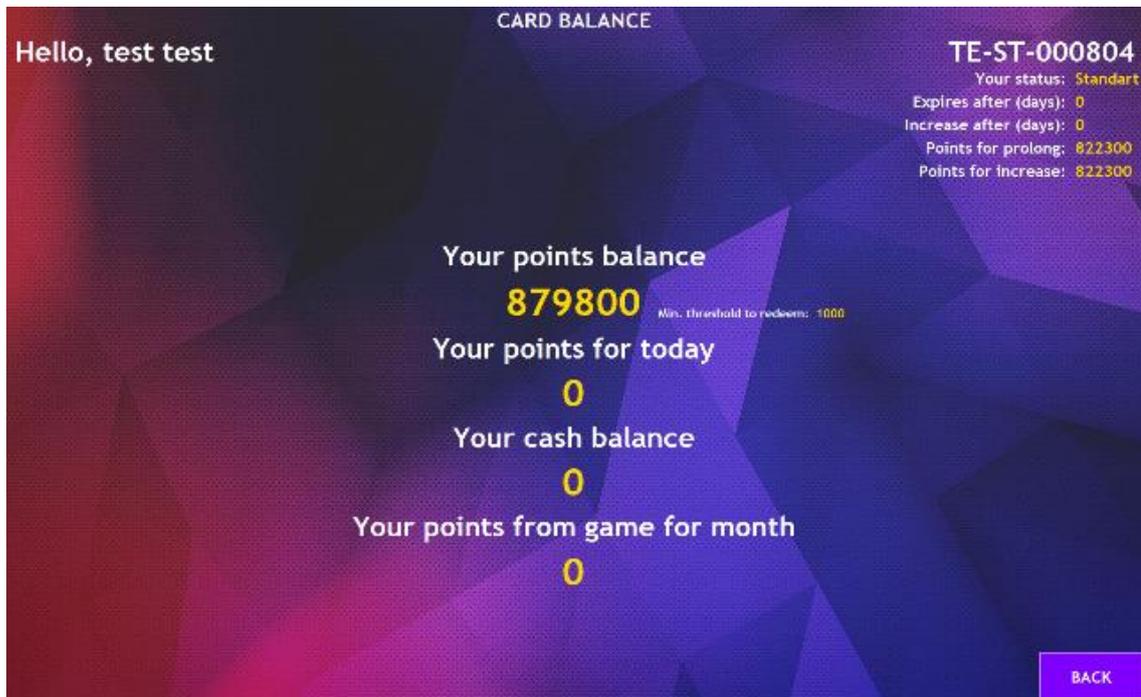
➤ «**PTS**» Tab

This tab is used to select the player's bonus card data, which he will be able to see in the «**PTS**» section on the terminal screen. To select, check the box next to the name.



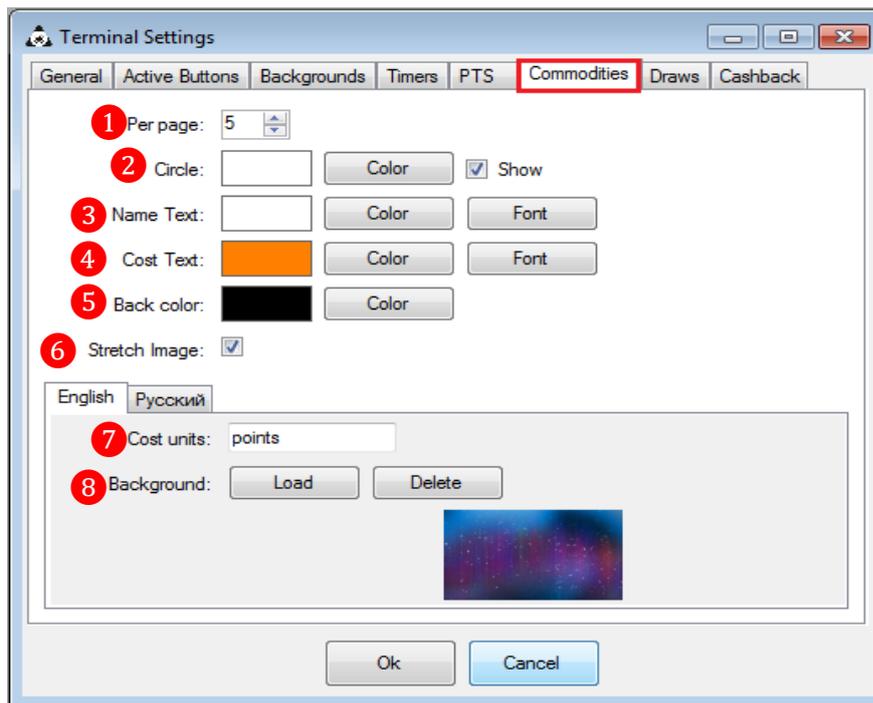
To save the settings, press «**Ok**».

Below in the photo is an example of the display of the section «**PTS**» on the terminal screen.



➤ «Commodities» Tab

This tab is used to configure the display of the list of products and services on the terminal in the «Prizes» section.



1. **Per page** – this parameter sets the number of products and services to be displayed on one page ([Commodities](#) set in «Settings» → «Slots» → «Commodities»).

2. **Circle** – click the «Color» button and use the color palette to select the color of the circle (frame) in which the products will be placed. Then check the box «Show». If the check mark is not set, the products will not be placed in a round frame.

3. **Name text** – click the «Color» button and use the color palette to select the text color for the product name. To select a font for the text, click the «Font» button.

4. **Cost text** – click the «Color» button and use the color palette to select the text color for the cost of the products. To select a font for the text, click the «Font» button.

5. Back color – press the «Color» button and use the color palette to select the background color of the terminal screen on which all products will be displayed.

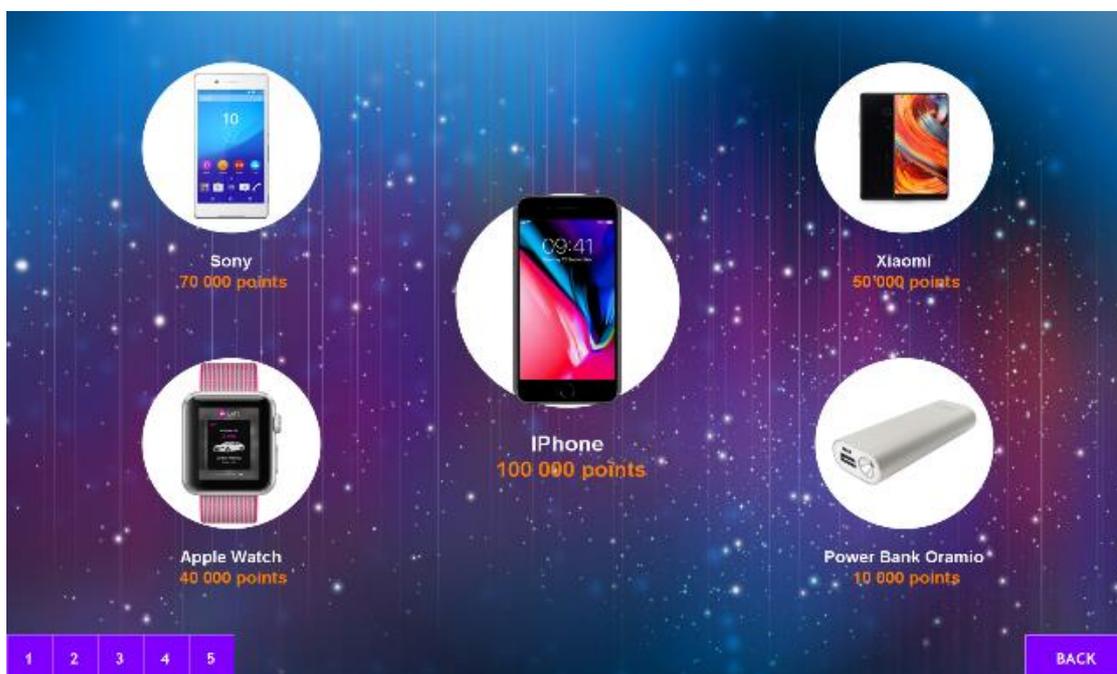
6. Stretch image (if the image is loaded) – check the box if you need to stretch the loaded background image (see **Background**) to fit the size of the terminal screen. If the check box is not set, the image will be displayed in accordance with its original dimensions.

5. Cost units – using the keyboard, enter the name of the cost units of the products and services, which will also be displayed on the terminal screen (for example, points, bonuses). Units name must be entered for each language respectively.

7. Background – if you want the products to be displayed on the background of any image, then click the «Load» button and load the image from your computer. Image format - **JPG, PNG**. If you want to delete the downloaded image, then click the «Delete» button.

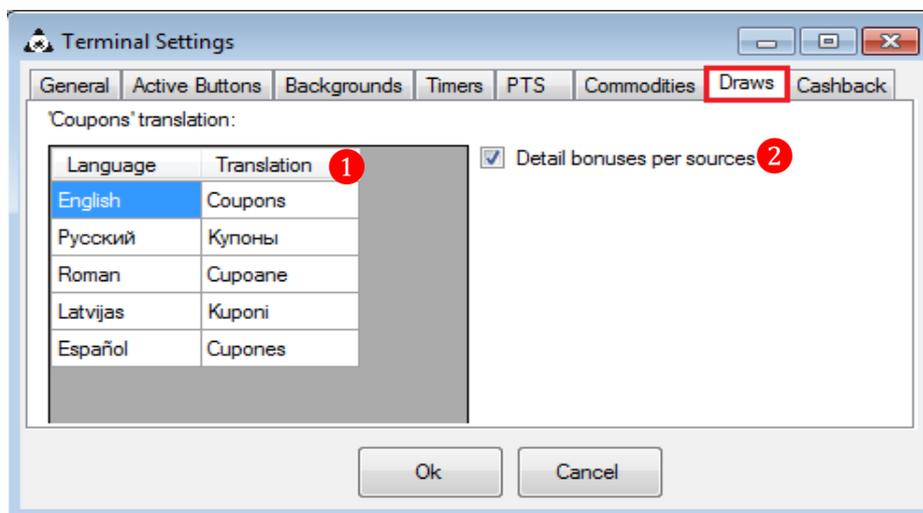
To save the settings, press «Ok».

Below in the photo is an example of displaying the products page on the terminal screen.



➤ «Draws» Tab

On this tab, the settings for the «Draws» section are made.



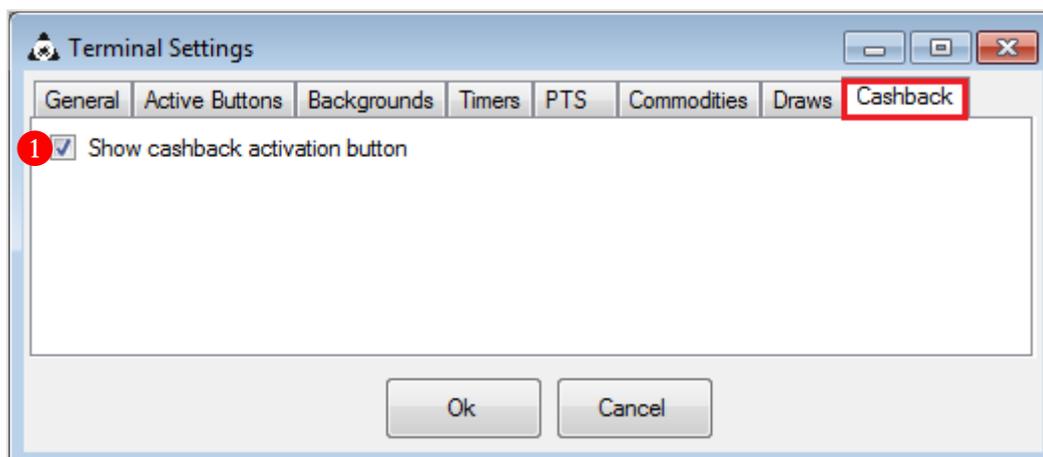
1. Translation – using the keyboard, enter the name for the tickets/coupons of the bonus lottery, which will also be displayed on the terminal screen. A name must be entered for each language you need.

2. Detail bonuses per sources – check the box if you want to display on the terminal screen the amount of player bonuses with details per sources of the accrual. If the box is not checked, bonuses will be displayed as one total amount.

To save the settings, press «Ok».

➤ «Cashback» Tab

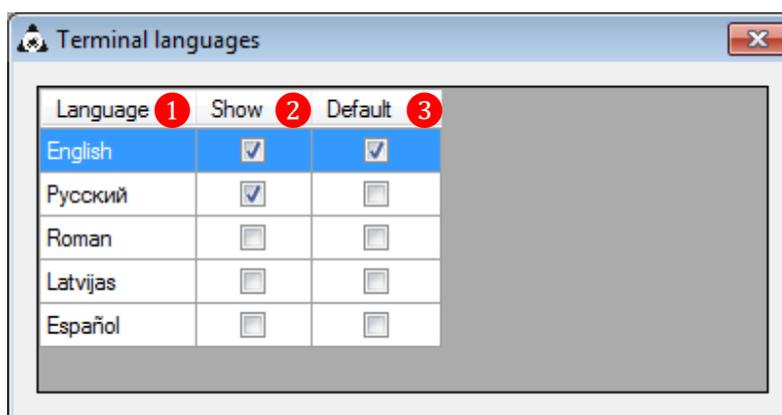
On this tab, settings for the «Cashback» section are made.



✓ **Show cashback activation button** – check the box if you need to display the «Activate» button in the «Cashback» section to activate the player’s cashback on the terminal. If the box is not checked, then only the amount of the player’s cashback without activation will be displayed on the terminal.

To save the settings, press «Ok».

Please note that the choice of interface languages for the information terminal is made on a separate form «Terminal languages» («Settings» → «Terminal» → «Terminal languages»).



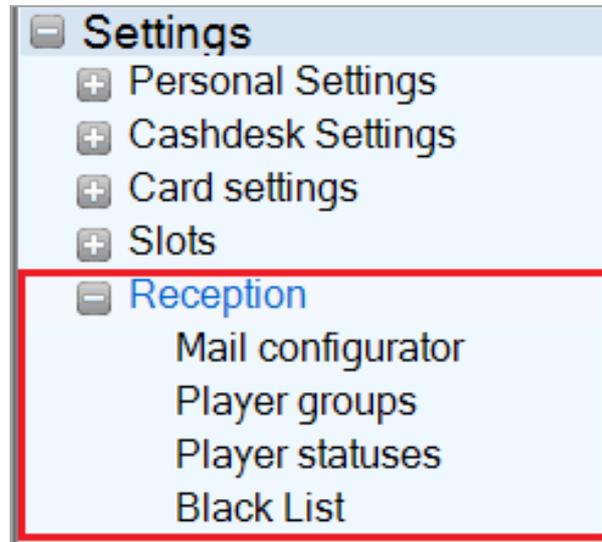
1. Language – list of available terminal interface languages.

2. Show – to select the terminal interface language, check the box next to its name.

3. Default – check the box to specify the interface language that will always be selected on the terminal by default.

3.5 «Reception» module settings.

In «Setting» → «Reception» you can setup e-mail sending, player groups and statuses, including players black list (players that banned in system).



Detailed description of «Reception» module settings contains in the following paragraphs of this section.

3.5.1 E-mail sending settings.

In «SlotLogic» you can provide automated e-mail newsletter sending across your customer base. With this service you can deliver promotional offers, club news, talk about the new services and privileges directly to your customers.

This option significantly reduces the time to deliver information to your customers.

Automated e-mail mailing list sending can be done via your own server (if available) or using external (SMTP *) server of e-mail service provider.

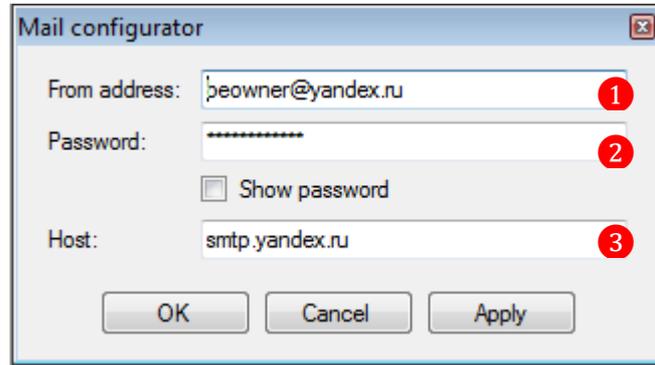
** SMTP (Simple Mail Transfer Protocol) - is a widely used network protocol for sending e-mails.*

To be able to provide e-mail distribution to your customers you must set the following parameters in «Settings» → «Reception» → «Mail configurator» form:

- 1. From address** – You must enter the outgoing email address for mail list distribution.
- 2. Password** – here you need to enter the password of this email account.

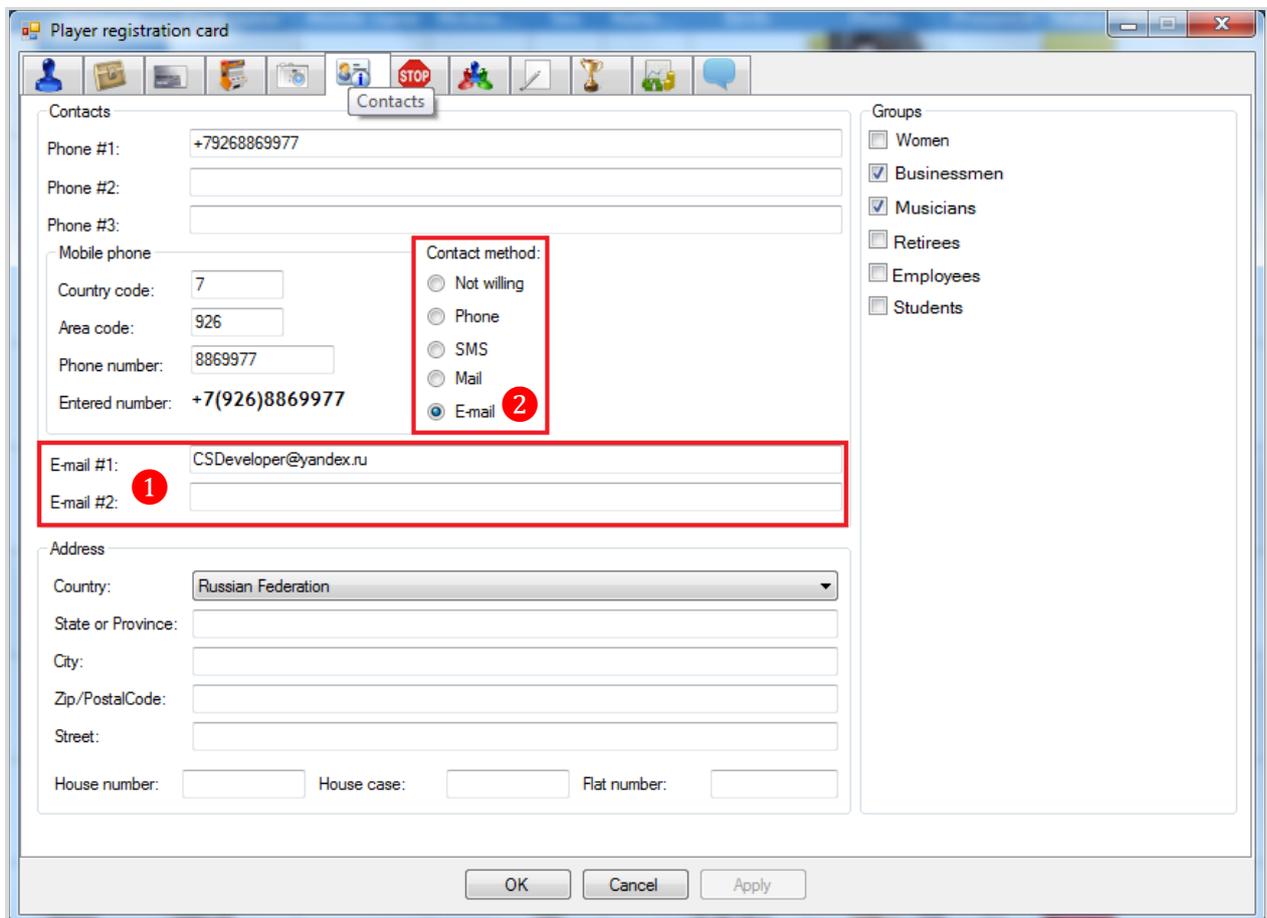
In case you want the password is not will be displayed in encrypted form, put a tick on «**Show password**».

- 3. Host** – here you must enter the host address of outgoing mail (SMTP) server.



After all press on the button .

E-mail addresses of clients included in mailing list are should be entered into a player registration card, «Contacts» tab in «E-mail #1» or «E-mail #2» strings **1**. Also in «Contact method» **2** you must select E-mail radio button, if client agreed to receive an e-mails from you.



The detailed procedure of e-mail distribution can be found in [«E-mail sending»](#).

3.5.2 Setting SMS distribution via GSM modem.

SMS notices delivery is a major marketing instrument today. Its effectiveness is quite high compared to other, because any information reaches subscribers in a very short time.

At now it is a modern way of establishing contact with the customer. SMS distribution is used to inform about promotions, special offers, to alert relevant news and important reminders, as well as congratulations for customers. This service allows you to increase customer loyalty, increase

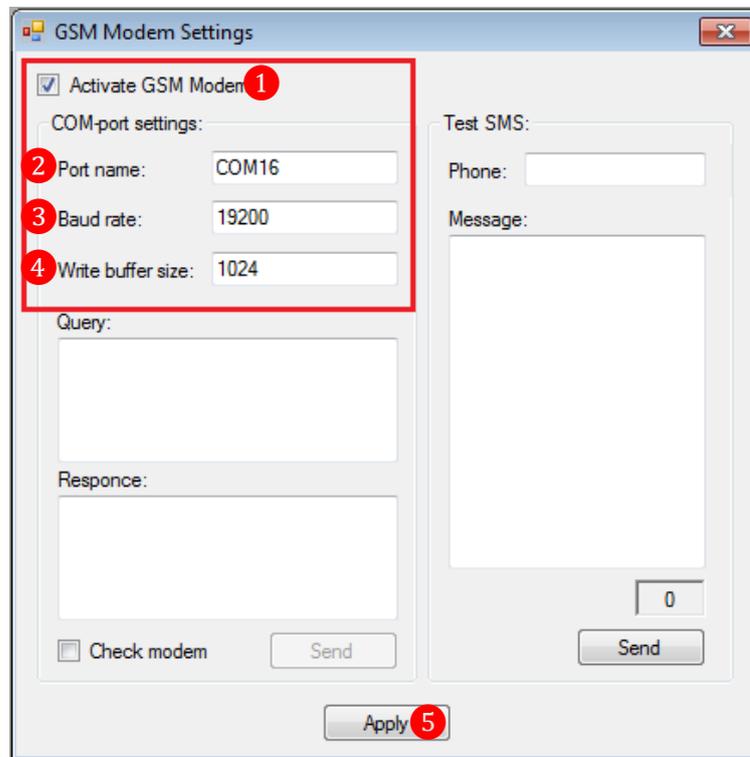
brand awareness. SMS notices have a little expense and becomes an effective channel of product (service) advertising.

SlotLogic has implemented ability to perform automated SMS notices delivery. This service uses mobile numbers previously registered in the system.

If you want to use **Twilio API** to send SMS to clients, the SMS service parameters can be set in the section «**Administration**» - «**Device Configuration**» - «**SMS Service**» (for more details see «[Setting the SMS sending service](#)»).

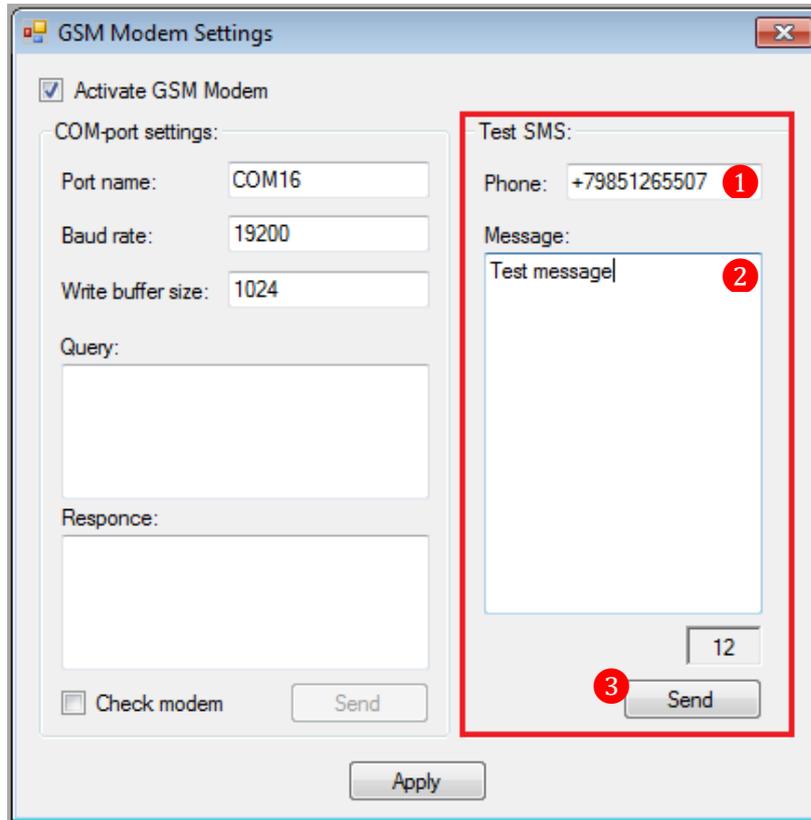
To be able to perform SMS delivery you need to attach 3G modem to your host computer and set following parameters in «**SM Modem Settings**» («**Administration**» → «**Device Configuration**» → «**GSM Modem**»):

1. **Activate GSM Modem** – set a tick to enable SMS delivery.
2. **Port name** – specify a COM port of your host computer where 3G modem is attached (Start → Control Panel → Device Manager).
3. **Baud rate** – data rate. Default: 19200 (bps).
4. **Write buffer size** – buffer size for recording. By default: 1024 (bits).
5. To save the settings, press on .

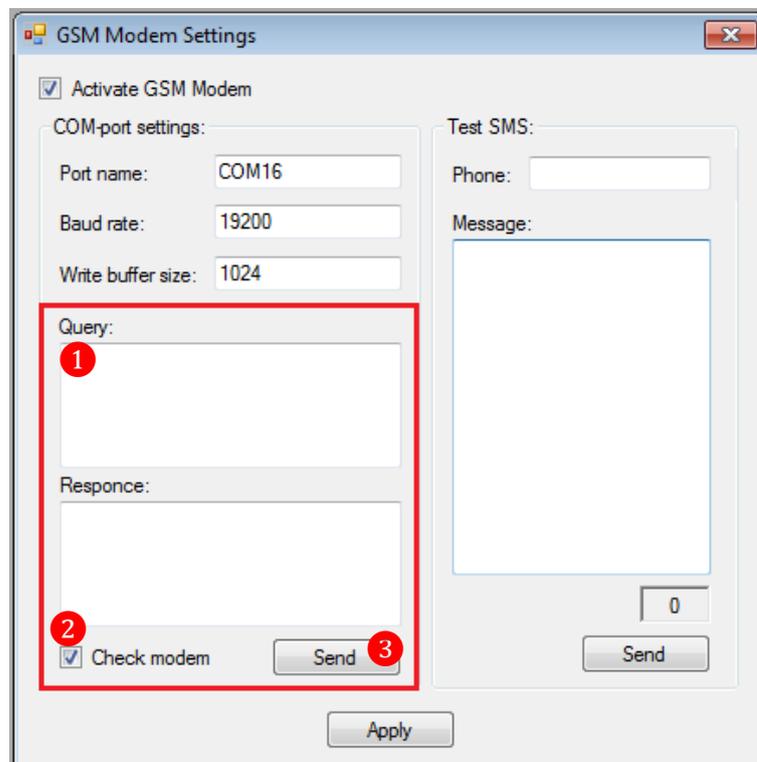


After finishing of setting all parameters in «**Test SMS**» form you need to start test of 3G modem. For performing it, do the following:

1. Enter mobile number where you want to send test SMS message in «**Phone**» string.
2. Enter text message you want to send in «**Message**» string using keyboard (no more than 70 characters).
3. For sending a message press on .



This form contains fields «**Query**» / «**Response**», which are used to control the 3G modem via AT commands.



You must enter mobile phone numbers of all customers, which you will include to SMS distribution list in a player registration card on the «**Contacts**» tab in «**Mobile phone**» section 1. Also in «**Contact method**» 2 you must activate a SMS radio button, if client will agree to receive SMS from you.

Player registration card

Contacts

Phone #1: +79268869977

Phone #2:

Phone #3:

Mobile phone

Country code: 7

Area code: 926

Phone number: 8869977

Entered number: +7(926)8869977

Contact method:

Not willing

Phone

SMS

Mail

E-mail

Groups

Women

Businessmen

Musicians

Retirees

Employees

Students

Address

Country: Russian Federation

State or Province:

City:

Zip/PostalCode:

Street:

House number: House case: Flat number:

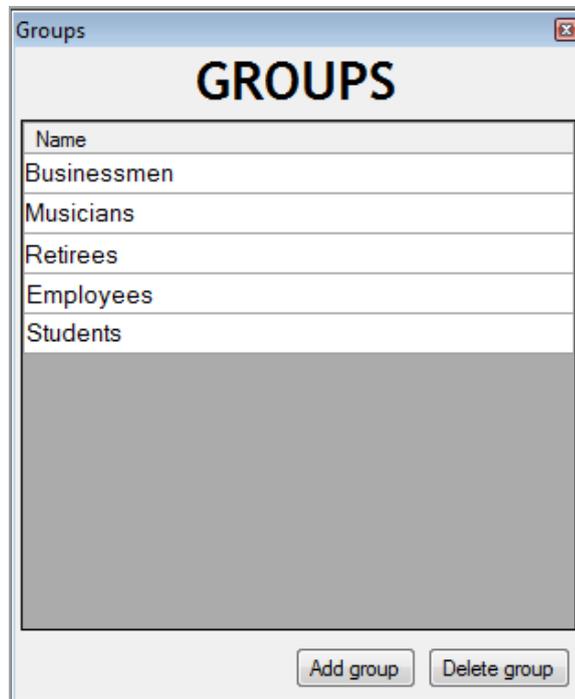
OK Cancel Apply

The detailed procedure of SMS distribution can be found in paragraph [«SMS-sending»](#).

3.5.3 Player Groups.

In order to better manage players groups, there are various settings of list management, e-mail and SMS mailings was realized in SlotLogic system.

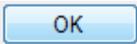
With the help of the form «**Groups**» you can create groups of players, as well as edit / delete the existing groups («**Settings**» → «**Reception**» → «**Player groups**»).

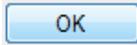


To create a new group of players, you must do the following:

1. In the form of «**Groups**» press on .
2. In the window that opens, enter the name of the group (e.g., Women).



3. Press the button  to save the created group.

If you want to edit the name of a group, you need to double click the left mouse button on the group name in the dialog box to enter a new name and press the button  to save the changes.

In case you want to remove any group, select the group in the list by clicking the left mouse button on the group name and click .

In order to determine the player in any of the groups for the implementation of e-mail and SMS mailings, you must open the registration card and the player on the tab «**Contacts**» block «**Groups**» set a checkmark in the right group / groups.

Player registration card

Contacts

Phone #1: +79268869977

Phone #2:

Phone #3:

Mobile phone

Country code: 7

Area code: 926

Phone number: 8869977

Entered number: +7(926)8869977

Contact method:

Not willing

Phone

SMS

Mail

E-mail

Groups

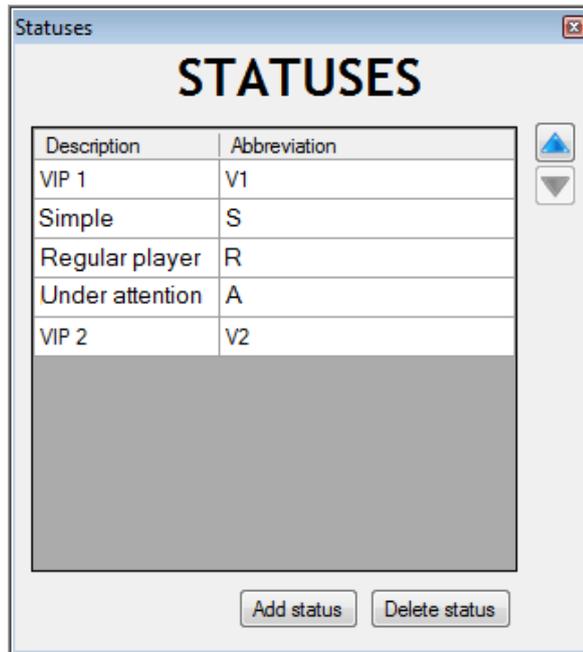
- Women
- Businessmen
- Musicians
- Retirees
- Employees
- Students

3.5.4 Player Statuses.

As mentioned earlier, using a system configuration may be provided with the same PTS as for calculating the parameters of all players as well as different groups depending on the status of the player.

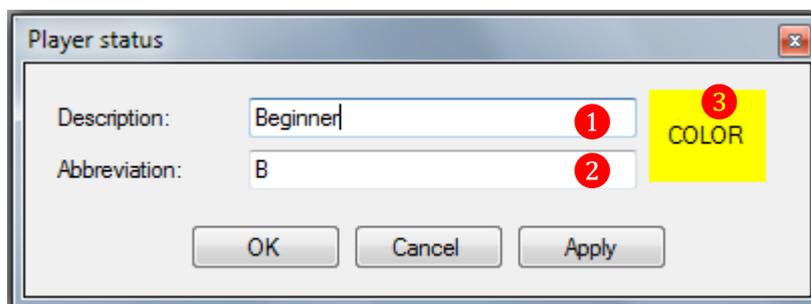
For example: Interest rates credited to the of PTS accounts, for regular players with the «VIP» status or «Regular» can be set higher than for new players to the status of «Ordinary».

To create a new player status in the system you need to use «**Statuses**» («**Settings**» → «**Reception**» → «**Player statuses**»).

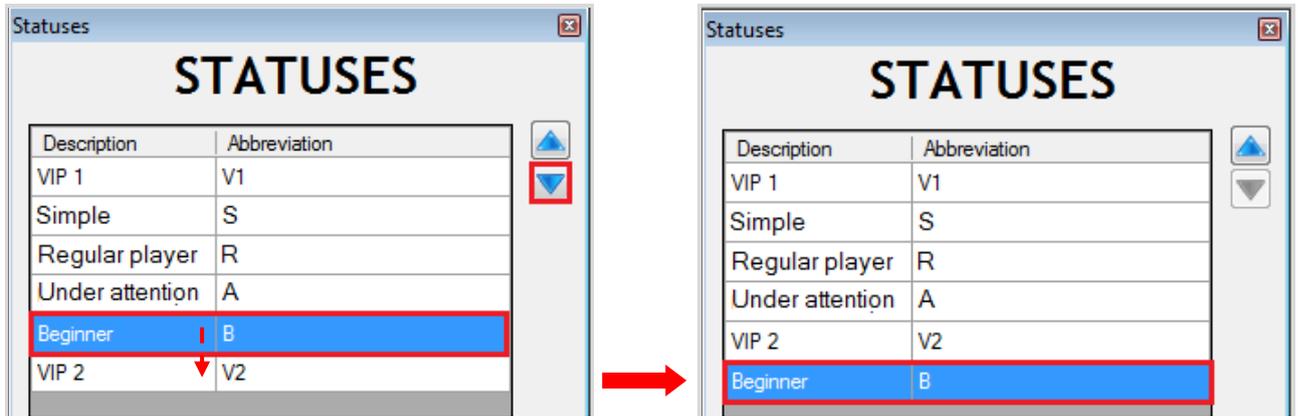


To create a new status, you must do the following:

1. In the form of «**Statuses**» click on **Add status**.
2. In the window that opens, specify the following:
 - ✓ In the field «**Description**» enter the name of the status (for example, Beginner).
 - ✓ In the «**Abbreviation**» enter the abbreviated name of the status to be displayed in other forms in the system.
 - ✓ (Optionally) in the «**Color**» using the color palette to choose a color to indicate this status.



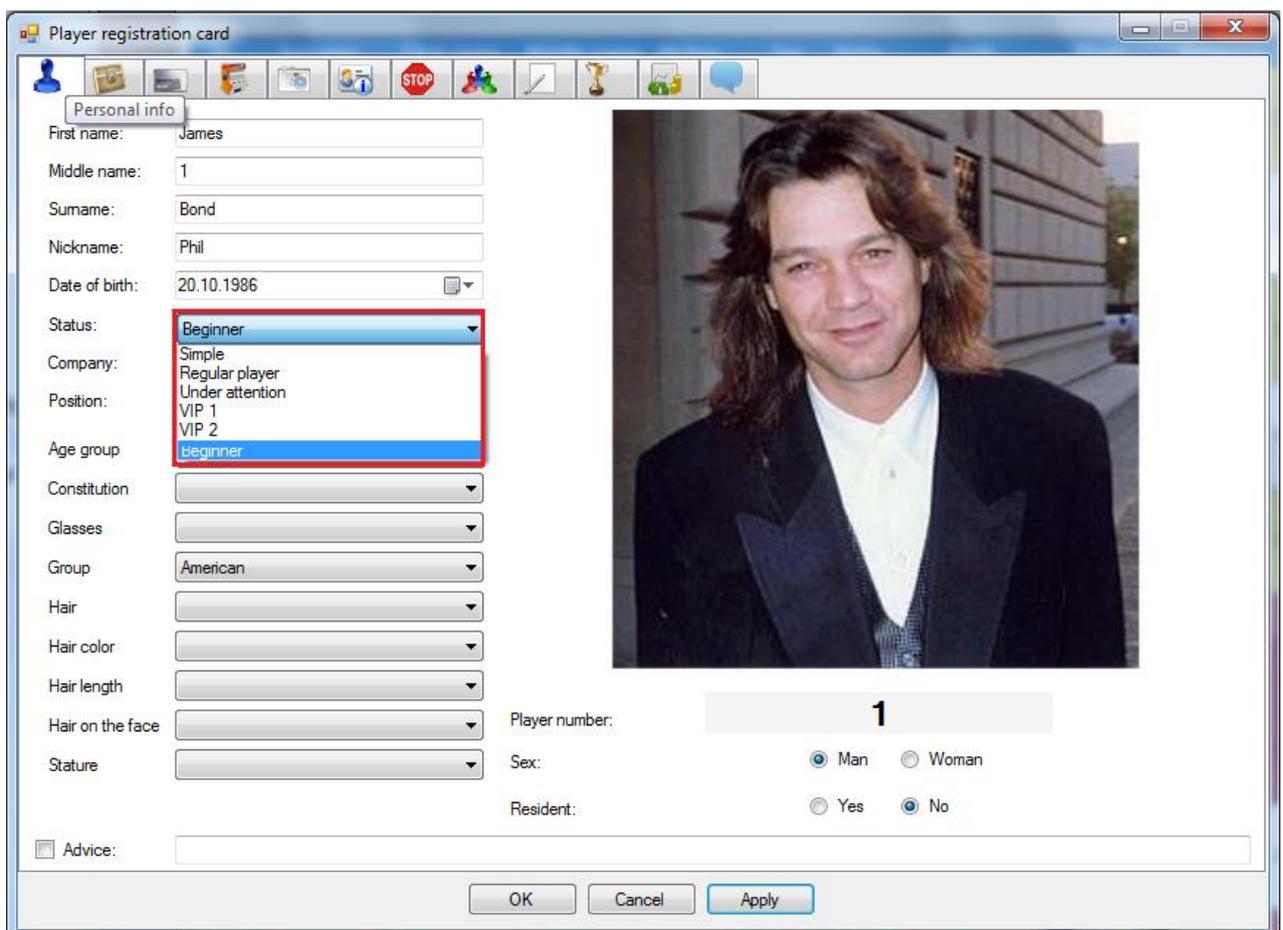
3. Press the button **OK** to save the new status.
4. If necessary, you can prioritize created status to another status. To do this, select the status of the list (click the left mouse button) and use the buttons / to move it to the line above or below. The higher the status of the location in the list, so it is a priority.



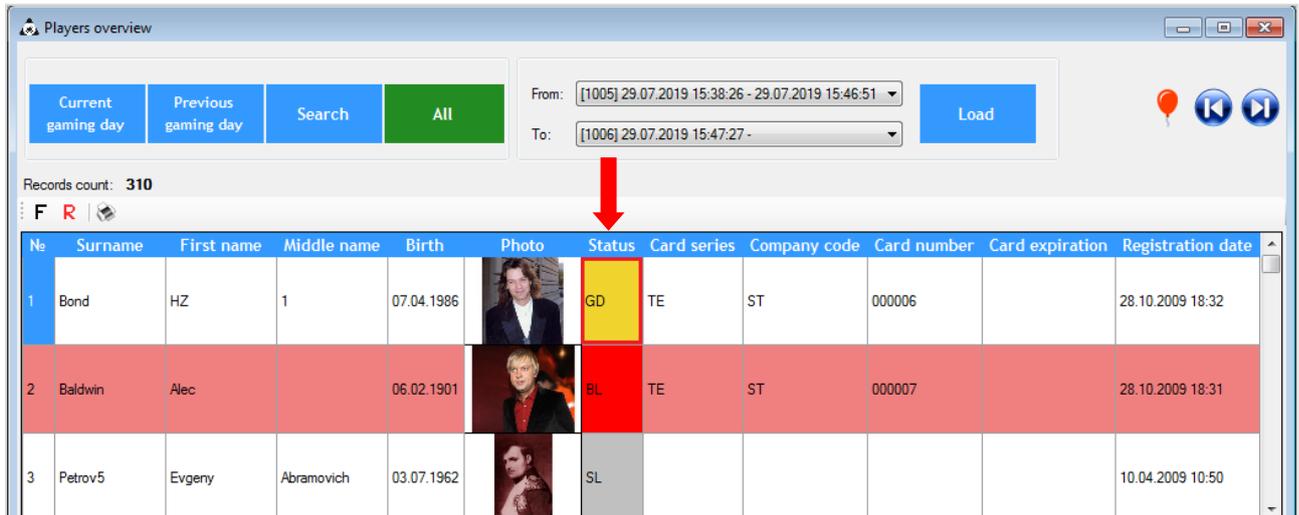
➤ If you want to **edit the name** of a status, you need to double click the left mouse button on the name status in the dialog box to enter a new name and press the button to save the changes.

➤ In case you want to **remove any status**, select the status of the list by clicking the left mouse button on the name and status of the press on .

To set the status for any player, you need to open the player registration card on the «**Personal info**» tab in line «**Status**» from the drop-down list to select the appropriate status for this client and save the settings by pressing on .



Selected statuses are displayed in the Review form players in the column «**Status**».



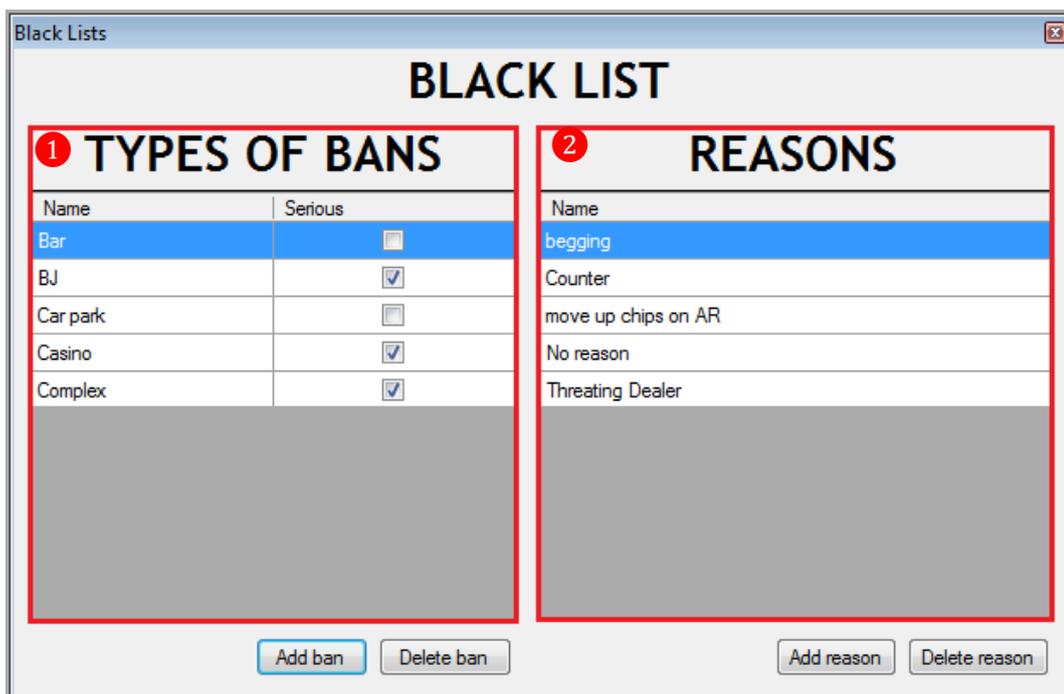
3.5.5 Black List.

The system allows a lock (ban) on players for some reason. For example: a violation of the rules of the club, indecent behavior etc.

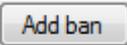
Note: This method does not block a card or any player's account and just performs informational function, allowing system to record and track «problem» customers.

Additionally to be able to lock the problem players in the system you can make the settings using the form «**Black List**» («**Statuses**») («**Settings**») → «**Reception**») → «**Black List**»). This form includes two lists:

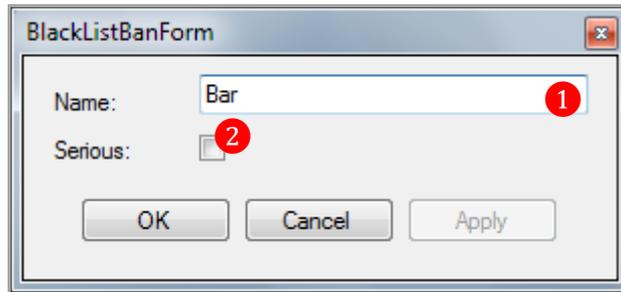
- 1) «**Types of bans**» - is a list of zones (areas) in which players commit any violation of the rules of the established order (for example, bar, parking, casino).
- 2) «**Reasons**» - is a list of violations, the commission of which the ban imposed on the players.

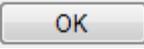


To create a **ban type**, you must do the following:

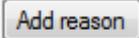
1. Using the «**Black List**» form under the list «**Types of bans**» click  .

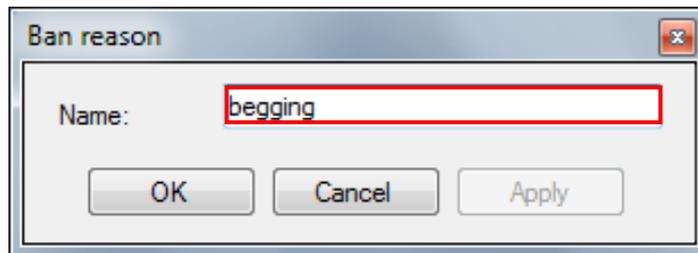
2. In the window that opens, specify the following:
 - ✓ The name of the zone violations.
 - ✓ (Optionally) to establish a tick, if the violations in this area are considered to be serious (significant).

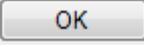


3. Press  to save.

To create a reason for the ban, you must do the following:

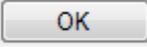
1. Using the «Black List» form under the list «Reasons» click .
2. In the window that opens, specify the name of the reasons for which the ban is imposed.

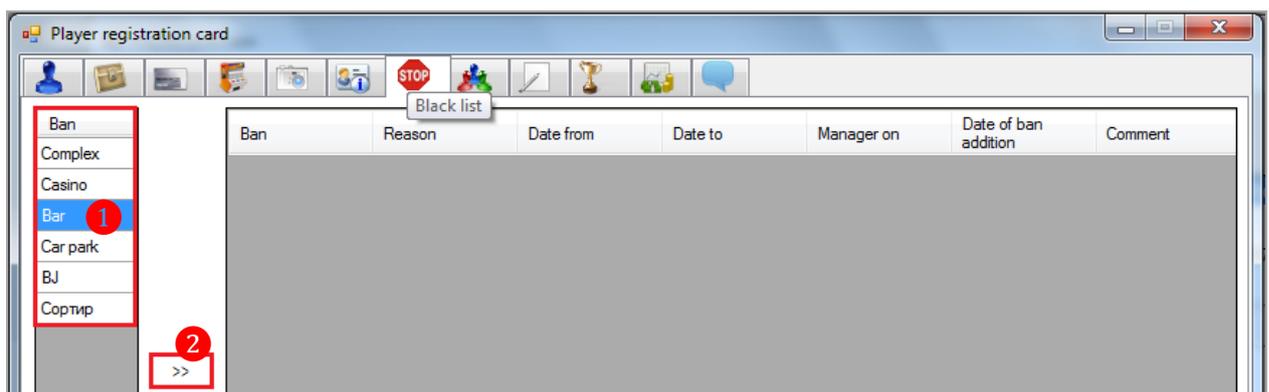


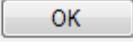
3. Press  for saving.

If you want to edit the name of a type of ban or reasons must double click the left mouse button on its name in the window that opens, enter the new name and press the button  to save the changes.

In case you want to remove any type of ban or the reason, you must select it in the list (click the left mouse button on the name), and press the button  / , located under the corresponding list.

To fix the system perfect client violation, you must open the registration card and the player on the tab «Black List» list «Black List» select the desired type of ban, click the arrow button to add the selected type of ban for this player, and save the settings by pressing key .



Once the player is set to ban the type, you can specify the reason for selecting it from the drop-down list in the column «Reason» and save the settings by pressing  (more on this in Section [«Black List Tab»](#)).

In the Review form players locked so customers will be marked in red and the status of «BL».



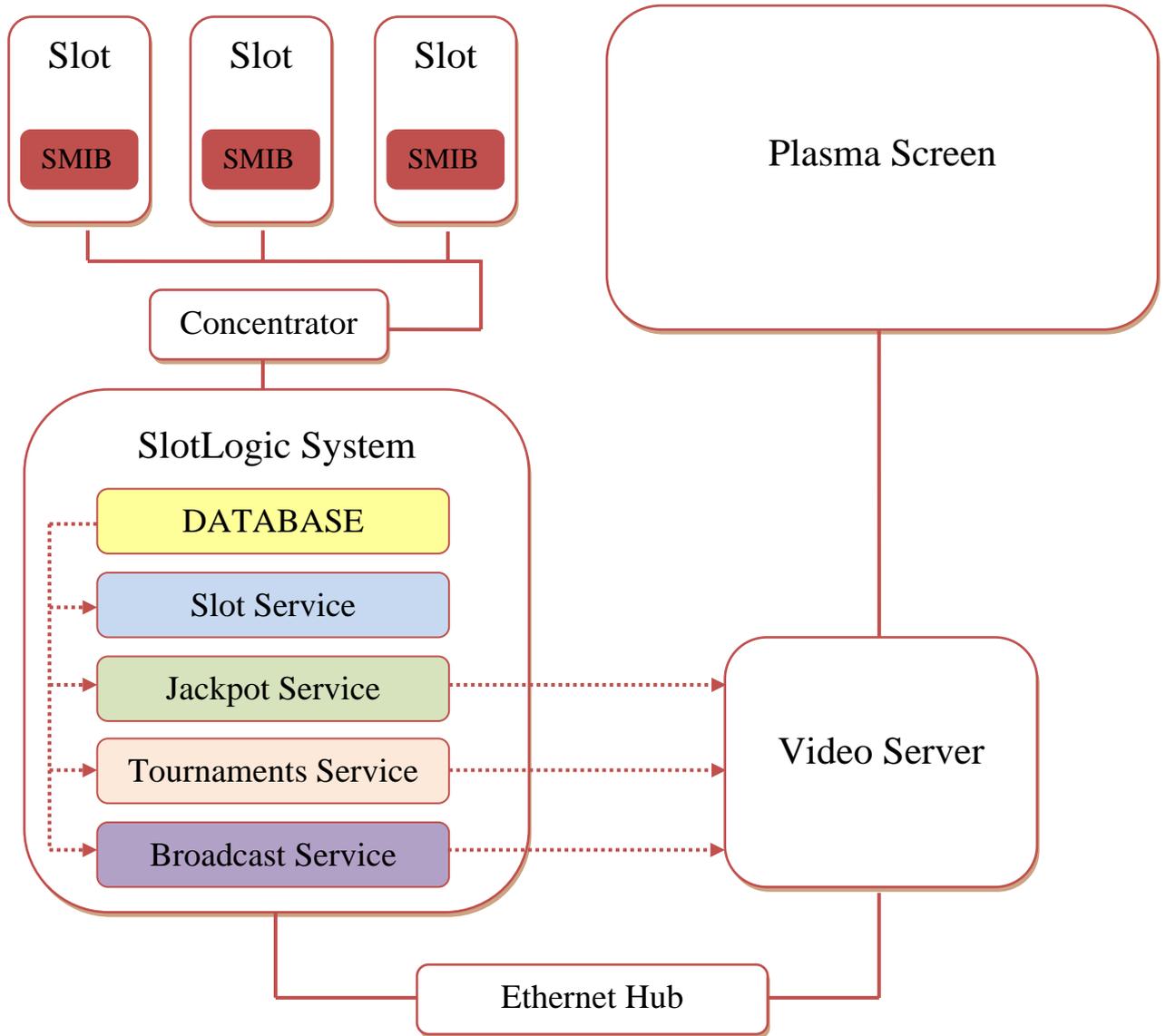
Records count: 310

№	Surname	First name	Middle name	Birth	Photo	Status	Card series	Company code	Card number	Card expiration	Registration date
1	Bond	HZ	1	07.04.1986		GD	TE	ST	000006		28.10.2009 18:32
2	Baldwin	Alec		06.02.1901		BL		ST	000007		28.10.2009 18:31
3	Petrov5	Evgeny	Abramovich	03.07.1962		SL					10.04.2009 10:50

3.6 Setting the videosever.

For connecting the videosever to «SlotLogic», the system setting should contain the parameters of connection and set the interaction of videosever with system's services.

The diagram below shows the interaction of videosever with «SlotLogic».



The scheme of interaction of videosever with «SlotLogic».

❖ **Jackpot Service** (the service of jackpots) – the videosever displays on a screen the templates Mystery and Time jackpots:

- **The played jackpot** – is used to show the current jackpot's status.
- **The jackpot, which won** – is used to show the information on the gained jackpots.
- **Jackpot Pre won template** (pre-template) – is used to display any video-feature with the template and information on a jackpot.

❖ **Tournaments Service** (the service of tournaments) – the videosever shows on a screen the templates of tournament stages:

- **Slot Tournaments Preparation** – is used for running a tournament for displaying the stage «Preparation».
- **Slot Tournaments Holding** – is used for running a tournament for displaying the stage «Holding».
- **Slot Tournaments Results** - is used for running a tournament for displaying the stage «Results».
- ❖ **Broadcast Service** (service) – the videosever displays on the screen various audio/video files (videos, string messages etc.)
- **Broadcast Template** – is used for displaying the advertisements.

By interacting with a system «SlotLogic» and its services, the application Videosever shows on a big screen (plasma) the information on jackpots, tournaments and various audio/video files in order of setting parameter «Priority of Broadcasting» (Priority). **The priority of broadcasting** denotes the information of priority service, which will be shown on a big screen, in case there are several requests from some services simultaneously being sent.

The priority scale should represent a certain set of consecutive numerical values. For example: 1200, 1000, 800, 600 or 3, 2, 1, 0 and etc. The higher number has a high priority, then on descending.

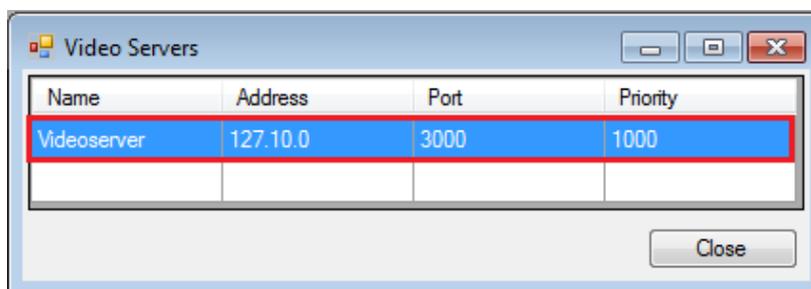
Attention! The priority of the service Broadcast should always be higher, than the service Jackpot, otherwise the videosever cannot perform the templates of Broadcast. And for the service Tournaments, the system sets the high priority of broadcasting by default, that means the videosever would display on a screen the templates of tournaments at the start of it regardless of the priority of services Jackpot and Broadcast.

3.6.1 The settings of system start-up.

The connecting settings to «SlotLogic» are carried out in section «Settings» → «Broadcast» → «Video servers».

Connecting videosever:

Set the following parameters in the form «Video Servers» for adding a videosever to the system in a blank line with a help of a keyboard:



Option	Description
Name	The name of a videosever, which will be shown in a system.
Address	The option sets the IP-address or domain of the device, which run the videosever application.
Port	The option sets the port number for videosever (Port = 3000).

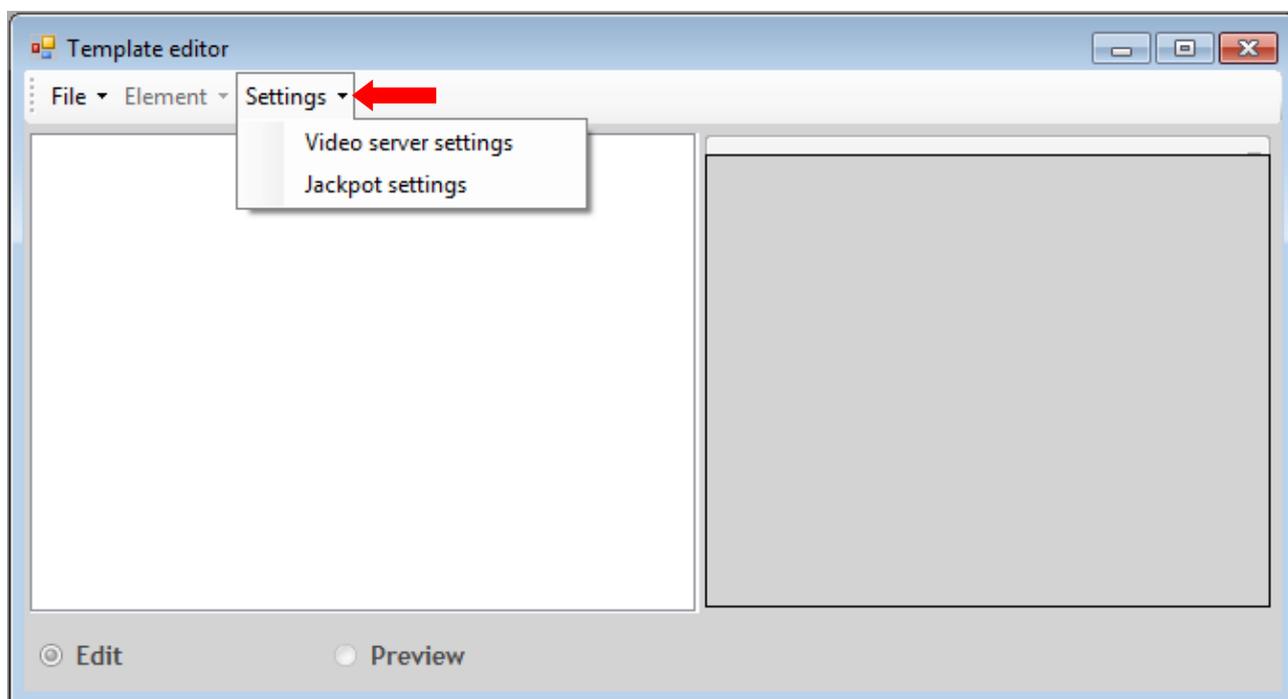
Priority	<p>The option sets the priority of Broadcast service, which is broadcasted via videosever. The digits are written down. If the service Broadcast is out of use, set 0 or leave it blank.</p> <p><i>Example1: The Broadcast priority = 1200 The Jackpot priority= 1000</i></p> <p>In this case, the videosever will display on a screen the files of the service Broadcast, according to the specified plan.</p> <p><i>Example2: The Broadcast priority = 1000 The Jackpot priority = 1200</i></p> <p>In this case, the videosever will display the templates of the service Jackpot, and the service Broadcast will not be performed.</p> <p><i>Note: You cannot set the equal priority to both of services. In this case, the workflow of a videosever along with the system is unpredictable.</i></p>
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If the settings are correctly inputted, on launching the application Videosever (videosever.exe) the screen will present the window with a black font.

3.6.2 The settings of videosever for templates.

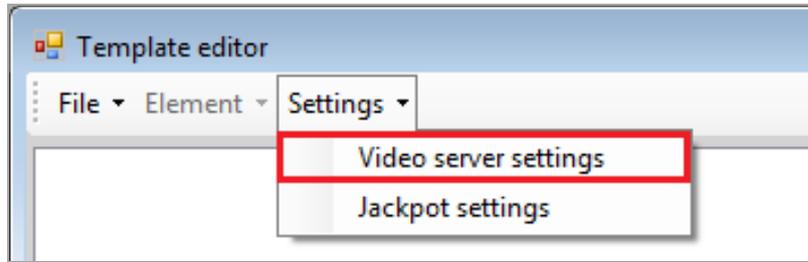
Before you start your work with the «**Template Editor**» you need to perform the necessary settings for the application server and video monitoring service status jackpots (more on the appointment «**Template editor**» section [«Template Editor» Functionality](#)).

These settings are made in the form itself «**Template editor**» («**Settings**» → «**Video templates editor**») through the menu «**Settings**».

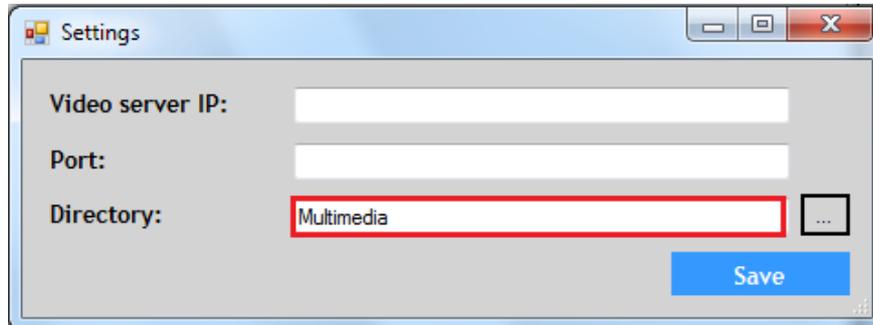


➤ Setting the videosever's parameters:

1. Using the form of «**Template editor**» toolbar menu to select the «**Settings**» → «**Video server settings**».



2. On the opened window set the parameter **Directory**:

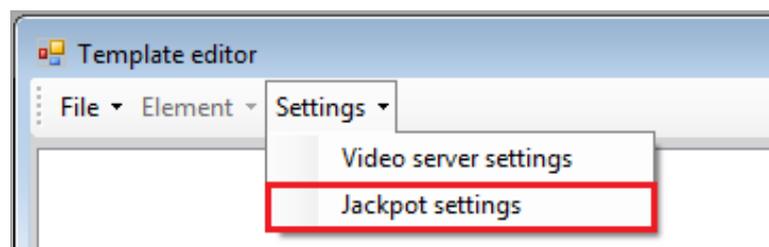


Option	Description	Default value
Directory	The option sets a pathway to a catalogue, where the application is uploaded, containing all video and screen files, used in this template. <i>Note: For a content catalogue the network access should be set.</i>	catalogue/folder: Multimedia

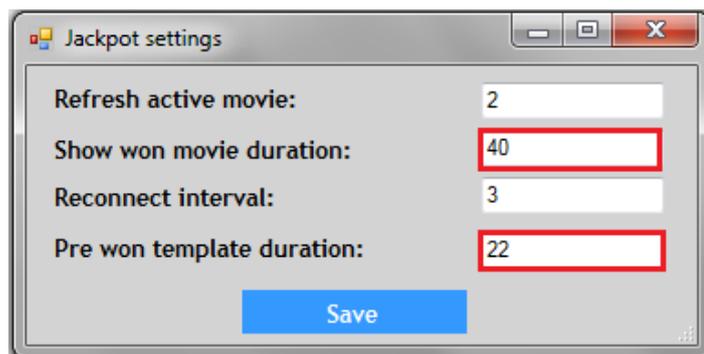
3. Press the button  to save your settings.

➤ **Setting the parameters of Jackpot service:**

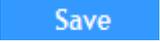
1. Using the form of «**Template editor**» toolbar menu to select the «**Settings**» → «**Jackpot settings**».



2. On the opened window set the following parameters:



Option	Description	Default value
Show won movie duration	The option sets the duration of displaying the winning (in seconds). That's the exact time of displaying the template of the gained jackpot.	40
Pre won template duration	The option sets the duration of displaying the pre-won form (in seconds). That's the exact time of displaying the pre-won template before showing the template of the gained jackpot.	22

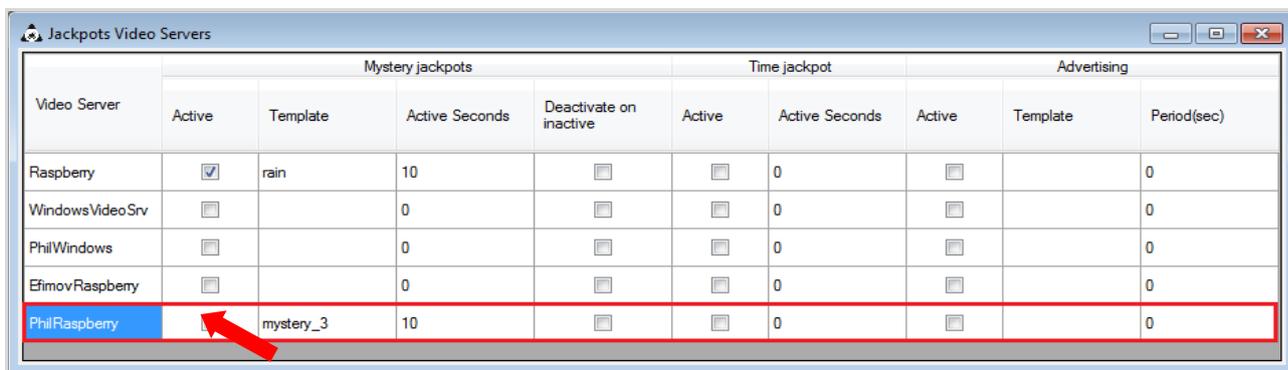
3. Press the button  to save your settings.

3.6.3 The settings of videosever for jackpot service.

The settings of videosever for broadcasting the templates Time and Mystery jackpots are carried out in section «Settings» → «Slots» → «Video servers».

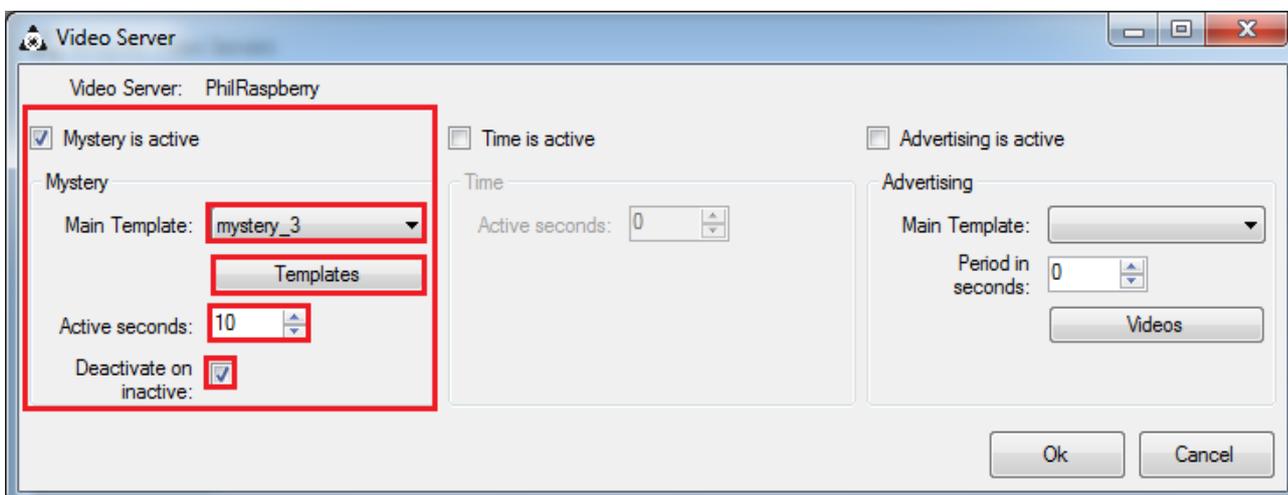
Setting videosever for jackpots:

1. In the form «Jackpots Video Servers» select from the list the required videosever for visualization the templates of Time and Mystery jackpots by double-clicking the left mouse button and opening the form «Video Server».



Video Server	Mystery jackpots				Time jackpot		Advertising		
	Active	Template	Active Seconds	Deactivate on inactive	Active	Active Seconds	Active	Template	Period(sec)
Raspberry	<input checked="" type="checkbox"/>	rain	10	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>		0
WindowsVideoSrv	<input type="checkbox"/>		0	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>		0
PhilWindows	<input type="checkbox"/>		0	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>		0
EfimovRaspberry	<input type="checkbox"/>		0	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>		0
PhilRaspberry	<input checked="" type="checkbox"/>	mystery_3	10	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>		0

2. In the opened form «Video Server» set a tick in «Mystery is active» for activation the visualization the templates **Mystery Jackpots** and set the parameters:



Video Server: PhilRaspberry

Mystery is active Time is active Advertising is active

Mystery

Main Template: **mystery_3** (dropdown menu)

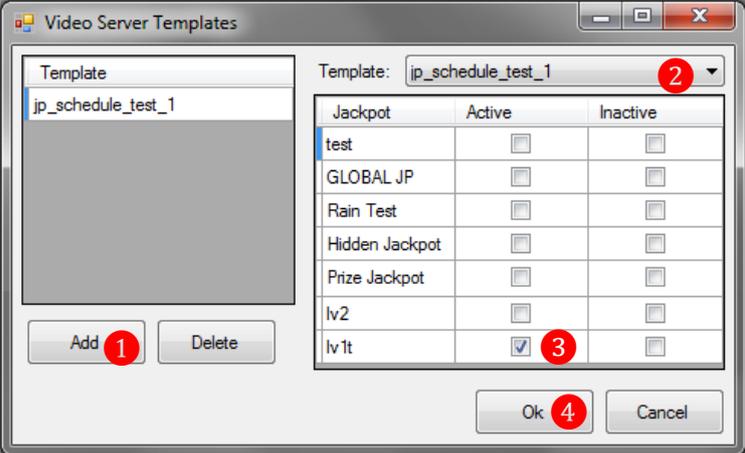
Active seconds: **10** (spin box)
 Deactivate on inactive

Time

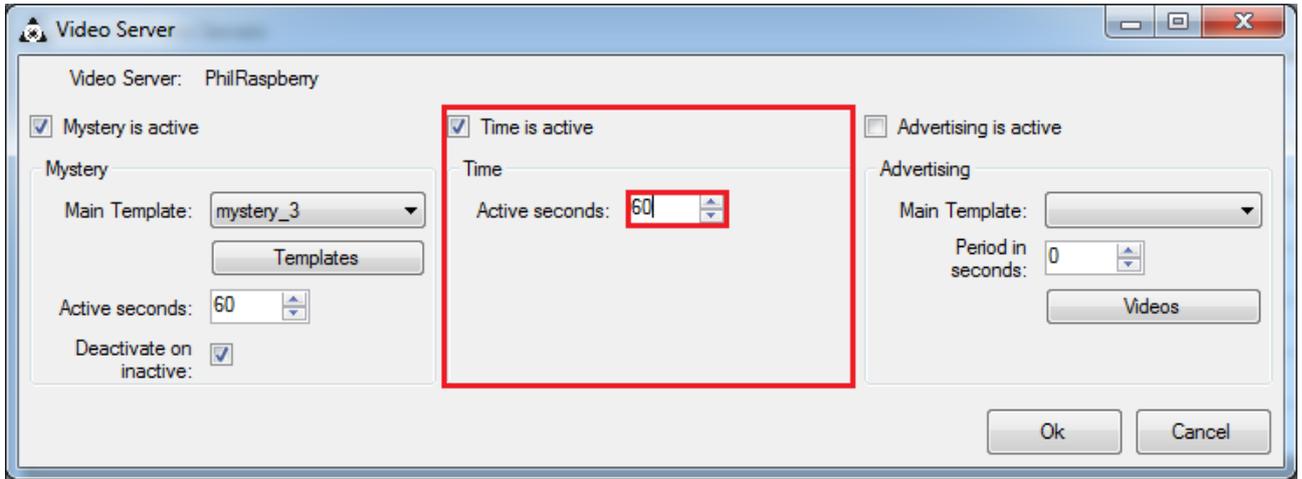
Active seconds: 0 (spin box)

Advertising

Main Template: (dropdown menu)
Period in seconds: 0 (spin box)

Option	Description
Main Template	<p>The option specifies the main template Mystery Jackpot for displaying by videosever.</p> <p>It is selected from the dropped out list.</p>
Templates	<p>The option sets the templates for displaying the Mystery Jackpot, depending on the activity status of jackpots (Active/Inactive).</p> <p>On pressing, the form of selecting templates will be opened.</p>  <p>1) For adding a template, press on «Add».</p> <p>2) In a line «Template» select the required template from the popped-up list.</p> <p>3) In a list «Jackpot» opposite the jackpot's name (or several) set a tick in status cell: Active or Inactive.</p> <p>4) For saving the settings, press on the button «Ok».</p> <ul style="list-style-type: none"> • If the tick is set in Active, then the videosever will run the specified template, when the jackpot will be active (performed manually or on schedule). All the other will lead to a template, which was set in the option Main Template. • If the tick is set in Inactive, then the videosever will run the specified template, when the jackpot will be inactive (stopped manually or on schedule). All the other will lead to a template, which was set in the option Main Template. • If the tick is set in Active (or Inactive) for several jackpots, then the videosever will run the specified template when all the other jackpots match the condition. All the other will lead to a template, which was set in the option Main Template. In case at least one of the selected jackpots will not match the condition, the videosever will run the main template (Main Template). <p>For deleting the specified templates, it is necessary to press on «Delete», located below the list.</p>
Active seconds	<p>The option sets the displaying duration of the template Mystery Jackpot (in seconds).</p>
Deactivate on inactive	<ul style="list-style-type: none"> • If checked, the video server will not playback the assigned template if there is no active mystery jackpot. • If unchecked, the video server will playback the assigned template, even if there is no active mystery jackpot.

3. Next, in «**Video Server**» set a tick in «**Time is active**» for activation the visualization of the templates **Time Jackpots** and set the **Active seconds** parameter.



Option	Description
Active seconds	The option sets the displaying duration of the template Time Jackpot (in seconds).

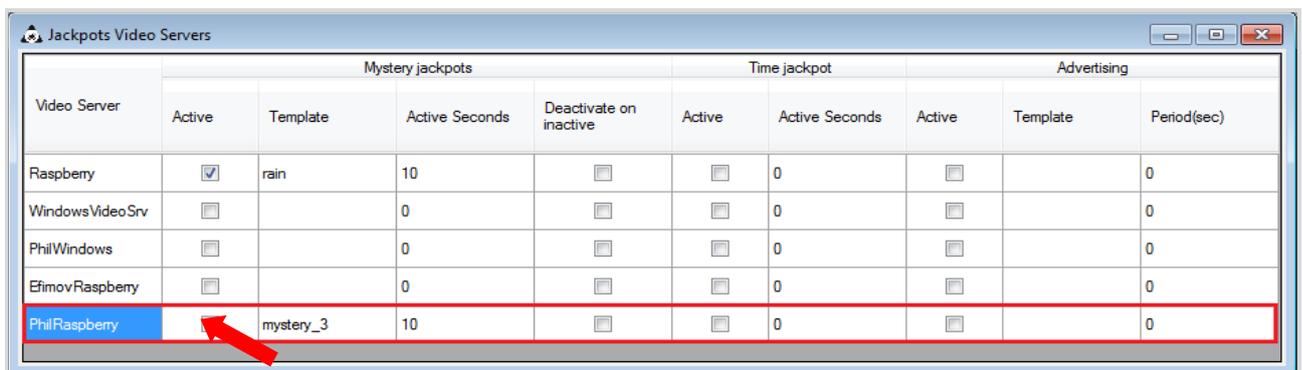
4. Press on «Ok» for saving the specified parameters.

Jackpots templates are played alternately. In case it is needed to switch off the visualization of the templates Mystery Jackpot or Time Jackpot, move the tick from «Mystery is active» or «Time is active» relatively.

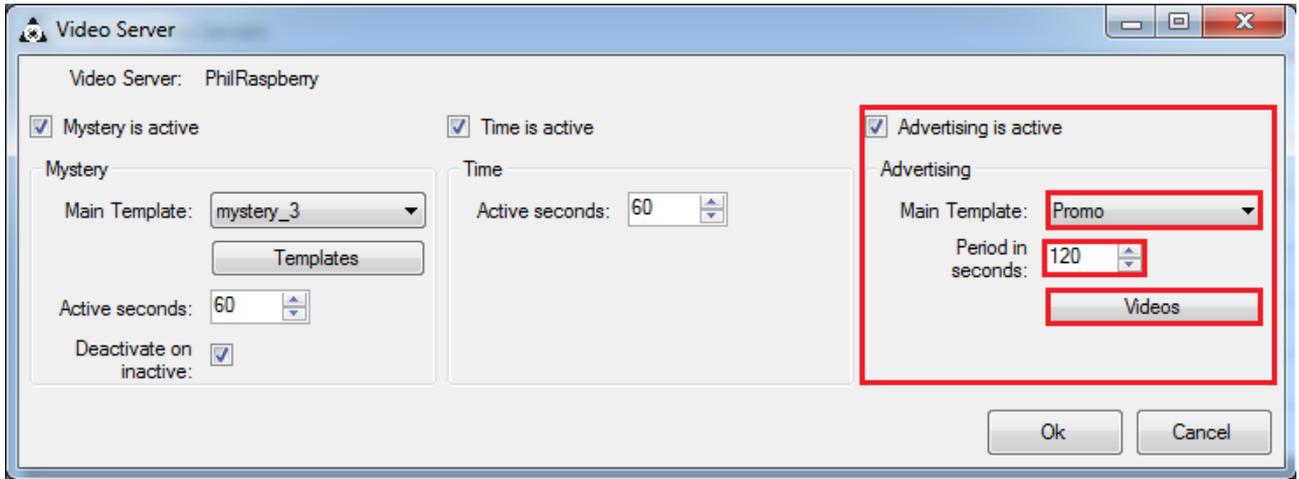
Settings the show of advertising:

With «SlotLogic» system it is possible to set videosever so that it will run the advertisement videos on presenting the templates Time and Mystery on a club’s screen with the specified time interval. All the necessary settings are performed in section «Settings» → «Slots» → «Video servers».

1. In a form «Jackpots Video Servers» select the required videosever from the list for running the advertisements and open a form «Video Server» by double-clicking the left mouse button.

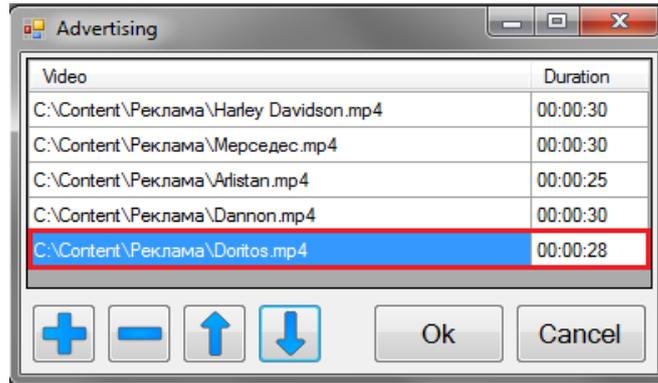


2. On the opened form «Video Server» set a tick in a line «Advertising is active» for activating the visualization of the advertisement template by the videosever, and set the parameters:



Option	Description										
<p>Main Template</p>	<p>The option sets the main template for the videosever to reproduce the advertisements. It is selected from the template's popped-up list, created earlier via template editor (the template's type Broadcast Template).</p>										
<p>Period in seconds</p>	<p>The option sets the period duration from the start of one advertisement to the period of the other (in seconds).</p>										
<p>Videos</p>	<p>The option sets the videos for playing. The supported video formats are: avi, mpg, mpeg, mp4, flv.</p> <p>1) The video form will be opened on pressing the button. For adding a video, press on .</p> <div data-bbox="456 1171 1129 1547" data-label="Image"> <table border="1" data-bbox="475 1227 1110 1435"> <thead> <tr> <th>Video</th> <th>Duration</th> </tr> </thead> <tbody> <tr> <td>C:\Content\Реклама\Harley Davidson.mp4</td> <td>00:00:30</td> </tr> <tr> <td>C:\Content\Реклама\Мерседес.mp4</td> <td>00:00:30</td> </tr> <tr> <td>C:\Content\Реклама\Aristan.mp4</td> <td>00:00:25</td> </tr> <tr> <td>C:\Content\Реклама\Dannon.mp4</td> <td>00:00:30</td> </tr> </tbody> </table> </div> <p>2) Set the pathway to the file on the opened icon (as a rule, it is the net folder with contents for a videosever) and press «Open».</p> <div data-bbox="456 1675 1177 2098" data-label="Image"> </div>	Video	Duration	C:\Content\Реклама\Harley Davidson.mp4	00:00:30	C:\Content\Реклама\Мерседес.mp4	00:00:30	C:\Content\Реклама\Aristan.mp4	00:00:25	C:\Content\Реклама\Dannon.mp4	00:00:30
Video	Duration										
C:\Content\Реклама\Harley Davidson.mp4	00:00:30										
C:\Content\Реклама\Мерседес.mp4	00:00:30										
C:\Content\Реклама\Aristan.mp4	00:00:25										
C:\Content\Реклама\Dannon.mp4	00:00:30										

3) The selected video will be displayed in a list. The duration of a video is shown in the opposite column (Duration). For setting the queue of reproducing the videos use the arrows:  - lift up,  - take bottom.



4) For saving the changes, press the button «**Ok**».

The videosever will reproduce all of present videos one by one, according to the schedule.

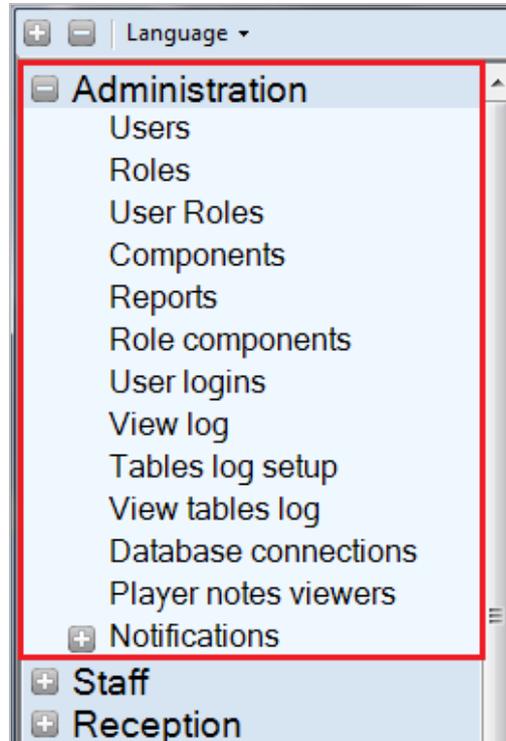
For deleting a video from the list, use the button .

3. Press the button «**Ok**» for saving the setting of parameters.

In case you need to turn off the advertisements, it is necessary to switch off the tick in a line «**Advertising is active**».

4 System Administration.

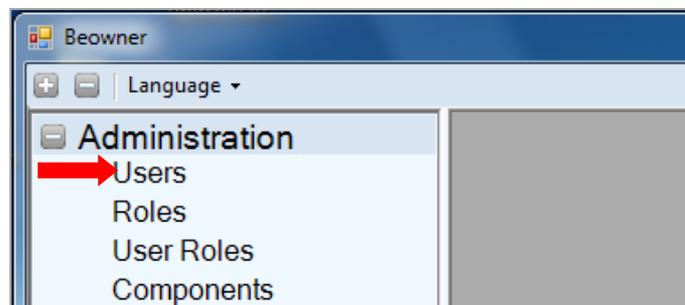
Through «**Administration**» section in the menu you can manage a system users, system components, preview / export of various reports, view logs (events) of input / output and some other operations performed by the users in the system, setting the parameters, view players notes equipment settings, module notifications and many others.



A more detailed description of «**Administration**» section is described in the following paragraphs of section.

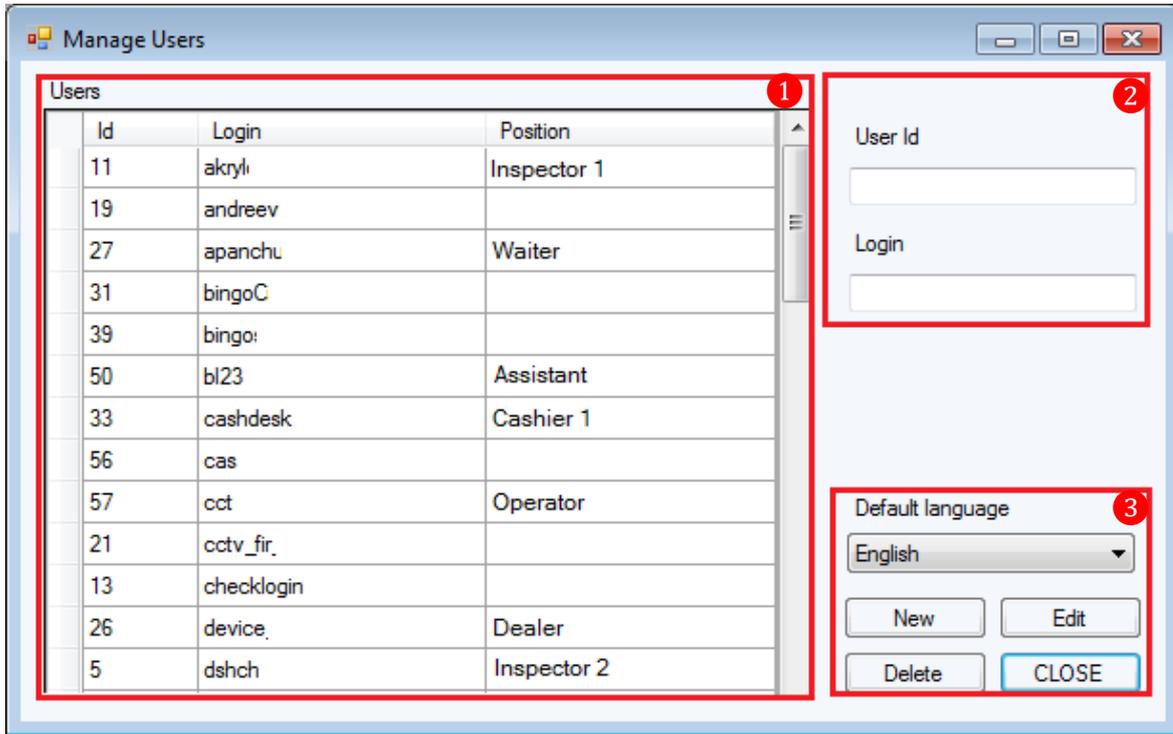
4.1 User Management.

To create, modify or delete a user account system is necessary in the main menu under «**Administration**» select «**Users**».



After that, a window will open user management. In the left pane displays a list of all users in alphabetical order by the login position (position) and identification number **1**.

In the right part - control panel users: field «**Login**» and «**User id**» **2** (used to create / change the account), and control buttons **3**.



Control buttons:

- - used to set the system user interface language default settings for each user (Russian, English, Roman, Latvian).
- - used to create a new user.
- - used to change the password and the system user interface language for the user.
- - used to delete a user account system.
- - used to close the windows user management.

4.1.1 Create a User Account.

To add a new user, it is necessary in the management of users to click and fill out the form opened.

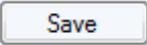
User Id
0

Login
***** 1

Password
***** 2

Confirm Password
***** 3

Default language
English 4

1. In the «**Login**» to specify a login user (letters, numbers, symbols).
2. In the «**Password**» specify the user's password - at least 7 characters (letters, numbers, and symbols).
3. In the «**Confirm password**» reenter your password.
4. Select interface language system for the user.
5. To complete the operation to create a user must click .

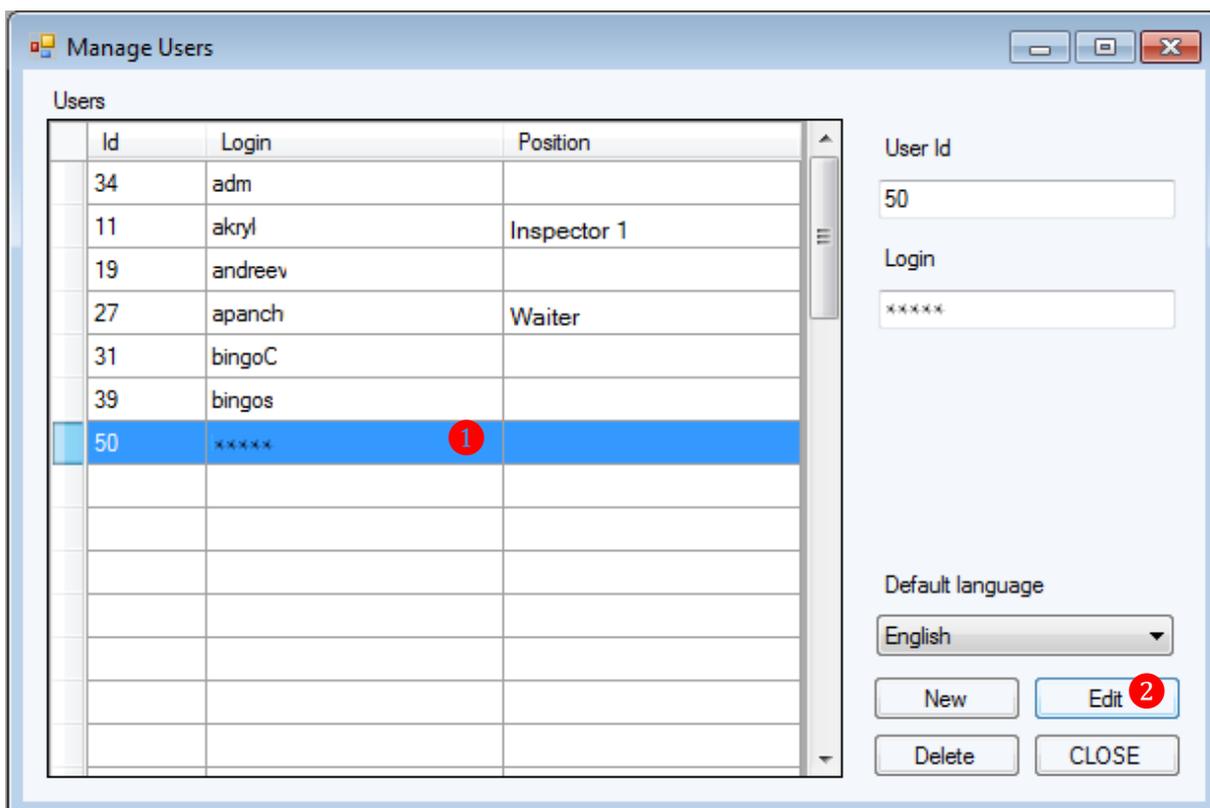
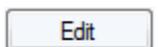
Golf «**User id**» not necessary to fill the tracking number to the user generated automatically by the system.

After creating an account for the user, you need to assign a mandatory role of providing access to the functionality of the system necessary for the performance of its duties (more on this in Section [«User Roles Management»](#)).

4.1.2 Change user password and system interface language.

To change your password or language interface system for a particular user, you must:

1. In the user management in the list on the left to select the desired user and click



2. Next, open the form with the user data, in which you specify the following:
 - If you want to change the password, the field «**Password**» needs to specify a new password. In the «**Confirm Password**» specify the new password again.
 - If you want to change the language of the system for that user from the drop-down list, select the desired language.
 - To save the changes, click on .

User Id
50

Login

Password
***** 1

Confirm Password
***** 2

Default language
English 3

Cancel Save 4

Note: Login and user id cannot be edited.

4.1.3 Deleting a User Account.

To delete a user account from the system, you must:

1. In the user management in the list on the left to select the desired user.
2. Press the button .

Manage Users

Id	Login	Position
34	adm	
11	akryl	Inspector 1
19	andreev	
27	apanch	Waiter
31	bingoC	
39	bingos	
50	*****	

User Id
50

Login

Default language
English

New Edit

Delete 2 CLOSE

4.2 Roles management.

Access to the system is distributed on a functional role, which include a specific set of functions. Role-based distinction allows you to define the powers and duties of the officers of the user. For example, cashiers should only have access to the forms of cash and do not have access to the Manager functionality.

Initially, the system default, the following roles:

- Administrator.
- Manager.
- Cashier.

To create, edit, or delete roles, you should in the main menu under «**Administration**» select «**Roles**». After that, a window will open management roles.

1	Name	Description	MainFormName
▶	Administrator		Beowner.Casino....
	Manager	Casino manager	Beowner.Casino....
	Reception		Beowner.Casino....
	PitBoss		Beowner.Casino....
	PT Cashier	Poker Touname...	Beowner.Casino....
	PT PitBoss		Beowner.Casino....
	Cashier		Beowner.Casino....
	1	1	Beowner.Casino....
	1	1	Beowner.Casino....
	2	2	Beowner.Casino....

2	Tab name
<input checked="" type="checkbox"/>	Personal info
<input checked="" type="checkbox"/>	Documents
<input checked="" type="checkbox"/>	Card
<input checked="" type="checkbox"/>	Photo
<input checked="" type="checkbox"/>	Contacts
<input checked="" type="checkbox"/>	Black list
<input checked="" type="checkbox"/>	Links
<input type="checkbox"/>	Pit statistic
<input checked="" type="checkbox"/>	Notes
<input type="checkbox"/>	Cash desk statistic

3	Name	Description	action	sign
▶	<input checked="" type="checkbox"/> change player status		<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/> delete player notes		<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/> read all player notes		<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/> change advice on enter		<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/> work with pit form		<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/> set player presence		<input type="checkbox"/>	<input type="checkbox"/>

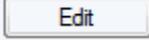
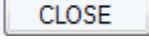
4

Name: Administrator
Description:
Main Form: Main Form

Delete New Edit CLOSE

This form contains the following elements:

1. List of roles by name with a brief description and assigned the main form *.
2. List of bookmarks **, that will be available to the user in the customer card (set for each role).
3. The control panel permits the user to perform actions in the customer card (configurable for each role).
4. Form for creating and editing roles, including a text field to enter the name and description of the role, a cell with a drop-down list to select the main form and the following control buttons:

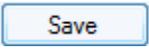
-  - is used to remove part.
-  - used to add a new role.
-  - used for editing roles.
-  - used to close the window management roles.

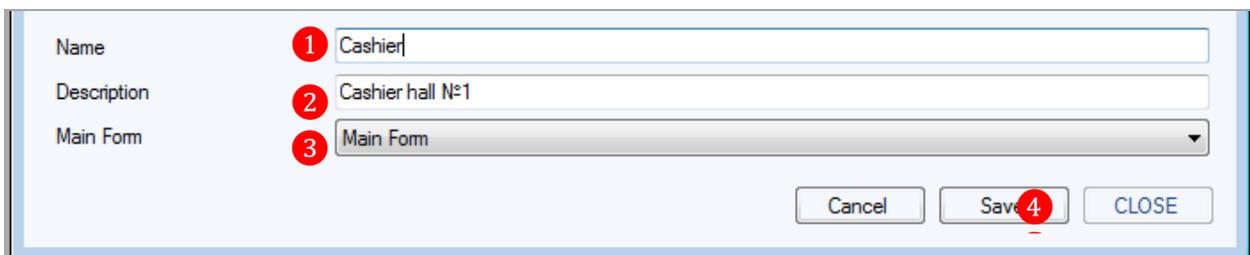
* *The main form - the main menu system with a set of functions that will be opened when the user logs into the system.*

** *List bookmarks - bookmarks in customer card containing their personal data and statistics (for details about bookmarks in [«New Player registration»](#)).*

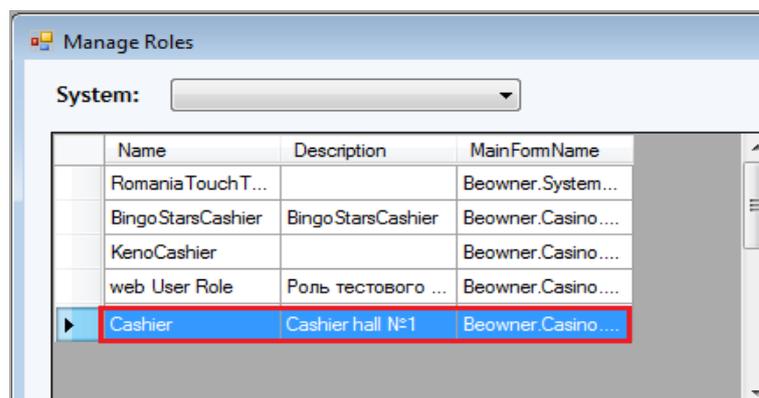
4.2.1 Creating and editing a role.

To add in a new role, you need to manage roles in the press  and opened to fill the form below:

1. Enter the name of the role.
2. Enter a brief description of the role.
3. Select from the dropdown list the main form for the role to create (usually quite leave the Main Form).
4. Press the button .



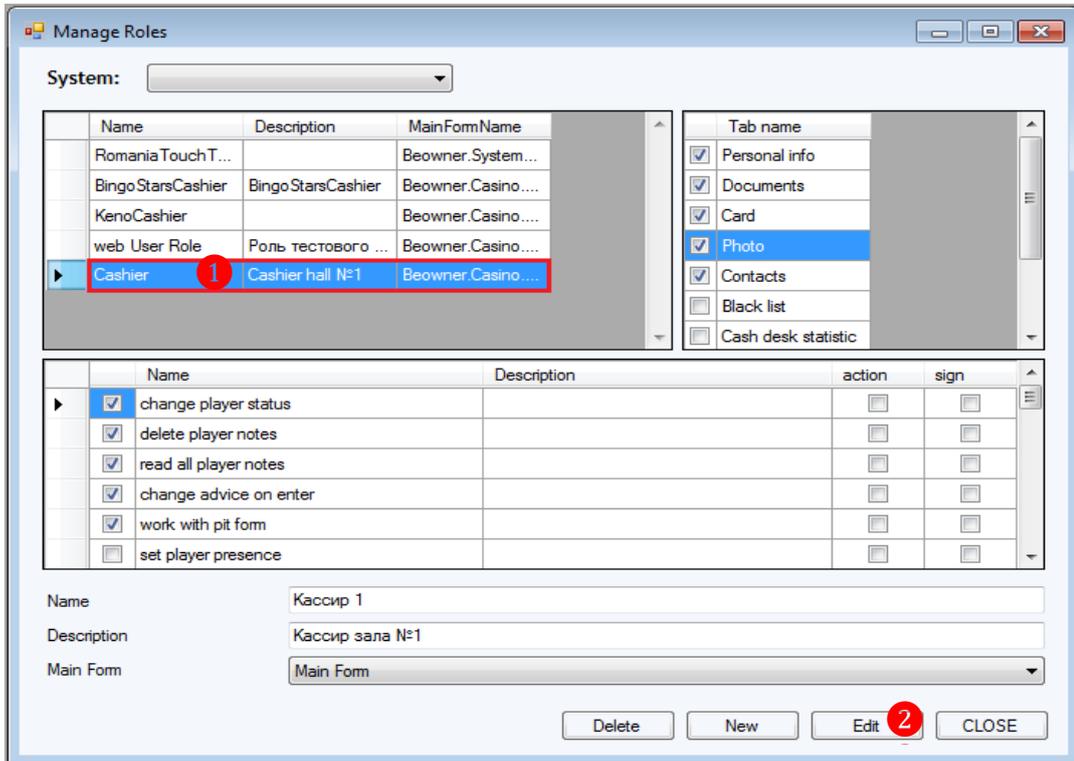
After saving created role appears in the list of roles.



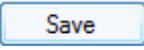
Name	Description	MainFormName
Romania TouchT...		Beowner.System...
BingoStarsCashier	BingoStarsCashier	Beowner.Casino...
KenoCashier		Beowner.Casino...
web User Role	Роль тестового ...	Beowner.Casino...
Cashier	Cashier hall №1	Beowner.Casino...

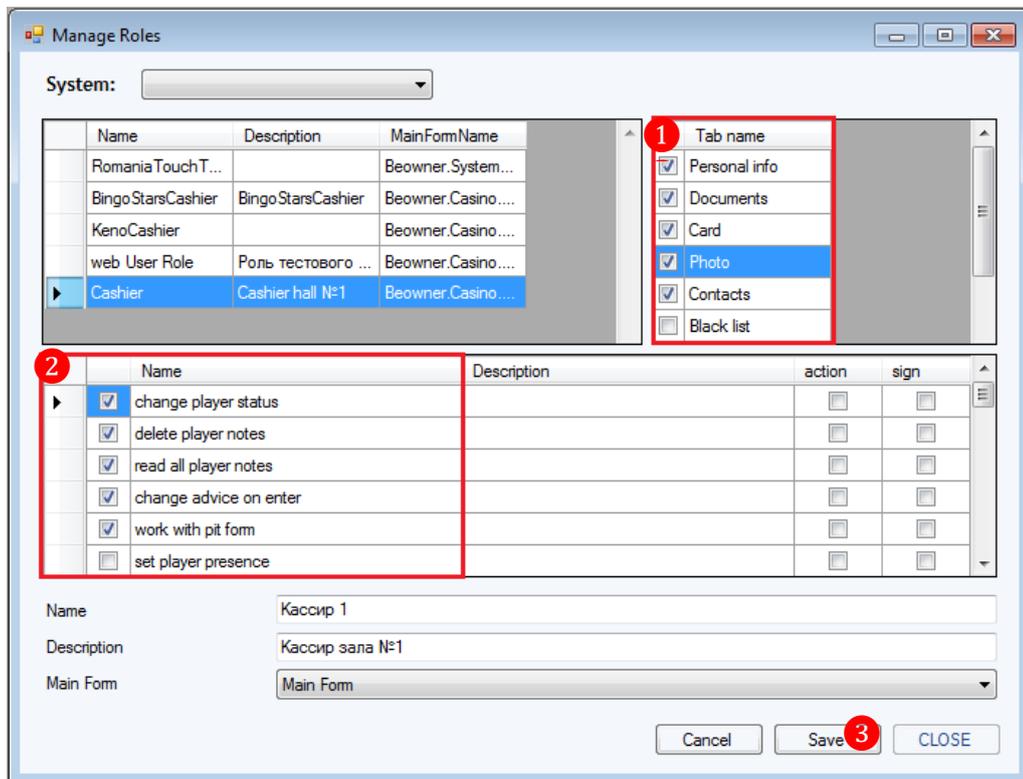
Next, you need to install the new role permissions to perform actions in the system, corresponding to its functionality, as well as select the bookmark that will be available to the user with this role in the customer card.

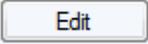
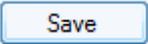
To set the role to have access to this functionality, you must select a role from the list and click .



Thereafter tabbed pane and permissions become active, and they can select the required function.

1. In the list of bookmarks customer card set checkmarks next to the names of bookmarks necessary (to view the entire list, use the scroll bar on the right).
2. In the permissions list, set a checkmark next to the names of the necessary functions.
3. To save click on .

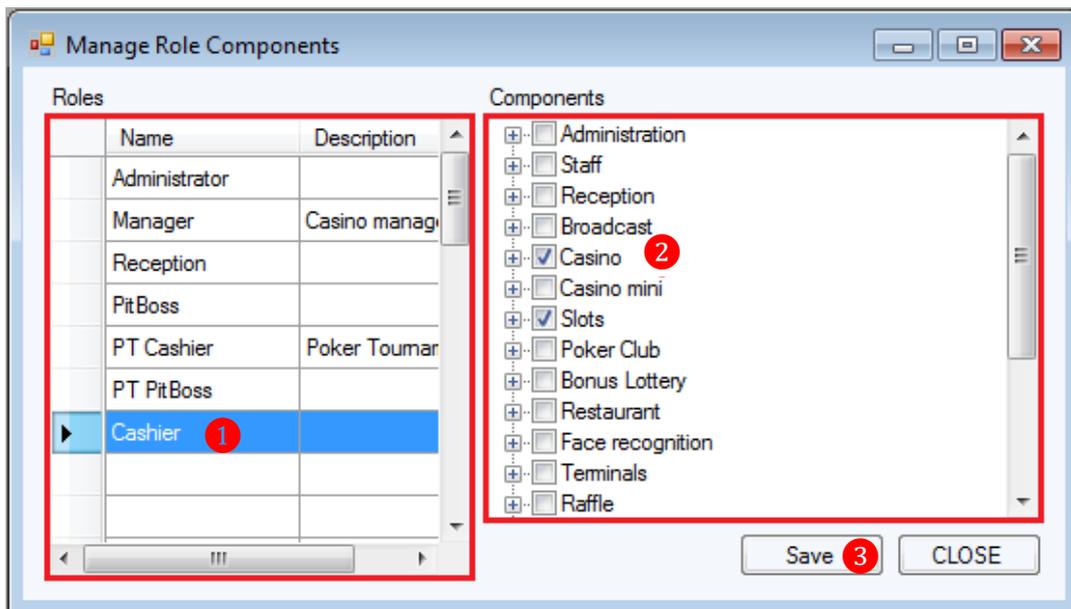


Later, in the same way a set of parameters can be edited for each role. To change the name, description, set a new main form, change the set of bookmarks and functions to a role, select the role in the list, click the button  to make the changes you want and click .

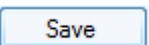
Once the role is created, it is mandatory to define the functional (system components), which will be available to users of this role (more on this in section [«Assigning system components to user role»](#)).

4.2.2 Assigning system components to user role.

You can setup a role functionality using «**Manage role components**» in «**Administration**» → «**Roles Component**». You can see a roles list at left side of form and roles functionality components at right side.

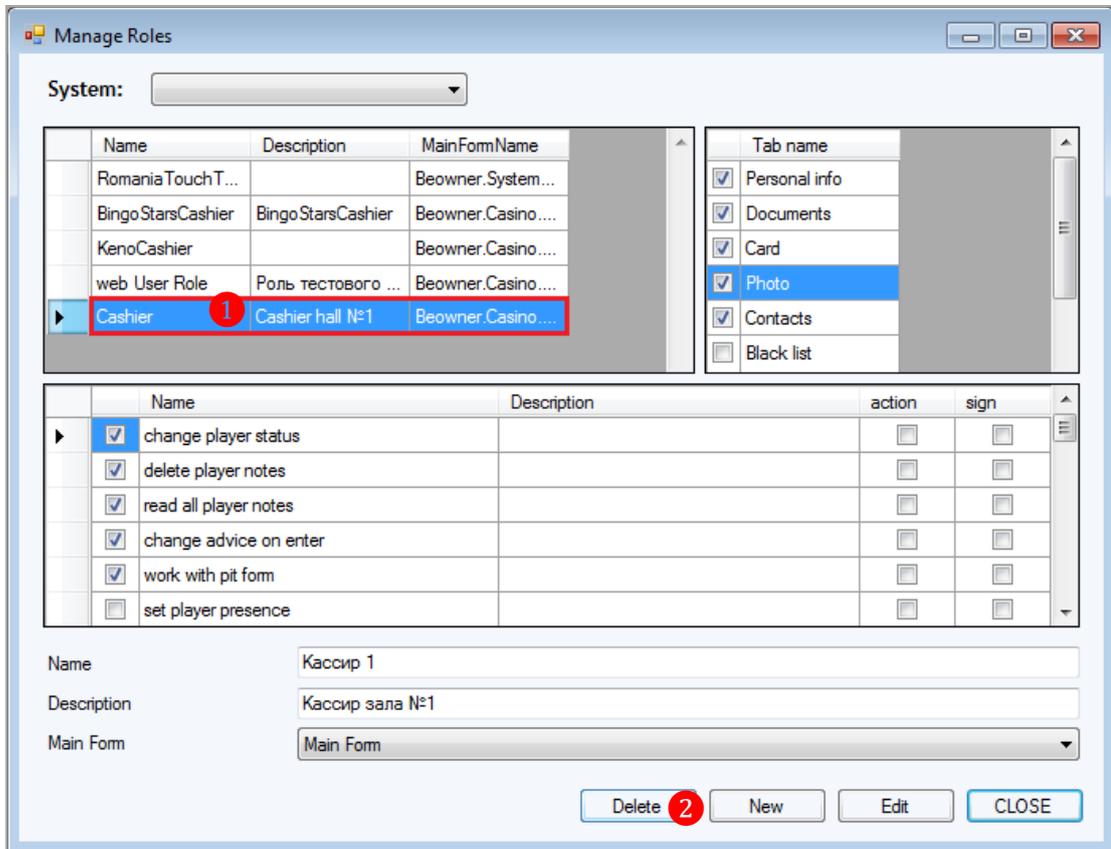


In order to assign any system user role to any system functionality component you need proceed as follows:

1. Select a role from list.
2. Set a tick on selected components.
3. Click on .

4.2.3 Delete a role.

To remove a role from the system, in the role management («Administration» → «Roles») to select the role from the list and click . After that role will be permanently removed from system.

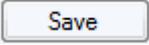


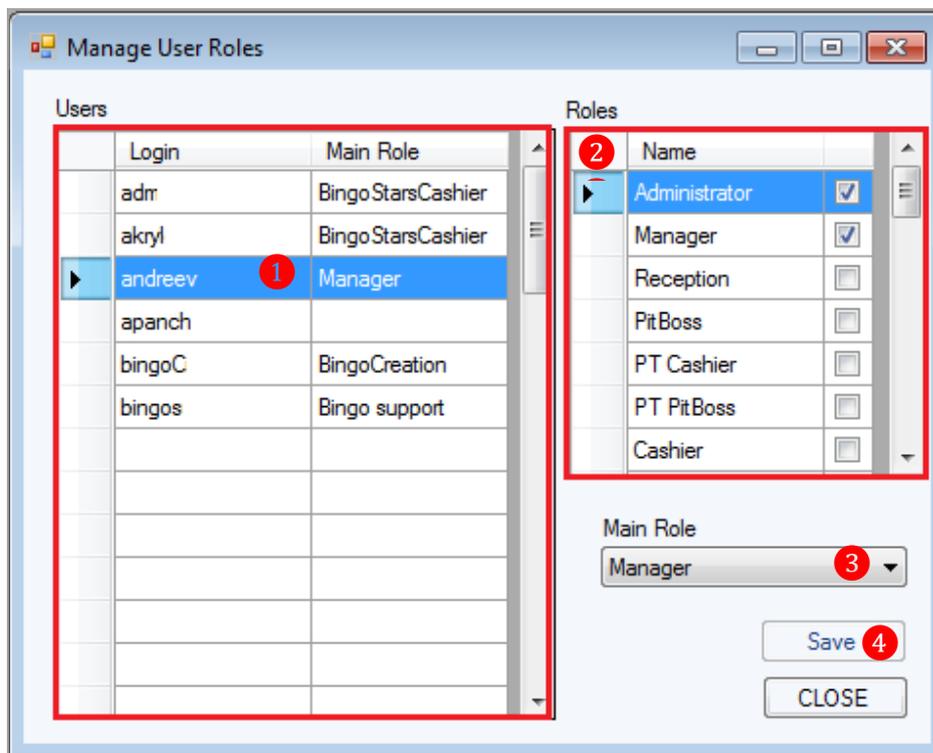
4.3 User Roles Management.

For each user, the system should be defined as providing access to the functionality of the system, it needs to fulfill duties.

Assigning roles to users by using the form «Manage User Roles», which is necessary to open the main menu, select System «**Administration**» → «**User Roles**». In the form that appears on the left of the total list of users on the right side - the list of available roles.

To assign roles to a specific user, you must:

1. In the list select the desired user login.
2. The list of roles to note the role of the desired tick.
3. In cell «**Main Role**» from the drop down list to choose roles pivotal role for the user.
4. To save click .



Users		Roles	
Login	Main Role	Name	
adnr	BingoStarsCashier	Administrator	<input checked="" type="checkbox"/>
akryl	BingoStarsCashier	Manager	<input checked="" type="checkbox"/>
andreev	Manager	Reception	<input type="checkbox"/>
apanch		PitBoss	<input type="checkbox"/>
bingoC	BingoCreation	PT Cashier	<input type="checkbox"/>
bingos	Bingo support	PT PitBoss	<input type="checkbox"/>
		Cashier	<input type="checkbox"/>

Main Role
Manager

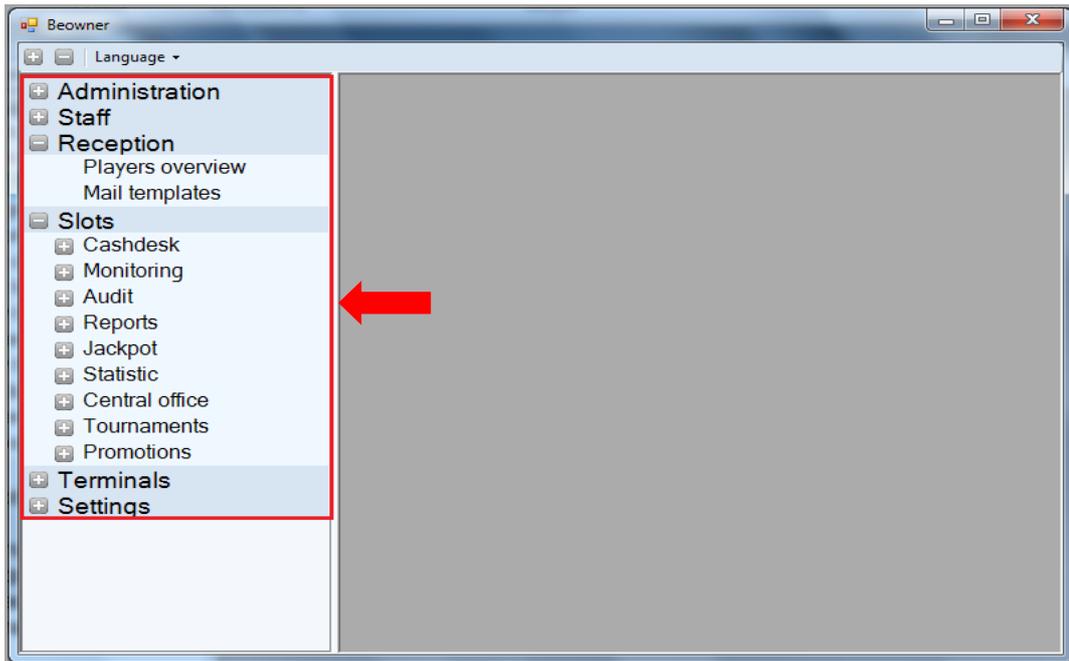
Save

CLOSE

With this form can designate any number of selected user roles, so it will be available to system functionality that falls within the scope of each role.

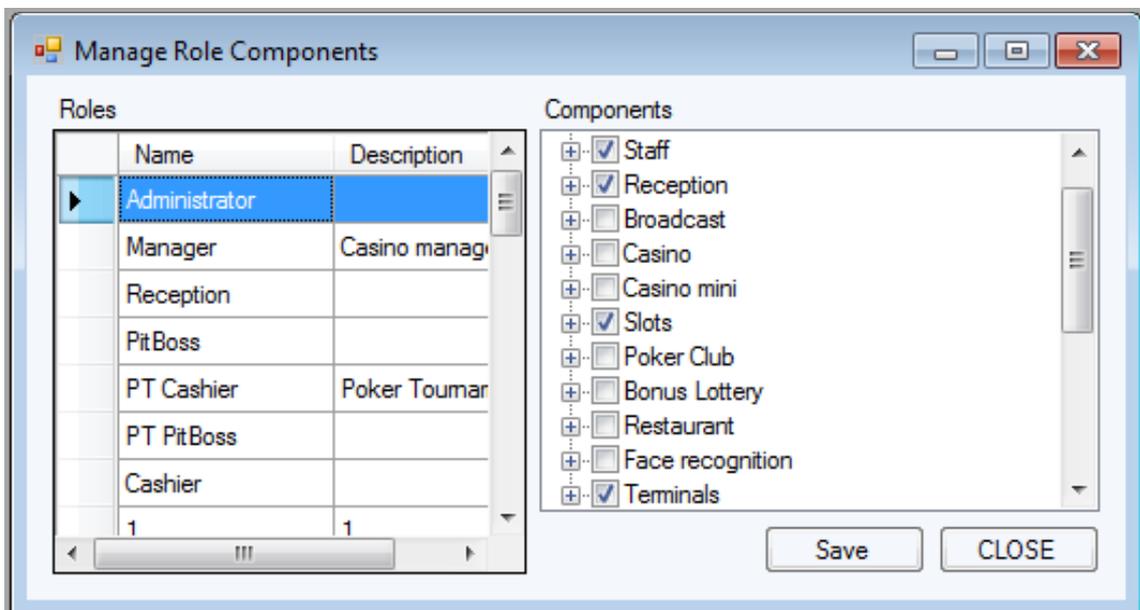
4.4 Manage a role components.

Components roles - this sections and subsections of the main menu system SlotLogic».



For convenience, the system can enable or disable any components. Thus, the user of the system with a specific role that will be available only functionality that is necessary for him to fulfill his duties.

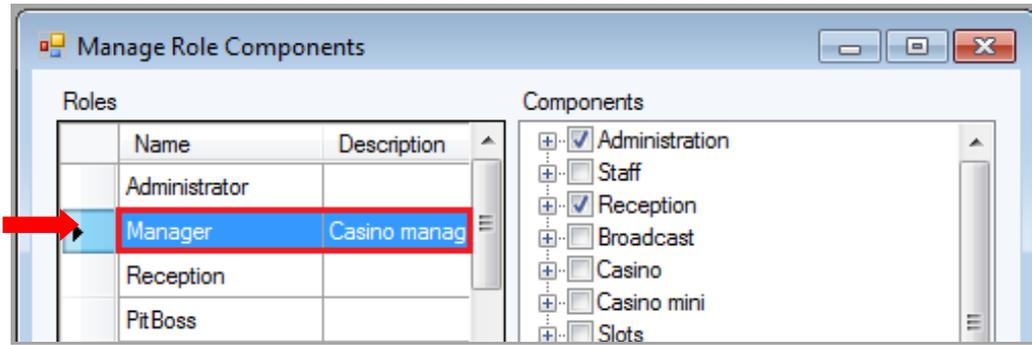
Configuring Components roles by using the form «**Manage Role Components**», which is necessary to open the main menu, select System «**Administration**» → «**Role components**».



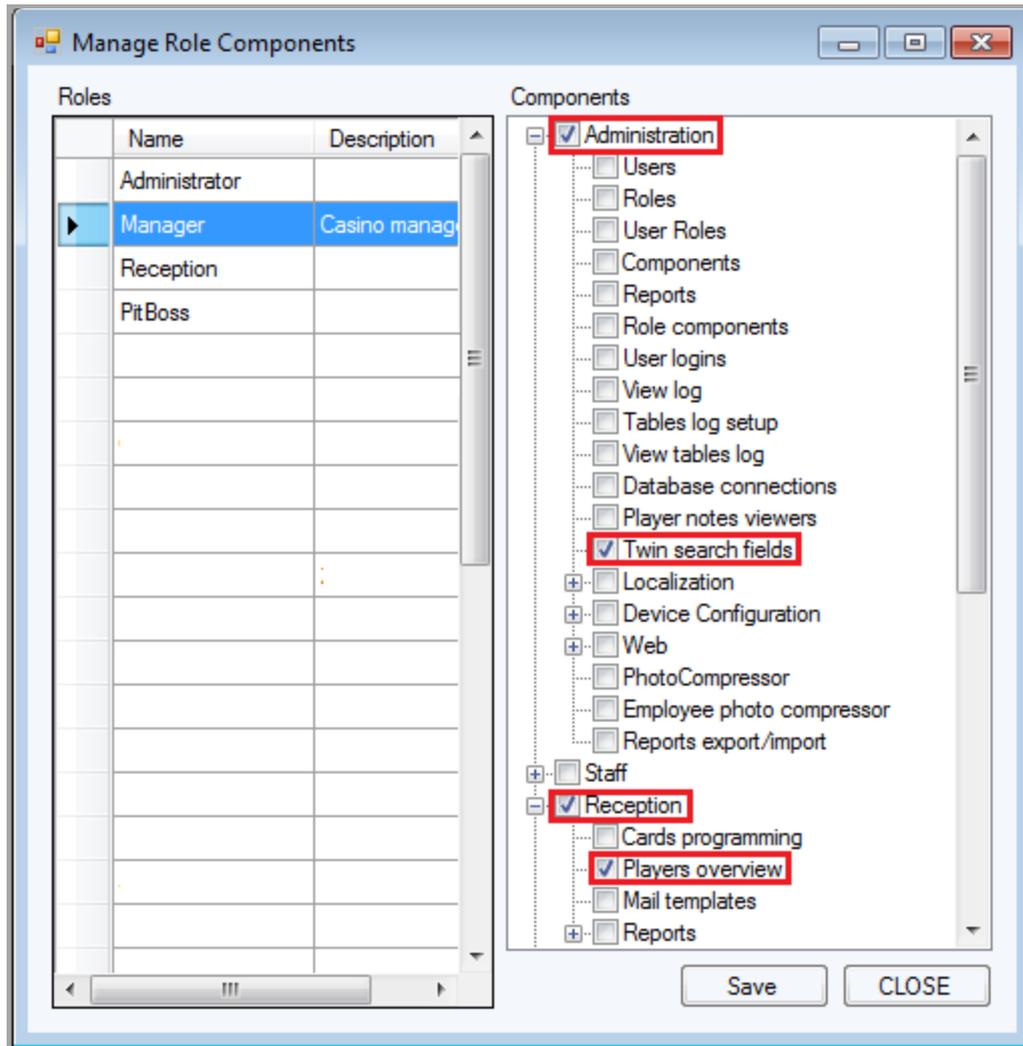
In the left half of the form displays a list of all user roles system in the right half - components.

To provide access to the necessary components for a role, you must do the following:

1. The list «**Roles**» by pressing the left mouse button to select the role to adjust its components.

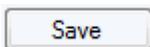


2. The list «**Components**» selects the desired components (sections and subsections), check the box.



To show/hide hidden items components, you must use the buttons / , to the left of the name.

3. Once the desired components are selected for the role, you must click on the button



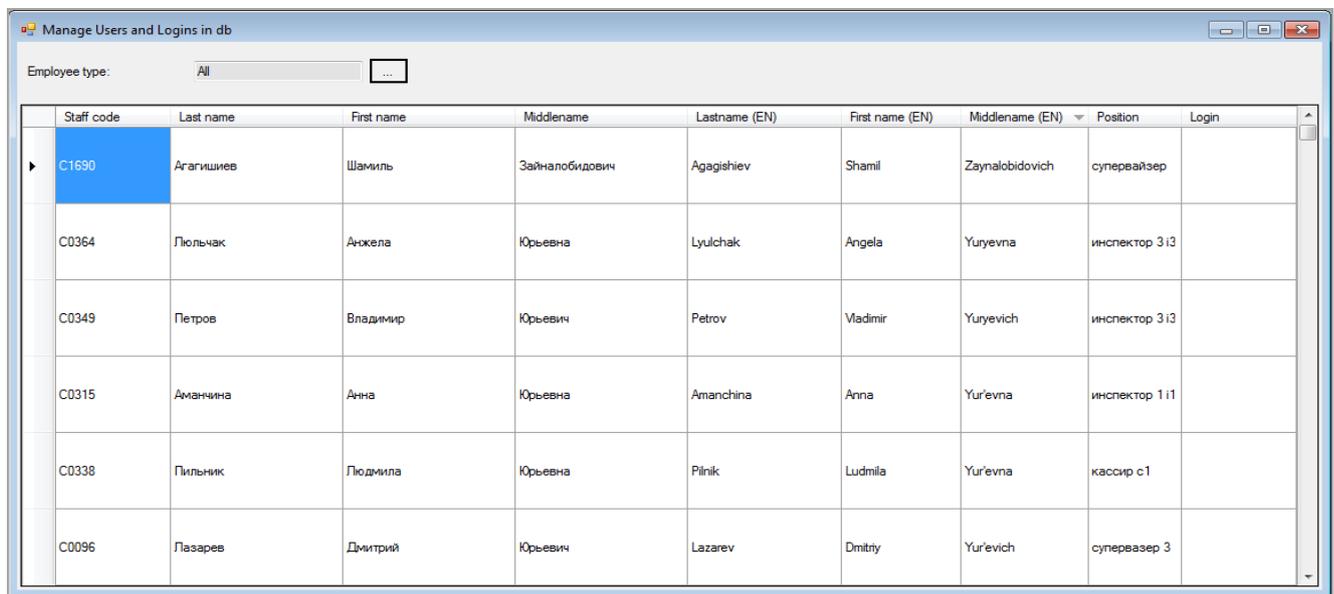
in the lower right corner of the form.

4.5 Create Login to Employee.

Each created in the system login must be compulsorily assigned to a particular employee. This is to ensure that all transactions recorded in the system were personified (more information about the staff in the institution in [«Registering an employee as system user»](#)).

Attaching logins to employees by using the form «**Manage Users and Logins in db**», which is necessary to open the main menu, select System «**Administration**» → «**User logins**». Then opens a form with a list of all schools in the system of employees, in which for each employee will include the following information:

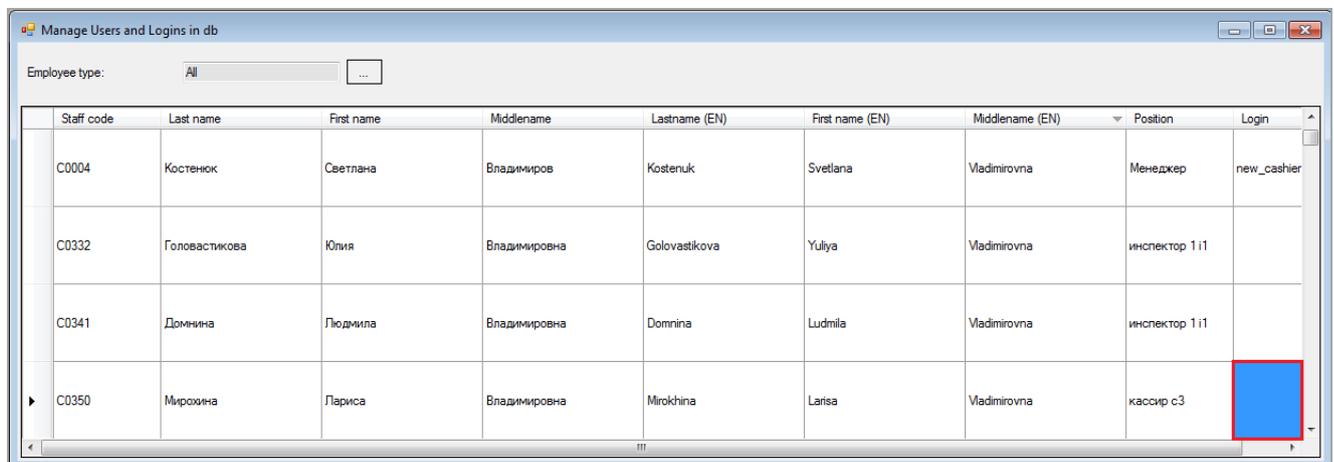
- Employee ID .
- Name of employee in Russian.
- Name of employee in English.
- Position Officer (post).
- Login appointed employee.



Staff code	Last name	First name	Middlename	Lastname (EN)	First name (EN)	Middlename (EN)	Position	Login
C1690	Агагишиев	Шамиль	Зайналобидович	Agagishiev	Shamil	Zaynalobidovich	супервайзер	
C0364	Льольчак	Ангела	Юрьевна	Lyulchak	Angela	Yuryevna	инспектор 3/3	
C0349	Петров	Владимир	Юрьевич	Petrov	Vladimir	Yuryevich	инспектор 3/3	
C0315	Аманчина	Анна	Юрьевна	Amanchina	Anna	Yur'evna	инспектор 1/1	
C0338	Пильник	Людмила	Юрьевна	Pilnik	Ludmila	Yur'evna	кассир c1	
C0096	Лазарев	Дмитрий	Юрьевич	Lazarev	Dmitry	Yur'evich	супервайзер 3	

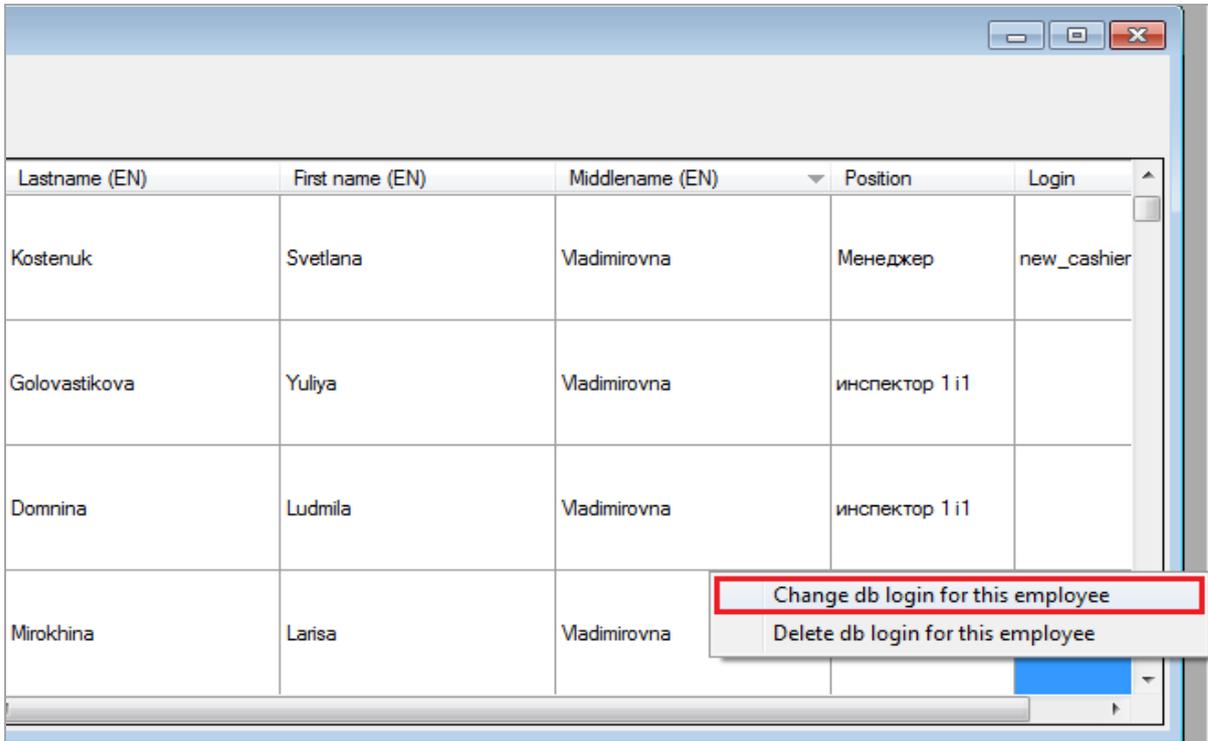
To assign (or change) any employee login, do the following.

1. Select an employee from the list and click the left mouse highlight its corresponding cell in the column «**Login**».



Staff code	Last name	First name	Middlename	Lastname (EN)	First name (EN)	Middlename (EN)	Position	Login
C0004	Костенюк	Светлана	Владимиров	Kostenuk	Svetlana	Vladimirovna	Менеджер	new_cashier
C0332	Головастикова	Юлия	Владимировна	Golovastikova	Yulya	Vladimirovna	инспектор 1/1	
C0341	Домнина	Людмила	Владимировна	Domnina	Ludmila	Vladimirovna	инспектор 1/1	
C0350	Мирохина	Лариса	Владимировна	Mirokhina	Larisa	Vladimirovna	кассир c3	

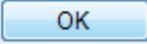
2. On selected cell right click context menu and select «**Change db login for this employee**».

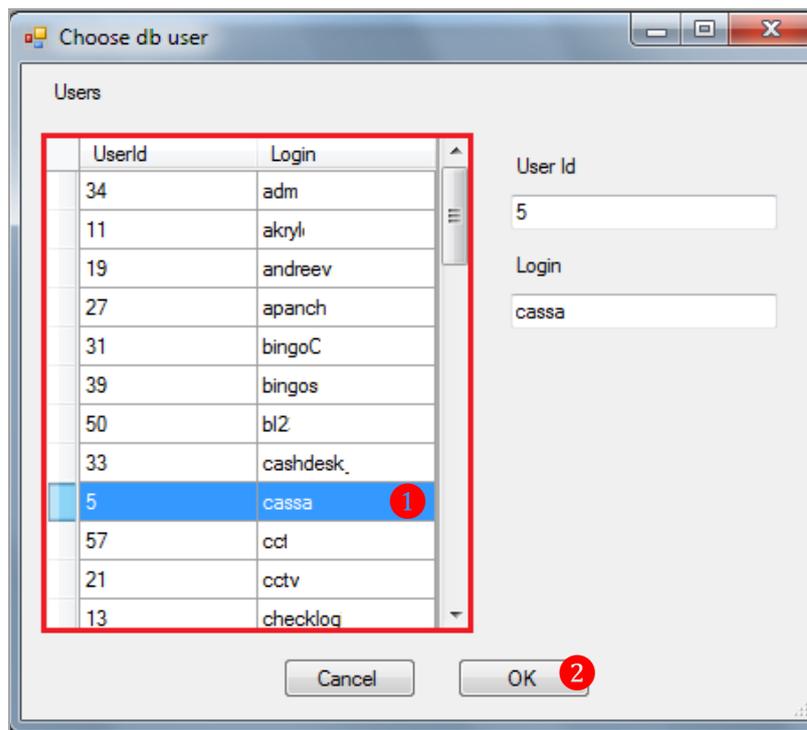


Lastname (EN)	First name (EN)	Middlename (EN)	Position	Login
Kostenuk	Svetlana	Vladimirovna	Менеджер	new_cashier
Golovastikova	Yuliya	Vladimirovna	инспектор 1 i1	
Domnina	Ludmila	Vladimirovna	инспектор 1 i1	
Mirokhina	Larisa	Vladimirovna		

Context menu for the last row:

- Change db login for this employee
- Delete db login for this employee

3. Next, open a new window to select the user login system, where you can select from the list the desired username and click .



Assigned username appears in the cell lines of the staff member.

Staff code	Last name	First name	Middlename	Lastname (EN)	First name (EN)	Middlename (EN)	Position	Login
C0347	Жуковец	Екатерина	Михайловна	Zhukovets	Ekaterina	Mihaylovna	инспектор 111	
C0348	Сидорова	Наталья	Викторовна	Sidorova	Natalya	Viktorovna	инспектор 212	
C0349	Петров	Владимир	Юрьевич	Petrov	Vladimir	Yuryevich	инспектор 313	
C0350	Мирохина	Лариса	Владимировна	Mirokhina	Larisa	Vladimirovna	кассир с3	сassa

If you need to login to undock from the employee, it is necessary in the cell in the column «Login» from the context menu choose «Delete db login for this employee».

Lastname (EN)	First name (EN)	Middlename (EN)	Position	Login
Kostenuk	Svetlana	Vladimirovna	Менеджер	new_cashier
Golovastikova	Yulya	Vladimirovna	инспектор 1 i1	
Domnina	Ludmila	Vladimirovna	инспектор 1 i1	
Mirokhina	Larisa	Vladimirovna		

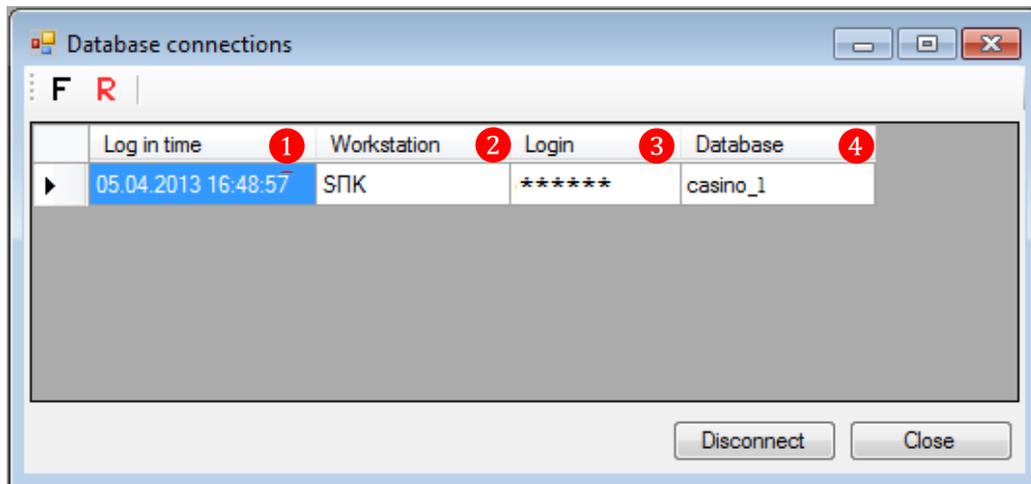
Also, in this form, you can view a list of users of the system in the context of the post. To do this, use the button , when clicked, opens a form «Choose employee type» with the list of posts. Once the desired position, press the button , and the list will display only users with the selected position.

Staff code	Last name	First name	Middlename	Lastname (EN)	First name (EN)
0111			WERYE	sdf	
C1717			Александрович	Pechenov	Maxim
C1735			Владимировна	Yakusheva	Elena
C1768			Сергеевна	Pantsireva	Natalia
C1771			Борисович	Ratnovskiy	Evgeniy

4.6 System users online monitoring.

The system administrator can always see a list of users who interact with it at the moment.

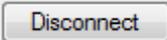
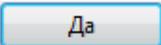
View a list of people online by using the form «**Database connections**», which is necessary to open the main menu, select System «**Administration**» → «**Database connections**».

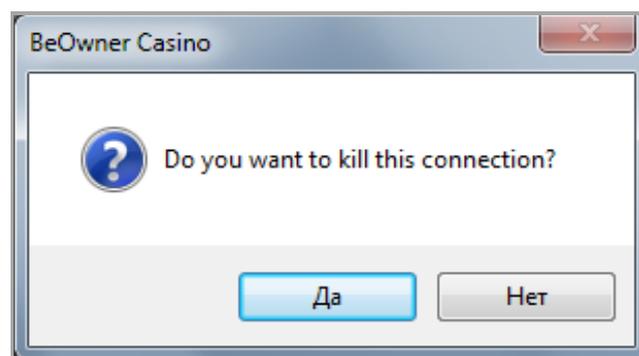


In this form, create a list of users in the system online, in which the following information is displayed:

1. Current date and time.
2. Computer name.
3. User login.
4. Name of Hall (places) that owns this login.

If you need to force the logoff any user of the system, you must:

1. Left mouse click to select a line with the desired user login and click .
2. In the dialog box asking you to confirm the completion Connection click . A user session is completed.

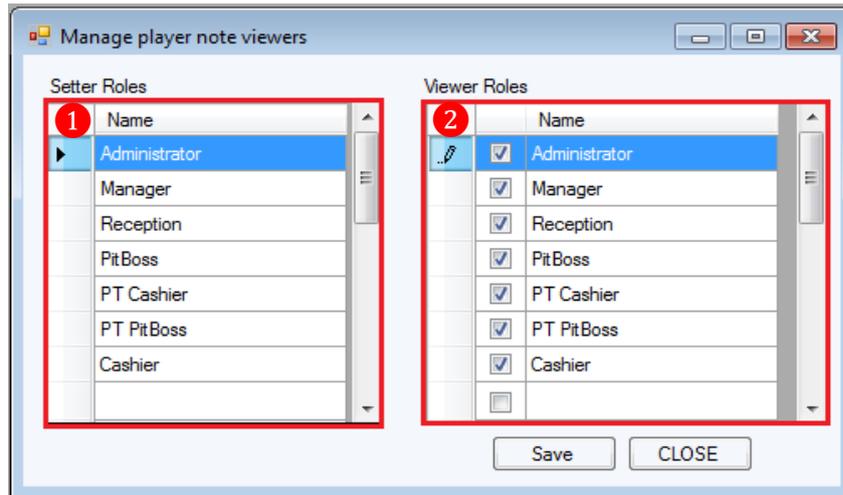


4.7 Manage a player note Viewers.

The system allows you to create and view notes on clients registered in the system (more on this in Section [«Notes» Tab](#)). Interesting can write any system user with access to the appropriate functional, but view the notes made by other users, can only users whose roles have certain settings.

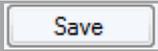
Setting view notes by using the form «**Manage player note viewers**», which is necessary to open the main menu, select System «**Administration**» → «**Player notes viewers**». This form displays a list of two roles:

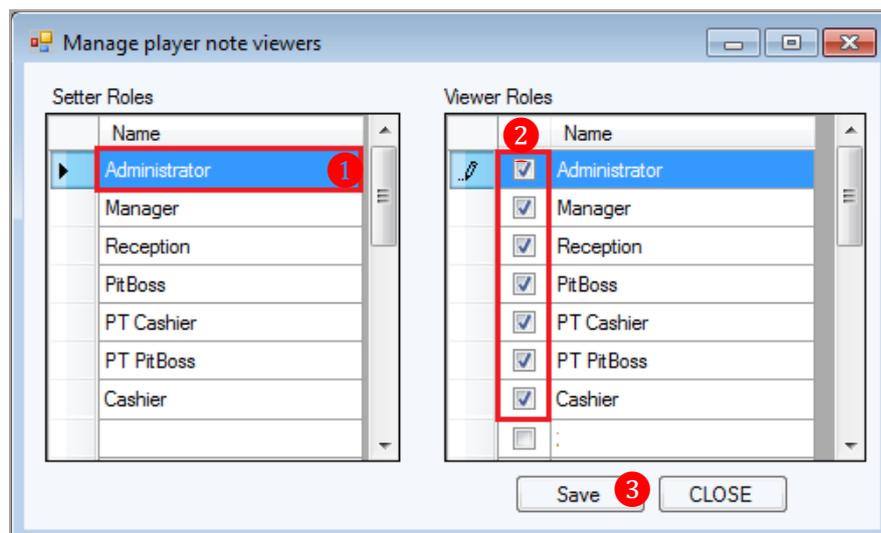
1. **Setter Roles** - roles that allow you to create notes to clients.
2. **Viewer Roles** - roles, allowing you to view notes created by the user with a specific role.



To establish access to view your notes, do the following:

1. The list «**Setter Roles**» left-click the mouse to select the role for which you want to install notes access to view.
2. The list «**Viewer Roles**» tick mark roles that will be available to view notes created by users to the selected role.

3. To save the settings click .



4.8 Notifications Module

Notifications functionality is designed for automated notification to club owner, administrators, managers and other casino staff about important system events, such as:

- **Breach of regulations.**
- **Hardware problem.**
- **Jackpots.**
- **Network problem.**
- **Program exception in Slotlogic application.**

Upon the occurrence of any event, the system will automatically send an SMS to the preset recipients to a mobile phone or e-mail address.

Below you can see examples of system messages that will come to recipients when selected event will occur.

Event type	System message samples
Jackpots	Jackpot № 23 on 80 RON in «Million» club is successfully finished.
Breach of regulations	Gaming day in «Million» club is still not closed.
Hardware problem	Fault of RFID Reader at GM #05 in «Million» Club.
Network problem	There is no connection with server in «Million» Club.
Program exception in application	There is software exception in SlotLogic system. Please refer to software vendor.

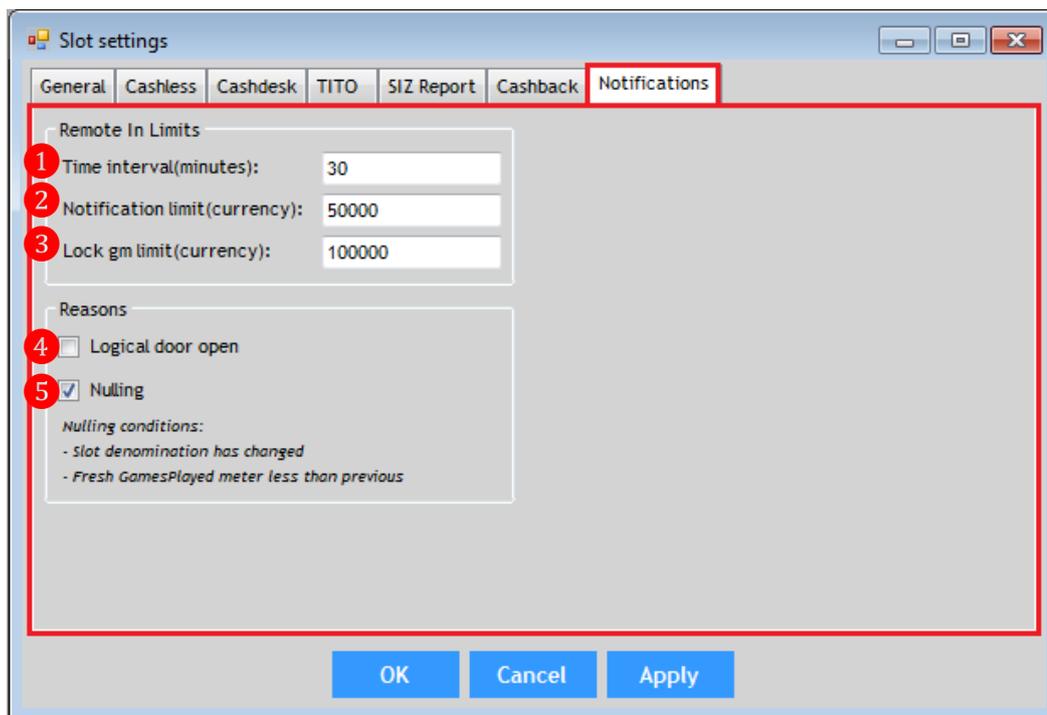
The types of events and the events themselves are input in the system by developers and can not be edited. The texts of messages are in English by default and can be localized to any language set in the system.

Application	Event	English	Русский	Roman	Latvijas	Español
Slot Service	Denomination has changed	Slot #{0} might be nulled. Denom. ha...	ИА #{0} может быть ...			
Jackpot Service	Games played meter changed fishily	Slot #{0} might be nulled. Games met...	ИА #{0} может быть ...			
GSM Modem Ser...	Logical door open	Slot #{0} Logical door open.	ИА #{0} Дверь логич...			
BeOwner	Remote In Limit overcome	Remote In limit on slot {0} overcome.	Remote In лимит на а...			
Video Server	Slot locked after Remote In Limit ov...	Remote In limit on slot {0} overcome. ...	Remote In лимит на а...			

Read more about the settings of SMS service, mail server for Email messages and creation of a list of recipients in the above paragraphs of this section.

4.8.1 Settings for the notifications module.

In the form of the main slot settings («Settings» → «Slots» → «Settings»), use the «Notifications» tab to configure the sending of service messages from the slot service related to the events on the slot machines.



Charging credits to slot machines «with key»:

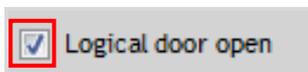
1. «**Time interval (minutes)**» – use this option to set the time interval to calculate the latest charges «with key». Calculation is performed separately for each slot machine. If the time interval is not specified, notifications exceeding the established limits (**Notification limit** and **Lock gm limit**) will not be sent.

2. «**Notification limit (currency)**» – use the keyboard to enter a limit boundary (in the club currency) for charges «with key» for one slot machine per time interval. Upon reaching / exceeding this limit, the system automatically sends a notification of the event to all concerned people. If this value is not specified, the notifications will not be sent.

3. «**Lock gm limit (currency)**» – use the keyboard to enter a limit boundary (in the club currency) for charges «with key» for one slot machine per time interval, upon reaching / exceeding of which the slot machine is blocked. The system also automatically sends a notification of the event to all concerned people. If this value is not specified, the slot machines will not be blocked and notifications will not be sent.

Opening the logic door of slot machines:

4. «**Logical door open**» – set a tick to enable notifications of the events associated with the opening of the logical door. If the tick is omitted, notifications will not be sent.



Nulling the meters of slot machines:

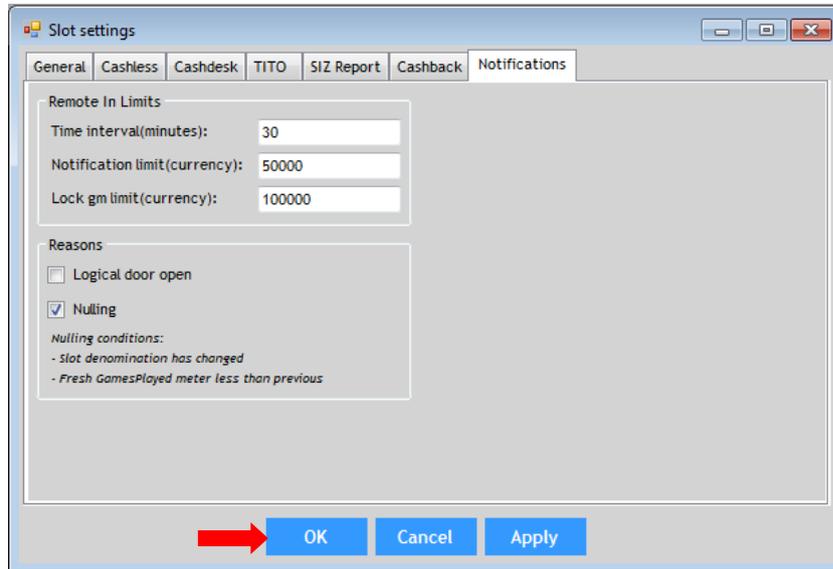
5. «**Nulling**» – set a tick to enable notifications of the events associated with the events such as:

- ✓ Slot denomination has changed.
- ✓ Fresh GamesPlayed meter less than previous.

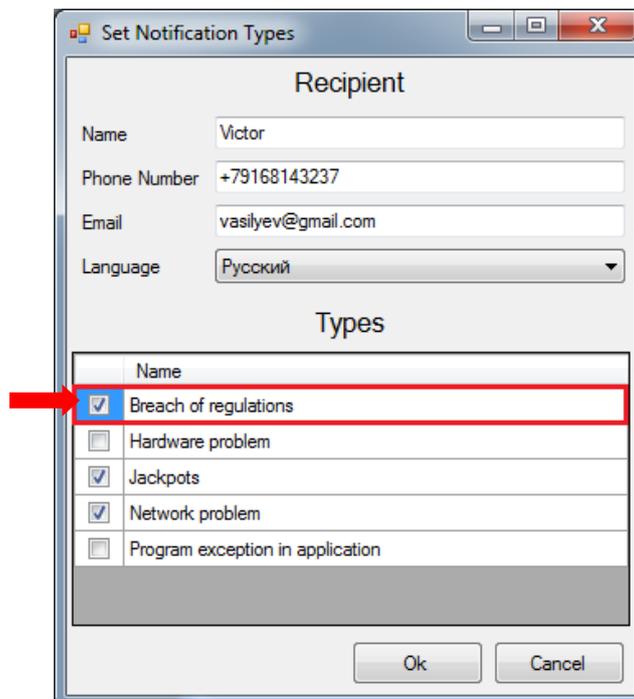
If the tick is omitted, notifications will not be sent.



When configuration is finished, click «OK» (to apply the settings and close the form) or «Apply» (to apply changes).



Please note that the slot service events configured in this form refer to the type «**Breach of regulations**». Therefore, when setting up the list of recipients of service notifications, this type of notifications must be ticked for all concerned recipients.



The list of recipients of service notifications is created and configured in the section «Administration» – «Notifications» – «Settings» (for more details see [«Setting the list of recipients of service notifications»](#)).

Moreover, for the operation of the notifications module, you need to configure the SMS service (GSM modem or Twilio API) and set the parameters of the mail server for email notifications.

4.8.2 Setting the mail server for email notifications.

Email service notifications can be distributed through both own server (if any) and through the standard built-in mail server for mailing.

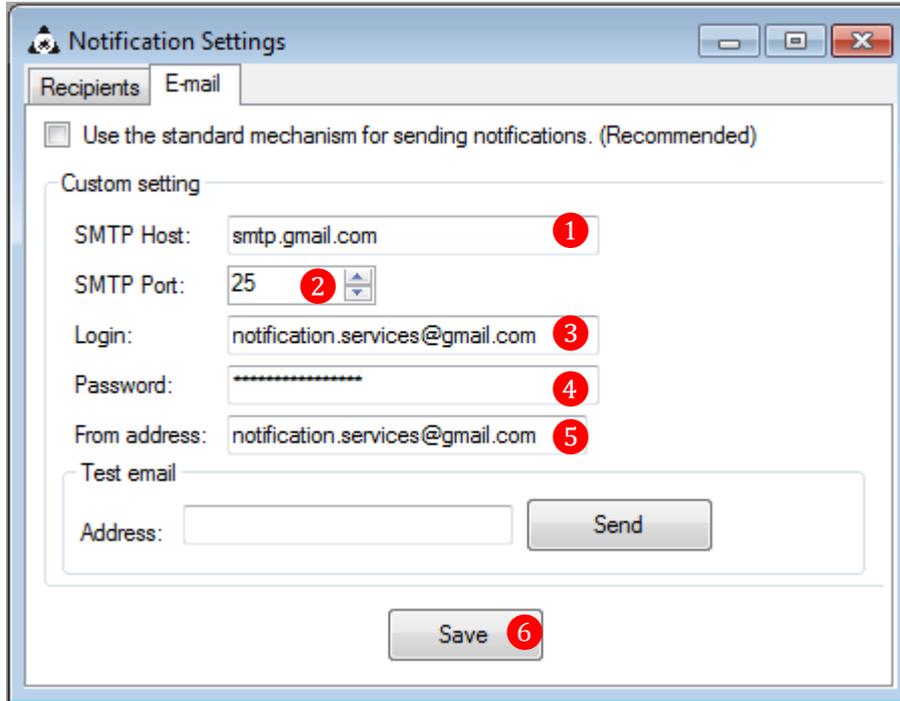
To activate the standard mail service, open the «**Notification Settings**» («Administration» - «Notifications» - «Settings») form and on the «**E-mail**» tab do the following:

- 1) Check the box «**Use the standard mechanism for sending notifications.** (Recommended)».
- 2) To save the settings, click the «**Save**» button.

The screenshot shows a window titled "Notification Settings" with two tabs: "Recipients" and "E-mail". The "E-mail" tab is active. A red box highlights a checked checkbox with the text "Use the standard mechanism for sending notifications. (Recommended)" and a red circle with the number "1" to its right. Below this is a "Custom setting" section with input fields for "SMTP Host", "SMTP Port", "Login", "Password", and "From address". A "Test email" section contains an "Address" input field and a "Send" button. At the bottom of the window is a "Save" button with a red circle and the number "2" next to it.

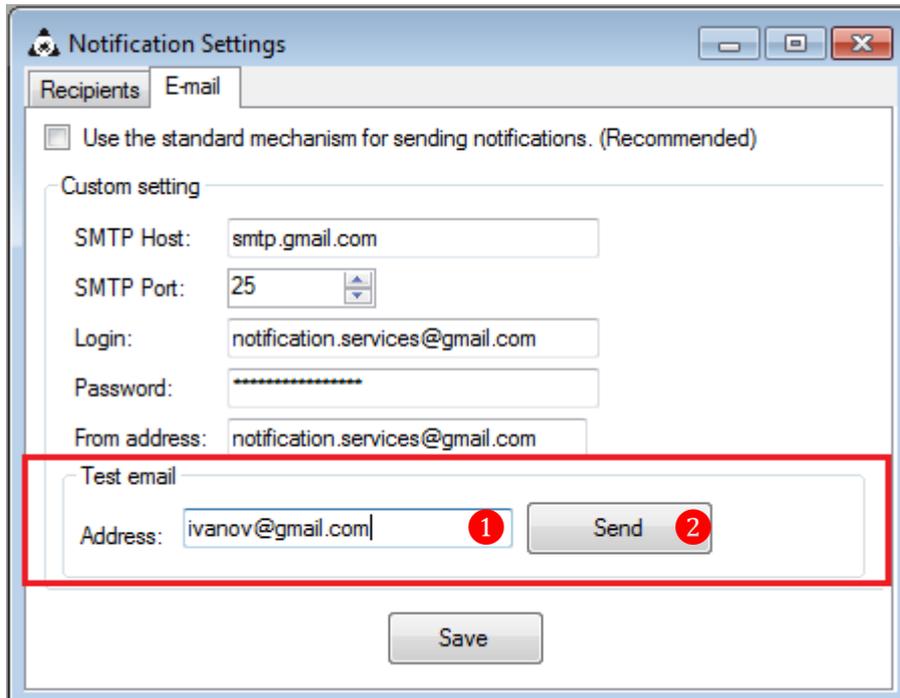
To be able to send service messages by e-mail through another mail server, you need to enter the following parameters in the «**Notification Settings**» form on the «**E-mail**» tab using the keyboard:

- 1) **SMTP Host** – mail server host name.
- 2) **SMTP Port** – mail server port name.
- 3) **Login** – your login of the mail server user.
- 4) **Password** – your password of the mail server user.
- 5) **From address** – email address from which notifications will be sent.
- 6) To save the input data, click «**Save**».



To check the settings and notifications module functionality, you can use the option «**Test email**»:

1. In the field «**Address**», specify the email address to send a test notification.
2. Click «**Send**» to send a notification.

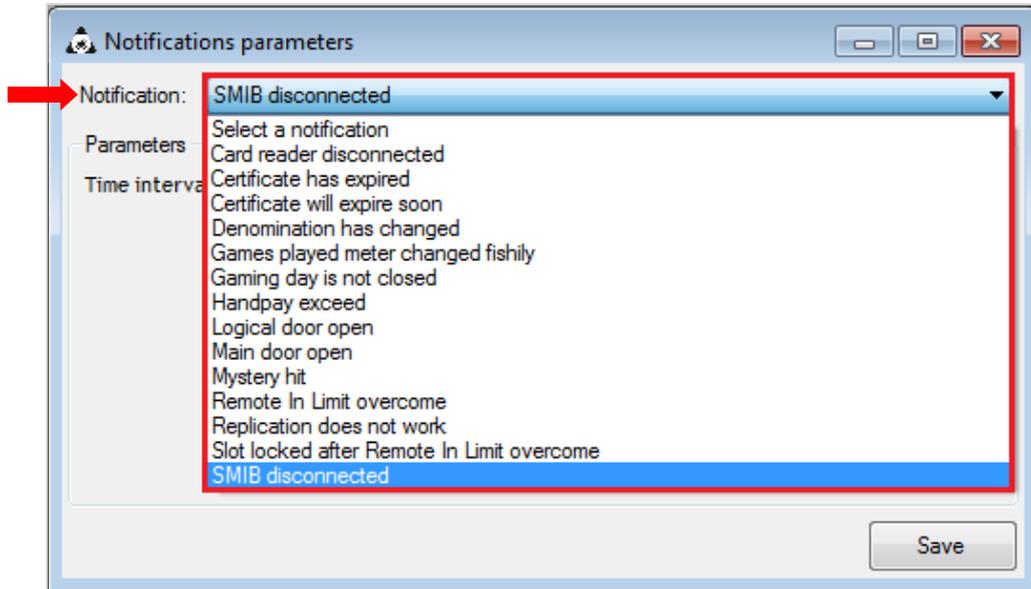


If the mail server settings are correct, a notification with the text «**Test email**» will be received at the specified email address.

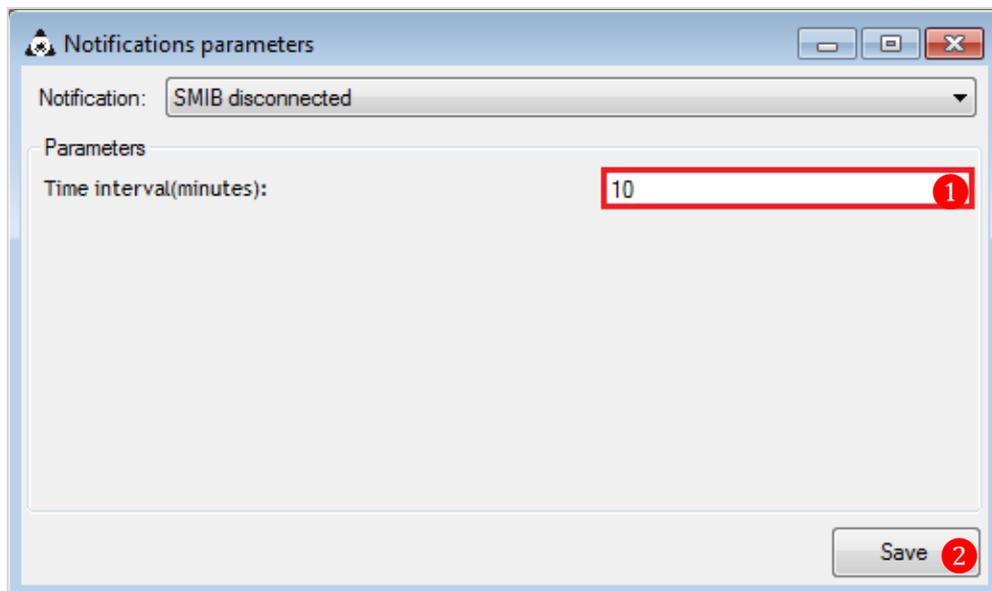
4.8.3 Notifications settings for email messages.

To make settings for sending email messages, open the «**Notifications parameters**» form («Administration» – «Notifications» – «Notifications Parameters») form and do the following:

1. In the «**Notification**» field, from the drop-down list, select a message to configure the settings.



2. In the «**Time interval**» field, specify the interval at which the selected message will arrive (for example, no more than 1 time in 10 minutes). To save the settings, click the «**Save**» button.

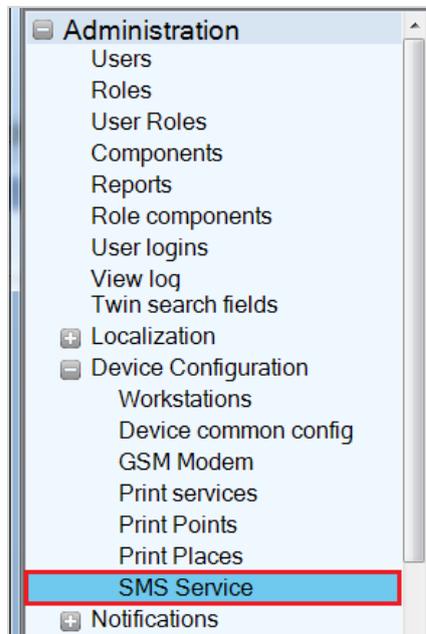


In a similar way, the parameters are configured for other e-mail messages that are in the list.

4.8.4 Setting the SMS sending service.

If you use a GSM modem to send SMS, its parameters are set and entered in the section «Administration» - «Device Configuration» - «GSM Modem» (for more details see [«Setting SMS distribution via GSM modem»](#)).

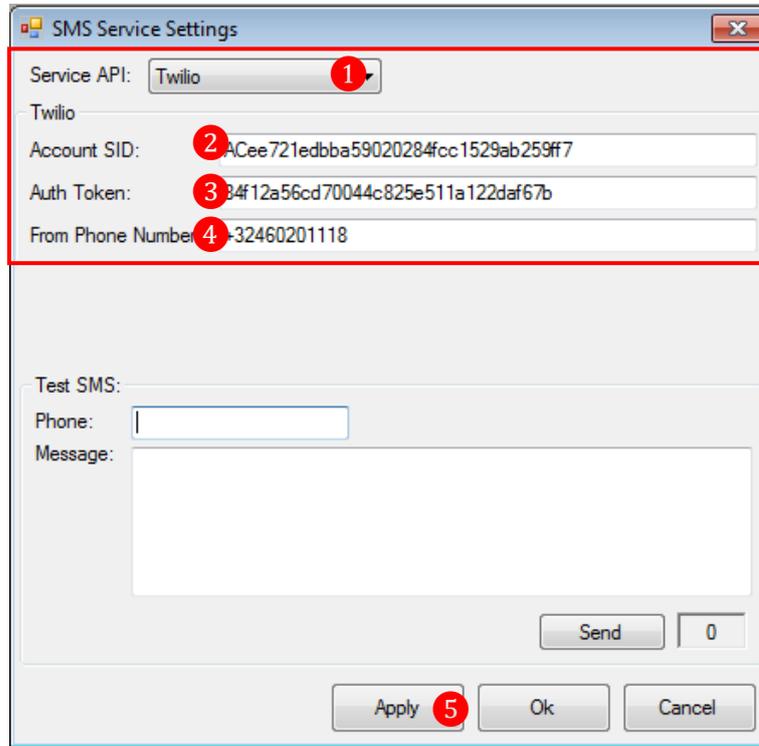
To setup SMS delivery using **Twilio API***, select «Administration» - «Device Configuration» - «SMS Service» in the system's menu.



**Twilio API is an API RESTful interface that provides functions for applications to work with voice calls and SMS. After registering a Twilio account at www.twilio.com, you get the account SID and the authentication token. These elements are necessary for the use of Twilio API SMS service. Read more about the SMS service of Twilio API at www.twilio.com/sms and about pricing at www.twilio.com/sms/pricing.*

The procedures for setting the SMS sending service using Twilio API:

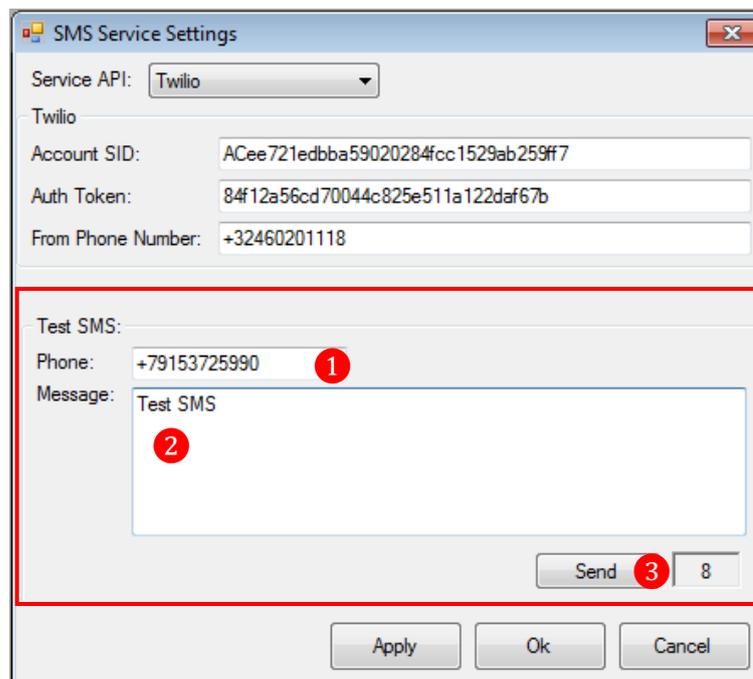
1. In the system's menu, select «Administration» - «Device Configuration» - «SMS Service».
2. In the opened form «SMS Service Settings», use the key pad (or paste from the clipboard) to set the following parameters:
 - 1) **Service API** – select **Twilio** from the drop-down menu.
 - 2) **Account SID** – specify your **account SID** obtained during the registration of the **Twilio** account.
 - 3) **Auth Token** – specify your **authentication token** obtained during the registration of the **Twilio** account.
 - 4) **From Phone Number** – **phone number** for your application in the format +***** bought at **Twilio**.
 - 5) Click to save the parameters entered (or to save the parameters and close the form).



Attention! You need to install an additional special application «SMS Service» to operate the SMS service of Twilio API. On this issue, please refer to the SlotLogic technical support specialists.

To check the settings and SMS service functionality, you can use the option «**Test SMS**»:

1. In the field «**Phone**», specify the mobile phone number in the format +***** to send a test message.
2. In the field «**Message**», use the keypad to enter the message text.
3. Click «**Send**» to send a message.

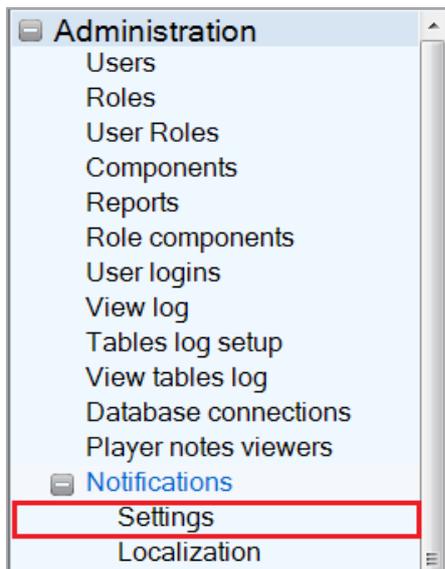


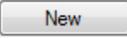
If the SMS service settings are correct, an SMS will be received at the specified email address within a couple of seconds.

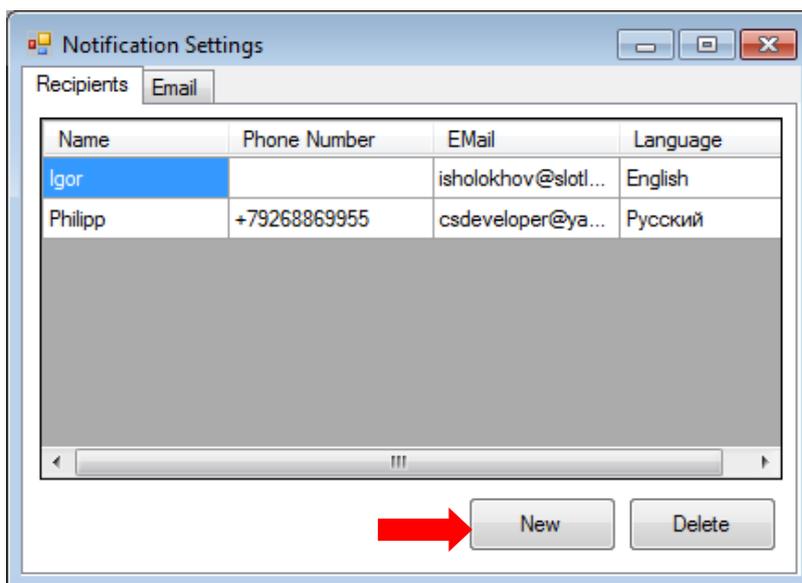
4.8.5 Setting the list of recipients of service notifications.

In order to setup an notifications recipient's list please do following:

1. Select «Administration» → «Notifications» → «Settings» in main menu.



2. In the form «Notification Settings» on the tab «Recipients» shows a list of all recipients that must be notified. In order to add new recipients please click on  button.



3. Next in «Set Notification Types» form please add recipient data:

- 1) «Name» - recipient name.
- 2) «Phone Number» - recipient mobile number in international format (+7*****)
- 3) «Email» - recipient's email address.

Note: You can use both notification methods or select it individually.

- 4) **Language** – message text language for the recipient.

Note: If any notification is not localized into other languages, by default the system will send its English version to the recipients.

The screenshot shows a dialog box titled "Set Notification Types". It is divided into two main sections: "Recipient" and "Types".

The "Recipient" section is highlighted with a red border and contains the following fields:

- Name: Victor (marked with a red circle 1)
- Phone Number: +79168143237 (marked with a red circle 2)
- Email: vasilyev@gmail.com (marked with a red circle 3)
- Language: Русский (marked with a red circle 4)

The "Types" section contains a list of event types with checkboxes:

Name	Checked
Breach of regulations	<input type="checkbox"/>
Hardware problem	<input type="checkbox"/>
Jackpots	<input type="checkbox"/>
Network problem	<input type="checkbox"/>
Program exception in application	<input type="checkbox"/>

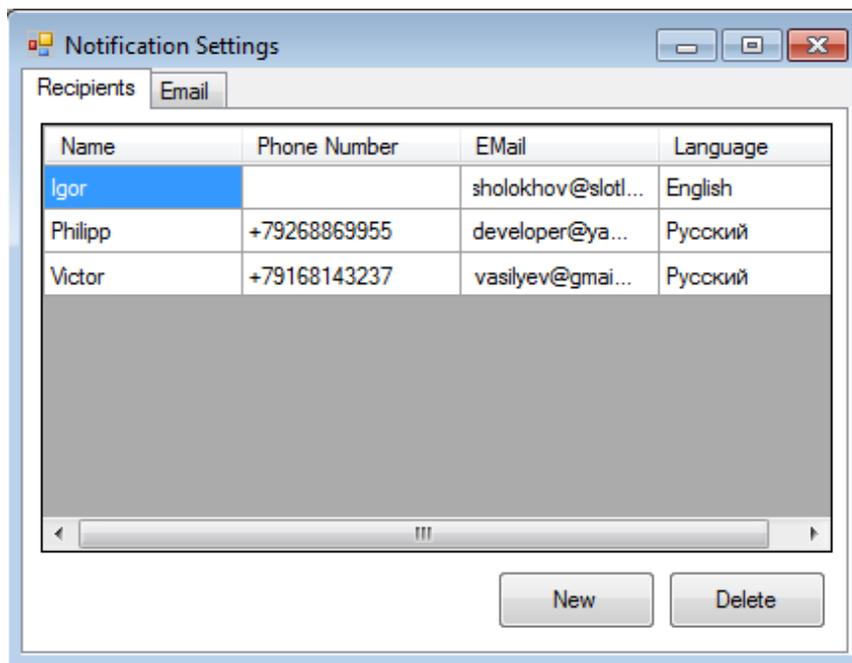
At the bottom of the dialog box, there are "Ok" and "Cancel" buttons. The "Ok" button is highlighted with a red circle.

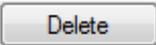
4. Set a tick by appropriate column of event type in «Types» list in the bottom part of «Set Notification Types» form, then press  button and selected event will be reported to the recipient.

The screenshot shows the same "Set Notification Types" dialog box, but now the "Types" section is highlighted with a red border. The checkboxes for "Jackpots" and "Network problem" are checked and marked with red circles 1 and 2 respectively. The "Ok" button is marked with a red circle 3.

The "Recipient" section remains the same as in the previous screenshot.

Added recipient will be shown in recipient's list right after saving.

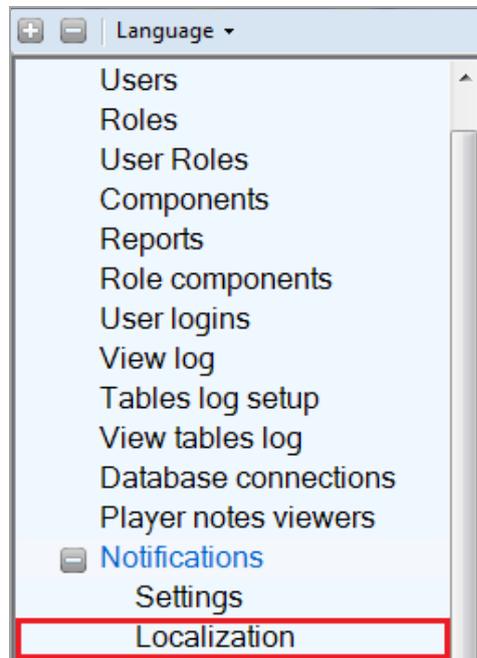


In order to edit recipient data please double click on recipient name string and open «**Set Notification Types**» form again. In order to delete recipient from list please select recipient and press .

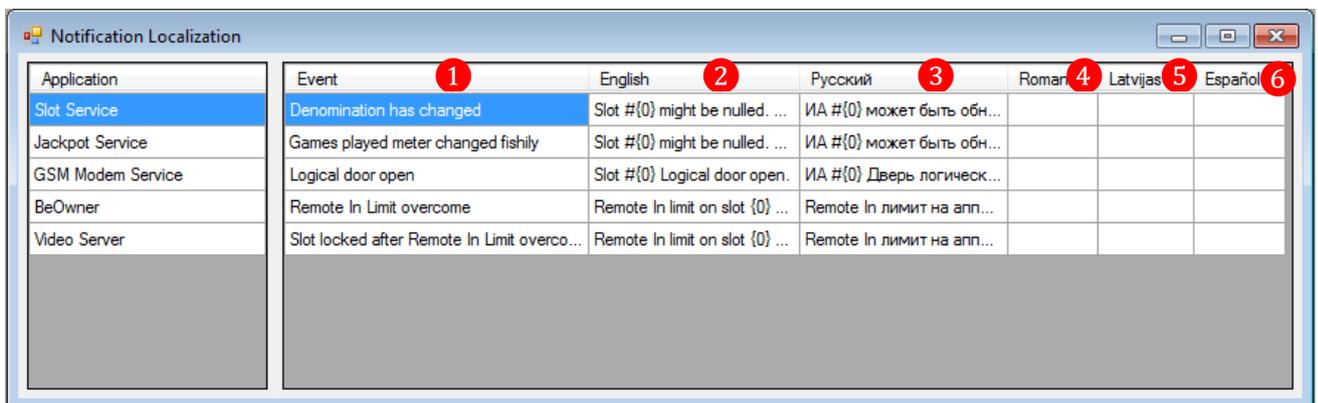
4.8.6 Localization of service notifications in different languages.

By default all notifications will be sent in English. If needed you can localize warning in Russian, Romanian or Latvian. To do this, follow these steps:

1. Select «**Administration**» → «**Notifications**» → «**Localization**» in main menu.



2. «**Notifications Localization**» form will open. In the left part of form, in «**Application**» table you can see a list of applications and services, which will send messages regarding occurred events. If you select a string containing application, right part of form will show event types, related to this application or service.

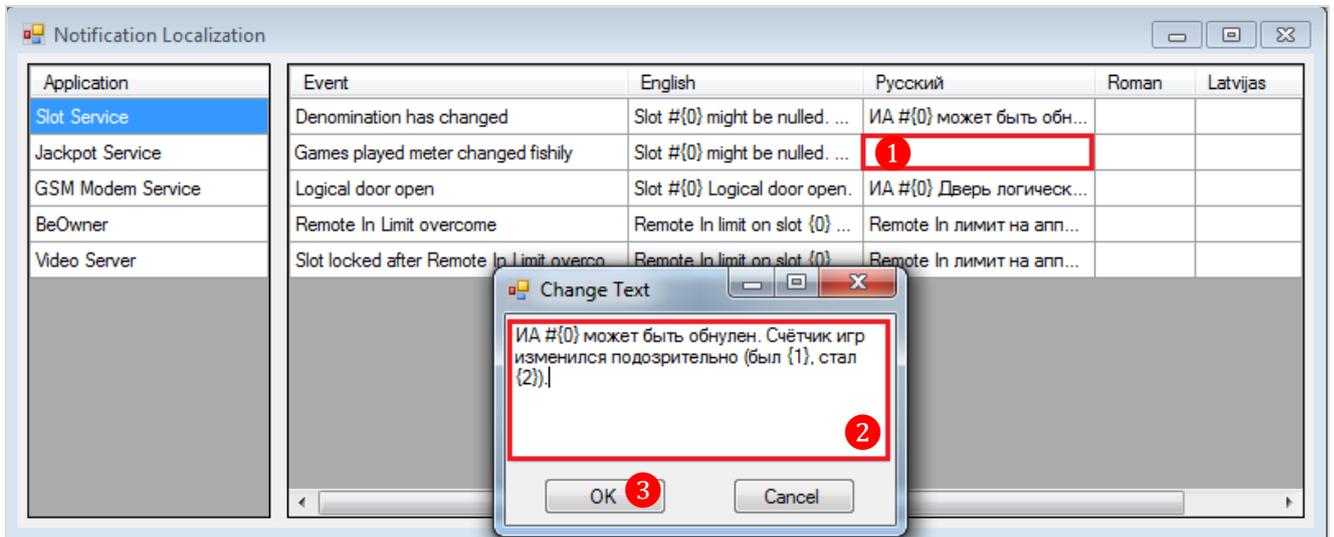


Event type table (right part of the form) contains a following columns:

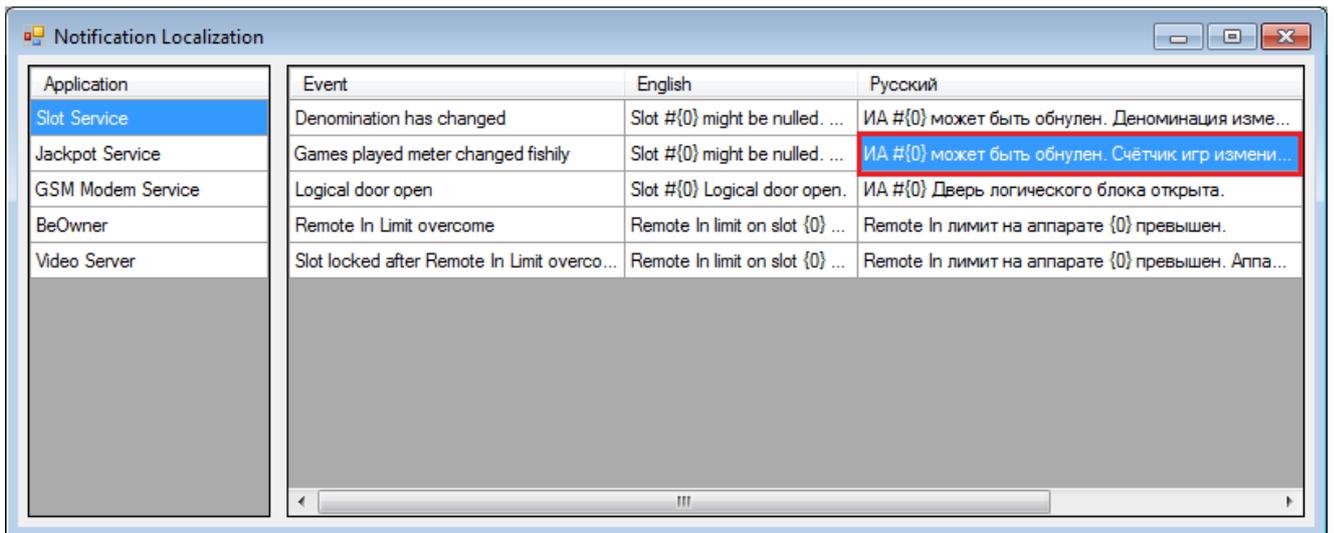
- 1) **Event** – short description of application or service.
- 2) **English** – message text template in English (you don't need to edit it).
- 3) **Русский** – entry field for message text in Russian.
- 4) **Romanian** – entry field for message text in Romanian.
- 5) **Latvian** – entry field for message text in Latvian.
- 6) **Español** – entry field for message text in Spanish.

Attention! Lists of applications and application events are created and edited only by developers.

To localize any messages it is necessary to use the message template text in English (**English** column), translate and add it to appropriate table cell. In order to edit messages text please double click on selected table cell. The window for entering or editing the text can be opened by double left clicking the line you need. When finished press to save changes.

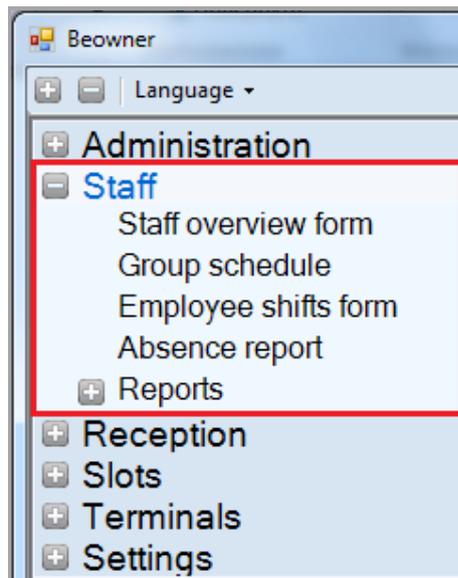


Added localized text for notification messages will be shown in table.



5 «Staff» module functionality.

Using «Staff» menu item you can keep a company employees record.



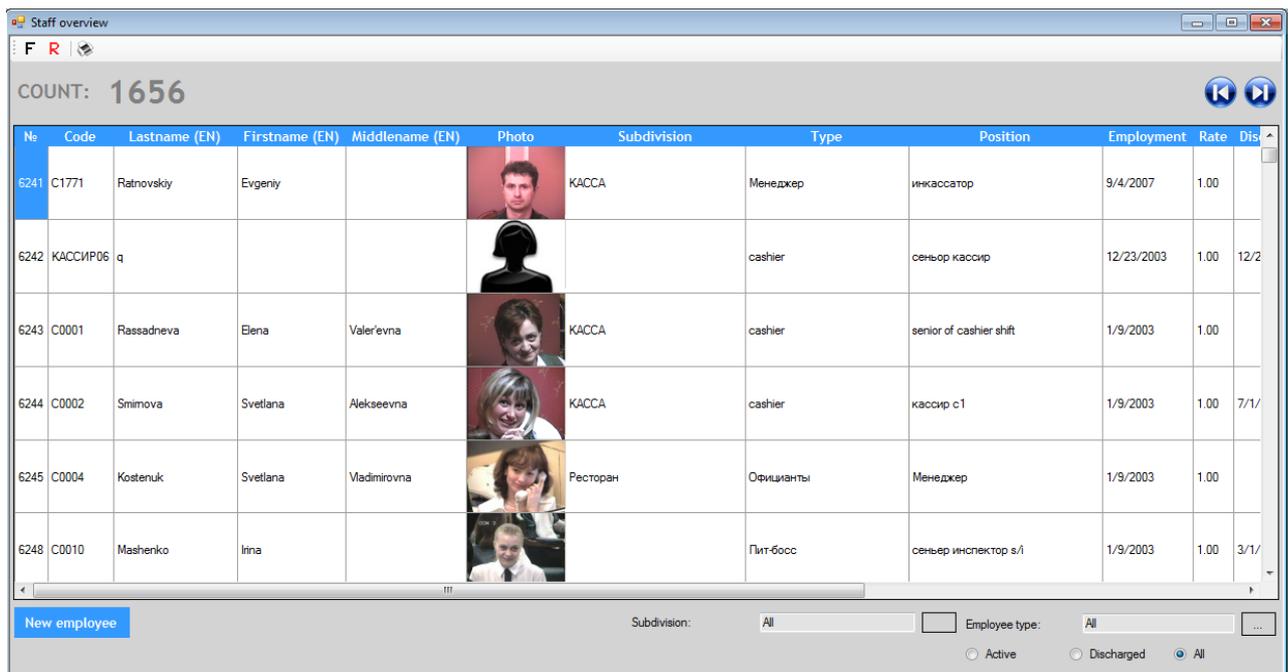
This module performs the following functions:

- Store employee data (name, passport number, contact information, photo, etc.).
- Log all operations in system and assign it with employees.
- Store employee job positions.

5.1 Registering an employee as system user.

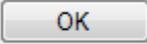
To register in the system of a new employee, you must do the following:

1. Open «Staff overview form», by selecting the main menu system «Staff» → «Staff overview form».



2. In the form, press **New employee** button, located in the lower left corner.

3. Next, you will see **Employee card**, where you can specify all the necessary data on employee.

Employee data is distributed across multiple themed bookmarks and after entering or editing data, you must save the result by clicking on  the button located on the bottom panel form (below the tabs).

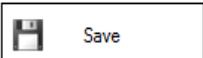
Next, follow a bookmark for more detail.

5.1.1 «Personal info» tab.

«Personal info» bookmark is intended for HR officer:

1. **Management employee options** (choice of parameters of the combo boxes by clicking on  button).

2. Employee photos.

-  - designed to upload pictures from your computer.
-  - designed for employee photographing via a connected webcam.
-  - designed to remove uploaded employee photos.
-  - designed to save photos to employee card.

3. **Sex** (set the mark at the desired values: **M** or **W**).

4. **Name, date of birth and employee contact number** in Russian or English languages (input it using keyboard).

5. «Pocket pwd» - password for accessing a mobile functionality (employee can store manually GM meters to the system using mobile client). Here you should enter a password.

6. **Employee's home address** (entered using the keyboard).

7. **Date of adoption of an employee** (input via a pop-up calendar).

8. **Experience Officer** (input via keyboard).

9. «Discharge» - filled in the case of job contract termination (please input date and reason for dismissal using keyboard).

Note: «№ card» field is not used currently and cannot be modified.

5.1.2 «Medicine card» tab.

«Medicine card» tab is intended for fixing the date of the latest medical examinations and employee preventive vaccinations (it's need be filled if necessary). The date is set by using the pop-up calendar, caused by pressing  button.

Field	Value	Action
Examination date:	01.01.1900	Calendar icon
Vaccination ADSM:	01.01.1900	Calendar icon
Vaccination measles:	01.01.1900	Calendar icon
Therapeutist:	01.01.1900	Calendar icon
Fluorography:	01.01.1900	Calendar icon
Dermatovenereological exam.:	01.01.1900	Calendar icon
Certification:	01.01.1900	Calendar icon

5.1.3 «Documents» tab.

«Documents» tab is designed for downloading of employee identification documents.

1. Documents entry form- data entry is carried out in the form fields using the keyboard.

2. Type of document - select the type of employee identity document from the drop-down list.

3. Scanned document copies display form (in the absence thereof is displayed «NO SCAN»).

If your computer is connected to the document scanner, you can upload scanned copies of document pages (up to 3 pages per document) to employee card. To do that open a form to create scans and upload scan copies by pressing on the left mouse button. System displays scanned document pages.

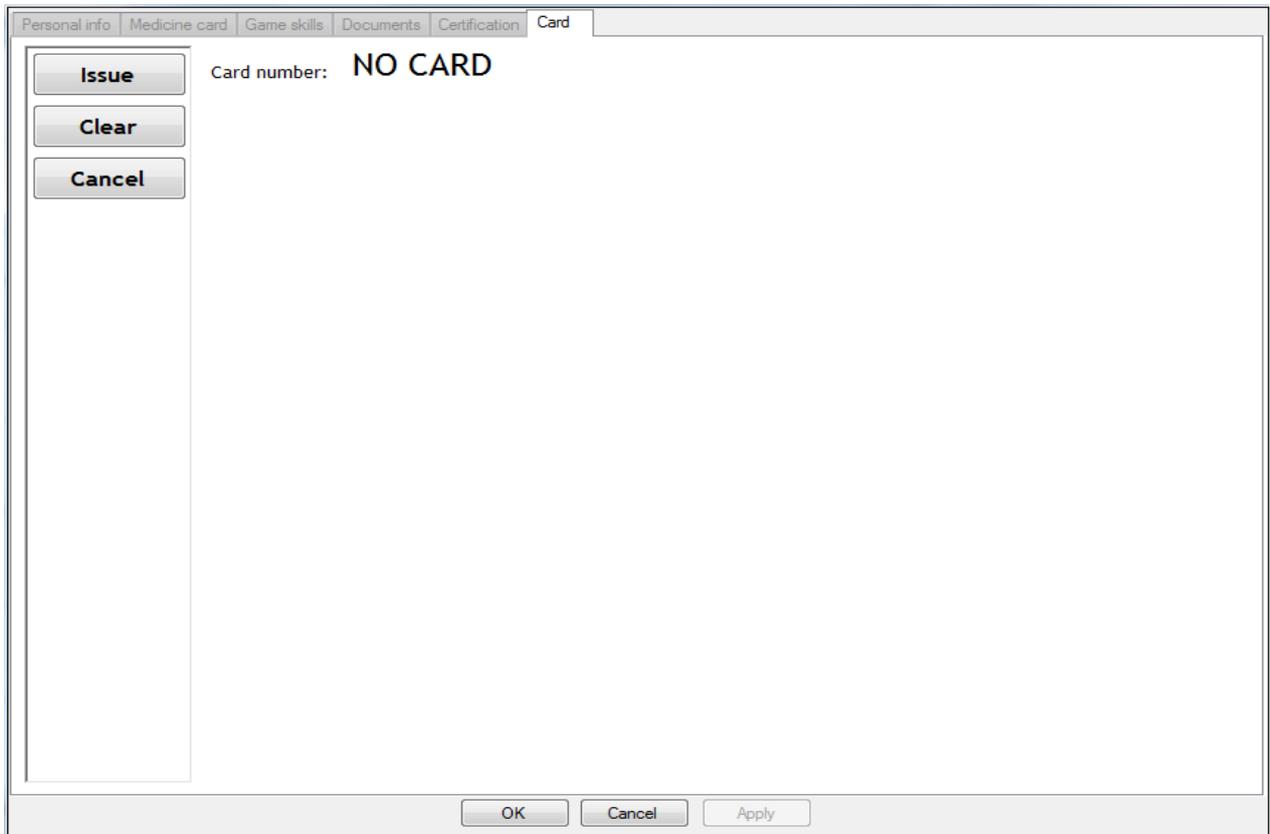
4.  New - click to add a new ID document to employee card.

5.  Passport - click to view and edit previously saved employee ID documents.

5.1.4 «Card» tab.

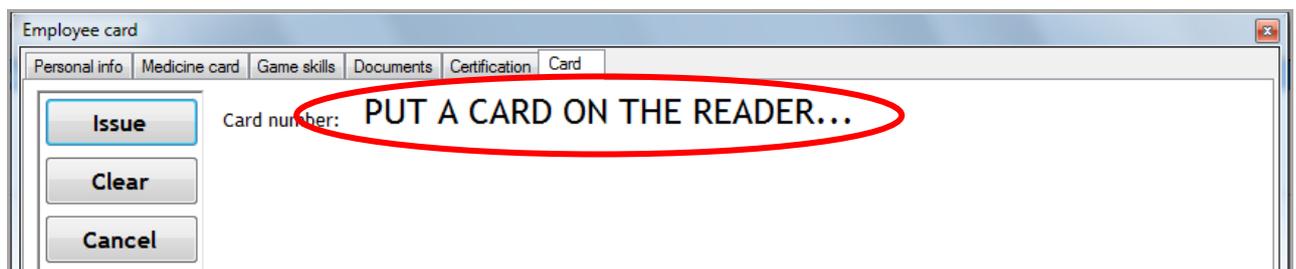
In order to confirm «PTS → Card» operation, club manager and / or the cashier must put its personal card to the card reader.

Thus, the tab «Card» is designed for issuing employee personal cards.

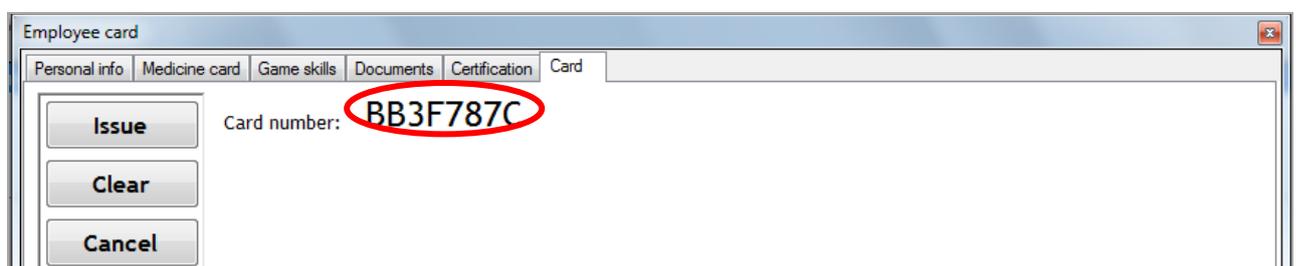


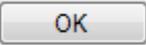
The procedure is as follows:

1. Press on .
2. Then you will see «PUT A CARD ON THE READER ...». So you need to put the card on the reader.

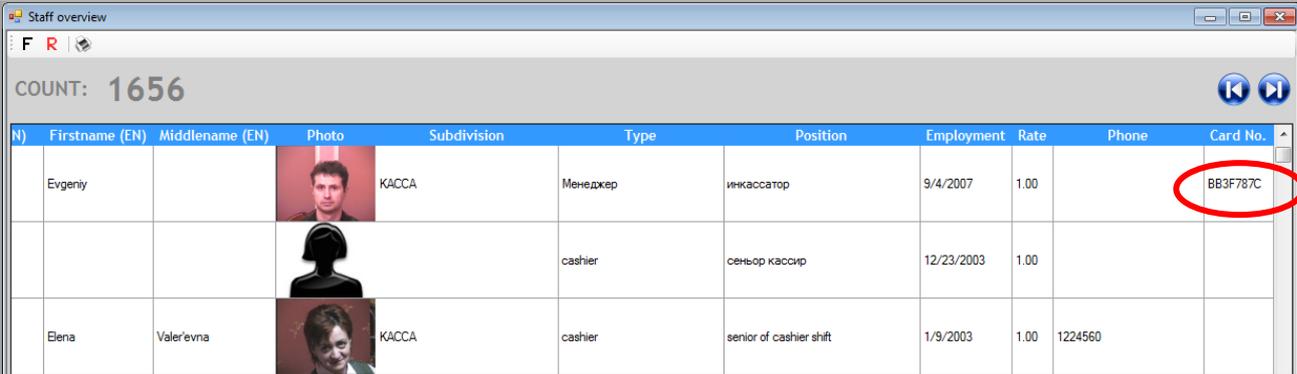


Once you put employee personal card to the reader, card serial number will be displayed at the tab header. Thus, personalized card will be assigned to employee.



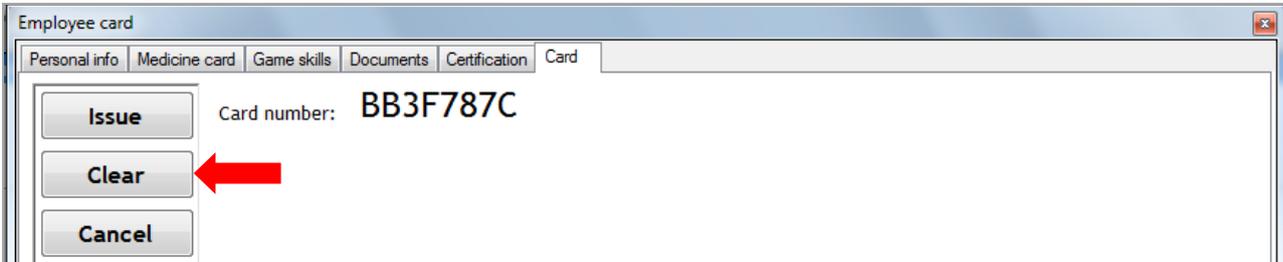
3. To save changes, click  below the tab.

Serial number of employee card will be displayed in the «**Card No**» column.



N)	Firstname (EN)	Middlename (EN)	Photo	Subdivision	Type	Position	Employment	Rate	Phone	Card No.
	Evgeniy			КАССА	Менеджер	инкассатор	9/4/2007	1.00		BB3F787C
					cashier	сеньор кассир	12/23/2003	1.00		
	Elena	Valer'evna		КАССА	cashier	senior of cashier shift	1/9/2003	1.00	1224560	

In case if you want to delete or reassign employee card, put this card to card reader, go to the «**Card**» tab and click .



Employee card

Personal info | Medicine card | Game skills | Documents | Certification | **Card**

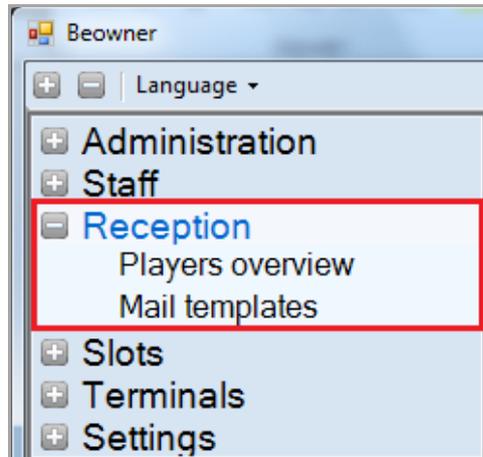
Issue Card number: BB3F787C

Clear ←

Cancel

6 «Reception» module functionality.

«Reception» functionality helps to register customers in integrated CRM database, creates templates for E-mail marketing, provides loyalty support.



This module performs the following functions:

- Store players data (name, passport number, contact information, photo, etc.).
- Issue player's personal loyalty cards.
- Creating Templates for E-mail newsletters..
- SMS sending.
- Search across client database.
- Analyze customer financial activity.

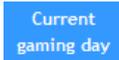
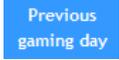
6.1 Players Overview Form.

To open «Players overview» form you need to select «Reception» → «Players overview» in system main menu. By default, the list of players for the current gaming day will be loaded into the players overview form.

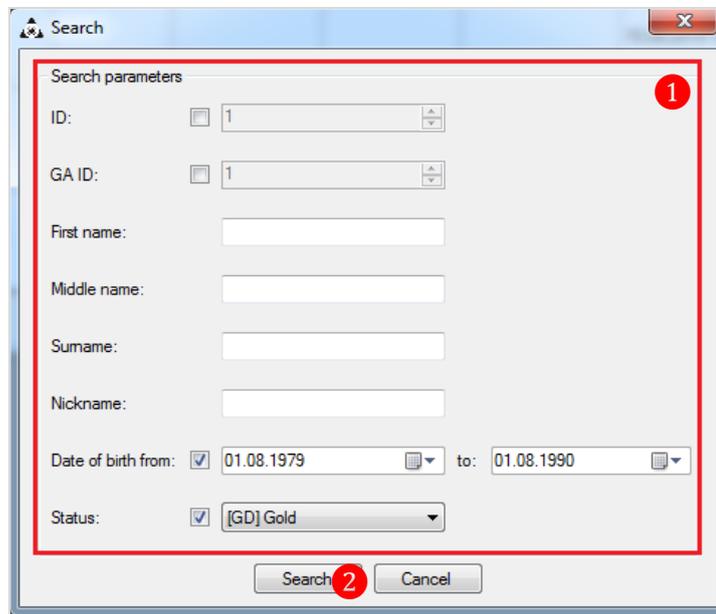
Records count: 327

No.	GA ID	Surname	First name	Middle name	Sex	Birth	Country	Photo	Status	Card series	Company code
1	1	Bondov1	James1	Olegovich1	Woman	30.08.1981	United Kingdom (UK)		SL	TE	ST
2	2	Baldwin	Alec		Man	29.08.1901	Russian Federation		SL	TE	ST
3	3	Иванов	Роман	Ивановичкае	Woman	30.08.1962	Russian Federation		SL	TE	ST
4	4	Васильев1	Виктор		Man	01.11.1900	Russian Federation		SL		

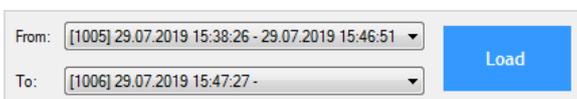
This form contains the following elements:

1.  - the button-filter for a players list. When the filter is applied, the list displays the players who place bets on gaming machines in the current gaming day.
2.  - the button-filter for a players list. When the filter is applied, the list displays the players who place bets on gaming machines in the previous gaming day.
3.  - the button to call the form to search for players by parameters:
 - ✓ ID
 - ✓ Surname / First name / Middle name
 - ✓ Nickname
 - ✓ Date of birth
 - ✓ Status

Just set the desired parameters and click the «**Search**» button.



4.  - the button-filter for a players list. When the filter is applied, the list displays all the players ever registered in the club.

5.  - the filter for a players list. When the filter is applied, the list displays the players who place bets on gaming machines in the specified period.

6.  - the button-filter «**Birthday**». With a superimposed filter, only those players who have a birthday **yesterday**, **today**, and **tomorrow** will be shown here.

7.  /  - buttons to the **first record** / **last record** in the list.

8. **Records count** - the number of players in the current list. When some kind of filter is applied, the number of players that fall under the filter value is displayed here.

9. Filters designed to search across client database or allowing to find selected clients according to certain criteria (more on this in Section [«Data Searching and Filtering»](#)). **F** – apply a filter, **R** – reset all filters.

10. List of players. Player`s form opens by double-clicking on the appropriate line.

The following player data is displayed in the overview form:

- **№** – ID, personal player number in the system.
 - **Surname / First name / Middle name**
 - **Nickname** – short name, player nickname.
 - **Sex** – player gender.
 - **Birth** – player date of birth.
 - **Photo** – player photo if available.
 - **Status** – player status, indicated by the appropriate color (depends on the settings in the system).
 - **Card series / Company code / Card number** – player`s personal bonus card number. If the series, company code and card number are highlighted with **red** background - it means that the client's personal bonus card is blocked (more details about it in p. [«Card» tab](#)).
 - **Card expiration** – expiration date of the player`s personal card.
 - **Registration date** – date of registration of the player in the system.
- If the string is highlighted in **yellow** - this means that system operator must perform some actions in the player card (more on this in section [«Personal info» tab](#)).
- If the string is highlighted in **red** - this means that the player is in the black list (more on this in Section [«Black list» tab](#)).

Also sometimes you can see different symbolic icons over the customer picture:

- If in the upper left corner of player photo is appeared a yellow icon with the letter **i** - this means that the player has one or more notes (details in section. [«Notes» tab](#)).

№	Surname	First name	Middle name	Birth	Photo	Status	Card series	Company code
465		test1				ST		

- If in the upper right corner of player photo is appeared a balloon icon  - it means that the player has a coming up birthday. Birthday warnings are available in one day before the birthday, and one day after birthday.

№	Surname	First name	Middle name	Birth	Photo	Status	Card series	Company code
466		test2		26.08.2019		ST		

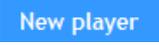
11. Functional form with panel buttons:

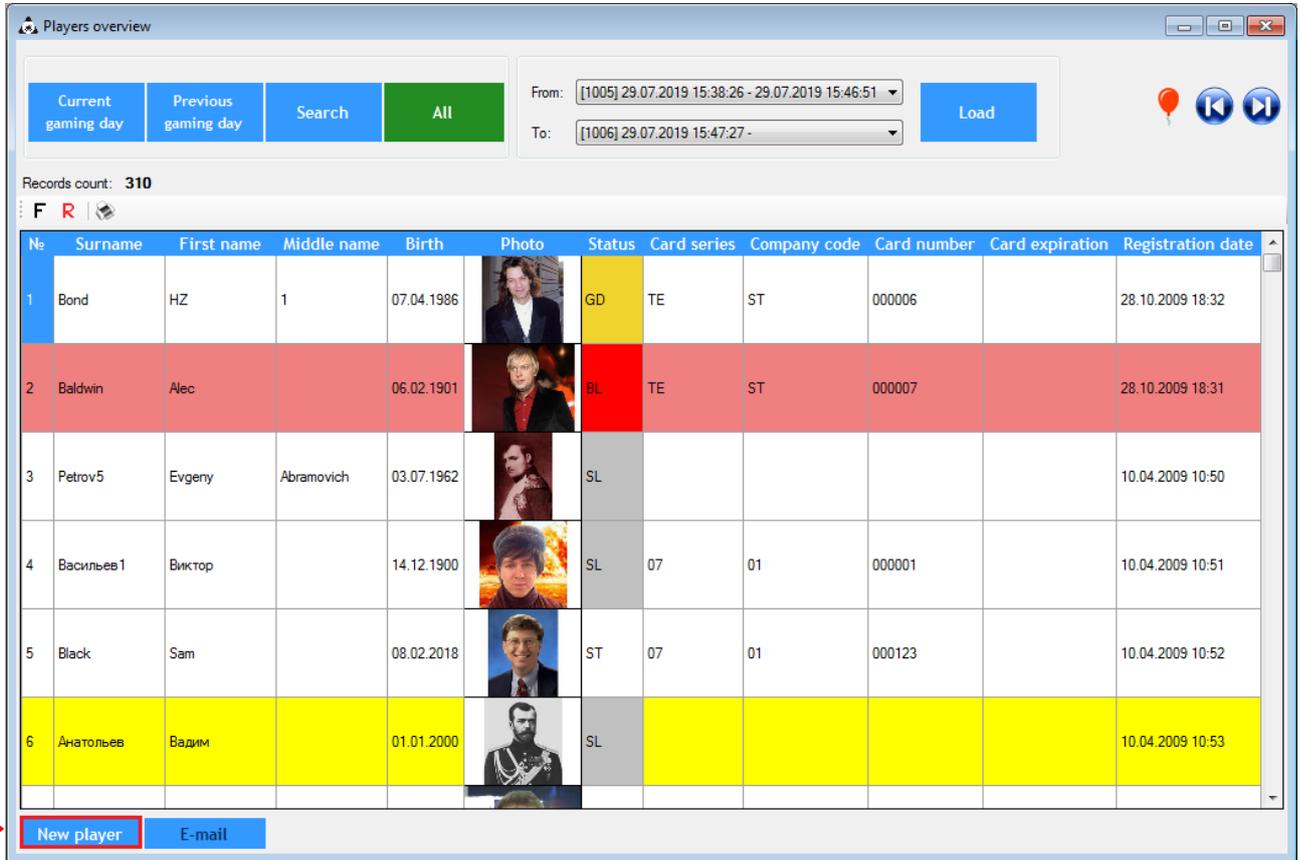
- New player** - the button to open the form to log in to a new player.
- Send e-mail** - button push email (details in section [«E-mail sending»](#)).

Note: When using the system to manage slots on this form is used only the buttons listed above.

6.2 New Player registration.

In order to register in the system of a new player, you must do the following:

1. Select the menu «**Reception**» → «**Players overview**».
2. In the form, press the button  located on the bottom panel.



The screenshot shows the 'Players overview' window with a table of player records. The table has the following columns: №, Surname, First name, Middle name, Birth, Photo, Status, Card series, Company code, Card number, Card expiration, and Registration date. The records are as follows:

№	Surname	First name	Middle name	Birth	Photo	Status	Card series	Company code	Card number	Card expiration	Registration date
1	Bond	HZ	1	07.04.1986		GD	TE	ST	000006		28.10.2009 18:32
2	Baldwin	Alec		06.02.1901		BL	TE	ST	000007		28.10.2009 18:31
3	Petrov5	Evgeny	Abramovich	03.07.1962		SL					10.04.2009 10:50
4	Васильев1	Виктор		14.12.1900		SL	07	01	000001		10.04.2009 10:51
5	Black	Sam		08.02.2018		ST	07	01	000123		10.04.2009 10:52
6	Анатолев	Вадим		01.01.2000		SL					10.04.2009 10:53

At the bottom of the window, there are two buttons: 'New player' and 'E-mail'. A red arrow points to the 'New player' button.

3. Next opens **Player registration card**, in which you need to specify all the necessary data for a new player.

Player registration card

First name:

Middle name:

Surname:

Nickname:

Date of birth: 01.01.1900

Status: Обычный

Company:

Position:

Age group

Constitution

Glasses

Group

Hair

Hair color

Hair length

Hair on the face

Stature

Player number: ?

Sex: Man Woman

Resident: Yes No

Advice:

OK Cancel Apply

All data are grouped by subject tabs and after entering or editing any data necessary to store the result of pressing the button located on the bottom panel of the form (below the tabs). To cancel the changes you need to press the button .

Completeness of the information about the client brought into the system, defined business rules of the company. For example, if you do not need to make information on the documents tab «Documents» can be left blank, etc.

Next, consider a bookmark in more detail.

6.2.1 «Personal info» tab.

Tab «Personal info» can specify the following basic information about the client:

1. **Name.**
2. **Nickname.**
3. **Date of birth.**
4. **Status** (VIP, regular, etc.) - select from the drop-down list (for more details about the status of players in paragraph [«Player Statuses»](#)).
5. **Company** – the place of work.
6. **Position.**
7. **Age group** – select from the drop-down list.
8. **Company** - the place of work.
9. **Position.**
10. **Age group** - choose from the drop-down list.

11. External signs - information about the external signs of man. This information is necessary for the convenience of the client search, if an employee forgot or did not know the name of the client.

12. Advice - This field is for a special alert the operator. For example, the client is very important and the manager had personally come and say hello to the client. To do this, tick and write: «When a client logs in the game room, call the manager». In this case, the digest form players, such customer will be highlighted in yellow.

13. Photo - in this block displays photos client if it is loaded on the tab «Photo». If the picture is not loaded, it will be displayed silhouette (male or female, depending on gender).

14. Player number - is automatically generated after the client is stored in the database. At the time of registration of the client instead of a question mark is displayed.

15. Sex - place a check mark «Man» / «Woman».

16. Resident. If there is a mark «Yes» - means people are not local, that is, from another city or another country.

Player registration card

Personal info

1 First name: James

2 Middle name: 1

3 Surname: Bond

4 Nickname: Phil

5 Date of birth: 20.10.1986

6 Status: Beginner

7 Company:

8 Position:

9 Age group: 18 - 30

10 Constitution: Normal

Glasses:

Group: American

Hair:

Hair color: Dark

Hair length: Long

Hair on the face:

Stature: Tall

11 Player number: 1

12 Sex: Man Woman

13 Resident: Yes No

14 Advice:

OK Cancel Apply

6.2.2 «Documents» tab.

Tab «**Documents**» starts information about the documents provided by the client (passport, driving license, visa, etc.).

The screenshot shows the 'Player registration card' window with the 'Documents' tab selected. The window is divided into several sections:

- 1**: A sidebar on the left with three buttons: 'Passport', 'Visa', and 'Migration card'. The 'Passport' button is highlighted.
- 3**: A main form area containing various input fields for document details, including 'Country' (set to 'Afghanistan'), 'Date of issue', 'Date of expiration', and 'Authority'.
- 4**: A vertical stack of three black boxes with the text 'NO SCAN' in white, indicating that no scanned copies have been uploaded.
- 2**: A 'New' button with a blue folder icon, located at the bottom right of the form area.

At the bottom of the window are 'OK', 'Cancel', and 'Apply' buttons.

When filling Bookmarks «**Documents**» the following procedure:

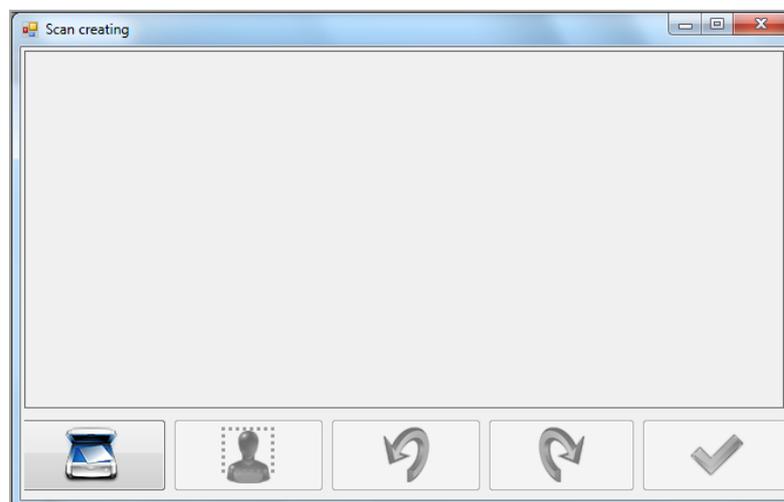
1. Select the type of document provided by the client using the «**Passport**», «**Visa**», «**Migration card**».

2. Press the button  to become active form fields for data entry.

3. Enter the document data in the field and cell shape.

4. If necessary, create and upload scanned copies of pages of the document to the card player (if your computer is connected to the scanner) - up to 3 pages per document.

Opening a form to create and upload the scan copies by pressing the left mouse button on the window display scanned copies (in their absence is displayed «NO SCAN»).





- button starts the scanning process.



- button to cut out photographs document the client and save it to the photo gallery of the client (see tab «**Photo**»). Functionality of this button will be available after the scan copy of pages of the document will be saved (button  is pressed) and will be re-entered into this form.



- button rotation scan copies counterclockwise.



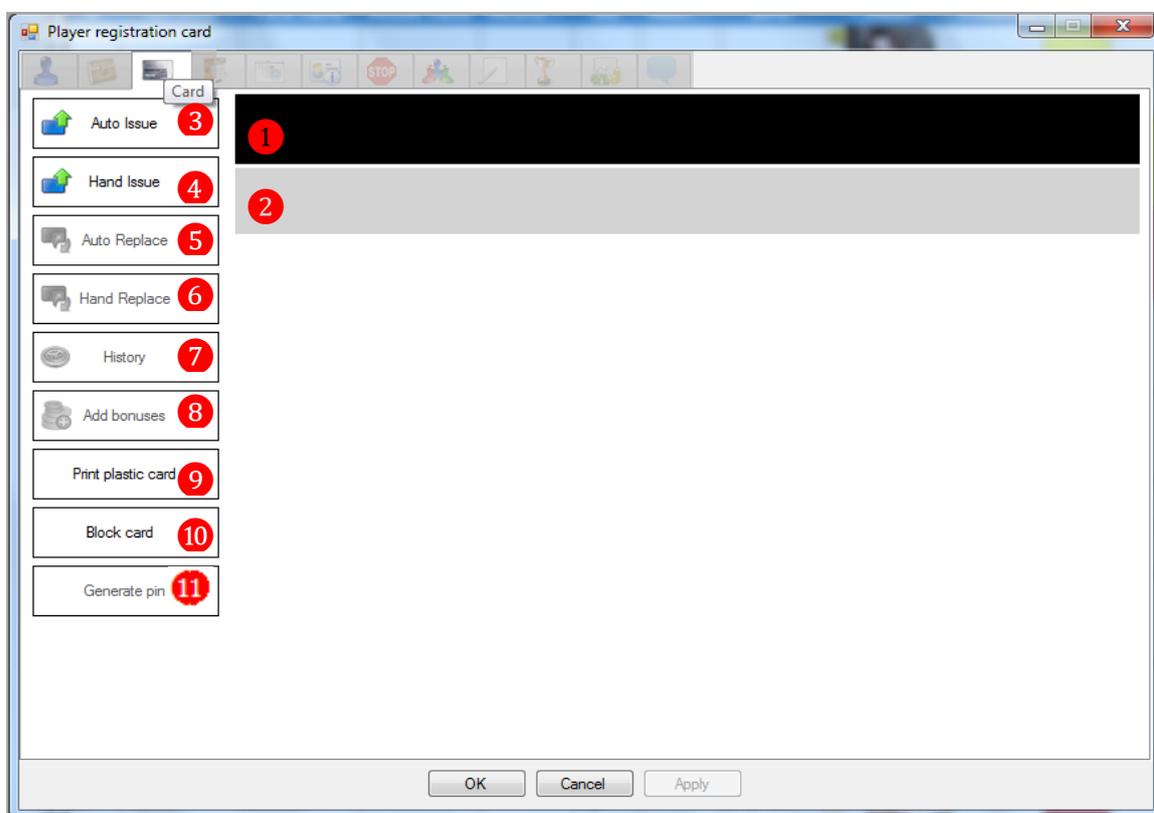
- button turning scanned copy of the document clockwise.



- button to save the scan copy of the document or cut out pictures in the photo gallery of the client.

6.2.3 «Card» tab.

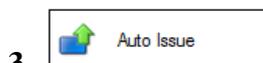
Tab «**Card**» the issuing personal card customer, charge bonuses and card printing.



Functional bookmarks «Card»:

1. The display area of the card number, the cells to enter the card number for automatic invitation card issuance, as well as manually entering the card number.

2. Display area PIN-code personal card player.



- button automatic issuing personal card. The method depends on the type of issuing card (magnetic card or RFID). After clicking on the black box **9** appears «**Run the magnetic card through the card reader**».



Once you attach the bonus card to the reader, its number will be displayed in a black box. Thus, the bonus card will be assigned to the client.

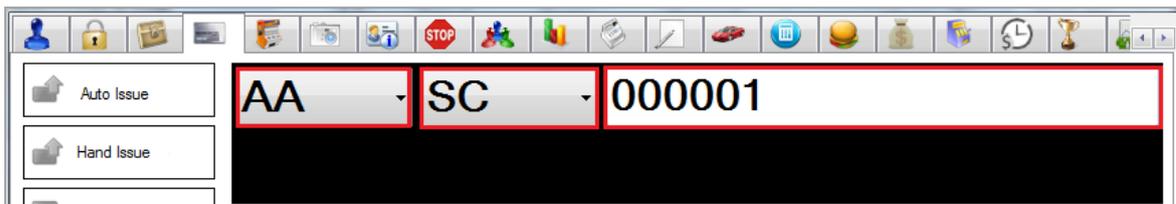
Note: To use the automated generation of pre-programmed bonus cards, i.e. card with already assigned numbers in the format XX-YY-ZZZZZZ (more on this in section [«Bonus Card Programming»](#)).



4. - button issue cards with manual number assignment. In manual number assignment will be no personification of financial activity.

After clicking on the black box 9 cells appear to enter the card number:

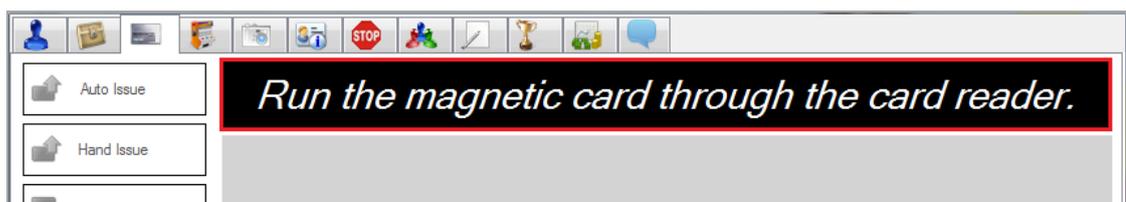
- ✓ Select series cards.
- ✓ Select a code card companies.
- ✓ Enter the card number (six characters).



When you finish entering the card number is necessary to press the button  at the bottom of the tab, and the assigned number will be displayed on the field:



5. - button to automatically replace the personal card. Replacement method depends on the type of card (magnetic card or RFID). After clicking on the black box 9 appears «Run the magnetic card through the card reader».



6. - button to replace the card with manual entry of numbers . After clicking on the cell will appear to enter the new card and the reasons for replacement:

- ✓ Select series cards.
- ✓ Select a code card companies.

- ✓ Enter the card number (six characters).
- ✓ Enter the reasons for changing the card.

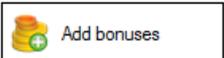
AA SC 000002
Loss

At the end of the entry, press the button  at the bottom of the tab, and assigned a new number will be displayed on the field:

AA-SC-000002

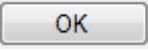
7.  - the button to open the form to view the history substitutions personal card player with the dates and reasons for the replacement.

	Series	Company	Number	Replace date	Replace reason
*					

8.  - button on the card bonuses Player. After clicking on the button will show the following cell:

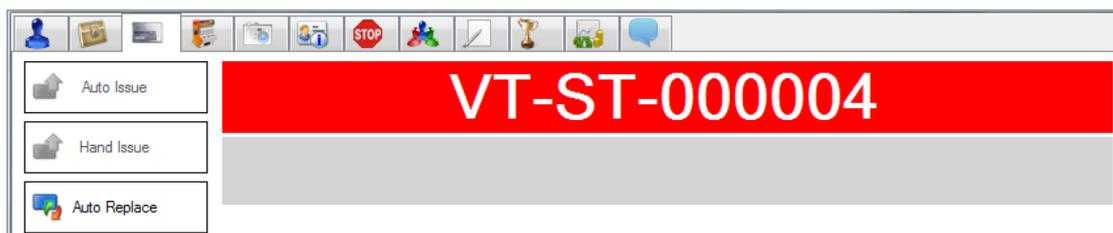
- 1) **Bonuses source** - from the drop-down list to select **Slot**.
- 2) **Number of bonuses** - enter the number of points that must be credited to the card player.

Bonuses source: Slot
Number of bonuses: 100

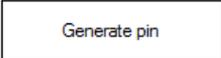
At the end of the entry, press the button  on the panel under the tab.

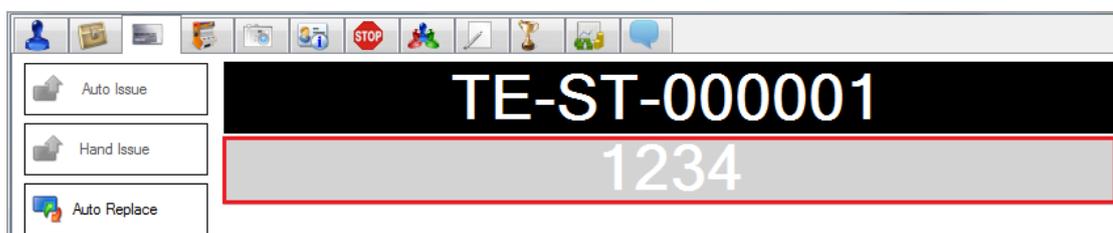
9.  - print button shirt card on a special printer. Only works with the printer for printing plastic cards, connected to the computer.

10.  - lock button personal card player. After clicking on the card will be locked, and the field with its number will change from black to red.



To save the changes you need to press the button  at the bottom of the tab.

11.  - key generation PIN-code for the personal card player. After clicking on the gray box displays the generated PIN-code.



6.2.4 «Slots» tab.

Tab «Slots» displayed financial client activity with details on cashdesk operations and gaming machines.

Player registration card									
Gaming day	Date open	Date close	Cashdesk			PTS Redeemed	Total Drop	Total Out	Drop/Out Result
			In	Out	Result				
			221793.27	2034295.07	1812501.80		21 120.00	90 228.00	-69 108.00
976	10.04.2019 11:46	25.04.2019 12:06	0,00	0,00	0,00		14 500,00	1 600,00	12 900,00
969	25.03.2019 17:20	27.03.2019 17:20	0,00	0,00	0,00		3 400,00	5 407,00	-2 007,00
965	13.03.2019 17:38	22.03.2019 17:20	0,00	0,00	0,00		100,00	57 620,00	-57 520,00
964	11.03.2019 19:07	13.03.2019 17:38	0,00	0,00	0,00		0,00	100,00	-100,00
959	17.01.2019 11:20	12.02.2019 18:47	0,00	0,00	0,00		0,00	2 806,00	-2 806,00
903	09.01.2019 17:57	11.01.2019 12:12	0,00	0,00	0,00		0,00	65,00	-65,00
895	17.12.2018 15:49	18.12.2018 15:49	0,00	0,00	0,00		2 500,00	3 500,00	-1 000,00
894	17.12.2018 12:08	17.12.2018 15:49	0,00	0,00	0,00		600,00	600,00	0,00
893	10.12.2018 15:01	17.12.2018 12:08	0,00	0,00	0,00		20,00	18 430,00	-18 410,00
892	23.11.2018 16:16	10.12.2018 15:01	0,00	0,00	0,00		0,00	100,00	-100,00
681	05.12.2017 10:09	06.12.2017 9:22	8963,00	9419,00	456,00				
545	21.03.2017 13:00	23.03.2017 13:01	1000,00	1000,00	0,00				
532	07.03.2017 13:00	08.03.2017 13:00	1100,00	510,00	-590,00				
528	03.03.2017 13:00	04.03.2017 13:00	103,00	4,00	-99,00				
524	06.12.2016 16:53	28.02.2017 13:00	41807,00	300,00	-41507,00				
427	14.12.2015 14:56	11.01.2016 17:18	100,00	0,00	-100,00				
404	21.09.2015 10:25	14.10.2015 10:47	2990,00	1950,00	-1040,00				
403	17.09.2015 12:23	21.09.2015 10:25	500,00	0,00	-500,00				
394	15.07.2015 10:00	16.07.2015 10:00	457,00	7,00	-450,00				
390	11.07.2015 10:00	12.07.2015 10:00	10,00	30,00	20,00				

Bond HZ 1



TE-ST-000006

TOTAL

Card Balance 0

PTS Balance 2681300

The right side of the tab displays personal player information:

- 1) Player's name and surname

- 2) Photo player (if available)
- 3) The player's bonus card number.
- 4) Current cash balance of the player card.
- 5) Current PTS balance of the player card.

Cashdesk						
In	Out	Result	PTS Redeemed	Total Drop	Total Out	Drop/Out Result
221793,27	2034295,07	1812501,80		21 120,00	90 228,00	-69 108,00
0,00	0,00	0,00		14 500,00	1 600,00	12 900,00
0,00	0,00	0,00		3 400,00	5 407,00	-2 007,00
0,00	0,00	0,00		100,00	57 620,00	-57 520,00
0,00	0,00	0,00		0,00	100,00	-100,00
0,00	0,00	0,00		0,00	2 806,00	-2 806,00
0,00	0,00	0,00		0,00	65,00	-65,00
0,00	0,00	0,00		2 500,00	3 500,00	-1 000,00
0,00	0,00	0,00		600,00	600,00	0,00
0,00	0,00	0,00		20,00	18 430,00	-18 410,00
0,00	0,00	0,00		0,00	100,00	-100,00
8963,00	9419,00	456,00				
1000,00	1000,00	0,00				

1 Bond HZ 1



2

3 TE-ST-000006

TOTAL

4 Card Balance 0

5 PTS Balance 2681300

Table financial results Player grouped by day, the following data:

Columns	Description
Gaming day	ID-numbers of gaming days.
Date open	Start date of the gaming day.
Date close	Closing date of the gaming day.
Cashdesk	
In	The amount of money received from the player in the cashdesk (the player gives the money to the cashier and he credits them to his personal card).
Out	The amount of money paid to the player from the cashdesk.
Result	The financial result of the player on cashdesk transactions (Out - In).
Slots	
PTS Redeemed	The amount of PTS redeemed and charged to the player's card.
Total Drop	The amount of cash entered by the player into the gaming machine through the bill acceptor, «with the key» and Ticket In.
Total Out	The amount of cash withdrawn by the player from the machine through the bill acceptor, Handpay and Ticket Out.
Drop/Out Result	The financial result of the player on gaming machines relative to the club (Total Drop - Total Out)
Coin In	The amount of player bets on gaming machines.
Coin Out	The amount of the player's winnings on gaming machines, including jackpots.
Coin In/Out Result	The result of the player on gaming machines (Coin In - Coin Out).
Variance	Difference between Drop/Out Result and Coin In/Out Result .
Games Played	The number of games played (sessions) on gaming machines.
PTS Earned	The amount of PTS earned by the player per game on gaming machines.

In the top row of the table, highlighted in green, displays the total values of the columns.

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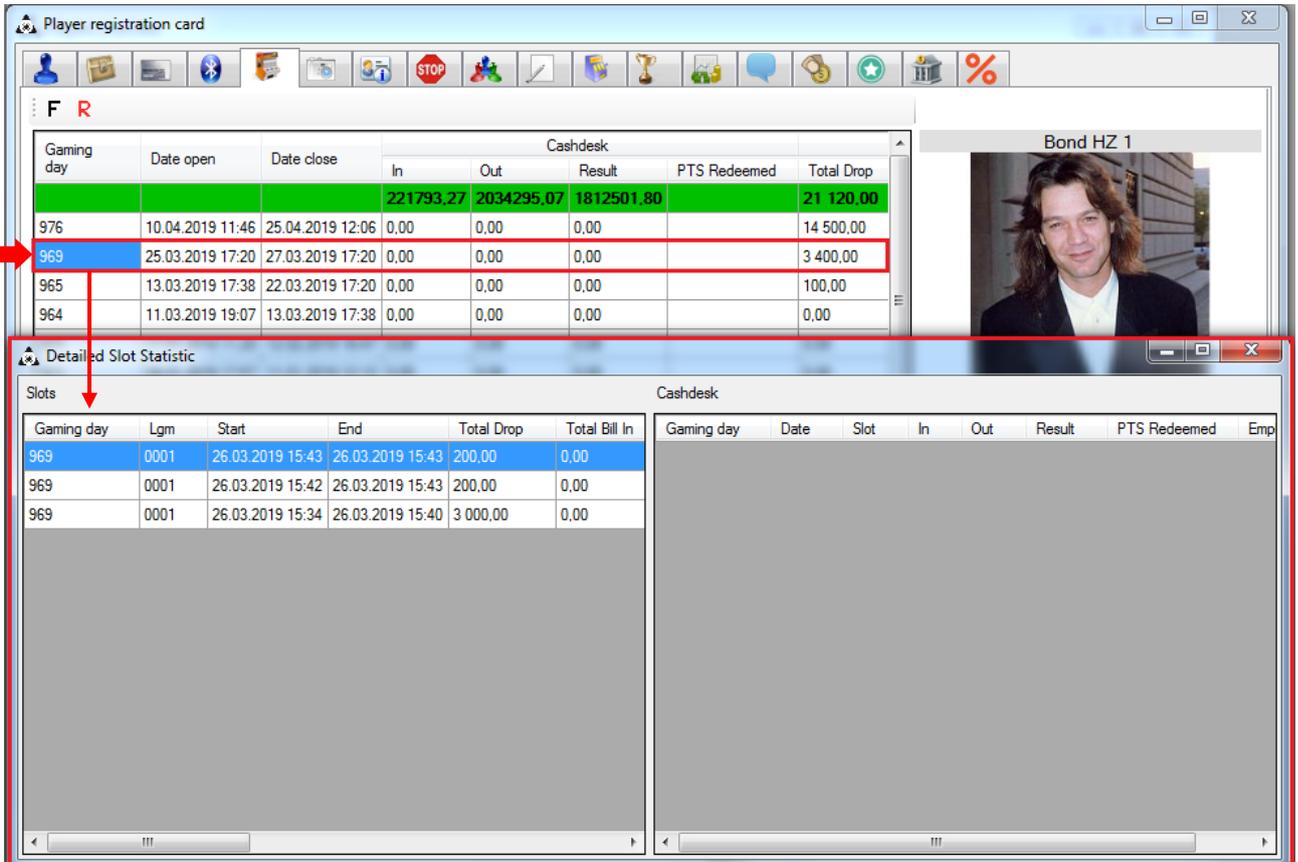
Cashdesk				Slots								
In	Out	Result	PTS Redeemed	Total Drop	Total Out	Drop/Out Result	Coin In	Coin Out	Coin In/Out Result	Variance	Games Played	PTS Eamed
221793,27	2034295,07	1812501,80		21 120,00	90 228,00	-69 108,00	27 804,00	21 427,00	6 377,00	-75 485,00	83	2780400,00
0,00	0,00	0,00		14 500,00	1 600,00	12 900,00	1 200,00	300,00	900,00	12 000,00	12	120000,00
0,00	0,00	0,00		3 400,00	5 407,00	-2 007,00	2 200,00	4 107,00	-1 907,00	-100,00	14	220000,00
0,00	0,00	0,00		100,00	57 620,00	-57 520,00	21 800,00	15 320,00	6 480,00	-64 000,00	47	2180000,00
0,00	0,00	0,00		0,00	100,00	-100,00	900,00	0,00	900,00	-1 000,00	3	90000,00
0,00	0,00	0,00		0,00	2 806,00	-2 806,00	704,00	1 510,00	-806,00	-2 000,00	5	70400,00
0,00	0,00	0,00		0,00	65,00	-65,00	0,00	70,00	-70,00	5,00	0	
0,00	0,00	0,00		2 500,00	3 500,00	-1 000,00	0,00	0,00	0,00	-1 000,00	0	
0,00	0,00	0,00		600,00	600,00	0,00	0,00	0,00	0,00	0,00	0	
0,00	0,00	0,00		20,00	18 430,00	-18 410,00	0,00	20,00	-20,00	-18 390,00	0	
0,00	0,00	0,00		0,00	100,00	-100,00	1 000,00	100,00	900,00	-1 000,00	2	100000,00
8963,00	9419,00	456,00										

This form has a standard filtering and data search system.



Cashdesk				Slots			
In	Out	Result	PTS Redeemed	Total Drop	Total Out	Drop/Out Result	Coin In
221793,27	2034295,07	1812501,80		21 120,00	90 228,00	-69 108,00	27 804,00
0,00	0,00	0,00		14 500,00	1 600,00	12 900,00	1 200,00
0,00	0,00	0,00		3 400,00	5 407,00	-2 007,00	2 200,00
0,00	0,00	0,00		100,00	57 620,00	-57 520,00	21 800,00
0,00	0,00	0,00		0,00	100,00	-100,00	900,00

A double click of the mouse on the string of any gaming day opens a form with detailed player statistics for the gaming sessions on the gaming machines (**Slots**) and operations on the club cashdesks (**Cashdesk**) in this gaming day.



Player registration card

Player: Bond HZ 1

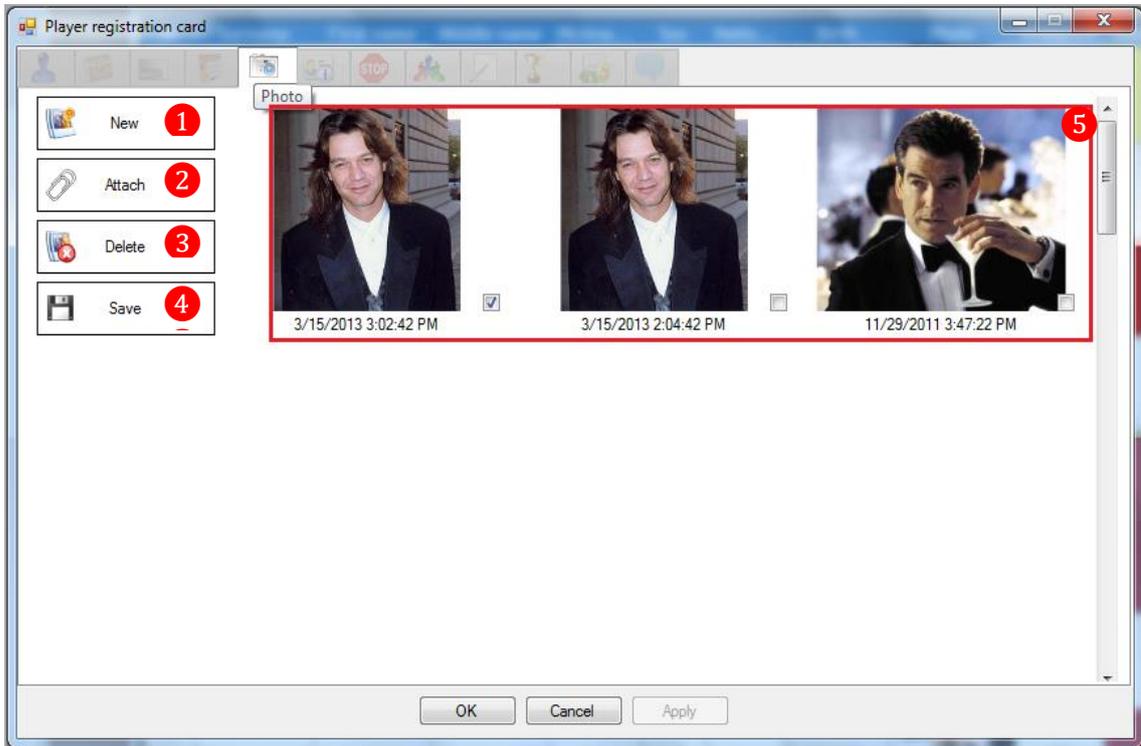
Gaming day	Date open	Date close	Cashdesk				
			In	Out	Result	PTS Redeemed	Total Drop
			221793,27	2034295,07	1812501,80		21 120,00
976	10.04.2019 11:46	25.04.2019 12:06	0,00	0,00	0,00		14 500,00
969	25.03.2019 17:20	27.03.2019 17:20	0,00	0,00	0,00		3 400,00
965	13.03.2019 17:38	22.03.2019 17:20	0,00	0,00	0,00		100,00
964	11.03.2019 19:07	13.03.2019 17:38	0,00	0,00	0,00		0,00

Detailed Slot Statistic

Slots						Cashdesk							
Gaming day	Lgm	Start	End	Total Drop	Total Bill In	Gaming day	Date	Slot	In	Out	Result	PTS Redeemed	Emp
969	0001	26.03.2019 15:43	26.03.2019 15:43	200,00	0,00								
969	0001	26.03.2019 15:42	26.03.2019 15:43	200,00	0,00								
969	0001	26.03.2019 15:34	26.03.2019 15:40	3 000,00	0,00								

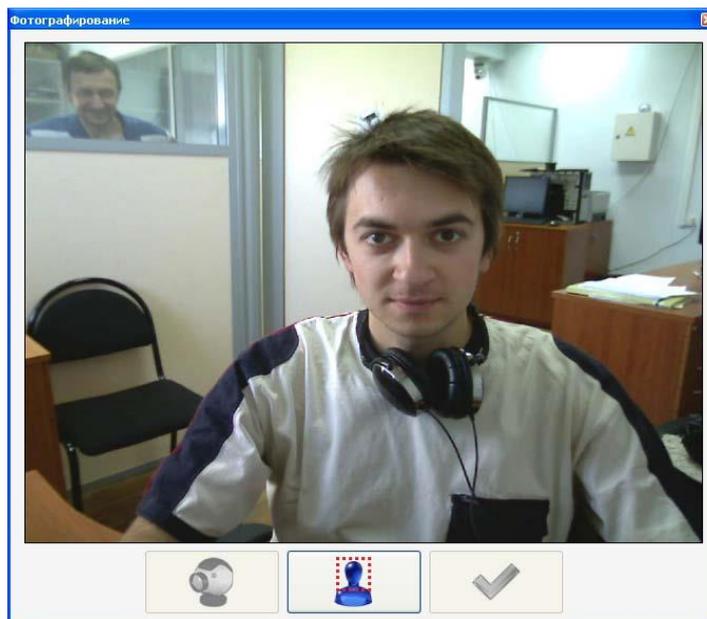
6.2.5 «Photo» tab.

Tab «**Photo**» contains a photo gallery, which you can upload photos using client WEB-cameras, as well as the computer's hard disk.



Functional bookmarks «Photo»:

1.  **New** - the button to open the form to create a new photo using the WEB-camera.

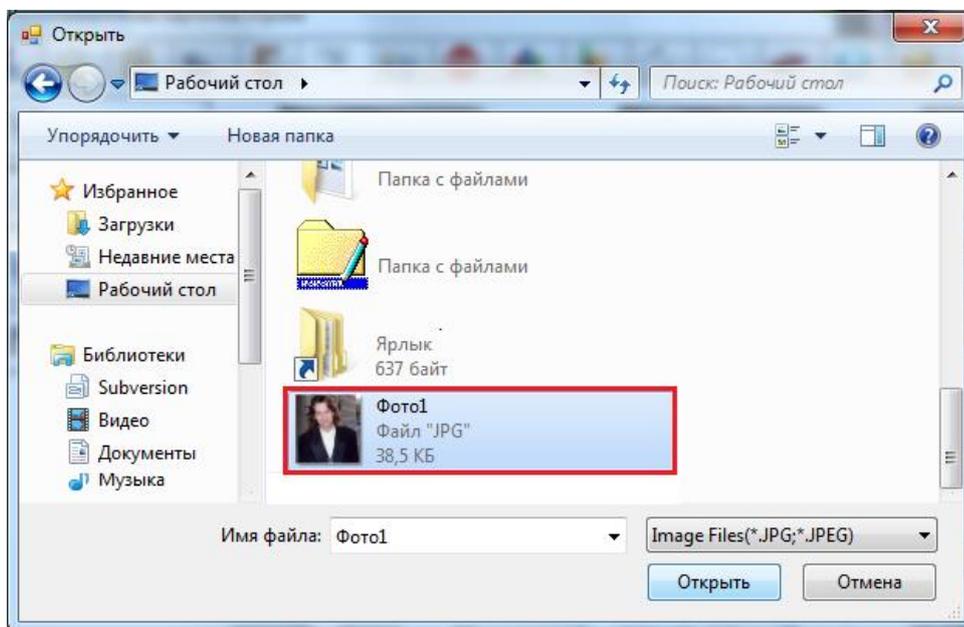


In the form, you must:

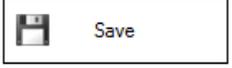
- 1) To fix the image, click on the middle button - .

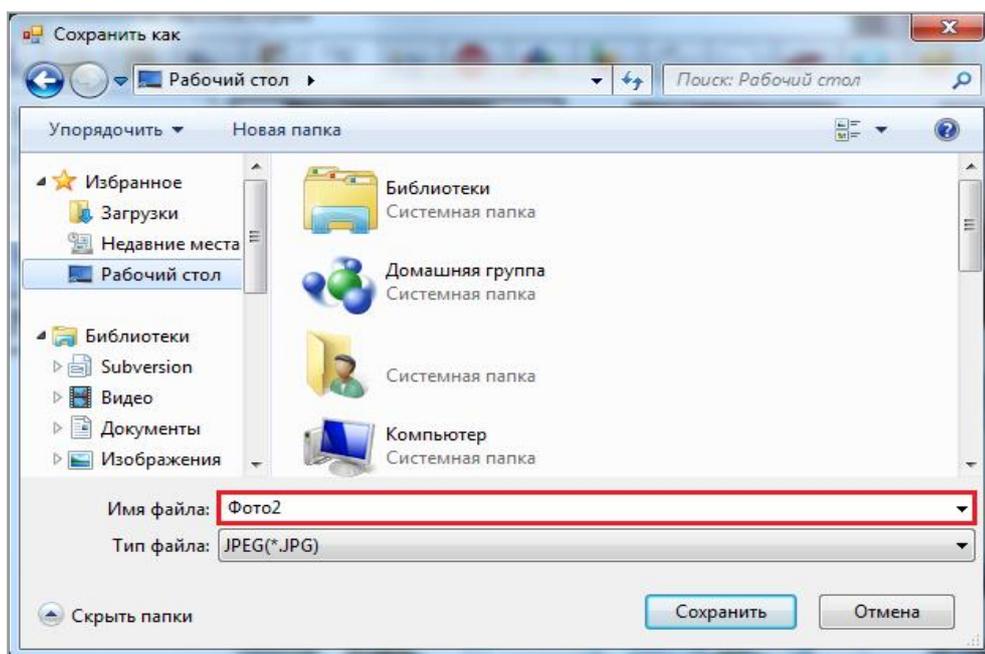
2) Next, you need to cut the desired part of the photo and click the button with a tick - . After that photo gets into the photo gallery.

2.  - the button to open the form to upload a new photo from your hard drive. In the form that you need to select the photo (file format jpg, jpeg) to download and click «Open».



3.  - button to delete the selected photos from the photo gallery.

4.  - save button selected pictures on your hard drive. In the form in the «File Name» enter the name of the stored photos and select the location where it will be saved.



5. Photos client loaded in the photo gallery. Under each photo displays the date and time of its preservation. Main photo that will appear on all forms in the system, there is a tick.



The selected photo (left click on picture) is displayed in the gray box. If you press the delete/save, it will be deleted/saved it this photo.

6.2.6 «Contacts» tab.

Tab «Contacts» indicates contact information necessary for communication with the client.

A screenshot of a software window titled 'Player registration card'. The window has a 'Contacts' tab selected. The form contains several sections: 'Contacts' with three phone number fields (1); 'Mobile phone' with fields for country code, area code, phone number, and entered number (2); 'Contact method' with radio buttons for 'Not willing', 'Phone', 'SMS' (selected), 'Mail', and 'E-mail' (3); 'E-mail #1' and 'E-mail #2' fields (4); and an 'Address' section with a country dropdown (set to 'Russian Federation'), and fields for state/province, city, zip/postal code, street, house number, house case, and flat number (5). On the right side, there is a 'Groups' section with checkboxes for 'Women', 'Businessmen' (checked), 'Musicians', 'Retirees', 'Employees', and 'Students' (6). At the bottom, there are 'OK', 'Cancel', and 'Apply' buttons.

1. Contacts - in this section you can specify up to 3 contact numbers of the client.

2. Mobile phone - in this section indicate the number of mobile phone client for SMS-mailings.

3. Contact method - in this unit is selected the preferred method of communication with the client (set the mark).

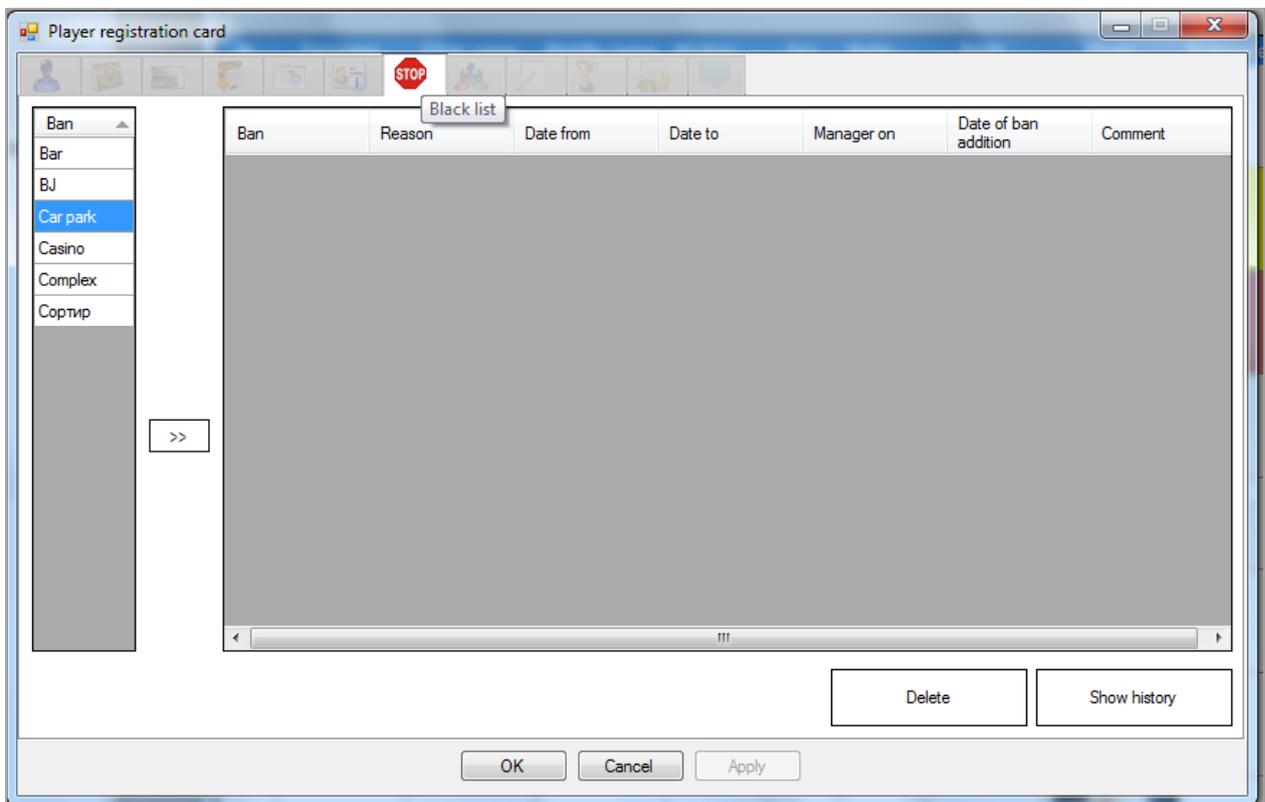
- **No willing** - selected if the client does not wish to receive news about the club and other mailings.

- **Phone** - is chosen, if the customer wishes to receive information about news of the club by phone (call).

- **SMS** - is selected, if the customer wishes to receive information about news via SMS club mailings.
 - **Mail** - is selected, if the customer wishes to receive information about news of the club by mail.
 - **E-mail** - select if the customer wishes to receive information on news of the club by e-mail newsletters.
- 4. E-mail** - in this section you can specify up to 2 email client for e-mail newsletters.
 - 5. Address** - in the block and the actual residence address of the client (for example, to send e-mail invitations to the drawings).
 - 6. Groups** - this block is selected the group to which the client belongs to the group's e-mail and SMS mailings (to establish a tick).

6.2.7 «Black List» tab.

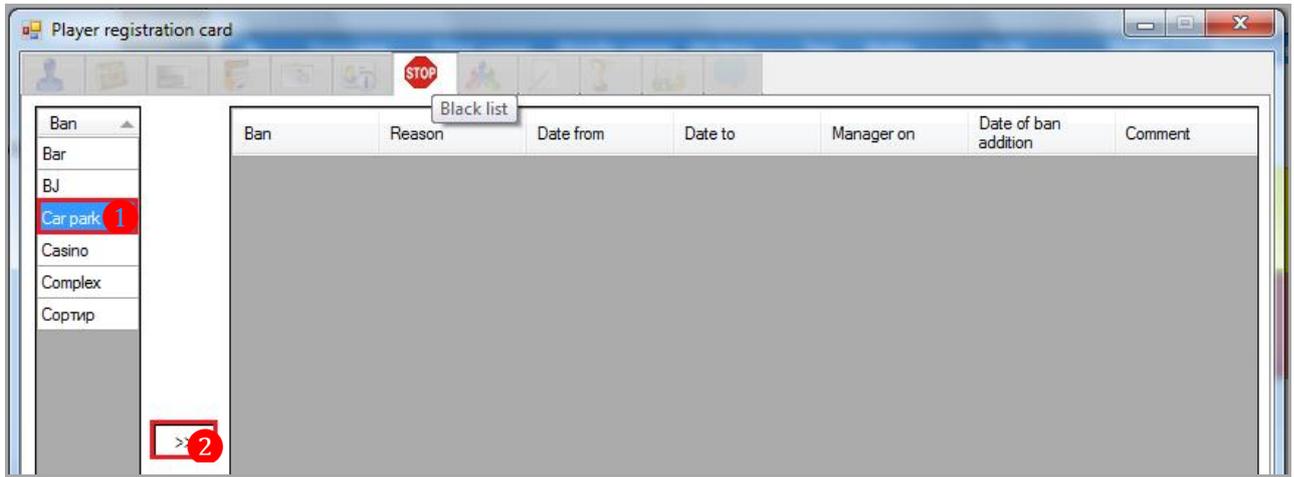
Tab «Black List» black sheets fixed client.



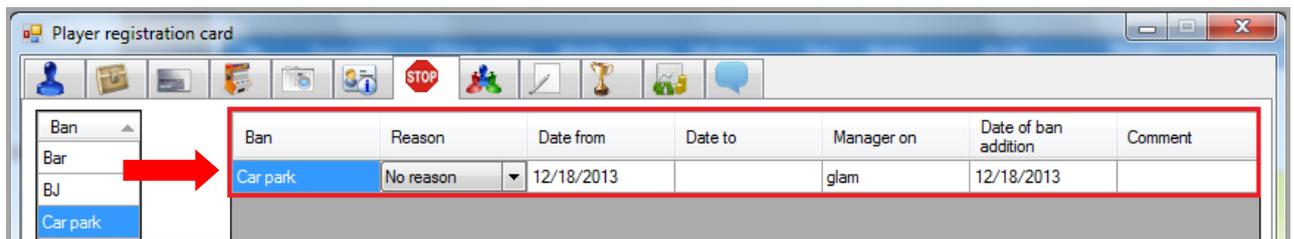
Description of settings black sheet contained in paragraph [«Black list»](#).

Procedure for imposing black sheet:

1. Before applying the black sheet is necessary to determine its type, i.e. that the client is a ban. To do this, on the left side of the page under the heading «**Black List**» click the left mouse button to select the type imposed on the client black sheet and click .

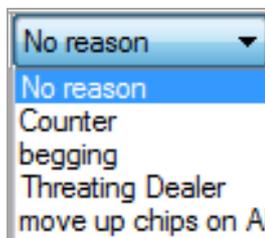


After pressing the black list will be displayed in the list of active black sheets client right part.



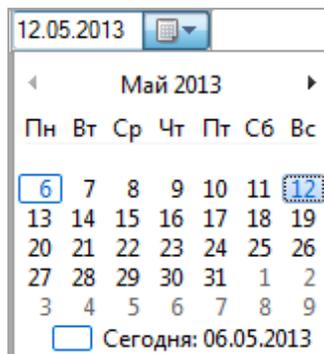
2. Next you need to specify detailed information about the player imposes on black sheet (cause, duration and so on). To do this, click with the left mouse button to select the list of this black list and set the following parameters:

✓ **Reason** – select from the dropdown list the reason that the player assessed a black list (if necessary).



✓ **Date from** – in this column displays the date of the commencement of the black list (set automatically in the moment of creation, cannot be edited).

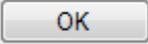
✓ **Date to** – with a popup calendar to set the date of expiry of black slate.



✓ **Manager on** - in this column displays the login manager (employee) who created the black list (set automatically in the moment of creation, cannot be edited).

- ✓ **Date of ban addition** - date of creating black sheet (set automatically in the moment of creation, cannot be edited).
- ✓ **Comment** - using the keypad to enter a reason black overlay sheet for the player.

Ban	Reason	Date from	Date to	Manager on	Date of ban addition	Comment
Car park	No reason	12/18/2013	12/18/2013	glam	12/18/2013	Spoiled barrier

3. After installing the necessary parameters black sheet is necessary to press the button  on the panel under the tab to save.

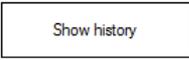
In **Player overview form** locked so customers will be marked in red and the status of «BL».

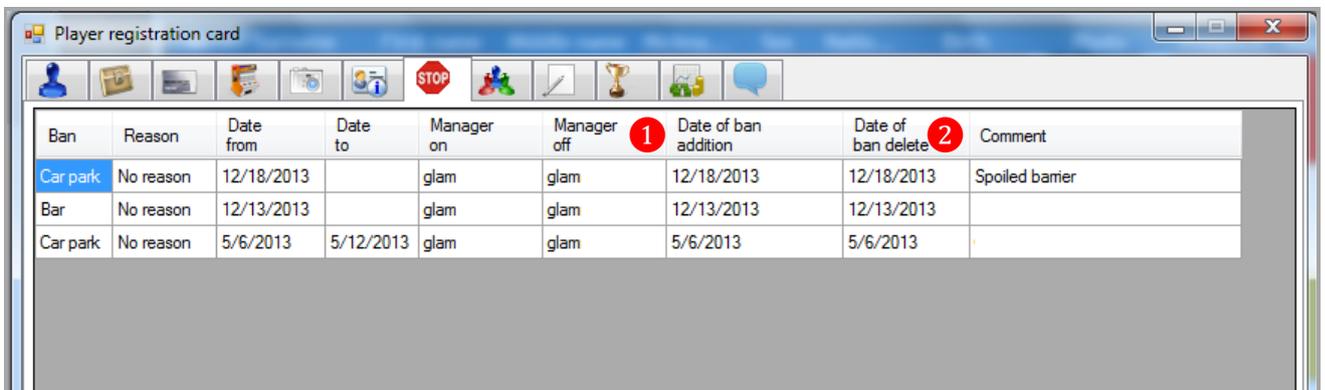


No	Surname	First name	Middle name	Birth	Photo	Status	Card series	Company code	Card number	Card expiration	Registration date
1	Bond	HZ	1	07.04.1986		GD	TE	ST	000006		28.10.2009 18:32
2	Baldwin	Alec		06.02.1901		BL		ST	000007		28.10.2009 18:31
3	Petrov5	Evgeny	Abramovich	03.07.1962		SL					10.04.2009 10:50

Note: This method does not block the ban and a card, any player's account, and performs the function of information, allowing the system to record and track «problem» customers.

Created any black list can be deleted from the list of active with key , located on the bottom panel of the tab.

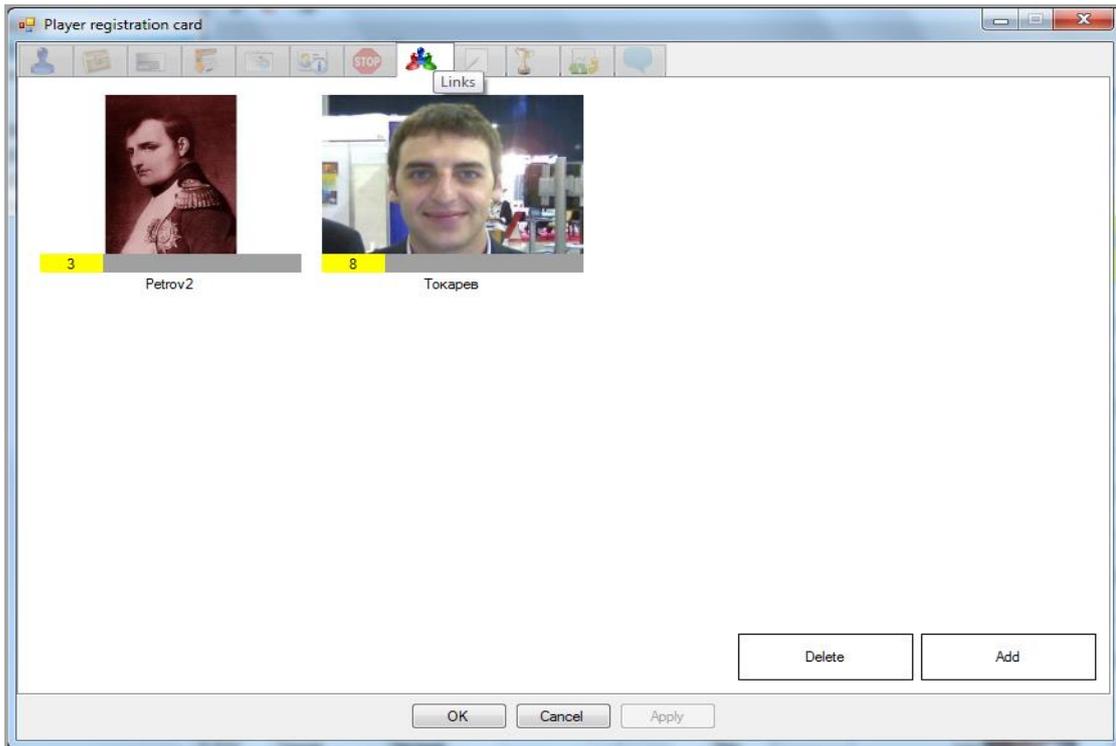
For the history of creating and deleting sheets black player must click . A screen displays a list of all remote black sheets with a login manager **1**, remove it, and the date of disposal **2**.



Ban	Reason	Date from	Date to	Manager on	Manager off 1	Date of ban addition	Date of ban delete 2	Comment
Car park	No reason	12/18/2013		glam	glam	12/18/2013	12/18/2013	Spoiled barrier
Bar	No reason	12/13/2013		glam	glam	12/13/2013	12/13/2013	
Car park	No reason	5/6/2013	5/12/2013	glam	glam	5/6/2013	5/6/2013	

6.2.8 «Links» tab.

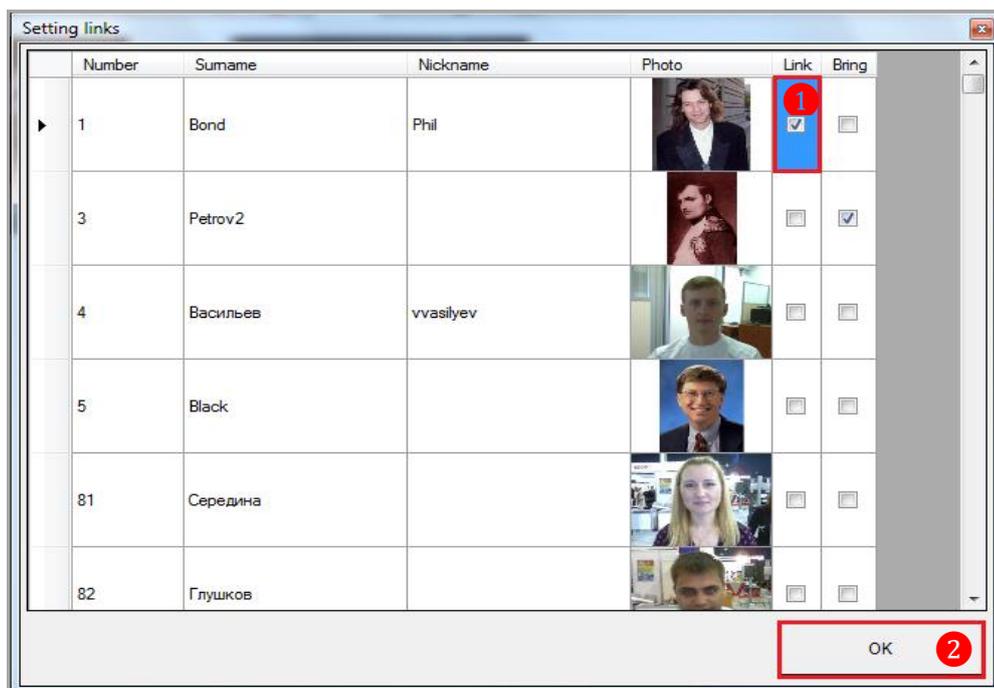
On this tab, specify connection with the client to other clients registered in the system.



To add links to the current player (card is currently open at the moment), do the following:

1. Click on the button  in the lower right corner of the tab.
2. In the form of tables to choose those customers (to establish a tick in the column «Link»),

which are in connection with the current client, and click .

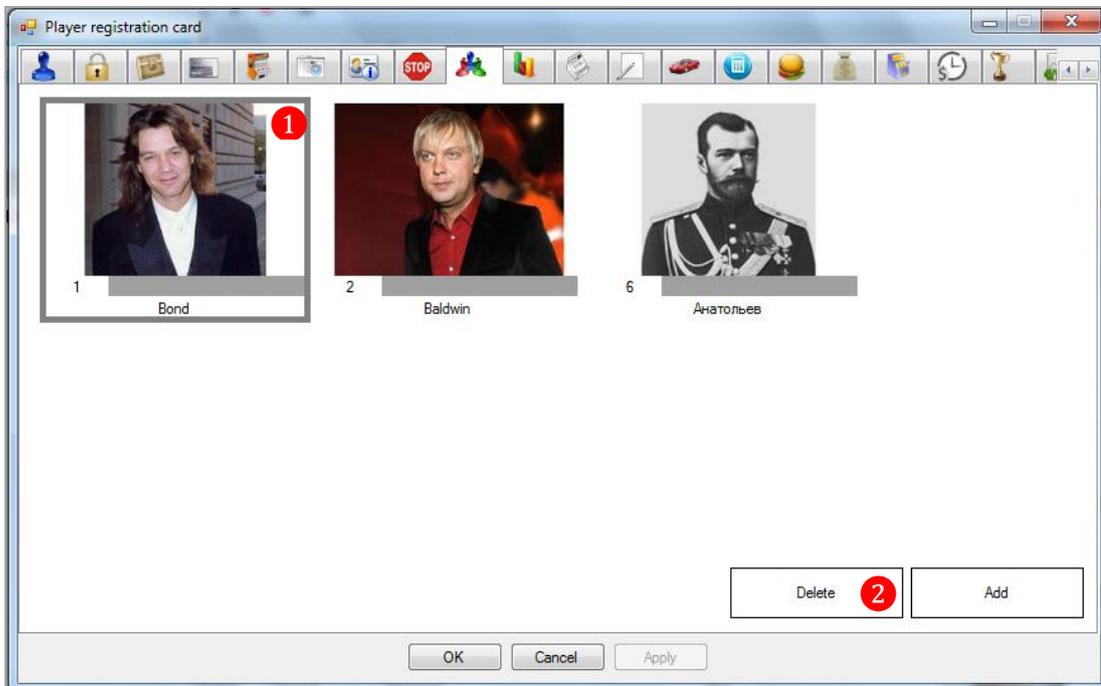


Thus, the link will be added. The tab displays a photo , serial number  and last name  adding clients.



To clients in communication with the current client, will be automatically added to the current client connection.

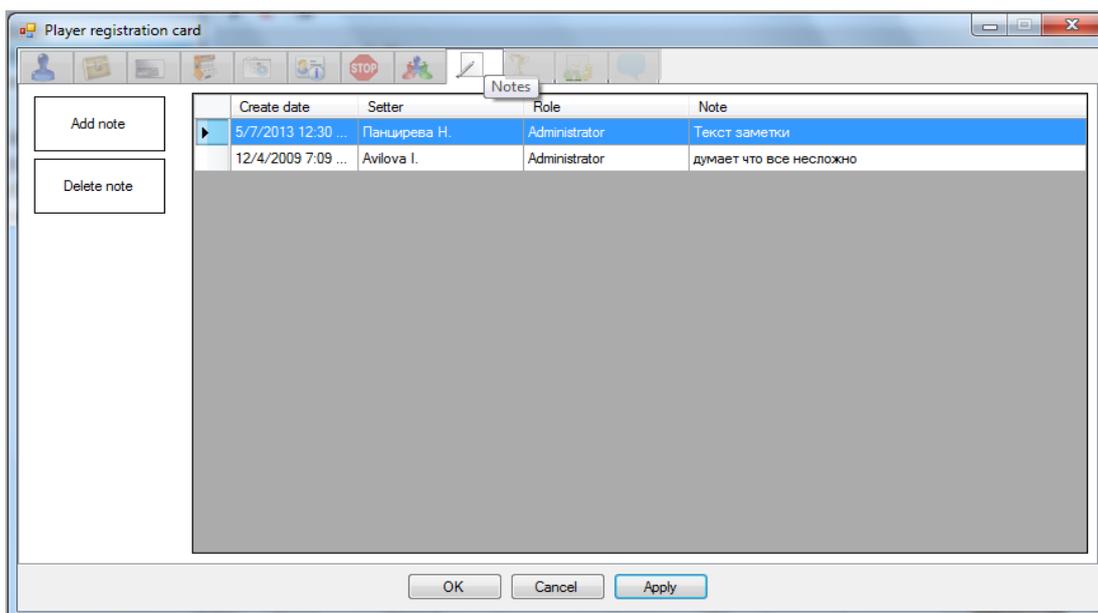
If you need to remove from any player of the client, you must select this player (click the left mouse button on the photo) photo highlighted gray frame, and click .



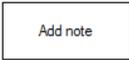
Accordingly, the remote client will automatically be removed from the current client connection.

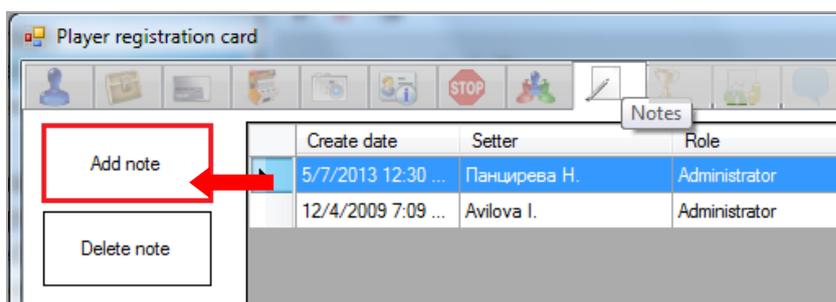
6.2.9 «Notes» tab.

Tab «Notes» can be customer various notes (comments).

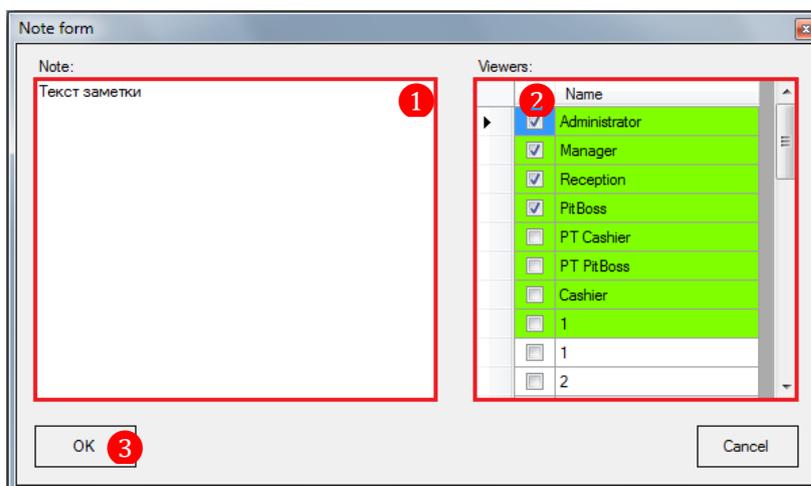


To create a new note on the client, perform the following:

1. Press the button  located in the upper left corner of the tab.

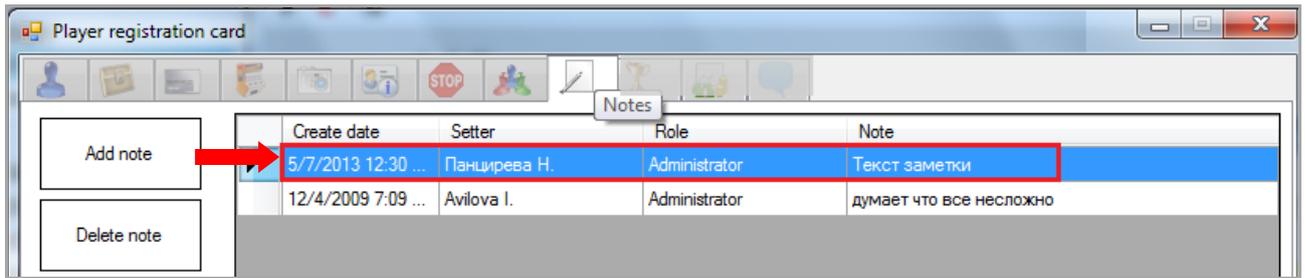


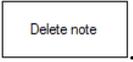
2. In the form that appears in the «Note» enter the note text in the field «Viewers» select the role (to establish a tick), which can read this note, and click .

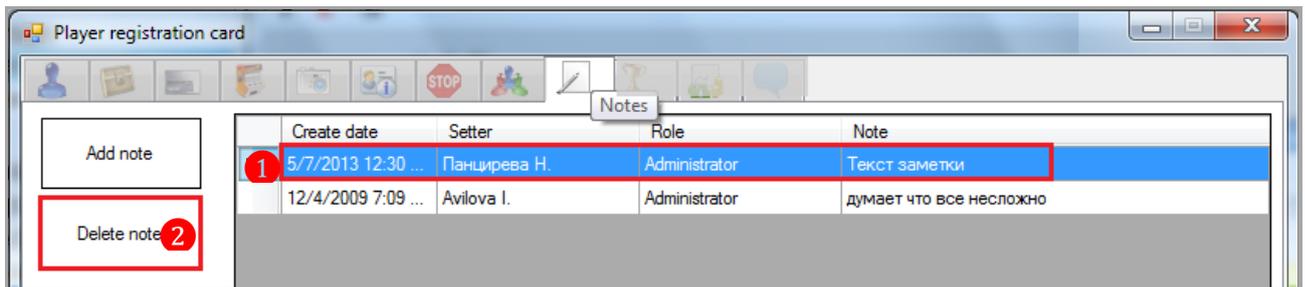


Note: Roles that are highlighted in green may be ticked by the current user.

Create a note will appear in the list with date and time of creation, password and role of the creator and by the text of the note.

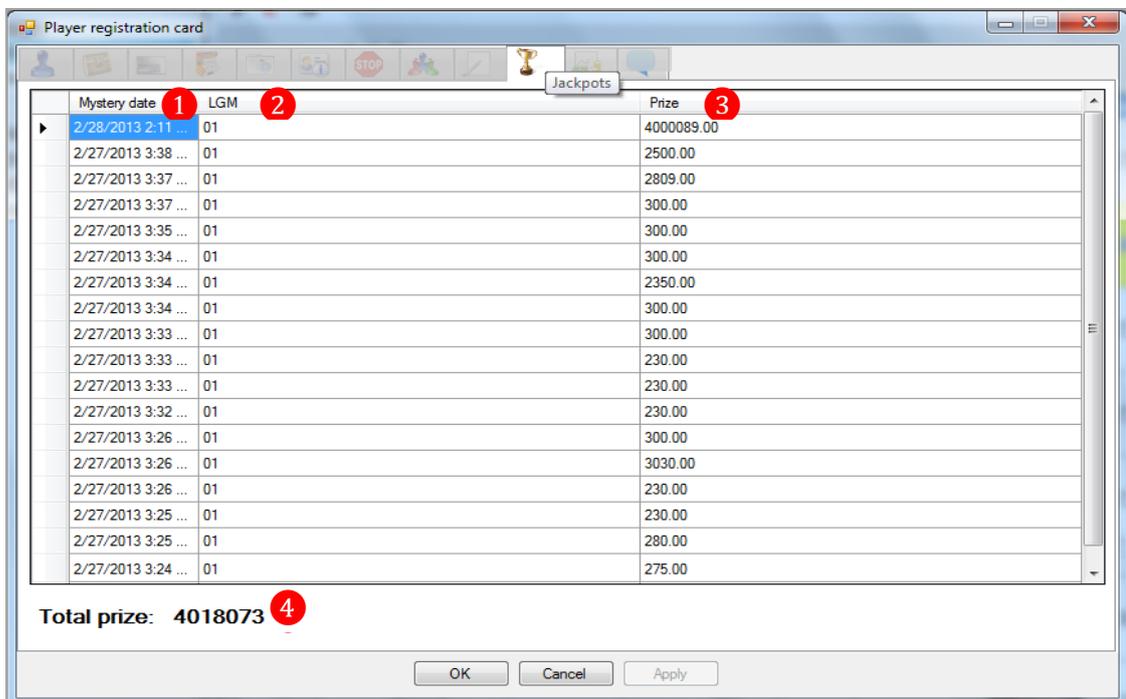


In case you want to remove any customer review, you must select a note by clicking the left mouse button and click .



6.2.10 «Jackpots» tab.

Tab «Jackpots» displays information about jackpots win customers.

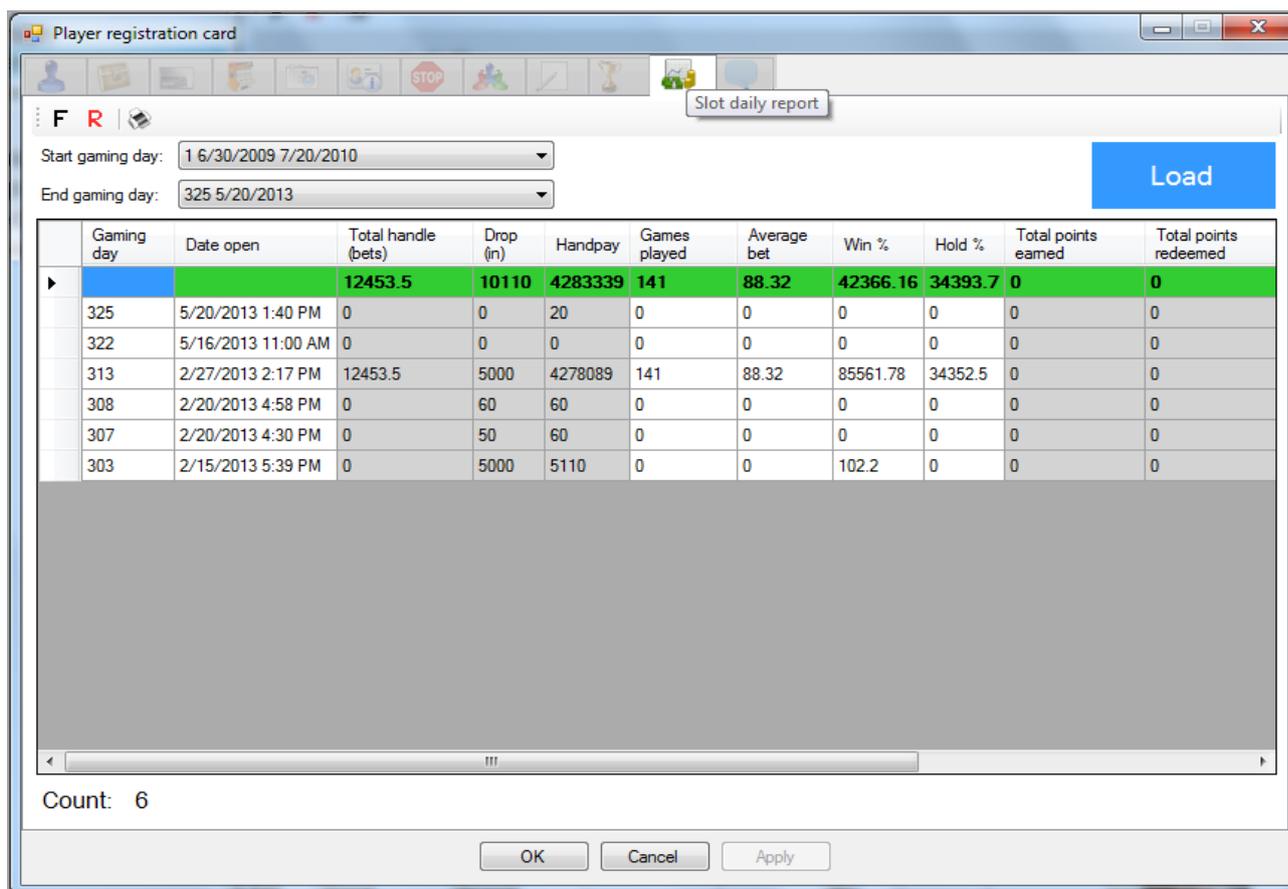


The table contains the following information:

1. Date and time of loss jackpot.
2. Phone gaming machine where the jackpot.
3. Size of the jackpot.
4. The total amount of jackpots won by the client.

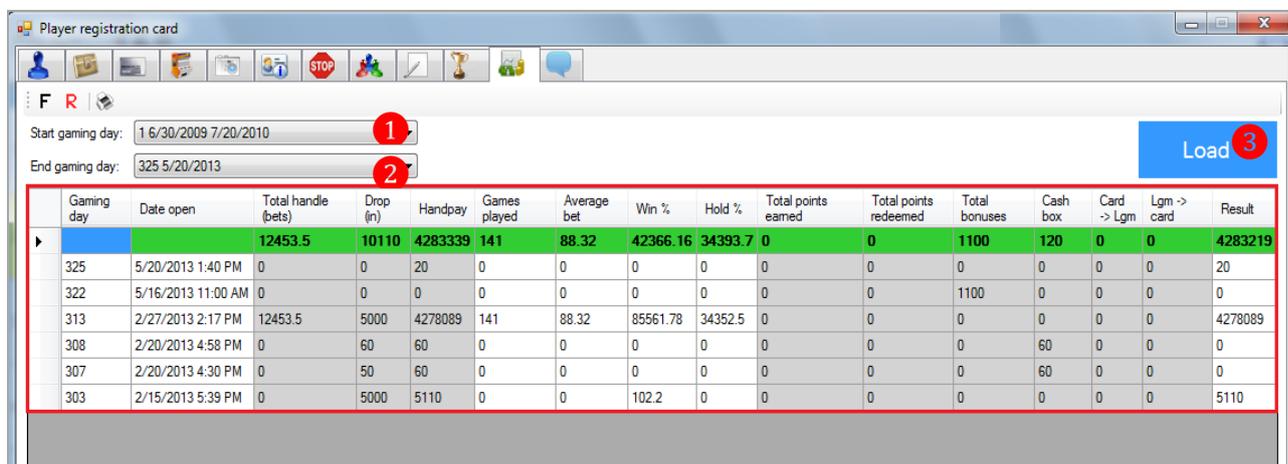
6.2.11 «Slot daily report» tab.

Tab «Slot daily report» formed reporting financial results Player.



By default, data for all game days when the client has been active are loaded to the table. To generate a report for a specific period or day, do the following:

1. Specify the beginning of the reporting period by selecting the gaming day from the drop-down list (by days or dates).
2. Specify the end of the reporting period by selecting the gaming day from the drop-down list (by days or dates).
3. Click **Load**. After that the report will be generated and loaded in the table for viewing and analyzing.



Регистрационная карточка игрока

Игровой день с: 1 30.06.2009 20.07.2010

Игровой день по: 460 12.03.2016

Загрузить

Игровой день	Дата открытия	Total handle (ставки)	Drop (in)	Handpay	Сыграно игр	Средняя ставка	Win %	Hold %	Получено ПТС
		553211,4	115153	1331770	7111	77,8	-1285,06	-267,49	124069,36
460	12.03.2016 16:08	3500	2380	0	7	500	-100	-68	0
447	02.03.2016 17:50	0	0	0	0	0	0	0	0
444	17.02.2016 12:23	2480	1000	1620	47	52,77	117	47,18	0
441	10.02.2016 12:57	367060	911	801	408	899,66	17813,5	44,21	91765
427	14.12.2015 14:56	9000	28	0	9	1000	257,14	0,8	2250
406	15.10.2015 10:48	2820	227	627	264	10,68	186,34	15	702,46
359	11.12.2014 16:31	21523,9	2022	112016	1133	19	5189,81	487,54	21523,9
358	29.10.2014 13:17	7807	50	2355	88	88,72	2678	17,15	436
356	03.10.2014 16:59	2	30	500	2	1	1666,67	25000	2
355	12.09.2014 11:49	6290	2288	252	404	15,57	11,01	4,01	6290
351	12.09.2014 11:39	1100	5000	0	3	366,67	0	0	1100
349	19.08.2014 18:25	0	0	99	0	0	0	0	0
348	18.08.2014 11:44	0	0	0	0	0	0	0	0
347	11.07.2014 15:28	3100	3900	0	4	775	0	0	0
346	11.07.2014 15:24	0	0	0	0	0	0	0	0

Количество: 36

OK Отмена Применить

The table contains the following indicators report financial results for the player:

Parameters	Description
Gaming day	Serial number of the gaming day
Date open	Opening date of the gaming day
Total handle (bets)	The amount of bets for game day
Drop (In)	The amount of money that the customer exactly lost
Handpay	The amount of money derived from the balance of the game client machine through Handpay for at the checkout
Games played	The number of games played by the client during the game day
Average bet	The size of the average rate in the game day $Average\ bet = [Total\ handle] / [Games\ Played]$
Win %	Percentage of winning machine $Win\ \% = [Win] / [Drop\ (in)] * 100$, where $Win = (TotalBet - TotalWon) * Denomination$
Hold %	The percentage of bets placed on hold $Hold\ \% = [Win] / [Total\ handle\ (bets)] * 100$
Total points earned	Amount of PTS, received during game day
Total points redeemed	Amount of PTS, written off during the game day
Total bonuses	Number of points accrued player for losing money on the devices
Cash box	The amount of money the client puts in the bill acceptor of the slot

	machine (by the events in the system)
Card → Lgm	Amount of money credited to the balance of the game client machine to balance the personal card
Lgm → Card	Amount of money credited to the balance of a customer card with a balance of personal gaming machine
Bill In Counter	The amount of money the client puts in the bill acceptor of the slot machine (according to the <i>Bill In</i> data)
Remote In	The amount of client's money charged to the slot machine «with key» <i>Note: If the option «Cashless» in the form «Settings» → «Slots» → «Settings» is not ticked, Remote In is equal 0.</i>
Result	Client's financial result <i>Result = [Bill In + Card In + Remote In] - [Handpay + Card Out]</i>

In the generated report top line, highlighted in green, contains the totals obtained by summing the values of all indexes on columns.

F R

Start gaming day: 1 6/30/2009 7/20/2010

End gaming day: 460 3/12/2016

Load

	Gaming day	Date open	Total handle (bets)	Drop (in)	Handpay	Games played	Average bet	Win %	Hold %	Total points earned
▶			553211.4	115153	1331770	7111	77.8	-1285.06	-267.49	124069.36
	460	3/12/2016 4:08 PM	3500	2380	0	7	500	-100	-68	0
	447	3/2/2016 5:50 PM	0	0	0	0	0	0	0	0
	444	2/17/2016 12:23 PM	2480	1000	1620	47	52.77	117	47.18	0
	441	2/10/2016 12:57 PM	367060	911	801	408	899.66	17813.5	44.21	91765
	427	12/14/2015 2:56 PM	9000	28	0	9	1000	257.14	0.8	2250
	406	10/15/2015 10:48 AM	2820	227	627	264	10.68	186.34	15	702.46
	359	12/11/2014 4:31 PM	21523.9	2022	112016	1133	19	5189.81	487.54	21523.9

Data in the gray cells may be specified. To do this, left-click on the cell, and then the button that appears. After the form opens with detailed data (e.g., wagering on time for game day).

	Gaming day	Date open	Total handle (bets)	Drop (in)	Handpay	Games played	Average bet	Win %	Hold %	Total points earned
▶			553211.4	115153	1331770	7111	77.8	-1285.06	-267.49	124069.36
	460	3/12/2016 4:08 PM	3500	2380	0	7	500	-100	-68	0
	447	3/2/2016 5:50 PM	0	0	0	0	0	0	0	0
	444	2/17/2016 12:23 PM	2480	1000	1620	47	52.77	117	47.18	0
	441	2/10/2016 12:57 PM	367060	911	801	408	899.66	17813.5	44.21	91765
	427	12/14/2015 2:56 PM	9000	28	0	9	1000	257.14	0.8	2250
	406	10/15/2015 10:48 AM	2820	227	627	264	10.68	186.34	15	702.46
	359	12/11/2014 4:31 PM	21523.9	2022	112016	1133	19	5189.81	487.54	21523.9
	358	10/29/2014 1:17 PM	7807	0	0	0	0	0	0	436
	356	10/3/2014 4:59 PM	2	0	0	0	0	0	0	2
	355	9/12/2014 11:49 AM	6290	0	0	0	0	0	0	6290
	351	9/12/2014 11:39 AM	1100	0	0	0	0	0	0	1100
	349	8/19/2014 6:25 PM	0	0	0	0	0	0	0	0
	348	8/18/2014 11:44 AM	0	0	0	0	0	0	0	0
	347	7/11/2014 3:28 PM	3100	0	0	0	0	0	0	0
	346	7/11/2014 3:24 PM	0	0	0	0	0	0	0	0

Bets list

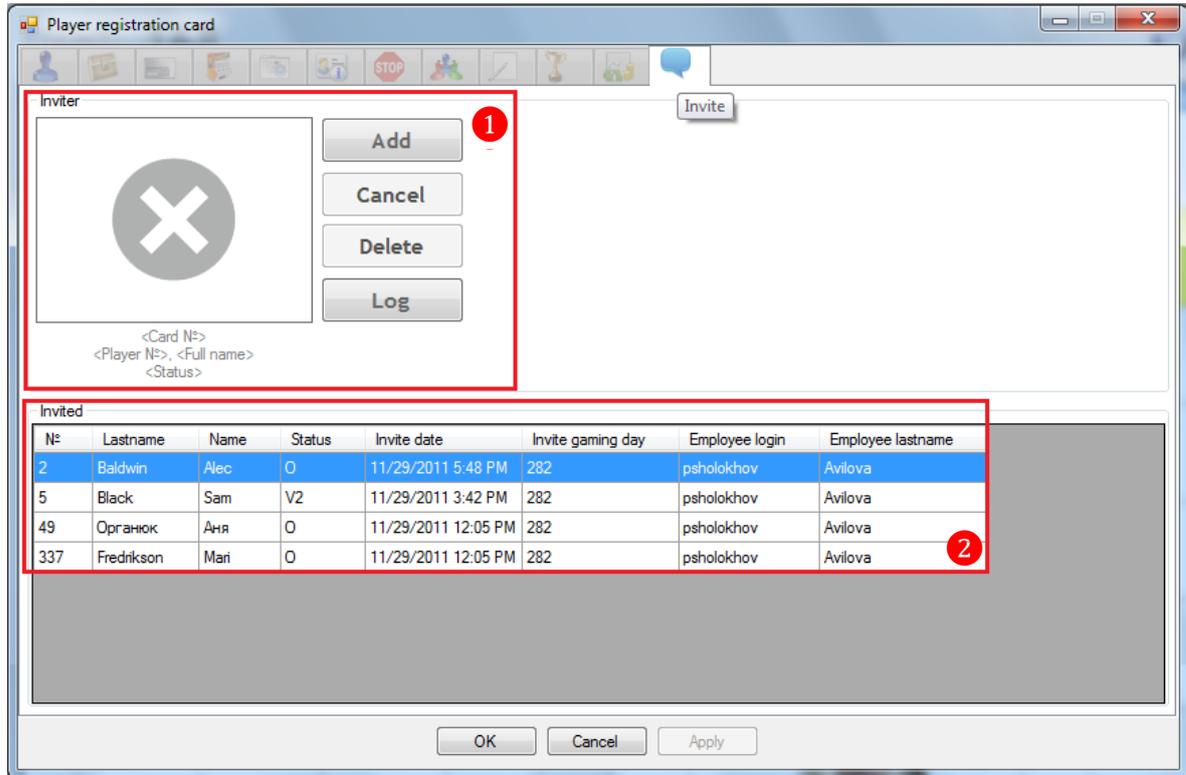
F R

	Bet date	Lgm	Bet
▶	3/14/2016 11:20 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:14 AM	0001	500
	3/14/2016 11:13 AM	0001	500

Count: 36

6.2.12 «Invite» tab.

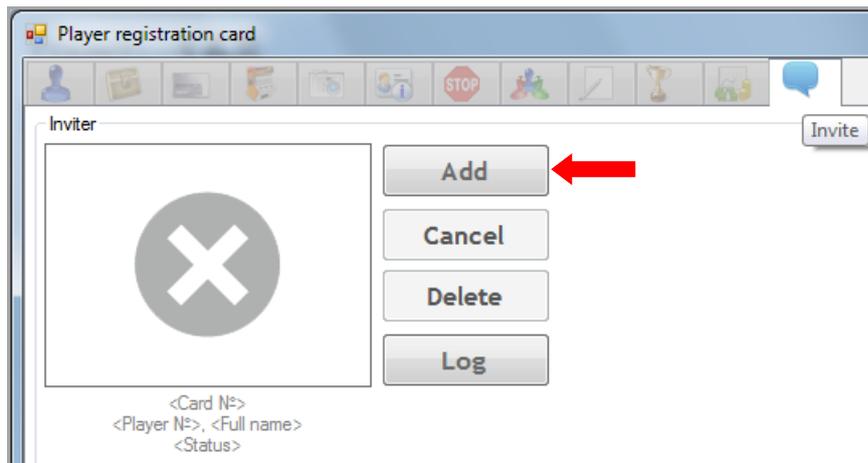
Tab «**Invite**» fixed player who was invited to the club this client (Inviter **1**) and the list of players who were invited to the club by the client (Invited **2**).



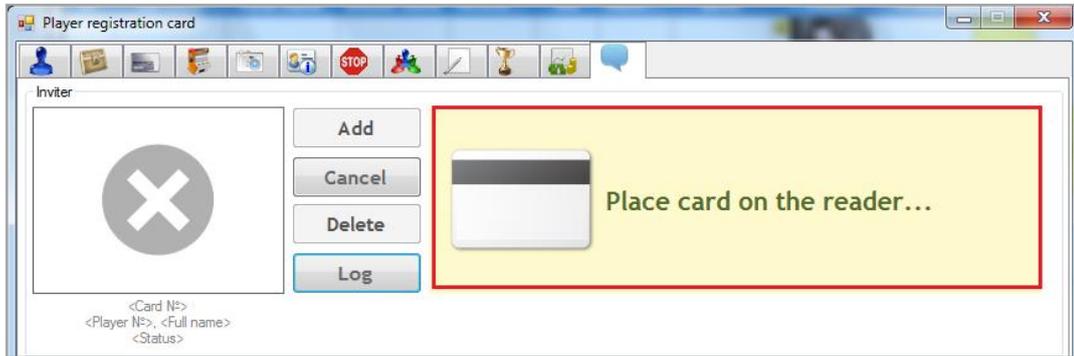
This function is used when the system settings enabled personal card charges on PTS «from friends» (more on this in Section «[PTS "from friends" settings](#)»).

To add to the current client card player who invited him, you must do the following:

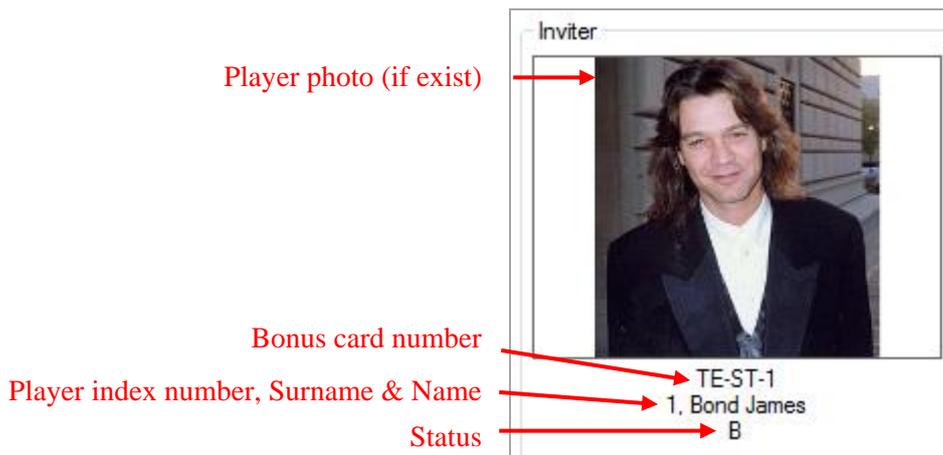
1. Section «**Inviter**» click. .

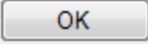


2. After pressing, the right appears «**Place card on the reader ...**». Must take personal card inviting the player and make the reader.



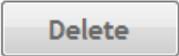
Thus, the inviter will be added, and a tab in the block «Inviter» displays the following information:



3. To save, press the button  located on the bottom panel forms.

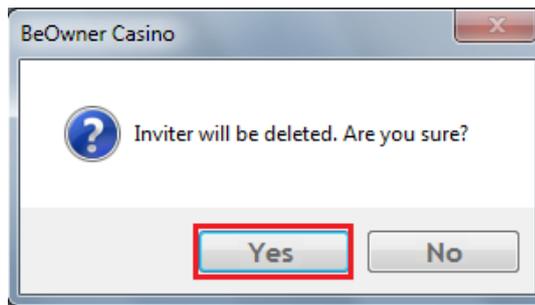
Once a customer registration card was added inviting his player registration card invite a player on the tab «Invite» list «Invited» this invitation will be recorded automatically.

Nº	Lastname	Name	Status	Invite date	Invite gaming day	Employee login	Employee lastname
2	Baldwin	Аlec	O	11/29/2011 5:48 PM	282	psholokhov	Avilova
5	Black	Sam	V2	11/29/2011 3:42 PM	282	psholokhov	Avilova
49	Органюк	Аня	O	11/29/2011 12:05 PM	282	psholokhov	Avilova
337	Fredrikson	Мари	O	11/29/2011 12:05 PM	282	psholokhov	Avilova

Invited to remove a player from Bookmarks «Invite» must click .



Then press the button  in the dialog box to confirm the deletion.



For the history of adding / deleting «Inviter» press the button . Opens a form, which will reflect all transactions, add / remove «Inviter».

Nº	Lastname	Name	Status	Invite date	Invite gaming day	Employee login	Employee lastname	Cancel date	Cancel gaming day	Cancel employee login
1	Bond	James	B	11/29/2011 5:48 PM	282	psholokhov	Avilova			

Note: Access to the buttons «Delete» and «Log» tab «Invite» regulated access rights. To enable (or disable) users with access to buttons, you need to select the main menu «Administration» → «Roles», in the form that opens select the desired role, press the «Edit» and table permissions supply (or remove) a tick in the paragraph «Access to the modification of invitations».

System:

Name	Description	MainFormName
1 Administrator		Beowner.Casino....
Manager	Casino manager	Beowner.Casino....
Reception		Beowner.Casino....
PitBoss		Beowner.Casino....
PT Cashier	Poker Touname...	Beowner.Casino....
PT PitBoss		Beowner.Casino....
Cashier		Beowner.Casino....
1	1	Beowner.Casino....

Tab name
<input checked="" type="checkbox"/> Personal info
<input checked="" type="checkbox"/> Documents
<input checked="" type="checkbox"/> Card
<input checked="" type="checkbox"/> Photo
<input checked="" type="checkbox"/> Contacts
<input checked="" type="checkbox"/> Black list
<input checked="" type="checkbox"/> Links
<input type="checkbox"/> Pit statistic

Name	Description	action	sign
<input checked="" type="checkbox"/> Разрешить проводить операцию CardIn		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Отмена начисления бонусов		<input type="checkbox"/>	<input type="checkbox"/>
3 <input checked="" type="checkbox"/> Access to the modification of invitations	Player card -> Tab Invite	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> allow charge bonuses	check role allows to charge bonuses	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> allow open player info form on pit	check if user can open player info form on...	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Allow physically slot nulling	Physically slot nulling on the Floor plan form	<input type="checkbox"/>	<input type="checkbox"/>

Name:

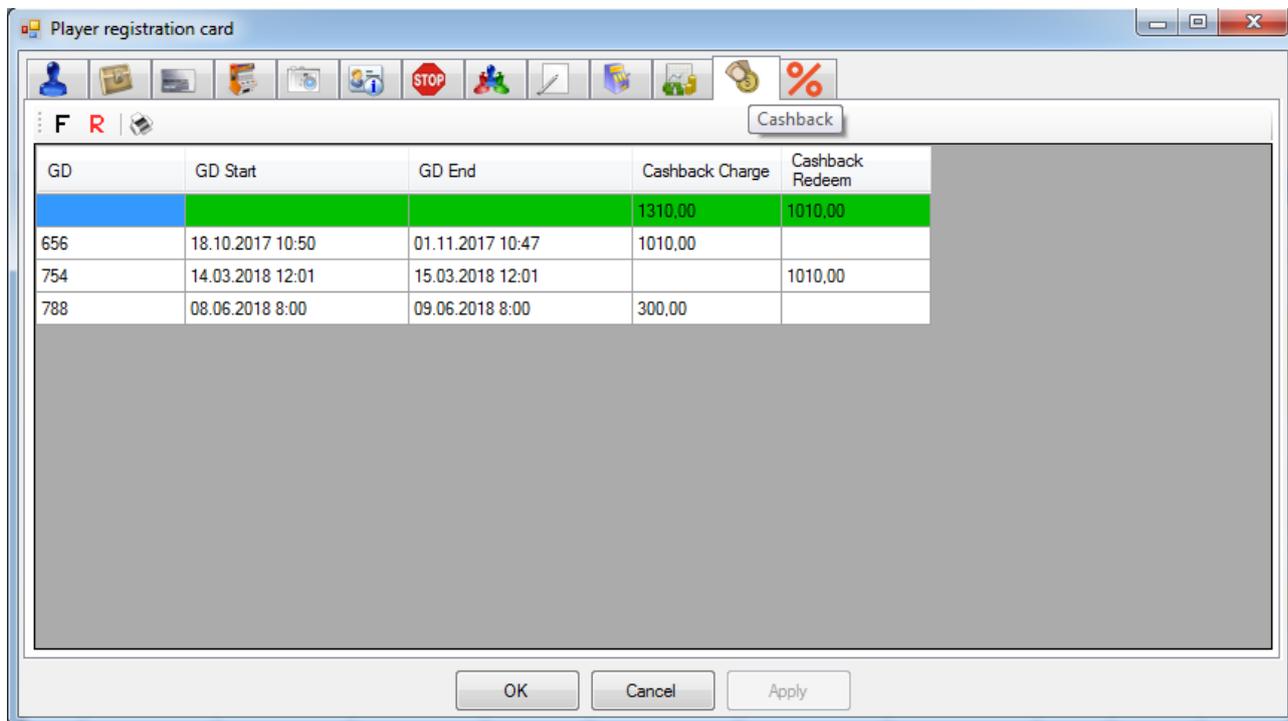
Description:

Main Form:

Buttons: Delete, New, 2 Edit, CLOSE

6.2.13 «Cashback» tab.

The «Cashback» tab displays the history of Cashback charged and spent by the client (percent on the lost money). By default, the data for all gaming days are loaded to the table.



The table columns display the following data:

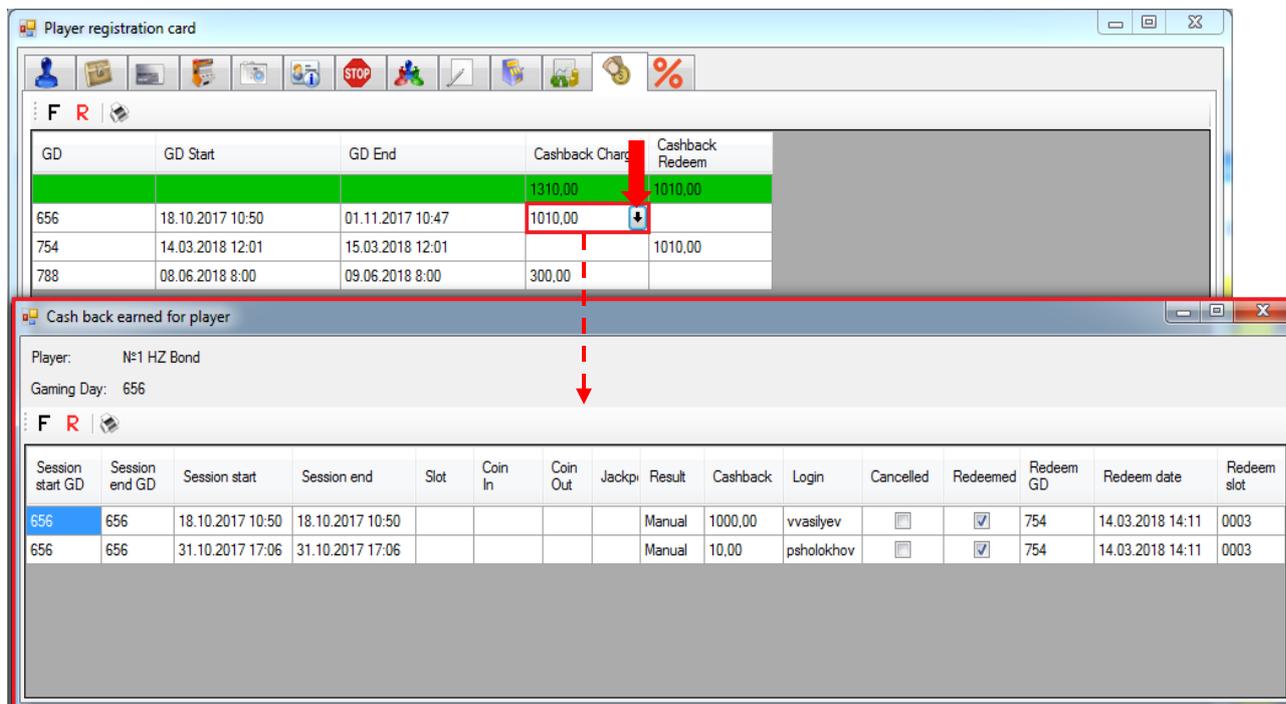
Parameters	Description
GD	Number of the gaming day when Cashback was charged / redeemed.
GD Start	Gaming day start date and time.
GD End	Gaming day end date and time.
Cashback Charge	Cashback charged to the player's card on the gaming day.
Cashback Redeem	Cashback redeemed from the player's card to the slot machine on the gaming day.

The top line of the table highlighted **green** shows the final values of the columns «**Cashback Charge**» and «**Cashback Redeem**».

Also, this form has a standard data filtration, search and print system.

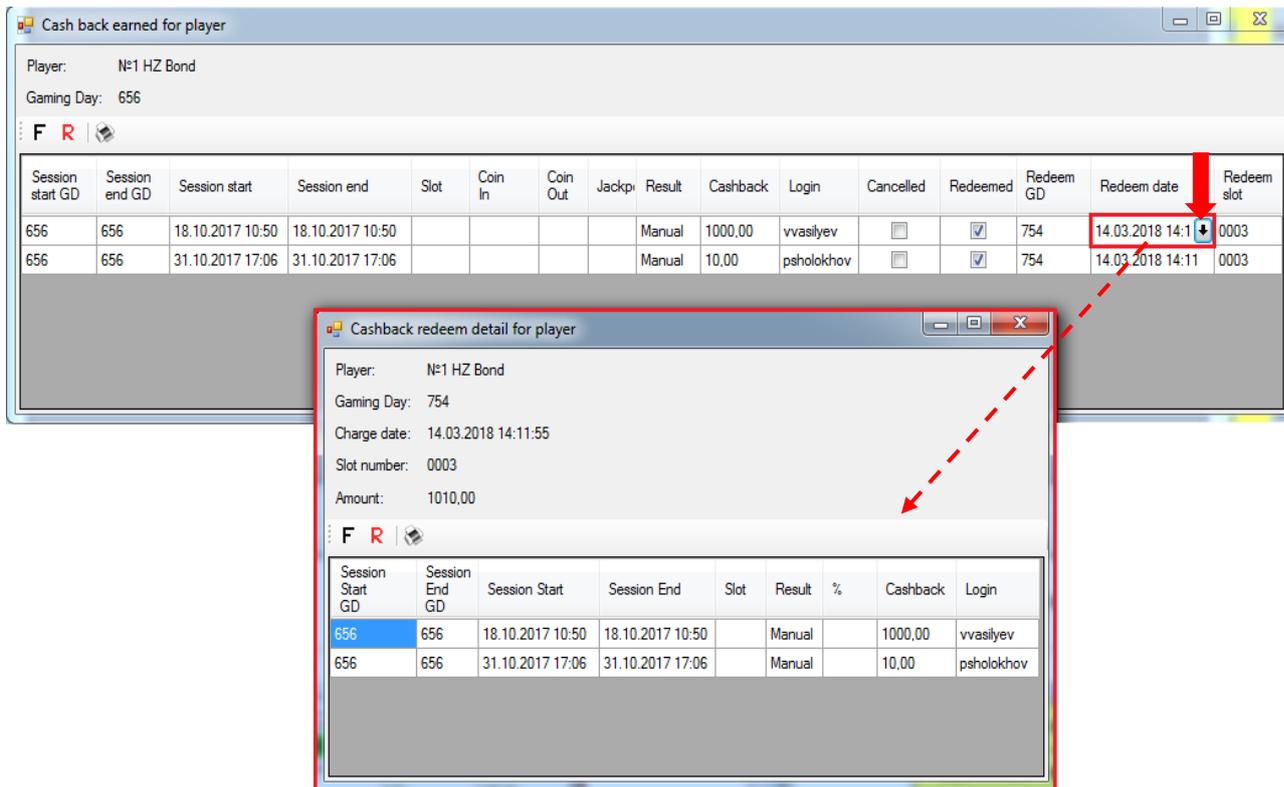


Click the cell of the column «**Cashback Charge**» and press the  button that appears to open the amount details form.



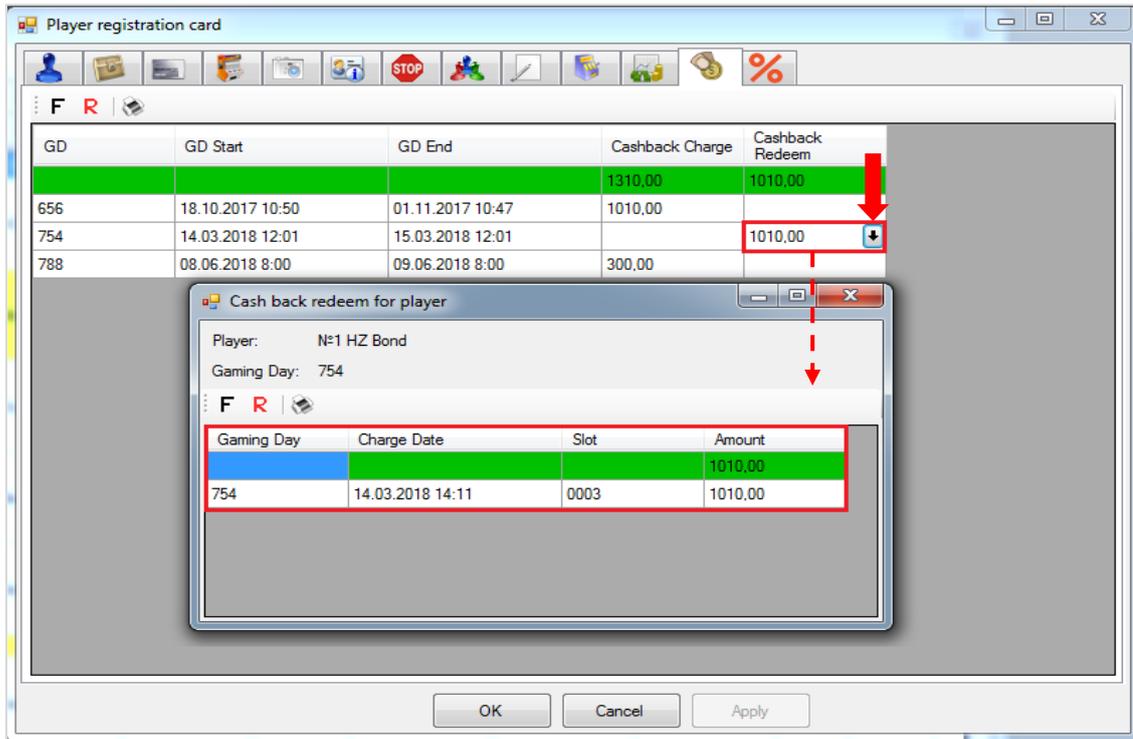
Parameters	Description
Session start GD	The gaming day number of the session start.
Session end GD	The gaming day number of the session end.
Session start	Date and time of the session start.
Session end	Date and time of the session end.
Slot	The number of the slot machine on which the player played.
Coin In	The amount of the player's bet.
Coin Out	The amount of the player's winnings.
Jackpot	The amount of the jackpot won by the player.
Result	Player's result: Result = Coin In – Coin Out – Jackpot If the cashback was credited to the player manually by the user, then the text « Manual » will be displayed.
Cashback	Cashback amount charged to the client's card.
Login	Login employee who has credited cashback to the player's card manually.
Cancelled	If checked, this means that this cashback was canceled for some reason.
Redeemed	If checked, this means that this Cashback was received by the player (charged to the slot balance).
Redeem GD	The number of the gaming day in which cashback was received by the player (charged to the slot balance).
Redeem date	Date and time when cashback was received by the player (charged to the slot balance).
Redeem slot	The number of the slot machine on which cashback was received (charged to the slot balance).

In the same form, you can see the history by the redeemed cashbacks for any of the days by clicking on any cell in the «**Redeem date**» column and clicking on the appeared  button.



Parameters	Description
Session start GD	The gaming day number of the session start.
Session end GD	The gaming day number of the session end.
Session start	Date and time of the session start.
Session end	Date and time of the session end.
Slot	The number of the slot machine on which the player played.
Result	Player's result: Result = Coin In – Coin Out – Jackpot If the cashback was credited to the player manually by the user, then the text « Manual » will be displayed.
%	The percent that was used to calculate the amount of Cashback for the charge to the player.
Cashback	Cashback amount charged to the client's card.
Login	Login employee who has credited cashback to the player's card manually.

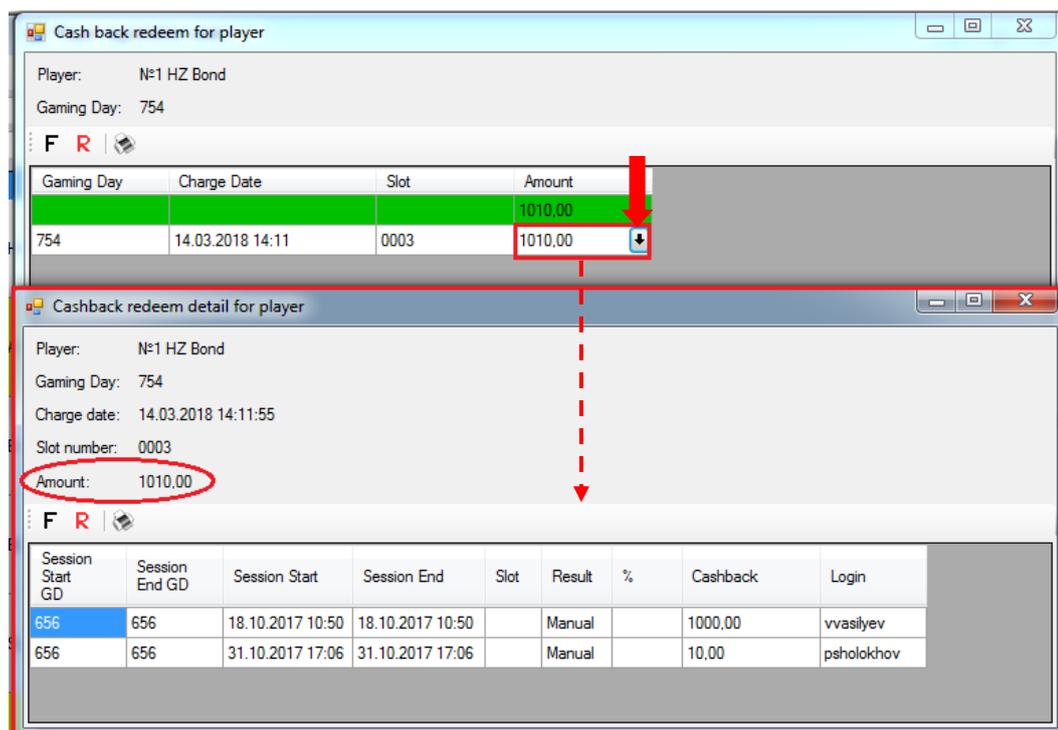
✚ If in the table of the form «**Cashback player**» in the string of any gaming day, click on the cell with the amount of «**Redeemed cashback**» and click on the appeared button , then a form will open with this amount in the context of cashback charged operations in this gaming day.



Parameters	Description
Gaming day	Gaming day number.
Charge date	Date when Cashback is charged from the client's card to the slot machine account.
Slot	Number of the slot machine to which Cashback is charged
Amount	Cashback amount charged to the slot machine.

The top line of the table highlighted **green** shows the total value of the column «**Amount**».

If you click on the «**Amount**» cell and click on the appeared  button, the table with the data for all cashback amounts that were included in this cashback will open.



6.2.14 «Favorite Games» tab.

The «Favorite Games» tab shows statistics on all games played by the client.

Game	Manufacturer	Coin In	Coin Out	Jackpot	Games played	Win	Theo. Win	Av. Bet	Theo. Hold %	Real Hold %
Oliver's Bar	Novomatic	63300.00	42816.00	0.00	170	20484	3782.88	3583.05	5.98	32.36
Ancient Atlant	Novomatic	1000.00	100.00	0.00	10	900	56.7	300	5.67	90
JustJewels	Novomatic	300.00	100.00	0.00	4	200	16.89	150	5.63	66.67
Jewels4All	Novomatic	100.00	0.00	0.00	1	100	4.32	100	4.32	100
Illusionist	Novomatic	100.00	0.00	0.00	2	100	5.52	100	5.52	100

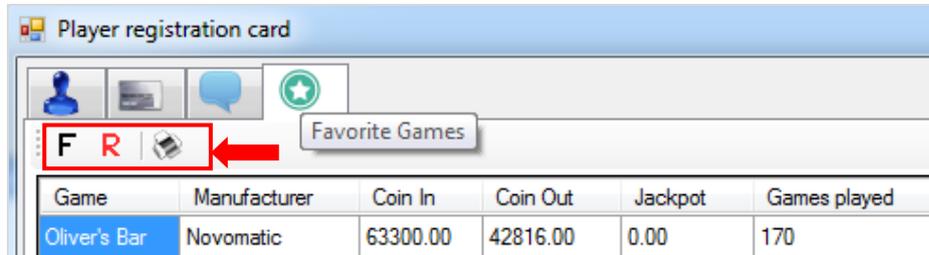
Attention! To collect and display the «SlotLogic» games statistics in the player's card, preset the list of SAS games («Settings» → «Slots» → «SAS games», for more details see [«Setting SAS games list»](#)) and bind SAS games to the slot machines.

The columns of the table display the following data:

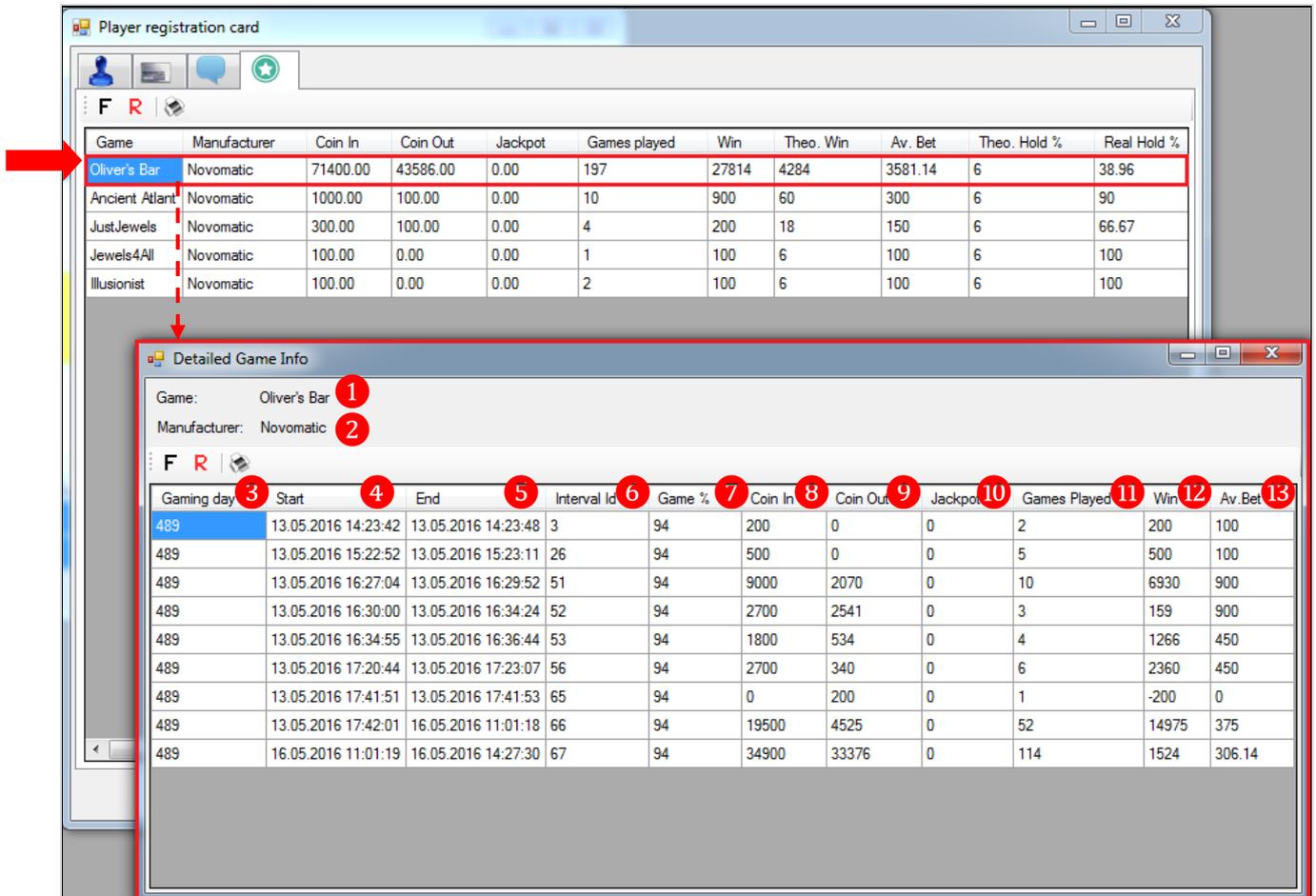
Parameters	Description	Formula
Game	Names of SAS games List of games is sorted in <i>Coin In</i> ascending order (bottom to top)	<i>To be loaded from the settings (Settings) → Slots → SAS games)</i>
Manufacturer	Manufacturer of the game (slot machine)	<i>To be loaded from the settings (Settings) → Slots → Slot producers)</i>
Coin In	Amount of credits spent in the game (amount of bets)	<i>To be loaded from the slot machine</i>
Coin Out	Amount of wins in the game	<i>To be loaded from the slot machine</i>
Jackpot	Amount of slot jackpots in the game	<i>To be loaded from the slot machine</i>
Games played	Number of games played (spins)	<i>To be loaded from the slot machine</i>
Win	Real club win (calculated according to the slot meters)	<i>Win = Coin In - Coin Out - Jackpot</i>
Theo. Win	Theoretical club win (calculated based on the return percent set in the game)	<i>Theo Win = Coin In * (100% - BasePercent%)</i>

Av. Bet	Average bet amount in the game	<i>Av. Bet = Coin in / Games Played</i>
Theo. Hold %	Theoretical hold percent of the club	<i>Theo Hold% = Theo Win / \sumCoin In * 100%</i>
Real Hold %	Real hold percent of the club	<i>Real Hold% = \sum Win / \sum Coin In * 100%</i>

Also, this form has a standard data filtration, search and print system.



Double left click a line of any game to open the game session details form.

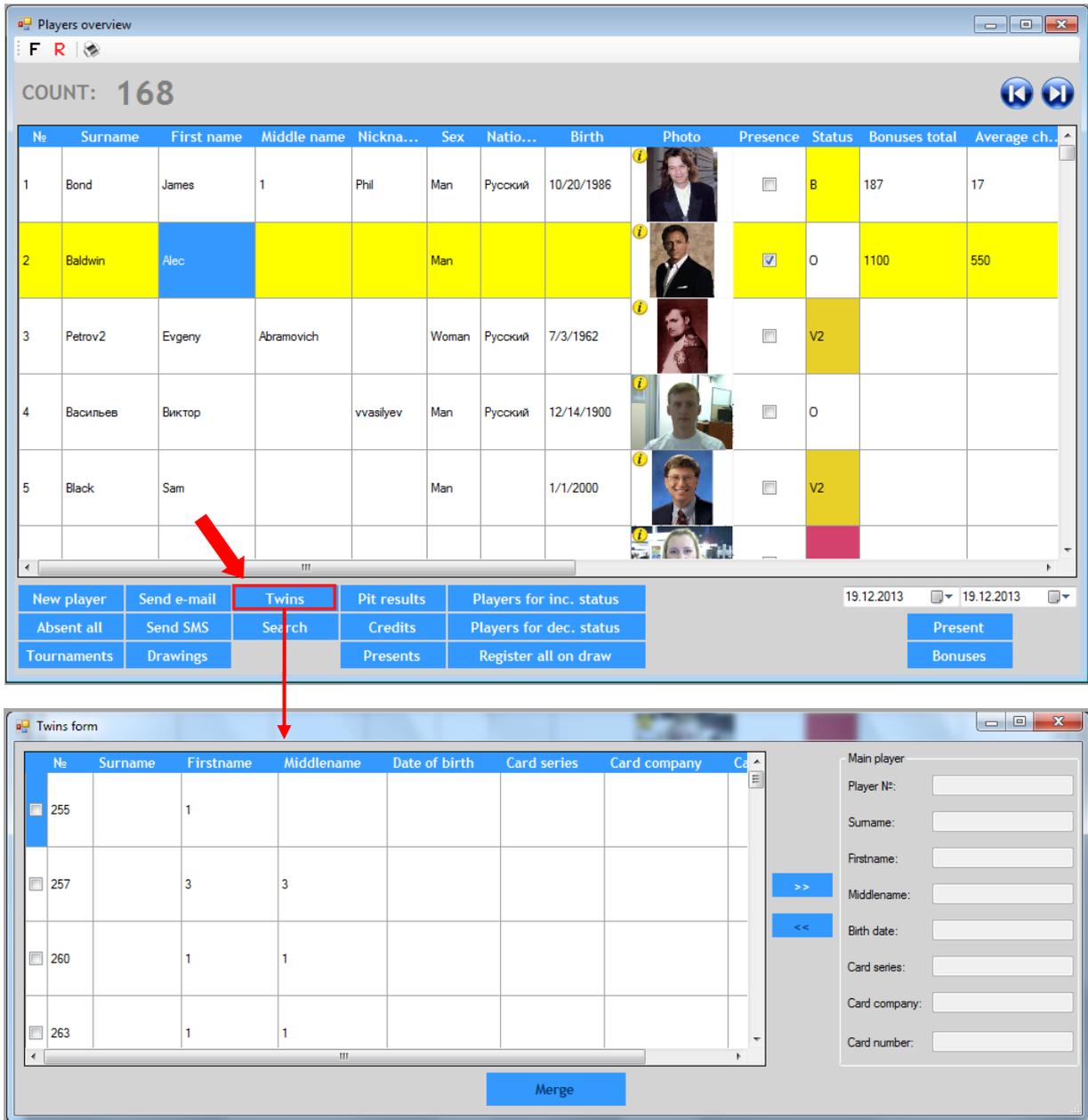


№	Parameters	Description	Formula
1	Game	SAS game name	<i>To be loaded from the slot machine</i>
2	Manufacture	Manufacturer of the game (slot machine)	<i>To be loaded from the slot machine</i>
3	Gaming Day	Gaming day number	<i>To be loaded from the system</i>
4	Start	Game session start date and time	<i>To be loaded from the system</i>
5	End	Game session end date and time	<i>To be loaded from the system</i>

6	Interval Id	Session ID	<i>To be loaded from the system</i>
7	Game %	Return percent set in the game	<i>To be loaded from the slot machine</i>
8	Coin In	Amount of credits spent in the game (amount of bets)	<i>To be loaded from the slot machine</i>
9	Coin Out	Amount of wins per game session	<i>To be loaded from the slot machine</i>
10	Jackpot	Amount of slot jackpots per session	<i>To be loaded from the slot machine</i>
11	Games played	Number of games played (spins) per session	<i>To be loaded from the slot machine</i>
12	Win	Real club win per game session (calculated according to the slot meters)	<i>Win = Coin In - Coin Out - Jackpot</i>
13	Av. Bet	Average bet amount per game session	<i>Av. Bet = Coin in / Games Played</i>

6.3 Delete a duplicates.

In **Player overview form** by clicking the button **Twins** opens a form «**Twins**», designed to find duplicates customer records and merge them into one.



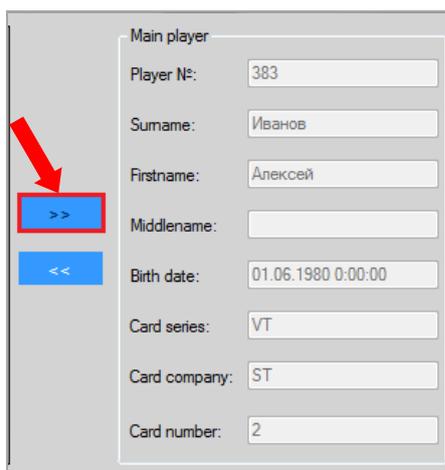
When you open it, the list shows all potential counterparts - system registered users with the same personal data (name, date of birth).

To combine multiple existing records of twins in one, follow these steps:

1. Click the left mouse button select the parent record that will unite the rest.

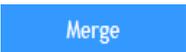
№	Surname	Firstname	Middlename	Date of birth	Card series	Card company	Card number
<input checked="" type="checkbox"/> 38	Иванов	Алексей		01.06.1980	VT	ST	2
<input type="checkbox"/> 384	Иванов	Алексей		01.06.1980	VT	ST	3

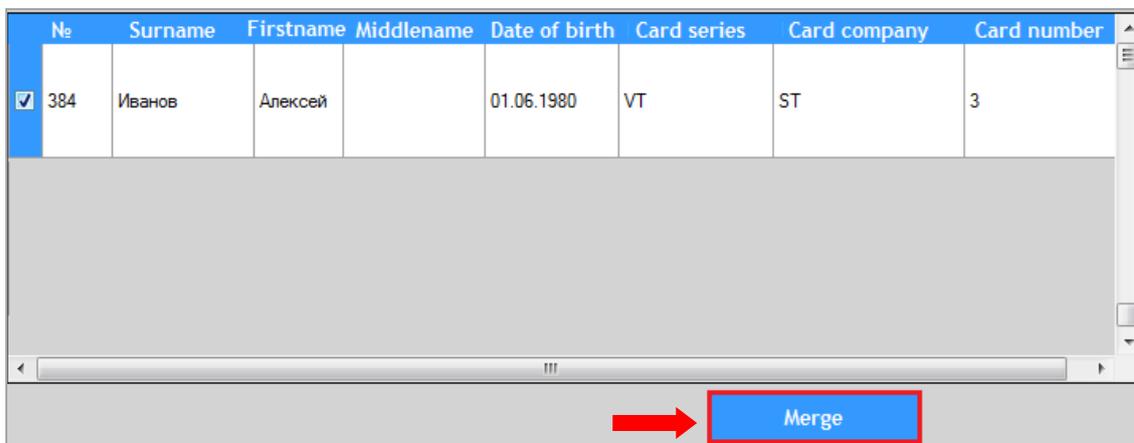
2. Press the button , and then in the block «Main player» displays data on selected customer (№, full name, date of birth, personal card).



3. Checkmark the records that will be combined with the selected master record.

№	Surname	Firstname	Middlename	Date of birth	Card series	Card company	Card number
<input checked="" type="checkbox"/> 384	Иванов	Алексей		01.06.1980	VT	ST	3

4. Press the button .



№	Surname	Firstname	Middlename	Date of birth	Card series	Card company	Card number
<input checked="" type="checkbox"/> 384	Иванов	Алексей		01.06.1980	VT	ST	3

Thus, the data of the selected entries will be combined with distinguished and it will be displayed in the **Players overview form** in a standardized way **1**, and the records of which were taken when combining data will be empty and will appear with the words «FREE» **2**.

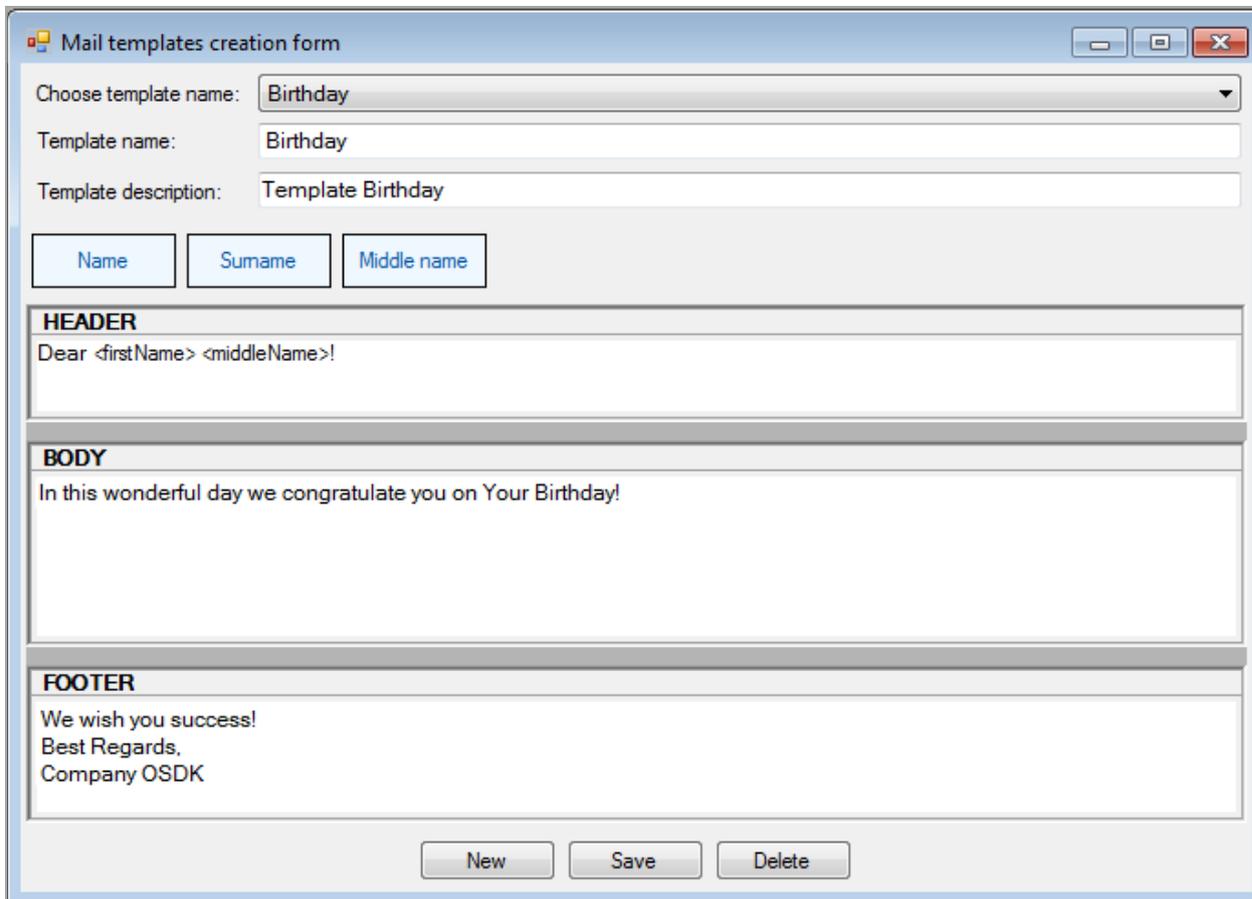
Иванов 1	Алексей		Man	01.06.1980		<input checked="" type="checkbox"/>	0		VT	ST	2
FREE 2	FREE	FREE	Man			<input type="checkbox"/>	0				

Note: You must carefully choose the master record, which will unite the others, because at the confluence of the main entry only transferred data from Bookmarks «Notes». Personal data (except name), status card (balance, PTS), photos, documents, contacts, links, black lists, statistics - are not transferred.

6.4 Create E-mail templates.

Send e-mail using the system made in accordance with pre-existing templates. You can create an unlimited number of templates. Templates can be addressed to a particular customer, and may be general in nature.

Creating these templates by using the form «**Mail templates creation form**» («**Reception**» → «**Mail templates**»).



To create a new template for e-mail newsletters, you must do the following:

1. Click on the button  at the bottom of the form.
2. In the «**Template name**» enter the name of the template (for example, «Birthday»), and in the «**Template description**» ask a brief description.



3. Further in section «**Header**» enter the text of the message header (e.g., «Dear ...»).



In order to be included in the template data surname, name and patronymic of the client (or a combination), you must use the buttons:

- specifies the name of the client.
- specifies the name of the client.
- sets the surname of the client.

4. In section «**Body**» enter the text of the message, it can be an invitation, congratulation, a reminder.

BODY

In this wonderful day we congratulate you on Your Birthday!

5. Section «**Footer**» written final information (e.g., «Best regards, ...»).

FOOTER

We wish you success!
Best Regards,
Company OSDK

6. To save the template, click on .

In the future, to view, edit or delete the created template is opened through the cell «**Choose template name**».

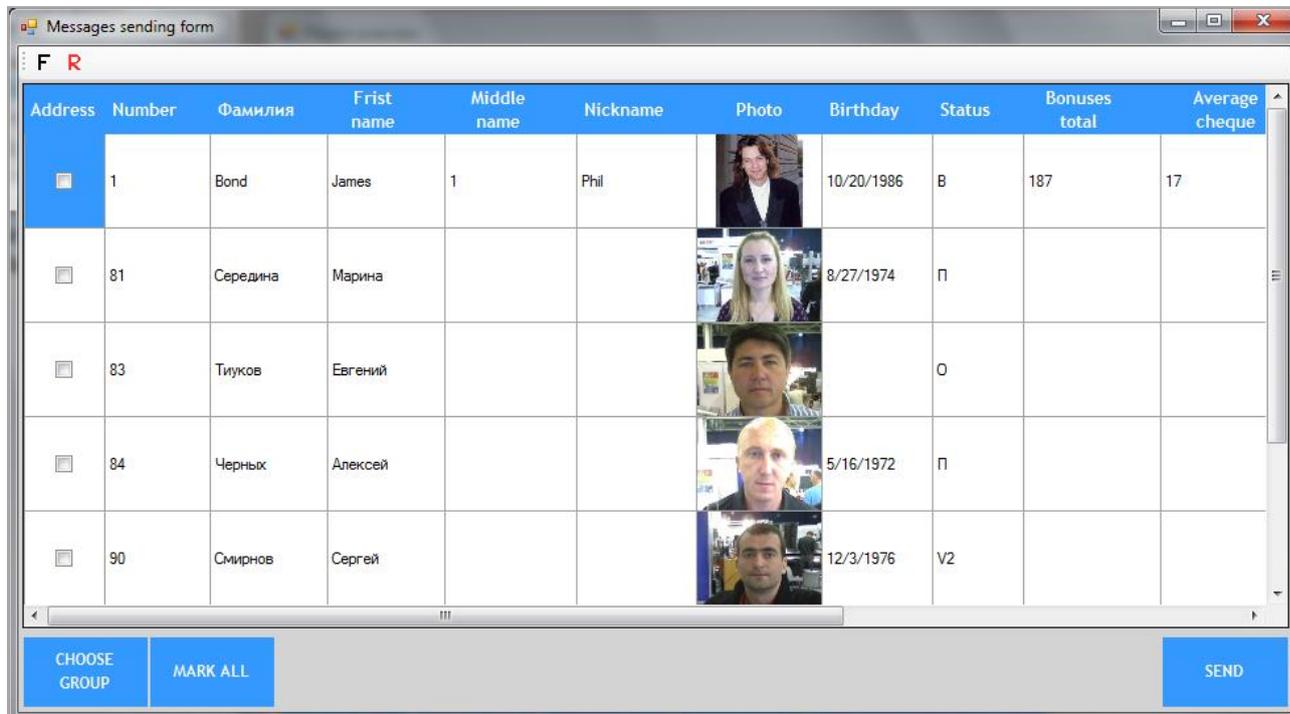
Choose template name:

Template name: Birthday
New year
Testing

Template description:

6.5 E-mail sending.

Using **Players overview form** you can open «**Messages sending form**» to create E-mailing list while pressing on **Send e-mail** button.



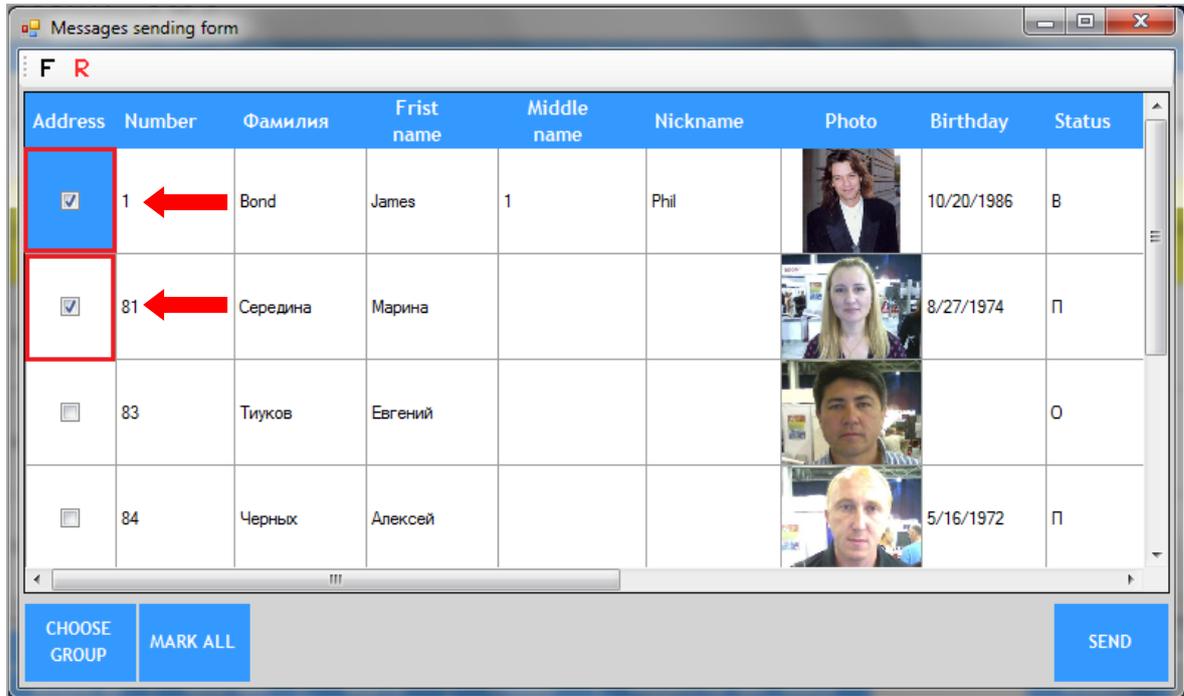
You can provide E-mail sendings to the customers that meet the following mandatory requirements:

- ✓ Customers email exists in «**Contacts**» tab.
- ✓ Customer communication method selected by the client E-mail in «**Contacts**» tab.

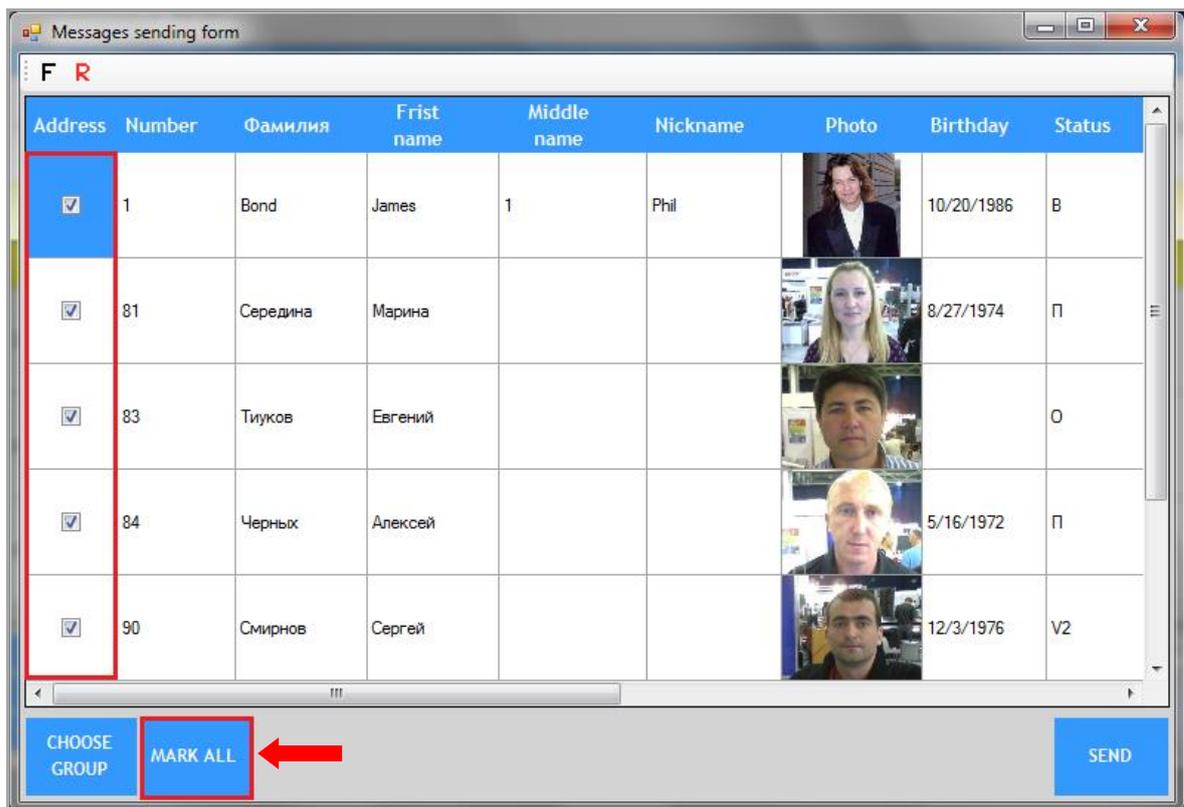
The screenshot shows a contact form with fields for Mobile phone, Country code, Area code, Phone number, and Entered number. A dropdown menu for "Contact method:" is open, showing options: Not willing, Phone, SMS, Mail, and E-mail. The "E-mail" option is selected and highlighted with a red arrow. Below the dropdown, the "E-mail #1:" field contains the email address "CSDeveloper@yandex.ru" and is also highlighted with a red arrow. The "E-mail #2:" field is empty.

To create the E-mail sending, please follow these steps:

1. Select customers that will be contacted by E-mail using one of the following ways:
 - Set a tick in rows of «**Address**» column that contains customers who will be included in mailing list.



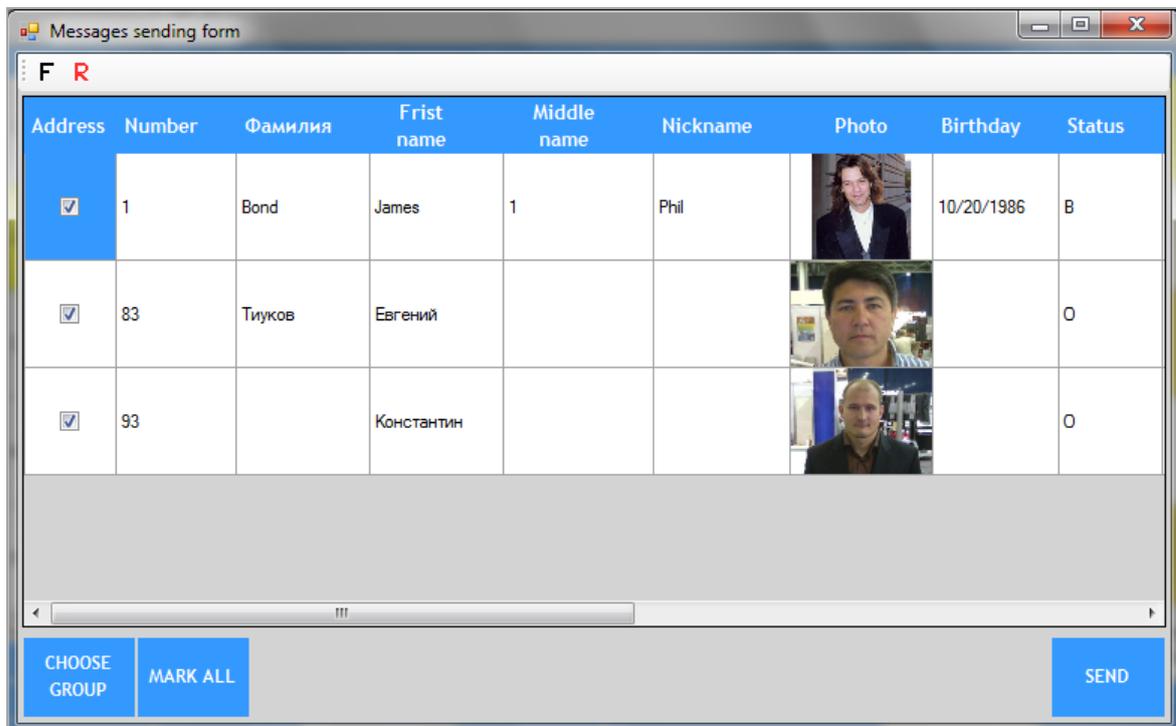
- If you want to include all customers in emailing list just check «**Mark all**». This will allow to select all customers.



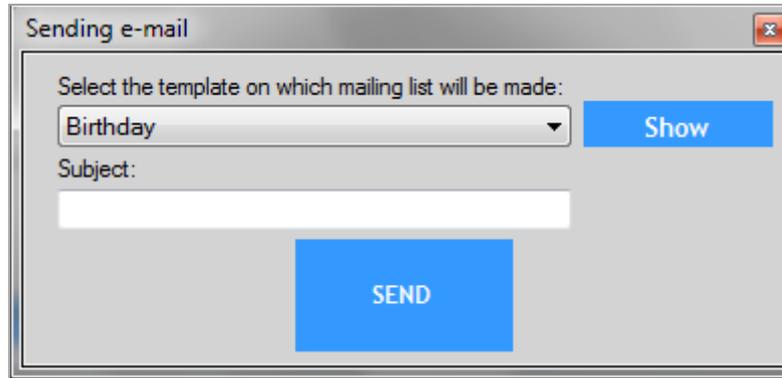
- If you want to create group mailings check «**Choose group**». You can select players groups that will be included in mailing list. After selecting press **OK**.



Thus you have finish to prepare a mailing list using group method. Ticks will be set automatically on list.

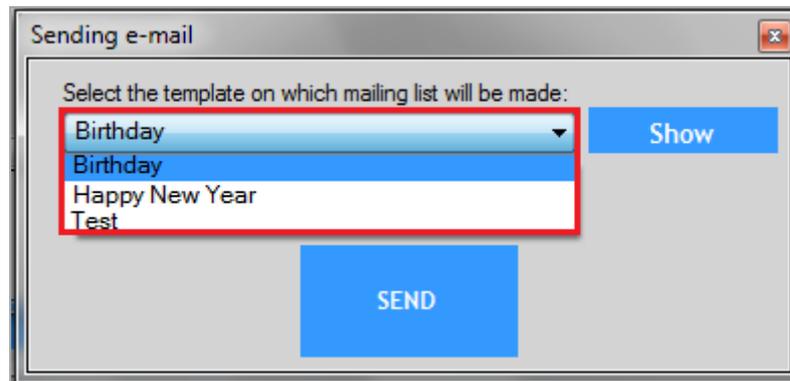


2. When list is fully prepared click on **SEND** in the lower right corner of the form.
3. After that «**Sending e-mail**» form will be opened.

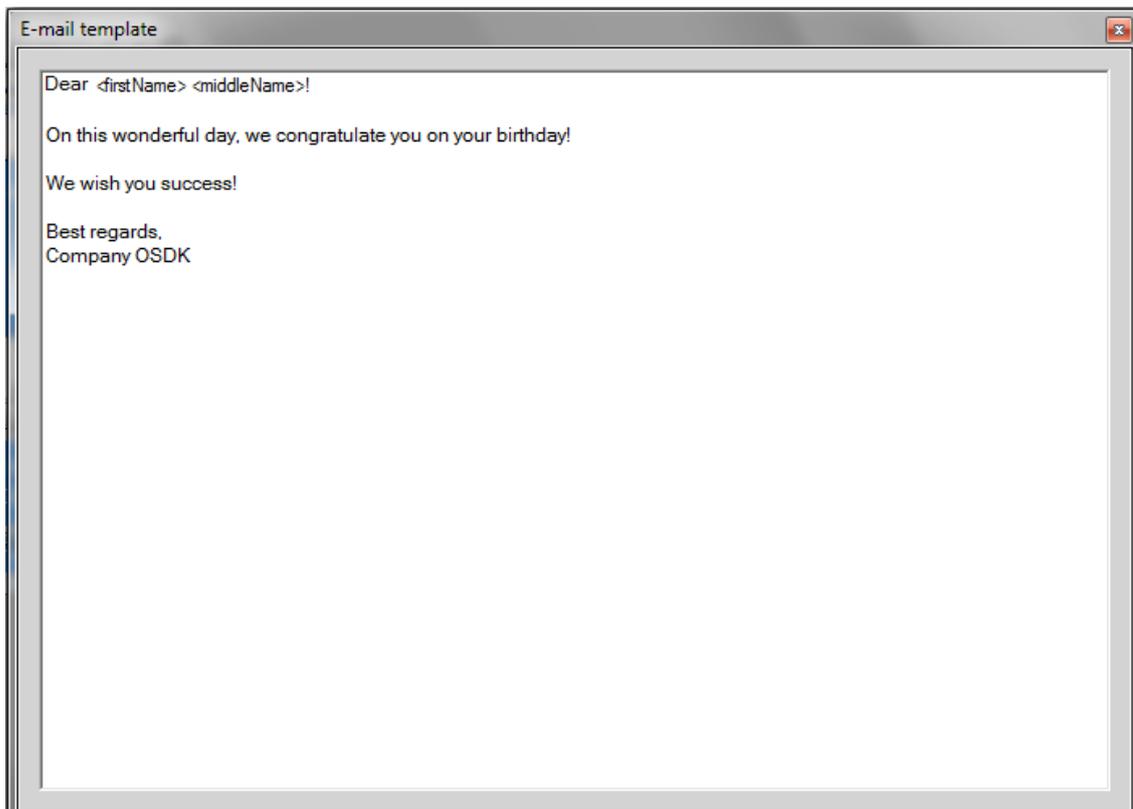


It is necessary to do:

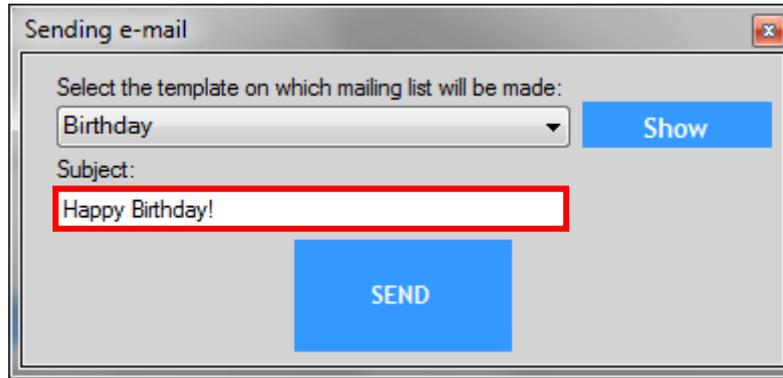
1) Select a template from the drop-down list (more about creating E-mail templates in [«Creating E-mail templates»](#)).



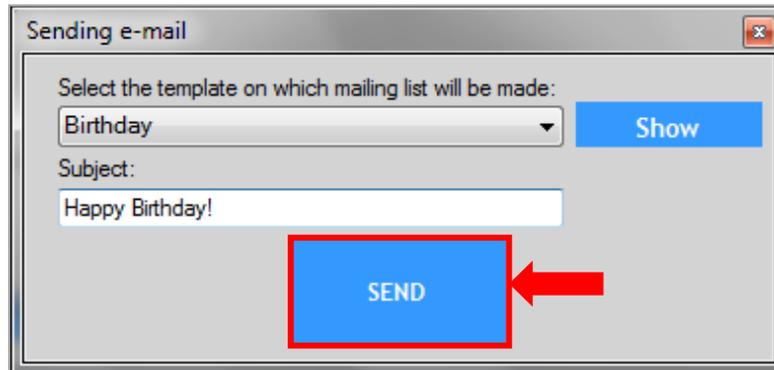
To quickly view the text of the selected template, click , which opens a window with text message.



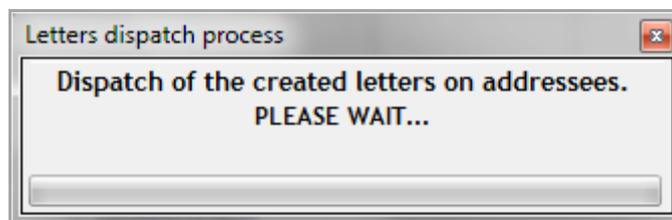
2) Next, use the keypad to enter the subject of the message that will be displayed in the email.



3) To send E-mails to your customers click on «Send».

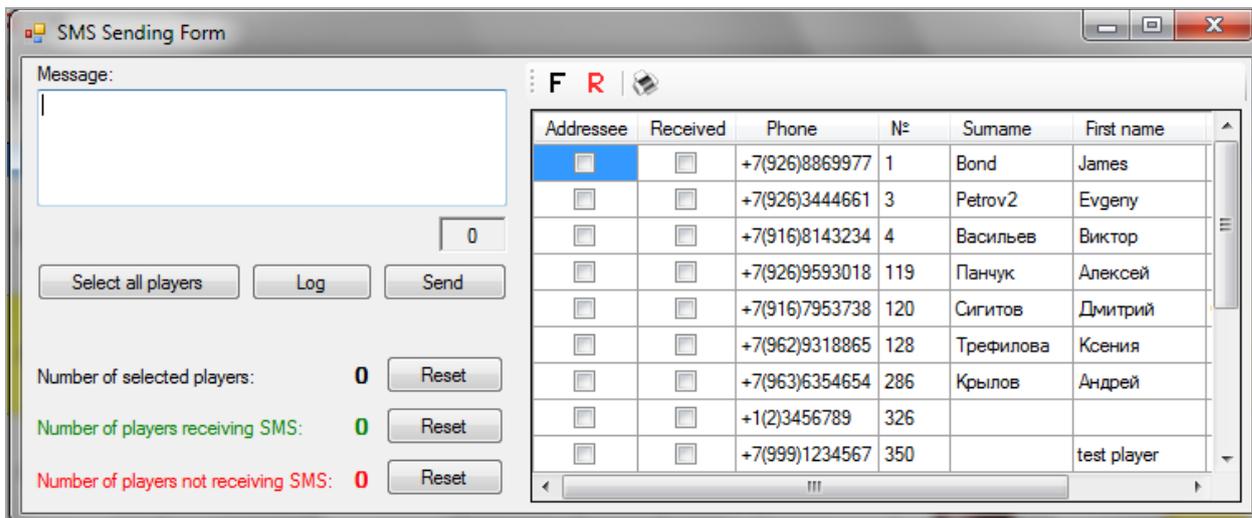


It will start a sending process, which may take some time.



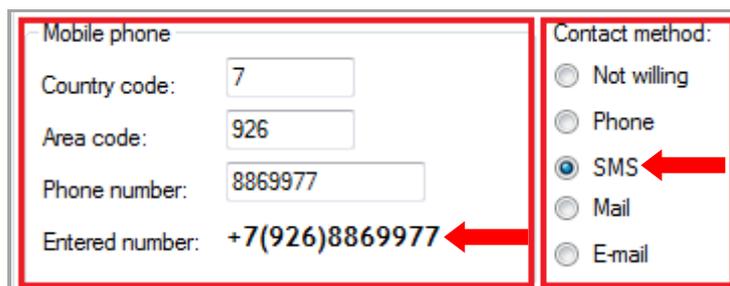
6.6 SMS-sending.

Click on **Send SMS** button in **Players overview form** to open «SMS Sending Form», which is designed to send SMS-messages to customers.



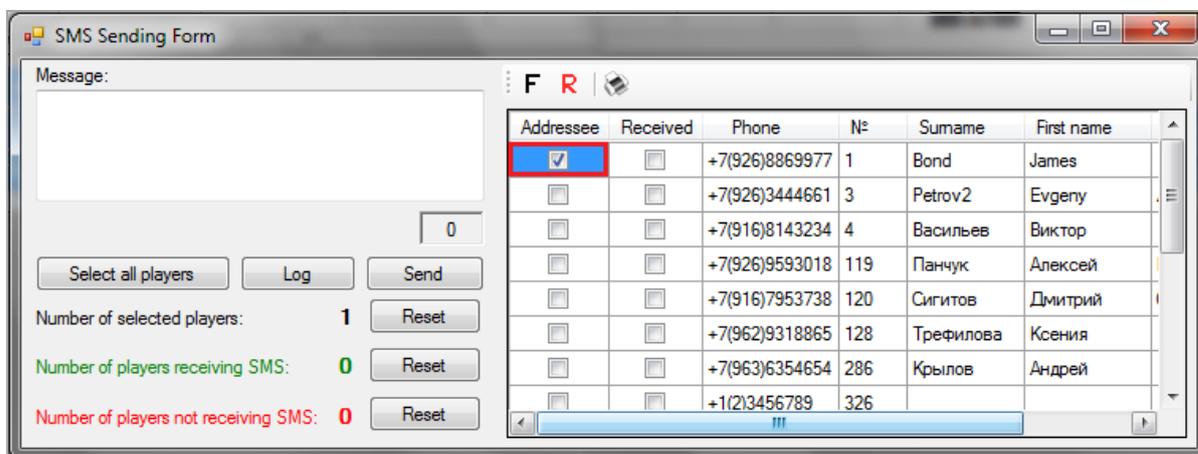
SMS-messages will send to customers that meet the following mandatory requirements:

- ✓ If mobile client phone number is present at customer card («Contacts» tab).
- ✓ If SMS selected as contact method with the customer at customer card (tab «Contacts»).



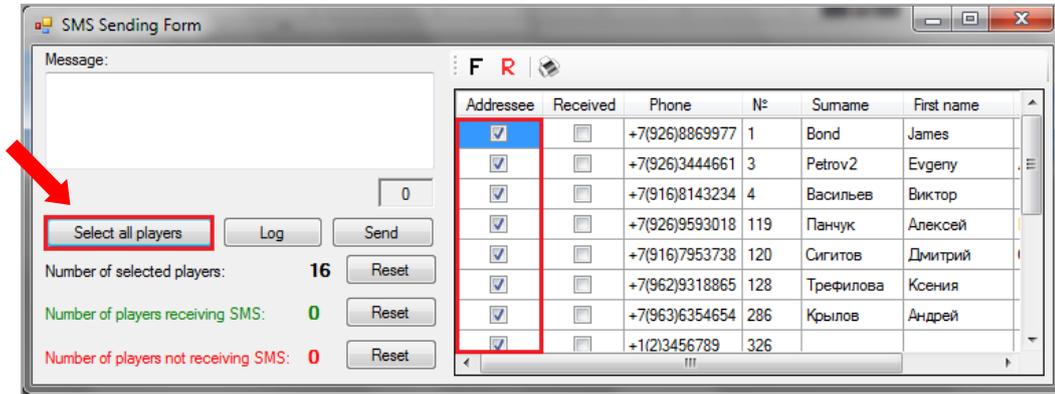
In order to send SMS-messages, please perform the following steps:

1. Select customers with SMS as contact method using one of following ways:
 - Set a tick in the column «Addressee» in a row of customers who will receive a messages.

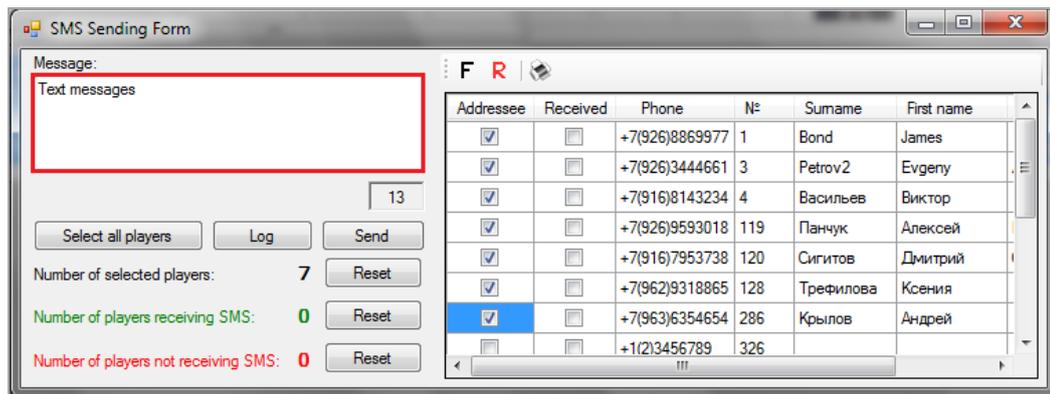


- In case while messages will be sent to all clients from the list, press **Select all players** button. Checkmark will be set automatically to all customers.

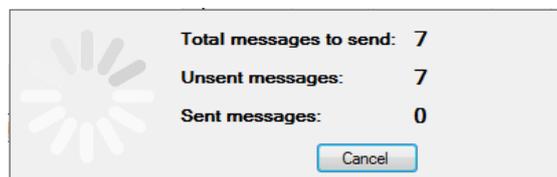
Select all players



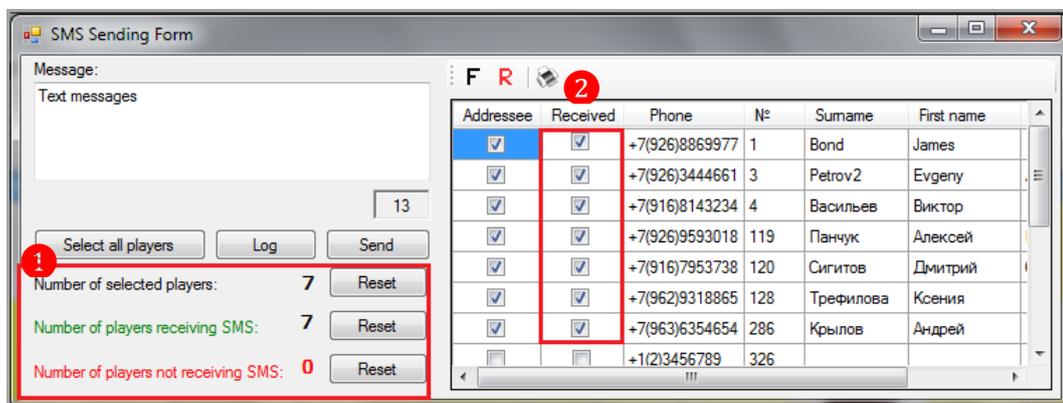
2. In «Message» block please enter a message (up to 70 characters). Number of characters is displayed below the input field on the right.



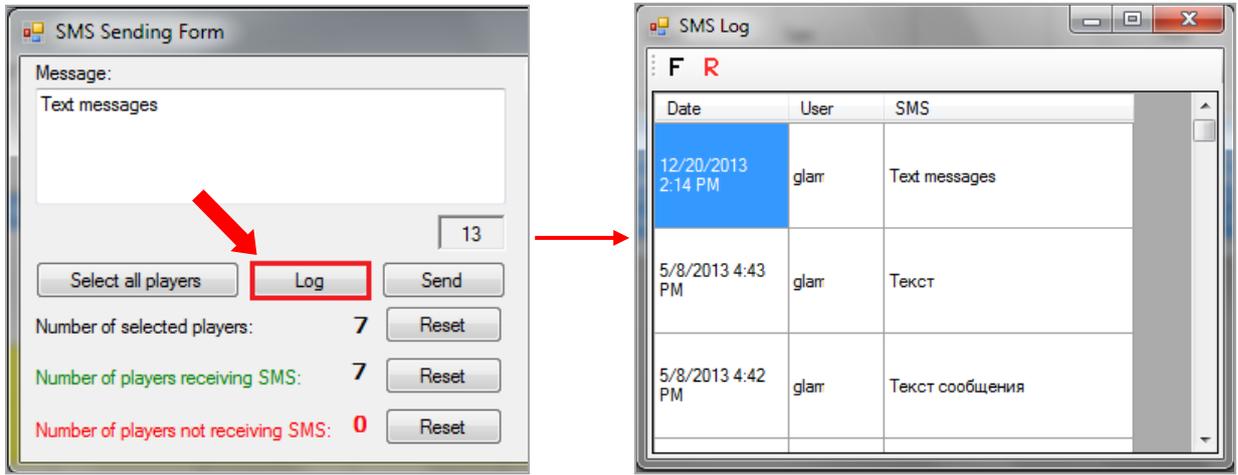
3. To send a message, press  and SMS will be delivered to selected customers and information about it will send back to status window.



At the end of the submission process will be displayed in the form of a report sent by SMS **1**, and lines of customers who have received a message in the column «Received» will be checked **2**.

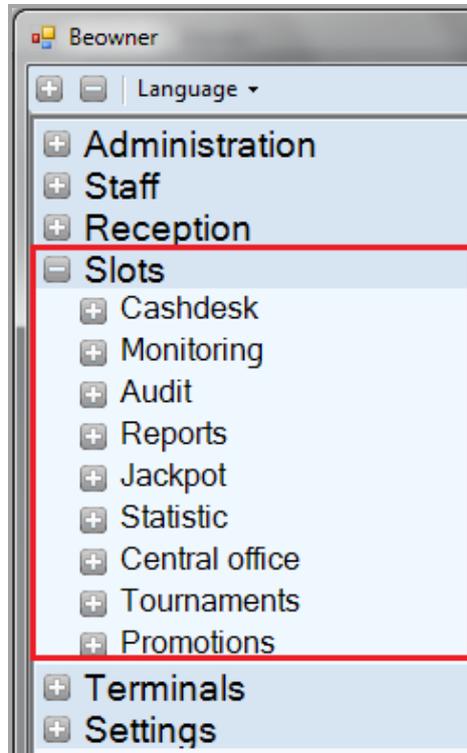


To view the total list of SMS-messages that was sent previously, you need to press a  button, which will open a form with a list box that displays date and time of sent operation and sender of the text message.



7 «Slots» module functionality.

«Slots» menu item gives you access to cash transactions, auditing and monitoring of gaming machines, viewing various reports, collecting statistics (jackpots, operations, profitability, etc.), setup of rewards management system (Promotions), adjusting system settings and monitoring tournaments.



Detailed description of «Slots» module you can find in the following paragraphs of next section.

7.1 Slots playing business process description from Player's point of view.

To understand the basic functionality of SlotLogic let's look at the business process of playing from player point of view:

1. Cashier logs in («Reception» → «Players overview» → «New player»).
- 1.1. At registration, the customer receives a personalized card.
2. Customer recharges via cash card («Slots» → «Cashdesk» → «Cashdesk»).
3. Customer comes to the gaming machine.
 - 3.1. The gaming machine is locked.
4. Customer puts his personal card to the reader slot machine.
 - 4.1. As a result, there is an authorization, the gaming device is unlocked and allows you to select the game, as well as bring in money through the terminal.
5. The client chooses the game, and then clicks on the transfer of money gaming machine.
 - 5.1. As a result from the card account to the account of gaming machine money charged and converted into loans given denomination installed in slot machine.
 - 5.2. If the card's balance equals to zero, no amount will be credited.
 - 5.3. If the card balance is less than the pitch of cancellation installed in the system, the entire amount will be deducted from the card.
6. The client begins to play.
7. The client may choose to enroll money through the terminal.

8. At any time, the client can finish the game and to remove the card.

8.1. As a result, if the machine were loans, they will be converted into a sum of money given denomination installed in slot machine, and will be transferred from the account of slot machine at the expense of the customer's card.

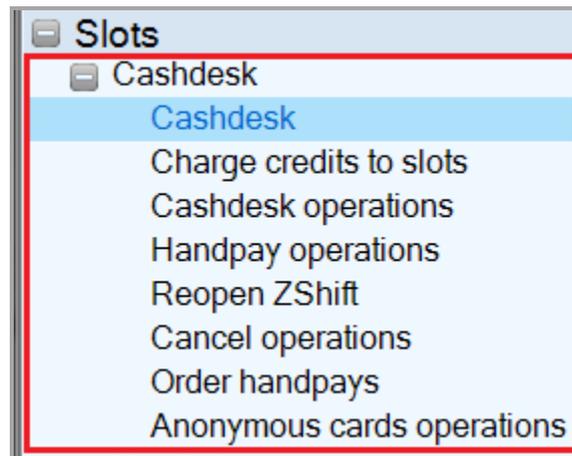
9. Also, the client can first write off money to the card, and then remove the card.

10. If necessary, you can manually issuing money (from banks) client account gaming machine – handpay.

7.2 Cash desk module functionality.

Using menu section «Slots » → «Cashdesk» you can access the following functions:

- Opening / closing gaming day / shifts, deposit / collection, X-reports.
- Adding / removing funds at bonus cards account.
- PTS operations.
- Exchange PTS to goods and services.
- Direct transfer of funds to gaming machines.
- Handpay Operations.
- Cash Credit and Count Operations.
- Cancellation of cash transactions.
- View reports on cash transactions.



For the operation of cash module in the system must be made appropriate settings (for details on configuring cash in [«Cash desk settings»](#)), as well as connected and the card reader.

Cash transactions are carried out by the cashier using the form «Cashdesk» («Slots» → «Cashdesk» → «Cashdesk»).

Cash desk form contains the following elements:

➤ **Panel current state.**



- 1) Serial number of the day's play.
- 2) Serial number Z-shift in gaming day.
- 3) Incomes in the current game day.
- 4) Name of the club.
- 5) Current amount of funds in cash desk.
- 6) Shift number on cashier at Z-shift.
- 7) Cashier surname working in the current shift.
- 8) Current date and time (the system date and time of the computer where cash desk module is installed).

➤ **Workspace cash form.**

1. Area with fields for entering data on cash transactions committed. Fields become active after pressing the appropriate buttons located on the left.

A list of all fields:

✓ **Player** - this field displays the name of the player whose bonus card was attached to the reader to make cash transaction, or which has been selected from the list after pressing the «Player».

✓ **Operator** - in this field, after pressing the «**Operator**», selected slot operator to depress the button (turn-key) on the slot machine for operation (with payments and accruals handpay credits for slot machines).

✓ **Receipt** - in this field you enter the number of the receipt for payment from handpay, outstanding player slot operator (using receipts).

✓ **Zone** - in this field, after pressing the «**Zone**», an area is the location of the gaming machine, the account that you want to make payment handpay.

✓ **Slot** - in this field after pressing «**Slot**» selected device from the account you want to make a payment or order handpay.

✓ **Amount** - in this field you enter the programming done by the cash transaction.

Player	Baldwin
Operator	Ратновский
Receipt	
Zone:	Все
Slot	01
Amount:	2000

Operator



Player



Card: TE-ST-000077
Balance: 500
PTS: 0 Threshold: ...

1	2	3
4	5	6
7	8	9
<	!	0
		.

2. Display area photographs slot operator selected in the Operator (in the transactions in the payment / order handpay).

3. Information display area about the player selected to perform an action:

✓ Photo Player.

✓ Phone bonus card player.

✓ Balance bonus card.

✓ Number of accumulated customer PTS (expense PTS).

✓ Cancellation threshold - the minimum amount of PTS, the accumulation of which, the player can transfer her account to the main account PTS bonus card.

4. Calculator, through which the input amounts of funds committed to cash transactions.

✓ 1, 2,0 – buttons to enter numbers.

✓ < – button to clear the input field «**Amount**» digits one by one.

✓ ! – button to delete entered in the «**Amount**» entire amount (one click).

✓ . – button «point» - decimal separator is used to separate the integer and fractional part of the input amount.

➤ **Function keys (top panel).**

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodi	Transfer Out	Reinforc ement	Encashme nt
----	-----	---------	----------	----------------	-------------------	-----------------	-------------------	----------------

1. **«In»** – command is used for three operation types:
 - Transfer credits to gaming machine using cash desk operator.
 - Cash Credit Operations.
 - Count Operations.
2. **«Out»** - command used to pay the ordered handpay.
3. **«← Orders →»** - used when paying handpay to select the desired payment from the general list of payments, ordered the cashier through the form **«Order payments»**.
4. **«Card In»** - used to make the transaction of funds to the bonus card customer.
5. **«Card Out»** - used for transaction withdraw funds from the account of the client's bonus card (cashing).
6. **«PTS → Card»** - used for transaction enrollment accumulated customer PTS account to PTS cash account bonus card.
7. **«PTS to Commodities»** - command is used for exchange of accumulated PTS to goods or services.
8. **«PTS → JP»** - command is used for transferring PTS points from player's account to game machine as bonusing credits.
9. **«Transfer Out»/«Transfer In»** – command is used for transferring funds between cash desks of club.
10. **«Reinforcement»** - command is used to fill the cash desk.
11. **«Encashment»** - used for withdrawal of cash from the cash desk.

➤ **Function keys (lower panel).**

Friend PTS	X Report	Close Shift Панцирева Н.	Close ZShift 12	Close Gaming Day 325	Process	EXIT
------------	----------	--------------------------------	-----------------------	----------------------------	---------	------

1. **«Friend PTS»** - used to check PTS assessed client «from friends».
Note: If the «PTS from friends» settings is not checked in «Activate» , the button «Friend PTS» will not appear on the form of cash.
2. **«X Report»** - used to view, export and print X-report cash transactions game day.
3. **«Close Shift ...»** - used for closing a shift cashier.
4. **«Close Z Shift ...»** - used to close the Z-shift.
5. **«Close Gaming day ...»** - used to close the day's play.
6. **«Process»** - is used for cash transactions.
7. **«Exit»** - used to close the cash form.

7.2.1 Cash desk operation.

Daily at the checkout, the following procedures are required:

- Open gaming day.
- Close gaming day.

Opening game of the day includes a set of operations:

1. Open gaming day.
2. Open Z Shift.
3. Opening the shift cashier.
4. Adding to the cashier cash for payments and redemption.

Closure of the day's play includes the following set of operations:

1. Withdrawal from the cash proceeds (collection).
2. Closing shift cashier.
3. Closure of the Z-shift printing (or export) X report.
4. Close Gaming day.

Note: Before closing the day's play must conduct an audit of gaming machines, in which data is generated on the profitability of vehicles (more on this in Section [«Audit»](#)).

Attention! If you have more than one cashdesk installed in your club, you are able to open or close gaming day only at one main cashdesk right after you close Z-Shift at all other cash desks. Opening/Closing Gaming day operation is unavailable at regular cashdesks («Open Gaming day...» / «Close Gaming day ...» button is inactive).

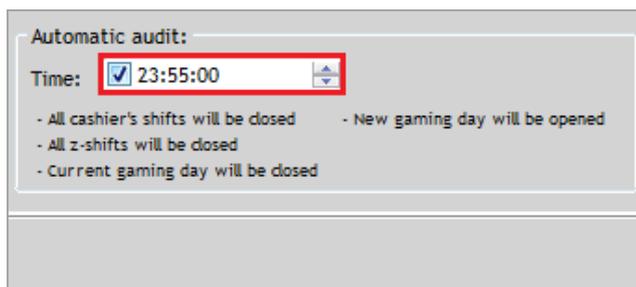
When shift change cashiers perform the following operations:

1. Closure of the change of the current cashier.
2. Out.
3. Log in under the username and password of another (alternate) cashier.
4. Opening shift cashier.

Attention! During Cashier shift change Z-Shift and Gaming Day cannot be closed. Z- Shift can be closed right after you close all cashier shifts.

Also, by using the settings («Settings» → «Slots» → «Settings») in system, it is possible to specify the procedure on audit of the gaming devices and opening/closing a gaming day automatically day by day in a specified time. The system performs the following:

- ✓ All cashier`s shifts will be closed.
- ✓ All Z-shifts will be closed.
- ✓ Current Gaming Day will be closed.
- ✓ New Gaming Day will be opened.



If the tick is omitted, all the procedures, described above, as well as the audit of gaming devices, are necessary to run manually.

During the same game day at work with clients cashier will perform operations such as:

- Adding / removing funds on account of bonus cards.
- Admission to the bonus cards PTS.
- Verification charges PTS «from friends».
- PTS to goods and services exchange.
- Direct accrual loans at the expense of gaming machines.
- Operations of Handpay (order and pay).
- Operations Cash Credit.
- Operations Count.

Consider all of these operations in the following paragraphs detail section.

7.2.2 Gaming day Opening.

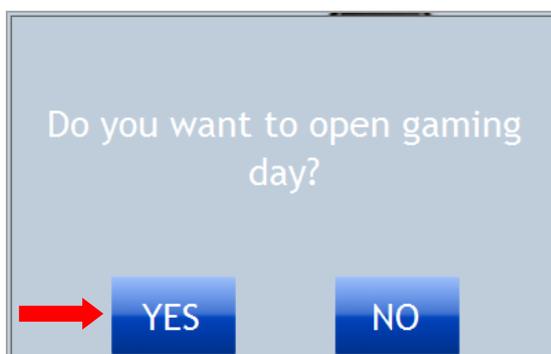
To open a Gaming day you must open Z-Shift and Cashier Shift at **Main Cashdesk**. These daily operations are required to make by cashier at the beginning of each Gaming Day. Otherwise cashdesk functionality will be inactive.

The procedure is as follows:

1. Open the cash register («Slots» → «Cashdesk» → «Cashdesk»).
2. Click «**Open Gaming day ...**», located on the bottom panel of the form.



3. In the window that opens, click «**Yes**» to confirm the opening of the new game day.



4. Game day is open. Now you need to open the Z-shift, clicking on «**Open Z Shift ...**», which became active after the opening day's play.



5. Confirm the discovery of a new shift by pressing «**Yes**» in the opened window.

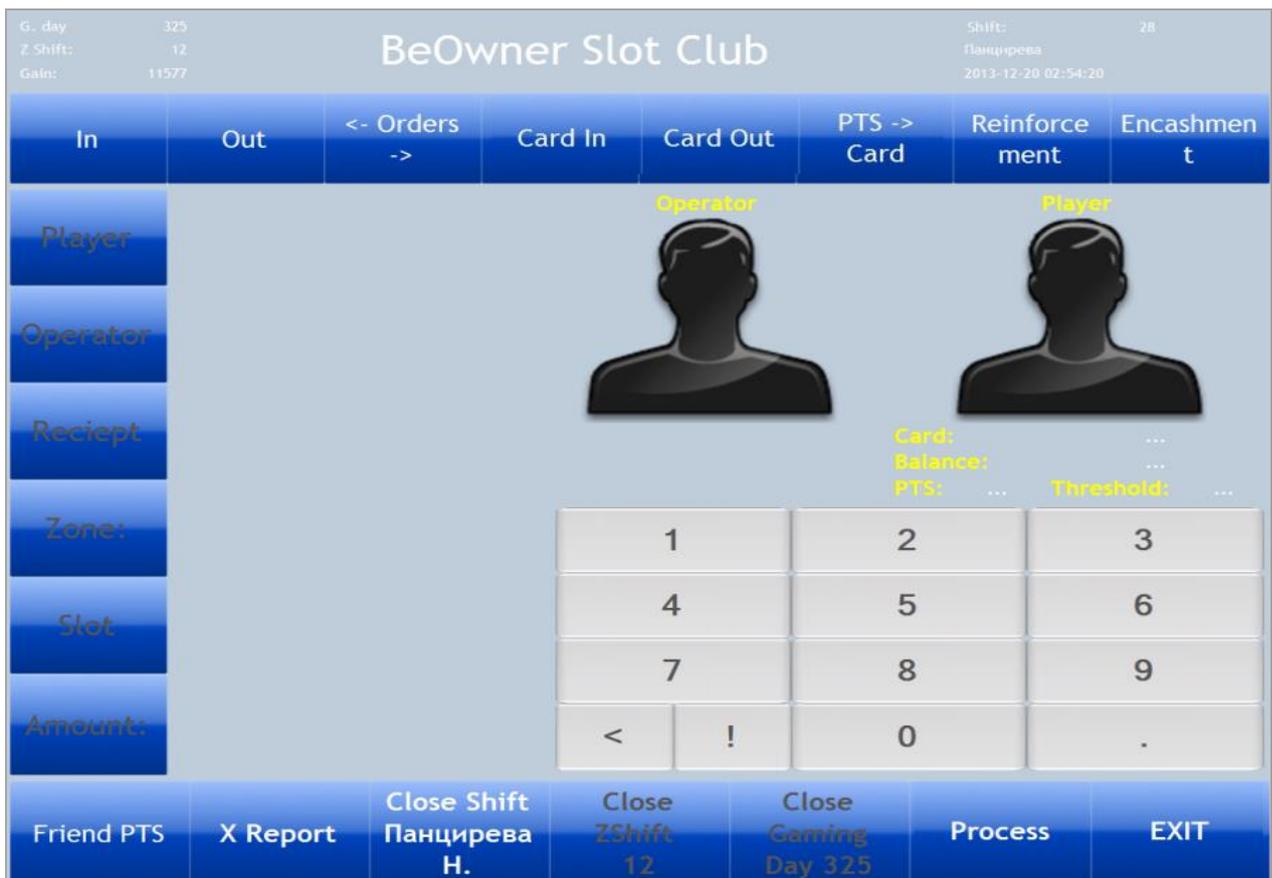


6. Z-shift opens. Now you need to open the cashier shift by pressing the «Open Shift...».



Note: In the form of cash on the button «Open Shift ...» will display the name of the cashier, the username and the password which was logged on to the system.

The opening of the new game of the day, Z-shift and shift cashier required for cash transactions buttons at the cash register interface forms become available.



«Z-shift open» and «Cashier shift open» commands are same at all cash desks.

7.2.3 Cash Desk top-up (Reinforcement).

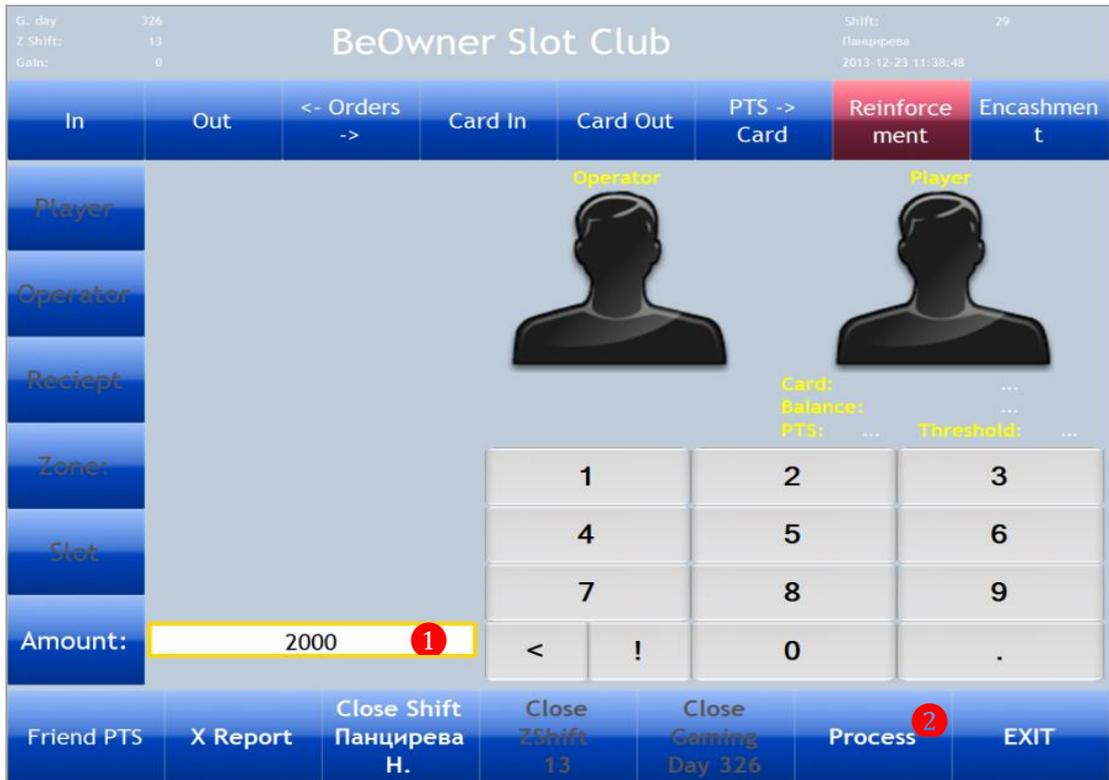
Adding - this operation is making the cashier cash, providing the opportunity to give money to clients (e.g., payment handpay) and swaps.

The procedure is as follows:

1. Press «**Reinforcement**», located on top of the cash form.



2. After pressing the button color changes to red and the left in the field appears «**Amount**» to enter the amount to be deposited in cash.



You must use the buttons calculator cash form (either a computer keyboard) to enter the amount to be added to the cashier and click «**Process**».

Thus, the inputted cash amount of funds is available for payments and withdrawal.

Amount of cash made in such a way - it's not the revenue and it does not affect the yield and in the X and Z-report recorded as «**Reinforcement**» with a positive value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	0	0.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	0	0.00	0	0.00
CARD IN	0	0.00	0	0.00
CARD OUT	0	0.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	1	5000.00	0	0.00

7.2.4 Funds Transfer between cashdesks (Transfer Out/In).

If cash funds are insufficient at cashdesk, you can transfer it from other cashdesk, using «Transfer Out/In» button at cash desk form.

Please do following:

1. Please press at **Transfer Out** on cashdesk from where you want to transfer funds.

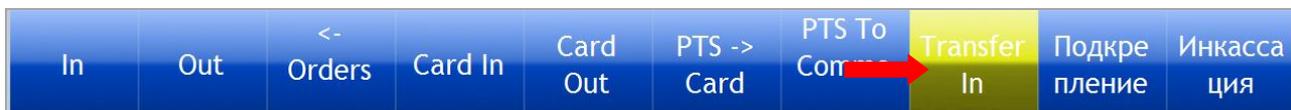


2. After pressing button color changes to red and «Amount» /«Cashdesk» form will be available for you.

The screenshot shows the 'Transfer Out' form. At the top, the 'Transfer Out' button is highlighted in red. Below it, there are two columns: 'Operator' and 'Player', each with a silhouette icon. To the left, there is an 'Amount' field containing '3000' (marked with a red '1') and a 'Cashdesk' dropdown menu (marked with a red '2') showing a list of cashdesks including 'PC1', 'ish', 'ISHOLOKHOV', 'vvasil', 'ASHBA', and 'VIDEOS'. Below the dropdown is a numeric keypad with buttons for digits 1-9, 0, and a decimal point. At the bottom, there are several buttons: 'X Report', 'Close Shift Лифатова С.', 'Close ZShift 3', 'Close Gaming Day 358', 'Process' (marked with a red '3'), and 'EXIT'. On the right side, there are labels for 'Card:', 'Balance:', 'PTS:', 'Result:', and 'Threshold:' followed by ellipses.

Please add amount of transaction in «Amount» cell using digit buttons at cashdesk form (or numerical keyboard), then chose a recipient cashdesk in «Cashdesk» dropdown list. For confirming the procedure, press on «Process».

3. To accept funds transfer at recipient Cashdesk, please press on «Transfer In», highlighted by green.



4. After pressing button color changes to red and you will see a total amount of transferred funds. Also you can see a total sum of all transferred funds and cash desk name in left part of form. In order to accept transaction press «**Process**».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodi	Transfer In	Reinforcement	Encashment
Amount :	3000.00 1			Operator 		Player 		
Cashdesk:	vasil 2			Card: ... Balance: ... Result: ... PTS: ... Threshold: ...				
				1	2	3		
				4	5	6		
				7	8	9		
				<	!	0	.	
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process 3		EXIT		

Outgoing funds transfer transactions are marked in X and Z-reports as «**Transfer Out**» with negative value. Inward funds transfer transactions as «**Transfer In**» are marked with positive value.

Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
Total	9	5500.00	0	0.00

7.2.5 Cash desk withdrawal (Encashment).

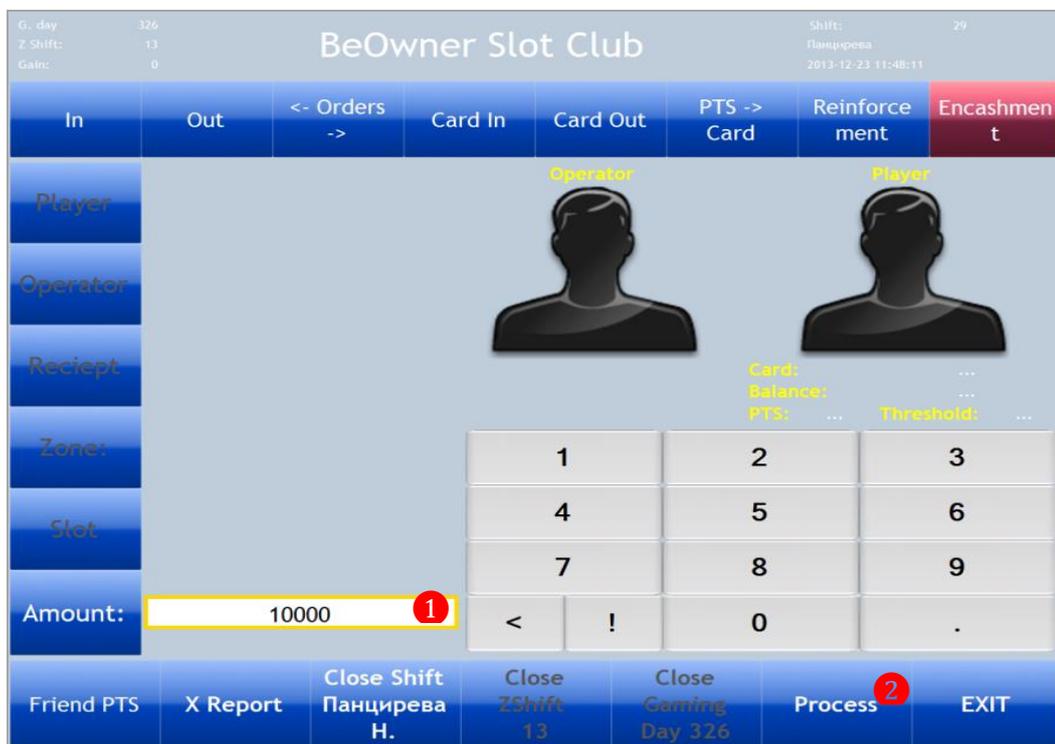
Operation withdrawal of funds from the cash held in case you need to perform a withdrawal of cash from the cash register (for example, to pass a bill collector).

The procedure is as follows:

1. Press **«Encashment»**, located on top of the cash form.



2. After pressing the button color changes to red, and the left in the field appears **«Amount»** to enter the amount that will be deducted from the cash register.



You must use the buttons calculator cash form (either a computer keyboard) to enter the amount of the withdrawal and click **«Process»**.

After this money on that amount can be removed from the register.

Amount of cash withdrawn at fixed X and Z-report as **«Encashment»** with a negative value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	0	0.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	0	0.00	0	0.00
CARD OUT	0	0.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	2	0.00	0	0.00

7.2.6 Adding funds to the bonus card account (Card In).

Operation of depositing funds to the bonus card by the cashier when applying for cash player with his personal card.

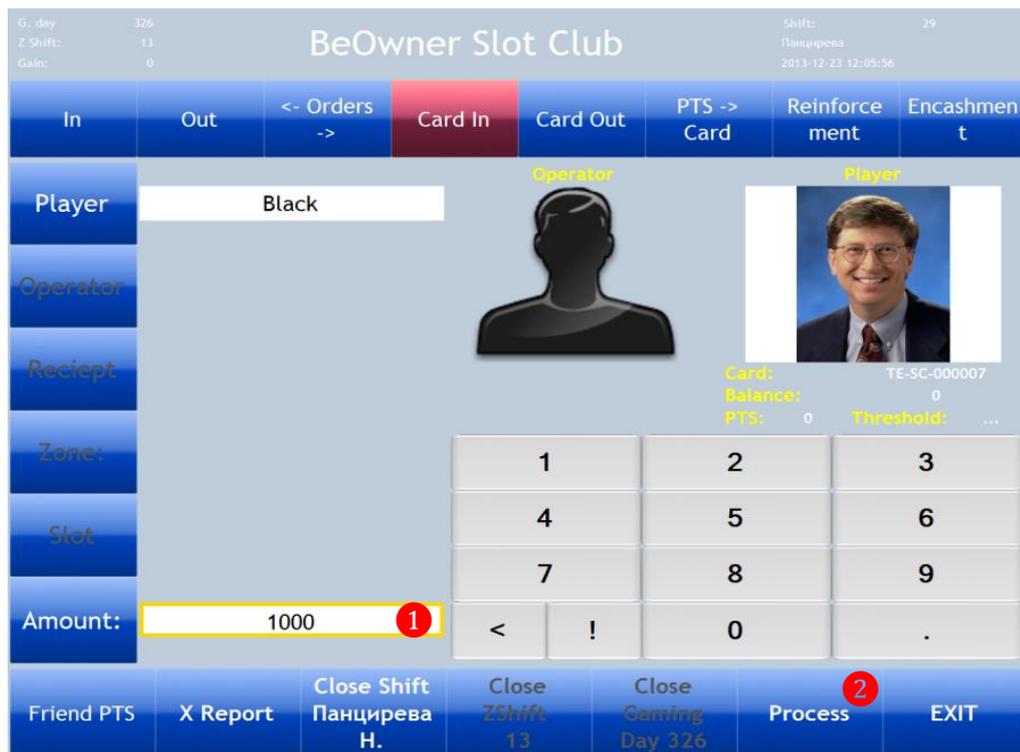
The procedure is as follows:

1. Press «**Card In**», located on top of the cash form.

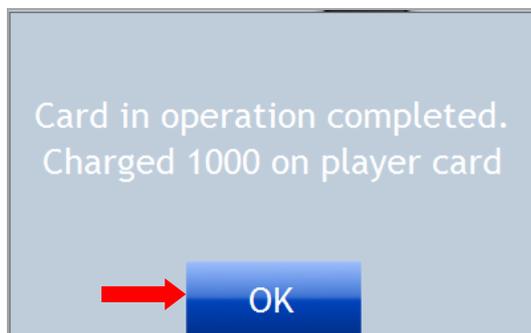


2. After pressing the button color changes to red. You need to take a player a bonus card and put it on the reader.

3. Once the card is considered, in the «**Player**» displays the player's name, number and the card balance. Next, you need by using the calculator cash form (either a computer keyboard) in the «**Amount**» write sum card and click «**Process**».



4. In the window that opens, click «**Ok**» to confirm the operation.



Thus, the amount will be credited to the player's card account.

Attention! During charging operations to the card (Card In) and debiting card (Card Out), should be a bonus card on the reader until it's time until the cashier does not conduct operation and will not see a confirmation screen. If during the operation card is removed from the reader (the cashier removes the card or for other reasons), then the operation is not possible. In this case, only needs to be again.

Of contributions to the account of the player's cards cash - this is not the revenue and it does not affect the yield and in the X and Z-report recorded as «**Card In**» with a positive value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	0	0.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	0	0.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	3	2000.00	0	0.00

7.2.7 Withdrawal from the bonus card account (Card Out).

Operation of withdrawal the funds from an account of the bonus card by the cashier when applying for cash player with his personal card.

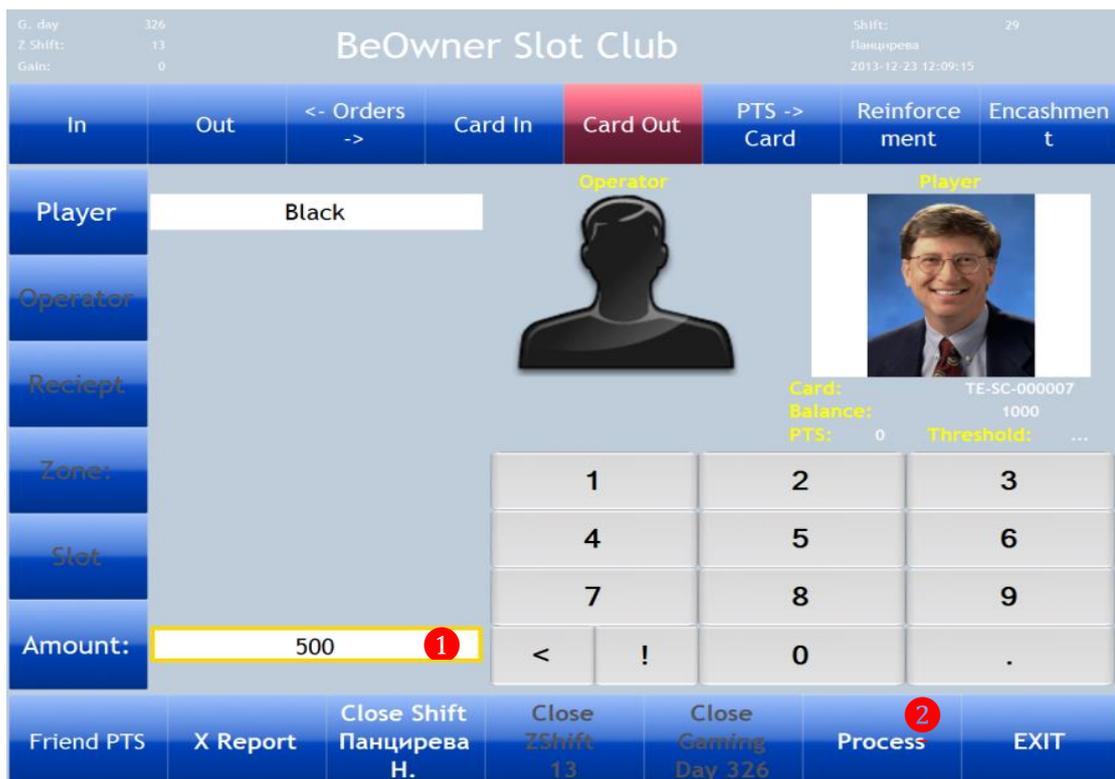
The procedure is as follows:

1. Press «**Card Out**», located on top of the cash form.

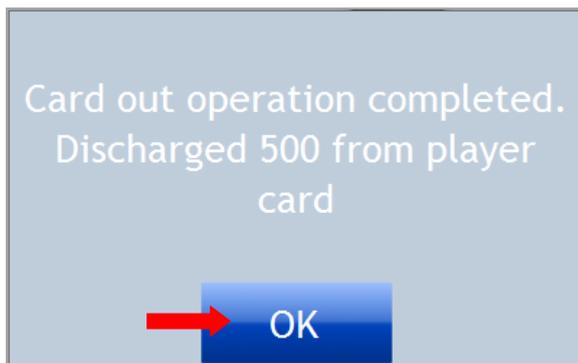


2. After pressing the button color changes to red. Need to take a player a bonus card and put it on the reader.

3. Once the card is considered, in the «**Player**» displays the player's name, number and the card balance. Next, you need by using the calculator cash form (either a computer keyboard) in the «**Amount**» to enter the amount of money removed from the card and click «**Process**».



4. In the window that opens, click «Ok» to confirm the operation.



Thereafter, the amount will be debited from the account of the bonus the player's cards.

Attention! During charging operations to the card (Card In) and debiting card (Card Out), should be a bonus card on the reader until it's time until the cashier does not conduct operation and will not see a confirmation screen. If during the operation card is removed from the reader (the cashier removes the card or for other reasons), then the operation is not possible. In this case, only needs to be again.

Amounts debited from the card counting players cash in the X and Z-report recorded as «Card Out» with a negative value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	0	0.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	4	1000.00	0	0.00

7.2.8 Adding PTS to bonus cards account (PTS → Card).

Operation PTS enrollment accumulated customer PTS account to the money balance of the bonus card by the cashier when applying for cash player with his personal card.

These transactions are on a cash form («Slots» → «Cashdesk» → «Cashdesk») by pressing «PTS → Card».



Operations «PTS → Card» can be done in one of two modes:

- **Normal** - for the operation is sufficient to apply to the reader only bonus card player.

➤ **On checking cards employees** - for the operation «PTS → Card» club manager and / or the cashier change is necessary to confirm its holding, putting the reader with your personal card. After successful verification procedure cards of employees the «PTS → Card» button will become active and transfer operation can be carried out PTS.

Note: The procedure for checking personal card allows employees to exercise control over all operations «PTS → Card», conducted at the checkout club that excludes any fraudulent activities related to translation of PTS to accounts loyalty card customers.

To be able to conduct operations «PTS → Card» checking cards must perform in the system settings (more on this in [«Promotion module settings»](#)) and assign a staff composed as a **Manager** and **Cashier**, personal cards.

During the operation of PTS transfer from accumulated customer PTS account to the money balance of his bonus card in **the normal mode**, the cashier must open the cash form, click «PTS → Card», to put a player bonus card to the RFID-reader. Once the card is considered, in the «**Player**» field displays the player's name, on the right the number and balance of the card, the PTS balance, the write-off threshold and the price of the PTS are displayed. On the left in the «**Amount**» field will be displayed the amount that can be transferred to the money balance. To enroll, click the «**Process**» button.

The procedure for calculating the amount for transfer to the player's money balance:

✓ The amount of PTS available for transfer is determined, taking into account the threshold for writing off PTS bonuses for this player.

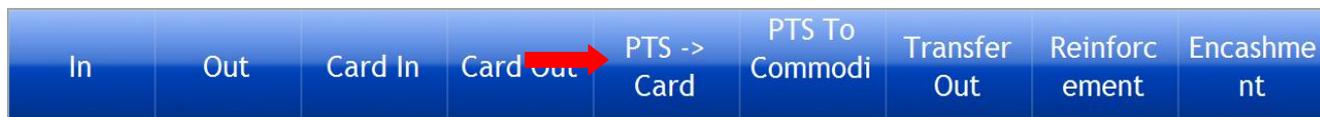
In our example, there is 35 PTS on the player's card, a write-off step is 10 - this means that the amount of PTS for the transfer must be a multiple of 10. Thus, we can transfer to the player's money balance 30 PTS, and 5 PTS will remain on the PTS balance.

✓ The default price of 1 PTS = 1 (in club currency). If another PTS price is specified in the system settings, then the amount of PTS available for transfer is multiplied by the price of PTS corresponding to the status of the player.

In our example for transfer is available **30 PTS**, the price of **1 PTS = \$ 0.5**. Thus, on the money balance of this player, we can transfer **\$15** ($30*0.5$).

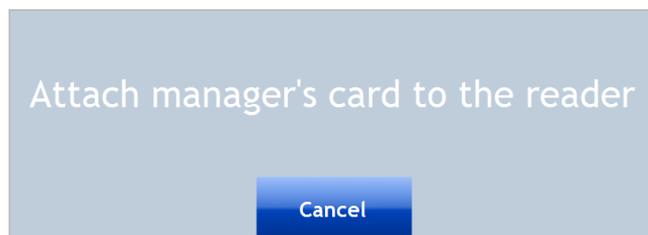
During the operation of transfer of accumulated PTS from customer PTS account to the money balance of his bonus card **while checking cards employees**, the procedure is as follows:

1. Press **«PTS → Card»**, located on top of the cash form.



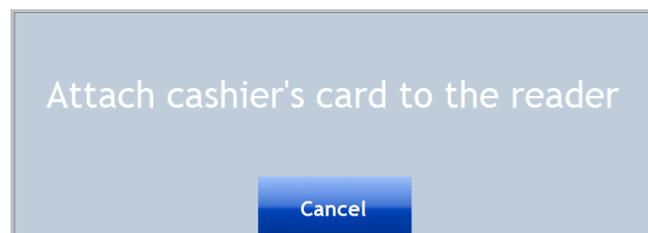
2. After clicking a dialog box similar to the following.

- a) If activated in the settings string **«Check manager`s card at cash desk»**:



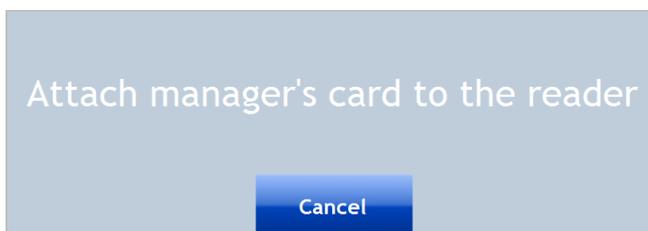
Managers need to put on your personal card reader. Once the map is considered, click **«Ok»**.

- b) If activated in the settings string **«Check cashier`s card at cash desk»**:

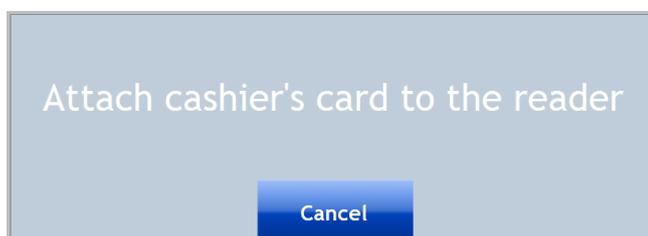


Cashier change must be put on your personal card reader. Once the map is considered, click **«Ok»**.

- c) If activated in the settings string **«Check manager`s card at cash desk»** and string **«Check cashier`s card at cash desk»**, then the first opens **a**:



Managers need to put on your personal card reader. Once the map is considered, click **«Ok»**. Then opens **b**:

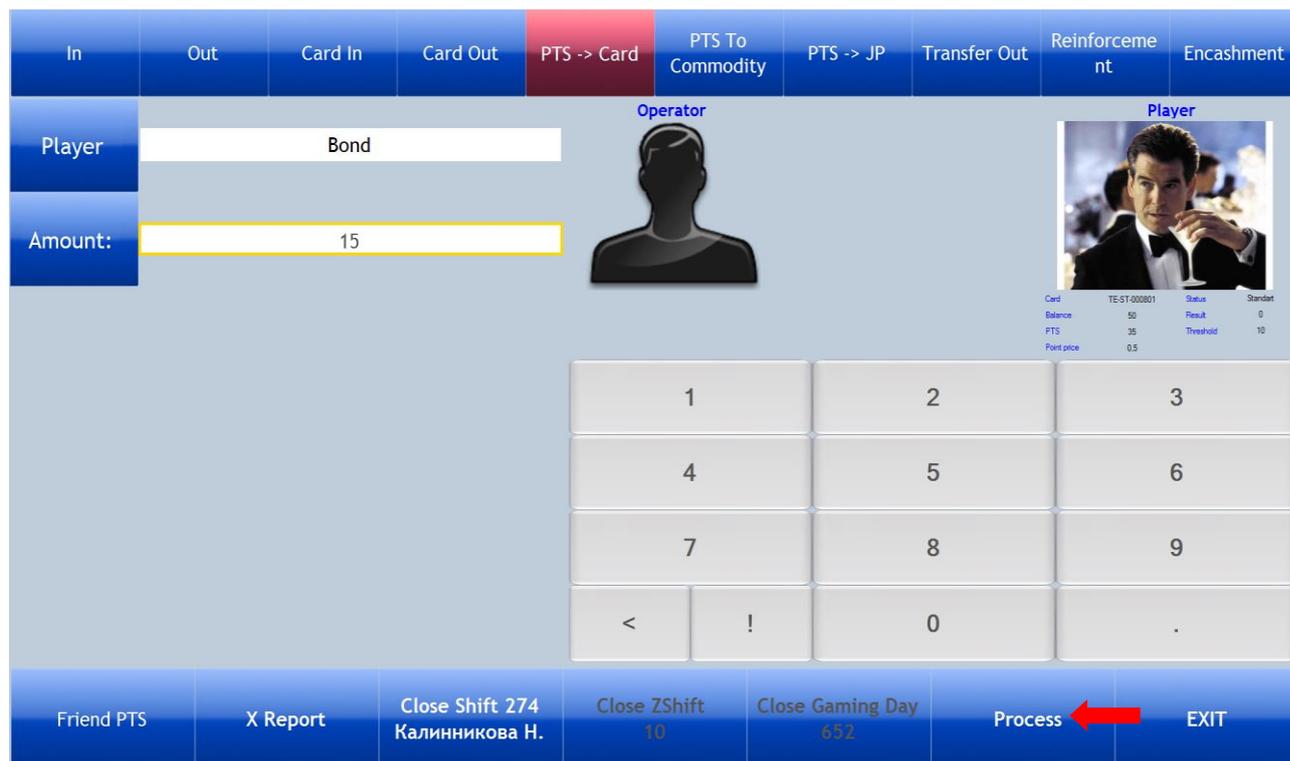


Cashier change must be put on your personal card reader. Once the map is considered, click «Ok».

Attention! To confirm the operation «PTS → Card» apply only personal card club manager (Manager) and / or the cashier's shift (Cashier).

3. Once the scan button color cards «PTS → Card» change to red and the operation can be carried out. Need to take a player a bonus card and put it on the reader.

4. Once the card is considered, in the «Player» field displays the player's name, on the right the number and balance of the card, the PTS balance, the write-off threshold and the price of the PTS are displayed. On the left in the «Amount» field will be displayed the amount that can be transferred to the money balance. To enroll you must click «Process».



Thereafter, the PTS amount will be credited to money balance of player`s bonus card.

Note: When performing PTS credited to the money balance the bonus card, you can enroll one-time only the highest sum PTS, multiple values «Threshold». Golf «Amount» cannot be edited. The remaining amount will be credited PTS only after it reaches the threshold.

Example: The player has accumulated 2500 PTS, cancellation threshold is 1000, the price of 1 PTS is 1. By enrolling PTS to the money balance in the «Amount» displayed 2000 - and this amount will be credited to the card balance, 500 PTS will balance PTS.

Amounts PTS, credited to accounts with bonus cards, X and Z-report recorded as «PTS → Card» negative value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	1	2000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	6	500.00	0	0.00
PTS->CARD	1	-5000.00	0	0.00

7.2.9 PTS to commodities and services exchange (PTS to Commodities).

SlotLogic cash desk allows you to exchange players accumulated PTS to any goods and services (f.e.: drinks, cigarettes etc.).

In order to proceed with PTS to commodities and services exchange, do the following:

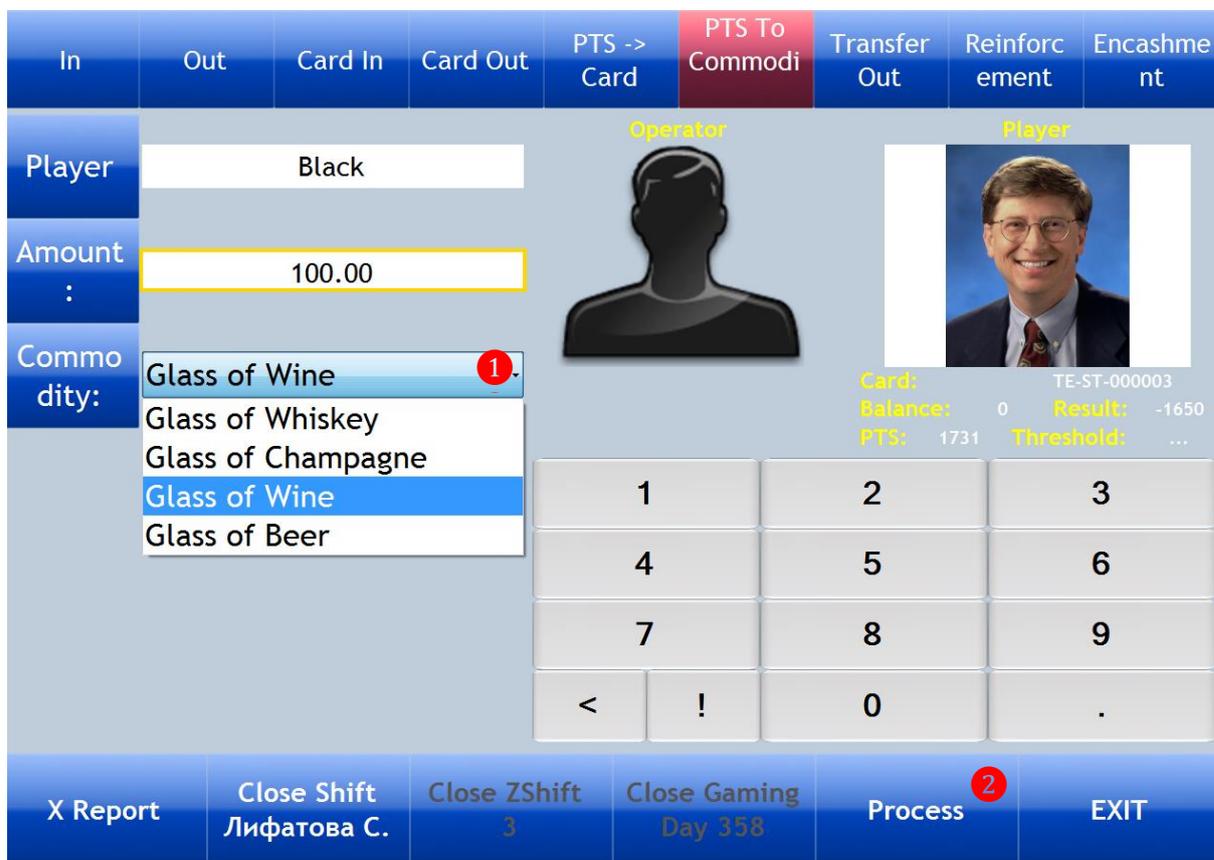
1. Player gives his bonus card to cashier.
2. Cashier press «PTS to Commodities» button at Cash Desk form.



3. «PTS to Commodities» button color changes to red. Cashier put bonus card to card reader and then «Player», «Amount» and «Commodity» additional fields will appear for further manual input.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	Transfer Out	Reinforcement	Encashment
Player	Black			Operator	Player			
Amount :								
Commodity:					Card: TE-ST-000003			
					Balance: 0	Result: -1650		
					PTS: 1731	Threshold: ...		
				1	2	3		
				4	5	6		
				7	8	9		
				<	!	0	.	
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process	EXIT			

4. Cashier will specify commodity or service using «**Commodity**» drop down menu to exchange it for player's PTS (more about commodity or service list setup you can find in «**Commodities**» chapter). After that price value in PTS will be showed under «**Amount**» header. If needed cashier can manually edit an «**Amount**» value. To confirm exchange operation press on «**Process**».



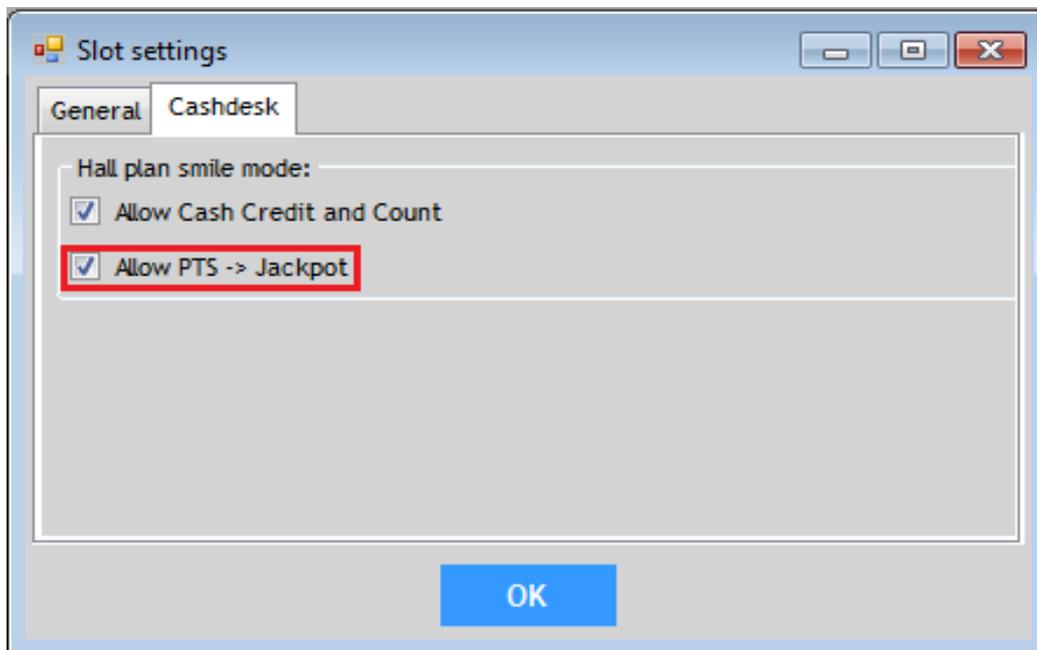
Cost of commodities / services are paid with PTS will be charged from player's PTS account.

Amount of PTS exchanged for commodities / services will appear in X- and Z-reports as «**PTS → Commodity**» with negative value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
COUNT	0	0.00	0	0.00
Total	11	5500.00	0	0.00
PTS->CARD	0	0.00	0	0.00
PTS->COMMODITY	1	-100.00	0	0.00

7.2.10 PTS to Slot transfer (PTS → JP).

Slotlogic allows to credit points from PTS account directly to gaming machine. To enable this functionality you need to activate current option in system using «Slots settings» («Settings» → «Slots» → «Settings» → «Cashdesk» tab). Set a tick in «Allow PTS→ Jackpots» and press **OK**.



«PTS → JP» operations provided by cashier on player's demand. To do that please proceed as following:

1. Player gives his bonus card to cashier.
2. Cashier press «PTS → JP» at the top of cashdesk form.



Attention! If you do not set a tick on «Allow PTS→Jackpots» in «Settings» → «Slots» → «Settings» → «Cashdesk», so «PTS → JP» button will not appear at the top menu of cashdesk form.

3. «PTS to Commodities» button color changes to red. Cashier put bonus card to card reader.

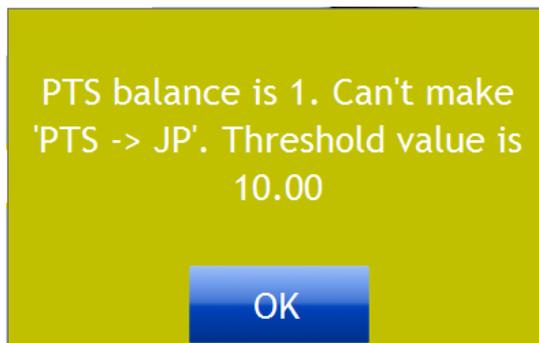


4. After card will be recognized, cashdesk form switches to «PTS → JP» operation mode automatically. Additional form fields will be showed. Under «Player» header you will see a player's Family name. Under «Amount» - amount of PTS, available for crediting to gaming machine. In order to choose exact gaming machine press «Slot» and «Process» to confirm slot crediting operation.

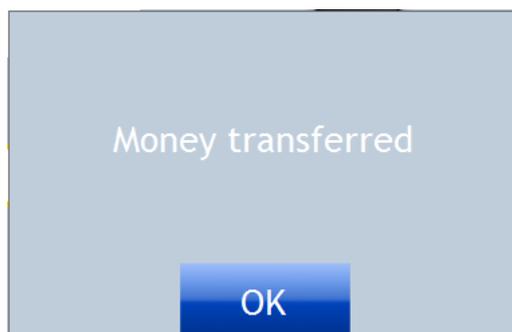
In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	PTS -> JP	Transfer Out	Reinforcement	Encashment		
Player	Bond		Operator								
Slot ¹	0001		Operator Image			Player Image					
Amount:	125		Operator Stats			Player Stats					
			1			2			3		
			4			5			6		
			7			8			9		
			<			!			0		
			.								
Friend PTS	X Report	Close Shift 274 Калиникова Н.	Close ZShift 10	Close Gaming Day 652	Process ²	EXIT					

Note: When you proceed with «PTS → JP» operation, «Player» and «Amount» values cannot be edited. Amount of credited PTS is always aliquot to threshold of PTS write-off, specified in the system settings («Slots» → «Promotions» → «Promotions overview» → «Settings» button).

If PTS amount on player account is less than the writing-off threshold, a dialog box with a message about the impossibility of «PTS → JP» operation will appear right after bonus card will recognized.



5. If operation is successful, PTS amount will be credited to gaming machine and you will see «Money transferred» message. To close the dialog box press .



The procedure for calculating the amount for transfer to gaming machine:

✓ The amount of PTS available for transfer is determined, taking into account the threshold for writing off PTS bonuses for this player.

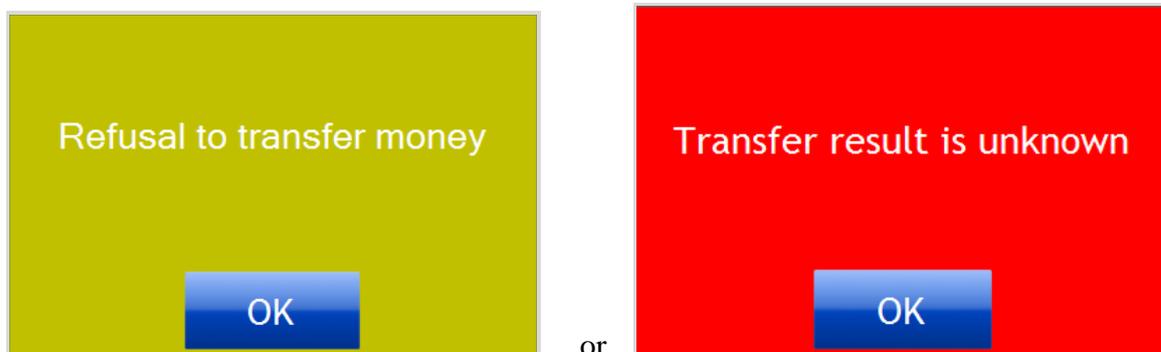
In our example, there is 250 PTS on the player's card, a write-off step is 10 - this means that the amount of PTS for the transfer must be a multiple of 10. Thus, we can transfer to the gaming machine 250 PTS.

✓ The default price of 1 PTS = 1 (in club currency). If another PTS price is specified in the system settings, then the amount of PTS available for transfer is multiplied by the price of PTS corresponding to the status of the player.

*In our example for transfer is available 250 PTS, the price of 1 PTS = \$ 0.5. Thus, on the gaming machine we can transfer \$125 (250*0.5).*

Please note that «PTS → JP» operations affect the JP meters of gaming machine.

In cases where «PTS → JP» operation is impossible for any reason (gaming machine is turned off, door is open, etc.) you will get «Transfer rejected» message after «Process» button is pressed.



«PTS → JP» operations are marked in X- and Z-reports as «PTS → JACKPOT» with negative value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
COUNT	0	0.00	0	0.00
Total	11	5500.00	0	0.00
PTS->CARD	0	0.00	0	0.00
PTS->COMMODITY	0	0.00	0	0.00
PTS->JACKPOT	3	-1060.00	0	0.00

7.2.11 Checking PTS, accrued «from friends» (Friend PTS).

If the client wishes to check whether made at his expense PTS accrual for invited them to a club of friends (new players), the procedure is as follows:

5. The player comes to the box office with his club bonus card.
6. Cashier in cash form clicks «Friend PTS».



7. After pressing the button color changes to red. Map should be the player to the reader. This will open a form with a list box that will display the history of the player assessed PTS «from friend».

From player	Date	Employee login	Employee	PTS %	PTS amount
Bond James	29.11.2011 17:43	psholokhov	Авилова И.	0.01	0.7
Bond James	29.11.2011 17:33	psholokhov	Авилова И.	5	350
Bond James	29.11.2011 14:39	psholokhov	Авилова И.	72.00002	5040.07
Bond James	28.11.2011 18:28	akrylov	Канаев А.	50	25000

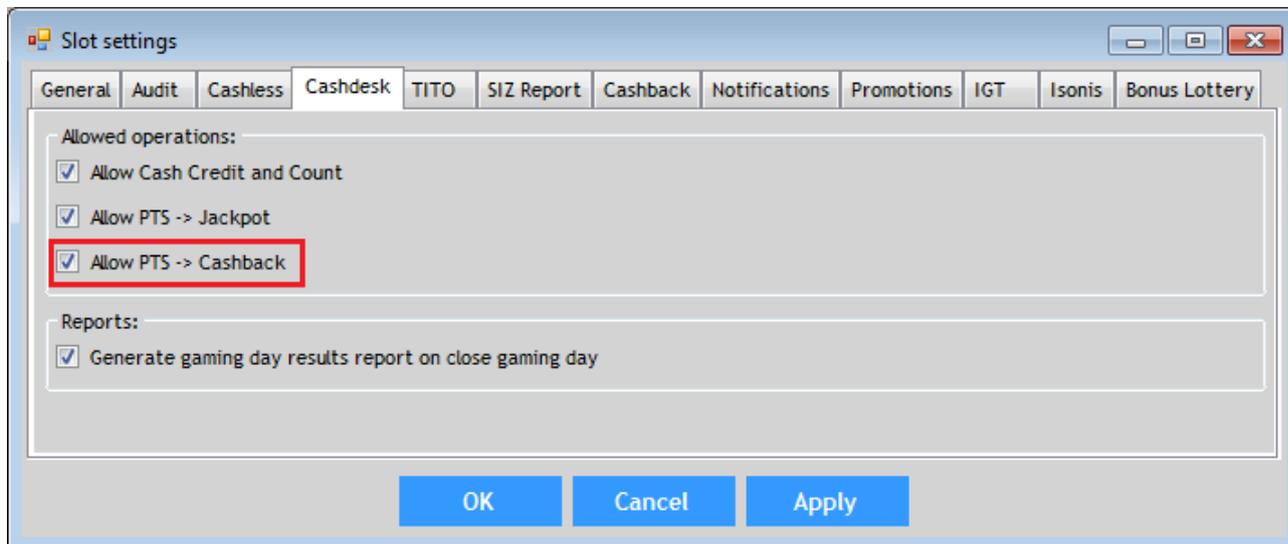
OK

- 1) Player number, from which the client has been assessed PTS.
- 2) Date and time of accrual PTS.
- 3) Login cashier, who carried out the operation «PTS → Card».
- 4) Name of the cashier, who carried out the operation «PTS → Card».
- 5) Set percentage deductions PTS at the time of accrual.
- 6) Accrued PTS «from a friend».

After checking to close the form, you must click .

7.2.12 «PTS to Cashback» operations (PTS → Cashback).

In the SlotLogic system was realized the possibility of transfer PTS points of the player on his Cashback account for charged to the slot as gaming credits. To do this, activate this option on the form «Slot settings» («Settings» → «Slots» → «Settings» → «Cashdesk» tab) by checking the box in a «Allow PTS → Cashback» string.



The «PTS → Cashback» operations are performed by the cashier through the cashdesk form at the player's request. The procedure should be as follows:

1. Player gives his bonus card to cashier.
2. Cashier presses the «PTS To Cashback» button in the cashdesk form.



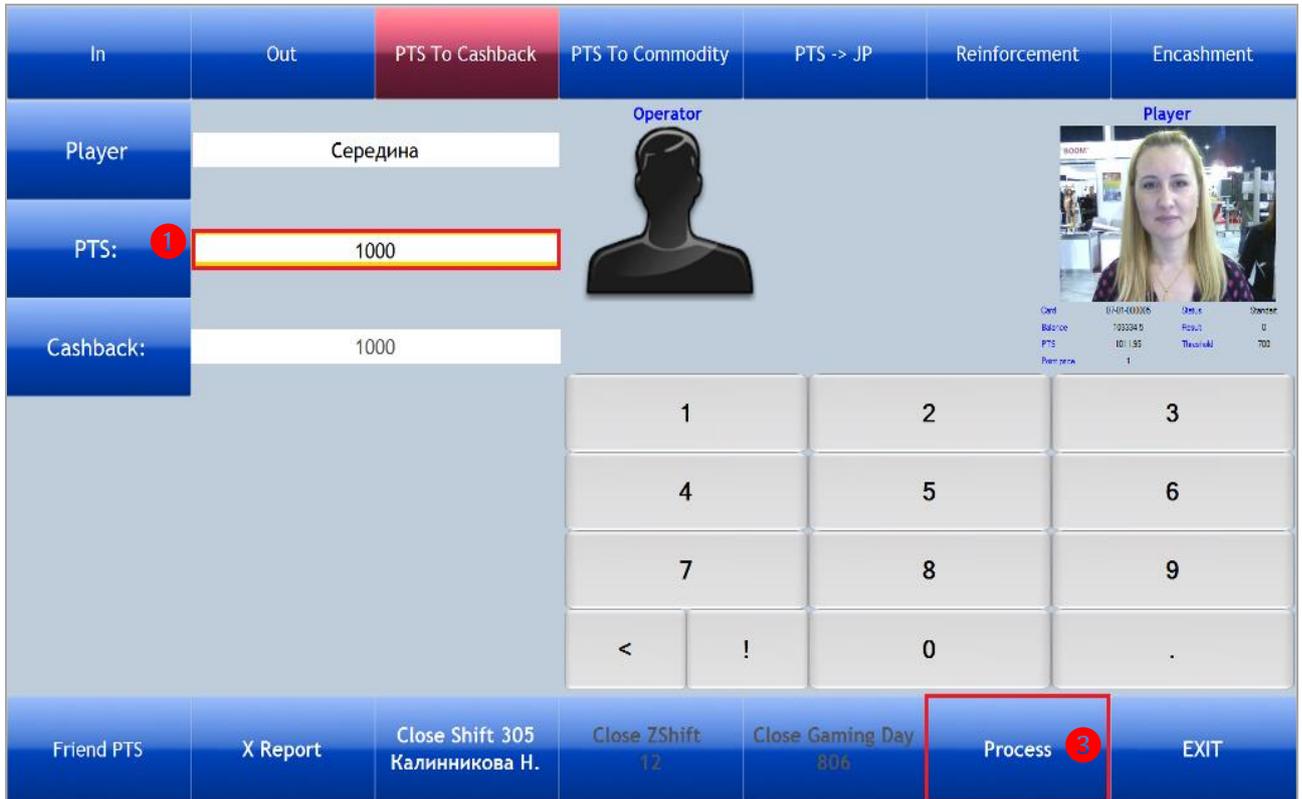
Attention! If you do not set a tick on «Allow PTS → Cashback» on «Settings» → «Slots» → «Settings» → «Cashdesk» tab, so «PTS To Cashback» button will not appear at the top menu of cashdesk form.

3. After pressing the button's color changes to red. Cashier put bonus card to card reader.



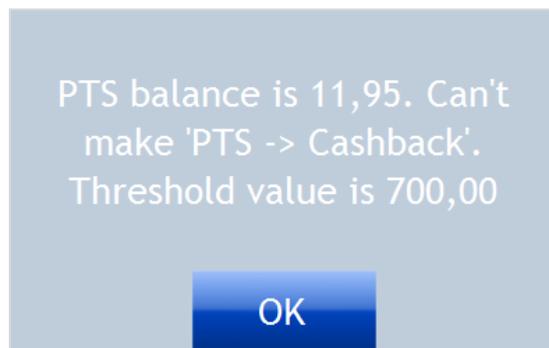
4. After card will be recognized, cashdesk form switches to «Cashback» operation mode automatically. On the right on the form are displayed the photo of the card owner, the amount of accumulated PTS, the write-off threshold and the PTS price. Then you need:

- 1) In the «PTS» field, enter the amount of PTS that you want to transfer to the Cashback account.
- 2) In the field «Cashback» will automatically be calculated Cashback amount, which will be credited to the player card.
- 3) Press the «Process» button to perform the operation.



*Note: The default price of 1 PTS bonus is 1 (in club currency). If another PTS price was specified in the system settings, when translating PTS to Cashback the amount of PTS, available for translation, is multiplied by the PTS price corresponding to the player status. For example, 800 PTS is available for translation, the price of 1 PTS bonus is \$0.5. Thus, \$400 (800*0.5) will be transferred to the Cashback account.*

If PTS amount on player account is less than the writing-off threshold, a dialog box with a message about the impossibility of «PTS → Cashback» operation will appear right after bonus card will recognized.



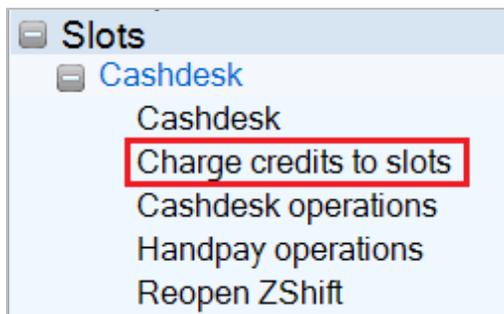
After performing the «PTS → Cashback» operation on the cashdesk, the player can put his bonus card on the RFID-reader of the slot machine, and the transferred amount of cashback will be credited to the slot balance.

7.2.13 Charge credits to slot machine remotely.

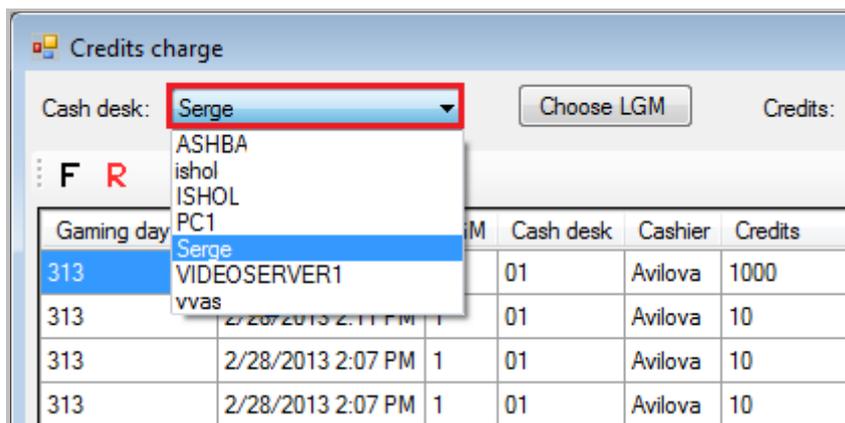
A situation may arise in which the need to accrue credits for machine remotely (e.g., cashier's workplace). In order to do this it is necessary that the gaming device was unlocked. Accordingly, the reader should be based slot machine bonus card customer.

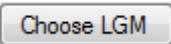
Remote operation of enrollment credits to the account provided by the cashier gaming machine as follows:

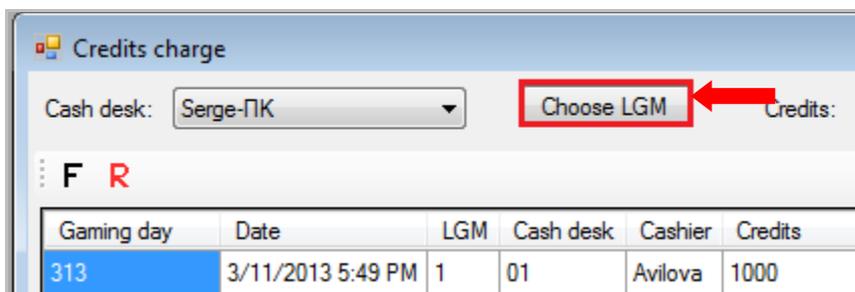
1. Select the main menu system «Slots» → «Cashdesk» → «Charge credits to slots».

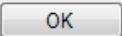


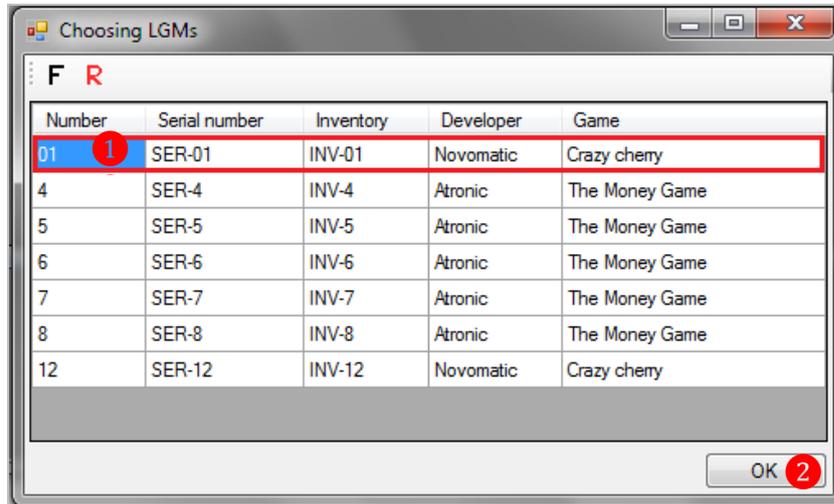
2. In the form «Credits charge» on line «Cashdesk» from the drop down list to choose cash, which included the amount credited to the account of the unit.



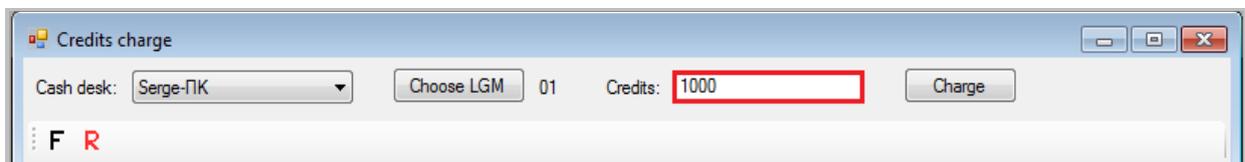
3. Press the button .



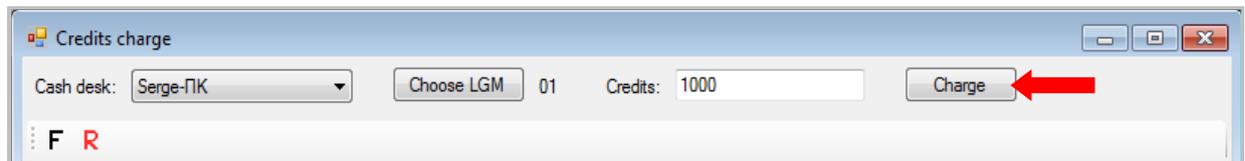
4. In the form «Choosing LGMs» in the list by clicking the left mouse button to select the line gaming machine, the account that you want to accrue credits and click .



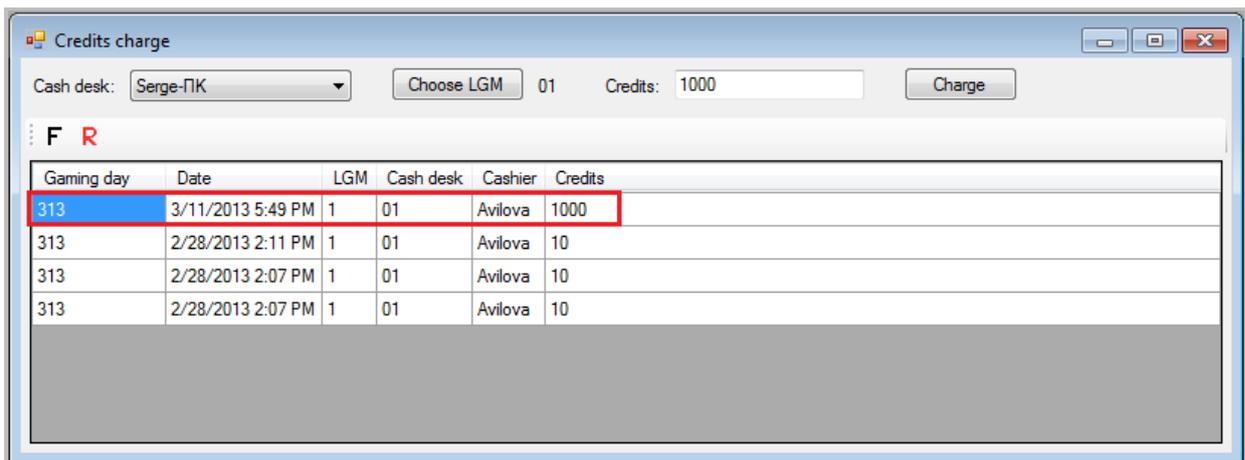
5. In a field «Credits» using the keyboard to enter the amount to be credited to the account of the selected device.



6. Click to enroll.



Thereafter, the amount will be credited to the account of the selected gaming machine and executed operation will appear in the list.



- ✓ **Gaming day** - day game, in which the surgery was performed accrual.
- ✓ **Date** - date and time of the transaction charges.
- ✓ **LGM** - room gaming machine on whose account was made accrual loans.
- ✓ **Cash desk** - case number, which was included in the amount credited to the account of the unit.
- ✓ **Cashier** - the name of the cashier who performed the operation of charging.
- ✓ **Credits** - money transferred to the account of the unit.

7.2.14 Charging credits to the slot machine via Cashier (In).

Enrollment credits to the account through the slot gaming machine operator by means of a button «In», located in the cash form.

The procedure is as follows:

1. Press «In», located on top of the cash form.

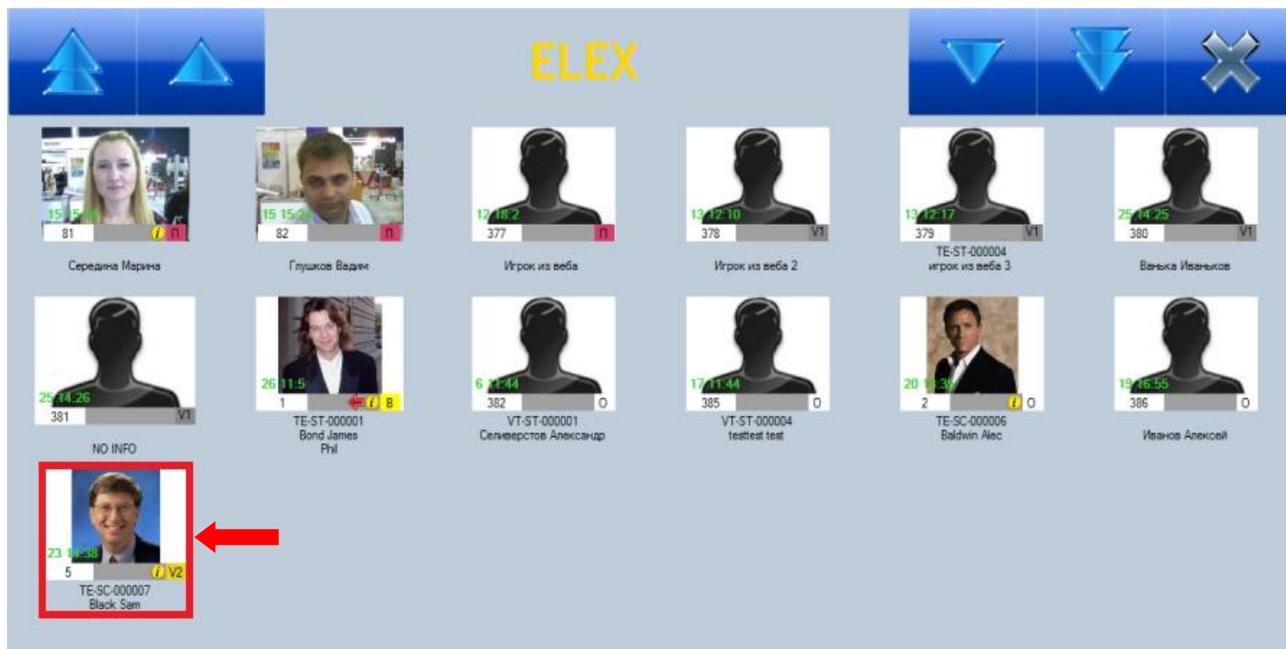


2. After pressing the button color changes to red. In the left part of the form fields will appear to fill:

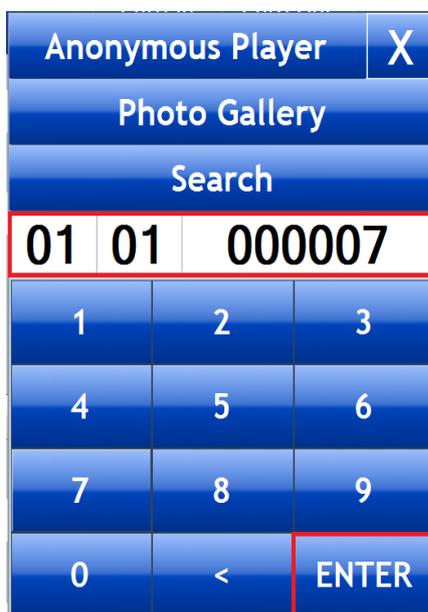
- 1) **Player** – click one of the ways to choose a player is credited to the account of loans gaming machine:

Series	Company	Number
1	2	3
4	5	6
7	8	9
0	<	ENTER

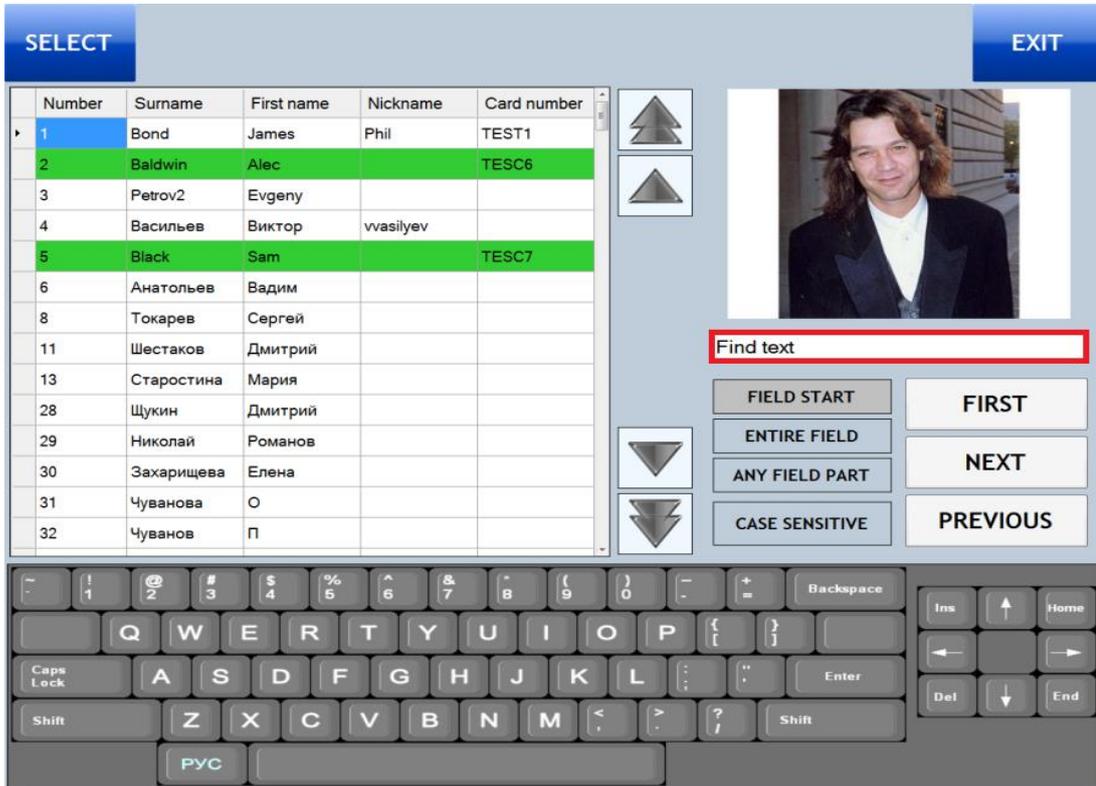
- Press «**Anonymous Player**» to indicate if a particular player is not required.
- Press «**Photo Gallery**» to select a player from the list of those present (double click the left mouse button on the image on the player).



- Enter the number of the bonus the player's cards are displayed using the numeric keypad.



- Press the «**Search**» to find the right player in the list of registered players in the system. Search form has the same functionality as the standard filtration system in the system. The input field is located under the window to display photos of players.

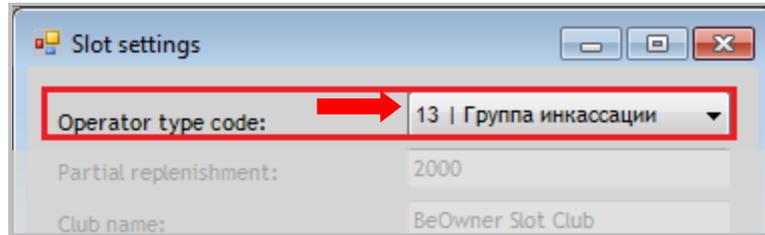


Once found the right player, you need to click the left mouse button on its line and click «Select», located in the upper left corner of the form.

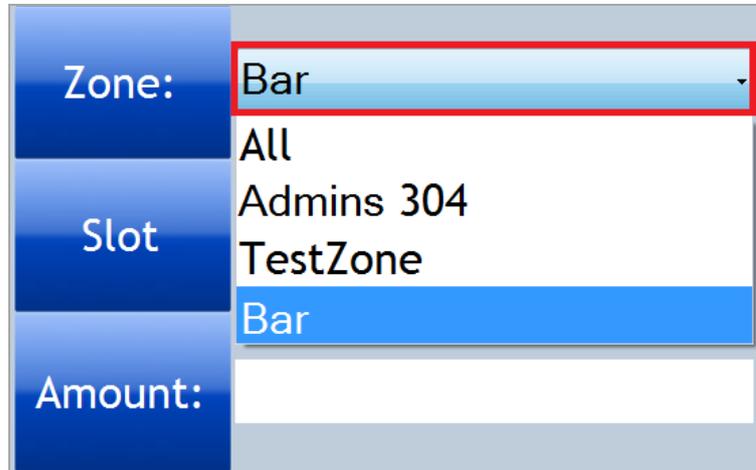
2) **Operator** – click, choose from the list that the operator slot (left click on the line), which will push the button (turn-key) on the slot machine for the operation of enrollment credit, and click «Ok».



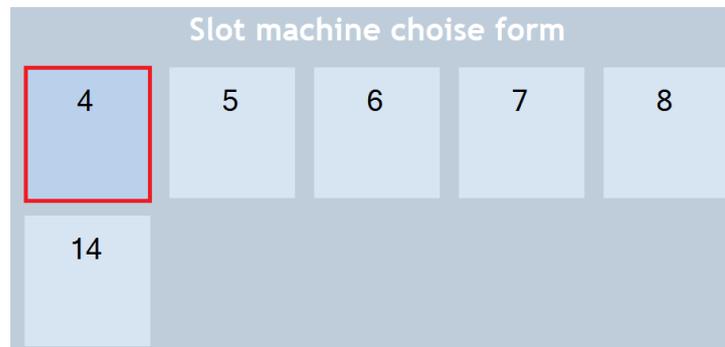
Note: The list of operators slot will show only those employees whose position corresponds to the position specified in the configuration of devices in the line «Operator type code» («Settings» → «Slots» → «Settings»).



3) **Zone** – from the drop-down list select the area in which the gaming machine is located.



4) **Slot** – click the button and choose a gaming machine, which is made at the expense accrual loan.



5) **Amount** – using a calculator (or keyboard) to enter the amount is credited to the selected device.



6) For the operation, press the «**Process**».

After this operation is performed on admission slot and checkout operator can carry out the operation on the enrollment slot machine (press a special button or turn the key).

Amount of funds credited to the accounts so slot machines are fixed in the X-report as «**For Sale**» with a positive value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	5	2500.00	0	0.00

7.2.15 Payout Operations (Out).

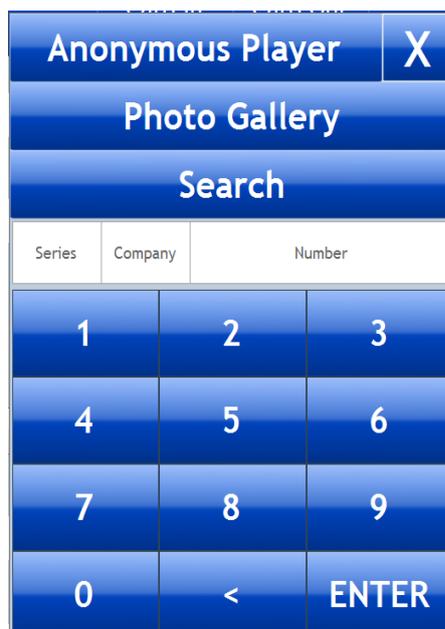
Use the «**Out**», located in the cash form of payment made handpay (manual payment), ordered on the slot machines players have bonus cards.

The procedure is as follows:

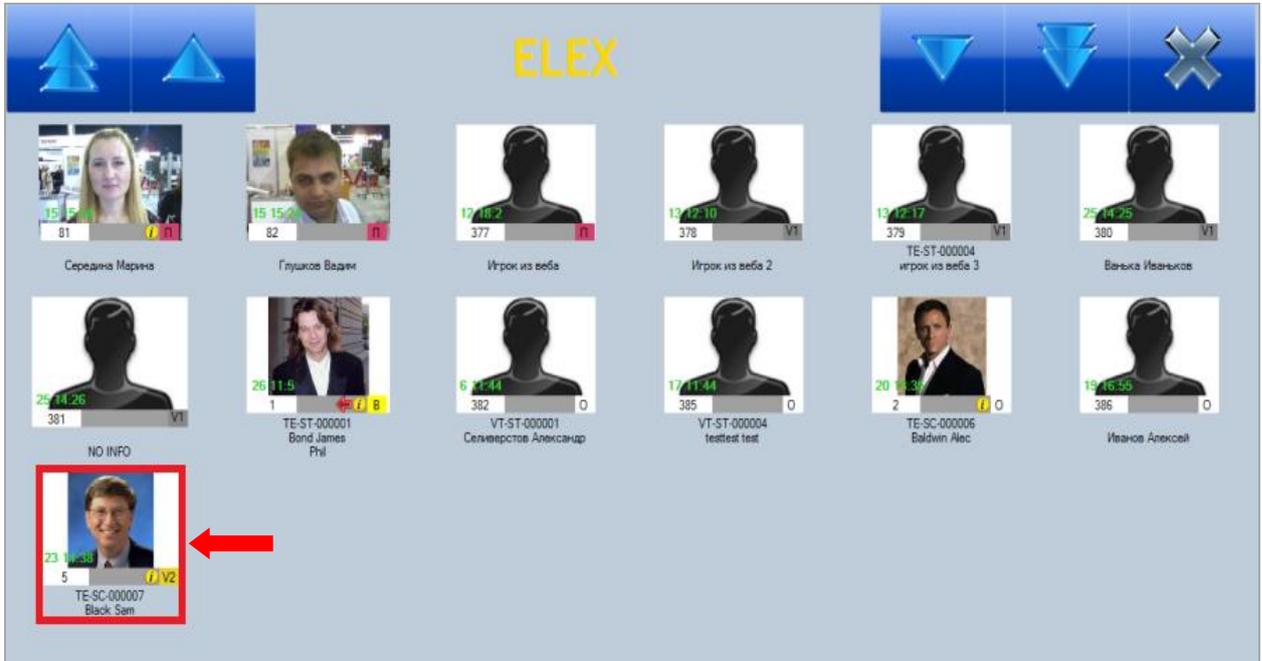
1. Handpay player makes on the unit for a certain amount.
2. Slot operator is conducting the handpay with the key.
3. The player goes to the cashier.
4. Cashier must click «**Out**», located on top of the cash form.



5. After pressing the button color changes to red. You must click «**Player**» and one of the ways to select the player who will make payments.



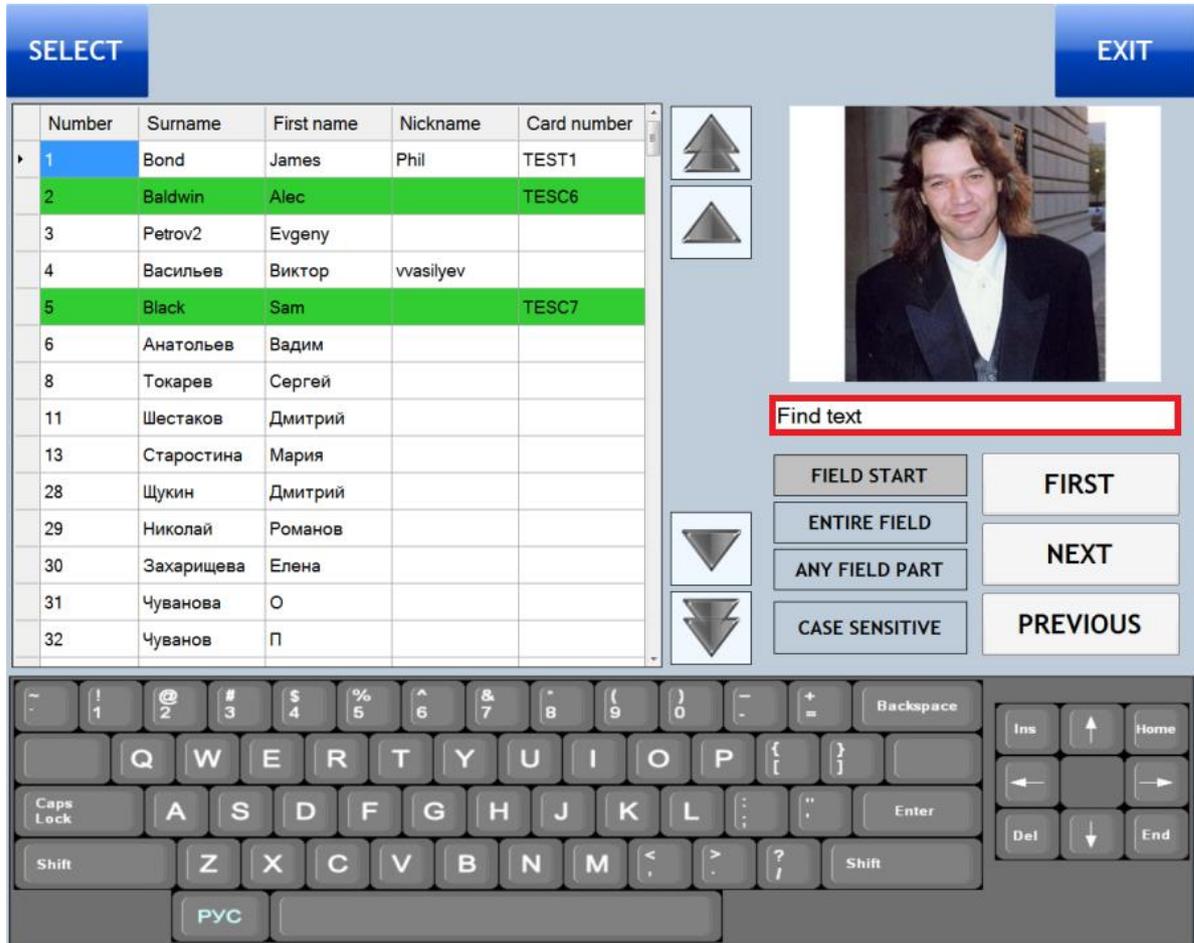
- Press «**Anonymous Player**», indicate if a particular player is not required.
- Press «**Photo Gallery**» to select a player from the list of those present (double click the left mouse button on the image on the player).



- Enter the number of the bonus the player's cards are displayed using the numeric keypad.

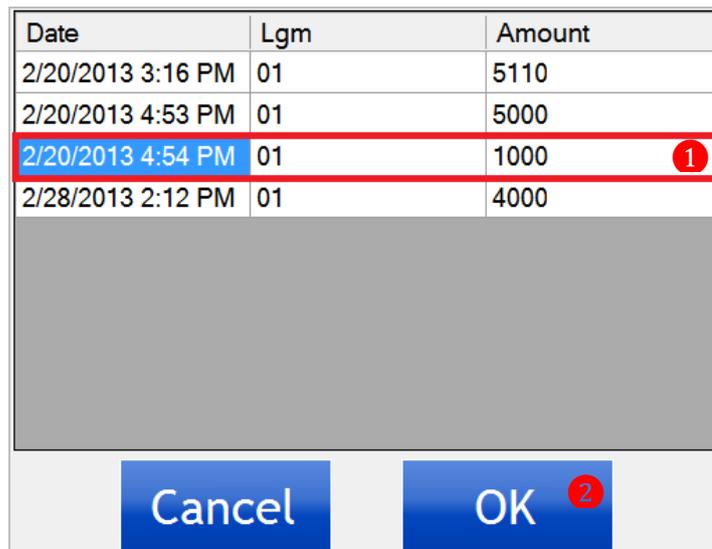
Anonymous Player			X
Photo Gallery			
Search			
01	01	000007	
1	2	3	
4	5	6	
7	8	9	
0	<	ENTER	

- Press the «**Search**» to find the right player in the list of registered players in the system. Search form has the same functionality as the standard filtration system in the system. The input field is located under the window to display photos of players.

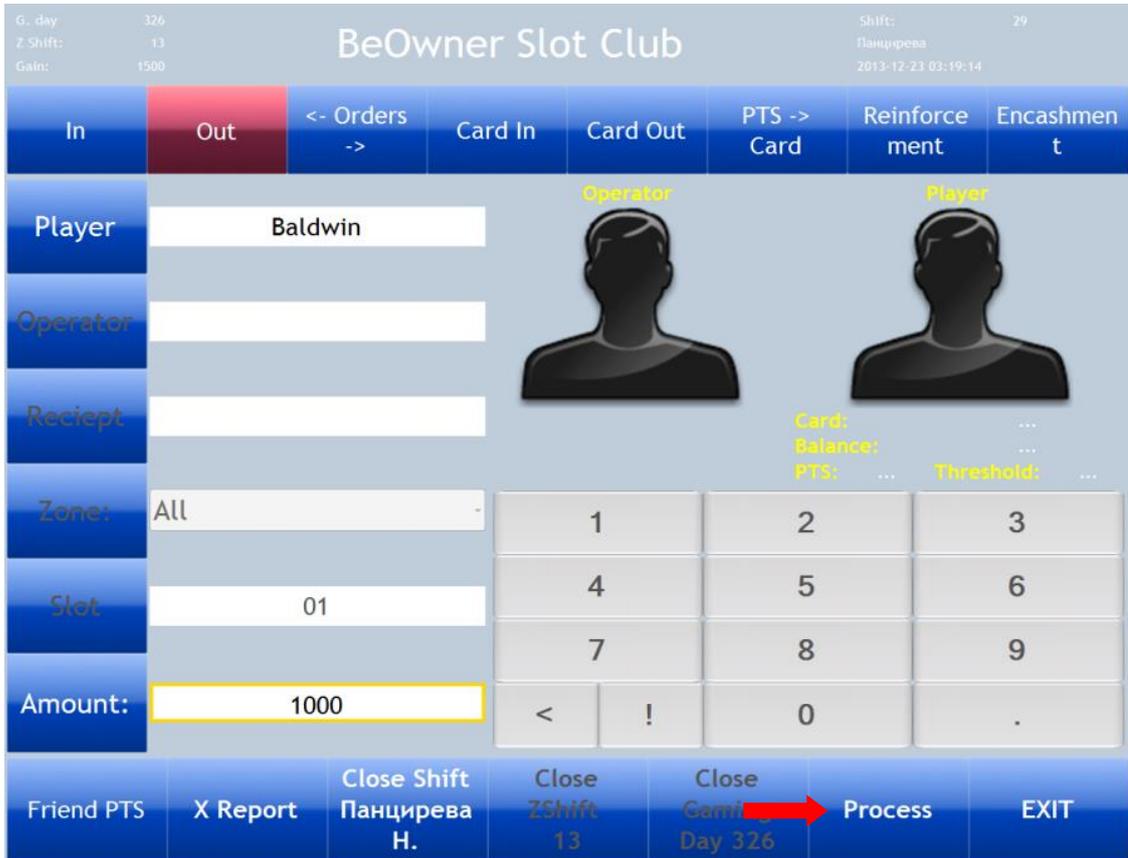


Once found the right player, you need to click the left mouse button on its line and press «Select», located in the upper left corner of the form.

6. After the form opens with a list of ordered player handpay. You must click the left mouse button to select handpay, which should be the payment of the player, and click «Ok».



7. After selecting handpay, field «Zone», «Slot» and «Amount» filled in automatically. Next, you need to click «Process».



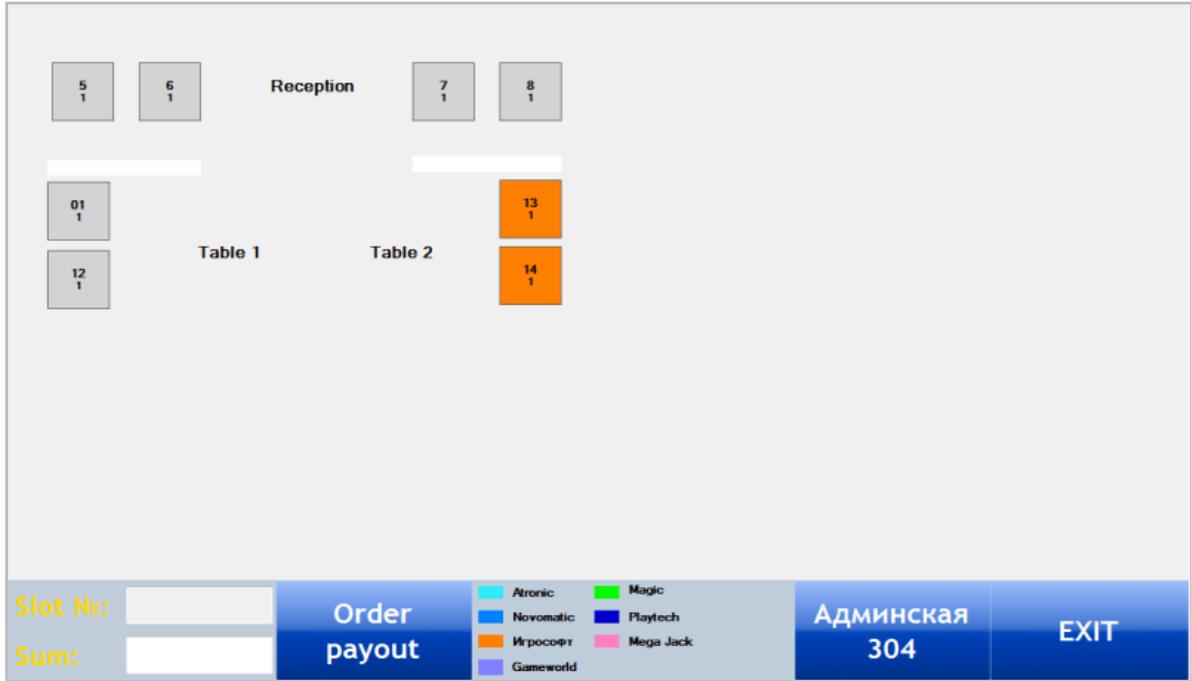
After the operation the payment was made at the checkout, the cashier can give the player the money on that amount.

The amount of payments recorded in the X-report as «Buy» with a negative value.

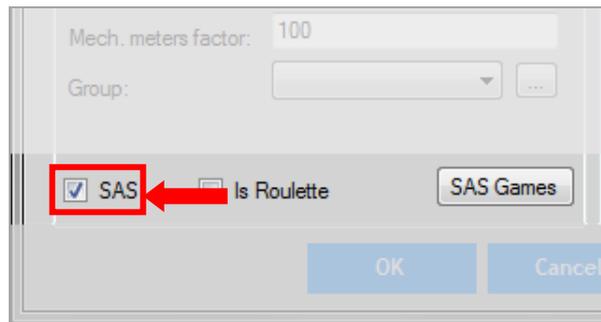
X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	6	500.00	0	0.00

7.2.16 Handpay operations (handpay).

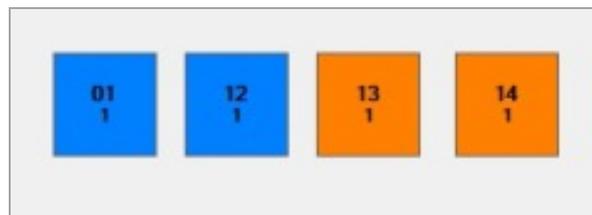
Order payments (handpay) with slot machines is carried out by the cashier using a special form, which is necessary to open the main menu, select «Slots» → «Cashdesk» → «Order handpays».



With this form of payment can be ordered only for gaming machines, the interface is not configured to work on the SAS protocol. In cards such devices should NOT be checked in a row «SAS» («Settings» → «Slots» → «Floor plan»).



These slot machines are highlighted in Scheme order payments color according to the manufacturer, and are available for selection when ordering payments.

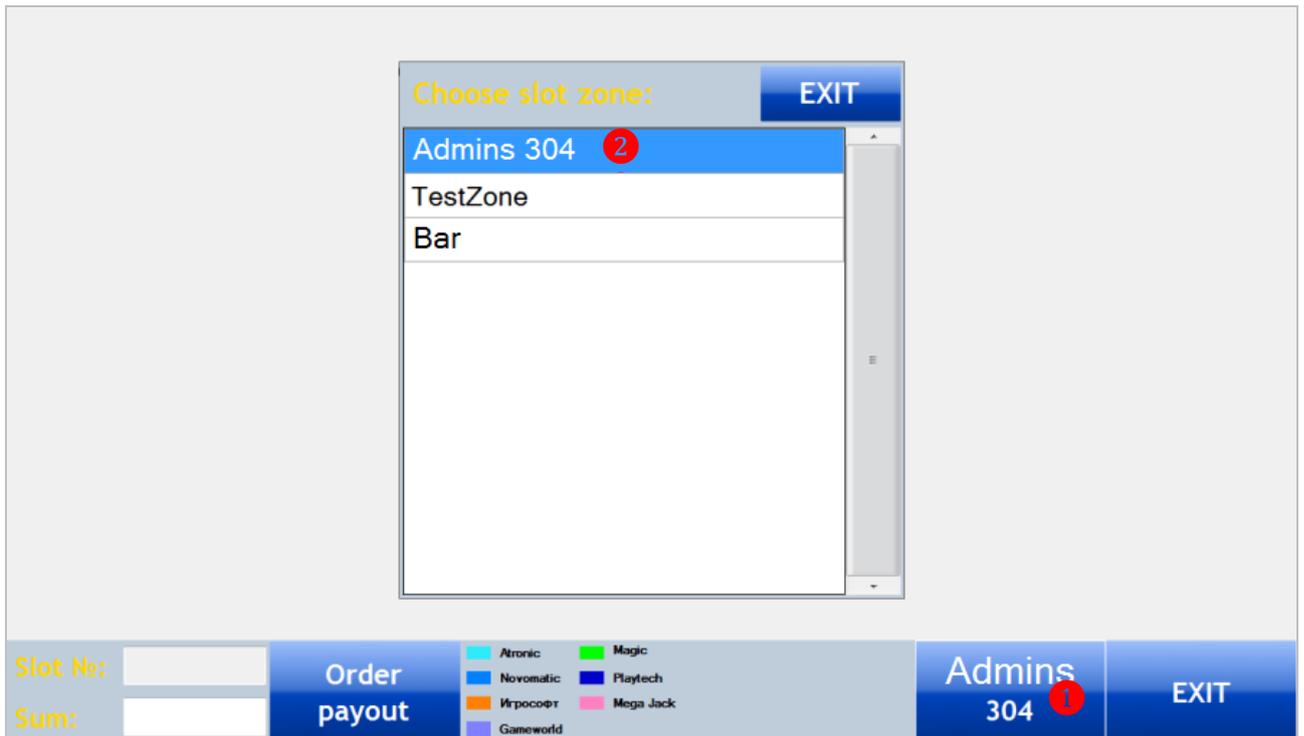


All slot machines, the interface that works on SAS protocol highlighted in Scheme order payments gray, regardless of the manufacturer, and is not available for selection when ordering payments.

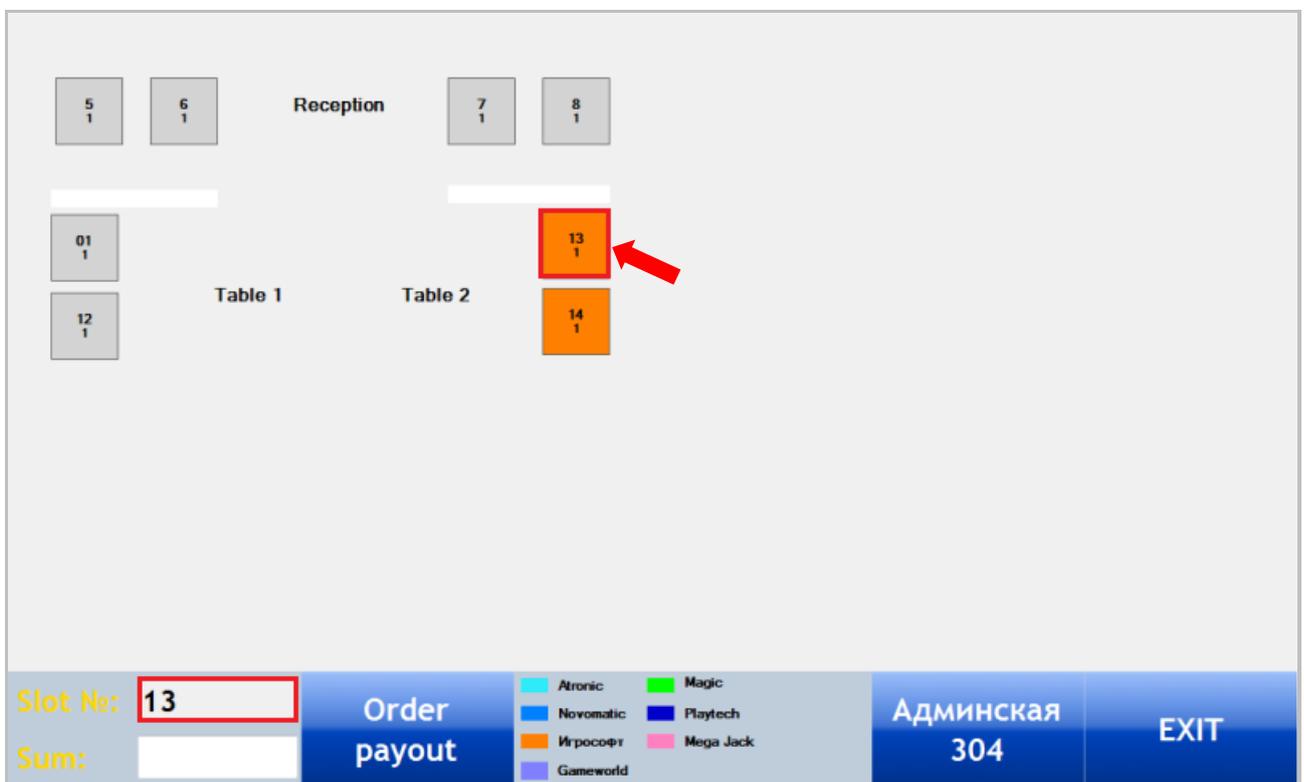


Procedure for ordering payments:

1. Cashier by clicking on the order form button to select the area of payments, selects the location of gaming machine, which will be made handpay:



2. After selecting the area on the form displayed hall plan where you want, choose a gaming machine for surgery by clicking on it with any mouse button. Below in the field «Slot №» indicate the number of the selected device.



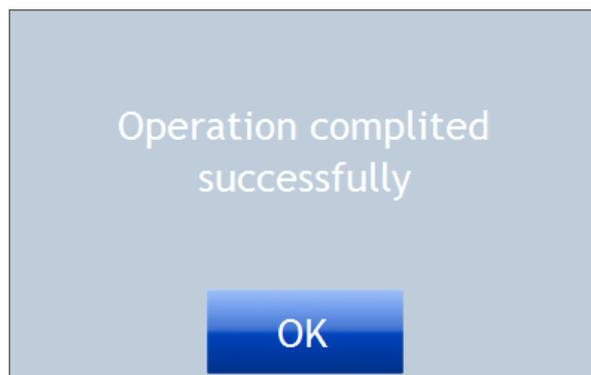
3. Further it is necessary in the field of «Amount» using the keyboard to enter the amount on which will be placed on the unit handpay.



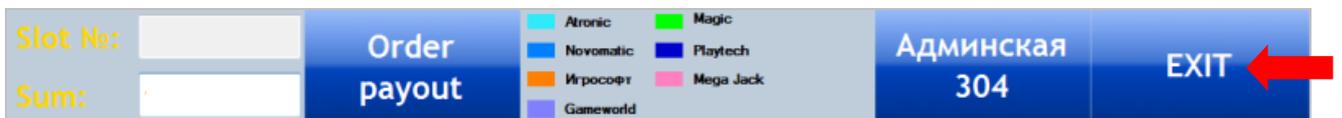
4. Press «Order payout».



5. After pressing the button, a dialog box with a message about the successful payment order in which you must click «Ok».



6. After press the button «Exit» to close the form.



7. After ordering handpay, slot operator can run this handpay on slot machine with the key.

Thus ordered payments (handpay) players cashed or credited to the account of their loyalty card at checkout (operations «Orders»).

7.2.17 Handpay Orders operation (Orders).

Handpay payment transactions are provided by cashier using cash form. Customer can choose one of two ways to get the ordered payments:

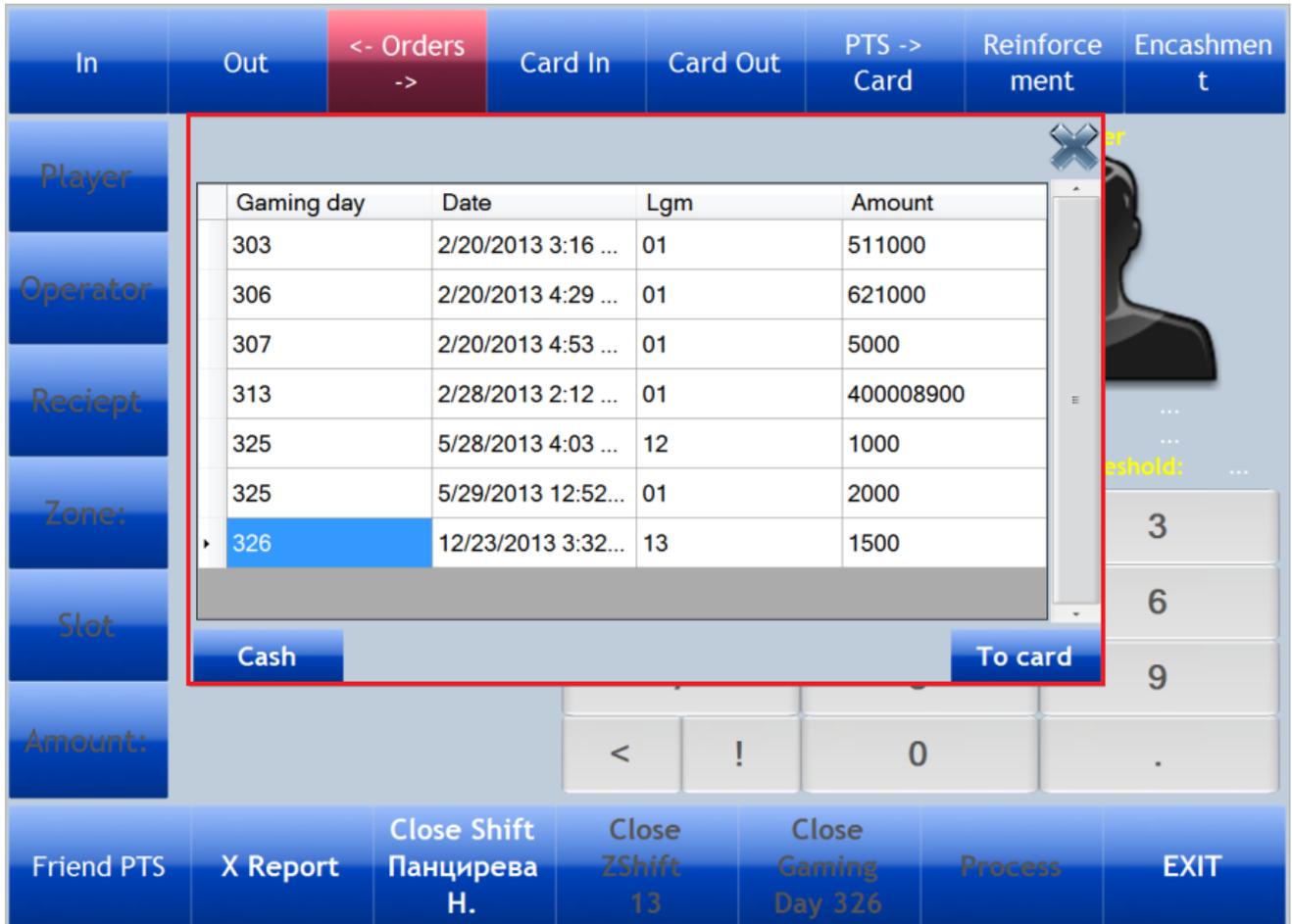
- By cash.
- By payout to bonus card account (if exist).

Cashier operations are as follows:

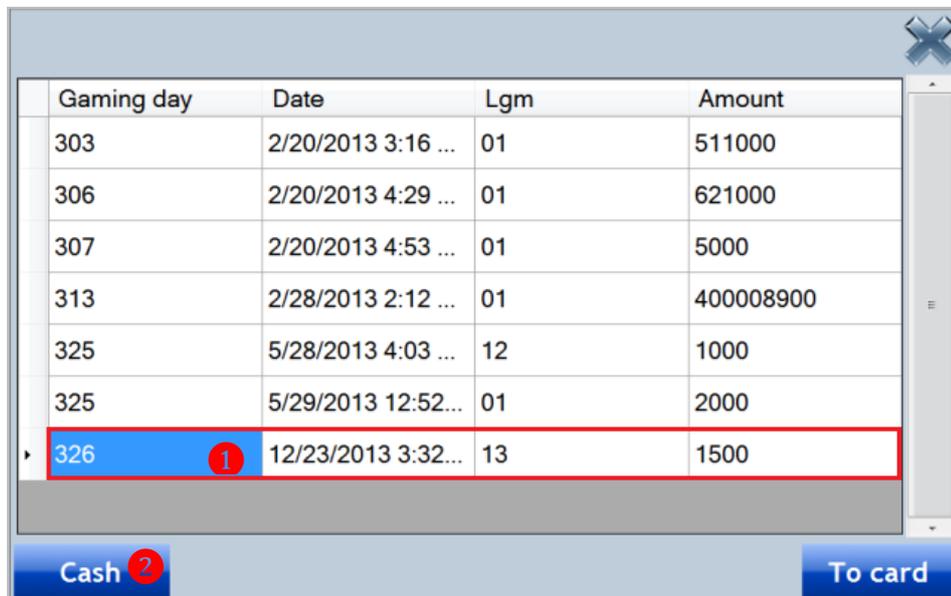
1. You must click «Orders», located on the top panel cash form.



2. After clicking on «Orders», button color changes to red and form displays a list of all ordered payouts.



a) For **cash payments**, cashier need to select from the list the desired payout by clicking on any cell in the row with left mouse button and after that press on **Cash**.



After clicking on «**Cash**», Cashdesk form automatically switches to «**Out**» (payout) operation. «**Slot**» field shows slot machine number, which was order the payment, and «**Amount**» field shows the sum of payment that was ordered. To start Payout operation, click on «**Process**» button

In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashmen t
Player	<Anonymous player>		Operator	Player	Card: ...		
Operator					Balance: ...		
Receipt					PTS: ...	Threshold: ...	
Zone:	All		1	2	3		
Slot	13		4	5	6		
Amount:	1500		7	8	9		
			<	!	0	.	
Friend PTS	X Report	Close Shift Панцирева Н.	Close ZShift: 13	Close Gaming Day 326	Process	EXIT	

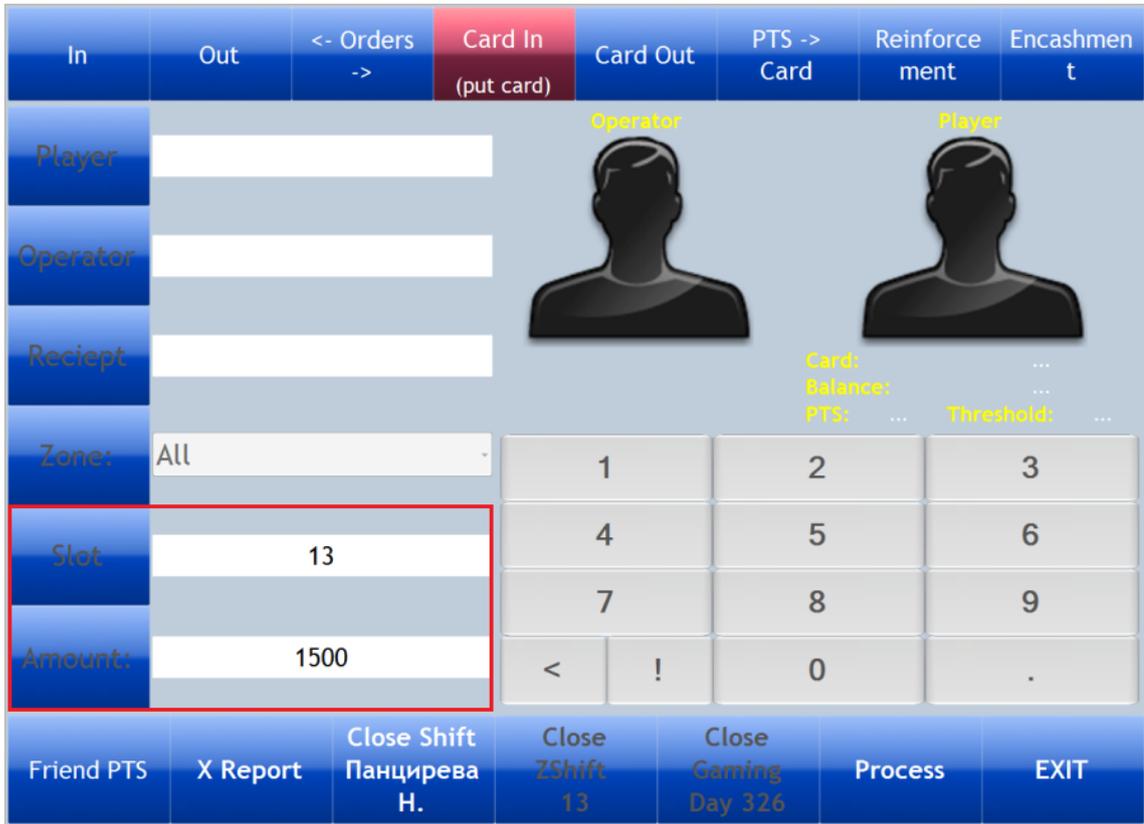
After payout operation at Cashdesk is finished, the cashier can give cash to the player.

b) In order to transfer payout sum to the player's bonus cards account please choose required payout order from a list by clicking on any cell in the row by left mouse button, and then press on **To card**.

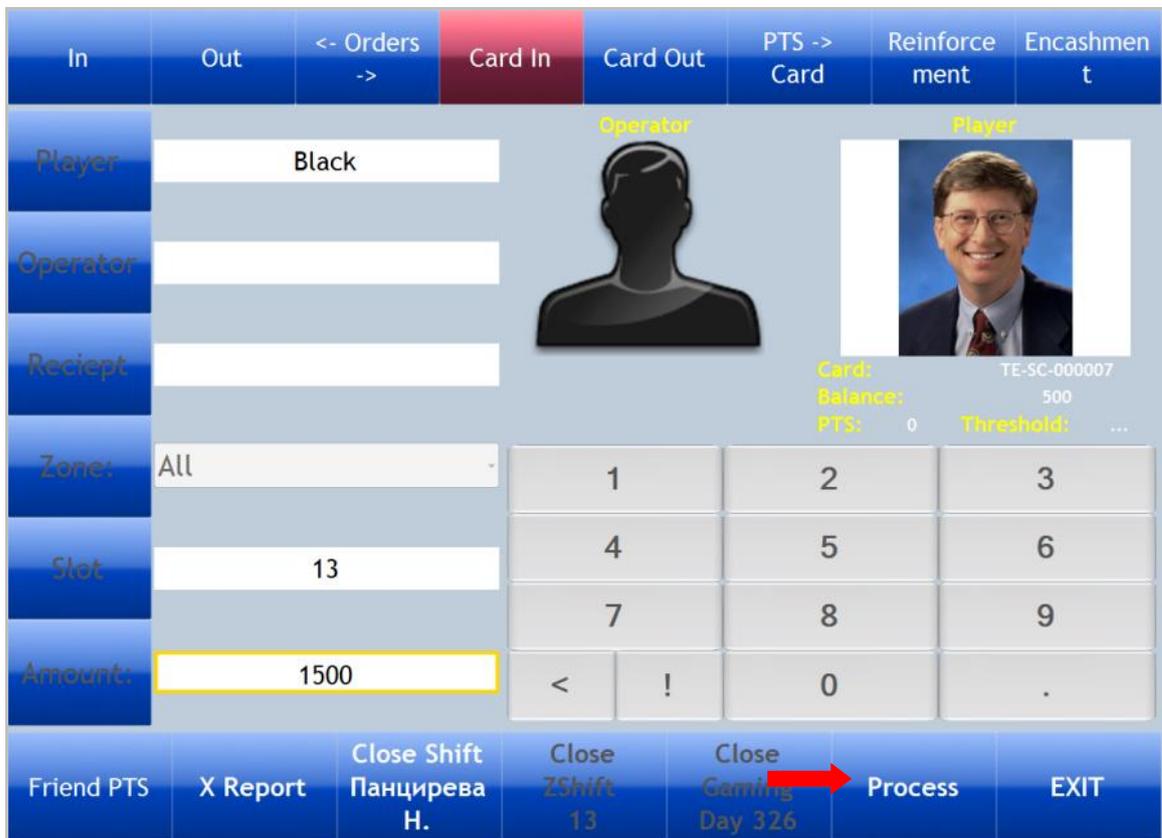
Gaming day	Date	Lgm	Amount
303	2/20/2013 3:16 ...	01	511000
306	2/20/2013 4:29 ...	01	621000
307	2/20/2013 4:53 ...	01	5000
313	2/28/2013 2:12 ...	01	400008900
325	5/28/2013 4:03 ...	12	1000
325	5/29/2013 12:52...	01	2000
326	12/23/2013 3:32...	13	1500

Cash To card

After pressing on «**To Card**», Cashdesk automatically switches to «**Card In**» operation. «**Slot**» field shows slot machine number, which was order the payment, and «**Amount**» field shows the sum of payment that was ordered. The cashier must put player's bonus card on card reader.



Once the card is accepted, «**Player**» field shows player's name, number and balance of the bonus card. To start Payout operation in this mode, click on «**Process**» button.



Thus, payout amount will be credited to the player's bonus card account.

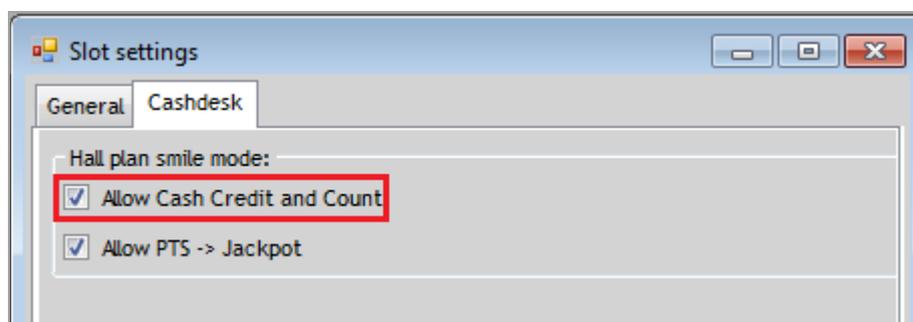
7.2.18 Cash Credit Operations.

Cash Credit is kind of money collection operation when cash will be withdrawn from slot machine bill acceptor cash boxes with subsequent inward cash reinforcement to the club cashdesk. These operations can be carried out as necessary during the gaming day.

There are two types of **Cash Credit** operations:

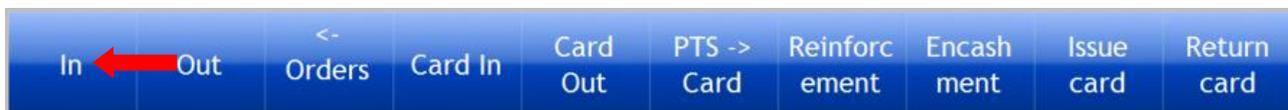
- **Without Count Room** – for small clubs where Count Room is not organized and withdrawn cash is transferred directly to the cashdesk.
- **Using Count Room** – for clubs where Count Room is organized.

To be able to conduct **Cash Credit** operations you must provide following setup actions (go to «Settings» → «Slots» → «Settings», switch to «Cashdesk» tab and set a tick to activate «**Allow Cash Credit and Count**» functionality).

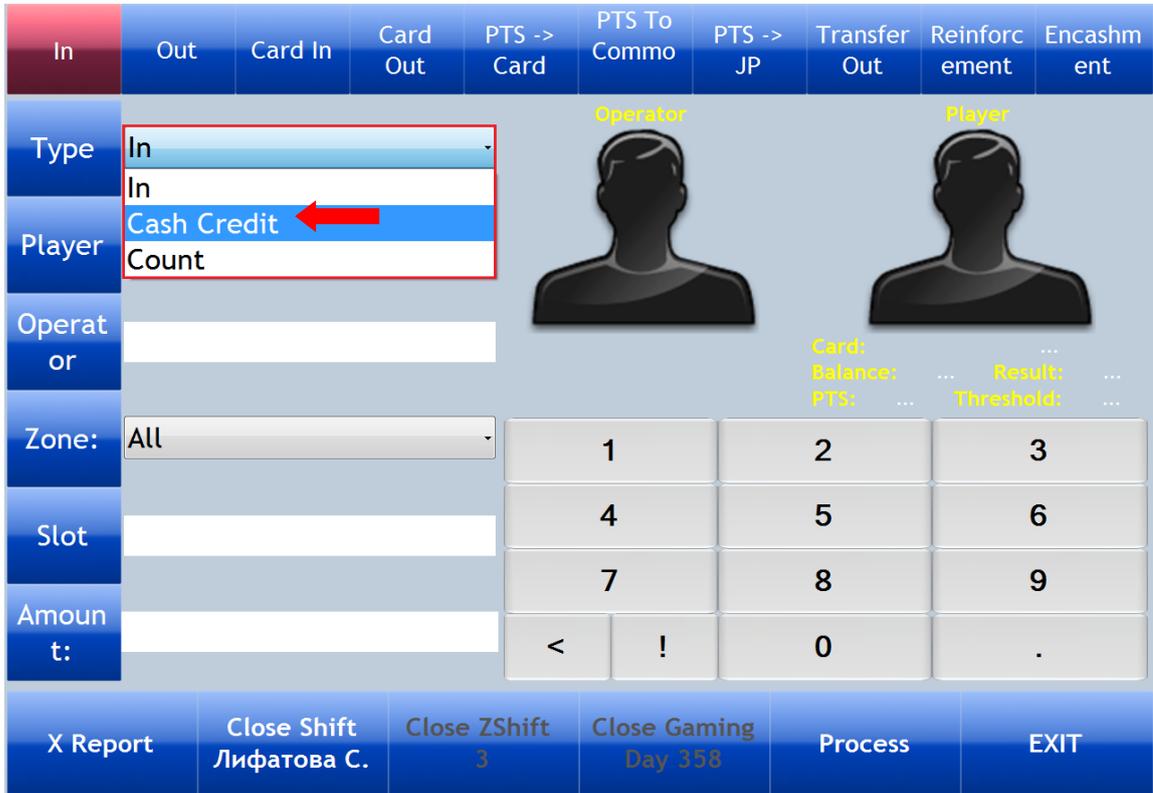


Let's see how to provide **Cash Credit** operations in clubs **without Count Room**.

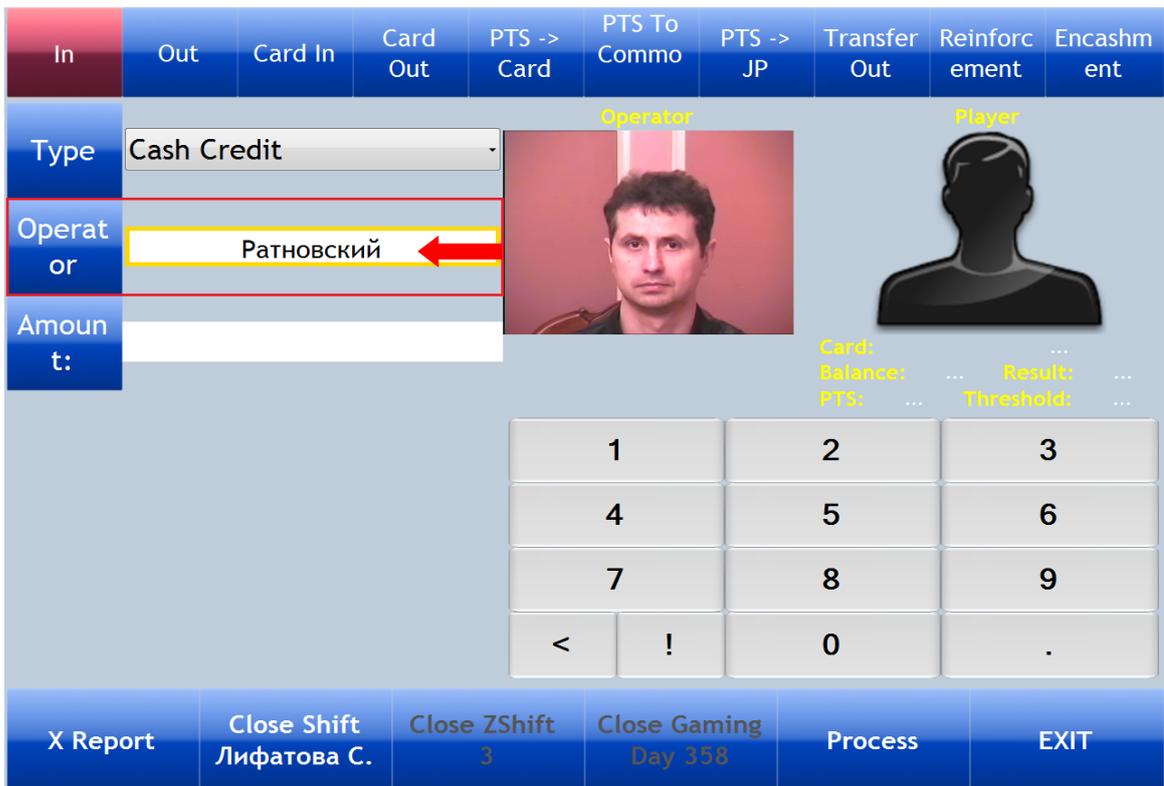
1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer.
2. Slot operator counts bills.
3. Slot operator transfers counted cash to casino cashdesk.
4. Cashier accept cash and counts it again.
5. If cash amount is correct, cashier press «**In**» at cashdesk form.



6. «**In**» button changes color to red after pressing. Cashier chooses «**Cash Credit**» operation type in drop down list under «**Type**» vertical menu header.



7. Cashier press «**Operator**» and choose the appropriate Slot Operator.



8. Cashier writes a cash amount in «**Amount**» field, using touch numerical buttons or keyboard.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Cash Credit		Operator			Player			
Operator	Ратновский								
Amount:	3200					Card: ... Balance: ... Result: ... PTS: ... Threshold: ...			
			1	2	3				
			4	5	6				
			7	8	9				
			<	!	0	.			
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process		EXIT			

9. To confirm operation press «**Process**».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Cash Credit		Operator			Player			
Operator	Ратновский								
Amount:	3200					Card: ... Balance: ... Result: ... PTS: ... Threshold: ...			
			1	2	3				
			4	5	6				
			7	8	9				
			<	!	0	.			
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process		EXIT			

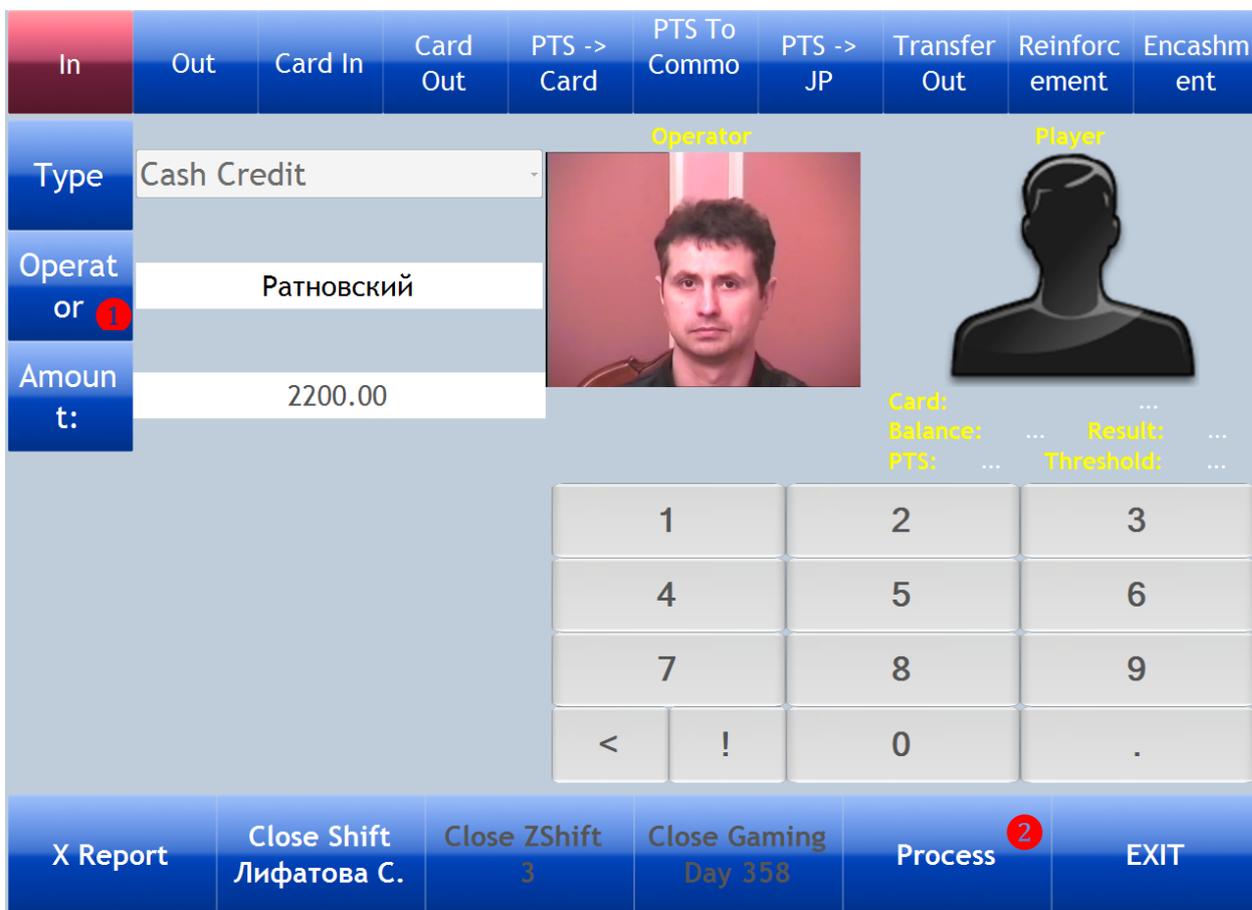
Let's see how to provide **Cash Credit using Count Room**.

1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer.
2. Slot operator brings withdrawn cash to casino Count Room for counting.
3. Slot operator takes counted cash back from Count Room when counting is over.

4. Slot operator inputs data about provided cash withdrawals in SlotLogic system when counting in Count room is over («Slots» → «Count Room» → «Cashbox Cash Credit & Count»).
5. Slot operator gives counted cash to cashier.
6. Cashier accept cash and counts it again
7. If cash amount is correct, cashier press «In» at cashdesk form (highlighted in green).



8. «In» button changes color to red after pressing. «Cash Credit» operation will be shown under «Type» vertical menu header. Cashier clicks on «Operator» to choose exact Slot Operator and confirm operation by pressing on «Process».



All **Cash Credit** operations are listed in X- and Z-reports with positive value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
CASH CREDIT	4	5200.00	0	0.00
COUNT	0	0.00	0	0.00
Total	13	10700.00	0	0.00

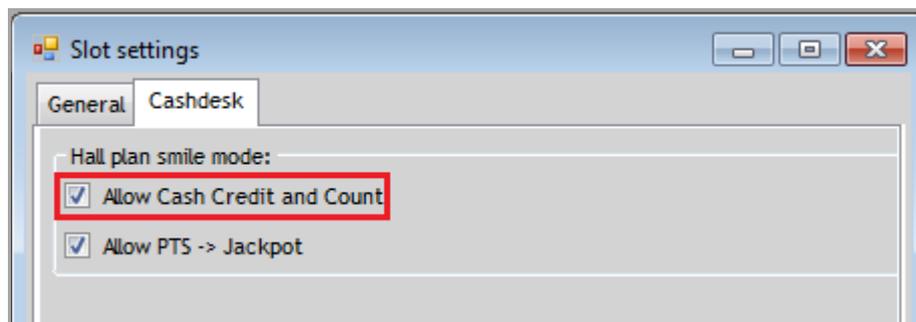
7.2.19 Count Operations.

Count - a cash withdrawal operation from slot machine bill acceptor with subsequent inward cash reinforcement to the club cashdesk which is performed one-time before closing the gaming day with audit.

Likewise Cash Credit operation, there are two types of Count operations:

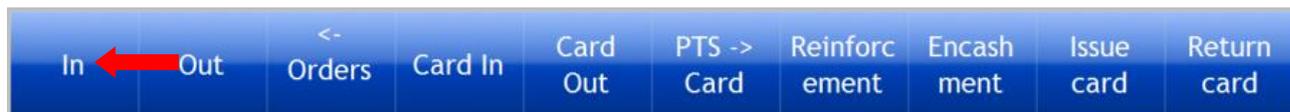
- **Without Count Room** – for small clubs where Count Room is not organized and withdrawn cash is transferred directly to the cashdesk.
- **Using Room** – for clubs that uses Count Room.

In order to be able to do Count operations in system you need to provide some setup actions (go to «Settings» → «Slots» → «Settings», «Cashdesk» tab and set a tick to activate «Allow Cash Credit and Count» functionality).

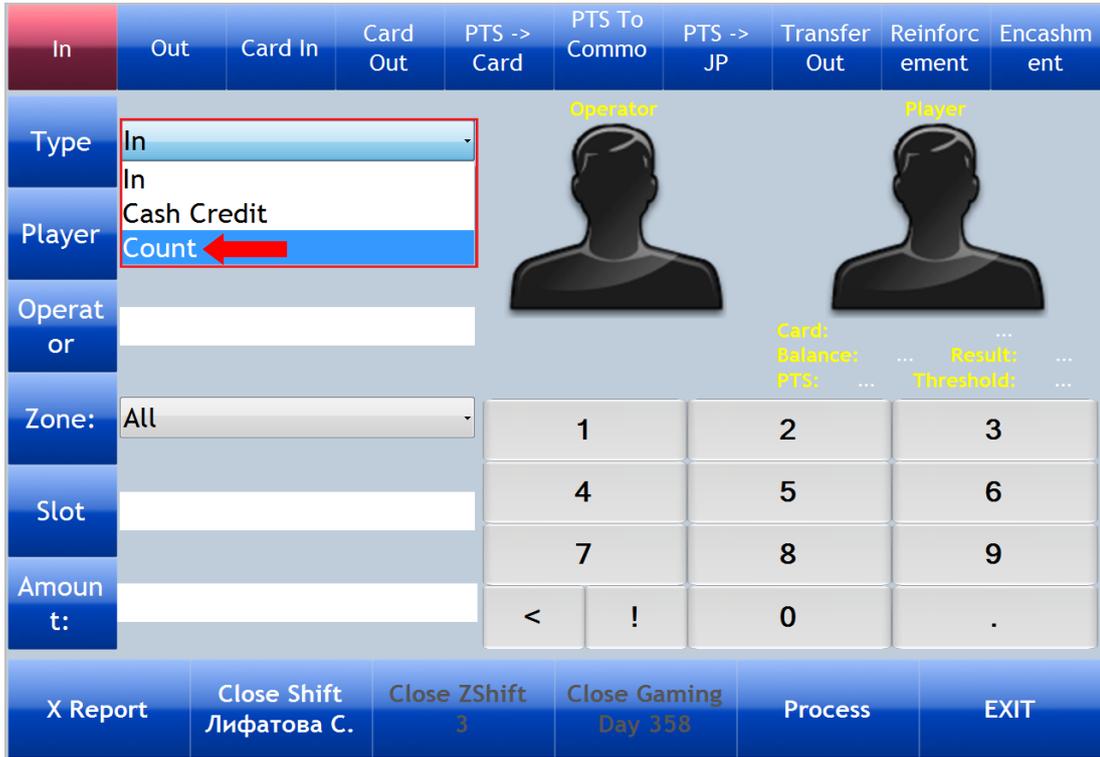


Let's see how to provide **Count** operations without Count Room.

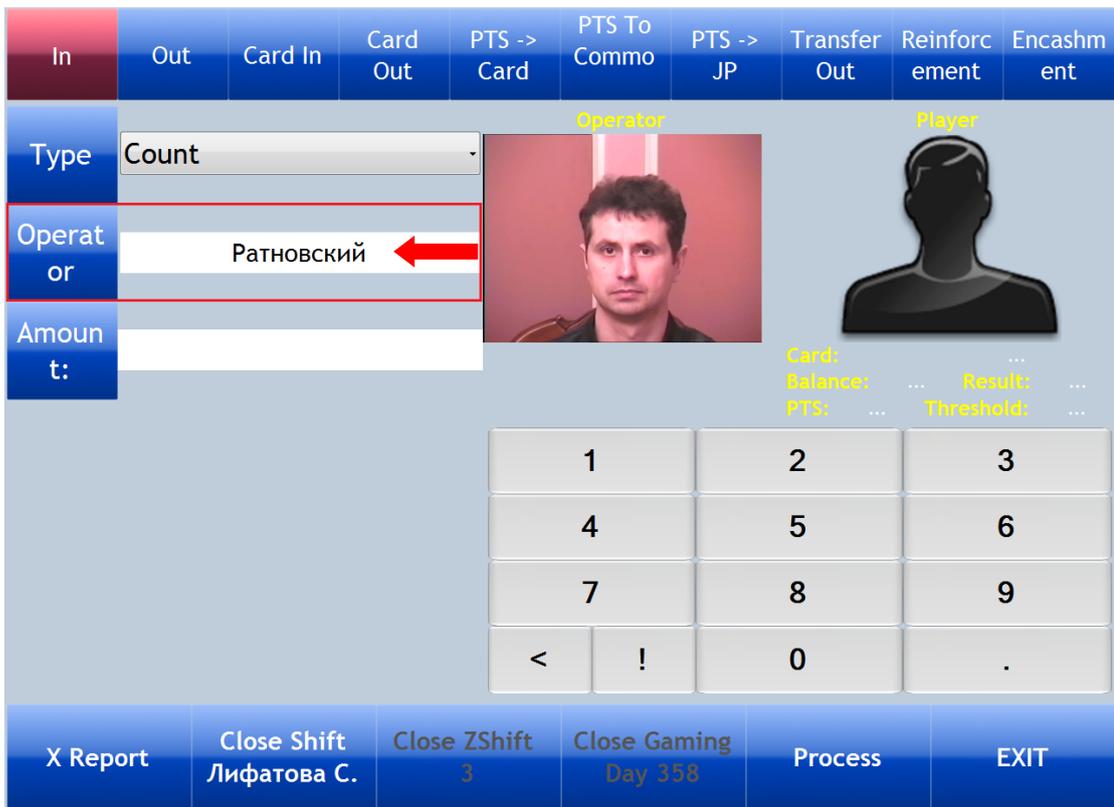
1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer in the end of gaming day.
2. Slot operator counts bills.
3. Slot operator brings withdrawn cash to cashier for counting.
4. Cashier accept cash and count bills again.
5. If cash amount is correct, cashier press «**In**» button on top the of cashdesk form.



6. «**In**» button changes color to red after pressing. Cashier chooses «**Count**» operation type in drop down list under «**Type**» vertical menu header.



7. Next, click on «Operator» to select slot-operator.



8. Using touch numerical buttons or keyboard input amount of cashdesk replenishment (under «Amount» header at left vertical menu).

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Count	Operator		Player					
Operator	Ратновский					Card: ... Balance: ... Result: ... PTS: ... Threshold: ...			
Amount:	2200								
		1	2	3					
		4	5	6					
		7	8	9					
		<	!	0					
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process	EXIT				

9. To confirm operation press on «**Process**».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Count	Operator		Player					
Operator	Ратновский					Card: ... Balance: ... Result: ... PTS: ... Threshold: ...			
Amount:	2200								
		1	2	3					
		4	5	6					
		7	8	9					
		<	!	0					
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process	EXIT				

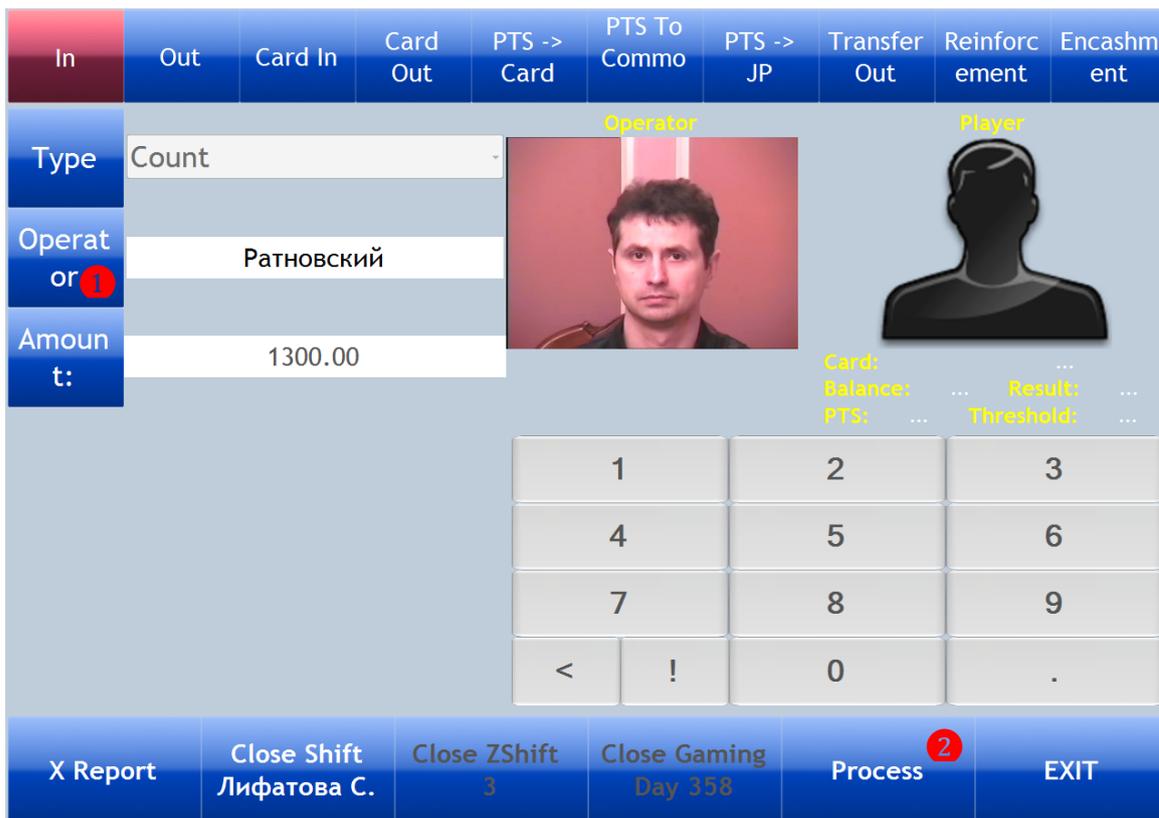
Let's see how to provide **Count** operations using Count Room.

1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer in the end of gaming day.
2. Slot operator brings withdrawn cash to casino Count Room for counting.
3. Slot operator inputs data about provided cash withdrawals in SlotLogic system when counting in **Count room** is over («Slots» → «Count Room» → «Cashbox Cash Credit & Count»).

4. When data input is finished slot operator gives counted cash to cashier.
5. Cashier accepts cash and count it again.
6. If cash amount is correct, cashier press «In» button on top the of cashdesk form (highlighted in green).



7. «In» button changes color to red after pressing. Cashier chooses «Count» operation type in drop down list under «Type» vertical menu header at left side of cashdesk form. Next, cashier clicks on «Operator» to select slot-operator and «Process» to confirm actions.



Count operations are listed in X- or Z-reports with positive value.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
CASH CREDIT	4	5200.00	0	0.00
COUNT	1	1300.00	0	0.00
Total	14	12000.00	0	0.00

7.2.20 Closing of Gaming Day.

Gaming Day Closing is required routine operation, provided by last logged cashier **at main cashdesk** at the end of each gaming day.

The procedure is as follows:

1. Open the main cash desk form («Slots» → «Cashdesk» → «Cashdesk»).
2. Press «Close Shift...», located on the bottom panel of the form.

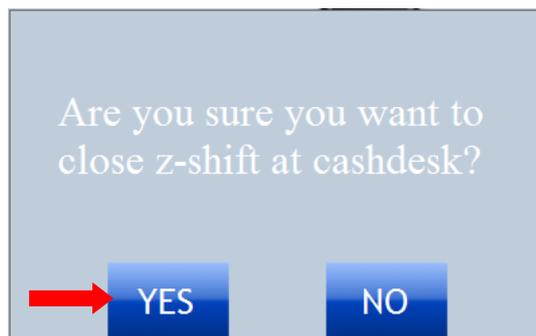


3. Now cashier shift is closed. Then you need to close the Z- shift, pressing the button «Close ZShift».

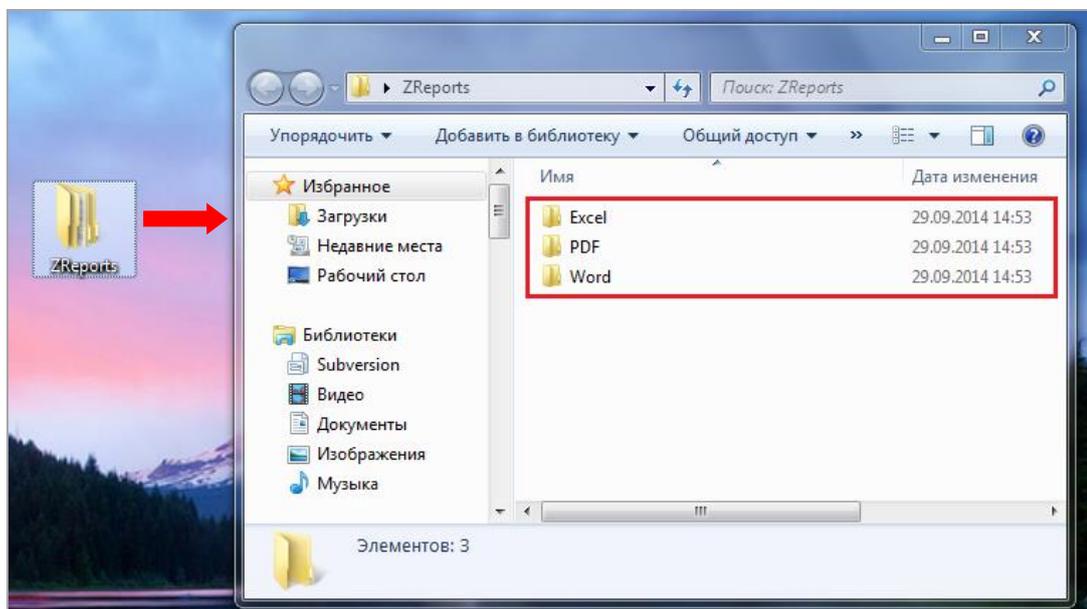


Attention! When Z-shift is closed, cashdesk balance must be nulled (e.g. cashdesk has zero balance). To null the cashdesk balance cashier must provide encashment operation.

4. Confirm closing Z- shift by clicking «Yes» in the opened window.



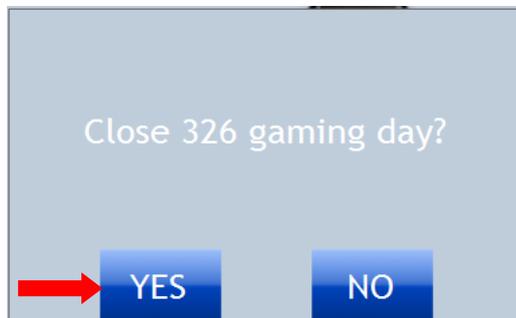
At this stage Z-report form will opens that will save Z-reports automatically in «ZReports» folder at Cashier's windows desktop both in Excel, PDF and Word formats.



5. Z-shift closed. Now you can close the game day by clicking «Close Gaming Day...».



6. In the window that opens, click «Yes» to confirm the closing game of the day



Attention! If more than one cashdesk installed in club, so cashier can close gaming day at main cashdesk only after closing Z-shift at all club's cashdesks.

Note: «Cashier Shift» and «Z-shift» operations are similar at all club cashdesks.

7.2.21 X Report.

X Report is designed for regular cashier control and shows how many operations and what sums were held during the gaming day.

You can use X report as many times as necessary. Each time cashier closes Z shift, X report will be generated automatically.

To start X report generation, click on «X Report» button, located on the bottom panel of the cash form



X-report will open in a new form, where all the reported data will be grouped by category:

1. Report header – this section contains unique Club Name, Date and Time of report generation.

2. Cashdesk info – this section contains cashdesk specific properties (name, date of gaming date, z-shift data) for which the report is made.

3. X-report – this section contains following information:

a) Cards total balance

- **Card balance (previous gaming day)** – the total balance on the bonus cards in the previous game day.
- **Card balance (current gaming day)** - the total balance on the bonus cards in the current game day.
- **Card balance difference** – difference between totals (**card balance (current gaming day)** and **card balance (previous gaming day)**).

- b) List of all operations provided by cashier since opening of gaming day and before generation of X-report.
- **Operation** – operation type.
 - **Count** – the number of each type of operations.
 - **Amount** – the total amount of each type of operations.
 - **Total** – the total number of all operations and the total amount on them.
- c) Data on the cancelled operations in the current gaming day at the time of X-report generation.
- **Cancelled Count** - the number of canceled operations.
 - **Cancelled Amount** – the total amount of cancelled operations.
 - **Total** - the total number of cancelled operations and the total amount on them.
- d) Data on «PTS → CARD» operations in current gaming day at the time of X-report generation.
- **Count** – the number of «PTS → CARD» operations.
 - **Amount** – the total amount of «PTS → CARD» operations.
 - **Cancelled Count** – the number of cancelled «PTS → CARD» operations.
 - **Cancelled Amount** – the total amount of cancelled «PTS → CARD» operations.

OT4ET

BeOwner Slot Club
29.09.2014 13:45:48

Cashdesk: OZEROVA
Gaming day: 330
ZShift: 17

X-REPORT

CARD BALANCE (PREVIOS GAMING DAY): 39510.50
CARD BALANCE (CURRENT GAMING DAY): 39510.50
CARD BALANCE DIFFERENCE: 0.00 a

Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	6	500.00	0	0.00

PTS->CARD 0 0.00 0 0.00 d

In the top of the form you can see the following buttons:

 /  - report scrolling buttons (back/forward).

 /  - report Home-End buttons.

 - Line displays current page number in the total number of pages in the report.

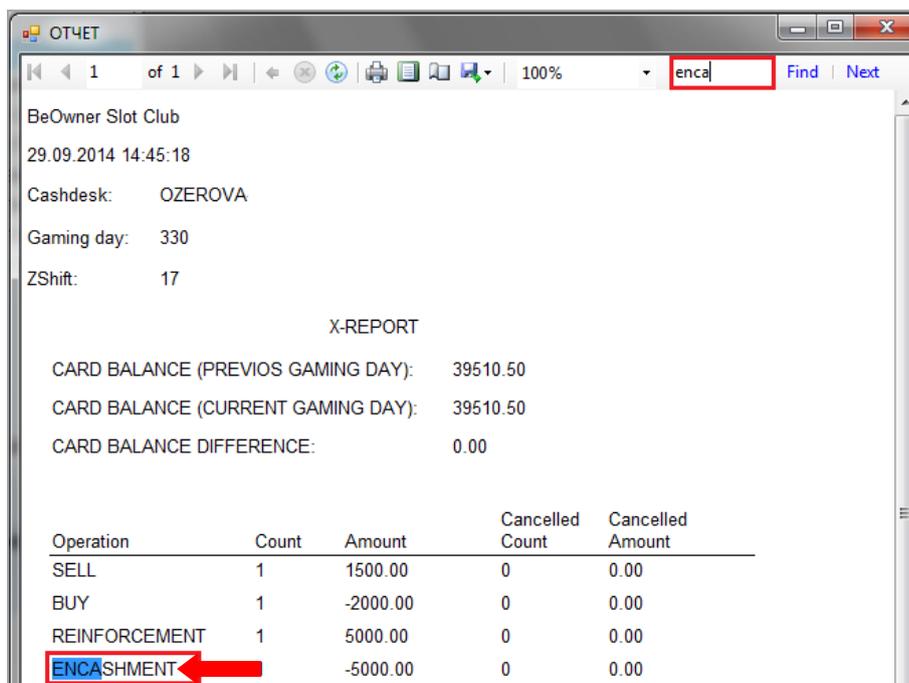
 - Report Update button.

 - Stop Update button.

 - Return to the previous version of the report (before upgrading).

 - Report Scaling Tool.

 - You must enter in the desired data in this string and click «Find». If report contains the required data, they will be highlighted by blue.



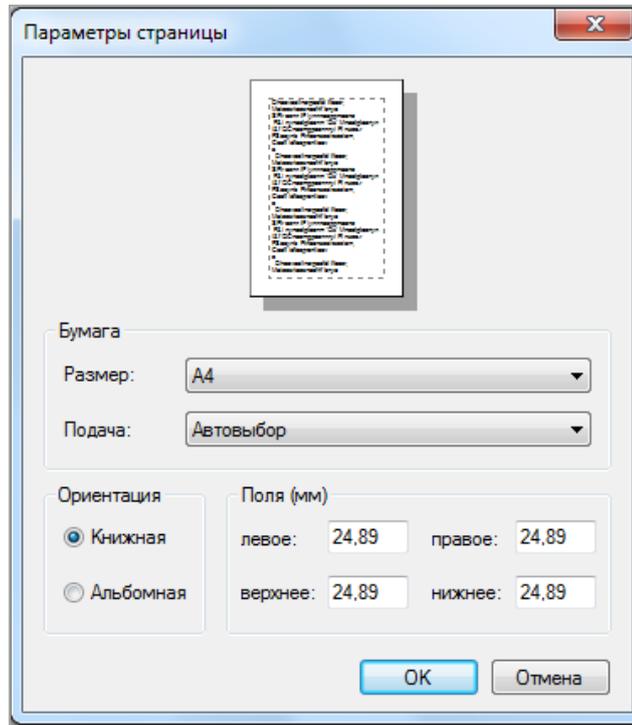
To view search results, use «Next» button.

- **Print X-report.** If your computer is connected to a standard printer, the generated X - report can be printed by clicking on **PRINT** button located on the top panel of the report form.

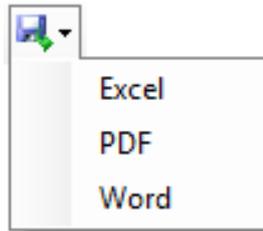


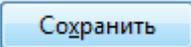
You can see a print preview of your report in the preview window by clicking on . Clicking again closes the preview window.

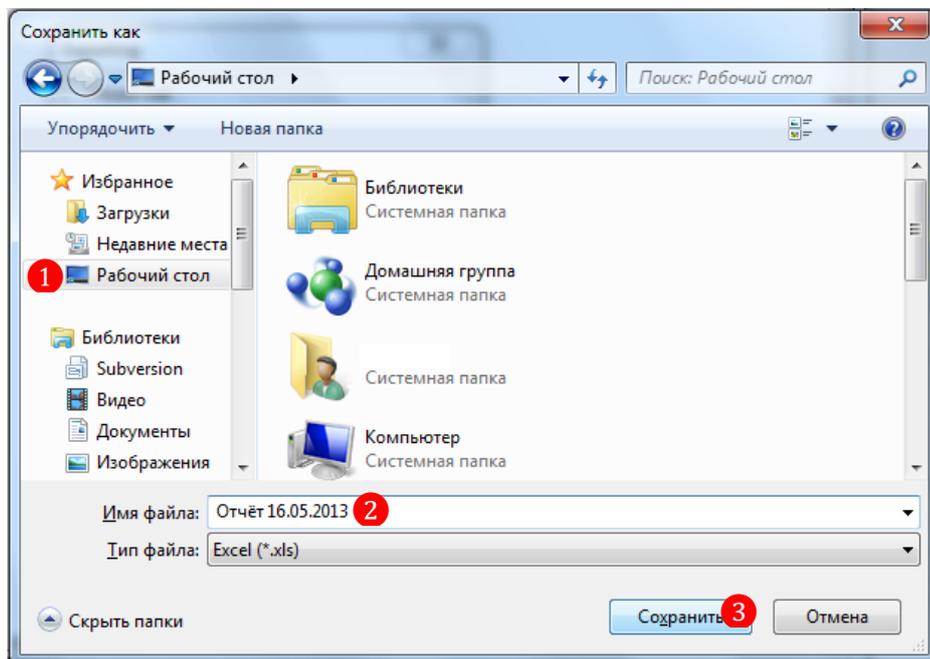
If you need to go to print settings page, you need to click on  and standard Windows Printer settings will opens.



- **Export X-report.** X – the report can be saved on your computer as a file, then you need to click  and choose from drop-down list the type of file to be saved: Excel, PDF, Word.



Then select location for saving and enter the file name in the «File Name» string. After all click .



7.2.22 Z Report.

Z-report is a cash report with nulling. It is made by the cashier at the end of his shift. Z-report displays the amount of operations and sums which have been hold during the gaming day.

In the «SlotLogic» system Z-report is preceded and opened automatically at the closing of each shift.

Z-report content is similar to X-report. All the data is also grouped by sections:

SlotLogic
3/6/2017 10:54:44 AM

Cashdesk: Ozerova-O-V
Gaming day: 358
ZShift: 3

Z-REPORT

CARD BALANCE (PREVIOS GAMING DAY): 18106.00
CARD BALANCE (CURRENT GAMING DAY): 77.00
CARD BALANCE DIFFERENCE: 18029.00

Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	0	0.00	0	0.00
BUY	0	0.00	0	0.00
REINFORCEMENT	1	2500.00	0	0.00
ENCASHMENT	2	-7300.00	0	0.00
CARD IN	0	0.00	0	0.00
CARD OUT	0	0.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
CASH CREDIT	2	3500.00	0	0.00
COUNT	1	1300.00	0	0.00
Total	6	0.00	0	0.00

PTS->CARD	1	-100.00	0	0.00
PTS->COMMODITY	0	0.00	0	0.00
PTS->JACKPOT	10	-8290.00	0	0.00

1. Report header – this section contains unique Club Name, Date and Time of report generation.

2. Cashdesk info – this section contains cashdesk specific properties (name, date of gaming date, z-shift data) for which the report is made.

3. Z-Report – in this section is stored report data:

a) Cards total balance.

- **Card balance (previous gaming day)** – the total balance on the bonus cards in the previous game day.

- **Card balance (current gaming day)** - the total balance on the bonus cards in the current game day.
- **Card balance difference** – difference between totals (**card balance (current gaming day)** and **card balance (previous gaming day)**).

b) List of all operations carried by the cashier since opening of the Z-shift and before the closing of Z-shift.

- **Operation** – operation type.
- **Count** – the number of each type of operations.
- **Amount** – the total amount of each type of operations.
- **Total** – the total number of all operations and the total amount on them.

c) Data on the cancelled operations in during the Z-shift.

- **Cancelled Count** - the number of canceled operations.
- **Cancelled Amount** – the total amount of cancelled operations.
- **Total** - the total number of cancelled operations and the total amount on them.

d) Data on «PTS → CARD», «PTS → COMMODITY», «PTS → JACKPOT» operations in during the Z-shift.

- **Operation** – operation type.
- **Count** – the number of operations.
- **Amount** – the total amount of operations.
- **Cancelled Count** – the number of cancelled operations.
- **Cancelled Amount** – the total amount of cancelled operations.

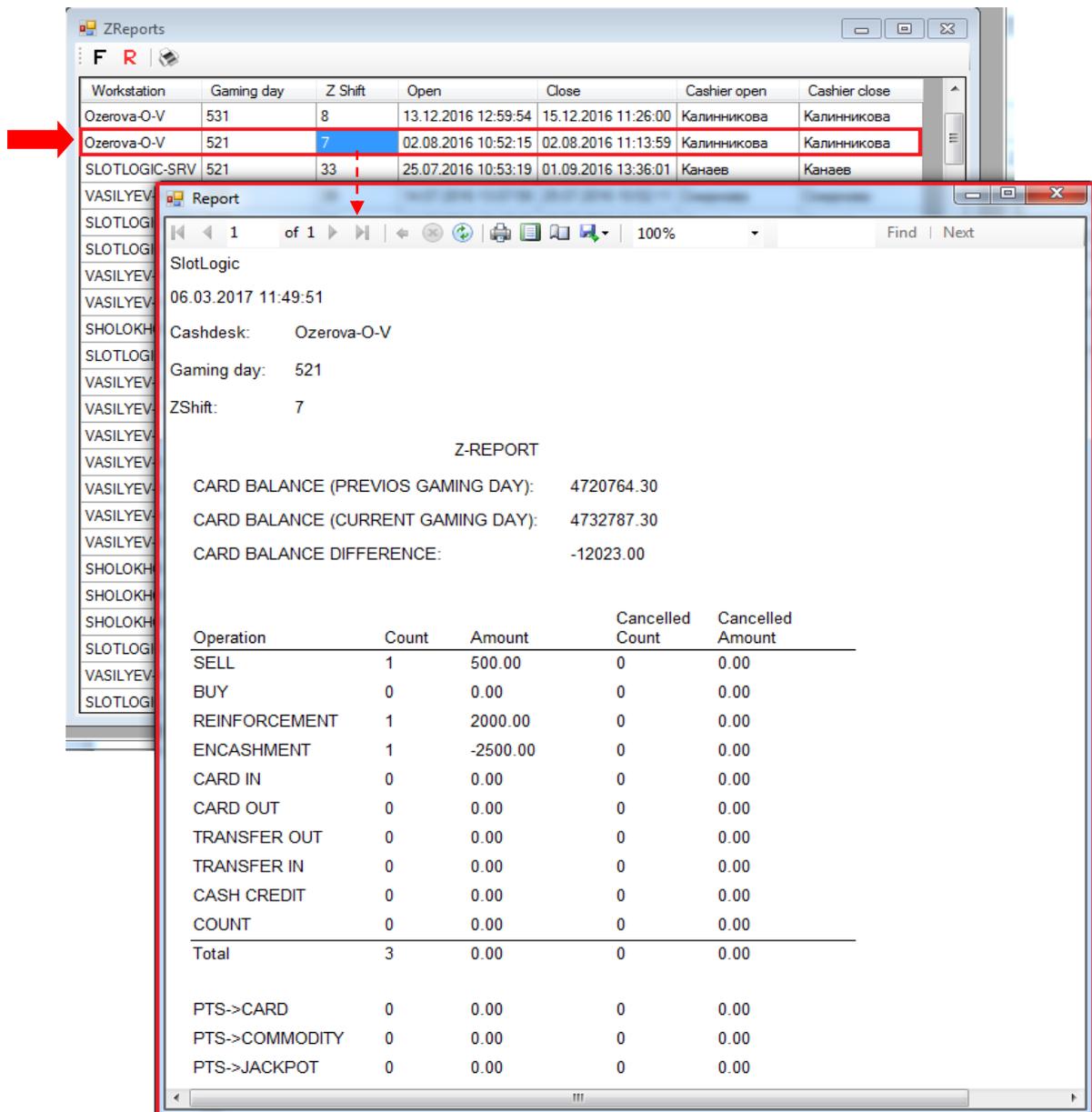
Z-reports history is kept in system and is available for review and unloads in the section «Slots» – «Cashdesk» – «ZReports». When opening a list of all Z-reports ever formed on the cashdesks of the club is being loaded to the form in a table format.

Workstation	Gaming day	Z Shift	Open	Close	Cashier open	Cashier close
Ozerova-O-V	536	12	01.03.2017 14:31:46	01.03.2017 14:32:17	Калиникова	Калиникова
Ozerova-O-V	534	11	22.02.2017 12:56:55	22.02.2017 12:57:00	Калиникова	Калиникова
SHOLOKHOV-P	534	71	11.01.2017 12:27:48	22.02.2017 12:57:38	Калиникова	Калиникова
Ozerova-O-V	533	10	21.12.2016 13:06:44	10.01.2017 15:08:34	Калиникова	Калиникова
Ozerova-O-V	532	9	15.12.2016 14:33:41	20.12.2016 10:42:25	Калиникова	Калиникова
Ozerova-O-V	531	8	13.12.2016 12:59:54	15.12.2016 11:26:00	Калиникова	Калиникова
Ozerova-O-V	521	7	02.08.2016 10:52:15	02.08.2016 11:13:59	Калиникова	Калиникова
SLOTLOGIC-SRV	521	33	25.07.2016 10:53:19	01.09.2016 13:36:01	Канаев	Канаев
VASILYEV-V	520	39	14.07.2016 13:07:58	25.07.2016 10:52:11	Смирнова	Смирнова
SLOTLOGIC-SRV	520	32	14.07.2016 10:47:16	22.07.2016 16:13:21	Канаев	Канаев
SLOTLOGIC-SRV	519	31	14.07.2016 10:26:03	14.07.2016 10:46:40	Канаев	Канаев
VASILYEV-V	518	38	12.07.2016 16:24:46	12.07.2016 16:33:06	Смирнова	Смирнова
VASILYEV-V	517	37	12.07.2016 16:19:40	12.07.2016 16:23:51	Смирнова	Смирнова
SHOLOKHOV-P	517	70	05.07.2016 14:29:17	12.07.2016 16:24:12	Авилова	Авилова
SLOTLOGIC-SRV	513	30	30.06.2016 15:39:17	01.07.2016 12:42:38	Смирнова	Смирнова
VASILYEV-V	510	36	27.06.2016 10:55:33	27.06.2016 10:55:36	Смирнова	Смирнова
VASILYEV-V	499	35	14.06.2016 11:35:18	14.06.2016 12:42:39	Смирнова	Смирнова
VASILYEV-V	489	34	25.04.2016 14:14:59	30.05.2016 12:43:27	Смирнова	Смирнова
VASILYEV-V	488	33	21.04.2016 13:04:23	25.04.2016 12:42:52	Смирнова	Смирнова
VASILYEV-V	487	32	21.04.2016 11:09:23	21.04.2016 12:43:07	Смирнова	Смирнова
VASILYEV-V	486	31	21.04.2016 10:21:55	21.04.2016 10:22:07	Смирнова	Смирнова
VASILYEV-V	485	30	18.04.2016 12:51:06	19.04.2016 12:43:09	Смирнова	Смирнова
SHOLOKHOV-P	480	69	11.04.2016 10:46:46	11.04.2016 12:43:42	Авилова	Авилова

Table content:

Columns	Description
Workstation	Cashdesk name in the system where Z-report was formed
Gaming day	Game day sequential number when Z-report was formed.
Z Shift	Z-shift sequential number when Z-report was formed.
Open	Date and time of game day opening.
Close	Date and time of game day closing.
Cashier open	The last name of the cashier who opened the game day.
Cashier close	The last name of the cashier who closed the game day.

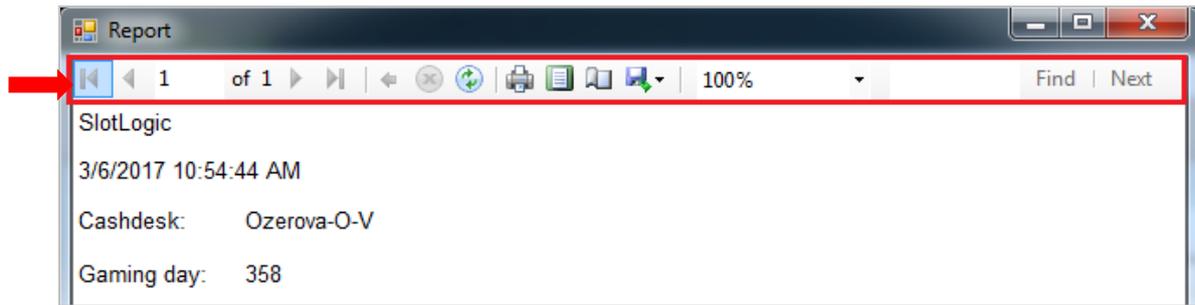
To view Z-report choose in the list the required note and open it by left double mouse click on the row. In a few seconds Z-report of the chosen shift opens in a new window.



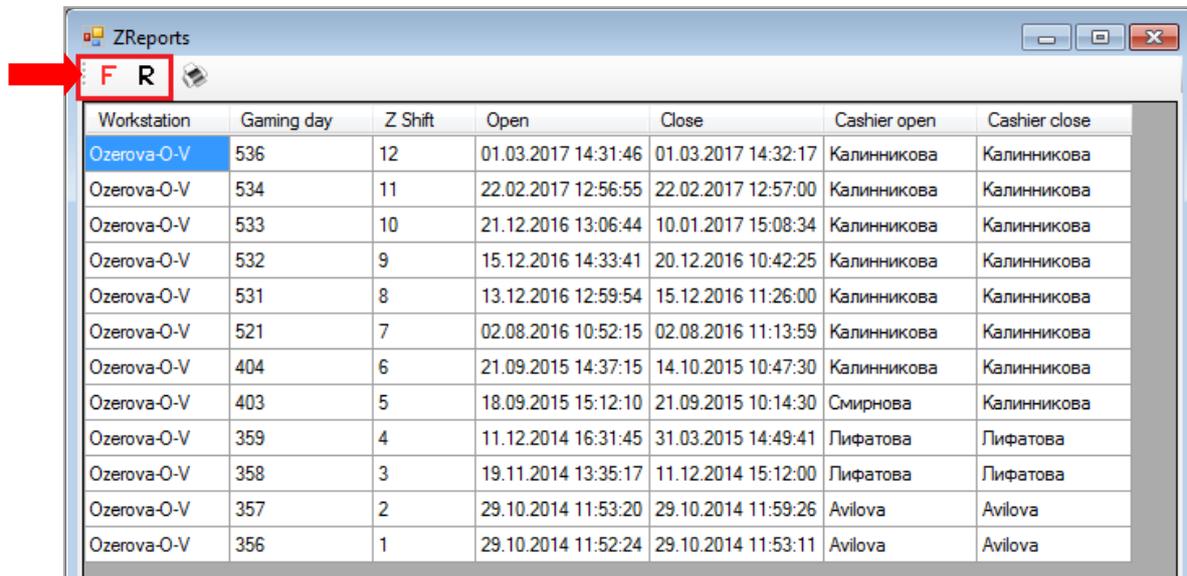
The functional of Z-report is similar to the functional of other reports:

- View.
- Print.

➤ Export (*Word / PDF / Excel*).



Pay attention that on the form «ZReports» is used a standard filters and navigation system for each of the table columns. Thus, notes could be sorted quickly according to the cashdesk title, cashier last name, etc.



F (filter) – button to set filter.

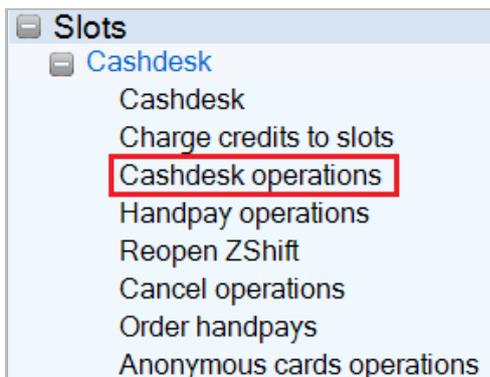
R (reset) – button to reset filter.

To print the current list or save it to computer the  button should be used

7.2.23 Cash desk operations report.

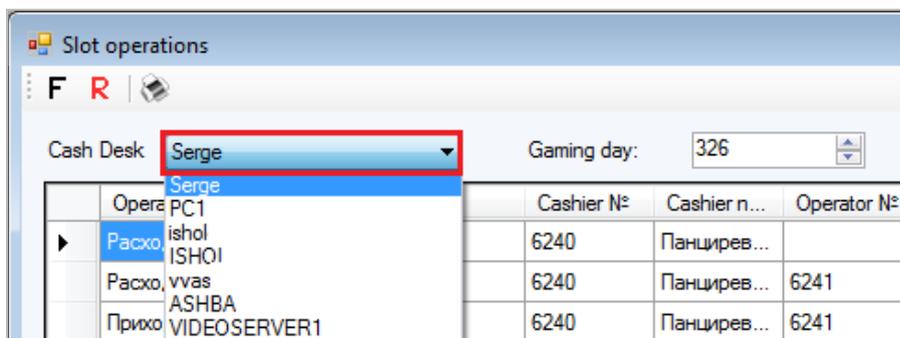
To view a report at the cash desk, please, provide following:

1. Select «Slots» → «Cashdesk» → «Cashdesk operations».

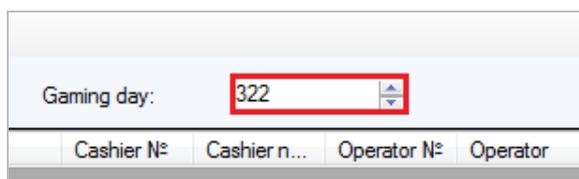


2. Please specify the following in «Slot operations» form:

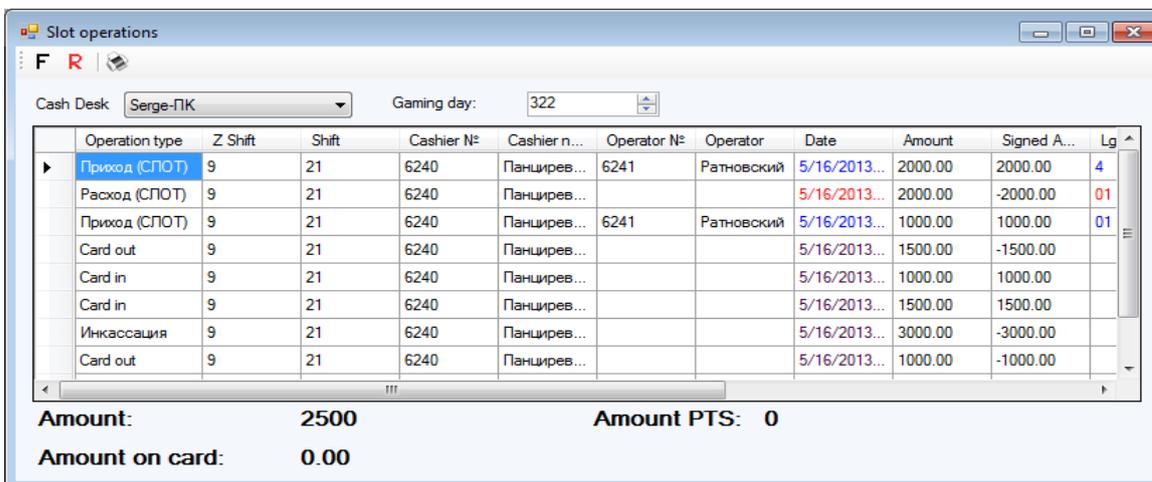
✓ In «Cash Desk» string from the drop down list select a cash desk, where you want to view the report.



✓ Please indicate a required day in «Gaming day» form using   buttons or keyboard.



After that, you can see a list will with cash desk transactions conducted within specified game day.



This report displays the following information:

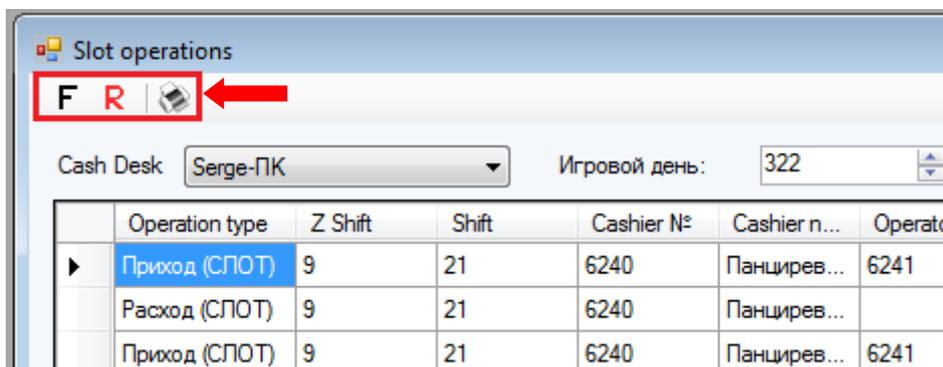
1. The type of operation.
2. Z Shift - serial number of Z- shift.
3. Shift - serial number of the cashier shift.
4. Cashier serial number who provided transaction.
5. Surname of cashier who provided transaction.
6. Slot operator serial number (for handpay transactions|payments and funds transferring to the slot machines through this operator).
7. Slot operator surname (for handpay transactions|payments and funds transferring to the slot machines by this operator).
8. Date and time of the transaction.
9. Transaction amount.
10. Signet Amount - amount of the transaction with the sign (+ / -) which indicates directions of transaction (in or out).
11. Serial Number of Slot Machine on which the transaction occurred (for handpay transactions|payments and funds transferring to the slot machines through this operator).
12. Serial Number of player assigned to operation (bonus card owner).
13. Name of the player assigned to operation (bonus card owner).
14. Bonus Card details (Series, subseries code, etc.).

Under operations details you can see a totals for the selected game day:

1) Amount:	2500	3) Amount PTS:	0
2) Amount on card:	0.00		

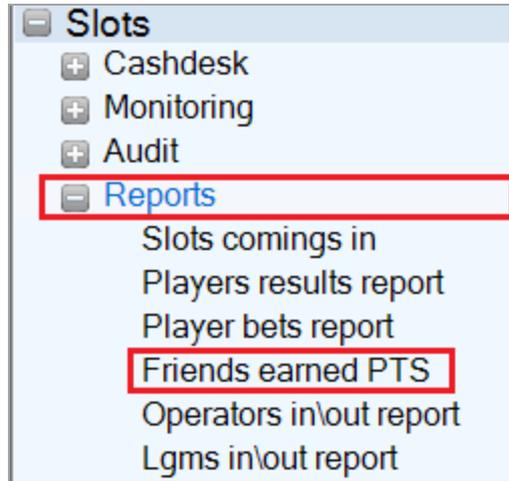
- 1) **Amount** – the total amount of cash that was on hand at the close of the selected game day.
- 2) **Amount on card** – total amount of funds at card players accounts at the close of selected game day.
- 3) **Amount PTS** - the total amount of PTS, which was transferred from the PTS accounts to bonus cards accounts at the close of selected game day.

Please note that you can search and filter data or print the report using this form.

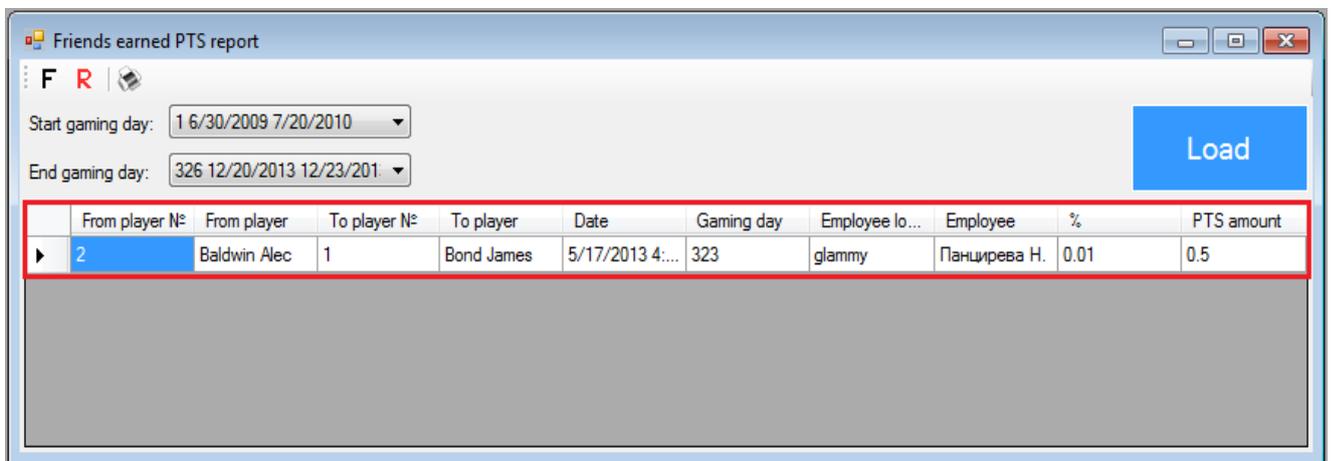


7.2.24 Friends earned PTS report.

To view a report for PTS «from friends» you must select «Slots» → «Reports» → «Friends earned PTS» in the main menu.



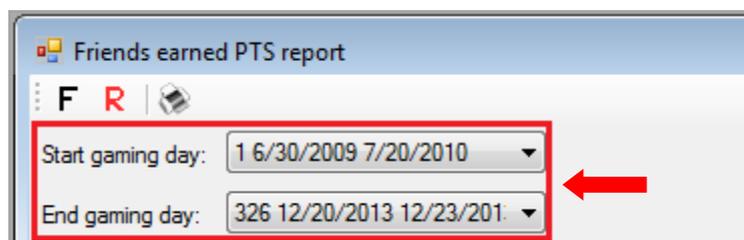
«Friends earned PTS report» contain data on PTS accrued «from friends» for the period from 1st to the current game day.



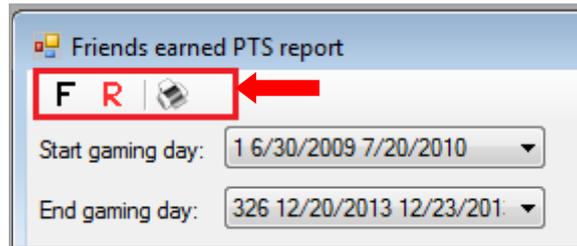
This report displays the following data:

1. **From player №** - serial number of player who becomes a source of PTS accrual.
2. **From player** - name and surname of the player who becomes a source of PTS accrual.
3. **To player №** - serial number of the player who becomes a destination of PTS accrual.
4. **To player** - full name of the player who becomes a destination of PTS accrual.
5. **Date** - date and time of PTS accrual.
6. **Gaming day** - gaming day of PTS accrual.
7. **Employee login** - login of cashier, who provides «PTS → Card» operation.
8. **Employee** - cashier name, who provides «PTS → Card» operation.
9. **PTS %** - a fixed percent value of PTS charges at the time of PTS accrual.
10. **PTS amount** - sum of accrued PTS.

By default, this report is loaded for the period from the 1st to the current game day. Using drop-down lists you can choose time period for reporting.



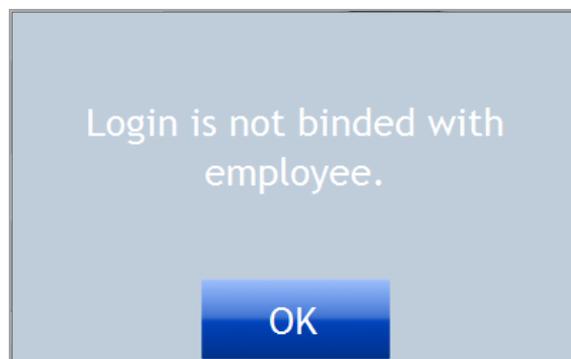
Also you can use standard filtration system and print the report.



7.2.25 Common Errors on Cash Desk operations.

Users can perform a variety of errors (incorrect actions), while working with CashDesk module. In most cases system will notify about errors through messages in pop-up dialog boxes. Let's consider these errors and how to resolve them.

➤ **Error 1:** Current User Login is not assigned to any of employees. When you open cash desk form following message appears: «**Login is not assigned with employee**».



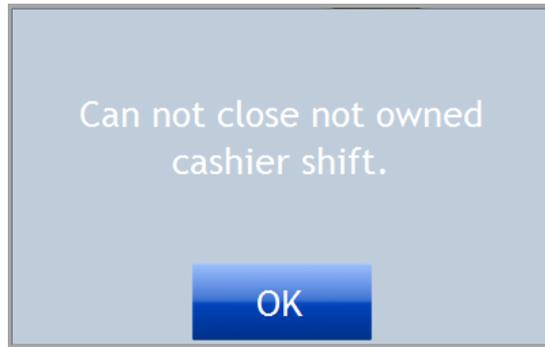
Solution: You need to assign a login to one of employee, already registered in the system (for more details about that please follow [«Create Login to Employee»](#)).

➤ **Error 2:** The card reader is not connected to computer physically or not properly connected. When you open cash desk form, you can see the message «**Card reader is not connected. Please check the connection**».



Solution: Check the connection of USB card reader. Please reopen cash desk form after checking.

➤ **Error 3:** Cashier shift was not close during cashiers shifts change. While new cashier tries to close the previous cashier shift, message «**Cannot close not owned cashier shift**» appears.



Solution: Exit the system. Log in under the previous cashier credentials. Close current cashier shift. Log out again and then log in using cashier credentials, who should work with the cash desk in a new shift.

➤ **Error 4:** Cashier made mistake on cash transaction at cash desk (incorrect amount was inputted or wrong type of operation was selected). For example: Cashier put amount of 1,500 for exchange, but while provides operation at Cash Desk he indicated 2000 by mistake. Operation is already done and showed in X report statistics.

X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	1	2000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	6	500.00	0	0.00

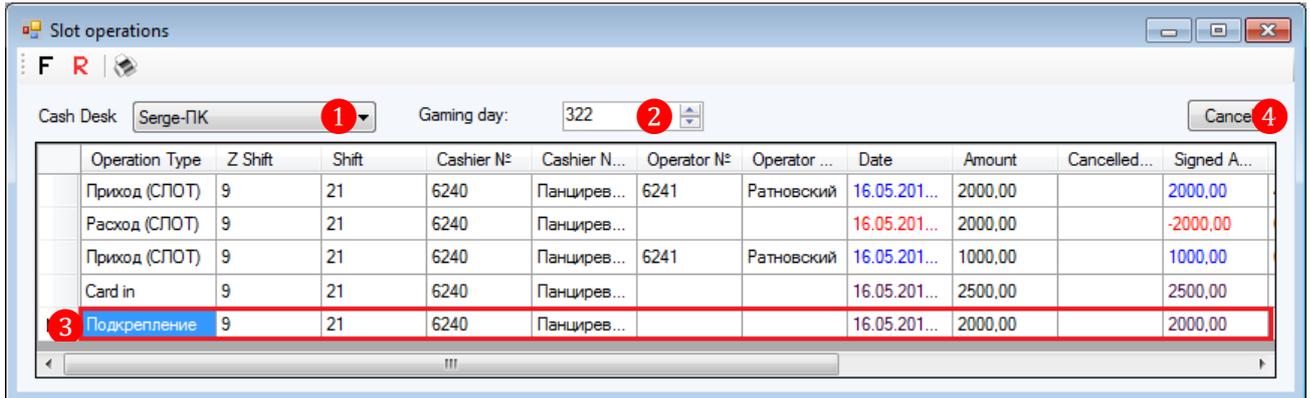
Solution: Cancel a wrong operation. To do this:

1. Select System «Slots» → «Cashdesk» → «Cancel operations» in main menu.



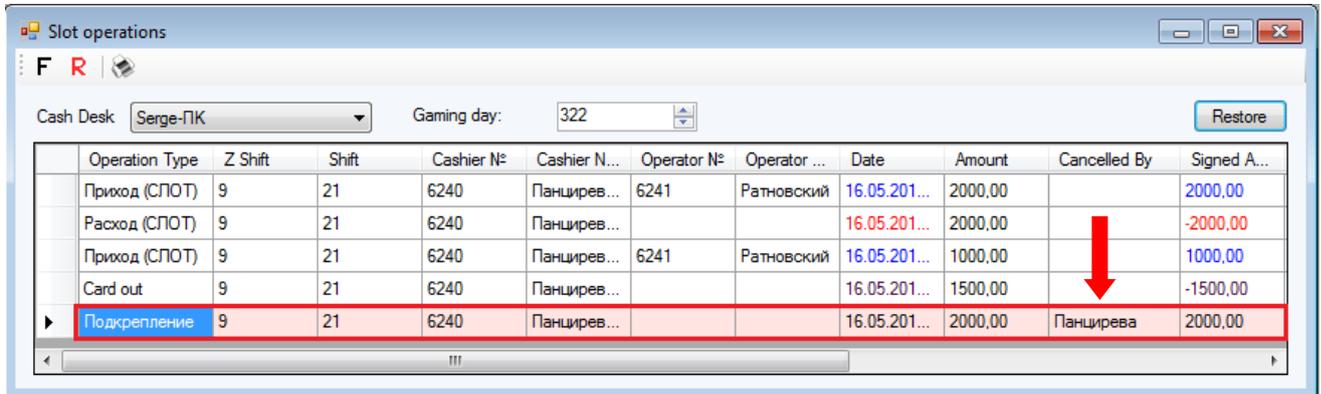
2. In the form that opened provide as follows:
 - ✓ Select required cash desk from the drop down list in «Cash Desk» string, which was held erroneous operation.
 - ✓ Specify the number of gaming day in "**Game Day**", which was held erroneous operation (if mistake was made not in current game day).
 - ✓ Select incorrect operation from operations list by clicking on left mouse button.

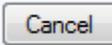
✓ Press  button.



Thus, wrongly executed operation will be canceled and will not be reflected on X- report.

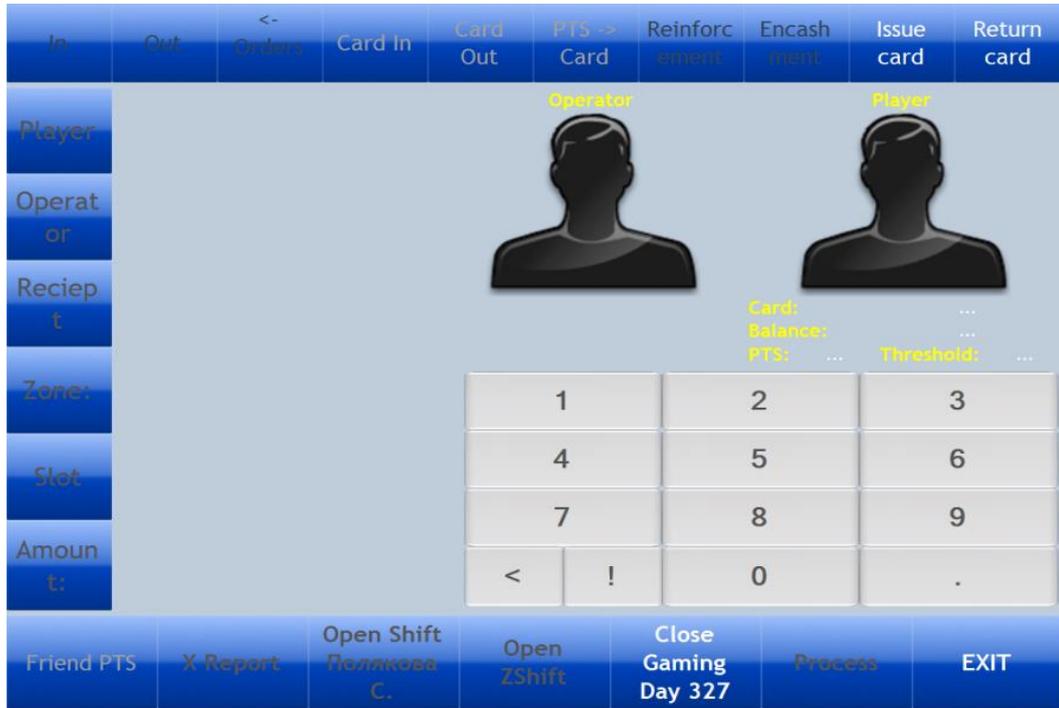
Thus, cancelled operation will be highlighted in red in the list of canceled operations. Name of Cashier who made cancelling, will be showed in «**Cancelled By**» column.



If Cashier accidentally canceled a wrong operation, it can be restored by pressing  (will be displayed instead  button).

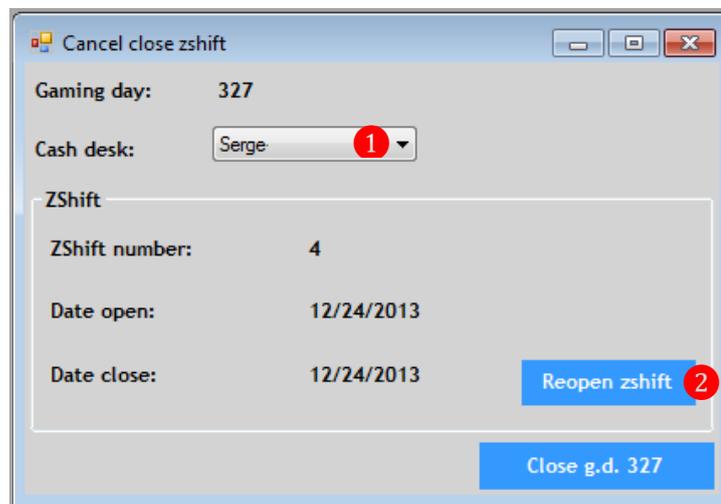
Attention! It is impossible to cancel (or restore) a following operations: enrollment / withdrawal on the card (Card In / Card Out), enrollment PTS account on a player's card (PTS? Card).

➤ **Error 5:** Z-shift was closed accidentally while cashier shift change. When new cashier opens the cash desk form, Z-shift is closed and functional forms is not available (buttons are inactive).

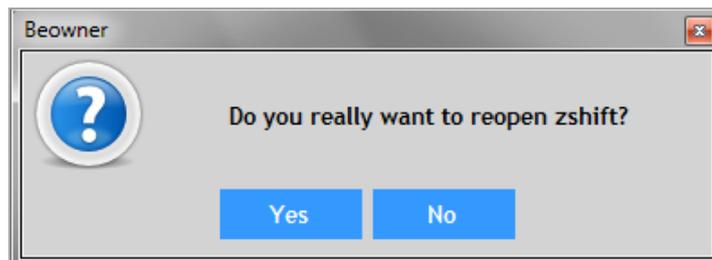


Solution: Solution: Undo Z- shift closing. To do this:

1. Select «Slots» → «Cashdesk» → «Reopen ZShift» in the main menu.
2. Select the name of cash desk from the drop-down list to cancel a wrong Z- shift closing and click on **Reopen zshift** at the end of «Date close» string.

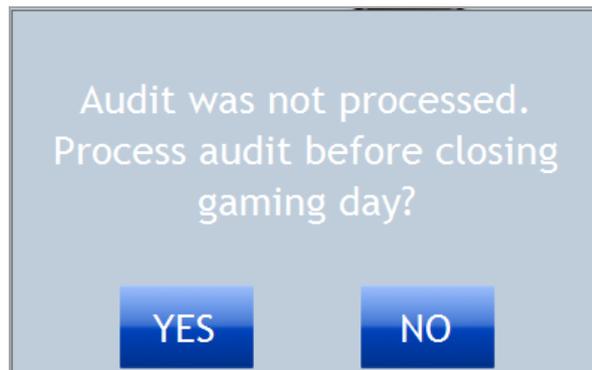


3. Press «Yes» to confirm the opening of Z-shift in the window that opens.



4. After that you must go to cash desk form and login with cashier, who should work with cash desk in a new shift.

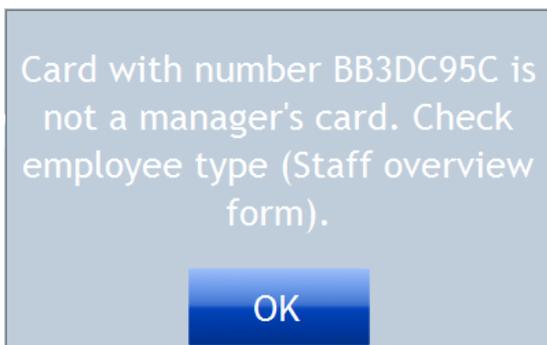
➤ **Error 6:** Cashier was not provided daily audit before game day is closed. When you try to close a game day the message «**Audit was not processed. Process audit before closing gaming day?**» will appears.



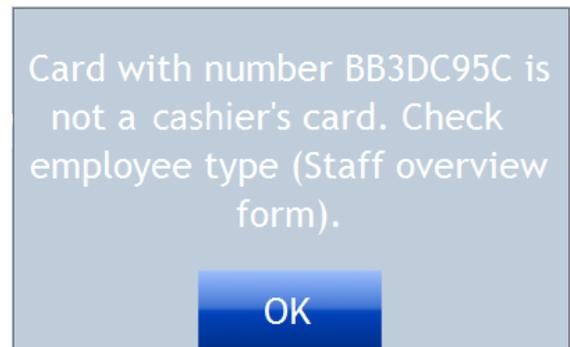
Solution 1: Press «**Yes**». Procedure for closing of game day will be canceled, and then cashier can close cash desk form and proceed to audit. Upon completion of the audit it is necessary to reopen the cash desk form and complete the closing gaming day by clicking on «Close Gaming Day ...».

Solution 2: Press «**No**». Game day will be closed without slot machines audit.

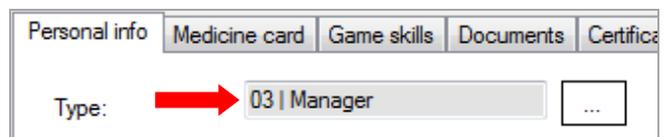
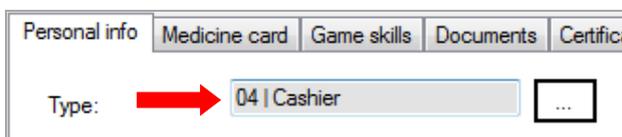
➤ **Error 7:** While employee card authentication is active during confirming «PTS? Card » operation and card attached to card reader for verification is not the manager / cashier card - following message will appears:



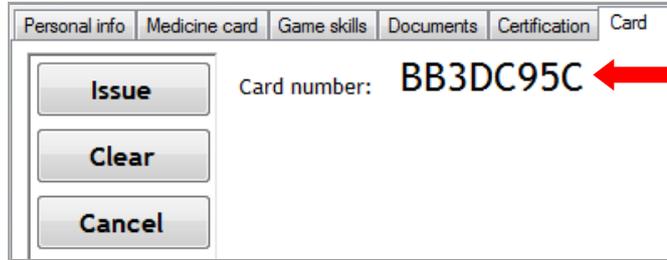
or



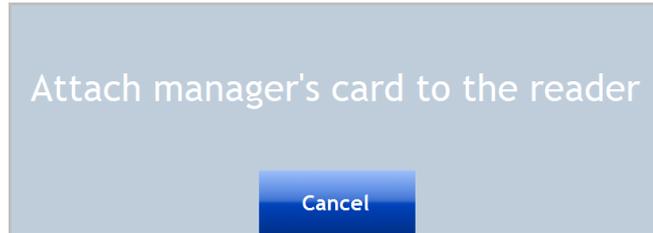
Solution: 1. You must go to staff overview form, then open employee profile, which is assigned with current employee RFID card and check employee position on «**Personal info**» tab in the «**Type**» string. For Cashier it shall be specified as «**Cashier**», for a manager as «**Manager**».



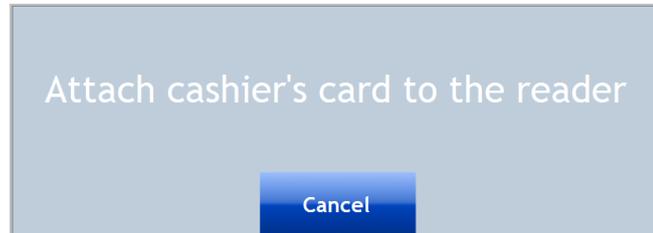
3. If employee position is correct, but error still occurs, you must go to «**Card**» tab and verify Employee card number with the card number attached to the card reader. It must be identical.



➤ **Error 8:** While employee card authentication is active during confirming «**PTS → Card**», operation and card attached to card reader for verification is wrong (for example the player's card) a following message will appears:



or



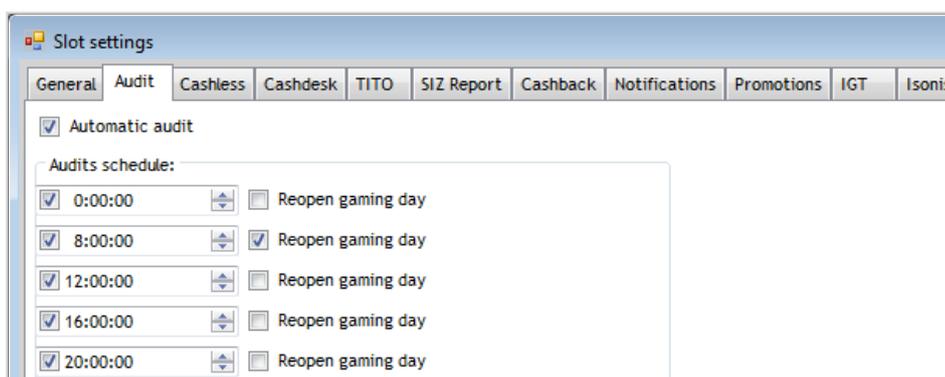
Solution: Only personal cards of employees: club manager (office manager) and / or the cashier's shift (cashier) are valid for confirmation of «**PTS → Card**» operations.

7.3 Audit.

In order to know the revenue of gaming floor all slot machines in club should be periodically audited. Periodicity for audits can be: once a day, once a week or any other convenient for the club.

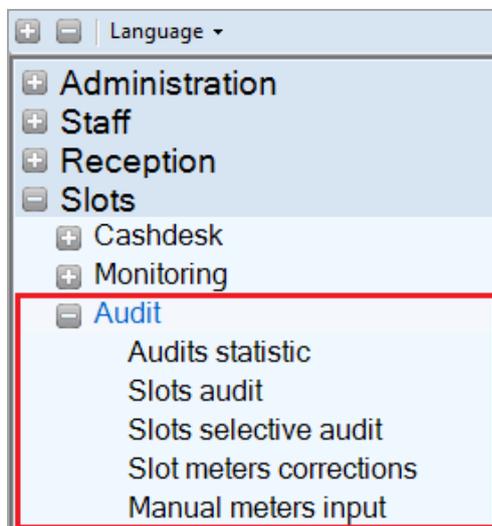
Meter information is downloaded to the system via SAS protocol. Using this data SlotLogic system can calculate profitability of slot machines.

Also, with the help of the settings you can set the schedule for audit procedures of gaming machines which will be performed automatically every day at the specified time («**Settings**» → «**Slots**» → «**Settings**» on «**Audit**» tab).



If you need to input meters data from gaming machines that not support SAS-protocol, you can do that manually before the audit. Meters values of gaming machines that supports SAS-protocol are downloaded automatically.

You can provide slot machines audit, view audit statistics, manual entry of non-SAS meters values, meters correction in «**Slots**» → «**Audit**».



Let's see on functional details listed in the following paragraphs of this section.

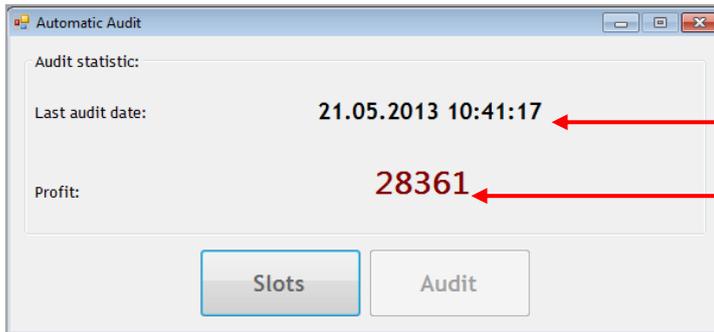
7.3.1 Slot Audit.

Prior to the audit, you should make sure that all devices are connected correctly using the Slot monitoring form in («**Slots**» → «**Monitoring**» → «**Slots/SMIBs monitoring**», column «**Slot**»).

It is also recommended that at the time of the audit all playing and transactional activities on slot machines must be stopped.

You can provide regular audit in the following sequence:

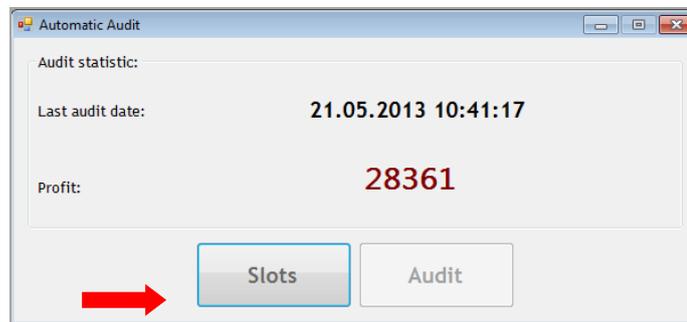
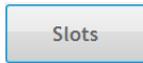
1. Select «Slots» → «Audit» → «Slots audit» in the main menu. «Automatic Audit» form will be opened.



← Date of last audit

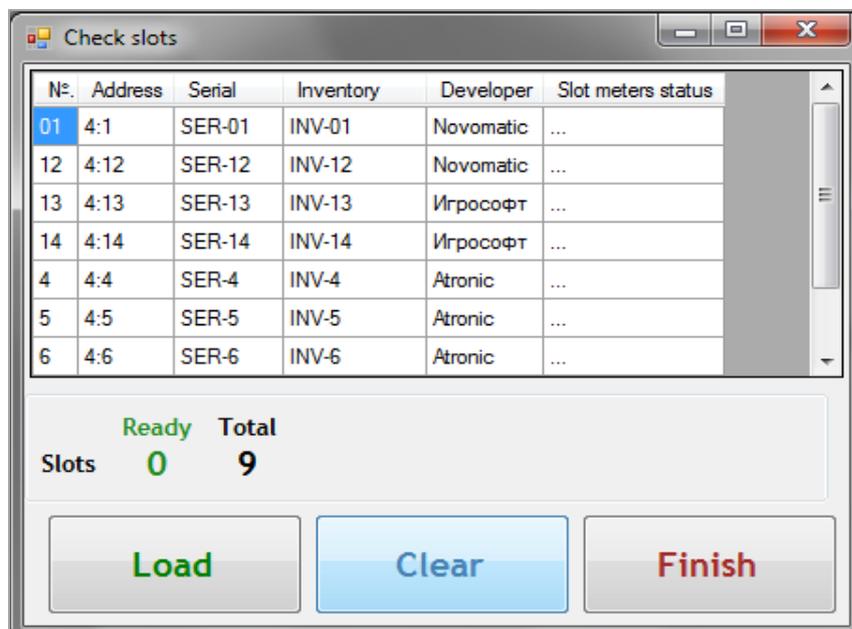
← The amount of incomes according to the latest audit (in local currency)

2. In order to load slot machines meters click on

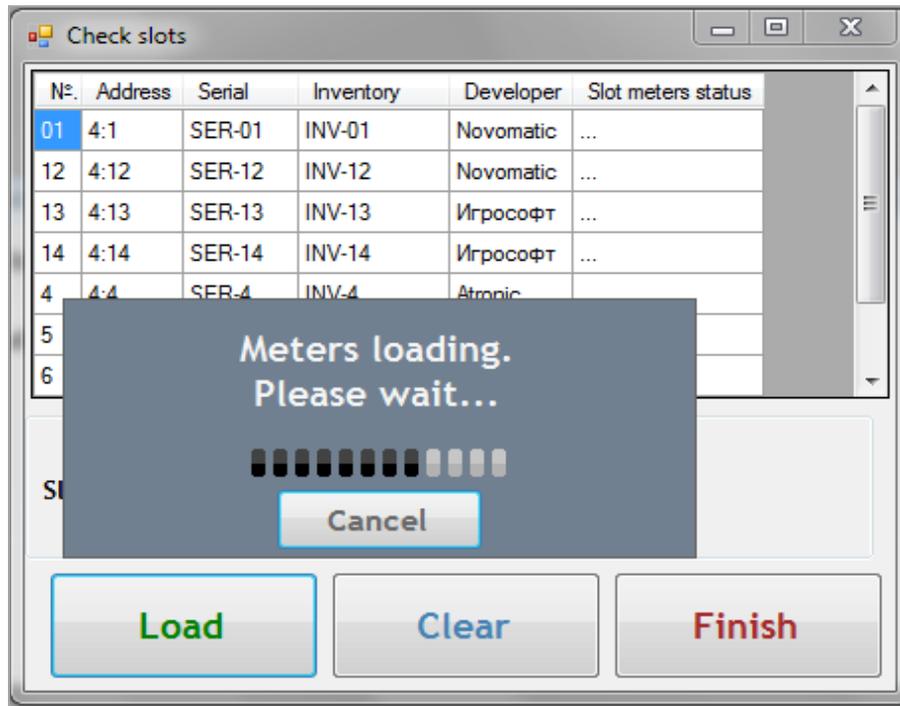


3. «Check slots» form opens, which displays all connected slot machines in the club. The list contains the following information:

- Slot machine floor number.
- Slot machine address.
- Slot machine serial number.
- Slot machine inventory number.
- Slot machine Manufacturer.
- Result of loaded meters.



In order to load meters data into the system, press . Then meters begin loading, which can take some time (depending on quantity of slots connected to the system).

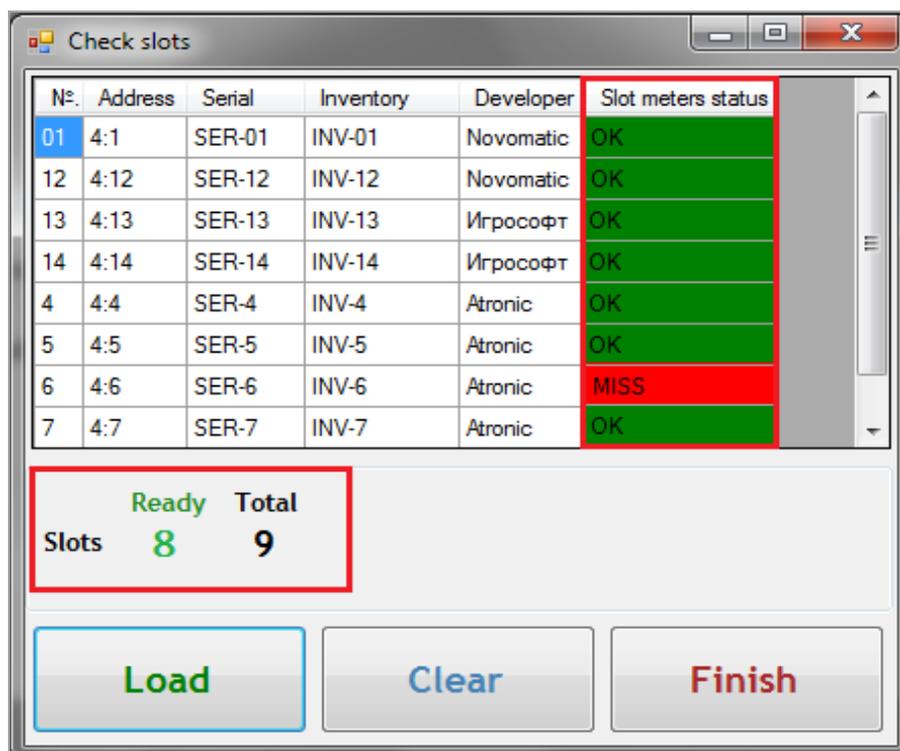


4. When the meter loading is finished you can see result in «Slot meters status» column:

-  - the download was successful.
-  - loading fails (it might not connected).

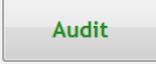
- | | Ready | Total |
|-------|-------|-------|
| Slots | 8 | 9 |

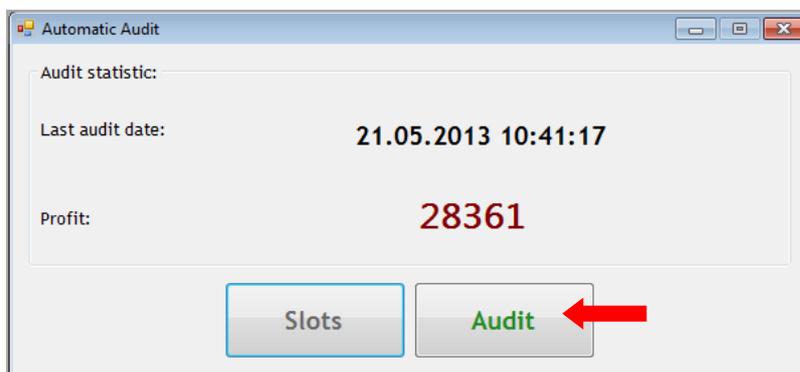
 - Meters are loaded successfully from 8 of 9 slot machines.



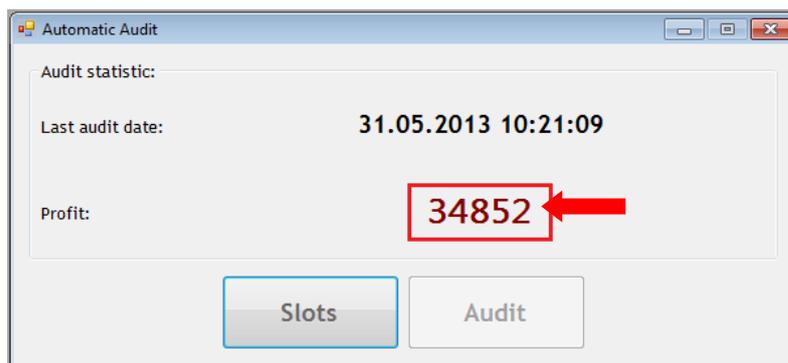
In case you do not want to save the downloaded data and continue to audit, it is necessary to press  button and close the form by clicking on .

To continue audit, it is necessary to press  button.

5. Next, in order to calculate slots profitability on the basis its downloaded meters data, you need go to «**Automatic Audit**» form and click on .



System will automatically calculate profitability and the net amount of incomes on slots will be displayed on the following form:



Note: Slots profitability is calculated from the date of last audit. It means, that following period is taken for calculations: the beginning is at the date and time of the last audit (in our example - 21/05/13, 10:41), and the ending is at the date and time of the next audit (in our example - 31/05/13, 10:21).

You can view data for each audit completed in the form «**Audits statistic**» («Slots» → «Audit» → «Audits statistic»), for more details see [«Audit statistic»](#)).

You can view financial and game statistics of the slot machine based on the audit data in the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan»), for more details see [«Monitoring»](#)).

7.3.2 Slots Selective Audit.

If you need a manual audit for each slot machine or for several machines on a selective basis, you can perform a selective audit.

The procedure is as follows:

1. Select «Slots» → «Audit» → «Slots selective audit» in main menu.

2. «Selective Audit» form will open. To start the selective audit you must click



Audit statistic:

Start audit date: -

Audited slots: 0 / 0

Profit: 0

Total In: 0

Total Out: 0

Start Slots Clear Finish

3. Then for selecting slot machines and load meters, click



Audit statistic:

Start audit date: 11/24/2015 3:22:31 PM

Audited slots: 0 / 2

Profit: 0

Total In: 0

Total Out: 0

Start Slots Clear Finish

4. «Slots from Selective Audit» form opens.

Number	Address	Meters Status	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet
1	6:1							
2	6:2							

Mechanical meters:

Drop:

Handpay:

Comment:

Save

Electronic meters:

Total In:

Total Out:

Total Bet:

Total Won:

Total Games:

Denomination:

Load Full Load Load All

Slots with loaded meters (CurrentCredits is 0): 0
Slots with loaded meters (CurrentCredits isn't 0): 0
Slots without loaded meters: 2
TOTAL SLOTS: 2

This form contains the following elements:

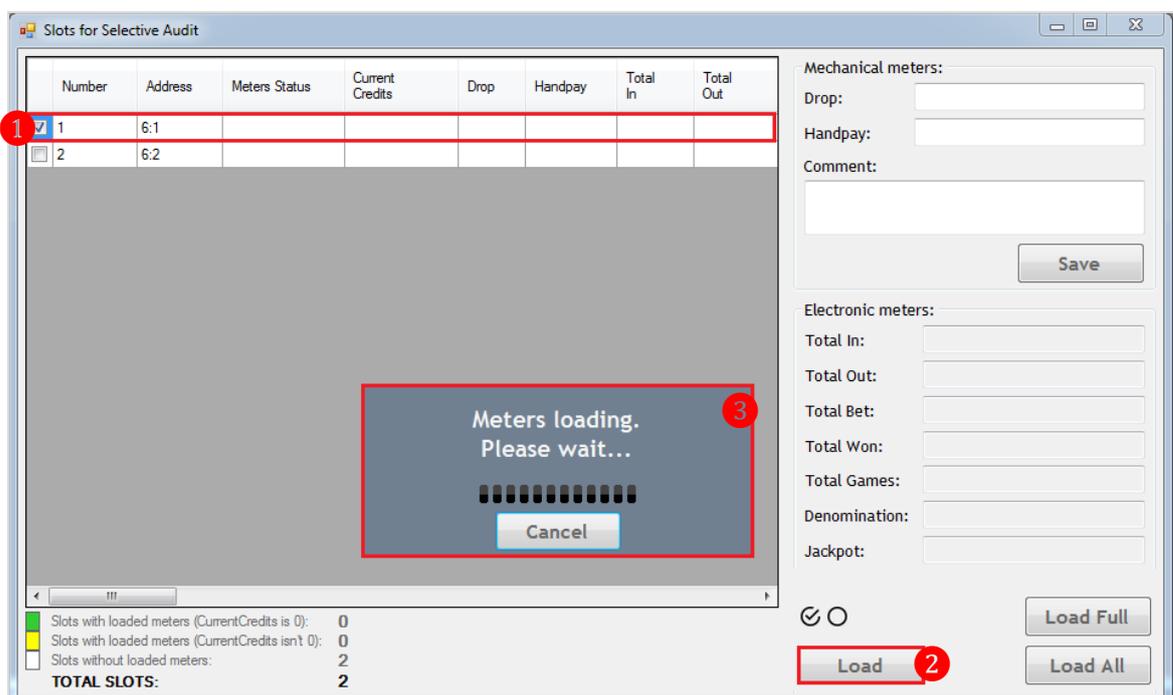
- List of the club slot machines, including the columns to load the data:

Column	Mean
Number	Slot No.
Address	Slot address
Meters Status	Slot status at the time of audit: <ul style="list-style-type: none"> ● ONLINE - slot machine is online. ● OFFLINE - slot machine is offline. ● [Red Box] - no meter readings were obtained.
Current Credit	Current value of the slot meter readings
Drop	Values of electronic and mechanical slot meters
Handpay	
Total In	
Total Out	
Total Bet	
Total Won	
Total Games	
Wins etc.	
Profit	Slot profit
Comment	Slot comment (to be entered in the field « Comment » [3], if necessary)

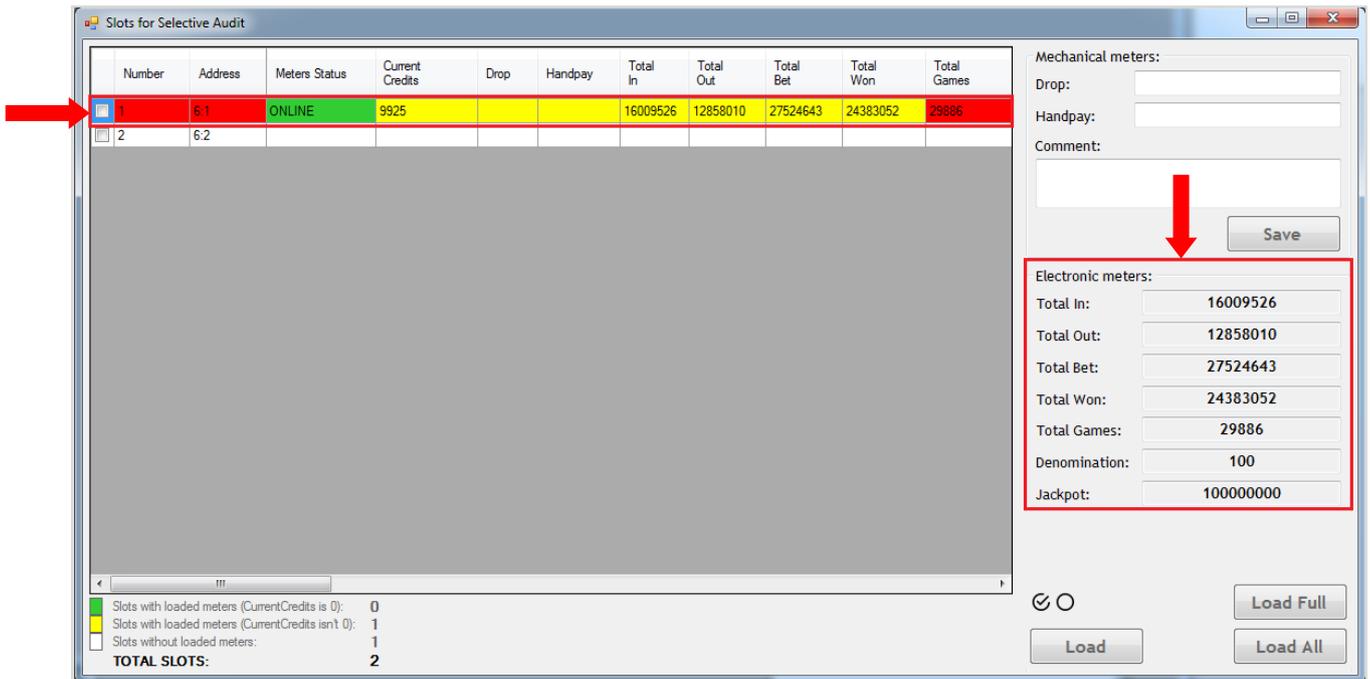
2 Fields to enter the values of mechanical slot meters (Drop, Handpay) and a comment. Fill in if desired, as the machine profitability is not affected; for statistical purposes only.

3 Fields displaying the values of electronic slot meters (Total In, Total Out, Total Bet, Total Won, Total Games, Denomination, Jackpot, Total Bonus).

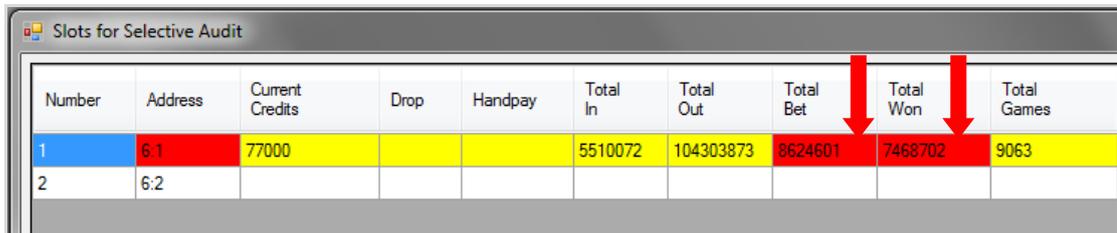
At this stage, you need to select a Slot machine from the list (by clicking on left mouse button at any string cell) and press  button. Electronic meters starts loading into the system.



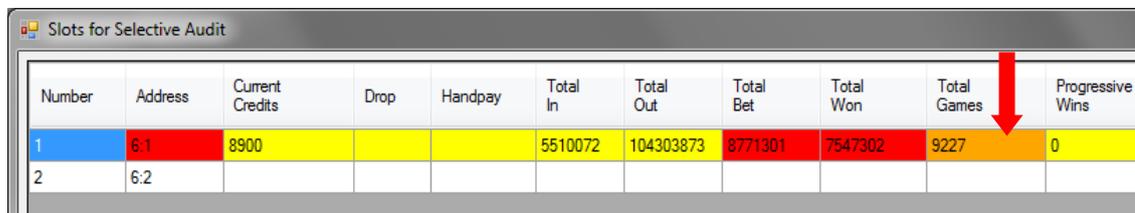
5. After loading, the meter values will be displayed in the table and in the form on the right.



- If the value of any loaded electronic slot meter is highlighted **red**, this value exceeds the permissible difference. You can manually adjust these values immediately or later by using the form «Audits statistic» («Slots» → «Audit» → «Audits statistic»), for more details see [«Adjusting the values of slot meters»](#)).



- If the value of any loaded electronic slot meter is highlighted **orange**, this value is incorrect for any reason. You can manually adjust these values immediately or later by using the form «Audits statistic» («Slots» → «Audit» → «Audits statistic»), for more details see [«Adjusting the values of slot meters»](#)).



Attention! The clubs using the data centralization service are recommended to perform the correction during the selective audit procedures («Selective Audit») immediately after loading the slot meter values. The clubs not using the data centralization service can perform the correction of the last audit meters using the form «Audits Statistic».

Under the table, at the bottom of the form, you can see the status lines of the current selective audit with description of symbols in the list of slot machines:

<input type="checkbox"/>	Slots with loaded meters (CurrentCredits is 0):	0
<input type="checkbox"/>	Slots with loaded meters (CurrentCredits isn't 0):	1
<input type="checkbox"/>	Slots without loaded meters:	1
TOTAL SLOTS:		2

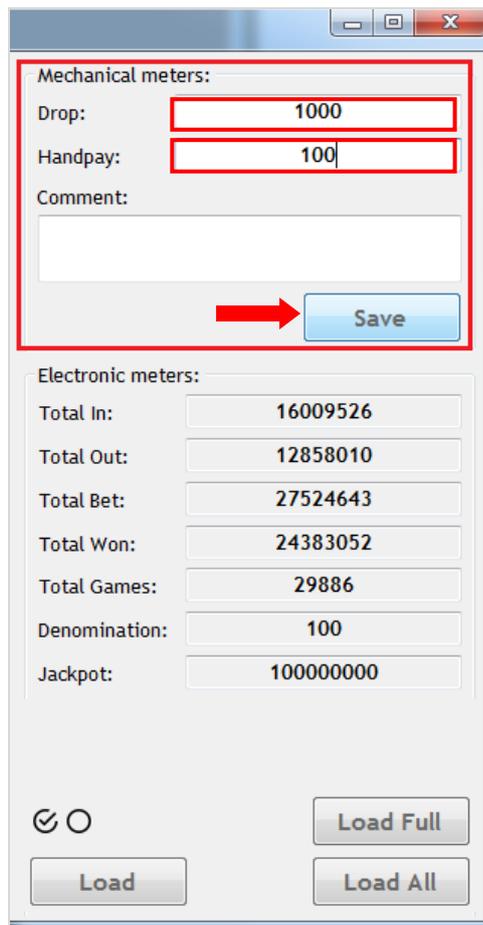
– slots with no credits with loaded meters.

– slots with credits with loaded meters.

– slots with no loaded meters.

TOTAL SLOTS – total amount of slots.

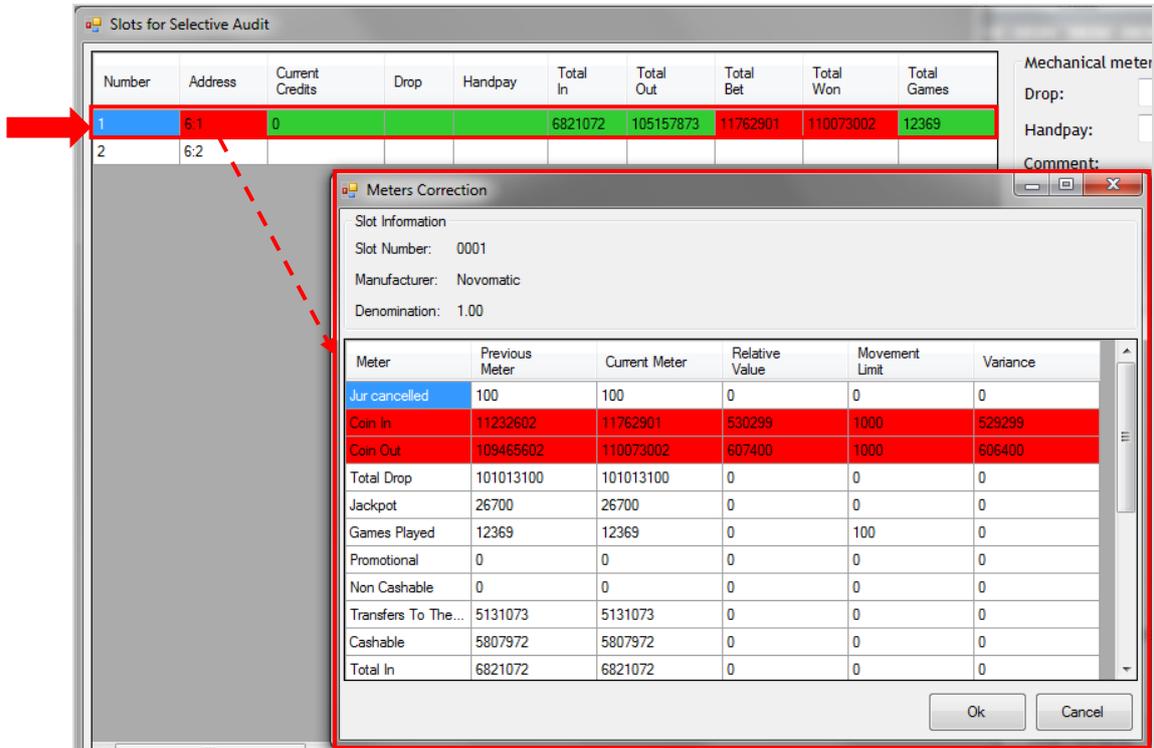
In the right part of the form, use the keypad to enter the values of mechanical slot meters - **Drop** and **Handpay** and a comment, if necessary. To save, click .



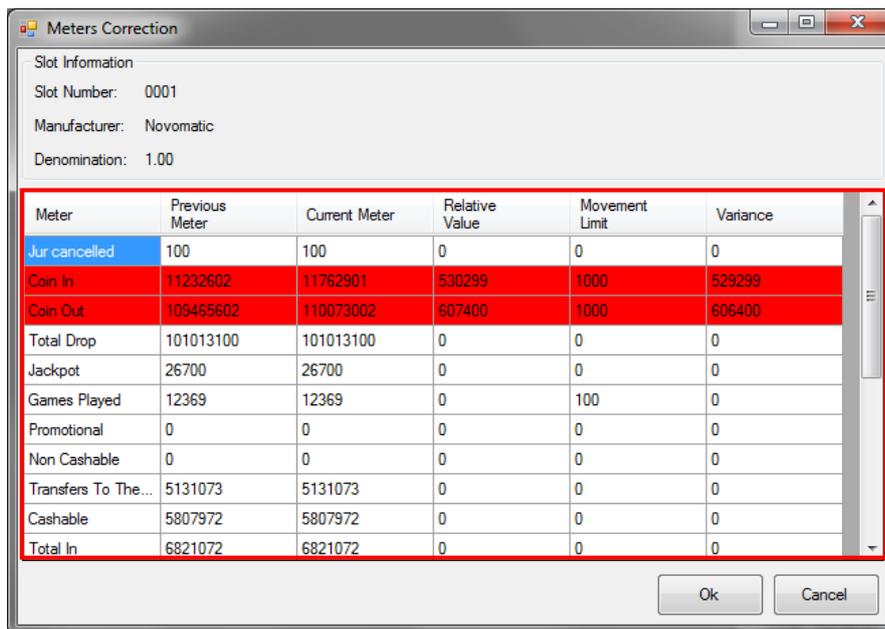
The screenshot shows a software window with two main sections. The top section, titled "Mechanical meters:", contains three input fields: "Drop:" with the value "1000", "Handpay:" with the value "100", and a "Comment:" text area. A red box highlights these three fields, and a red arrow points to a "Save" button located below them. The bottom section, titled "Electronic meters:", contains seven input fields with the following values: "Total In:" (16009526), "Total Out:" (12858010), "Total Bet:" (27524643), "Total Won:" (24383052), "Total Games:" (29886), "Denomination:" (100), and "Jackpot:" (100000000). At the bottom of the window, there are three buttons: "Load", "Load Full", and "Load All".

After clicking the button, the values of slot meters will be stored in the database, and the slot profitability («**Profit**») will be calculated.

6. Next, if any suspicious meter values or values exceeding the permissible difference are obtained when loading, you can correct them immediately. To do this, double click the line with the slot number to open the form «**Meters Correction**».



7. The «Meters Correction» form will display the table with the list of all loaded slot meter values.



Column	Mean
Meter	Names of slot meters
Previous Meter	Meter values loaded during the previous slot audit
Current Meter	Meter values loaded during the current slot audit <i>Current Meter ≤ Previous Meter + Movement Limit</i>
Relative Meter	Difference between <i>Current Meter</i> and <i>Previous Meter</i> , <i>Relative Meter ≤ Movement Limit</i>
Movement Limit	Value of permissible difference between <i>Current Meter</i> and <i>Previous Meter</i>
Variance	Value of <i>Current Meter</i> exceeding the permissible difference, <i>Variance = Relative Meter - Movement Limit</i> (difference < 0 is shown as 0)

All incorrect and suspicious meter values obtained during the current audit are highlighted **red** and **orange**, respectively.

To perform the correction, double click the cell with an incorrect value in the column **Current Meter** and enter a new meter value using the keypad. In our example, the **Coin In** value should not exceed **11233602** ($11232602 + 1000$).

Meter	Previous Meter	Current Meter	Relative Value	Movement Limit	Variance
Jur cancelled	100	100	0	0	0
Coin In	11232602	11233602	530299	1000	529299
Coin Out	109465602	110073002	607400	1000	606400
Total Drop	101013100	101013100	0	0	0

In the same way, you can edit all incorrect values of the slot meters in the column **Current Meter**.

Note: If the option «*Periodic meters*» is enabled in the system («Settings» → «Slots» → «Settings»), when adjusting the meter value you can select one of the intermediate values obtained from the automatic slot polls within the gaming day. To do this, in the column **Current Meter**, move the cursor over the desired cell and click the icon . In the form «*Periodic meter value*», click the line with the correct meter value and click «*Select*».

Meter	Previous Meter	Current Meter	Relative Value	Movement Limit	Variance
Jur cancelled	100	100	0	0	0
Coin In	11231102	11232102	1000	1000	0
Coin Out	109465302	109465502	200	1000	0
Total Drop	101013100	101013100	0	0	0
Jackpot	26700	26700	0	0	0
Games Played	11803	12069	266	100	166
Promotional	0	0	0	0	0
Non Cashable	100000000	100000000	0	0	0
Transfers To The...	11744168	11744			
Cashable	15981436	15981			
Total In	15987146	15987			

Periodic meter value

Meter: Games Played

Values for the period:

Gaming day: 459

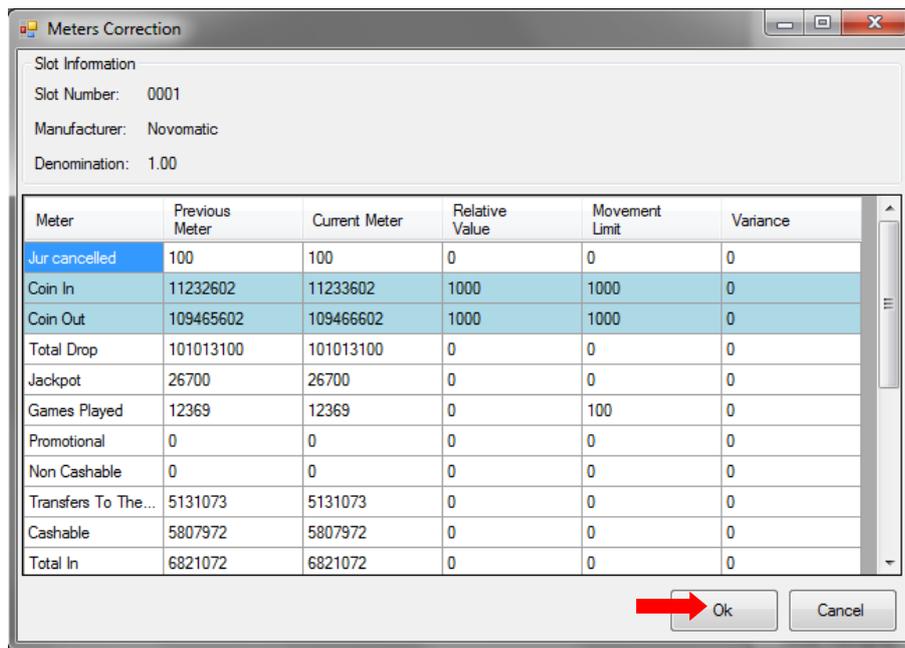
From: 11.03.2016 16:08:31

To: 12.03.2016 16:08:54

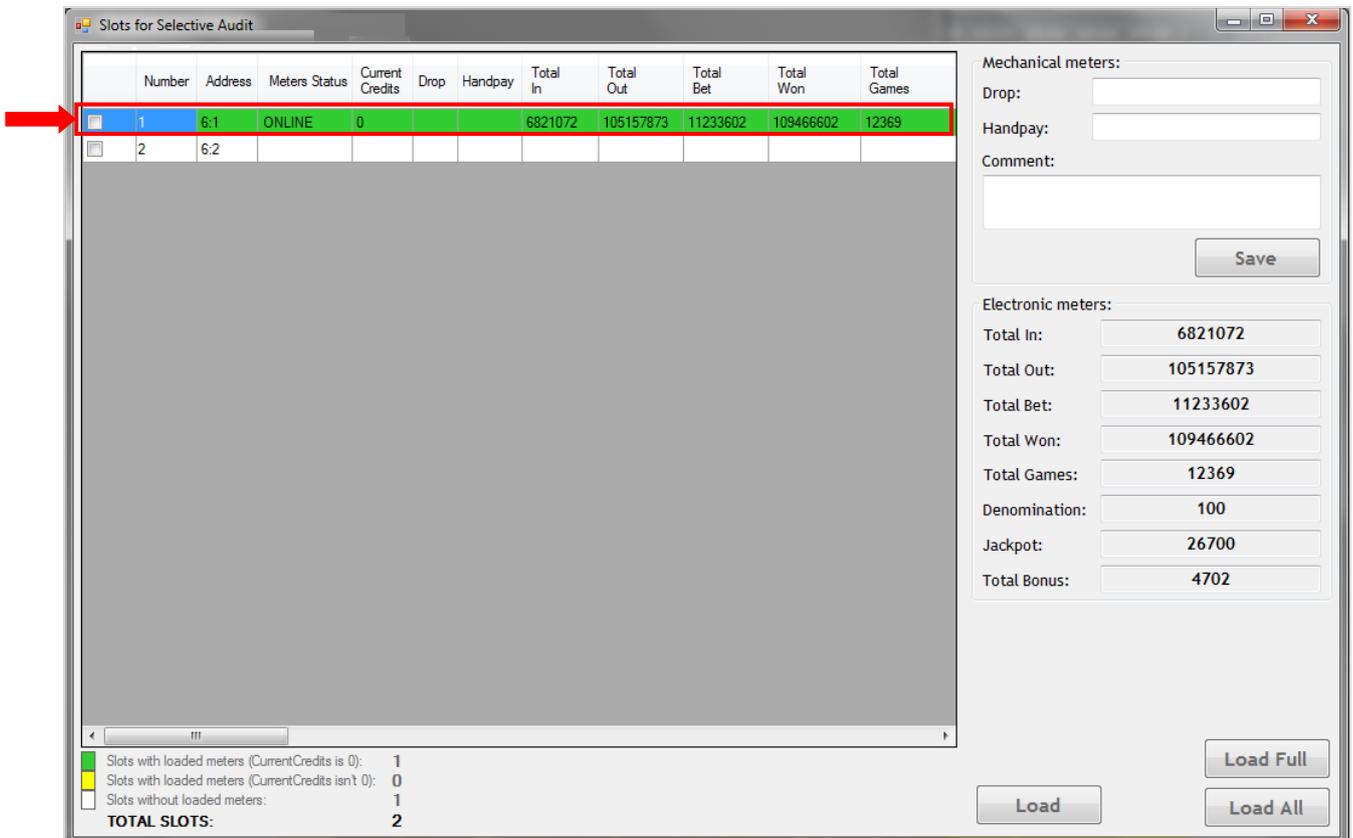
Date	Value
3/11/2016 5:41 PM	11896
3/11/2016 4:41 PM	11803

Select

8. If the entered meter values are correct, the lines will be highlighted gray. After the correction, click «OK» to save the values entered.



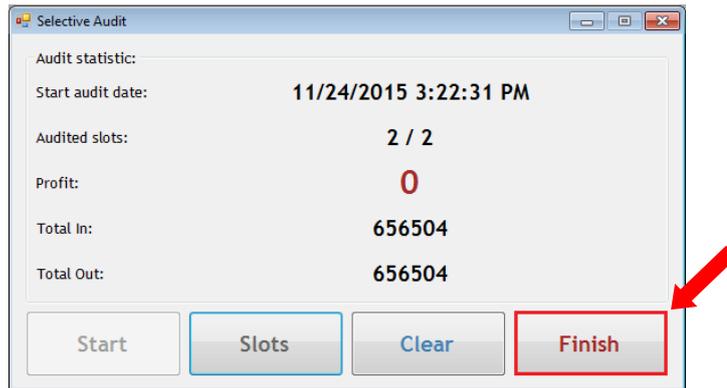
After saving, the adjusted meter values will be overwritten in the database, and in the slot list it will not be highlighted red or orange.



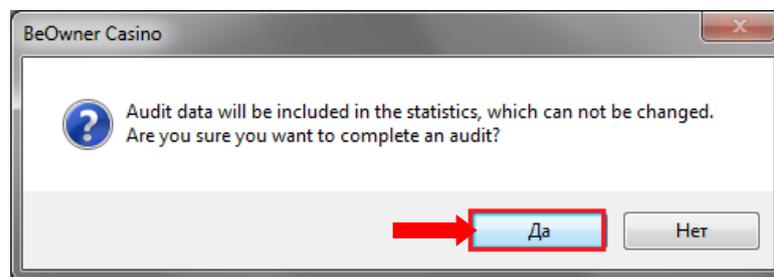
Thus, the meters are loaded for all needed slot machines.

9. After loading / entering the slot meter values, close this form by clicking .

10. After closing the slot forms, the form «**Selective Audit**» will show the results of the conducted audit (date and time, number of slots, income). To save results, click **Finish**.



11. Next, confirm the audit completion by clicking **Да** in the window that opens.



Note: During both the general audit and the selective audit, the profitability of slot machines is calculated from the last audit date. It means that the following period is taken for calculations: the beginning is at the date and time of the last audit, and the ending is at the date and time of the next audit.

You can view the data for each audit in the form «**Audits statistic**» («Slots» → «Audit» → «Audits statistic»), for more details see [«Audit statistic»](#)).

You can view financial and game statistics of the slot machine based on the audit data in the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan»), for more details see [«Monitoring»](#)).

7.3.3 Audit of the playing devices with games specification.

In the «SlotLogic» system you can make an audit of games devices meters with games specification.

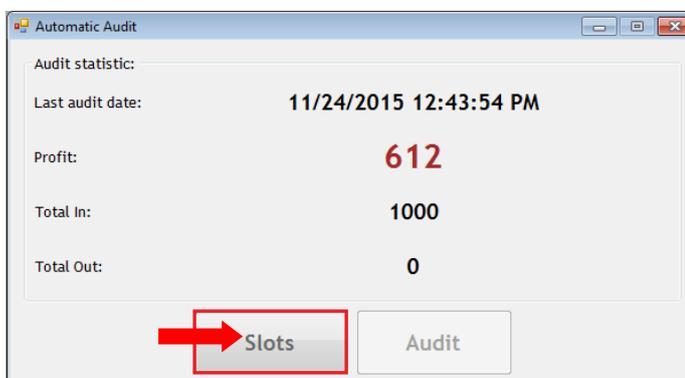
Attention! You can make an audit only if in the «SlotLogic» system settings the option «Games audit» is activated (see more [«Setting GM options»](#)). Also SAS games list must be set (see more [«Setting SAS games list»](#)) and SAS games connected to the devices (more [«Connecting SAS games to devices»](#)).

Making an automatic audit of GD according to games.

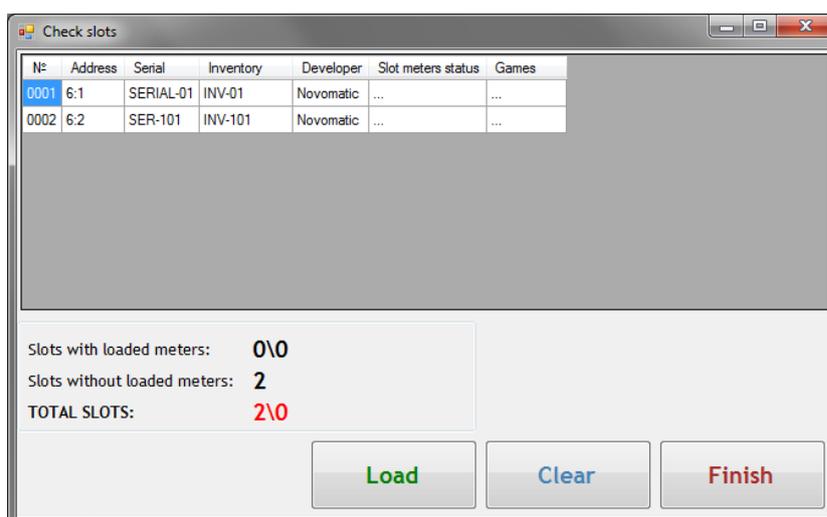
1. In the main system menu choose «Slots» → «Audit» → «Slots audit».

Note: Before making an audit you should check that all the devices are connected correctly. Use the form of the devices mode control («Slots» → «Monitoring» → «Slots/SMIBs monitoring», «Slot» column). Also make sure that nobody is playing on the devices at the moment.

2. In the opened form «Automatic Audit» press the  button to go to the form to download the playing devices meters values.

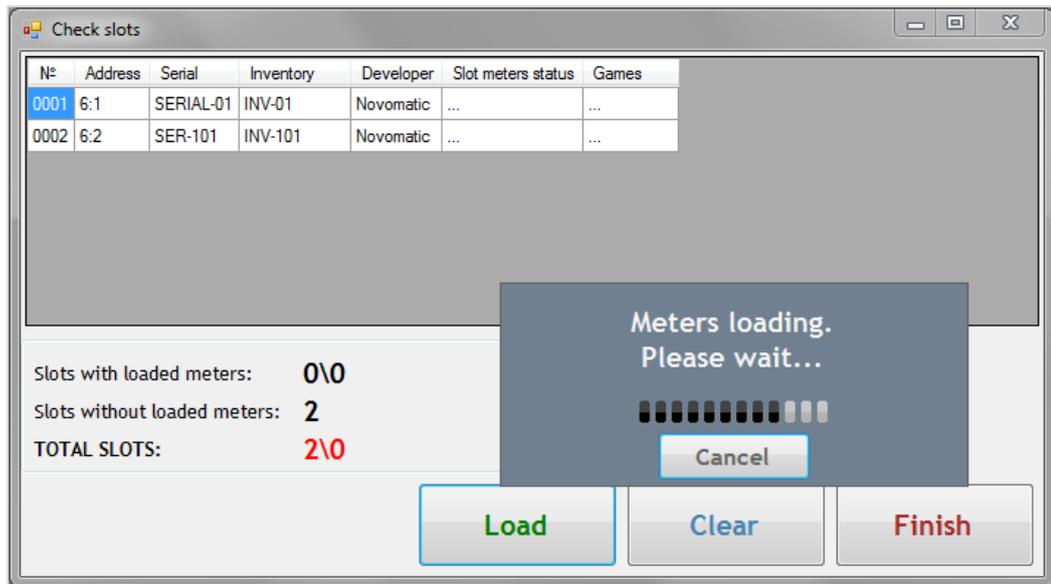


3. A form «Check slots» opens. There will be the list of the clubs game devices.



- **№** - device number.
- **Address** – device address.
- **Serial** – serial device number.
- **Inventory** – accession device code number.
- **Developer** – device developer.

To load the meters values press the **Load** button. The loading will start then. It can take some time (depends on the devices amount).



Note: The audit of the GD meters with games specification may take more time than the audit of the GD meters without specification.

4. After the download is complete, you'll see the procedure status.

➤ **Slot meters status:**

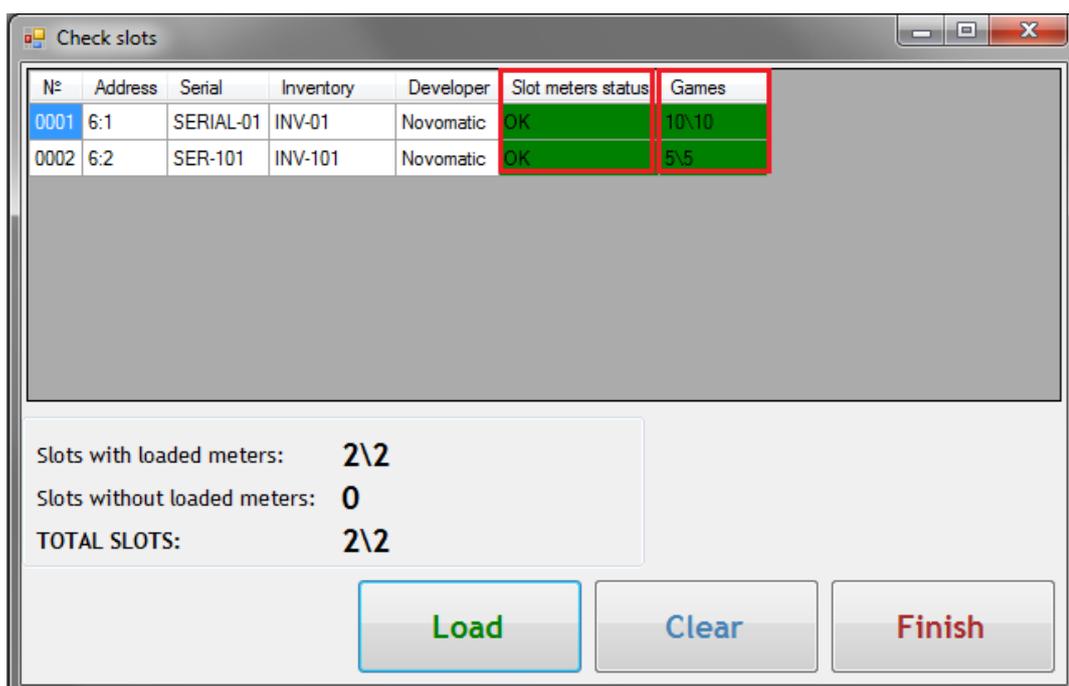
OK - loading was successful.

Нет - loading failed (device might be disconnected).

➤ **Games**

10\10 - loading was successful, all SAS games data was loaded.

8\10 - not all SAS games data was loaded (you should repeat the operation).

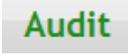


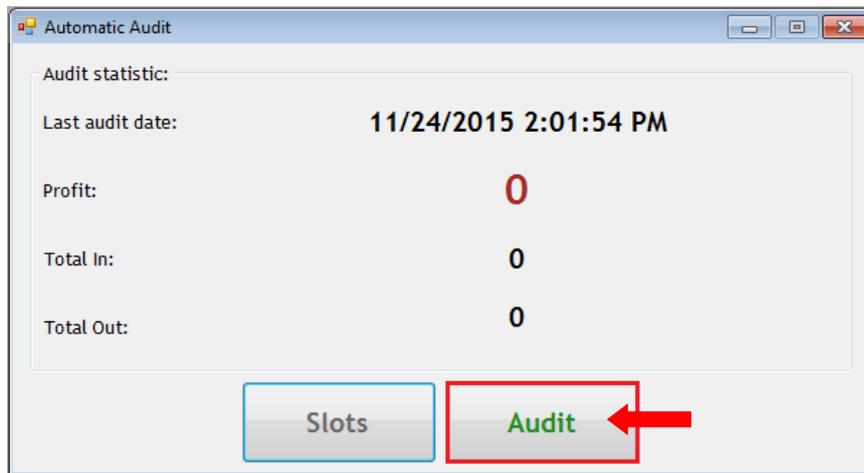
Under the table you'll see the common result.

- **Slots with loaded meters** – number of the devices with loaded meters data / SAS games.
- **Slots without loaded meters** – number of the devices without loaded meters data and SAS games.
- **Total Slots** – total number of the devices.

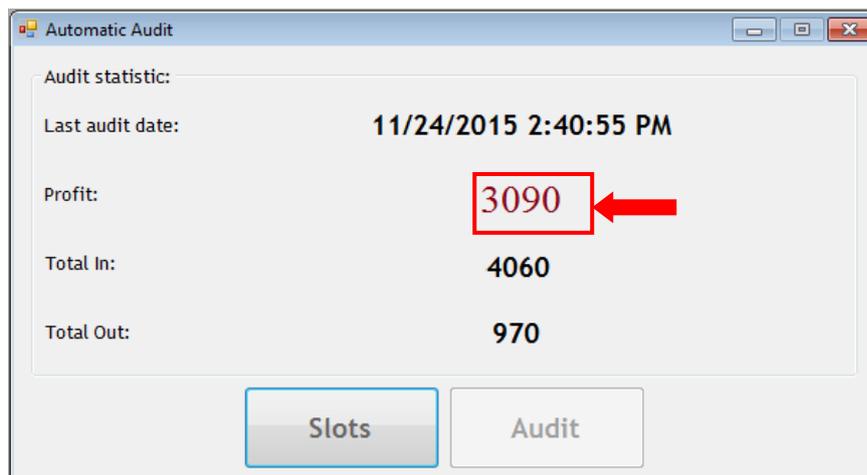
If you don't want to save the loaded data but continue the audit press the  button and  button to close the form

To continue the audit press the  button.

5. To count the devices profit based on the loaded meters values you should press the  button on the form «**Automatic Audit**».



Then an automatic calculation will be done and you'll see the obtained profit sum on the form.

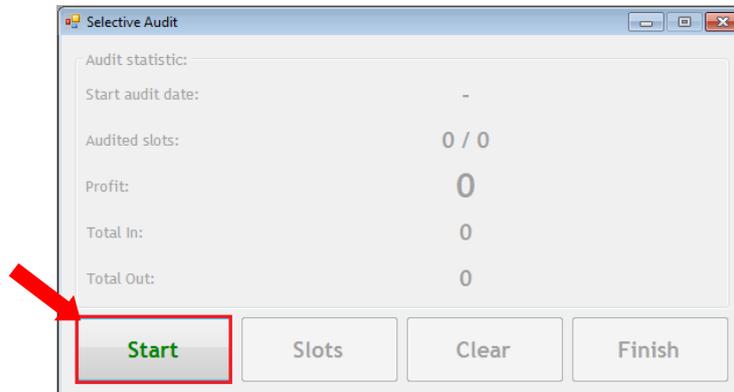


To view the GD statistics with games specification open the «**New hall plan**» form («Slots» → «Monitoring» → «New hall plan», see more [«Stat Game»](#)).

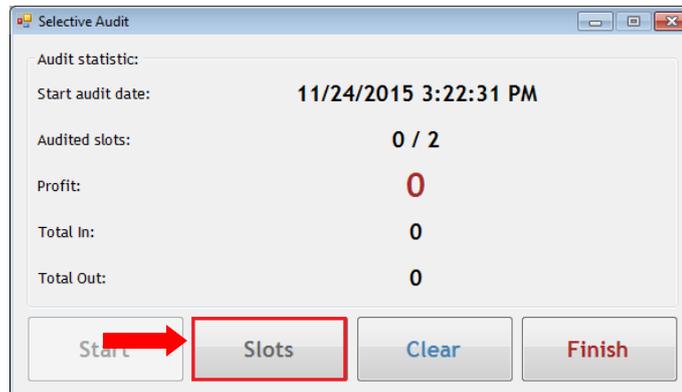
On demand you can also make a selective audit for the games devices with SAS games specification.

Procedure of making a selective audit for GD with games specification.

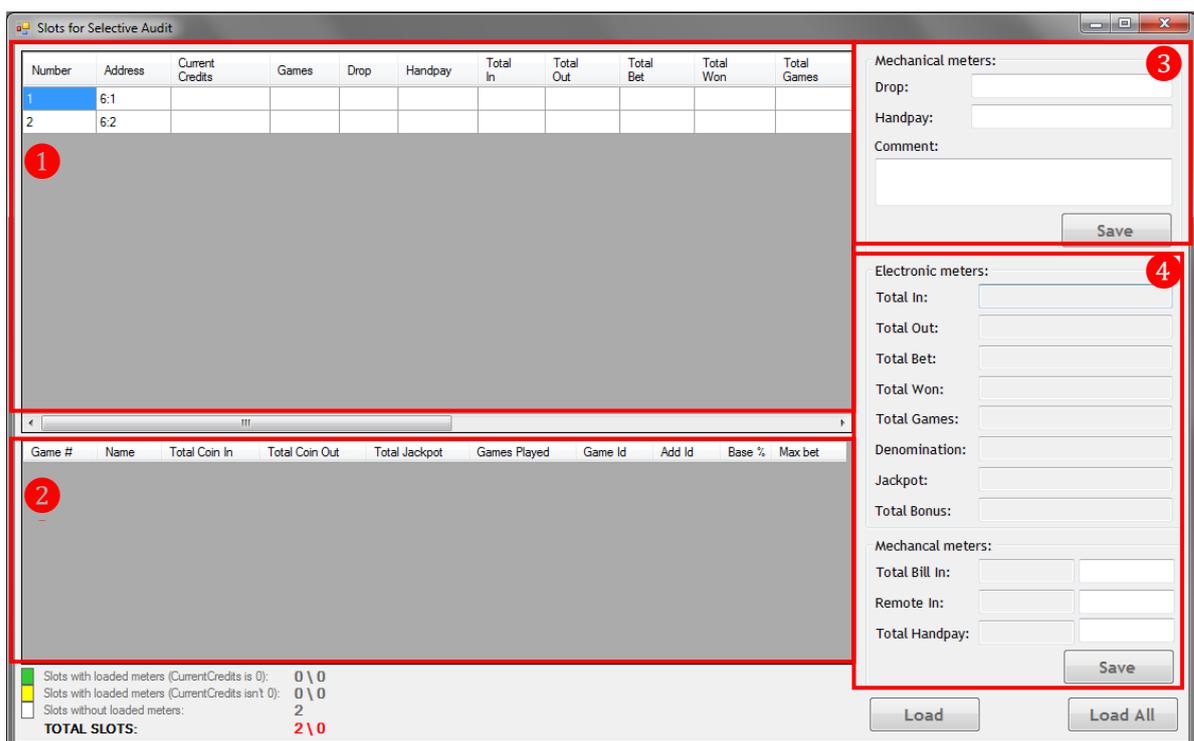
1. On the main system menu choose «Slots» → «Audit» → «Slots selective audit».
2. On the opened form «Selective Audit» press the **Start** button to start the selective audit.



3. Further press **Slots** button to open a form where you can choose devices and download their meters values.



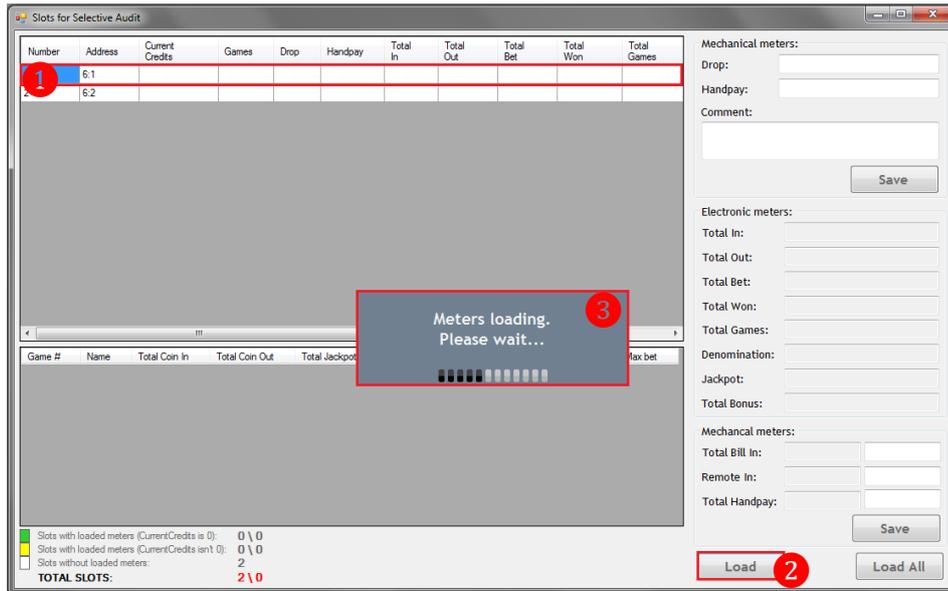
4. A form «Slots for Selective Audit» opens.



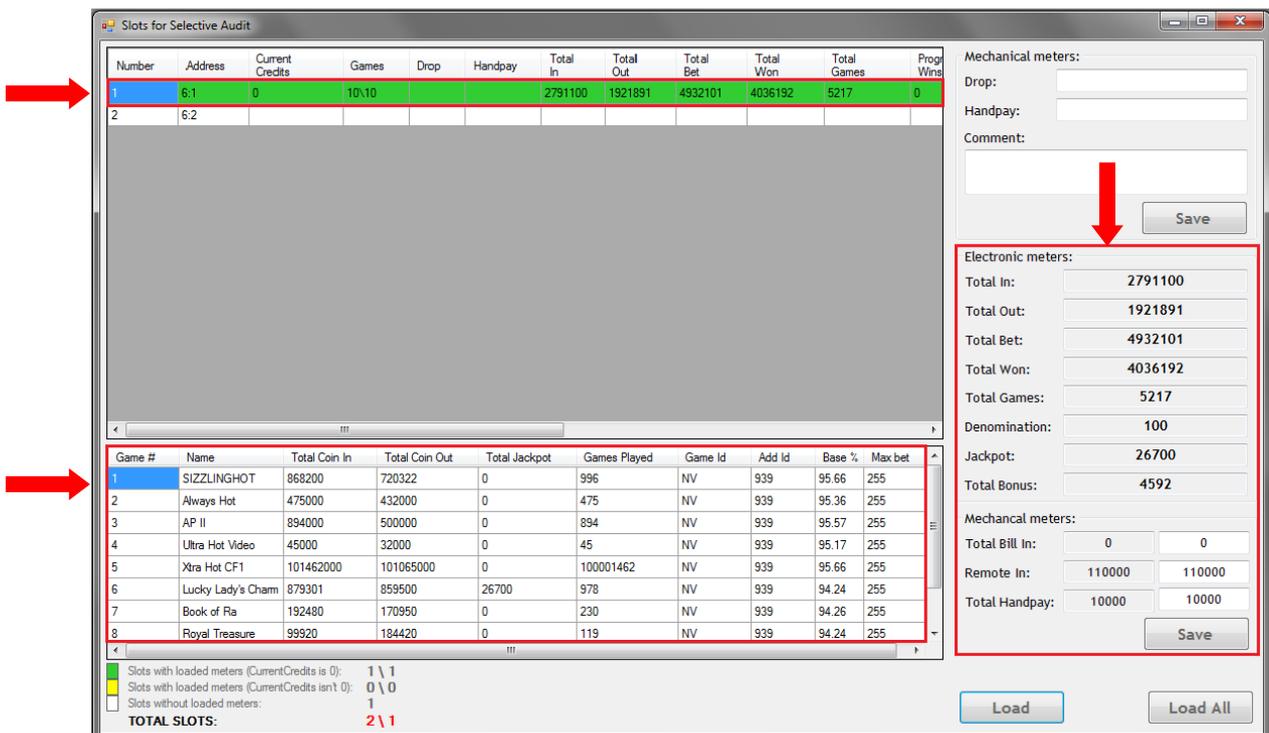
This form consists of following elements:

- 1) Common table to load the values of GD meters.
- 2) Table to load the values of GD meters with games specification.
- 3) Fields to enter values of mechanical devices meters (Drop, Handpay). These fields are optional. They don't influence on the devices profit, provides only statistics.
- 4) Fields to show the values of electronic and mechanical devices meters.
(Total In, Total Out, Total Bet, Total Won, Total Games, Denomination, Jackpot, etc.).

On this step you should choose from the list the required device (left mouse click on any lines cell) and press . After starts the download of its electronic meters values.



5) When the download is complete the meters values appear on the table above and in the right column on the form.



We would like to point out that an additional column «**Games**» appears on the table above. There you'll see the downloaded data for games of the total games number.

Number	Address	Current Credits	Games	Drop	Handpay	Total In	Total Out	Total Bet
1	6:1	0	10\10			3802440	3081931	5280201
2	6:2							

On the table below will be the values of GD meters with SAS games specification. There will be only games, which are present on this device.

Index	Description
Game #	Games numbers on the device (downloaded from the GD according to SAS)
Name	Games titles (set, downloaded from the system).
Total Coin In	Total Coin In meter value for each game (downloaded from GD according to SAS).
Total Coin Out	Total Coin Out meter value for each game (downloaded from GD according to SAS).
Total Jackpot	Total Jackpot meter value for each game (downloaded from GD according to SAS).
Games Played	Games Played meter value for each game (downloaded from GD according to SAS).
Game Id	Games identifier according to producer (downloaded from GD according to SAS).
Add Id	Additional games identifier (downloaded from GD according to SAS).
Base %	Return percent set in the game (downloaded from GD according to SAS).
Max Bet	The maximum bet value for the game (downloaded from GD according to SAS). Works only for GD of old models.

Under the table below the form you can see the status lines for the current selective audit procedure with description of the code symbols in the GD list.

	Slots with loaded meters (CurrentCredits is 0):	1 \ 1
	Slots with loaded meters (CurrentCredits isn't 0):	0 \ 0
	Slots without loaded meters:	1
TOTAL SLOTS:		2 \ 1

 – devices without credits with loaded meters / devices without credits with loaded games meters.

 – devices with credits with loaded meters / devices with credits with downloaded games meters.

 – devices without loaded meters.

TOTAL SLOTS – total amount of game devices / game devices with loaded games meters.

Using your keyboard enter the values of mechanical meters of the device – **Drop** and **Handpay**, if necessary correct the meters values of **Total Bill In**, **Remote In**, **Total Handpay**. To save the loaded and entered device meters values press the button .

Mechanical meters:

Drop: 10000

Handpay: 1000

Comment:

Save

Electronic meters:

Total In: 2791100

Total Out: 1921891

Total Bet: 4932101

Total Won: 4036192

Total Games: 5217

Denomination: 100

Jackpot: 26700

Total Bonus: 4592

Mechanical meters:

Total Bill In: 0 0

Remote In: 110000 110000

Total Handpay: 10000 10000

Save

After clicking on the button GD meters values will be saved to the data base, also the device profit will be calculated (column «**Profit**»).

Thus a meters load in accordance with all required devices is being made.

6) When the load/input of the values of the games devices is complete you should close the current form by pressing .

7) After the slot form on the form «**Selective Audit**» is closed you will see the result of the held audit (date and time, the devices amount, profit). To save the results press .

Selective Audit

Audit statistic:

Start audit date: 11/24/2015 3:22:31 PM

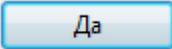
Audited slots: 2 / 2

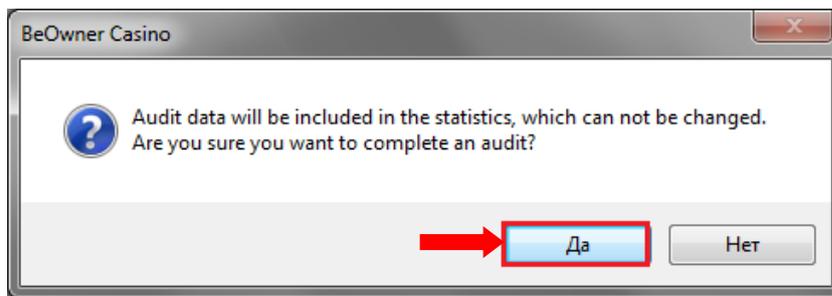
Profit: 0

Total In: 656504

Total Out: 656504

Start Slots Clear Finish

8) Then you should confirm the audit results. Press  button in the opened window.



You can also see the GD statistics with games specification on the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan», more [«Stat Game»](#)).

7.3.4 Audit statistic.

To view detailed data for each audit you must select «Slots» → «Audit» → «Audit statistic».

Period name	Audit date	Gaming day	Comings in	Employee name
Tuesday	2/19/2013 12:36 PM	303	210	Avilova Inna
Tuesday	5/14/2013 5:11 PM	317	-145400	Панцирева Наталья
Wednesday	5/15/2013 5:11 PM	321	0	Панцирева Наталья
Tuesday	5/21/2013 10:36 AM	325	-5000	Панцирева Наталья
Tuesday	5/21/2013 10:41 AM	325	0	Панцирева Наталья
Thursday	5/30/2013 4:47 PM	325	0	Панцирева Наталья
Friday	5/31/2013 10:21 AM	325	0	Панцирева Наталья
Friday	5/31/2013 3:52 PM	325	16164.54	Панцирева Наталья
Monday	12/23/2013 4:54 PM	326	0	Панцирева Наталья
Tuesday	12/24/2013 11:49 AM	329	0	Панцирева Наталья
Tuesday	12/24/2013 2:21 PM	329	0	Панцирева Наталья

Data presented in the table can be grouped as follows:

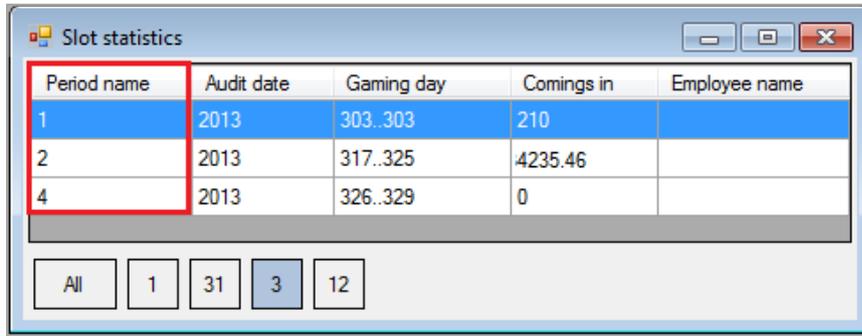
- ✓ On **weekdays**, by clicking 1.

Period name	Audit date	Gaming day	Comings in	Employee na...
Tuesday	5/14/2013 5:11 PM	317..317	-145400	
Wednesday	5/15/2013 5:11 PM	321..321	0	
Tuesday	2/19/2013 12:36 PM	303..303	210	
Tuesday	5/21/2013 10:36 AM	325..325	-5000	
Monday	12/23/2013 4:54 PM	326..326	0	
Tuesday	12/24/2013 11:49 AM	329..329	0	
Thursday	5/30/2013 4:47 PM	325..325	0	
Friday	5/31/2013 10:21 AM	325..325	16164.54	

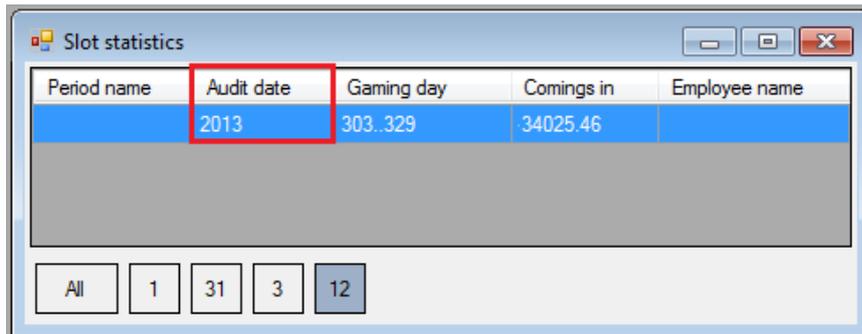
- ✓ **Monthly** by clicking 31.

Period name	Audit date	Gaming day	Comings in	Employee name
February	2013	303..303	210	
May	2013	317..325	-134235.46	
December	2013	326..329	0	

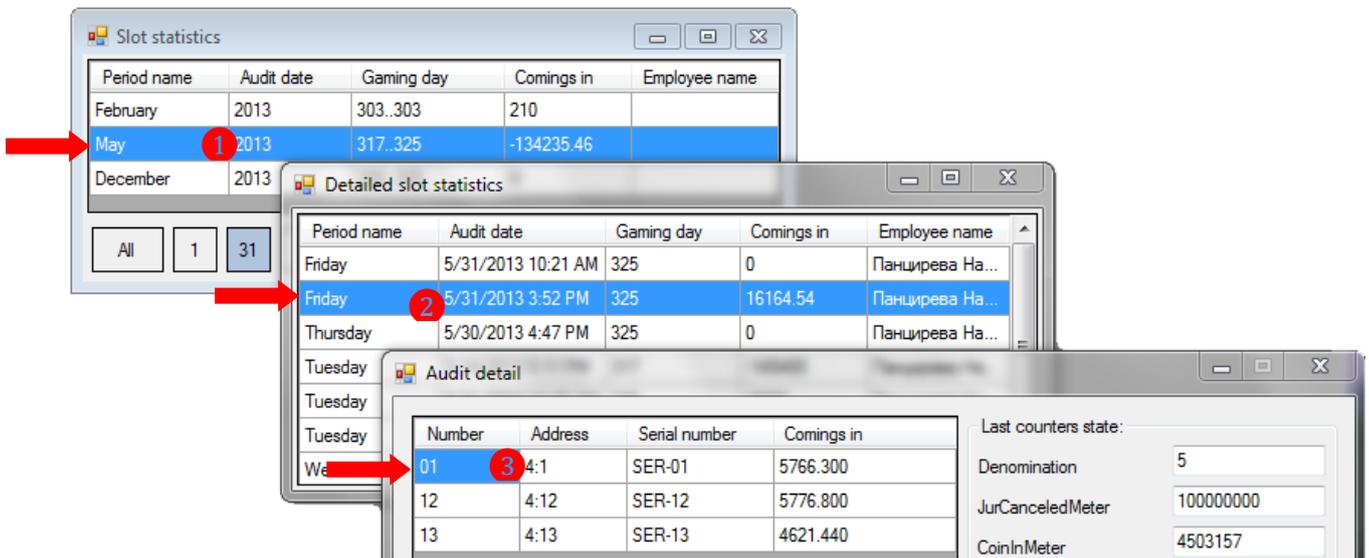
- ✓ **Quarterly**, by clicking 3.



✓ **Annually** by clicking 12.



If audits are grouped by day of week, month, quarter or year, you can double click with left mouse button to open the form with the audits, which belong to the group formed by the selected criteria. If you double-click the left mouse again, then described above «**Audit detail**» form will opens.



Each audit can be drilled down to the level of meter on each slot machine. If «**All**» group is selected, you can double click with left mouse button on the selected audit and form with detailed statistics will opens:

Номер	Адрес	Meters Status	Серийный номер	Доходность
0001	6:1	OFFLINE	SERIAL-01	0.000
0002	6:2	OFFLINE	SER-101	0.000
0003	5:3	[red box]	SER-201	[red box]

Статус: ОК NOT AUDITED: 1

In the left part of the form slot machines that participated in the audit are displayed. If the slot machine meters have not been changed since previous audit (for example, nobody played on slot machine), so it will be absent in the list. The column «**Meters Status**» shows the status of the slot machine at the moment of audit:

- **ONLINE** - slot machine is online.
- **OFFLINE** - slot machine is offline.
- [red box] - no slot meter readings were obtained.

On the right side of the form displays the last slice counters for the selected unit at the time of the audit. If necessary, you can adjust the value of any electronic or mechanical meter (for more details see [«Adjusting the values of slot meters»](#)).

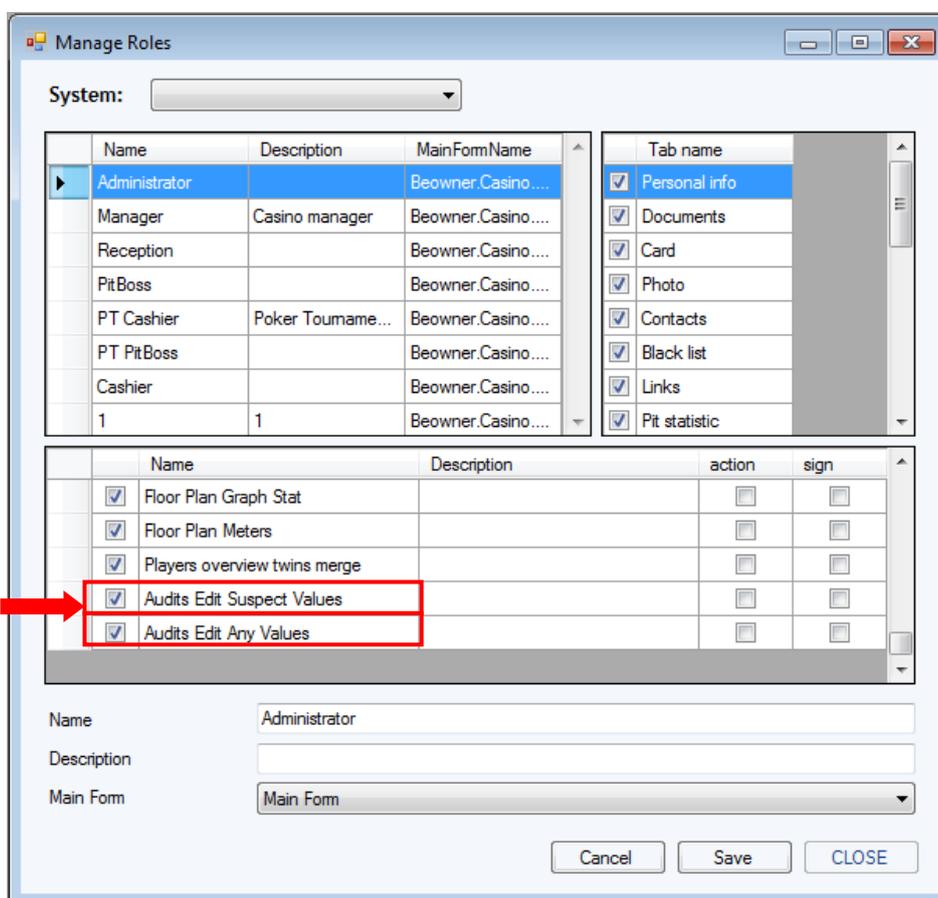
7.3.5 Adjusting the values of slot machines obtained from the audit.

If during the selected audit of slot machines any suspicious (incorrect) values or values exceeding the permissible difference were loaded for any meters, you can adjust these values manually using the form «Audits statistic».

Attention! *The clubs using the data centralization service are recommended to perform the correction during the selective audit procedures («Selective Audit») immediately after loading the slot meter values. The clubs not using the data centralization service can perform the correction of the last audit meters using the form «Audits Statistic».*

To be able to adjust the meter values obtained during the audit of slot machines, the user must enable the appropriate rights («Administration» → «Roles»):

- ✓ **Audit Edit Suspect Values** – right to correct suspicious values of the slot meters.
- ✓ **Audit Edit Any Values** – right to correct any values of the slot meters.

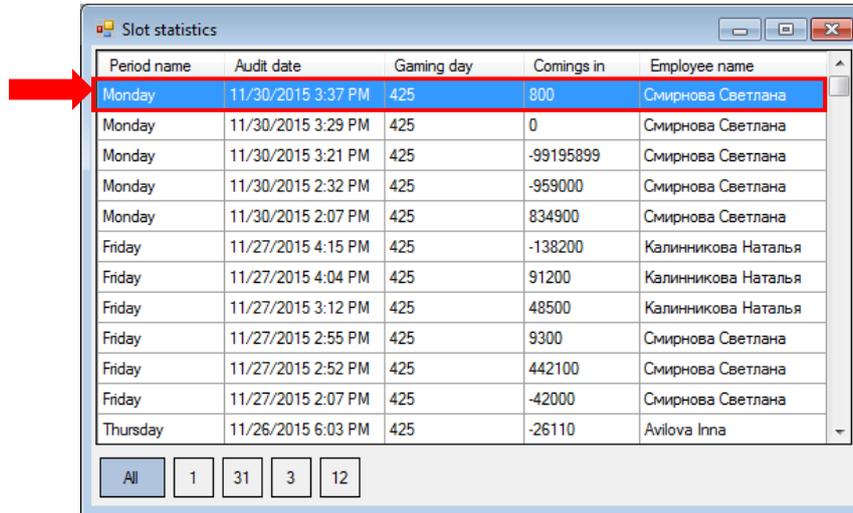


Procedures for adjusting the slot meter values:

1. To open the form «Audit detail», select «Slots» → «Audit» → «Audits statistic» in the system's main menu.

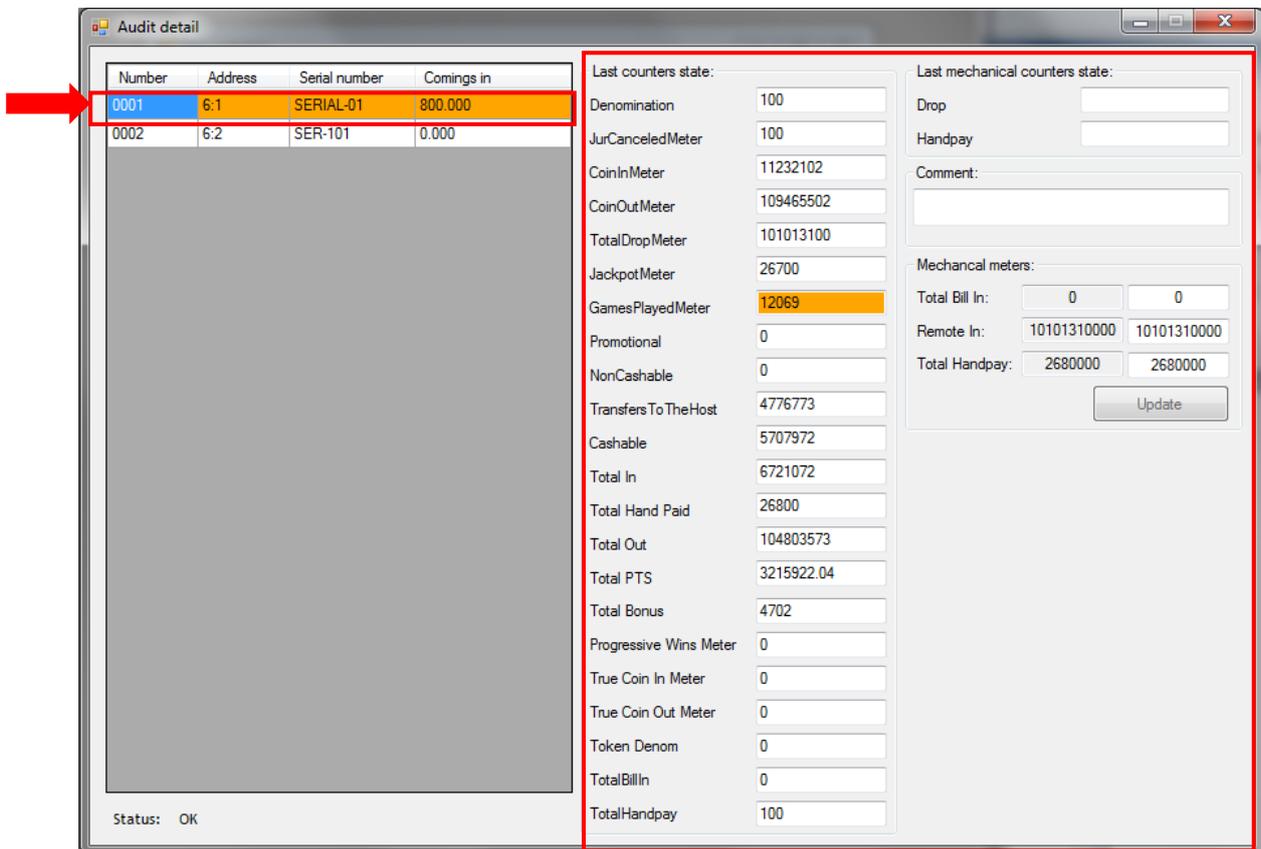
2. In this form, double click the line to select the last audit, during which the suspicious values or values exceeding the permissible difference were obtained.

Attention! *You can adjust the slot meter values only for the latest (by date and time) audit. Data of previous audits can not be edited.*



Period name	Audit date	Gaming day	Comings in	Employee name
Monday	11/30/2015 3:37 PM	425	800	Смирнова Светлана
Monday	11/30/2015 3:29 PM	425	0	Смирнова Светлана
Monday	11/30/2015 3:21 PM	425	-99195899	Смирнова Светлана
Monday	11/30/2015 2:32 PM	425	-959000	Смирнова Светлана
Monday	11/30/2015 2:07 PM	425	834900	Смирнова Светлана
Friday	11/27/2015 4:15 PM	425	-138200	Калинникова Наталья
Friday	11/27/2015 4:04 PM	425	91200	Калинникова Наталья
Friday	11/27/2015 3:12 PM	425	48500	Калинникова Наталья
Friday	11/27/2015 2:55 PM	425	9300	Смирнова Светлана
Friday	11/27/2015 2:52 PM	425	442100	Смирнова Светлана
Friday	11/27/2015 2:07 PM	425	-42000	Смирнова Светлана
Thursday	11/26/2015 6:03 PM	425	-26110	Avilova Inna

3. The audit details form shows the table with a list of audited slot machines on the left and the loaded values of electronic and mechanical meters for the slot selected from the list on the right. The slot machine can be selected by clicking the line or using the arrow keys (↓) / (↑) on the keyboard.



Number	Address	Serial number	Comings in
0001	6:1	SERIAL-01	800.000
0002	6:2	SER-101	0.000

Last counters state:

Denomination: 100

JurCanceledMeter: 100

CoinInMeter: 11232102

CoinOutMeter: 109465502

TotalDropMeter: 101013100

JackpotMeter: 26700

GamesPlayedMeter: 12069

Promotional: 0

NonCashable: 0

TransfersToTheHost: 4776773

Cashable: 5707972

Total In: 6721072

Total Hand Paid: 26800

Total Out: 104803573

Total PTS: 3215922.04

Total Bonus: 4702

Progressive Wins Meter: 0

True Coin In Meter: 0

True Coin Out Meter: 0

Token Denom: 0

TotalBillIn: 0

TotalHandpay: 100

Last mechanical counters state:

Drop: []

Handpay: []

Comment: []

Mechanical meters:

Total Bill In: 0 0

Remote In: 10101310000 10101310000

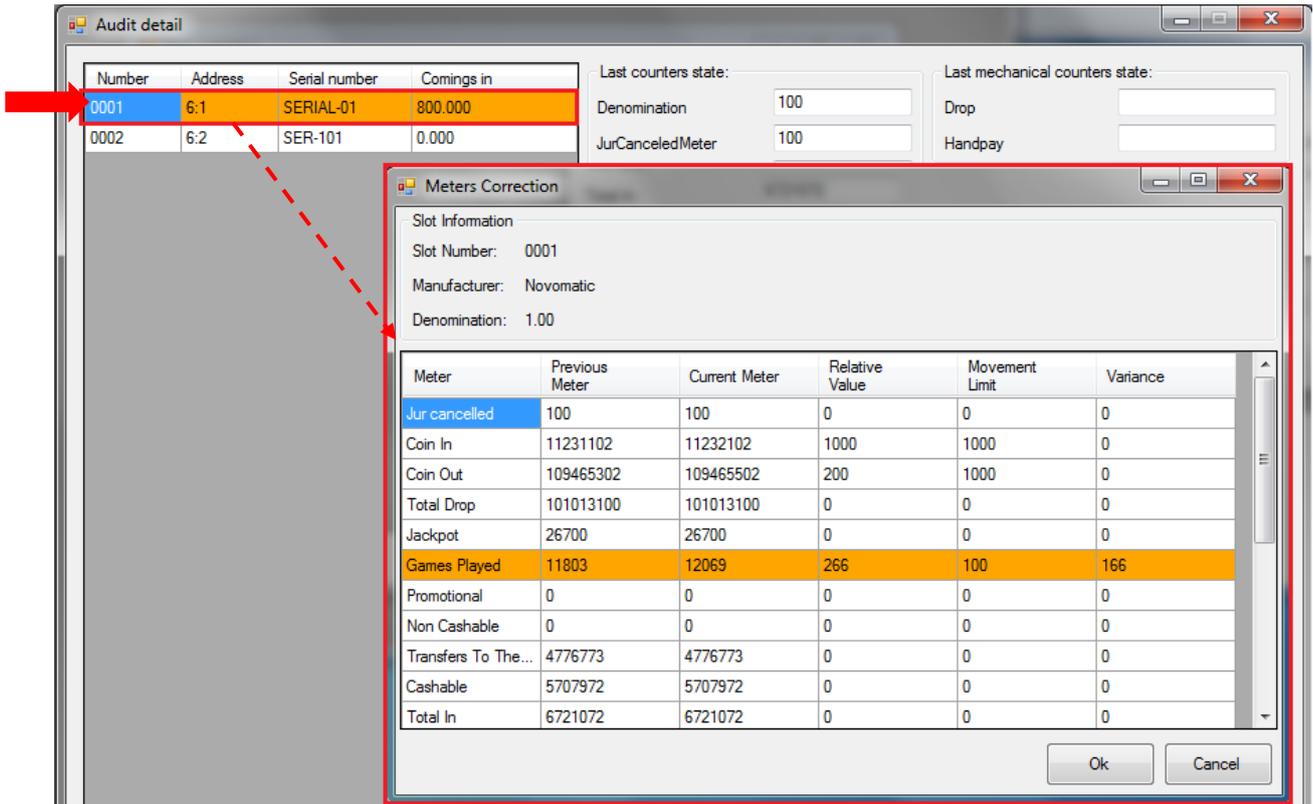
Total Handpay: 2680000 2680000

[Update]

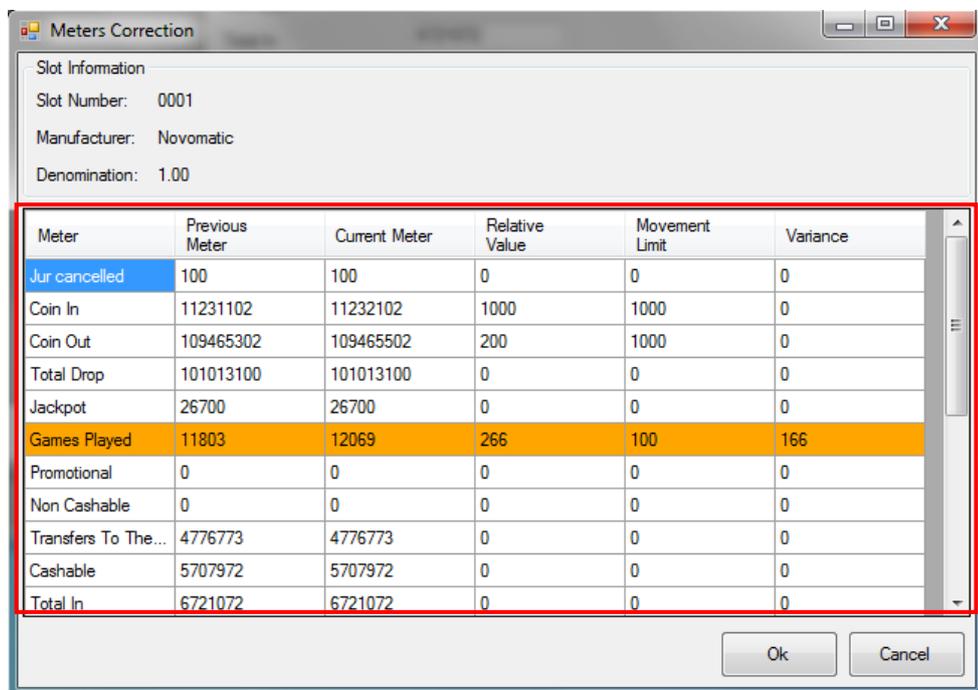
Status: OK

- If the line in the list of slot machines is highlighted **red**, the loaded value of any electronic meter exceeds the permissible difference. In the form on the right, the meters with values exceeding the permissible difference will also be highlighted **red**. Suspicious meter values will be highlighted **orange**.
- If the line in the list of slot machines is highlighted **orange**, the loaded value of any electronic meter is suspicious. In the form on the right, the suspicious meter values will also be highlighted **orange**.

Select the slot that requires the correction of the meter values and double click the line to open the form «Meters Correction».



4. The form «Meters Correction» will show the table with a list of all slot meter values loaded during the last audit.

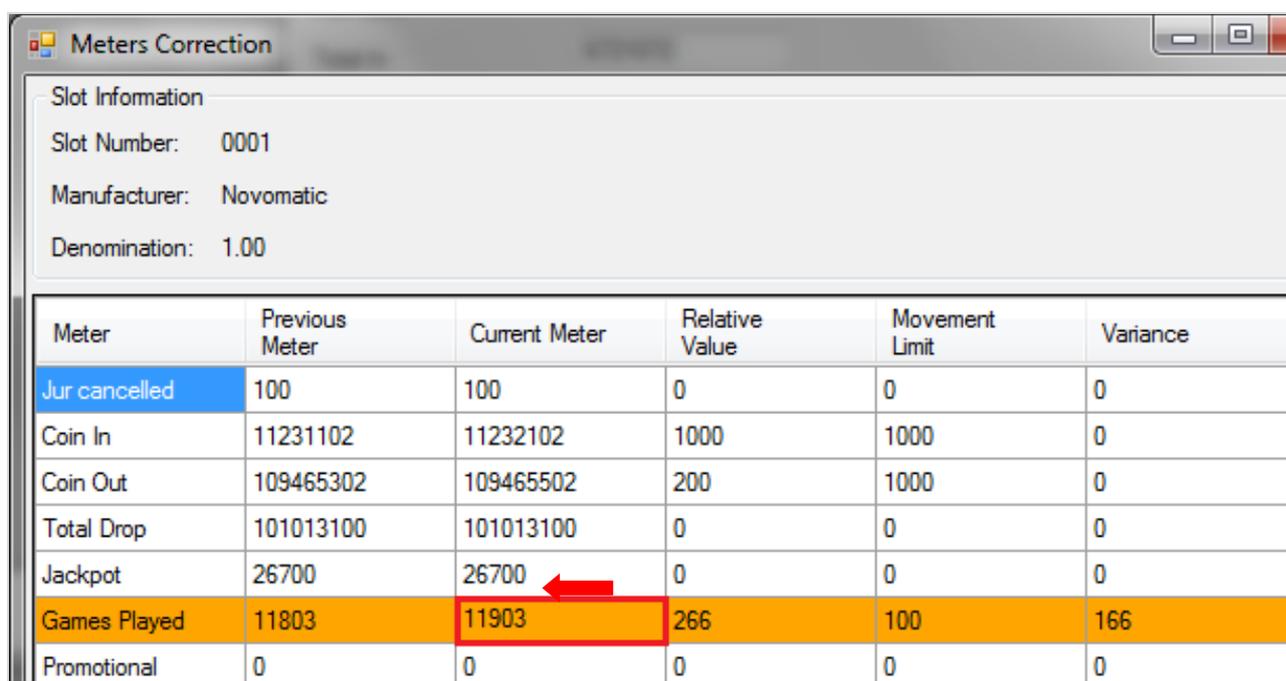


Column	Mean
Meter	Names of slot meters
Previous Meter	Meter values loaded during the previous slot audit

Current Meter	Meter values loaded during the last slot audit <i>Current Meter</i> ≤ <i>Previous Meter</i> + <i>Movement Limit</i>
Relative Meter	Difference between <i>Current Meter</i> and <i>Previous Meter</i> , <i>Relative Meter</i> ≤ <i>Movement Limit</i>
Movement Limit	Value of permissible difference between <i>Current Meter</i> and <i>Previous Meter</i>
Variance	Value of <i>Current Meter</i> exceeding the permissible difference, <i>Variance</i> = <i>Relative Meter</i> - <i>Movement Limit</i> (difference < 0 is shown as 0)

All incorrect and suspicious meter values obtained during the last audit are highlighted **red** and **orange**, respectively.

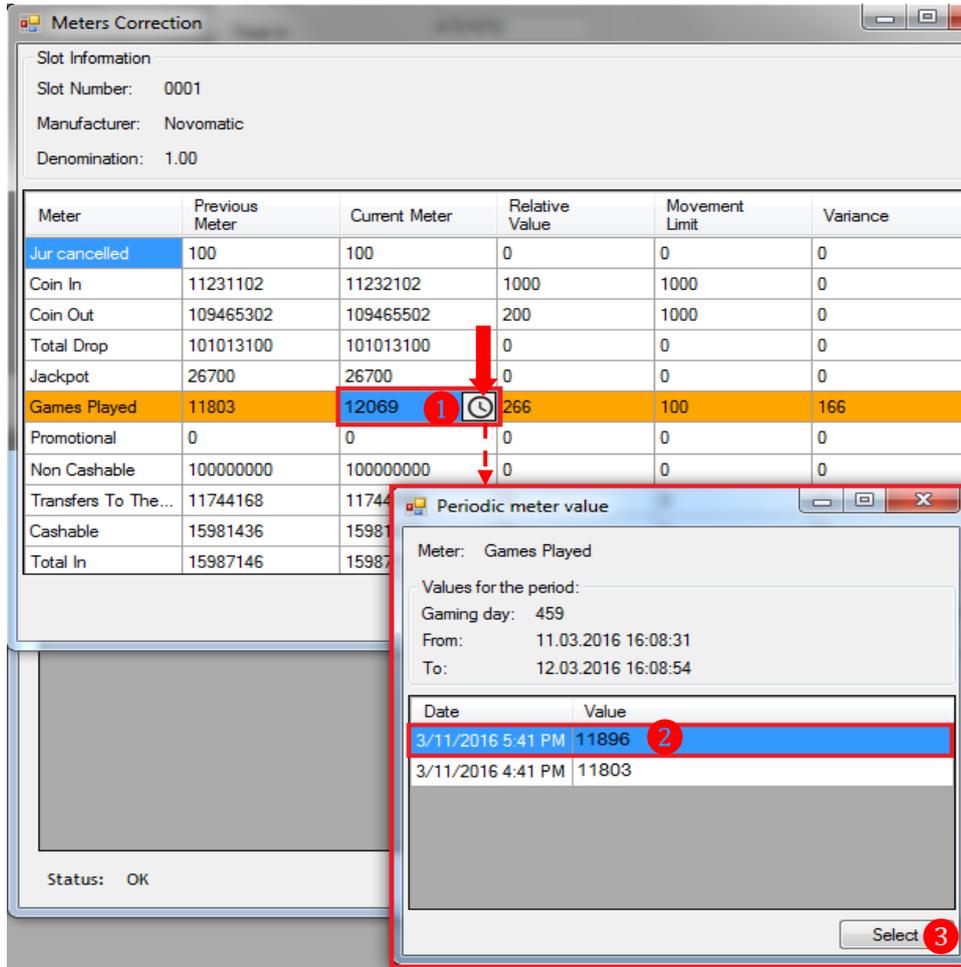
To perform the correction, double click the cell with an incorrect value in the column **Current Meter** and enter a new meter value using the keypad. In our example, the current value of the meter **Games Played** should not exceed **11903** (**11803** + **100**).



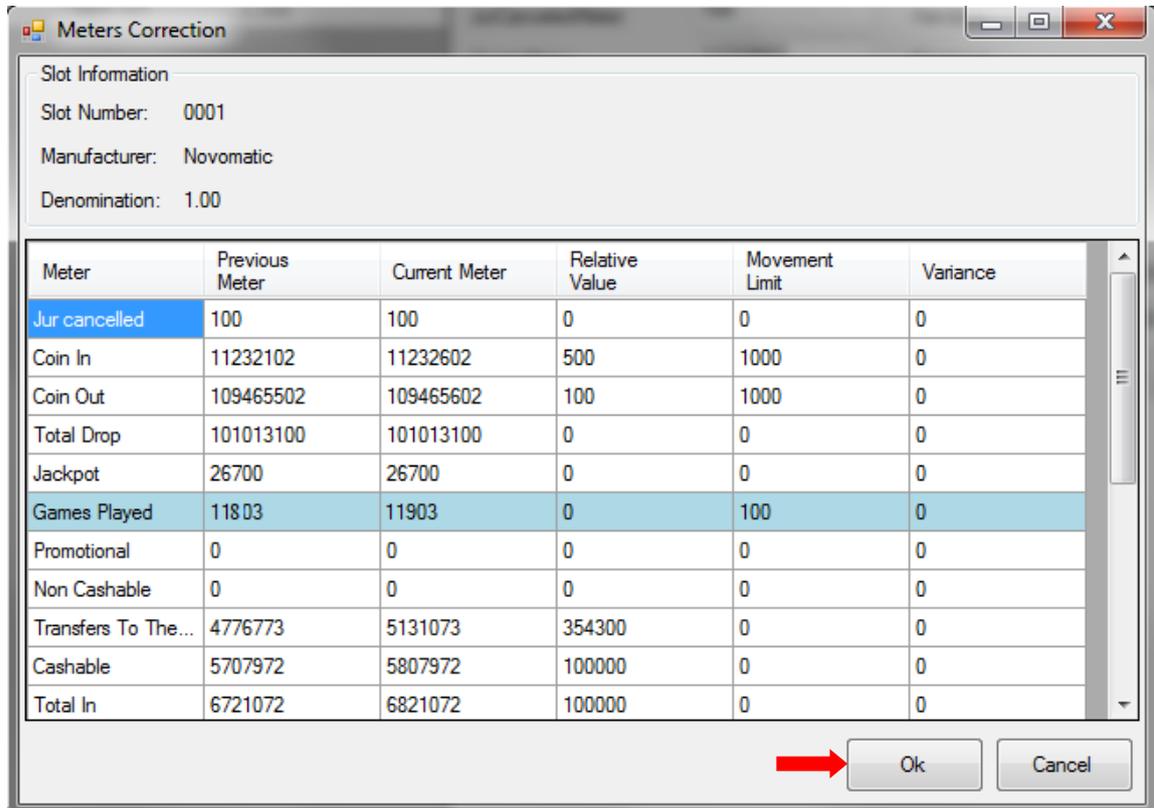
Meter	Previous Meter	Current Meter	Relative Value	Movement Limit	Variance
Jur cancelled	100	100	0	0	0
Coin In	11231102	11232102	1000	1000	0
Coin Out	109465302	109465502	200	1000	0
Total Drop	101013100	101013100	0	0	0
Jackpot	26700	26700	0	0	0
Games Played	11803	11903	266	100	166
Promotional	0	0	0	0	0

In the same way, you can edit all incorrect values of the slot meters in the column **Current Meter**.

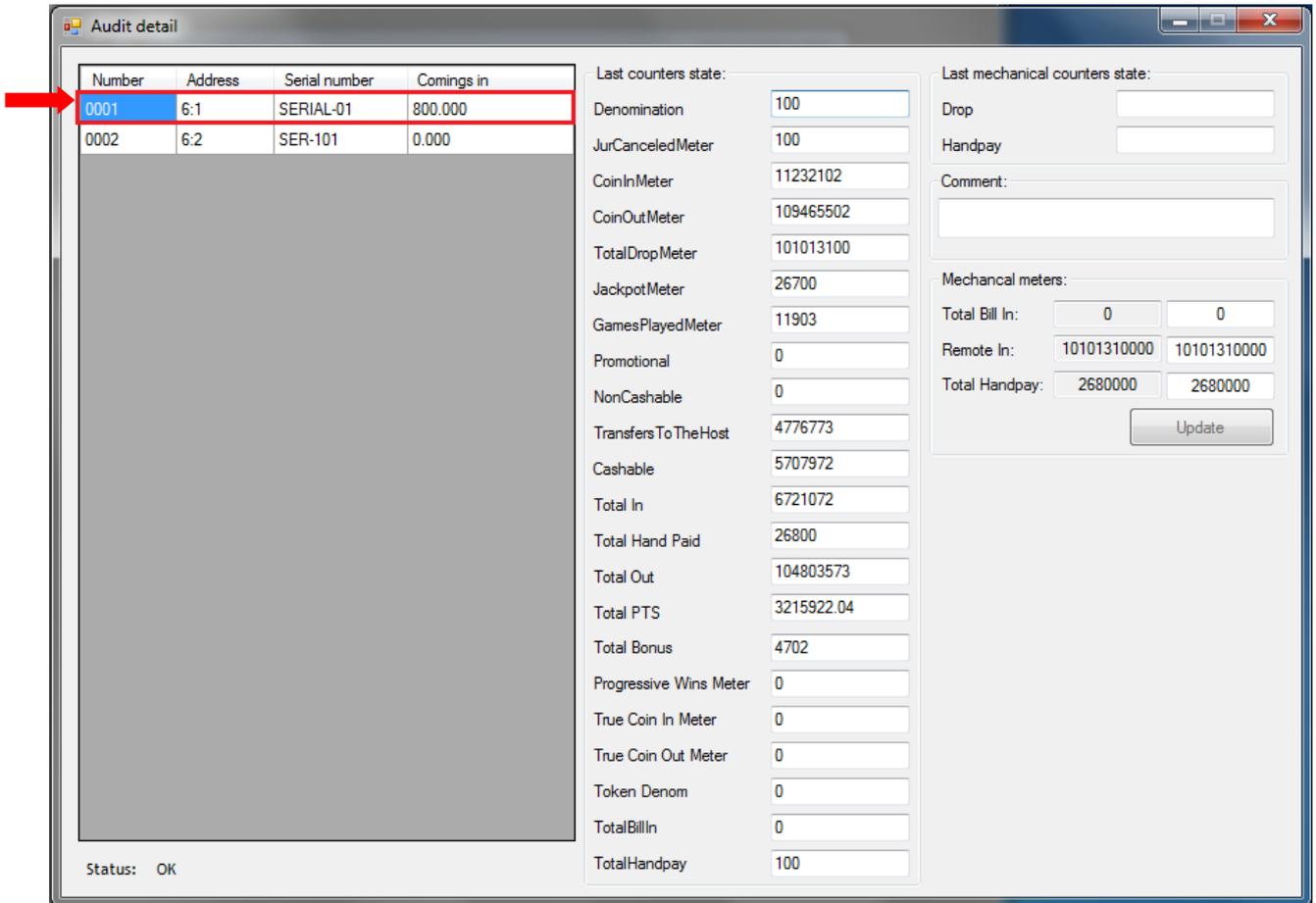
*Note: If the option «Periodic meters» is enabled in the system («Settings» → «Slots» → «Settings»), when adjusting the meter value you can select one of the intermediate values obtained from the automatic slot polls within the gaming day. To do this, in the column **Current Meter**, move the cursor over the desired cell and click the icon . In the form «Periodic meter value», click the line with the correct meter value and click «Select».*



5. If the entered meter values are correct, the lines will be highlighted gray. After the correction of the selected slot meter values, click «OK» to save the values entered.



After saving, the adjusted meter values will be overwritten in the database, and in the slot list it will not be highlighted red or orange.



If you need to adjust more than one slot machine, take the above steps (3 to 5) for each slot highlighted red and orange in the list.

7.3.6 Setting the correction factors for the slot meters.

The counter values obtained by SAS-protocol are limited to a maximum value equal to 99,999,999. After exceeding this value SAS- protocol will cut meters values.

To prevent meters reset in «SlotLogic» system and saving a real meters values in the database, we provide a special meters values correction algorithm. System has a special table which stores the correction factors for each meter of each slot machine. Table can be edited both in manual and automatic mode. Initially, the table is filled with zero values.

Let's see meter correction algorithm specific example.

- 1) Request a new value for the Drop meter.
- 2) According to SAS- protocol it was received 700.
- 3) Suppose that the correction coefficient for the Drop meter is 2.
- 4) Multiply the correction factor to 100,000,000 . Obtain 200,000,000.
- 5) Let's add to the Drop meter value a correction coefficient. Get $700 + 200,000,000 = 200,000,700$. It is a real meter value in the slot machine.
- 6) Compare 200,000,700 with the value obtained in previous audit.
- 7) If the previous value was lower (e.g. , 200,000,050), so the next "overflow" has not been occur in slot machine and the new value (200,000,700) is stored in the database.
- 8) If the previous value was greater (e.g. , 200,000,800), then overflow occurs in slot machine.

8.1. Correction factor for the counter is incremented and «Drop» meter becomes equal to 3.

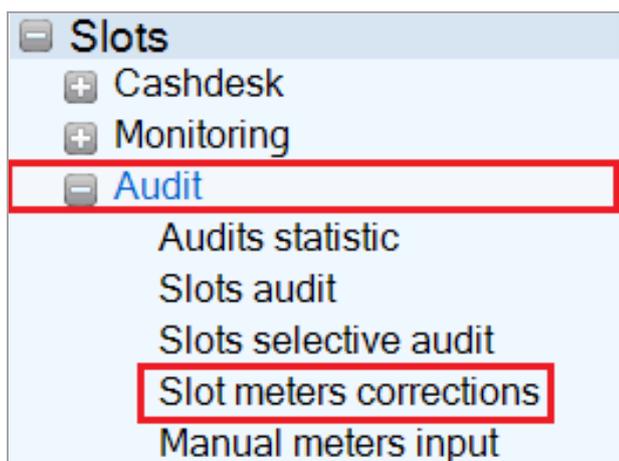
8.2. New «Drop» meter value is recalculated according to the new corrective factor: $700 + (3 * 100,000,000) = 300,000,700$.

8.3. Calculated «Drop» meter value is stored to database.

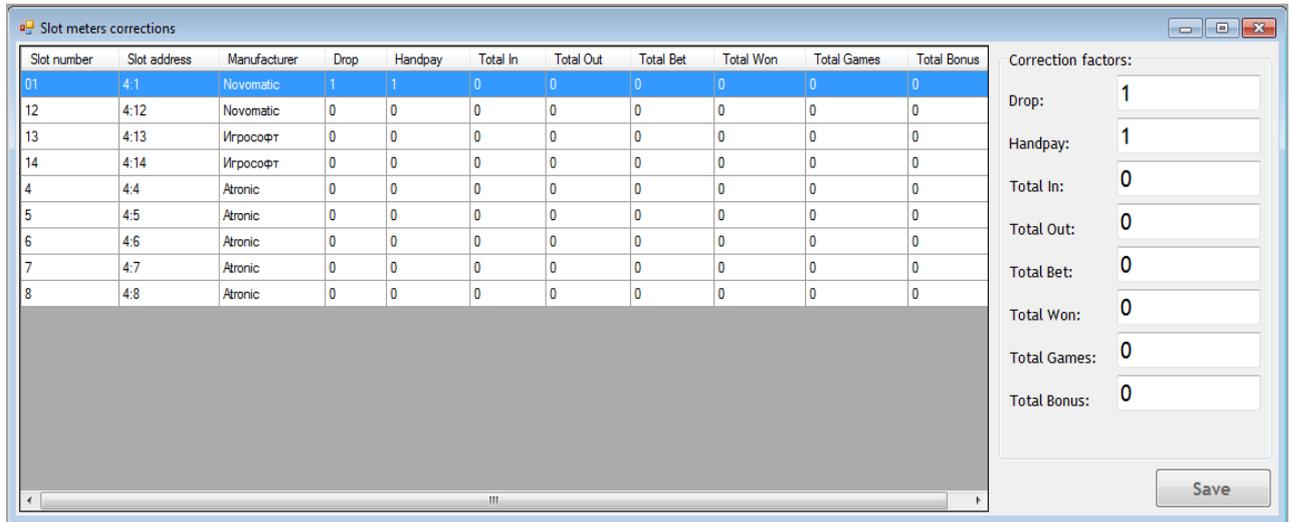
Manual editing of the table of correction factors is required only upon initial setup. In the future, if necessary, the coefficients will be incremented automatically at the time of the audit.

To edit the initial correction factors necessary to do the following:

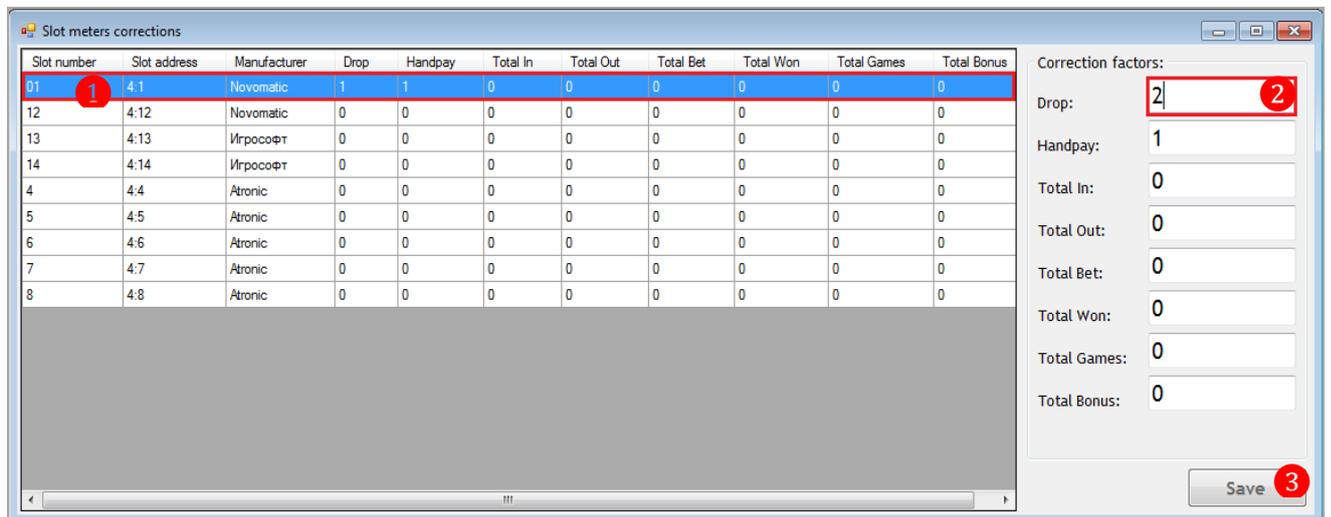
1. Select «Slots» → «Audit» → «Slot meters corrections» in main menu.



2. «Slot meters corrections» form opens. Left side of the form displays list of all connected gaming machines in club and current adjustment factors for meters. Right side displays the field for editing coefficients.



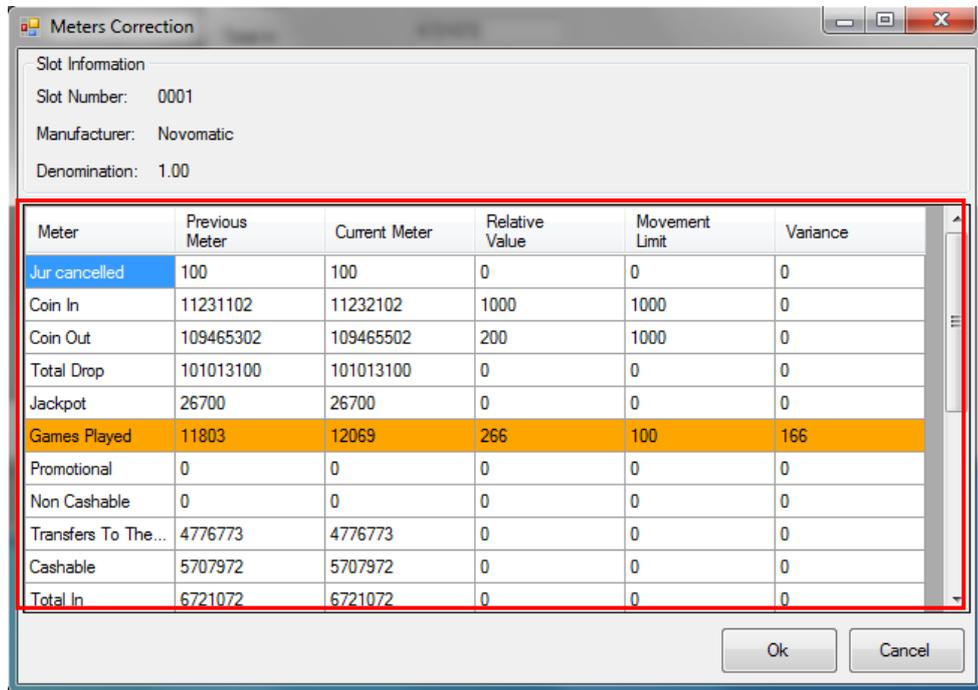
You must select slot machine in the table (by clicking the left mouse button on any cell line) and set the desired value for the coefficient of a meter (e.g., Drop) in «**Corrections factors**» section. For saving click on .



In the same way, correction factors are set for the rest of slot machines.

7.3.7 Setting the values of permissible difference between the slot meter values (Movement Limit).

During the correction, the form «Meters Correction» will show the table with a list of slot meter values loaded during the last audit. All incorrect and suspicious meter values are highlighted **red** and **orange**, respectively.



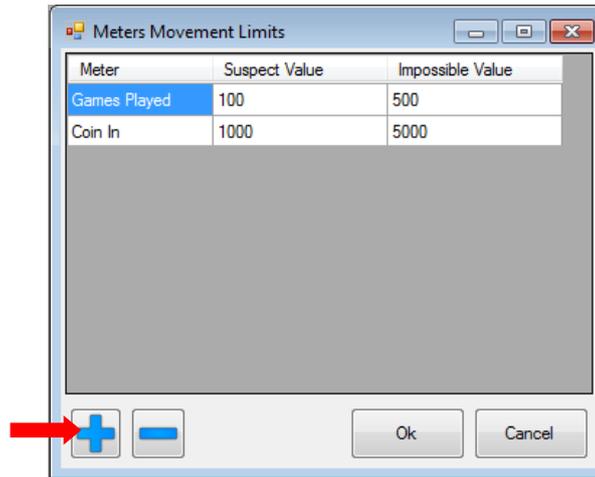
Column	Mean
Meter	Names of slot meters
Previous Meter	Meter values loaded during the previous slot audit
Current Meter	Meter values loaded during the last slot audit <i>Current Meter ≤ Previous Meter + Movement Limit</i>
Relative Meter	Difference between <i>Current Meter</i> and <i>Previous Meter</i> , <i>Relative Meter ≤ Movement Limit</i>
Movement Limit	Value of permissible difference between <i>Current Meter</i> and <i>Previous Meter</i>
Variance	Value of <i>Current Meter</i> exceeding the permissible difference, <i>Variance = Relative Meter - Movement Limit</i> (difference < 0 is shown as 0)

This table shows that the **Movement Limit** parameter is the value of the permissible difference between the current value of any slot meter (**Current Meter**) and its previous value (**Previous Meter**) obtained from the audit. Thus, if the obtained current meter value exceeds the previous value by more than the **Previous Meter** value, it will be considered incorrect, suspicious and will be highlighted **red** / **orange**. These values can be adjusted manually directly in the process of selective audit («Slot Selective Audit») or later using the form «Audits statistic» («Slots» → «Audit» → «Audits statistic»), for more details see «Adjusting the values of slot meters»).

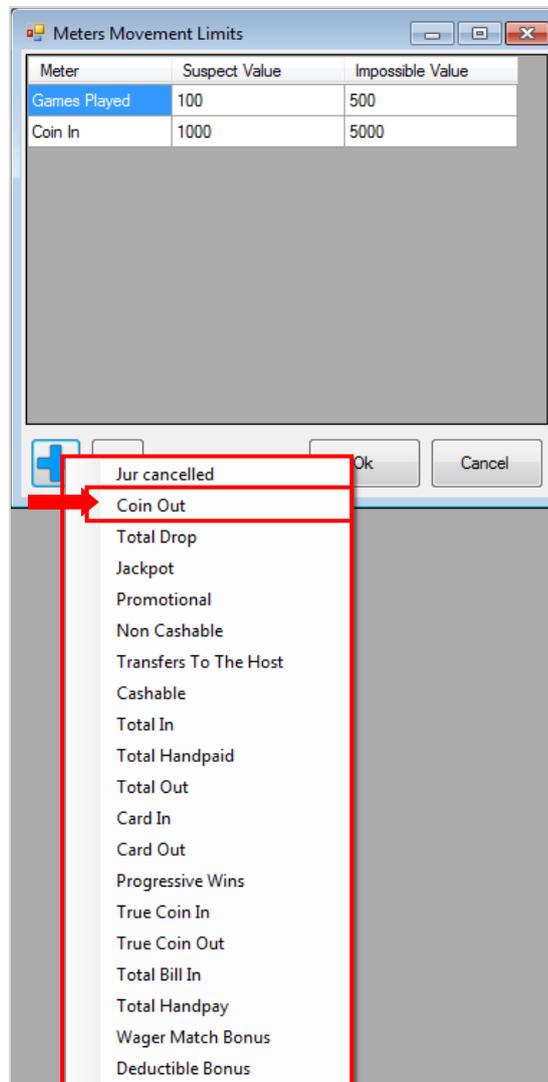
In the system «SlotLogic», the **Movement Limit** parameter can be adjusted for any slot meter. Procedures are as follows:

Setting the value of permissible difference for the slot meters.

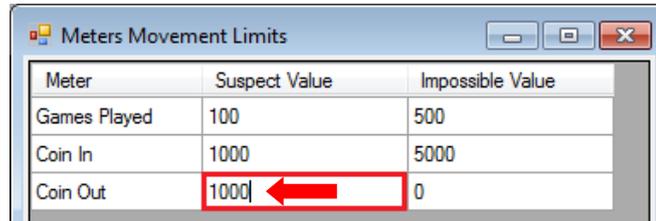
1. In the system's main menu, select «Settings» → «Slots» → «Meters movement limit».
2. In the form that opens, click .



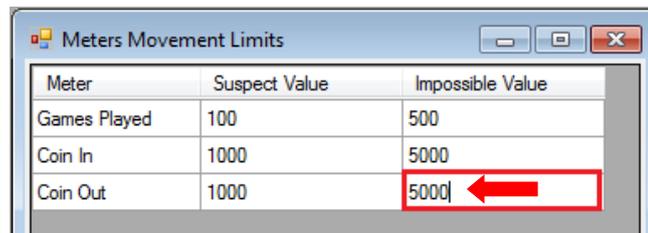
3. In the drop-down list, left click to select the name of the meter that requires setting of the permissible difference.



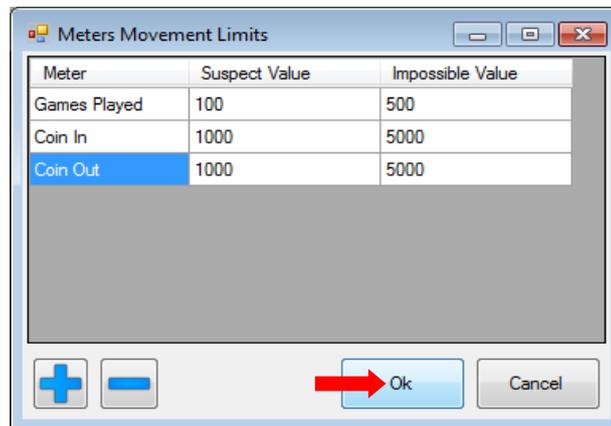
4. After selecting, the meter will be displayed in the table list. Now double click the cell in the column «**Suspect Value**» and use the keypad to enter the minimum value of permissible difference. If this value is exceeded, the system will consider these meter values suspicious and they will be highlighted orange.



5. Then double click the cell in the column «**Impossible Value**» and use the keypad to enter the maximum value of permissible difference. If this value is exceeded, the system will consider these meter values incorrect and they will be highlighted **red**.

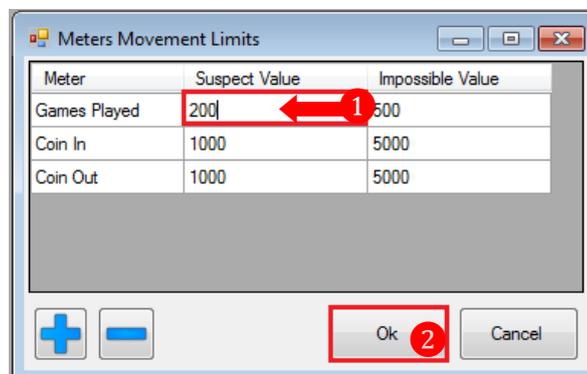


6. To save the values entered, click «**Ok**».



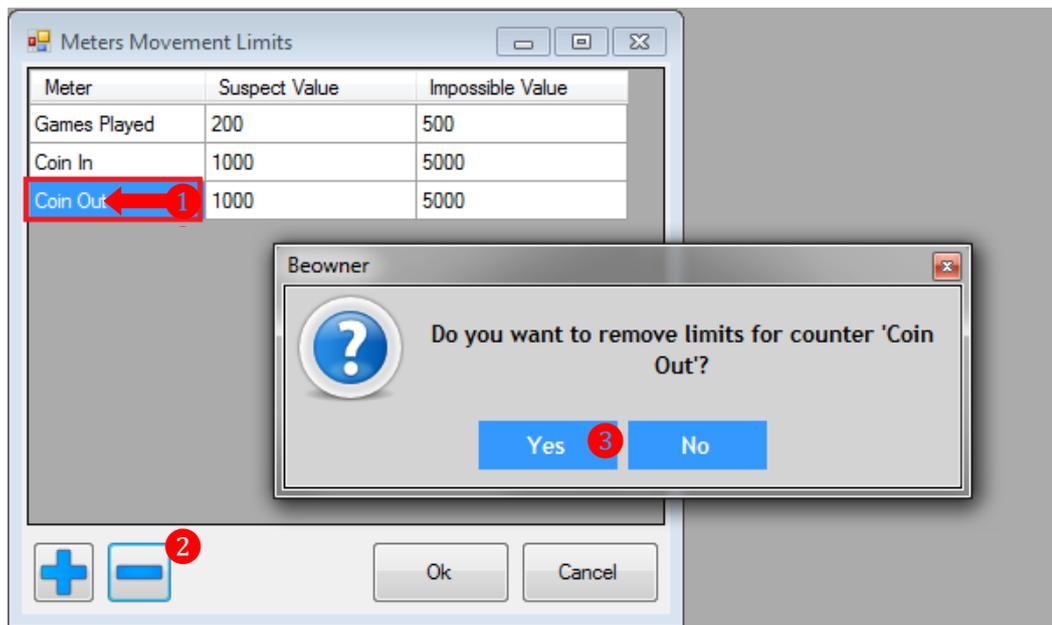
Editing the value of permissible difference for the slot meters.

If in the future you need to edit the minimum / maximum value of permissible difference for any meter, double click the cell in the column «**Impossible Value**» / «**Suspect Value**» in the same form and use the keypad to enter a new value. To save the changes, click «**Ok**».



Deleting the value of permissible difference for the slot meters.

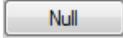
To delete the minimum / maximum value of permissible difference for any meter, click the line to select the name of the meter in the same form and then click . In the dialog box, select «**Yes**» to confirm. To save the changes, click «**Ok**».

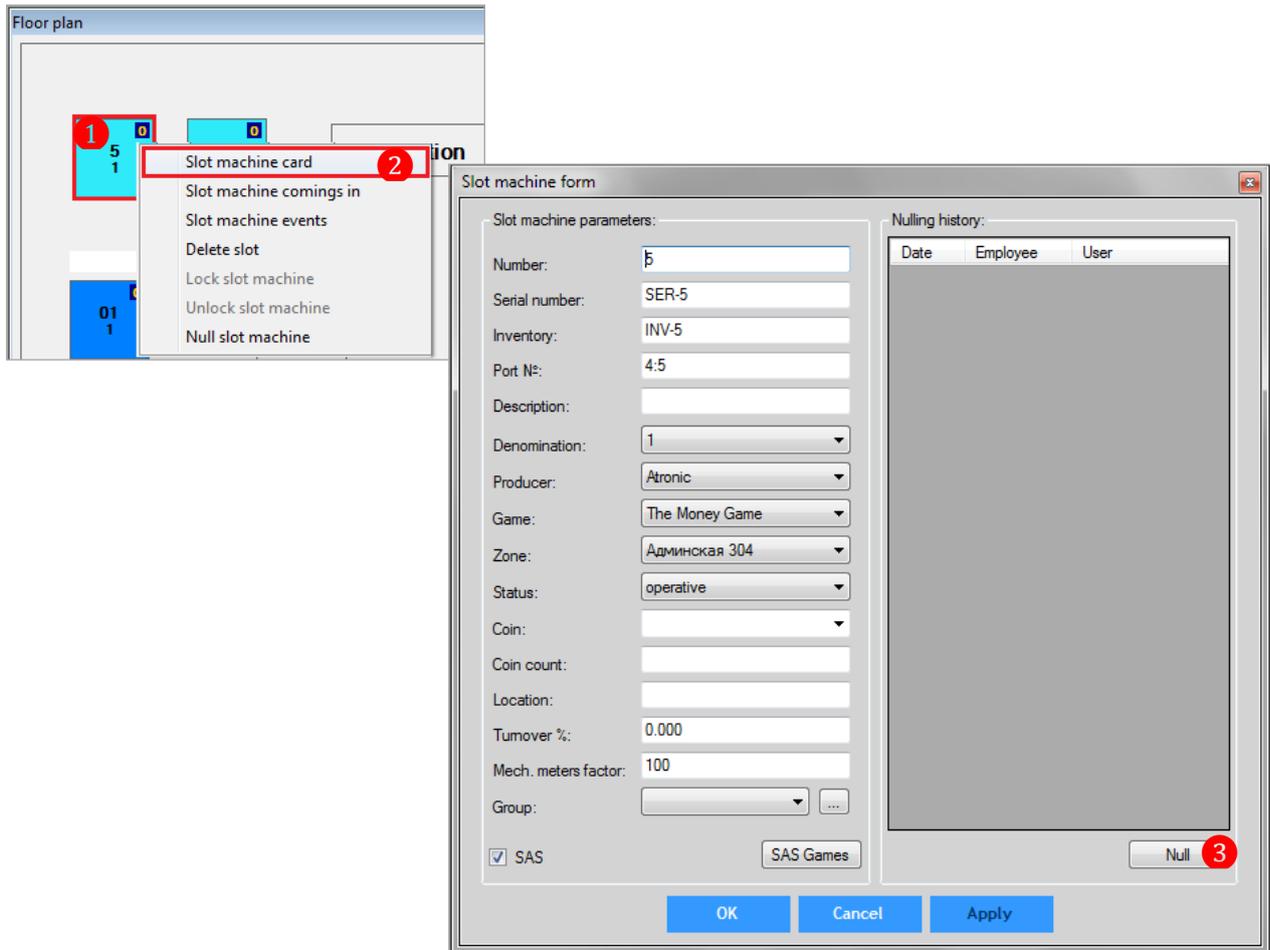


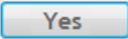
7.3.8 Physical meters reset.

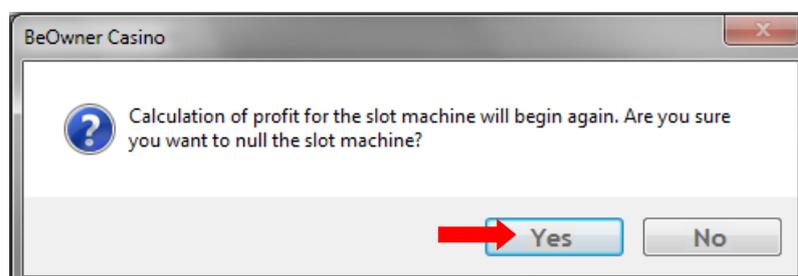
In case if you want to reset the counters of physical gaming machine it is also requires to reset all adjustment factors for all meters of this machine.

In order to start an automatic reset procedure you must perform a following:

1. Provide audit of current slot machine («Slots» → «Audit» → «Slots selective audit»).
2. You must select a gaming machine for reset in SlotLogic system. To do this, find this slot machine on floor plan («Settings» → «Slots» → «Floor plan») and click .



3. In the dialog box, press  to confirm a meters reset.



4. Further, it is mandatory to provide audit again for this slot machine («Slots» → «Audit» → «Slots selective audit»).

Performing above steps is necessary for following:

- ✓ Reset of meters adjustment factors will be done automatically.
- ✓ Meters will be saved correctly.
- ✓ Profitability will be calculated correctly.

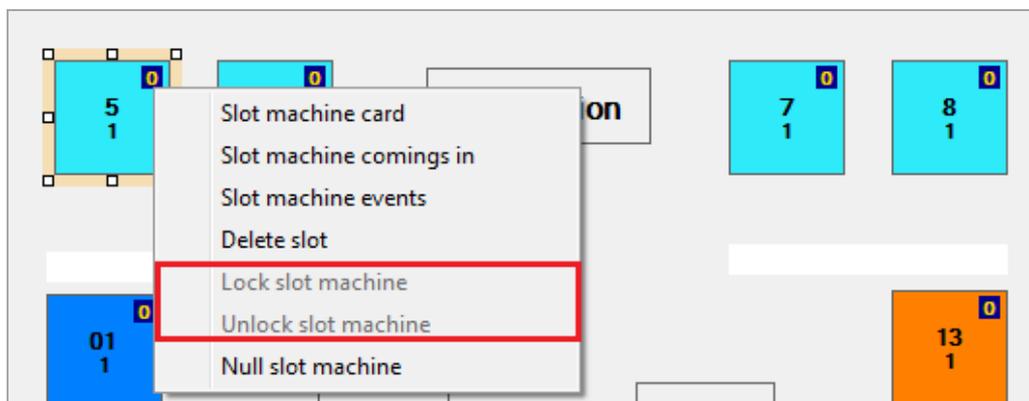
7.3.9 Procedure for replacing/rearranging of gaming machine.

Before **replacing / rearranging** of gaming machine it is mandatory to perform meters reset ([«Physical meters reset»](#)).

Attention! Meters reset procedure should be performed in all cases when the unit is replaced or rearranged.

In case if you want to **replace the slot machine**, then you must proceed with following:

1. Reset the new device, if necessary.
2. Ensure that SMIB addressing is not change during the replacement (**all 4 jumpers in the right box should be raised up**). Then you can connect it to the machine and to SMIB RS-485 network.
3. Go to «Slots» → «Monitoring» → «Hall plan» and try to lock / unlock the new device to verify the accuracy of SMIB network addressing.



Attention! Slot machine will respond to a lock / unlock command only when main door is closed.

4. Provide audit of new slot machine («Slots» → «Audit» → «Slots selective audit»).
5. If a new slot machine has been reset successfully, the above actions will be enough. **If it was not reset, you must proceed as follows:**

5.1. Add manually **Drop, Handpay, Total In, Total Out, Total Bet, Total Won, Total Games** meters values to the system («Slots» → «Audit» → «Manual meters input»).

5.2. Go to «Slots» → «Audit» → «Slot meters corrections» and set correction factors for slot machine (note that SAS-protocol cannot pass a value in excess of 99,999,999, more on this in Section [«Setting the correction factors for the slot meters»](#)).

5.3. Provide audit again («Slots» → «Audit» → «Slots selective audit»).

If the slot machines were **swapped by its places** in the gaming hall, please perform all steps required for replacing procedure for all devices that were swapped.

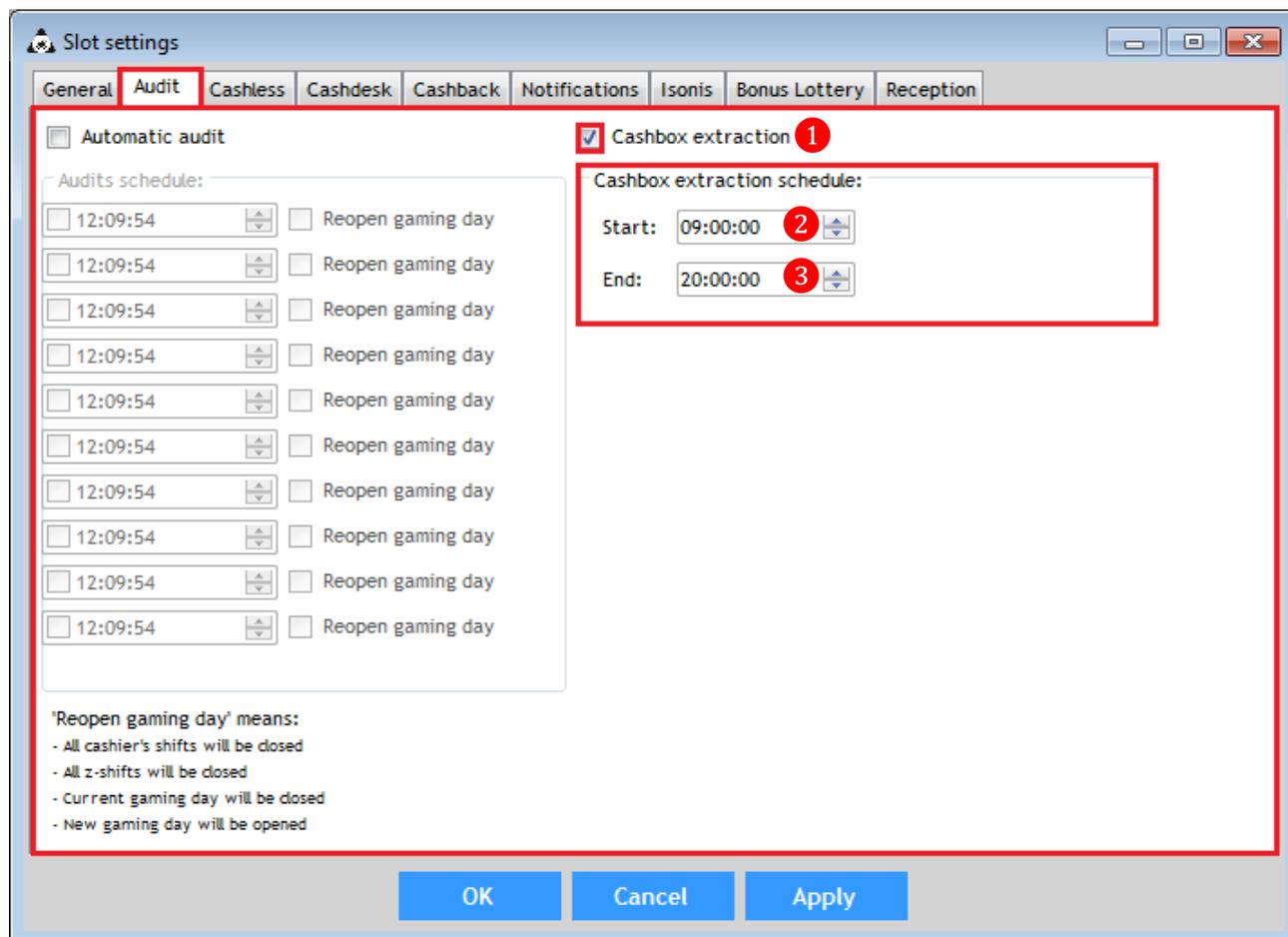
Attention! If jackpot is running in the club, then you need to reboot a club server after doing all the above steps, as the jackpot is calculated from the gaming machines meters values.

7.3.10 Extraction of cashboxes of slot machines.

In the SlotLogic system, the possibility of automatic fixation of procedures of extracting cashboxes from slot machines was implemented. Thus, when the slot operator will collect money from cashboxes, the **Total Bill In** counters of slot machines will be loaded into the system and the amount of bills will be counted.

To enable automatic fixing of the extraction of cashboxes, you need to activate this option on the «**Slots Settings**» form («Settings» → «Slots» → «Settings» → tab «Audit»). Check the box in the «**Cashbox extraction**» line and set a schedule (daily in the specified time period):

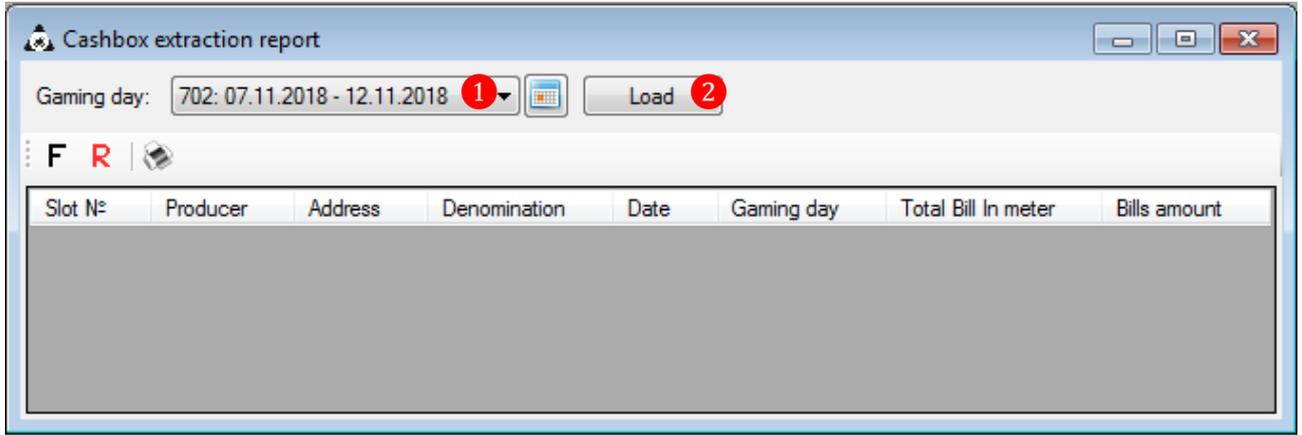
- **Start** – the time to start extracting cashboxes.
- **End** – the time of the end of the extraction of cashboxes.



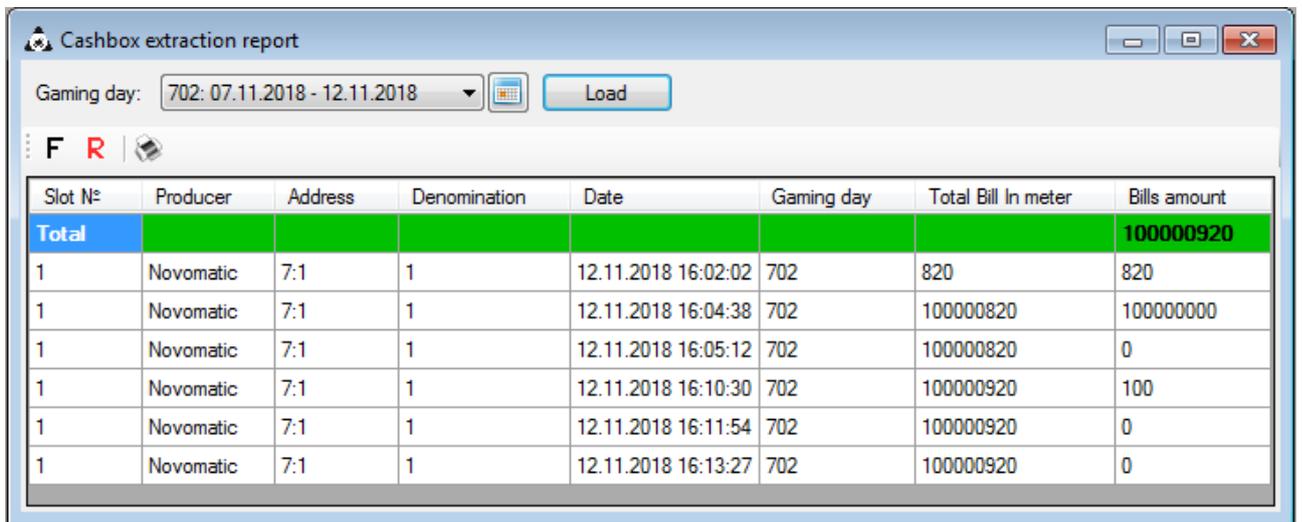
Note: Extractions of cashboxes will be recorded by the system daily for a specified period of time. Extraction the cashbox that was performed out of schedule will not be recorded.

To see information about the procedures of extracting cashboxes from the slot machines, you must do the following:

1. In the main system menu, select «**Slots**» → «**Audit**» → «**Cashbox extraction report**».
2. In the form that opens, in the «**Gaming day**» field from the drop-down list select the gaming day for which you want to view information, and click the «**Load**» button.



As a result, to the table will load the data on the extraction of cashboxes in the selected gaming day.



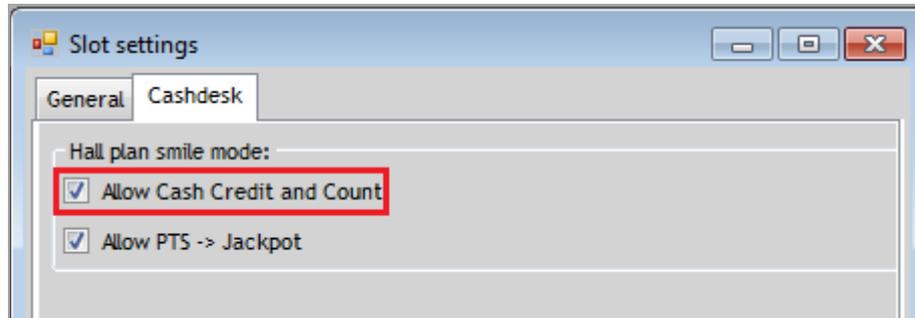
Parameters	Description
Slot №	Slot machine number
Producer	Slot machine manufacturer
Address	Slot machine address
Denomination	Denomination on the slot machine
Date	Date and time of extraction of the cashbox from the slot machine
Gaming day	ID of the gaming day
Total Bill In meter	Value of the Total Bill In counter
Bills amount	Amount of bills in the cashbox at the time of extraction (in club currency)

In the top row of the table, highlighted in **green**, the total values of the column **Bills amount** are displayed.

7.4 Count Room.

Count Room – an organized space with video surveillance (CCTV), intended for counting cash withdrawn from gaming machines and for further inputting withdrawals data into the system to provide **Cash Credit** and **Count** operations. Typically, **Count Rooms** are organized in large clubs.

In order to provide **Cash Credit** and **Count** operations in SlotLogic system it is necessary to activate this option in «Slot Settings» («Settings» → «Slots» → «Settings» → «Cashdesk» tab) by setting a tick under «**Allow Cash Credit and Count**».



Cash Credit and **Count** Operations processes with using **Count Room** looks as following:

1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer during the gaming day.
2. Slot operator brings withdrawn cash to **Count Room**.
3. Slot operator counts bills under CCTVcontrol.
4. Slot operator inputs data on withdrawals to the system.
5. When finished operator gives cash to cashier at cashdesk.
6. Cashier accepts cash and counts it again.
7. If cash amount is correct, cashier press «In» at cashdesk form (highlighted in green).
8. In button color while pressed changes to red. In the left side of cashdesk form appears **Cash Credit** or **Count** with corresponding **Amount** field for amount manual input. Cashier selects slot-operator from drop-down list and press on «**Process**» to confirm operation.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Cash Credit		Operator		Player				
Operator	Ратновский								
Amount:	3200		Card:		...				
			Balance:		...				
			PTS:		...				
			Result:		...				
			Threshold:		...				
			1	2	3				
			4	5	6				
			7	8	9				
			<	!	0	.			
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process	EXIT				

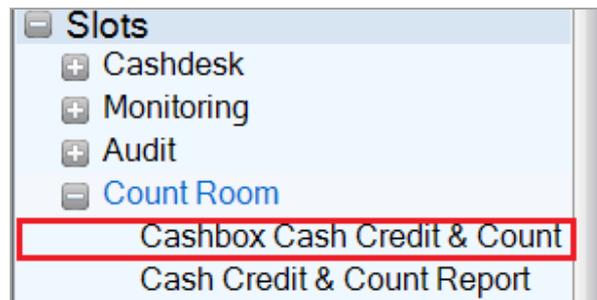
Let's explore the procedures of **Cash Credit / Count** Operations more precisely in the following paragraphs of this section.

7.4.1 Cash Credit operation

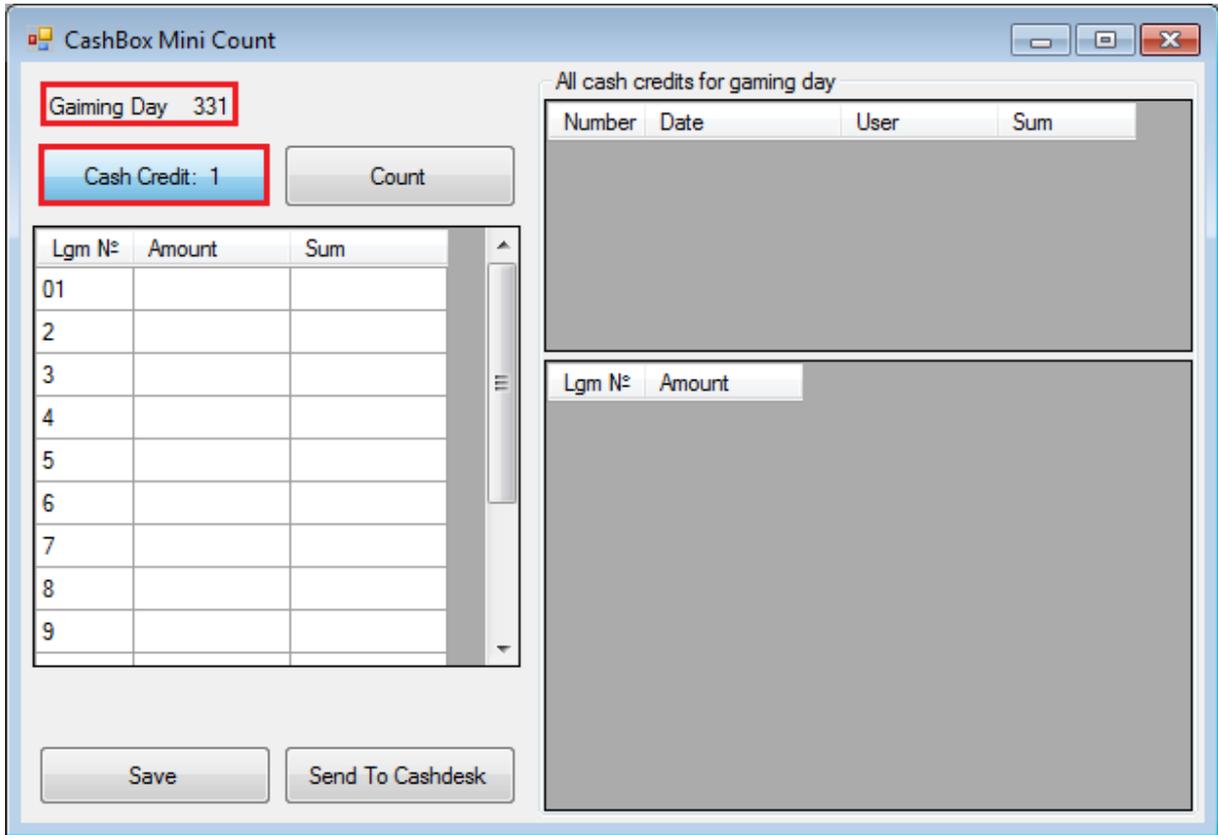
Cash Credit is a kind of money collection operation when cash is withdrawn from slot machine bill acceptor cash boxes with subsequent inward cash reinforcement to the club cashdesk. These operations can be carried out as necessary during the gaming day.

Cash credit procedure description:

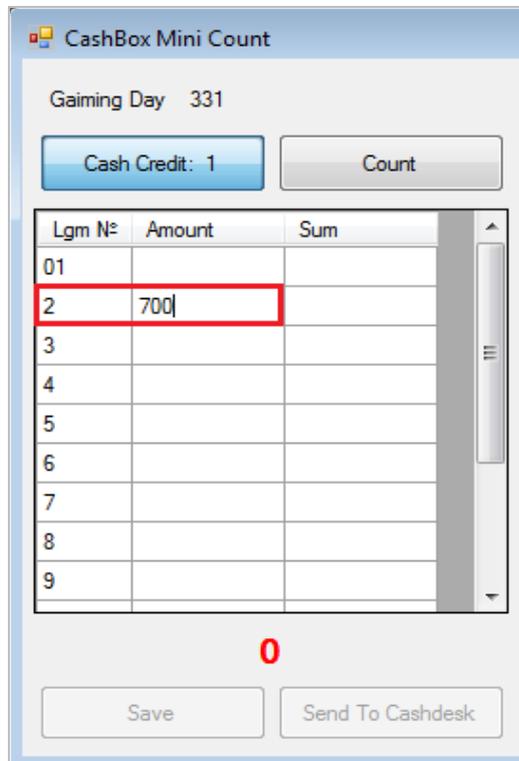
1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer.
2. Slot operator brings withdrawn cash to casino Count Room for counting.
3. Slot operator inputs data about provided cash withdrawals in SlotLogic system when counting in Count room is over «Slots» → «Count Room» → «Cashbox Cash Credit & Count».

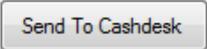


4. «CashBox Mini Count» form will open, where will be showed a gaming day number and **Cash Credit** number in current gaming day at the top of the cashdesk form.



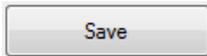
Slot operator must input sum of cash withdrawals in «**Amount**» **column** (opposite gaming machine number - **Lgm №**) using keyboard. Same operations must be provided for all slot machines in club.



5. When all cash withdrawals are added into the system, Slot operator clicks on  in order to send data on **Cash Credit** operation to cashdesk.

Lgm N°	Amount	Sum
01		
2	700	
3		
4	500	
5	1000	
6		
7		
8		
9		

If withdrawal data entered is not full, Slot operator needs to save the intermediate result using



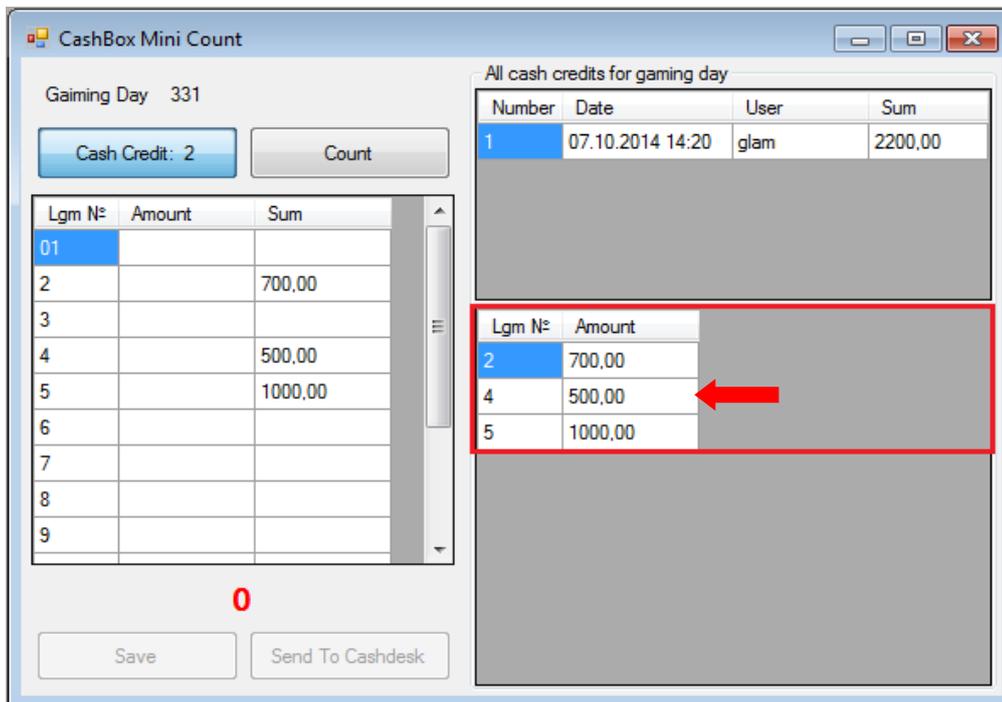
button. All data previously entered into the form will be saved.

When Slot operator clicks on , all cash withdrawals data will be added automatically to «**Sum**» column and Send to cashdesk operation will appears in right part of form in «**All cash credit for gaming day**» list with indication of date, time, total and user login.

Lgm N°	Amount	Sum
01		
2		700,00
3		
4		500,00
5		1000,00
6		
7		
8		
9		

Number	Date	User	Sum
1	07.10.2014 14:20	glam	2200,00

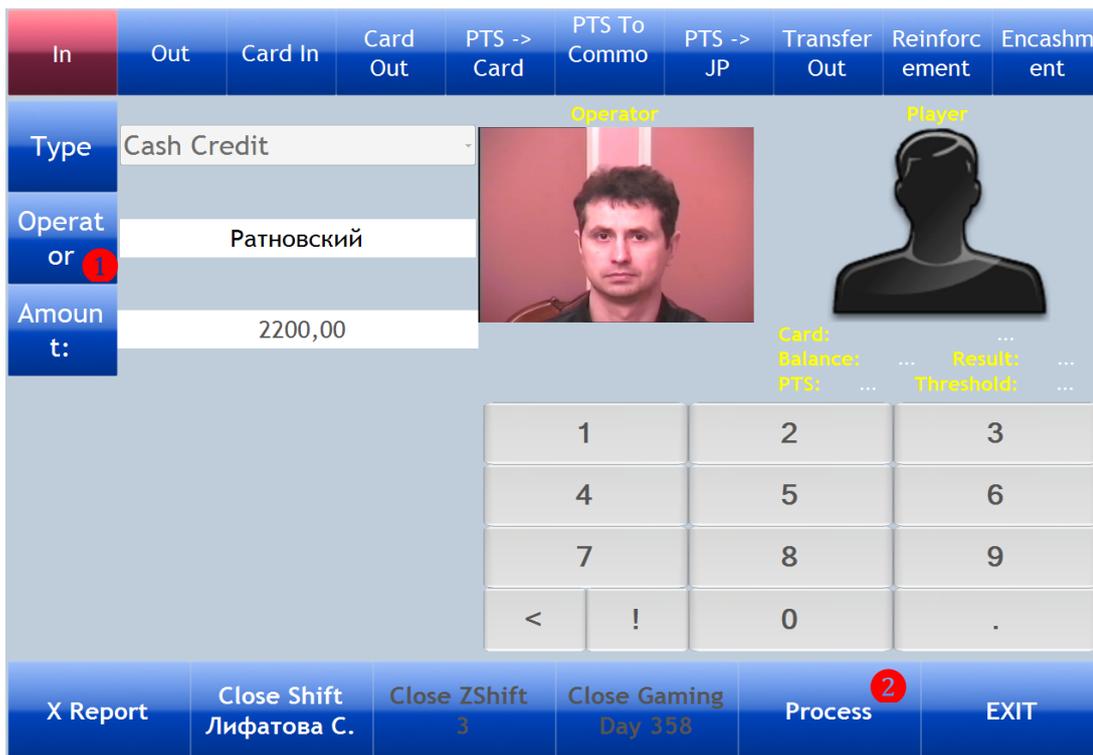
The list below displays detailed information on this operation regarding the slot machines.



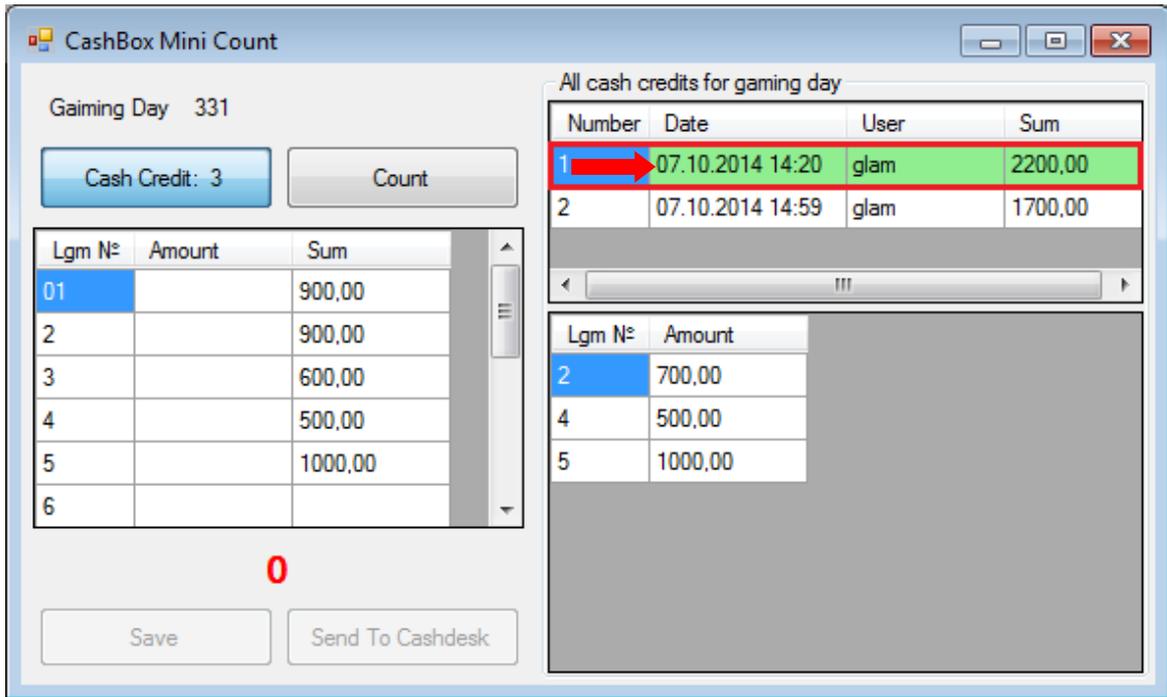
6. Slot operator gives counted cash to cashier after cash withdrawals data is saved and sent to cashdesk.
7. Cashier accepts cash and counts it again.
8. If cash amount is correct, cashier press «In» at cashdesk form (highlighted by green).



9. «In» button changes color to red after pressing. «Cash Credit» operation will be shown under «Type» vertical menu header. Cashier clicks on «Operator» to choose exact Slot Operator and confirm operation by pressing on «Process».



All **Cash Credit** operations that confirmed and conducted at cashdesk are highlighted by green in «CashBox Mini Count» form list.

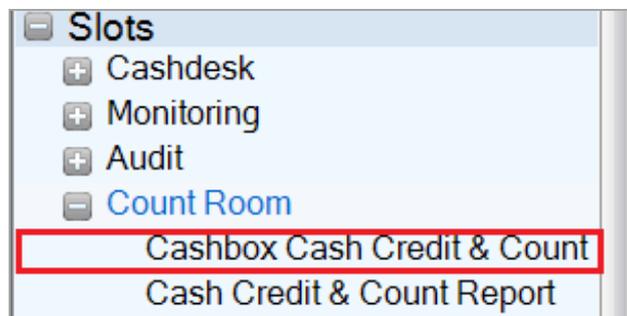


7.4.2 Count procedure.

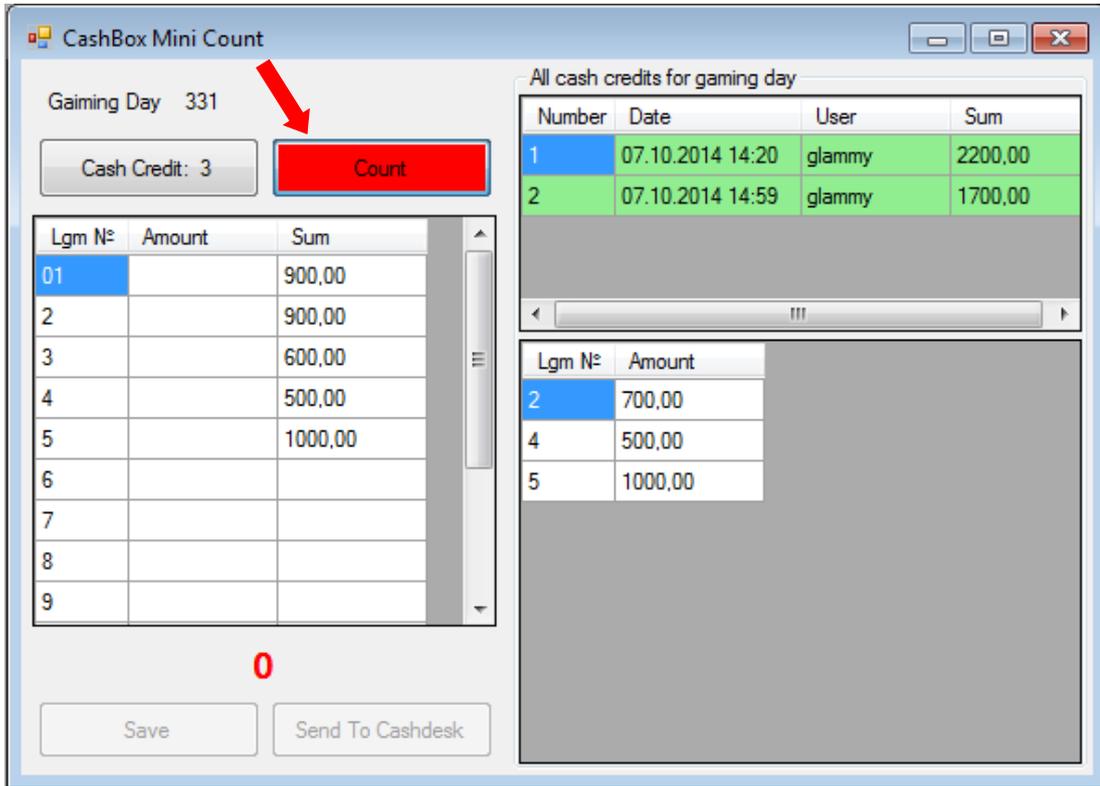
Count is a cash withdrawal operation from slot machine bill acceptor with subsequent inward cash reinforcement to the club cashdesk which is performed one-time before closing the gaming day with audit.

Count operation process:

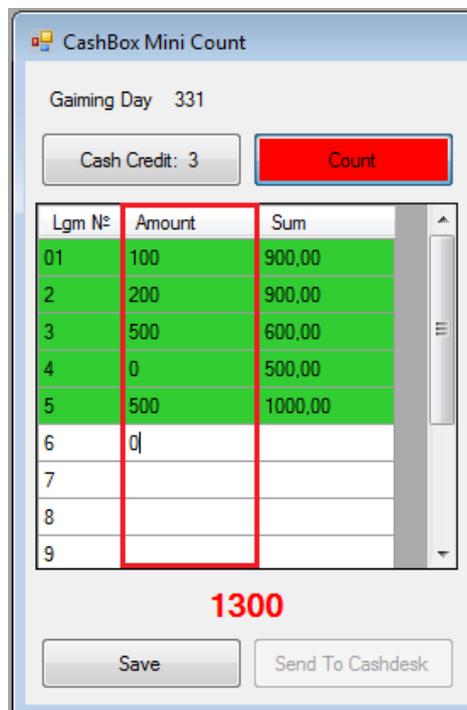
1. Slot operator withdraws cash from several slot machines bill acceptor cash boxes under control of casino security officer before the closing of gaming day.
2. Slot operator brings withdrawn cash to casino Count Room for counting.
3. Slot operator inputs data about provided cash withdrawals in SlotLogic system when counting in Count room is over using «Slots» → «Count Room» → «Cashbox Cash Credit & Count».



4. In «CashBox Mini Count» that opens Slot operator will press on «Count» and button color changes to red.

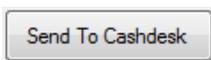


Slot operator must input sum of cash withdrawals in «**Amount**» column (opposite gaming machine number - **Lgm №**) using keyboard. It is necessary to input all zero values as 0. Same operations must be provided for all slot machines in club. Color of cells in table will be changes to green after input.

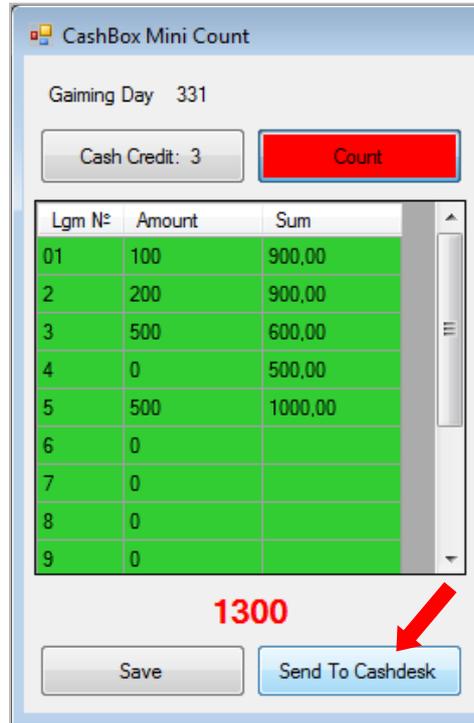


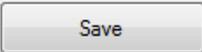
In this way, the data are entered for all slots.

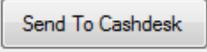
5. When all cash withdrawals are added into the system, Slot operator clicks on

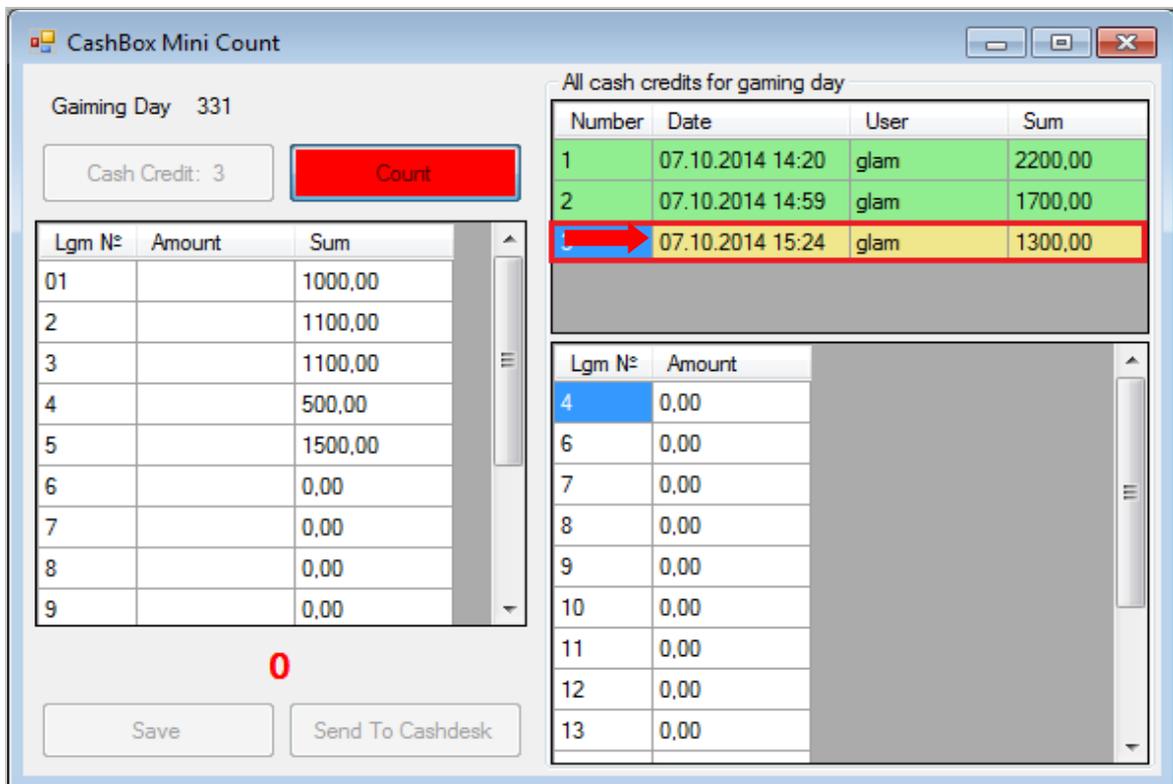


for approval all **Count** Operations at cashdesk.

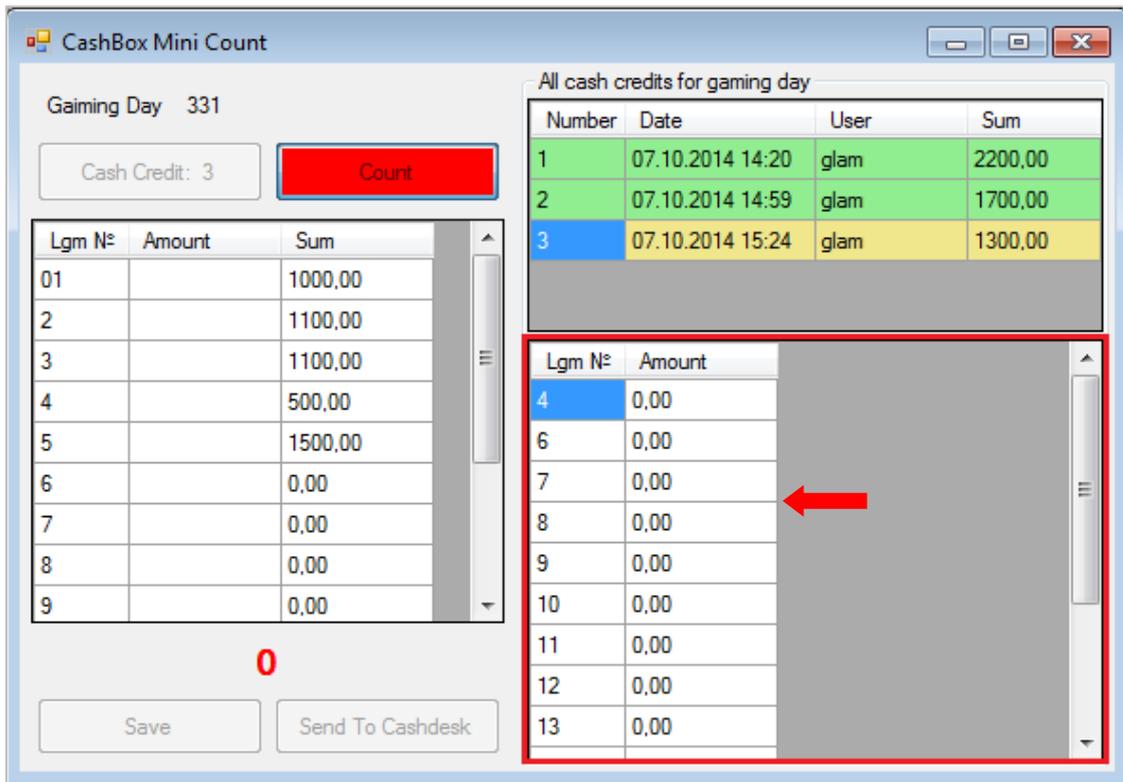


If withdrawal data entered is not full, Slot operator needs to save the intermediate result using  button. All data previously entered into the form will be saved in system database.

When Slot operator clicks on , all cash withdrawals data will be added automatically to «**Sum**» column and Send to Cashdesk operation will appears in right part of form in «**All cash credit for gaming day**» list with indication of date, time, total and user login.



The list below displays detailed information on this operation regarding the slot machines.



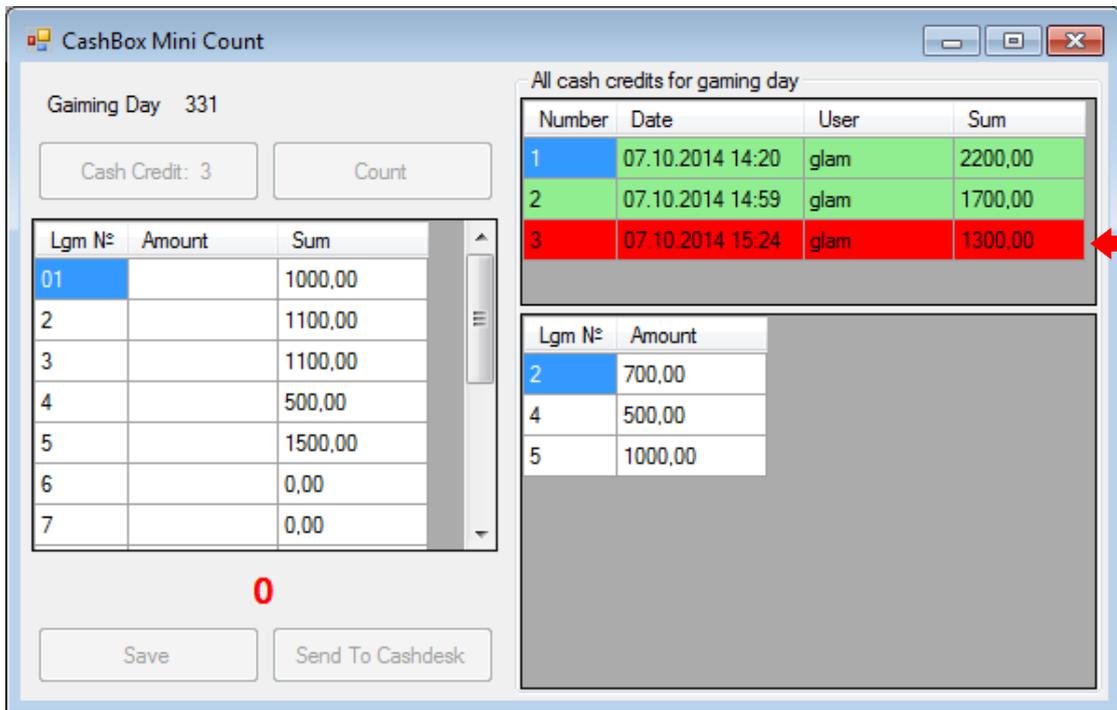
6. Slot operator gives counted cash to cashier after cash withdrawals data is saved and sent to cashdesk.
7. Cashier accepts cash and counts it again.
8. If cash amount is correct, cashier press «In» at cashdesk form (highlighted by green).



9. «In» button changes color to red after pressing. «Count» operation and its amount will be shown under «Type» vertical menu header. Cashier clicks on «Operator» to choose exact Slot Operator and confirm operation by pressing on «Process».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Count			Operator		Player			
Operator	Ратновский								
Amount:	1300,00					Card: ... Balance: ... Result: ... PTS: ... Threshold: ...			
				1		2		3	
				4		5		6	
				7		8		9	
				<		!		0	
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process		EXIT			

Count operations that confirmed and conducted at cashdesk are highlighted by red in «CashBox Mini Count» form list.



CashBox Mini Count

Gaming Day 331

Cash Credit: 3 Count

Lgm №	Amount	Sum
01		1000,00
2		1100,00
3		1100,00
4		500,00
5		1500,00
6		0,00
7		0,00

0

Save Send To Cashdesk

All cash credits for gaming day

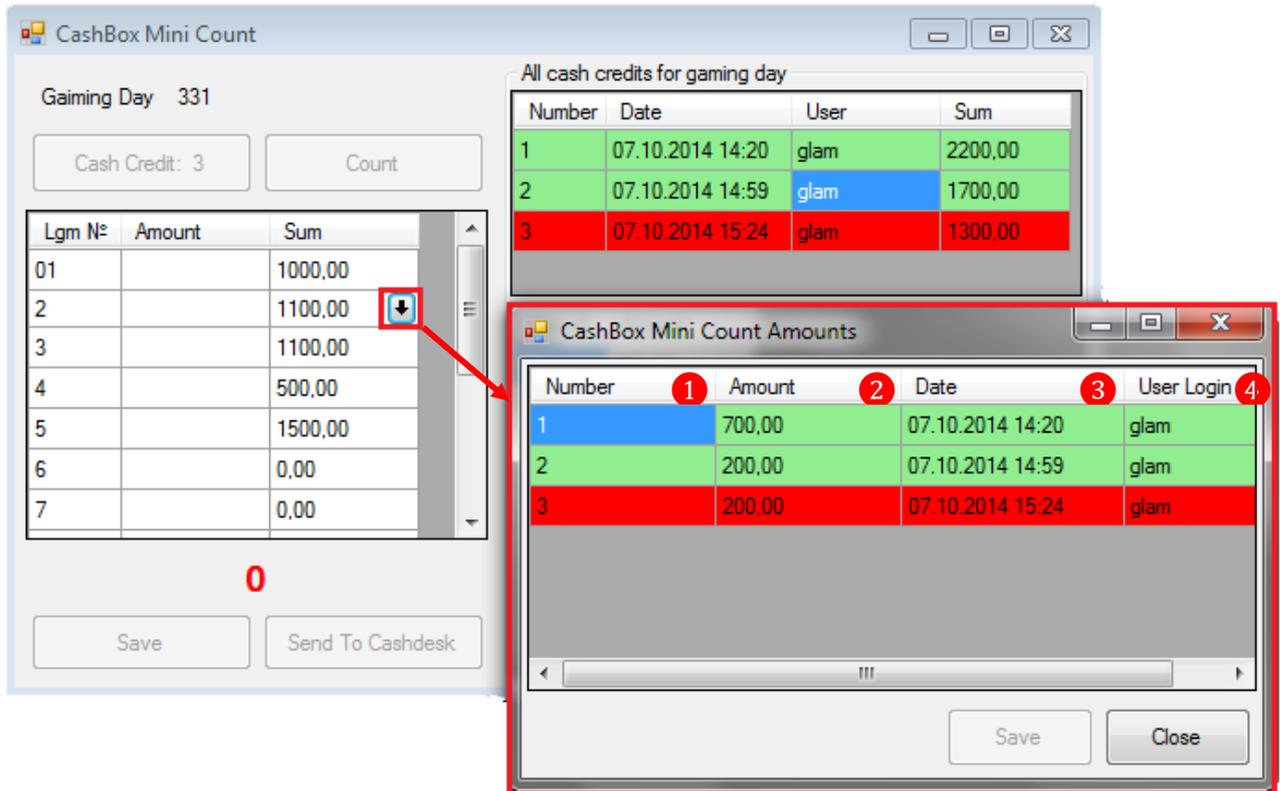
Number	Date	User	Sum
1	07.10.2014 14:20	glam	2200,00
2	07.10.2014 14:59	glam	1700,00
3	07.10.2014 15:24	glam	1300,00

Lgm № Amount

2	700,00
4	500,00
5	1000,00

If you press on the value of «Sum» column in the list of gaming machines using left mouse button a form with detailed information on cash withdrawals at current gaming day will appear:

- 1) **Number** – serial number of Cash Credit / Count operations in current gaming day
- 2) **Amount** – amount of operation.
- 3) **Date** – data and time of sending operation to cashdesk.
- 4) **User Login** – user login.



To close this form click on .

7.4.3 Report on Cash Credit / Count operations, provided with Count Room.

Cash Credit / Count Operations data provided with using of Count Room are available for review in «Mini Count Report» («Slots» → «Count Room» → «Cash Credit & Count Report») form. Report is generated automatically by each gaming day regarding gaming machines.

The image shows the "Mini Count Report" window for gaming day "331: 07.10.2014 - ...". The table below has columns labeled with red circles and numbers 1 through 6: Lgm Number (1), Bill In (2), Cash Credit (3), Count (4), Difference (5), and Comment (6).

Lgm Number	Bill In	Cash Credit	Count	Difference	Comment
01	1000,00	900,00	100,00	0,00	
2	1100,00	900,00	200,00	0,00	
3	1100,00	600,00	500,00	0,00	
4	500,00	500,00	0,00	0,00	
5	1500,00	1000,00	500,00	0,00	
6	0,00		0,00	0,00	
7	0,00		0,00	0,00	
8	0,00		0,00	0,00	
9	0,00		0,00	0,00	
10	0,00		0,00	0,00	

1. Lgm Number – a gaming machine number.

2. **Bill In** – amount of accepted bills according gaming machine bill acceptor meter for current gaming day.

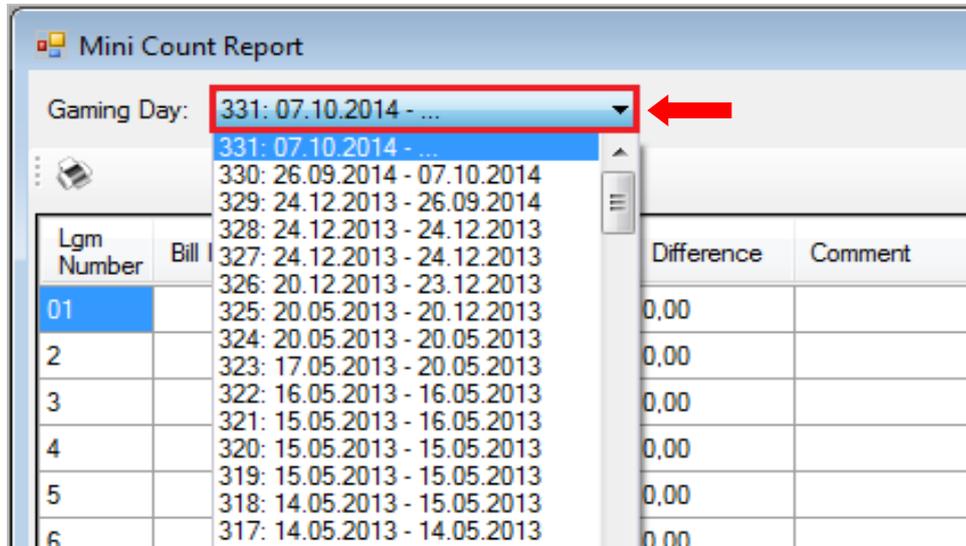
3. **Cash Credit** – total amount of **Cash Credit** operations for current gaming day.

4. **Count** – amount of **Count** operations for current gaming day.

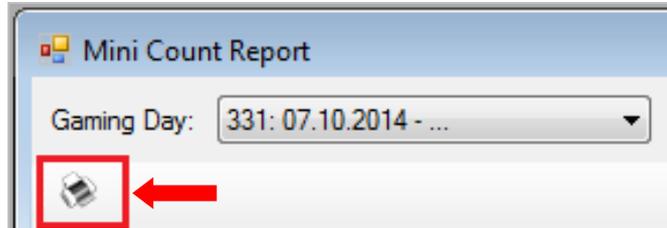
5. **Difference** – a difference between values of **Cash Credit/Count** and **Bill In**.

6. **Comment** – text input field for any necessary commentary.

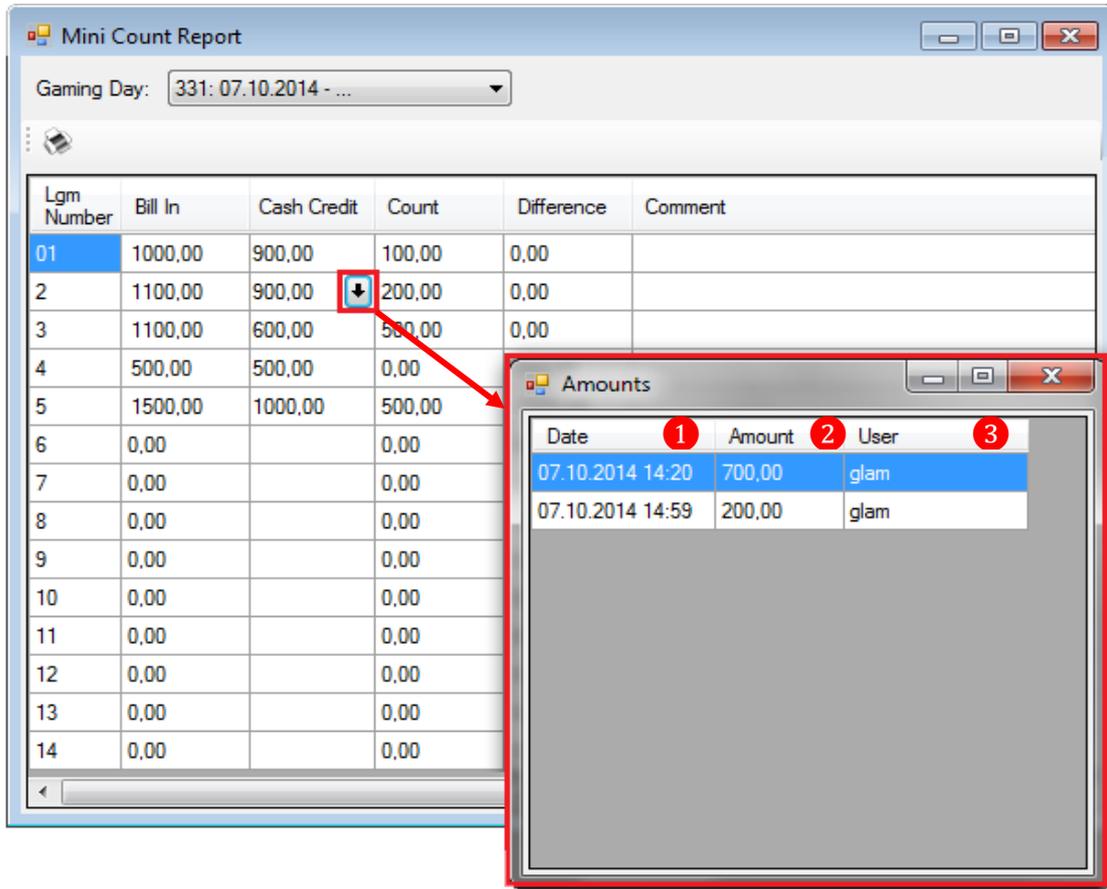
By default, the report data is loaded for the current game day. To select another game day, you need to use the button located at the top of the form.



Also you can print reports from this form using print button:



Additionally you can open form with detailed statistic on «**Cash Credit**» operations for selected gaming day for any slot machine in club. To do that click on value of «**Cash Credit**» column in report using left mouse button.



- 1) **Date** – date and time of sending operation to cashdesk.
- 2) **Amount** – amount of operation.
- 3) **User** – user login.

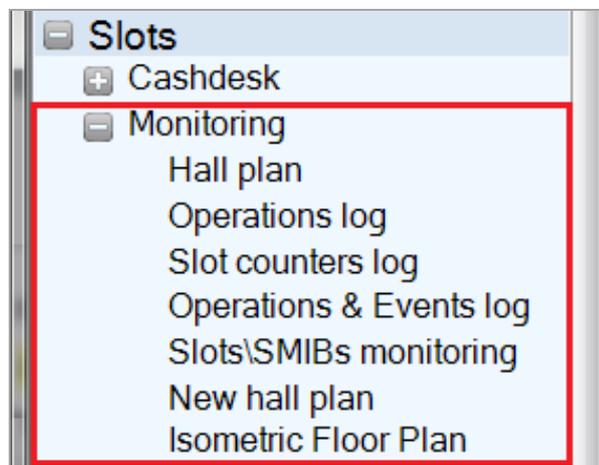
7.5 Monitoring.

In «Slots» → «Monitoring» section you can provide monitoring* of state and parameters of gaming machines and specialized equipment:

- The profitability of gaming machines in total for the area and club («New hall plan»).
- The statistics and analysis of loading capacity of gaming machines (Slot Tracking) («New hall plan»).
- The financial statistics on gaming devices (Slots Monitoring) («New hall plan»).
- Monitoring the players' activity online (Players Tracking) («New hall plan»).
- The player's statistics online (Players Tracking Statistic) («New hall plan»).
- The average yield and profitability of gaming machines online («New hall plan»).
- The statistics on gaming devices on a game basis («New hall plan»).
- Charged jackpots statistics («New hall plan»).
- Monitoring the counters of gaming slots («New hall plan»).
- Monitoring the intermediate values of slot meters («Periodic meters»).
- SMIB and slot machines («Slots/SMIBs monitoring»).
- Monitoring the current state of gaming machines on isometric map («Isometric Floor Plan»).

As well as logging **::

- Cash transactions conducted at cash desk and gaming machines («Operations log»).
- Gaming machines meters values («Slot counters log»).
- Operations and events occurring on gaming machines («Operations & Events log»).
- Operations and events in the system «SlotLogic» («Events»).



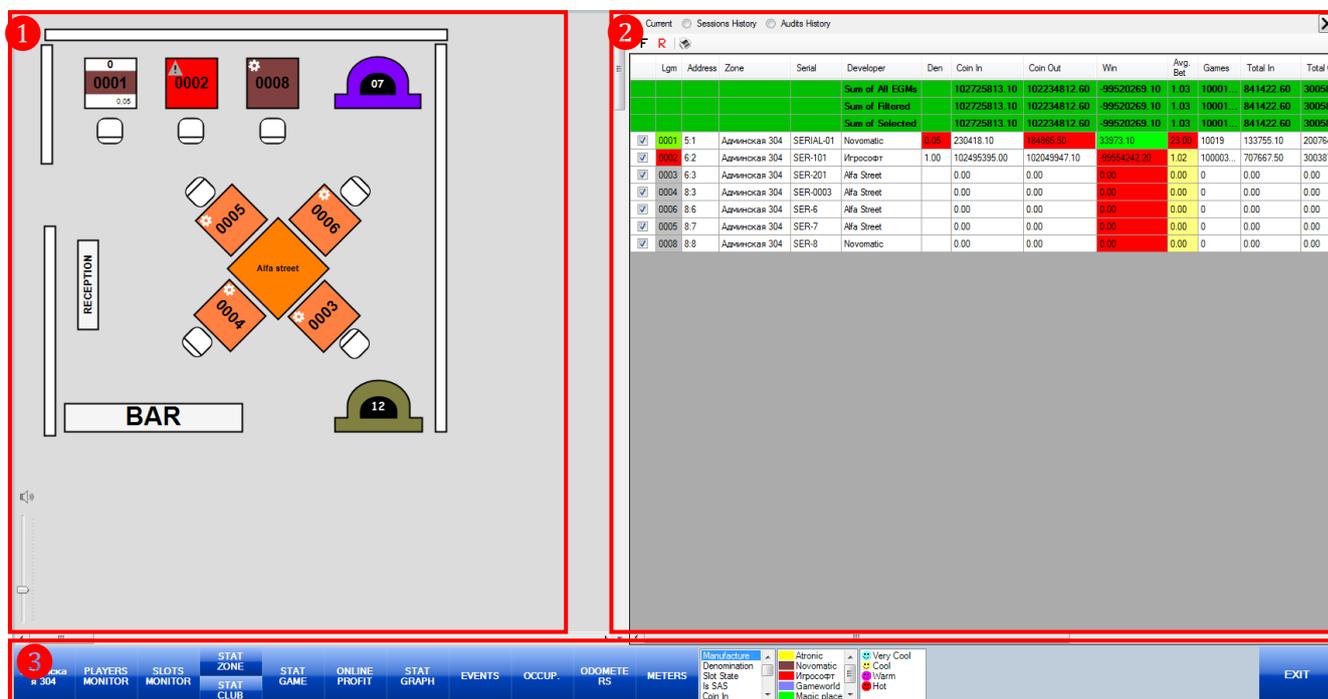
* *Monitoring* - the process of collecting and analyzing data / parameters / state of an object to make an opinion about the behavior / state of the object as a whole.

** *Logging information* – for viewing information (logs) about past events and operations, sorting them according to various criteria.

Let's consider the listed procedures for monitoring and logging in detail in the following paragraphs of this section.

7.5.1 Monitoring the quality and profitability of gaming machines (New Hall Plan).

For opening the monitoring form of quality and profitability of gaming machines, it is necessary to choose the following in the main menu «Slots» → «Monitoring» → «New hall plan».



The form «New hall plan» contains the following elements:

1. The scheme of a club's playing area in two-dimensional mapping.
2. Data on the profitability of gaming machines (displayed on the form after pressing the appropriate buttons).
3. Control panel with buttons:



- 1) The button for choosing the club's zone.
- 2) The button for online monitoring the players' activity (more in [«Players Tracking»](#)).
- 3) The button for monitoring the financial statistics on gaming devices (more in [«Slots Monitoring»](#)).
- 4) The button for viewing the profitability of gaming machines in total for a zone (more in [«Stat Zone»](#)).
- 5) The button for viewing the total yield of gaming machines within the club (more in [«Stat Club»](#)).
- 6) The button for viewing the statistics on gaming devices on a game basis (more in [«Stat Game»](#)).
- 7) The button for generating the online graphic of profits of gaming machines (more in [«Online profit»](#)).
- 8) The button for viewing the statistics on slots on a game basis in graph (more in [«Stat Graph»](#)).
- 9) The button to view the events of gaming machines (more in [«Slot Events»](#)).

10) The button for viewing the statistics and analysis of loading capacity of gaming machines within a zone (more in [«Slot Tracking»](#)).

11) The button for viewing the current status of active jackpots.

12) The button for viewing the counters value of a zone's gaming slots on audit data, as well as the downloading and viewing current values (more in [«Meters»](#)).

13) The button for viewing the statistics on the charged jackpots (for more details see [«Jackpots»](#)).

14) The button for monitoring the number of players (with/without cards) in the hall, real-time **Coin In**, **Coin Out** and **Win**, and graphical analysis of these data for different periods (for more details see [«Monitoring and graphical analysis»](#)).

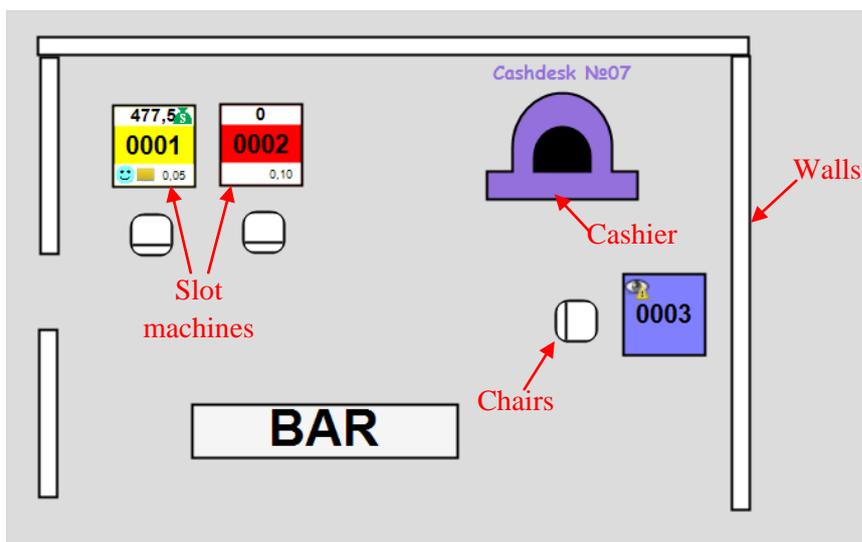
15) The filters for the gaming slots on a plan, depending on manufacturer, condition, credits value and denomination.

16) The button for shutting down the form.

Note: The setting of access rights for users to a form «New hall plan» is carried out via the form «Manage Roles» («Administration» → «Roles»).

The creating and editing the zone plan is carried out by using a form «Hall Plan» («Settings» → «Slots» → «New hall plan Designer»). More in section [«Setting a new hall plan "New Floor Plan"»](#).

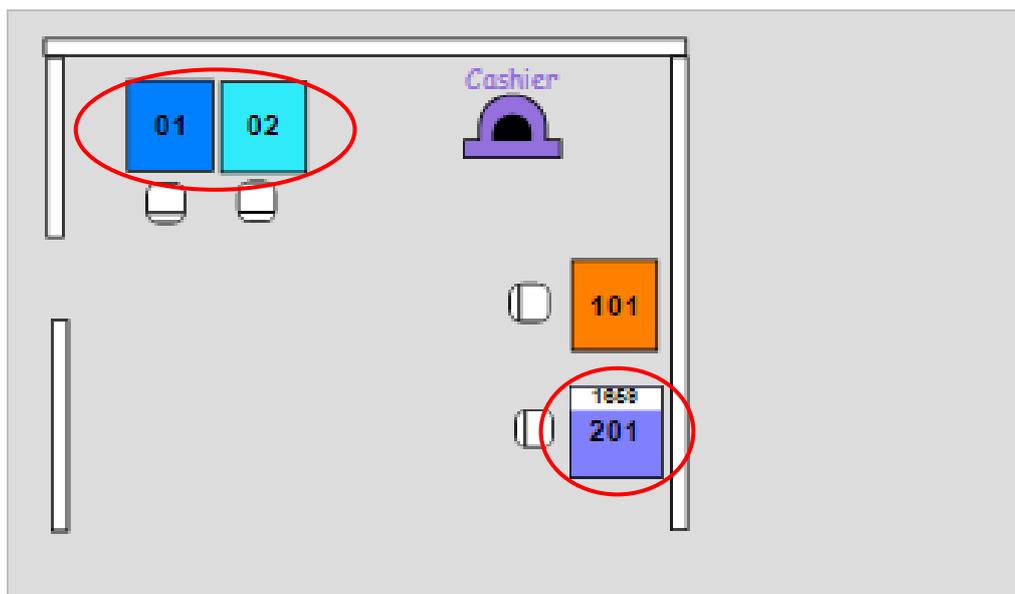
The plan contains the detailed boundaries of the hall, of the offices, of slot machines and chairs.



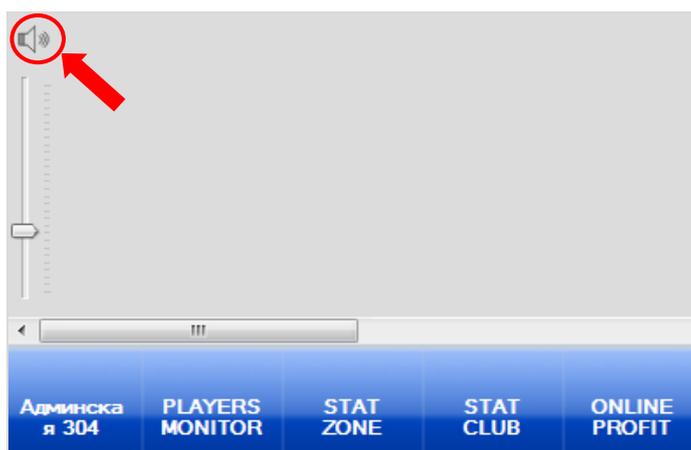
For scaling the plan it is necessary to use the slider in the lower left corner of the plan. Running up the scroll is for zooming, the slider down is for distancing.



Please note that in zooming out the plan for the elements, denoting the slot machines, not all the symbols can be viewed. For example, only the number or the number and the balance.



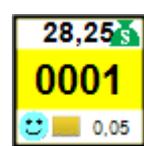
For enabling/disabling the sound signal on a plan, it is necessary to use the button, located above the zooming scroll.

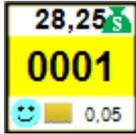
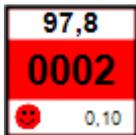
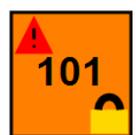


 - enabling sound.

 - disabling sound.

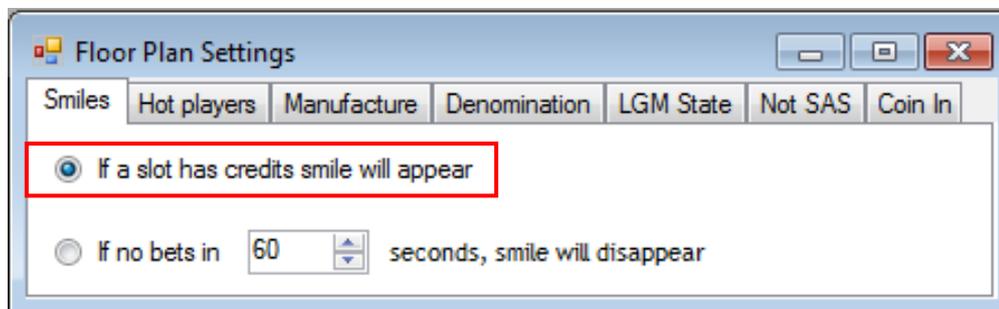
On elements, denoting the Slot machines may be displayed the following information:

Designation	Description	Example
0001, 0002 etc.	The number of slot machine	
28,25	<ul style="list-style-type: none"> In viewing mode – the current balance of a gaming device (in club's currency). Using the filter «Coin In» - the current value <i>Coin In</i> of a device from the beginning of a gaming day. 	
0,05	The denomination of slot machine.	

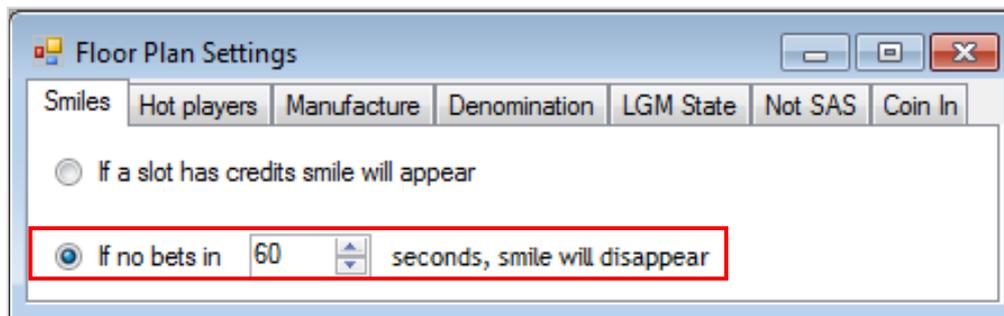
	<p>«Card», if the player's card was inserted in the slot machine. The card's color depends on the player's status, according to his/her personal card (more in «Player Statuses»). If the icon «Card» is not present – means, that the player has no card.</p>	
	<p>«Smile» - if the gaming slot has credits (the displaying depends on settings*); The color of the icon «Smile» depends on the player's activity within a game. Example: <i>Inactive player (from 0 to 9) - Very Cool</i>  <i>Not so active player (from 10 to 19) - Cool</i>  <i>Average activity player (from 20 to 29) - Warm</i>  <i>Active player (from 30 and more) - Hot</i>  (more in «Filter settings for a plan "New Floor Plan"»)</p>	 
	<p>«Bag of money» - in case the jackpot was won on the terminal (but was not accrued).</p>	
	<p>«Lock», if the terminal is locked.</p>	
	<p>«Attention!», if it occurred some device error or the machine turned off (accompanied with a sound, turning on/off with the rightmost button).</p>	
	<p>«Technical service», in case there is a technical service currently on the device.</p>	

* The displaying mode of «Smile» in slot's status is set via «**Floor plan Settings**» («**Settings**» → «**Slots**» → «**Floor plan settings**») on the inset «**Smiles**» (more in [«Filter settings for a plan "New Floor Plan"»](#)):

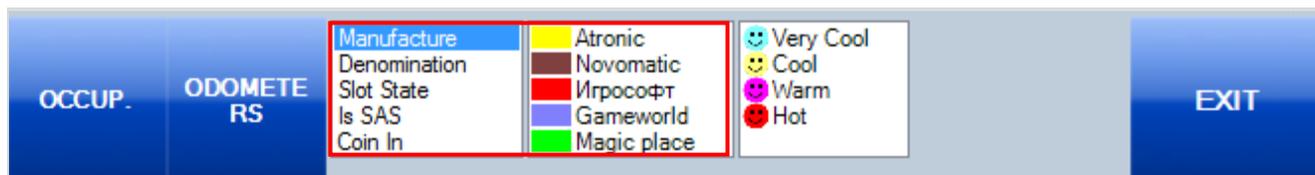
✚ On the first case the icon «Smile» is always displayed if there are credits on the terminal.



✚ On the second case the icon «Smile» is always displayed, if the specified amount of time has not run up from the period of the last bet. If the bet was not made until that period of time, the «Smile» icon will disappear.



In spite of the plan's symbols for gaming slots, the reference symbols (filters) as the colored highlighted symbols are used for the device, depending on the following parameters:

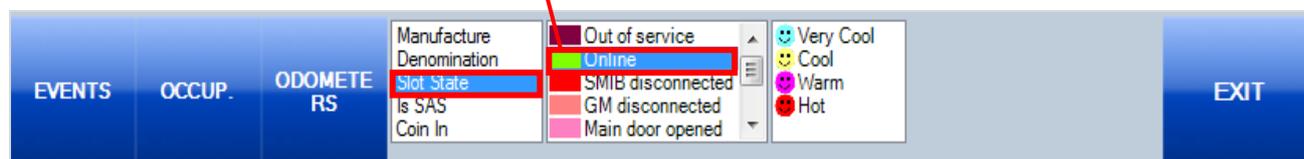
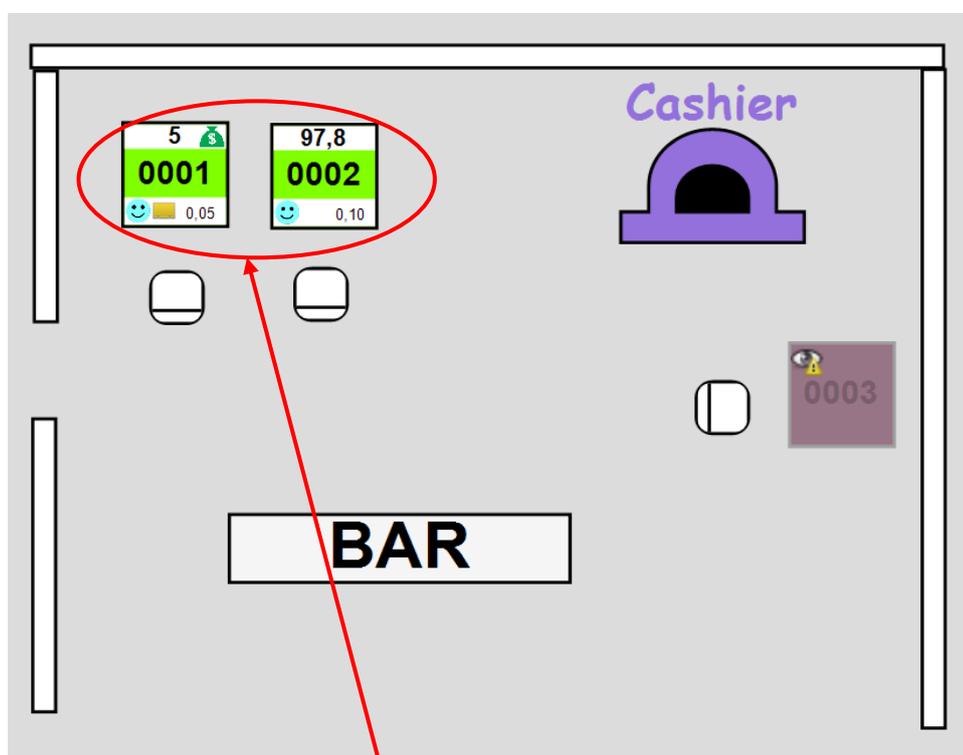


Options LGMs	Description	Example
Manufacture	Filter on manufacturer of gaming slots	<ul style="list-style-type: none"> ■ Atronic ■ Novomatic ■ Игрософт ■ Gameworld ■ Magic place
Denomination	Filter on denomination of gaming slots	<ul style="list-style-type: none"> ■ 0,05 ■ 0,10 ■ 50,00
Slot State	Filter on condition/events in gaming slots	<ul style="list-style-type: none"> ■ Out of service ■ Online ■ SMIB disconnected ■ GM disconnected ■ Main door opened ■ Logic door opened ■ Cashbox door opened ■ Cashbox removed
Is SAS	Filter on the slots' type (supporting/non-supporting SAS)	<ul style="list-style-type: none"> ■ Not SAS ■ SAS
Coin In	Filter on value Coin In (the sum of bets on gaming devices from the beginning of a gaming day till the present moment)	<ul style="list-style-type: none"> ■ 0-10 000 ■ 10 000-20 000 ■ 20 000-30 000 ■ 30 000-40 000 ■ 40 000-100 000
Coin Out	Filter on value Coin Out (the sum of winnings on gaming devices from the beginning of a gaming day till the present moment)	<ul style="list-style-type: none"> ■ 0-10,000 ■ 10,000-30,000 ■ 30,000-500,000
Win	Filter on value Win (the difference between <i>Coin In</i> and <i>Coin Out</i>)	<ul style="list-style-type: none"> ■ -1,000,000-0 ■ 0-1,000,000
Theo Win	Filter on value Theoretical Win (the theoretical income of a club from the sum of lost credits in gaming slots (in club's currency) <i>Theo Win = (Theo Hold * Coin In) / 100</i>)	<ul style="list-style-type: none"> ■ 0-10,000 ■ 10,000-50,000 ■ 50,000-100,000
Handpays	Filter on value Handpays (the withdrawn sum «with a key» from the beginning of a gaming day till the present moment)	<ul style="list-style-type: none"> ■ 0-100,000 ■ 100,000-1,000,000
Average Bet	Filter on value of the average bet on gaming slots	<ul style="list-style-type: none"> ■ 0.00-5.00 ■ 5.00-10.00 ■ 10.00-1000.00

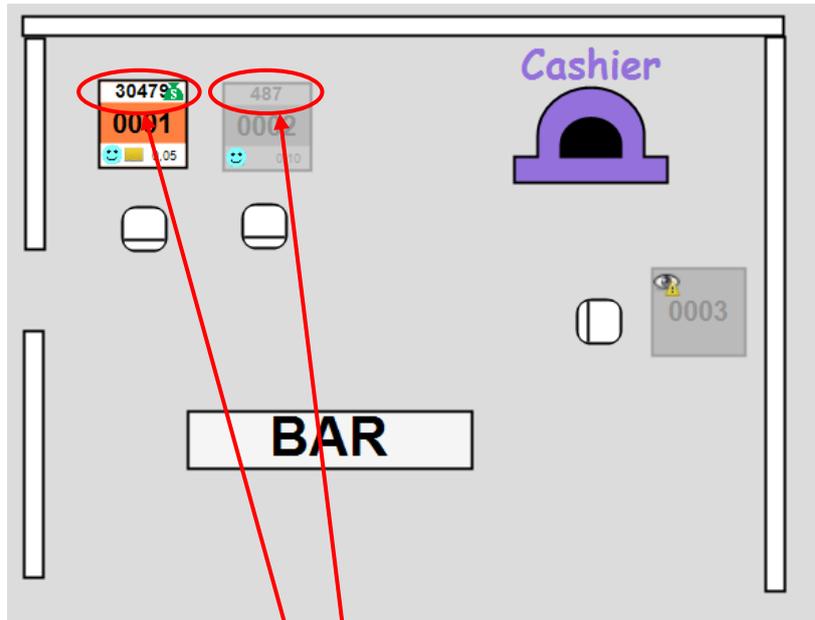
Theo Hold (%)	Filter on value Theoretical Hold (the theoretical % of club's income from the lost credits on gaming devices) Theo Hold = 100% - Payback Percentage	<table border="0"> <tr><td>0.00-3.00</td></tr> <tr><td>3.00-5.00</td></tr> <tr><td>5.00-7.00</td></tr> <tr><td>7.00-20.00</td></tr> </table>	0.00-3.00	3.00-5.00	5.00-7.00	7.00-20.00
0.00-3.00						
3.00-5.00						
5.00-7.00						
7.00-20.00						
Occupancy (%)	Filter on value of loading capacity of gaming slots (the percent of loading capacity of gaming slots) Occ % = (Hours Played / Total Hours) * 100	<table border="0"> <tr><td>0.00-5.00</td></tr> <tr><td>5.00-10.00</td></tr> <tr><td>10.00-30.00</td></tr> <tr><td>30.00-100.00</td></tr> </table>	0.00-5.00	5.00-10.00	10.00-30.00	30.00-100.00
0.00-5.00						
5.00-10.00						
10.00-30.00						
30.00-100.00						

Note: The colors and values for filters are edited and set manually in system's settings: «Settings» - «Slots» - «Floor plan settings» (more in [«Filter settings for a plan "New Floor Plan"»](#)).

On double-clicking the left mouse button on the required parameter, the gaming devices with the desired filter values will only be lit on the plan, and the rest of gaming slots will be shaded in gray.

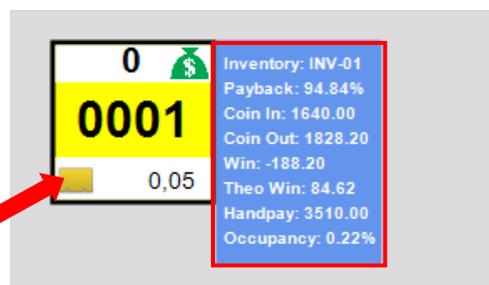


Pay attention, that using the filters **Coin In**, **Coin Out**, **Win**, **Theo Win**, **Handpays**, **Average Bet**, **Theo Hold** or **Occupancy**, the current value of the selected parameter (filter) will be shown on gaming devices except for the current balance from the beginning of a gaming day.



EVENTS	OCCUP.	ODOMETE RS	Manufacture Denomination Slot State Is SAS Coin In	0-10 000 10 000-20 000 20 000-30 000 30 000-40 000 40 000-100 000	Very Cool Cool Warm Hot	EXIT
--------	--------	---------------	--	---	----------------------------------	------

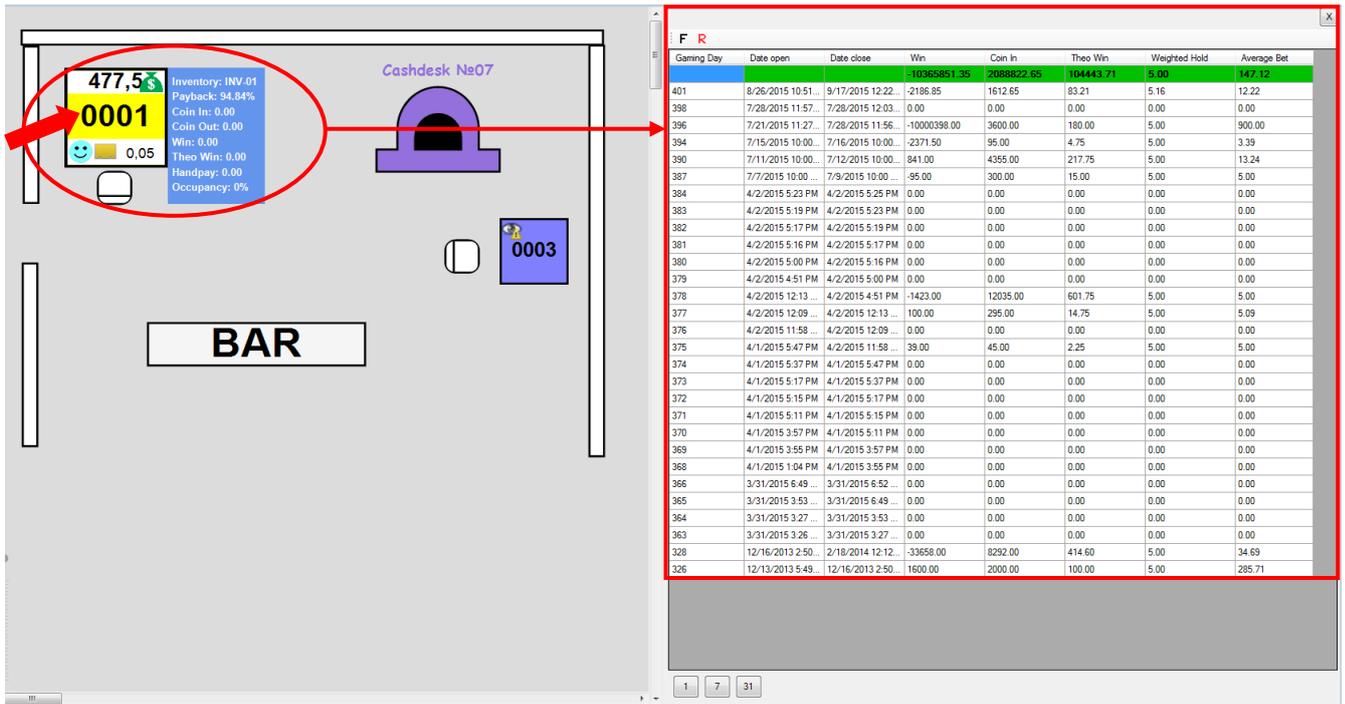
By scrolling the mouse cursor on a device, the information icon with changes on counters and slot's financial parameters will be shown on a plan from the beginning of a gaming day till the present moment (Invention number, Payback, Coin In, Coin Out, Win, Theo Win, Handpay, Occupancy).



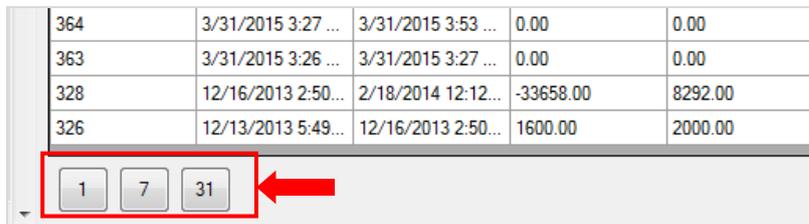
By clicking the mouse on the terminal, the table with slot's statistics will be opened on the right side of the form, from the moment of connecting to a club until the current moment on game days' basis. The table's columns contain the following information:

Parameters	Description
Gaming Day	The numbers of gaming days when the slot was active (on arising from top to bottom)
Data open / Data close	The date and time of opening/closing the gaming day
Win	The club's income from the bets, made on the terminal during the gaming day: <i>Win = Coin In - Coin Out - Jackpot</i>
Coin In	The sum of bets on a gaming slot during the gaming day
Theo Win	The theoretical club's income during the gaming day: <i>Theo Win = [Coin In * Hold%] / 100</i>
Weighted Hold%	The club's income % from the lost credits on the terminal during the gaming day: <i>Weighted Hold % = [Win / Coin In] * 100</i>
Average Bet	The average bet value in a slot during the gaming day: <i>Avg. Bet = Coin In / Games</i>

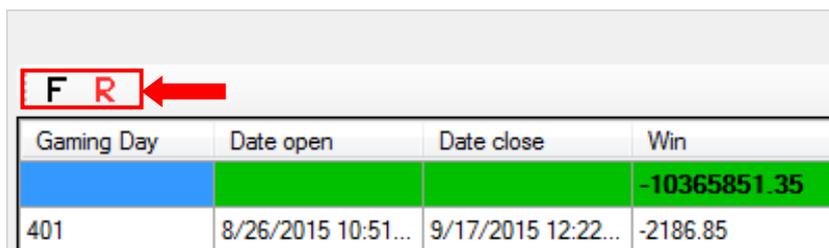
The displaying of summed values of table's columns is highlighted by **green** at the upper line.



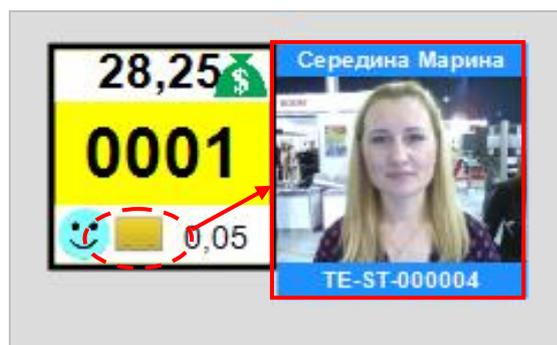
If necessary, it is possible to group in the statistics of gaming slots on weeks, using the buttons, located below the table – the button **7**, on months – the button **31**.



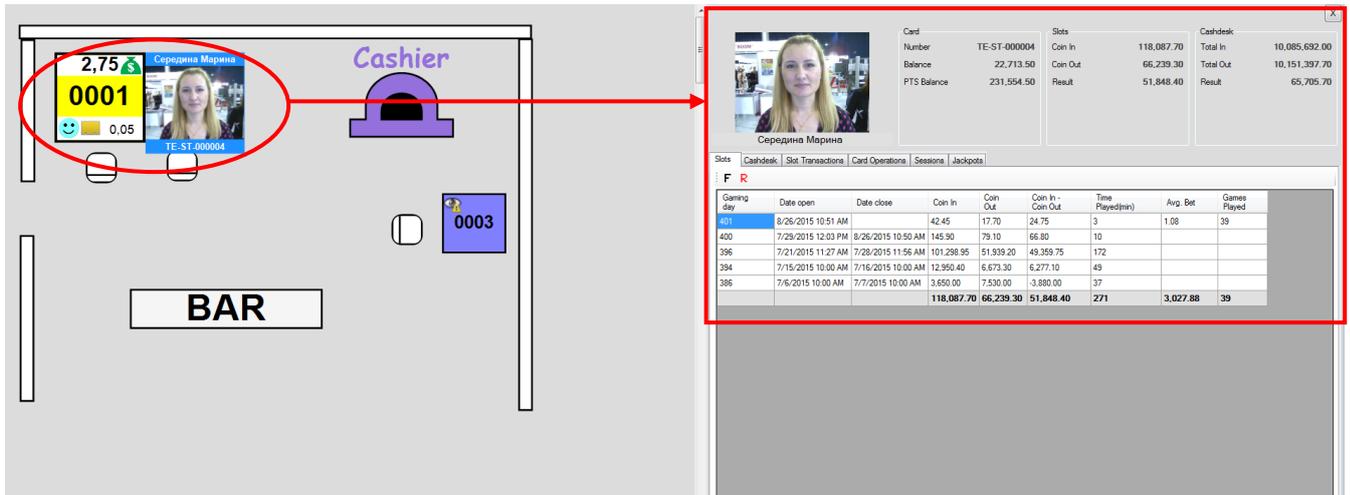
Also, the standard filter and search operations are present within this form.



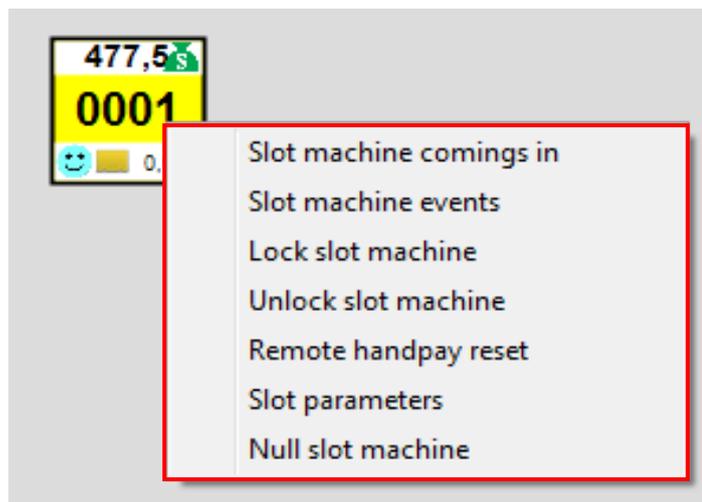
If setting the mouse cursor on a device near the icon «Card» on a hall's plan, the card holder's information will be shown on a plan.



If setting the mouse cursor on the icon «Card» and pressing the **left mouse button**, the form «**Player Tracking Statistic**» will be opened for viewing the statistics of the current player on a daily and session basis (more in [«Player Tracking Statistic»](#)).



If hovering and clicking the right mouse button on the terminal, the context menu will be shown, which contains the following:

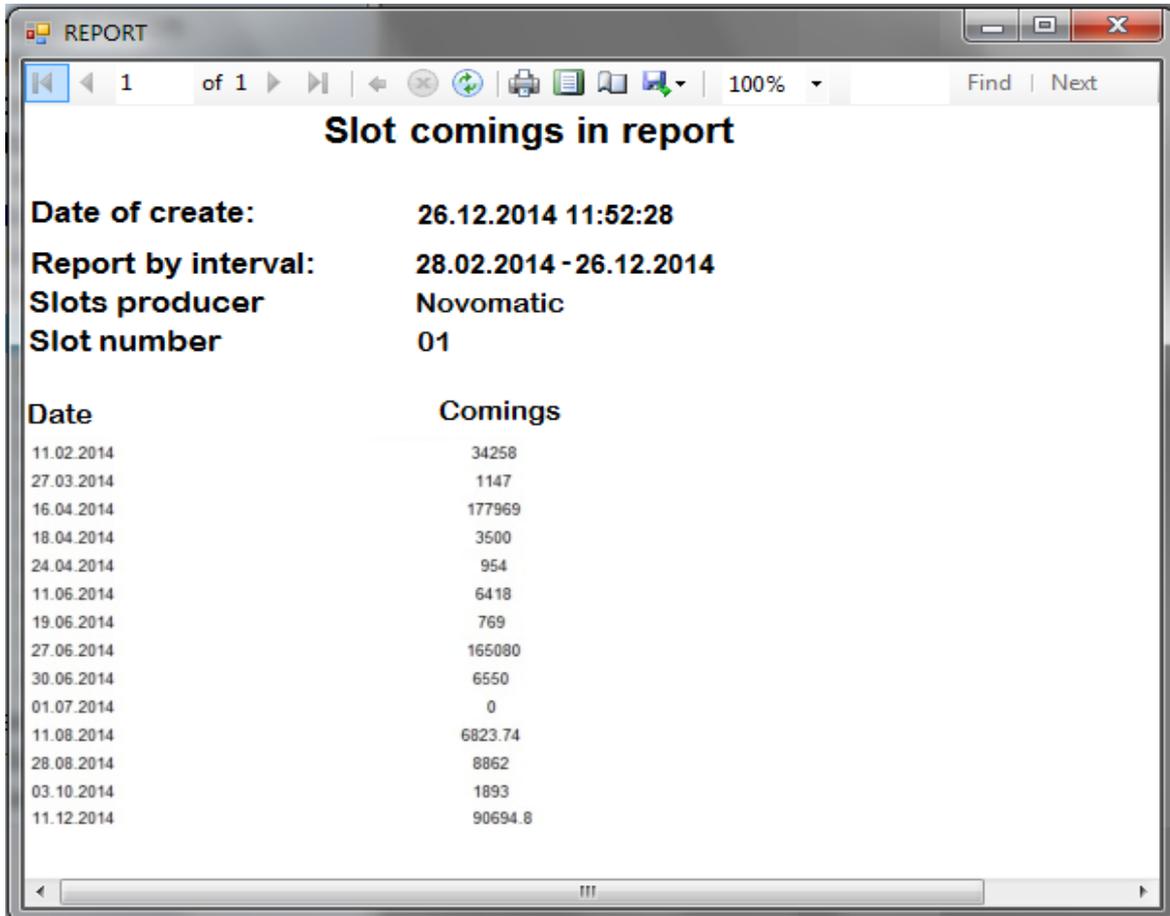


• **Slot machine comings in** – opens the form for generating the report of income of the terminal in specified period of game days.

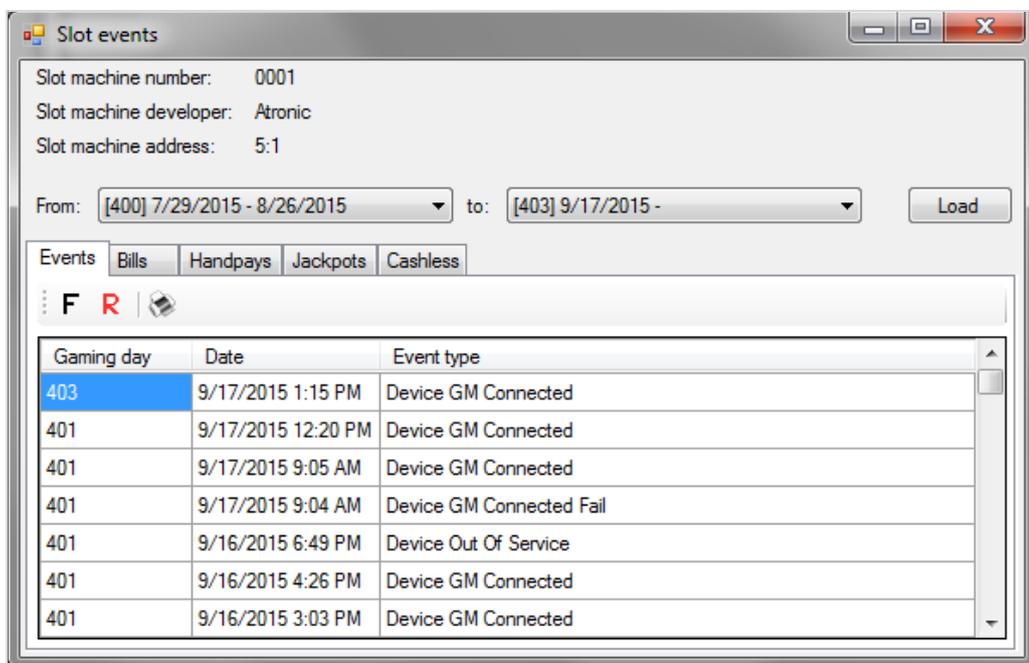
For making a report, select that item from the menu, then set the period of a report and click the button **Generate**.



A few seconds later the terminal's income report will be created and available for printing (if the printer is connected).



- **Slot machine events** – opens the form for viewing the event list of a terminal. The form contains the standard system of filtration and searching:



- **Lock slot machine** – for locking the exact slot machine.
- **Unlock slot machine** – for unlocking the exact slot machine.
- **Null slot machine** – for nulling the counters on the slot machine.
- **Slot parameters** – for quick viewing the main parameters of a gaming device.

Slot machine parameters:

Number: 0001 SAS

Serial number: SERIAL-01

Inventory: INV-01

Address: 5:1

Description:

Denomination: Multi

Producer: Atronic

Game: Crazy cherry

Zone: Админская 304

Status: operative

Coin:

Coin count:

Turnover %: 94.000

On pressing the button «**ODOMETERS**» on the control panel, the small icon with the list of all active jackpots and their condition for the current moment will be displayed at the upper right corner.

Name	Odometer
Iv3	71,60
Hidden	0,00

The screenshot also shows a control panel with buttons for 'Админская 304', '01, BeOwner Club', 'PLAYERS MONITOR', 'SLOTS MONITOR', 'STAT ZONE', 'STAT CLUB', 'ONLINE PROFIT', 'AVG PROFIT', 'EVENTS', 'OCC', 'ODOMETERS', and 'NULL ALL SLOTS'. A red arrow points to the 'ODOMETERS' button.

- The column «**Name**» - the Jackpot's name.
- The column «**Odometer**» - the current sum of a Jackpot.
- - the Global Jackpots are marked with yellow.
- The button - for closing the window.

If the system has no active jackpots, the following note «**No active jackpots**» will be displayed on jackpot's condition.

No active jackpots

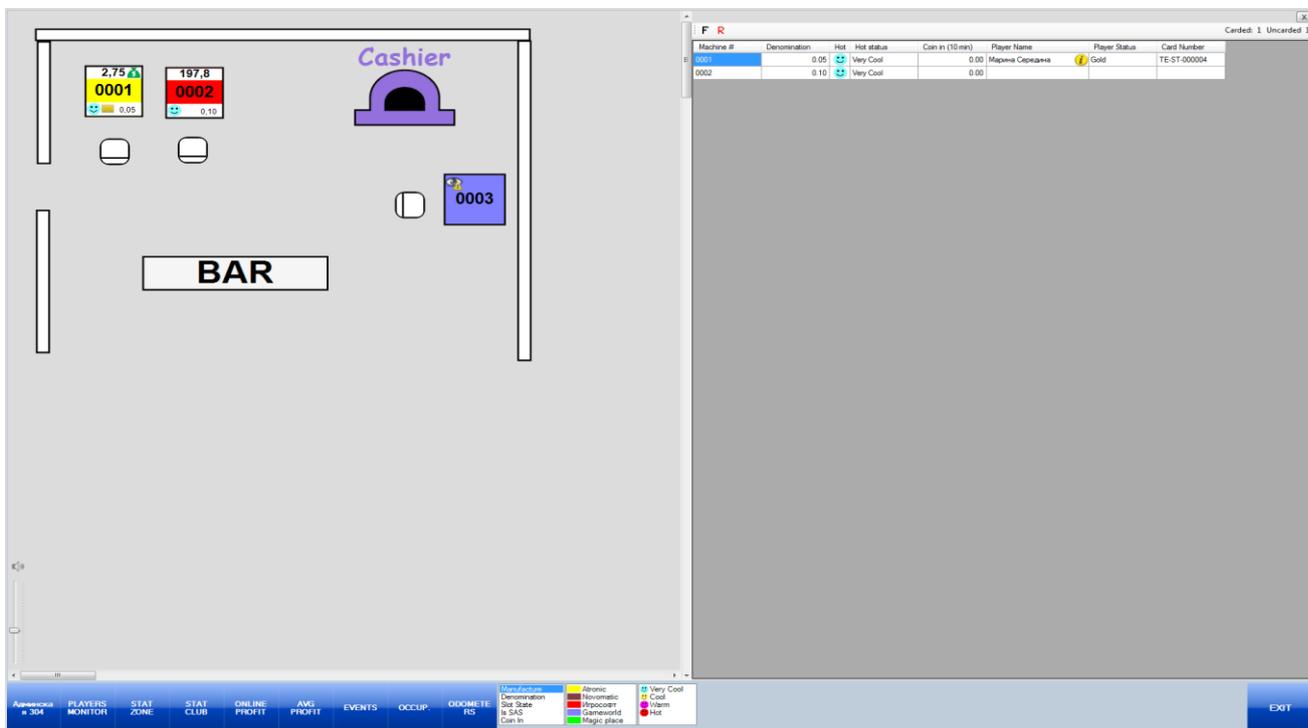
Please note that the Jackpots' data are duplicated from the review form of Jackpots («Slots» → «Jackpot» → «Jackpots overview»):

№	Глобальный	Название	%	Дата создания	Макс. значение	Мин. значение	Текущее значение	Активный	Удален	Шаблон
7	<input type="checkbox"/>	Hidden	40,00	20.02.2015 17:24	0,00	0,00	0,00	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
6	<input type="checkbox"/>	Prize Jackpot	100,00	26.09.2013 13:24	150,00	100,00	50,10	<input type="checkbox"/>	<input type="checkbox"/>	
5	<input type="checkbox"/>	lv5	1,00	09.09.2013 12:31	2,00	1,00	0,09	<input type="checkbox"/>	<input type="checkbox"/>	
4	<input type="checkbox"/>	lv4	100,00	15.07.2013 14:08	500,00	400,00	402,00	<input type="checkbox"/>	<input type="checkbox"/>	
3	<input checked="" type="checkbox"/>	lv3	40,00	04.07.2011 10:34	350,00	300,00	71,60	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Platinum win
2	<input type="checkbox"/>	lv2	100,00	04.07.2011 10:32	300,00	200,00	53,00	<input type="checkbox"/>	<input type="checkbox"/>	Creasa gold
1	<input type="checkbox"/>	lv1t	1,00	04.07.2011 10:32	23,00	14,00	6,00	<input type="checkbox"/>	<input type="checkbox"/>	

Новый

7.5.2 Monitoring the players (Players Tracking).

For viewing and analyzing the player's activity on games, it is necessary to use the form «New Floor plan», for opening it, select «Slots» → «Monitoring» → «New Floor plan» in system's menu.



With the help of this form it is possible to get information online on:

- how many players in a hall and which slots are occupied;
- who is playing on the current device, if it is a card-holder (**Surname/Name, Status, Card's number**).
- players' activity (with or without cards) for the current period of time (**Coin In, Hot Status**).

The monitoring of players' activity allows the user to view, select or search the exact players for cherishing the most active ones with the prizes, bonuses, privileges or to sustain less active players.

➤ Monitoring players' activity.

Procedure:

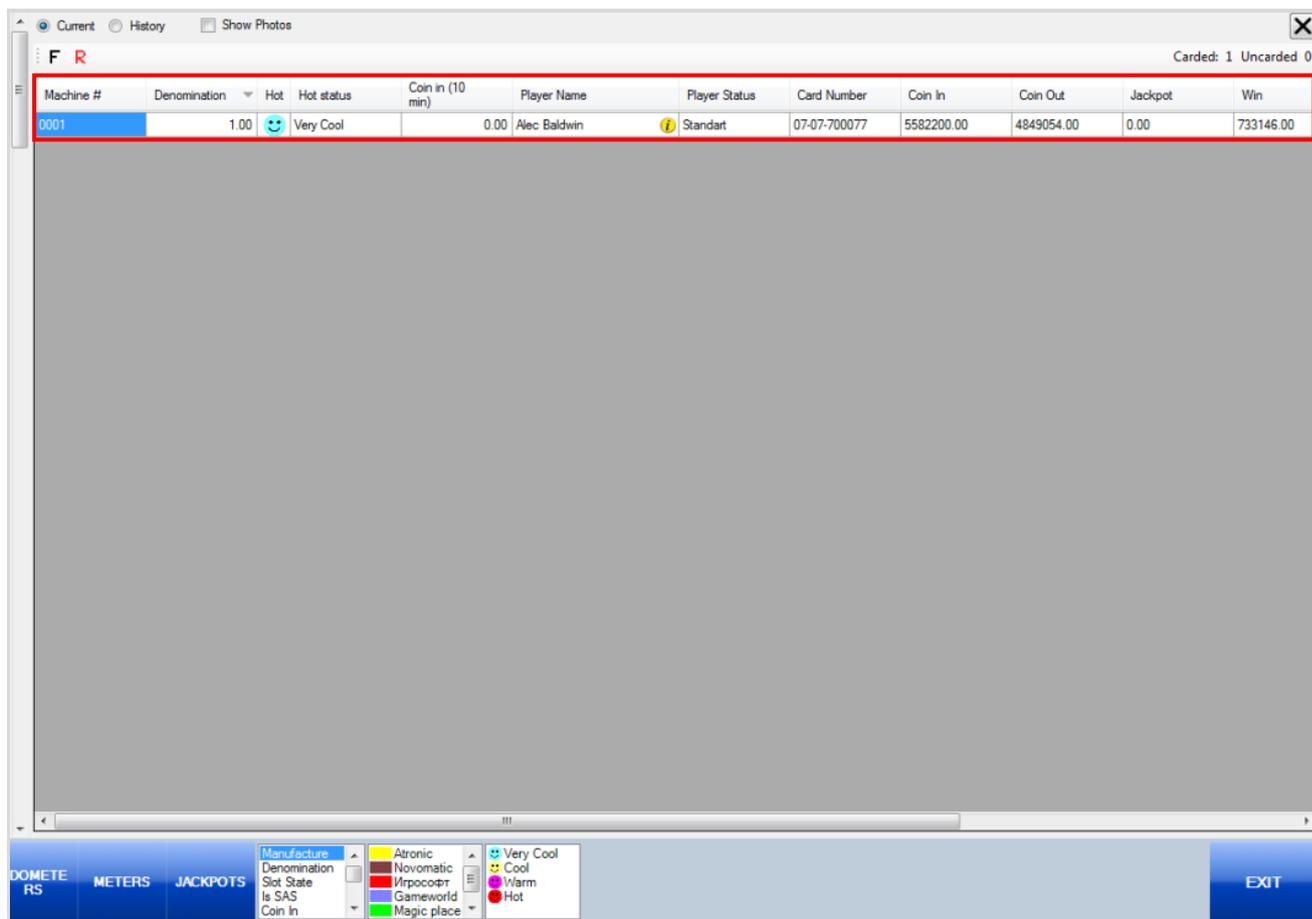
1. Select a zone for moving the gaming devices, pressing the button for choosing a zone on the control panel.



2. When the zone will be opened, press the button «PLAYERS MONITOR».



On pressing, the form will be opened on the right side, which contains the information on players within a hall for the current period of time on gaming device basis.



The table's columns contain the following data:

Parameters	Description
Machine #	The number of a device, played by the player
Denomination	The denomination of a gaming device
Hot	The icon of the player's activity for the current moment (according to references)
Hot status	The status naming of the player's activity (according to references)
Coin In (xx min)	The parameter of game's activity, which is set as a sum of bets on a gaming device, made by a player for the specified period of time till present (in club's currency)
Player Name (if it is a cardholder)	The player's name and surname. On pressing the icon  the form « Player Tracking Statistic » will be opened for viewing the player's statistics (more in «Player Tracking Statistic»)
Player Status (if it is a cardholder)	The player's status on a card
Card Number (if it is a cardholder)	The player's card number
Coin In	The player's sum of bets
Coin Out	The player's sum of winnings, including jackpots
Jackpot	The sum of winnings, exceeding the credit limit in a slot

Win	The player's sum of winnings (w./o. jackpots)
Time Played (min)	The time of playing by the player
Avg. Bet	Average Bet (the average bet) – the correlation between sum of bets and played games (spins) <i>Avg. Bet = Coin In / Games Played</i>
Games Played	The quantity of played games (spins)
PTS Earned	The sum of PTS, accrued to a player

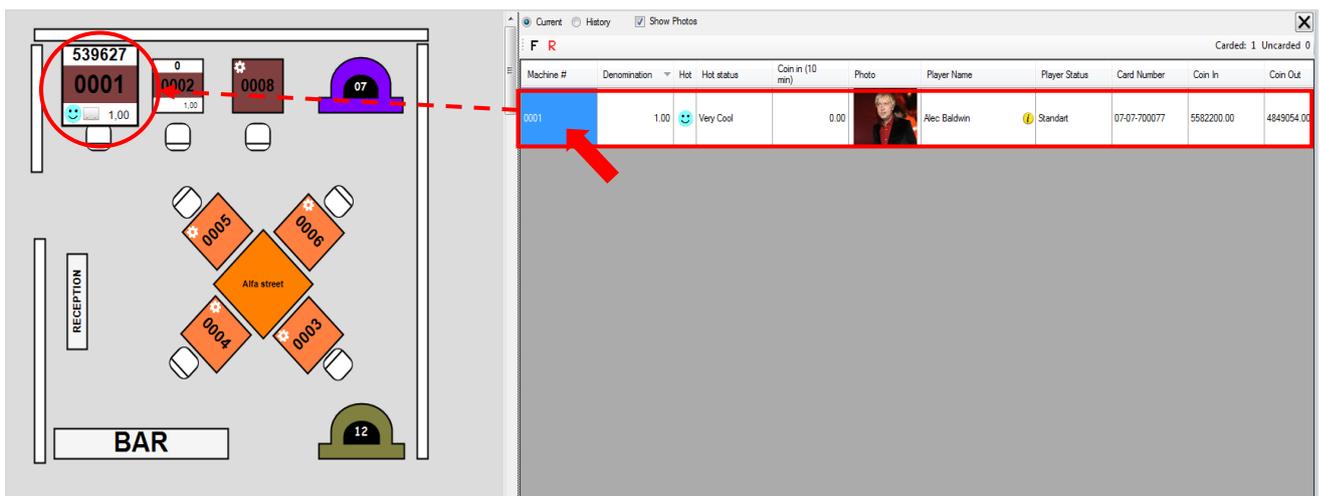
If you tick the box «**Show Photos**» above the table, the table will show the column «**Photo**» with the pictures of players (if any in the player's card).



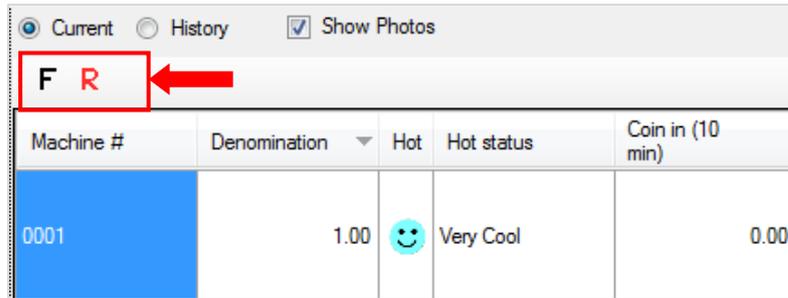
Right above the table is displaying the information on quantity of players, having cards (**Carded**) and without cards (**Uncarded**), which are played slots for the current moment.



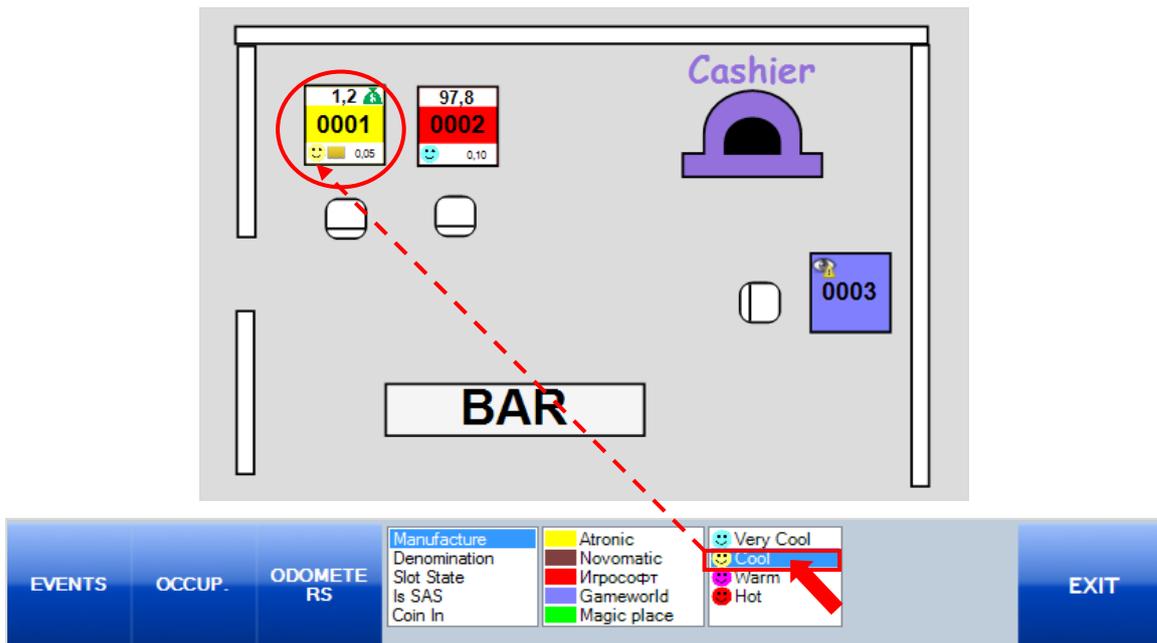
For quick searching the exact terminal or a player on a plan, it is necessary to double-clicking the mouse button on the appropriate table's line in «**Players Monitor**». As a result, the desired terminal or a player will be marked on a plan with a flashing icon «**Smile**».



Note that the standard filter and searching is also possible to perform in this form.



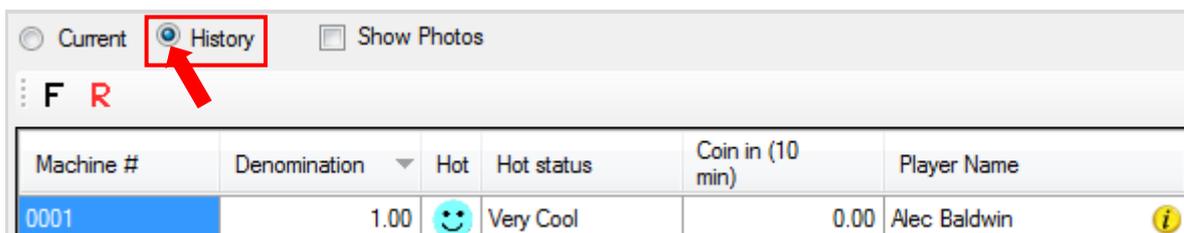
For selecting the group of gaming devices on a plan, depending on the player's activity status (**Hot Status**), it is necessary to select the appropriate status by clicking the mouse in reference list on the control panel. As a result, the gaming devices with the selected status will be displayed with a blinking icon «Smile» on a plan.



Note: The player's activity statuses (Hot Status) are set manually in system's settings: «Settings» - «Slots» - «Floor plan settings» (more in [«Filter settings for a plan "New Floor Plan"»](#)).

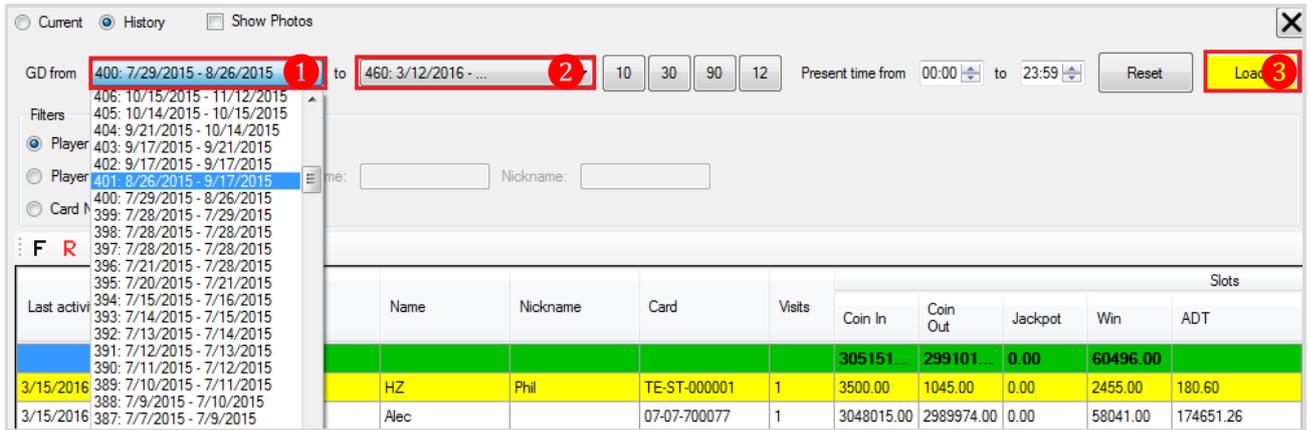
By default, the data for the current gaming day is uploaded in a table in «**Players Monitor**». In case it is needed to get a view on detailed statistics on players for the previous periods, perform the following:

1. Set a tick in «**History**» at the upper left corner.

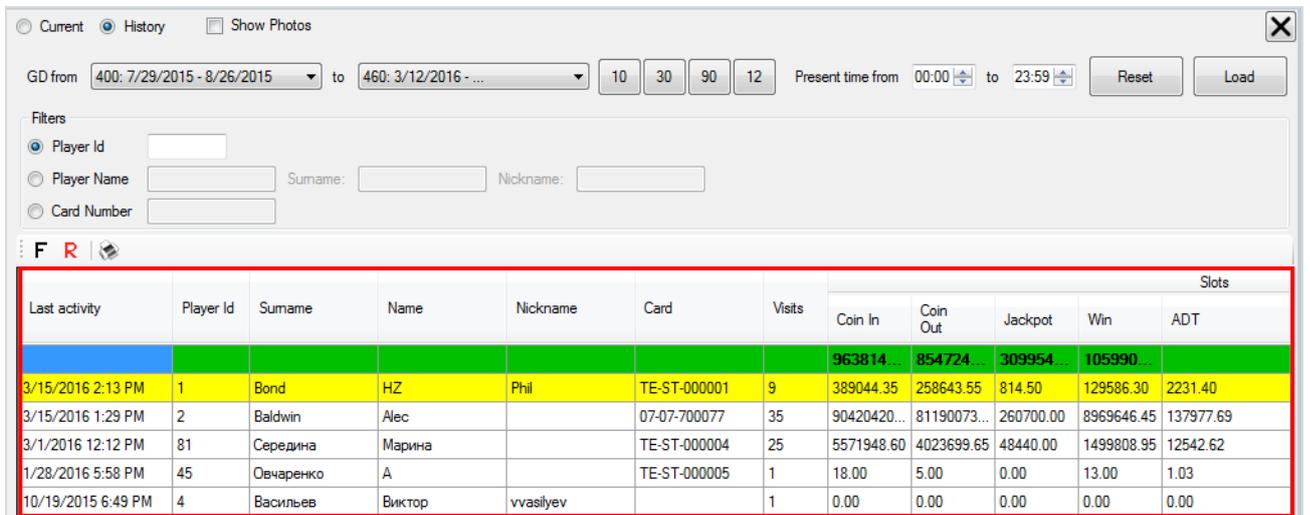


2. Select the desired gaming day or a period in the popped-up filter above the table. For uploading the data for the last **10**, **30**, **90** days or **year**, use the buttons relatively. If necessary, you can set the time. For starting the data uploading, press the button .

«SlotLogic» System User Guide
Version: 7.6



On pressing, the data of statistics for the selected period of time on player basis will be uploaded in a table.



The table's columns contain the summed data on players, their results and performed operations on gaming slots for the selected period of time.

Parameters	Description
Last activity	The date and time of the last player's activity for the selected period.
Player ID	Player's ID (according to viewing form)
Surname	The player's surname
Name	The player's name
Nickname	The player's nickname
Card (if it is a cardholder)	The player's card number
Visits	The number of player's visits for the selected period
Slots	
Coin In	The player's sum of bets
Coin Out	The player's sum of winnings, including jackpots
Jackpot	The sum of winnings, exceeding the credit limit in a slot
Win	The player's sum of winnings (w./o. jackpots)

ADT Average Daily Theo Win	Average theoretical income of the club for a certain amount of gaming days <i>$ADT = \text{SUM}(\text{Theo Win}) / \text{COUNT}(\text{GD})$</i>
Time Played (min)	The time of playing by the player
Avg. Bet	Average Bet (the average bet) – the correlation between sum of bets and played games (spins) <i>$\text{Avg. Bet} = \text{Coin In} / \text{Games Played}$</i>
Games Played	The quantity of played games (spins)
PTS Earned	PTS amount earned by the player
Cashdesk	
In	The total sum of money, inputted by a player in cashdesk (on its account/on the terminal)
Out	The total sum of money, given to a player in cashdesk
Result	Result – the difference between <i>Out</i> and <i>In</i>
PTS Redeemed	PTS amount redeemed and charged to the player’s card
Transactions	
Bill In	The sum of operations of inputting cash on the terminal by a player, using the bill-acceptor
Handpays	The sum of operations in Handpay
Jackpots	The sum of operations on accruing jackpots on the terminal
Card To Slot	The sum of operations on accruing credits from the player’s card to the terminal
Slot To Card	The sum of operations on withdrawing credits from the terminal to accruing on the player’s card

The summed values of all players for the specified period of time are shown on the upper table’s line, marked with **green**.

Date and time	Player Id	Surname	Name	Nickname	Card	Visits	Slots							Cashdesk			
							Coin In	Coin Out	Jackpot	Win	Time played(min)	Avg. Bet	Games Played	PTS Earned	In	Out	Result
							250957...	154971...	12675.00	83311.40	1766	23.64	23842.00	4259.13	5490.00	265666...	26511
10/15/2015 10:37 AM	81	Середина	Марина		TE-ST-000004	5	250852.85	154971.45	12675.00	83206.40	1753	10.52	23834.00	4232.88	2000.00	2654718.00	2652718
10/14/2015 6:18 PM	1	Bond	HZ	Phil	TE-ST-000001	1	105.00	0.00	0.00	105.00	13	13.12	8.00	26.25	3490.00	1950.00	-1540.00

By double-clicking the left mouse button in a line of any player, the form «**Player Tracking Statistic**» will be opened, with detailed statistics on selected player on a daily basis (more in section [«Player Tracking Statistic»](#)).

Date and time	Player Id	Surname	Name	Nickname	Card	Visits	Slots					
							Coin In	Coint Out	Jackpot	Win	Time played(min)	Avg. Bet
							250957...	154971...	12675.00	83311.40	1766	23.64
10/15/2015 10:37 AM	81	Середина	Марина		TE-ST-000004	5	250852.85	154971.45	12675.00	83206.40	1753	10.52
10/14/2015 6:18 PM	1	Bond	HZ	Phil	TE-ST-000001	1	105.00	0.00	0.00	105.00	13	13.12



Gaming day from: 1: 6/30/2009 - 7/20/2010 to 460: 3/12/2016 - ...

Card Number: TE-ST-000004
Issued: 1/28/2016
Balance: 1,000.00

PTS
Earned+Credited: 899,363.52
Redeemed+Debited: 894,910.00
Balance: 252.82

Slots
Total Coin In: 5,582,997.20
Total Coin Out: 4,026,604.65
Result: 1,507,952.55

Cashdesk
Total In: 11,617,677.50
Total Out: 15,199,086.15
Result: 3,581,408.65

10 30 90 12 All Load

Середина Марина

Slots PTS Cashdesk Slot Transactions Card Operations Sessions Jackpots Cashback

Gaming day	Date open	Date close	Coin In	Coin Out	Jackpot	Win	Theo win	ADT	Hold %
			5,582,997.20	4,026,604.65	48,440.00	1,507,952.55	314146.26	11219.51	27.01
444	2/17/2016 12:23 PM	3/2/2016 5:46 PM	200.00	1,700.00	0.00	-1,500.00	10.32	10.32	-750.00
443	2/16/2016 1:36 PM	2/17/2016 9:57 AM	1,000.00	1,100.00	0.00	-100.00	51.60	51.60	-10.00
439	1/21/2016 5:08 PM	2/9/2016 3:09 PM	13,676.00	13,096.00	0.00	580.00	734.28	734.28	4.24
438	1/20/2016 5:08 PM	1/21/2016 5:08 PM	6,600.00	15,520.00	0.00	-8,920.00	340.56	340.56	-135.15
437	1/19/2016 5:07 PM	1/20/2016 5:08 PM	0.00	0.00	0.00	0.00	0.00	0.00	0.00

For returning to «Players Monitor» use the button , located at the upper right corner, for closing the form – use the button .

In a form «Players Monitor» it is possible to perform the search of data on such parameters as **Player ID**, **Player Name** and **Card Number**, using the filters, located above the table.

Gaming day from: 400: 7/29/2015 - 8/26/2015 to 405: 10/14/2015 - 10/15/2015

10 30 90 Reset Load 3

Filters

1 Player Id 1 2

Player Name Surname: Nickname:

Card Number

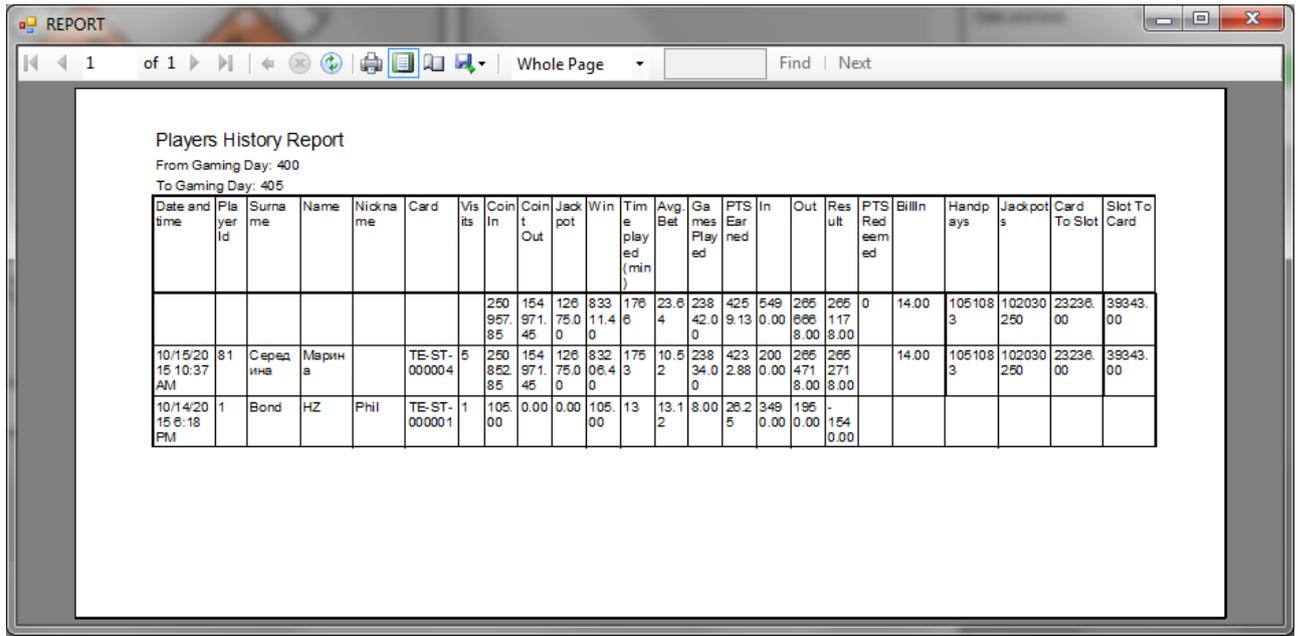
Date and time	Player Id	Surname	Name	Nickname	Card	Visits	Coin In	Coint Out	Jackpot	Win
							105.00	0.00	0.00	105.00
10/14/2015 6:18 PM	1	Bond	HZ	Phil	TE-ST-000001	1	105.00	0.00	0.00	105.00

Also, the standard filters, printing and searching are available in this form.

F R 

Date and time	Player Id	Surname	Name	Nickname
10/15/2015 10:37 AM	81	Середина	Марина	
10/14/2015 6:18 PM	1	Bond	HZ	Phil

On pressing the button , the table with players' data will be opened in a separate window as a report, which can be printed or saved on a computer.



REPORT

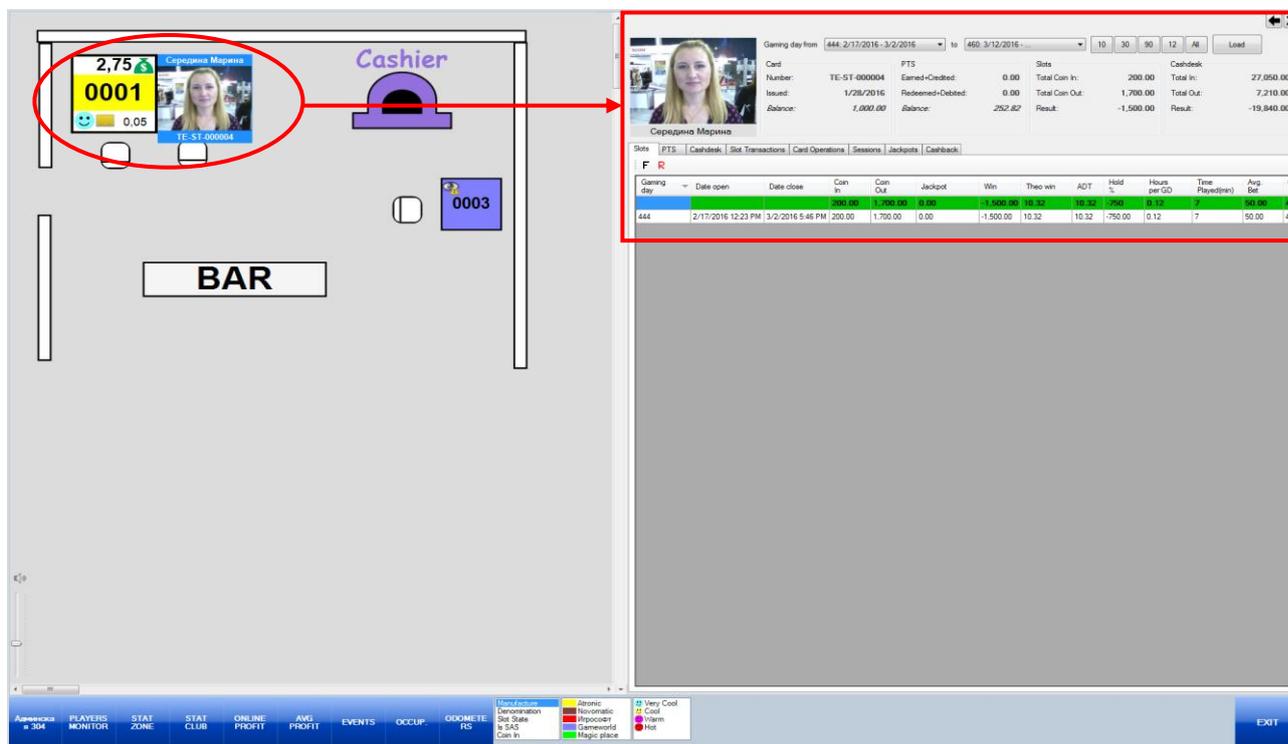
1 of 1 | Whole Page | Find | Next

Players History Report
From Gaming Day: 400
To Gaming Day: 405

Date and time	Player Id	Surname	Name	Nickname	Card	Visits	Coin In	Coin Out	Jackpot	Win	Time played (min)	Avg. Bet	Games Played	PTS Earned	In	Out	Result	PTS Redeemed	Bill In	Handpays	Jackpots	Card To Slot	Slot To Card
							250957.85	154971.45	12675.00	83311.40	1760	23.64	23842.00	4259.13	5490.00	265866.80	265117.80	0	14.00	1051083	102030250	23236.00	39343.00
10/15/2015 10:37 AM	81	Середина	Марина		TE-ST-000004	5	250852.85	154971.45	12675.00	83206.40	1753	10.52	23834.00	4232.88	2000.00	265471.80	265271.80		14.00	1051083	102030250	23236.00	39343.00
10/14/2015 6:18 PM	1	Bond	HZ	Phil	TE-ST-000001	1	105.00	0.00	0.00	105.00	13	13.12	8.00	26.25	349.00	195.00	-154.00						

7.5.3 Viewing statistics on players (Player Tracking Statistic).

For viewing the statistics on players, it is necessary to select «Slots» → «Monitoring» → «New Floor plan» in system's menu, set the cursor on the terminal, played by the cardholder and press the left mouse button. As a result, the form «Player Tracking Statistic» will be opened.



➤ The personal and general information about the player/cardholder are displayed at the top part of a form:

- 1) **Photo** (if any), **player's name and surname**.
- 2) **Number** – the player's card number.
- 3) **Issued** – the date when the card was issued to the player.
- 4) **Balance** – the current card's balance.
- 5) **Earned+Credited** – PTS amount earned by the player + charged via the form «Points charger».
- 6) **Redeemed+Debited** – PTS amount spent by the player + withdrawn via the form «Points charger».
- 7) **Balance** – the current balance of PTS.
- 8) **Total Coin In** – the total sum of player's bets.
- 9) **Total Coin Out** – the total sum of player's winnings, including jackpots.
- 10) **Result** – the difference between **Total Coin In** and **Total Coin Out**.
- 11) **Total In** – the total sum of cash, inputted by a player on a cashdesk.
- 12) **Total Out** – the total sum of cash, given to a player in cashdesk.
- 13) **Result** – the difference between **Total Out** and **Total In**.

➤ At the bottom part of the table's form in «Slots» are displayed the data on player's gaming statistics on a daily basis (by default, for the entire player's activity period).

The screenshot displays a player's gaming statistics for Marina Seredina. The interface includes a player photo and name, and several summary tables:

- Card:** Number: TE-ST-000004, Issued: 1/28/2016, Balance: 1,000.00
- PTS:** Eamed+Credited: 0.00, Redeemed+Debited: 100.00, Balance: 252.82
- Slots:** Total Coin In: 11,149.50, Total Coin Out: 2,930.30, Result: 8,219.20
- Cashdesk:** Total In: 10,085,692.00, Total Out: 10,151,397.70, Result: 65,705.70

The detailed table below shows gaming day statistics:

Gaming day	Date open	Date close	Coin In	Coin Out	Jackpot	Win	Theo win	ADT	Hold %	Hours per GD	Time Played(min)	Avg. Bet
400	7/29/2015 12:03 PM	8/26/2015 10:50 AM	11,149.50	2,930.30	0.00	8,219.20	585.99	146.50	73.72	0.22	53	0.00
396	7/21/2015 11:27 AM	7/28/2015 11:56 AM	5,220.80	1,825.00	0.00	3,395.80	269.39	269.39	65.04	0.32	19	
394	7/15/2015 10:00 AM	7/16/2015 10:00 AM	5,777.80	1,040.00	0.00	4,737.80	308.81	308.81	82.00	0.42	25	
386	7/6/2015 10:00 AM	7/7/2015 10:00 AM	50.00	40.00	0.00	10.00	2.58	2.58	20.00	0.00	0	

The table's columns contain the following information:

Parameters	Description
Gaming day	The number of a gaming day, which are presented in data (at the top – the current day, and on descending)
Date open	The date and time of opening the gaming day
Date close	The date and time of closing the gaming day
Coin In	The total sum of player's bets
Coin Out	The total sum of player's winnings, including jackpots
Jackpot	The sum of winnings, exceeding the credits limit on the terminal
Win	The sum of player's winnings (excluding jackpots)
Theo win	Club's theoretical income per gaming day $Theo Win = [Coin In * Hold\%] / 100$
ADT Average Daily Theo Win	Average theoretical income of the club for a certain amount of gaming days $ADT = SUM(Theo Win) / COUNT(GD)$
Hold %	Club's profit percent in the gaming day $Hold \% = [Win / Coin In] * 100$
Hours per GD (ч)	Average time (h) the player played on the slot machines for a certain amount of gaming days $Hours per GD = [SUM(Time Played (min)) / COUNT(GD)] / 60$
Time Played (min)	The time of player's gambling on the terminal (for the gaming day)
Avg. Bet	Average Bet (the average bet) – the correlation between the sum of bets to played games (spins): $Avg. Bet = Coin In / Games Played$
Games Played	The number of played games (spins)

The top line of the table highlighted **green** shows the total column values.

By double-clicking the left mouse button on any gaming day, the table with detailed statistics on a player for the selected day in sessions will be opened.

Gaming day	Date open	Date close	Coin In	Coin Out	Jackpot	Win	Theo win	ADT	Hold %	Hours per GD	Time Played(min)	Avg. Bet
			11,149.50	2,930.30	0.00	8,219.20	585.99	146.50	73.72	0.22	53	0.00
400	7/29/2015 12:03 PM	8/26/2015 10:50 AM	100.90	25.30	0.00	75.60	5.21	5.21	74.93	0.15	9	
396	7/21/2015 11:27 AM	7/28/2015 11:56 AM	5,220.80	1,825.00	0.00	3,395.80	269.39	269.39	65.04	0.32	19	
394	7/15/2015 10:00 AM	7/16/2015 10:00 AM	5,777.80	1,040.00	0.00	4,737.80	308.81	308.81	82.00	0.42	25	
386	7/6/2015 10:00 AM	7/7/2015 10:00 AM	50.00	40.00	0.00	10.00	2.58	2.58	20.00	0.00	0	

Player name: Середина Марина
Card No: TE-ST-000004
Gaming Day: 400

Lgm	Session Start	Session End	Coin In	Coin Out	Jackpot	Win	Time Played(min)	Avg. Bet	Games Played	PTS Earned
			100.90	25.30	0.00	75.60	9	0.00	0	0
0001	8/21/2015 11:28 AM	8/21/2015 11:28 AM	2.05	0.80	0.00	1.25	0			
0001	8/20/2015 11:38 AM	8/20/2015 11:40 AM	1.40	0.10	0.00	1.30	2			
0001	8/19/2015 5:21 PM	8/19/2015 5:24 PM	2.35	0.10	0.00	2.25	3			
0001	8/19/2015 2:40 PM	8/19/2015 2:41 PM	1.05	0.80	0.00	0.25	1			
0001	8/18/2015 5:39 PM	8/18/2015 5:39 PM	1.80	0.00	0.00	1.80	0			
0001	8/18/2015 1:14 PM	8/18/2015 1:15 PM	14.40	5.80	0.00	8.60	1			
0001	8/17/2015 5:49 PM	8/17/2015 5:50 PM	32.40	12.20	0.00	20.20	1			
0001	8/14/2015 6:48 PM	8/14/2015 6:49 PM	45.45	5.50	0.00	39.95	1			

The table's columns contain the following information:

Parameters	Description
Lgm	The number of a gaming device, which was played by a player during one session
Session Start	The date and time of starting a session (from top to bottom on descending)
Session End	The date and time of ending a session
Coin In	The total sum of player's bets during a session
Coin Out	The total sum of player's winnings for a session, including jackpots
Jackpot	The sum of winnings, exceeding the credit limit on the terminal
Win	The sum of player's winnings (excluding jackpots)
Time Played (min)	The session's duration in minutes
Avg. Bet	Average Bet (the average bet) – the correlation between the sum of bets to played games (spins) for a session: $Avg. Bet = Coin In / Games Played$
Games Played	The number of played games (spins) for a session
PTS Earned	The sum of PTS, accrued to a player

The top line of the table highlighted **green** shows the total column values.

Please note that the form has a standard data filtration and search system.

Player name: Середина Марина
 Card No: TE-ST-000004
 Gaming Day: 400

F R ←

Lgm	Session Start	Session End	Coin In	Coin Out	Jackpot
			100.90	25.30	0.00

For returning to the previous page of «**Player Tracking Statistic**», it is necessary to press the button , located at the top right corner, for closing a form – press the button .

Win	Time Played(min)	Avg. Bet	Games Played	PTS Eamed
0.00	0	0.00	0	

➤ The «**PTS**» tab in the table shows the statistics on the player’s charged/redeemed PTS by gaming days.

Gaming day from: 1: 6/30/2009 - 7/20/2010 to 400: 7/29/2015 - 8/26/2015

10 30 90 12 All Load

 Середина Марина	Card Number: TE-ST-000004 Issued: 1/28/2016 Balance: 1,000.00	PTS Eamed+Credited: 0.00 Redeemed+Debited: 100.00 Balance: 252.82	Slots Total Coin In: 11,149.50 Total Coin Out: 2,930.30 Result: 8,219.20	Cashdesk Total In: 10,085,692.00 Total Out: 10,151,397.70 Result: 65,705.70
--	---	---	--	---

Slots **PTS** Cashdesk Slot Transactions Card Operations Sessions Jackpots Cashback

Gaming day	Date open	Date close	Eamed	Debited	Credited	Redeemed
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM	0.00	0.00	0.00	100.00

The table’s columns contain the following information:

Indicators	Description
Gaming day	The number of a gaming day, which was presented in data (at the top – the current day, then on descending)
Date open	The date and time of opening a gaming day
Date close	The date and time of closing a gaming day
Earned	PTS amount earned by the player on slot machines
Debited	PTS amount withdrawn via the form « Points charger »
Credited	PTS amount credited via the form « Points charger »
Redeemed	PTS amount redeemed and charged to the player’s card account

The top line of the table highlighted **green** shows the total values of the columns **Earned**, **Debited**, **Credited**, and **Redeemed**.

You can view detailed amounts in the columns **Earned**, **Debited**, **Credited**, and **Redeemed** for any gaming day by moving the cursor over the cell and clicking the button that appears.

Slots	PTS	Cashdesk	Slot Transactions	Card Operations	Sessions	Jackpots	Cashback
F R							
Gaming day	Date open	Date close	Earned	Debited	Credited	Redeemed	
			899,263.52	0.00	100.00	894,910.00	
443	2/16/2016 1:36 PM	2/17/2016 9:57 AM	250.00				
440	2/9/2016 3:10 PM	2/10/2016 12:52 PM			100.00	100.00	
439	1/21/2016 5:08 PM	2/9/2016 3:09 PM	3,418.25				894,710.00
438	1/20/2016 5:08 PM	1/21/2016 5:08 PM	1,650.00				
436	1/18/2016 5:08 PM	1/19/2016 5:07 PM	33.75				

Details for **Earned**:

Player name: Середина Марина
Card No: TE-ST-000004
Gaming Day: 439

F R					
Slot	Session No	Session Start	Session End	Amount	
				3,418.25	
0002	23317	2/3/2016 12:23 PM	2/3/2016 12:24 PM	1,250.00	
0001	23273	1/27/2016 2:37 PM	1/27/2016 2:40 PM	1,250.00	
0002	23268	1/25/2016 6:23 PM	1/27/2016 5:27 PM	4.50	
0001	23256	1/22/2016 5:04 PM	1/22/2016 6:32 PM	75.00	
0001	23253	1/22/2016 2:45 PM	1/22/2016 4:57 PM	838.75	

- Slot** – number of the slot machine played by the player.
- Session No** – number of the gaming session.
- Session Start** – start date and time of the gaming session.
- Session End** – end date and time of the gaming session.
- Amount** – PTS amount earned by the player per gaming session.

Details for **Debited/Credited**:

Player name: Середина Марина
Card No: TE-ST-000004
Gaming Day: 440

F R		
Date	Login	Amount
		100.00
2/9/2016 3:12 PM	vvasilyev	100.00

- Date** – completion date and time of the operation.
- Login** – login of the employee who performed the operation.
- Amount** – PTS amount withdrawn/charged via the form «Points charger».

Details for **Redeemed**:

Player name: Середина Марина			
Card No: TE-ST-000004			
Gaming Day: 439			
F R			
Date	Operation	Employee	Amount
			894,710.00
2/9/2016 3:07 PM	PTS to Card	Смирнова	894,710.00

1. **Date** – PTS redeeming date and time.
2. **Operation** – operation type.
3. **Employee** – name of the employee who performed the operation.
4. **Amount** – PTS amount redeemed and charged to the player’s card account.

➤ In table’s inset «Cashdesk» is displayed the statistics on cashdesk operations on a daily basis.

	Gaming day from	1: 6/30/2009 - 7/20/2010	to	400: 7/29/2015 - 8/26/2015	10	30	90	12	All	Load																																																																		
	Card Number:	TE-ST-000004	PTS Earned+Credited:	0.00	Slots Total Coin In:	11,149.50	Cashdesk Total In:	10,085,692.00																																																																				
	Issued:	1/28/2016	PTS Redeemed+Debited:	100.00	Slots Total Coin Out:	2,930.30	Cashdesk Total Out:	10,151,397.70																																																																				
	Balance:	1,000.00	PTS Balance:	252.82	Slots Result:	8,219.20	Cashdesk Result:	65,705.70																																																																				
<table border="1"> <thead> <tr> <th>Gaming day</th> <th>Date open</th> <th>Date close</th> <th>In</th> <th>Out</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>10,085,692.00</td> <td>10,151,397.70</td> <td>65,705.70</td> </tr> <tr> <td>396</td> <td>7/21/2015 11:27 AM</td> <td>7/28/2015 11:56 AM</td> <td>10,041,020.00</td> <td>10,058,947.70</td> <td>17,927.70</td> </tr> <tr> <td>395</td> <td>7/20/2015 5:12 PM</td> <td>7/21/2015 11:27 AM</td> <td>104.00</td> <td></td> <td>-104.00</td> </tr> <tr> <td>394</td> <td>7/15/2015 10:00 AM</td> <td>7/16/2015 10:00 AM</td> <td>34,237.00</td> <td>79,850.00</td> <td>45,613.00</td> </tr> <tr> <td>393</td> <td>7/14/2015 10:00 AM</td> <td>7/15/2015 10:00 AM</td> <td>100.00</td> <td>100.00</td> <td>0.00</td> </tr> <tr> <td>390</td> <td>7/11/2015 10:00 AM</td> <td>7/12/2015 10:00 AM</td> <td>431.00</td> <td></td> <td>-431.00</td> </tr> <tr> <td>359</td> <td>12/11/2014 4:31 PM</td> <td>3/31/2015 3:13 PM</td> <td>5,000.00</td> <td></td> <td>-5,000.00</td> </tr> <tr> <td>358</td> <td>10/29/2014 1:17 PM</td> <td>12/11/2014 4:31 PM</td> <td></td> <td>12,000.00</td> <td>12,000.00</td> </tr> <tr> <td>355</td> <td>9/12/2014 11:49 AM</td> <td>10/3/2014 4:59 PM</td> <td>4,800.00</td> <td></td> <td>-4,800.00</td> </tr> <tr> <td>349</td> <td>8/19/2014 6:25 PM</td> <td>9/12/2014 11:38 AM</td> <td></td> <td>500.00</td> <td>500.00</td> </tr> </tbody> </table>											Gaming day	Date open	Date close	In	Out	Result				10,085,692.00	10,151,397.70	65,705.70	396	7/21/2015 11:27 AM	7/28/2015 11:56 AM	10,041,020.00	10,058,947.70	17,927.70	395	7/20/2015 5:12 PM	7/21/2015 11:27 AM	104.00		-104.00	394	7/15/2015 10:00 AM	7/16/2015 10:00 AM	34,237.00	79,850.00	45,613.00	393	7/14/2015 10:00 AM	7/15/2015 10:00 AM	100.00	100.00	0.00	390	7/11/2015 10:00 AM	7/12/2015 10:00 AM	431.00		-431.00	359	12/11/2014 4:31 PM	3/31/2015 3:13 PM	5,000.00		-5,000.00	358	10/29/2014 1:17 PM	12/11/2014 4:31 PM		12,000.00	12,000.00	355	9/12/2014 11:49 AM	10/3/2014 4:59 PM	4,800.00		-4,800.00	349	8/19/2014 6:25 PM	9/12/2014 11:38 AM		500.00	500.00
Gaming day	Date open	Date close	In	Out	Result																																																																							
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349	8/19/2014 6:25 PM	9/12/2014 11:38 AM		500.00	500.00																																																																							

The table’s columns contain the following information:

Parameters	Description
Gaming day	The number of a gaming day, which was presented in data (at the top – the current day, then on descending)
Date open	The date and time of opening a gaming day
Date close	The date and time of closing a gaming day
In	The total sum of cash, inputted by a player in cashdesk (on a card’s balance, on the terminal’s account)
Out	The total sum of cash, given to a player in cashdesk
Result	Result – the difference between <i>Out</i> and <i>In</i> .

The top line of the table highlighted **green** shows the total values of the columns **In**, **Out**, **Result**.

Double click the line of any gaming day to open the table with a detailed list of the player's cash desk operations for the selected day.

Gaming day	Date open	Date close	In	Out	Result
			10,085,692.00	10,151,397.70	65,705.70
396	7/21/2015 11:27 AM	7/28/2015 11:56 AM	10,041,020.00	10,058,947.70	17,927.70
395	7/20/2015 5:12 PM	7/21/2015 11:27 AM	104.00		-104.00
394	7/15/2015 10:00 AM	7/16/2015 10:00 AM	34,237.00	79,850.00	45,613.00
393	7/14/2015 10:00 AM	7/15/2015 10:00 AM	100.00	100.00	0.00
390	7/11/2015 10:00 AM	7/12/2015 10:00 AM	431.00		-431.00
359	12/11/2014 4:31 PM	3/31/2015 3:13 PM	5,000.00		-5,000.00
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM		12,000.00	12,000.00
355	9/12/2014 11:49 AM	10/3/2014 4:59 PM	4,800.00		-4,800.00
349	8/19/2014 6:25 PM	9/12/2014 11:38 AM		500.00	500.00

Player name: Середина Марина
Card No: TE-ST-000004
Gaming Day: 390

Date	Operation Type	In	Out	Result	PTS Redeemed	Employee
		431.00	0.00	-431.00	0.00	
5/27/2015 7:14 PM	Ticket Issued	400.00		-400.00	0.00	Avilova
5/13/2015 3:42 PM	Ticket Issued	20.00		-20.00	0.00	Avilova
5/7/2015 2:16 PM	Ticket Issued	10.00		-10.00	0.00	Avilova
5/5/2015 5:38 PM	Ticket Issued	1.00		-1.00	0.00	Avilova

The table's columns contain the following information:

Parameters	Description
Date	Operation date and time.
Operation Type	Type of a cash desk operation.
In	The total sum of cash, inputted by a player in cashdesk (on a card's balance, on the terminal's account)
Out	The total sum of cash, given to a player in cashdesk
Result	Result – the difference between <i>Out</i> and <i>In</i> .
PTS Redeemed	PTS amount redeemed and charged to the player's card account
Employee	Login of the cashier who performed the operation.

The top line of the table highlighted **green** shows the total values of the columns **In**, **Out**, **Result** and **PTS Redeemed**.

➤ In the table's inset «**Slot Transactions**» is displayed the statistics on transactions, made by a player on the terminal on a daily basis.

Gaming day from 1: 6/30/2009 - 7/20/2010 to 400: 7/29/2015 - 8/26/2015

Card: TE-ST-000004, Issued: 1/28/2016, Balance: 1,000.00

PTS: Eamed+Credited: 0.00, Redeemed+Debited: 100.00, Balance: 252.82

Slots: Total Coin In: 11,149.50, Total Coin Out: 2,930.30, Result: 8,219.20

Cashdesk: Total In: 10,085,692.00, Total Out: 10,151,397.70, Result: 65,705.70

Gaming Day	Date open	Date close	Handpays Amount	Bills Amount	Jackpots Amount	Card To Slot	Slot To Card
			20,031,265.00	0.00	0.00	161,380.30	251,134.95
400	7/29/2015 12:03...	8/26/2015 10:50...				40.00	31.00
396	7/21/2015 11:27...	7/28/2015 11:56...	20,021,231.00			65,005.00	94,852.95
395	7/20/2015 5:12 ...	7/21/2015 11:27...	1,800.00			19,000.00	8,290.00
394	7/15/2015 10:00...	7/16/2015 10:00...	4,455.00			39,405.30	56,091.00
390	7/11/2015 10:00...	7/12/2015 10:00...				2,000.00	2,010.00
378	4/2/2015 12:13 ...	4/2/2015 4:51 PM				2,000.00	2,000.00
359	12/11/2014 4:31...	3/31/2015 3:13 ...	3,779.00			33,930.00	87,860.00

The contents of the table's columns:

Parameters	Description
Gaming day	The number of a gaming day, which was presented in data (the top is for the current day, then on descending)
Date open	The date and time of opening a gaming day
Date close	The date and time of closing a gaming day
Handpays Amount	The sums of operations in Handpay
Bills Amount	The sums of operations on accrued credits on the terminal via the bill-acceptor
Jackpots Amount	The sums of operations on gained jackpots to the player
Card To Slot	The sums of operations on accruing credits from a card to the terminal
Slot To Card	The sums of operations on taking credits from the terminal with accruing on the card

The top line of the table highlighted **green** shows the total column values.

For viewing the detailed statistics on transactions in one gaming day, it is necessary to choose the transaction's type by clicking the left mouse button on a cell of the appropriate column (**Handpays Amount**, **Bills Amount**, **Jackpots Amount**, **Card To Slot**, **Slot To Card**) and press on the appeared button . As a result, the table with detailed sum of chosen transaction's type for a gaming day will be opened.

Slots	PTS	Cashdesk	Slot Transactions	Card Operations	Sessions	Jackpots	Cashback
F R							
Gaming Day	Date open	Date close	Handpays Amount	Bills Amount	Jackpots Amount	Card To Slot	Slot To Card
			20,031,265.00	0.00	0.00	161,380.30	251,134.95
400	7/29/2015 12:03...	8/26/2015 10:50...				40.00	31.00
396	7/21/2015 11:27...	7/28/2015 11:56...	20,021,231.00			65,005.00	94,852.95
395	7/20/2015 5:12 ...	7/21/2015 11:27...	1,800.00			19,000.00	8,290.00
394	7/15/2015 10:00...	7/16/2015 10:00...	4,455.00			39,405.30	56,091.00
390	7/11/2015 10:00...	7/12/2015 10:00...				2,000.00	2,010.00
378	4/2/2015 12:13 ...	4/2/2015 4:51 PM				2,000.00	2,000.00
359	12/11/2014 4:31...	3/31/2015 3:13 ...	3,779.00			33,930.00	87,860.00

Player name: Середина Марина

Card No: TE-ST-000004

Gaming Day: 395

F R		
Date	Lgm Number	Amount
		1,800.00
7/20/2015 5:41 PM	0001	900.00
7/20/2015 5:37 PM	0001	900.00

The table's contents:

Parameters	Description
Date	The date and time of performing the transaction on gaming devices
Lgm Number	The number of a gaming device, where the player performed the transaction
Amount	The transaction's sum

The same way is for the detailed statistics on information in **Bills Amount**.

The detailed information is provided for the following parameters on the accrual operations of terminal's jackpots (**Jackpots Amount**):

Parameters	Description
Date	The date and time of performing a transaction on a gaming device
Lgm Number	The slot's number, which gained a jackpot
Prize	The sum of jackpots, accrued on a gaming slot
Prize Name	The prize's name, in case the jackpot is prize

Player name: Середина Марина

Card No: TE-ST-000004

Gaming Day: 409

F R			
Date	Lgm Number	Prize	Prize Name
		33,349.00	
11/13/2015 6:39 PM	0001	11,749.00	
11/13/2015 6:41 PM	0001	10,800.00	
11/13/2015 6:42 PM	0001	10,800.00	

On column's information **Card To Slot** and **Slot To Card** the specification is given on sums of accrued credits from the player's card to the slot and back.

Parameters	Description
Date	The date and time of performing a transaction on a gaming device
Lgm Number	The slot's number, where the player performed a transaction
Card To Slot	The sum of credits, accrued from a card to the slot
Slot To Card	The sum of credits, withdrawn from a slot on a card

Player name: Середина Марина
Card No: TE-ST-000004
Gaming Day: 390

Date	Lgm Number	Card To Slot	Slot To Card
		2,000.00	2,010.00
4/30/2015 4:15 PM	0001		1,030.00
4/30/2015 4:15 PM	0001	1,000.00	
4/30/2015 4:11 PM	0001		980.00
4/30/2015 4:11 PM	0001	1,000.00	

➤ In the table's inset «**Card Operations**» is displayed the statistics on player's card operations in cashdesk and slots.

Gaming day from 1: 6/30/2009 - 7/20/2010 to 400: 7/29/2015 - 8/26/2015 10 30 90 12 All Load

Card	PTS	Slots	Cashdesk
Number: TE-ST-000004	Eamed+Credited: 0.00	Total Coin In: 11,149.50	Total In: 10,085,692.00
Issued: 1/28/2016	Redeemed+Debited: 100.00	Total Coin Out: 2,930.30	Total Out: 10,151,397.70
Balance: 1,000.00	Balance: 252.82	Result: 8,219.20	Result: 65,705.70

Slots PTS Cashdesk Slot Transactions **Card Operations** Sessions Jackpots Cashback

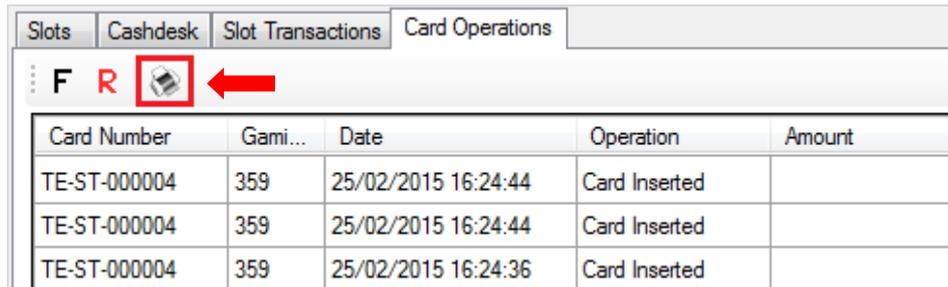
Gami...	Card Number	Date	Operation	Amount	Lgm Number	Cashdesk	Cashier
400	TE-ST-000004	26/08/2015 09:52:44	Card Inserted	5.00	1		
400	TE-ST-000004	24/08/2015 09:36:16	Card Inserted		1		
400	TE-ST-000004	21/08/2015 14:49:05	Card Inserted	1.00	1		
400	TE-ST-000004	20/08/2015 18:47:19	Card Inserted		1		
400	TE-ST-000004	20/08/2015 17:08:18	Card Inserted		1		
400	TE-ST-000004	20/08/2015 10:55:23	Card Inserted	15.00	1		

The table's columns contain the following information:

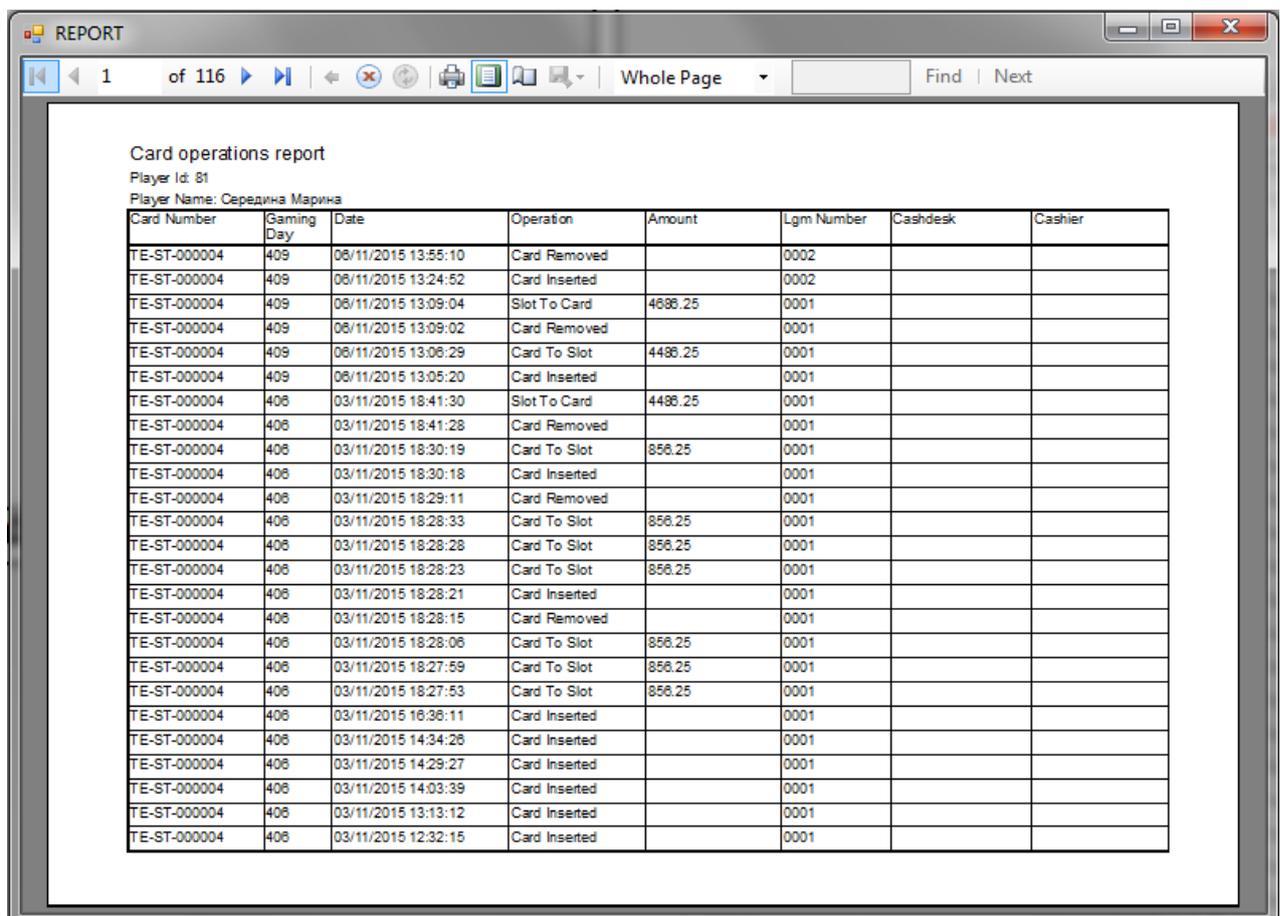
Parameters	Description
Card Number	The player's card number
Gaming day	The number of a gaming day, with data on them (from a top – for the current day, then on descending)
Date	The date and time of performing the operation
Operation	The type of operation (Card Inserted, Card Removed, Card Issued, Card In, Card Out, Card To Slot, Slot To Card, PTS to Card etc.)

Amount	The amount of operations (on cash operations and PTS)
Lgm Number	The number of a gaming slot of performing the operation
Cashdesk	Cashdesk (name) of performing the operation
Cashier	The cashier's name and surname, which performed the operation

On pressing the button  the operation list will be opened in a separate icon as a report, which can be printed or saved on a computer.



Card Number	Gami...	Date	Operation	Amount
TE-ST-000004	359	25/02/2015 16:24:44	Card Inserted	
TE-ST-000004	359	25/02/2015 16:24:44	Card Inserted	
TE-ST-000004	359	25/02/2015 16:24:36	Card Inserted	



REPORT

Card operations report
Player Id: 81
Player Name: Середина Марина

Card Number	Gaming Day	Date	Operation	Amount	Lgm Number	Cashdesk	Cashier
TE-ST-000004	409	06/11/2015 13:55:10	Card Removed		0002		
TE-ST-000004	409	06/11/2015 13:24:52	Card Inserted		0002		
TE-ST-000004	409	06/11/2015 13:09:04	Slot To Card	4888.25	0001		
TE-ST-000004	409	06/11/2015 13:09:02	Card Removed		0001		
TE-ST-000004	409	06/11/2015 13:08:29	Card To Slot	4488.25	0001		
TE-ST-000004	409	06/11/2015 13:05:20	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 18:41:30	Slot To Card	4488.25	0001		
TE-ST-000004	408	03/11/2015 18:41:28	Card Removed		0001		
TE-ST-000004	408	03/11/2015 18:30:19	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:30:18	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 18:29:11	Card Removed		0001		
TE-ST-000004	408	03/11/2015 18:28:33	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:28:28	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:28:23	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:28:21	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 18:28:15	Card Removed		0001		
TE-ST-000004	408	03/11/2015 18:28:06	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:27:59	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 18:27:53	Card To Slot	858.25	0001		
TE-ST-000004	408	03/11/2015 16:38:11	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 14:34:28	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 14:29:27	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 14:03:39	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 13:13:12	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 12:32:15	Card Inserted		0001		

➤ The «Sessions» tab in the table shows the history of the player's gaming sessions.

«SlotLogic» System User Guide
Version: 7.6

 Середина Марина		Card Number: TE-ST-000004 Balance: 80,000.95 PTS Eamed: 889,518.07 PTS Charged: 0.00 PTS Redeemed: 100.00 PTS Balance: 889,418.07	Slots Total Coin In: 5,560,615.20 Total Coin Out: 3,994,648.65 Result: 1,517,526.55	Cashdesk Total In: 10,274,192.00 Total Out: 12,907,115.70 Result: 2,632,923.70											
Slots Cashdesk Slot Transactions Card Operations Sessions Jackpots															
F R															
Session	Lgm №	Date and time	Operation	Amount	Total In	Total Out	Result	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Bill In	Handpay
23121	0002	12/18/2015 4:20:25 PM	Session Start												
23121	0002	12/18/2015 4:20:42 PM	Card to Slot	4000.95											
23121	0002	12/18/2015 4:20:44 PM	Slot to Card	0.95											
23121	0002	12/18/2015 4:20:50 PM	Handpay	4000.00											
23121	0002	12/18/2015 4:21:30 PM	Session Result	0.00	4000.00	0.00	4000.00	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00
23120	0002	12/18/2015 4:19:10 PM	Session Start												
23120	0002	12/18/2015 4:19:14 PM	Card to Slot	8000.95											
23120	0002	12/18/2015 4:19:15 PM	Slot to Card	0.95											
23120	0002	12/18/2015 4:20:17 PM	Slot to Card	4000.00											
23120	0002	12/18/2015 4:20:17 PM	Session Result	4000.00	8000.00	4000.00	4000.00	4000.00	0.00	0.00	4000.00	500.00	8	0.00	0.00
23118	0001	12/18/2015 4:17:16 PM	Session Start												
23118	0001	12/18/2015 4:17:17 PM	Card to Slot	5000.95											
23118	0001	12/18/2015 4:17:19 PM	Slot to Card	0.95											
23118	0001	12/18/2015 4:17:31 PM	Bill In	1.00											
23118	0001	12/18/2015 4:17:36 PM	Handpay	5001.00											
23118	0001	12/18/2015 4:17:40 PM	Session Result	0.00	5001.00	0.00	5001.00	0.00	0.00	0.00	0.00	0.00	0	1.00	0.00
23117	0001	12/18/2015 4:01:39 PM	Session Start												
23117	0001	12/18/2015 4:02:16 PM	Card to Slot	80000.95											
23117	0001	12/18/2015 4:02:18 PM	Slot to Card	0.95											
23117	0001	12/18/2015 4:04:32 PM	Bill In	1.00											
23117	0001	12/18/2015 4:15:26 PM	Session Result	80001.00	80001.00	80001.00	0.00	0.00	0.00	0.00	0.00	0.00	0	1.00	80001.00
23115	0001	12/18/2015 3:01:34 PM	Session Start												
23115	0001	12/18/2015 3:02:14 PM	Card to Slot	68400.95											
23115	0001	12/18/2015 3:02:16 PM	Slot to Card	0.95											
23115	0001	12/18/2015 3:05:12 PM	Bill In	1.00											
23115	0001	12/18/2015 3:31:09 PM	Handpay	68000.00											
23115	0001	12/18/2015 3:53:59 PM	Session Result	401.00	68401.00	68000.00	401.00	401.00	0.00	0.00	401.00	80.00	5	1.00	68000.00

The table columns contain the following information:

Parameters	Description
Session	Session serial number (current is on the top, then in descending order)
Lgm №	Number of the slot machine on which the operation was performed
Date and Time	Operation date and time
Operation	Type of an operation (Session Start (start of the session), Session Result (ending and result of the session), Card To Slot, Slot To Card, PTS to Card, Bill In, Handpay etc.)
Amount	Operation amount (money and PTS operations)
Total In	Total amount of money placed into the slot machine per session
Total Out	Total amount of money withdrawn from the slot machine per session
Result	Result – difference between <i>Total In</i> and <i>Total Out</i>
Coin In	Current bet amount on the slot machine per session
Coin Out	Current win amount on the slot machine per session, including jackpots
Jackpot	Amount of wins exceeding the credit limit on the slot machine
Win	Amount of wins on the slot machine per session

Avg. Bet	Average Bet on the slot machine per session (ratio between the amount of bets and the amount of spins)
Games	Number of the games played (spins) on the slot machine per session
Bill In	Amount of money placed into the slot machine through the bill acceptor per session
Handpay	Amount of money withdrawn from the slot machine «with key» per session
Card In	Amount of credits charged to the slot machine from the card per session
Card Out	Amount of money withdrawn from the slot machine to the card per session
Remote In	Amount of money charged from the slot machine «with key» per session
PTS Earned	PTS amount earned by the player per session

For your convenience, operations within a single session are highlighted in the same color (white or gray).

Session	Lgm №	Date and time	Operation	Amount	Total In	Total Out	Result	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Bill In	Handpay
23121	0002	12/18/2015 4:20:25 PM	Session Start												
23121	0002	12/18/2015 4:20:25 PM	Card to Slot	4000.95											
23121	0002	12/18/2015 4:20:25 PM	Slot to Card	0.95											
23121	0002	12/18/2015 4:20:25 PM	Handpay	4000.00											
23121	0002	12/18/2015 4:21:30 PM	Session Result	0.00	4000.00	0.00	4000.00	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00
23120	0002	12/18/2015 4:19:10 PM	Session Start												
23120	0002	12/18/2015 4:19:10 PM	Card to Slot	8000.95											
23120	0002	12/18/2015 4:19:10 PM	Slot to Card	0.95											
23120	0002	12/18/2015 4:20:17 PM	Slot to Card	4000.00											
23120	0002	12/18/2015 4:20:17 PM	Session Result	4000.00	8000.00	4000.00	4000.00	4000.00	0.00	0.00	4000.00	500.00	8	0.00	0.00
23118	0001	12/18/2015 4:17:16 PM	Session Start												
23118	0001	12/18/2015 4:17:17 PM	Card to Slot	5000.95											
23118	0001	12/18/2015 4:17:17 PM	Slot to Card	0.95											
23118	0001	12/18/2015 4:17:16 PM	Bill In	1.00											
23118	0001	12/18/2015 4:17:36 PM	Handpay	5001.00											
23118	0001	12/18/2015 4:17:40 PM	Session Result	0.00	5001.00	0.00	5001.00	0.00	0.00	0.00	0.00	0.00	0	1.00	0.00

The beginning of each session is referred to as **Session Start**, and completion – as **Session Result** (in the «Operation» column). The line **Session Result** shows the player’s operation results at the end of the session by slot meters.

Session	Lgm №	Date and time	Operation	Amount	Total In	Total Out	Result	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Bill In
23120	0002	12/18/2015 4:19:10 PM	Session Start											
23120	0002	12/18/2015 4:19:10 PM	Card to Slot	8000.95										
23120	0002	12/18/2015 4:19:10 PM	Slot to Card	0.95										
23120	0002	12/18/2015 4:20:17 PM	Slot to Card	4000.00										
23120	0002	12/18/2015 4:20:17 PM	Session Result	4000.00	8000.00	4000.00	4000.00	4000.00	0.00	0.00	4000.00	500.00	8	0.00

➤ The «**Jackpots**» tab in the table shows the history of jackpots earned by the player.

The screenshot shows a player's profile for 'Середина Марина'. The profile includes a photo and a name. To the right, there are summary statistics for Card, Slots, and Cashdesk. Below the profile, a navigation bar includes tabs for Slots, Cashdesk, Slot Transactions, Card Operations, Sessions, Jackpots, and Cashback. The 'Jackpots' tab is selected, displaying a table with the following columns: GD, Date and time, Lgm №, Type, Jackpot Id, Jackpot Name, Jackpot amount, Jackpot prize, and Accepted By. The table contains 10 rows of data, with the last row showing a prize of '6S BMW X 5'.

GD	Date and time	Lgm №	Type	Jackpot Id	Jackpot Name	Jackpot amount	Jackpot prize	Accepted By
425	12/3/2015 6:47:46...	0001	Mystery	1	lv1	111.00		Inna Avilova
425	12/3/2015 6:12:59...	0001	Mystery	1	lv1	111.00		Inna Avilova
425	12/3/2015 6:02:21...	0001	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:51:39...	0001	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:47:26...	0001	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:46:32...	0001	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:40:35...	0001	Mystery	1	lv1	92.11		Inna Avilova
425	12/3/2015 5:38:09...	0001	Mystery	1	lv1	99.99		Inna Avilova
425	12/3/2015 5:36:02...	0001	Mystery	1	lv1		6S BMW X 5	Inna Avilova

The table columns contain the following information:

Parameters	Description
Gaming Day	Number of a gaming day
Date and Time	Jackpot date and time
Lgm №	Number of the slot machine with jackpot
Type	Jackpot type <ul style="list-style-type: none"> • Mystery • Time
Jackpot Id	Jackpot ID
Jackpot Name	Jackpot name
Jackpot amount (for money jackpots)	Jackpot amount
Jackpot prize (for prize jackpots)	Prize name
Accepted By	Name of the employee who charged the jackpot (if the name of the employee is not displayed, the jackpot is charged automatically)

➤ The «Cashback» tab in the table shows the history of Cashbacks charged and redeemed by the player (a percent from the lost money).

The screenshot shows the same player's profile for 'Середина Марина'. The profile includes a photo and a name. To the right, there are summary statistics for Card, PTS, Slots, and Cashdesk. Below the profile, a navigation bar includes tabs for Slots, PTS, Cashdesk, Slot Transactions, Card Operations, Sessions, Jackpots, and Cashback. The 'Cashback' tab is selected, displaying a table with the following columns: GD, GD Start, GD End, Cashback Charge, and Cashback Redeem. The table contains 5 rows of data, with the first row showing a charge of 1250.00 and a redeem of 850.00.

GD	GD Start	GD End	Cashback Charge	Cashback Redeem
			1250,00	850,00
793	13.06.2018 8:01	14.06.2018 8:00	800,00	800,00
800	20.06.2018 8:01	21.06.2018 8:00	50,00	
802	22.06.2018 8:00	23.06.2018 8:00		50,00
806	26.06.2018 8:00		400,00	

The table columns show the following data:

Parameters	Description
GD	Number of the gaming day when Cashback was charged/redeemed
GD Start	Gaming day start date and time
GD End	Gaming day end date and time
Cashback Charge	Cashback amount charged to the player's card
Cashback Redeem	Cashback amount charged from the player's card to the slot machine

The top line of the table highlighted **green** shows the total values of the columns **Cashback Charge** and **Cashback Redeem**.

You can see detailed amounts in the columns **Cashback Charge** and **Cashback Redeem** for any gaming day by moving the cursor over the cell and clicking the button that appears.

Details for **Cashback Charge**:

The screenshot shows the 'Cashback' tab in the system interface. At the top, there are navigation tabs: Slots, PTS, Cashdesk, Slot Transactions, Card Operations, Sessions, Jackpots, and Cashback. Below the tabs, there are icons for 'F', 'R', and a printer icon. The main table has columns: GD, GD Start, GD End, Cashback Charge, and Cashback Redeem. The top row is highlighted in green, showing a total of 1250,00 for Cashback Charge and 850,00 for Cashback Redeem. Below this, several rows are listed for gaming days 793, 800, 802, and 806. A red box highlights the 'Cashback Charge' cell for GD 793 (800,00), and a red arrow points from this cell to a detailed view below. The detailed view shows player information: Player name: Середина Марина, Card No: 07-01-000005, Gaming Day: 793. Below this is another table with columns: Session start GD, Session end GD, Session start, Session end, Slot, Coin In, Coin Out, Jackpot, Result, Cashback, Login, Cancelled, Redeemed, Redeem GD, Redeem date, and Redeem slot. The first row in this table is highlighted in blue and shows details for GD 793, including a 'Manual' result and a cashback amount of 800,00.

Parameters	Description
Session start GD	The gaming day number of the session start.
Session end GD	The gaming day number of the session end.
Session start	Date and time of the session start.
Session end	Date and time of the session end.
Slot	The number of the slot machine on which the player played.
Coin In	The amount of the player's bet.
Coin Out	The amount of the player's winnings.
Jackpot	The amount of the jackpot won by the player.
Result	Player's result: Result = Coin In – Coin Out – Jackpot If the cashback was credited to the player manually by the user, then the text « Manual » will be displayed.

Cashback	Cashback amount charged to the client's card.
Login	Login employee who has credited cashback to the player's card manually.
Cancelled	If checked, this means that this cashback was canceled for some reason.
Redeemed	If checked, this means that this Cashback was received by the player (charged to the slot balance).
Redeem GD	The number of the gaming day in which cashback was received by the player (charged to the slot balance).
Redeem date	Date and time when cashback was received by the player (charged to the slot balance).
Redeem slot	The number of the slot machine on which cashback was received (charged to the slot balance).

In the same form, you can see the history by the redeemed cashbacks for any of the days by clicking on any cell in the «**Redeem date**» column and clicking on the appeared  button.

Player name: Середина Марина
Card No: 07-01-000005
Gaming Day: 793

F R 

Session start GD	Session end GD	Session start	Session end	Slot	Coin In	Coin Out	Jackpot	Result	Cashback	Login	Cancelled	Redeemed	Redeem GD	Redeem date	Redeem slot
793	793	13.06.2018 13:19	13.06.2018 13:19					Manual	800.00	glammy	<input type="checkbox"/>	<input checked="" type="checkbox"/>	793	13.06.2018 	0003

Cashback redeem detail for player

Player: №81 Марина Середина
Gaming Day: 793
Charge date: 13.06.2018 14:15:59
Slot number: 0003
Amount: 800.00

F R 

Session Start GD	Session End GD	Session Start	Session End	Slot	Result	%	Cashback	Login
793	793	13.06.2018 13:19	13.06.2018 13:19		Manual		800.00	glammy

Parameters	Description
Session start GD	The gaming day number of the session start.
Session end GD	The gaming day number of the session end.
Session start	Date and time of the session start.
Session end	Date and time of the session end.

Slot	The number of the slot machine on which the player played.
Result	Player's result: Result = Coin In – Coin Out – Jackpot If the cashback was credited to the player manually by the user, then the text « Manual » will be displayed.
%	The percent that was used to calculate the amount of Cashback for the charge to the player.
Cashback	Cashback amount charged to the client's card.
Login	Login employee who has credited cashback to the player's card manually.

Details for **Cashback Redeem**:

Slots | PTS | Cashdesk | Slot Transactions | Card Operations | Sessions | Jackpots | Cashback

F R

GD	GD Start	GD End	Cashback Charge	Cashback Redeem
			1250,00	850,00
793	13.06.2018 8:01	14.06.2018 8:00	800,00	800,00
800	20.06.2018 8:01	21.06.2018 8:00	50,00	
802	22.06.2018 8:00	23.06.2018 8:00		50,00
806	26.06.2018 8:00		400,00	

Player name: Середина Марина
Card No: 07-01-000005
Gaming Day: 802

F R

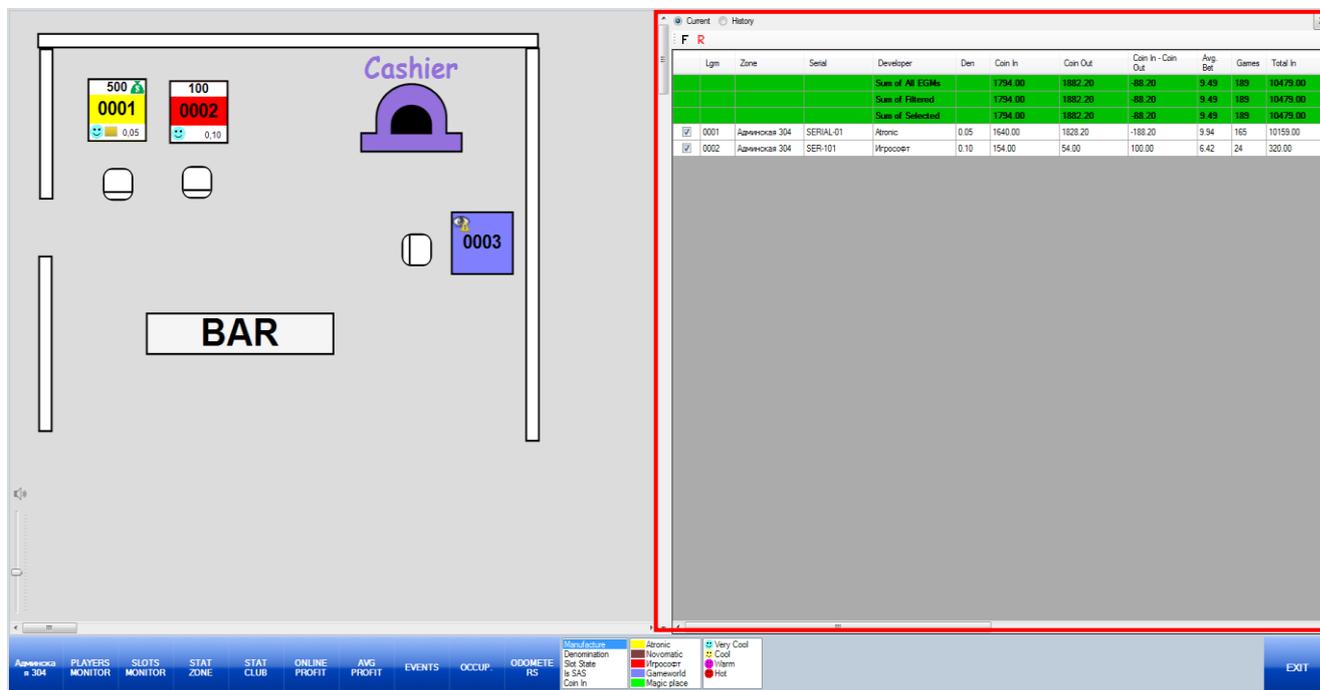
Gaming Day	Charge Date	Slot	Amount
			50,00
802	22.06.2018 12:59	0003	50,00

Parameters	Description
Gaming Day	The ID-number of the game day in which the player redeemed the cashback
Charge Date	The date and time when Cashback is charged from the client's card to the slot machine balance.
Slot	Number of the slot machine to which Cashback is charged.
Amount	Cashback amount charged to the slot machine.

The top line of the table highlighted green shows the total value of the column «**Amount**».

7.5.4 Viewing the financial statistics on gaming slots (Slots Monitoring).

The form «Slots Monitoring» («Gaming Slots» → «Monitoring» → «New Hall's Plan») is indicated for the financial statistics on gaming slots in a club/hall online, as well as for history on a daily basis, on audit and gaming sessions.



➤ Viewing the financial statistics on gaming slots.

Procedure:

1. Select a zone for moving the gaming devices by pressing the button of selecting zone on the control panel.



2. On opening a zone, press on «Slots Monitor».



On pressing the button, the form «Slots Monitoring» will be opened from the right, which will display the current values of main counters and financial indicators of the gaming devices of the selected zone, being active for the current gaming day.

Lgm	Address	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In	Handpay	Bill In - Handpay	Card In	Card Out	Remote In
Sum of All EGMs						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	0.00	0.00	0.00	4000...	51005...	0.00
Sum of Filtered						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	0.00	0.00	0.00	4000...	51005...	0.00
Sum of Selected						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	0.00	0.00	0.00	4000...	51005...	0.00
0001	6:1	Админск...	SERIAL-01	Novomatic	0.05	45.00	0.00	0.00	45.00	45.00	1	10000.00	9955.00	45.00	0.00	0.00	0.00	10000...	9955.00	0.00
0002	6:2	Админск...	SER-101	Игрософт	1.00	86900.00	570000.00	0.00	-470100.00	800.00	111	30000.00	500100.00	-470100.00	0.00	0.00	0.00	30000...	500100...	0.00
0003	6:3	Админск...	SER-201	Alfa Street		0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0004	8:3	Админск...	SER-0003	Alfa Street		0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0006	8:6	Админск...	SER-6	Alfa Street		0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0005	8:7	Админск...	SER-7	Alfa Street		0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0008	8:8	Админск...	SER-8	Novomatic		0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

The table contains the following:

Indicators	Description	Formula
Lgm	The numbers of gaming slots, which are active for the current gaming day (on descending from top to bottom)	<i>Is loaded from a system</i>
Address	The slot's address (№ COM-port for connecting to the server and № on SMIB)	<i>Is loaded from a gaming slot on SAS</i>
Zone	The naming of zone location of a slot	<i>Is loaded from a system</i>
Serial	The serial numbers of slots	<i>Is loaded from a system</i>
Developer	The manufacturers of gaming slots	<i>Is loaded from a system</i>
Den	The denomination, set on a slot	<i>Is loaded from a gaming slot on SAS</i>
Coin In	The current value of the sum of bets on a gaming device for the current gaming day.	<i>Is loaded from a gaming slot on SAS</i>
Coin Out	The current value of the sum of winnings on a gaming slot for the current gaming day, including jackpots	<i>Is loaded from a gaming slot on SAS</i>
Jackpot	The sum of winnings, exceeding the credits limit on a device	<i>Is loaded from a gaming slot on SAS</i>
Win	The sum of winnings on a slot for the current gaming day	<i>Coin In - Coin Out - Jackpot</i>
AvBet	Average Bet – the average bet on the slot for the current gaming day (the correlation of the sum of bets to the number of spins)	<i>Avg. Bet = Coin In / Games</i>
Games	The quantity of played games (spins) on a slot for the present moment in a gaming day.	<i>Is loaded from a gaming slot on SAS</i>
Total In	The total sum of cash, inputted on the terminal for the current gaming day	<i>Total In = Bill In + Card In + Remote In</i>
Total Out	The total sum of cash, withdrawn from the terminal for the current gaming day	<i>Total Out = Card Out + Handpay + Jackpot</i>

Result	Result – the difference between <i>Total In</i> and <i>Total Out</i> . <i>Note: the Result value calculated for the slot machine should be equal to the Win value. The Result value can exceed the Win value only if the slot machine has credits.</i>	<i>Result = Total In - Total Out</i>
Bill In	The sum of cash, inputted via bill-acceptor for the current gaming day	<i>Is loaded from a gaming slot on SAS</i>
Handpay	The sum of cash, taken from a slot “with a key” for the current gaming day	<i>Is loaded from a gaming slot on SAS</i>
Bill In - Handpay	The difference between <i>Bill In</i> and <i>Handpay</i>	<i>Bill In - Handpay</i>
Card In	The sum of credits, accrued on the terminal from a card for the current gaming day	<i>Is loaded from a gaming slot on SAS</i>
Card Out	The sum of credits, withdrawn from the terminal on a card for the current gaming day	<i>Is loaded from a gaming slot on SAS</i>
Remote In	The sum of cash, accrued «with a key» for the current gaming day	<i>Is loaded from a gaming slot on SAS</i>
Paid Jackpots	The sum of jackpots, paid for the current gaming day	<i>Is loaded from a system</i>
Win %	Win % - the percent of the club’s income from the money, inputted on a slot for the current gaming day	<i>Win % = [Win) / Total Drop] * 100</i>
Hold %	Hold % – the percent of the club’s income of lost credits for the current gaming slot.	<i>Hold % = [Win / Coin In] *100</i>

The summed values of table’s columns are displayed in the upper lines, highlighted by **green**:

Lgm	Address	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	
Sum of All EGMs						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	
Sum of Filtered						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	
Sum of Selected						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	
<input checked="" type="checkbox"/>	0001	6:1	Админск...	SERIAL-01	Novomatic	0.05	45.00	0.00	45.00	45.00	1	10000.00	9955.00	45.00	
<input checked="" type="checkbox"/>	0002	6:2	Админск...	SER-101	Игрософт	1.00	99900.00	570000.00	0.00	-470100.00	900.00	111	30000.00	500100.00	-470100.00
<input checked="" type="checkbox"/>	0003	6:3	Админск...	SER-201	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	

1. **Sum of All EGMs** – the summed data values on all gaming slots, which are active for the current gaming day.

Lgm	Zone	Serial	Developer	Den	Coin In	Coin Out	Coin In - Coin Out	Avg. Bet	Games	
Sum of All EGMs					1794.00	1882.20	-88.20	9.49	189	
Sum of Filtered					1794.00	1882.20	-88.20	9.49	189	
Sum of Selected					1794.00	1882.20	-88.20	9.49	189	
<input checked="" type="checkbox"/>	0001	Админская 304	SERIAL-01	Atronic	0.05	1640.00	1828.20	-188.20	9.94	165
<input checked="" type="checkbox"/>	0002	Админская 304	SER-101	Игрософт	0.10	154.00	54.00	100.00	6.42	24
<input checked="" type="checkbox"/>	3	Админская 304	SER-3	Atronic	1.00	0.00	0.00	0.00	0.00	0

2. Sum of Filtered – the summed data values on the active gaming slots for the current gaming slots, being filtered by some parameters from the general list. (f.e., on manufacturer).

	Lgm	Zone	Serial	Developer	Den	Coin In	Coin Out	Coin In - Coin Out	Avg. Bet	Games
						1794.00	1882.20	-88.20	9.49	189
						1640.00	1828.20	-188.20	9.94	165
						1640.00	1828.20	-188.20	9.94	165
<input checked="" type="checkbox"/>	0001	Админская 304	SERIAL-01	Atronic	0.05	1640.00	1828.20	-188.20	9.94	165
<input checked="" type="checkbox"/>	3	Админская 304	SER-3	Atronic	1.00	0.00	0.00	0.00	0.00	0

3. Sum of Selected – the summed data values on the active gaming slots for the current gaming day, selected manually from the general list (marked with a tick).

	Lgm	Zone	Serial	Developer	Den	Coin In	Coin Out	Coin In - Coin Out	Avg. Bet	Games
						1794.00	1882.20	-88.20	9.49	189
						1794.00	1882.20	-88.20	9.49	189
						1794.00	1882.20	-88.20	9.49	189
<input checked="" type="checkbox"/>	0001	Админская 304	SERIAL-01	Atronic	0.05	1640.00	1828.20	-188.20	9.94	165
<input checked="" type="checkbox"/>	0002	Админская 304	SER-101	Игрсофт	0.10	154.00	54.00	100.00	6.42	24
<input type="checkbox"/>	3	Админская 304	SER-3	Atronic	1.00	0.00	0.00	0.00	0.00	0

By double-clicking the left mouse button in a line of any gaming device, the table with detailed slot's statistics for the current gaming day on sessions will be opened.

	Lgm	Zone	Serial	Developer	Den	Coin In	Coin Out	Coin In - Coin Out	Avg. Bet	Games
						1794.00	1882.20	-88.20	9.49	
						1794.00	1882.20	-88.20	9.49	
						1794.00	1882.20	-88.20	9.49	
<input checked="" type="checkbox"/>	0001	Админская 304	SERIAL-01	Atronic	0.05	1640.00	1828.20	-188.20	9.94	
<input checked="" type="checkbox"/>	0002	Админская 304	SER-101	Игрсофт	0.10	154.00	54.00	100.00	6.42	

Start	End	Den	Coin In	Coin Out	Coin In - Coin Out	Avg. Bet	Games	Total In	Total Out	Bill In
			154.00	54.00	100.00	6.42	24	320.00	377.80	220.00
8/26/2015 5:08 ...	8/26/2015 5:08 ...	10.00	0.00	0.00	0.00	0.00	0	100.00	0.00	0.00
9/1/2015 12:40 ...	9/1/2015 12:50 ...	10.00	0.00	0.00	0.00	0.00	0	110.00	307.80	110.00
9/1/2015 12:50 ...	9/1/2015 12:50 ...	10.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00
9/1/2015 1:02 PM	9/1/2015 1:02 PM	10.00	0.00	0.00	0.00	0.00	0	10.00	60.00	10.00
9/1/2015 1:05 PM	9/1/2015 1:05 PM	10.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00
9/1/2015 1:12 PM	9/1/2015 1:12 PM	10.00	0.00	0.00	0.00	0.00	0	50.00	0.00	50.00
9/1/2015 4:03 PM	9/1/2015 4:03 PM	10.00	0.00	0.00	0.00	0.00	0	50.00	0.00	50.00
9/3/2015 5:12 PM	9/3/2015 5:13 PM	10.00	153.90	54.00	99.90	6.69	23	0.00	0.00	0.00
9/3/2015 5:13 PM	9/3/2015 5:13 PM	10.00	0.10	0.00	0.10	0.10	1	0.00	0.00	0.00
9/4/2015 10:58 ...	9/4/2015 10:58 ...	10.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00
9/4/2015 2:48 PM	9/4/2015 2:49 PM	10.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00
9/4/2015 3:39 PM	9/4/2015 3:39 PM	10.00	0.00	0.00	0.00	0.00	0	0.00	10.00	0.00

Start – the date and time of starting session.

End – the date and time of ending session.

The rest of the columns contain the counters values and indicators of gaming slots, analogue to the data in «Slots Monitoring», but only in sessions.

The summed columns' values on a gaming slot for the current gaming day are displayed in the upper table's line, highlighted by **green**.

Also, the standard filters and searching is available in this form.

Start	End	Den	Coin In	Coin Out
			154.00	54.00
8/26/2015 5:08 ...	8/26/2015 5:08 ...	10.00	0.00	0.00
9/1/2015 12:40 ...	9/1/2015 12:50 ...	10.00	0.00	0.00

For returning to the previous page of the form «**Slots Monitoring**» it is necessary to press the button  at the upper right corner, for closing the form – press on .

Coin In - Coin Out	Avg. Bet	Games	Total In	Total Out	Bill In
100.00	6.42	24	320.00	377.80	220.00
0.00	0.00	0	100.00	0.00	0.00

➤ **Viewing the financial statistics on gaming devices in days and sessions (Sessions History).**

By default, in «**Slots Monitoring**» is uploaded the information for the current gaming day. In case it is needed to view the statistics data for the previous days on gaming devices, it is required to do the following:

1. Set a tick in «**Sessions History**» at the upper left corner.

Lgm	Address	Zone	Serial	Developer	Den	Coin In
				Sum of All EGMs		99945.00
				Sum of Filtered		99945.00
				Sum of Selected		99945.00
<input checked="" type="checkbox"/>	0001	6:1	Админская 304	SERIAL-01	Novomatic	0.05 45.00

2. Select the desired gaming day from the popped-up list above the table.

Lgm	Address	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games
				Sum of All EGMs		99945.00	570000.00	0.00	-470055...	892.37	112
				Sum of Filtered		99945.00	570000.00	0.00	-470055...	892.37	112
				Sum of Selected		99945.00	570000.00	0.00	-470055...	892.37	112
<input checked="" type="checkbox"/>	0001	6:1	Админская 304	SERIAL-01	Novomatic	0.05	45.00	0.00	45.00	45.00	1

After installing the game of the day in the table will be loaded statistics for slots based on the results of the audit for the selected day.

Current Sessions History Audits History
Gaming day from 414: 11/6/2015 - 11/6/20

Lgm	Addn	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In	Handpay	Bill In - Handpay	Card In	Card Out	Remote In	Paid Jackpots	Win %	Hold %
Sum of All EGMs						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000...	55000.00	0.00	0.00	0	32.75
Sum of Filtered						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000...	55000.00	0.00	0.00	0	32.75
Sum of Selected						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000...	55000.00	0.00	0.00	0	32.75
<input checked="" type="checkbox"/>	0001	6:1	Админ...	SERIAL-01	Novomatic	0.05	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00	0.00	0.00	0.00	10000.00	10000.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0002	6:2	Админ...	SER-101	Игрософт	1.00	229000.00	154000.00	0.00	75000.00	1000.00	120000.00	45000.00	75000.00	0.00	0.00	0.00	120000.00	45000.00	0.00	0.00	0.00	32.75
<input checked="" type="checkbox"/>	0003	6:3	Админ...	SER-201	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0004	8:3	Админ...	SER-0003	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0006	8:6	Админ...	SER-6	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0005	8:7	Админ...	SER-7	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0008	8:8	Админ...	SER-8	Novomatic		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

The table's columns contain the counters values and indicators of the gaming slots, analogue to the data in «Slots Monitoring» with current parameters.

Please note that the **Result** values calculated for the slot machines should be equal to the **Win** values (**Result = Win**).

Current Sessions History Audits History
Gaming day from 414: 11/6/2015 - 11/6/20

Lgm	Addn	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In
Sum of All EGMs						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00
Sum of Filtered						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00
Sum of Selected						229000.00	154000.00	0.00	75000.00	1000...	229	130000.00	55000.00	75000.00	0.00
<input checked="" type="checkbox"/>	0001	6:1	Админ...	SERIAL-01	Novomatic	0.05	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00	0.00
<input checked="" type="checkbox"/>	0002	6:2	Админ...	SER-101	Игрософт	1.00	229000.00	154000.00	0.00	75000.00	1000.00	120000.00	45000.00	75000.00	0.00
<input checked="" type="checkbox"/>	0003	6:3	Админ...	SER-201	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0004	8:3	Админ...	SER-0003	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0006	8:6	Админ...	SER-6	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0005	8:7	Админ...	SER-7	Alfa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0008	8:8	Админ...	SER-8	Novomatic		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00

- If the **Result** value on any of the slot machines exceeds the **Win** value (**Result > Win**), it means that the slot machine had credits at the time of this audit.
- If the **Result** value on any of the slot machines is smaller than the **Win** value (**Result < Win**), it means that the slot machine had credits at the time of the previous audit.

The general columns' values are displayed on all gaming slots for the selected period of time in the upper table's line, marked with **green**.

By double-clicking the left mouse button on a line of any gaming slot, the table with slot's statistics for the selected day in sessions will be opened.

Gaming day from 414: 11/6/2015 - 11/6/20

	Lgm	Addn	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In
					Sum of All EGMs		229000.00	154000.00	0.00	75000.00	1000...	229	130000.00
					Sum of Filtered		229000.00	154000.00	0.00	75000.00	1000...	229	130000.00
					Sum of Selected		229000.00	154000.00	0.00	75000.00	1000...	229	130000.00
<input checked="" type="checkbox"/>	0001	6:1	Админ...	SERIAL-01	Novomatic	0.05	0.00	0.00	0.00	0.00	0.00	0	10000.00
<input checked="" type="checkbox"/>	0002	6:2	Админ...	SER-101	Игрософт	1.00	229000.00	154000.00	0.00	75000.00	1000.00	229	120000.00
<input checked="" type="checkbox"/>	0003	6:3	Админ...	SER-201	Alfa Street		0.00	0.00	0.00	0.00	0.00	0	0.00

Current
 Sessions History
 Audits History

Start	End	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result
			229000.00	154000.00	0.00	75000.00	1000...	229	120000.00	45000.00	75000.00
11/6/2015 3:10 PM	11/6/2015 3:26 PM	1.00	229000.00	154000.00	0.00	75000.00	1000.00	229	100000.00	25000.00	75000.00
11/6/2015 3:26 PM	11/6/2015 3:31 PM	1.00	0.00	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00
11/6/2015 3:36 PM	11/6/2015 3:36 PM	1.00	0.00	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00

Start – the date and time of starting session.

End – the date and time of ending session.

The rest of the table's columns contain the values of counters and indicators of gaming slots, analogue to the previous in «Slots Monitoring», with the difference in session basis for the selected gaming day.

The summed columns' values on gaming slots for the selected gaming day are shown in the upper table's line, highlighted by green.

➤ **Viewing the financial statistics on periods (Audits History).**

In case it is needed to view the statistics on gaming devices for a couple of days (period), perform the following:

1. Set a tick in «Audits History» at the upper left corner.

Current
 Sessions History
 Audits History

	Lgm	Address	Zone	Serial	Developer	Den	Coin In
					Sum of All EGMs		99945.00
					Sum of Filtered		99945.00
					Sum of Selected		99945.00
<input checked="" type="checkbox"/>	0001	6:1	Админская 304	SERIAL-01	Novomatic	0.05	45.00

2. Set the required period with a filter, which popped-up above the table, choosing the initial and ending days. For uploading the data press on «Load».

Current
 Sessions History
 Audits History

Gaming day from 400: 7/29/2015 - 8/26/2015 **1** to 417: 11/8/2015 - ... **2** **Load** **3**

Lgm	Developer	Den	Coin In / Per day	Coin Out / Per day	Jackpot / Per day
	Sum of All EGMs		3,648,610.75...	2,960,297.60...	143,930.50/4...
	Sum of Filtered		3,648,610.75...	2,960,297.60...	143,930.50/4...

On pressing the button, the table will be uploaded with the statistics on devices, based on audit results for the selected period of time.

Current Sessions History Audits History

Gaming day from 414: 11/6/2015 - 11/6/20

F R

Lgm	Addr	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In	Handpay	Bill In - Handpay	Card In	Card Out	Remote In	Paid Jackpots	Win %	Hold %
Sum of All EGMs						229000.00	154000.00	0.00	75000.00	1000.00	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000.00	55000.00	0.00	0.00	0	32.75
Sum of Filtered						229000.00	154000.00	0.00	75000.00	1000.00	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000.00	55000.00	0.00	0.00	0	32.75
Sum of Selected						229000.00	154000.00	0.00	75000.00	1000.00	229	130000.00	55000.00	75000.00	0.00	0.00	0.00	130000.00	55000.00	0.00	0.00	0	32.75
<input checked="" type="checkbox"/>	0001	6.1	Админ...	SERIAL-01	Novomatic	0.05	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00	0.00	0.00	0.00	10000.00	10000.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0002	6.2	Админ...	SER-101	Игрософт	1.00	229000.00	154000.00	0.00	75000.00	1000.00	229	120000.00	45000.00	75000.00	0.00	0.00	120000.00	45000.00	0.00	0.00	0.00	32.75
<input checked="" type="checkbox"/>	0003	6.3	Админ...	SER-201	Afa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0004	8.3	Админ...	SER-003	Afa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0006	8.6	Админ...	SER-6	Afa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0005	8.7	Админ...	SER-7	Afa Street		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
<input checked="" type="checkbox"/>	0008	8.8	Админ...	SER-8	Novomatic		0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

The table's columns contain the counters and indicators values for gaming devices, analogue to the other tables in «Slots Monitoring». The values with (/), – are the average counters values of gaming slots for the gaming day (Per day). It is calculated as a sum of counters values for the selected period, divided on quantity of active days of the slot.

Current Sessions History Audits History

Gaming day from 400: 7/29/2015 - 8/26/20 to 417: 11/8/2015 - ... Load

F R

Lgm	Zone	Serial	Developer	Den	Coin In / Per day	Coin Out / Per day	Jackpot / Per day	Win / Per day
Sum of All EGMs					3,648,610.75/114.01...	2,960,297.60/92,509...	143,930.50/4,497.83	544,382.65/17,...
Sum of Filtered					3,648,610.75/114.01...	2,960,297.60/92,509...	143,930.50/4,497.83	544,382.65/17,...
Sum of Selected					3,648,610.75/114.01...	2,960,297.60/92,509...	143,930.50/4,497.83	544,382.65/17,...
<input checked="" type="checkbox"/>	0001	Админск...	SERIAL-01	Novomatic	0.05	429,468.25/26,841.77	345,620.60/21,601.29	-60,062.85/-3,753.93
<input checked="" type="checkbox"/>	0002	Админск...	SER-101	Игрософт	1.00	3,219,142.50/201,196.41	2,614,677.00/163,417.31	604,445.50/37,777...

The general values of columns for all gaming slots for the selected period are displayed in the upper table's line, marked with green.

By double-clicking the left mouse button on a line of any slot is displayed the table with statistics on it for the selected period on gaming days basis.

F R

Lgm	Zone	Serial	Developer	Den	Coin In / Per day	Coin Out / Per day
Sum of All EGMs					3,648,610.75/114.01...	2,960,297.60/92,509...
Sum of Filtered					3,648,610.75/114.01...	2,960,297.60/92,509...
Sum of Selected					3,648,610.75/114.01...	2,960,297.60/92,509...
<input checked="" type="checkbox"/>	0001	Админск...	SERIAL-01	Novomatic	0.05	429,468.25/26,841.77
<input checked="" type="checkbox"/>	0002	Админск...	SER-101	Игрософт	1.00	3,219,142.50/201,196.41

Current Sessions History Audits History

Gaming day

Gaming day	Open	Close	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In	Handpay	Bill In - Handpay	Card In	Card Out
47	11/8/2015 3:52 ...		0.05	429468.25	345620.60	143910.50	-60062.85	14.56	29490	20260664.10	417818.85	19842845.25	15000012.00	58266.70	14941745.30	5260652.10	215641.65
46	11/7/2015 3:52 ...	11/8/2015 3:52 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	10000.00	9955.00	45.00	0.00	0.00	0.00	10000.00	9955.00
45	11/6/2015 3:52 ...	11/7/2015 3:52 ...	0.05	2115.00	9250.00	0.00	-7135.00	45.00	47	10000.00	17135.00	-7135.00	0.00	0.00	0.00	10000.00	17135.00
44	11/6/2015 3:09 ...	11/6/2015 3:52 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	10000.00	10000.00	0.00	0.00	0.00	0.00	10000.00	10000.00
43	11/6/2015 3:03 ...	11/6/2015 3:09 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
42	11/6/2015 2:54 ...	11/6/2015 3:03 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
41	11/6/2015 2:24 ...	11/6/2015 2:54 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
40	11/6/2015 2:21 ...	11/6/2015 2:24 ...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Gaming Day – the number of a gaming day (on arising from bottom to top).

Open – the date and time of opening the gaming day.

Close – the date and time of closing the gaming day.

The rest of the columns contain the counters and indicators values of gaming devices, analogue to the previous table forms of «Slots Monitoring».

Next, by double-clicking the left mouse button on a line of any gaming day again, the table with the statistics on a slot for the selected gaming day will be opened on audit basis.

Gaming Day	Open	Close	Den	Coin In	Coin Out	Jackpot	Win
				429468.25	345620.60	143910.50	-60062.85
417	11/8/2015 3:52 ...		0.05	45.00	0.00	0.00	45.00
416	11/7/2015 3:52 ...	11/8/2015 3:52 ...	0.05	0.00	0.00	0.00	0.00
415	11/6/2015 3:52 ...	11/7/2015 3:52 ...	0.05	2115.00	9250.00	0.00	-7135.00

Audit Id	Audit date	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	Bill In	Handpay	Bill In - Handpay
			45.00	0.00	0.00	45.00	45.00	1	10000.00	9955.00	45.00	0.00	0.00	0.00
266	11/9/2015 10:39...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00
267	11/9/2015 10:39...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00
268	11/9/2015 10:46...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00
269	11/9/2015 10:47...	0.05	45.00	0.00	0.00	45.00	45.00	1	10000.00	9955.00	45.00	0.00	0.00	0.00
270	11/9/2015 10:48...	0.05	0.00	0.00	0.00	0.00	0.00	0	0.00	0.00	0.00	0.00	0.00	0.00

Audit Id – the audit’s number (on arising from top to bottom).

Audit date – the date and time of performing the audit.

The rest columns contain the counters and indicators values of the selected gaming devices, analogue to the previous table forms of «Slots Monitoring». The summed column vales on all audits for the selected gaming day are displayed in the upper table’s line, marked with **green**.

7.5.5 Monitoring the income of gaming slots within a zone on the whole (Stat Zone).

For monitoring the income of gaming devices within a zone, use the form «New Floor plan», by selecting from the system's menu «Slots» → «Monitoring» → «New Floor plan».

Procedure:

1. Choose the zone of placing the gaming machines, pressing the button of selecting zones on the control panel.



2. When the selected zone will be shown, press the button «STAT ZONE».



On pressing the button, the form will be opened, displaying the summed income of the gaming devices for the selected zone on a daily basis. This table is analogue to the table with the statistics on gaming slots and contains the following information:

Parameters	Description	Formula
Gaming Day	The numbers of gaming days (on arising from bottom to top)	<i>Loaded from system</i>
Data open / Data close	The date and time of opening/closing the gaming day	<i>Loaded from system</i>
Win	The zone's income from bets, made on a slot during the gaming day	<i>Win = Coin In - Coin Out - Jackpot</i>
Win Per Unit	The zone's income from bets on average for 1 slot machine	<i>Win Per Unit = Win / Slots CoInt</i>
Coin In	The sum of bets on a slot for the gaming day	<i>Loaded on SAS</i>
Theo Win	The theoretical zone's income on a slot for the gaming day	<i>Theo Win = [Coin In * Hold%] / 100</i>
Weighted Hold%	The zone's income % of lost credits in a slot for the gaming day	<i>Weighted Hold% = [Win / Coin In] * 100</i>
Average Bet	The average bet value on a slot for the gaming day	<i>Avg. Bet = Coin In / Games</i>

«SlotLogic» System User Guide
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Gaming Day	Date open	Date close	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
			-10373365.35	-110354.95	2144171.15	107235.26	5.00	94.28
402	9/17/2015 12:...	9/17/2015 12:23...	0.00	0.00	0.00	0.00	0.00	0.00
401	8/26/2015 10:...	9/17/2015 12:22...	-1716.65	-858.33	12800.35	666.72	5.21	22.18
399	7/28/2015 12:...	7/29/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
398	7/28/2015 11:...	7/28/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
396	7/21/2015 11:...	7/28/2015 11:56...	-10000398.00	-3333466.00	3600.00	180.00	5.00	900.00
394	7/15/2015 10:...	7/16/2015 10:00...	-14561.70	-3640.43	95.80	4.79	5.00	2.99
390	7/11/2015 10:...	7/12/2015 10:00...	2722.00	907.33	17325.00	866.25	5.00	33.84
387	7/7/2015 10:0...	7/9/2015 10:00 ...	-515.00	-171.67	520.00	26.00	5.00	6.67
386	7/6/2015 10:0...	7/7/2015 10:00 ...	0.00	0.00	0.00	0.00	0.00	0.00
384	4/2/2015 5:23 ...	4/2/2015 5:25 PM	0.00	0.00	0.00	0.00	0.00	0.00
383	4/2/2015 5:19 ...	4/2/2015 5:23 PM	0.00	0.00	0.00	0.00	0.00	0.00
382	4/2/2015 5:17 ...	4/2/2015 5:19 PM	0.00	0.00	0.00	0.00	0.00	0.00
381	4/2/2015 5:16 ...	4/2/2015 5:17 PM	0.00	0.00	0.00	0.00	0.00	0.00
380	4/2/2015 5:00 ...	4/2/2015 5:16 PM	0.00	0.00	0.00	0.00	0.00	0.00
379	4/2/2015 4:51 ...	4/2/2015 5:00 PM	0.00	0.00	0.00	0.00	0.00	0.00
378	4/2/2015 12:1...	4/2/2015 4:51 PM	5147.00	1715.67	29335.00	1466.75	5.00	5.93
377	4/2/2015 12:0...	4/2/2015 12:13 ...	192.00	64.00	1045.00	52.25	5.00	6.83
376	4/2/2015 11:5...	4/2/2015 12:09 ...	0.00	0.00	0.00	0.00	0.00	0.00
375	4/1/2015 5:47 ...	4/2/2015 11:58 ...	33.00	11.00	90.00	4.50	5.00	5.63
374	4/1/2015 5:37 ...	4/1/2015 5:47 PM	0.00	0.00	0.00	0.00	0.00	0.00
373	4/1/2015 5:17 ...	4/1/2015 5:37 PM	0.00	0.00	0.00	0.00	0.00	0.00
372	4/1/2015 5:15 ...	4/1/2015 5:17 PM	0.00	0.00	0.00	0.00	0.00	0.00
371	4/1/2015 5:11 ...	4/1/2015 5:15 PM	0.00	0.00	0.00	0.00	0.00	0.00
370	4/1/2015 3:57 ...	4/1/2015 5:11 PM	0.00	0.00	0.00	0.00	0.00	0.00
369	4/1/2015 3:55 ...	4/1/2015 3:57 PM	0.00	0.00	0.00	0.00	0.00	0.00
368	4/1/2015 1:04 ...	4/1/2015 3:55 PM	0.00	0.00	0.00	0.00	0.00	0.00
366	3/31/2015 6:4...	3/31/2015 6:52 ...	20.00	6.67	20.00	1.00	5.00	10.00
365	3/31/2015 3:5...	3/31/2015 6:49 ...	0.00	0.00	0.00	0.00	0.00	0.00
364	3/31/2015 3:2...	3/31/2015 3:53 ...	0.00	0.00	0.00	0.00	0.00	0.00
363	3/31/2015 3:2...	3/31/2015 3:27 ...	0.00	0.00	0.00	0.00	0.00	0.00
362	3/31/2015 3:1...	3/31/2015 3:26 ...	0.00	0.00	0.00	0.00	0.00	0.00
361	3/31/2015 3:1...	3/31/2015 3:19 ...	0.00	0.00	0.00	0.00	0.00	0.00
359	12/11/2014 4:...	3/31/2015 3:13 ...	-3682.00	-1227.33	12718.00	635.90	5.00	2.48
358	10/29/2014 1:...	12/11/2014 4:31...	-13720.00	-6860.00	7829.00	391.45	5.00	37.28
356	10/3/2014 4:5...	10/29/2014 11:5...	0.00	0.00	0.00	0.00	0.00	0.00
355	9/12/2014 11:...	10/3/2014 4:59 ...	1893.00	1893.00	9965.00	498.25	5.00	11.85

The values of columns on the whole within a zone are displayed in the upper line, marked with green.

Gaming Day	Date open	Date close	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
			-10373365.35	-110354.95	2144171.15	107235.26	5.00	94.28
402	9/17/2015 12:...	9/17/2015 12:23...	0.00	0.00	0.00	0.00	0.00	0.00
401	8/26/2015 10:...	9/17/2015 12:22...	-1716.65	-858.33	12800.35	666.72	5.21	22.18
399	7/28/2015 12:...	7/29/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00

If necessary, it is possible to group in the data statistics of zones, using the buttons, located below the table, on weeks – the button or on months – the button .

364	3/31/2015 3:27 ...	3/31/2015 3:53 ...	0.00	0.00
363	3/31/2015 3:26 ...	3/31/2015 3:27 ...	0.00	0.00
328	12/16/2013 2:50...	2/18/2014 12:12...	-33658.00	8292.00
326	12/13/2013 5:49...	12/16/2013 2:50...	1600.00	2000.00

1 7 31

By double-clicking the left mouse button on a line of any gaming day, the table with the statistics for the selected day on denomination basis of gaming slots will be opened.

Gaming Day	Date open	Date close	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
			-10373365.35	-110354.95	2144171.15	107235.26	5.00	94.28
402	9/17/2015 12:22...	9/17/2015 12:23...	0.00	0.00	0.00	0.00	0.00	0.00
401	8/26/2015 10:51...	9/17/2015 12:22...	-1716.65	-858.33	12800.35	666.72	5.21	22.18
399	7/28/2015 12:03...	7/29/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
398	7/28/2015 11:57...	7/28/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
396	7/21/2015 11:27...	7/28/2015 11:56...	-10000398.00	-3333466.00	3600.00	180.00	5.00	900.00
394	7/15/2015 10:00...	7/16/2015 10:00...	-14561.70	-3640.43	95.80	4.79	5.00	2.99
390	7/11/2015 10:00...	7/12/2015 10:00...	2722.00	907.33	17325.00	866.25	5.00	33.84

Denomination	Slots count	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
		-14561.70	-3640.42	95.80	4.79	5	2.99
0.20	1	-21.20	-21.20	0.80	0.04	5.00	0.20
0.50	1	-2371.50	-2371.50	95.00	4.75	5.00	3.39
1.00	1	-12169.00	-12169.00	0.00	0.00	0.00	0.00
50.00	1	0.00	0.00	0.00	0.00	0.00	0.00

- **Denomination** – the list of denominations for slots in a zone.
- **Slot Count** – the quantity of gaming devices with denomination, which were active during the gaming day.

The rest of columns contain the data statistics on a zone, analogue to the previous table forms of «Stat Zone», on denomination basis only. The resulting values of columns for the selected gaming day are displayed in the upper table's line, marked with green.

Also, the table provides the standard filters and searching data operations.

Denomination	Slots count	Win	Win Per Unit
		-14561.70	-3640.42
0.20	1	-21.20	-21.20

For returning to the previous page of «Stat Zone» use the button , located at the upper right corner, for closing the form – press the button .



Denomination	Slots count	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
		-14561.70	-3640.42	95.80	4.79	5	2.99
0.20	1	-21.20	-21.20	0.80	0.04	5.00	0.20

7.5.6 Monitoring the income of gaming slots within a club on the whole (Stat Club).

For monitoring the income of gaming slots within a club on the whole, use the form «New Floor plan», by selecting from the system's menu «Slots» → «Monitoring» → «New Floor plan».

Procedure:

1. Choose the club by pressing the button for choosing a club on the control panel.



1. Then press the button «STAT CLUB».

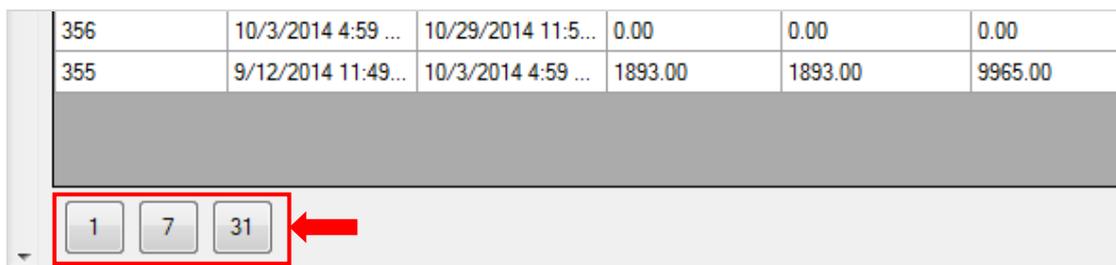


On pressing the button, the form with tables will be opened on the right side, displaying the income of slots on the whole within a club on gaming days basis. The values of columns on the whole for a zone are displayed in the upper line, marked with **green**. The table is analogue to the table of the income of gaming slot on a zone.

Parameters	Description	Formula
Gaming Day	The numbers of gaming days (on arising from bottom to top)	<i>Loaded from system</i>
Data open / Data close	The date and time of opening/closing the gaming day	<i>Loaded from system</i>
Win	The club's income of bets, made in a slot during the gaming day	<i>Win = Coin In - Coin Out - Jackpot</i>
Win Per Unit	The club's income of bets on average for 1 slot machine	<i>Win Per Unit = Win / Slots Coimt</i>
Coin In	The sum of bets on gaming device for the gaming day	<i>Loaded on SAS</i>
Theo Win	The theoretical club's income for the gaming day	<i>Theo Win = [Coin In * Hold%] / 100</i>
Weighted Hold%	The club's income % of the lost credits in slot for the gaming day	<i>Weighted Hold% = [Theo Win / Coin In] * 100</i>
Average Bet	The average bet value in a slot for the gaming day	<i>Avg. Bet = Coin In / Games</i>

Gaming Day	Date open	Date close	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
			-10373365.35	-110354.95	2144171.15	107235.26	5.00	94.28
402	9/17/2015 12:22...	9/17/2015 12:23...	0.00	0.00	0.00	0.00	0.00	0.00
401	8/26/2015 10:51...	9/17/2015 12:22...	-1716.65	-858.33	12800.35	666.72	5.21	22.18
399	7/28/2015 12:03...	7/29/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
398	7/28/2015 11:57...	7/28/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00
396	7/21/2015 11:27...	7/28/2015 11:56...	-10000398.00	-3333466.00	3600.00	180.00	5.00	900.00
394	7/15/2015 10:00...	7/16/2015 10:00...	-14561.70	-3640.43	95.80	4.79	5.00	2.99
390	7/11/2015 10:00...	7/12/2015 10:00...	2722.00	907.33	17325.00	866.25	5.00	33.84
387	7/7/2015 10:00 ...	7/9/2015 10:00 ...	-515.00	-171.67	520.00	26.00	5.00	6.67
386	7/6/2015 10:00 ...	7/7/2015 10:00 ...	0.00	0.00	0.00	0.00	0.00	0.00
384	4/2/2015 5:23 PM	4/2/2015 5:25 PM	0.00	0.00	0.00	0.00	0.00	0.00
383	4/2/2015 5:19 PM	4/2/2015 5:23 PM	0.00	0.00	0.00	0.00	0.00	0.00
382	4/2/2015 5:17 PM	4/2/2015 5:19 PM	0.00	0.00	0.00	0.00	0.00	0.00
381	4/2/2015 5:16 PM	4/2/2015 5:17 PM	0.00	0.00	0.00	0.00	0.00	0.00
380	4/2/2015 5:00 PM	4/2/2015 5:16 PM	0.00	0.00	0.00	0.00	0.00	0.00
379	4/2/2015 4:51 PM	4/2/2015 5:00 PM	0.00	0.00	0.00	0.00	0.00	0.00
378	4/2/2015 12:13 ...	4/2/2015 4:51 PM	5147.00	1715.67	29335.00	1466.75	5.00	5.93
377	4/2/2015 12:09 ...	4/2/2015 12:13 ...	192.00	64.00	1045.00	52.25	5.00	6.83
376	4/2/2015 11:58 ...	4/2/2015 12:09 ...	0.00	0.00	0.00	0.00	0.00	0.00
375	4/1/2015 5:47 PM	4/2/2015 11:58 ...	33.00	11.00	90.00	4.50	5.00	5.63
374	4/1/2015 5:37 PM	4/1/2015 5:47 PM	0.00	0.00	0.00	0.00	0.00	0.00
373	4/1/2015 5:17 PM	4/1/2015 5:37 PM	0.00	0.00	0.00	0.00	0.00	0.00
372	4/1/2015 5:15 PM	4/1/2015 5:17 PM	0.00	0.00	0.00	0.00	0.00	0.00
371	4/1/2015 5:11 PM	4/1/2015 5:15 PM	0.00	0.00	0.00	0.00	0.00	0.00
370	4/1/2015 3:57 PM	4/1/2015 5:11 PM	0.00	0.00	0.00	0.00	0.00	0.00
369	4/1/2015 3:55 PM	4/1/2015 3:57 PM	0.00	0.00	0.00	0.00	0.00	0.00
368	4/1/2015 1:04 PM	4/1/2015 3:55 PM	0.00	0.00	0.00	0.00	0.00	0.00
366	3/31/2015 6:49 ...	3/31/2015 6:52 ...	20.00	6.67	20.00	1.00	5.00	10.00
365	3/31/2015 3:53 ...	3/31/2015 6:49 ...	0.00	0.00	0.00	0.00	0.00	0.00
364	3/31/2015 3:27 ...	3/31/2015 3:53 ...	0.00	0.00	0.00	0.00	0.00	0.00
363	3/31/2015 3:26 ...	3/31/2015 3:27 ...	0.00	0.00	0.00	0.00	0.00	0.00
362	3/31/2015 3:19 ...	3/31/2015 3:26 ...	0.00	0.00	0.00	0.00	0.00	0.00
361	3/31/2015 3:14 ...	3/31/2015 3:19 ...	0.00	0.00	0.00	0.00	0.00	0.00
359	12/11/2014 4:31...	3/31/2015 3:13 ...	-3682.00	-1227.33	12718.00	635.90	5.00	2.48
358	10/29/2014 1:17...	12/11/2014 4:31...	-13720.00	-6860.00	7829.00	391.45	5.00	37.28
356	10/3/2014 4:59 ...	10/29/2014 11:5...	0.00	0.00	0.00	0.00	0.00	0.00
355	9/12/2014 11:49...	10/3/2014 4:59 ...	1893.00	1893.00	9965.00	498.25	5.00	11.85

The presented data within the table can be grouped on days, weeks and months, using the buttons located below the table.



By double-clicking the left mouse button on a line of any gaming day, the table with the statistics on this gaming day on denomination basis of gaming devices will be opened.

F R

Gaming Day	Date open	Date close	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
			-10373365.35	-110354.95	2144171.15	107235.26	5.00	94.28
402	9/17/2015 12:22...	9/17/2015 12:23...	0.00	0.00	0.00	0.00	0.00	0.00
401	8/26/2015 10:51...	9/17/2015 12:22...	-1716.65	-858.33	12800.35	666.72	5.21	22.18
399	7/28/2015 12:03...	7/29/2015 12:03...	0.00	0.00	0.00	0.00	0.00	0.00



F R

Denomination	Slots count	Win	Win Per Unit	Coin In	Theo Win	Weighted Hold	Average Bet
		-1716.65	-858.32	12800.35	666.72	5.21	22.18
0.05	1	-2186.85	-2186.85	1612.65	83.21	5.16	12.22
0.10	1	470.20	470.20	11187.70	583.51	5.22	25.14



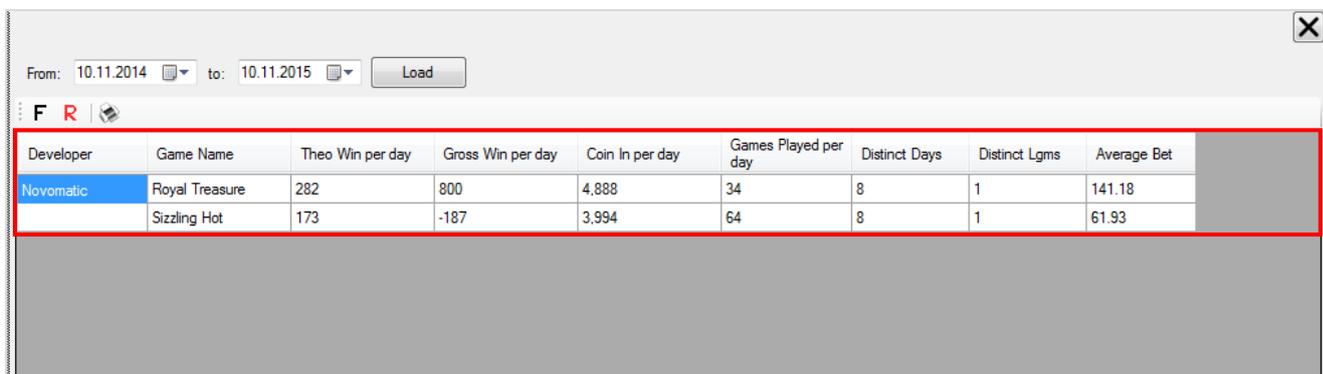
7.5.7 Viewing the statistics on gaming slots on game basis (Stat Game).

For viewing the statistics of gaming slots on game basis, it is necessary to press the button «STAT GAME» on the control panel in «New Hall’s Plan».



Attention! To make it work correctly an option «Games audit» must be enabled in the «SlotLogic» system settings (see more [«Setting gaming machines options»](#)). Also SAS games list must be set (see more [«Setting SAS games list»](#)) and SAS games connected to the devices (see more [«Connecting SAS games to the devices»](#)).

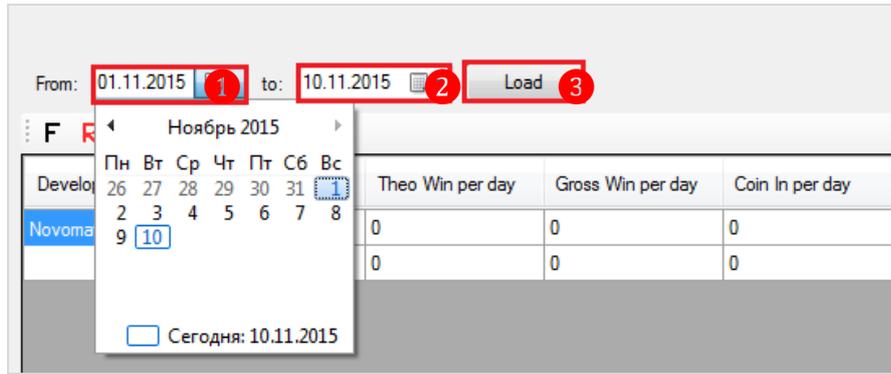
On pressing the button, the form will be opened on the right side, displaying the statistics data on zone’s slots on game basis. All parameters are calculated on audit data of gaming slots.



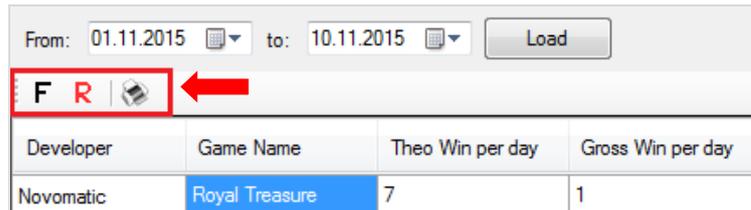
By default, the table will be uploaded with the data for 1 year till the present date. The table contains the following information:

Parameters	Description	Formula
Developer	The slots’ manufacturers	<i>Is loaded from a slot on SAS</i>
Game Name	The games’ titles in a slot	<i>Is loaded from a slot on SAS</i>
Theo Win per day	The theoretical win within a game on one gaming day	$Theo\ Win\ per\ day = [(Coin\ In * Hold\%) / 100] / A.\ Days$
Gross Win per day	The real winning in a game on one gaming day	$Gross\ Win\ per\ day = (Coin\ In - Coin\ Out - Jackpot) / A.\ Days$
Coin In per day	The sum of bets in a game on one gaming day	$Coin\ In\ per\ day = Coin\ In / A.\ Days$
Games Played per day	The number of played spins (sessions) in a game on one gaming day	$Games\ Played\ per\ day = Games\ Played / A.\ Days$
Distinct Days	The quantity of days for the slot being present in a club with the presented game	<i>Is loaded from a system</i>
Distinct Lgms	The number of gaming machines with the exact game	<i>Is loaded from a system</i>
Average Bet	The average bet value within a game	$Avg.\ Bet = Coin\ In / Games\ Played$

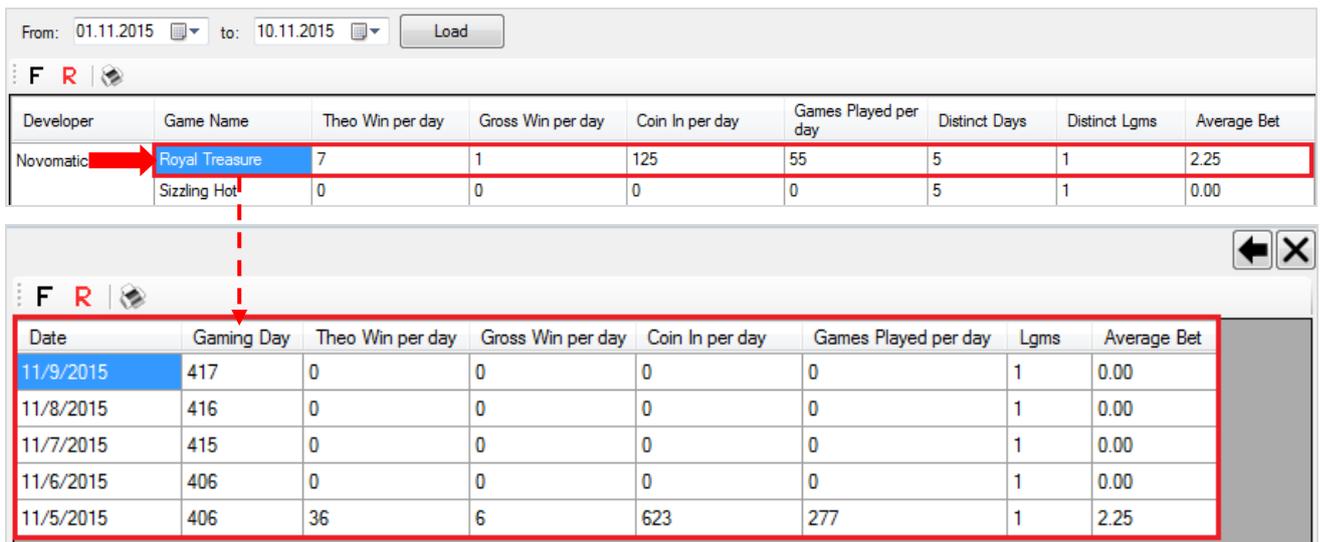
For viewing the data of the other time period, use the filter above the table. Set the starting and ending dates of periods in it, then press on for uploading the data.



Note that the form provides the standard filters, printing and searching operations.



By double-clicking the left mouse button on a line of any game title, the table with the detailed statistics on the selected game on audit basis will be opened.

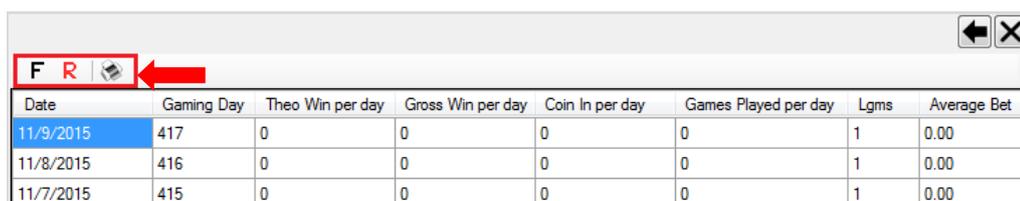


Date – the date of performing audit on gaming slots.

Gaming Day – the order number of the gaming day, where the audit was performed.

The rest table's columns contain the values of parameters, analogue to the table in «Stat Game».

The presented form also provides the standard filters, printing and searching operations.



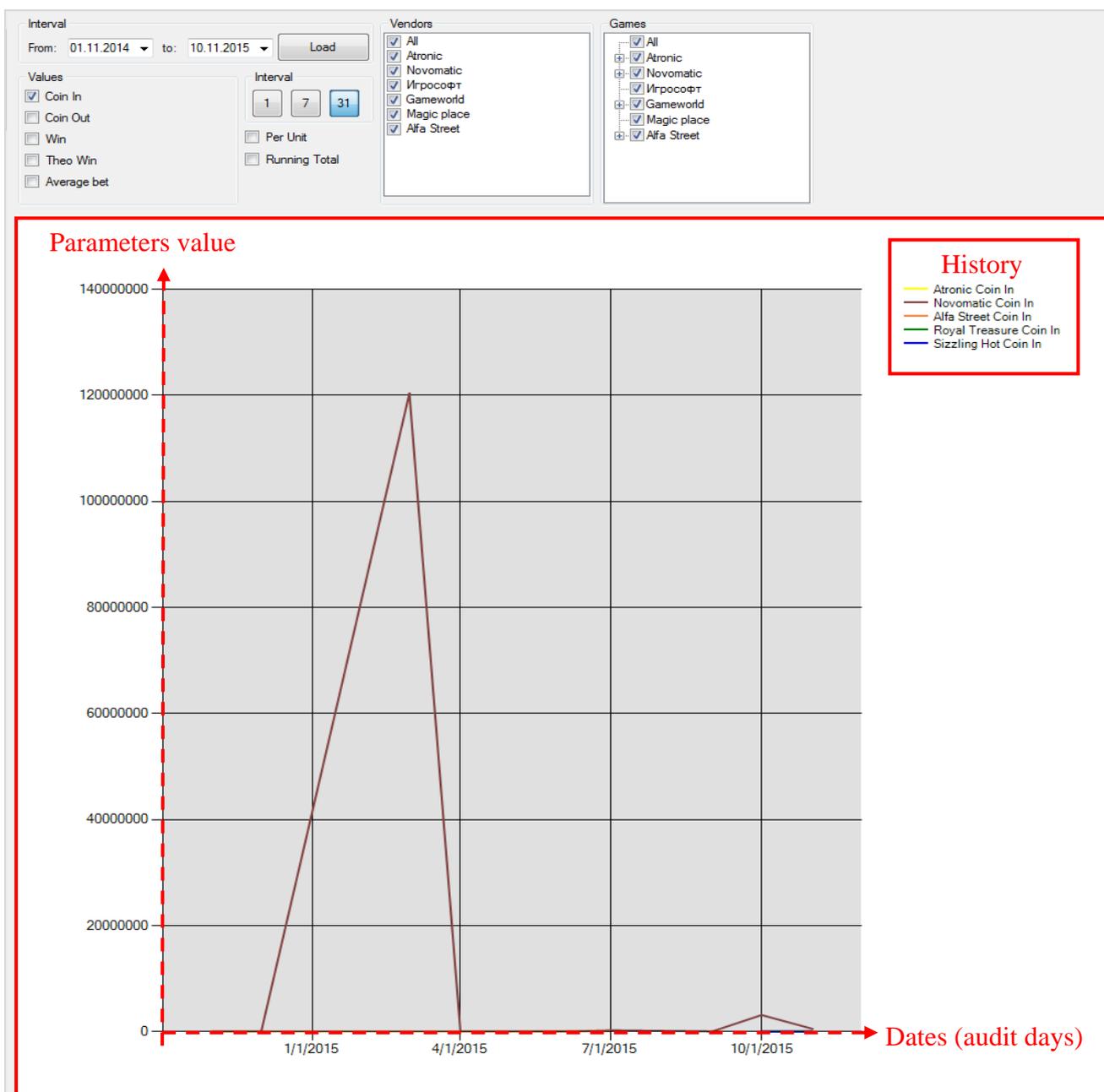
For returning to the previous page of the form «Stat Game», press on the button , located on the upper right corner, for closing the form – the button .

7.5.8 Viewing the statistics on gaming slots on games via a graph (Stat Graph).

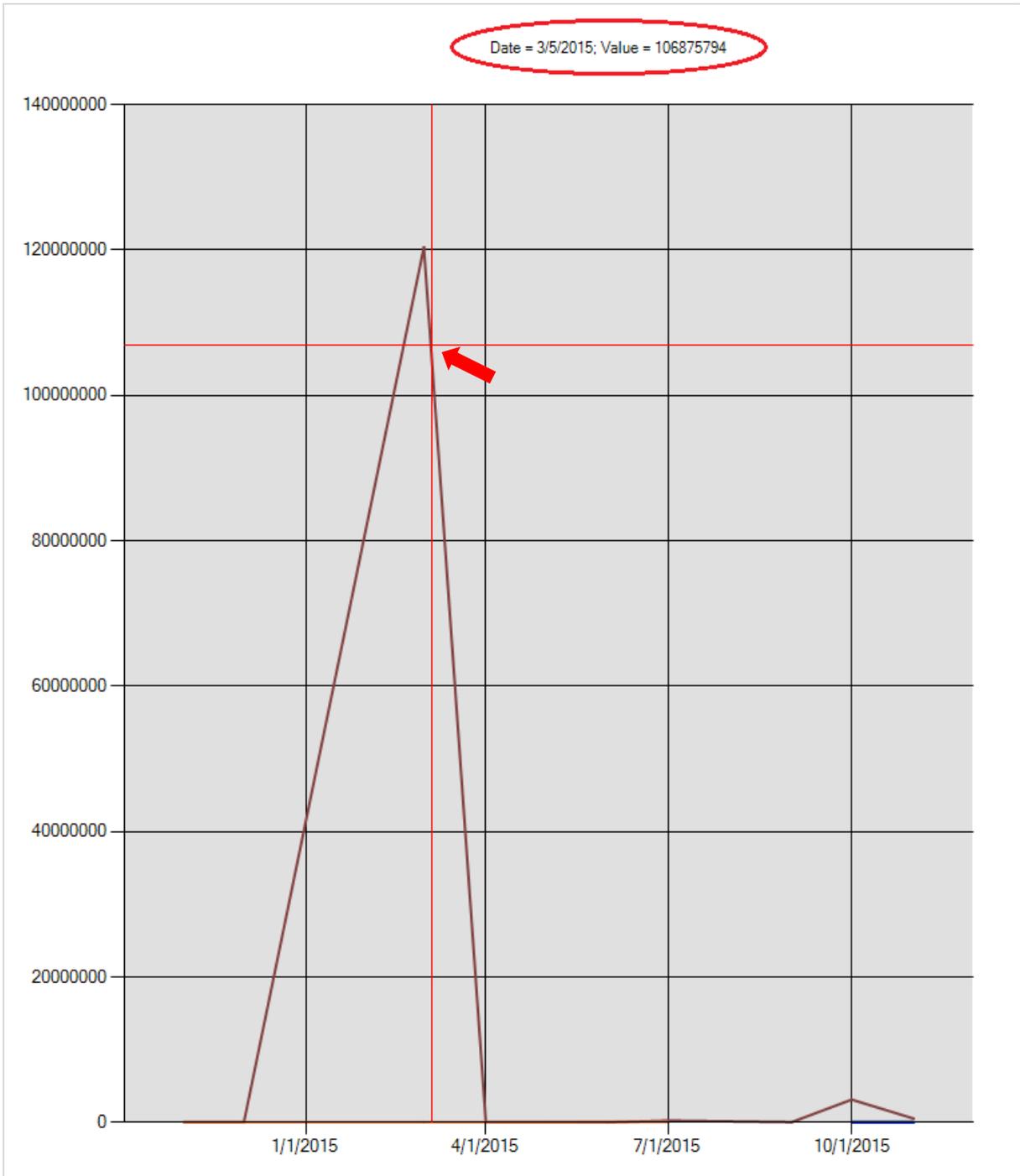
For viewing the statistics on games via graph, press on the button «STAT GRAPH» on the control panel in «New Hall's Plan».



On pressing the button, the statistics on zone's gaming slots will be displayed as a graph on the right side of the screen, based on games and manufacturers basis. By default, the graph only presents the values of **Coin In** for a year. All values are calculated on audit's data of gaming slots. Using the different palette of colors, according to history (from the right), are displayed the manufacturers and games.



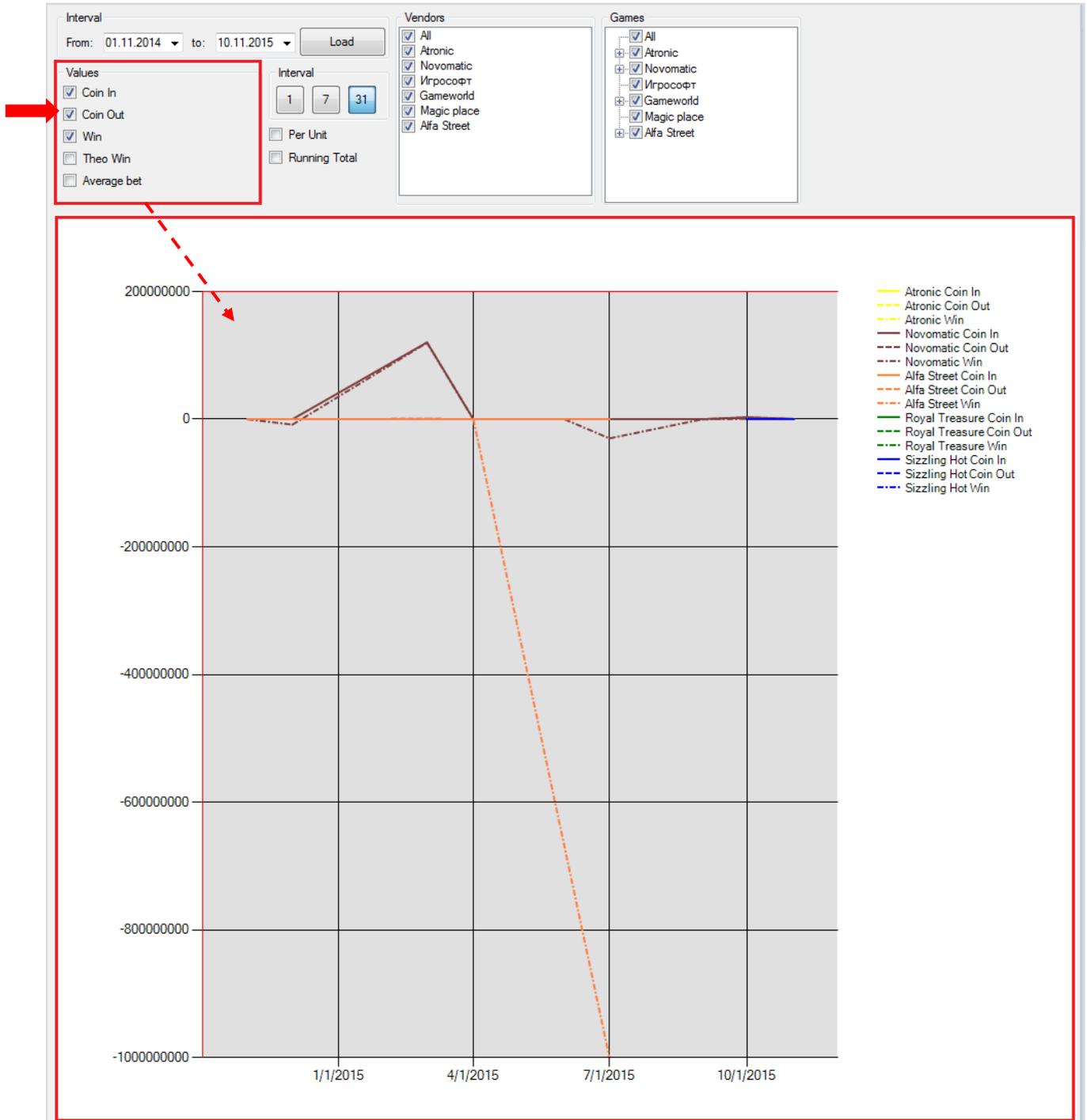
By setting the mouse cursor on any spot of the line, the audit data (Date) and the exact value of parameter for this date (Value) will be displayed above the graph.



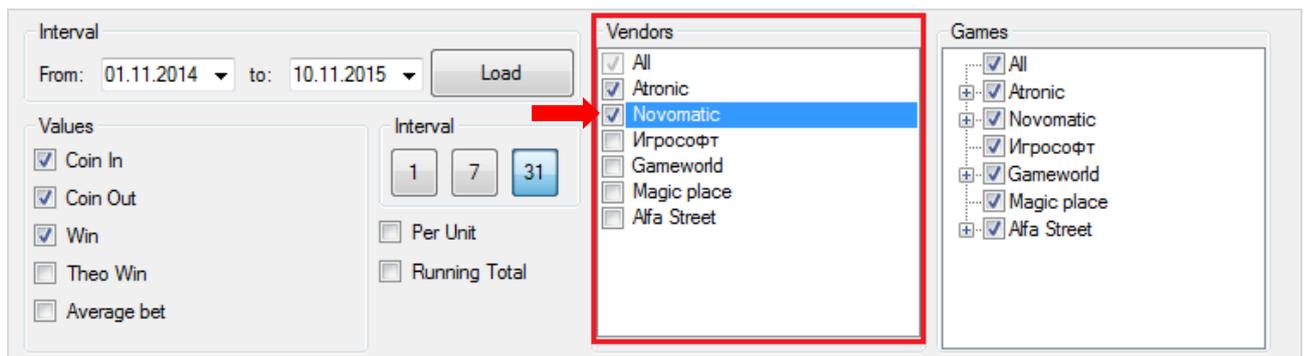
The following parameters are available for building a graph:

Parameters	Description
Coin In	The sum of bets on the terminal/ in a game
Coin Out	The sum of winnings on the terminal/ in a game (including jackpots)
Win	The real win on the terminal/ in a game
Theo Win	The theoretical winning on the terminal/ in a game
Average Bet	The average bet value on the terminal/ in a game

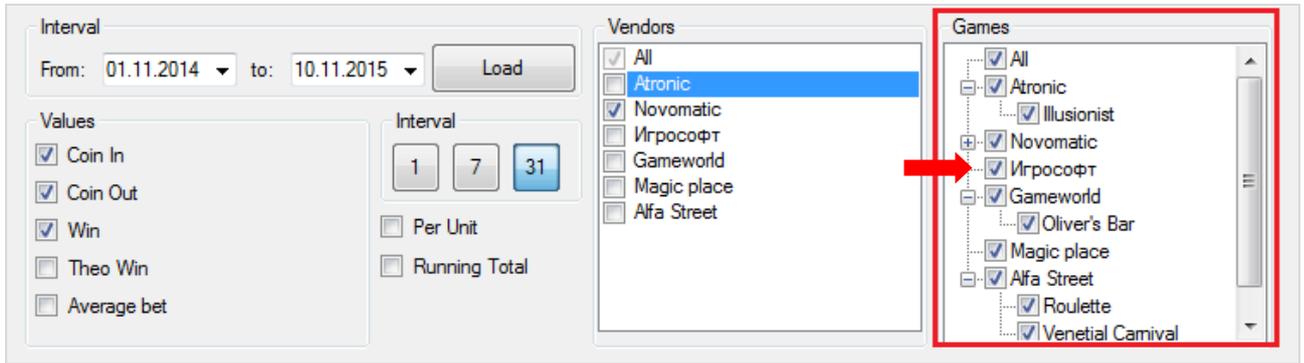
For selecting the parameters to make a graph, set the appropriate ticks in filters **Values**.



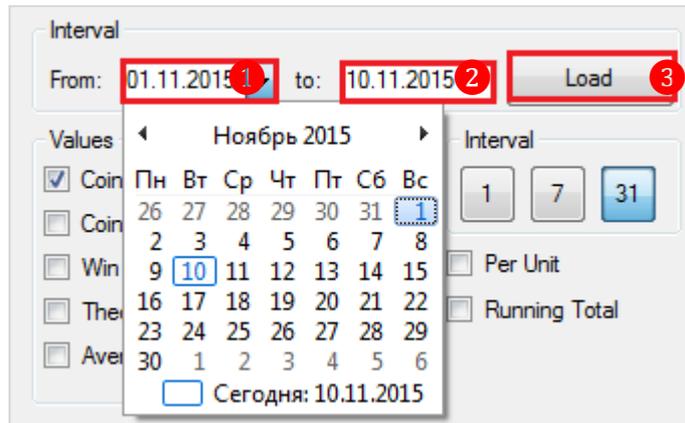
For choosing the gaming devices (on manufacturers) for a graph, it is necessary to set the appropriate ticks in filters **Vendors**. **All** – for selecting all.



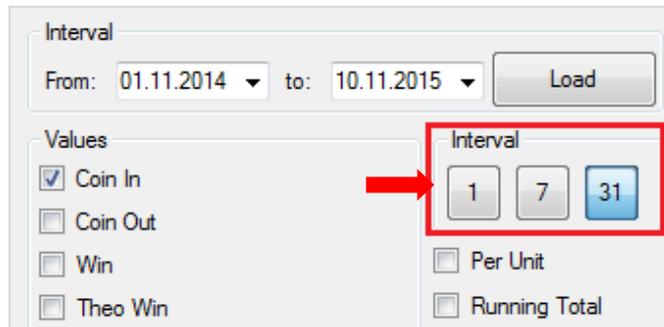
For selecting the game, use the filter **Games**. **All** – for selecting all games.



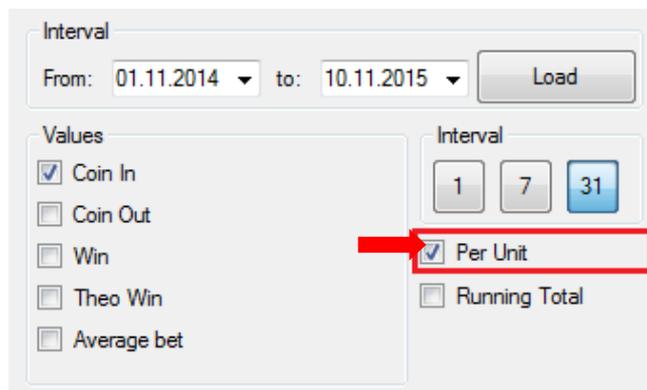
In case it is needed to view the graph on any other time period, use the filter **Interval** above the form. Set the starting and ending period dates, press on the button **Load** for uploading the information.

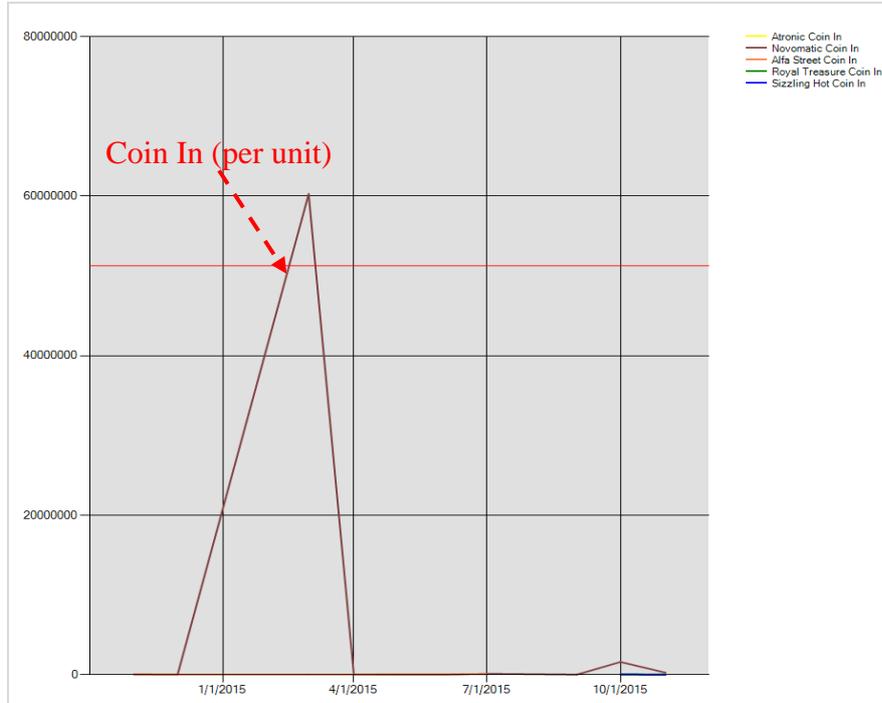


For grouping in days, weeks, months it is necessary to use button **1**, **7** and **31** relatively.



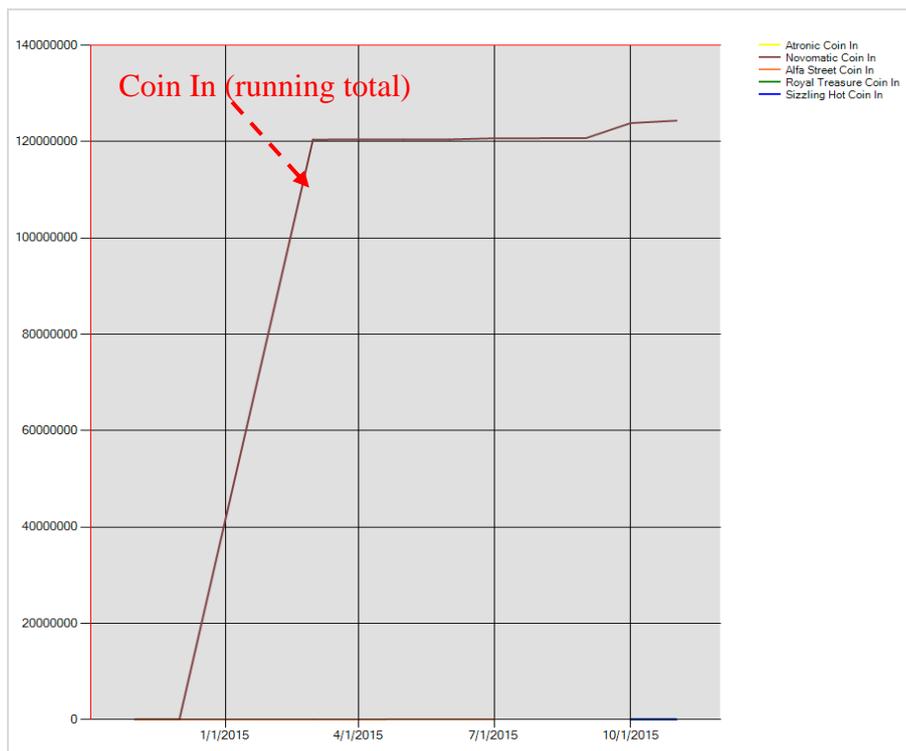
By setting a tick in a parameter **Per Unit**, the graph will be built on average values of the selected parameters for the specified period of time, calculated for 1 slot.





By setting a tick in a parameter **Running Total**, the graph will be built on values of the selected parameters with the rising results.

The screenshot shows the software interface for selecting parameters and intervals. The 'Interval' section has 'From: 01.11.2014' and 'to: 10.11.2015' with a 'Load' button. The 'Values' section has checkboxes for 'Coin In', 'Coin Out', 'Win', 'Theo Win', and 'Average bet'. The 'Interval' section also has buttons for '1', '7', and '31', and a 'Per Unit' checkbox. The 'Running Total' checkbox is checked and highlighted with a red box and arrow.



By setting a tick in both parameters **Per Unit** and **Running Total**, the graph will be built with the rising results, but also on values of the selected parameters, calculated for 1 slot.

Interval
From: 01.11.2014 to: 10.11.2015 Load

Values
 Coin In
 Coin Out
 Win
 Theo Win

Interval
1 7 31

Per Unit
 Running Total

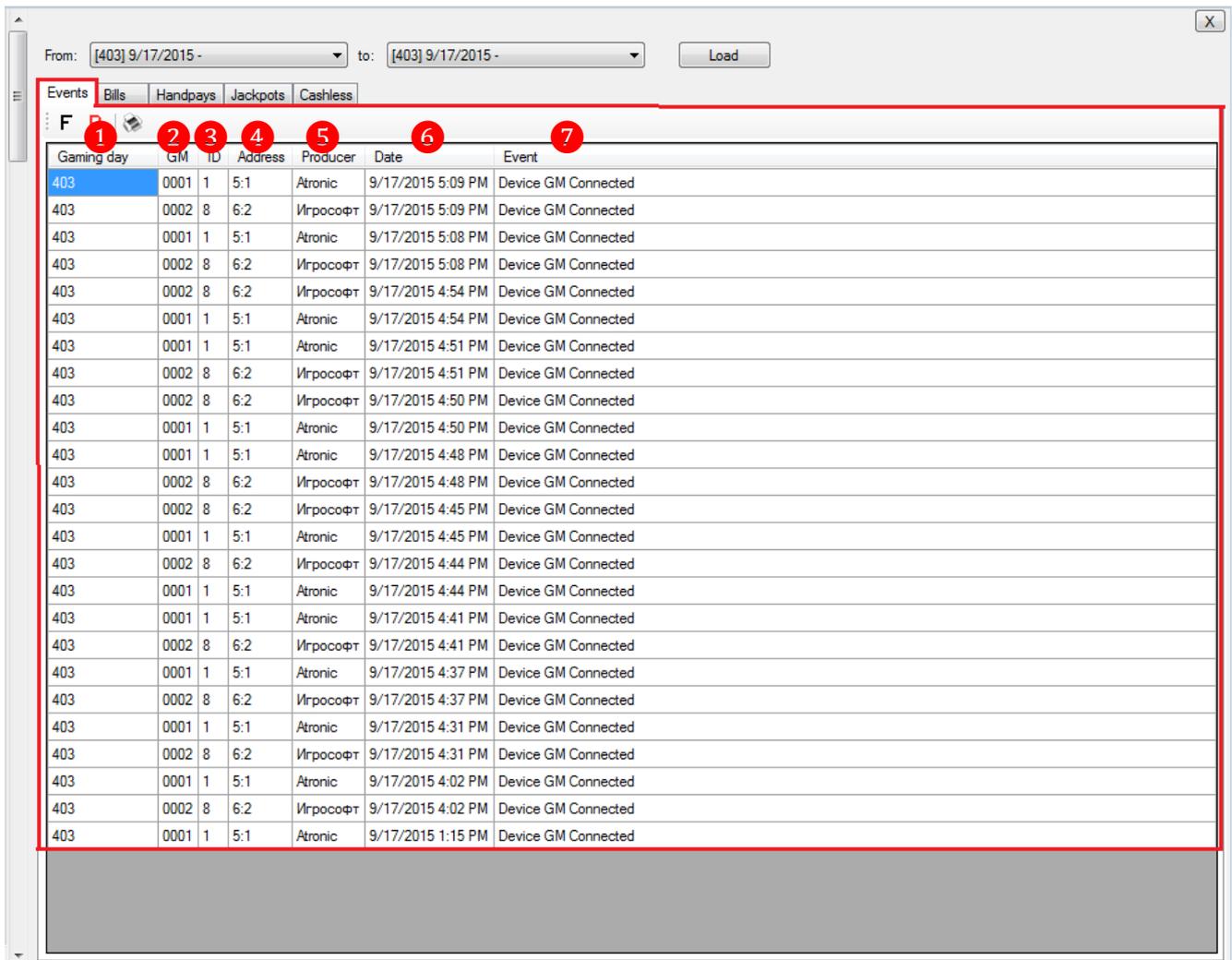


7.5.9 Monitoring the events of gaming devices (Slot Events).

For viewing the events of gaming devices, it is necessary to press in the form «New Hall plan» the button «EVENTS».



On pressing the button, the form table will be opened on the right side, which presents the list of events on gaming slots for the current gaming day in the inset «Events».



The table's columns contain the following:

- Gaming Day** – number of gaming day.
- GM** – the number of a gaming device.
- ID** – id of a gaming device.
- Address** – the number of COM-port for connecting to the server.
- Producer** – the manufacturer of a gaming device.
- Date** – the date (m.d.y) and time (hh:min) of an event.
- Event** – the event's type:

DeviceOutOfService	No connection with the device
DeviceLogicalDoorOpen	The logical door is opened
DeviceCashBoxDoorOpen	The bill-acceptor was taken

DeviceGAConnectedFail	The connection fail
DeviceGAConnected	The connection with a device
DeviceMainDoorOpen	The main door of a device is opened

The 2nd inset «**Bills**» contains the list of events on cash-in operations of the gaming machines via acceptor. The table's columns contain the following:

1. **Gaming Day** – number of gaming day.
2. **GM** – the number of a gaming device.
3. **ID** – id of a gaming device.
4. **Address** – the number of COM-port for connecting to the server.
5. **Producer** – the manufacturer of a gaming device.
6. **Date** – the date (m.d.y.) and time (hh.min.) of an event.
7. **Amount** – the amount of operations.
8. **Total Bill In** – the total sum of Bill In operations (the summed value of the column **Amount**).

Gaming day	GM	ID	Address	Producer	Date	Amount
401	0002	8	6:2	Игрософт	9/1/2015 1:12 PM	10
401	0001	1	5:1	Atronic	9/1/2015 1:04 PM	1
401	0002	8	6:2	Игрософт	9/1/2015 1:00 PM	10
401	0002	8	6:2	Игрософт	9/1/2015 1:00 PM	50
401	0001	1	5:1	Atronic	9/1/2015 12:43 PM	1
401	0001	1	5:1	Atronic	9/1/2015 12:42 PM	1
401	0001	1	5:1	Atronic	9/1/2015 12:42 PM	1
401	0001	1	5:1	Atronic	9/1/2015 12:41 PM	1
401	0001	1	5:1	Atronic	9/1/2015 12:40 PM	1

8 Total Bill In: 76

The 3rd inset «**Handpays**» contains the list of events on cash-out operations from the terminals «with a key». The table's columns contain the following:

1. **Gaming Day** – number of gaming day.
2. **GM** – the number of a gaming device
3. **ID** – id of a gaming device.
4. **Address** – the number of COM-port for connecting to the server.
5. **Producer** – the manufacturer of a gaming machine.
6. **Date** – the date (m.d.y.) and time (hh.min.) of an event.
7. **Amount** – the amount of operations.
8. **Total Handpay** – the total sum of Handpay operation (the summed value of the column **Amount**).

From: [401] 8/26/2015 - 9/17/2015 to: [401] 8/26/2015 - 9/17/2015 Load

Events Bills Handpays Jackpots Cashless

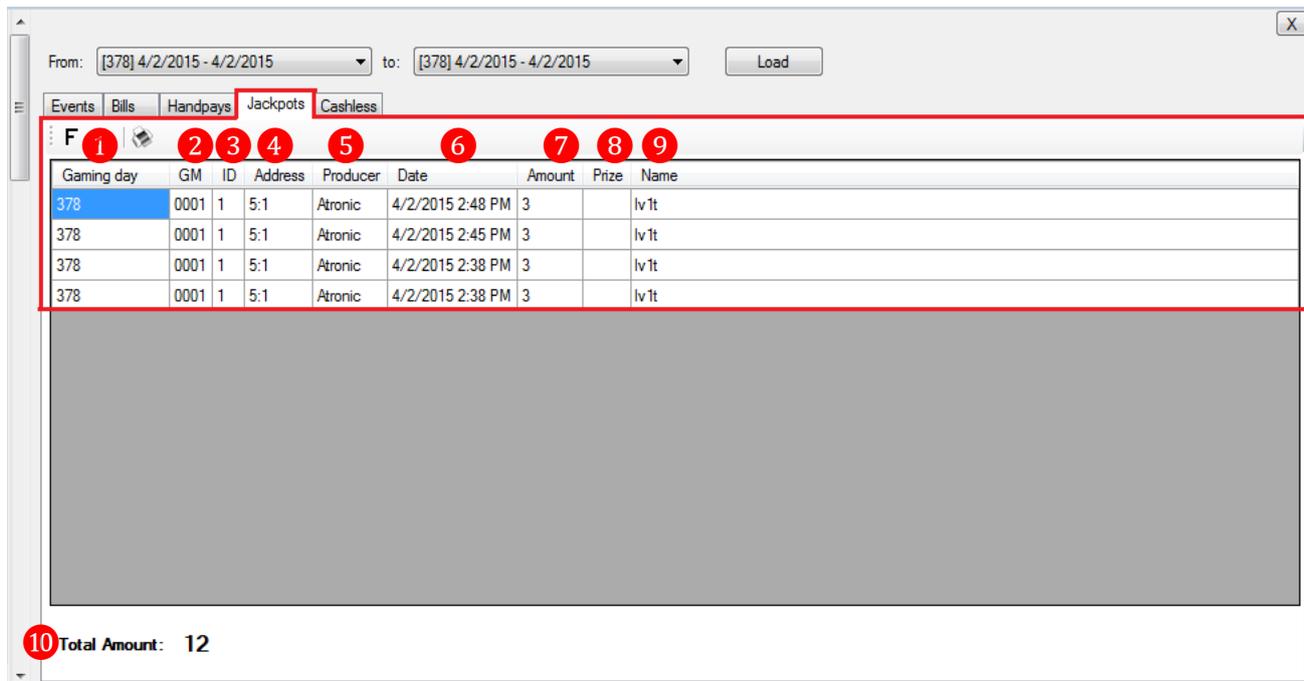
F 1 2 3 4 5 6 7

Gaming day	GM	ID	Address	Producer	Date	Amount
401	0001	1	5:1	Atronic	9/16/2015 6:23 PM	1432.5
401	0001	1	5:1	Atronic	9/10/2015 4:08 PM	100
401	0001	1	5:1	Atronic	9/10/2015 4:04 PM	301
401	0001	1	5:1	Atronic	9/10/2015 4:00 PM	80
401	0001	1	5:1	Atronic	9/9/2015 2:28 PM	500
401	0001	1	5:1	Atronic	9/7/2015 10:42 AM	500
401	0001	1	5:1	Atronic	9/7/2015 10:35 AM	500
401	0001	1	5:1	Atronic	9/7/2015 10:23 AM	713
401	0001	1	5:1	Atronic	9/4/2015 6:34 PM	1989
401	0001	1	5:1	Atronic	9/4/2015 5:50 PM	500
401	0001	1	5:1	Atronic	9/4/2015 5:47 PM	500
401	0001	1	5:1	Atronic	9/4/2015 5:37 PM	500
401	0001	1	5:1	Atronic	9/4/2015 5:26 PM	500
401	0001	1	5:1	Atronic	9/4/2015 2:48 PM	5
401	0002	8	6:2	Игрософт	9/4/2015 2:48 PM	10
401	0001	1	5:1	Atronic	9/2/2015 1:18 PM	500
401	0002	8	6:2	Игрософт	9/1/2015 1:01 PM	60
401	0002	8	6:2	Игрософт	9/1/2015 12:59 PM	60
401	0002	8	6:2	Игрософт	9/1/2015 12:50 PM	60
401	0002	8	6:2	Игрософт	9/1/2015 12:49 PM	307.8

8 Total Handpay: 9842.35

On the inset «**Jackpots**» is displayed the list of jackpots, gained on a slot for the selected period of time. The table's columns contain the following:

1. **Gaming Day** – the number of a gaming day, which gained jackpot.
2. **GM** – the number of a gaming device, which gained jackpot.
3. **ID** – the terminal's ID number.
4. **Address** – the number of COM-port for connecting slot to the server.
5. **Producer** – the slot's manufacturer.
6. **Date** – the date (m.dd.y.) and time (h.min.) of gaining jackpot.
7. **Amount** – the sum of the gained cash jackpot.
8. **Prize** – the prize name of the gained prize jackpot.
9. **Name** – the jackpot's naming.
10. **Total Amount** – the total amount of cash jackpots (the summed value of the column **Amount**).



On the inset «Cashless» is displayed the list of operations on accrual/withdrawal for the selected time period. The table's columns contain the following data:

1. **Gaming Day** – the number of a gaming day.
2. **GM** – the number of a gaming device, which performed the operation.
3. **ID** – the terminal's ID number.
4. **Address** – the number of COM-port for connecting slot to the server.
5. **Producer** – the device's manufacturer.
6. **Date** – the date (m.dd.y.) and time (h.min.) of performing the operation.
7. **Slot In** – the sum of accruing credits on the gaming device.
8. **Slot Out** – the sum of withdrawal of credits from the gaming device.
9. **Operation** – the operation types.
10. **Player Id** – the player's ID (according to the players' observing form).
11. **Surname** – the cashier's surname, which performed the operation (for operations in cashdesk).
12. **Card** – the player's card number (for card operations).
13. **(Total) Slot In** – the total sum of credits, accrued on the slot for the selected period of time (the summed value of the column **Slot In**).
14. **(Total) Slot Out** – the total sum of credits, withdrawn from the slot for the selected period of time (the summed value of the column **Slot Out**).
15. **(Total) Card Drop** – result, the difference between **(Total) Slot In** and **(Total) Slot Out**.

From: [400] 7/29/2015 - 8/26/2015 to: [400] 7/29/2015 - 8/26/2015

Events Bills Handpays Jackpots **Cashless**

Gaming day	GM	ID	Address	Producer	Date	Slot In	Slot Out	Operation	Player Id	Surname	Card
400	0001	1	5:1	Atronic	8/19/2015 12:39 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/10/2015 3:45 PM	100		Csdc -> Slot			
400	0001	1	5:1	Atronic	8/10/2015 3:43 PM	100		Csdc -> Slot			
400	0001	1	5:1	Atronic	8/6/2015 2:38 PM	50		Csdc -> Slot			
400	0001	1	5:1	Atronic	8/6/2015 2:35 PM	1		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:33 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:33 PM		1	Slot -> Card	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:32 PM	1		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:32 PM		15	Slot -> Card	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:32 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:32 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 2:32 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 1:05 PM		10	Slot -> Card	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 1:05 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 1:05 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 1:05 PM		5	Slot -> Card	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	8/6/2015 1:02 PM	5		Card -> Slot	81	Середина	TE-ST-4
400	0001	1	5:1	Atronic	7/31/2015 4:13 PM	40001		Csdc -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 4:03 PM	40001		Csdc -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 3:18 PM	40001		Csdc -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 3:16 PM	200		Csdc -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 2:59 PM	40001		Csdc -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 2:59 PM	200		Csdc -> Slot			

Slot In Slot Out Card Drop = Slot In - Slot Out
Total: 281099 31 281068

By default, the table presents the data for the current gaming day. In case it is needed to view the data on any other day or period, use a filter located at the upper part of the form:

1. Select the starting period time of the gaming day.
2. Select the ending period time of the gaming day.
3. Press on for uploading the information.

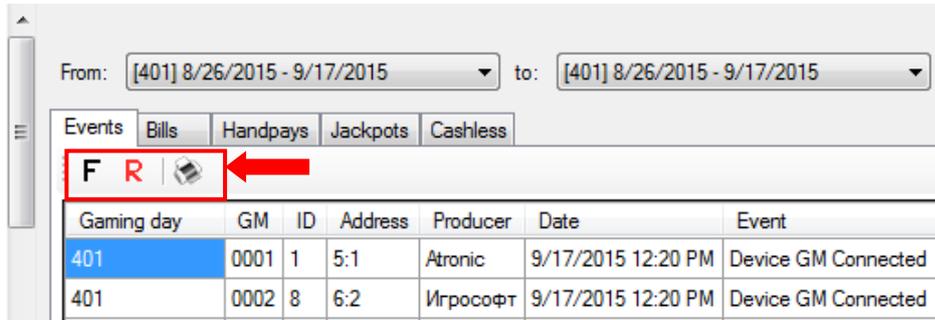
From: [400] 7/29/2015 - 8/26/2015

to: [401] 8/26/2015 - 9/17/2015

Events [403] 9/17/2015 -
[402] 9/17/2015 - 9/17/2015
[401] 8/26/2015 - 9/17/2015
[400] 7/29/2015 - 8/26/2015
[399] 7/28/2015 - 7/29/2015
Gami [398] 7/28/2015 - 7/28/2015
401 [397] 7/28/2015 - 7/28/2015
[396] 7/21/2015 - 7/28/2015
401 [395] 7/20/2015 - 7/21/2015
[394] 7/15/2015 - 7/16/2015

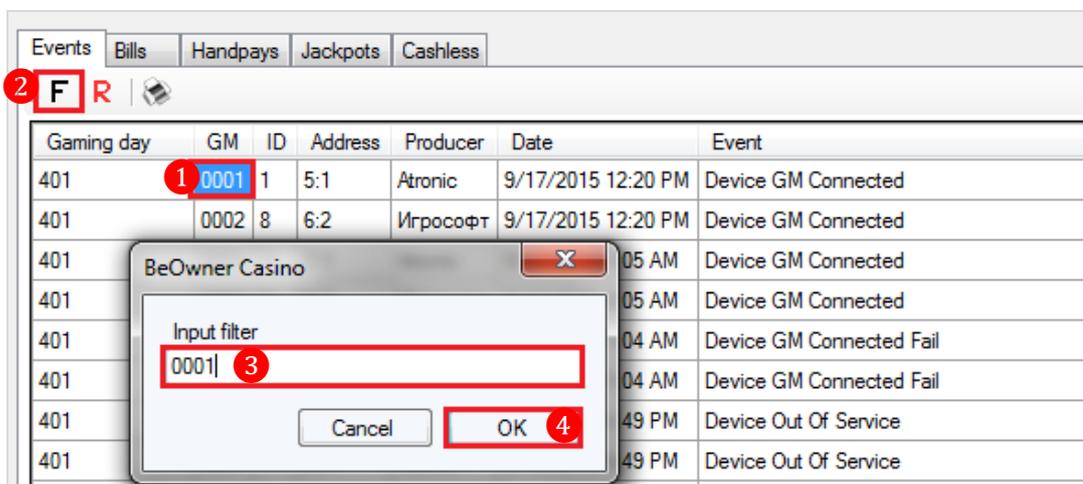
Date	Event
9/17/2015 12:20 PM	Device GM Connected
9/17/2015 9:05 AM	Device GM Connected

Note, that there is a standard filter system and report printing in a form.

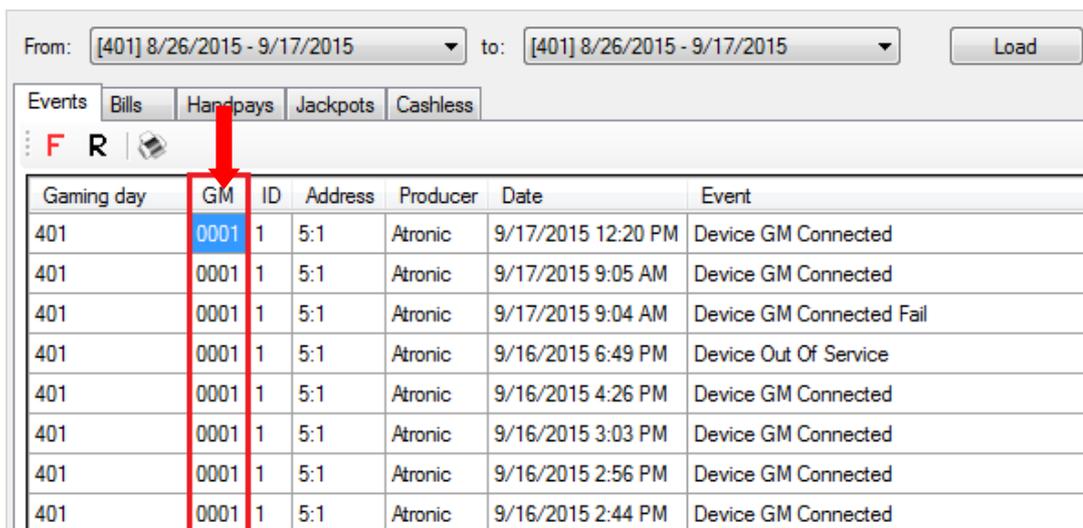


Using the filter, it is eligible to upload the events on a specific gaming machine, or the event and the certain date in the table.

Example: The goal is to view all events in the terminal **0001**. For performing it, open the event table, pressing the button «EVENTS», then press **F**. In the opened form input the number of that terminal via keyboard and press «Ok».



On pressing the button «Ok», the table will be uploaded with the event list only for the terminal **0001**.

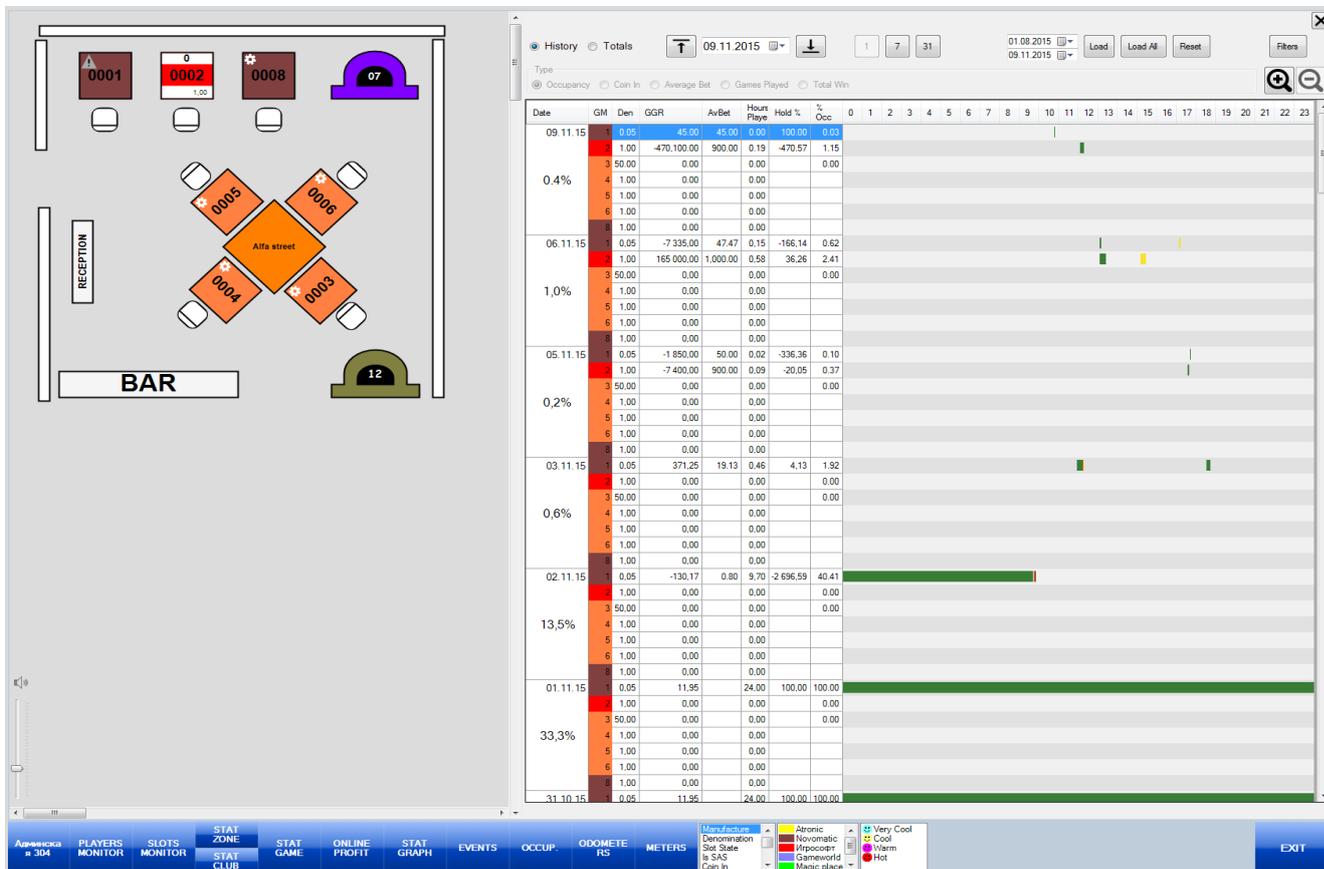


If you want to print the information, press the button .

The same way, it is possible to filter the data on the event's type, manufacturer of gaming machines and dates of events in the table.

7.5.10 The statistics and analysis of loading capacity of gaming machines (Slot Tracking).

For viewing the statistics and for analyzing the loading capacity of slot machines in a club's zone, it is necessary to use the form «New Floor Plan», which is opened from the system menu «Slots» → «Monitoring» → «New hall plan».



The presented form allows viewing the state of gaming machines online, as well as:

- which slots are played the most;
- who, when and how much time was spent on a gaming machine (if the player is a cardholder);
- the average bet amount on each of the terminal;
- the income amount of each gaming machine;
- the periods of time when the machines were loaded the least;
- the loading capacity of the gaming machines on days, months, quarters, years.

Possessing such information, it is possible to arrange the playing zone in a most effective way for gaining much profit.

► Viewing the statistics and analysis for loading capacity of gaming machines.

Steps:

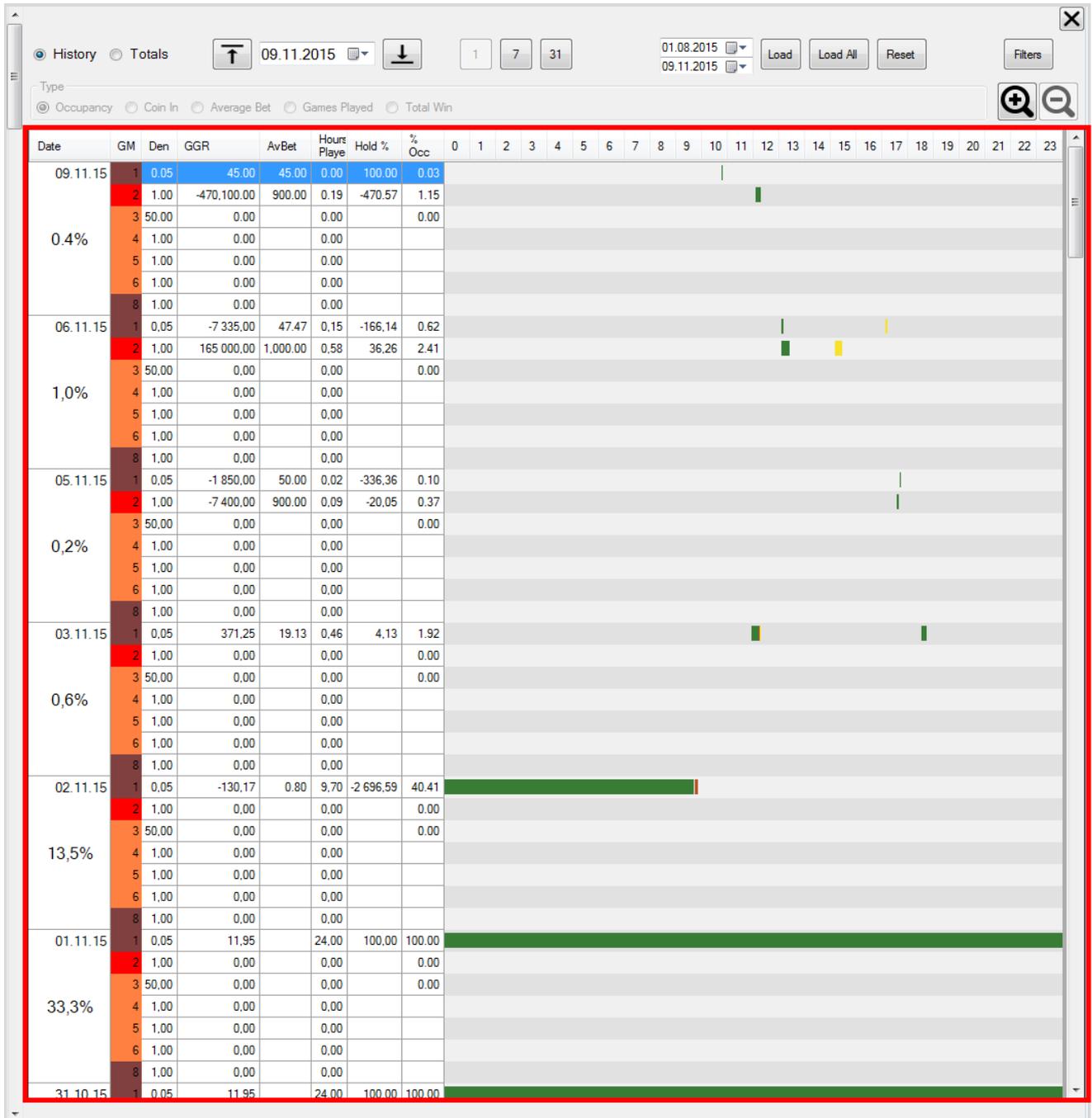
1. Select the zone for placing the gaming machines by pressing the button of choosing the zone on a control panel.



2. On opening the form, press the button «OCCUP» (briefly from the **occupancy**).



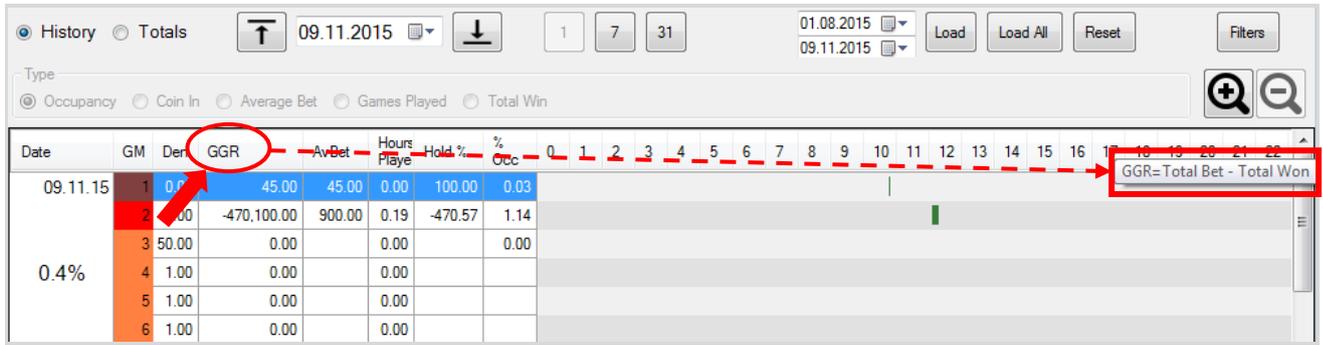
The form on the right will be opened after pressing the button, indicating the loading capacity and efficiency of each gaming machine within the zone on daily basis.



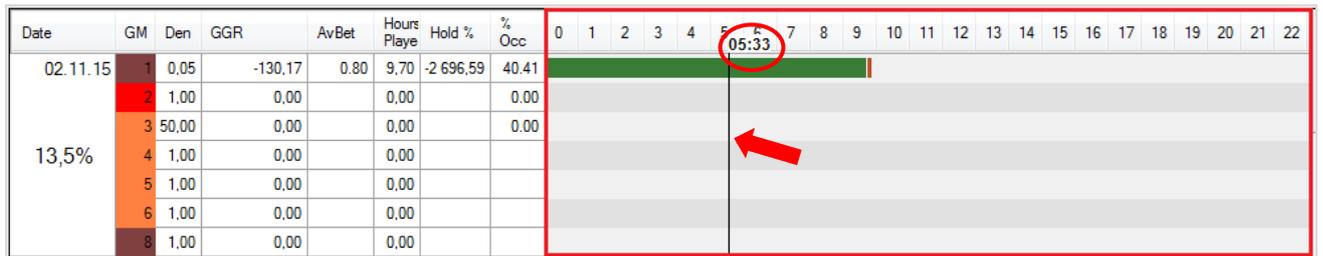
Note: The period for viewing the data of loading capacity, which is available for statistics and analysis, begins with a day of using the form «New Floor Plan» and ends on a current day. The update time-out for a current day is 1 minute.

The table contains the following parameters:

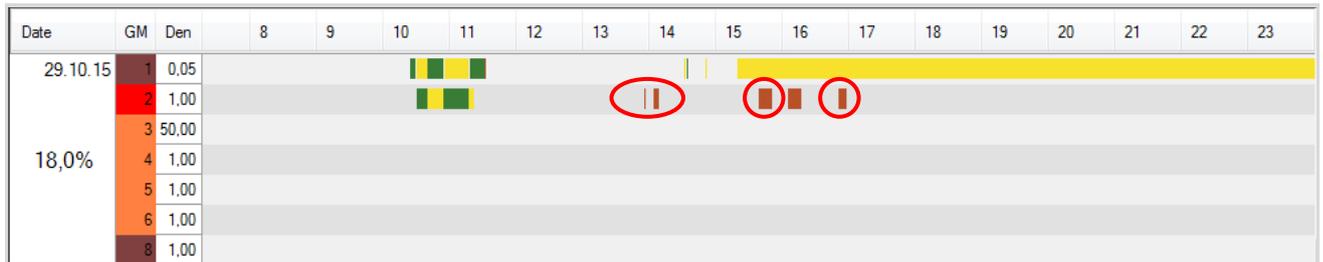
Parameters	Description	Formula
Date	The calendar date of a day, when the data was presented (on above – the current day, and etc.	<i>Loaded from system</i>



Also, note that the time scale has a slider for a minute detail for time. It is displayed as a black vertical line when the cursor stops anywhere on its area. Above the line is the displaying of time in h: min. format.



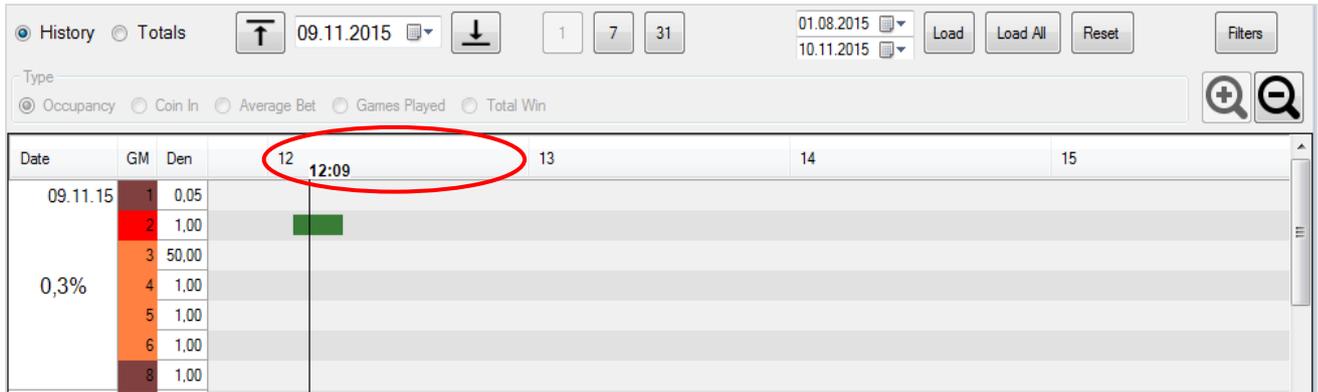
By horizontal lines (the color depends on player) the intervals are marked, when the gaming machines were occupied, i.e. when the games were played.



The following designation is used on the graph for convenience:

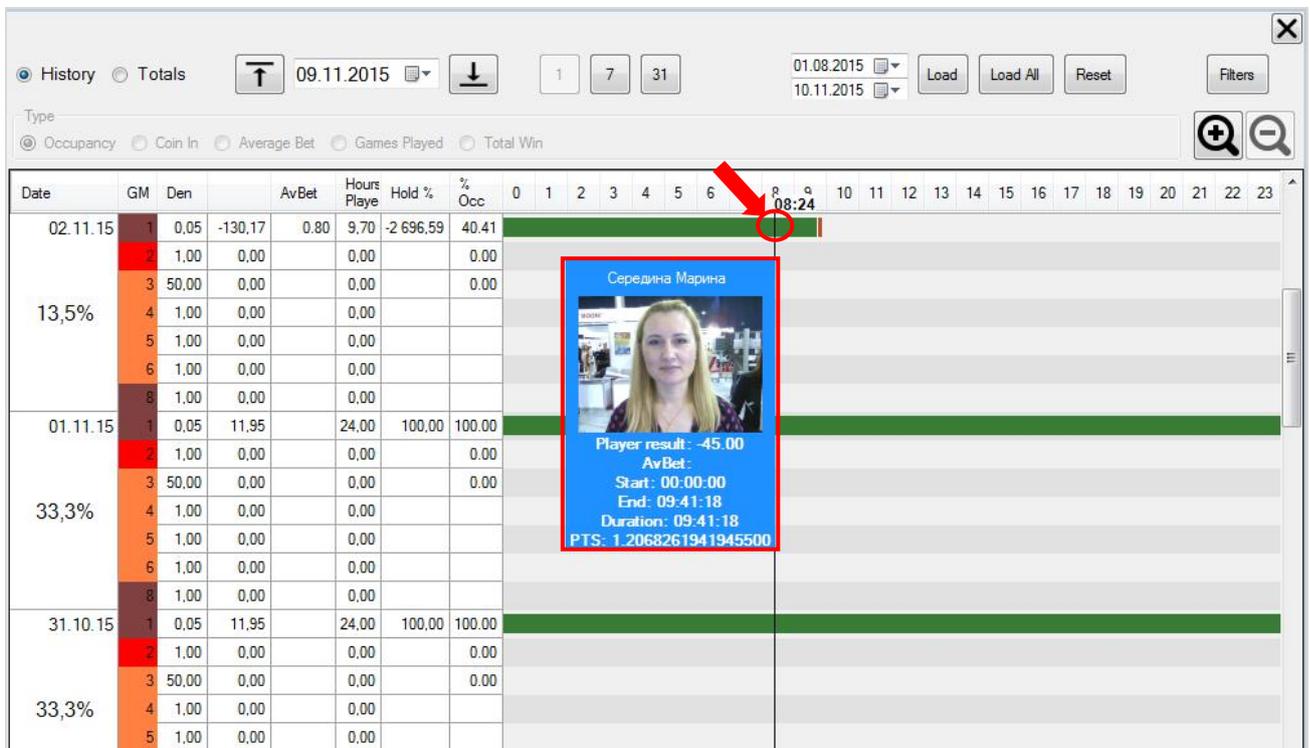
Designation	Meaning
	The green / yellow lines denote, that the cardholder was playing on the terminal at the current period of time. Two colors are used for dividing sessions.
	The brown line denotes, that the player without a card was playing at the current period of time.

For more detailed information of the graph on slots' occupancy use the button «Eye-glass», located on the right side above the graph. On pressing the icon  the graph's time scale extends, while on pressing the icon  - the time scale is narrowing.



Also, by means of the graph, it is possible to learn who was playing on the machine (in case the player with a card) and the game results. For viewing, mark the mouse cursor on any time period zone when the machine was occupied; the pop-up window displays the following information:

- **Name and surname** of a player (if it is the cardholder).
- **Player's photo** (if it is available and for cardholder).
- **Result** – the game's result:
 - negative sum - a loss,
 - + positive sum - a winning.
- **AvBet** – the amount of an average bet.
- **Start** – the start of a game (hh:min:sec).
- **End** – the end of a game (hh:min:sec).
- **Duration** – the length of a game (hh:min:sec).
- **PTS** – the current balance of PTS.



By clicking the left mouse button on the green/yellow lines, the form «**Player Tracking Statistic**» will be opened, containing the detailed statistics on a player in gaming days basis (more in section [«Player Tracking Statistic»](#)).

Date	GM	Den	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
03.11.15	1	0.05																	
	2	1.00																	
	3	50.00																	
0,6%	4	1.00																	
	5	1.00																	
	6	1.00																	
	8	1.00																	



Середина Марина

Card

Number: **TE-ST-000004**

Balance: **4,686.25**

PTS Earned: **14,650.66**

PTS Charged: **300.00**

PTS Redeemed: **100.00**

PTS Balance: **14,850.66**

Slots

Total Coin In: **1,630,945.55**

Total Coin Out: **1,347,139.55**

Result: **260,366.00**

Cashdesk

Total In: **10,087,692.00**

Total Out: **12,806,115.70**

Result: **2,718,423.70**

Slots | Cashdesk | Slot Transactions | Card Operations

F R

Gaming day	Date open	Date close	Coin In	Coin Out	Jackpot	Time Played(min)	Avg. Bet
409	11/6/2015 12:41 PM	11/6/2015 2:21 PM	2,300.00	2,500.00	0.00	4	50.00
406	10/15/2015 10:48 AM	11/6/2015 12:25 PM	1,366,744.10	1,186,763.10	10,765.00	10,681	239.06
405	10/14/2015 10:47 AM	10/15/2015 10:48 AM	66,208.50	30,609.55	6,180.00	226	18.90
404	9/21/2015 10:25 AM	10/14/2015 10:47 AM	184,281.95	124,259.90	6,495.00	1,477	9.09
403	9/17/2015 12:23 PM	9/21/2015 10:25 AM	45.00	5.00	0.00	5	22.50
401	8/26/2015 10:51 AM	9/17/2015 12:22 PM	216.50	71.70	0.00	36	3.13
400	7/29/2015 12:03 PM	8/26/2015 10:50 AM	100.90	25.30	0.00	9	
			1,630,945.55	1,347,139.55	23,440.00	12,482	55.10

For returning to the form «Slot Tracking», use the button , located at the upper right corner, for closing the form – use the button .

The table will display the statistics of the loading capacity and outcomes of the gaming machines for the current month and 3 previous months on a daily basis; the current day is on the top, then the descending down. For getting the fastest way to the desired data, it is suggested to use the buttons above the table:

History
 Totals

 09.11.2015
 

 - quickly jump to the current date.

 - quickly jump to the initial date of a period.

- quick access to the exact date (choosing from the calendar).

For viewing the data for another period of time, it is necessary to use another filter with setting of a start and end of a period.

History
 Totals

 09.11.2015
 

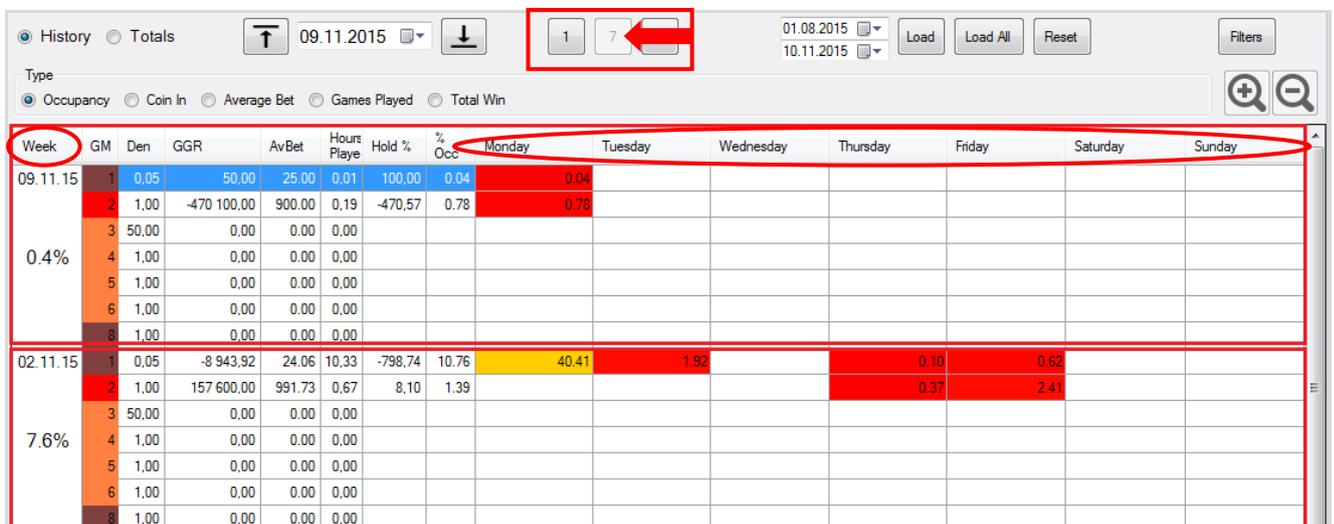
1. Select the date of a period start.
2. Select the date of ending the period.
3. Press the button  for uploading the data.

For cancelling the filter settings, press the button . On pressing the button, the table will contain the period data on default – for the latest 4 months.

On pressing the button , the table will be loaded with the data of all existence time of a zone.

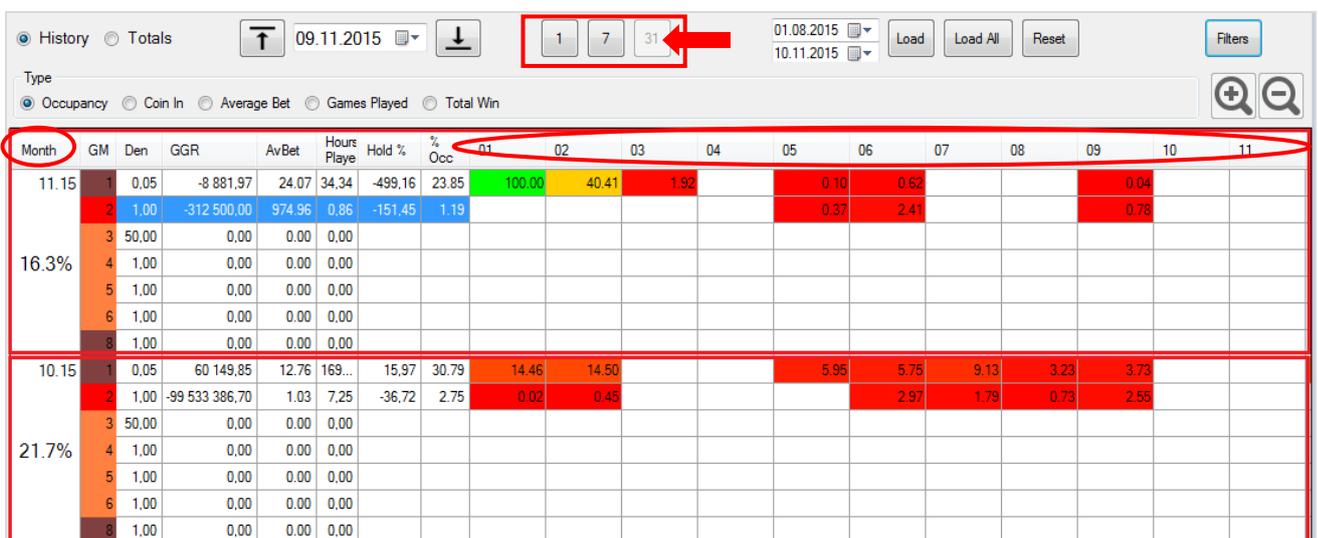
Also, the presented data can be grouped by **weeks** and **months** as follows:

✓ By **weeks**, pressing the button . In this case, the table will present the parameters, grouped in weeks. In the right part of a table, instead of the occupancy graph, will be displayed the loading capacity for each of the machine on a daily basis for a week (**Monday – Sunday**).



Week	GM	Den	GGR	AvBet	Hours Play	Hold %	% Occ	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
09.11.15 0.4%	1	0.05	50.00	25.00	0.01	100.00	0.04	0.04						
	2	1.00	-470	100.00	900.00	0.19	-470.57	0.78	0.78					
	3	50.00		0.00	0.00	0.00								
	4	1.00		0.00	0.00	0.00								
	5	1.00		0.00	0.00	0.00								
	6	1.00		0.00	0.00	0.00								
	7	1.00		0.00	0.00	0.00								
	8	1.00		0.00	0.00	0.00								
02.11.15 7.6%	1	0.05	-8 943.92	24.06	10.33	-798.74	10.76	40.41	1.92		0.10	0.62		
	2	1.00	157 600.00	991.73	0.67	8.10	1.39			0.37	2.41			
	3	50.00		0.00	0.00	0.00								
	4	1.00		0.00	0.00	0.00								
	5	1.00		0.00	0.00	0.00								
	6	1.00		0.00	0.00	0.00								
	7	1.00		0.00	0.00	0.00								
	8	1.00		0.00	0.00	0.00								

✓ By **months**, pressing the button . In this case, the table will present the parameters, grouped in months. In the right part of a table, instead of the occupancy graph, will be displayed the loading capacity for each of the machine on a daily basis for a month (**01 – 31**).



Month	GM	Den	GGR	AvBet	Hours Play	Hold %	% Occ	01	02	03	04	05	06	07	08	09	10	11
11.15 16.3%	1	0.05	-8 881.97	24.07	34.34	-499.16	23.85	100.00	40.41	1.92		0.10	0.62			0.04		
	2	1.00	-312 500.00	974.96	0.86	-151.45	1.19					0.37	2.41			0.78		
	3	50.00		0.00	0.00	0.00												
	4	1.00		0.00	0.00	0.00												
	5	1.00		0.00	0.00	0.00												
	6	1.00		0.00	0.00	0.00												
	7	1.00		0.00	0.00	0.00												
	8	1.00		0.00	0.00	0.00												
10.15 21.7%	1	0.05	60 149.85	12.76	169...	15.97	30.79	14.46	14.50			5.95	5.75	9.13	3.23	3.73		
	2	1.00	-99 533 386.70	1.03	7.25	-36.72	2.75	0.02	0.45				2.97	1.79	0.73	2.55		
	3	50.00		0.00	0.00	0.00												
	4	1.00		0.00	0.00	0.00												
	5	1.00		0.00	0.00	0.00												
	6	1.00		0.00	0.00	0.00												
	7	1.00		0.00	0.00	0.00												
	8	1.00		0.00	0.00	0.00												

✓ By **days per week**, setting the parameter «Totals». In this case, the parameters for days: Mondays, Tuesdays, Wednesdays, etc. will be shown on a table. In the right part of a table, instead

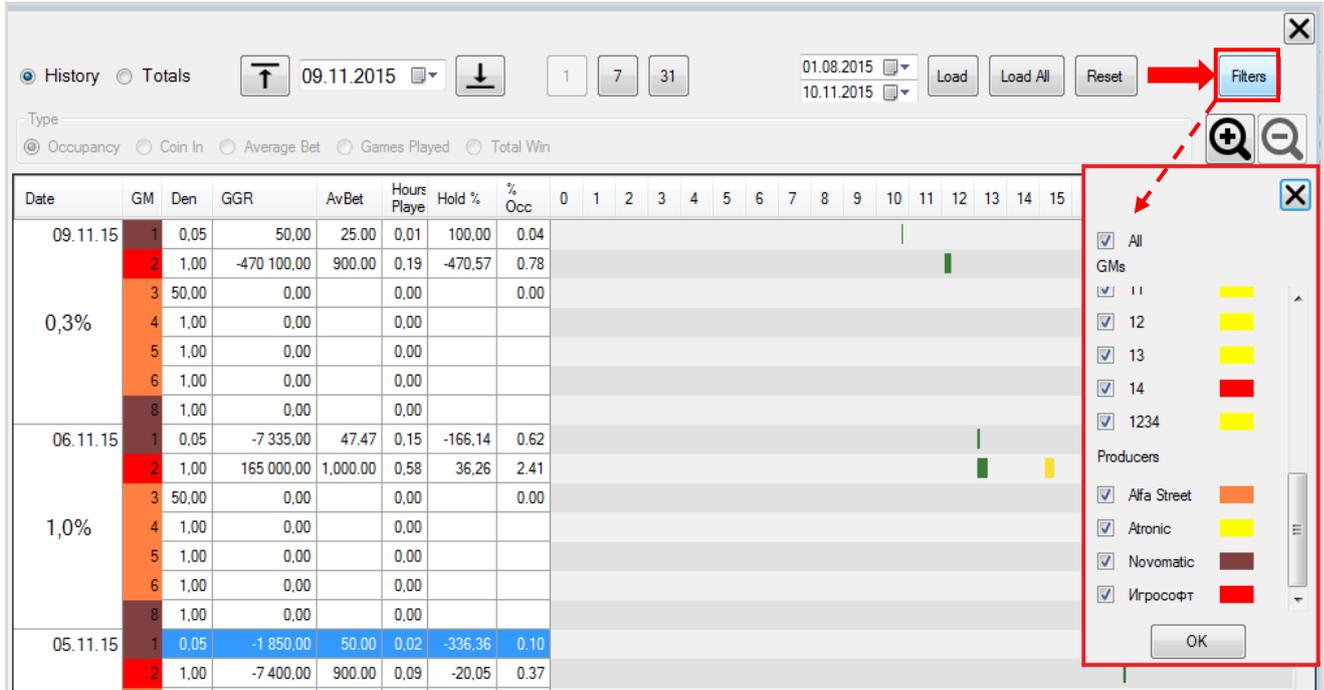
of the occupancy graph, will be displayed the loading capacity (Occupancy) on hour basis (0 – 23), on the last column «Total» – totally for all Mondays, Tuesdays, Wednesdays, etc.

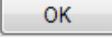
Day	GM	10	11	12	13	14	15	16	17	18	19	20	21	22	23	Total
Monday 3.1%	0001	0.09	2.55	12.12	3.66	13.93	22.37	15.93	21.23	18.43	3.68					8.79
	0002			1.88					1.41	6.46						0.41
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															
Tuesday 3.3%	0001	0.40	5.75	21.74	6.48	19.33	16.27	12.14	24.24	24.79	25.94	11.11	11.11	11.11	11.11	8.40
	0002			0.36			0.71	11.23	5.78	12.02	4.94					1.46
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															
Wednesday 6.3%	0001	15.66	14.70	20.69	15.42	35.31	46.21	45.09	27.28	25.59	12.50	16.29	12.50	12.50	12.50	18.27
	0002		3.44						1.76	7.08	0.02	0.20				0.52
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															

On grouping the data in weeks, the statistics will be shown only for the parameter **Occupancy** by default. For viewing the statistics on other parameters of gaming slots (Coin In, Average Bet, Games Played, Total Win), use the line «Type». Select any parameter with a tick and the table will upload the statistics on it on days basis.

Day	GM	10	11	12	13	14	15	16	17	18	19	20	21	22	23	Total
Monday 29.21	0006	22.62	4.11	6.42	12.46	8.94	3.16	4.14	3.51	41.40	13.45					10.76
	0002			90.00					90.00	90.00						227.69
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															
Tuesday 14.26	0001	0.61	35.63	12.16	3.41	0.07	2.91	4.43	26.11	39.39	10.66	8.36	8.36	8.36	8.36	8.19
	0002			0.20				0.13		90.85	90.29					53.10
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															
Wednesday 15.26	0009	9.46	19.19	16.64	5.80	3.47	9.39	10.05	10.21	40.80	38.89	0.40	38.89	38.89	38.89	11.16
	0002		90.00						90.00	88.24	90.00	90.00				89.36
	0003															
	0004															
	0005															
	0006															
	0008															
	0008															

Also, it is possible to filter the data on slot machines and its manufacturers. For setting the filter, it is necessary to press the button **Filters**, which is located on the right above the table. After the pressing, the window of parameter selection will be shown.



Set the filter parameters by ticking on the desired positions, and press the button  for applying the filter.

Parameters for data filtration are:

Filter		Result
GMs	<input checked="" type="checkbox"/> All	The data on all slot machines on a zone will be displayed on the table if it is ticked.
	<input checked="" type="checkbox"/> 1 	The data of the selected slot machines will be displayed on a table (are marked by a tick).
	<input checked="" type="checkbox"/> 2 	
	<input checked="" type="checkbox"/> 3 	
	<input type="checkbox"/> 4 	
<input type="checkbox"/> 5 		
Producers	<input checked="" type="checkbox"/> Gaminator 	The data of the selected manufacturer of slot machines (ticked) and other selected machines (if it is ticked in GMs filter) will be displayed on a table.
	<input checked="" type="checkbox"/> Gaminator16 	
	<input type="checkbox"/> Hot Spot 	
	<input type="checkbox"/> V+ 	

7.5.11 Monitoring the counters of gaming slots (Meters).

For monitoring the counters of the gaming slots, it is necessary to use the form «New Hall's Plan», by selecting from the system's menu «Slots» → «Monitoring» → «New Hall's Plan».

Steps:

1. Select a zone of slots' location by pressing the button of choosing a zone from the control panel.



2. Next, press on «METERS».



On pressing the button, the form table will be opened on the right side, displaying the counters values for all gaming slots for the previous gaming day on audit basis.

Gaming Day	Date	Audit No	Lgm	Producer	Corrected	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop	Promotional	Cashable	Non Cashable	Transfer to the host	Total In	Handpay	Total Out	Wager Match	Deductib
417	11/9/2015 10:39 AM	266	1	Novomatic	<input type="checkbox"/>	4942177	4175270	355190	95883	11938	570600	0	3496543	0	3204353	4067143	451073	3655426	142059	0
417	11/9/2015 10:39 AM	266	2	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976	3059	2000	0	1181132	0	443432	1183132	116976	560408	0	0
417	11/9/2015 10:39 AM	267	1	Novomatic	<input type="checkbox"/>	4942177	4175270	355190	95883	11938	570600	0	3496543	0	3204353	4067143	451073	3655426	142059	0
417	11/9/2015 10:39 AM	267	2	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976	3059	2000	0	1181132	0	443432	1183132	116976	560408	0	0
417	11/9/2015 10:46 AM	268	1	Novomatic	<input type="checkbox"/>	4942177	4175270	355190	95883	11938	570600	0	3496543	0	3204353	4067143	451073	3655426	142059	0
417	11/9/2015 10:46 AM	268	2	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976	3059	2000	0	1181132	0	443432	1183132	116976	560408	0	0
417	11/9/2015 10:47 AM	269	1	Novomatic	<input type="checkbox"/>	4943077	4175270	355190	95883	11939	570600	0	3696543	0	3403453	4267143	451073	3854526	142059	0
417	11/9/2015 10:47 AM	269	2	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976	3059	2000	0	1181132	0	443432	1183132	116976	560408	0	0
417	11/9/2015 10:48 AM	270	1	Novomatic	<input type="checkbox"/>	4943077	4175270	355190	95883	11939	570600	0	3696543	0	3403453	4267143	451073	3854526	142059	0
417	11/9/2015 10:48 AM	270	2	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976	3059	2000	0	1181132	0	443432	1183132	116976	560408	0	0
417	11/9/2015 3:51 PM	272	0002	Novomatic	<input type="checkbox"/>	3074379	2921755	0	116976	3170	2000	0	1211132	0	943532	1213132	116976	1060508	0	0

The table contains the following parameters:

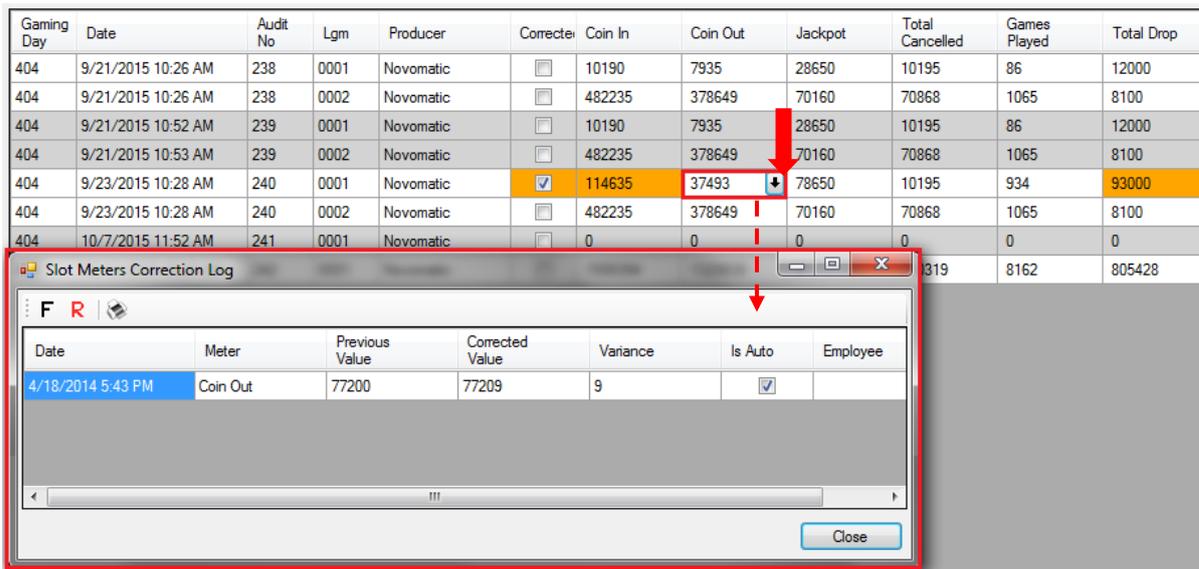
Parameters	Description
Gaming Day	The numbers of the gaming days
Date	The date and time of performing the audit
Audit No	The numbers of audits
Lgms	The numbers of gaming devices
Producer	The slots' manufacturers
Corrected	Setting with a tick, if there were any manual or auto changes in counters.
Counters	
Coin In	The sum of bets on a slot
Coin Out	The sum of winnings on a slot (including jackpots)

Jackpot	The sum of winnings, exceeding the credit limit on the terminal
Total Cancelled	-
Games Played	The quantity of played spins (sessions) on the slot
Total Drop	The total sum of money, accrued on the terminal (any possible variants of inputting)
Promotional	The sum of accrued promo-credits on the terminal
Cashable	The sum of credits, accrued on the terminal with a card
No Cashable	The sum of accrued promo-credits on the terminal (w.o. encashment)
Transfer to the host	The sum of credits, withdrawn from the terminal to a card
Total In	The total sum of money, accrued on the terminal (any possible variants of inputting)
Handpay	The sum of credits, withdrawn from the terminal “with a key” or via a bill-acceptor
Total Out	The total sum of withdrawn money from the terminal (any possible variants of withdrawal)
Wager Match	Additional counters
Deductible	
Non Deductible	
Cumulative Wins	-
True Coin In	The total sum of money, accrued via coin-acceptor
True Coin Out	The total sum of withdrawn money via the coin-acceptor
Total Bill In	The total sum of money, accrued via the bill-acceptor
Total Handpay	The sum of credits, taken “with a key”
Ticket In Regular	The sum of credits, accrued on the terminal with a ticket
Ticket In Restricted	The sum of credits, accrued on the terminal with a promo-ticket (w.o. encashment)
Ticket In Non Restricted	The sum of credits, accrued on the terminal with a promo-ticket
Ticket Out Cashable	The sum of credits, withdrawn from the terminal via the ticket
Ticket Out Restricted	The sum of credits, withdrawn from the terminal via the promo-ticket (w.o. encashment)

In case there were any changes in counters of the slot, the tick will be present in table’s form **Corrected** and the cells with changed data will be highlighted by **green** (auto-editing) or by **orange** (manual editing).

Gaming Day	Date	Audit No	Lgm	Producer	Corrected	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop	Promotional
404	9/21/2015 10:26 AM	238	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000	0
404	9/21/2015 10:26 AM	238	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100	0
404	9/21/2015 10:52 AM	239	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000	0
404	9/21/2015 10:53 AM	239	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100	0
404	9/23/2015 10:28 AM	240	0001	Novomatic	<input checked="" type="checkbox"/>	114635	37493	78650	10195	934	93000	0
404	9/23/2015 10:28 AM	240	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100	0
404	10/7/2015 11:52 AM	241	0001	Novomatic	<input type="checkbox"/>	0	0	0	0	0	0	0

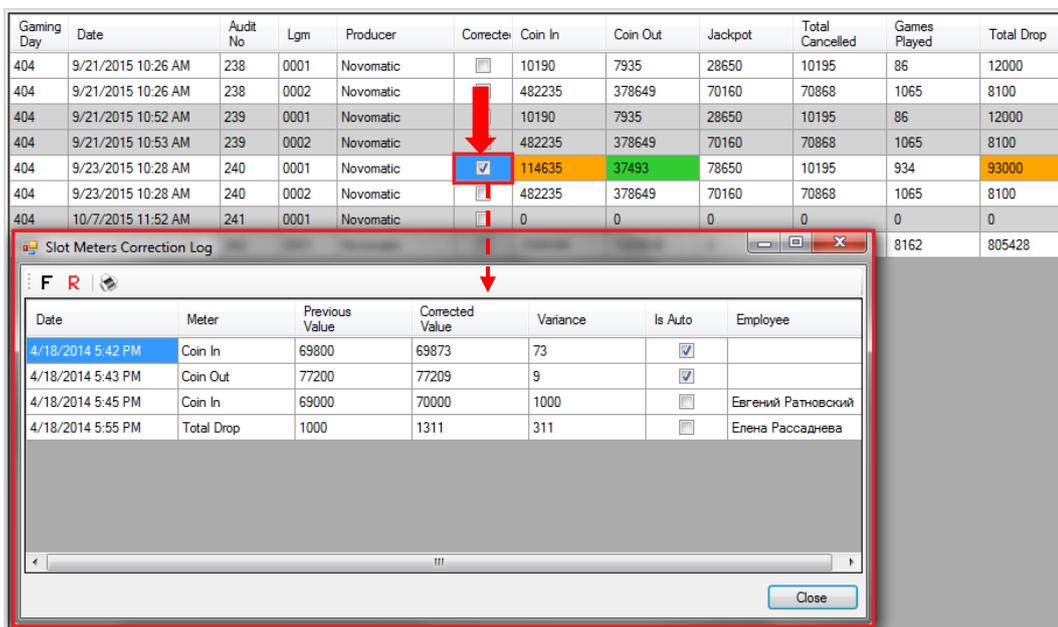
For viewing the person and time of performing the changes, it is necessary to set a cursor on a cell and press on the popped-up arrow icon. As a result, the log of changing for the selected counter will be opened in a separate window.



The table's log provides the following information:

Parameters	Description
Date	The date and time of performing the counters changing
Meter	The name of counters
Previous Value	The previous value of the counter
Corrected Value	The new value of the counter
Variance	The difference between the new and the previous counter values <i>Variance = Corrected Value - Previous Value</i>
Is Auto	Marked with a tick if the changing was made manually
Employee	The employee's name and surname will be displayed, in case the changing was made manually

By double-clicking the mouse button on a cell with a tick, the log with a list of all counters, which were changed, will be opened.



By default, the audit results on gaming devices are downloaded in «**Meters**» for the previous gaming day. For viewing the information on the other day or period, use the filter above the table.

1. Select the starting period of the gaming day.
2. Select the ending period of the gaming day.
3. Press on for uploading.

The screenshot shows the 'Audits' form with the 'Audits' radio button selected. The 'Gaming day from' dropdown is set to '404: 9/21/2015 - 10/14/2015' and the 'to' dropdown is set to '417: 11/8/2015 - 11/9/2015'. A 'Load' button is visible. Below the date selection is a list of gaming days with a table of audit data.

Gaming Day	Date	Producer	Correcte	Coin In	Coin Out	Jackpot	Total Cancelled
407	11/6/2015 - 11/6/2015	Novomatic	<input type="checkbox"/>	4942177	4175270	355190	95883
406	10/15/2015 - 11/6/2015	Novomatic	<input type="checkbox"/>	2974479	2351755	0	116976
405	10/14/2015 - 10/15/2015	Novomatic	<input type="checkbox"/>	4942177	4175270	355190	95883
404	9/21/2015 - 10/14/2015						
403	9/17/2015 - 9/21/2015						
402	9/17/2015 - 9/17/2015						
401	8/26/2015 - 9/17/2015						
400	7/29/2015 - 8/26/2015						
399	7/28/2015 - 7/29/2015						
398	7/28/2015 - 7/28/2015						
397	7/28/2015 - 7/28/2015						

Note that the form provides the standard filters, printing report and searching operations.

The screenshot shows the 'Audits' form with the 'Gaming day from' and 'to' dropdowns both set to '404: 9/21/2015 - 10/14/2015'. A 'Load' button is visible. Below the date selection are filter buttons 'F', 'R', and a printer icon. A table of audit data is displayed below.

Gaming Day	Date	Audit No	Lgm	Producer	Correcte	Coin In	Coin Out
404	9/21/2015 10:26 AM	238	0001	Novomatic	<input type="checkbox"/>	10190	7935
404	9/21/2015 10:26 AM	238	0002	Novomatic	<input type="checkbox"/>	482235	378649

Also, in «**Meters**» it is possible to upload the counter values for viewing on the current period of time in the values of counters or currency. The procedure is as follows:

1. In a form «**New Hall's Plan**» press on «**METERS**» on the control panel.

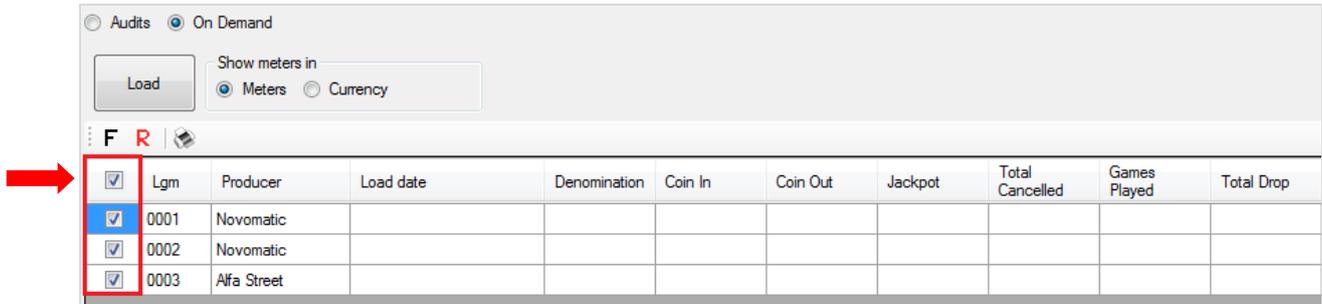
The screenshot shows the control panel with various buttons: 'Администрация 304', 'BeOwner Club', 'PLAYERS MONITOR', 'SLOTS MONITOR', 'STAT ZONE', 'STAT CLUB', 'STAT GAME', 'ONLINE PROFIT', 'STAT GRAPH', 'EVENTS', 'OCCUP.', 'ODOMETERS', and 'METERS'. The 'METERS' button is highlighted with a red arrow.

2. On pressing the button, the form table will be opened on the right side, displaying the counter values on all gaming devices for the previous gaming day. Set a tick in «**On Demand**» at the upper left corner of a form.

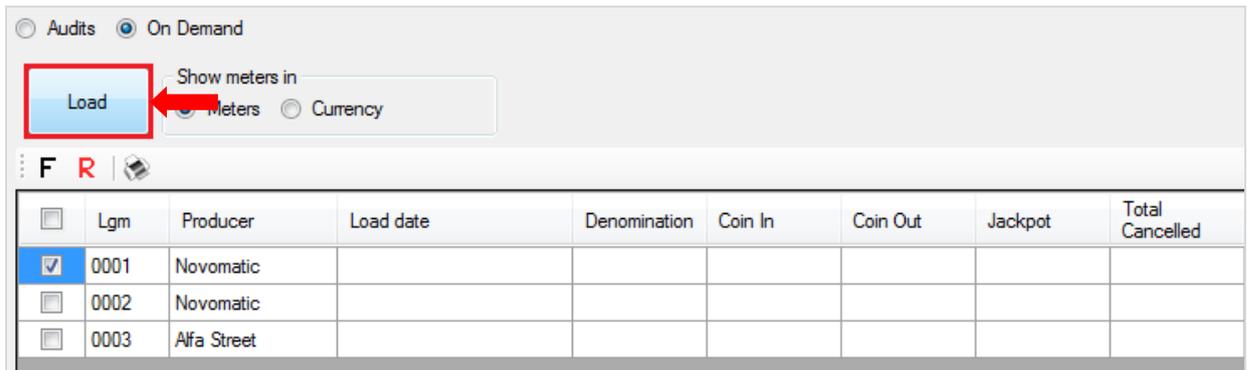
The screenshot shows the 'Audits' form with the 'On Demand' radio button selected. The 'Gaming day from' and 'to' dropdowns are both set to '404: 9/21/2015 - 10/14/2015'. A 'Load' button is visible. Below the date selection are filter buttons 'F', 'R', and a printer icon. A table of audit data is displayed below.

Gaming Day	Date	Audit No	Lgm	Producer	Correcte	Coin In	Coin Out
404	9/21/2015 10:26 AM	238	0001	Novomatic	<input type="checkbox"/>	10190	7935
404	9/21/2015 10:26 AM	238	0002	Novomatic	<input type="checkbox"/>	482235	378649
404	9/21/2015 10:52 AM	239	0001	Novomatic	<input type="checkbox"/>	10190	7935

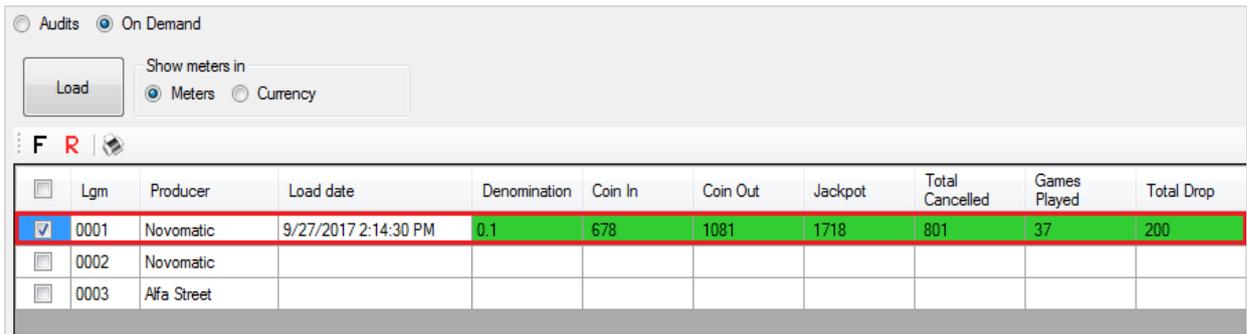
3. On pressing the button, the form for uploading the counters of gaming devices will be opened. It is eligible to choose there the counters for uploading. All devices are chosen by default (marked with a tick).



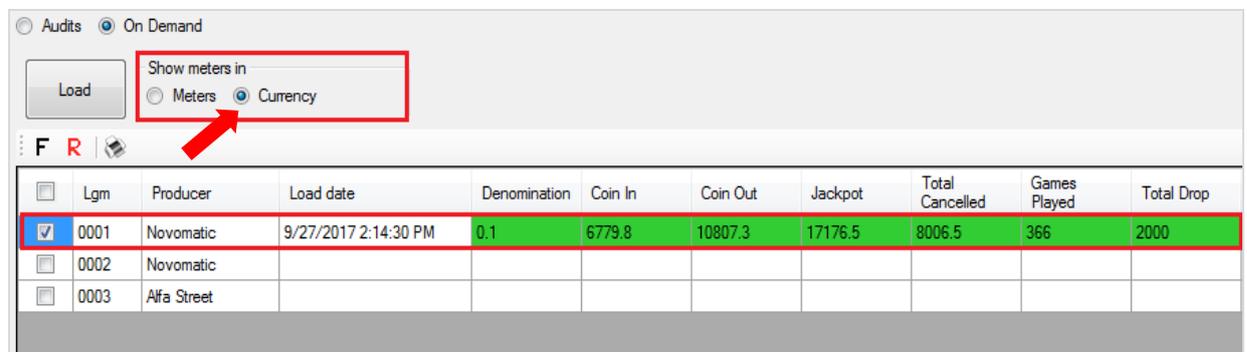
4. For starting the uploading of the counters press on «Load».



After the loading will be finished, the counter values of the selected terminals will be shown in a table.



To see the values of the GM counters in the club currency, in the «Show meters in» filter, set the «Currency» mark. After a few seconds the values of the GM counters in the table will be displayed in currency, that is, taking into account the denomination.

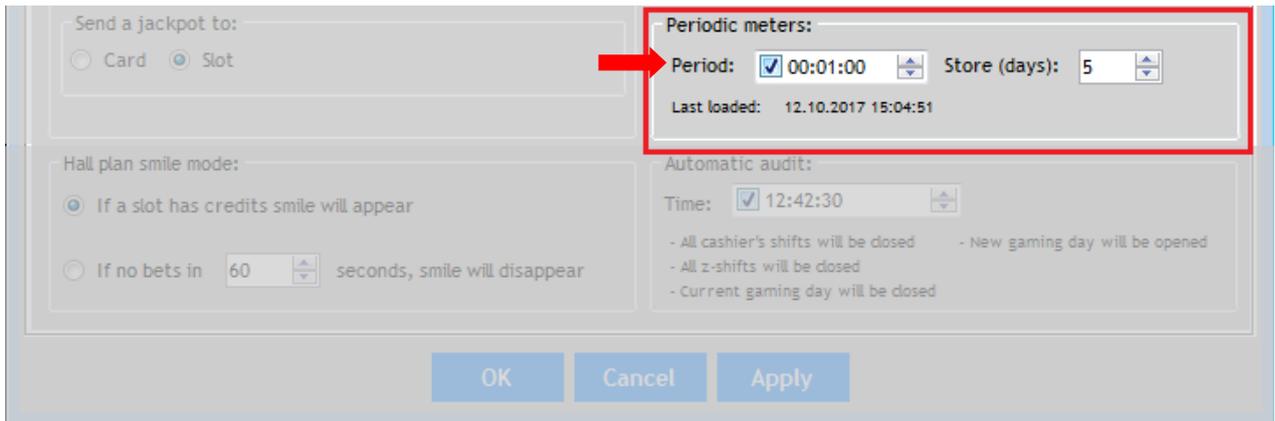


To return to the previous mode of displaying the values of the counters in the «Show meters in» filter, set the «Meters» mark.

7.5.12 Monitoring the intermediate slot meter values (Periodic meters).

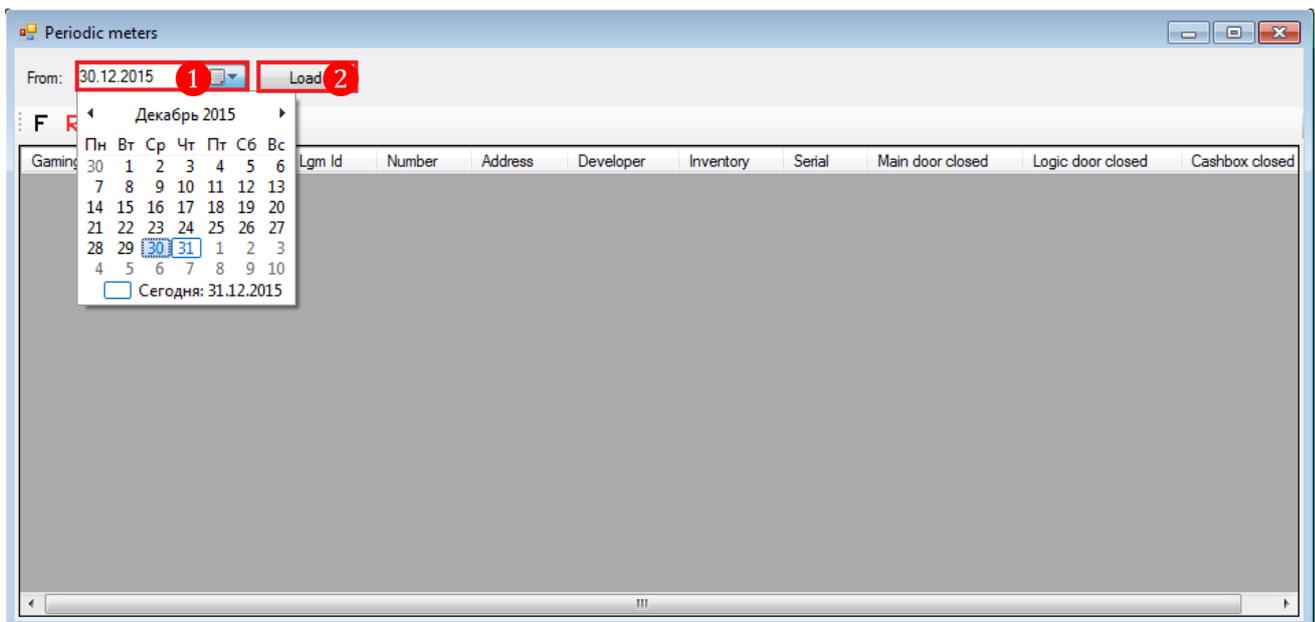
The slot meter readings are periodically recorded on the server and can be loaded and viewed in the form «Slot counters» («Slos» → «Monitoring» → «Slot counters log»).

If necessary, you can configure automatic polling of slot machines in the system «SlotLogic» with loading of intermediate values of their meters at specified intervals. To do this in the settings of the slot options («Settings» → «Slots» → «Settings»), on the «General» tab, tick the box in the option «Periodic meters» and set the time (hh:mm:ss) after which the system will automatically poll the slot machines and record the values of their electronic and mechanical meters, as well as the period of storage of the received data.

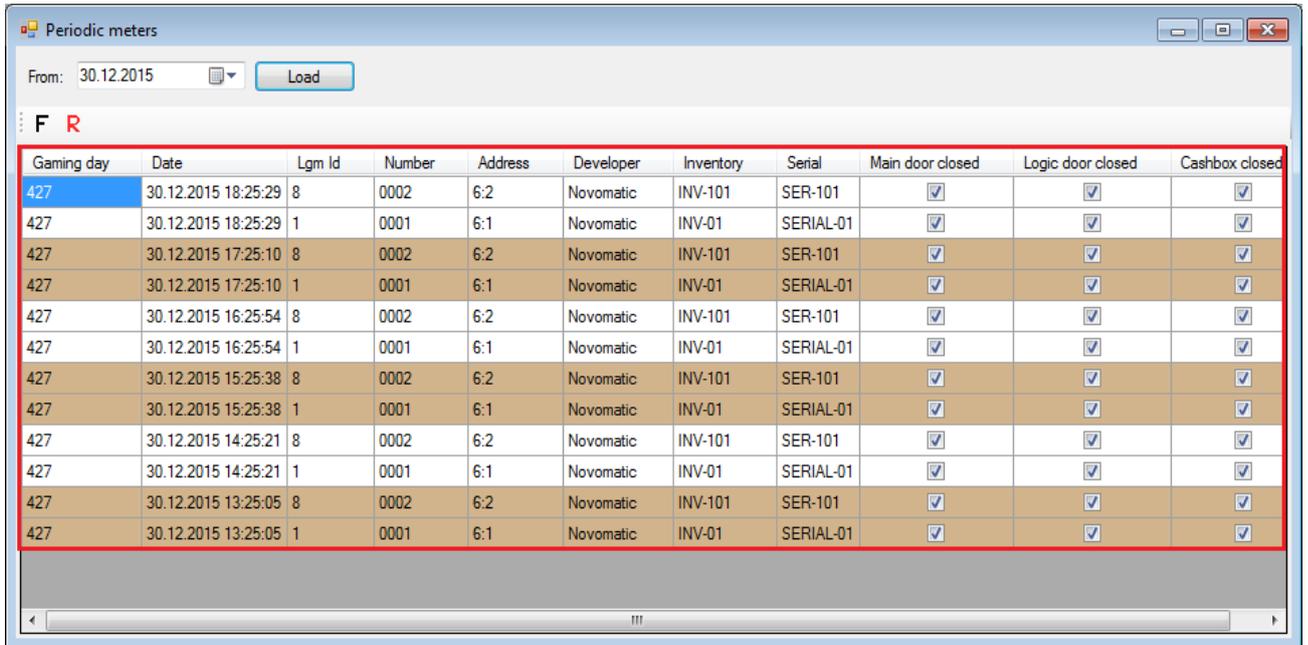


Note: If the box in the option «Periodic meters» is not ticked, the auto polling of the slot machines will not be performed.

You can view the slot meter values recorded at specified intervals in the form «Periodic meters». To open it, select «Slots» - «Monitoring» - «Periodic meters» in the system's main menu. To select the day you need to view the data for, use a filter at the top of the form. Click «Load» to load the slot meter values.



After clicking, the data will be loaded to the form table.

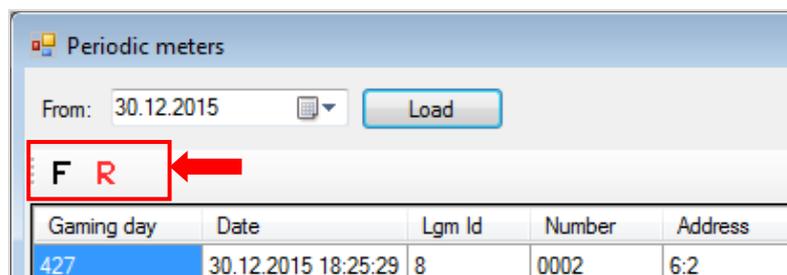


For your convenience, the slot lists within one record are highlighted in the same color (white or orange).

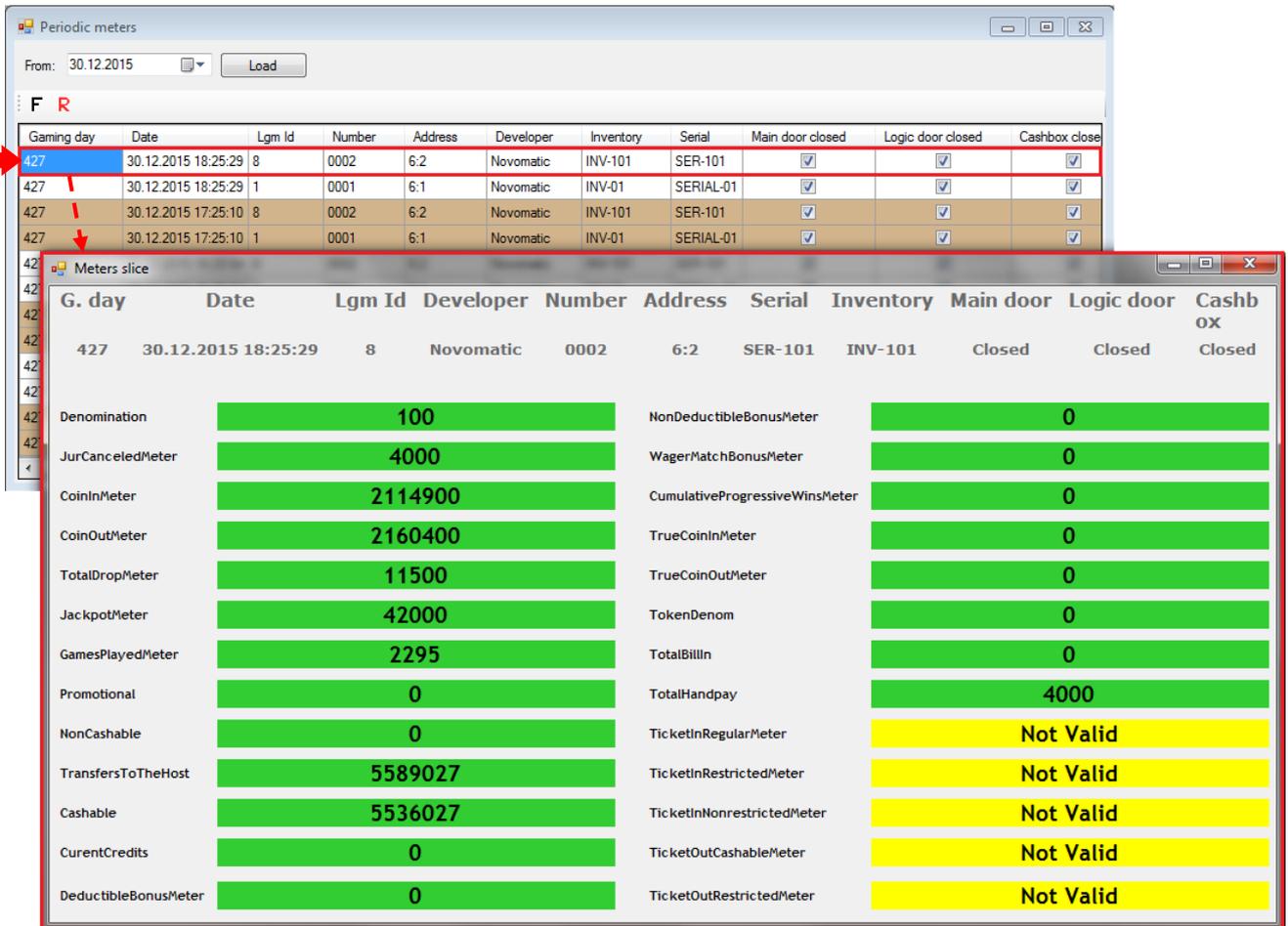
The table columns contain the following data for slot machines:

Parameters	Description
Gaming gay	Serial number of the gaming day
Date	Data and time of auto polling and recording of the meter values
Lgm Id	Slot machine ID in the system
Number	Slot machine number
Address	Slot machine address (port No. to connect to the server: SMIB address)
Developer	Slot machine manufacturer
Inventory	Slot machine inventory
Serial	Slot machine serial number
Main door closed	Slot machine main door status (ticked if the door is closed)
Logic door closed	Slot machine logic door status (ticked if the door is closed)
Cashbox closed	Slot machine cashbox status (ticked if it is closed)

Please note that this form has a standard filtration and data search system.

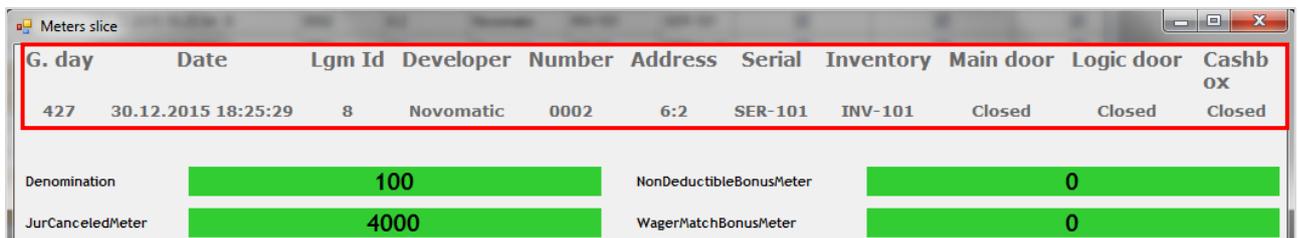


Double left click the line of any of the slot machines to open the form «Meters slice» displaying the intermediate slot meter values.



Note: The meter values loaded during the periodic auto polling are displayed in the form «Meters slice» taking into account the correction factors.

For your convenience, information on the slot machine (from the form «Periodic meters») is duplicated on the top of the form.



To close the form, click  in the top right corner.

7.5.13 Jackpot Statistics (Jackpots).

To view the statistics on the club jackpots, use the form «**New hall plan**». To open it, select «**Slots**» → «**Monitoring**» → «**New hall plan**» in the system's main menu.

Procedures:

1. Select the slots location area by clicking the area selection button on the control panel.



2. Next, click «**JACKPOTS**».



Clicking the button opens the form with the table on the right displaying all local and global jackpots won and charged that have been ever created in the system for the selected club / hall.

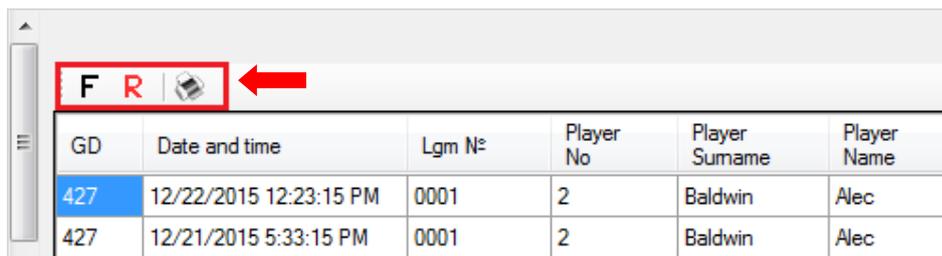
GD	Date and time	Lgm №	Player No	Player Surname	Player Name	Type	Jackpot Id	Jackpot Name	Jackpot amount	Jackpot prize	Accepted By
427	12/22/2015 12:23:15 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	94.20		Inna Avilova
427	12/21/2015 5:33:15 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	101.00		Inna Avilova
427	12/21/2015 5:16:08 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	101.00		Inna Avilova
427	12/21/2015 5:14:31 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	101.00		Inna Avilova
427	12/21/2015 5:14:00 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	101.00		Inna Avilova
427	12/21/2015 4:14:37 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	101.00		Inna Avilova
425	12/3/2015 6:47:46 PM	0001	81	Середина	Марина	Mystery	1	lv1	111.00		Inna Avilova
425	12/3/2015 6:12:59 PM	0001	81	Середина	Марина	Mystery	1	lv1	111.00		Inna Avilova
425	12/3/2015 6:02:21 PM	0001	81	Середина	Марина	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:51:39 PM	0001	81	Середина	Марина	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:47:26 PM	0001	81	Середина	Марина	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:46:32 PM	0001	81	Середина	Марина	Mystery	1	lv1	91.11		Inna Avilova
425	12/3/2015 5:40:35 PM	0001	81	Середина	Марина	Mystery	1	lv1	92.11		Inna Avilova
425	12/3/2015 5:38:09 PM	0001	81	Середина	Марина	Mystery	1	lv1	99.99		Inna Avilova
425	12/3/2015 5:36:02 PM	0001	81	Середина	Марина	Mystery	1	lv1		6S BMW X 5	Inna Avilova
425	12/3/2015 5:35:03 PM	0001	81	Середина	Марина	Mystery	1	lv1		6S BMW X 5	Inna Avilova
425	12/3/2015 5:33:39 PM	0001	81	Середина	Марина	Mystery	1	lv1	111.00		Inna Avilova
425	12/3/2015 4:47:31 PM	0002	81	Середина	Марина	Mystery	1	lv1	111.00		Inna Avilova
425	11/26/2015 3:38:43 PM	0001	2	Baldwin	Alec	Mystery	1	lv1	110.72		Inna Avilova
422	11/24/2015 12:41:21 PM	0001				Mystery	2	lv2	568.00		Inna Avilova
422	11/24/2015 11:53:39 AM	0001	2	Baldwin	Alec	Mystery	2	lv2	582.00		Inna Avilova
417	11/20/2015 5:30:29 PM	0001				Mystery	1	lv1	600.94		Inna Avilova
417	11/20/2015 5:27:11 PM	0001				Mystery	1	lv1	100.99		Inna Avilova
417	11/20/2015 5:22:36 PM	0001				Mystery	1	lv1	200.98		Inna Avilova
417	11/20/2015 5:22:03 PM	0001				Mystery	1	lv1	500.95		Inna Avilova
417	11/20/2015 5:01:13 PM	0001				Mystery	1	lv1	470.95		Inna Avilova
409	11/13/2015 6:42:52 PM	0001	81	Середина	Марина	Mystery	1	lv1	108.00		
409	11/13/2015 6:41:25 PM	0001	81	Середина	Марина	Mystery	1	lv1	108.00		
409	11/13/2015 6:39:26 PM	0001	81	Середина	Марина	Mystery	1	lv1	117.49		Inna Avilova
406	10/28/2015 3:40:42 PM	0001	81	Середина	Марина	Mystery	2	lv2	218.50		
406	10/28/2015 3:39:39 PM	0001	81	Середина	Марина	Mystery	1	lv1	104.00		
406	10/28/2015 3:38:11 PM	0001	81	Середина	Марина	Mystery	1	lv1	107.50		

The table displays the following information:

Parameters	Description
Gaming Day	Number of a jackpot gaming day

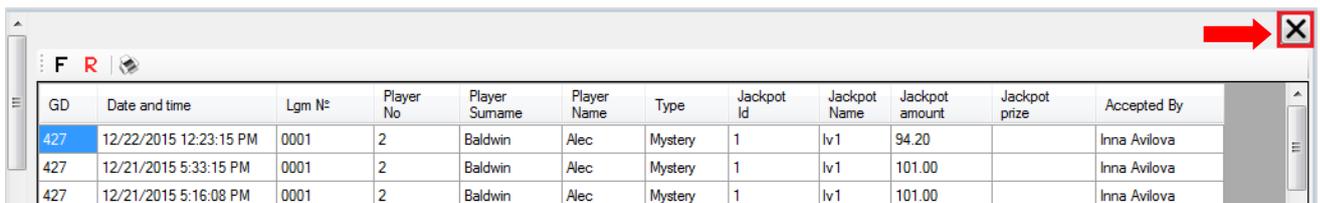
Date and Time	Jackpot date and time
Lgm №	Number of the slot machine with jackpot
Player No	ID of the player who won jackpot
Player Surname	Surname of the player who won jackpot
Player Name	Name of the player who won jackpot
Type	Jackpot type <ul style="list-style-type: none"> • Mystery • Time
Jackpot Id	Jackpot ID
Jackpot Name	Jackpot name
Jackpot amount (for money jackpots)	Jackpot amount
Jackpot prize (for prize jackpots)	Prize name
Accepted By	Name of the employee who charged the jackpot (if the name of the employee is not displayed, the jackpot is charged automatically)

This form has a standard filtration, data search and report print system.



GD	Date and time	Lgm №	Player No	Player Surname	Player Name
427	12/22/2015 12:23:15 PM	0001	2	Baldwin	Alec
427	12/21/2015 5:33:15 PM	0001	2	Baldwin	Alec

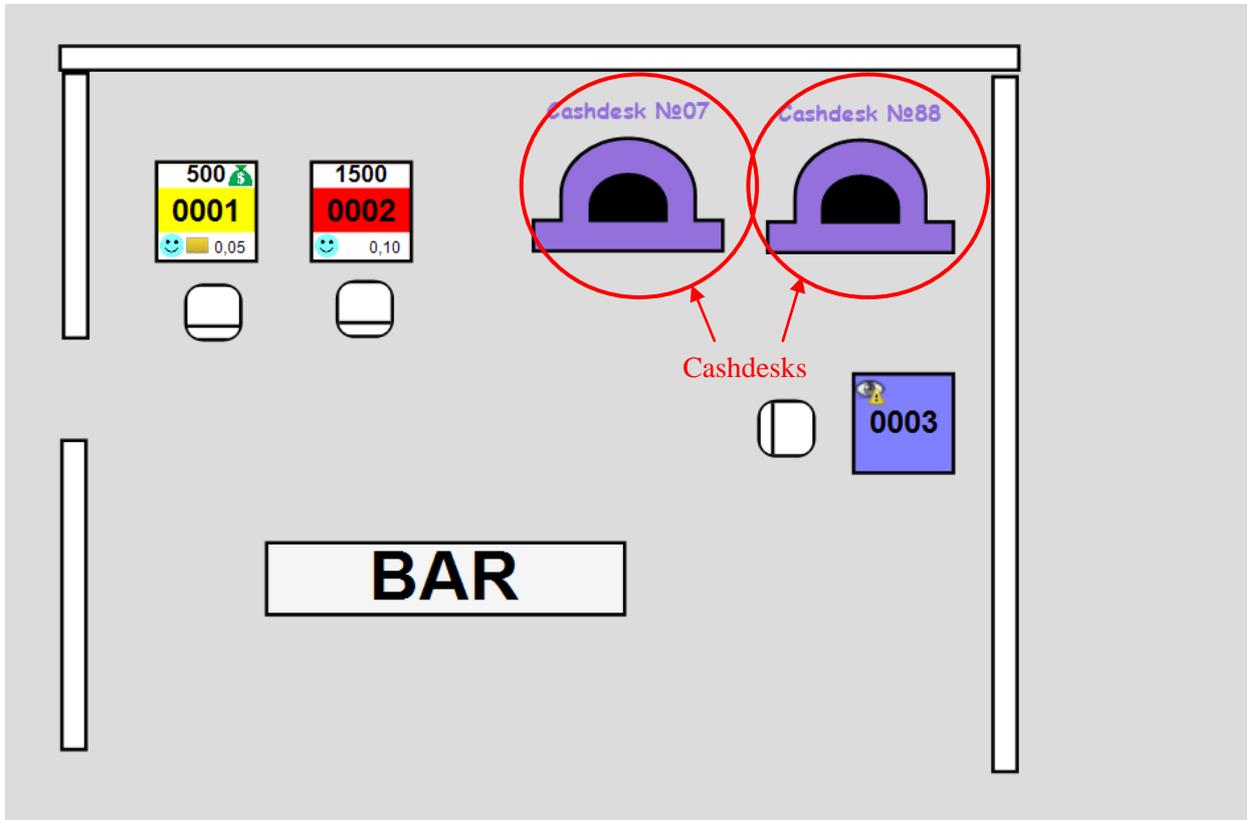
To close the form, click .



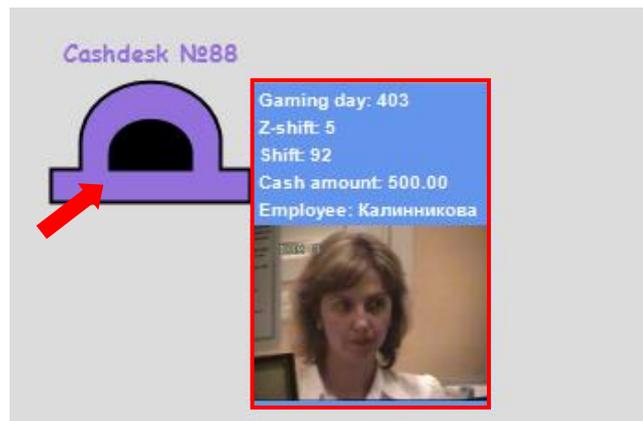
GD	Date and time	Lgm №	Player No	Player Surname	Player Name	Type	Jackpot Id	Jackpot Name	Jackpot amount	Jackpot prize	Accepted By
427	12/22/2015 12:23:15 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	94.20		Inna Avilova
427	12/21/2015 5:33:15 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova
427	12/21/2015 5:16:08 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova

7.5.14 Monitoring the cashdesk and its operations (Cashdesk Monitoring).

On setting the form «**Hall Plan**» («**Settings**» → «**Slots**» → «**New Hall plan Designer**») it is possible to allocate the elements of «**Cashdesk**» on a plan, binding with the exact cashdesks within a club, which were created in a system.

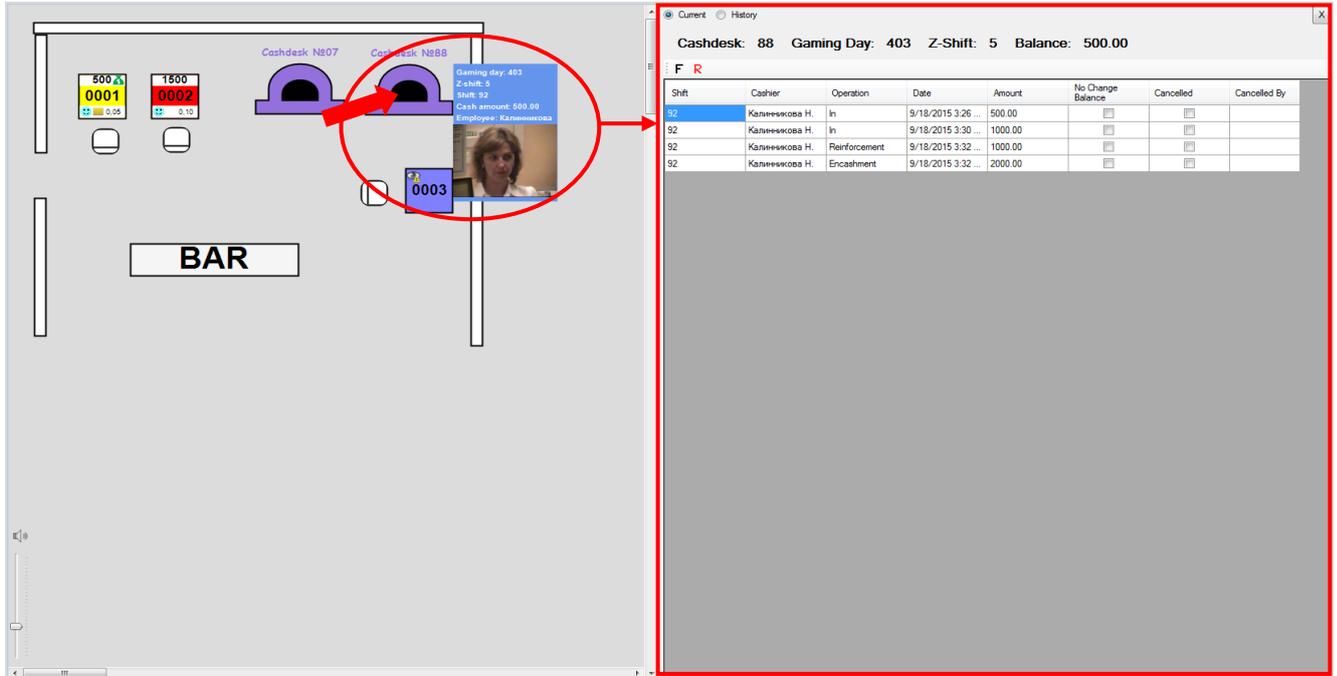


By setting the mouse cursor on any cashdesk, the plan will display the information icon, displaying the cashdesk's data from the start of a gaming day till the present time.

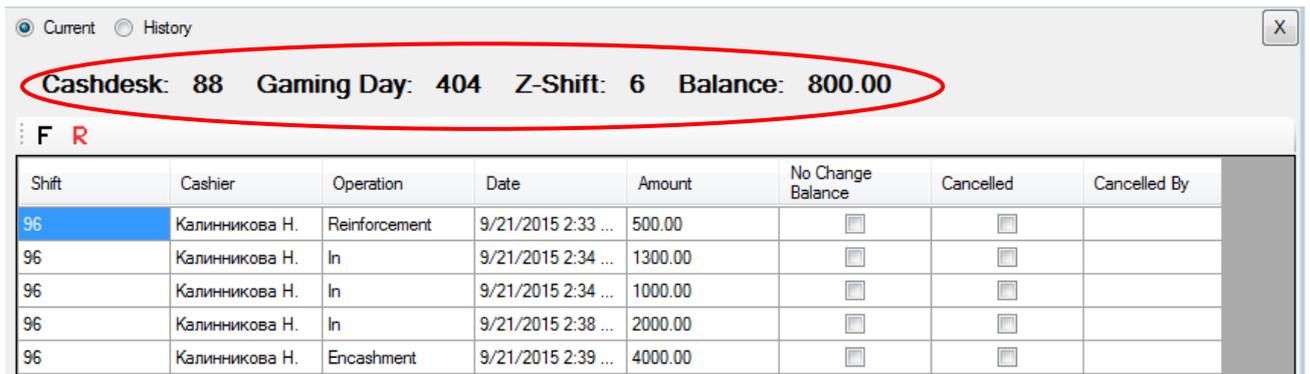


- **Gaming day** – the number of the current gaming day.
- **Z-shift** – the number of z-shift.
- **Shift** – the number of cashier being shifted.
- **Cash amount** – the current cashdesk's balance.
- **Employee** – the cashier's surname and photo (if any).

By clicking on the element «**Cashdesk**» on the right part of the form, the table with a list of operations will be opened, performed on this cashdesk from the beginning of a gaming day.



The cashdesk's number, the number of the current gaming day, the number of z-shift and the current balance are displayed at the upper part of the form.



The table's columns contain the following information:

Parameters	Description
Shift	The number of cashier shift
Cashier	The cashier's surname
Operation	The type of a performed operation in cashdesk
Date	The date and time of performing the operation
Amount	The amount of operation
No Change balance	In case the following operation does not influence on the card's balance, i.e. not cashed, the tick will be present (<i>PTS → Card, PTS → Commodity, PTS → JP</i>).
Cancelled	In case the operation was cancelled, the tick will be present
Cancelled By	The user's login, which cancelled the operation

Note that this form provides the standard filters and searching operations.

Cashdesk: 88 Gaming Day: 404 Z-Shift: 6 Balance:

F R ←

Shift	Cashier	Operation	Date	Amount
96	Калиникова Н.	Reinforcement	9/21/2015 2:33 ...	500.00
96	Калиникова Н.	In	9/21/2015 2:34 ...	1300.00

By default, the system is uploaded with the data for the current gaming day. In case it is needed to view the information on cashdesk operations for other days, it is necessary to set a tick in «History» above the table.

Current History ←

Cashdesk: 88 Gaming Day: 404 Z-Shift: 6 Balance:

F R

Shift	Cashier	Operation	Date	Amount
96	Калиникова Н.	Reinforcement	9/21/2015 2:33 ...	500.00

As a result, the table will contain the data on cashdesk operations for all time on gaming days basis.

Current History

Cashdesk: 88

F R

Gaming Day	Date Open	Date Close	In	Out	Card In	Card Out	Reinforcement	Encashment
404	9/21/2015 10:25 AM		4300.00				500.00	4000.00
403	9/17/2015 12:23 PM	9/21/2015 10:25 AM	1500.00				1500.00	3000.00
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM					2500.00	7300.00

The table's contents:

Parameters	Description
Gaming Day	The number of a gaming day (on arising from bottom to top)
Date Open / Date Close	The date and time of opening/closing the gaming day
In	The sum of operations of <i>In</i> , performed in a cashdesk for the gaming day
Out	The sum of operations of <i>Out</i> , performed in a cashdesk for the gaming day
Card In	The sum of operations of <i>Card In</i> , performed in a cashdesk for the gaming day
Card Out	The sum of operations of <i>Card Out</i> , performed in a cashdesk for the gaming day
Reinforcement	The sum of operations of <i>Reinforcement</i> , performed in a cashdesk for the gaming day
Encashment	The sum of operations of <i>Encashment</i> , performed in a cashdesk for the gaming day

For getting more details of sums of any type of operation, it is necessary to choose a cell with the required sum by clicking the left mouse button and press on the popped-up arrow icon. For

example, on type **In**. As a result, the table with a list of all operations in **In** for the selected gaming day will be opened.

Cashdesk: 88

F R

Gaming Day	Date Open	Date Close	In	Out	Card In	Card Out	Reinforcement	Encashement
404	9/21/2015 10:25 AM		4300.00				500.00	4000.00
403	9/17/2015 12:23 PM	9/21/2015 10:25 AM	1500.00				1500.00	3000.00
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM					2500.00	7300.00

Current History

1 Cashdesk: 88 2 Gaming Day: 404

F R

Shift	Cashier	Date	In	Operator Id	Operator	Cancelled	Cancelled By
96	Калинникова Н.	9/21/2015 2:34 PM	1300.00	6241	Ратновский	<input type="checkbox"/>	
96	Калинникова Н.	9/21/2015 2:34 PM	1000.00	6241	Ратновский	<input type="checkbox"/>	
96	Калинникова Н.	9/21/2015 2:38 PM	2000.00	6241	Ратновский	<input type="checkbox"/>	

The table's contents are:

1. **Cashdesk** – the cashdesk's number.
2. **Gaming day** – the number of a gaming day.
3. **Shift** – the number of the cashier's shift.
4. **Cashier** – the cashier's surname, which performed the operation.
5. **Date** – the date and time of performing the operation.
6. **In** – the sum of operations of **In**, performed within a gaming day.
7. **Operator Id** – the operator's ID, selected for performing the operation.
8. **Operator** – the operator's surname.
9. **Cancelled** – if the operation was cancelled, it would be ticked.
10. **Cancelled By** – the user's login, which cancelled the operation.

On operation types **Card In** / **Card Out** the detailed information is as follows:

Cashdesk: 07

F R

Gaming Day	Date Open	Date Close	In	Out	Card In	Card Out	Reinforcement	Encashement
401	8/26/2015 10:51 AM	9/17/2015 12:22 PM	100.00					
394	7/15/2015 10:00 AM	7/16/2015 10:00 AM					11111111.00	11122955.02
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM		12000.00			12000.00	
356	10/3/2014 4:59 PM	10/29/2014 11:53 AM					10000.00	23851.00
355	9/12/2014 11:49 AM	10/3/2014 4:59 PM	6300.00	50.00	3000.00		10100.00	1000.00
335	7/7/2014 2:02 PM	7/9/2014 2:56 PM					1000.00	

Current History

1 Cashdesk: 07 2 Gaming Day: 355

F R

Shift	Cashier	Date	Card In	Player Id	Player	Card number	Cancelled	Cancelled By
35	Лифатова С.	9/24/2014 11:51 AM	1000.00	1	Bond	TE-ST-000001	<input type="checkbox"/>	
35	Лифатова С.	9/24/2014 11:58 AM	2000.00	1	Bond	TE-ST-000001	<input type="checkbox"/>	

The table's contents are:

1. **Cashdesk** – the cashdesk's number.
2. **Gaming day** – the number of the gaming day.
3. **Shift** – the number of the cashier's shift
4. **Cashier** – the cashier's surname, which performed the operation.
5. **Date** – the date and time of performing the operation.
6. **Card In** – the sums of type operations **Card In**, performed on the gaming day.
7. **Player Id** – the player's ID, selected for performing the operation.
8. **Player** – the player's surname.
9. **Card number** – the player's card number.
10. **Cancelled** – if the operation was cancelled, it would be ticked.
11. **Cancelled By** – the user's login, which cancelled the operation.

The detailed information on operation types **Reinforcement / Encasement**:

Cashdesk: 07

F R

Gaming Day	Date Open	Date Close	In	Out	Card In	Card Out	Reinforcement	Encasement
401	8/26/2015 10:51 AM	9/17/2015 12:22 PM	100.00					
394	7/15/2015 10:00 AM	7/16/2015 10:00 AM					11111111.00	11122955.02
358	10/29/2014 1:17 PM	12/11/2014 4:31 PM		12000.00			12000.00	
356	10/3/2014 4:59 PM	10/29/2014 11:53 AM					10000.00	23851.00
355	9/12/2014 11:49 AM	10/3/2014 4:59 PM	6300.00	50.00	3000.00	2111.00	10100.00	1000.00
335	7/7/2014 2:02 PM	7/9/2014 2:56 PM					1000.00	

Current History

1 Cashdesk: 07 2 Gaming Day: 358

F R

Shift	Cashier	Date	Amount	Cancelled	Cancelled By
53	Лифатова С.	12/11/2014 4:00 PM	12000.00	<input type="checkbox"/>	

The table's contents are:

1. **Cashdesk** – the cashdesk's number.
2. **Gaming day** – the number of the gaming day.
3. **Shift** – the number of the cashier's shift
4. **Cashier** – the cashier's surname, which performed the operation.
5. **Date** – the date and time of performing the operation.
6. **Amount** – the amount of operations.
7. **Cancelled** – if the operation was cancelled, it would be ticked.
8. **Cancelled By** – the user's login, which cancelled the operation.

For returning to the previous page of the form, press the button , located at the upper right corner, for closing a form – the button .

Also, the presented table provides the standard filter system and searching data.

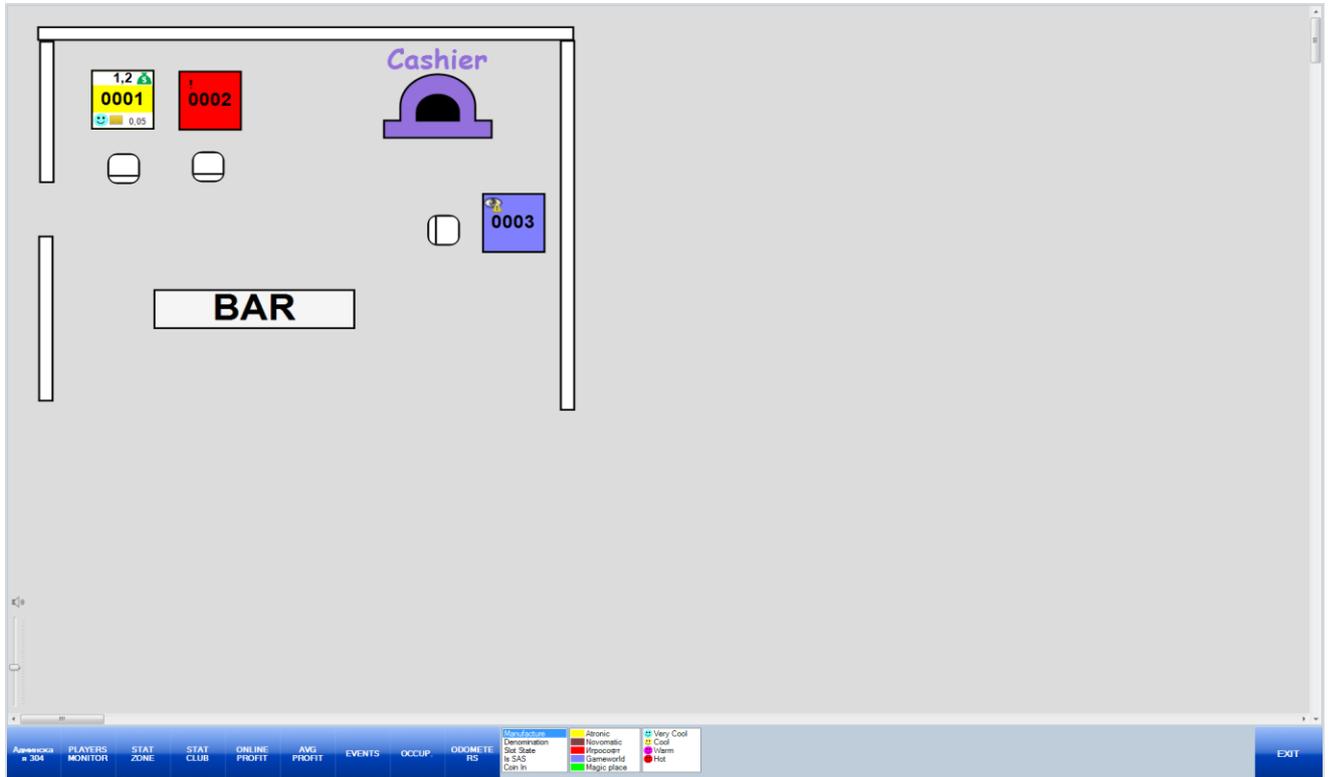
Cashdesk: 88 Gaming Day: 404

F R

Shift	Cashier	Date	In	Operator Id
96	Калиникова Н.	9/21/2015 2:34 PM	1300.00	6241

7.5.15 Online monitoring the profitability of gaming machines (Online Profit).

For performing the monitoring of the profit of gaming slots, it is necessary to select «Slots» → «Monitoring» → «New Floor plan» in system's menu.



With this form you can monitor the real-time profitability of each gaming machine in club.

➤ Slot machines online monitoring.

Procedure description:

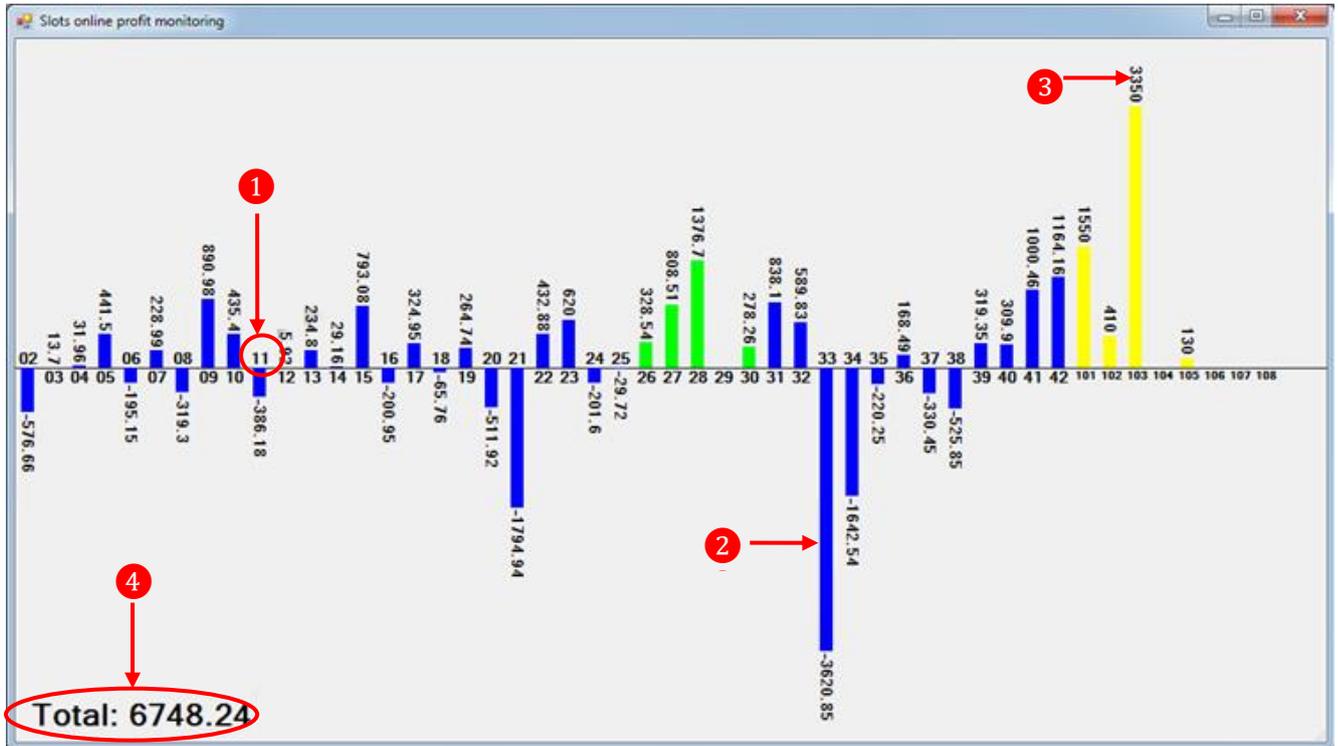
1. Select zone of gaming machines which you want to monitor.



2. Click on «ONLINE PROFIT».



Then you will see a form with histogram on slot machines profitability indicators grouped by vendor for period from the date of the last audit to the current time.



1. Slot machine floor number.

If the number is displayed **above the X axis** – it means that the profitability of slot machine is **negative**.

If the number is displayed **below the X axis** - it means that the profitability of slot machine is **positive**.

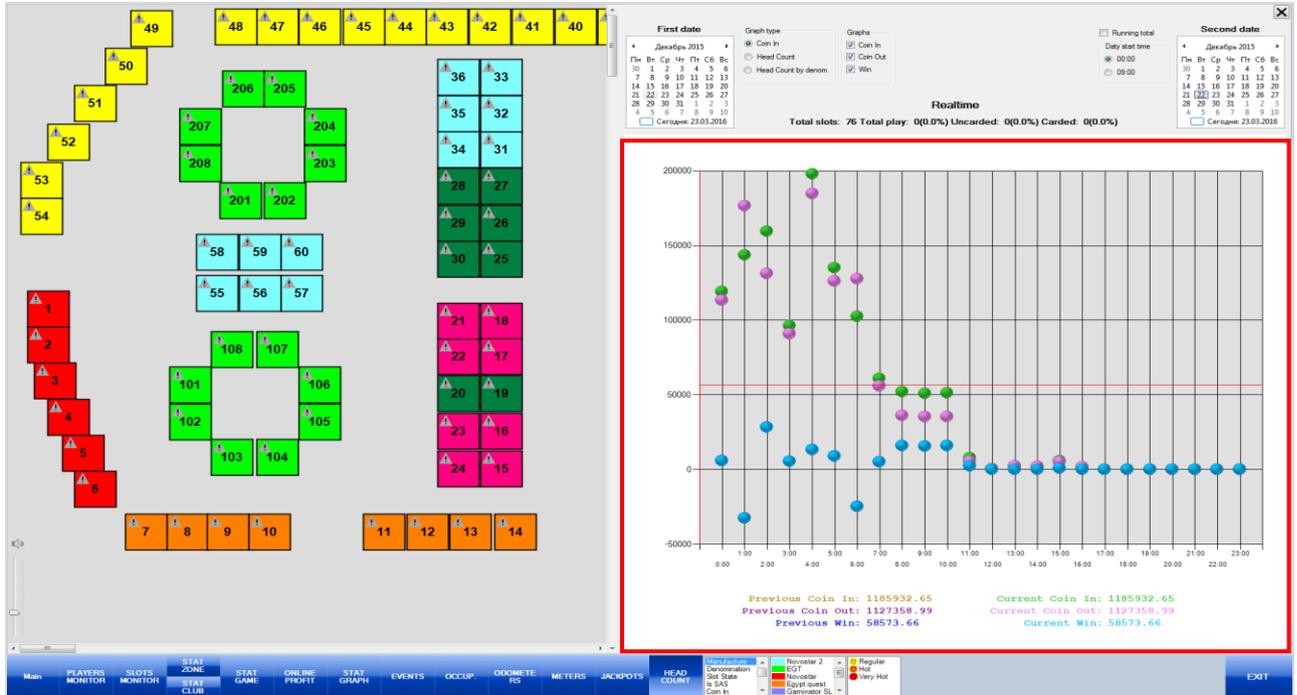
2. Histogram column shows slot machine profitability. Column height will be increases or decreases in real time. Each column has a color that matches the vendor color code (color can be customized on a central server).

3. Profitability values in currency. This indicator is calculated using previous audit data. It means that profitability values will be reset after audit and will increase or decrease until the next audit.

4. The total profitability of gaming machines in club.

7.5.16 Monitoring and graphical analysis of Coin In, Coin Out, Win and Head Count.

On the hall plan, you can view indicators such as **Coin In**, **Coin Out**, **Win** and **Head Count** (number of players) in real time, as well as carry out their comparative analysis for different days. For more clarity and ease of comparison, the data are presented in graphical form.



► Online monitoring.

Procedures:

1. Select the slots location area for monitoring.



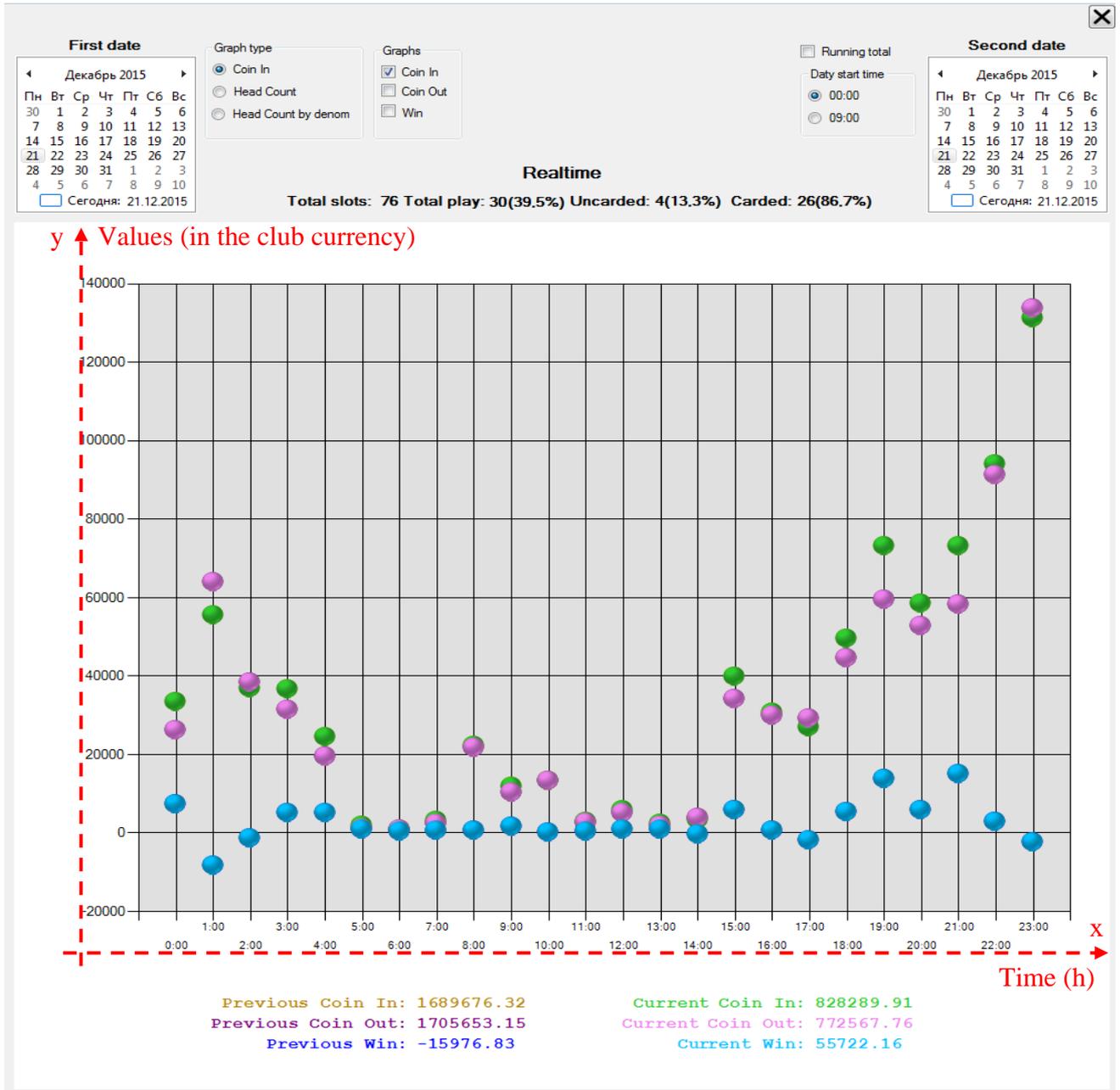
2. Click «HEAD COUNT».



✚ «Coin In Graph».

Clicking this button opens the form with the graph on the right half of the window. Initially (by default), it displays the «Coin In» graph based on the values **Coin In**, **Coin Out** and **Win** from the start of the gaming day to the current time at a 1 hour interval (x axis). The values of parameters are indicated on the graph with respect to the y axis and highlighted in different colors according to the legend:

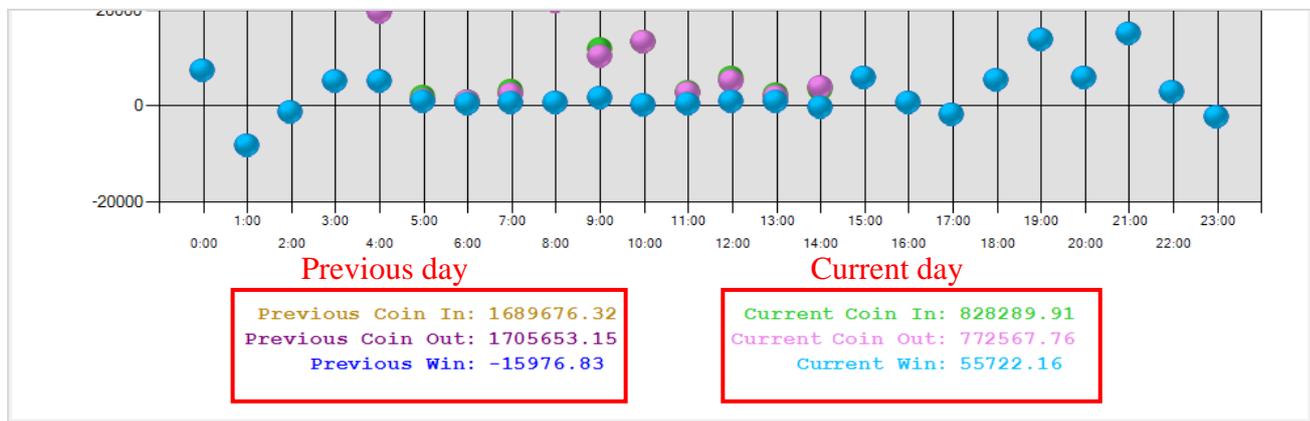
- **Coin In** – total bets of the players.
- **Coin Out** – total wins of the players.
- **Win** – difference between **Coin In** and **Coin Out**.



Note: When plotting a graph, the default start time of a gaming day is **00:00**. You can set different start time of a gaming day in the general slot settings form («Settings» → «Slots» → «Settings»). As a result, the option «Day start time» will be added to plot a graph. Use can use it to select the start time of the day.



The legend below the graph shows the total values **Coin In**, **Coin Out** and **Win** for the previous and current day.



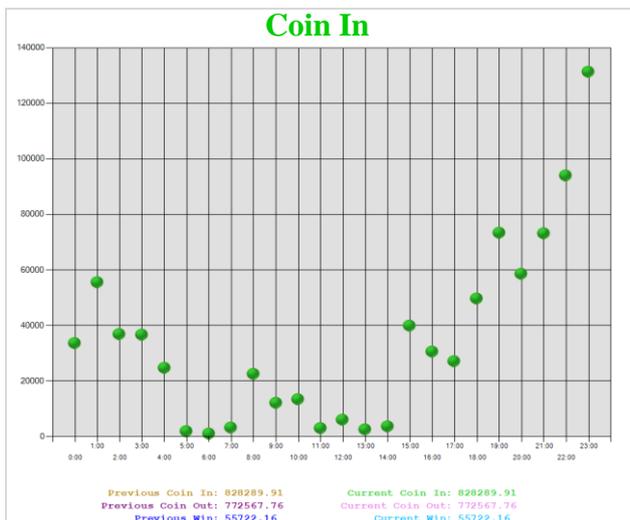
The information on the number of slot machines and players at the current time is displayed above the graph.

Realtime
Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

Parameters	Description
Total slots	Total number of slot machines
Total play	Number of slot machines played by the players and the percentage of the total number
Uncarded	Number of players with no cards and the percentage of the total number of players
Carded	Number of players with cards and the percentage of the total number of players

If necessary, values **Coin In**, **Coin Out** and **Win** can be displayed in the graph separately using the filter «**Graphs**» located at the top of the form. To select parameters to plot the graph, set a tick.

Realtime
Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)



To view detailed values in different hours of the gaming day, move the cursor over the mark at the desired point. For your convenience, when you move the cursor over the mark in the graph, a slider in the form of an intersection of red vertical and horizontal lines appears. As a result, the exact values of the indicators for this hour are shown on the top.

- **Total** – total value of an indicator from the beginning of a gaming day to the selected hour.
- **Value** – value of an indicator for this hour.
- **Time** – time (hh:mm).

First date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

Сегодня: 21.12.2015

Graph type

Coin In

Head Count

Head Count by denom

Graphs

Coin In

Coin Out

Win

Running total

Daty start time

00:00

09:00

Second date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

Сегодня: 21.12.2015

Current Coin In

Total: 292309.37

Value: 39620.99

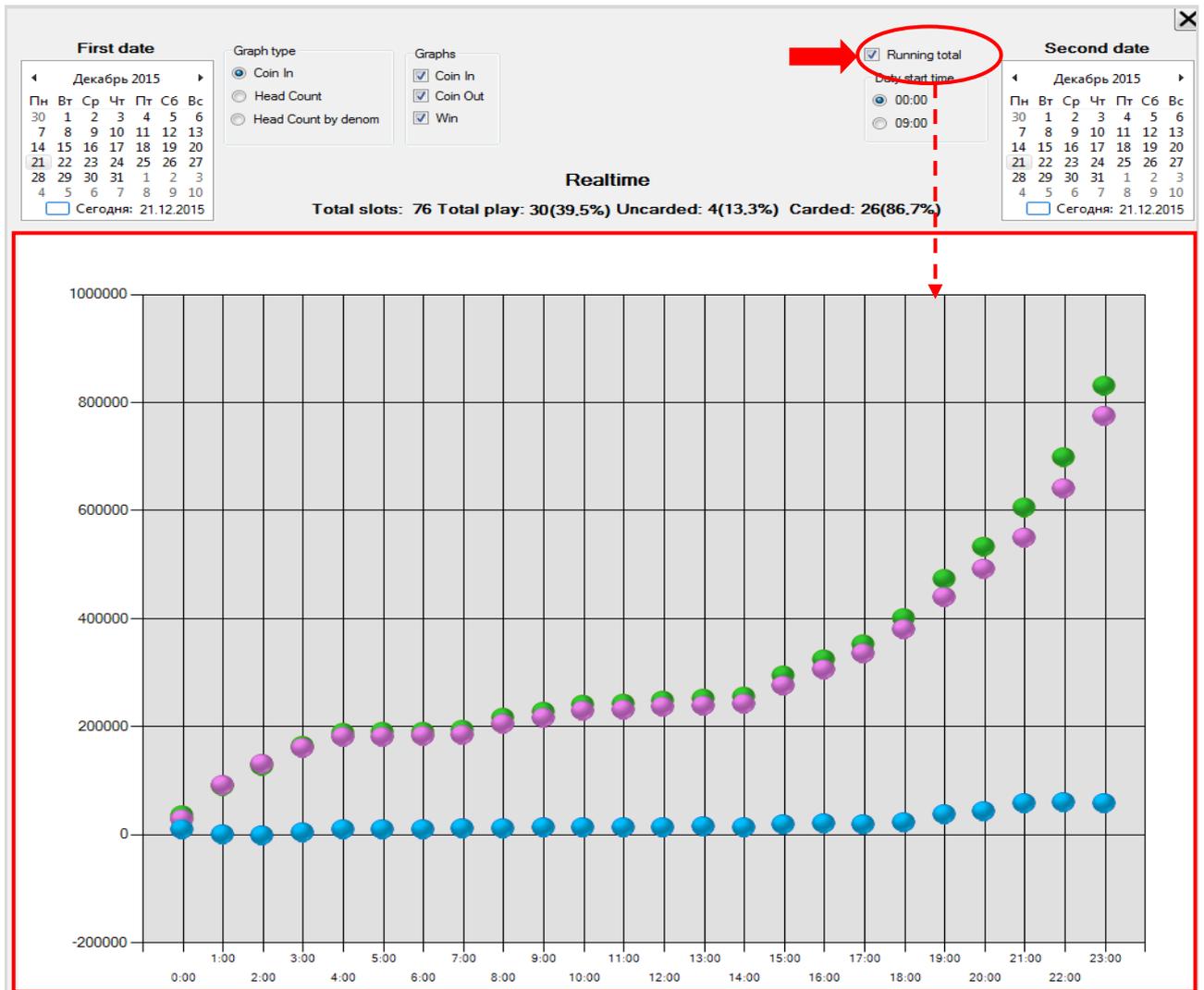
Time: 15:00

Realtime

Total slots: 76 Total play: 30(39.5%) Ungraded: 4(13.3%) Carded: 26(86.7%)

428

To plot the «**Coin In**» graph according to the total values of indicators with a cumulative total, tick the box «**Running total**».



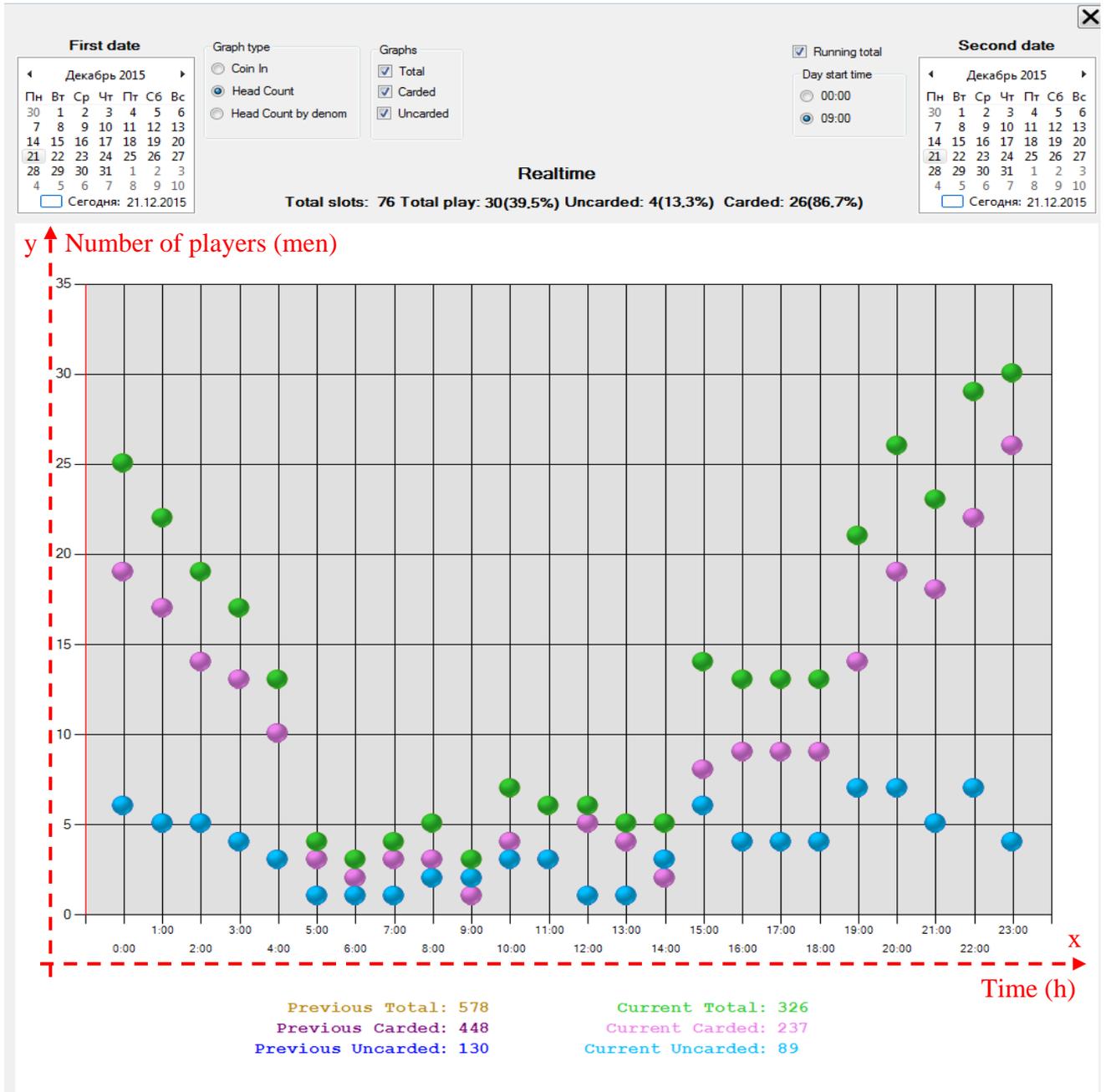
«**Head Count**» Graph.

To view the graph on the number of players, check the box «**Head Count**» in the option «**Graph type**».



As a result, the form will show the «**Head Count**» graph based on the values **Total**, **Carded** and **Uncarded** from the start of the gaming day to the current time at a 1 hour interval (x axis). The number of players is indicated on the graph with respect to the y axis and highlighted in different colors according to the legend:

- **Total** – total number of players (**Carded** + **Uncarded**).
- **Carded** – number of players with cards.
- **Uncarded** – number of players without cards.

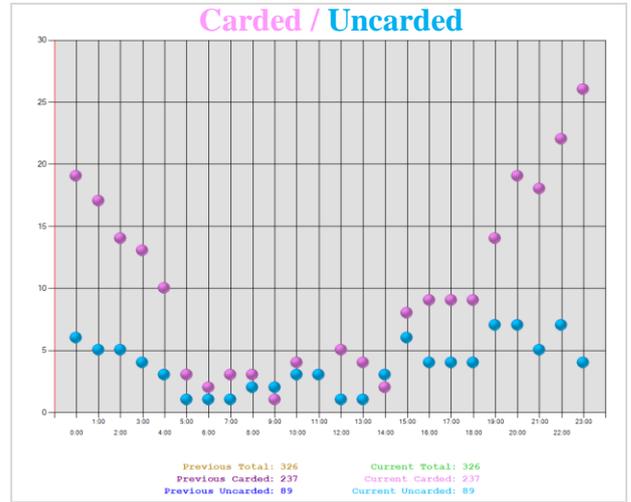
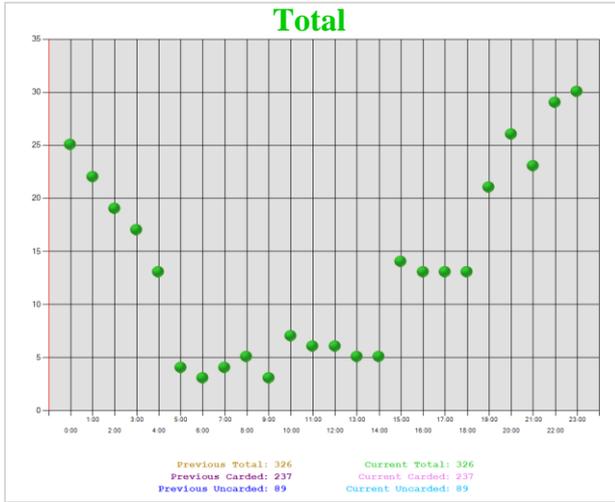


The legend below the graph shows the total values **Total**, **Carded** and **Uncarded** for the previous and current day.

The information on the number of slot machines and players at the current time is displayed above the graph.

To view the **Total**, **Carded** and **Uncarded** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.





To view detailed values of indicators at any point of the graph (for example, during peak hours), move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **Total** – total value of an indicator from the beginning of a gaming day to the selected hour.
- **Value** – value of an indicator for this hour.
- **Time** – time (hh:mm).

First date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

☐ Сегодня: 21.12.2015

Graph type

Coin In

Head Count

Head Count by denom

Graphs

Total

Carded

Uncarded

Current Total

Total: 245

Value: 31

Time: 0:00

Running total

Duty start time

00:00

09:00

Second date

Декабрь 2015

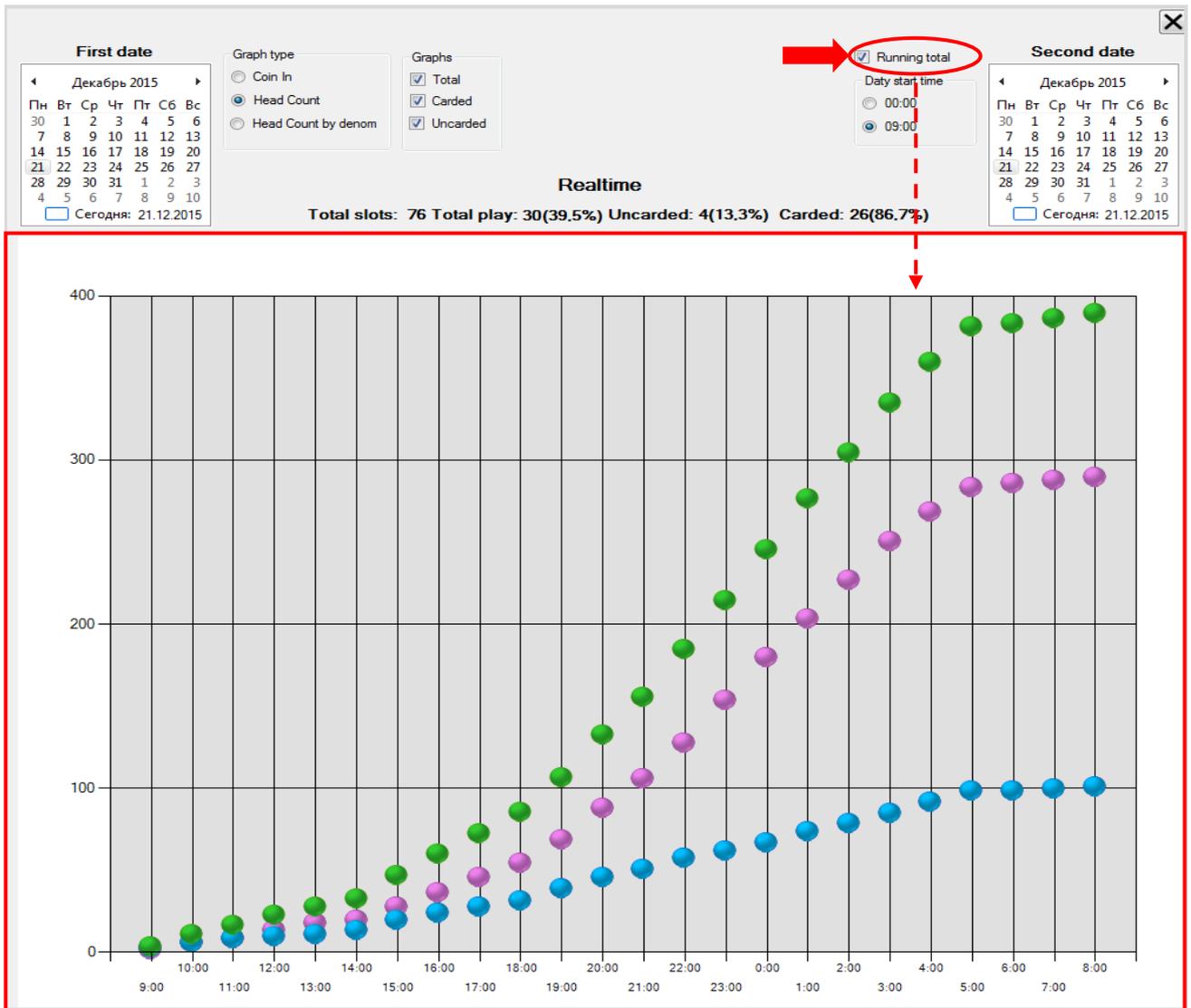
Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

☐ Сегодня: 21.12.2015

Realtime

Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

To plot the «**Head Count**» graph according to the total values of indicators with a cumulative total, tick the box «**Running total**».

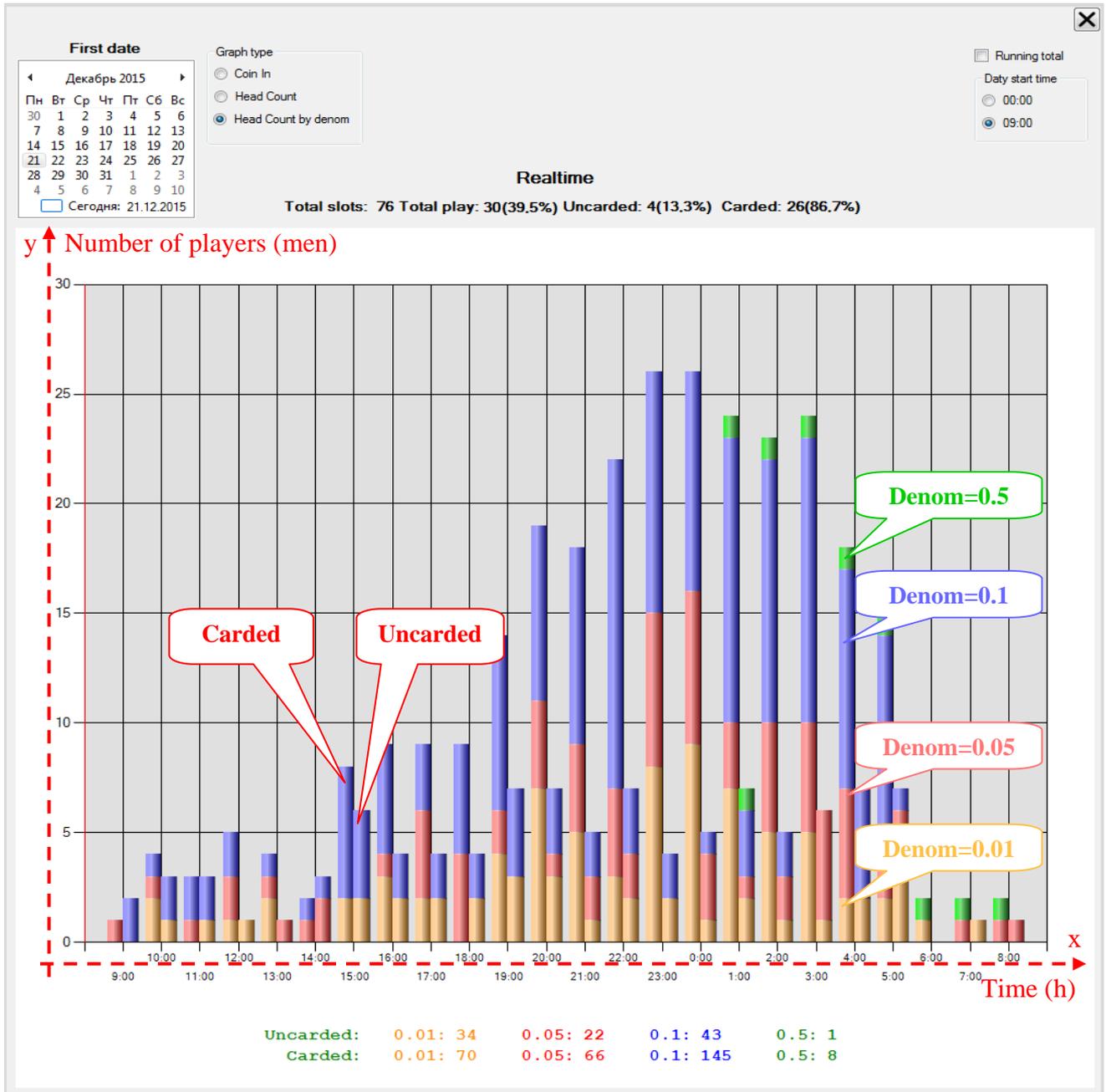


✚ «**Head Count by denomination**» Graph.

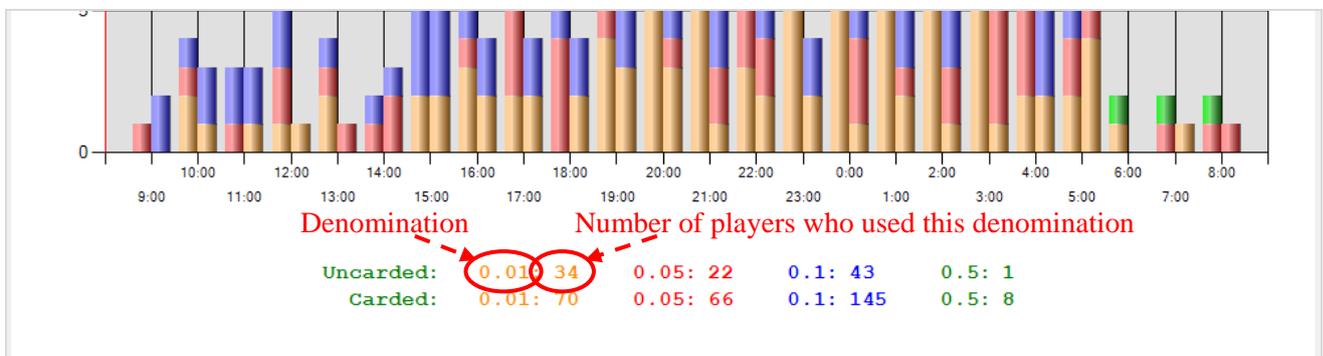
To view the graph on the number of players according to denominations, check the box «**Head Count by denom**» in the option «**Graph type**».



As a result, the form will show the «**Head Count by denom**» graph in the form of a strip chart based on the values **Carded** and **Uncarded** from the start of the gaming day to the current time at a 1 hour interval (x axis). At the boundary of each hour, the left column shows the number of players with cards (**Carded**) and the right column shows the number of players without cards (**Uncarded**). The values of denominations used by players at this time are highlighted in the columns in different colors according to the legend below the graph.



The legend also shows the data on the number of players for each denomination for this day.

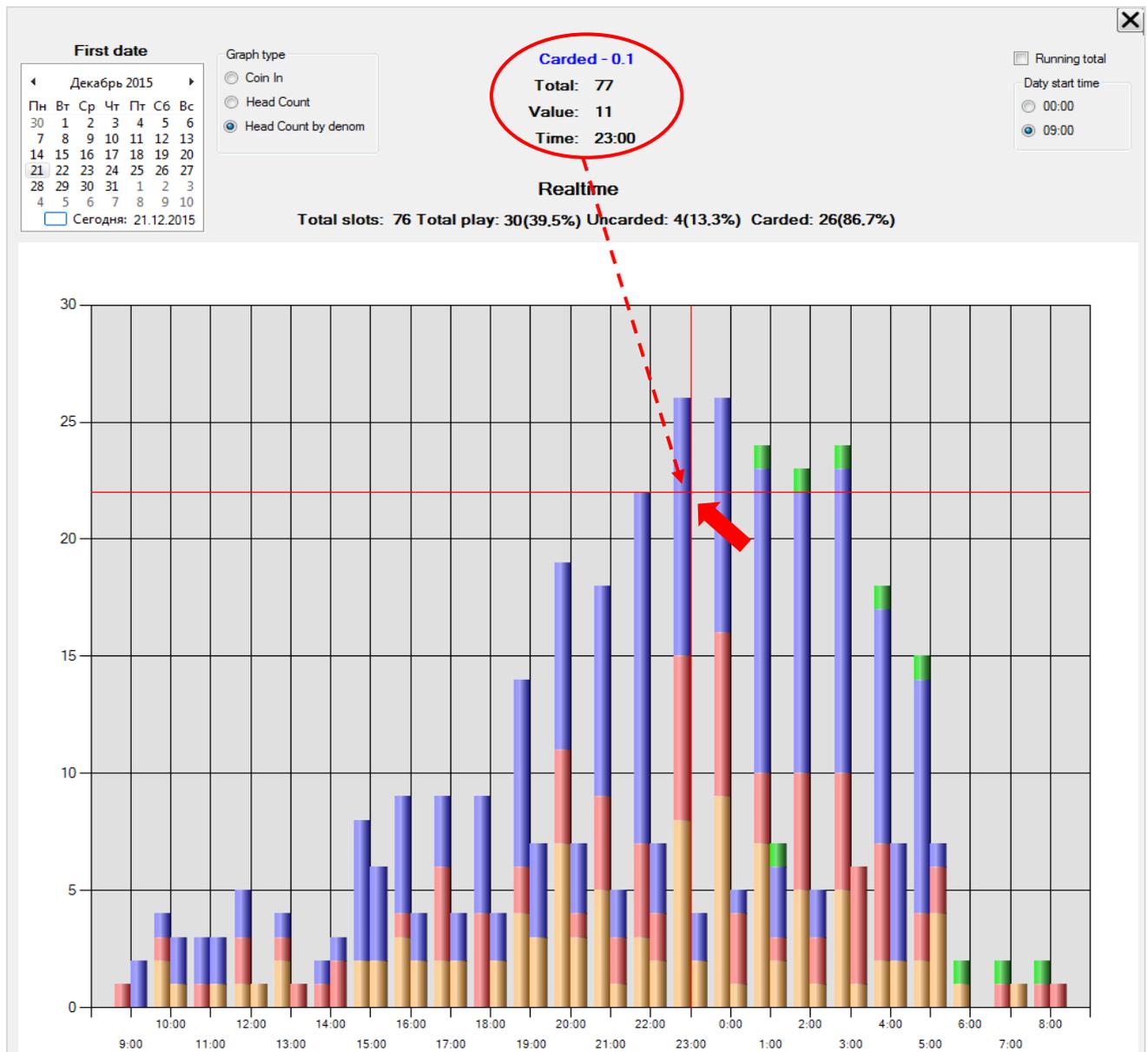


The information on the number of slot machines and players at the current time is displayed above the graph.

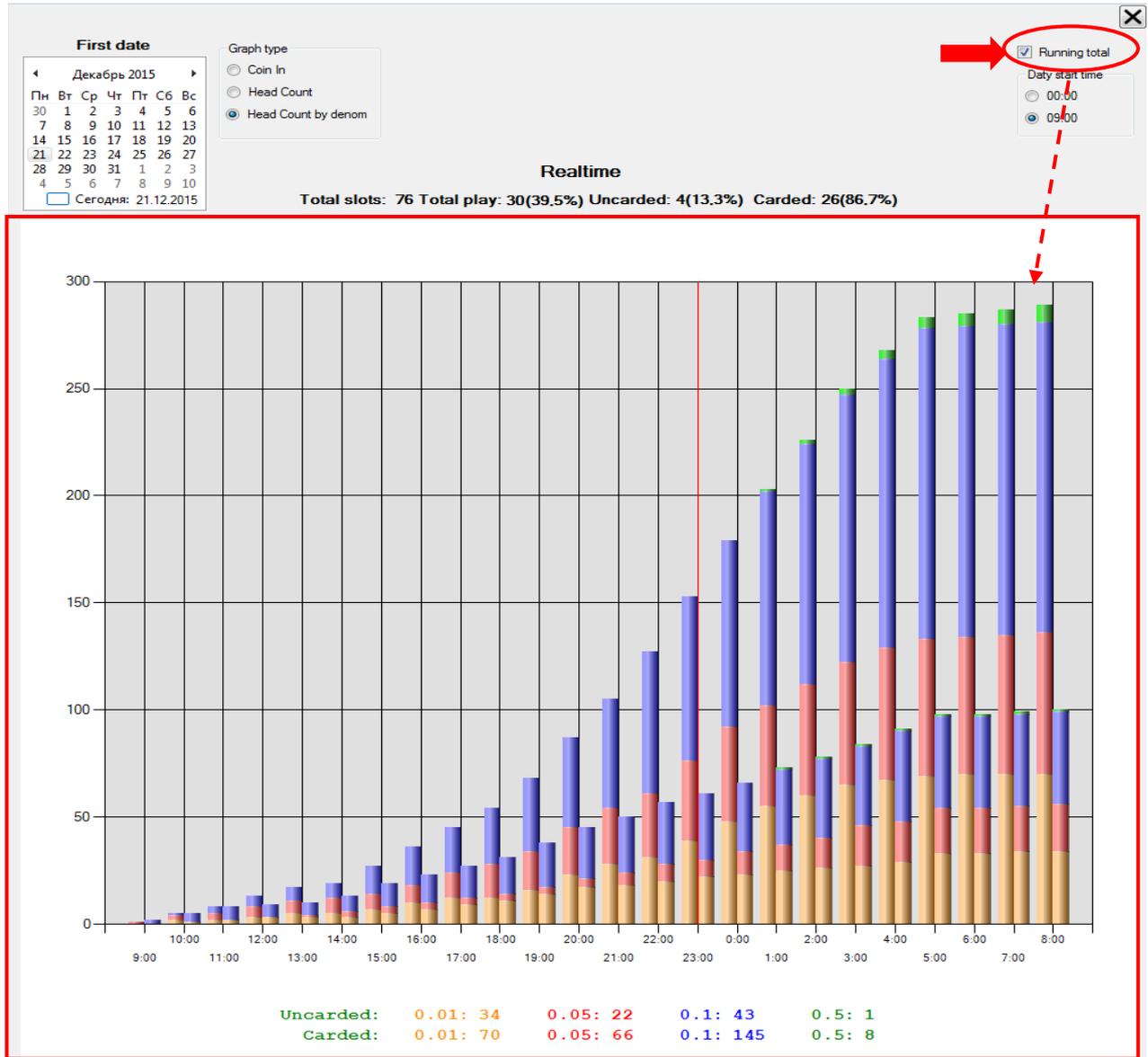
To view detailed values of indicators at any point of the graph (for example, during peak hours), move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **Carded / Uncarded** – players with cards / players without cards.
- **0.01, 0.05, 0.1 etc** – denomination used by players to charge credits to the slot machine (loaded from the slot machine via SAS).
- **Total** - total number of players with cards (**Carded**) or without cards (**Uncarded**) from the beginning of a gaming day to the selected hour.
- **Value** – number of players using the specified denomination at this hour.
- **Time** – time (hh:mm).

In our example, the graph shows that at **23:00** the number of players with cards using the denomination of **0.1** was **11**.



To plot the «**Head Count by denom**» graph according to the total values of indicators with a cumulative total, tick the box «**Running total**». At the boundary of each hour, the left column shows the number of players with cards (**Carded**) and the right column shows the number of players without cards (**Uncarded**).



➤ **Comparative analysis of results for Coin In, Coin Out, Win.**

Using the same graphical form, you can compare and analyze the results of two different days for **Coin In**, **Coin Out** and **Win**.

Procedures:

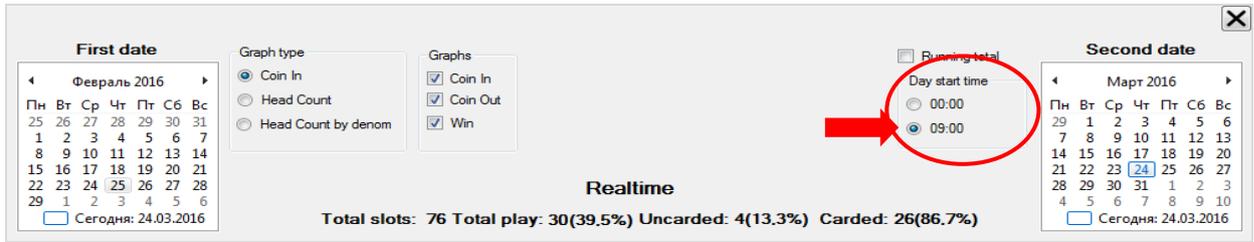
1. Select the slots location area for comparison.



2. Click «**HEAD COUNT**».



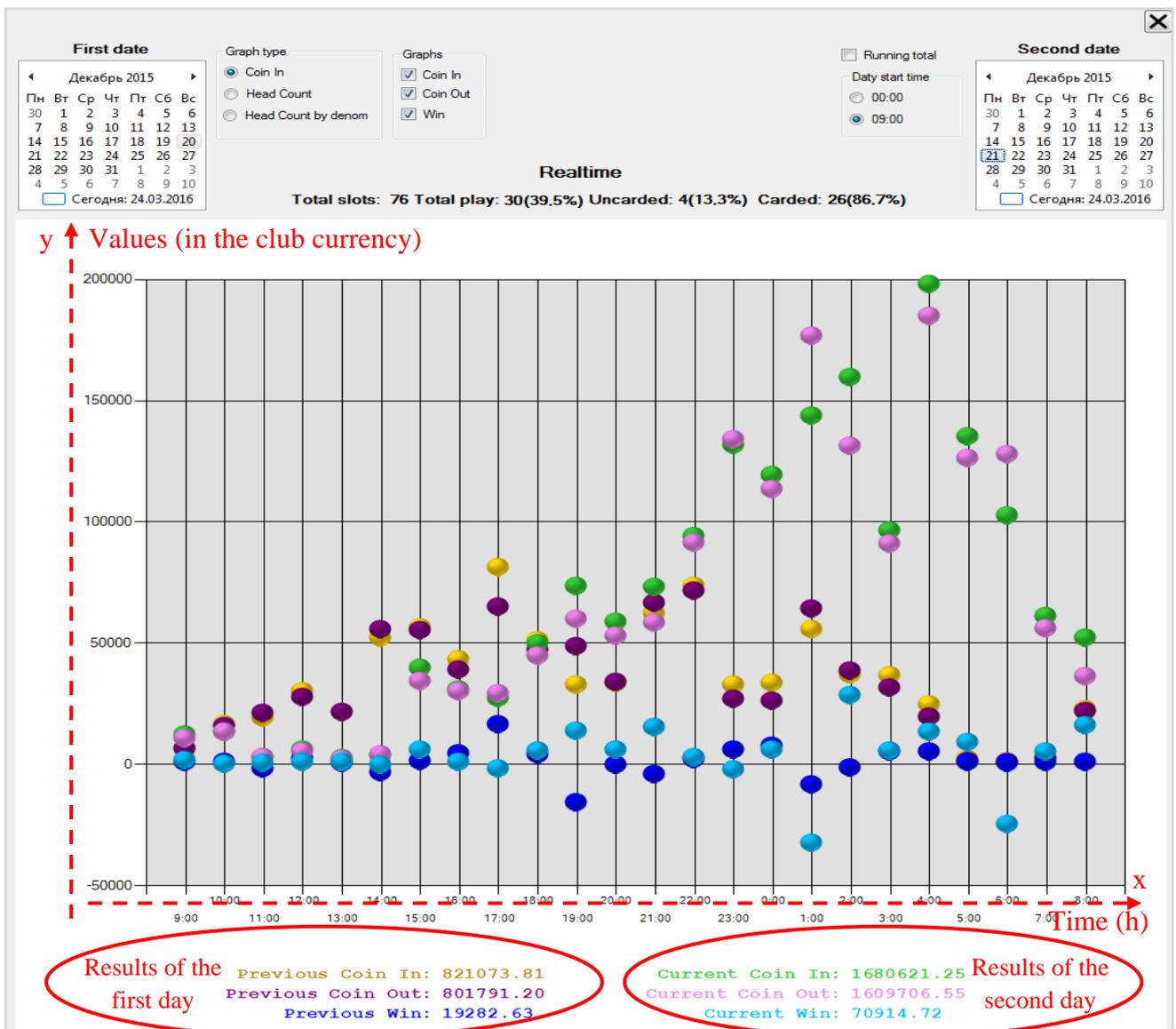
3. Clicking this button opens the form with the «**Coin In**» graph for the current day on the right half of the window. If necessary, use the filter «**Day start time**» to select the start time for gaming days.



4. In the first calendar «**First date**», set the date of the first day, the results of which you need to compare. In the second calendar «**Second date**», set the date of the second day with which you need to compare the results of the first day.

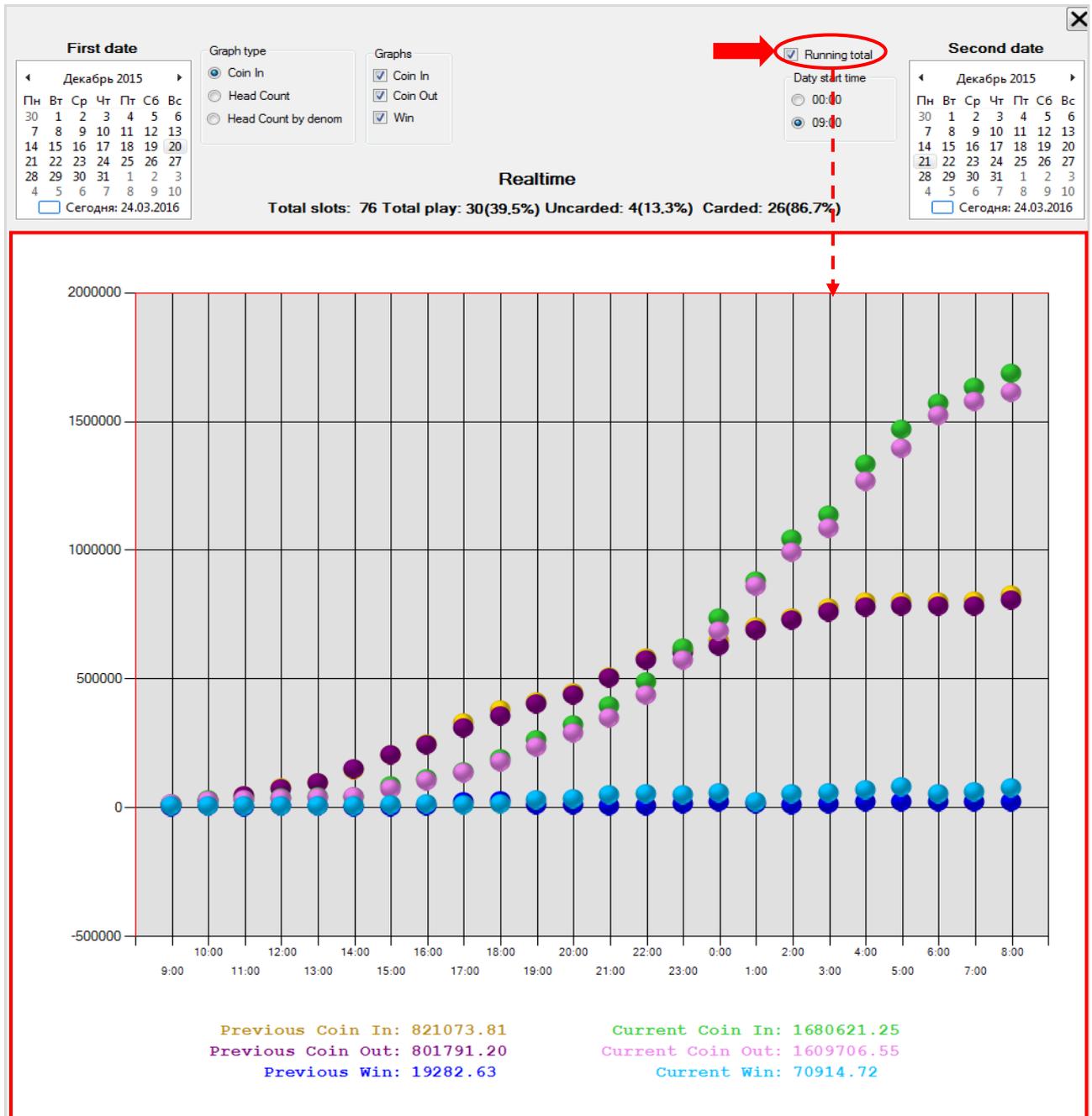


After setting the dates, the form will display the «**Coin In**» graph based on the values **Coin In**, **Coin Out** and **Win** of two selected days. All points in the graph are highlighted in color according to the legend located below the graph.



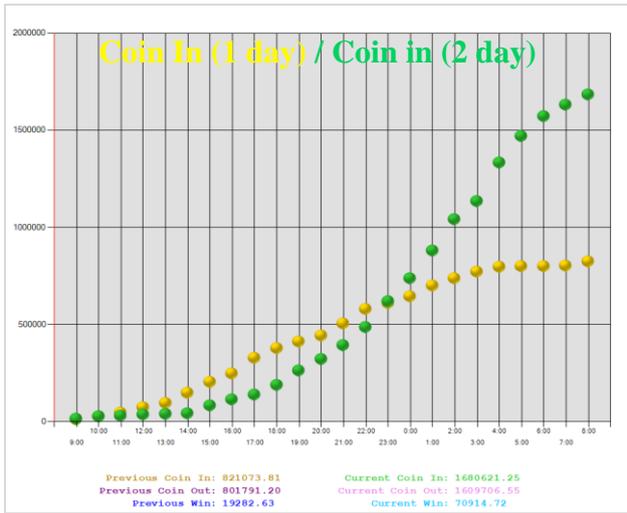
The information on the number of slot machines and players at the current time is displayed above the graph.

To compare the final results of two days with a cumulative total, tick the box «**Running total**».



To compare the **Coin In**, **Coin Out** and **Win** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.





To view detailed values of indicators at any point of the graph, move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **Total** – total value of an indicator from the beginning of a gaming day to the selected hour.
- **Value** – value of an indicator for this hour.
- **Time** – time (hh:mm).

First date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

☐ Сегодня: 24.03.2016

Graph type

Coin In

Head Count

Head Count by denom

Graphs

Coin In

Coin Out

Win

Current Win

Total: 75221.50

Value: 8921.45

Time: 5:00

Realtime

Total slots: 76 Total play: 0(0.0%) Uncarded: 0(0.0%) Carded: 0(0.0%)

Second date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

☐ Сегодня: 24.03.2016

Running total

Duty start time

00:00

09:00

➤ **Comparative analysis of the number of players (Head Count).**

Comparative analysis of the number of players (**Total, Carded, Uncarded**) for two different days is performed in the same way as in the «Coin In» graph.

Procedures:

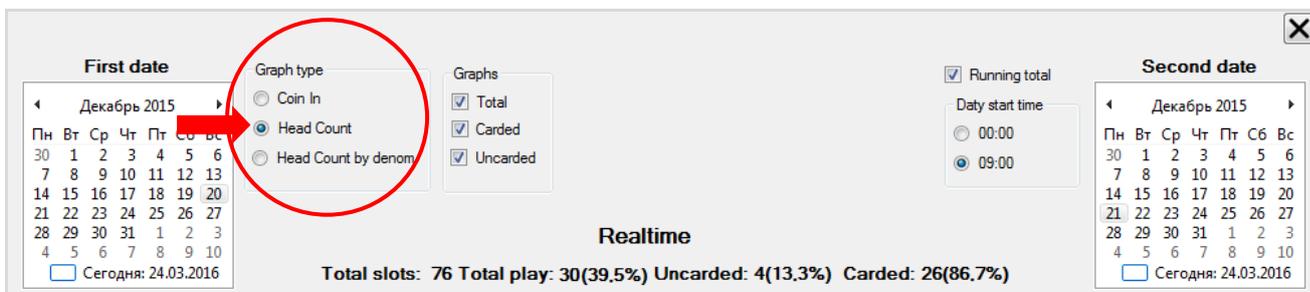
1. Select the slots location area for comparison.



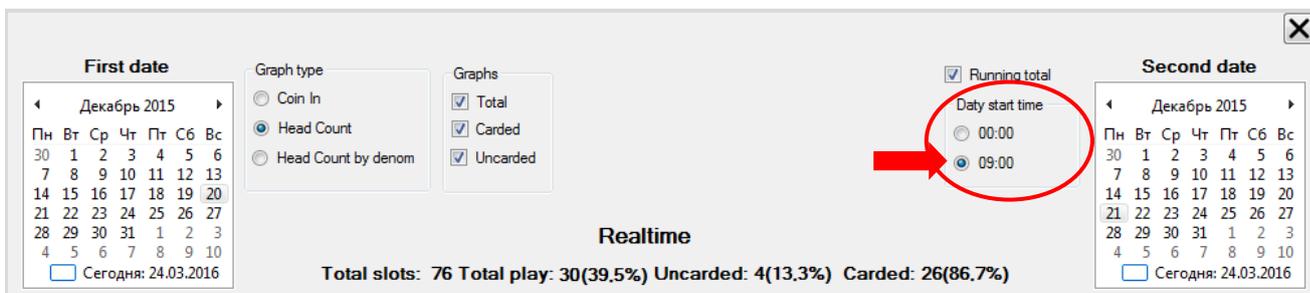
2. Click «HEAD COUNT».



3. Clicking this button opens the default form with the «Coin In» graph for the current day on the right half of the window. Use the filter «Graph type» to select the type of the «Head Count» graph.



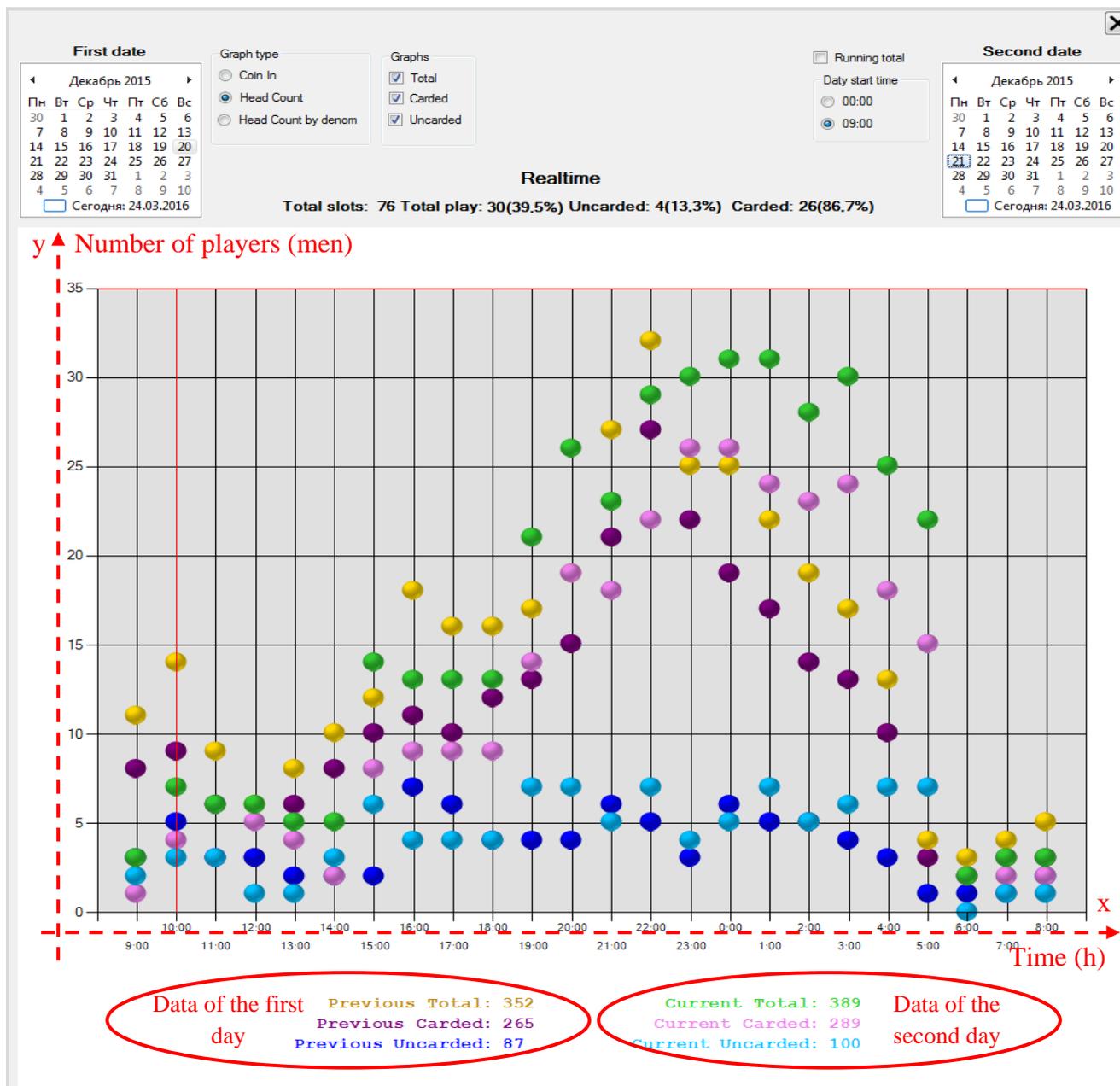
4. If necessary, use the filter «Day start time» to select the start time for gaming days.



5. In the first calendar «First date», set the date of the first day, the data of which you need to compare. In the second calendar «Second date», set the date of the second day with which you need to compare the data of the first day.

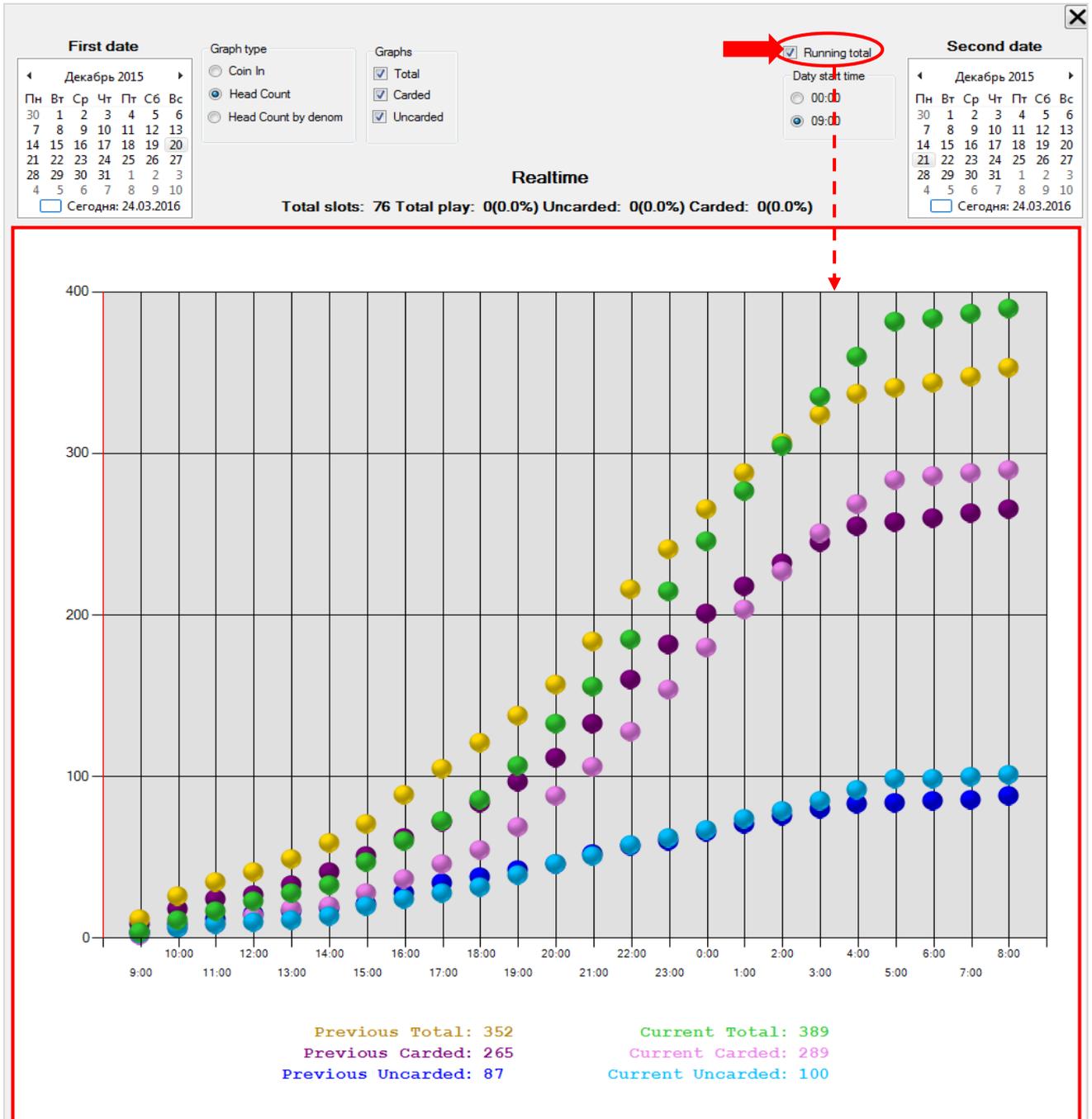


After setting the dates, the form will display the «**Head Count**» graph based on the values **Total**, **Carded**, **Uncarded** of two selected days. All points in the graph are highlighted in color according to the legend located below the graph.



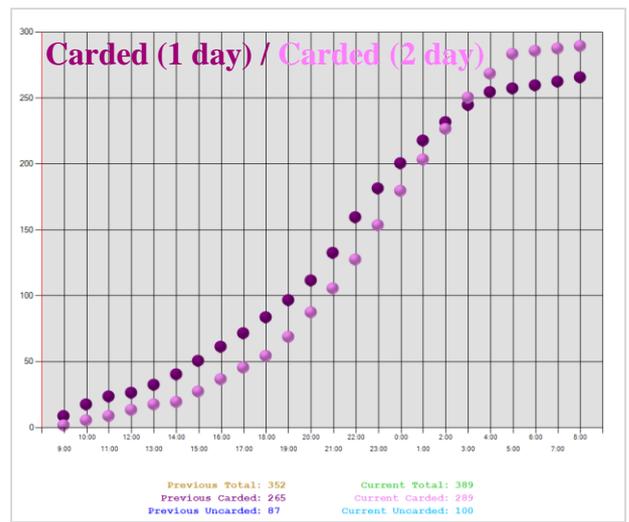
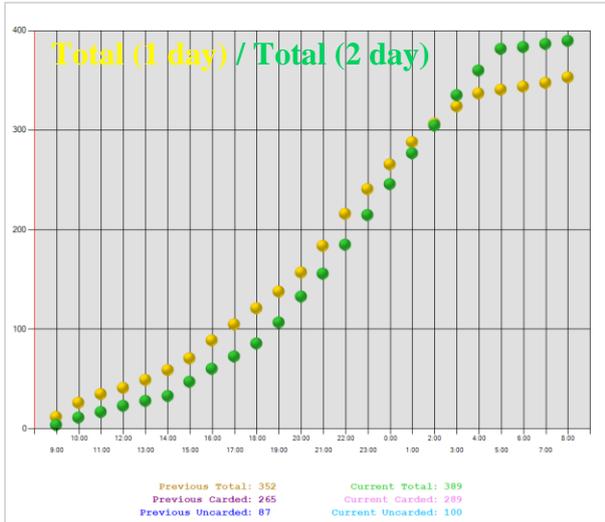
The information on the number of slot machines and players at the current time is displayed above the graph.

To compare the number of players for two days with a cumulative total, tick the box «**Running total**».



To compare the **Total**, **Carded**, **Uncarded** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.





To view detailed values of indicators at any point of the graph, move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **Total** – total value of an indicator from the beginning of a gaming day to the selected hour.
- **Value** – value of an indicator for this hour.
- **Time** – time (hh:mm).

First date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

Сегодня: 24.03.2016

Graph type

Coin In

Head Count

Head Count by denom

Graphs

Total

Carded

Uncarded

Current Total

Total: 389

Value: 3

Time: 8:00

Running total

Daily start time

00:00

09:00

Second date

Декабрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10

Сегодня: 24.03.2016

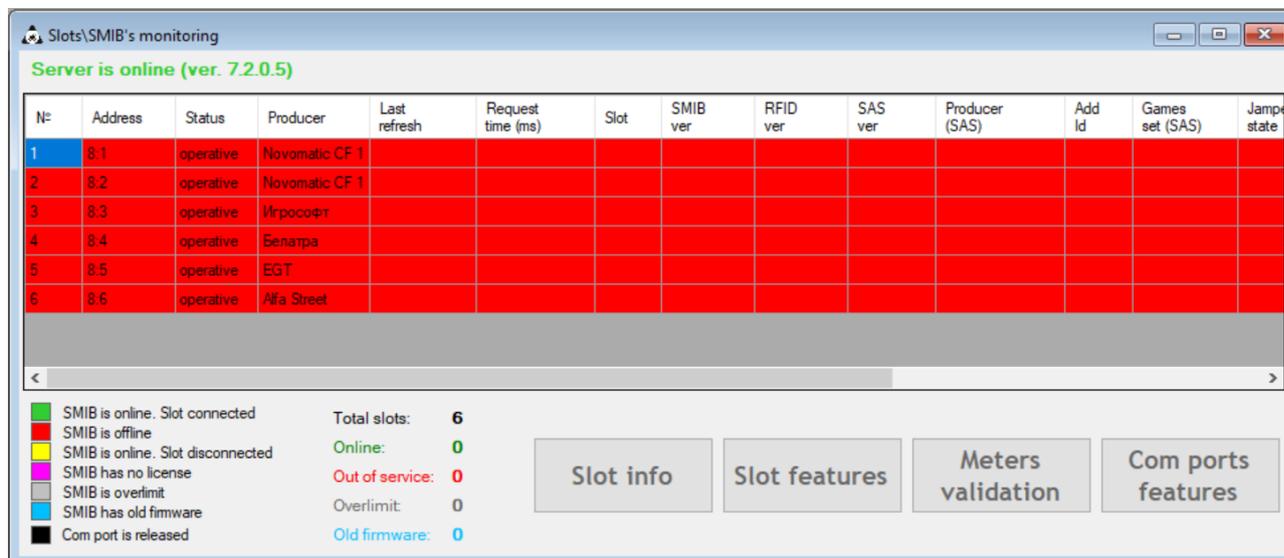
Realtime

Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

7.5.17 SMIB and Slots Monitoring.

SMIB (Slot Machine Interface Board) is an interface controller for slot machine that provides data exchange between the slot machine and server.

Select «Slots» → «Monitoring» → «Slots/SMIBs monitoring» to open SMIB`s and slot monitoring form.



All data and service parameters regarding the state of gaming machines, SMIB`s and other peripheral equipment (bill acceptor, dispenser, card-reader, etc.), will be downloaded from slot machine to the server via SMIB RS-485 network and automatically **updated every 2 seconds**.

The table below contains the parameters available for monitoring:

№	Option=Column	Value	Data source
1	№	Slot machine floor number	From the database (indicated on floor plan)
2	Address	Gaming machine network address (COM-port number for server connection: Number on SMIB)	From the database (indicated on floor plan)
3	Status	Slot machine status - operative - out of service	From the database (to be set in the slot`s card)
4	Producer	Slot Machine Vendor Name	From the database (indicated on floor plan)
5	Last refresh	Time of last update for slot machine	From the database
6	Request time (ms)	The amount of time taken to poll the device (ms)	From the database
7	Slot	Connection status between Slot Machine and SMIB using SAS protocol. CONNECTED - connection is active. DISCONNECTED - no connection.	From SMIB
8	SMIB ver	SMIB Firmware version	From SMIB
9	RFID ver	RFID reader version (if the device is enabled)	From gaming machine
10	SAS ver	SAS protocol version	From gaming machine

11	Producer (SAS)	Slot Machine Vendor name Abbreviation	From gaming machine
12	Add Id	Additional game identifier	From gaming machine
13	Games set (SAS)	Name of the games set on the slot machine	From gaming machine
14	Jumpers state	Condition of 4 jumpers on SMIB	From SMIB
15	Card	RFID-card state. ABSENT - card is inserted. PRESENT – there is no card on card reader.	From SMIB
16	Main door	State of main physical door in the slot machine. OPENED – door is open. CLOSED – door is closed.	From gaming machine
17	Logic door	State of a logic door in the slot machine. OPENED – logic door is open. CLOSED - logic door is closed.	From gaming machine
18	Cashbox	Cashbox state. INSTALLED – cashbox is inserted. REMOVED - cashbox is removed.	From gaming machine
19	Card reader	Card-reader to SMIB connection status. CONNECTED – card reader is connected. DISCONNECTED - card reader is disconnected.	From SMIB

String of hardware statuses and parameters may have following color coding:

- The string is completely **green** means that hardware is operating normally.
- The string is completely **yellow** means communication problems between Slot Machine and SMIB controller using protocol SAS (see «Slot» column).
- The string of the slot machine is completely white means no connection with SMIB via RS485.
- The string of the slot machine is completely **red** means the slot machine is offline.
- The string of the slot machine is completely **pink** – an error occurred during a license status query to the SMIB.
- The string of the slot machine is completely **grey** – the number of machines exceeds the number of licenses issued to the club. The gray color indicates the machines that did not have enough licenses.
- The string of the slot machine is completely **blue** – the old SMIB firmware version.
- The string of the slot machine is completely **black** – the device is connected to the vacated com port.
- **Yellow** cells in «Main door», «Logic door», «Cashbox» or «Card reader» columns means that door is open, card reader disconnected etc (refer to exact value in the cell).

Attention! *If the hardware status string is completely green but SAS protocol version or any other parameter in a row is not displayed correctly, you need to contact SlotLogic support engineers.*

Attention! *In «Jumpers state» column you should see 0000 value by default. SMIB will work in multislot mode, and players can earn bonus points while playing on multiple slots.*

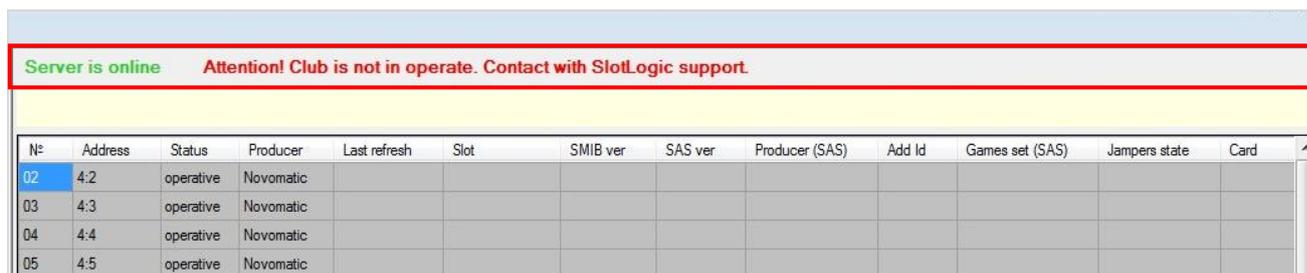
Attention! *After you change a jumper state on the SMIB, you must provide a power reset.*

Server status (**online** / **offline**) is displayed in the upper right corner of monitoring form.



List of hardware parameters and statuses will be blank if the server is **offline**.

Attention! If in the form of monitoring in the string of Server status displays a message with the text: **«Attention! Club is not in operate. Contact with SlotLogic support»**, is necessary to check the Internet connection.



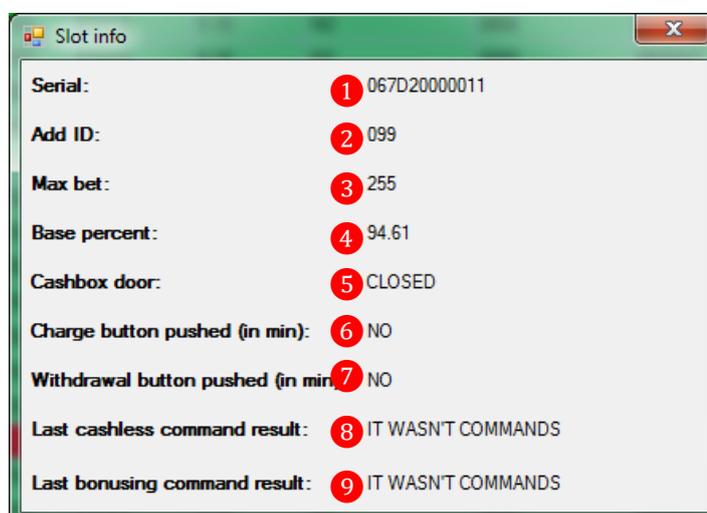
Attention! If in the form of monitoring displays a message with the text: **«Attention! You have ** slots overlimit. Contact with SlotLogic support»** - this means that in your club the number of connected slots (SMIB`s) exceeds the paid limit..



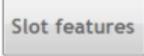
Also you can find a several buttons in the bottom of monitoring form that performs the following functions:

➤ Press  to view information about the Slot Machine.

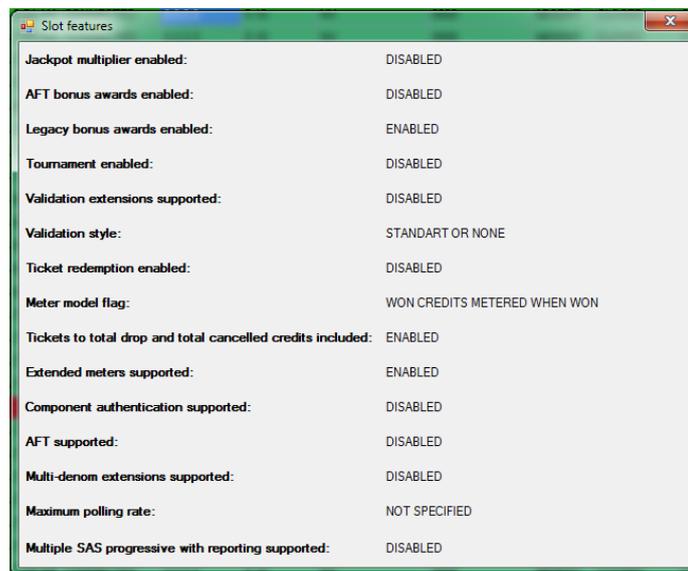
You must click the left mouse button to select slot machine from the list



1. Slot machine serial number.
2. Additional game identifier.
3. The maximum bet on the machine (or 255, if the maximum rate of over 255).
4. Basic theoretical payout in percentage.
5. Cashbox door status.
6. Last minute payout button activity.
7. Last minute withdrawal button activity.
8. The result of the last cashless command.
9. The result of the last bonus command.

➤ Press  to view additional settings of slot machine.

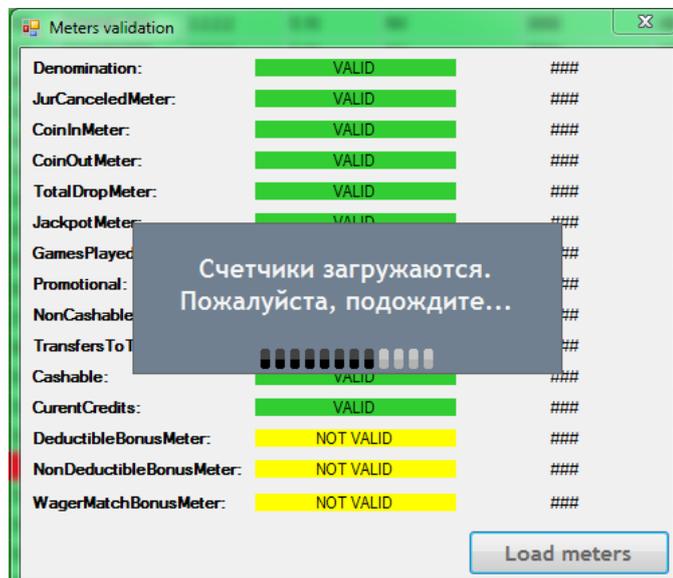
You must click the left mouse button to select slot machine from the list.



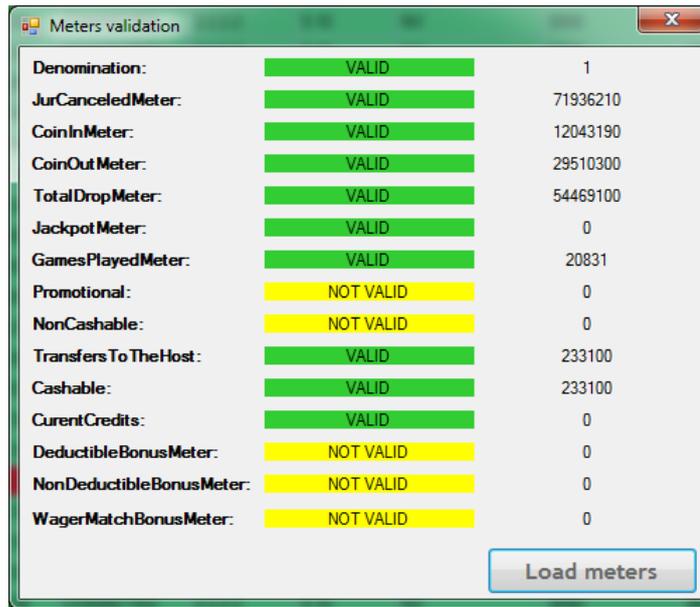
These settings are specific to each type of slot machine. For more information about these settings, refer to slot machine documentation.

➤ Press  to view the current values of slot machine meters without audit.

You must click on left mouse button to select slot machine from the list.



In the form that opens you need to press on  and wait while data is downloaded.



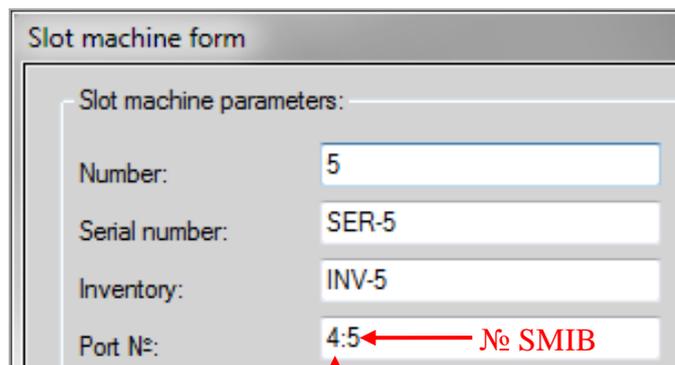
Slot machines depending on the type can also be equipped with different electromechanical counters.

✓ If any meter provided in form cannot be determined for the selected gaming machine, it will be displayed with the **0** value and **NOT VALID** status («not Available»).

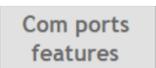
✓ If counter is present in the slot machine, it is displayed with a numerical value and **VALID** status («available»).

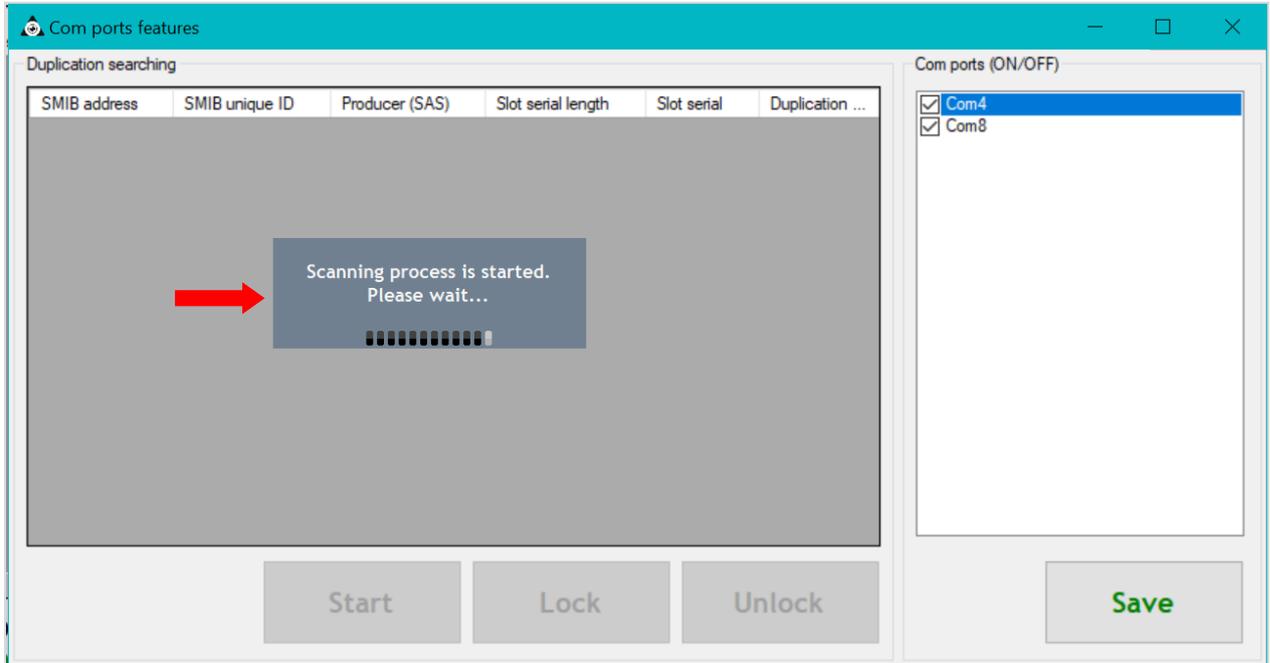
➤ Press  to search for SMIB duplicated addresses and to enable/disable COM ports.

In case were SMIB addresses were duplicated during system setup (manually or automatically) data exchange between SMIB`s devices and the server will not work correctly.



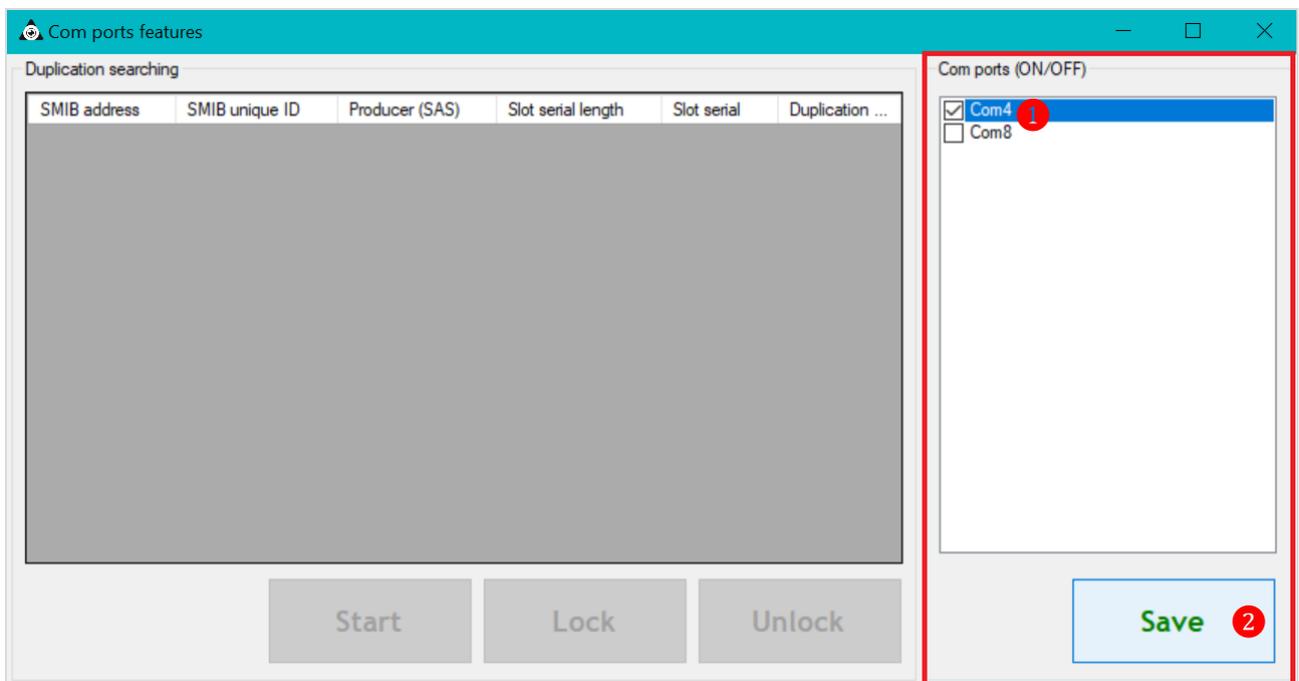
№ COM-port to connect to the server

To avoid such mistakes or eliminate them you need to check SMIB duplicate addresses. To do this you need to click on  and then in the opened form in the «**Duplication searching**» window press the «**Start**» button and wait for the end of the scanning process.



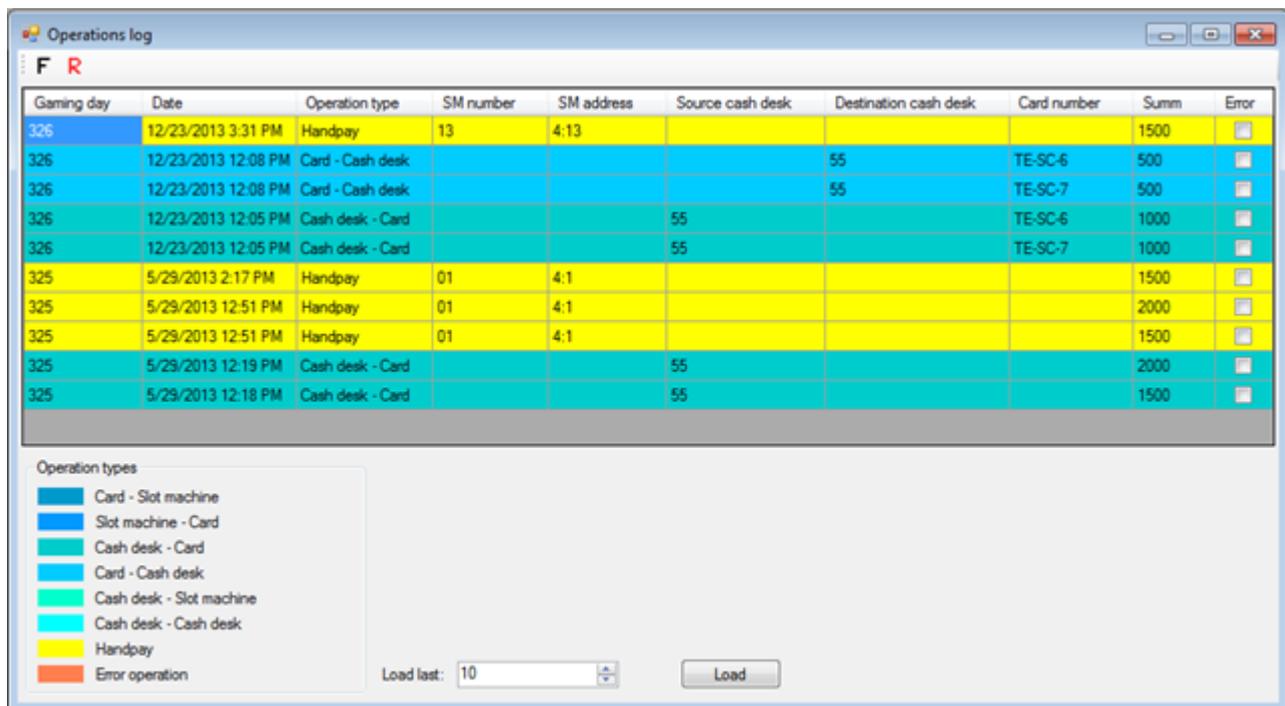
After scanning, if the system detects a duplicate, it will be displayed in the form of SMIB network address, which was duplicated. Use the «**Lock**»/«**Unlock**» you can lock/unlock duplicate addresses SMIB.

After blocking the incorrect SMIB address, it is necessary in the right window «**Com Ports ON/OFF**» (or in the game machine form), select the correct address for it by checking the box and click «**Save**».



7.5.18 Operations log.

Data on cash transactions provided at the cash desk and gaming machines is available for viewing in «Operations log» («Slots» → «Monitoring» → «Operations log»).



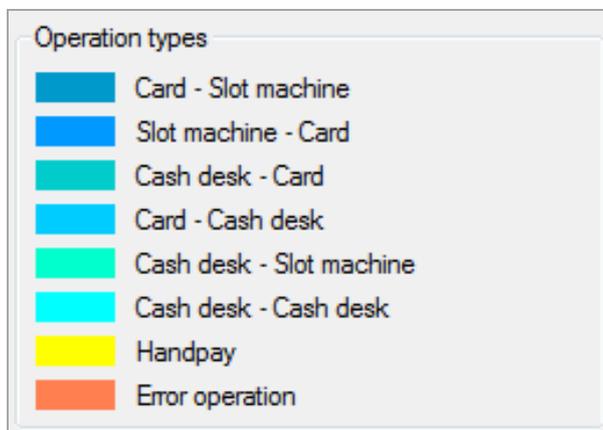
By default, this form contains a list of 10 latest operations.

To view more operations you must use «Load last» string located at the bottom of the form.

Enter the desired quantity of operations to view in the list using the keypad or  buttons and click on .



Different types of operations are highlighted in different colors. You can see agenda in the bottom of the form on the left.



Type of operation	Description
Card – Slot machine	Player inserts bonus card into card reader and then press paying button to transfer credits from card to gaming machine.
Slot machine - Card	Player press payout button or simply removes card from card reader. These actions allow transferring all credits from the slot machine to the player card account.
Cash desk - Card	The amount of money that was spent at cash desk by player is credited to the player's card.
Card - Cash desk	Player withdrawals from card at cash desk.
Cash desk - Slot machine	Cashier sends credits from cash desk directly to gaming machine.
Cash desk - Cash desk	Funds were transferred from one cash desk to another.
Handpay	Handpay operation was done at Slot Machine.
Error operation	Error operations (checkbox is ticked in «Error» column).

For each loaded in the list shows the following operations:

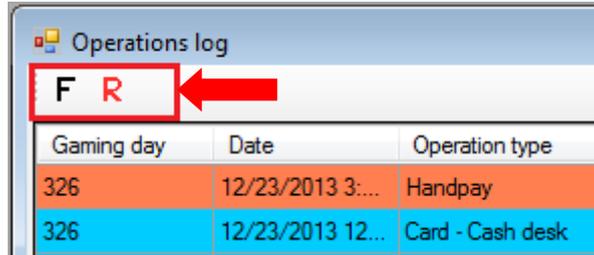
1. **Gaming day** – gaming day, when this operation occurs.
2. **Date** - the date and time of the operation.
3. **Operation type** - the type of operation in accordance with agenda.
4. **SM number** - slot machine floor number where operation occurs.
5. **SM address** – network address of gaming machine (port).
6. **Source cash desk** - cash desk number where operation of funds depositing to card or slot machine occurs.
7. **Destination cash desk** – cash desk number where operation of funds withdrawal from the card account or gaming machine occurs.
8. **Card number** - number of player's bonus cards, associated with operation.
9. **Sum** - operation amount.
10. **Error** – these strings intended to show the error operations.

Gaming day	Date	Operation type	SM number	SM address	Source cash desk	Destination cash desk	Card number	Summ	Error
326	12/23/2013 3:31 PM	Handpay	13	4:13				1500	<input checked="" type="checkbox"/>
326	12/23/2013 12:08 PM	Card - Cash desk				55	TE-SC-6	500	<input type="checkbox"/>
326	12/23/2013 12:08 PM	Card - Cash desk				55	TE-SC-7	500	<input type="checkbox"/>

If you decide that executed operation is erroneous or incorrect, you should set a tick in «Error» column. Operation that marked as enormous will be highlighted by color corresponded to «Error operation» type and can be analyzed by technical support specialists in future.

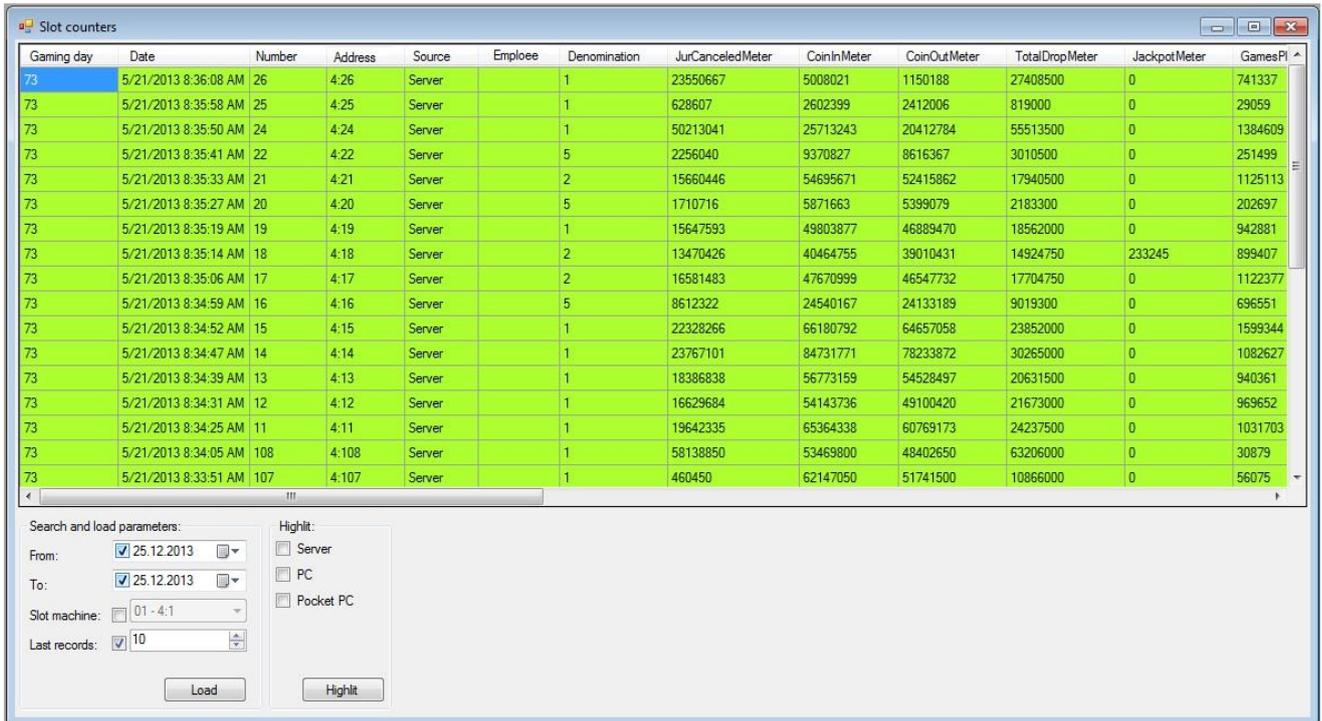
Gaming day	Date	Operation type	SM number	SM address	Source cash desk	Destination cash desk	Card number	Summ	Error
326	12/23/2013 3:...	Handpay	13	4:13				1500	<input checked="" type="checkbox"/>
326	12/23/2013 12:...	Card - Cash desk				55	TE-SC-6	500	<input type="checkbox"/>
326	12/23/2013 12:...	Card - Cash desk				55	TE-SC-7	500	<input type="checkbox"/>

Standard tools for filtering and searching data are available in this form:



7.5.19 Slot counters log.

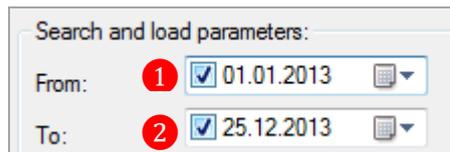
All meters are logged on server and available for viewing in «Slot counters log» («Slots» → «Monitoring» → «Slot counters log»).



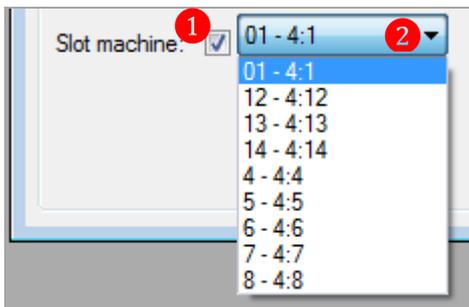
By default, this form contains a list of loaded slot machine meters (sorted by floor number) on the current game day.

Also you can download a meters data from one specific slot machine and set the time period of search at the bottom of this form.

- «From» and «To» strings are used to specify the period for which you will load slot meters data. Dates of beginning and end of the period can be selected using the standard calendar by press  button or just enter it using keyboard.



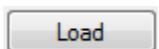
- «Slot machine» string is used to select a source to loading meters data from selected gaming machine. First you need to tick a checkbox to activate the drop-down list and then choose a number of the desired slot machine.



- «Last records» is used in case you need to download the last slices of meters data. You can input a number of slices via the keyboard or  buttons.

Last records: 

After that click on the button



Search and load parameters:

From: 01.01.2013 

To: 25.12.2013 

Slot machine: 01 - 4:1 

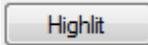
Last records: 

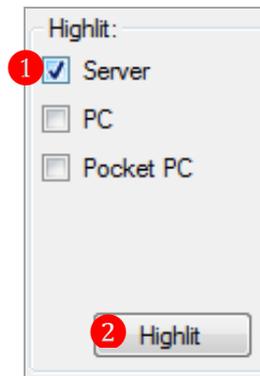


Thus, table with following information will be loaded:

Parameter (column)	Description
Gaming day	Number of gaming day.
Date	Date and time of specified meter record.
Number	Number of gaming machine.
Address	Address of gaming machine. (№ of port for server connection: SMIB address)
Source	Data source for meters: server or manual (PC, PDA).
Employee	Name of employee who performed meters manual input. (If the data source for meters is manual (PC, PDA))
Denomination	Denomination that set for the slot machine.
Jur Canceled Meter	Standard meters of gaming machines.
Coin In Meter	
Coin Out Meter	
Total Drop Meter	
Jackpot Meter	
Games Played Meter	
Promotional	
Non Cashable	

Transfers To The Host	
Cashable	
Total In	
Total Hand Paid	
Total Out	
Card In	
Card Out	
Wager Match Bonus Meter	
Deductible Bonus Meter	
Non Deductible Bonus Meter	
Total Bonus	
Current Credit	
Current Promo Credit	

Optionally, you can highlight selected data source of meters. To do this select set a tick on source for meters in «**Highlight**» setting section and press .



7.5.20 Operations and events log.

«SlotLogic» monitor every operation and various events that occur in slot hall. All of these actions are stored in various log files and database.

«SlotLogic» administrators can easily analyze any system log files using «Slot operations & events log» form located in «Slots» → «Monitoring» → «Operations & Events log» section.

The screenshot shows the 'Slot operations & events log' interface. The upper part (1) has several filter panels: 'Operation status' with 'All' selected; 'Operation type' with 'All' selected; 'Event type' with 'Device out of service' selected; and 'Date and time' with 'From: 01.01.2013' and 'To: 26.12.2013'. A 'Load' button is below these filters. To the right is a 'Slots' table with columns: Id, Address, Number, Developer, Ac. The lower part (2) is a main data table with columns: Note, Operation type, Id, Date, Amount, Amount currency, Cashbox, Rejected, Committed, Reject date, Commit date. It lists various events like 'DeviceOutOfService' and 'MONEY OPERATION'.

The upper side [1] of the form contains different sets of changeable parameters to configure the filtering data. Lower part [2] contains a list of events and operations downloaded in accordance with the selected filters.

Description of parameters used to filter data.

1) Operation status.

This is a close-up of the 'Operation status' filter. It contains a title 'Operation status:' and four checkboxes: 'All' (checked), 'Committed', 'Rejected', and 'Unconfirmed'.

Any financial operation in system has a certain status:

✓ **Committed** – confirmed transaction. Transaction that was accomplished successfully. For example:

- Credits were successfully transferred from card to slot machine.
- Credits were successfully transferred from slot machine to card.

✓ **Rejected** – aborted operations. Operations that were canceled for any reason. For example:

- Credits were not transferred to the card, because door on slot machine was opened.

✓ **Unconfirmed** – unconfirmed operation. Operations that have not been confirmed or canceled by the system. For example:

- Credits were not transferred to the card while slot machine freezes or has failed.

If check box is set to «All», operation of all statuses (Committed, Rejected and Unconfirmed) will be loaded into the form.

2) Operation type.

Operation type:

- All
- Card -> Slot
- Slot -> Card
- Cash Desk -> Card
- Card -> Cash Desk
- Cash Desk -> Slot
- Handpay

- ✓ **Card → Slot** - transfer credits from card to the machine.
- ✓ **Slot → Card** - transfer credits to the card.
- ✓ **Cash Desk → Card** - transfer credits from cash desk to card.
- ✓ **Card → Cash Desk** - transfer money from card to the cash desk.
- ✓ **Cash Desk → Slot** - transfer money from cash desk to slot machine.
- ✓ **Handpay** - handpay operation at slot machine.

If check box is set to «All», all types of operation will be loaded.

Note: There is no special operation for crediting slot machine via bill acceptor in SlotLogic system. Such operation is stored as a sequence of two different operations: «Slot → Card» and «Card → Slot». Both operations are displayed with «Cashbox» mark.

3) RFID.

RFID:

- RFID Found
- RFID Lost

Events regarding card operations at the card reader on slot machine.

- ✓ **RFID Found** –card swipes on card reader.
- ✓ **RFID Lost** – card was taken away from card reader.

If not ticking on the respective events, such events will not be shown in a form.

4) Events type.

Event type:

- Device application is corrupt
- Device out of service
- Device logical door open
- Device cashbox door open
- Device GA connected fail
- Device GA connected
- Device main door open

Various types of events that may be also useful:

- ✓ **Device out of service** - there is no communication with slot machine.
- ✓ **Device logical door open** - logical door is open.
- ✓ **Device cashbox door open** – bill acceptor is removed.
- ✓ **Device GA connected fail** - breaking connection link with device.
- ✓ **Device GA connected** - communication with the slot was established.
- ✓ **Device main door open** - main door of the machine is open.

5) **Date and time.**

You can filter operations and events by specific period of time. By default, the date and time are not set, so the data will be loaded for the entire period, which may take a long time.

Setting parameters	Result
Date not specified.	Data will be loaded for the entire period.
Start date is indicated. End date is not specified.	Data will be loaded from the specified date to the current date.
Start date is not specified. End date specified.	All data will be downloaded to the specified date.
Both are specified date.	Data will be loaded for the specified period.

If necessary, you can specify a date time.

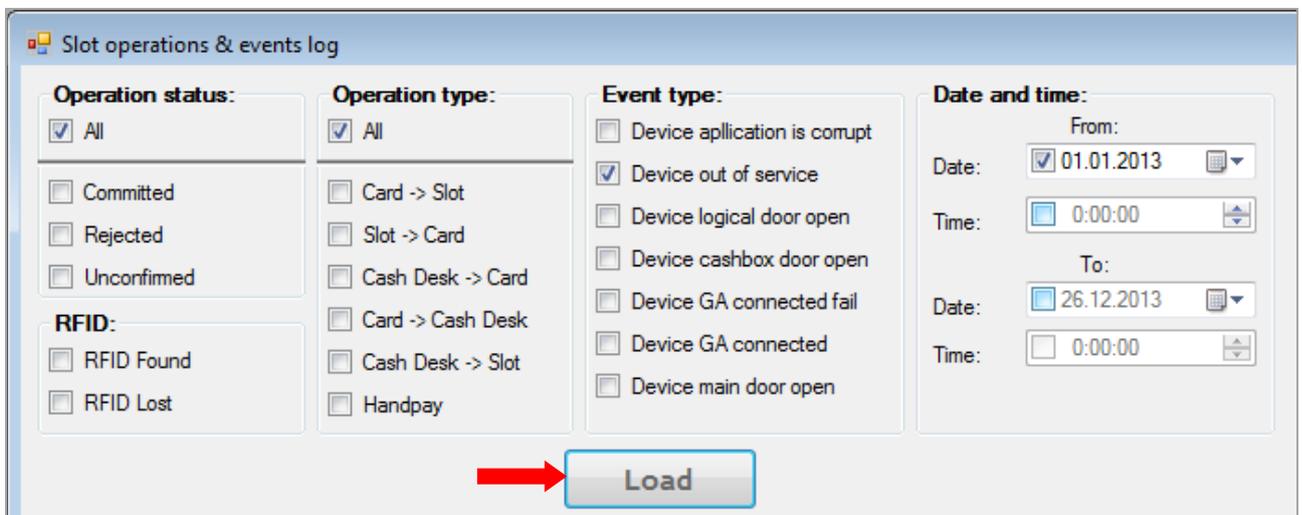
6) **Slots.**

	Id	Address	Number	Developer	Account Id	State	Removed	Club	Is SAS	Is Locked
<input checked="" type="checkbox"/>	1	4:1	01	Novomatic	1766	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	4:2	2	Atronic	1773	operative	<input checked="" type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	4:3	3	Atronic	1774	operative	<input checked="" type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	4:4	4	Atronic	1775	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5	4:5	5	Atronic	1782	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6	4:6	6	Atronic	1783	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7	4:7	7	Atronic	1784	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8	4:8	8	Atronic	1785	operative	<input type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9	4:9	9	Atronic	1786	operative	<input checked="" type="checkbox"/>	BeOwner Club	<input checked="" type="checkbox"/>	<input type="checkbox"/>

You can select slot machines for operations and events logging using checkmark in the first column on the left. If you do not select any slot machine, the data for all slots will be loaded.

- ✓ **Id** - service information.
- ✓ **Address** – slot machine network address.
- ✓ **Number** – slot machine floor number.
- ✓ **Developer** - slot machine vendor ID.
- ✓ **Account id** - service information.
- ✓ **State** – state of the card at slot machine.
- ✓ **Removed** - slot machine is removed from floor plan.
- ✓ **Club** - club, where slot machine is registered.
- ✓ **Is SAS** - if machine connected using SAS protocol.
- ✓ **Is Locked** - slot machine is locked on floor plan.

Once all the necessary filters are specified, you need to click on . In certain cases, this operation may take a long time.



The screenshot shows the 'Slot operations & events log' window with the following filter settings:

- Operation status:** All, Committed, Rejected, Unconfirmed
- RFID:** RFID Found, RFID Lost
- Operation type:** All, Card -> Slot, Slot -> Card, Cash Desk -> Card, Card -> Cash Desk, Cash Desk -> Slot, Handpay
- Event type:** Device application is corrupt, Device out of service, Device logical door open, Device cashbox door open, Device GA connected fail, Device GA connected, Device main door open
- Date and time:** From: Date: 01.01.2013, Time: 0:00:00; To: Date: 26.12.2013, Time: 0:00:00

A red arrow points to the **Load** button at the bottom center.

Filtered operations and events are loaded into the table in the lower part of the form.

Note	Operation type	Id	Date	Amount	Amount currency	Cashbox	Rejected	Committed	Reject date	Commit date
EVENT	DeviceOutOfService	2	2/15/2013 7:00 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	4	2/18/2013 7:04 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	13	2/19/2013 6:59 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
MONEY OPERATION	Cash Desk -> Card	1	2/20/2013 2:38 PM	500000	5000.00	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		2/27/2013 3:16 PM
MONEY OPERATION	Cash Desk -> Card	2	2/20/2013 2:38 PM	500000	5000.00	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
MONEY OPERATION	Card->Slot	3	2/20/2013 2:40 PM	500000	5000.00	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		2/20/2013 2:40 PM
MONEY OPERATION	Card->Slot	4	2/20/2013 3:10 PM	400000	4000.00	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		2/20/2013 3:10 PM
MONEY OPERATION	Handpay	5	2/20/2013 3:11 PM	370000	3700.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		2/20/2013 3:11 PM
MONEY OPERATION	Card->Slot	6	2/20/2013 3:12 PM	500000	5000.00	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		2/20/2013 3:12 PM
MONEY OPERATION	Handpay	7	2/20/2013 3:16 PM	511000	5110.00	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		2/20/2013 3:16 PM

You can differentiate operation from event using marks in «**Note**» column and special coloring:

EVENT – events.

MONEY OPERATION – operations.

All the data is sorted in chronological order by the «**Date**» column.

Column	Description
Operation type	Type of transaction or event.
Id	Service information
Date	Date of the transaction or event.
Amount	Operation amount (cents).
Amount currency	Operation amount.
Cashbox	Credits are transferred to slot machine via bill acceptor.
Rejected	Operation was canceled.
Committed	Operation was successfully validated.
Reject date	-
Commit date	-
Slot number	Slot machine floor number that was participated in the operation or where the event was occurred.
Card number	Card number that was participated in the operation.
Card number 2	Service information.

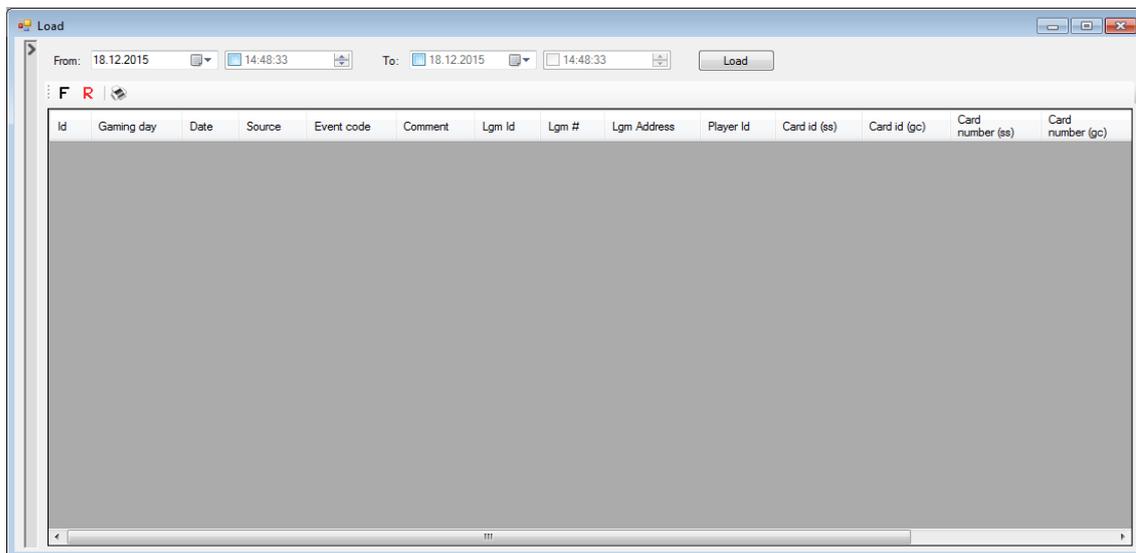
Also you can use a standard filtering and search tools.

Note	Operation type	Id	Date
EVENT	DeviceOutOfService	2	2/15/2013 7:00 PM
EVENT	DeviceOutOfService	4	2/18/2013 7:04 PM
EVENT	DeviceOutOfService	13	2/19/2013 6:59 PM
MONEY OPERATION	Cash Desk -> Card	1	2/20/2013 2:38 PM

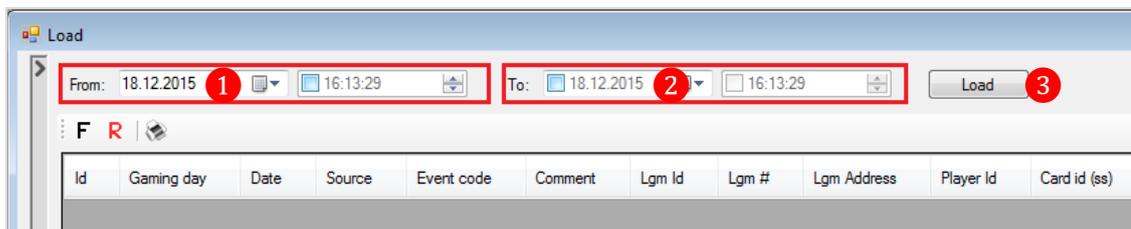
F R ←

7.5.21 Logging operations and events in «SlotLogic».

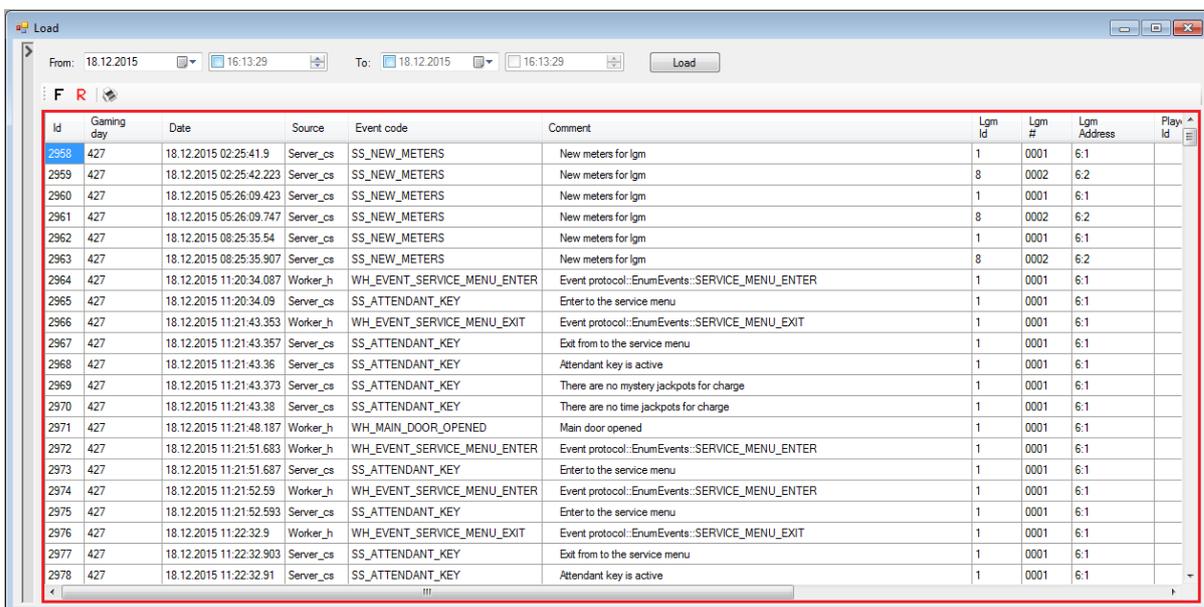
The «SlotLogic» developers and administrators can view and analyze all operations, events and processes occurring in the system using a single consolidated form. The data presented in this way are used mainly for debugging. To open the form, select «Slots» → «Monitoring» → «Events» in the system's main menu.



To load the form with a list of events in the table, use a filter to specify the beginning and end of the period (time as needed) for which you need the data and click «Load».



Clicking the button will load the list of all events and operations that have occurred in the system for a selected period of time in the table.



The table contains the following columns:

Parameters	Description	Example
Id	Event ID (ascending downward)	2959
Gaming day	Number of the gaming day, in which the event occurred	427
Date	Date (dd:mm:yyyy) and time (hh:mm:ss.ms) when the event occurred	18.12.2015 12:30:40.733
Source	SlotService event source: <ul style="list-style-type: none"> • Server_cs • Worker_h • Beowner 	Server_cs
Event code	Event code (input in the system by developers)	SS_SMIB_IS_CONNECTED
Comment	Comment, brief description of the event	Slot is disconnected
Lgm Id	ID of the slot machine (from the system) related to the event	1
Lgm #	ID of the slot machine (from the slot card) related to the event	0001
Lgm Address	Address of the slot SMIB related to the event	6:1
Player Id	ID of the player (from the player's card) related to the event	2
Card Id (ss)	ID of the player's card accepted by SlotService	13
Card Id (gc)	ID of the player's card when the card is programmed in the client's app	63
Card Number (ss)	Physical card number accepted by SlotService	5421E028000000
Card Number (gc)	Physical card number when the card is programmed in the client's app	28E02154
Card Number (vs)	Visual (embossed) card number	07-07-700077
Amount	Amount related to the event	41000
Transaction Id	Transaction ID related to the event	12897

Please note that events of any errors in the slot service are highlighted **red** in the list.

Id	Gaming day	Date	Source	Event code	Comment	Lgm Id	Lgm #
3341	427	18.12.2015 16:04:32.247	Server_cs	SS_BILL_INSERTED	Bill inserted	1	0001
3342	427	18.12.2015 16:04:57.987	Worker_h	WH_EVENT_HPPANDING	Event protocol::EnumEvents::HpPanding	1	0001
3343	427	18.12.2015 16:04:57.99	Worker_h	WH_LOG	RequestHandpay()	1	0001
3344	427	18.12.2015 16:04:59.29	Worker_h	WH_EVENT_HANDPAID	Event protocol::EnumEvents::Handpaid	1	0001
3345	427	18.12.2015 16:04:59.35	Server_cs	SS_EXCEPTION	Exception	1	0001
3346	427	18.12.2015 16:04:59.757	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERVICE_MENU_ENTER	1	0001
3347	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001

Double click the icon  in the field **Comment** to open the window with additional information on the event.

Id	Gaming day	Date	Source	Event code	Comment	Lgm Id	Lgm #
3341	427	18.12.2015 16:04:32.247	Server_cs	SS_BILL_INSERTED	Bill inserted	1	0001
3342	427	18.12.2015 16:04:57.987	Worker_h	WH_EVENT_HPPANDING	Event protocol::EnumEvents::HpPanding	1	0001
3343	427	18.12.2015 16:04:57.99	Worker_h	WH_LOG	RequestHandpay()	1	0001
3344	427	18.12.2015 16:04:59.29	Worker_h	WH_EVENT_HANDPAID	Event protocol::EnumEvents::Handpaid	1	0001
3345	427	18.12.2015 16:04:59.35	Server_cs	SS_EXCEPTION	Exception	1	0001
3346	427	18.12.2015 16:04:59.757	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERVICE_MENU_ENTER	1	0001
3347	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3348	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3349	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3350	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3351	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3352	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3358	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3359	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3360	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3361	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3366	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3368	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3369	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3370	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3371	427	18.12.2015 16:15:26.567	Worker_h	WH_CARD_OUT_BTN_PUSHED	response status card_out_button_pushed	1	0001

Info

Message:
Incorrect syntax near ')'.
Incorrect syntax near the keyword 'UPDATE'.

Info:

```

System.Data.OleDb.OleDbCommand.ExecuteReaderInternal(CommandBehavior
behavior, String method)
System.Data.OleDb.OleDbCommand.ExecuteNonQuery()
db.ODBH.ExecNonQueryParams(String _szQuery, OleDbParameter[] _params)
C:\BeOwner\SVN_BEOWNER\trunk\src\SlotsService\cash_box\src\db
\ODBH.cs:строка 335
server.Server.LogHandpayForPlayer(Int32 lgmId, Int64 amount, Int32
handpayCode)
C:\BeOwner\SVN_BEOWNER\trunk\src\SlotsService\cash_box
\src\server\Server.cs:строка 3500
                
```

Please note that this form has a standard data filtration, search and print system.

Load

From: 18.12.2015 0:00:00 To: 18.12.2015

F R 

Id	Gaming day	Date	Source	Event code
2958	427	18.12.2015 02:25:41.9	Server_cs	SS_NEW_METERS

Moreover, you can use additional filters **Slots** and **Events** to load in the table, for example, the events for any particular slot machines as well as for particular type of events.

Load

From: 18.12.2015 0:00:00 To: 18.12.2015

F R 

Slots:

Lgm #	Addr	Lgm Id	Developer	State	
<input checked="" type="checkbox"/>	0001	6.1	1	Novomatic	operative
<input checked="" type="checkbox"/>	0002	6.2	8	Novomatic	operative
<input checked="" type="checkbox"/>	0003	6.3	9	Alfa Street	out of serv
<input checked="" type="checkbox"/>	0004	8.3	25	Alfa Street	out of serv
<input checked="" type="checkbox"/>	0005	8.7	27	Alfa Street	out of serv
<input checked="" type="checkbox"/>	0006	8.6	26	Alfa Street	out of serv
<input checked="" type="checkbox"/>	0008	8.8	28	Novomatic	out of serv
<input checked="" type="checkbox"/>	3	4.3	3	Atronic	operative
<input checked="" type="checkbox"/>	4	4.4	6	Atronic	operative
<input checked="" type="checkbox"/>	0009	8.9	29	Atronic	operative
<input checked="" type="checkbox"/>	10	4.10	23	Alfa Street	operative
<input checked="" type="checkbox"/>	10	4.10	24	Atronic	operative
<input checked="" type="checkbox"/>	11	4.11	20	Atronic	operative

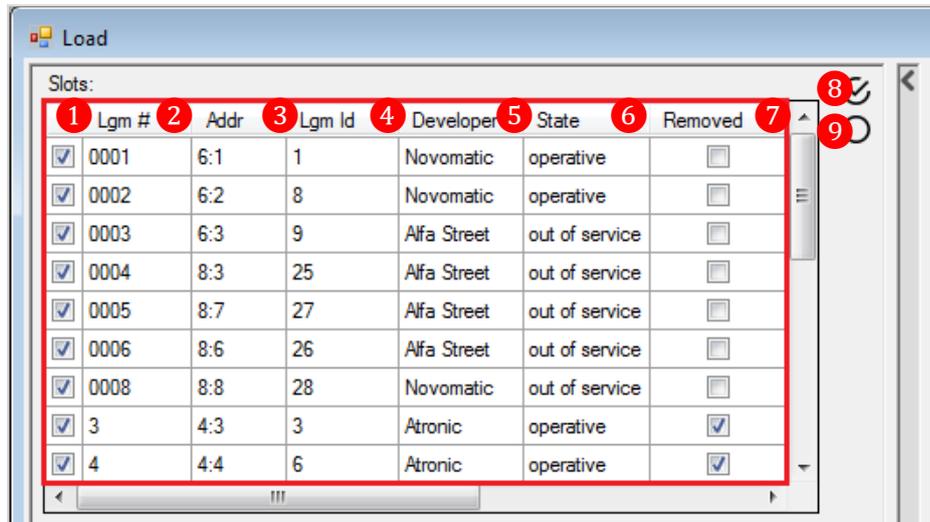
Events:

Id	Event
<input checked="" type="checkbox"/>	10000001 SS_START
<input checked="" type="checkbox"/>	10000002 SS_AA_START
<input checked="" type="checkbox"/>	10000003 SS_AA_FINISH
<input checked="" type="checkbox"/>	10000004 SS_EXCEPTION
<input checked="" type="checkbox"/>	10000005 SS_AA_INFO
<input checked="" type="checkbox"/>	10000006 SS_HAND_MONEY_TR
<input checked="" type="checkbox"/>	10000007 SS_NEW_METERS
<input checked="" type="checkbox"/>	10000008 SS_METERS_COP
<input checked="" type="checkbox"/>	10000009 SS_JP_NOTIFY
<input checked="" type="checkbox"/>	10000010 SS_BILL_INSERTED
<input checked="" type="checkbox"/>	10000011 SS_TJP_NOTIFY
<input checked="" type="checkbox"/>	10000012 SS_CARD2LGM
<input checked="" type="checkbox"/>	10000013 SS_LGM2CARD

Click the arrow to show / hide filters

Id	Gaming day	Date	Source	Event code	Comment
2958	427	18.12.2015 02:25:41.9	Server_cs	SS_NEW_METERS	New meters for lgm
2959	427	18.12.2015 02:25:42.223	Server_cs	SS_NEW_METERS	New meters for lgm
2960	427	18.12.2015 05:26:09.423	Server_cs	SS_NEW_METERS	New meters for lgm
2961	427	18.12.2015 05:26:09.747	Server_cs	SS_NEW_METERS	New meters for lgm
2962	427	18.12.2015 08:25:35.54	Server_cs	SS_NEW_METERS	New meters for lgm
2963	427	18.12.2015 08:25:35.907	Server_cs	SS_NEW_METERS	New meters for lgm
2964	427	18.12.2015 11:20:34.087	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERV
2965	427	18.12.2015 11:20:34.09	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu
2966	427	18.12.2015 11:21:43.353	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol::EnumEvents::SERV
2967	427	18.12.2015 11:21:43.357	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu
2968	427	18.12.2015 11:21:43.36	Server_cs	SS_ATTENDANT_KEY	Attendant key is active
2969	427	18.12.2015 11:21:43.373	Server_cs	SS_ATTENDANT_KEY	There are no mystery jackpots for ch
2970	427	18.12.2015 11:21:43.38	Server_cs	SS_ATTENDANT_KEY	There are no time jackpots for charg
2971	427	18.12.2015 11:21:48.187	Worker_h	WH_MAIN_DOOR_OPENED	Main door opened
2972	427	18.12.2015 11:21:51.683	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERV
2973	427	18.12.2015 11:21:51.687	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu
2974	427	18.12.2015 11:21:52.59	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERV
2975	427	18.12.2015 11:21:52.593	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu
2976	427	18.12.2015 11:22:32.9	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol::EnumEvents::SERV
2977	427	18.12.2015 11:22:32.903	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu
2978	427	18.12.2015 11:22:32.91	Server_cs	SS_ATTENDANT_KEY	Attendant key is active
2979	427	18.12.2015 11:22:32.92	Server_cs	SS_ATTENDANT_KEY	There are no mystery jackpots for ch
2980	427	18.12.2015 11:22:32.93	Server_cs	SS_ATTENDANT_KEY	There are no time jackpots for charg
2981	427	18.12.2015 11:22:33.783	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol::EnumEvents::SERV
2982	427	18.12.2015 11:22:33.787	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu

- The filter **Slots** is a list of all slot machines of the club / hall that have ever been connected to «SlotLogic».



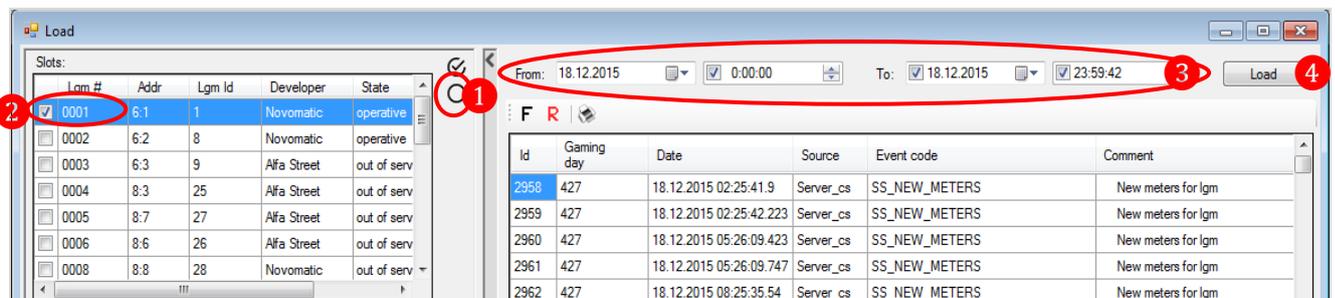
1) **Tick is set** – the slot is added to the selection / **Tick is cleared** – the slot is removed from the selection.

- 2) **Lgm #** – numbers of slot machines.
- 3) **Addr** – SMIB addresses of slot machines.
- 4) **Lgm Id** – unique IDs of slot machines in the system.
- 5) **Developer** – manufacturers of slot machines.
- 6) **State** – statuses.
- 7) **Removed** – slots removed from the system are ticked.
- 8) – a button to add all slot machines to the selection.
- 9) – a button to remove all slot machines from the selection.

Example of using the filter Slots: You need to view all events for the slot machine No. **0001** for the current day.

Procedure:

1. Open the panel with filters and uncheck all boxes of slot machines in the **Slots** list by clicking the icon with a blank circle.
2. In the list of slots in the very first column, set a tick in front of the number **0001**.
3. Next, use the filter above the table to set the right period - the current day.
4. To load the data, click **«Load»**.



By clicking **«Load»** you will load the list of all events in the table for the specified period only for the slot No. **0001**.

Id	Gaming day	Date	Source	Event code	Comment	Lgm Id	Lgm #	Lgm Address
3335	427	18.12.2015 16:02:18.38	Worker_h	WH_EVENT_ECSTACKED	Event protocol::EnumEvents::EcStacked	1	0001	6:1
3336	427	18.12.2015 16:02:18.39	Server_cs	SS_CASHLESS_TRANSACTION	Commit cashless transaction	1	0001	6:1
3337	427	18.12.2015 16:04:32.117	Worker_h	WH_EVENT_BA2CARDSAS	Event protocol::EnumEvents::BA2CardSas	1	0001	6:1
3338	427	18.12.2015 16:04:32.14	Worker_h	WH_LOG	BillAcceptor2Card2Lgm()	1	0001	6:1
3339	427	18.12.2015 16:04:32.15	Server_cs	SS_BA2CARD2LGM	BA -> Card -> Lgm prepare	1	0001	6:1
3340	427	18.12.2015 16:04:32.163	Server_cs	SS_BA2CARD2LGM	BA -> Card -> Lgm transaction commit	1	0001	6:1
3341	427	18.12.2015 16:04:32.247	Server_cs	SS_BILL_INSERTED	Bill inserted	1	0001	6:1
3342	427	18.12.2015 16:04:57.987	Worker_h	WH_EVENT_HPPANDING	Event protocol::EnumEvents::HpPanding	1	0001	6:1
3343	427	18.12.2015 16:04:57.99	Worker_h	WH_LOG	RequestHandpay()	1	0001	6:1
3344	427	18.12.2015 16:04:59.29	Worker_h	WH_EVENT_HANDPAID	Event protocol::EnumEvents::Handpaid	1	0001	6:1
3345	427	18.12.2015 16:04:59.35	Server_cs	SS_EXCEPTION	Exception	1	0001	6:1
3346	427	18.12.2015 16:04:59.757	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol::EnumEvents::SERVICE_MENU_ENTER	1	0001	6:1
3347	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001	6:1
3348	427	18.12.2015 16:05:01.48	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol::EnumEvents::SERVICE_MENU_EXIT	1	0001	6:1
3349	427	18.12.2015 16:05:01.487	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu	1	0001	6:1
3350	427	18.12.2015 16:05:01.49	Server_cs	SS_ATTENDANT_KEY	Attendant key is active	1	0001	6:1
3351	427	18.12.2015 16:05:01.503	Server_cs	SS_ATTENDANT_KEY	There are no mystery jackpots for charge	1	0001	6:1
3352	427	18.12.2015 16:05:01.51	Server_cs	SS_ATTENDANT_KEY	There are no time jackpots for charge	1	0001	6:1
3358	427	18.12.2015 16:14:06.55	Server_cs	SS_CARD_STATE_POLLING	Card found (polling info)	1	0001	6:1
3359	427	18.12.2015 16:14:06.63	Server_cs	SS_SMIB_IS_CONNECTED	SMIB is connected	1	0001	6:1
3360	427	18.12.2015 16:14:06.633	Server_cs	SS_SLOT_IS_CONNECTED	Slot is connected	1	0001	6:1

If you want to print the data or save them to your computer as a file (excel, pdf, word), click



- The filter **Events** is a list of all events occurring in «SlotLogic».

1	2	3
Id	Event	
<input checked="" type="checkbox"/>	10000001	SS_START
<input checked="" type="checkbox"/>	10000002	SS_AA_START
<input checked="" type="checkbox"/>	10000003	SS_AA_FINISH
<input checked="" type="checkbox"/>	10000004	SS_EXCEPTION
<input checked="" type="checkbox"/>	10000005	SS_AA_INFO
<input checked="" type="checkbox"/>	10000006	SS_HAND_MONEY_TR
<input checked="" type="checkbox"/>	10000007	SS_NEW_METERS
<input checked="" type="checkbox"/>	10000008	SS_METERS_COP
<input checked="" type="checkbox"/>	10000009	SS_JP_NOTIFY
<input checked="" type="checkbox"/>	10000010	SS_BILL_INSERTED

1) **Tick is set** – the event is added to the selection / **Tick is cleared** – the event is removed from the selection.

2) **Id** – unique ID of the event.

3) **Event** – unique code of the event (input in the system by developers).

4) – a button to add all events to the selection.

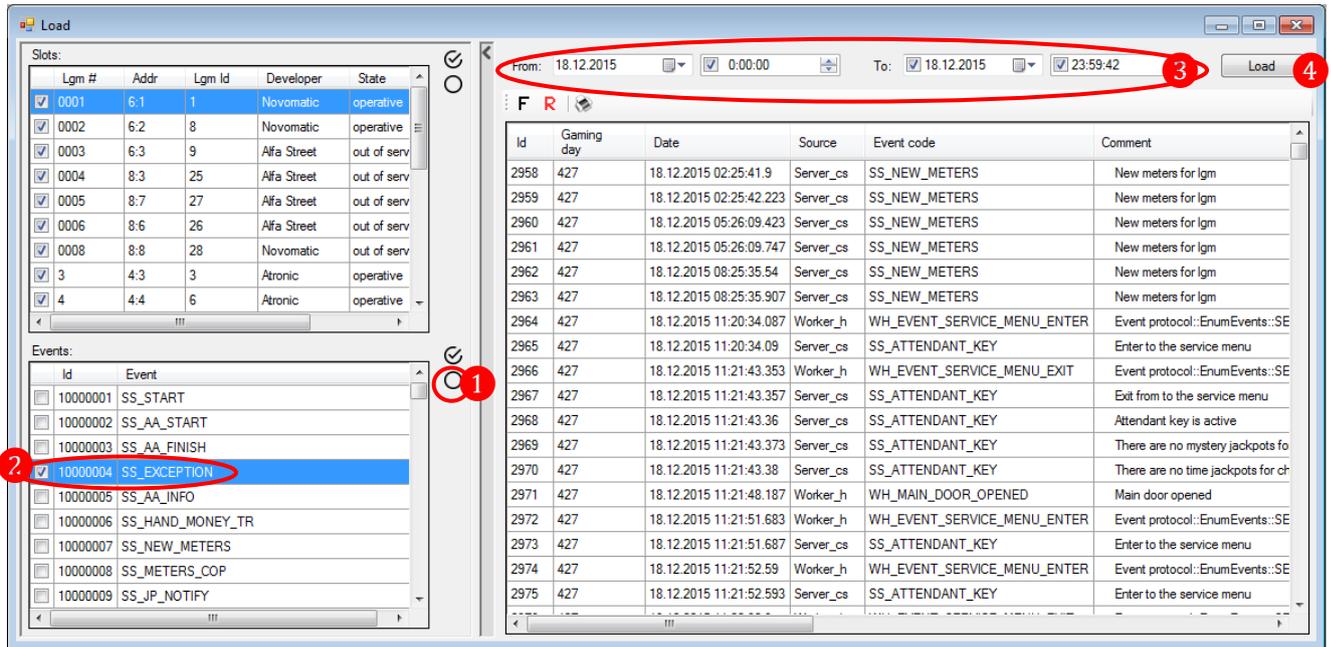
5) – a button to remove all events from the selection.

Example of using the filter Events: You need to view all notifications of errors in the slot service (SS_EXCEPTION) for the current day.

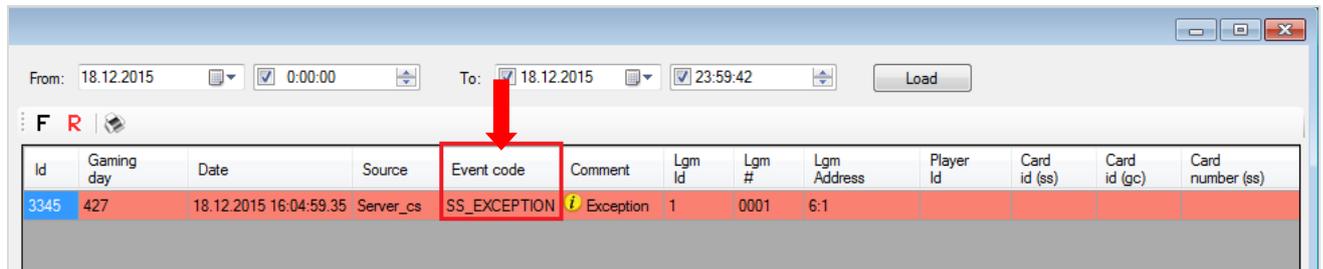
Procedure:

1. Open the panel with filters and uncheck all boxes of events in the **Events** list by clicking the icon with a blank circle.

2. In the list of events, tick the event **SS_EXCEPTION**.
3. Next, use the filter above the table to set the right period - the current day.
4. To load the data, click «Load».



By clicking «Load» you will load the list of all notifications of events in the table for the specified period.

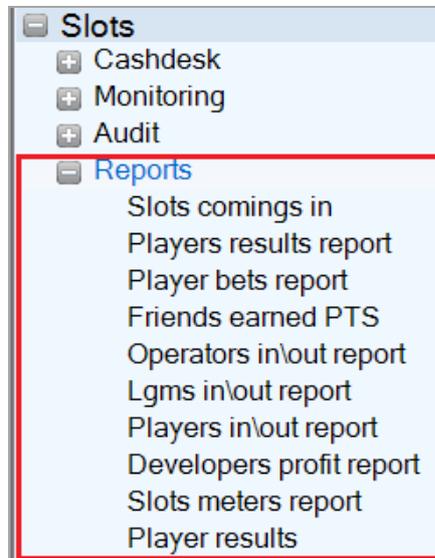


If you want to print the data or save them to your computer as a file (excel, pdf, word), click .

You can also use the filters **Slots** and **Events** together by setting the required slots and events for the selection.

7.6 Reporting.

Besides being able to perform the audit and monitoring of gaming machines, the system «SlotLogic» Reports module («Slots» → «Reports») is equipped with, which allows the user to generate and print reports on the profitability of the club and the players results for any period of time in the form of tables in various sections: machines, machine counters, players' bets, operations «In» / «Out» etc.



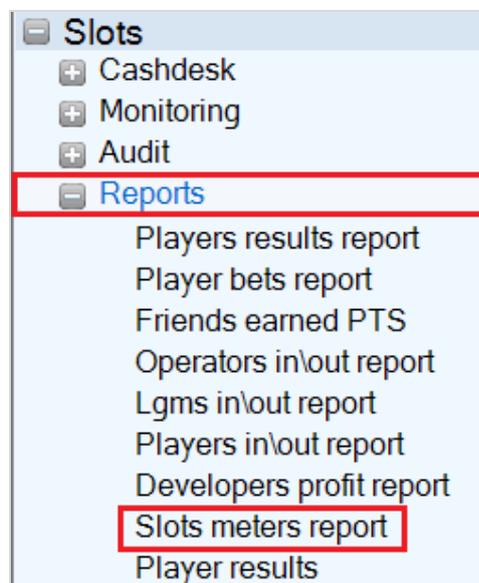
Flexibility and ease of reporting allows the user to get all the necessary data for analysis and calculation of results and profitability of the club players.

Let us consider the procedure for reporting in the following paragraphs of this subsection.

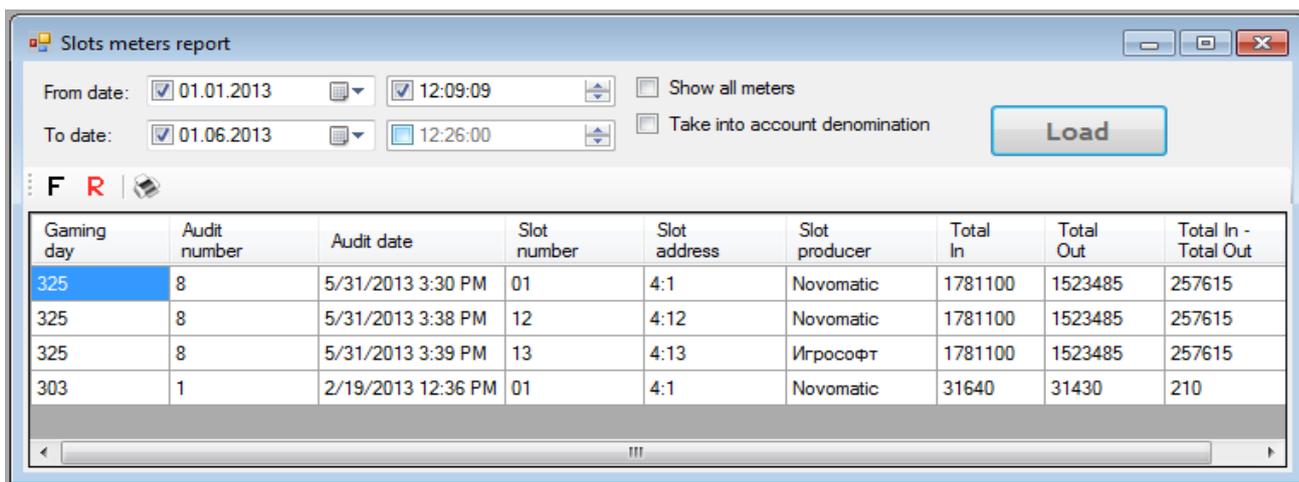
7.6.1 Slot meters Report.

The report on the counter slot machines provides information on the profitability of the club sets, calculated as the difference between the values of the counters **Total In** and **Total Out**, fixed at audit slot machines.

To generate a report is necessary in the main system menu select «Slots» → «Reports» → «Slots meters report».



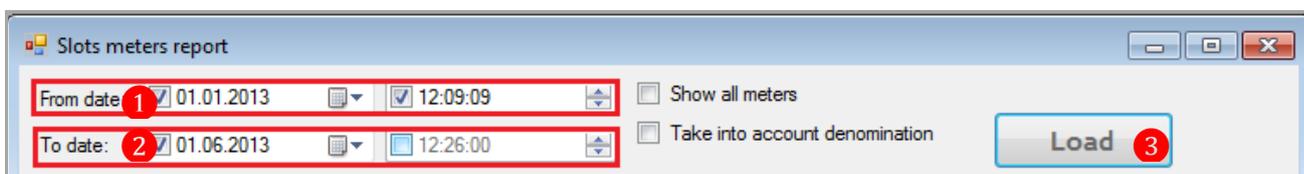
To open the form «**Slots meters report**» with the report in tabular form.



The table contains the following data:

- **Gaming day** - serial number of the day's play, which was audited gaming machines.
- **Audit number** - serial number of the audit.
- **Audit date** - the date and time of the audit.
- **Slot number** - number slot machine.
- **Slot address** - address of the gaming machine.
- **Slot producer** - gaming machine manufacturer.
- **Total In** - counter value **Total In**, recorded in an audit. This is the amount of money that has been placed in the machine with the card, bill acceptor or cash.
- **Total Out** - the counter **Total Out**, recorded in an audit. This amount of money was taken from the machine.
- **Total In - Total Out** - the difference between the counter values **Total In** and **Total Out** - it yields gaming machine.

By default, the report data is loaded in the last 7 days. If you need data on the yield for a different period, it is necessary in the top of the form fields in the line «**From date:**» specify the date and time period, and in the field «**To date:**» - date and time period and click .



The following table lists examples of tasks for reporting period:

Given dates	Period for which the report will be generated
Start and end dates are not set.	Report will be generated from the beginning to the current date.
Start date is given and no end.	Report will be generated, since the starting date and the current date.
Start date is not set, and the final set.	Report will be generated from the beginning to the end date given.
Set both dates.	Report will be generated with the start date to the end.

If you activate the option «**Show all meters**» (set tick), the table will display the values of all counters gaming machines.

Slot address	Slot producer	Total In	Total Out	Total In - Total Out	Total Drop	Total Handpay	Total Bet	Total Won	Card In	Card Out	Bill In	Jackpot	Games Played	Denomination
4:1	Novomatic	1781100	1523485	257615	100000000	100000000	4503157	4387621	100000000	100000000	100000000	0	186211	5
4:12	Novomatic	1781100	1523485	257615	0	0	4503157	4387621	0	0	0	0	186211	5
4:13	Игрософт	1781100	1523485	257615	0	0	4503157	4387621	0	0	0	0	186211	4
4:1	Novomatic	31640	31430	210	10	4840	460	250	31630	26590	10	0	21	100

If you activate the option «**Take into account denomination**» (set tick), the table will display counters slot machines based on the denomination, i.e. in local currency.

Gaming day	Audit number	Audit date	Slot number	Slot address	Slot producer	Total In	Total Out	Total In - Total Out
325	8	5/31/2013 3:30 PM	01	4:1	Novomatic	89,055.00	76,174.25	12,880.75
325	8	5/31/2013 3:38 PM	12	4:12	Novomatic	89,055.00	76,174.25	12,880.75
325	8	5/31/2013 3:39 PM	13	4:13	Игрософт	71,244.00	60,939.40	10,304.60
303	1	2/19/2013 12:36 PM	01	4:1	Novomatic	31,640.00	31,430.00	210.00

Also in the form of a standard operating system filtering, searching and printing data:

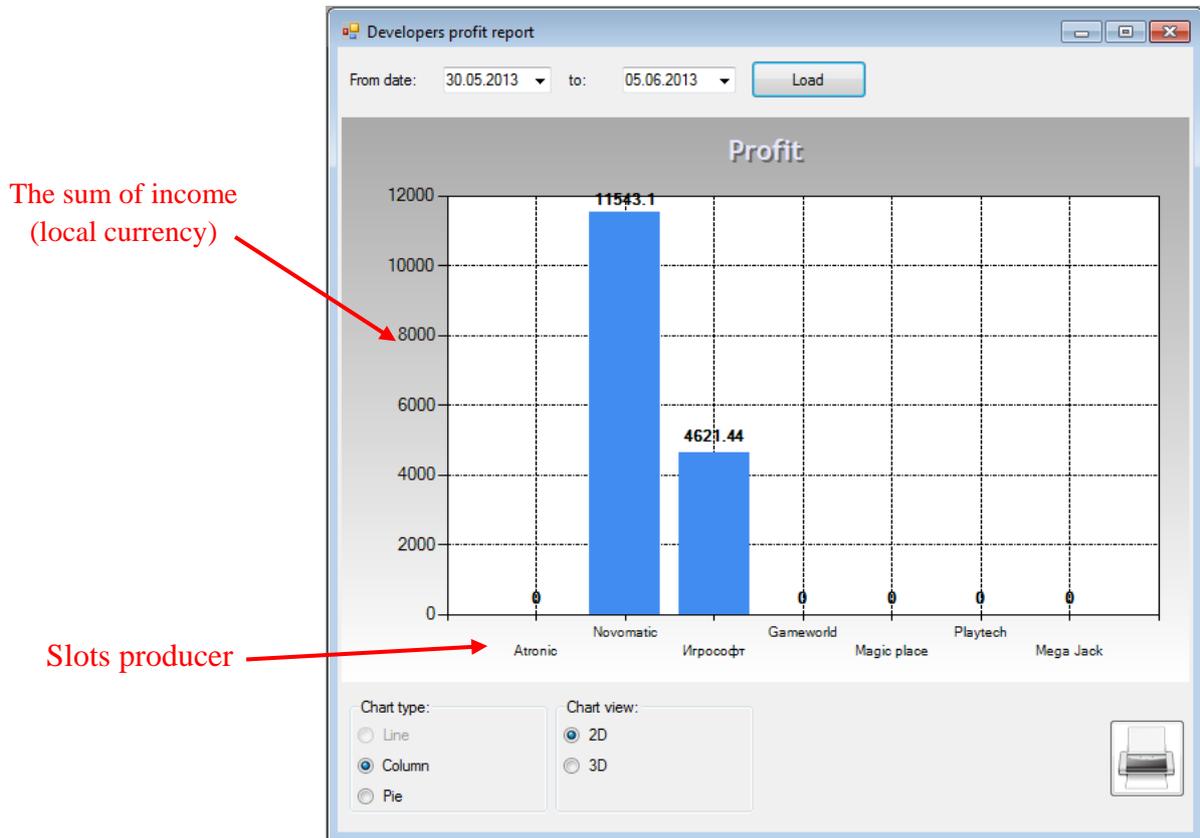
Gaming day	Audit number	Audit date	Slot number
------------	--------------	------------	-------------

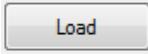
7.6.2 Profit report by Slot manufacturer.

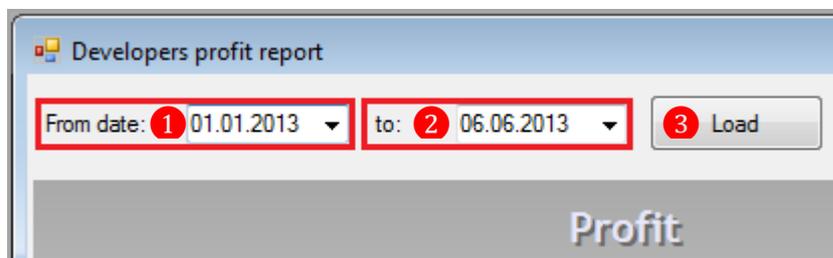
The report on the profitability by producers provides the information on the profitability of the club gaming machines grouped by manufacturer.

To generate a report is necessary in the main system menu select «Slots» → «Reports» → «Developers profit report».

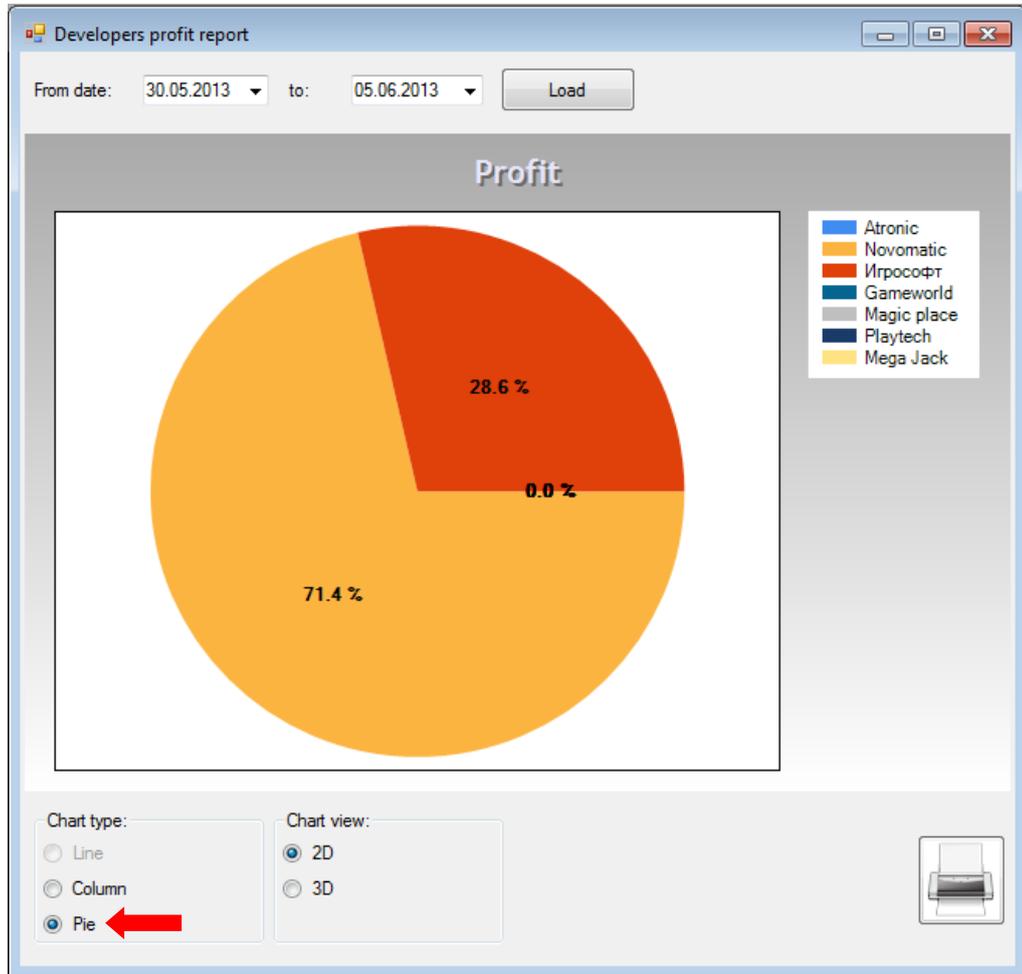
Form opens «Developers profit report», in which a histogram data will be displayed on the profitability of gaming machines by producers.



By default, the report data is loaded in the last 7 days. If you need data on the yield for a different period, it is necessary to form the top of the box «From date:» using the calendar to specify the start date and in the field «to:» - end date and click .



If the form in the field «Chart type» set the mark in the sense of «Pie», the histogram will be transformed into a pie chart.



You can also choose the appearance of the graph by setting the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the button , you can print a graph on paper (if the printer is connected to your computer).

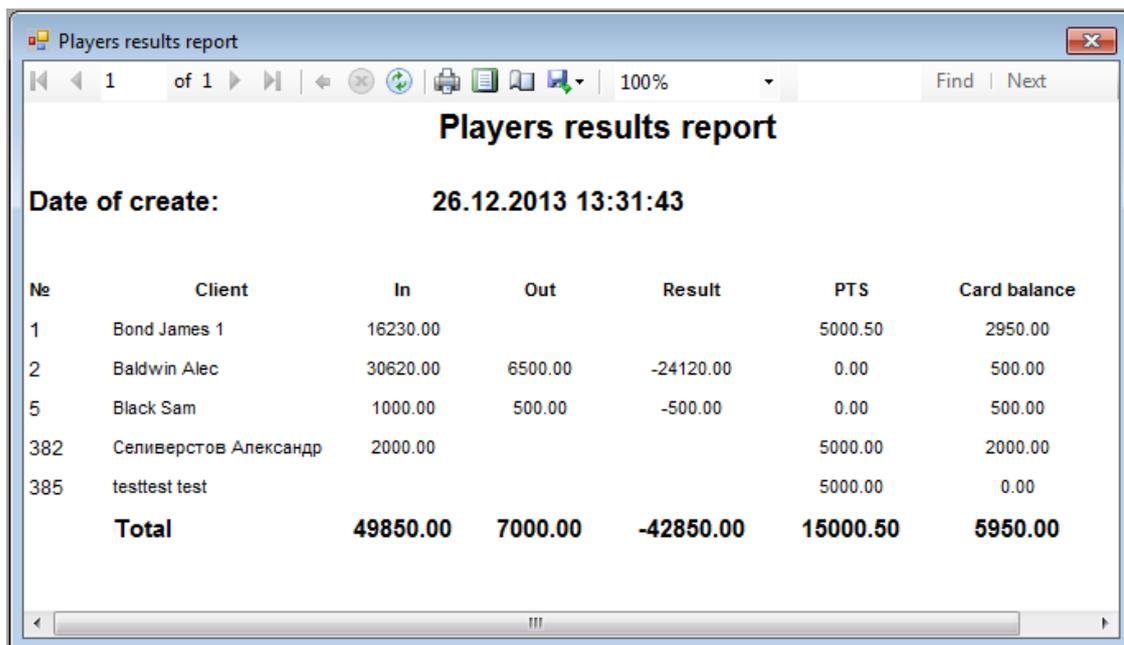
7.6.3 Player results report.

The report on the results of clients includes the following information about the results of the current customers game day (after logging in to the lifting of the report): the amount of money made/taken from the account of the bonus card through the cash register, the current balance of cash accounts and PTS bonus card.

To generate a report is necessary in the main system menu select «**Slots**» → «**Reports**» → «**Players result report**».



Next report will be generated, which will open in a new window.



№	Client	In	Out	Result	PTS	Card balance
1	Bond James 1	16230.00			5000.50	2950.00
2	Baldwin Alec	30620.00	6500.00	-24120.00	0.00	500.00
5	Black Sam	1000.00	500.00	-500.00	0.00	500.00
382	Селиверстов Александр	2000.00			5000.00	2000.00
385	testtest test				5000.00	0.00
Total		49850.00	7000.00	-42850.00	15000.50	5950.00

This report contains the following columns:

- **№** - customer number (corresponding to the number specified in the column «№» Review in the form of players).
- **Client** - customer name and surname.
- **In** - the amount of money that was made at the expense of the customer card through a cash bonus.
- **Out** - the amount of money that customer has debited bonus card through the cashier.
- **Result** - the difference between the **In** and **Out** (if the operation were «**Out**»).
- **PTS** - the amount of PTS, in the accounts of PTS bonus card customer.
- **Card balance** - the amount of money in the cash account customer bonus card at the moment.

Each column of the report is the final amount.

This report can be sent to print or save to your computer as a file (Excel, PDF, Word), by clicking on the button . Please note that the toolbar on the form of the report follows the toolbar on the form of cash - X report (see [«X Report»](#)).



7.6.4 Player results.

The report on the results of the players provides the following information for customers: the total amount of bets, the total amount of winnings, delta counters Drop, Handpay, Games, as well as detailed information about account PTS bonus card.

To generate a report is necessary in the main system menu select «**Slots**» → «**Reports**» → «**Player results**».

Player nr.	Photo	Card number	Status	Surname	First name	Middle name	Coin In	Coin Out	Result (Coin In\Out)	Card In	Card Out
Total							2500133231.5	-99644815.05	2599778046.55	1639849.73	1435692
1		TE-ST-13	Silver	Bondov1	James1	Olegovich1	0	0	0	59564,83	38979,83
2		TE-ST-700	Silver	Baldwin	Alec		0	0	0	23000	22000
3		TE-ST-668	Silver	Иванов	Роман	Ивановичкае	73358,5	283363,25	-210004,75	307657,4	260975,9
37		TE-ST-3	Gold	Паламарчук	И	А	2600019481	21662	2599997819	509691	447390,5

In the report table contains the following data:

1. **Player number** (match the number specified in the column «№» Review in the form of players).
2. **Photo** (if there is a photo, check the «**Show player's photo**» box to display it in the report).
3. **Personal bonus card number.**
4. **Status.**
5. **Surname.**
6. **First name.**
7. **Player's middle name.**
8. **Coin In** - the total amount of bets players (money). Based on the counter TotalBet.
9. **Coin Out** - the total number of credits won by the player (in money). Based on the counter TotalWin.
10. **Result (Coin In/Coin Out)** – the difference between **Coin In** and **Coin Out**.
11. **Card In** – the amount of credits charged to GM from the card (money is converted into credits according to the denomination exhibited).
12. **Card Out** – the amount of money withdrawn from GM to the card (credits are converted to money according to the denomination exhibited).
13. **Result (Card In/Out)** – the difference between **Card In** and **Card Out**.
14. **Total In** – the total amount of money that was deposited by the player on the GM (from the card, bill acceptor or cashdesk).
15. **Total Out** – the total amount of money the player took from the GM.
16. **Credits** – the current number of credits on the machine, if the player is playing.
17. **Result Total In/Out** – is calculated by the formula: **Total In - Total Out + Current Credits**.
18. **Bill In** – the amount of money deposited by the player in the machine through the bill acceptor.
19. **Handpay** - the total number of credits the player removed from the machine with the key slot operator.
20. **Games** - the total number of games (spins), played by the player.

21. Points balance - the amount of PTS, PTS in the accounts of the customer bonus card at the moment.

22. Cash balance – the amount of money on the player's card balance.

At the bottom of the form displays a summary row for all columns.

By default, the report is generated for the current game day. If necessary, you can generate a report **for the previous game day** or **for all game days** by pressing the corresponding button in the upper left part of the form.

h	Card Out	Result (Card In\Out)	Total In	Total Out	Credits Difference	Result (Total In\Out)	Bill In	Handpay	Games	Points balance
	0	3000	3000	2148,4	4843,7	851,6	0	228,4	1391	7116,37
	0	2000	2000	2148,4	4036	-148,4	0	228,4	792	2727,75

If you need data for another period, you should use the filter in the upper right part of the form. The period can be set by game days. To generate a report, select the start and end game days of the period in the fields «**From**» and «**To**» from the drop-down lists and click the «**Load**» button.

h	Card Out	Result (Card In\Out)	Total In	Total Out	Credits Difference	Result (Total In\Out)	Bill In	Handpay	Games	Points balance
	0	3000	3000	2148,4	4843,7	851,6	0	228,4	1391	7116,37

Please note that this form has a standard system for filtering, searching, printing and exporting data:

h	Card Out	Result (Card In\Out)	Total In	Total Out	Cre
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7.6.5 Player bets report.

The report on the rates contained information about the player bets made by players during games on the devices.

To generate a report is necessary in the main system menu select «Slots» → «Reports» → «Player bets report».



Form opens «Player bets report», in which tabular data will be displayed on the player's bet.

The screenshot shows a window titled "Player bets report" with a table of data and filter controls at the bottom. The table has columns for Player number, First name, Surname, Gaming day, Date, Slot number, and Bet. The data is grouped by player (1344232, Diijan, Dumitru) and shows multiple bets on the same gaming day (07.06.2013) at different slot numbers.

Player number	First name	Surname	Gaming day	Date	Slot number	Bet
			526	07.06.2013 0:40	09	0.40000
1344232	Diijan	Dumitru	526	07.06.2013 0:40	34	0.15000
			526	07.06.2013 0:40	25	0.30000
			526	07.06.2013 0:40	19	0.72000
			526	07.06.2013 0:40	36	2.70000
			526	07.06.2013 0:40	09	0.40000
1344232	Diijan	Dumitru	526	07.06.2013 0:40	34	0.15000
			526	07.06.2013 0:40	32	0.07000
			526	07.06.2013 0:40	36	2.70000
			526	07.06.2013 0:40	25	0.30000
			526	07.06.2013 0:40	19	0.72000
			526	07.06.2013 0:40	09	0.40000
1344232	Diijan	Dumitru	526	07.06.2013 0:40	34	0.15000
			526	07.06.2013 0:40	42	1.80000
			526	07.06.2013 0:40	25	0.30000
			526	07.06.2013 0:40	19	0.72000
			526	07.06.2013 0:40	32	0.07000
			526	07.06.2013 0:40	09	0.40000
			526	07.06.2013 0:40	25	0.30000
			526	07.06.2013 0:40	09	0.40000
			526	07.06.2013 0:40	42	1.80000
			526	07.06.2013 0:40	19	0.72000
			526	07.06.2013 0:40	25	0.30000
			526	07.06.2013 0:40	32	0.09000
			526	07.06.2013 0:40	09	0.40000

Start date: 26.12.2013
End date: 26.12.2013
Player number:

In the report table contains the following data:

1. **Player number** (match the number specified in the column «№» Review in the form of players).

2. **First name.**

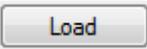
3. **Surname.**

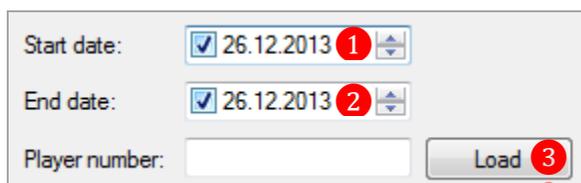
4. **Gaming day.**

5. **Date and time, when the bet was made.**

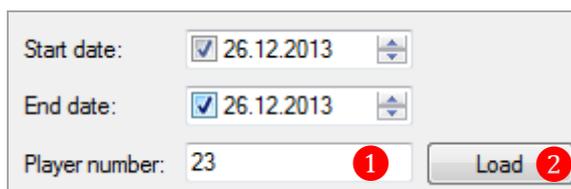
6. **Slot number, in which the bet was made.**

7. **Bet** (in local currency).

By default, the report is generated for the current game day. If you need data for a different period, it is necessary to use a filter in the bottom of the form. In the «**Start date**» to specify the start date and in the «**End date**» - the end date and click .



You can also download data rates for a specific player, if the line «**Player number**» serial number indicate the player (match the number specified in the column «№» Review in the form of players).



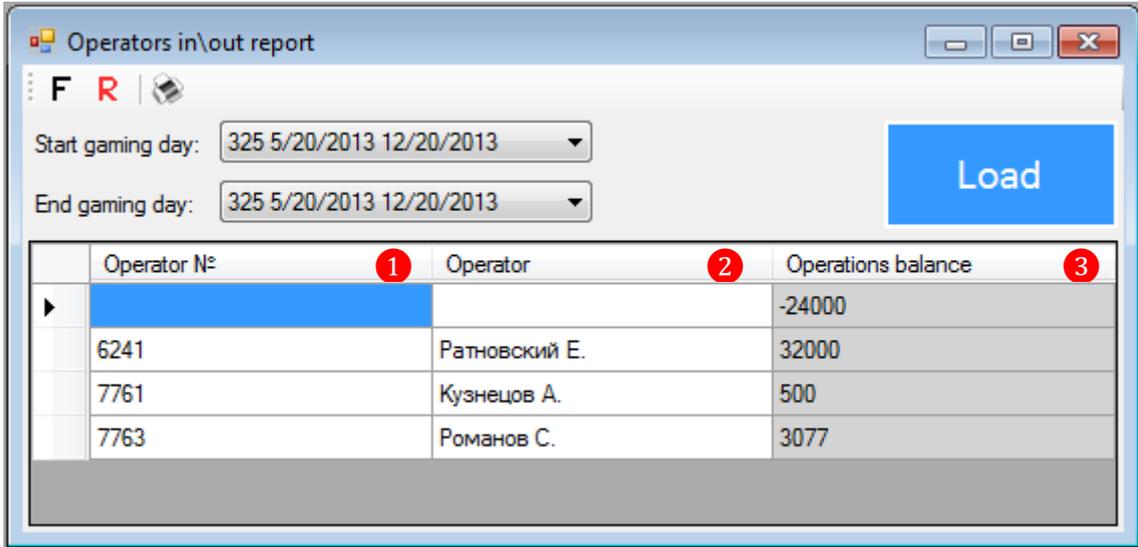
7.6.6 «In» / «Out» operations report.

The report on operations «In» / «Out» contains all conducted at the ticket window of operations «**In**» and «**Out**».

This report can be generated in the following sections:

- For slot operators.
- For devices.
- According to the players.

➤ To generate a report on operations «In» / «Out» **slot for operators** , it is necessary to select the main menu system «**Slots**» → «**Reports**» → «**Operators In / Out report**».

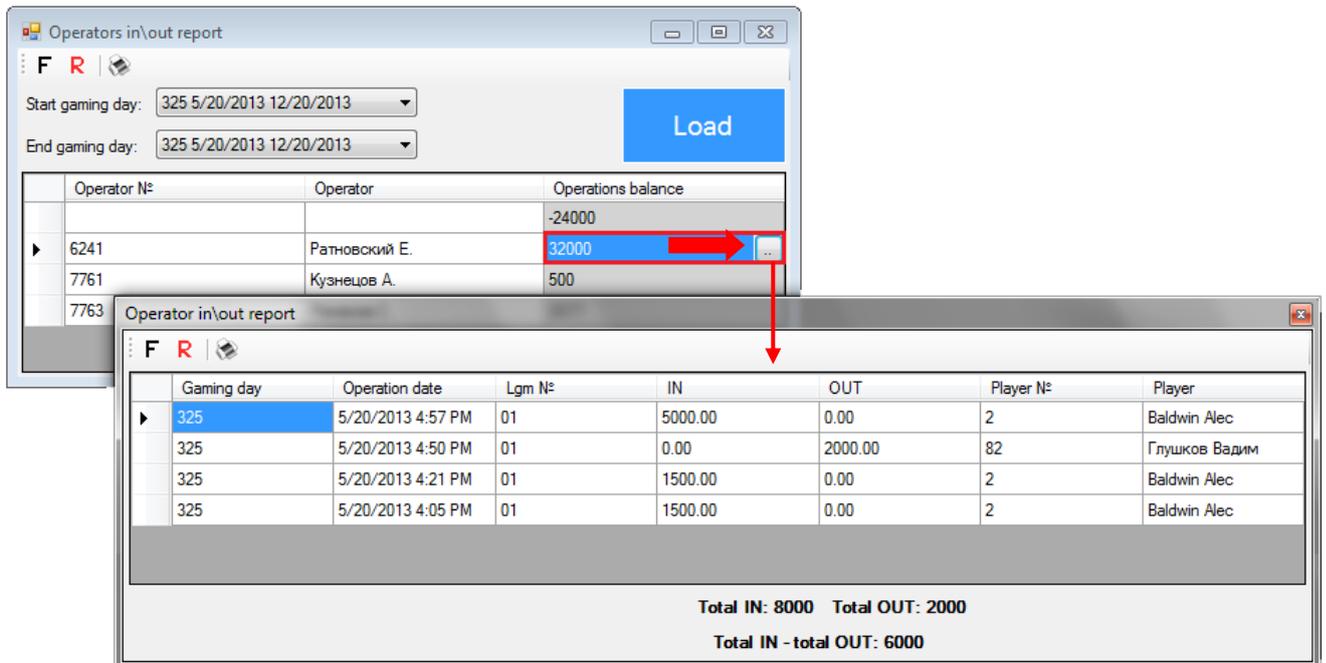


In the report table contains the following data:

1. Slot number of the operator (corresponding to the number specified in the column «№»). Review in the form of staff).
2. Name of slot operator.
3. Balance on «In» and «Out», executed through this slot operator (the difference between «In» and «Out»).

In the top row shows the balance on «In» and «Out», performed cashier without slot operators.

If the lines operators, left-click on any cell in the column «Operation balance», you will see the button , when clicked, opens a form with a detailed list of operations «In» and «Out» slot on the operator for the selected period.



➤ To generate a report on operations «In» / «Out» **pressure Equipment** needed in the main menu, select System «Slots» → «Reports» → «Lgms In / Out report».

Lgm №	Developer	In	Out	Result
Total		37577.00	26000.00	11577.00
01	Novomatic	9500.00	21000.00	-11500.00
4	Atronic	77.00	0.00	77.00
5	Atronic	4000.00	0.00	4000.00
6	Atronic	3000.00	0.00	3000.00
7	Atronic	4000.00	0.00	4000.00
8	Atronic	5000.00	0.00	5000.00
12	Novomatic	3000.00	5000.00	-2000.00
13	Игрософт	4000.00	0.00	4000.00
14	Игрософт	5000.00	0.00	5000.00

In the report table contains the following data:

1. Number gaming machine.
2. Manufacturer of the machine.
3. Sum Operations «In».
4. Sum Operations «Out».
5. Result - the difference between «In» and «Out».

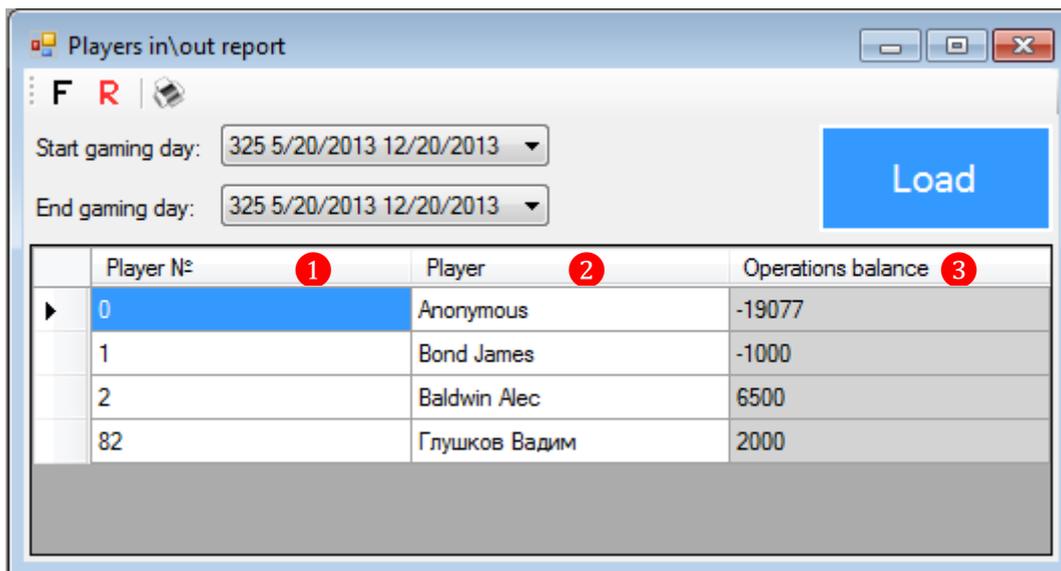
The top line highlighted in green, displays totals for columns.

If the lines on devices, left-click on any cell in the column «In» (or «Out»), you will see the button , when clicked, opens a form with a detailed list of operations «In» (or «Out») for this unit for the selected period.

Lgm №	Developer	In	Out	Result
Total		37577.00	26000.00	11577.00
01	Novomatic	9500.00	21000.00	-11500.00
4	Atronic	77.00	0.00	77.00
5	Atronic	4000.00	0.00	4000.00

Gaming day	Operation date	Player №	Player	Amount	Cashier №	Cashier	Operator №	Operator
325	5/29/2013 ...	1	Bond James	1000.00	6240	Панцирева...	7763	Романов С.
325	5/23/2013 ...	2	Baldwin Alec	500.00	6240	Панцирева...	7761	Кузнецов А.
325	5/20/2013 ...	2	Baldwin Alec	5000.00	6240	Панцирева...	6241	Ратновски...
325	5/20/2013 ...	2	Baldwin Alec	1500.00	6240	Панцирева...	6241	Ратновски...
325	5/20/2013 ...	2	Baldwin Alec	1500.00	6240	Панцирева...	6241	Ратновски...

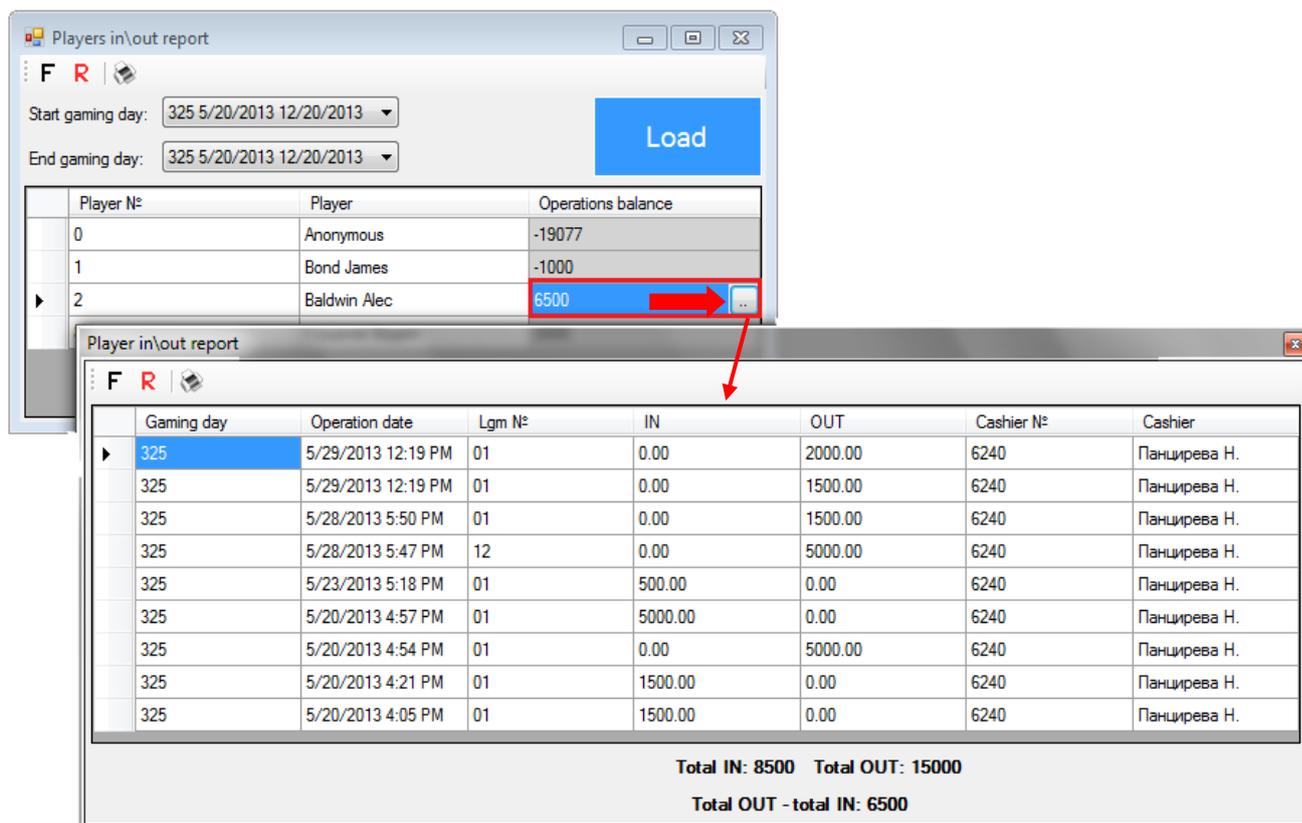
➤ To generate a report on operations «In» / «Out» **players** it is needed to select the main menu system «Slots» → «Reports» → «Players In / Out report».



In the report table contains the following data:

1. Player Number (match the number specified in the column «№» Review in the form of players).
2. The name of the player.
3. The balance sheet total of Operations «In» and «Out» for this player (the difference between «In» and «Out»).

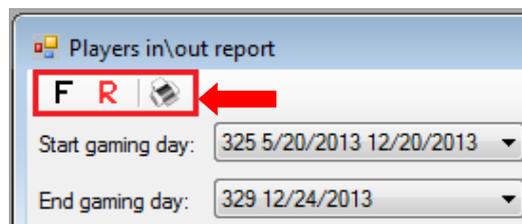
If the lines for players, left-click on any cell in the column «Operations balance», you will see the button , when clicked, opens a form with a detailed list of operations «In» and «Out» on the player for the selected period.



By default, all reports on operations «In» / «Out» formed for the current game day. If you need data for a different period, it is necessary in the top of the form in a row «Start gaming day:» from the drop-down list to select the initial game day period, and in line «End gaming day:» - the final game day period and click on the button **Load**.



Please note that all data reporting forms as valid standard filtration system, search, and print the data:



7.6.7 Friend earned PTS report.

The report assessed for friends PTS provides information on the PTS, which was assessed to players for the club invited them new players.

To generate a report is necessary in the main system menu select «Slots» → «Reports» → «Friends earned PTS».



Form opens «Friends earned PTS report» the report as a table.

	From player №	From player	To player №	To player	Date	Gaming day	Employee lo...	Employee	%	PTS amount
▶	2	Baldwin Alec	1	Bond James	5/17/2013 4:...	323	glam	Панцирева Н.	0.01	0.5

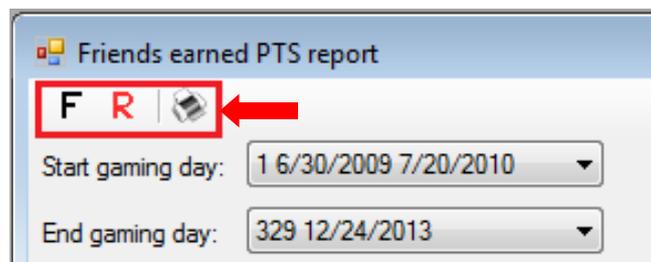
In the report table contains the following data:

1. **From player №** - player number (corresponding to the number specified in the column «№» Review in the form of players), which were accrued from PTS.
2. **From player** - name and surname of the player, which were accrued from PTS.
3. **To player №** - player number (corresponding to the number specified in the column «№» Review in the form of players), which had been assessed PTS.
4. **To player** - full name of the player who had been assessed PTS.
5. **Date** - date and time of the assessment PTS.
6. **Gaming day** - serial number of the day's play, which was assessed PTS.
7. **Employee login** - login cashier who performed the operation «PTS → Card», a result which has been assessed PTS.
8. **Employee** - an employee name that is logged into the system at a specified login cashier.
9. **%** - percentage earmarked for account PTS, established for players (host) (for details about setting PTS percent in [«Setting gaming machines options»](#)).
10. **PTS amount** – the amount of PTS.

By default, the report data is loaded for the period starting from the first day until the current game day. If you need data for a different period, it is necessary in the top of the form in a row «**Start gaming day:**» from the drop-down list to select the initial game day, and in line «**End gaming day:**» - the final game day and press the button .



Also in this report are valid standard filtration system, search, and print the data:

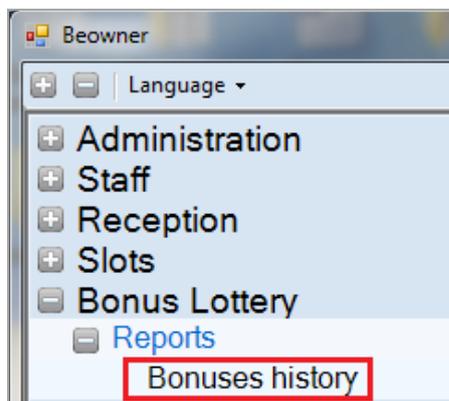


7.6.8 Bonuses history report.

The report assessed the bonuses contained story accrual of bonuses for players on instruments Losing money in exchange for any future benefits or privileges of the club (for example: different gifts, souvenirs, drinks, etc.).

Impose additional bonuses automatically while playing on a separate bonus account personal customer card, or manually club staff on the card player on the tab «**Card**».

For the history of bonuses need to select the main menu system «**Bonus Lottery**» → «**Reports**» → «**Bonuses history**».



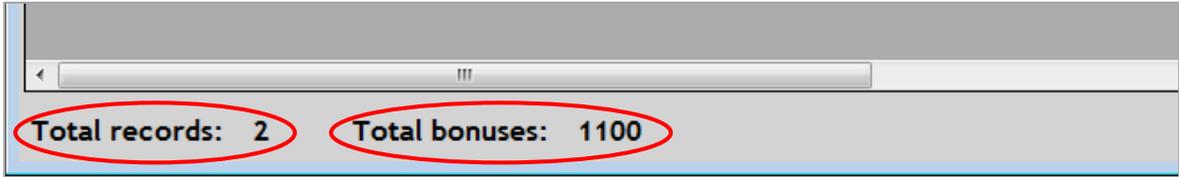
Form opens the «**Bonuses history**» report as a table.

A screenshot of the 'Bonuses History' report window. The window title is 'Bonuses History'. It features a search bar with 'F R' icons, date filters for '16.05.2013' to '16.05.2013', and a 'Bonus source' dropdown set to 'Slot'. A 'Load' button is present. Below is a table with columns: Gaming day, Date, Series, Company, Number, Player Id, First name, Middle name, Last name, Player status, Bonus Source, Bonus reason, Count, Time of game, User, Employee code, and Employee name. Two rows of data are visible, both for gaming day 322 on 5/16/2013. The first row shows a count of 1000, and the second shows a count of 100. At the bottom, it displays 'Total records: 2' and 'Total bonuses: 1100'.

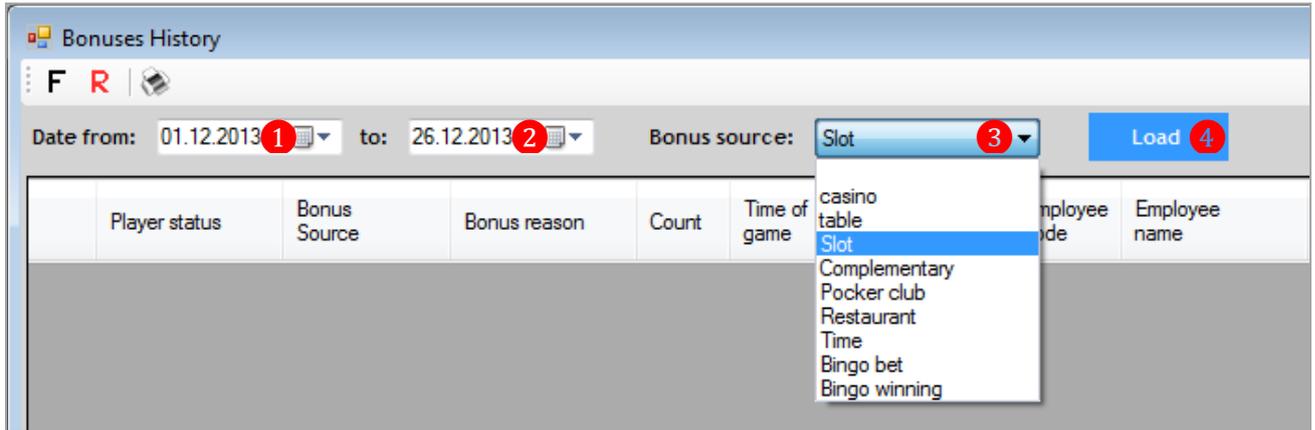
In the report table contains the following data:

- ✓ **Gaming day** - serial number of the day's play, which was accrued bonuses.
- ✓ **Date** - date and time bonuses.
- ✓ **Series, Company, Number** - number of personal bonus card player, which were accrued bonuses.
- ✓ **Player number** (corresponding to the number specified in the column «№» Review in the form of players), which were accrued from PTS.
- ✓ **Player Id** (match the number specified in the column «№» Review in the form of players), which had been assessed PTS.
- ✓ **First name, Middle name, Last name** - first name, last name player - bonus card owner.
- ✓ **Player status** - status of the player.
- ✓ **Bonus Source** - source of bonuses (machines, casino, restaurant, bar, etc.).
- ✓ **Bonus reason.**
- ✓ **Count** - the number of bonuses.
- ✓ **User** – the user's login, which accrued bonuses (if the charge has been performed manually).
- ✓ **Employee code** - code of the employee, accrued bonuses (corresponds to the code shown in the line «code» in the employee card).
- ✓ **Employee name** - name of the employee, accrued bonuses.
- ✓ **Workstation** - the name of the computer on which the accrual of bonuses was made.

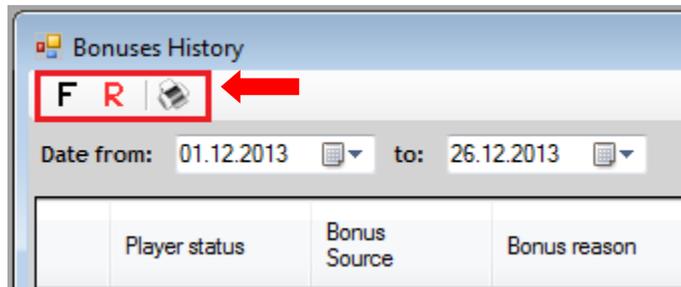
In the bottom of the form displays the total number of records and the total amount of bonuses for the period.



By default, the report data is loaded for the current game day. If you need data for a different period, it is necessary in the top of the form in a row «**Date from:**» using the calendar to select a start date in the line «**to:**» - end date of the period, and in line «**Bonus source:**» from the dropdown list to select the source of bonuses and click [Load](#).

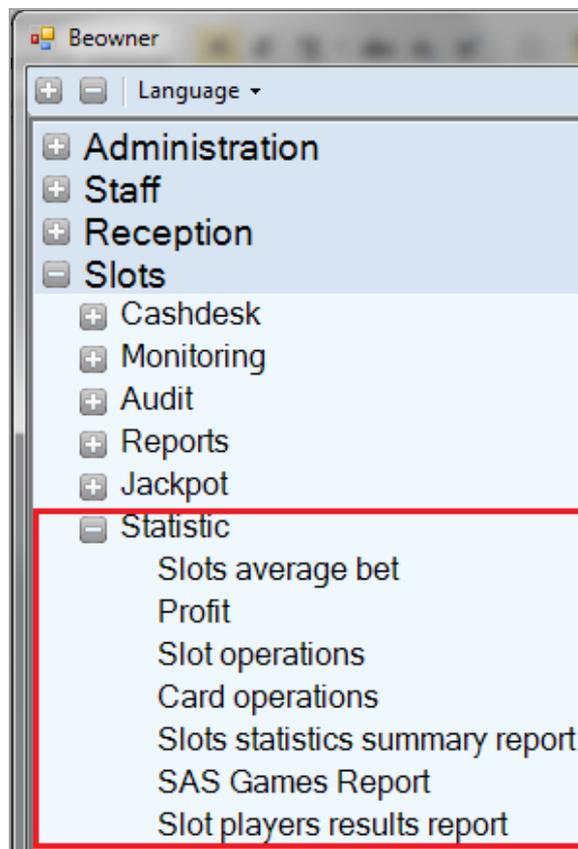


Also in this report are valid standard filtration system, search, and print the data:



7.7 Statistic.

Using Statistics module («Slots» → «Statistic») system «SlotLogic» allows the user to obtain statistical information necessary for planning and management of the club. Objective data obtained will help to control the level of profitability and develop in the right direction.



Statistics module provides the following:

- Analysis of the profitability of gaming machines (average rate, yield and operations).
- Analysis of card transactions players.
- View summary report about the device.
- View the total report on the players.
- View the report of the club's profit.

Consider the functional details of the module in the following paragraphs of this subsection.

7.7.1 Average bet report.

The report «Average bet» provides information on the average value of bets placed by players on each apparatus.

To view the data needed in the main menu, select System «Slots» → «Statistic» → «Slots average bet».

The screenshot shows the 'Average bet' application window. At the top, there are filters for 'date' (From: 19 февраля 2013 г. to: 27 декабря 2013 г.) and 'gaming day' (from: 1 to: 329). A 'Load' button is on the right. Below the filters is a table with columns: Number, Producer, Zone, and Av. bet. The table contains the following data:

Number	Producer	Zone	Av. bet
01	Novomatic	Админская 304	24.18
12	Novomatic	Админская 304	1.21
13	Игрософт	Админская 304	0.04
10	Atronic	Админская 304	0.00
11	Atronic	Админская 304	0.00
5	Atronic	Админская 304	0.00

At the bottom of the window, it displays 'Average bet: 1.82'.

In table form, the following information:

1. Number slot machine.
2. Name of manufacturer of the machine.
3. Area placing the unit in the club.
4. The magnitude of the average rate on the unit (in local currency) for the period.

At the bottom of the form displays the value of the average rate on the club.

11	Atronic	Админская 304	0.00
5	Atronic	Админская 304	0.00
Average bet: 1.82			

The average rate on the club = Sum of average rates on all devices / Number of devices.

By default, the report data is loaded for the period starting from the first day until the current game day. If you need data for a different period, it is necessary to use filters in the top of the form. The period can be set by **calendar dates** or **game days**. To select the period, it is necessary to set the mark in a corresponding line: «**Date**» or «**Gaming day**».

The screenshot shows the 'Average bet' application window. The 'date' filter is selected and highlighted with a red box and a red arrow pointing to it. The 'gaming day' filter is unselected. The 'From' and 'to' date fields are visible, along with the 'Load' button.

- If the report will be formed **by calendar dates**, the fields «**From**» and «**to**» are selected using the calendar start and end dates of the period. After the specified period, you need to click on **Load**.

- If the report will form **the gaming days**, the fields «From» and «to» via keypad or  set the start and end game days period. After the specified period, you need to click on .

Please note that this form provides the standard filtration system, searching and printing:

7.7.2 Slot Profit report.

The report «Slot Cash Desk Statistics» provides information on the profitability of the club in the context of the cash register with details on operations.

To view the data needed in the main menu, select System «Slots» → «Statistic» → «Profit».

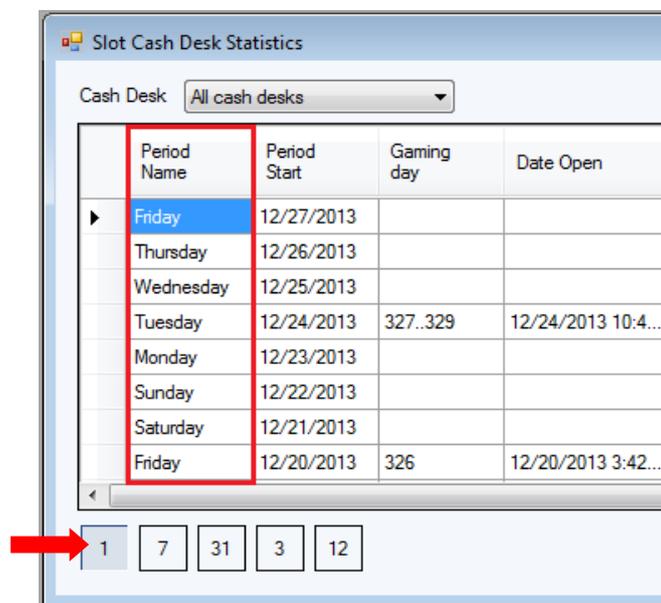
Period Name	Period Start	Gaming day	Date Open	Date Close	Profit	Cash desk operations	Slot-Card operations	Counters profit
4	10/1/2013	326..329	12/20/2013 3:42...	12/24/2013 11:0...	500.00	500.00	0.00	
3	7/1/2013				0.00		0.00	
2	4/1/2013	315..325	5/14/2013 4:38 ...	12/20/2013 3:39...	11647.00	11647.00	0.00	16164.540
1	1/1/2013	293..314	1/31/2013 5:42 ...	5/14/2013 4:38 ...	12239.50	0.00	12239.50	210.000
4	10/1/2012	290..292	11/13/2012 10:1...	1/31/2013 5:42 ...	0.00		0.00	
3	7/1/2012	283..289	8/28/2012 1:25 ...	11/13/2012 10:1...	0.00		0.00	
2	4/1/2012				0.00		0.00	
1	1/1/2012				0.00		0.00	
4	10/1/2011	273..282	10/10/2011 12:3...	8/28/2012 1:25 ...	0.00		0.00	
3	7/1/2011	229..272	7/11/2011 5:47 ...	10/10/2011 12:3...	0.00		0.00	
2	4/1/2011	173..228	4/6/2011 3:07 PM	7/11/2011 5:47 ...	0.00		0.00	

In table form, the following information:

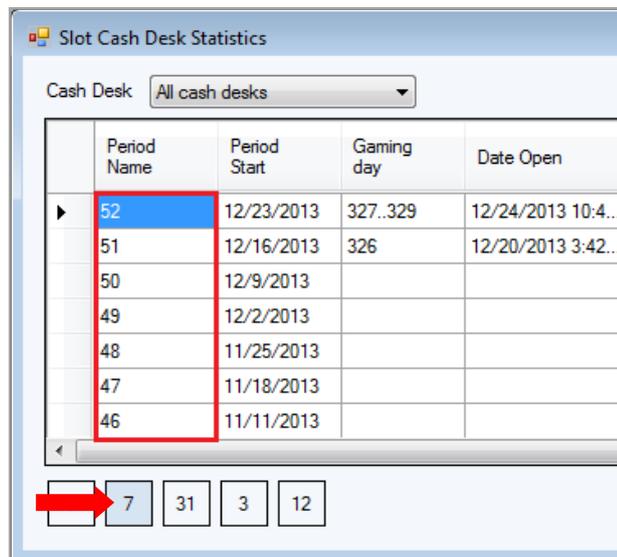
1. Period group data (days, weeks, month, quarter, year).
2. Start date.
3. Number game day.
4. Date and time of the opening game of the day.
5. Date and time of closing of the day's play.
6. The amount of income.
7. Sum of cash transactions.
8. Total value of transactions «Slot → Card» (crediting money to the card/card-to- machine).
9. The amount of income calculated by the machine counters.

Data presented in the table can be grouped as follows:

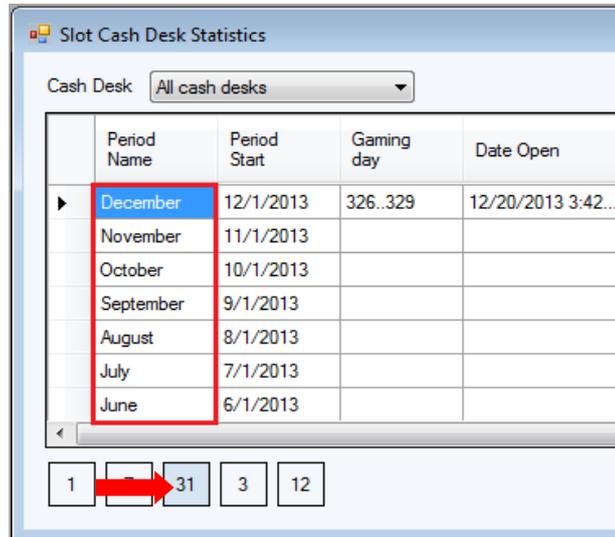
- ✓ On **weekdays**, pressing the button 1.



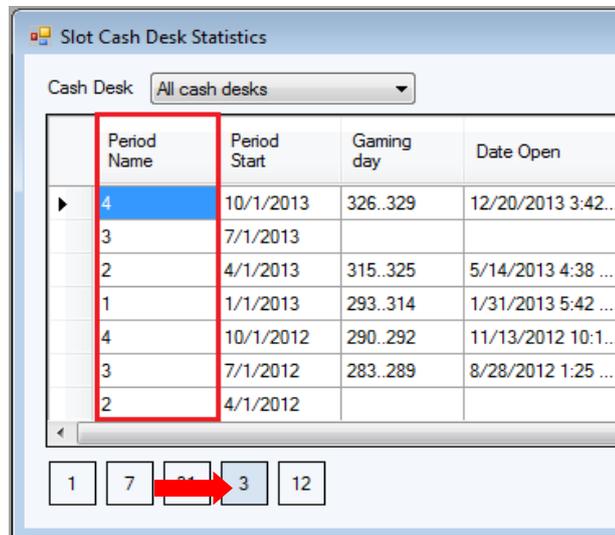
- ✓ **Weekly**, by clicking on the button 7.



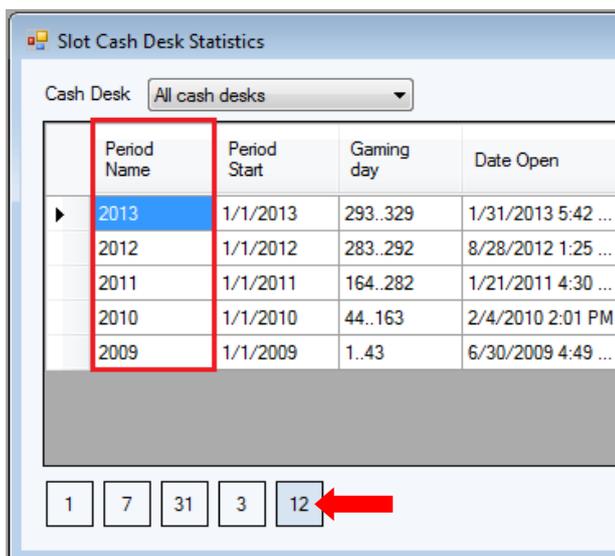
- ✓ **Monthly**, by clicking on the button 31.



✓ **Quarterly**, by pressing the button 3.



✓ **According to data**, by clicking on the button 12.



These columns can be in gray detailing. To do this, pressing the left mouse button to select the cell, then button will appear ..., when clicked, opens a form with details:

- Cells «Cash desk operations» are detailed on cash transactions, which are included in the group formed by the selected period.

The screenshot shows the 'Slot Cash Desk Statistics' window. The 'Cash Desk' is set to 'All cash desks'. The main table displays monthly statistics for 2013. The 'December' row is selected, and its 'Cash desk operations' value of 500.00 is highlighted in blue. A red arrow points from this cell to a secondary window titled 'Cash desk operations'. This secondary window provides a detailed list of transactions for the selected period.

Period Name	Period Start	Gaming day	Date Open	Date Close	Profit	Cash desk operations	Slot-Card operations	Counters profit
December	12/1/2013	326..329	12/20/2013 3:42...	12/24/2013 11:0...	500.00	500.00	0.00	
November	11/1/2013				0.00		0.00	
October								
September								
August								
July								
June								

Cash desk	Operation	Gaming day	Z shift	Shift	Operator №	Operator	Date	Amount	Signed a...	Player №
Serge	Расход (СЛОТ)	326	13	29			12/23/201...	1000.00	-1000.00	2
Serge	Расход (СЛОТ)	326	13	29	6241	Ратновский	12/23/201...	1500.00	-1500.00	5
Serge	Приход (СЛОТ)	326	13	29	6241	Ратновский	12/23/201...	1500.00	1500.00	5
Serge	Приход (СЛОТ)	326	13	29	6241	Ратновский	12/23/201...	1500.00	1500.00	5

Cash in: 3000.00
Cash out: -2500.00

- Cells «Slot → Card operations» are detailed on transactions of money transfer from the unit to the card / card on the device, which includes a group formed by the selected period.

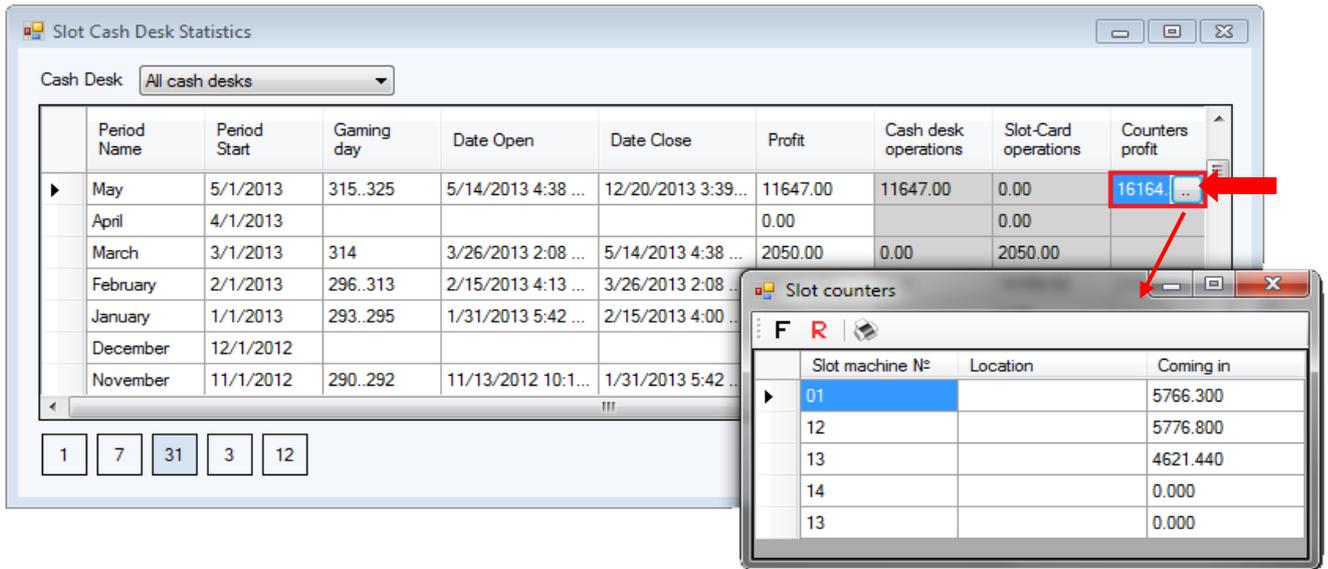
The screenshot shows the 'Slot Cash Desk Statistics' window. The 'Cash Desk' is set to 'All cash desks'. The main table displays monthly statistics for 2013. The 'March' row is selected, and its 'Slot-Card operations' value of 2050.00 is highlighted in blue. A red arrow points from this cell to a secondary window titled 'Card/slot machine operations'. This secondary window provides a detailed list of transactions for the selected period.

Period Name	Period Start	Gaming day	Date Open	Date Close	Profit	Cash desk operations	Slot-Card operations	Counters profit
May	5/1/2013	315..325	5/14/2013 4:38 ...	12/20/2013 3:39...	11647.00	11647.00	0.00	16164.540
April	4/1/2013				0.00		0.00	
March	3/1/2013	314	3/26/2013 2:08 ...	5/14/2013 4:38 ...	2050.00	0.00	2050.00	
February	2/1/2013	296..313	2/15/2013 4:13 ...	3/26/2013 2:08 ...	10189.50	0.00	10189.50	210.000
January								
December								
November								

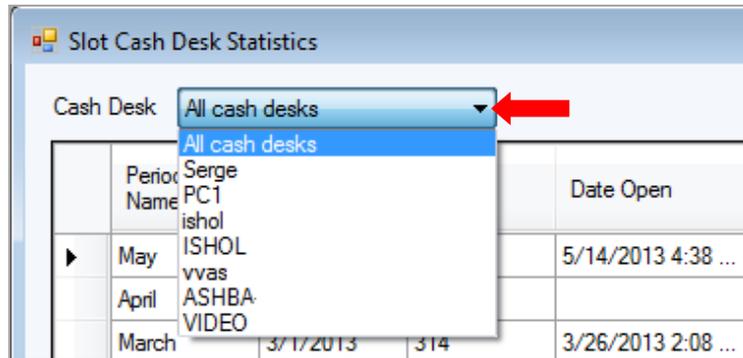
Operation	Gaming day	Date	Amount	Slot number	Player №	Surname	Firstname	Middlename	Card seri
Card - Slot machine	314	3/26/2013 2:35 ...	50.00	01	1	Bond	James	1	TE
Slot machine - Card	314	3/26/2013 2:35 ...	50.00	01	1	Bond	James	1	TE
Card - Slot machine	314	3/26/2013 2:35 ...	10.00	01	1	Bond	James	1	TE
Slot machine - Card	314	3/26/2013 2:35 ...	10.00	01	1	Bond	James	1	TE
Card - Slot machine	314	3/26/2013 2:35 ...	10.00	01	1	Bond	James	1	TE
Slot machine - Card	314	3/26/2013 2:35 ...	10.00	01	1	Bond	James	1	TE
Slot machine - Card	314	3/26/2013 2:19 ...	2950.00	01	1	Bond	James	1	TE
Card - Slot machine	314	3/26/2013 2:19 ...	4000.00	01	1	Bond	James	1	TE

Card - slot machine: 9070.00
Slot machine - card: 7020.00

- Cells «Counters profit» detailed in the section on vehicles which belong to the group formed by the selected period.



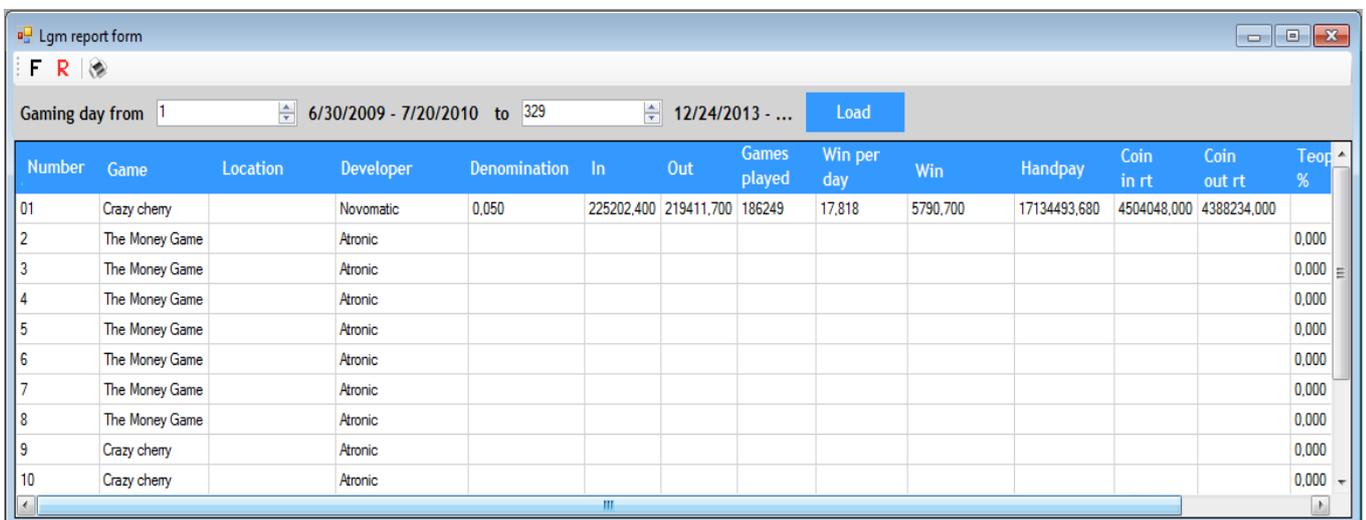
By default, the report data is loaded on the entire booths club. If you require specific data on hand, it is necessary in the top of the form in a row «Cash Desk» from the drop-down list select the desired cash. After this table is updated, and it will only display data for the selected checkout.



7.7.3 Slot operations.

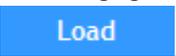
The report on operations with gaming machines provides information on the profitability of the club in the section on transactions made with gaming machines.

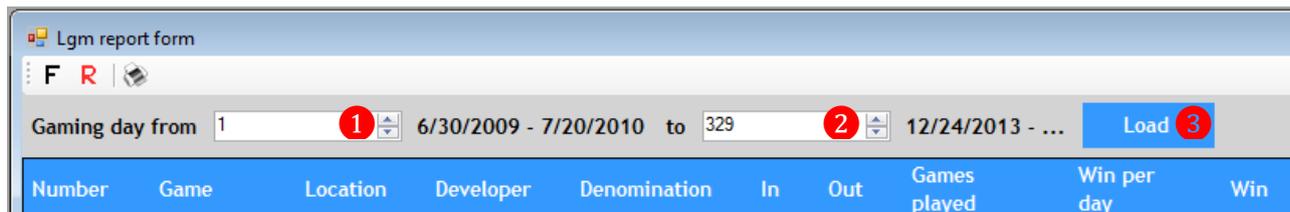
To view the data needed in the main menu, select System «Slots» → «Statistic» → «Slot operations».



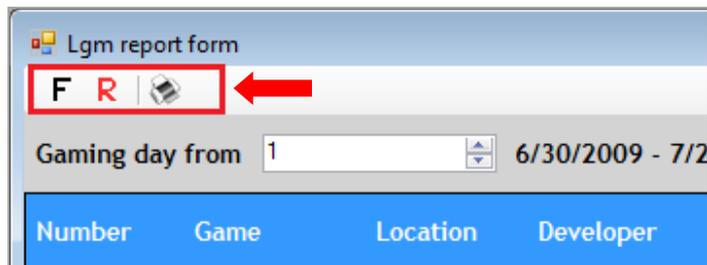
In table form, the following information:

1. The number of a slot machine.
2. Name of the game / games on the device package.
3. Location.
4. The manufacturer of the slot.
5. Denomination installed on the machine.
6. In - the difference between the counter values **CoinIn** at the end and beginning of the period based on the denomination, i.e.: **CoinIn** (at the end) - **CoinIn** (at the beginning).
7. Out - the difference between the counter values **CoinOut** at the end and beginning of the period based on the denomination, i.e.: **CoinOut** (at the end) - **CoinOut** (at the beginning).
8. Total number of games played on the unit.
9. Average winnings for each unit per day.
10. Total win on the unit.
11. Total amount of transactions handpay, performed on the unit for the period.
12. Coin in rt - **CoinIn** counter value at period end.
13. Coin out rt - **CoinOut** counter value at period end.
14. Theoretical% - the percentage of recoil device (downloaded from the card system - the field «% return»).
15. Actual % for period - the actual percentage return unit for the period is calculated as:
$$\frac{((\text{CoinOut}[\text{at the end}] - \text{CoinOut}[\text{at the beginning}]) * \text{denomination slot machine} [\text{at the end period}])}{((\text{CoinIn}[\text{at the end}] - \text{CoinIn}[\text{at the beginning}]) * \text{denomination slot machine} [\text{at the end period}])} * 100.$$
16. Actual % - the actual percentage return unit, is calculated as: $\text{CoinOut}[\text{at the end}] / \text{CoinIn}[\text{at the end}] * 100.$

By default, data is loaded into the table for the period starting from the first day until the current game day. If you need data for a different period, it is necessary in the top of the form in a row «Gaming day from:» via keypad or  specify the starting game day period, and in line «Gaming day to:» - the final game day period and click on .



Also, this report provides the standard filtration system, searching and printing:



7.7.4 Bonus Card Operations.

The report on operations with cards yet contains information on transactions made with bonus cards players.

To view the data needed in the main menu, select System «Slots» → «Statistic» → «Card operations».

Card number	Owner	Cashbox In	Cashdesk In	Cashdesk Out	Cash result	Card<->Slots	Current card balance
TE-ST-1	Bond James 1	0	0	0	0	0	2950
TE-SC-6	Baldwin Alec	0	0	0	0	0	500
TE-SC-7	Black Sam	0	0	0	0	0	500
TE-ST-4	игрок из веба 3	0	0	0	0	0	
VT-ST-1	Селиверстов Александр	0	0	0	0	0	2000
VT-ST-4	testtest test	0	0	0	0	0	0

In table form, the following information:

1. Card number of the client.
2. The cardholder's name.
3. Cashbox In - operations to enter the amount of money sent to the device via terminal.
4. Cashdesk In - operations to enter the amount of money sent to the machine through the cashier.
5. Cashdesk Out - programming operations to write off the money sent through the cashier.
6. Cash result - the total amount of Operations (*Cash result = Cashdesk Out - Cashdesk In - Cashbox In*).
7. Card < - > Slots – the activity card, which is calculated as follows: *Sum of all Out's with the slot machine to the card - Sum of all In`s with the card to the slot machine*
8. Current card balance.

These columns can be in gray detailing. To do this, pressing the left mouse button to select the cell, then button will appear , when clicked, opens a form with details:

- Cells «Cashbox In» operations are detailed enrollment money player on the apparatus by a bill acceptor, which are included in the selected period.

The screenshot shows two overlapping windows. The background window is titled "Players cards operations report" and contains a table with the following data:

Card number	Owner	Cashbox In	Cashdesk In	Cashdesk Out	Cash result	Card<->Slots	Current card balance
TE-ST-1	Bond James 1	80	16150	0	-16230	-21300	2950
TE-SC-6	Baldwin Alec	120	6500	6500	-24120	0	500
TE-SC-7	Black Sam	0	1000	500	-500	0	500
TE-ST-4	игрок из веба 3	0	0	0	0	0	
VT-ST-1	Селиверстов Алексан						
VT-ST-4	testtest test						

The foreground window is titled "Player cashbox In operations report" and shows a detailed view of the selected transaction:

Gaming day	Date	Card number	Owner	Slot machine number	In
308	2/20/2013 4:59 PM	TE-SC-6	Baldwin Alec	01	10.00
308	2/20/2013 4:58 PM	TE-SC-6	Baldwin Alec	01	50.00
307	2/20/2013 4:54 PM	TE-SC-6	Baldwin Alec	01	10.00
307	2/20/2013 4:52 PM	TE-SC-6	Baldwin Alec	01	50.00

- Cells «Cashdesk In» operations are detailed enrollment money player on the device through the cashier, which are included in the selected period.

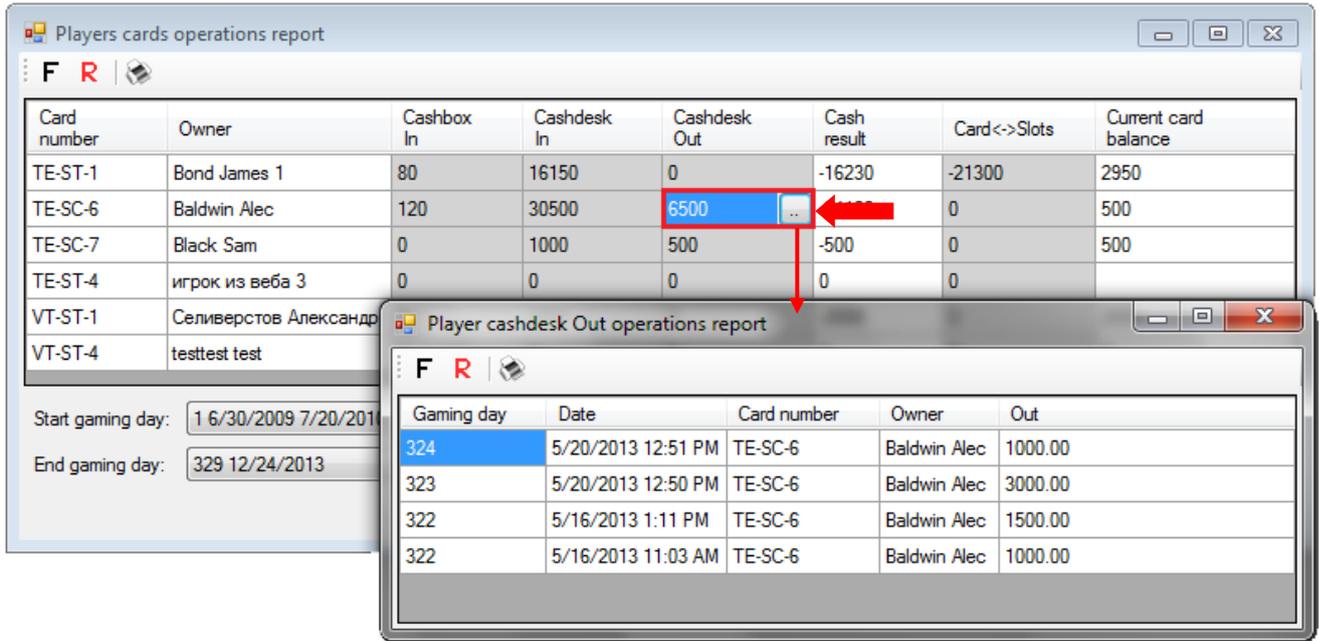
The screenshot shows two overlapping windows. The background window is titled "Players cards operations report" and contains a table with the following data:

Card number	Owner	Cashbox In	Cashdesk In	Cashdesk Out	Cash result	Card<->Slots	Current card balance
TE-ST-1	Bond James 1	80	16150	0	-16230	-21300	2950
TE-SC-6	Baldwin Alec	120	30500	6500	-24120	0	500
TE-SC-7	Black Sam	0	1000	500	-500	0	500
TE-ST-4	игрок из веба 3	0	0	0	0	0	
VT-ST-1	Селиверстов Алексан						
VT-ST-4	testtest test						

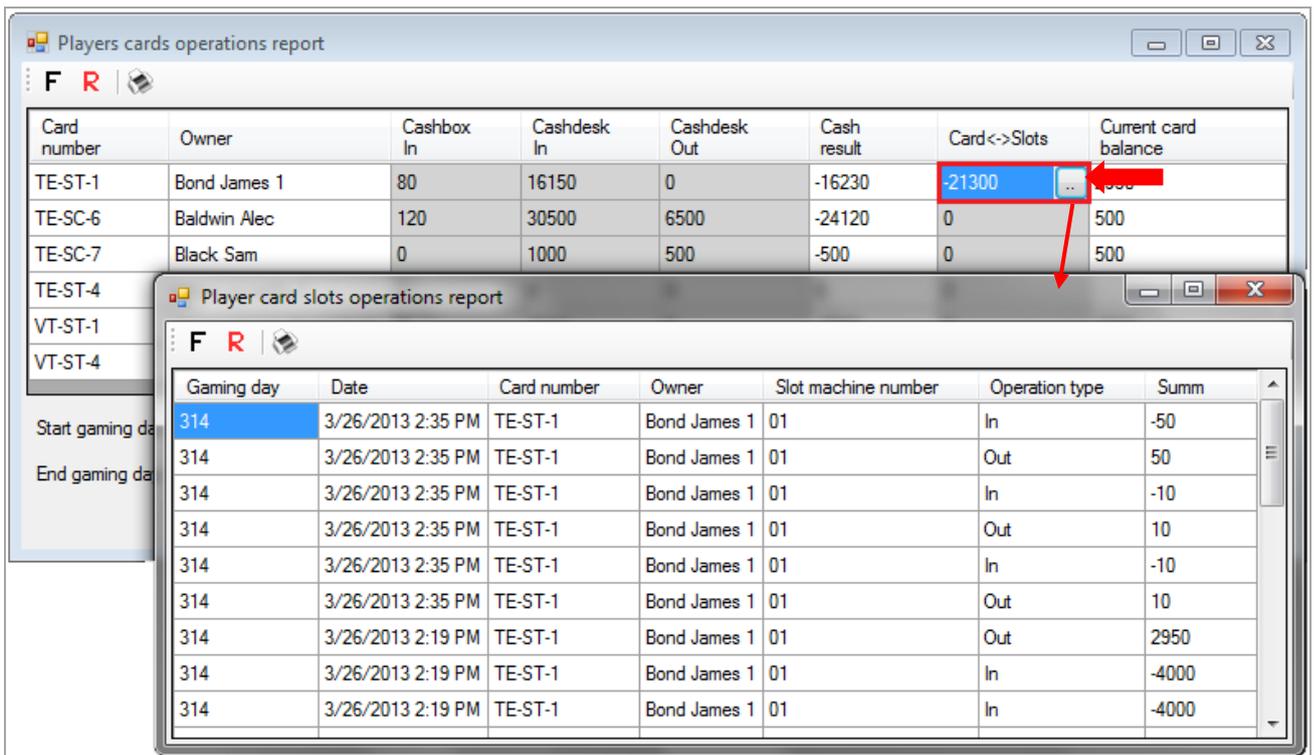
The foreground window is titled "Player cashdesk In operations report" and shows a detailed view of the selected transaction:

Gaming day	Date	Card number	Owner	In
325	5/29/2013 12:19 PM	TE-SC-6	Baldwin Alec	2000.00
325	5/29/2013 12:18 PM	TE-SC-6	Baldwin Alec	1500.00
325	5/28/2013 5:49 PM	TE-SC-6	Baldwin Alec	1500.00
325	5/28/2013 5:47 PM	TE-SC-6	Baldwin Alec	5000.00
322	5/16/2013 12:42 PM	TE-SC-6	Baldwin Alec	1000.00
322	5/16/2013 11:07 AM	TE-SC-6	Baldwin Alec	1500.00
322	5/16/2013 11:02 AM	TE-SC-6	Baldwin Alec	2500.00
314	5/14/2013 4:36 PM	TE-SC-6	Baldwin Alec	500.00
313	2/27/2013 3:20 PM	TE-SC-6	Baldwin Alec	5000.00

- Cells «Cashdesk Out» are detailed on transactions debiting money player through the cashier, which are included in the selected period.



- Cells «**Card <-> Slots**» detailing the operations «Card → Slots» / «Slot → Card», which are included in the selected period.



By default, the report on operations data is loaded for the current game day. If you need data for a different period, it is necessary in the bottom of the form in a row «**Start gaming day:**» from the drop down list to select the initial game day period, and in line «**End gaming day:**» - the final game day period and click on the button .

Start gaming day: 1 6/30/2009 7/20/2010 1

End gaming day: 329 12/24/2013 2

Load 3

Note that the report provides the standard filter system, as well as searching and printing:

Players cards operations report

F R  ←

Card number	Owner	Cashbox In
TE-ST-1	Bond James 1	80
TE-SC-6	Baldwin Alec	120

7.7.5 Slots statistics summary report.

In a summary report on the apparatus contains financial statistics on gaming devices club.

To view the data needed in the main menu, select System «Slots» → «Statistic» → «Slots statistics summary report».

Slot statistics summary report

Gaming day from 1 6/30/2009 7/20/2010 to 329 12/24/2013 Load

Lgm	Game	Developer	Total handle (bets)	Drop (in)	Handpay	Games played	Average bet	Out	Result	Win %	Hold %
			630878.98	279412.00	5004598.000	100372422	0.01	614504.44	16374.54	5.86	2.6
01	Crazy cherry	Novomatic	225594.85	119113.00	5004598.000	186211	1.21	219618.55	5976.30	5.02	2.65
2	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
3	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
4	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
5	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
6	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
7	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
8	The Money Game	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
9	Crazy cherry	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
10	Crazy cherry	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
11	Crazy cherry	Atronic	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00
12	Crazy cherry	Novomatic	225157.85	89055.00	0.000	186211	1.21	219381.05	5776.80	6.49	2.57
13	Crazy cherry	Игрософт	180126.28	71244.00	0.000	100000000	0.00	175504.84	4621.44	6.49	2.57
14	Crazy cherry	Игрософт	0.00	0.00	0.000	0	0.00	0.00	0.00	0.00	0.00

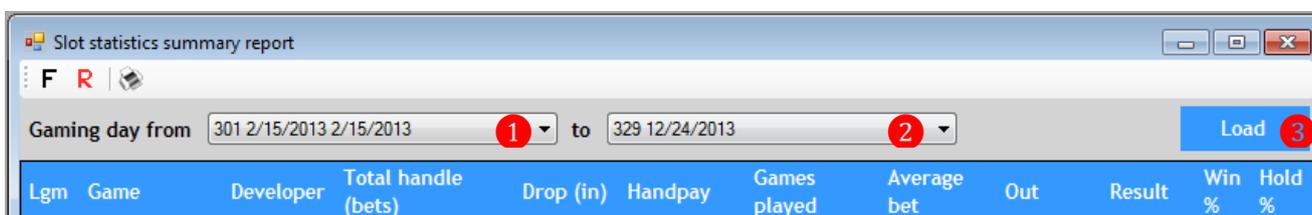
In table form, the following information:

1. **Lgm** – the slot's number.
2. **Game** - name of the game / games set on the unit.
3. **Developer**.
4. **Total handle (bets)** - the total amount of rates for the period.
5. **Drop In** - the total amount of money contributed by the machine through the acceptor for the period.
6. **Handpay** - total amount of money taken from the machine and using the key for the period.

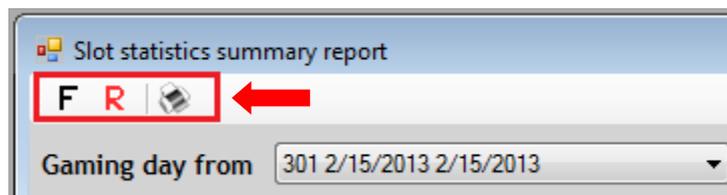
7. **Games played** - number of games played on instruments for the period.
8. **Average bet** on the unit for the period.
9. **Out** - the total amount of money taken from the unit for the period.
10. **Result** - unit revenue for the period. Calculated as follows: **Total handle - Out**
11. **Win%** - the percentage of retention of money made by a bill acceptor. Calculated by the formula: $(Total\ handle - Out) * 100 / Drop\ In$
12. **Hold%** - the percentage of bets placed on hold. Calculated by the formula: $(Total\ handle - Out) * 100 / TotalHandle$

The top line highlighted in green, displays totals for columns.

By default, data is loaded into the table for the period starting from the first day until the current game day. If you need data for a different period, it is necessary in the top of the form in a row «Gaming day from:» from the drop-down list to select the initial game day period, and in line «to:» - the final game day period and click on the button .



Also in this report are valid standard filtration system, search, and print the data:



7.7.6 Slot players results report.

In total the report provides information on players on the results of the players: the total amount of bets, the total amount of winnings, the value of the average rate, the game, and received written off PTS.

To view the data needed in the main menu, select System «Slots» → «Statistic» → «Slot players results report».

Player №	Player	In value	Out value	Result	Average bet	Played time	Games played	Theo win/loss	Pts earned	Pts redeemed
1	Bond James					0.00	0			
2	Baldwin Alec					73.43	0			
5	Black Sam					0.00	0			
382	Селиверстов ...					0.00	0			
385	testtest test					0.00	0			

In table form, the following information:

1. **Player №** - player number (corresponding to the number specified in the column «№» Review in the form of players).

2. **Player** - full name of the player.

3. **In value** - the total amount of money contributed by a player on the device (via acceptor + listed card) for the period.

4. **Out value** - the total amount of money which has been removed from the machine player (amount handpay + amount transferred from the device to the card) for the period.

5. **Result** - the result of the player for the period (Sum Out - Sum In).

6. **Average bet** player for the period.

7. **Played time** - total time played on instruments for the period.

8. **Games played** - number of games played on instruments for the period.

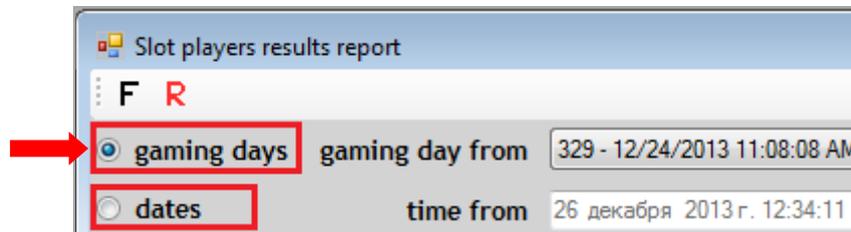
9. **Theo win / loss** - theoretical win / loss for the period of the player, which is calculated by the formula:

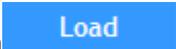
$$\text{Theo win / loss} = \text{Average rate} * \text{Time} * \text{Number of games played} * \\ \% \text{ Average return machines in the hall}$$

10. **PTS earned** - PTS player accrued for the period.

11. **PTS redeemed** - the amount charged for the period PTS player.

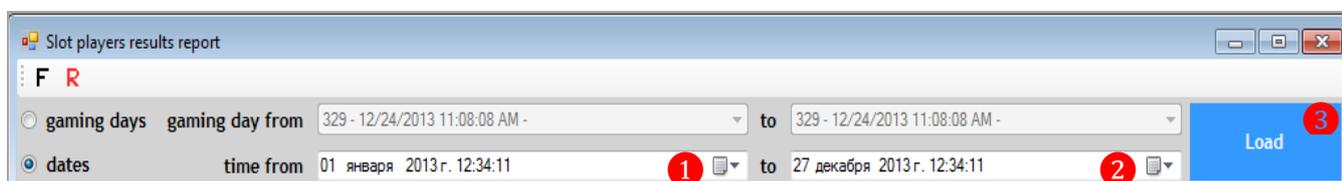
By default, the report data is loaded for the current game day. If you need data for a different period, it is necessary to use filters in the top of the form. The period can be set by **game day**, or by **calendar dates**. To select the period, it is necessary to set the mark in a corresponding line: «Gaming days» or «Dates».



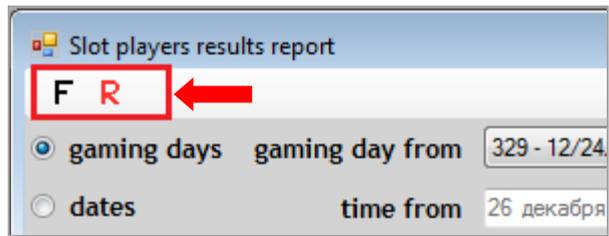
• If the report will form the **gaming days**, the fields «Gaming day from» and «to» from the drop-down list to choose the starting and ending period of matched days. After period is specified, you need to click on .



• If the report will be formed by **calendar dates**, the fields «Time from» and «to» are selected using the calendar start and end dates of the period. After the specified period, you need to click on .



Note that the form provides the standard filter system and retrieval:



The screenshot shows a web form titled "Slot players results report". At the top, there is a search bar containing the letters "F" and "R", with a red arrow pointing to the search button. Below the search bar, there are two radio button options: "gaming days" (which is selected) and "dates". To the right of "gaming days" is a text input field labeled "gaming day from" with the value "329 - 12/24". To the right of "dates" is a text input field labeled "time from" with the value "26 декабря".

7.7.7 Net Win Report.

In the «Net Win Report» you can see the data of club's profit according to denomination or slots producers. This report is formed following the values of the slot machine meters, which are being taken by audit.

➤ To see the profit report according to denomination choose in the main system menu «Slots» → «Statistic» → «Net Win Report».

The report «Net Win Report» will open as a table with data grouped by periods (current day/ month / quarter / year / total), according to denominations, available on the slots in the club. For your convenience, the meters and indicators within a single denomination are highlighted white or gray.

The screenshot shows a window titled "Net Win Report" with a date range of "503: 19.06.2016 - 20.06.2016". It includes buttons for "Load" and "Print", and radio buttons for "Denomination" (selected) and "Manufacture". The main table has the following columns: Per, Denom, Coin In, Gross Drop, Bill In, Handpay, Jackpot, Net Win, Net Win/Gd/perSlot, Theo Win, and Hold %.

Per	Denom	Coin In	Gross Drop	Bill In	Handpay	Jackpot	Net Win	Net Win/Gd/perSlot	Theo Win	Hold %
CUR	All	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0
MTD		3610998,00	40092785,00	99999775,00	19999900,00	0,00	652637,00	19776,88	206909,90	18,07
QTD	(3 slots)	11051461,00	49401152,00	100002085,00	20013212,00	0,00	-102539,00	-1385,66	632952,54	-0,93
YTD		320667045,00	309625925,00	200008478,00	101353176,00	102623001,00	-196953444,00	-1304327,44	17077664,84	-61,42
LTD		516409907,90	377048625,95	215026030,00	101844901,20	1141581168,00	-1205512122,80	-4100381,37	25753168,39	-233,44
CUR	0,01	0	0	0	0	0	0	0	0	0
MTD		0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
QTD	(0 slots)	0,00	190,00	0,00	50,00	0,00	0,00	0,00	0,00	0,00
YTD		0,00	190,00	0,00	50,00	0,00	0,00	0,00	0,00	0,00
LTD		0,00	190,00	0,00	50,00	0,00	0,00	0,00	0,00	0,00
CUR	0,05	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD		50,00	5000525,00	25,00	0,00	0,00	50,00	4,55	2,58	100,00
QTD	(1 slots)	50,00	5000525,00	25,00	0,00	0,00	50,00	4,55	2,58	100,00
YTD		50,00	5000525,00	25,00	0,00	0,00	50,00	4,55	2,58	100,00
LTD		442550,30	5511793,05	15000332,00	58946,20	143910,50	-89755,70	-4079,80	22830,76	-20,28
CUR	0,10	0	0	0	0	0	0	0	0	0
MTD		0	0	0	0	0	0	0	0	0
QTD	(0 slots)	0	0	0	0	0	0	0	0	0
YTD		0	0	0	0	0	0	0	0	0
LTD		281889,30	126369,90	390,00	103117,00	8497224,50	-8505812,90	-945090,32	14276,32	-3017,43
CUR	0,20	0	0	0	0	0	0	0	0	0
MTD		0	0	0	0	0	0	0	0	0
QTD	(0 slots)	0	0	0	0	0	0	0	0	0
YTD		0	0	0	0	0	0	0	0	0
LTD		0,80	1636,00			0,00	-21,20	-10,60	0,03	-2650,00
CUR	0,50	0	0	0	0	0	0	0	0	0
MTD		0	0	0	0	0	0	0	0	0
QTD	(0 slots)	0	0	0	0	0	0	0	0	0
YTD		0	0	0	0	0	0	0	0	0
LTD		39595,50	56630,00			10046749,00	-10024021,00	-5012010,50	1583,82	-25316...

The form table contains the following indicators:

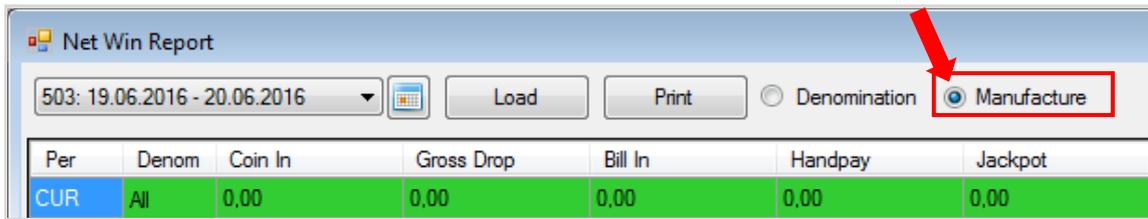
Parameters	Description	Formula
Per	Data grouping periods: <ul style="list-style-type: none"> • CUR - for the selected gaming day. • MTD - from the beginning of the month in which the gaming day started up to the selected gaming day inclusive. • QTD - from the beginning of the quarter in which the gaming day started up to the selected gaming day inclusive. 	<i>To be loaded from the system</i>

	<ul style="list-style-type: none"> • YTD - from the beginning of the year in which the gaming day started up to the selected gaming day inclusive. • LTD - from the beginning of the club work up to the selected gaming day inclusive. 	
Denom <i>(if «Denomination» is chosen from filter)</i>	<ul style="list-style-type: none"> ➤ 0.05; 0.10... – denominations available on the slot machine ➤ Slots – number of slot machines with selected denomination upon charging the credits. 	<i>To be loaded from the slot machine</i>
Manufacture <i>(if «Manufacture» is chosen from filter)</i>	<ul style="list-style-type: none"> ➤ Novomatic; Atronic ... – slot machine producers. ➤ Slots – the number of slot machine of this producer. 	<i>Is configured in system on the slot machine card</i>
Coin In	Amount of bets	<i>To be loaded from the slot machine</i>
Gross Drop	Amount of money placed into the slot machine in different ways	<i>Gross Drop = Bill in + Ticket in + Card In + Remote In</i>
Bill In	Amount of money placed into the slot machine through the bill acceptor	<i>To be loaded from the slot machine</i>
Handpay	Amount of money withdrawn from the slot machine «with key»	<i>To be loaded from the slot machine</i>
Jackpot	Amount of wins on the slot machine exceeding the limit of credits and credits withdrawn «with a key»	<i>To be loaded from the slot machine</i>
Net Win	Net win (profit) of the club (calculated according to slot meters)	<i>Net Win = Coin In - Coin out - Jackpot</i>
Net Win/Gd/perSlot	An average profit of one slot machine per gaming day (net profit divided by the slot machines number in the gaming day)	<i>Net Win/Gd/perSlot = Net Win / ∑ Slot Count in Gd</i>
Theo. Win	Theoretical win (profit) of the club (calculated according to percent of return set in the slot machine)	<i>Theo Win = ∑Coin In * (100% - BasePercent%)</i>
Hold %	Club's deduction percent on bets	<i>Hold % = Net Win / Coin In * 100%</i>
Par %	Average Hold (calculated according to percent of return set in the slot machine)	<i>Par % = Theo Win / Coin In * 100%</i>
Var %	Difference between <i>Hold %</i> and <i>Par %</i>	<i>Var % = Hold % - Par %</i>

The upper lines highlighted green show total values for all denominations grouped by periods as well: current day / month / quarter / year / total.

Per	Denom	Coin In	Gross Drop	Bill In	Handpay	Jackpot	Net Win	Net Win/Gd/perSlot	Theo Win	Hold %
CUR	All	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0
MTD		3610998.00	40092785.00	99999775.00	19999900.00	0.00	652637.00	19776.88	206909.90	18.07
QTD	(3 slots)	11051461.00	49401152.00	100002085.00	20013212.00	0.00	-102539.00	-1385.66	632952.54	-0.93
YTD		320667045.00	309625925.00	200008478.00	101353176.00	102623001.00	-196953444.00	-1304327.44	17077664.84	-61.42
LTD		516409907.90	377048625.95	215026030.00	101844901.20	1141581168.00	-1205512122.80	-4100381.37	25753168.39	-233.44

➤ To see the profit data according to producers of the slot machines you should tick on the «**Manufacture**» field in the same form.



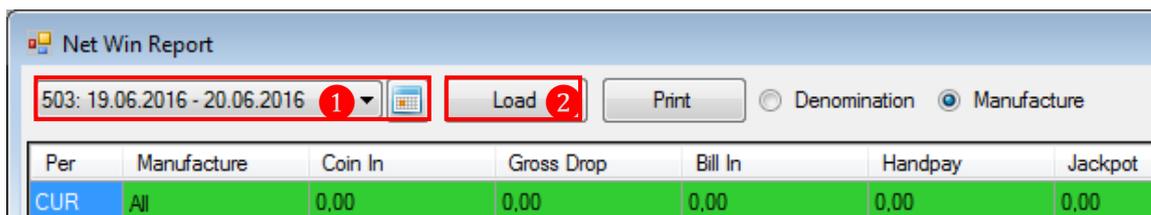
Within several seconds the meters values and profit data will be displayed according to the slot machines producers. Values for one producer are highlighted white or grey. In the column «**Manufacture**» the list of producers primarily is sorted by the number of slots (from up to down in descending order) and then alphabetically.

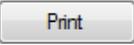
The screenshot shows the 'Net Win Report' window with a detailed table. The table has columns: Per, Manufacture, Coin In, Gross Drop, Bill In, Handpay, Jackpot, Net Win, Net Win/Gd/perSlot, Theo Win, and Hold %. The data is grouped by manufacturer and period. The first group is 'All' (3 slots) with values for CUR, MTD, QTD, YTD, and LTD. The second group is 'Novomatic' (2 slots) with values for CUR, MTD, QTD, YTD, and LTD. The third group is 'Alfa Street' (1 slots) with values for CUR, MTD, QTD, YTD, and LTD. The fourth group is 'Atronic' (0 slots) with values for CUR, MTD, QTD, YTD, and LTD. The table is bordered in red.

In the upper lines, which are highlighted **green**, are shown total data values for all producers. The values are also grouped by periods: current day /month / quarter / year / total.

By default, the data for the current gaming day are loaded to the report. To see the data for another date, use a filter above the table.

1. From the drop-down list (or calendar ) select the gaming day to load the data for.
2. Click «**Load**» to start loading data to the table.



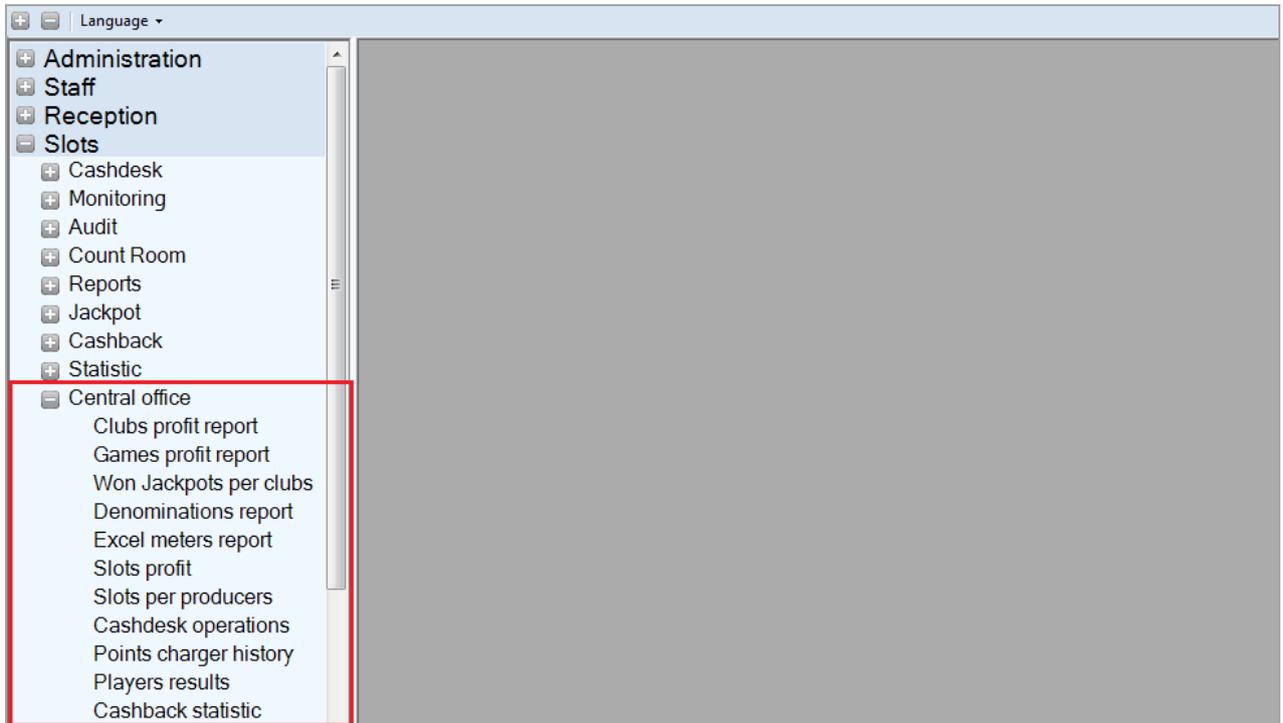
Click  to open the generated report in the new window for printing or saving to your PC in **Excel**, **PDF** or **Word**.

The screenshot shows a software window titled "OT4ET" with a navigation bar at the top. The main content area displays a "Net Win Report" for "Gaming day: 503". A context menu is open over the table header, showing options: "Excel", "PDF", and "Word".

Per	Manufacture	Coin In	Gross Drop	Bill In	Handpay	Jackpot	Net Win	Net Win/Gd/perSlot	Theo Win	Hold %
CUR	All	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0
MTD	(3 slots)	3810998,00	40092785,00	99999775,00	19999900,00	0,00	852837,00	19778,88	208909,90	18,07
QTD		11051461,00	49401152,00	100002085,00	20013212,00	0,00	-102539,00	-1404,64	832952,54	-0,93
YTD		320867045,00	309625925,00	200008478,00	101353178,00	102623001,00	-198953444,00	-1313022,98	17077864,84	-81,42
LTD		518409907,90	377048825,95	215026030,00	101844901,20	1141581188,00	-	-1205512122,80	-4215077,35	25753168,39
CUR	Novomatic	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD	(2 slots)	3810998,00	40092783,00	99999775,00	19999900,00	0,00	852837,00	31077,95	208909,90	18,07
QTD		11030888,00	49380158,00	100000535,00	19999950,00	0,00	-110227,00	-2004,13	831885,07	-1,00
YTD		320846252,00	309604931,00	200006928,00	101339914,00	102623001,00	-198961132,00	-1492129,79	17078577,37	-81,43
LTD		515827679,90	388854226,95	215024480,00	101831639,20	141581188,00	-205818002,80	-850479,35	25721823,52	-39,92
CUR	Alfa Street	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD	(1 slots)	0,00	2,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
QTD		20793,00	20994,00	1550,00	13282,00	0,00	7888,00	427,11	1087,47	36,97
YTD		20793,00	20994,00	1550,00	13282,00	0,00	7888,00	427,11	1087,47	36,97
LTD		782228,00	10194299,00	1550,00	13282,00	999999980,00	-999996120,00	-23248746,98	31544,87	-127801,12
CUR	Atronic	0	0	0	0	0	0	0	0	0
MTD	(0 slots)	0	0	0	0	0	0	0	0	0
QTD		0	0	0	0	0	0	0	0	0
YTD		0	0	0	0	0	0	0	0	0
LTD		0,00	100,00			0,00	0,00	0,00	0,00	0,00

7.8 Central office.

Module Central Office («Slots» → «Central office») allows a convenient way to analyze the financial statistics of all clubs for different time intervals.



Consider the functional details of the module in the following paragraphs of this subsection.

7.8.1 Club profit report.

To view financial statistics clubs in the central office must in the main system menu select «Slots» → «Central office» → «Clubs profit report».

The screenshot shows a window titled 'Clubs profit report'. At the top, there are input fields for '31', '3', and '12', followed by 'From date: 26.12.2013' and 'to: 27.12.2013'. There is a 'Load' button and a small icon. Below the input fields, there are icons for 'F', 'R', and a printer icon. The main content is a table with the following data:

	Club name	Country	City	Profit
▶	Total			0
	NY club2	United States (USA)	New York	0
	NY club1	United States (USA)	New York	0
	Washington club1	United States (USA)	Washington	0
	BO-club	Russian Federation	Москва	0

In table form, the following information:

- ✓ Name of the club.
- ✓ Country Club location.
- ✓ City Club location.
- ✓ The amount of income to the club for a period.

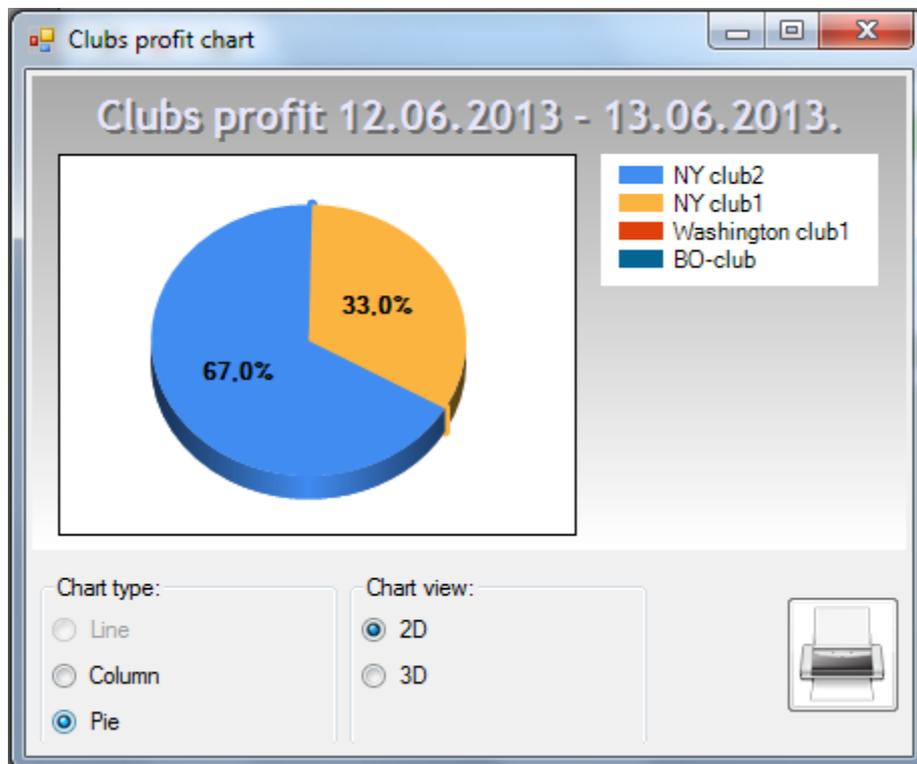
The top line highlighted in green denotes the total amount shown on the column «**Profit**».

By default, the report data is loaded for the last two days. If you need data for a different period, it is necessary in the top of the form in a row «**From date:**» using the calendar to choose the starting date of the period, and in line «**to:**» - end dates and click .



Use the buttons    for loading the data for a particular month, quarter and year.

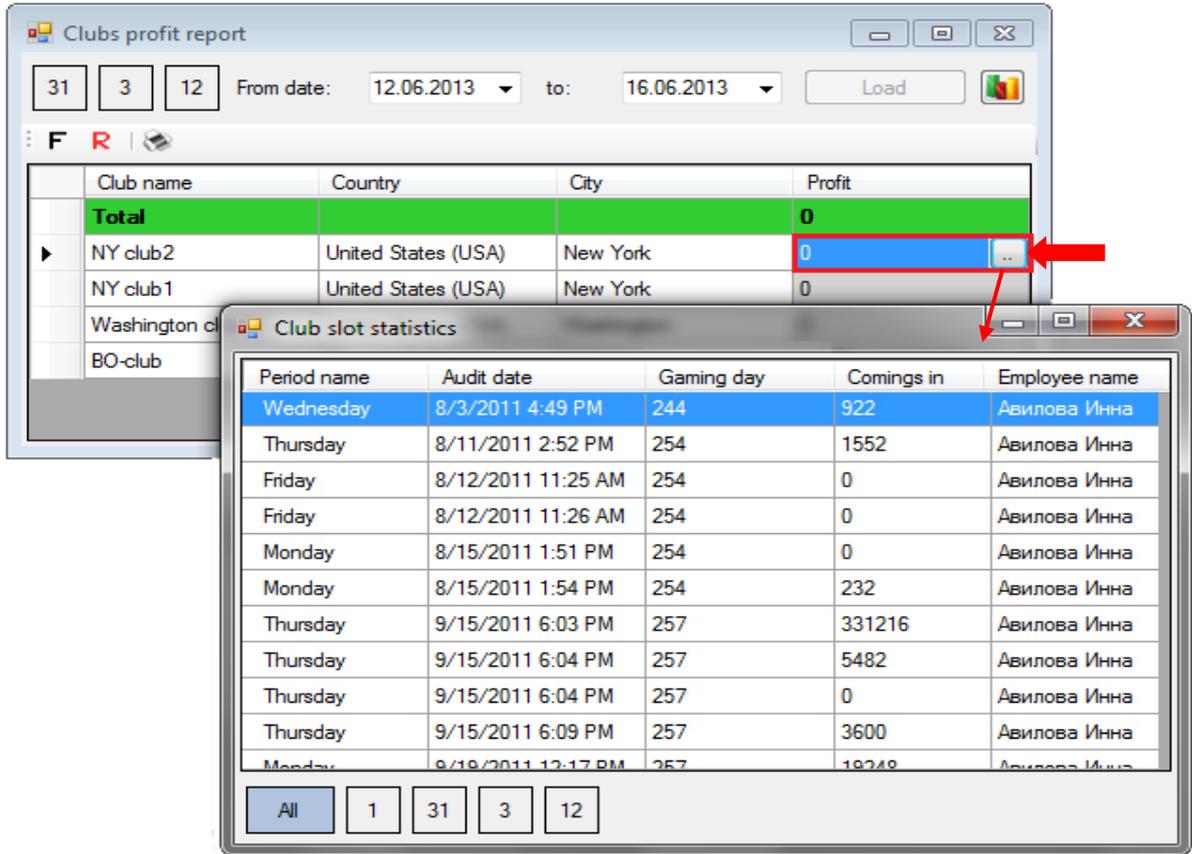
In addition, if you press the button  on the form, the report data will be displayed in a new window as a histogram or pie chart.



To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

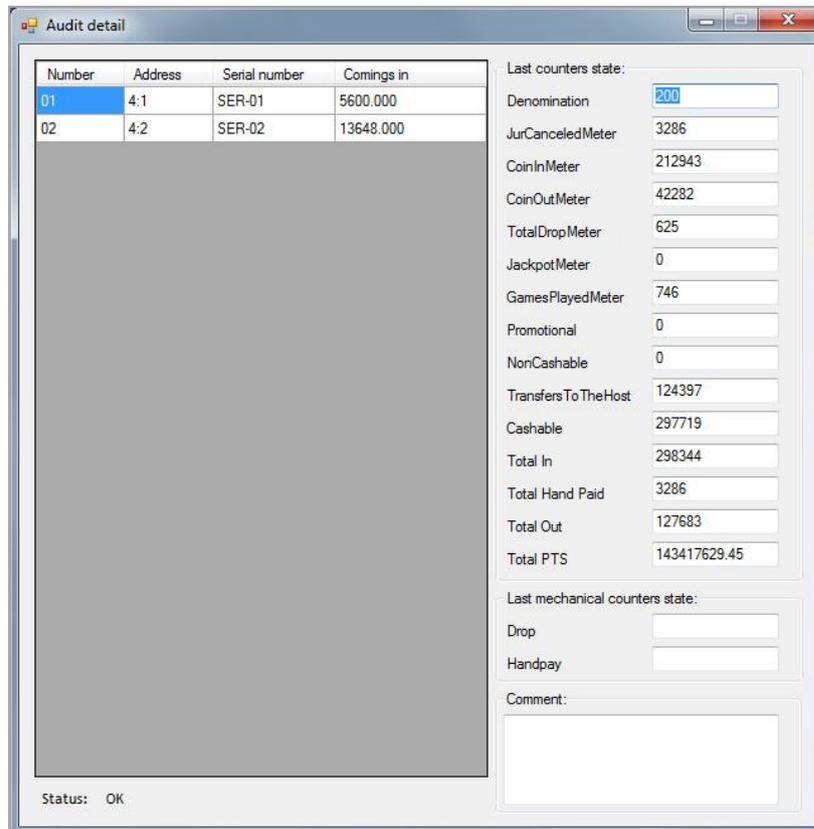
By clicking the button , you can print a graph on paper (if the printer is connected to your computer).

The data in the column «**Profit**» can be detailing. To do this, pressing the left mouse button to select the desired cell in the row of the club, then button will appear , when clicked, opens a form similar to the form of statistics on audits for the club.



Use the buttons shown in the table data can be grouped by days, months, quarters and years.

By double-clicking on any cell in the row, you can expand audit and see detailed information on the machine counters, which were audited by.



7.8.2 Club games profit report.

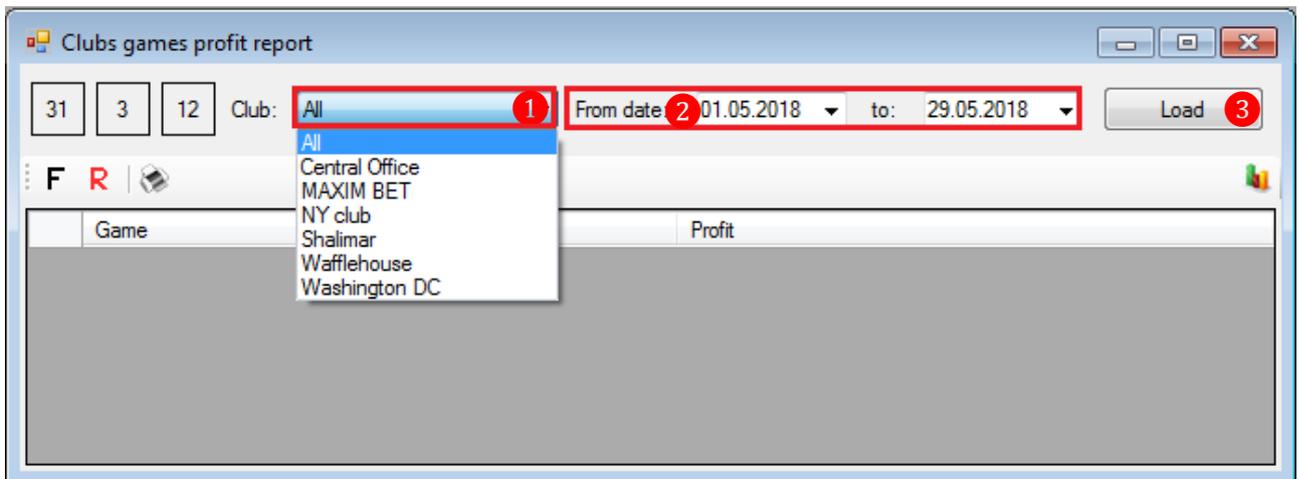
For viewing at the central office financial statistics in the context of clubs in games need to select in the main menu system «Slots» → «Central office» → «Clubs games profit report» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need data. Select **All** if you want data for all clubs.

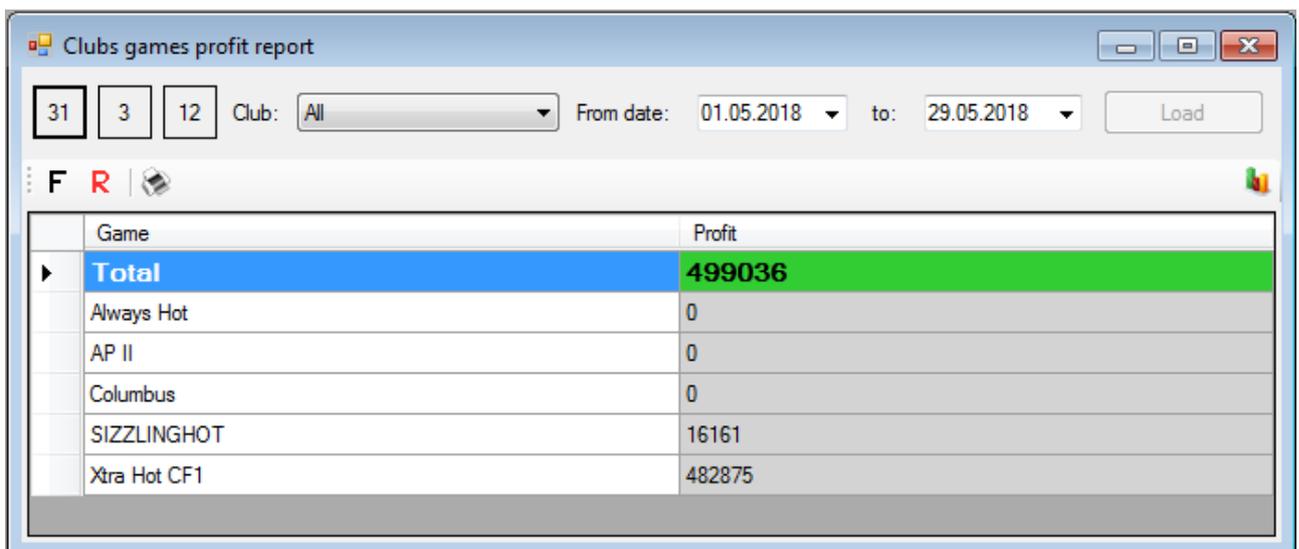
2. By default, the report data is loaded for the last two days. If you need data for a different period, it is necessary in the top of the form in a row «From date:» using the calendar to choose the starting date of the period, and in line «to:» - end date.

Use the buttons to load the data for a particular month, quarter and year.

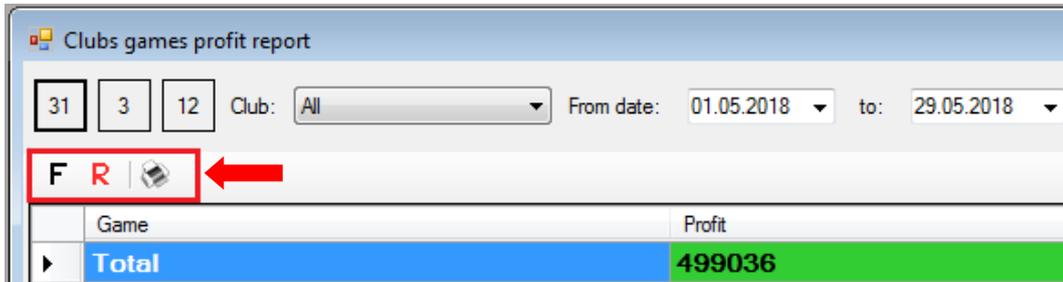
3. Click the «Load» button.



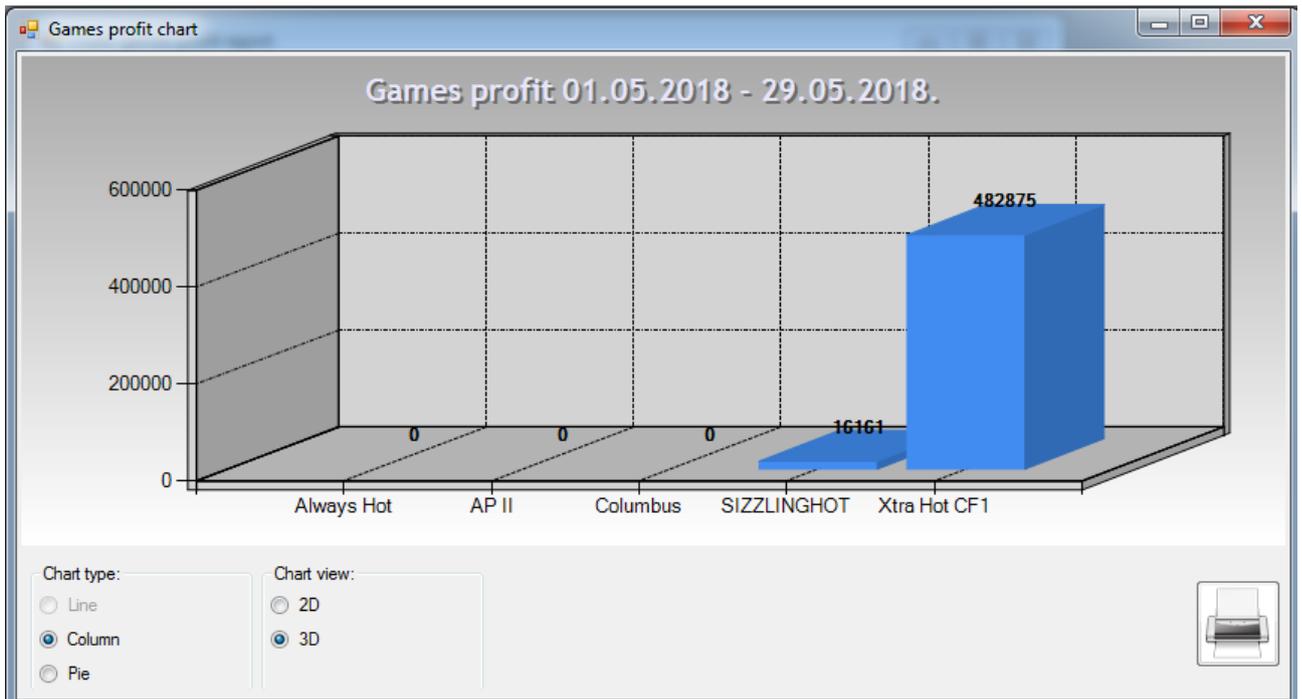
In the report table contains a list of games and the amount of income on them for the selected period. The top line highlighted in **green** denotes the total amount shown on the column «Profit».



Also in this form are available the standard filtering, searching and printing data system:



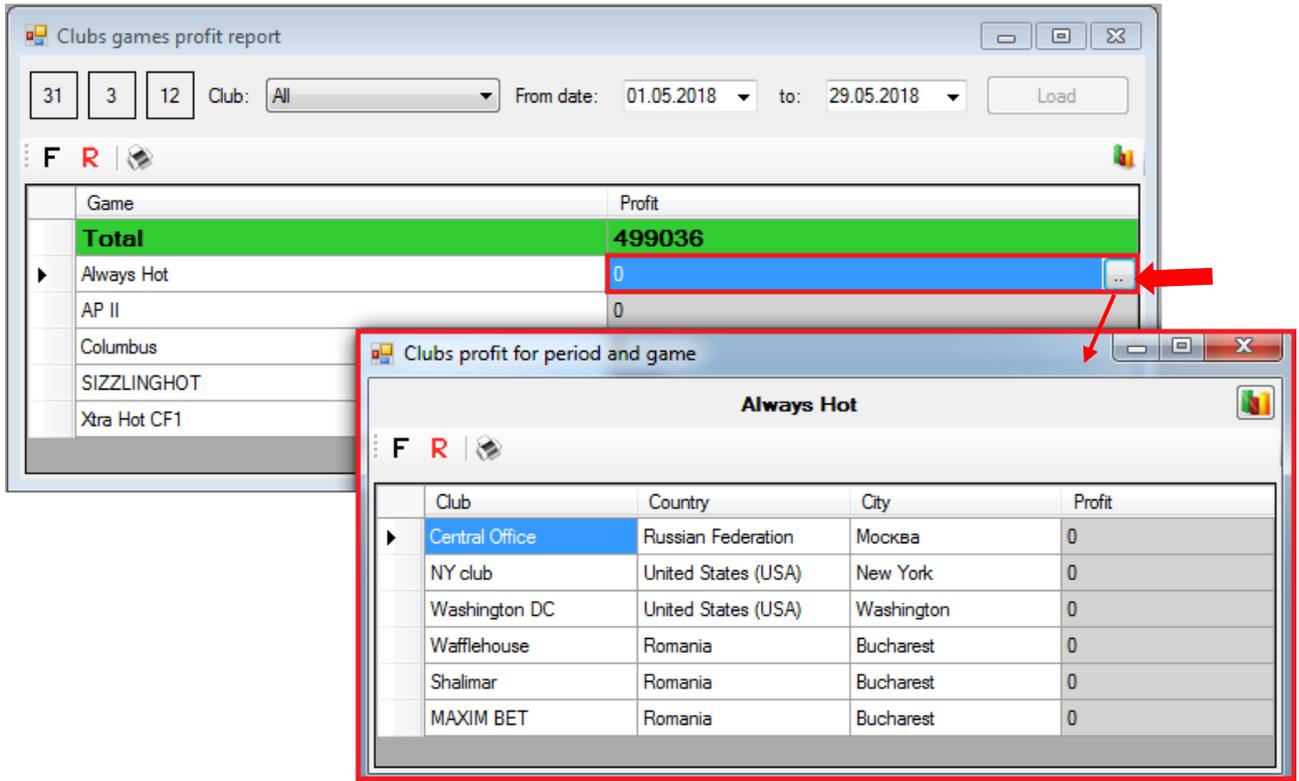
In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.



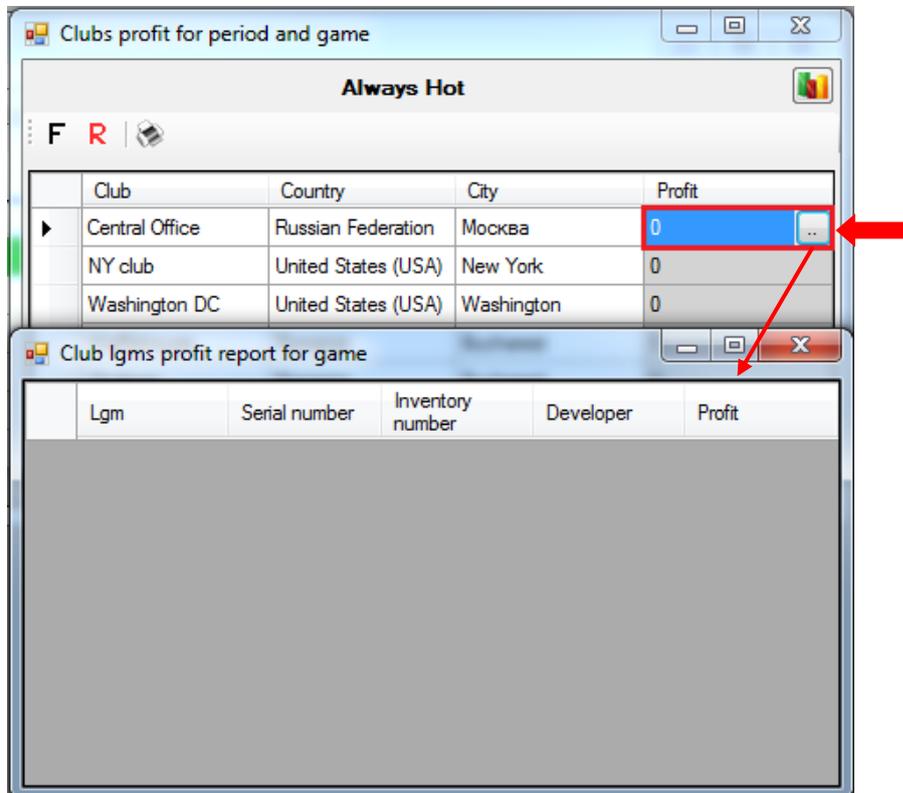
To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the  button, you can print a graph on paper (if the printer is connected to your computer).

The data in the column «**Profit**» can be detailing. To do this, pressing the left mouse button to select a cell in the desired game, then the  button will appear, when clicked, opens a form of return game for the selected period in the context of the clubs.



Further data on the profitability of the game, grouped by the clubs, you can also drill down. To do this, pressing the left mouse button to select the desired cell in the row of the club, then  button will appear, when clicked, opens a form of return games in the context of the gaming machine is selected club.



7.8.3 Won jackpots report.

For viewing at the central office information about won jackpots per clubs need to select in the main menu system «Slots» → «Central office» → «Won jackpots per clubs» and on the opened form to execute the following:

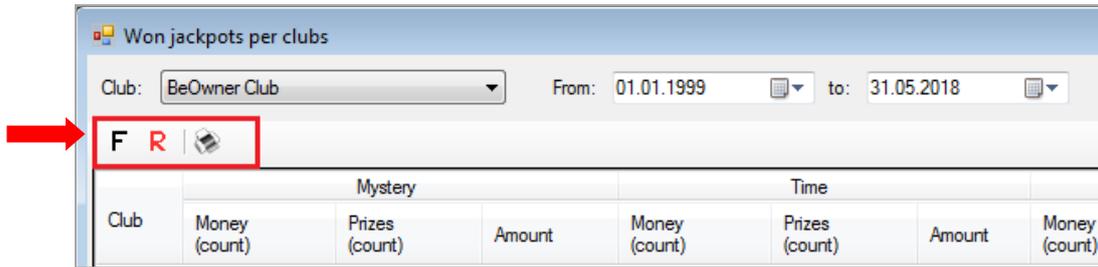
1. In the «Club» field from the drop-down list choose the club for which you need data. Select **All** if you want data for all clubs.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. Click the «Load» button.

The loaded report will contain data on the count and amount of Mystery and Time jackpots that have won out at the selected club. The bottom string, highlighted in **green**, shows the total values for the columns.

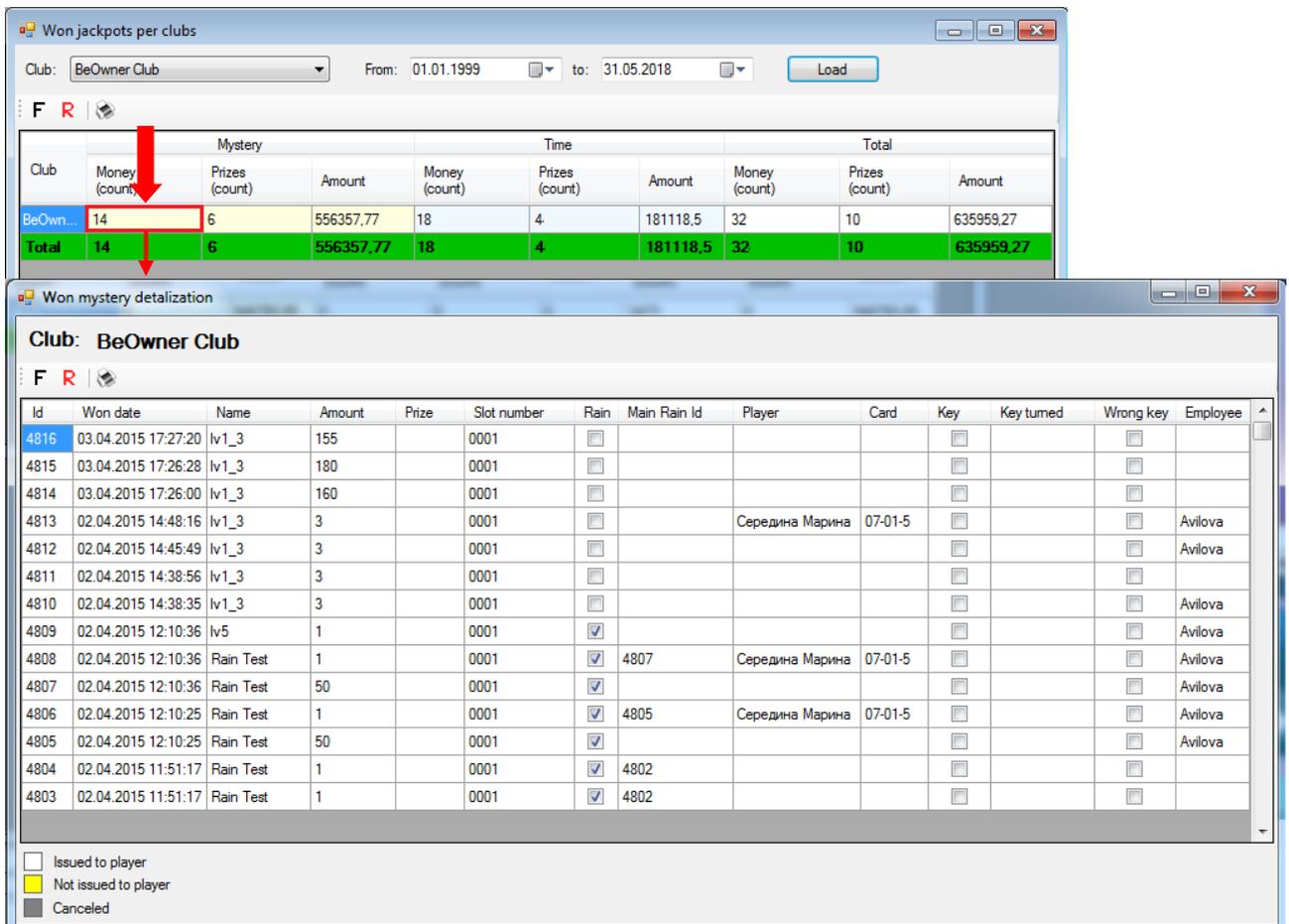
Club	Mystery			Time			Total		
	Money (count)	Prizes (count)	Amount	Money (count)	Prizes (count)	Amount	Money (count)	Prizes (count)	Amount
BeOwn...	14	6	556357.77	18	4	181118.5	32	10	635959.27
Total	14	6	556357.77	18	4	181118.5	32	10	635959.27

Parameters		Description
Club		Club name.
Mystery	Money (count)	The count of won cash Mystery jackpots.
	Prizes (count)	The count of won prize Mystery jackpots.
	Amount	The total amount of won Mystery jackpots (in the club currency).
Time	Money (count)	The count of won cash Time jackpots.
	Prizes (count)	The count of won prize Time jackpots.
	Amount	The total amount of won Time jackpots (in the club currency).
Total	Money (count)	The total count of won cash jackpots in the club.
	Prizes (count)	The total count of won prize jackpots in the club.
	Amount	The total amount of won jackpots (in the club currency).

Also in this form are available the standard filtering and searching data system. By clicking the  button, you can print a report on the paper (if the printer is connected to your computer) or save to your computer in **Excel**, **PDF** or **Word** format.



Data by the won jackpots, grouped by type, can also be detailed. To do this, you need to double-click the left mouse button in any cell of the Mystery or Time jackpot, and then a form opens with the details of the selected jackpot type by hits per selected period.



7.8.4 Denominations report.

For viewing at the central office financial statistics of the clubs in the context of denominations, need to select in the main menu system «Slots» → «Central office» → «Denominations report» and on the opened form to execute the following:

1. Select an object to view the profit:
 - To view data for a club, set the mark to «Club» and select the needed club from the drop-down list. Select **All** if you want data for all clubs.
 - To view data for a city, set the mark to «City» and select the needed city from the drop-down list. Select **All** if you want data for all cities.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. By default, the data is loaded into the report, taking into account the denomination (credits). In case you need data in the club's currency, then uncheck the box «Take into account denomination».
5. Click the «Load» button.

The screenshot shows the 'Denominations report' window. At the top, there are two radio buttons: 'Club' (selected) and 'City'. Below them are two dropdown menus, both set to 'All'. The 'From' field is set to '01.01.2018' and the 'to' field is set to '31.05.2018'. There is a checked checkbox for 'Take into account denomination' and a 'Load' button. Red circles with numbers 1 through 5 point to these elements respectively.

Denomination	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result

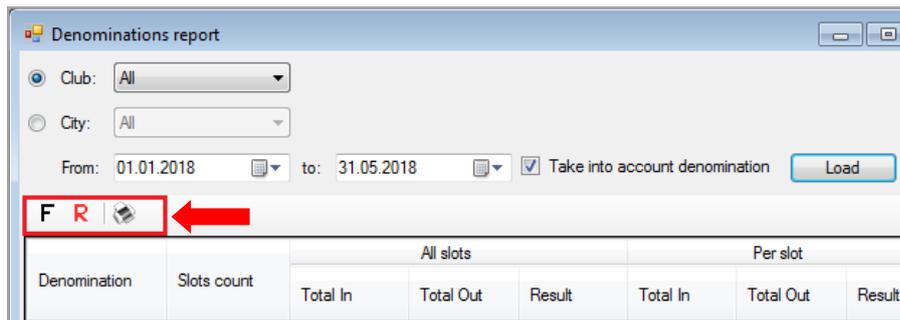
The loaded report will contain a list of slots denominations of the selected club's machines and their profitability (**Result**) for the selected period. The bottom line, highlighted in **green**, shows the totals for the columns **Total In**, **Total Out**, **Result**.

The screenshot shows the 'Denominations report' window with the data table loaded. The table has 8 columns: Denomination, Slots count, Total In, Total Out, Result, Total In, Total Out, and Result. The bottom row is highlighted in green.

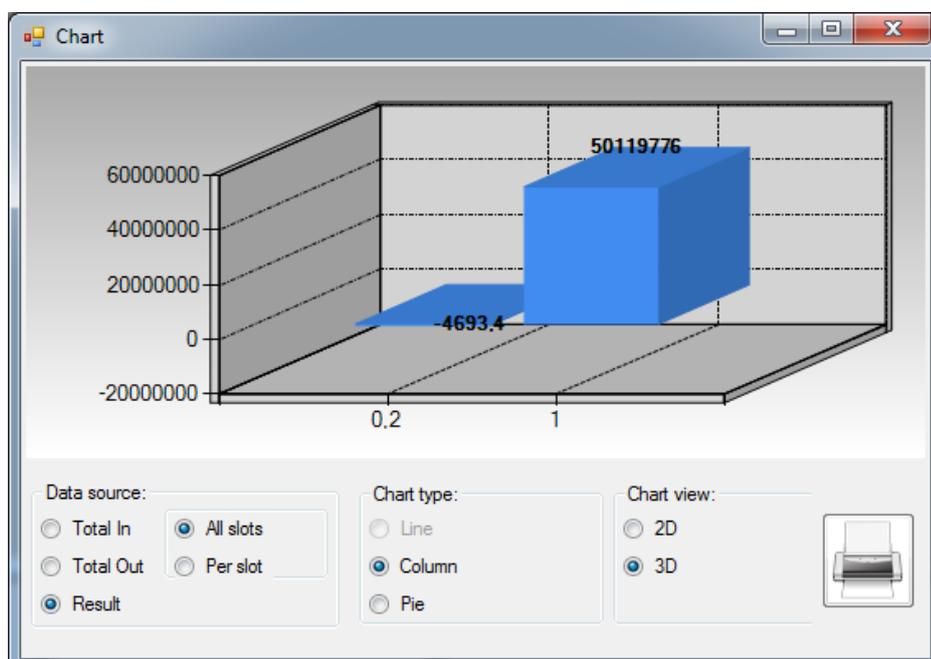
Denomination	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result
0,2	1	27633,4	32326,8	-4693,4	27633,4	32326,8	-4693,4
1	2	100136889	50017113	50119776	50068444,5	25008556,5	25059888
Total	3	100164522,4	50049439,8	50115082,6	50096077,9	25040883,3	25055194,6

Parameters		Description
Denomination		The value of the denomination.
Slots count		Number of slots in the club with this denomination value.
All slots	Total In	The total amount of money/credits that were charged to slots (from the card, bill acceptor or cashdesk) with this denomination value (according to the Total In counters recorded during the audit of the slots).
	Total Out	The total amount of money/credits that were withdrawn from slots with this denomination value (according to the Total Out counters recorded during the audit of the slots).
	Result	The total profit of slots with this denomination value - is the difference between Total In_{all} and Total Out_{all} .
Per slots	Total In	The average amount of money/credits that were charged to the one slot: Total In_{one} = Total In_{all} / Slots count
	Total Out	The average amount of money/credits that were withdrawn from the one slot: Total Out_{one} = Total Out_{all} / Slots count
	Result	The average profit per one slot with this denomination value - is the difference between Total In_{one} and Total Out_{one} .

Also in this form are available the standard filtering, searching and printing data system:



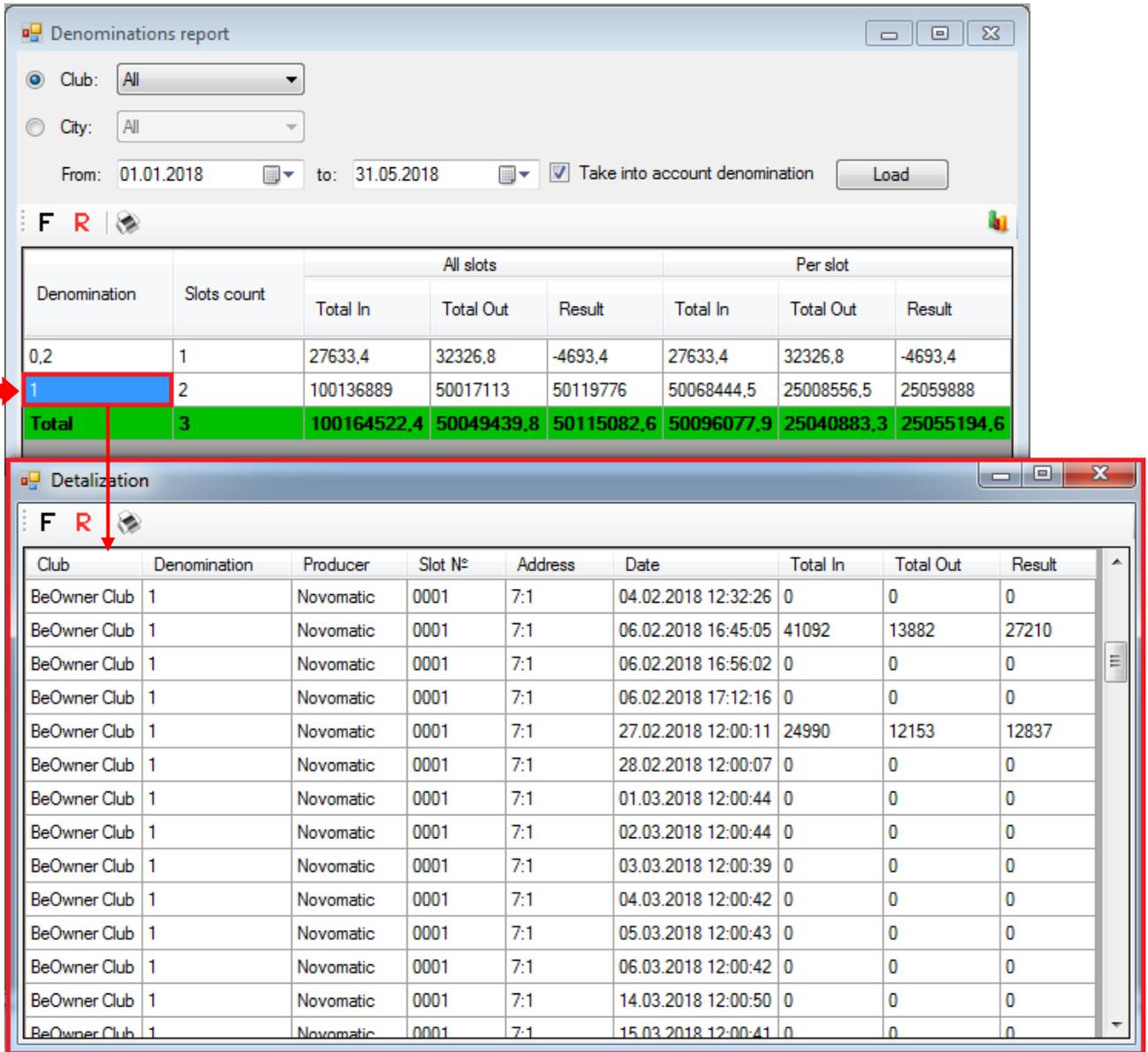
In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.



To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the  button, you can print a graph on the paper (if the printer is connected to your computer).

The data for each denomination value can be detailed. To do this, double click the left mouse button in any cell in the line of the needed denomination, and then the form of the denomination's profit for the selected period in the context of the slots and audits will open.



The screenshot shows two windows. The top window, 'Denominations report', has filters for Club (All), City (All), and dates from 01.01.2018 to 31.05.2018. It contains a table with columns for Denomination, Slots count, All slots (Total In, Total Out, Result), and Per slot (Total In, Total Out, Result). A red arrow points to the '1' denomination row in the table. The bottom window, 'Detailization', shows a detailed list of transactions for denomination 1, with columns for Club, Denomination, Producer, Slot №, Address, Date, Total In, Total Out, and Result.

Denomination	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result
0,2	1	27633,4	32326,8	-4693,4	27633,4	32326,8	-4693,4
1	2	100136889	50017113	50119776	50068444,5	25008556,5	25059888
Total	3	100164522,4	50049439,8	50115082,6	50096077,9	25040883,3	25055194,6

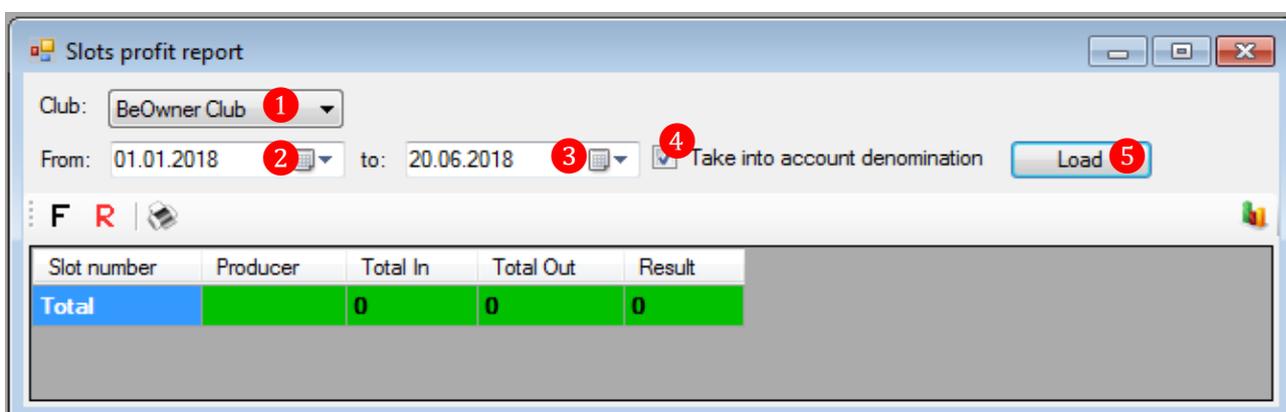
Club	Denomination	Producer	Slot №	Address	Date	Total In	Total Out	Result
BeOwner Club	1	Novomatic	0001	7:1	04.02.2018 12:32:26	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 16:45:05	41092	13882	27210
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 16:56:02	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 17:12:16	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	27.02.2018 12:00:11	24990	12153	12837
BeOwner Club	1	Novomatic	0001	7:1	28.02.2018 12:00:07	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	01.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	02.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	03.03.2018 12:00:39	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	04.03.2018 12:00:42	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	05.03.2018 12:00:43	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	06.03.2018 12:00:42	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	14.03.2018 12:00:50	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	15.03.2018 12:00:41	0	0	0

You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

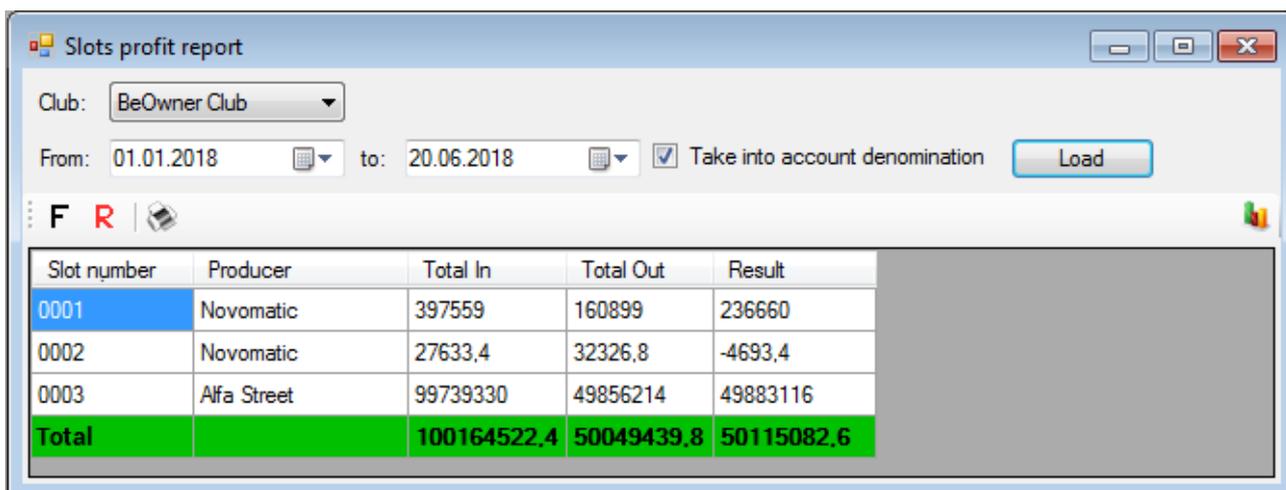
7.8.5 Profit by slots report.

For viewing at the central office financial statistics of the clubs in the context of gaming machines, need to select in the main menu system «Slots» → «Central office» → «Slots profit» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need the report.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. By default, the data is loaded into the report, taking into account the denomination (credits). In case you need data in the club's currency, then uncheck the box «Take into account denomination».
5. Click the «Load» button.



The loaded report will contain the list of gaming machines of the selected club and their profit (**Result**) for the selected period. The bottom line, highlighted in **green**, shows the totals for the columns **Total In**, **Total Out**, **Result**.



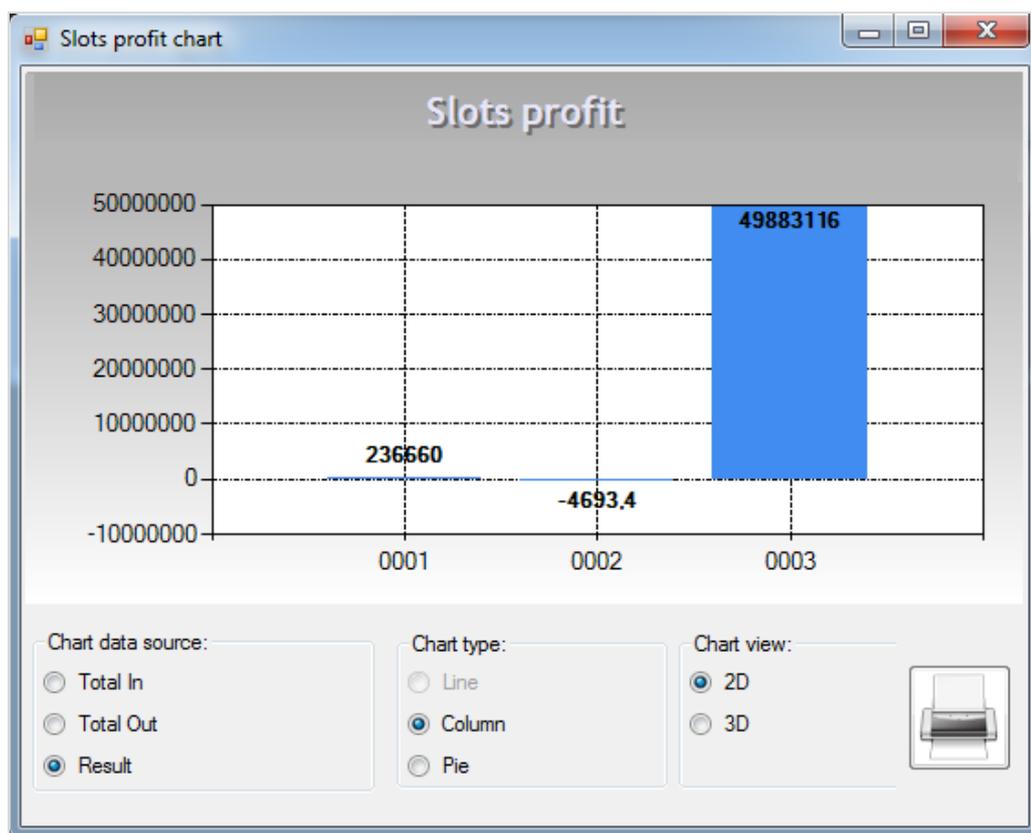
Parameters	Description
Slot number	The number of the gaming machine in the system.
Producer	The producer name of the gaming machine.
Total In	The total amount of cash/credits that were charged to the slot from the card, bill acceptor or cashdesk (according to the Total In meter, recorded during

	the audit).
Total Out	The total amount of cash/credits that were withdrawn from the slot (according to the Total Out meter, recorded during the audit).
Result	The profit of the slot (cash/credits) - is the difference between the values of Total In and Total Out meters.

Also in this form are available the standard filtering, searching and printing data system:

Slot number	Producer	Total In	Total Out	Result
0001	Novomatic	397559	160899	236660

In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.



To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the  button, you can print a graph on the paper (if the printer is connected to your computer).

The profit data for each gaming machine can be detailed. To do this, double click the left mouse button in any cell in the line of the needed slot, and then the form of the slot profit for the selected period in the context of audits will open.

The screenshot displays two windows from the SlotLogic software. The top window, titled 'Slots profit report', shows a summary table for 'BeOwner Club' from 01.01.2018 to 20.06.2018. The bottom window, titled 'Slots profit detalization', provides a detailed view of the data for slot 0001, including denomination, producer, address, date, and time.

Slot number	Producer	Total In	Total Out	Result
0001	Novomatic	397559	160899	236660
0002	Novomatic	27633,4	32326,8	-4693,4
0003	Alfa Street	99739330	49857014	49882316
Total		100164522,4	50050239,8	50114282,6

Club	Denomination	Producer	Slot N°	Address	Date	Total In	Total Out	Result
BeOwner Club	1	Novomatic	0001	7:1	27.02.2018 12:00:11	24990	12153	12837
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 17:12:16	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 16:56:02	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	06.02.2018 16:45:05	41092	13882	27210
BeOwner Club	1	Novomatic	0001	7:1	04.02.2018 12:32:26	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	03.02.2018 12:32:27	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	02.02.2018 12:32:28	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	01.02.2018 12:32:23	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	31.01.2018 12:32:25	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	30.01.2018 12:32:24	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	29.01.2018 12:32:25	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	28.01.2018 12:32:23	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	27.01.2018 12:32:25	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	26.01.2018 12:32:27	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	25.01.2018 12:32:27	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	24.01.2018 12:32:29	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	23.01.2018 12:32:29	0	0	0

You can also sort the data in columns in ascending/descending order or alphabet by clicking on the cell with the column name.

7.8.6 Profit by slots report (per producers).

For viewing at the central office financial statistics of the clubs in the context of slots producers, need to select in the main menu system «Slots» → «Central office» → «Slots per producers» and on the opened form to execute the following:

1. Select an object to view the profit:

- To view data for a club, set the mark to «Club» and select the needed club from the drop-down list. Select **All** if you want data for all clubs.
- To view data for a city, set the mark to «City» and select the needed city from the drop-down list. Select **All** if you want data for all cities.

2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.

3. In a «to:» field using the calendar to choose the end date of the period.

4. By default, the data is loaded into the report, taking into account the denomination (credits). In case you need data in the club's currency, then uncheck the box «Take into account denomination».

5. Click the «Load» button.

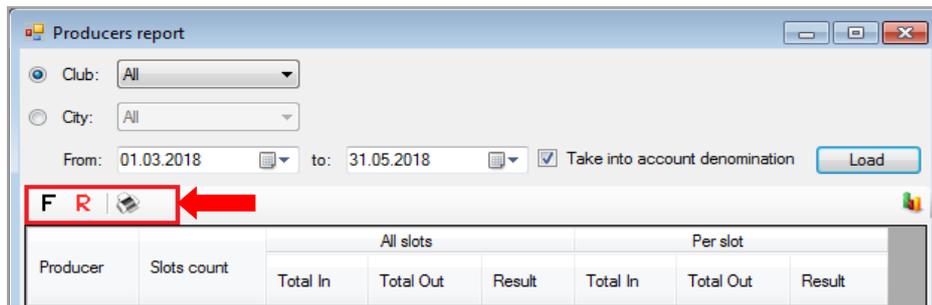
Producer	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result

The loaded report will contain a list of slots of the selected club or city, grouped by producers, and their profit (**Result**) for the selected period. The bottom row, highlighted in **green**, displays the summary values for the columns.

Producer	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result
Afa Street	1	200	193910	-193710	200	193910	-193710
Novomatic	2	308485	127945,2	180539,8	154242,5	63972,6	90269,9
Total	3	308685	321855,2	-13170,2	154442,5	257882,6	-103440,1

Parameters		Description
Producer		Slot producer name.
Slots count		Number of slots of this producer.
All slots	Total In	The total amount of money/credits that were charged to slots of this producer from a card, bill acceptor or cashdesk (according to the Total In meters recorded during the audit).
	Total Out	The total amount of money/credits that were withdrawn from slots of this producer (according to the Total Out meters recorded during the audit).
	Result	The total profit of slots of this producer (currency/credits) - is the difference between Total In_{all} and Total Out_{all} .
Per slot	Total In	The amount of money/credits that were charged, on average to one slot of this producer: Total In_{one} = Total In_{all} / Slots count
	Total Out	The amount of money/credits that were withdrawn, on average from one slot of this producer: Total Out_{one} = Total Out_{all} / Slots count
	Result	The average profit per one slot of this producer - is the difference between Total In_{one} and Total Out_{one} .

Also in this form are available the standard filtering, searching and printing data system:



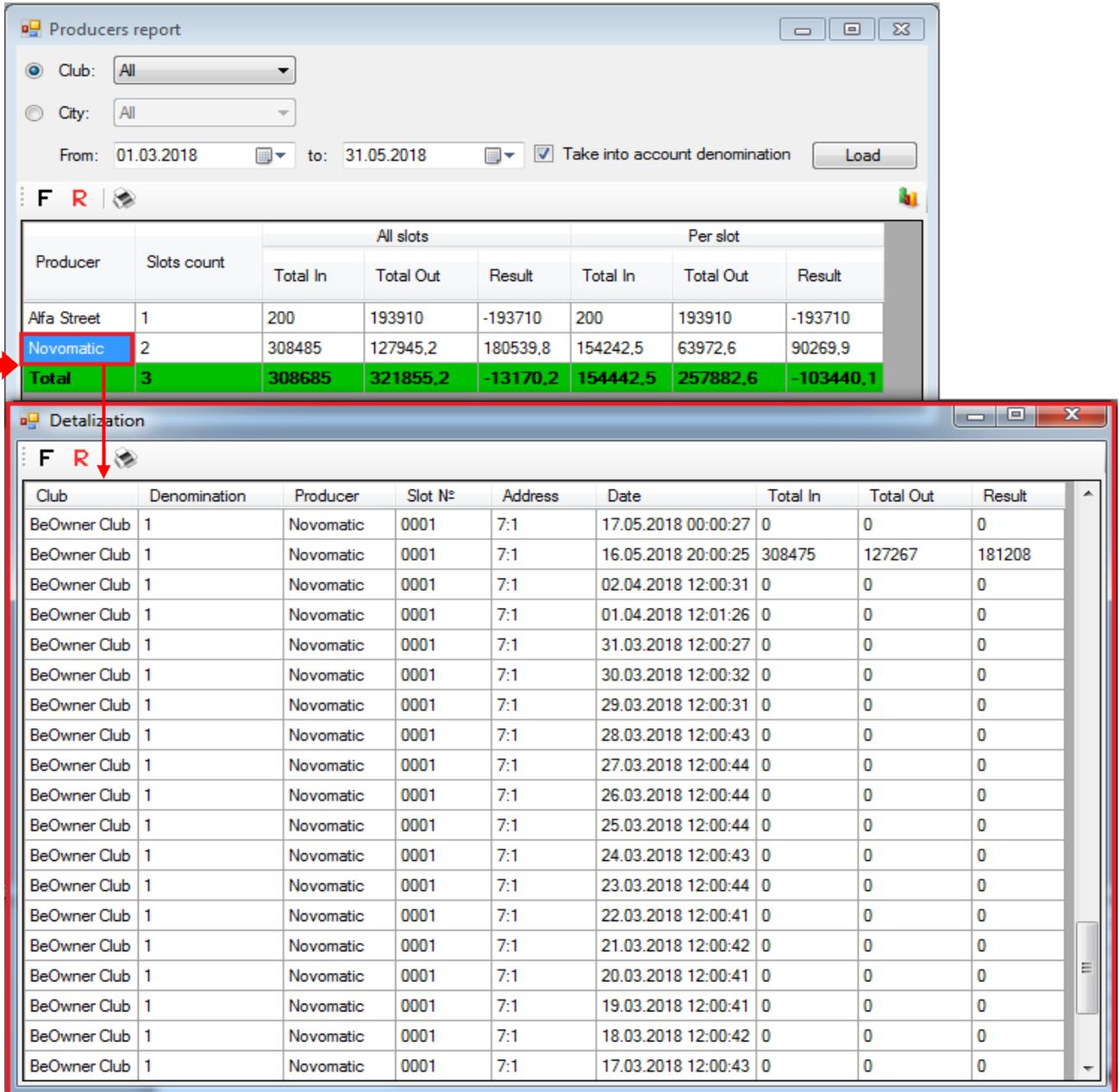
In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.



To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the  button, you can print a graph on the paper (if the printer is connected to your computer).

The data for each producer can be detailed. To do this, double click the left mouse button in any cell in the string of the needed producer, and then the form of the producer's profit for the selected period in the context of the slots and audits will open.



Producers report

Club: All
City: All
From: 01.03.2018 to: 31.05.2018 Take into account denomination **Load**

Producer	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result
Alfa Street	1	200	193910	-193710	200	193910	-193710
Novomatic	2	308485	127945,2	180539,8	154242,5	63972,6	90269,9
Total	3	308685	321855,2	-13170,2	154442,5	257882,6	-103440,1

Detailization

Club	Denomination	Producer	Slot N°	Address	Date	Total In	Total Out	Result
BeOwner Club	1	Novomatic	0001	7:1	17.05.2018 00:00:27	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	16.05.2018 20:00:25	308475	127267	181208
BeOwner Club	1	Novomatic	0001	7:1	02.04.2018 12:00:31	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	01.04.2018 12:01:26	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	31.03.2018 12:00:27	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	30.03.2018 12:00:32	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	29.03.2018 12:00:31	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	28.03.2018 12:00:43	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	27.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	26.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	25.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	24.03.2018 12:00:43	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	23.03.2018 12:00:44	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	22.03.2018 12:00:41	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	21.03.2018 12:00:42	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	20.03.2018 12:00:41	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	19.03.2018 12:00:41	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	18.03.2018 12:00:42	0	0	0
BeOwner Club	1	Novomatic	0001	7:1	17.03.2018 12:00:43	0	0	0

You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

7.8.7 Cashdesk operations report.

For viewing at the central office a report on cashdesk operations in the clubs, need to select in the main menu system «Slots» → «Central office» → «Cashdesk operations» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need the report. Select **All** if you want the report for all clubs.
2. In the «Cash desk» field from the drop-down list choose the cashdesk for which you need the report. Select **All** if you want the report for all cashdesks.
3. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
4. In a «to:» field using the calendar to choose the end date of the period.
5. Click the «Load» button.

The screenshot shows the 'Cash desk operations' form with the following fields and values:

- Club: BeOwner Club (1)
- Cash desk: SLOTLOGIC-SRV (2)
- From: 01.03.2018 (3)
- to: 15.03.2018 (4)
- Load button (5)

Below the form is a table with the following columns: Club, Cash desk, Operation ID, Date, Operation Type, Cash amount, PTS amount, PTS price, Slot No, Player Id.

The loaded report will contain a list of cashdesk operations of the selected club and cashdesk. The top line, highlighted in **green**, shows the total values for the columns **Cash amount** and **PTS amount**.

The screenshot shows the 'Cash desk operations' form with the following fields and values:

- Club: BeOwner Club
- Cash desk: SLOTLOGIC-SRV
- From: 01.03.2018
- to: 15.03.2018
- Load button

Below the form is a table with the following columns: Club, Cash desk, Operation ID, Date, Operation Type, Cash amount, PTS amount, PTS price, Slot No, Player Id, Player, Card.

Club	Cash desk	Operation ID	Date	Operation Type	Cash amount	PTS amount	PTS price	Slot No	Player Id	Player	Card
Total					98661.56	-816.5					
BeOwner Club	SLOTLOGIC-SRV	1606	14.03.2018 15:34:21	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789
BeOwner Club	SLOTLOGIC-SRV	1605	14.03.2018 15:32:14	PTS -> Cashback	-200	-200	1		3	Petrov2	TE-ST-000789
BeOwner Club	SLOTLOGIC-SRV	1604	14.03.2018 15:30:19	PTS -> Cashback	-2,04	-102	0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1603	14.03.2018 15:25:27	PTS -> Cashback	-2,08	-104	0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1602	14.03.2018 15:05:42	Card out	-0,14		0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1601	14.03.2018 15:05:31	Card out	-500		0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1600	14.03.2018 15:05:24	PTS -> Cashback	-4,04	-202	0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1599	14.03.2018 14:59:03	PTS -> Cashback	-2	-100	0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1598	14.03.2018 14:57:51	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789
BeOwner Club	SLOTLOGIC-SRV	1597	14.03.2018 14:47:28	PTS -> Card	-0,14	-7	0,02		36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1596	14.03.2018 14:44:29	Card out	-500				36	Паламарчук	07-07-000777
BeOwner Club	SLOTLOGIC-SRV	1595	14.03.2018 14:43:26	Card in	2				3	Petrov2	TE-ST-000789
BeOwner Club	SLOTLOGIC-SRV	1594	14.03.2018 14:20:31	Card out	-30				3	Petrov2	TE-ST-000789
BeOwner Club	SLOTLOGIC-SRV	1593	14.03.2018 14:15:54	Reinforcement	100000						TE-ST-000002

Parameters	Description
------------	-------------

Club	Club name.
Cash desk	The name of the cashdesk where the operation was performed.
Operation ID	Unique operation number.
Date	Date and time of the operation.
Operation type	Type of the cashdesk operation.
Cash amount	The amount of the cash operation in the club currency.
PTS amount	The amount of PTS for operations with PTS.
PTS price	The price of PTS for operations with PTS.
Slot No	The number of the slot machine for operations on charging credits/ withdrawing credits.
Player ID	Player ID-number.
Player	The name of the player whose card was presented at the cashdesk for the operation.
Card	The card number which was presented at the cashdesk for the operation.
Commodity name	Название товара по операциям обмена PTS на товар или услугу (PTS to Commodity).
Z Shift	The number of the Z-shift at the cashdesk, during which the operation was performed.
Shift	The number of the shift at the cashdesk, during which the operation was performed.
Cashier №	The unique number of the cashier who performed the operation at the cashdesk.
Cashier name	The surname of the cashier who performed the operation at the cashdesk.
Operator №	The unique number of the operator who performed the operation on the slot.
Operator name	The surname of the operator who performed the operation on the slot.
Cancelled By	A mark about cancellation of operation (for canceled operations).
Date cancelled	Date and time of canceling the operation (for canceled operations).

Also in this form are available the standard filtering and searching data system:

Club	Cash desk	Operation ID	Date	Operation Type	Cash amount	PTS amount
Total					98661,56	-816,5

By clicking the  button, you can print a report on the paper (if the printer is connected to your computer) or save to your computer in **Excel**, **PDF** or **Word** format.

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Cash desk operations

Club	Cash desk	Operation ID	Date	Operation Type	Cash amount	PTS amount	PTS price	Slot No	Playe rid	Play er	Card	Commodity name	Z Shift	Shi ft	Cashi er №	Cashier Name	Operat or №	Operato r Name	Cancell ed By	Date cancelle d
Total					98661,56	-816,5														
BeO wner Club	SLOTLOGIC-SRV	1606	14.03.20 18 15:34:21	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789		109	299						
BeO wner Club	SLOTLOGIC-SRV	1605	14.03.20 18 15:32:14	PTS -> Cashback	-200	-200	1		3	Petrov2	TE-ST-000789		109	299						
BeO wner Club	SLOTLOGIC-SRV	1604	14.03.20 18 15:30:19	PTS -> Cashback	-2,04	-102	0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1603	14.03.20 18 15:25:27	PTS -> Cashback	-2,08	-104	0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1602	14.03.20 18 15:05:42	Card out	-0,14		0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1601	14.03.20 18 15:05:31	Card out	-500		0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1600	14.03.20 18 15:05:24	PTS -> Cashback	-4,04	-202	0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1599	14.03.20 18 14:59:03	PTS -> Cashback	-2	-100	0,02		36	Пана мартук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1598	14.03.20 18 14:57:51	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789		109	299						

7.8.8 Points charger history.

For viewing at the central office the information about PTS, accrued to players through the «Points charger» form. («Slots» → «Promotions» → «Points charger»), need to select in the main menu system «Slots» → «Central office» → «Points charger history» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need data.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. Click the «Load» button.

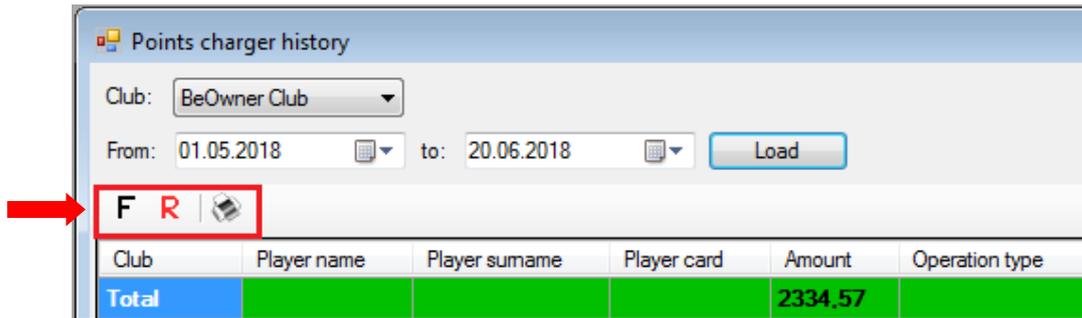
The loaded report will contain a list of players of the selected club and the amount of PTS charged to them in the context of operations. The top line, highlighted in green, displays the total value for the «Amount» column.

Club	Player name	Player surname	Player card	Amount	Operation type	Login	Date	Comment
Total				2334.57				
BeOwner Club	Марина	Середина	07-01-5	500	Points added	glammy	13.06.2018 13:18:45	
BeOwner Club	Марина	Середина	07-01-5	300	Points added	glammy	13.06.2018 13:17:59	
BeOwner Club	HZ	Bond	TE-ST-2	300	Cashback added	glammy	08.06.2018 10:38:27	
BeOwner Club	HZ	Bond	TE-ST-2	0.01	Points added	psholokhov	23.05.2018 14:07:12	
BeOwner Club	Сергей	Токарев	TE-ST-803	1234,56	Points added	psholokhov	22.05.2018 14:10:28	

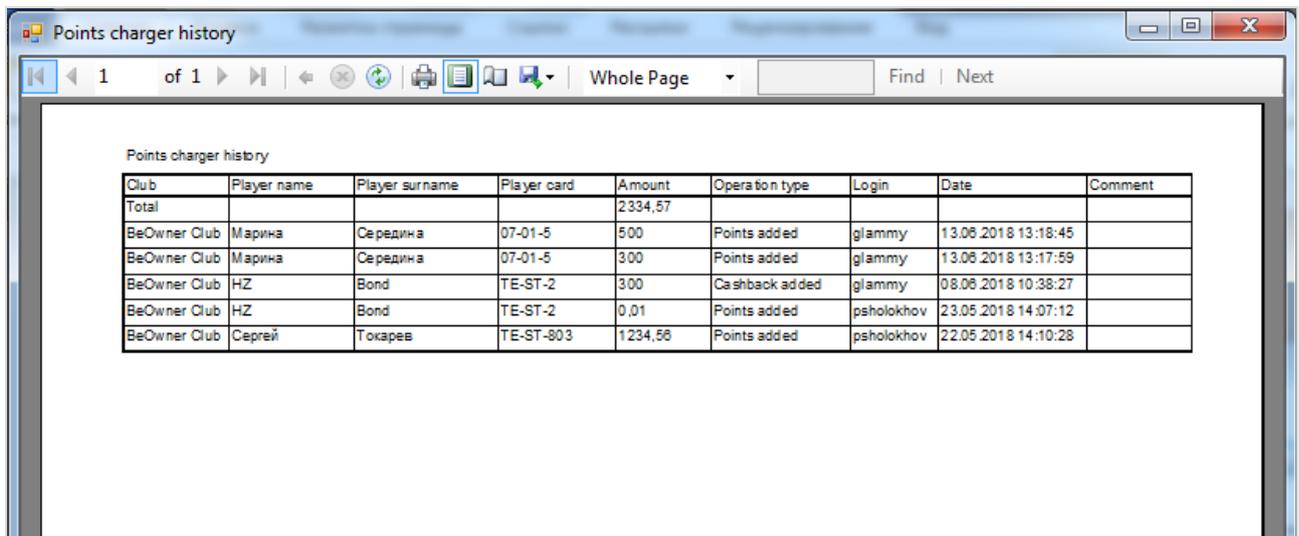
Parameters	Description
Club	Club name.
Player name	The name of the player to whom PTS were charged.
Player surname	The surname of the player to whom PTS were charged.
Player card	Player card number.
Amount	Amount of added/deleted PTS (+ added, – deleted).

Operation type	Type of the operation: <ul style="list-style-type: none"> • Points added – PTS was charged. • Points deleted – PTS was deleted. • Cashback added – cashback was charged. • Cash added – cash was credited to the card balance.
Login	The login of the user who performed the operation.
Date	Date and time of the operation.
Comment	A comment that was added during the operation.

Also in this form are available the standard filtering and searching data system:



By clicking the  button, you can print a report on the paper (if the printer is connected to your computer) or save to your computer in **Excel**, **PDF** or **Word** format.



7.8.9 Players' results report.

For viewing at the central office a report on players results on the clubs, need to select in the main menu system «Slots» → «Central office» → «Players results» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need the report. Select **All** if you want the report for all clubs.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. Click the «Load» button.

The loaded report will contain a list of players of the selected club and the results of their playing in the club. The top row, highlighted in **green**, displays the summary values for the columns.

Player Id	Status	Surname	Name	Middle name	Coin In	Coin Out	Result = Coin In - Coin Out	Handpay	Games played	PTS eamed
	Total				10320	8999952	-8989632	8999952	528	44452.1
1	Gold	Bond	HZ	1	0	4752480	-4752480	4752480	0	52.1
2	Silver	Baldwin	Alec		0	0	0	0	0	4800
3	Silver	Petrov2	Evgeny	Abramovich	336	1436976	-1436640	1436976	288	14736
36	Gold	Паламарчук	Евгений	A	9984	974496	-964512	974496	240	24864
81	Standart	Середина	Марина		0	1836000	-1836000	1836000	0	0

Parameters	Description
Player ID	Player ID-number.
Status	Player status.
Surname	Player surname.
Name	Player name.
Middle name	Player middle name.

Coin In	The amount of the player's bets on the game machines.
Coin Out	The amount of the player's winnings on the game machines.
Result	The result of the player in the club currency, calculated by the formula: Result = Coin In - Coin Out
Handpay	The cash amount that the player withdrew from the game machines through Handpay .
Games played	The number of games (spins) played by the player on the game machines.
PTS earned	The amount of PTS earned by the player.
PTS redeemed	The amount of PTS redeemed from the player's card.
Total PTS earned	The total amount of accumulated PTS (earnings + charged).
Total PTS redeemed	The total amount of PTS redeemed from the player's card.
PTS balance	The current PTS balance, calculated by the formula: PTS balance = Total PTS earned - Total PTS redeemed
Cash balance	Current cash balance of the player's card.

Also in this form are available the standard filtering and searching data system:

By clicking the  button, you can print a report on the paper (if the printer is connected to your computer) or save to your computer in **Excel**, **PDF** or **Word** format.

You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

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Players results report

Club: BeOwner Club

From: 01.03.2018 to: 31.03.2018 Load

Player Id	Status	Surname	Name	Middle name	Coin In	Coin Out	Result = Coin In - Coin Out	Handpay	Games played	PTS earned
Total					10320	8999952	-8989632	8999952	528	44452,1
1	Gold	Bond	HZ	1	0	4752480	-4752480	4752480	0	52,1
81	Standart	Середина	Марина		0	1836000	-1836000	1836000	0	0
3	Silver	Petrov2	Евгелу	Abramovich	336	1436976	-1436640	1436976	288	14736
36	Gold	Паламарчук	Евгений	A	9984	974496	-964512	974496	240	24864
2	Silver	Baldwin	Алес		0	0	0	0	0	4800

The data for each player can be detailed. To do this, double click the left mouse button in any cell in the string of the needed player, and then the form of the player's result for the selected period in the context of the gaming days and operations will open.

Players results report

Club: BeOwner Club

From: 01.03.2018 to: 31.03.2018 Load

Player Id	Status	Surname	Name	Middle name	Coin In	Coin Out	Result = Coin In - Coin Out	Handpay	Games played	PTS earned
Total					10320	8999952	-8989632	8999952	528	44452,1
1	Gold	Bond	HZ	1	0	4752480	-4752480	4752480	0	52,1
81	Standart	Середина	Марина		0	1836000	-1836000	1836000	0	0

Player results detalization

Club	Player Id	Status	Surname	Name	Middle name	Gaming day	Gaming day open	Gaming day close	Coin In	Coin Out	Result = Coin In - Coin Out
BeOwner Club	1	Gold	Bond	HZ	1	749	02.03.2018 12:01:40	03.03.2018 12:01:01	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	754	14.03.2018 12:01:36	15.03.2018 12:01:43	0	99010	-99010
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0

7.8.10 Cashback statistic.

For viewing at the central office a statistic on cashback earned and cashback redeemed in the clubs, need to select in the main menu system «Slots» → «Central office» → «Cashback statistic» and on the opened form to execute the following:

1. In the «Club» field from the drop-down list choose the club for which you need the report. Select **All** if you want the report for all clubs.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using the calendar to choose the starting date of the period.
3. In a «to:» field using the calendar to choose the end date of the period.
4. Click the «Load» button.

The screenshot shows a web form titled "Cashback statistic". At the top, there is a "Club:" dropdown menu with "BeOwner Club" selected. Below it are "From:" and "to:" date pickers with "01.03.2018" and "20.06.2018" respectively. A "Load" button is to the right of the "to:" field. Below the form fields are icons for "F", "R", and a printer icon. At the bottom, there is a table header with columns: "Player Id", "Status", "Surname", "Name", "Middle name", "Card", "Cashback earned", and "Cashback redeemed".

The loaded report will contain a list of players of the selected club and the amount of earned/redeemed cashback in the club currency. The top line, highlighted in **green**, shows the total values for the columns **Cashback earned** and **Cashback redeemed**.

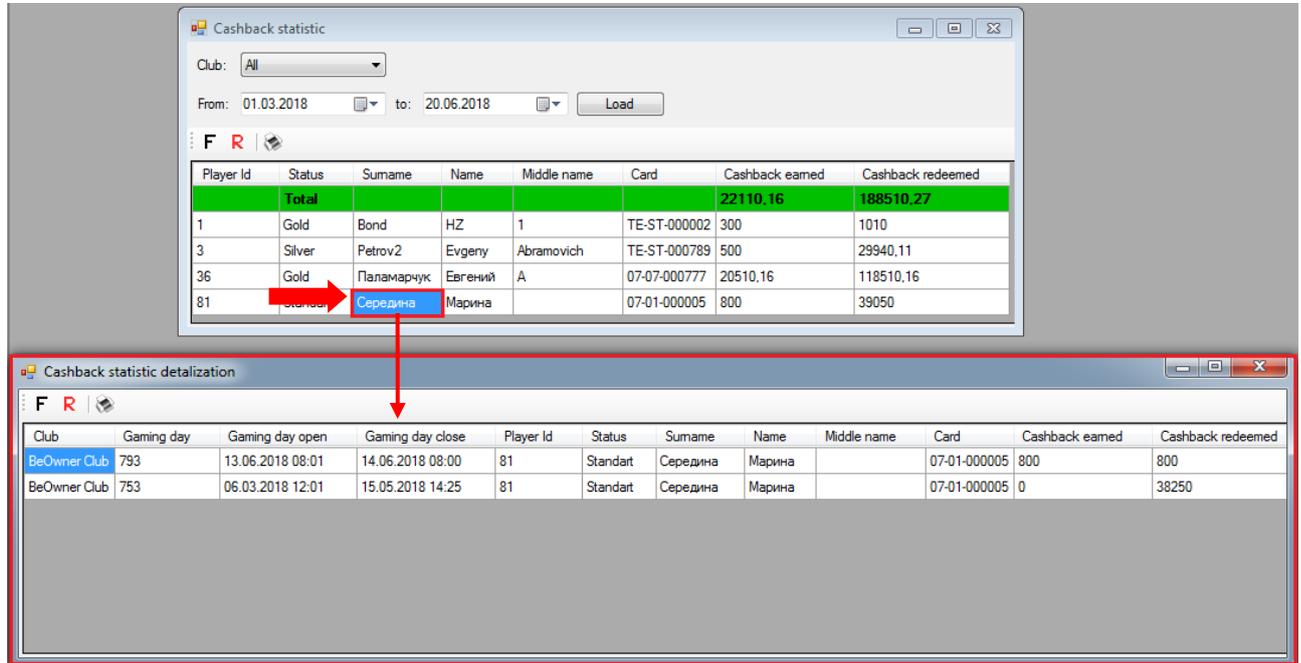
The screenshot shows the same "Cashback statistic" form, but now with data loaded in the table below. The top row is highlighted in green. The data is as follows:

Player Id	Status	Surname	Name	Middle name	Card	Cashback earned	Cashback redeemed
	Total					22110,16	188510,27
1	Gold	Bond	HZ	1	TE-ST-000002	300	1010
3	Silver	Petrov2	Evgeny	Abramovich	TE-ST-000789	500	29940,11
36	Gold	Паламарчук	Евгений	A	07-07-000777	20510,16	118510,16
81	Standart	Середина	Марина		07-01-000005	800	39050

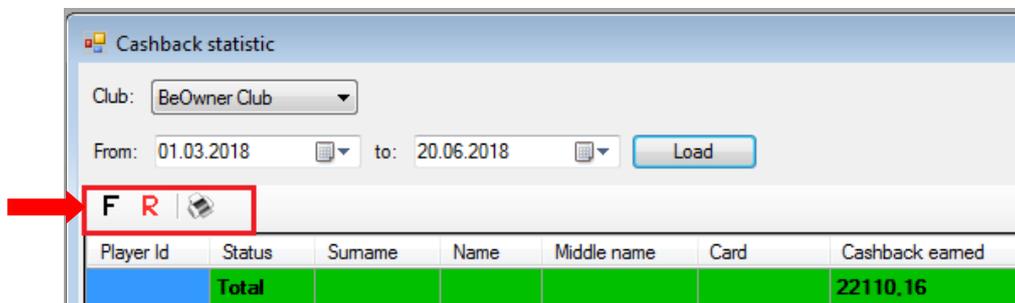
Parameters	Description
Player ID	Player ID-number.
Status	Player status.
Surname	Player surname.
Name	Player name.
Middle name	Player middle name.
Card	Player card number.

Cashback earned	The amount of cashback earned by the player.
Cashback redeemed	The amount of cashback redeemed by the player.

The data for each player can be detailed. To do this, double click the left mouse button in any cell in the string of the needed player, and then the form with data on the earned/redeemed cashbacks of the selected player for the selected period in the context of the gaming days will open.



Also in this form are available the standard filtering and searching data system:

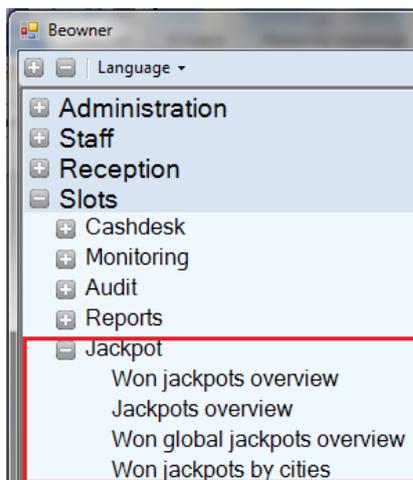


You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

By clicking the  button, you can print a report on the paper (if the printer is connected to your computer) or save to your computer in **Excel**, **PDF** or **Word** format.

7.9 «Mystery Jackpots» module.

In the menu «Slots» → «Jackpot» «Mystery Jackpots» implemented service settings and monitors all created Mystery jackpots.



Jackpot - is primarily advertising. It serves to maintain the interest of loyal customers and attract new players. Everyone wins a prize pool ever - certainly talk about it to their friends, thus adding to the number of potential customers.

Also, the service Jackpot displays the image of the club to a higher level, its presence indicates the reliability and stability of the club that gives the owner a significant competitive advantage. Since the presence of the played constantly prize pool is an added incentive for players and increases the potential attractiveness of the club as a whole. With flexible customization of policies lottery jackpot, it is possible to create the personal strategy to stimulate the players.

The system «SlotLogic» «Mystery Jackpots» with established service allows playing both local and global jackpots for any number and type of gaming machines connected to the system. In all cases the total Jackpot prize is formed from the deductions of certain percentage of all made bets.

In system «SlotLogic» it is possible to create and customize such types of Mystery Jackpots as Cash, Prize, Rain (Classic, Frozen), Hidden.

Mystery Jackpots	The prize type	The quantity of prizes	The Jackpot's features
Cash	Monetary	• 1 main prize	The classic progressive Jackpot.
Prize	Material	• 1 main prize	Any material prize is played.
Rain Classic	Monetary	• 1 main prize • 1 prize and more additional ones.	The unlimited amount of incentive prizes are played in addition to the main one. The prizes' sum is fixed.
Rain Frozen	Monetary	• 1 main prize	The prize's sum is fixed.
Hidden	Monetary	• 1 main prize	The initial (on the start) Jackpot's amount is hidden and unpredictable for the players before the start.

Also, the system «SlotLogic» contains the visualization module, allowing displaying information about the jackpots on the big screen of the club (more on this in Section [«Template editor» functionality»](#)).

Consider how to work with service «Mystery Jackpots» system «SlotLogic» in the following paragraphs of this subsection.

7.9.1 Jackpot overview form.

View and create new Mystery jackpots by using the form «**Jackpots overview form**», which is necessary to open the main menu, select from the system «**Slots**» → «**Jackpot**» → «**Jackpots overview**».

No	Type	Name	Started	Active	Scheduled	Global	%	Current	Min	Max	Modified	Md. count
19	Money	test_decimal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	9,35	20	40	20.11.2023 12:53:06	45
18	Prize	Prize2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9	5,59	10	40	13.11.2023 17:38:02	23
17	Prize	Prize	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	10	100	22.02.2023 12:42:59	4
16	Money	GlobalJP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0,03	22,97	30	40	22.02.2023 15:25:07	12
15	Money	hahahaha	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,33	22	40	60	27.11.2023 14:43:19	204
14	Money	test_videoservera	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	1	2	5	21.07.2023 15:43:08	31
13	Money	2_скрыт	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	2,1	2	3	12.05.2021 15:15:58	3
12	Money	скрыт в терминале	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	30	10	30	23.07.2021 17:18:52	16
11	Money	TestMystery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,6	30	50	51	19.12.2022 10:18:28	11
10	Hidden	Hidden	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	9	10	15	07.10.2021 17:40:29	1
9	Prize	PRIZE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1	4	10	11	05.10.2021 16:01:30	5

This form contains a table that displays the following parameters in the system already places Mystery jackpots:

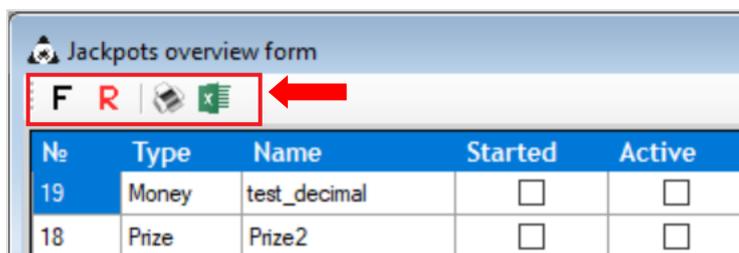
Options	Description
№	Serial number of the jackpot. This number is informative and is created automatically when you create a new jackpot.
Type	Jackpot type (Money, Prize, Hidden, Rain)
Name	Name any convenient jackpot.
Started	If the Started tick box is checked and the Active tick box is unchecked, the jackpot will run on a scheduled basis. If both ticks are checked, the jackpot is currently running.
Active	If the tick is present, then the moment we are drawing this jackpot.
Scheduled	If the tick is present, the launching/stopping of the presented jackpot are carried out automatically on the schedule. <i>Note: The launching and stopping on auto-schedule are only available for local jackpots.</i>
Global	If the tick is present - it is a global jackpot. <i>Note: Create/Edit global jackpots done on a central server (more on this in Section «Creating a Global Jackpot»).</i>
%	Percentage of contributions to the jackpot with each bid.
Current	The current accumulated value of the jackpot.
Min	The minimum value of the jackpot, which may fall into the unit.
Max	The maximum value of the jackpot, which may fall into the unit.
Modified	The date and time of the last jackpot change.

Md. count	The number of times the jackpot changes.
Template	This column displays the name of the template that is used to display this jackpot on the big screen. <i>Note: See more about the displaying settings of the templates Mystery Jackpots by videosever in «Setting videosever for the jackpots service».</i>

For editing the previously created jackpot, you need the appropriate row double-click the left mouse button, and then open the form to change its parameters.

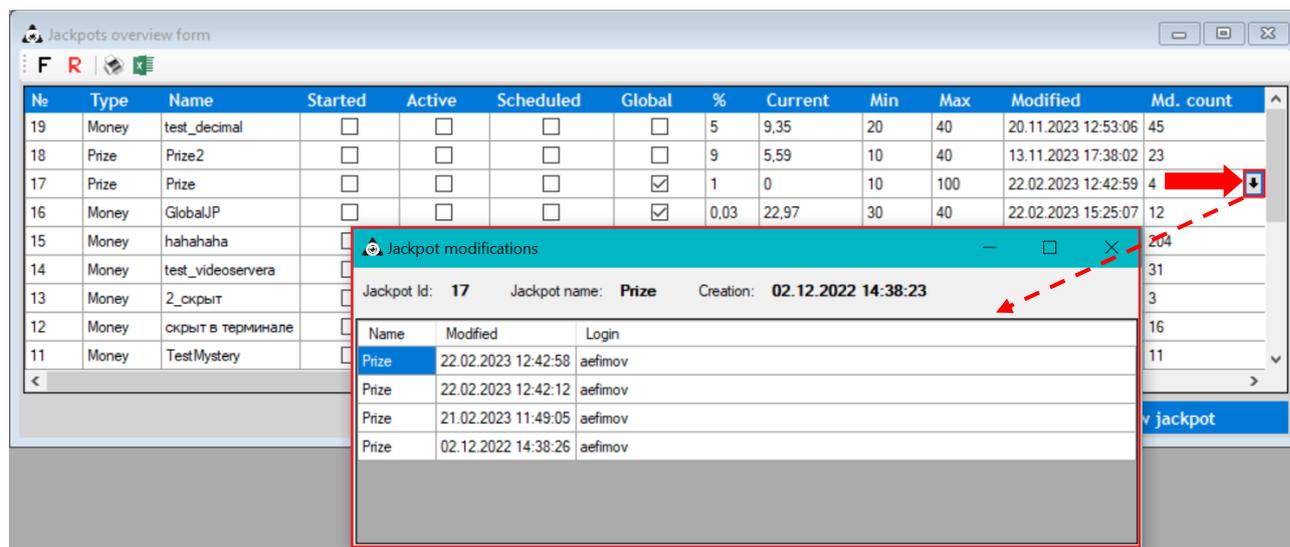
To create a new jackpot you need to use the button **New jackpot**.

Also in the form of a standard operating system filtering, searching, printing and exporting data:



To edit a previously created jackpot, it is necessary to click twice with the left mouse button on the corresponding line, after that a form for changing its parameters will open.

In the same form it is possible to track all changes of jackpot parameters performed by the system users. To do this, in the row of any of the jackpots put the cursor over the cell of the column «Md. count» and click on the icon  that appears. As a result, the form «**Jackpot modifications**» will open, where the history of all changes of the selected jackpot will be displayed.

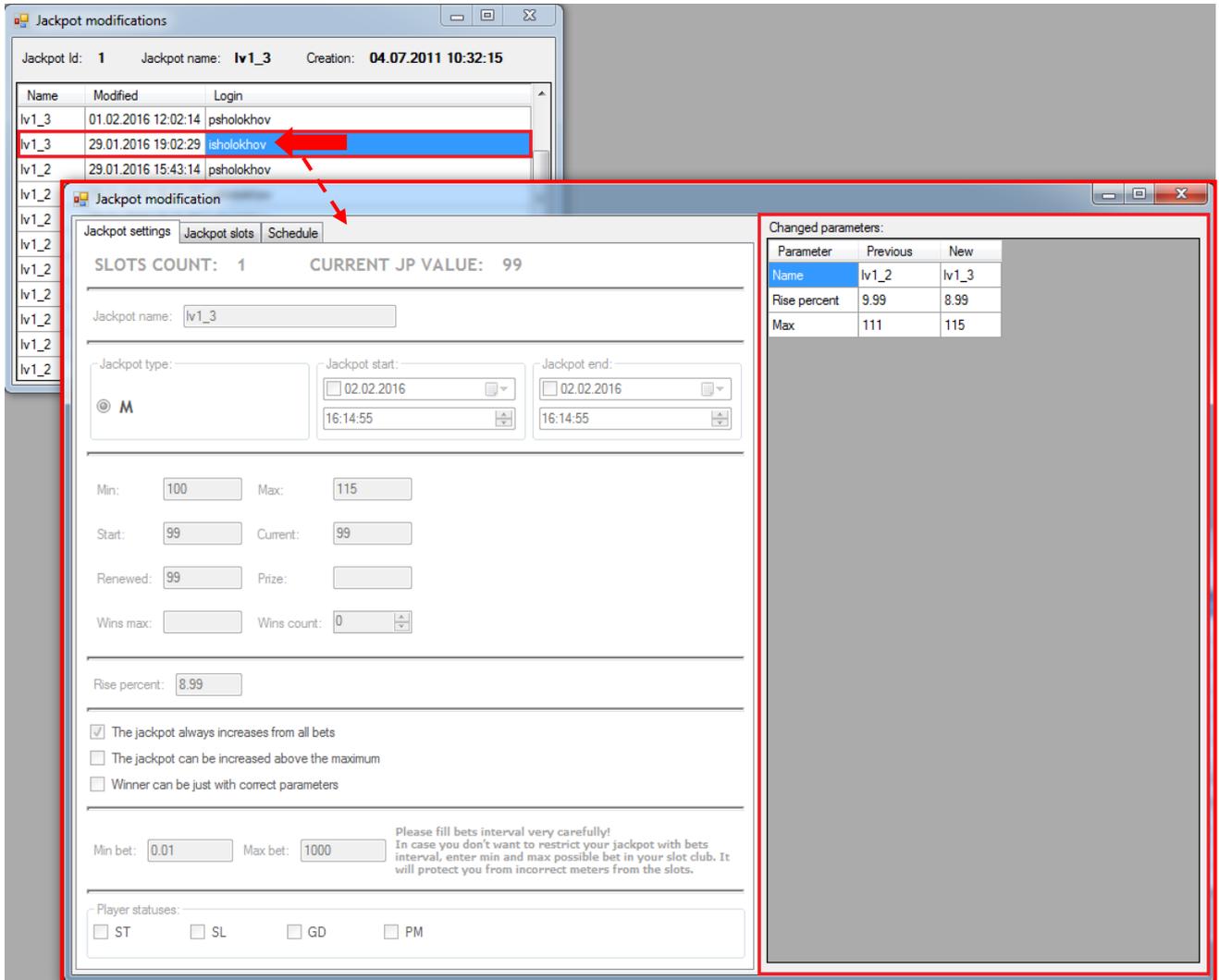


The «**Jackpot modifications**» form contains the following information:

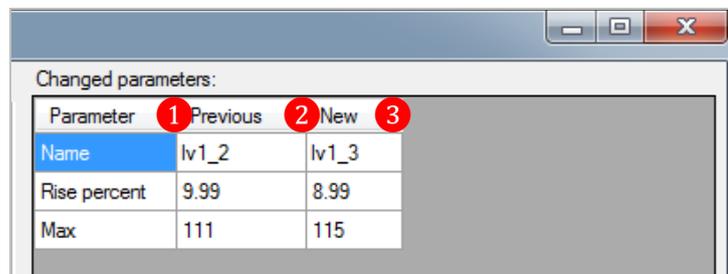
Parameters	Description
Jackpot Id	Id-number of the jackpot in the system
Jackpot name	Jackpot name
Creation	Date and time of jackpot creation in the system
Table	

Name	Jackpot name
Modified	Date and time of change of jackpot parameters
Login	Login of the user who made the changes

A double click of the left mouse button opens the form of jackpot parameters detailing the changes made by the user during its editing.



For the general Jackpot settings tab, the changes are displayed in the right window «**Changed parameters**» as a list of parameters that have been changed:



1. **Parameter** – the name of the modified jackpot parameter
2. **Previous** – the previous value of the jackpot parameter.
3. **New** – the new jackpot parameter value.

For the Jackpot slots tab the changes are displayed in the right window «**Changed slots**» as a list of slots that have been added or deleted by the user.

Number 1	Address 2	Producer 3	Status 4
0005	8:7	Alfa Street	Removed
0006	8:6	Alfa Street	Removed
0001	6:1	Novomatic	Added
0002	6:2	Novomatic	Added

- 1. Number** – the slot number.
- 2. Address** – the slot SMIB address.
- 3. Producer** – the slot device manufacturer.
- 4. Status (Removed/Added)** – the status of the device (Removed from the list / Added to the list).

For the Automated Jackpot Schedule (Schedule) parameter tab, changes are displayed in the right-hand «**Changed parameters**» window as a list of parameters that have been changed by the user.

Parameter 1	Previous 2	New 3
Saturday	Yes	No
Sunday	Yes	No
Monday	No	Yes
Tuesday	No	Yes
Day 21	No	Yes
Day 20	No	Yes
Day 19	No	Yes
Day 18	No	Yes

- 1. Parameter** – the name of the modified schedule parameter.
- 2. Previous (Yes / No)** – the previous value of the parameter (Selected / Cancelled).
- 3. New (Yes / No)** – the new value of the parameter (Selected / Cancelled).

To close the forms of viewing the history of changes in the jackpot parameters it is necessary to press the  button located in the upper right corner of the windows.

Parameter	Previous	New
Name	lv1_2	lv1_3
Rise percent	9.99	8.99
Max	111	115

7.9.2 The setting of monetary and prize Jackpots.

For creating and configuring the monetary and prize Jackpots, it is necessary to do the following:

- 1. Jackpots overview form** is carried out on pressing the button .

No	Type	Name	Started	Active	Scheduled	Global	%	Current	Min	Max	Modified	Md
19	Money	test_decimal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	9,35	20	40	20.11.2023 12:53:06	45
18	Prize	Prize2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9	5,59	10	40	13.11.2023 17:38:02	23
17	Prize	Prize	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	10	100	22.02.2023 12:42:59	4
16	Money	GlobalJP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0,03	22,97	30	40	22.02.2023 15:25:07	12
15	Money	hahahaha	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,33	22	40	60	27.11.2023 14:43:19	204
14	Money	test_videoservera	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	1	2	5	21.07.2023 15:43:08	31
13	Money	2_скрыт	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	2,1	2	3	12.05.2021 15:15:58	3
12	Money	скрыт в терминале	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	30	10	30	23.07.2021 17:18:52	16
11	Money	TestMystery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,6	30	50	51	19.12.2022 10:18:28	11

2. Form opens «**Jackpot settings**», includes bookmark «**Jackpot settings**», containing options for configuring the jackpot and inset «**Jackpot slots**» combo slot machines club. The settings on the inset «**Schedule**» are performed in case it is necessary to specify auto-start on schedule for the presented jackpot.

Jackpot settings

START Inactive Scheduled

Jackpot settings | Jackpot slots | Schedule

1 SLOTS COUNT: 0 2 TOTAL HIT COUNT: 0 3 CURRENT JP VALUE: 0

4 Jackpot name: Test Money Playing slots: 1 5 All Jackpot 6

7 Jackpot type: Money Hidden Prize Rain

8 Hit settings: Min. spins count: 1 9 Min. bets amount: 50

10 Min: 100 Max: 1000 11

12 Current: 1

13 Renewed: 1 Prize: 14

15 Wins max: 10 Wins count: 0 16

17 Rise percent: 1,00

18 The jackpot always increases from all bets The jackpot is hidden in the terminal
 The jackpot can be increased above the maximum
 Winner can be just with correct parameters

19 Min bet: 1 Max bet: 500 Please fill bets interval very carefully!
 In case you don't want to restrict your jackpot with bets interval, enter min and max possible bet in your slot club. It will protect you from incorrect meters from the slots.

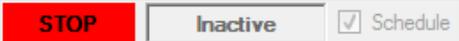
20 Players conditions:
 Status: ST SL GD PM
 Sex: All Male Female
 Age: - Birthday

Apply

To configure the **monetary** and **prize** Jackpots using the following parameters:

№	Options	Description
1	Slots Count	Number of slot machines, which will be played jackpot. Slot machines are selected on the tab « Jackpot slots ». Devices that are not specified in the settings of the jackpot will not be included in the drawing.
2	Total Hit Count	Number fallout jackpot since its inception in the system. Filled from the system and changes automatically. If the jackpot previously dropped 7 times, it will be indicated by 7.
3	Current JP Value	The current value of the jackpot in the club currency, which changes automatically during the draw and can also be changed manually (see № 12).
4	Jackpot name	Any convenient name of a jackpot.
5	Playing slots	In this field specifies the minimum number of gaming slot machines required to hit the jackpot (min. 1).
6	All/Jackpot	<p>You must select one of the items:</p> <ul style="list-style-type: none"> • If «All» is selected, then the jackpot prize fund will be accumulated from the bets on all (active) slots in the club. • If the «Jackpot» option is selected, then the jackpot prize fund will be accumulated only from the bets on the slots selected on the «Jackpot slots» tab.
7	Jackpot type	<ul style="list-style-type: none"> • If the type is «Money», then on the plasma screen will be «cool» and the odometer on a roll will indicate the amount of the jackpot, the jackpot component. • If the type is «Prize», then on the plasma screen will indicate the name of the prize (see № 12), and a roll of the jackpot prize will display the name and number of the unit. <p><i>Note: The jackpot type is specified only when a new jackpot is created and it can not be changed in the future.</i></p>
8	Min. spins count	The minimum number of spins (games) that a player must make on the slot in order for the jackpot to hit (not less than 1 spin).
9	Min. bets amount	<p>The minimum amount of bets (in the currency of the club) to which the player must play on the machine for the jackpot to hit (not less than 1).</p> <p>If the value is «Min. bets amount» is not set, then the jackpot hit does not depend on the amount of the player's bets.</p>
10	Min	The minimum value below which a jackpot can not occur.
11	Max	The maximum value above which a jackpot can not occur.
12	Current	The current value of the jackpot in the club currency. For convenience, this value is duplicated in the top of the form (see № 3).
13	Renewed	The value that the jackpot will start at 2nd, 3rd, etc. starts.
14	Prize	The prize's title. Specify only when the type of jackpot « Prize ». When slot jackpot on a plasma screen will display the prize

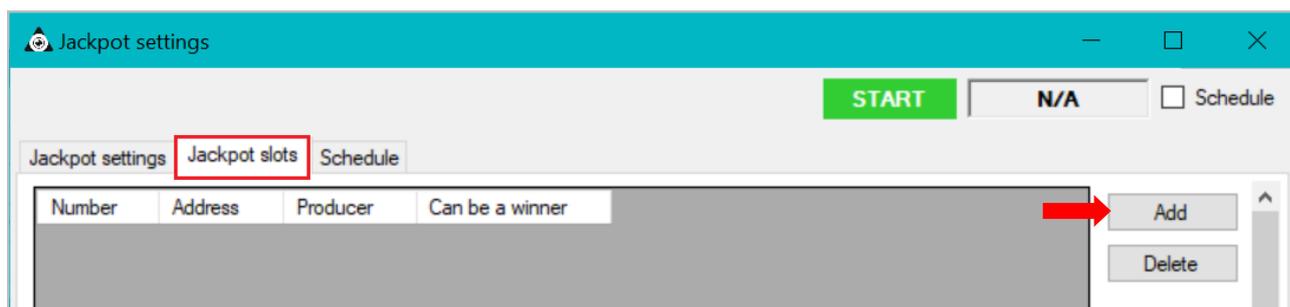
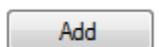
		specified in this field.
15	Wins max	<p>Number fallout jackpot after which it stops, i.e. becomes inactive (see № 21).</p> <p>If the parameter Wins maximum is not specified, the number of getting is unlimited.</p> <p><i>Note: The presented operation is unavailable in case the auto-start is on (see № 22). The number of getting a jackpot is set on the inset «Schedule».</i></p>
16	Wins count	<p>Related to the parameter Wins max. It shows how many times the jackpot was won within a predetermined amount of times.</p> <p>If the Wins max value is not specified, Wins count will not be shown.</p>
17	Rize percent	<p>Deductions to the jackpot with each bid (more than 0, but not more than 10.00).</p> <p>For example, if you specify 0.5, with a rate of 700 dollars, the jackpot will be deducted 3 dollars 50 cents.</p>
18	The jackpot always increases from all bets / The jackpot can be increased above the maximum / Winner can be just with correct parameters / The jackpot is hidden in the terminal	<p>✓ If the checkbox is ticked in the line «The jackpot always increases from all bets», then contributions to the jackpot will occur in any case, regardless of the player`s conditions (see №20) and a range of rates (see № 19). If the tick is omitted, the jackpot`s accrual will be calculated from the players` bets with set conditions (see № 20).</p> <p>✓ If the tick is present in the line «The jackpot can be increased above the maximum», then the jackpot can theoretically continue to grow beyond the maximum value, if the parameters for its loss are not suitable. If the check box is not installed, the jackpot just stops and waits when someone will bet with the necessary parameters (status of the player, the range of rates).</p> <p>✓ If the checkbox is ticked in the line «Winner can be just with correct parameters», then the jackpot can only occur with certain players parameters specified the «Players conditions» option (see № 20) and / or a range of rates (see № 19).</p> <p>✓ If the «The jackpot is hidden in the terminal» box is ticked, the jackpot draw information will not be displayed in the club terminal.</p>
19	Min bet / Max bet	<p>The range of bets, which may fall within the jackpot (in the club currency). You must set the minimum and maximum bets.</p> <p><i>Attention! Please fill bets interval very carefully. In case you do not want to restrict your jackpot with bets interval, enter min and max possible bet in your slot club. It will protect you from incorrect meters from the slots.</i></p>
20	Players conditions	<p>The tick boxes are used to mark the required parameters of the players who may be hit by the jackpot and from whose cards the jackpot deductions will be made.</p> <ul style="list-style-type: none"> • Status - statuses of the club players (bonus cards).

		<ul style="list-style-type: none"> • Sex - gender of players. • Age - age interval «from» and «to» inclusive. • Birthday - if ticked, the jackpot can fall only to the player who currently has a birthday. <p>If set to «The jackpot always increases from all bets», then the charges will be made in the jackpot, excluding the player conditions.</p>
21	Start / Stop	<p>The button for starting/stopping the jackpot.</p> <ul style="list-style-type: none"> • If the jackpot is started (the button START is pressed), the status «Active» will be present, means that the jackpot is playing for the current moment.  <ul style="list-style-type: none"> • If the jackpot is stopped (the button STOP is pressed), the status «Inactive» is present, means that the jackpot is not playing at this moment.  <ul style="list-style-type: none"> • If the button START is pressed and the status «Inactive» is present, means that the jackpot is started and will be run automatically by a system, according to the schedule on the inset «Schedule». 
22	Schedule	<p>Enabling/disabling the auto-schedule for a jackpot.</p> <ul style="list-style-type: none"> • If the tick is present and the jackpot is started (the button START is pressed), then it starts and stops automatically, according to the schedule on the inset «Schedule» (see more in «Setting the auto-schedule for a jackpot»). • If the tick is omitted, the auto-schedule is off. The starting and stopping of a jackpot are performed manually, using the buttons START and STOP relatively (see № 21).

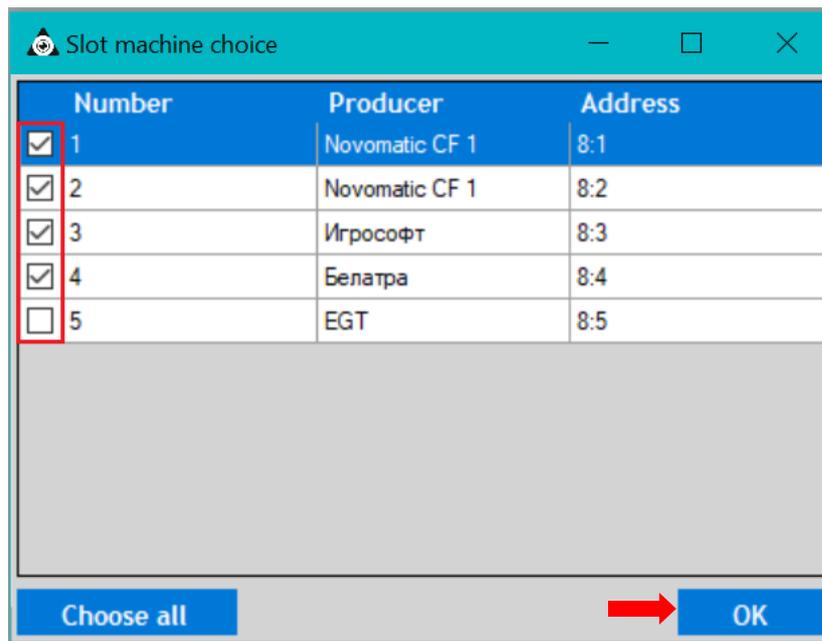
Selection of slot machines for the Jackpot.

After setting jackpot slot machines to choose on which it will be played. For performing it, do the following:

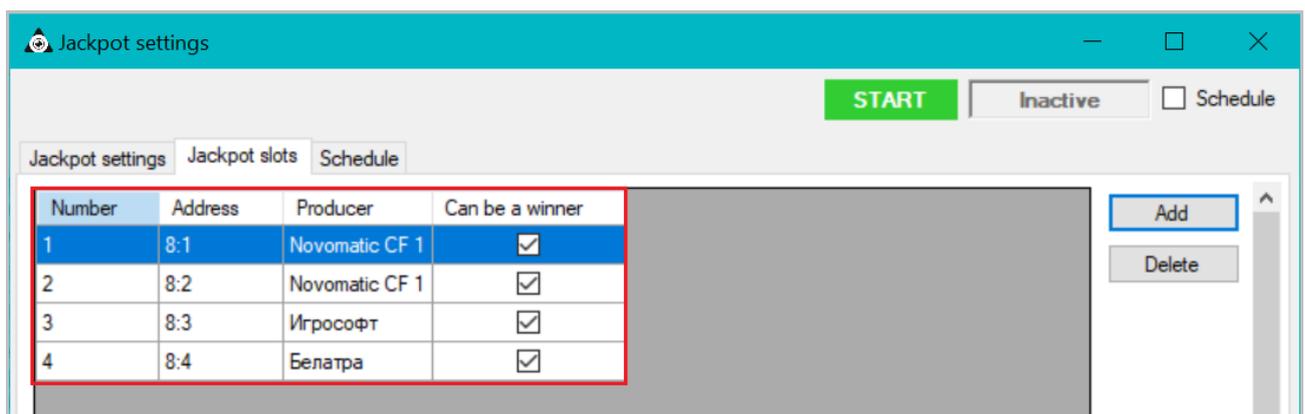
1. On the form settings jackpot go to the tab «**Jackpot slots**» and press on the button



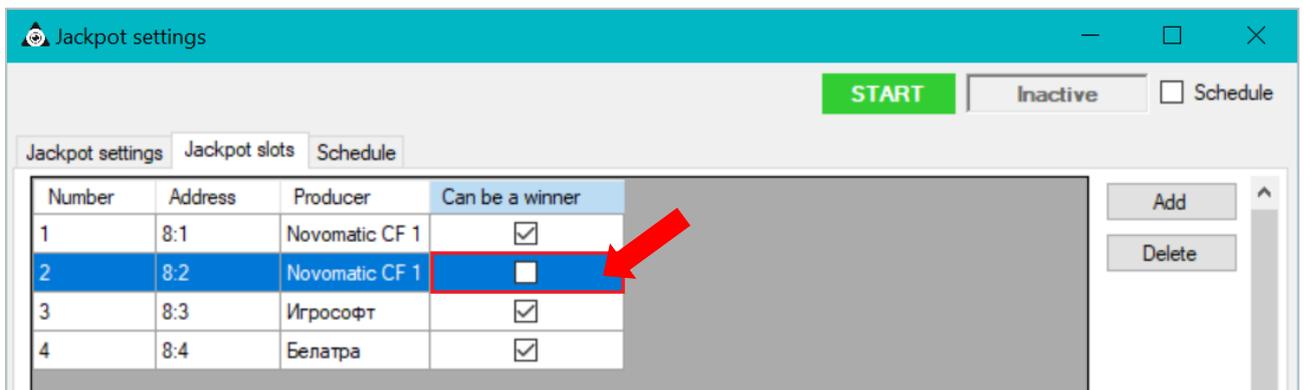
2. In the form «Slot machine choice» list of devices select the desired devices by checking (or press **Choose all** if you want to select all units), and click on the button **OK**.



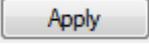
Selected devices are appearing in the list on the tab.



Please note that the «Can be a winner» column is already ticked by default - this means that the jackpot can be hit on these machines. If you want to disable the jackpot on any machines, then uncheck the corresponding boxes. In this case on these machines the jackpot will be accumulated from the bets made, but will never fall out.



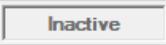
In case you want to remove from the list any machine, you need to select it by double-clicking the left mouse button on any cell in the row, and click on the button .

After setting up all the necessary parameters for a new jackpot (or edited a previously created), you need to save it, click on the button  at the bottom of the form.

After creating the Jackpot, it is possible to create templates for its visualization on the screen of Jackpots (more on this section in [«"Template editor" functionality»](#)).

See more on settings of displaying the jackpots' templates Mystery Jackpots in «Setting videosever for the jackpot service».

The starting/stopping of jackpots are carried out by pressing the buttons  and  relatively on the form of jackpots settings:

Press for starting a jackpot   

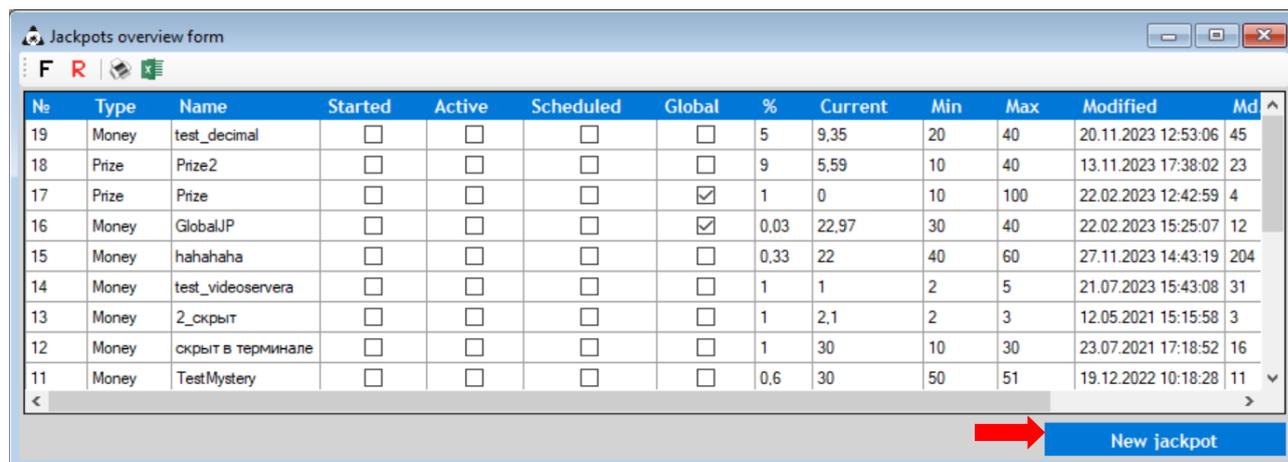
Press for a jackpot to stop   

For auto-starting/auto-stopping, it is necessary to specify and turn on the schedule (see more in [«Setting the auto-schedule for a jackpot»](#)).

7.9.3 The setting of Rain Classic / Rain Frozen Jackpot.

For creating and configuring the **Rain Classic** or **Rain Frozen** Jackpot, it is necessary to do the following:

1. On **Jackpots review form**, press the button .



2. The «**Jackpot settings**» will be opened, including the form «**Jackpot settings**» with the parameters for setting the Jackpot and form «**Jackpot slots**» with the list of slot machines within the club. The settings on the inset «**Schedule**» are performed in case it is necessary to specify the auto-start for the jackpot, according to the schedule.

For the setting of the **Rain Classic / Rain Frozen** Jackpot, the following parameters are used:

№	Parameters	Description
1	Slots Count	The quantity of slot machines, on which the Jackpot will be played. The slot machines are selected from the tab «Slot machines». The devices that are not specified in the Jackpot settings will not be taken into account on playing the Jackpot.
2	Total Hit Count	Total jackpot times since its inception in the system. Filled from the system and changes automatically. If the Jackpot was taken 7 times earlier, the number 7 will be indicated.
3	Current JP Value	The current value of a Jackpot in the club currency, which is adjusted automatically during the draw, and could also be

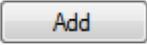
		changed manually (see № 18).
4	Jackpot name	Any convenient name for a Jackpot.
5	Playing slots	In this field specifies the minimum number of gaming slot machines required to hit the jackpot (min. 1).
6	All/Jackpot	<p>You must select one of the items:</p> <ul style="list-style-type: none"> • If «All» is selected, then the jackpot prize fund will be accumulated from the bets on all (active) slots in the club. • If the «Jackpot» option is selected, then the jackpot prize fund will be accumulated only from the bets on the slots selected on the «Jackpot slots» tab.
7	Jackpot type	<p>It is necessary to pick the «Rain», in that case the Jackpot includes one main prize and several incentive.</p> <p><i>Note: The jackpot type is specified only when a new jackpot is created and it can not be changed in the future.</i></p>
8	Min. spins count	The minimum number of spins (games) that a player must make on the slot in order for the jackpot to hit (not less than 1 spin).
9	Min. bets amount	<p>The minimum amount of bets (in the currency of the club) to which the player must play on the machine for the jackpot to hit (not less than 1).</p> <p>If the value is «Min. bets amount» is not set, then the jackpot hit does not depend on the amount of the player's bets.</p>
10	Fix amount	A fixed amount of Jackpot's main prize (in the club currency).
11	Rain Type	<p>The type of Rain jackpot (set a tick for choosing).</p> <ul style="list-style-type: none"> • Classic – the jackpot with 1 main prize and 1 or more additional prizes. The sum of prizes is fixed. • Frozen – the jackpot with one fixed prize.
12	Extra amount (for Rain Classic)	The amount of incentive (optional) Jackpot prize.
13	Extra slots (for Rain Classic)	The quantity of slot machines, which may gain the optional Jackpot prizes. It is specified with the build-in cell arrow keys.
14	Total extra (for Rain Classic)	<p>The total sum of additional prizes.</p> <p>Total extra = Extra amount * Extra slots</p>
15	Bets period (for Rain Classic)	<p>The period format of time – h./min./sec.</p> <p>After the gaining of a main Jackpot prize, the system will automatically determine the winners of additional prizes, which rates were made at a given period of time before the main Jackpot prize was gained. The closer the betting time was made to the gained main prize, the greater the chance for winning extra prizes.</p> <p><i>Example: Bets period = 0:00:20 –that means that the additional prizes will be raffled among the players, whose bets were made 20 seconds before the winning of a main Jackpot prize.</i></p>

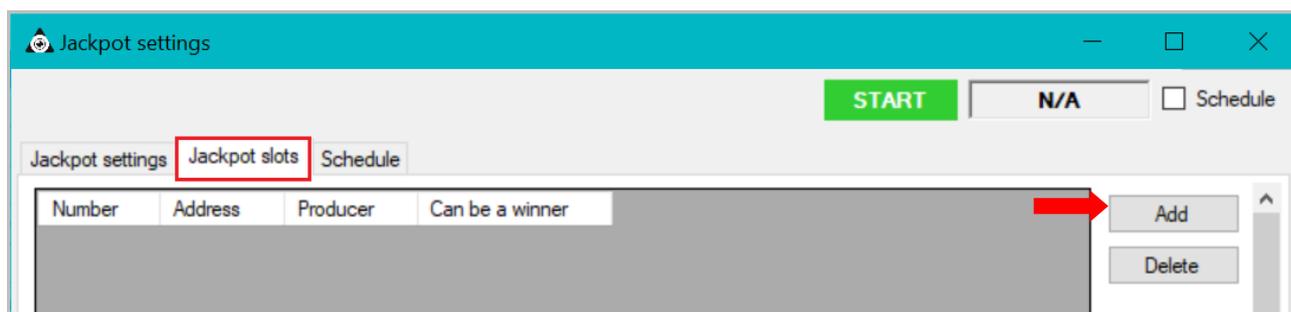
16	Min amount <i>(for Rain Classic)</i>	The minimum amount of a jackpot (is calculated automatically). <i>Min amount = Fix amount + Total extra</i> <i>Min amount ≤ Max amount</i>
	Min amount <i>(for Rain Frozen)</i>	The minimum amount of a jackpot, considering the conditions: <i>Min amount ≥ Fix amount</i> <i>Min amount ≤ Max amount</i>
17	Max amount <i>(for Rain Classic)</i>	The maximum amount of a jackpot, to which it can be collected. Should consider the following: <i>Max amount ≥ Min amount</i>
	Max amount <i>(for Rain Frozen)</i>	The maximum amount of a jackpot, to which it can be collected. Should consider the following: <i>Max amount ≥ Fix amount</i> <i>Max amount ≥ Min amount</i>
18	Current value	The current value of a Jackpot, which is changed automatically during the draw. It can also be specified manually. At the beginning, the Jackpot will start from 0 or a specified number in a cell, and in subsequent playing – with the remaining pending sum of the previous Jackpot plus the « Renewed value » (see № 19). The value « Current Value » is duplicated at the top of the form for convenience (see № 3).
19	Renewed value	The sum of subsequent Jackpot start, which will be automatically added to the remained pending sum of a previous Jackpot, i.e on next Jackpot start the initial value is Current value ≥ Renewed value . <i>Example: Renewed value = 50,</i> <i>The remained pending value = 164 – that means, that the initial value of Jackpot's Current value, starting next, will be 214 (164 + 50).</i>
20	Wins maximum	The number of gaining the jackpot when it stops, i.e. being inactive (see № 26). If the parameter Wins maximum is not specified, the number of gaining is unlimited. <i>Note: The presented operation is unavailable in case the auto-start on the schedule is on (see № 26). The number of getting a jackpot is specified on the inset «Schedule».</i>
21	Wins count	Related to the parameter Wins max . It shows how many times the jackpot was won within a predetermined amount of times. If the Wins max value is not specified, Wins count will not be shown.
22	Rise percent	The percent of contribution to the Jackpot within every bet (more than 0, but not more than 10.00). For instance, if it is specified 10.00, then with a bet of 5\$ the Jackpot will be deducted on 0.5\$.
23	The jackpot always increases from all bets /	✓ If the mark is set on « The jackpot always increases from all bets », then the Jackpot contribution and winning the Jackpot

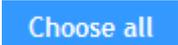
	<p>Winner can be just with correct parameters / The jackpot is hidden in the terminal</p>	<p>prizes will be made regardless of a player's conditions (see № 25) and the range of rates (see № 24). If the tick is omitted, the jackpot accrual can be carried out from the player's bets with conditions (see № 25).</p> <p>✓ If the tick is set on a string «Winner can be just with correct parameters», then the Jackpot contribution will occur in any case, but only the player with the specified parameters can gain the main Jackpot prize:</p> <ul style="list-style-type: none"> - The range of bets (see № 24); - and (or) the player's parameters (see № 25). <p>Any players can win the Jackpot's main prizes, regardless of their status and bet rates.</p> <p>✓ If the «The jackpot is hidden in the terminal» box is ticked, the jackpot draw information will not be displayed in the club terminal.</p>
<p>24</p>	<p>Min bet / Max bet</p>	<p>The range of bets, accumulating the Jackpot win (in the club currency). You must set the minimum and maximum bets.</p> <p><i>Attention! Please fill bets interval very carefully. In case you do not want to restrict your jackpot with bets interval, enter min and max possible bet in your slot club. It will protect you from incorrect meters from the slots.</i></p>
<p>25</p>	<p>Players conditions</p>	<p>The tick boxes are used to mark the required parameters of the players who may be hit by the jackpot and from whose cards the jackpot deductions will be made.</p> <ul style="list-style-type: none"> • Status - statuses of the club players (bonus cards). • Sex - gender of players. • Age - age interval «from» and «to» inclusive. • Birthday - if ticked, the jackpot can fall only to the player who currently has a birthday. <p>✓ If the parameter «The jackpot always increases from all bets» is set, then the contribution to the Jackpot sum and the Jackpot's prize will be made regardless of the player's status.</p> <p>✓ If the parameters «The jackpot always increases from all bets» and «Winner can be just with correct parameters» are set, then the contributions to the Jackpot will also be carried out regardless of the player's status, but only the player with a given status can win the Jackpot's main prize.</p>
<p>26</p>	<p>Start / Stop</p>	<p>The button for starting/stopping the jackpot.</p> <ul style="list-style-type: none"> • If the jackpot is started (the button START is pressed), the status «Active» will be present, means that the jackpot is playing for the current moment. <div style="text-align: center;">  </div> <ul style="list-style-type: none"> • If the jackpot is stopped (the button STOP is pressed), the status «Inactive» is present, means that the jackpot is not playing at this moment.

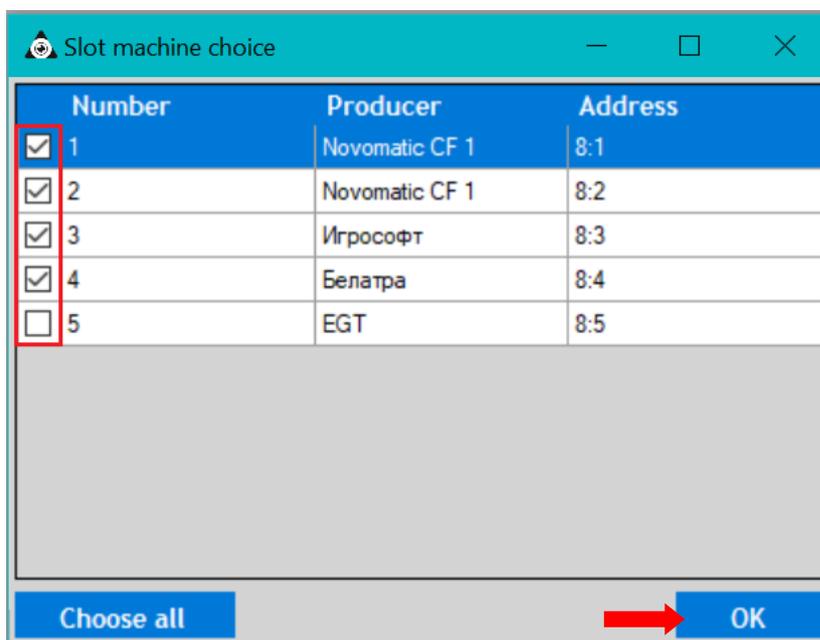
		 <ul style="list-style-type: none"> • If the button START is pressed and the status «Inactive» is present, means that the jackpot is started and will be run automatically by a system, according to the schedule on the inset «Schedule».
27	Schedule	 <p>Enabling/disabling the auto-schedule for a jackpot.</p> <ul style="list-style-type: none"> • If the tick is present and the jackpot is started (the button START is pressed), then it starts and stops automatically, according to the schedule on the inset «Schedule». (see more in «Setting the auto-schedule for a jackpot»). • If the tick is omitted, the auto-schedule is off. The starting and stopping of a jackpot are carried out manually, using the buttons START and STOP relatively (see № 26).

Selection of slot machines for the Jackpot.

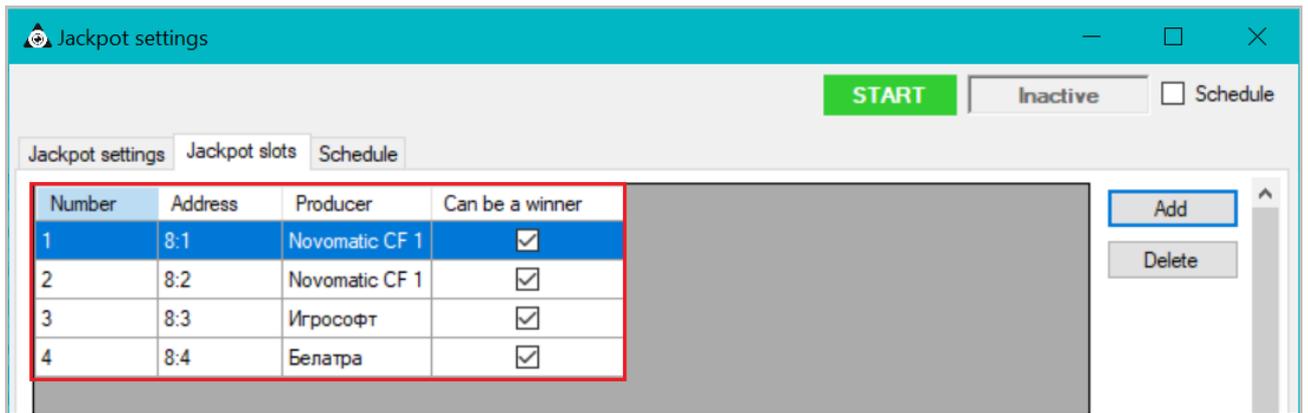
1. On setting the Jackpot parameters, it is necessary to choose the slot machines which will play the Jackpot. To make it possible, go to the tab «**Jackpot Slots**» and press the button .



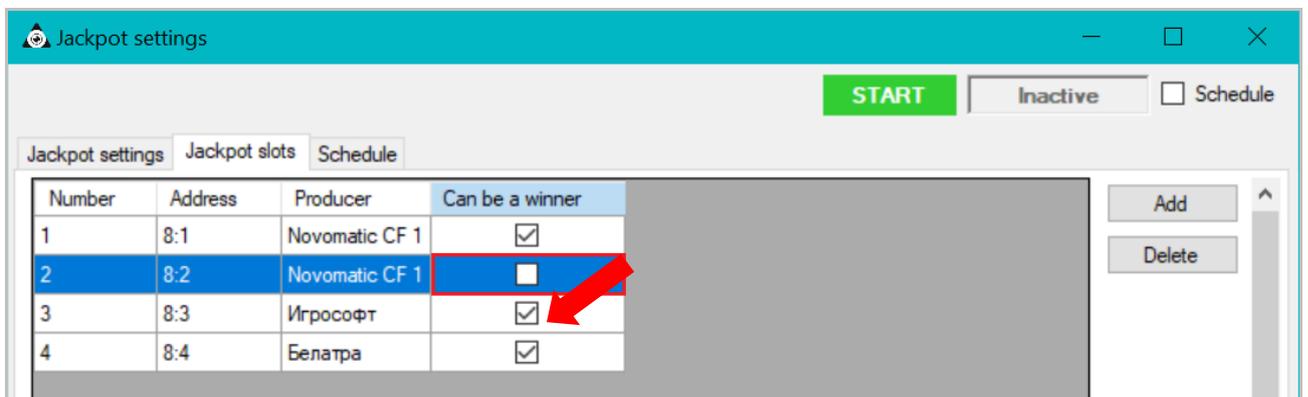
2. In the opened form «**Slot machine choice**» select the desired devices, pressing on tick mark (or pressing the button  for choosing all slots), and press the button .



The selected machines will be displayed on the tab list.



Please note that the «**Can be a winner**» column is already ticked by default - this means that the jackpot can be hit on these machines. If you want to disable the jackpot on any machines, then uncheck the corresponding boxes. In this case on these machines the jackpot will be accumulated from the bets made, but will never fall out.



For removing the machine from the list, it is needed to select it by double-clicking the left mouse button on any cell and press .

When the setting (or editing) of all the necessary parameters of Rain Jackpot are made, for saving the form press the button , located at the bottom of the form.

After creating the Jackpot, it is possible to create the templates for its visualization on the screen of Jackpots (more information in the section [«"Template editor" functionality»](#)).

See more of settings of the jackpot's templates Mystery Jackpots in [«The settings videosever for jackpot service»](#).

The photo below contains the example of the **Rain Classic Jackpot** visualization: the main Jackpot prize is in the middle of the screen, the optional 4 prizes are at the corners.



The starting/stopping of jackpots are carried out by pressing the buttons **START** and **STOP** relatively on jackpot's settings:

Press for starting a jackpot → **START** Inactive

Press for a jackpot to stop → **STOP** Active

For the auto-start/auto-stop of a jackpot, it is necessary to specify and turn on the schedule (see more in [«Setting the auto-schedule for a jackpot»](#)).

7.9.4 Setting the Hidden Jackpot.

For creating and configuring the Hidden Jackpot, it is necessary to do the following:

1. On **Jackpot's review form**, press the button **New jackpot**.

Jackpots overview form

№	Type	Name	Started	Active	Scheduled	Global	%	Current	Min	Max	Modified	Md
19	Money	test_decimal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	9,35	20	40	20.11.2023 12:53:06	45
18	Prize	Prize2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9	5,59	10	40	13.11.2023 17:38:02	23
17	Prize	Prize	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	10	100	22.02.2023 12:42:59	4
16	Money	GlobalJP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0,03	22,97	30	40	22.02.2023 15:25:07	12
15	Money	hahahaha	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,33	22	40	60	27.11.2023 14:43:19	204
14	Money	test_videoservera	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	1	2	5	21.07.2023 15:43:08	31
13	Money	2_скрыт	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	2,1	2	3	12.05.2021 15:15:58	3
12	Money	скрыт в терминале	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	30	10	30	23.07.2021 17:18:52	16
11	Money	TestMystery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,6	30	50	51	19.12.2022 10:18:28	11

→ **New jackpot**

2. The «**Jackpot settings**» form will open, including the «**Jackpot settings**» tab with jackpot parameters and the «**Jackpot slots**» tab with the list of the club's slot machines. The «**Schedule**» settings are performed when it is necessary to set up the autorun of the jackpot on a schedule.

For the setting the **Hidden Jackpot**, the following parameters are used:

№	Parameters	Description
1	Slots Count	The number of slot devices, which can gain a Jackpot. The slot machines are selected from the tab «Slot Machines». The devices, which were not specified in the Jackpot settings, will not be taken into account on gaining the Jackpot.
2	Wins Count	Total jackpot times since its inception in the system. Filled from the system and changes automatically. If the Jackpot was gained 7 times earlier, the number 7 will be indicated.
3	Current JP Value	The current value of a Jackpot in the club currency, which is changed either automatically or manually during the draw, (see

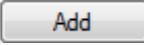
		№ 12).
4	Jackpot name	Any convenient name of a Jackpot.
5	Playing slots	In this field specifies the minimum number of gaming slot machines required to hit the jackpot (min. 1).
6	All/Jackpot	<p>You must select one of the items:</p> <ul style="list-style-type: none"> • If «All» is selected, then the jackpot prize fund will be accumulated from the bets on all (active) slots in the club. • If the «Jackpot» option is selected, then the jackpot prize fund will be accumulated only from the bets on the slots selected on the «Jackpot slots» tab.
7	Jackpot type	<p>It is necessary to select «Hidden».</p> <p><i>Note: The jackpot type is specified only when a new jackpot is created and it can not be changed in the future.</i></p>
8	Min. spins count	The minimum number of spins (games) that a player must make on the slot in order for the jackpot to hit (not less than 1 spin).
9	Min. bets amount	<p>The minimum amount of bets (in the currency of the club) to which the player must play on the machine for the jackpot to hit (not less than 1).</p> <p>If the value is «Min. bets amount» is not set, then the jackpot hit does not depend on the amount of the player's bets.</p>
10	Min	The minimum value of a Jackpot.
11	Max	Maximum value of a Jackpot to be accumulated.
12	Current	<p>The current value of a Jackpot, which is adjusted automatically during the draw. It is possible to set manually.</p> <p>The Current is duplicated at the top of a form for convenience (see № 3).</p>
13	Renewed	<p>The amount, which will be automatically added to its initial amount each time the Jackpot starts, i.e. each start the initial amount is Current ≥ Renewed.</p> <p>The option Renewed is on with a tick on the string - Use «Renewed value» (see № 20).</p> <p><i>Example: Renewed = 50, the accumulated sum Current Hidden = 278 – that means, that the initial value of the Jackpot Current, starting next, will be 328 (278 + 50).</i></p> <p>If the option Renewed is <u>off</u>, the Current depends on the Current Hidden.</p>
14	Wins max	<p>The number of gained Jackpots, which then stop and become inactive (see № 25).</p> <p>If the parameter Wins maximum is not specified, then the number of gaining is unlimited.</p> <p><i>Note: The presented option is unavailable, if the jackpot's auto-start is on, according to the schedule (see № 26). The number of jackpot's gaining is specified on the inset «Schedule».</i></p>
15	Wins count	Related to the parameter Wins max . It shows how many times the jackpot was won within a predetermined amount of times.

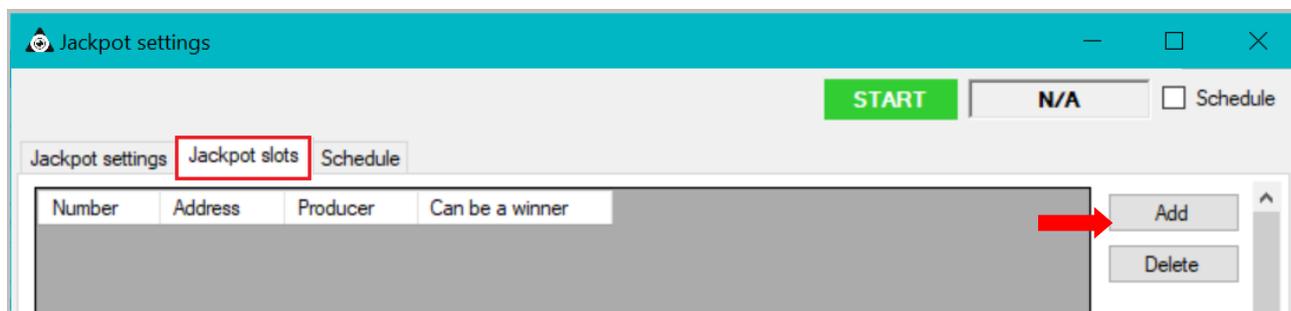
		If the Wins max value is not specified, Wins count will not be shown.
16	Maximum (Hidden Settings)	<p>The maximum value of the parameter Current Hidden within its grow.</p> <p>It is possible to set the maximum or minimum values or both of them at the same time.</p> <p>If the value Current Hidden is more than the maximum, on the next Jackpot start the Current will contain the sum equal to the value Maximum, the difference in values remains and continue to grow till the next Jackpot win.</p> <p><i>Example: Maximum=300, Current Hidden=389 – that means, for the next Jackpot win Current Hidden=89 (389-300).</i></p>
17	Current Hidden (Hidden Settings)	<p>The presented parameter creates the initial value for the next Jackpot win. The value of that parameter is summed up of the bets percentage, which were made during the Jackpot.</p> <p>✓ If the additional parameter Renewed was set (see № 13), then the sum of the next Jackpot will be calculated as follows:</p> $\text{Current} = \text{Current Hidden} + \text{Renewed}$ <p>Also, with the parameters Maximum (see № 16) and Minimum (see № 18) it is possible to set the range for growing the values of the Current Hidden.</p>
18	Minimum (Hidden Settings)	<p>The minimum value of the parameter Current Hidden and it cannot be less.</p> <p>It is possible to set the minimum or maximum values or the both of them simultaneously.</p> <p>In case the value Current Hidden is less the possible minimum value, on the next Jackpot win the Current will contain the sum equal to the Minimum, the difference remains and continue to grow till the next Jackpot win.</p> <p><i>Example: Minimum=200, Current Hidden=184 – that means, that for the next Jackpot win Current Hidden= -16 (184-200).</i></p>
19	Percentage (Hidden Settings)	<p>The percentage of growing the Current Hidden with every bet.</p> <p><i>Example: Percentage = 0.5, Rise percent = 10.00 – that means, that from the bet of \$3 the Jackpot will rise on \$0.3, and the value Current Hidden will rise on \$0.015 (3*0,5%).</i></p>
20	Use «Renewed value» (Hidden Settings)	When the tick is pressed, the option Renewed value is on (see № 13).
21	Rise percent	<p>The percent of contribution to the Jackpot with each bet. (more than 0, but not more than 10.00).</p> <p>For instance, if it is set 10.00, then the bet of \$5 will rise the Jackpot on \$0.5.</p>
22	The jackpot always increases from all bets / The jackpot can be increased above the	<p>✓ If the tick is set on the string «The jackpot always increases from all bets», all the contributions will occur in any case to the Jackpot, regardless of the player's conditions (see № 24) and the range of bets (see № 23). If the tick is omitted, the jackpot's</p>

	<p>maximum / Winner can be just with correct parameters / The jackpot is hidden in the terminal</p>	<p>accrual will be calculated from the players' bets with conditions (see № 24).</p> <p>✓ If the tick is set on the string «The jackpot can be increased above the maximum», then the Jackpot can theoretically continue to grow beyond its maximum value in case the parameters for its achieving are not suitable. If the tick was not set, then the Jackpot will stop and wait for the player with the suitable parameters to make a bet (the player's status, the range of bets).</p> <p>✓ If the tick is set on a string «Winner can be just with correct parameters», then the Jackpot win can only occur for the players with certain parameters, set on the parameter «Player statuses» (see № 24) and/or for the range of bets (see № 23).</p> <p>✓ If the «The jackpot is hidden in the terminal» box is ticked, the jackpot draw information will not be displayed in the club terminal.</p>
<p>23</p>	<p>Min bet / Max bet</p>	<p>The range of bets which gain the Jackpot (in the club currency). You must set the minimum and maximum bets.</p> <p><i>Attention! Please fill bets interval very carefully. In case you do not want to restrict your jackpot with bets interval, enter min and max possible bet in your slot club. It will protect you from incorrect meters from the slots.</i></p>
<p>24</p>	<p>Players conditions</p>	<p>The tick boxes are used to mark the required parameters of the players who may be hit by the jackpot and from whose cards the jackpot deductions will be made.</p> <ul style="list-style-type: none"> • Status - statuses of the club players (bonus cards). • Sex - gender of players. • Age - age interval «from» and «to» inclusive. • Birthday - if ticked, the jackpot can fall only to the player who currently has a birthday. <p>✓ In case the parameter «The jackpot always increases from all bets» is set, the contributions will be made regardless of the players' parameters.</p>
<p>25</p>	<p>Start / Stop</p>	<p>The button for starting/stopping the jackpot.</p> <ul style="list-style-type: none"> • If the jackpot is started (the button START is pressed), the status «Active» is present, means that the jackpot is playing at this moment. <div data-bbox="643 1733 952 1778" style="border: 1px solid gray; padding: 2px; display: inline-block;"> STOP Active </div> <ul style="list-style-type: none"> • If the jackpot is stopped (the button STOP is pressed), the status «Inactive» is present, means that the jackpot is not playing at the current moment. <div data-bbox="643 1921 952 1966" style="border: 1px solid gray; padding: 2px; display: inline-block;"> START Inactive </div> <ul style="list-style-type: none"> • If the button START is pressed and the status «Inactive» is present, means that the jackpot is started and will be run automatically by a system, according to its schedule on the inset

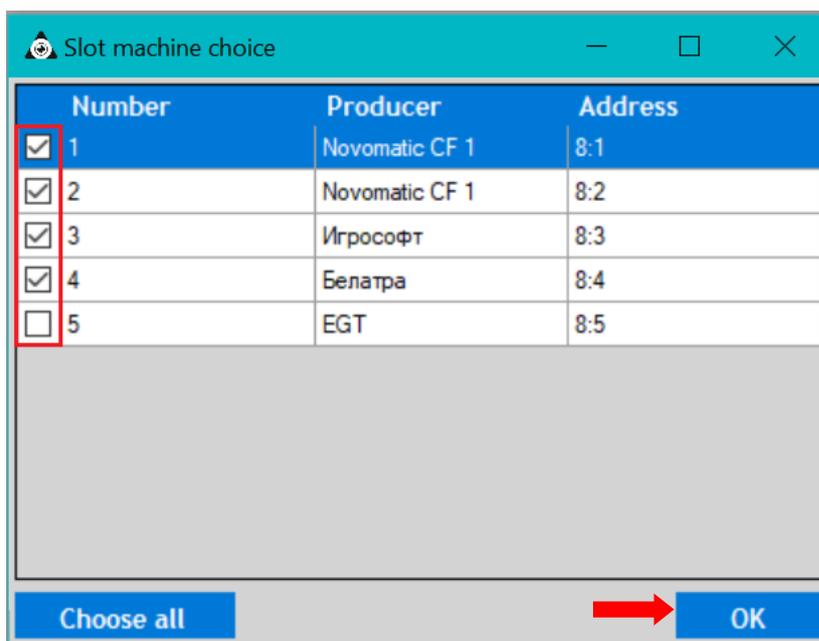
		<p>«Schedule».</p> <p>STOP <input type="text" value="Inactive"/> <input checked="" type="checkbox"/> Schedule</p>
26	Schedule	<p>Enabling/disabling the auto-schedule for a jackpot.</p> <ul style="list-style-type: none"> • If the tick is present and the jackpot is started (the button START is pressed), then it starts and stops automatically, according to the schedule on the inset «Schedule» (see more in «Setting the auto-schedule for a jackpot»). • If the tick is omitted, the auto-schedule is off. The starting and stopping of a jackpot are carried out manually, using the button START and STOP relatively (see № 25).

Selection of slot machines for the Jackpot.

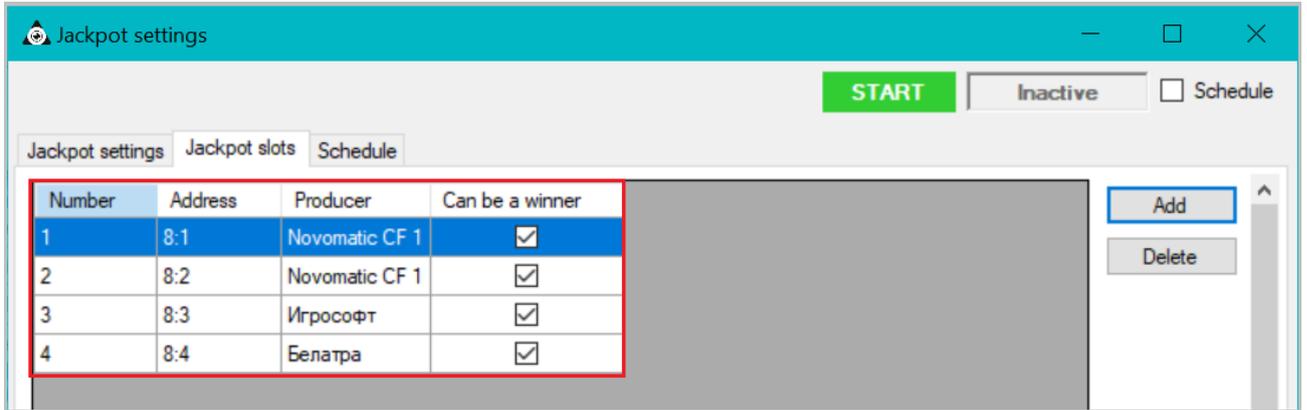
1. On setting the Jackpot, it is necessary to select the slot machines for its gaining. To make it possible, press on the tab «**Jackpot slots**» and then press the button .



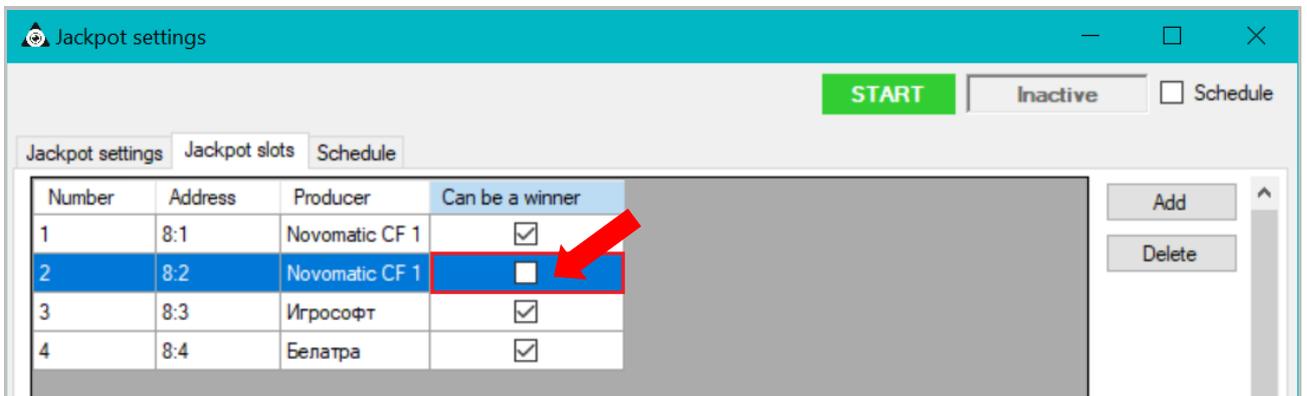
2. In the opened form «**Slot machine choice**» choose the slot machines from the list by ticking on them (or pressing the button  in case all the machines are necessary) and press the button .



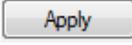
The selected devices will be displayed on the tab list.



Please note that the «Can be a winner» column is already ticked by default - this means that the jackpot can be hit on these machines. If you want to disable the jackpot on any machines, then uncheck the corresponding boxes. In this case on these machines the jackpot will be accumulated from the bets made, but will never fall out.



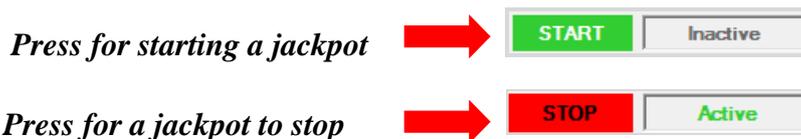
For removing any machine from the list, it is necessary to select it by double-clicking the left mouse button on any cell line, and press the button .

When the setting (or editing) of all the necessary parameters of the Hidden Jackpot will be executed, press the button  for its saving, located at the bottom of a form.

After creating the Jackpot, it is possible to create the templates for its visualization on the screen of Jackpots (more information in the section [«"Template editor" functionality»](#)).

See more on the setting of jackpot's templates Mystery Jackpots in «Setting videosever for the jackpot service».

The starting/stopping of a jackpot are performed by pressing the buttons **START** and **STOP** relatively on the jackpot's settings:



For the auto-start/auto-stop of a jackpot, it is necessary to specify the schedule (see more in [«Setting the auto-schedule for a jackpot»](#)).

7.9.5 Creating a Global Jackpot.

Creating and editing global jackpots as local jackpots, by using the form «**Jackpot settings**» using the same parameters, but only on the central server. In addition, the tab «**Jackpot settings**» available for activation parameter «**Global**», by means of which synchronizes global jackpot (i.e. adding to the local clubs).

Jackpot settings

Inactive Global

Jackpot settings | Jackpot slots

SLOTS COUNT: 2 TOTAL HIT COUNT: 19 CURRENT JP VALUE: 119,93

Jackpot name: GLOBAL JP Playing slots: 1

Jackpot type:

Money

Min: 100 Max: 110

Current: 119,93

Renewed: 99 Prize:

Wins max: Wins count: 24

Rise percent: 10,00

The jackpot always increases from all bets
 The jackpot can be increased above the maximum
 Winner can be just with correct parameters

Min bet: 1 Max bet: 1000 Please fill bets interval very carefully!
In case you don't want to restrict your jackpot with bets interval, enter min and max possible bet in your slot club. It will protect you from incorrect meters from the slots.

Player statuses:

ST SL GD PM

Apply

Additionally, after installing a checkmark in the «**Global**», the shape is automatically added to tab «**Jackpot clubs**», where local clubs and are selected (check the box), which will be distributed global jackpot.

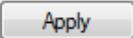
Настройки джекпота

START Inactive Global

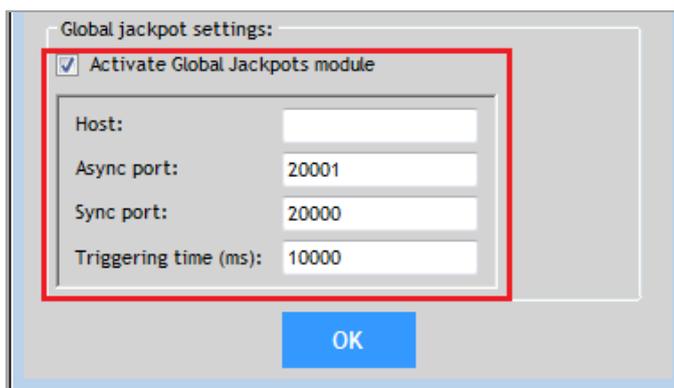
Jackpot settings | **Jackpot clubs**

Номер	Имя	Город
<input checked="" type="checkbox"/> 01	Central Office (SRV2)	Москва
<input checked="" type="checkbox"/> 02	BeOwner Club (SRV2)	New York
<input checked="" type="checkbox"/> 03	NY club 1	New York
<input type="checkbox"/> 04	Washington club 1	Washington
<input type="checkbox"/> 05	Central office	Bucharest
<input type="checkbox"/> 06	Shalimar 1	Bucharest
<input type="checkbox"/> 07	MAXIM BET 3	Bucharest

Note: When creating / editing a global jackpot add / remove slot machines are made (tab «Jackpot slots»), as the central server does not have access to the list of slot machines local clubs. Devices, which will be played on a global jackpot selected in the settings part of the jackpot in the system «SlotLogic» local clubs.

After setting all necessary parameters global jackpot (or edited a previously created) to save it to click on the button  at the bottom of the form.

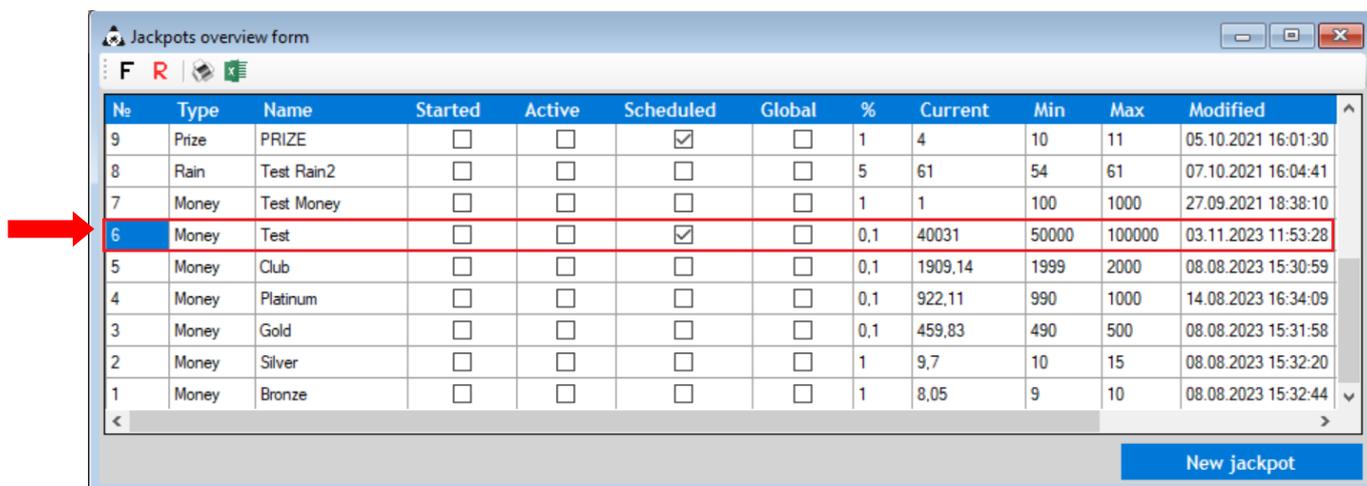
Note: In order to local clubs to participate in the drawing of the global jackpot in the system «SlotLogic» these clubs must be activated and configured module global jackpots («Settings» → «Slots» → «Settings»). More details about these settings in Section [«Setting gaming machines options»](#).



7.9.6 Setting the auto-schedule for a jackpot.

If it is necessary to perform the auto-start/auto-stop of a jackpot at the exact days and hours, specify the schedule for it. For making it, do the following:

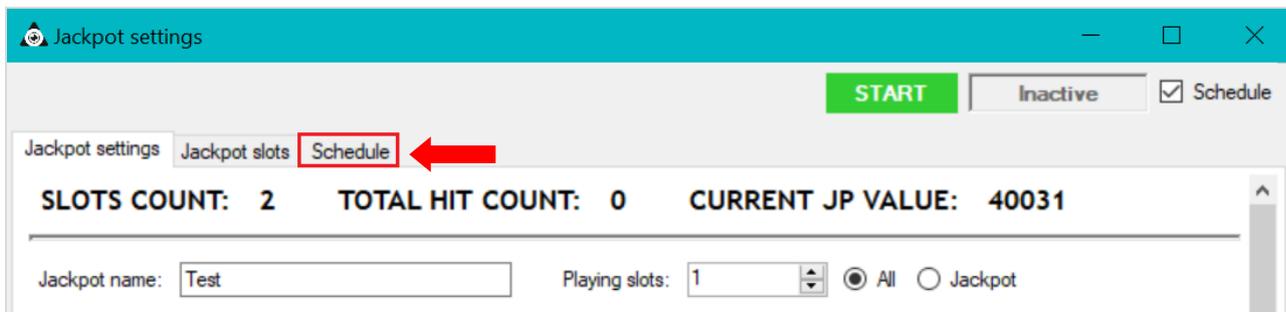
1. Open the jackpot's viewing form («Slots» → «Jackpots» → «Jackpots overview»), select from the list a jackpot for creating a schedule and open the form of settings by double-clicking the mouse button on the line.



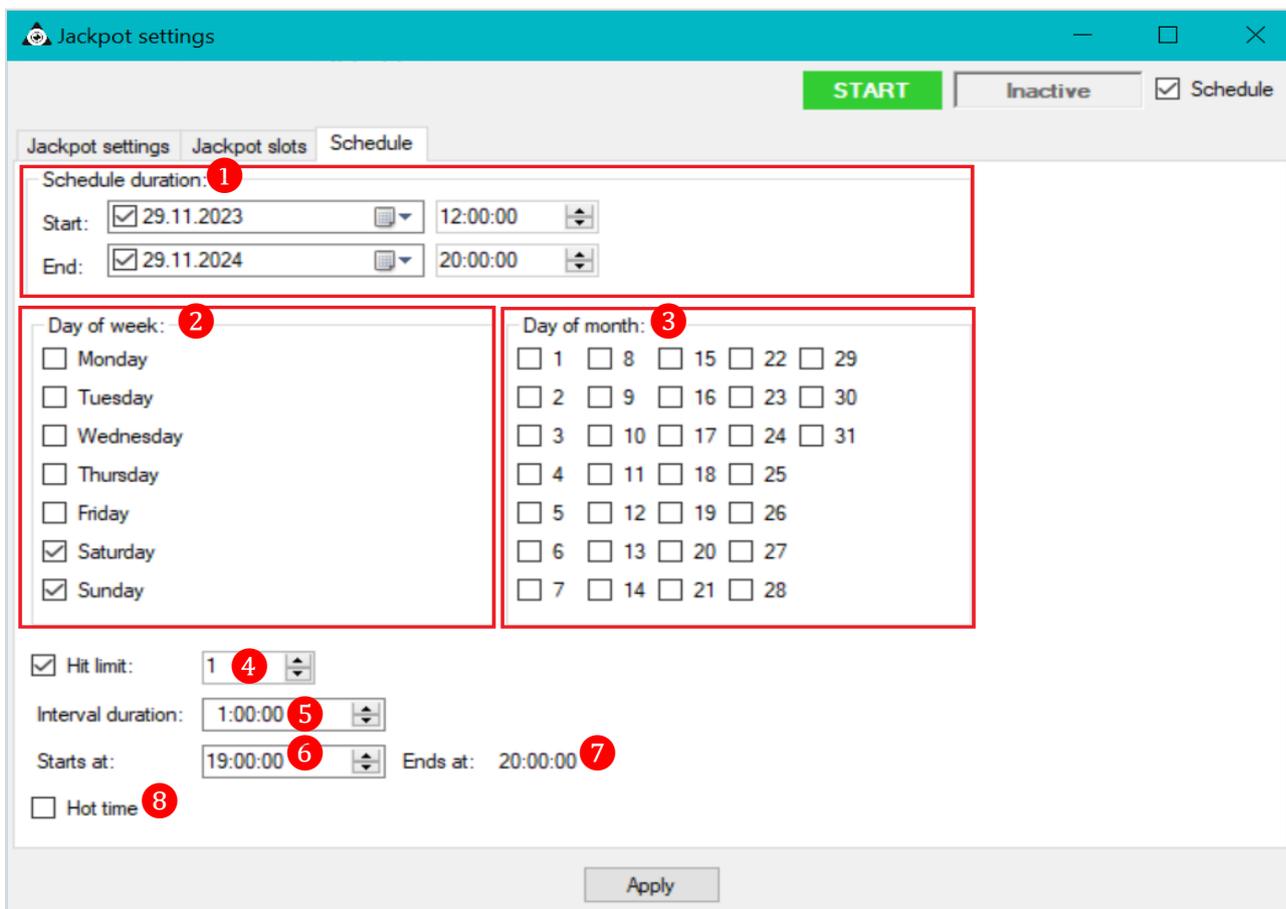
№	Type	Name	Started	Active	Scheduled	Global	%	Current	Min	Max	Modified
9	Prize	PRIZE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1	4	10	11	05.10.2021 16:01:30
8	Rain	Test Rain2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	61	54	61	07.10.2021 16:04:41
7	Money	Test Money	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	1	100	1000	27.09.2021 18:38:10
6	Money	Test	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0,1	40031	50000	100000	03.11.2023 11:53:28
5	Money	Club	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,1	1909,14	1999	2000	08.08.2023 15:30:59
4	Money	Platinum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,1	922,11	990	1000	14.08.2023 16:34:09
3	Money	Gold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,1	459,83	490	500	08.08.2023 15:31:58
2	Money	Silver	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	9,7	10	15	08.08.2023 15:32:20
1	Money	Bronze	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	8,05	9	10	08.08.2023 15:32:44

Note: The auto-start and auto-stop on the schedule are only available for the local jackpots.

2. On the jackpot's settings open the inset «Schedule».



3. Using the parameters of «Schedule», set a graph of starting and stopping a jackpot.



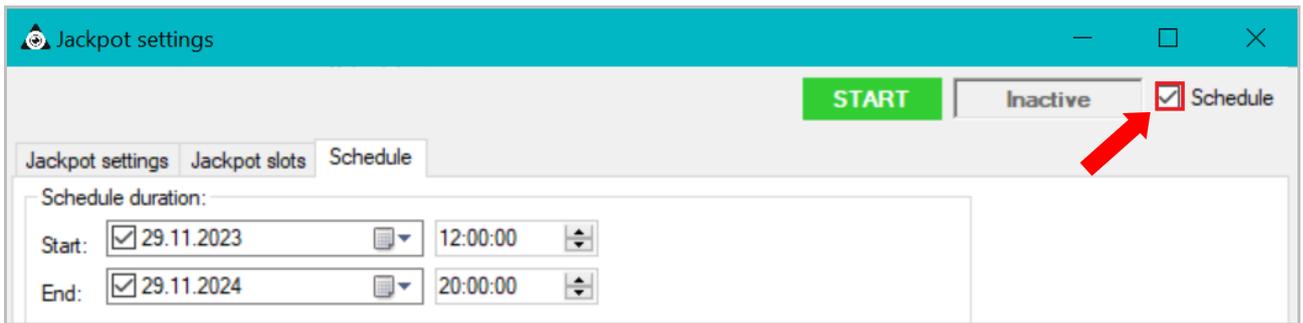
For setting the jackpot's schedule the following parameters are used:

№	Parameters	Description
1	Schedule duration	The period of activity (running) of the presented jackpot. ✓ Start – the date and time of the starting period of a jackpot. ✓ End – the date and time of ending period of a jackpot. If the period duration is not specified, then the jackpot lasts for unlimited period of time.
2	Day of week	The days of week are ticked, during which the system will run a jackpot. If none of days are marked, the system will not perform that condition on running the jackpot.

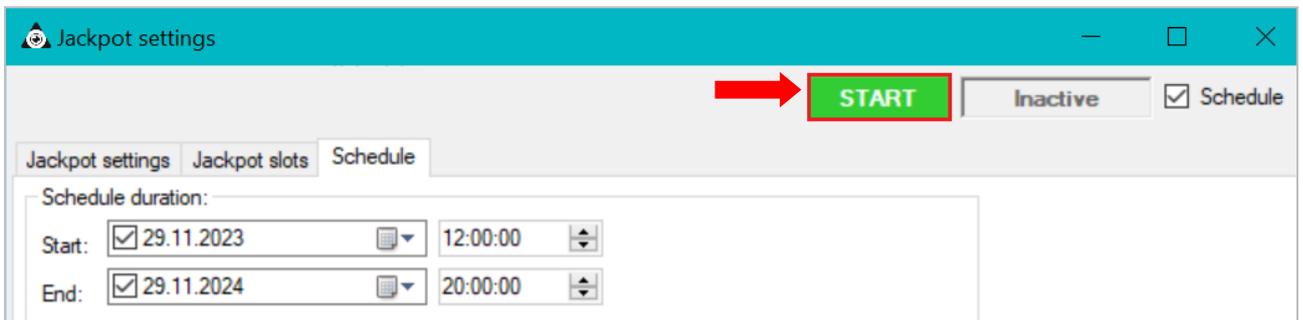
3	Day of month	<p>The days of month are ticked, during which the system will run a jackpot.</p> <p>If none of days are marked, the system will not perform that condition on running the jackpot.</p> <p><i>Note: In case the parameters «Day of week» and «Day of month» ARE NOT specified, the system will run a jackpot every day for the whole period at the set intervals of time.</i></p>
4	Hit limit	<p>The maximum available number of gaining (winning) the jackpot during 1 launching.</p> <p><i>Example: Hit limit = 5 – means, that in case the jackpot will drop 5 times after auto-start, then it won't run again for this period («Interval duration»).</i></p> <p>During the set period («Interval duration»), a jackpot can be dropped several times, but not more «Hit limit». The jackpot will start again every time after it was gained for the whole period (from «Start at» to «End at»).</p> <p><i>Note: The Hit limit option does not work when the Hot time option is enabled (see No. 8).</i></p>
5	Interval duration	<p>The duration period of starting a jackpot (hh:min:sec). Possible values: from 00:00:01 to 23:59:59</p> <p><i>Note: Jackpot is NOT available for editing during that period. The stopping of a jackpot is possible only by pressing STOE.</i></p>
6	Start at	<p>The time of auto-starting the jackpot (hh:min:sec).</p> <p><i>Note: The shift in time for 1-5 seconds is possible on auto-starting the jackpot.</i></p>
7	End at	<p>The time of auto-stopping the jackpot (hh:min:sec). It is set automatically, depending on the parameter Interval duration (see № 5).</p> <p><i>Note: The shift in time for 1-5 seconds is possible on auto-stopping the jackpot.</i></p>
8	Hot time	<p>If the Hot time option <u>is enabled</u>, the system will automatically generate a jackpot hit time, not counting the accumulation of the minimum jackpot amount to trigger. Thus, the sum of the won jackpot may be less than the minimum value, but not more than the maximum.</p> <p>If the Hot time option is <u>not enabled</u>, then the jackpot will hit no sooner than its minimum amount has accumulated. That is, the sum of the won jackpot can be no less than the minimum value and not more than the maximum.</p> <p><i>Note: When the Hot time option is enabled, the jackpot can only hit once during the set period («Interval duration»).</i></p>

4. For saving the settings of the jackpot's schedule, press on the button , located at the bottom part of the form.

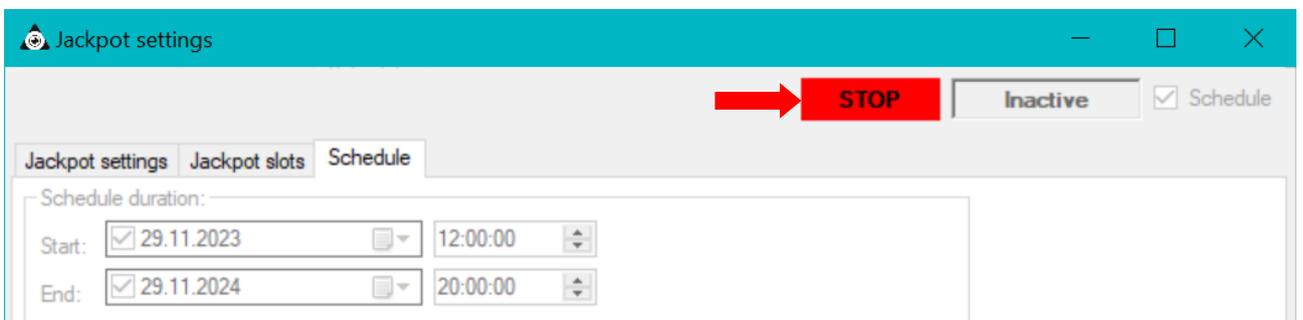
5. Set a tick in «**Schedule**» for activating the auto-schedule.



6. Press the button **START**, then the changes will be saved and the jackpot is considered to be started. The jackpot's parameters cannot be edited.



The system will automatically run a jackpot on its arriving date and time. The status «**Active**» will be present on the jackpot's settings. The jackpot cannot be edited for the whole period of its running.

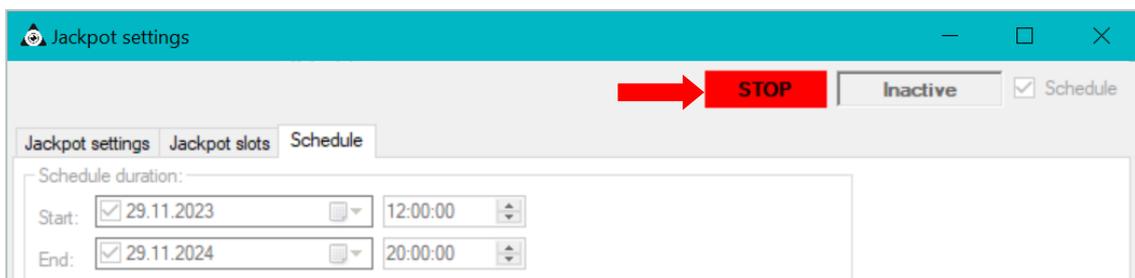


In case it is needed to stop jackpot, press the button **STOP** in jackpot's settings. The jackpot will be immediately stopped, independently of its schedule.

Disabling the jackpot's auto-start.

For disabling the auto-start of a jackpot, it is necessary to do the following:

1. Stop the jackpot in settings by pressing **STOP**.



2. Take off the tick in «**Schedule**».



3. Press on the button  for saving the changes, located at the bottom part of the form.

As a result, the auto-schedule will be off. The jackpot's starting and stopping can be performed manually by pressing the buttons **START** and **STOP** relatively.

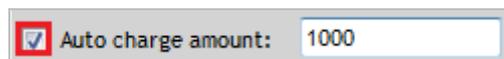
7.9.7 Transferring a Jackpot won to the player account.

The system «SlotLogic» allows 3 options of accruing the jackpot:

- **Automatic.**
- **With a key.**
- **Manual.**

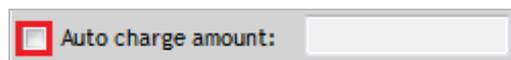
➤ In **automatic mode**, charging the jackpot produced by SAS-protocol via Bonusing. To enable this mode in the settings of gaming machines («Settings» → «Slots» → «Settings» → «General» tab) must set the following parameters:

1) To activate the transfer of the sum of the jackpot win customers automatically install a checkmark in the «**Auto charge amount**»: and specify the threshold for this feature (the maximum amount).



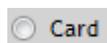
- the mode of auto-accrual is activated. The sum of gained jackpot, which is not higher than in «**Auto charge amount**», will be accrued immediately on the terminal or the client's card.

Note: The gained jackpots with the winning sum being higher than in «Auto charge amount», can only be accrued manually.

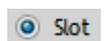


- the mode of auto-accrual is not activated. The terminal will be blocked on getting the jackpot, and the jackpot's sum can only be accrued manually.

2) In the «**Send a jackpot to**»: select the account to which the amount would be credited to win the jackpot:

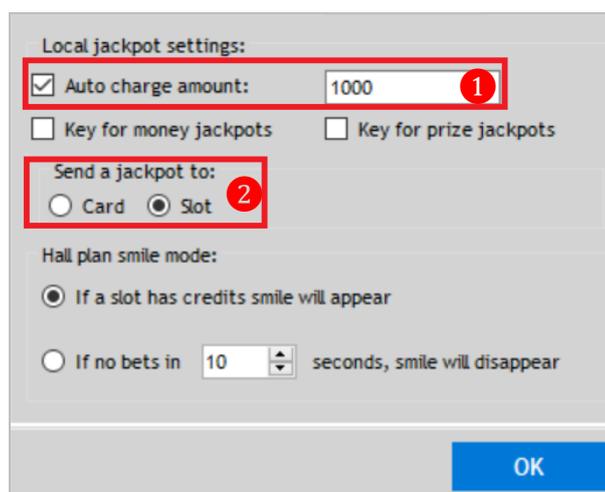


- win the jackpot amount that does not exceed the threshold, would be credited directly to the account **of the client's bonus card** (is available only for «Mystery Jackpots»).



- win the jackpot amount that does not exceed the threshold, will be deposited **in the slot machine**.

3) After the changes, press the button «**OK**».



Attention! In accordance with SAS-protocol jackpots cannot be charged automatically in some certain cases: open the main door of the machine, including the service screens enabled game selection screen (see the description of the SAS-protocol). In cases where the machine rejects the attempt to transfer of money, the jackpot will be available for manual calculation.

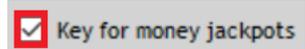
➤ On a mode **with a key** the accrual of a gained jackpot is performed on SAS-protocol via Bonusing, but only when the key was turned on the terminal, which gained the jackpot.

For making the mode active within the system («Settings» → «Slots» → «Settings → «General» tab) it is necessary to set the following parameters:

1) In a line «Auto charge amount» set a tick and input the limit – the maximum sum, when the jackpot will be accrued on the terminal or the client’s card with the key turning.

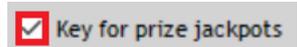
Note: If the tick in «Auto charge amount» is not set, the terminal will be banned on getting the jackpot. Afterwards, when the attendant turns the key, the terminal will be unlocked without accruing the jackpot’s sum. In this case, the jackpot’s sum can be taken via the cashdesk.

2) In a line «Attendant key» set a tick for activating the mode of accrual with a key.



- the mode of money jackpot accrual from the key is activated. The jackpot’s sum, being not higher than in «Auto charge amount», will be accrued on the terminal or a card after the attendant turns the key.

Note: If the jackpot’s sum will be higher than in «Auto charge amount», the terminal will not be unlocked and the accrual will not be performed on turning the key. In this case, the sum of a gained jackpot can only be accrued manually.

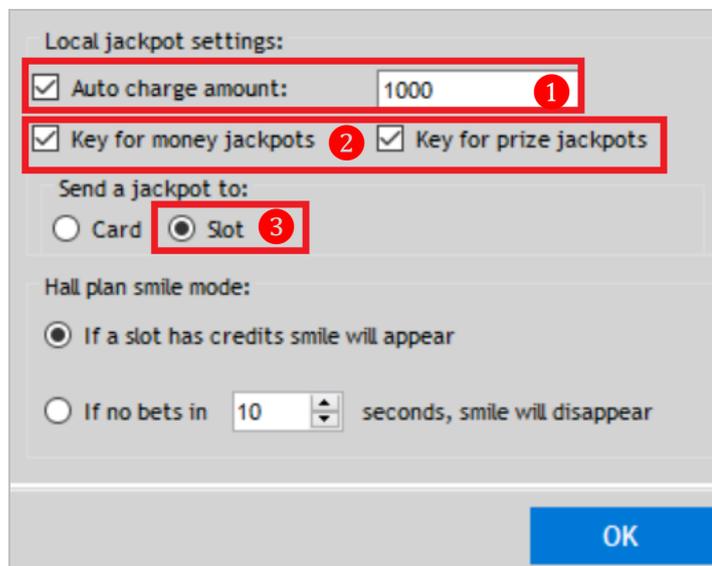


- the mode of prize jackpot accrual from the key is activated. After a prize jackpot is hit, the slot machine will be locked until the attendant turns the key.

3) In a field «Send a jackpot to:» select the parameter «Slot».



- the sum of a gained jackpot, which is not higher than the limit, will be transferred on the **terminals/players account**.



When all the changes are made, press the button .

Attention! In accordance with SAS-protocol, the jackpots cannot be accrued due to some technical problems: the terminal’s door is open, the service screens are turned on, the screen of selecting a game is opened (more in description of SAS-protocol). In cases when the terminal denies the attempt of cash-in, the jackpot is available for manual accrual.

➤ **Manual accrual** jackpot should be used in the following cases:

1. For calculating the global jackpot.
2. Local jackpot amount exceeds the amount specified in the settings for automatic calculation or with a key.
3. Jackpot, for various reasons, could not be assessed automatically or with a key.

Jackpot is charged manually in the form «**Won jackpots overview form**» («Slots» → «Jackpot» → «Won jackpots overview») displaying the list of jackpots won.

№	Winning date	Name	Amount ()	Prize	Slot number	Rain	Main Rain ID	Player	Card	Won bet ()	Club
857	20.11.2023 18:22:51	test_decimal	1020,62		1	<input type="checkbox"/>				1	
856	20.11.2023 18:19:31	test_decimal	353,22		1	<input type="checkbox"/>				6742	
855	20.11.2023 17:27:37	test_decimal	90,85		3	<input type="checkbox"/>		Муратов Т 3	TE-ST-2	1404	
854	31.10.2023 13:46:55	test_decimal	37,75		1	<input type="checkbox"/>		Муратов Т 3	TE-ST-2	5	
853	31.10.2023 13:09:51	test_decimal	20,00		1	<input type="checkbox"/>		Муратов Т 3	TE-ST-2	5	
852	31.10.2023 13:08:01	test_decimal	191,25		2	<input type="checkbox"/>		Иванов Роман Ивановичае	TE-ST-668	5	
851	31.10.2023 12:39:30	test_decimal	25,50		1	<input type="checkbox"/>				5	
850	31.10.2023 11:00:18	test_decimal	67,99		1	<input type="checkbox"/>				35	

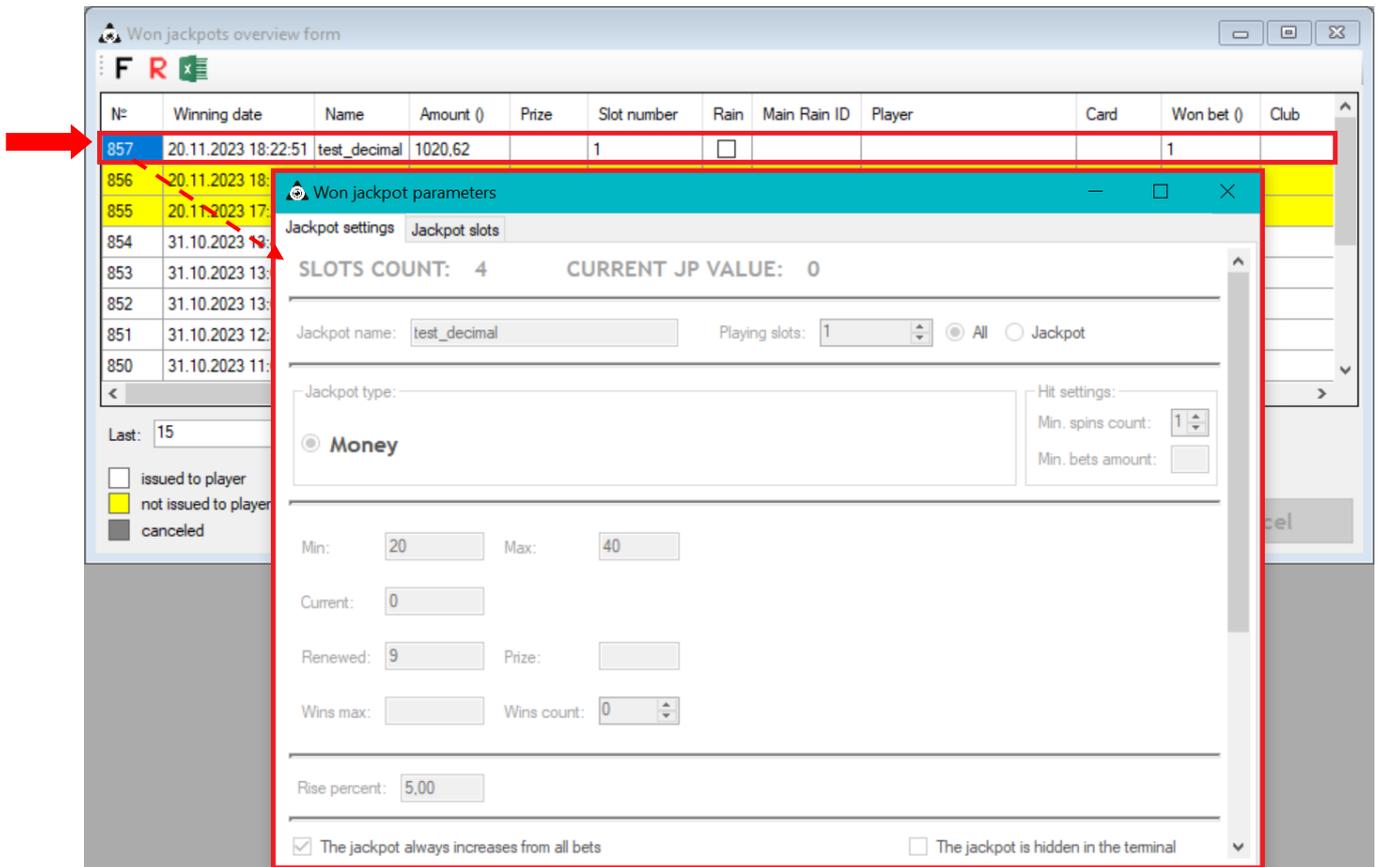
The list shows the following data on jackpots:

Parameters	Description
№	ID-number of the gained Jackpot.
Winning date	The date and time of loss jackpot.
Name	The name of the jackpot.
Amount	The sum of the money jackpot. For prize jackpots – the odometer value, when the prize jackpot was gained.
Prize (for prize jackpots)	The name of the prize jackpot.
Slot number	Number of the machine on which the jackpot.
Rain	Is marked with a tick in case it is the Rain Jackpot .
Main Rain ID	The ID-number of the gained Rain Jackpot , with the additional prize to be linked.
Player	Full name of the player who won the jackpot.
Card	Number of bonus card player.
Won bet	The amount of the jackpot winning bet.
Club	The club's name in which the jackpot.
City	Name of the city club.
Key	Marked with a tick, in case the key was turned on getting the jackpot and the jackpot's sum was successfully accrued. In case with the prize jackpots on key turning – the terminal will be unlocked.

Key turned	The date and time when the attendant turned the key on the terminal.
Wrong key	Set with a tick, in case the key was turned after the jackpot dropping, but its accrual was not performed due to some reasons. The jackpot is available only for manual accrual.
Employee	Login employee performing manual accrual of the jackpot.

- If the jackpot line is **white**, it means that this jackpot was accrued and available for re-charging.
- If the jackpot line is **yellow**, it means that this jackpot is available for transfer to the machine.
- If the line of a gained jackpot is **gray**, that means that the jackpot was cancelled without accrual. Or the mode of accrual with a key was set without the parameter «**Auto charge amount**».
- If the jackpot line is highlighted with an **orange**, it means that no crediting result could not be determined for that jackpot. Possible reasons:
 - SMIB is not sure if it has credited or not.
 - Operation execution error in Worker.h.
 - Failed to wait for a command execution event from SMIB.
 - SlotService did not respond after it started processing the command.

Double left click the line of any jackpot to open the form «**Won jackpot parameters**» (similar to the form «**Jackpot settings**») displaying the parameters of this jackpot at the time when it was won.



The form «**Won jackpots overview form**» is automatically updated, and each new-gained Jackpot will be added on top. The list is displaying 15 recent Jackpots on default. For viewing the

larger list, it is necessary to use the form «**Last**» in the lower left corner, setting the desired number of rows by using the arrow keys.

850	31.10.2023 11:00:18	test_decimal	67,99		1	<input type="checkbox"/>			
849	31.10.2023 10:58:35	test_decimal	66,49		1	<input type="checkbox"/>			
848	31.10.2023 10:47:23	test_decimal	66,49		1	<input type="checkbox"/>			

Last: Mystery jackpot type:

issued to player bonusing unknown
 not issued to player
 canceled

Using the «**Mystery Jackpot Type**» filter, you can load local or global Mystery Jackpots into the list. By default, all Mystery Jackpots are displayed in the list.

850	31.10.2023 11:00:18	test_decimal	67,99		1	<input type="checkbox"/>			
849	31.10.2023 10:58:35	test_decimal	66,49		1	<input type="checkbox"/>			
848	31.10.2023 10:47:23	test_decimal	66,49		1	<input type="checkbox"/>			

Last: Mystery jackpot type:

issued to player bonusing unknown
 not issued to player
 canceled

Please note that this form contains a standard system for filtering, searching, printing and exporting data:

Won jackpots overview form

Nº	Winning date	Name	Amount ()	Prize	Slot number	Rain
855	20.11.2023 17:27:37	test_decimal	90,85		3	<input type="checkbox"/>
854	31.10.2023 13:46:55	test_decimal	37,75		1	<input type="checkbox"/>

The procedure of manual accrual the credit jackpot:

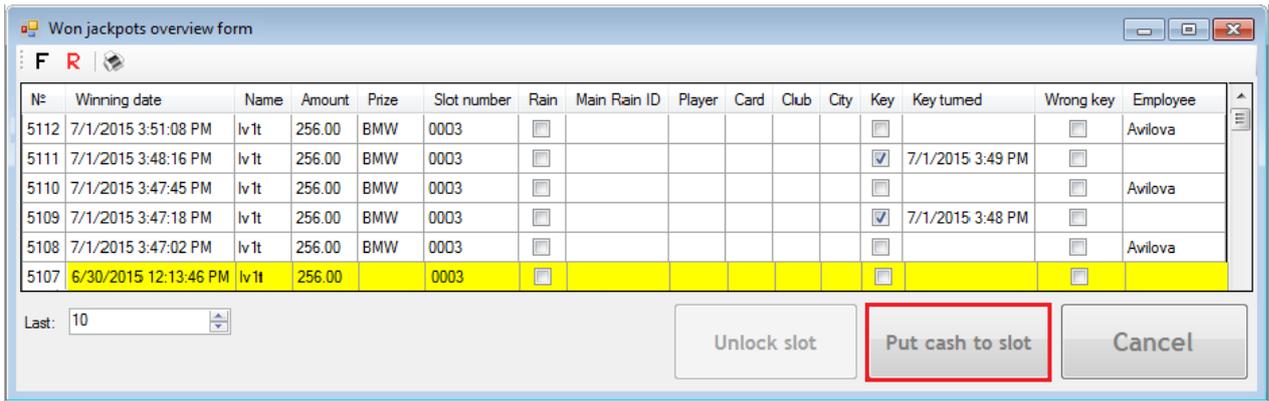
- 1) In system's main menu select «**Slots**» → «**Jackpot**» → «**Won jackpots overview**».
- 2) On the opened form of dropped jackpots, it is necessary to select the jackpot for accrual from a list (by double-clicking the mouse button on any cell of a yellow line).

Won jackpots overview form

Nº	Winning date	Name	Amount	Prize	Slot number	Rain	Main Rain ID	Player	Card	Club	City	Key	Key turned	Wrong key	Employee
5112	7/1/2015 3:51:08 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5111	7/1/2015 3:48:16 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:49 PM	<input type="checkbox"/>	
5110	7/1/2015 3:47:45 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5109	7/1/2015 3:47:18 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	
5108	7/1/2015 3:47:02 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5107	6/30/2015 12:13:46 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	

Last:

3) For accrual the jackpot's sum on the terminal press the button «Put cash to slot».

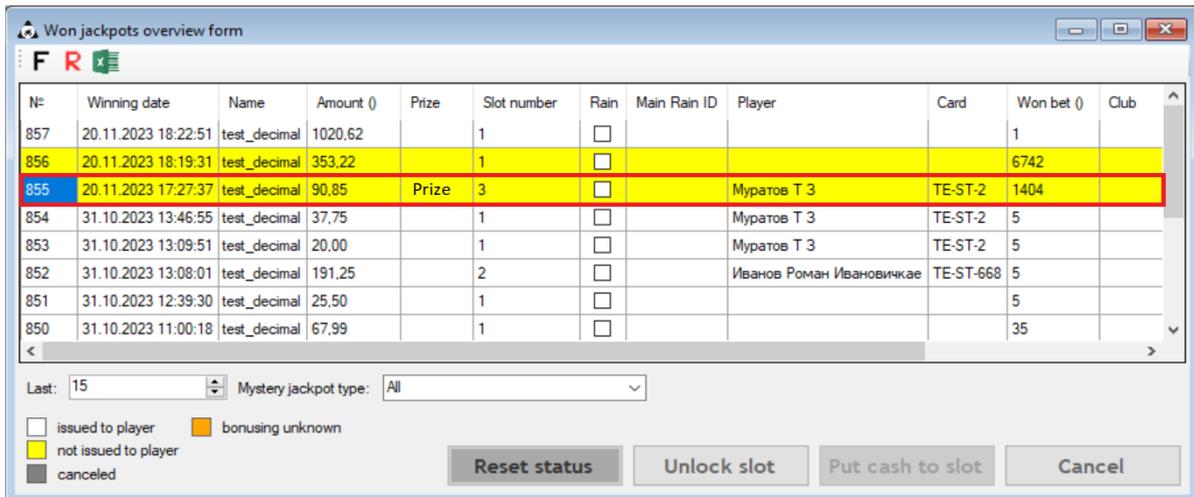


As a result, the terminal will be unlocked and the jackpot will be accrued. The line's color will change from yellow to white.

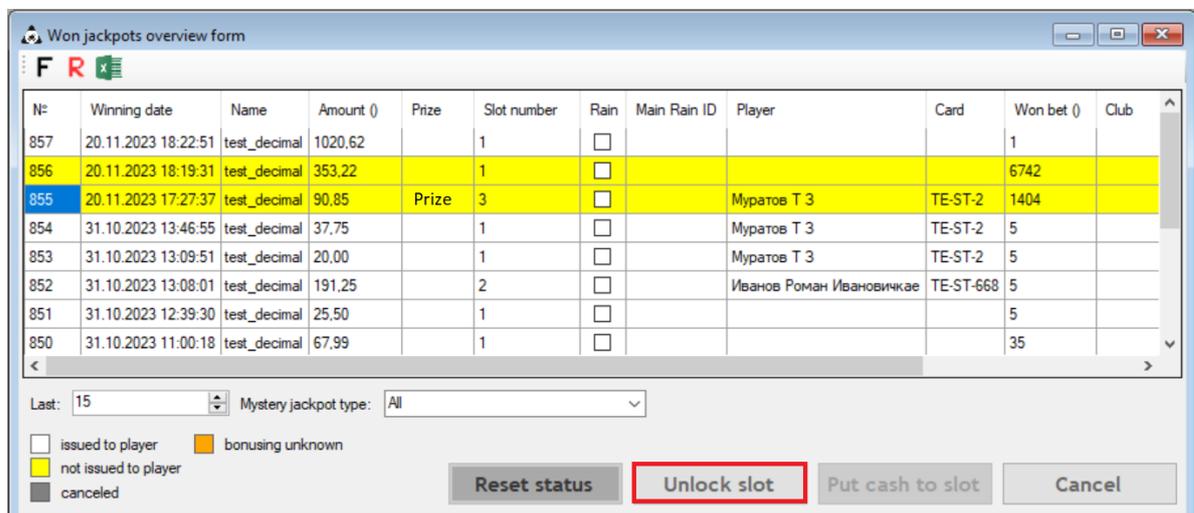
Note: The manual accrual of a gained jackpot is possible only for the terminal.

The procedure on getting the prize jackpot:

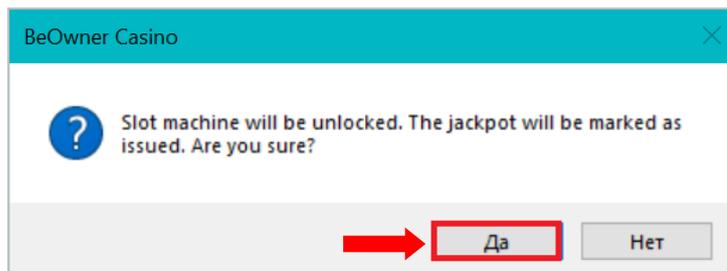
- 1) In a system's main menu select «Slots» → «Jackpot» → «Won jackpots overview».
- 2) On the opened form it is necessary to select the dropped prize jackpot from a list (by double-clicking the left mouse button on any cell of a yellow line).



3) Press the button «Unlock slot».



4) Confirm the jackpot award in the dialogue box that appears.



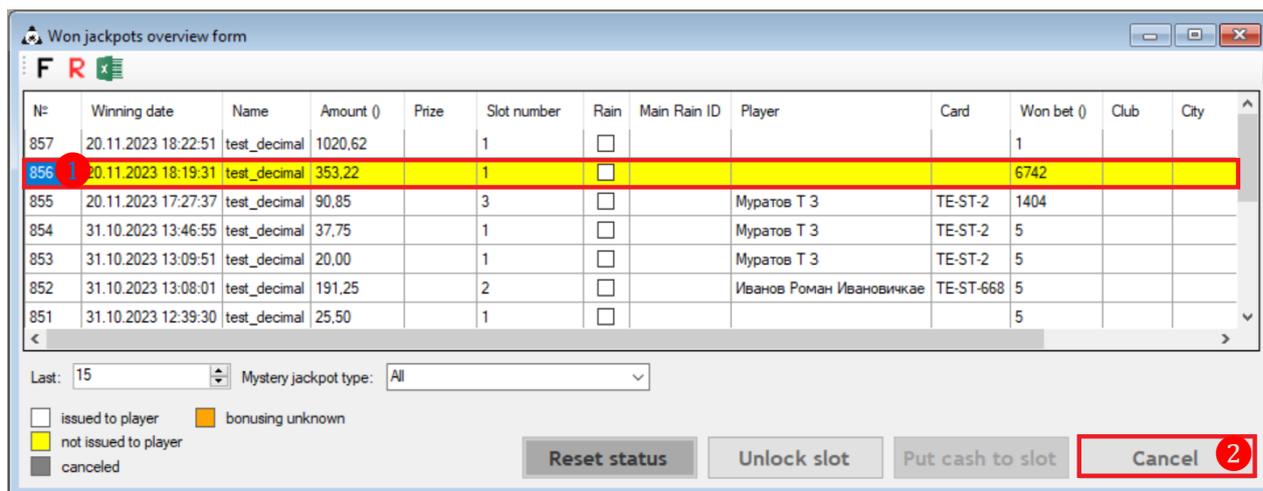
As a result, the terminal will be unlocked and the jackpot will be considered as accrued. The line's color will change from yellow to white.

Note: If the mode of accruing the jackpot with a key is set in a system, the unlocking of a terminal manually on getting the prize jackpot is not required. The terminal will be unlocked as soon as the attendant turns the key.

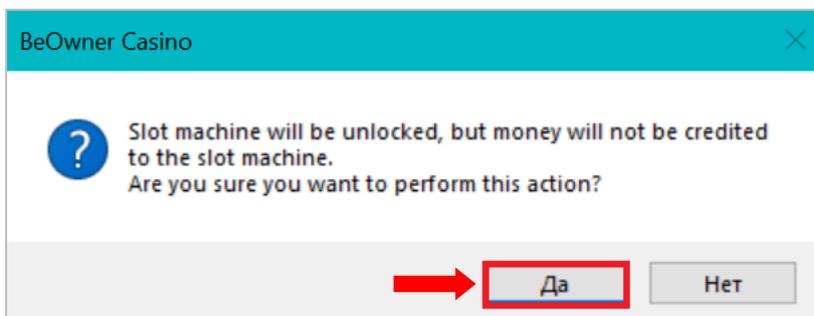
The system also has an ability to cancel the accrual of gained jackpots on some reasons.

The procedure on cancelling the jackpots' accrual:

- 1) In a system's main menu select «Slots» → «Jackpot» → «Won jackpots overview».
- 2) The form with a list of all gained jackpots will be opened. Select the desired jackpot for cancelling from a list (by double-clicking the left mouse button on any cell of a yellow line) and press the button «Cancel».



3) Confirm the jackpot cancellation in the dialogue box that appears.



As a result, the terminal will be unlocked, and the jackpot will not be accrued.

7.9.8 Global Jackpot won overview.

In the system, you can view statistics for all the fallen global jackpots. For convenience, there is a possibility of grouping this information in two ways:

- **General list the won jackpots.**
- **List the won jackpots grouped by cities.**

➤ To view all the fallen global jackpots you must use the form «**Won global jackpots overview**» («Slots» → «Jackpot» → «Won global jackpots overview»).

Jackpot	Winning date	Club	City	Slot number	Prize	BeOwner Club	NY club2	NY club1	Washington club1	BO-club
Min JP1	3/11/2013 5:46 PM				270	0	0	0	0	0
Min JP1	3/11/2013 4:58 PM				300	0	0	0	0	0
Min JP1	3/11/2013 4:50 PM				300	0	0	0	0	0
Max JP	2/28/2013 2:11 PM				4000089	0	0	0	0	0
Max JP	2/28/2013 2:05 PM				4000064	0	0	0	0	0
Max JP	2/28/2013 1:56 PM				4000064	0	0	0	0	0
Max JP	2/28/2013 1:01 PM				4000029	0	0	0	0	0
Max JP	2/27/2013 3:38 PM				2500	0	0	0	0	0
Max JP	2/27/2013 3:37 PM				2809	0	0	0	0	0
Min JP1	2/27/2013 3:37 PM				300	0	0	0	0	0

After opening on the form will display a table with the following columns:

- ✓ Name of the jackpot.
- ✓ Date and time of loss jackpot.
- ✓ Name of the club in which the jackpot.
- ✓ City location in the club where the jackpot.
- ✓ Number gaming machine where the jackpot.
- ✓ Prize – the winning amount.
- ✓ SlotLogic Club, NY club2, NY club1, Washington club1, BO-club (club names) - the sum of the contribution of each club in the global jackpot.

Example: Fell global jackpot in \$ 1000, which was distributed to the three clubs, the distribution of the accumulation of the jackpot could be: 300 + 500 + 200.

According to these statistics, you can look at what clubs intense play, where the contribution of more etc.

This form also has a standard system for filtering, searching, printing and exporting data:

Jackpot	Winning date	Club	City	Slot number
	25.07.2022 18:23	ClubName	CityName	
	25.07.2022 18:22	ClubName	CityName	

➤ To view all the fallen global jackpots grouped by city, you must use the form «**Won jackpots by cities**» («Slots» → «Jackpot» → «Won jackpots by cities»).

City	Quantity	Won jackpot sum
	0	0
Москва	0	0
Сочи	0	0
Санкт-Петербург	0	0
New York	0	0
Washington	0	0

After opening on the form will display a table with the following data:

- 1) The list of cities where the local clubs.
- 2) The number of the won jackpots in the respective city.
- 3) The total amount of the won jackpot for each city.

The line highlighted in **green** displays totals for the period. By default, data is loaded into the table for the last 2 weeks. If you want to view statistics for a different period, you must do the following:

1. In the top of the form in the cell «**From date:**», clicking on the button , with a calendar to indicate the start date of the desired period.

2. In cell «**to:**», pressing the button , using the calendar to specify the end date.

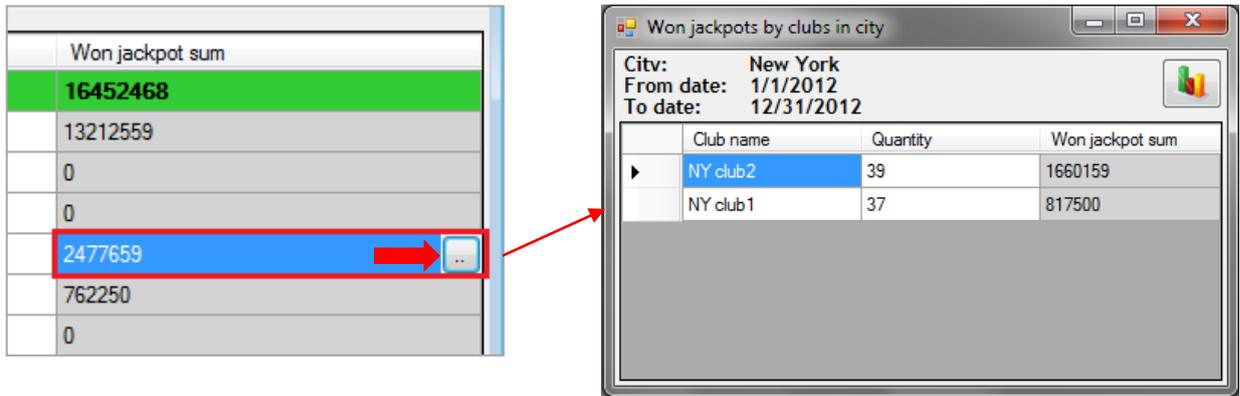
3. To load the data, press the button .

City	Quantity
------	----------

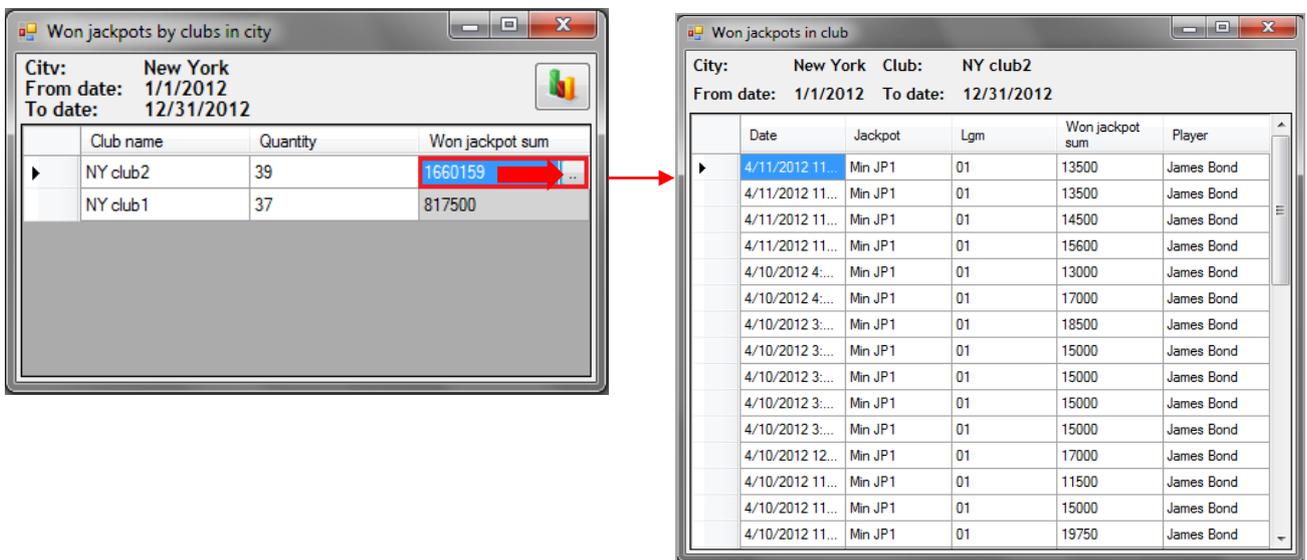
After clicking in the table data will be loaded for the selected period.

City	Quantity	Won jackpot sum
	294	16452468
Москва	178	13212559
Сочи	0	0
Санкт-Петербург	0	0
New York	76	2477659
Washington	40	762250

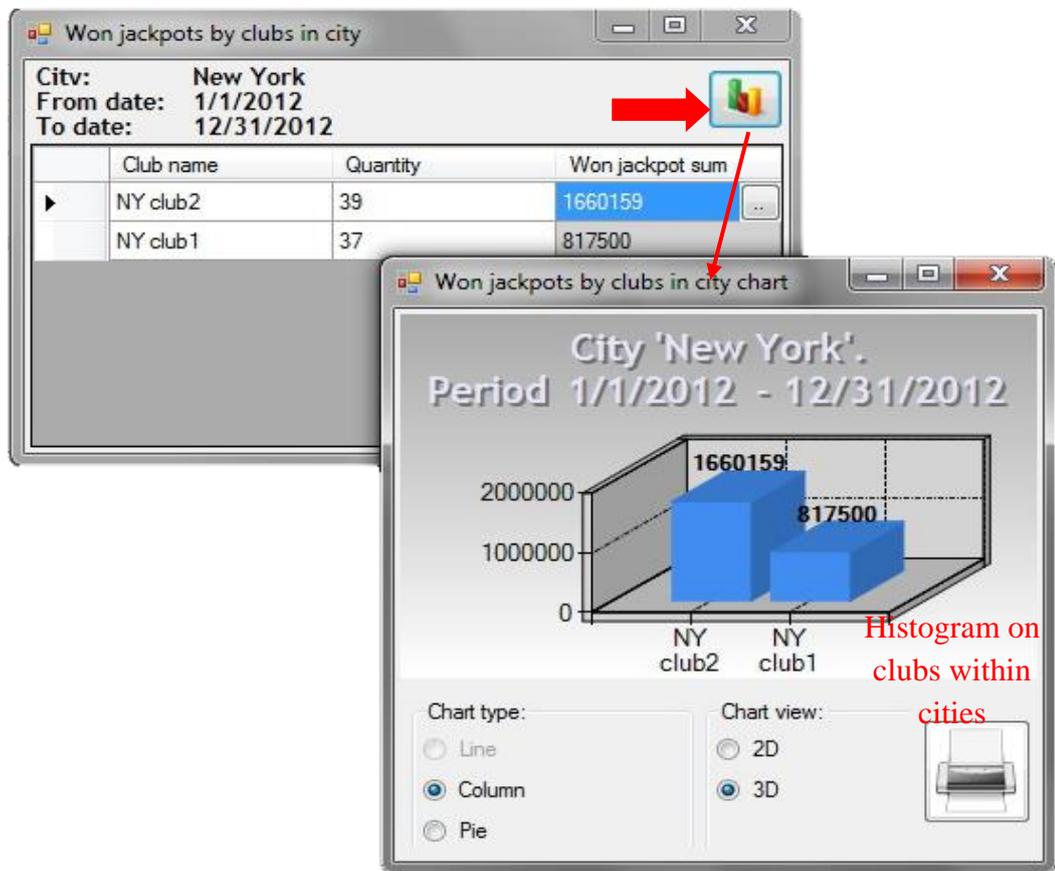
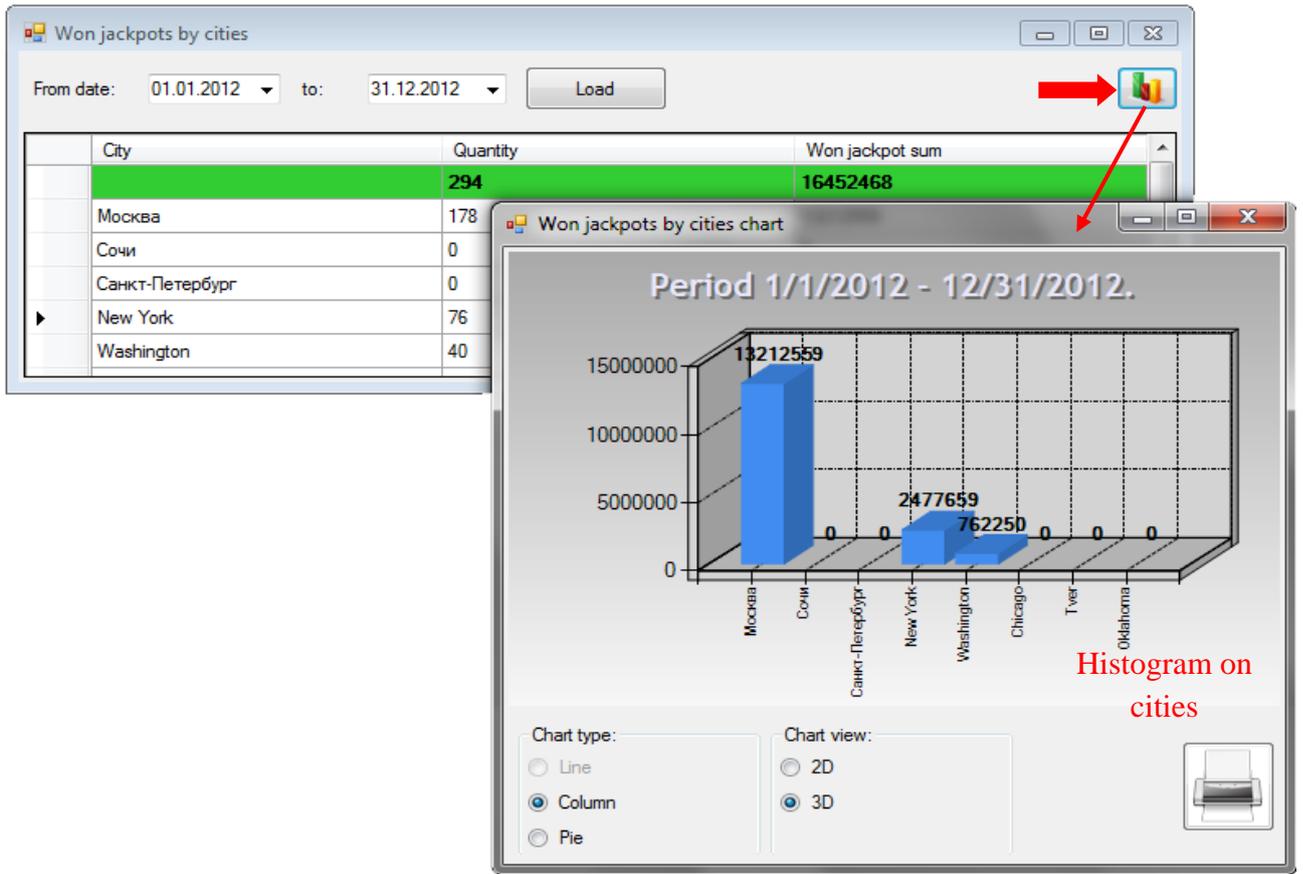
If you press the left mouse button on any cell in the column «**Won jackpot sum**», you will see a button , which when pressed opens the form in which to display the sum of the jackpot in the selected city in the context of the clubs of the city.



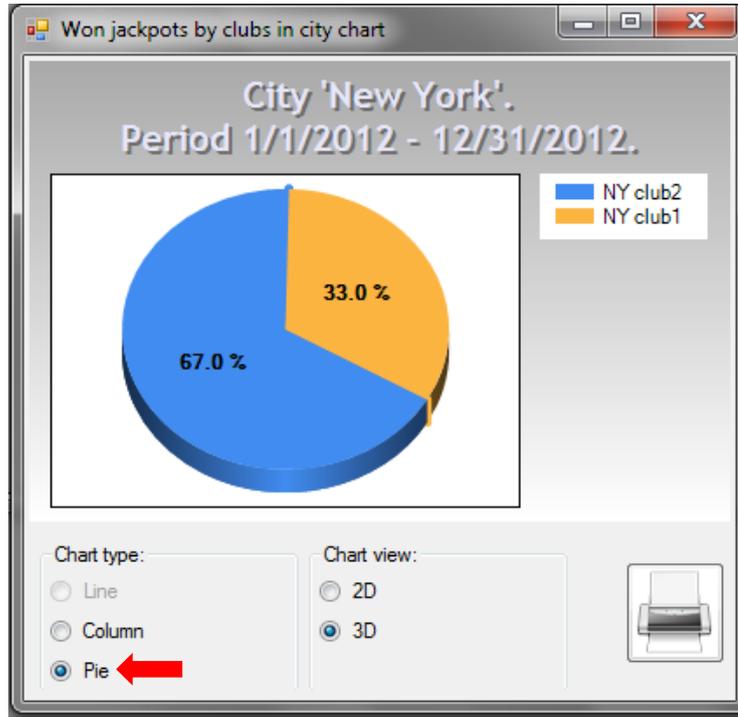
Further, if in the window with the data grouped by the clubs of the city, in a row of a club as the left mouse button on a cell «**Won jackpot sum**», you will see the button , when clicked, opens a form which displays all of the jackpot club for the selected period.



In addition, if you press the button  on the form with the statistics on cities and on the form with the statistics on the clubs of the city, then all the data on the jackpot will be displayed in a new window as a histogram.



If the window with the histogram in the field «**Chart type**» set the mark in the sense of «**Pie**», the histogram will be transformed into a pie chart.



You can also choose the appearance of the graph by setting the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».



By clicking the button , you can print a graph on paper (if the printer is connected to your computer).

7.10 «Time Jackpots» module.

The service «**Time Jackpots**» allows to create and edit smoothly the unlimited number of various credit and prize jackpots for regular clients, as well as for new ones. You should only choose the «happy» days and hours, set the prize and activate the service. Besides, various players' categories can be chosen for winning (status, sex and age), for getting the jackpot. For example, only for beginners or only for regulars. Also, in «**Time Jackpots**» it is possible to set the value of min. and max. bets. for a player to play to get the jackpot. But the difference of «**Mystery Jackpots**» is that the «**Time Jackpots**» can only be local.

The process of getting the «**Time Jackpots**» consists of some stages – the segments (from **1** up to **20**). The quantity of such segments is selected by the user. The jackpot gaining is performed automatically on each of segments one by one. The time of getting the jackpot is carried out by the system itself on random.

Each segment consists of such parameters as:

1. Duration (in minutes/hours).
2. The type of a jackpot (credit or prize).
3. The gaming devices, where the jackpot can be gained.
4. The categories of players, which can get the jackpot (status, sex, age).
5. The min. and max. bets for getting the jackpot.

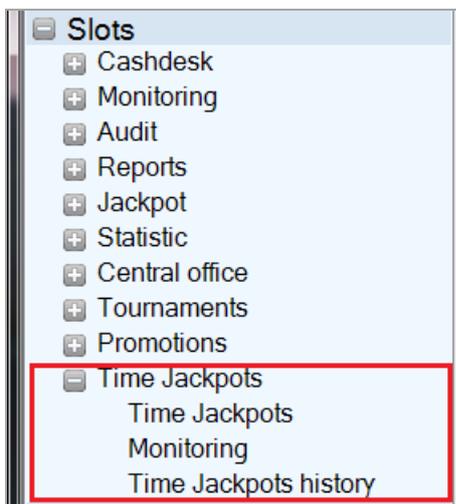
All gained credit Time jackpots are accrued automatically on the terminal, where it was located, or with a key (depending on the settings in «**Settings**» → «**Slots**» → «**Settings**»).

The process of getting for a player the «**Time Jackpots**» is as follows:

1. After the start of «**Time Jackpots**» the player comes to the terminal and put the card in card-reader (if available).
2. The player puts money in bill-acceptor.
3. Start playing on the terminal.
4. Within a game process, if the moment of a spin by a player with the required parameters matches the period of gaining the jackpot, the terminal will catch the jackpot.
5. If the jackpot is a credit one, its sum is accrued on the terminal at once, or with the attendant's help of turning the key (depending on the settings within a system).
6. If the gaining process consists of several stages, then the player continues to play and theoretically the displaying of another gained jackpot can be viewed, if the player has all required criteria.

Also, the «SlotLogic» system has an ability to set the club's results on big screens on gaining the «**Time Jackpots**».

The setting and administrating the service «**Time Jackpots**» are carried out in section «**Slots**» → «**Time Jackpots**».

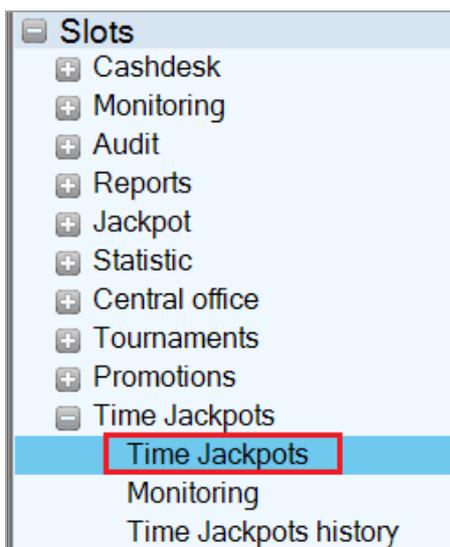


Let's view in detail the procedure of settings of «Time Jackpots» in following sections of the document.

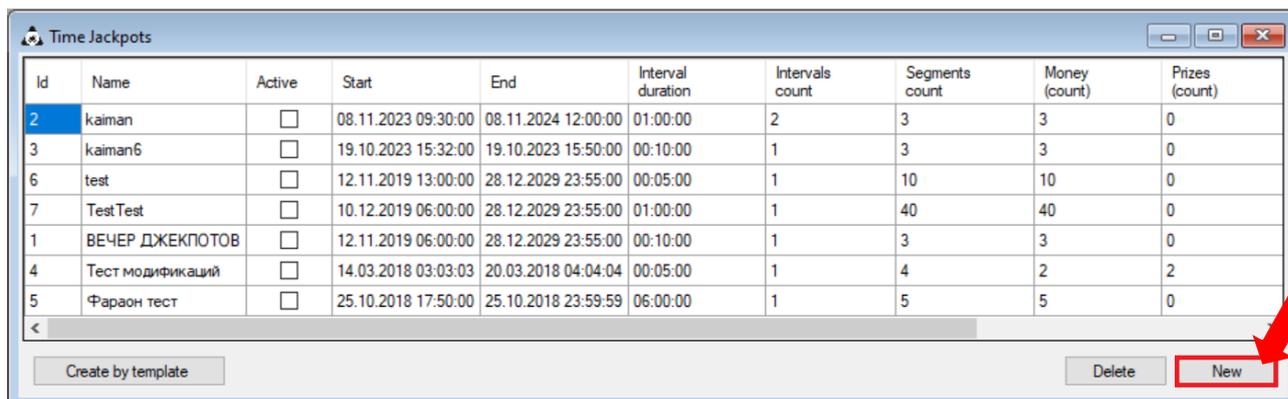
7.10.1 Creating the «Time Jackpots».

For creating the new «Time Jackpots» in a system, it is necessary to do the following:

1. In system's main menu select «Slots» → «Time Jackpots» → «Time Jackpots».



2. On the opened form «Time Jackpots» press the button «New», located at the right bottom corner.



3. Next, the gaining card «Time Jackpot» will be opened, where the following parameters should be present:

1) **Name** – the name is inputted within that line of «Time Jackpots» (f.e., «Happy weekend»).
2) **Active** – set a tick for activating the «Time Jackpots». The gaining process will run automatically in a specified period of time during all period.

3) **Date interval** – specify the period (date and time), when the gaining process will be active.

- **Start** – the starting period of getting the «Time Jackpots».
- **End** – the end of period of getting the «Time Jackpots».

4) **Day of week** – the week's days are set by a tick in this segment, for running the playing in a system. If none of weekdays are ticked, the described parameter will not be performed by a system.

5) **Day of month** – the month numbers are set by a tick in this segment, for running the playing in a system. If nothing is set, the described parameter will not be performed by a system.

Note: If the parameters «Day of week» and «Day of month» ARE NOT set, the gaining processes will be performed daily during the whole period at the specified intervals of time by a system.

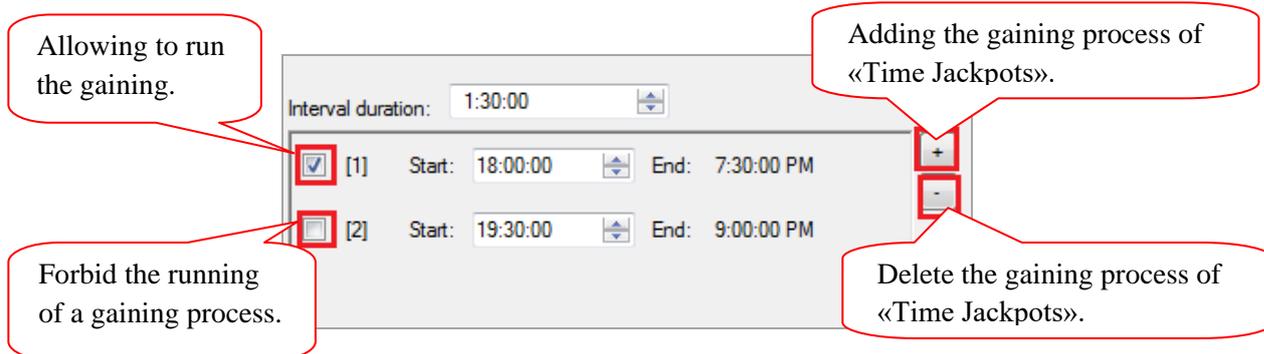
6) **Interval duration** – the presented line contains the duration for «Time Jackpots» (hours, minutes, seconds).

7) **Start** – the start of gaining the «Time Jackpots» is specified in this field.

8) **End** – the time of ending is specified automatically, depending on the parameter «**Interval duration**».

If necessary, it is possible to specify vast quantity of gaining «Time Jackpots» within a day on one condition – that they will not coincide in time intervals with each other. For performing it, press the button , located on the right, the form will now contain the field (**Start** and **End**).

To delete the draw, press on the button . The deletion of one field will be performed on pressing the button, starting from bottom to top. If it is required to cancel temporarily the start of any gaining, but with no deletion from a card, remove the tick, located before its naming.



9) Min. spins count – the minimum number of spins (games) that a player must make on the slot in order for the jackpot to hit (not less than 1 spin).

10) Min. bets amount – the minimum amount of bets (in the currency of the club) to which the player must play on the machine for the jackpot to hit (not less than 1). If the value is «**Min. bets amount**» is not set, then the jackpot hit does not depend on the amount of the player’s bets.

11) Playing slots – in this field specifies the minimum number of gaming slot machines required to hit the jackpot (min. 1).

12) All/Jackpot – you must select one of the items:

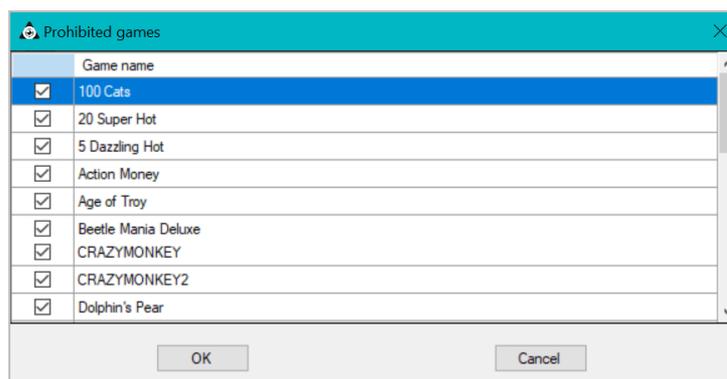
- If the «**All**» item is selected, then the jackpot prize fund will be accumulated from the bets on all (active) slots in the club.
- If the «**Jackpot**» item is selected, then the jackpot prize fund will be accumulated only from the bets on the slots selected on the «**Slots**» tab.

13) Max. winnings per slot –In this field specifies the maximum number of hits of this jackpot is assigned to the same gaming machine (from **1** to **40** times). Default is **40**.

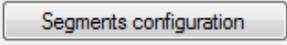
14) Max. winnings per player – In this field specifies the maximum number of hits of this jackpot is assigned to the same player (from **1** to **40** times). Default is **40**. This option works only for players with personal cards.

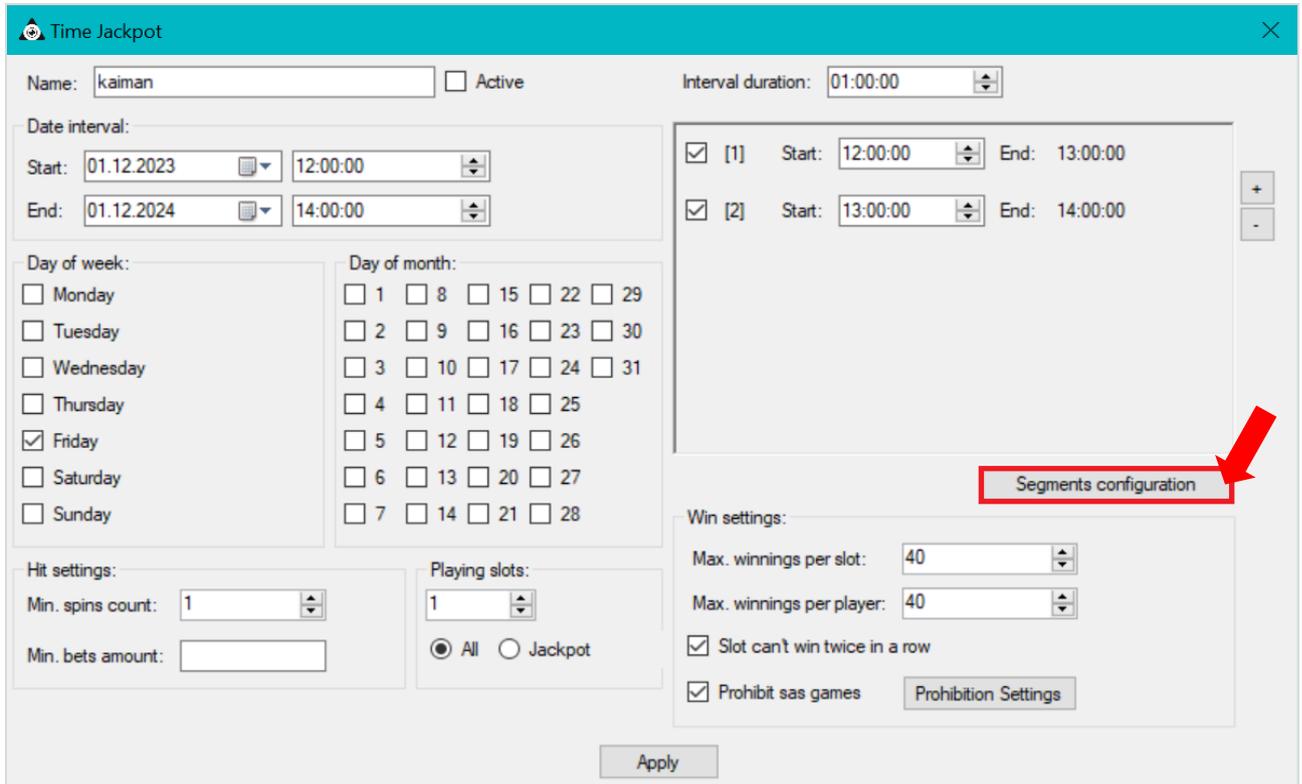
15) Slot can't win twice in a row - tick the checkbox if you want to enable the condition that the Time Jackpot can't fall twice in a row on one game machine.

16) Prohibit SAS games – the prohibition of «Time Jackpot» falling out in SAS games. To enable the prohibition, tick the checkbox and click on the «**Prohibition settings**» button to open the form where you need to select the games in which the Time Jackpot is not possible. By default all available games are selected.



17) For saving the parameters press the button .

4. Next, preparing the settings of stages (segments) of «Time Jackpots». For performing it, press the button .



The screenshot shows the 'Time Jackpot' configuration window. The 'Segments configuration' button is highlighted with a red box and a red arrow pointing to it. The button is located in the bottom right area of the window, below the 'Win settings' section.

5. On the opened form «**Segment configuration**» specify the following parameters:

1) Type of segment – select the type of a segment:

- **Equal** – automatic breakdown of the «Time Jackpots» into segments with equal duration.
- **Manual** – manual breakdown of the «Time Jackpots» into segments with different duration.

2) Segments management – using the buttons, you can add or delete segments to the draw. At the top of the form, the number of segments in one «Time Jackpots» draw will be displayed.

- **Add** – button to add a new segment (from 1 to 20).
- **Delete** – button to delete the selected segment (by mouse click).
- **Save** – button to save the segment settings.
- **Shuffle** – button to shuffle the sequence of segments.

3) Min. time interval between hot times – to manually set the minimum time (pause) between the hot times of adjacent segments, check the box and set the time in format **hh:mm:ss**. If this parameter is not specified, then the pause time between the hot times of adjacent segments is determined by the system randomly.

4) Graphic display of segments:



By clicking on the segment display area, you go to the tab with the settings of this segment.

5) Segment time:

- **Segment start after** – start time of the segment after the start of the «Time Jackpots» (is calculated automatically).
- **Segment duration** – duration of this segment.
 - Calculated automatically if the segment type is «**Equal**» (not editable).
 - Set manually within the limits of the «Time Jackpots» if the segment type is «Manual».
- **Start hot time after** – this option defines the lower limit when the hot time can start. For example, if 2 min is specified, the hot time can start no sooner than 2 min after the start of the segment.

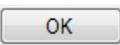
6) **Win type** – select the jackpot's type: **money** or **prize**.

7) **Max bet period (seconds)** – using the keyboard or buttons, set the period duration (from **00** to **60** seconds after the onset of the hot time), in which the system will take into account the values of the players' bets to determine the winner of the draw. The prize will be awarded to the player who made the maximum bet during the specified period.

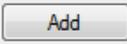
With a value of **00**, there is no maximum bet period, and the system determines the winner at the time of the hot time, taking into account all the specified conditions of the draw.

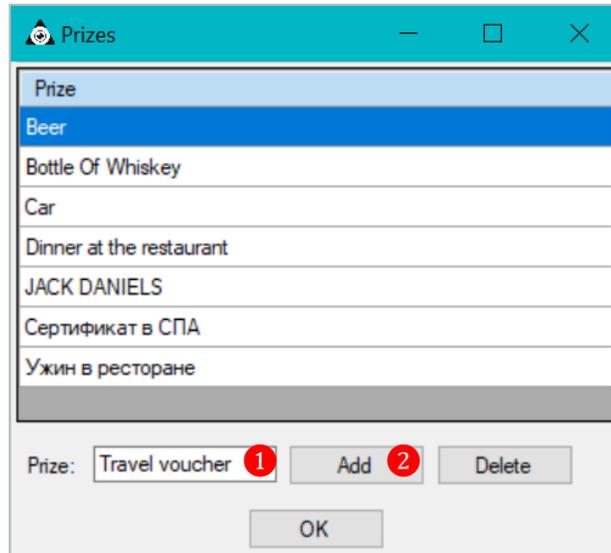
8) **Win type** – select **Money** or **Prize** to customise the winnings settings. Different winnings can be set for different segments.

- **Money win** (only for monetary jackpots) – jackpot's sum.
 - **Fixed amount** – input the jackpot's fixed sum with the help of a keyboard.
 - **Random amount between XXX and YYY** – use the keyboard to enter the minimum and maximum amounts (in the club currency), within which the system randomly chooses the sum of the jackpot prize for that segment.
 - **Show on TV** (only for the random amount of the jackpot) – use the keyboard to enter any convenient title (no more than 15 characters), which implies a random cash prize (for example, *MAGIC BOX*), which will be displayed on the jackpots screen in the area of the jackpot prize visualization of the corresponding segment.

Prize win (only for prize jackpots) – open the general list of prizes by pressing , select the required prize and press the button  for confirmation.



For adding a prize in a general list of prizes, it is necessary to input the name of a prize in a form of general prizes' list in «**Prize**» using the keyboard, and press .



For deleting the prize from a list, choose it by clicking the left mouse button and press



9) Hot time settings – select the condition of jackpot dropping for this segment.

*** Hot time will be canceled if no one will win it** – the presented condition means, that in case there will be no player with suitable parameters for gaining the jackpot within a hall, the jackpot will be held, and at the end of a segment will run the gaining of another segment (if any).

*** Hot time will be able to be out of the segment** – this condition means that in the event that in the course of the draw of this segment in the hall there is no player with the necessary parameters, the jackpot may fall out during the drawing of the following segments (if any).

*** Hot time win will be added to the next win if no one will win it** – this condition means that if in the course of the draw of this segment in the hall there is no player with the necessary parameters, the win will be added to the win of the next segment (if any).

For convenience, the tops of the segments are highlighted on the form in different colors, depending on the selected Hot Time condition.

1	2	3
00:00:00	01:00:00	02:00:00
01:00:00	01:00:00	01:00:00

10) Bets – the range of bets (min. and max.), for a player to play for getting the jackpot.

➤ If the values «**Min**» and «**Max**» are not specified, the value of player's bets will not influence on getting the jackpot.

➤ If the value «**Min**» is specified, the player's bet should be not less that parameter for getting the jackpot.

➤ If the value «**Max**» is specified, the player's bet should be not higher that parameter for getting the jackpot.

11) Player with card – this option is used for specifying the players' categories with club cards (status, sex, age and the amount of his/her bet), for gaining the jackpot. If the option was not edited, then the jackpot of the presented segment will spread on all players by default.

To activate and configure the option, check the box and specify the required conditions:

Player with card

Players conditions:

a) Status: ST SL GD PM

b) Sex: All Male Female

c) Age: 25 - 60 Birthday d)

a) Status (only for players with cards) – the players’ statuses, according to their cards. Set a tick to select it. In case no status has been chosen, the jackpot will be spread on all players with cards of a club.

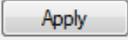
b) Sex (only for players with cards) – the gender of players, for getting the jackpot. It is marked «All» by default – for players with cards of any gender.

c) Age (only for players with cards) – the age of players, for getting the jackpot. If it is omitted, the jackpot will be spread on all players with cards of any age.

d) Birthday (only for players with cards) – the jackpot is spread only for the players, which birthdays match the interval of gaining the jackpot. Set a tick for its activation.

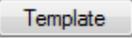
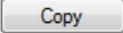
12) Slots – the gaming machines, where the players should play for getting the jackpot. All gaming machines are selected on default. For excluding any terminal, remove the tick from its number.

	Number	Address	Producer
<input checked="" type="checkbox"/>	0001	7:1	Novomatic
<input checked="" type="checkbox"/>	0002	7:2	Novomatic
<input checked="" type="checkbox"/>	0003	7:3	Alfa Street
<input type="checkbox"/>	123	4:123	Atronic

13) After the setting all required parameters and conditions press the  button for saving.

6. Next, if the gaining of «Time Jackpots» consist of several segments, it is necessary to specify the next segment, opening the new inset with settings. To go to the tab with the settings of the new segment, click on the display area of this segment.

Number	Address	Producer	
<input checked="" type="checkbox"/>	1	8:1	Novomatic CF 1
<input checked="" type="checkbox"/>	2	8:2	Novomatic CF 1
<input checked="" type="checkbox"/>	3	8:3	Игрософт
<input checked="" type="checkbox"/>	4	8:4	Белатра
<input checked="" type="checkbox"/>	5	8:5	EGT

In case you want to copy the settings of the 1st segment to the 2nd, select the inset of the 1st segment, press on the button  and set a tick in the 2nd segment's line. For copying the settings press on .

Interval duration: **01:00:00** Segments count: **3**

Type of segments: Equal Manual

Segments management: Segments needed: **3**    

Min. time interval between hot times: 00:00:00

1	2	3
00:00:00	00:20:00	00:40:00
00:20:00	00:20:00	00:20:00

Segment time: Segment starts after 00:00:00 Segment duration: 00:02:00

Start hot time after 00:02:00

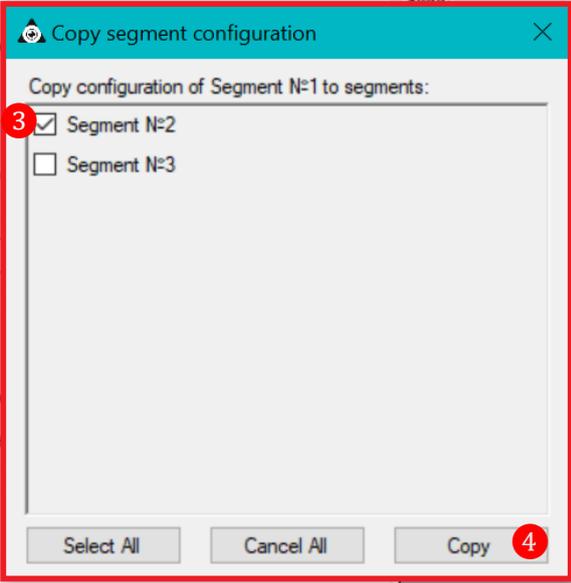
Win type: Money Prize Max bet period (seconds): 10

Prize win: Prize name:

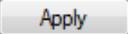
Hot time settings: Hot time will be canceled if no one Hot time will be able to be out of the Hot time win will be added to the next

Bets (): Min: Max:

Player with card





7. After finishing the settings of segments, press  for saving and close the form.

8. Next, in «Time Jackpot» press the button  again and close the form.

The created jackpot gaining will be displayed in a general list in view form «**Time Jackpots**».

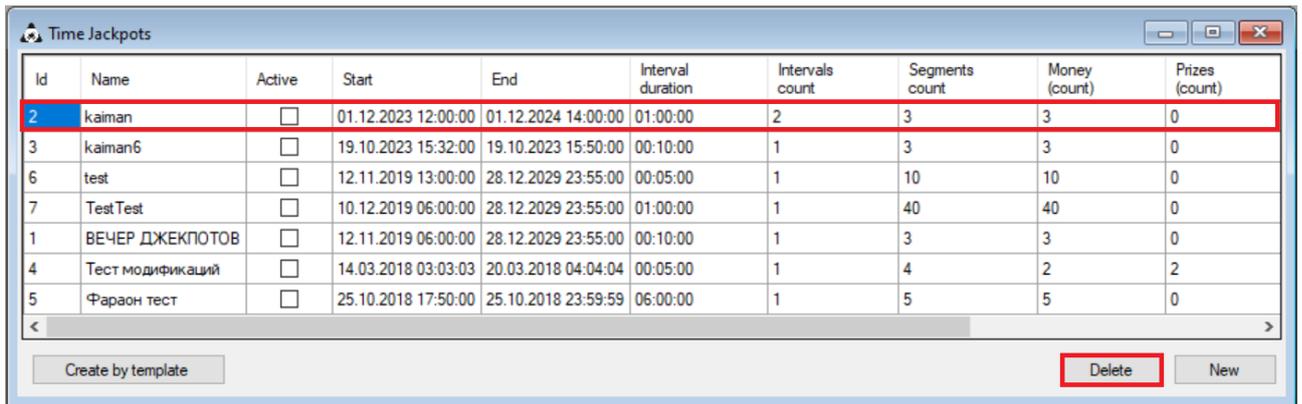
Id	Name	Active	Start	End	Interval duration	Intervals count	Segments count	Money (count)	Prizes (count)
2	kaiman	<input type="checkbox"/>	01.12.2023 12:00:00	01.12.2024 14:00:00	01:00:00	2	3	3	0
3	kaiman6	<input type="checkbox"/>	19.10.2023 15:32:00	19.10.2023 15:50:00	00:10:00	1	3	3	0
6	test	<input type="checkbox"/>	12.11.2019 13:00:00	28.12.2029 23:55:00	00:05:00	1	10	10	0
7	TestTest	<input type="checkbox"/>	10.12.2019 06:00:00	28.12.2029 23:55:00	01:00:00	1	40	40	0
1	ВЕЧЕР ДЖЕКПОТОВ	<input type="checkbox"/>	12.11.2019 06:00:00	28.12.2029 23:55:00	00:10:00	1	3	3	0
4	Тест модификаций	<input type="checkbox"/>	14.03.2018 03:03:03	20.03.2018 04:04:04	00:05:00	1	4	2	2
5	Фараон тест	<input type="checkbox"/>	25.10.2018 17:50:00	25.10.2018 23:59:59	06:00:00	1	5	5	0

Later, it is possible to edit the settings of «Time Jackpots». For opening the card of playing, it is required to press on the line within a list by double-clicking the left mouse button. After inputting the changes press on . The changes are available only on the next start of «Time Jackpots».

In case it is required temporarily to turn off any «Time Jackpots», open its card and remove the tick in «**Active**».

For activation «Time Jackpots» set a tick again.

In case it is required to delete any «Time Jackpots» from a system, choose the jackpot from the list and press .



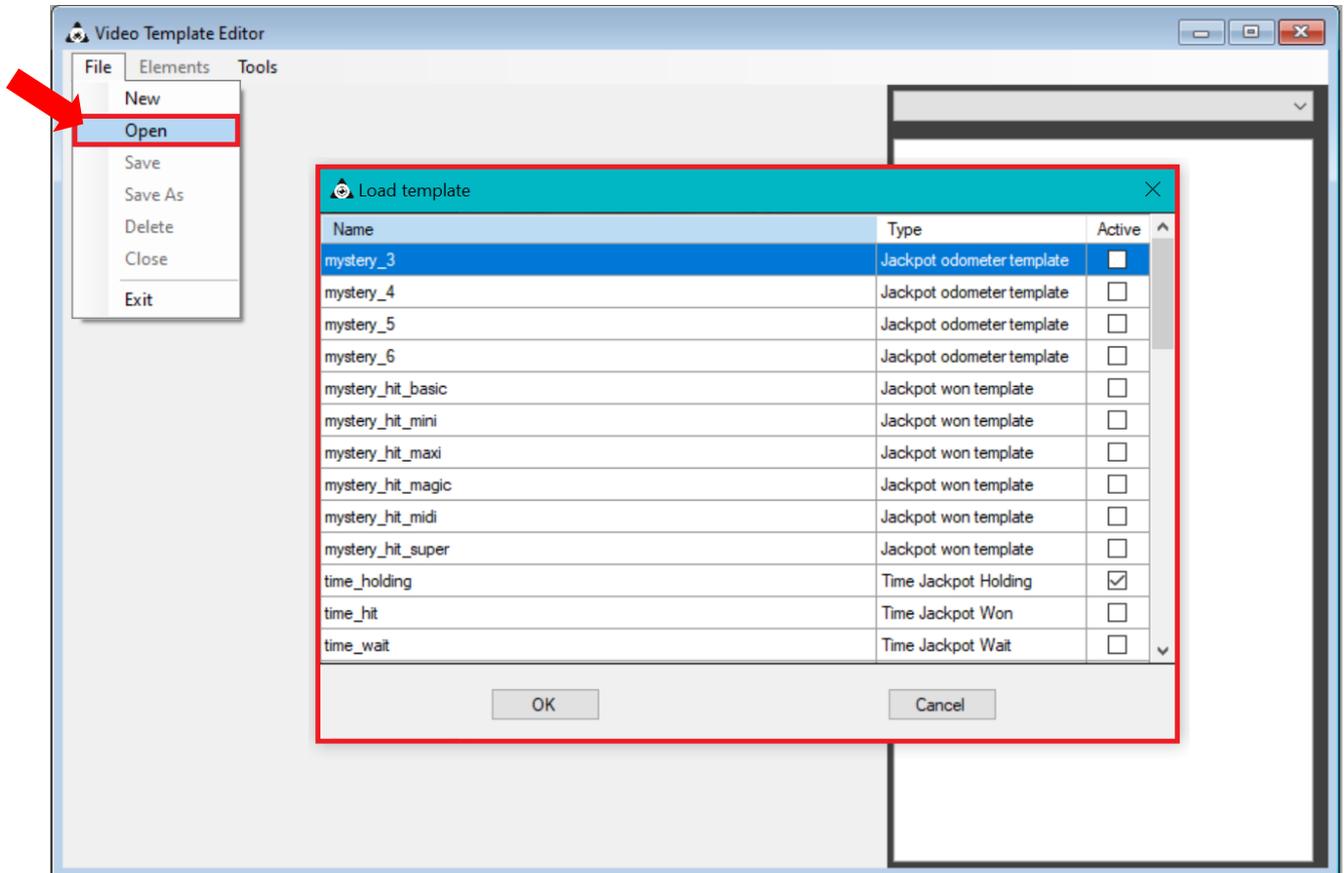
Id	Name	Active	Start	End	Interval duration	Intervals count	Segments count	Money (count)	Prizes (count)
2	kaiman	<input type="checkbox"/>	01.12.2023 12:00:00	01.12.2024 14:00:00	01:00:00	2	3	3	0
3	kaiman6	<input type="checkbox"/>	19.10.2023 15:32:00	19.10.2023 15:50:00	00:10:00	1	3	3	0
6	test	<input type="checkbox"/>	12.11.2019 13:00:00	28.12.2029 23:55:00	00:05:00	1	10	10	0
7	TestTest	<input type="checkbox"/>	10.12.2019 06:00:00	28.12.2029 23:55:00	01:00:00	1	40	40	0
1	ВЕЧЕР ДЖЕКПОТОВ	<input type="checkbox"/>	12.11.2019 06:00:00	28.12.2029 23:55:00	00:10:00	1	3	3	0
4	Тест модификаций	<input type="checkbox"/>	14.03.2018 03:03:03	20.03.2018 04:04:04	00:05:00	1	4	2	2
5	Фараон тест	<input type="checkbox"/>	25.10.2018 17:50:00	25.10.2018 23:59:59	06:00:00	1	5	5	0

Buttons:

7.10.2 The visualization of «Time Jackpots».

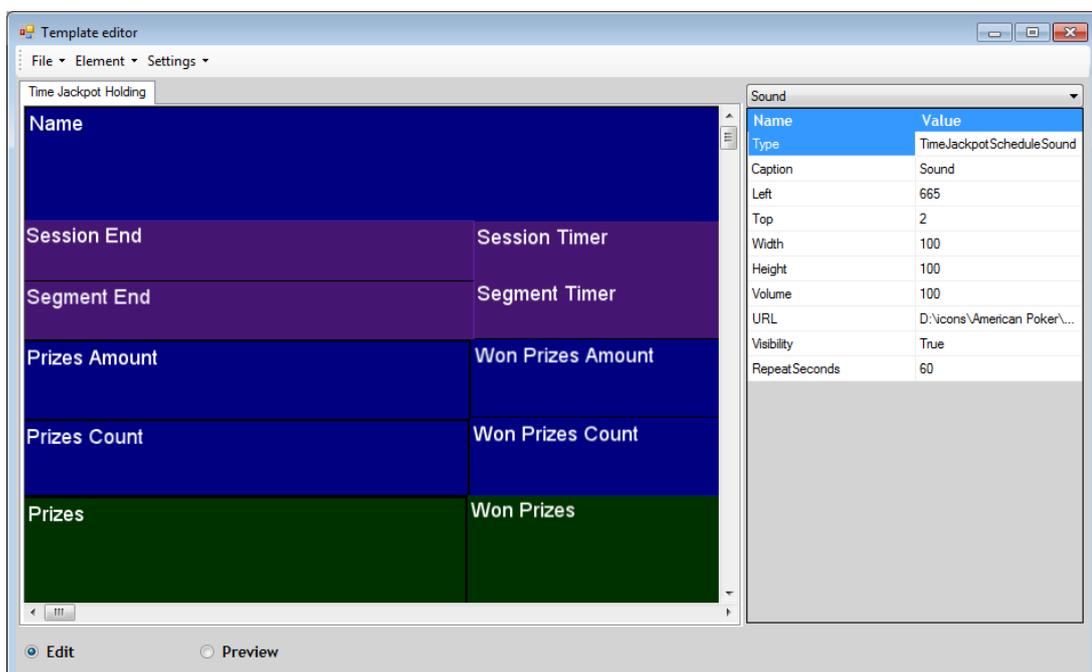
For displaying the results of «Time Jackpots» on club's screens, it is necessary to use the template editor («Settings» → «Video templates editor»).

For uploading the desired template into the editor, select «File» → «Open» in the editor, which will lead to the list of all available templates.



The system allows creating and editing the following templates for «Time Jackpots»:

- **Time Jackpot Holding** – is used for displaying the gaining process of «Time Jackpots».

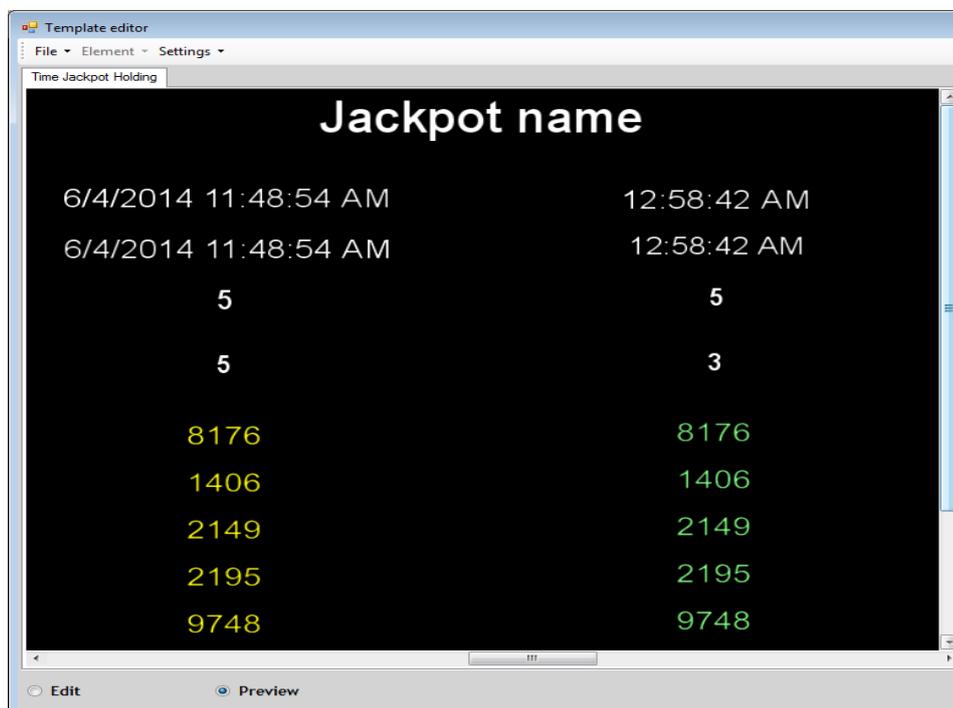


This template contains the following elements:

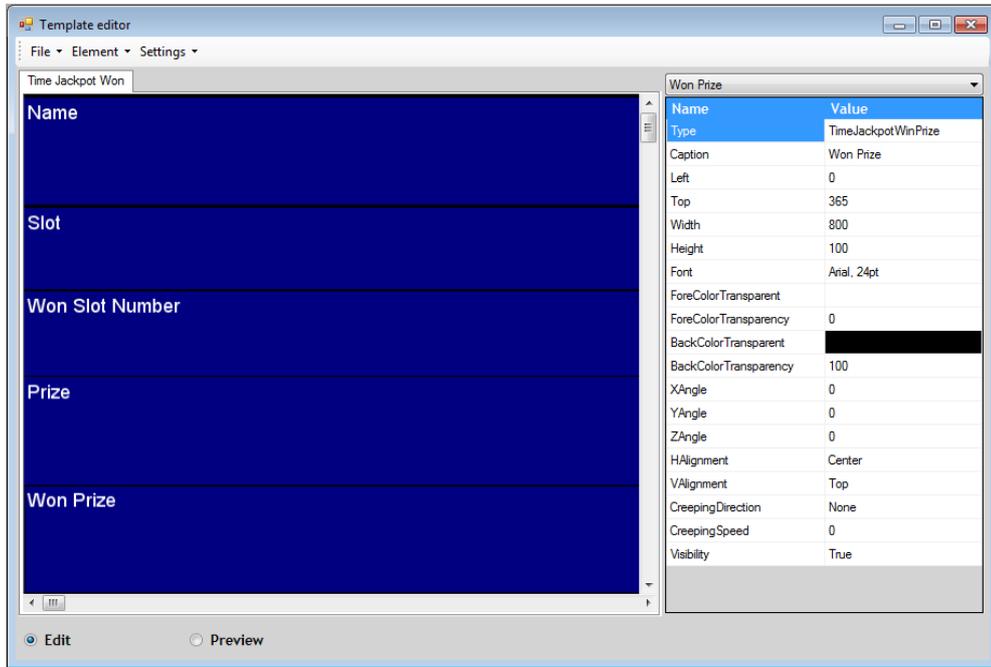
1. **Name** – gives a name to «Time Jackpots».
2. **Session End** – displays the time of a current «Time Jackpots».
3. **Session Timer** – the timer of countdown for the current «Time Jackpots».
4. **Segment End** – displays the time of ending the gaining for the current segment «Time Jackpots».
5. **Segment Timer** – the timer of countdown for the current segment «Time Jackpots».
6. **Prizes Amount** – displays the total sum of credit jackpots for achieving in the current «Time Jackpots».
7. **Won Prizes Amount** – displays the total sum of already taken credit jackpots in the current «Time Jackpots».
8. **Prizes Count** – displays the total quantity of prizes for getting in the current «Time Jackpots».
9. **Won Prizes Count** – displays the total quantity of already taken prizes in the current «Time Jackpots».
10. **Prizes** – displays the general list of prizes for achieving in the current «Time Jackpots».
11. **Won Prizes** – displays the list of already won prizes in the current «Time Jackpots».

The values for the elements are performed automatically; there is no need to input them manually.

For preview, set a tick in «**Preview**» in the editor. The edited elements will be shown within a form.



- **Time Jackpot Won** – is used for displaying the results of «Time Jackpots».



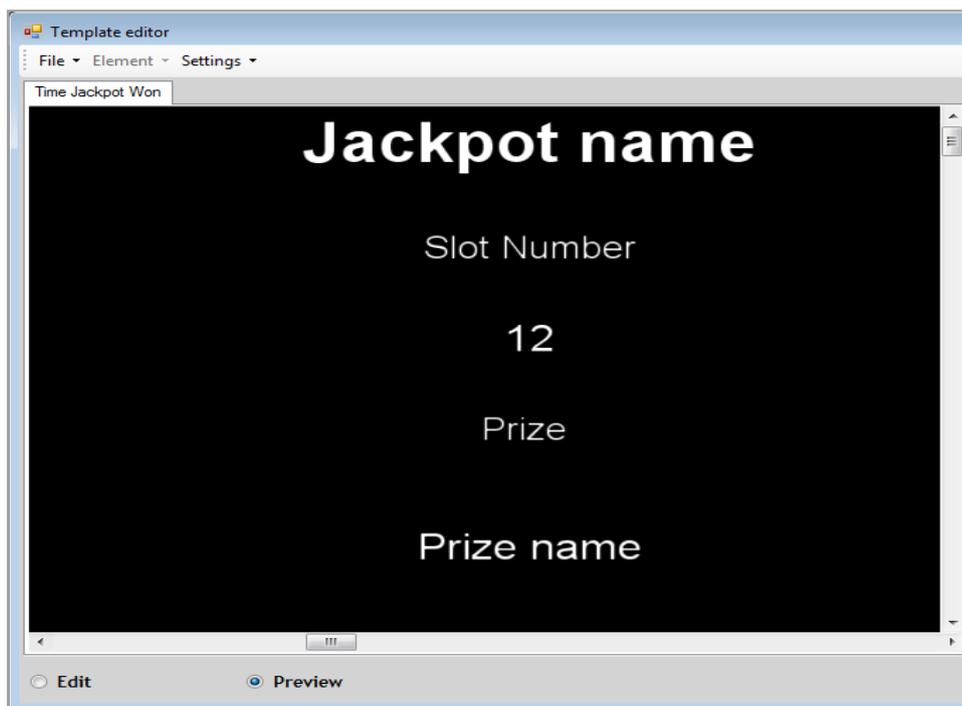
In the presented template it is possible to use the following elements:

1. **Name** – gives a name to «Time Jackpots».
2. **Won Slot Number** – specifies the number of a gaming machine, which gained a jackpot.
3. **Won Prizes** – sets a sum or prize name of dropped jackpot.

The values for such templates are inputted automatically, there is no need to input them manually.

For inserting any text within the template (f.e., «Slot Number», «Prize» etc.) use the element «Text».

For preview set a tick in a line «Preview» in the editor. The edited elements will be shown within a form.



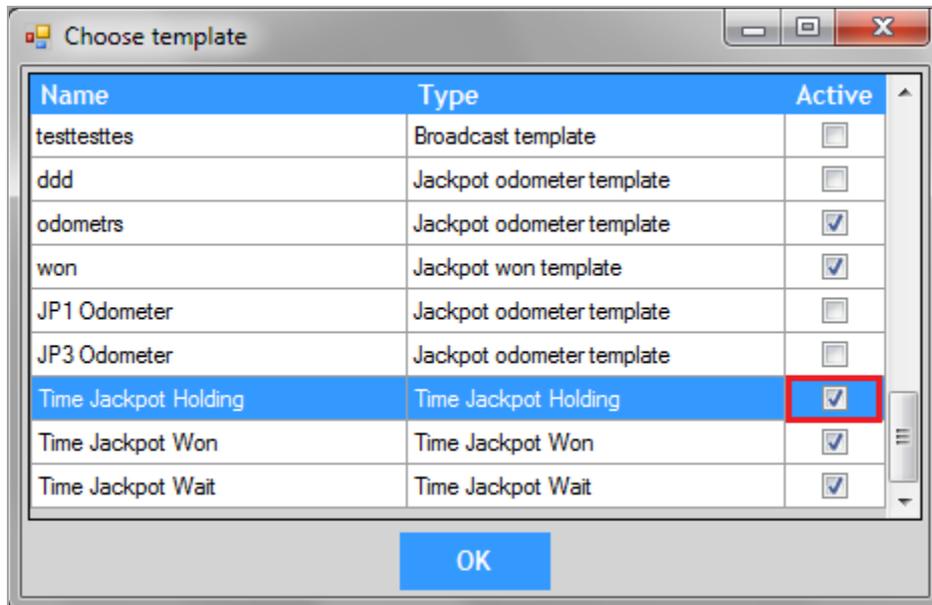
On the starting time of gaining the «Time Jackpots» and for all its duration, the club's screen will display the following picture:



On gaining the «Time Jackpots» and on its winning, the system will automatically present the template **Time Jackpot Won** except for **Time Jackpot Holding**, the first will contain the information on a gained jackpot.

Note: The loading screens (templates) for «Time Jackpots» are displayed in the Video Server application only on gaining the «Time Jackpots».

Attention! For displaying the template in Video Server application, it should be active (the tick in a column «Active»), otherwise it will not be displayed.



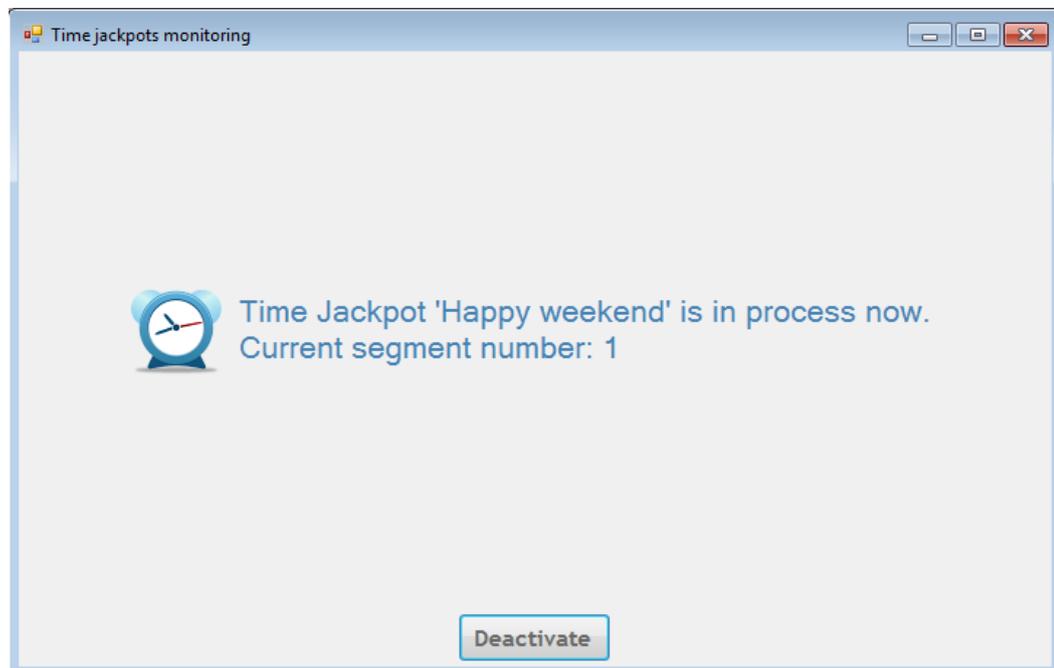
7.10.3 The monitoring of «Time Jackpots».

For opening the form of monitoring the «Time Jackpots» it is necessary to choose «Slots» → «Time Jackpots» → «Monitoring» in system's main menu.



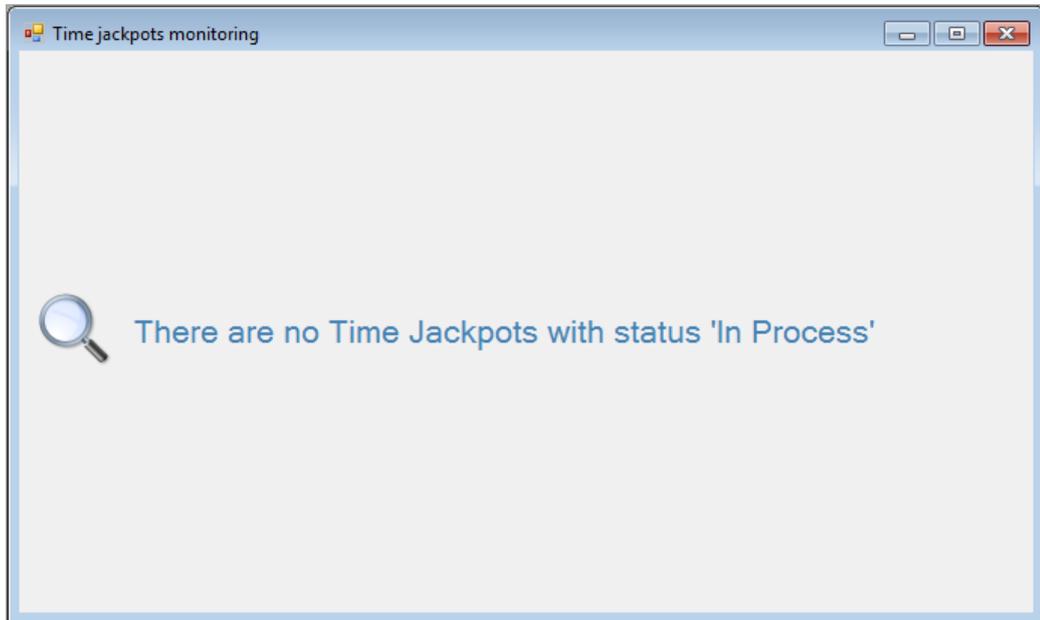
On the period of gaining the «Time Jackpots» in «Time Jackpots monitoring» will be displayed the following information:

- The name of «Time Jackpots».
- The number of a segment, which is run at the current moment.



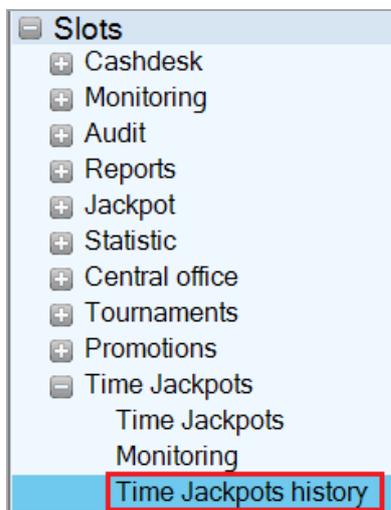
If you press the button  on any period of gaining the “Time Jackpots”, the gaining process will be cancelled – without the possibility to continue. The next launching of «Time Jackpots» will be performed by a system according to the schedule.

In case there are no gaining of «Time Jackpots» at the current moment within the system, the following message will be displayed in monitoring window «**There are no Time Jackpots with status `In Process`**».



7.10.4 The history and jackpots payment of «Time Jackpots».

All history of gained/not gained winnings of «Time Jackpots» is available for viewing in a special form «Time Jackpots history». For its opening, select «Slots» → «Time Jackpots» → «Time Jackpots history» from the menu.



In «Time Jackpots history» all jackpots are displayed in a list on line by line from bottom to top.

The screenshot shows a window titled 'Time Jackpots history' with a table of records. The table has columns: Id, Jackpot name, Segment #, Segment start, Segment end, Hot time, Won date, Won slot, and Won player. The record with Id 4159 is highlighted in yellow. Below the table, there is a 'Last:' field with the value '300' and a legend with checkboxes for various statuses: issued to player, not issued to player, has no winner, reseted by key, canceled, bonusing unknown, and deactivated. There are also 'Reset status' and 'Refresh' buttons.

Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player
4162	kaiman	5	13.10.2023 14:08:38	13.10.2023 14:09:33	13.10.2023 14:08:47	13.10.2023 14:08:48	1	Иванов Роман Иванович
4161	kaiman	4	13.10.2023 14:07:44	13.10.2023 14:08:38	13.10.2023 14:08:19	13.10.2023 14:08:20	1	Иванов Роман Иванович
4160	kaiman	3	13.10.2023 14:06:49	13.10.2023 14:07:44	13.10.2023 14:07:14	13.10.2023 14:07:14	1	Иванов Роман Иванович
4159	kaiman	2	13.10.2023 14:05:55	13.10.2023 14:06:49	13.10.2023 14:06:11	13.10.2023 14:06:12	1	Иванов Роман Иванович
4158	kaiman	1	13.10.2023 14:05:00	13.10.2023 14:05:55	13.10.2023 14:05:07			
4157	kaiman	11	13.10.2023 14:04:05	13.10.2023 14:05:00	13.10.2023 14:04:10			
4156	kaiman	10	13.10.2023 14:03:11	13.10.2023 14:04:05	13.10.2023 14:03:21			
4155	kaiman	9	13.10.2023 14:02:16	13.10.2023 14:03:11	13.10.2023 14:02:18	13.10.2023 14:03:11	1	Иванов Роман Иванович

Each jackpot has the following information:

1. **ID** – the number of a jackpot orderly.
2. **Jackpot name** – the name of «Time Jackpots», which lead to gained/not gained jackpot.
3. **Segment #** – the number of the segment in which this jackpot is gained/not gained.
4. **Segment start** – the starting time of a segment, which lead to gained/not gained jackpot.
5. **Segment end** – the ending time of a segment, which lead to gained/not gained jackpot.
6. **Hot Time** – hot time this jackpot.
7. **Won date** – the time of winning the jackpot.
8. **Won slot** – the number of a slot machine, where the jackpot was won.
9. **Won player** – the player's name and login, which won the jackpot.
10. **Won card** – the player's number of a card, which won the jackpot (if any).
11. **Won bet** – the total sum of bets, which lead to gaining the jackpot.
12. **Prize amount** – the prize's sum (for the credit jackpot).

13. **Prize name** – the name of a prize (for the prize jackpot).
14. **Issued by** – the attendant’s login, which gave the prize of a jackpot to the player.
15. **Issued date** – the date and time of giving the prize to the player.
16. **Canceled by** – the attendant’s login, which cancelled the prize giving due to some reasons.
17. **Canceled date** – the date and time of cancelling giving a prize to the player.
18. **Key** - is ticked if the key has been turned after the jackpot has been hit and the jackpot amount has been successfully credited. In case of a jackpot prize, the machine will be unlocked after turning the key.
19. **K** – the date and time when the attendant turned the key on the machine.
20. **Wrong key** - is ticked if the key was turned after the jackpot was hit, but for some reason the jackpot was not credited. The jackpot will only be available for manual crediting.

Besides, each jackpot, presented in a list, has a status, denoted by its line’s color. The notation keys can be found in the legend below the table.

Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player
4162	kaiman	5	13.10.2023 14:08:38	13.10.2023 14:09:33	13.10.2023 14:08:47	13.10.2023 14:08:48	1	Иванов Роман Иванович
4161	kaiman	4	13.10.2023 14:07:44	13.10.2023 14:08:38	13.10.2023 14:08:19	13.10.2023 14:08:20	1	Иванов Роман Иванович
4160	kaiman	3	13.10.2023 14:06:49	13.10.2023 14:07:44	13.10.2023 14:07:14	13.10.2023 14:07:14	1	Иванов Роман Иванович
4159	kaiman	2	13.10.2023 14:05:55	13.10.2023 14:06:49	13.10.2023 14:06:11	13.10.2023 14:06:12	1	Иванов Роман Иванович
4158	kaiman	1	13.10.2023 14:05:00	13.10.2023 14:05:55	13.10.2023 14:05:07			
4157	kaiman	11	13.10.2023 14:04:05	13.10.2023 14:05:00	13.10.2023 14:04:10			
4156	kaiman	10	13.10.2023 14:03:11	13.10.2023 14:04:05	13.10.2023 14:03:21			
4155	kaiman	9	13.10.2023 14:02:16	13.10.2023 14:03:11	13.10.2023 14:02:18	13.10.2023 14:03:11	1	Иванов Роман Иванович

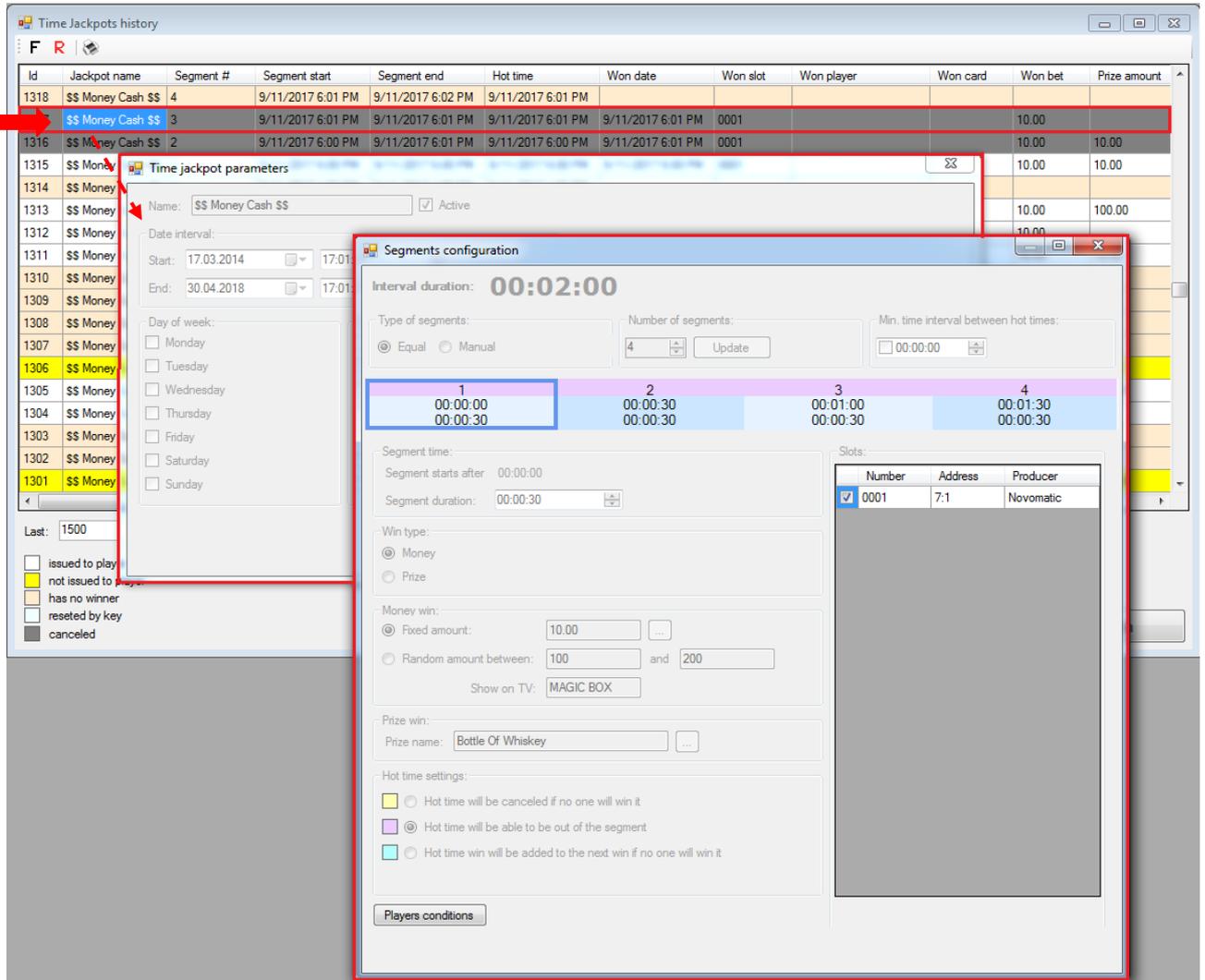
Last: 300

issued to player bonusing unknown
 not issued to player deactivated
 has no winner
 reseted by key
 canceled

Reset status Refresh

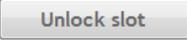
- If the line is marked with white – that means, that the jackpot was won and was accrued on the terminal.
- If the jackpot’s line is marked with **yellow** – that means, that the jackpot was gained and ready to be charging.
- If the line is marked with **beige** – that means, that the jackpot was not dropped.
- If the line is marked with **gray** – that means, that the jackpot was won, but its accrual/cash-out were cancelled due to some reasons.
- If the line is marked with **light blue** – this means, that this jackpot was won, but for some reason was reset «by the key».
- If the jackpot line is highlighted with an **orange**, it means that no crediting result could not be determined for that jackpot. Possible reasons:
 - SMIB is not sure if it has credited or not.
 - Operation execution error in Worker.h.
 - Failed to wait for a command execution event from SMIB.
 - SlotService did not respond after it started processing the command.
- If the jackpot line is highlighted in **pale grey** – that means that this jackpot was deactivated during the draw.

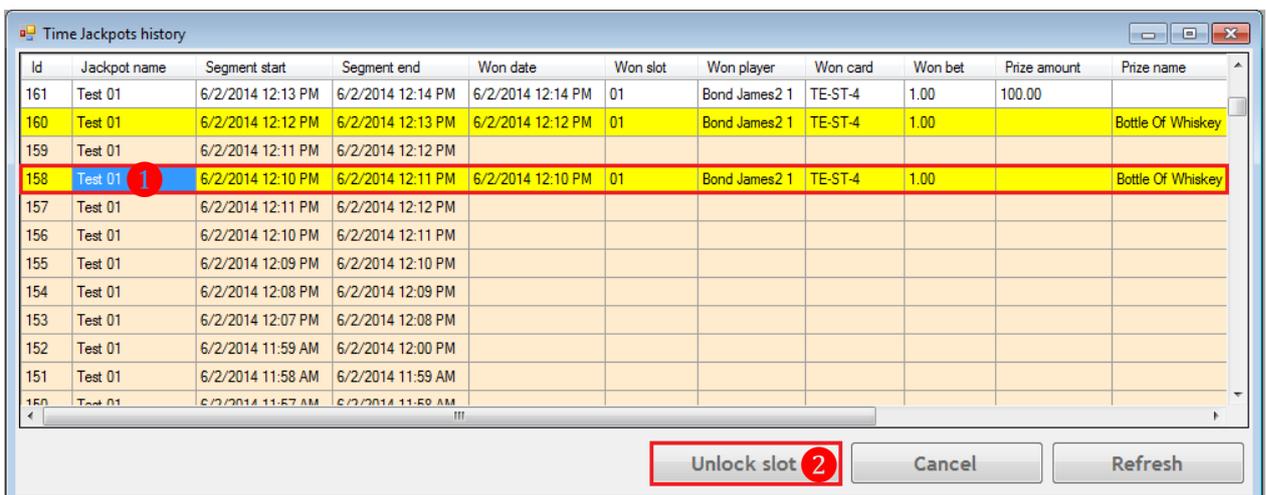
Using the «**Last**» field, you can specify the number of lines that appear in the list of jackpots.
For convenience, double-clicking on the line of any of the jackpots opens a form with the settings of this jackpot in the viewing mode.

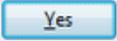


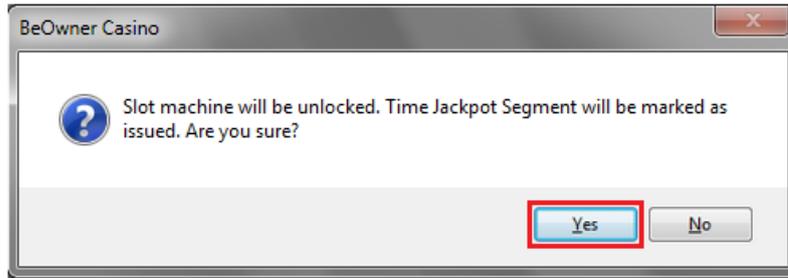
Giving the prize jackpot manually:

For presenting the prize jackpot it is necessary to do the following:

1. Give a prize to the winner.
2. In «**Time Jackpots history**» select the line with the appropriate jackpot (marked with yellow) by clicking the left mouse button and press the button .



3. Press the button  for confirmation in the opened dialogue form.



After the confirmation, the slot with a jackpot will be unlocked and jackpot's prize will be marked as given in a list.

me	Segment start	Segment end	Won date	Won slot	Won player	Won card	Won bet	Prize amount	Prize name	Issued by	Issued date
	6/2/2014 12:13 PM	6/2/2014 12:14 PM	6/2/2014 12:14 PM	01	Bond James2 1	TE-ST-4	1.00	100.00			
	6/2/2014 12:12 PM	6/2/2014 12:13 PM	6/2/2014 12:12 PM	01	Bond James2 1	TE-ST-4	1.00		Bottle Of Whiskey		
	6/2/2014 12:11 PM	6/2/2014 12:12 PM									
	6/2/2014 12:10 PM	6/2/2014 12:11 PM	6/2/2014 12:10 PM	01	Bond James2 1	TE-ST-4	1.00		Bottle Of Whiskey	psholokhov	6/4/2014 2:38 PM
	6/2/2014 12:11 PM	6/2/2014 12:12 PM									
	6/2/2014 12:10 PM	6/2/2014 12:11 PM									
	6/2/2014 12:09 PM	6/2/2014 12:10 PM									
	6/2/2014 12:08 PM	6/2/2014 12:09 PM									
	6/2/2014 12:07 PM	6/2/2014 12:08 PM									
	6/2/2014 11:59 AM	6/2/2014 12:00 PM									
	6/2/2014 11:58 AM	6/2/2014 11:59 AM									
	6/2/2014 11:57 AM	6/2/2014 11:58 AM									

Giving the credit jackpot manually:

The giving of the credit jackpot is performed by a system automatically, immediately on its gaining, by accruing the sum of a prize on the terminal, which has won.

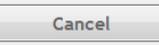
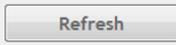
In case any technical problems occur, the terminal will be automatically blocked and accrual of the prize's sum is carried out manually. The procedure would be as follows:

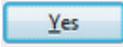
1. In a form «**Time Jackpots history**» select the line with the appropriate jackpot by clicking the left mouse button and press the button  at the bottom of a page.

Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player	Won card	Won bet	Prize amount
1306	\$\$ Money Cash \$\$	4	9/11/2017 4:53 PM	9/11/2017 4:54 PM	9/11/2017 4:53 PM	9/11/2017 4:53 PM	0001			10.00	31.10
1305	\$\$ Money Cash \$\$	3	9/11/2017 4:52 PM	9/11/2017 4:53 PM	9/11/2017 4:52 PM	9/11/2017 4:52 PM	0001			10.00	100.00
1304	\$\$ Money Cash \$\$	2	9/11/2017 4:51 PM	9/11/2017 4:52 PM	9/11/2017 4:51 PM	9/11/2017 4:51 PM	0001			10.00	
1303	\$\$ Money Cash \$\$	1	9/11/2017 4:50 PM	9/11/2017 4:51 PM	9/11/2017 4:50 PM						
1302	\$\$ Money Cash \$\$	4	9/11/2017 4:05 PM	9/11/2017 4:06 PM	9/11/2017 4:05 PM						
1301	\$\$ Money Cash \$\$	3	9/11/2017 4:04 PM	9/11/2017 4:05 PM	9/11/2017 4:04 PM	9/11/2017 4:05 PM	0001			10.00	100.00
1300	\$\$ Money Cash \$\$	2	9/11/2017 4:03 PM	9/11/2017 4:04 PM	9/11/2017 4:03 PM	9/11/2017 4:05 PM	0001			10.00	
1299	\$\$ Money Cash \$\$	1	9/11/2017 4:02 PM	9/11/2017 4:03 PM	9/11/2017 4:02 PM	9/11/2017 4:03 PM	0001			10.00	10.00
1298	\$\$ Money Cash \$\$	4	9/11/2017 3:59 PM	9/11/2017 4:00 PM	9/11/2017 3:59 PM						
1297	\$\$ Money Cash \$\$	3	9/11/2017 3:58 PM	9/11/2017 3:59 PM	9/11/2017 3:58 PM						
1296	\$\$ Money Cash \$\$	2	9/11/2017 3:57 PM	9/11/2017 3:58 PM	9/11/2017 3:57 PM	9/11/2017 3:58 PM	0001			10.00	
1295	\$\$ Money Cash \$\$	1	9/11/2017 3:56 PM	9/11/2017 3:57 PM	9/11/2017 3:56 PM	9/11/2017 3:58 PM	0001			10.00	10.00

Last: 1500

issued to player
 not issued to player
 has no winner
 reseted by key
 canceled

2. Press  for confirmation on the opened dialogue form.



After the confirmation, the slot with the jackpot will be unlocked and jackpot's prize will be accrued. The presented jackpot will be marked as given in a list.

Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player	Won card	Won bet	Prize amount
1306	\$\$ Money Cash \$\$	4	9/11/2017 4:53 PM	9/11/2017 4:54 PM	9/11/2017 4:53 PM	9/11/2017 4:53 PM	0001			10.00	31.10
1305	\$\$ Money Cash \$\$	3	9/11/2017 4:52 PM	9/11/2017 4:53 PM	9/11/2017 4:52 PM	9/11/2017 4:52 PM	0001			10.00	100.00
1304	\$\$ Money Cash \$\$	2	9/11/2017 4:51 PM	9/11/2017 4:52 PM	9/11/2017 4:51 PM	9/11/2017 4:51 PM	0001			10.00	
1303	\$\$ Money Cash \$\$	1	9/11/2017 4:50 PM	9/11/2017 4:51 PM	9/11/2017 4:50 PM						
1302	\$\$ Money Cash \$\$	4	9/11/2017 4:05 PM	9/11/2017 4:06 PM	9/11/2017 4:05 PM						
1301	\$\$ Money Cash \$\$	3	9/11/2017 4:51 PM	9/11/2017 4:52 PM	9/11/2017 4:51 PM	9/11/2017 4:51 PM	0001			10.00	100.00
1300	\$\$ Money Cash \$\$	2	9/11/2017 4:03 PM	9/11/2017 4:04 PM	9/11/2017 4:03 PM	9/11/2017 4:05 PM	0001			10.00	
1299	\$\$ Money Cash \$\$	1	9/11/2017 4:02 PM	9/11/2017 4:03 PM	9/11/2017 4:02 PM	9/11/2017 4:03 PM	0001			10.00	10.00
1298	\$\$ Money Cash \$\$	4	9/11/2017 3:59 PM	9/11/2017 4:00 PM	9/11/2017 3:59 PM						
1297	\$\$ Money Cash \$\$	3	9/11/2017 3:58 PM	9/11/2017 3:59 PM	9/11/2017 3:58 PM						
1296	\$\$ Money Cash \$\$	2	9/11/2017 3:57 PM	9/11/2017 3:58 PM	9/11/2017 3:57 PM	9/11/2017 3:58 PM	0001			10.00	
1295	\$\$ Money Cash \$\$	1	9/11/2017 3:56 PM	9/11/2017 3:57 PM	9/11/2017 3:56 PM	9/11/2017 3:58 PM	0001			10.00	10.00

Last: 1500

issued to player
 not issued to player
 has no winner
 reseted by key
 canceled

Refresh

Note, that auto-accrual of winning the credit jackpot cannot be performed on a reason of sum difference – when in the form «Slot settings» («Settings» → «Slots» → «Settings») in section «Local jackpot settings» the sum, which was set for auto-accrual on the terminal, is less than the jackpot amount.

Slot settings

Operator type code: 13 | Группа инкассации

Partial replenishment: 20000

Club name: BeOwner Slot Club

Store bets (days): 1

Mech. meters diff. (currency): 0

Cashless

Games audit

Central office

Allow ordered handpays

Local jackpot settings:

Auto charge amount: 100

Send a jackpot to:

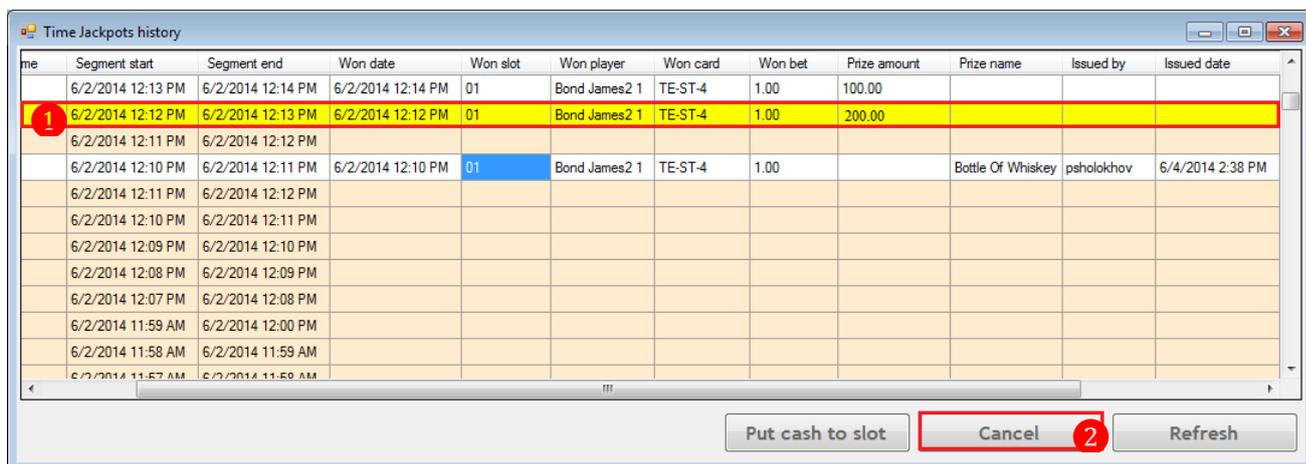
Card Slot

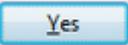
In this case, it is advisable to set new value for the parameter «Auto charge amount» and perform the manual accrual of a prize on the terminal.

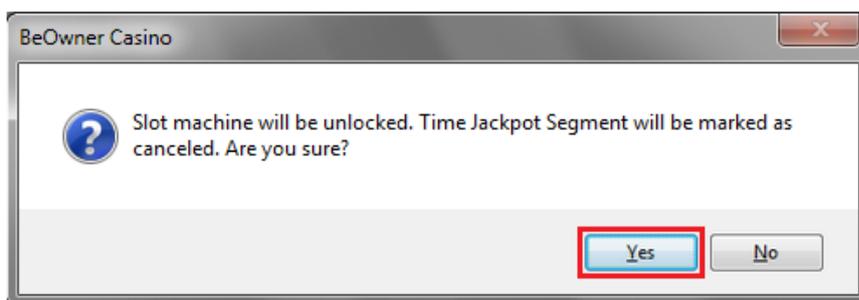
Canceling the accrual of a gained jackpot.

In case it is necessary to cancel the giving of a prize jackpot or not accrued credit jackpot, do the following:

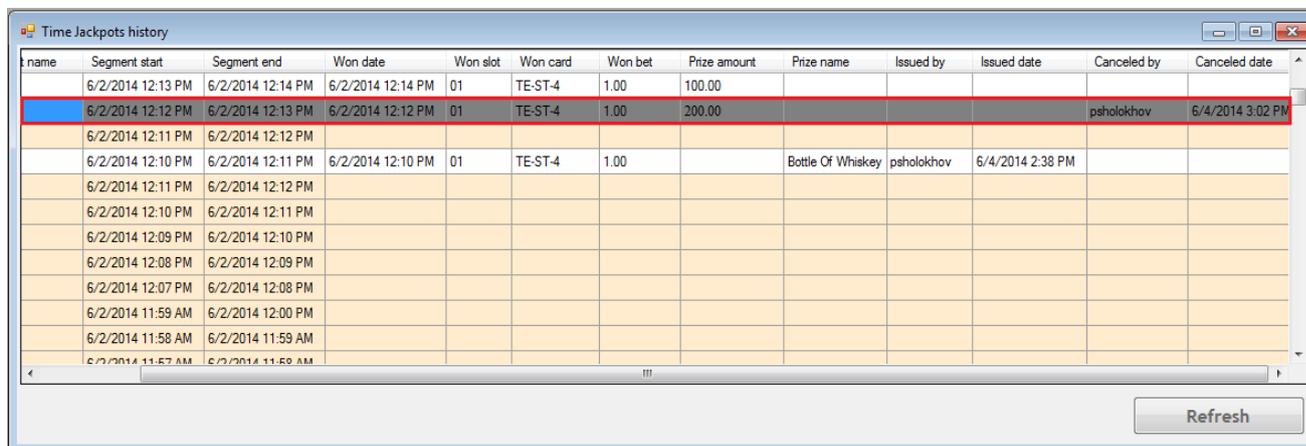
1. In a form «Time Jackpots history» select the line with the appropriate jackpot (marked with yellow) by clicking the left mouse button and press on  at the bottom of the form.



2. Press  for confirmation on the opened dialogue form.



After the confirmation, the slot with a jackpot will be unlocked and giving a prize would be cancelled. The presented jackpot will be shown as cancelled in a list.



7.11 «Cashback» Module.

Cashback (return of cash) is a term used in e-commerce, banking, and gambling industry to name the type of a bonus program to attract customers and increase their loyalty.

In the «SlotLogic» system, the Cashback functional is used to return to the client a certain percentage of money spent in the casino depending on the result of his game (**By Result**). For different clients can set different value Cashback percent depending on their status in the club.

You can activate and setup the Cashback functional in the form of main slot settings («Settings» → «Slots» → «Settings») in the «Cashback» tab (for more details see [«Activation and settings of the service Cashback»](#)).

About the order of calculation of **Cashback by Result**, manual activation and viewing the statistics, see the below sections hereof.

7.11.1 Description and calculation of Cashback by Result.

Cashback by Result is calculated as a percent of the player's result. Use the accumulated **Cashback by Result** player cannot earlier than the next gaming day or in the current gaming day after manual activation by the casino/club manager on the form «Current Cashback» («Slots» → «Cashback» → «Current Cashback»). When the player put the card to the reader of GM, the amount of Cashback will be credited to the balance of the gaming machine in the form of gaming credits.

Cashback by Result calculation example:

1. The player's results are calculated using the following formula:

$$\text{Result} = \text{Coin In} - \text{Coin Out} - \text{Jackpot}$$

Coin In – the bets amount of the player on the slot machines.

Coin Out – the winnings amount of the player on the slot machines.

Jackpot – the jackpots amount won by the player.

For example, from the beginning of the gaming session on the slot the player made bets of \$1750 (**Coin In = 1750**), and during the gaming session he won \$800 (**Coin Out = 800**).

We get the result: **Result = 1750 – 800 – 0 = 950**

2. In the system settings, the following parameters are set to calculate and charge Cashback:

Thresholds Amount	Cashback %
500	5
1500	7
5000	10

In our example, the threshold for calculating and charging Cashback is **500**. So Cashback % = **5**.

The Cashback amount is calculated using the formula:

$$\text{Cashback} = \text{Result} * \text{Cash back \%}$$

In our example, the Cashback amount to be charged to the player is **\$47.5**.

$$\text{Cashback} = 950 * 0.05 = 47.5$$

Note: If the player's result is negative (<0), then Cashback is not calculated and is not accrued.

Business process for Cashback functional with «By Result» type is as follows:

1. The player with a card comes to the casino / club.
2. The player comes to the slot machine and inserts the card into the reader.
3. The player places money to the slot machine account from the card or through the bill acceptor.

Attention! If the player first inserts money into the machine and then the card, the amount placed will not be taken into account when calculating Cashback.

4. The player plays on different gaming machines during the gaming day
5. To use the accrued Cashback, the player with the bonus card comes to the casino/club on the next gaming day.
6. The player comes to the gaming machine, inserts the card (or put) in the reader. Then there are two possible scenarios:

6.1 If the **Cashback auto charge** option is **activated** in the system, then the amount of Cashback will automatically be credited to the balance of the gaming machine in the form of gaming credits.

6.2 If the **Cashback auto charge** option is **not activated** in the system, the casino / club manager can activate the amount accumulated by the Cashback player manually through a special form in the system. After that, Cashback will be credited to the balance of the gaming machine in the form of gaming credits, when a player put the card to the RFID-reader.

7.11.2 Monitoring and manual activation of Cashback by Result.

Monitoring and manual activation of Cashbacks for the current gaming day is carried out in the form «Current Cashback». To open this form, select «Slots» → «Cashback» → «Current Cashback» in the system's main menu.

Player No	Status	Name	Surname	Card No	Today Result	Threshold	Percent	Today Cashback
38	SL	T	Муратов	TE-ST-000002	5,20	1,00	3,00	0,16
3	SL	Роман	Иванов	TE-ST-000668	0,00		0,00	0,00
37	GD	И	Паламарчук	TE-ST-000003	0,00		0,00	0,00

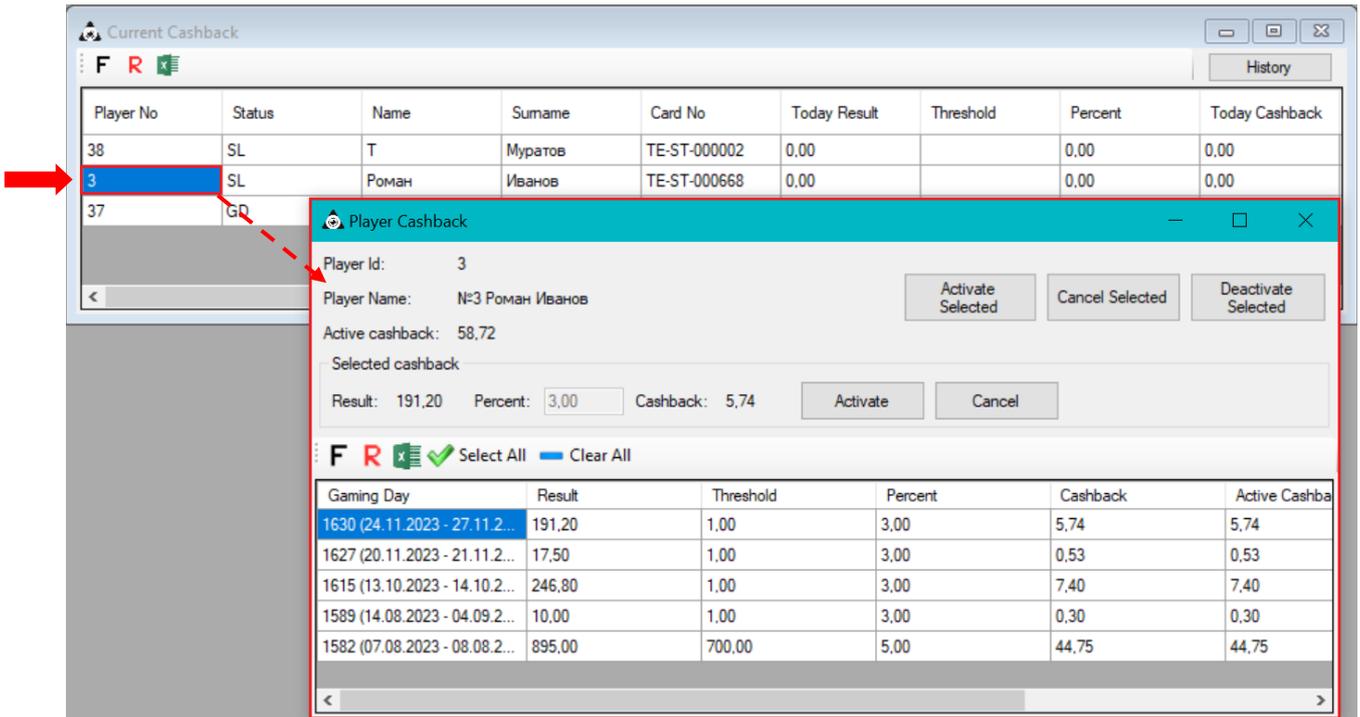
The form table contains the following data:

Columns	Description
Player No	Player ID
Status	Player status
Name	Player name
Surname	Player surname
Card No	Player bonus card No.
Today Result	Total result of the player in the current gaming day
Threshold	Minimum threshold reached by the Drop Amount , depending on which is calculated the amount of Cashback for this player
Percent	Percent amount to calculate the Cashback amount, which depends on the status (0,01 to 100,00)
Today Cashback	Total Cashback accumulated by the player in the current gaming day
Expired Cashback	Cashback with the expired date
Active Cashback	Active Cashback that will be credited to the GM balance when the player put the card to the reader
Activated Cashback	Cashback amount that has been credited to the machine.
Not activated Cashback	Cashback amount that has been earned but not credited to the machine.

Please note that this form has a standardised system for filtering, searching and exporting data.

Player No	Status	Name	Surname
38	SL	T	Муратов
3	SL	Роман	Иванов

Click in the line of any player to open the «**Player Cashback**» form with detailed information about all current Cashbacks of this player.



Columns	Description
Gaming Day	Gaming day in the club
Result	Result of the player in this gaming day: <i>Result = Coin In – Coin Out – Jackpot</i>
Threshold	The value of the minimum threshold (Threshold Amount), which reached the value of Result , based on which the amount of Cashback is calculated for this player
%	Percent amount for calculating the amount of Cashback depending on the status of the player (от 0,01 до 100,00)
Cashback	Cashback amount accumulated by the player in the current gaming day <i>Cashback = Result * Cash back %</i>
Active Cashback <i>(for charged)</i>	Active Cashback that will be credited to the GM balance when the player put the card to the reader
Active <i>(for charged)</i>	A mark that this Cashback was activated
Login <i>(for manual)</i>	Login of the user who added the cashback to the player's card manually.

Please note, that the active Cashback amounts are highlighted in **gray** in the list.

Double-clicking on the line of any record opens the form «**Player Cashback Detail**» with the detailed amount of Cashback for the gaming sessions:

Player Cashback

Player Id: 3
Player Name: №3 Роман Иванов
Active cashback: 58,72

Selected cashback
Result: 191,20 Percent: 3,00 Cashback: 5,74

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback
1630 (24.11.2023 - 27.11.2023)	191,20	1,00	3,00	5,74	5,74
1627 (20.11.2023 - 21.11.2023)	17,50	1,00	3,00	0,53	0,53
1615 (13.10.2023 - 14.10.2023)	246,80	1,00	3,00	7,40	7,40

Player Cashback Detail

Player Id: 3
Player Name: №3 Роман Иванов
Gaming Day: 1630
Active:
Percent:
Result: 191,20

Slot	Start	End	Coin In	Coin Out	Jackpot	Result
1	27.11.2023 13:37	27.11.2023 13:37	0,00	0,00	0,00	0,00
5	27.11.2023 14:06	27.11.2023 15:28	749,50	558,30	0,00	191,20

Columns	Description
Slot	The number of the gaming machine on which the player played
Start	Date and time of the beginning of the gaming session
End	Date and time of the end of the gaming session
Coin In	The bets amount of the player on the slot machines.
Coin Out	The winnings amount of the player on the slot machines.
Jackpot	The jackpots amount won by the player
Result	Player's result for the gaming session: <i>Result = Coin In – Coin Out – Jackpot</i>

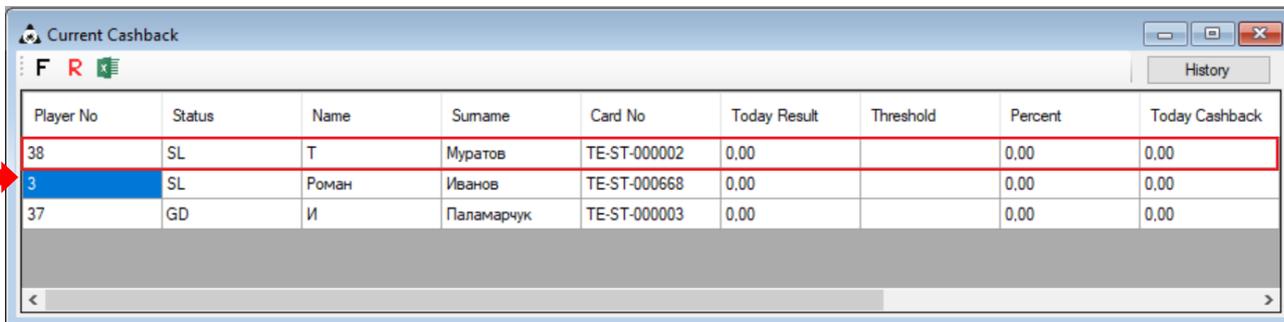
Thus, we see that the daily Cashback player (**Today Cashback**) is made up of Cashback amounts for each session of the gaming day. To receive this Cashback, the player needs to put his bonus card to the reader of the GM in the next gaming day and Cashback will be credited to the balance of the GM in the form of gaming credits.

If the **Cashback auto charge** option is **not activated** in the system, the casino/club manager can activate the amount accumulated by the Cashback player manually through a special form in the system. After that, Cashback will be credited to the balance of the gaming machine in the form of gaming credits, when a player put the card to the RFID-reader.

Procedures for manual Cashback activation:

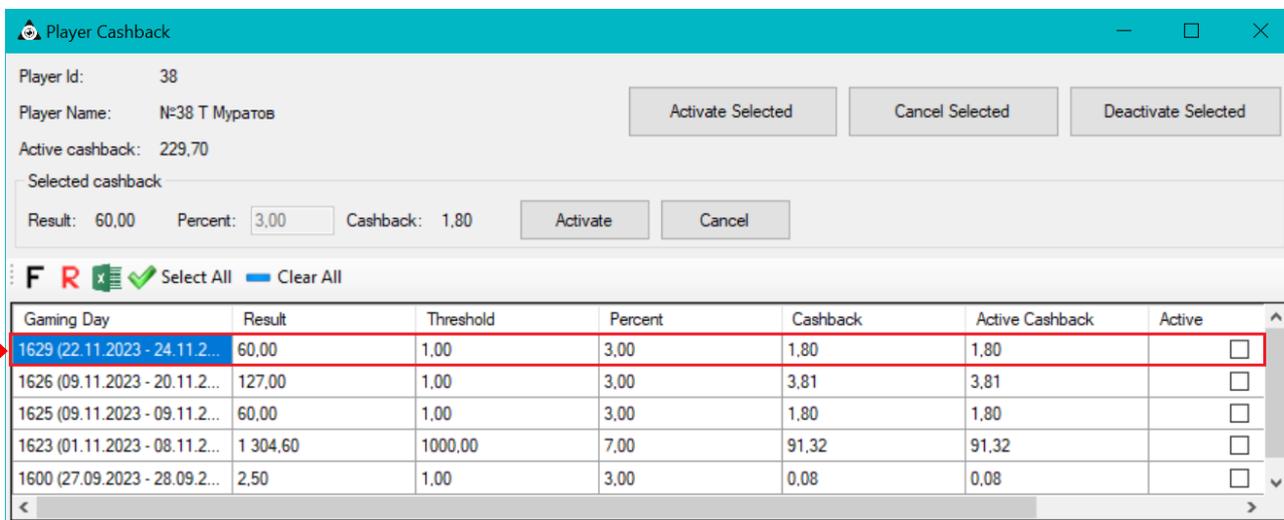
1. Open the form «**Current Cashback**» by selecting «**Slots**» → «**Cashback**» → «**Current Cashback**» in the system's menu.

2. In the form «**Current Cashback**», click the line with the name of the player of which you want to activate Cashback.



Player No	Status	Name	Surname	Card No	Today Result	Threshold	Percent	Today Cashback
38	SL	T	Муратов	TE-ST-000002	0,00		0,00	0,00
3	SL	Роман	Иванов	TE-ST-000668	0,00		0,00	0,00
37	GD	И	Паламарчук	TE-ST-000003	0,00		0,00	0,00

3. In the opened form of «**Player Cashback**», click on the line to select Cashback for activation.



Player Id: 38
Player Name: №38 Т Муратов
Active cashback: 229,70

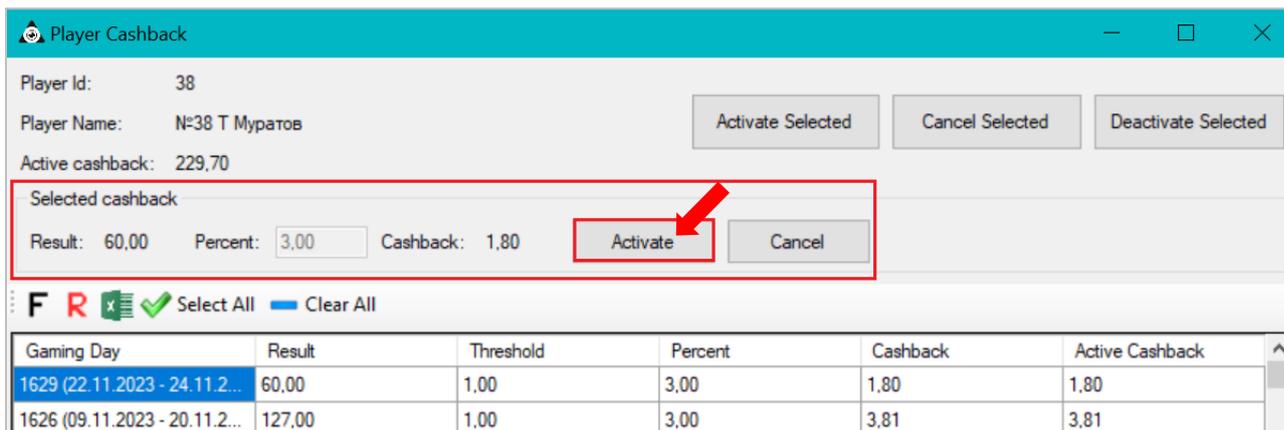
Selected cashback
Result: 60,00 Percent: 3,00 Cashback: 1,80

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active
1629 (22.11.2023 - 24.11.2...)	60,00	1,00	3,00	1,80	1,80	<input type="checkbox"/>
1626 (09.11.2023 - 20.11.2...)	127,00	1,00	3,00	3,81	3,81	<input type="checkbox"/>
1625 (09.11.2023 - 09.11.2...)	60,00	1,00	3,00	1,80	1,80	<input type="checkbox"/>
1623 (01.11.2023 - 08.11.2...)	1 304,60	1000,00	7,00	91,32	91,32	<input type="checkbox"/>
1600 (27.09.2023 - 28.09.2...)	2,50	1,00	3,00	0,08	0,08	<input type="checkbox"/>

4. Then in the «**Selected cashback**» section you should see the following:

- 1) «**Result**» – player's result for Cashback calculation.
- 2) «**Percent**» – percent for calculating the amount of Cashback, which is set in the system settings. If necessary, you can change the percentage using the keyboard.
- 3) «**Cashback**» – Cashback amount for activation.

At this stage, you need to click the «**Activate**» button to activate Cashback.

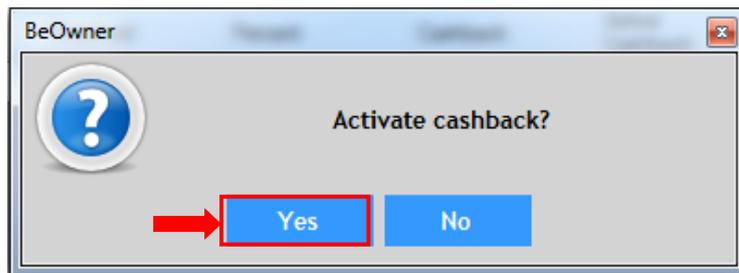


Player Id: 38
Player Name: №38 Т Муратов
Active cashback: 229,70

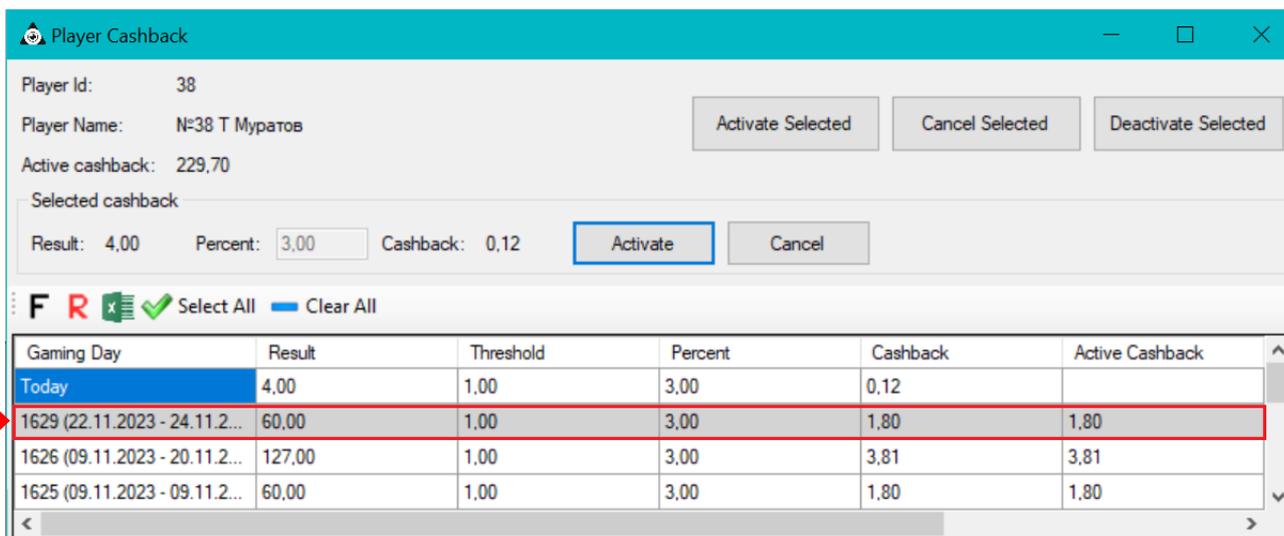
Selected cashback
Result: 60,00 Percent: 3,00 Cashback: 1,80

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback
1629 (22.11.2023 - 24.11.2...)	60,00	1,00	3,00	1,80	1,80
1626 (09.11.2023 - 20.11.2...)	127,00	1,00	3,00	3,81	3,81

4) After that, in the dialog box that appears, click «Yes» to confirm the operation, after which Cashback will be activated.

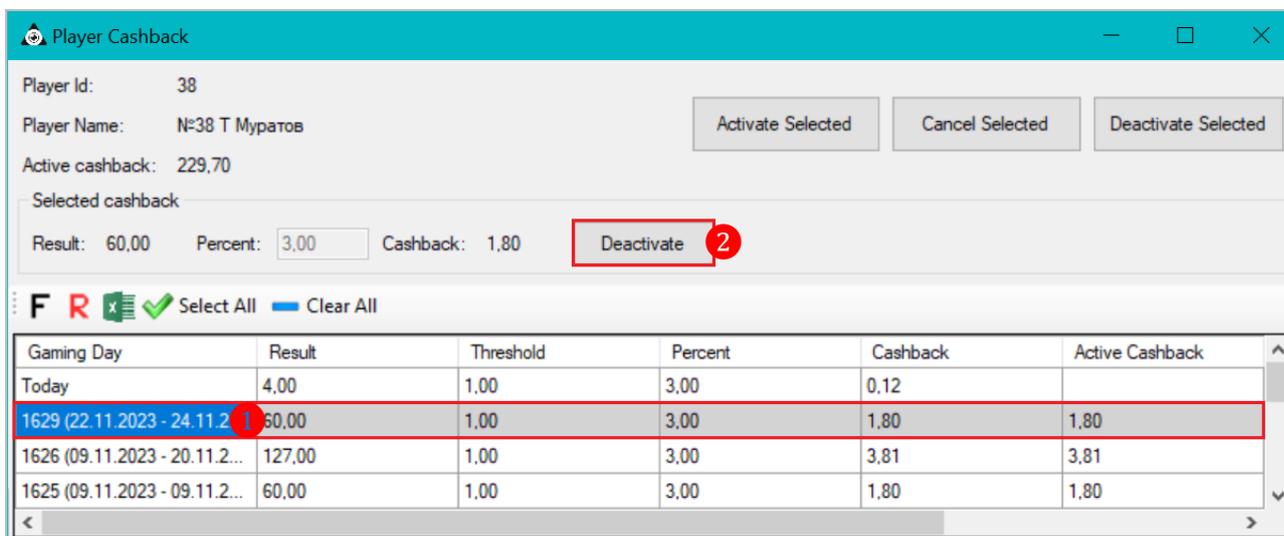


Activated amounts of the Cashbacks will be highlighted in the list in gray with the status «Active».



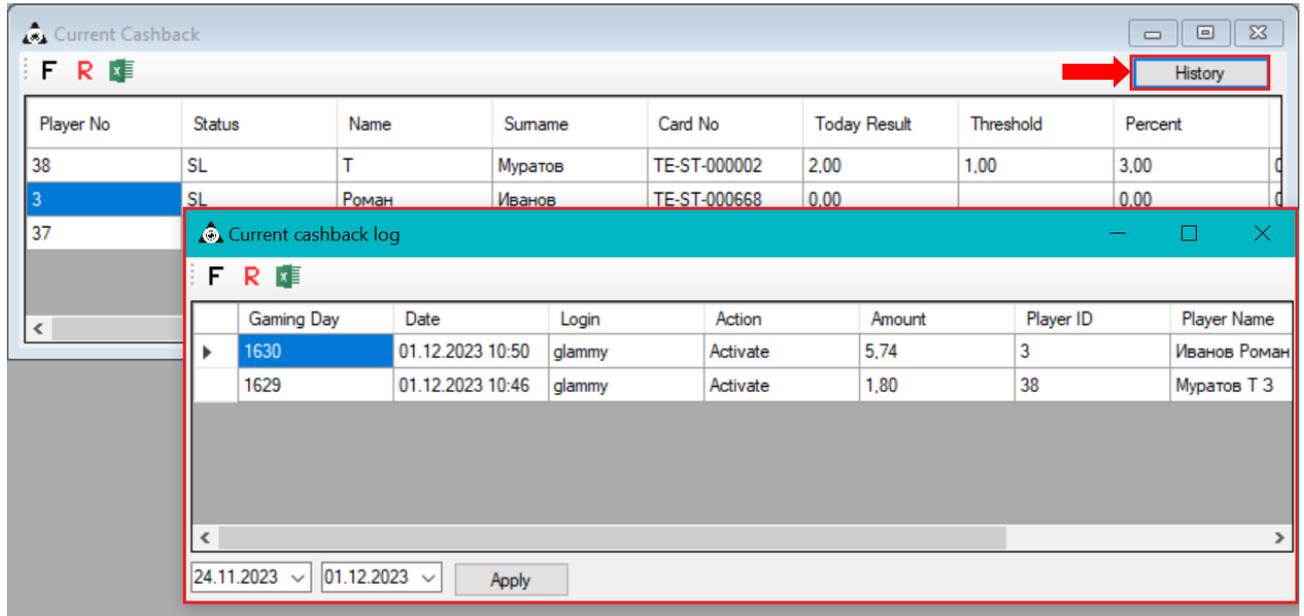
To use this Cashback, the player needs to put his bonus card to the reader of the GM and Cashback will be credited to the balance of the GM in the form of gaming credits.

- In the event that for some reason you want to delete the cashback accumulated by the player, you must select it on the «**Player Cashback**» form in the «**Selected cashback**» section and click the «**Deactivate**» button. As a result, Cashback will be permanently removed from the system.



Note: From the system can be delete only Cashbacks that have not yet been activated.

Clicking the «**History**» button on the «**Current Cashback**» form opens the log of transactions with the current cashback. The log contains data on all operations with current cashback of players for a week (activation/deactivation/cancellation). If necessary, you can specify a different period using the filter at the bottom of the form.



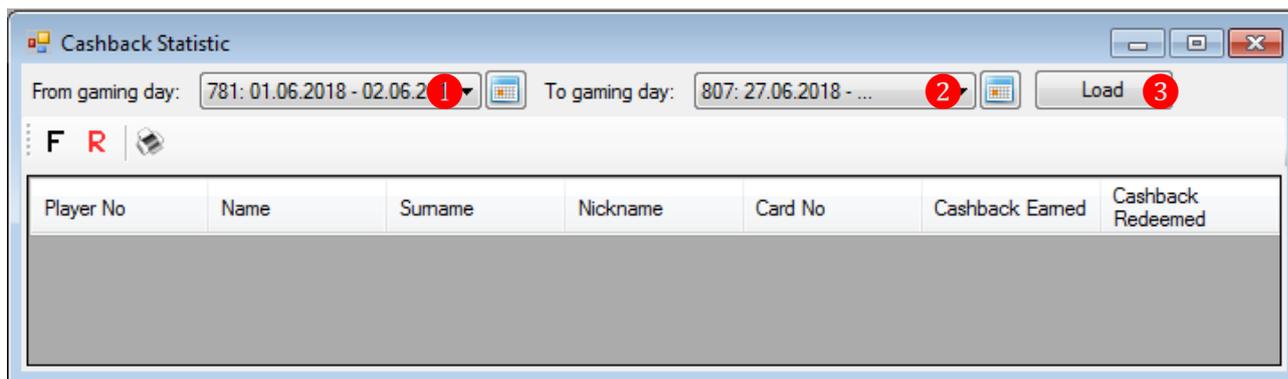
You can view the statistics on all charged/received Cashbacks in the form «**Cashback Statistic**» («Slots» → «Cashback» → «Cashback Statistic»).

7.11.3 Cashback By Result statistic.

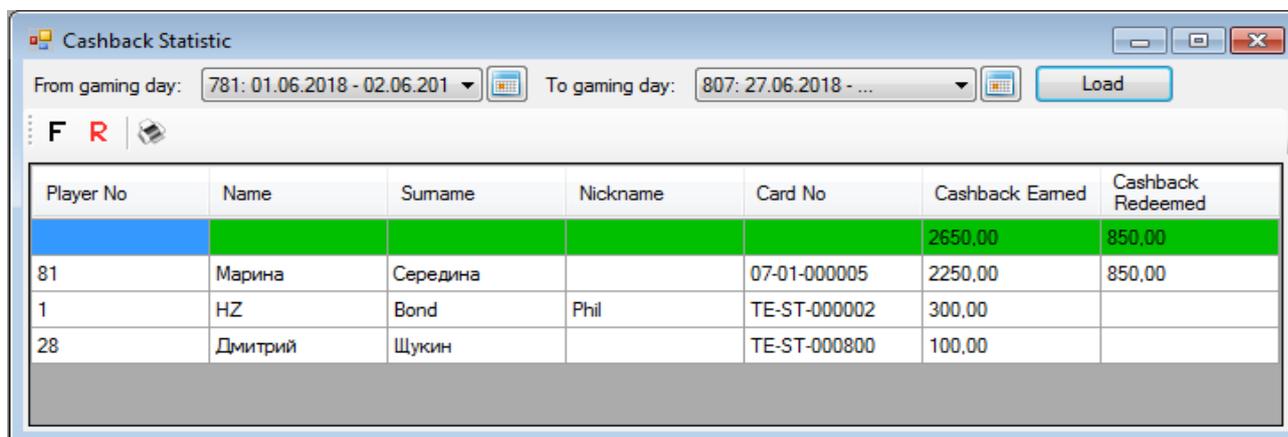
To view the statistics on all Cashbacks with «By Result» type, select «Slots» → «Cashback» → «Cashback Statistic» in the system's menu.

In the opened form «Cashback Statistic» do the following:

1. In the field «From gaming day» from the drop-down list, select the day of the beginning of the period for which you want to see the data (gaming day or calendar date).
2. In the field «To gaming day» from the drop-down list, select the end date of the period for which you want to see the data (gaming day or calendar date).
3. Press the «Load» button to load data.



After clicking the button, the data on all the credited and received Cashbacks for the selected period in the context of the players will be loaded into the table



The table columns show the following data:

Columns	Description
Player No	Player ID
Name	Player name
Surname	Player surname
Nickname	Player nickname
Card No	Player bonus card No
Cashback Earned	Cashback amount earned by the player for the reporting period
Cashback Redeem	Cashback amount received the player for the reporting period

The top line of the table highlighted green shows the total amounts of the «Cashback Earned» and «Cashback Redeem» columns (summarily for all players).

Click in the line of any player to open the «Cash back for player» form with details of «Cashback Earned» and «Cashback Redeem» amounts in the context of the game days.

Cashback Statistic

From gaming day: 781: 01.06.2018 - 02.06.201 To gaming day: 807: 27.06.2018 - ...

Player No	Name	Surname	Nickname	Card No	Cashback Eamed	Cashback Redeemed
					2650,00	850,00
81	Марина	Середина		07-01-000005	2250,00	850,00
1	HZ	Bond	Phil	TE-ST-000002	300,00	
28	Дмитрий	Щукин		TE-ST-000800	100,00	

Cashback for player

Player: №81 Марина Середина
From gaming day: 781
To gaming day: 807

GD	GD Start	GD End	Cashback Charge	Cashback Redeem
			2250,00	850,00
793	13.06.2018 8:01	14.06.2018 8:00	800,00	800,00
800	20.06.2018 8:01	21.06.2018 8:00	50,00	
802	22.06.2018 8:00	23.06.2018 8:00		50,00
806	26.06.2018 8:00	27.06.2018 8:00	1400,00	

Columns	Description
GD	Number of gaming day.
GD Start	Date and time of opening the gaming day.
GD End	Date and time of closing the gaming day.
Cashback Charge	Total Cashback amount credited to the player in this gaming day.
Cashback Redeem	Total Cashback amount received by the player in this gaming day.

The top line of the table highlighted green shows the total amounts of the «Cashback Charge» and «Cashback Redeem» columns (summarily for all days).

Also, this form has a standard data filtration, search and print system.

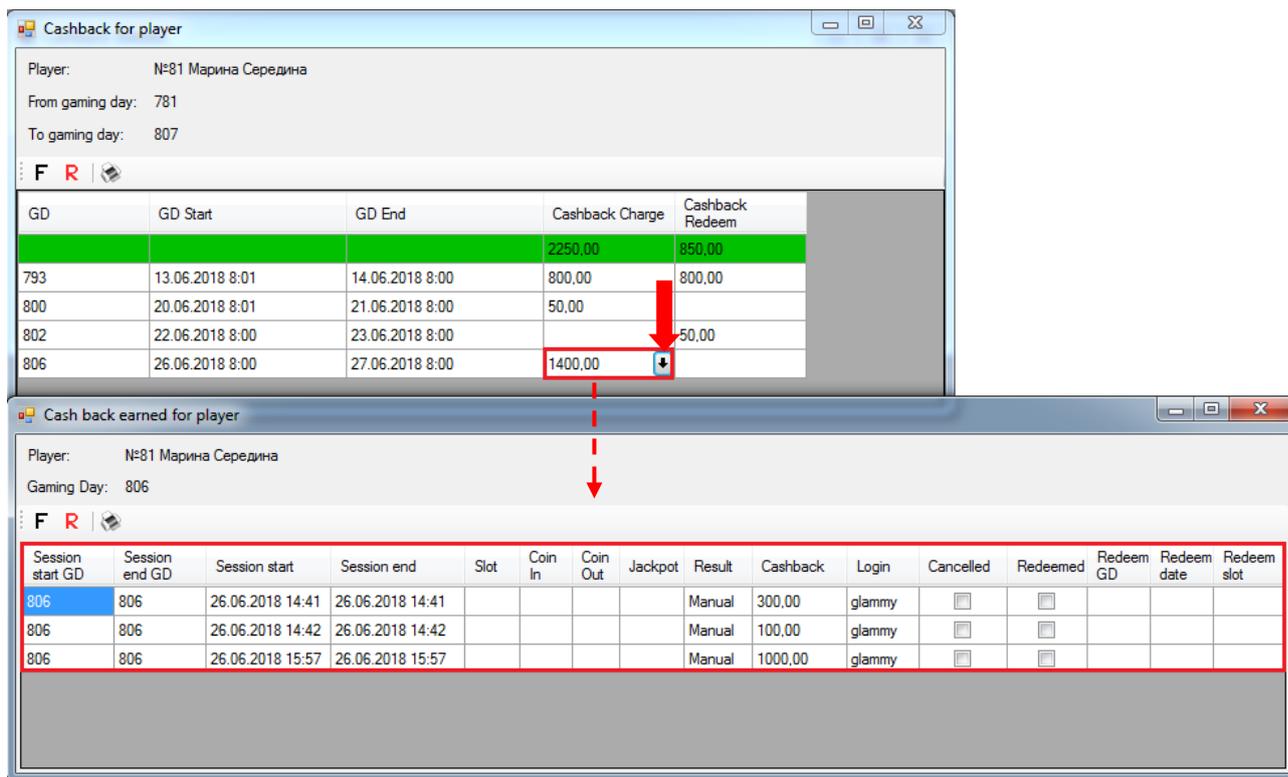
Cashback for player

Player: №81 Марина Середина
From gaming day: 781
To gaming day: 807

F R

GD	GD Start	GD End	Cashback Charge	Cashback Redeem
			2250,00	850,00
793	13.06.2018 8:01	14.06.2018 8:00	800,00	800,00

Click the cell «Cashback Charge» in the line of any player and then click the icon  to open the «Cash back earned for player» form with details on this amount in the context of gaming sessions.



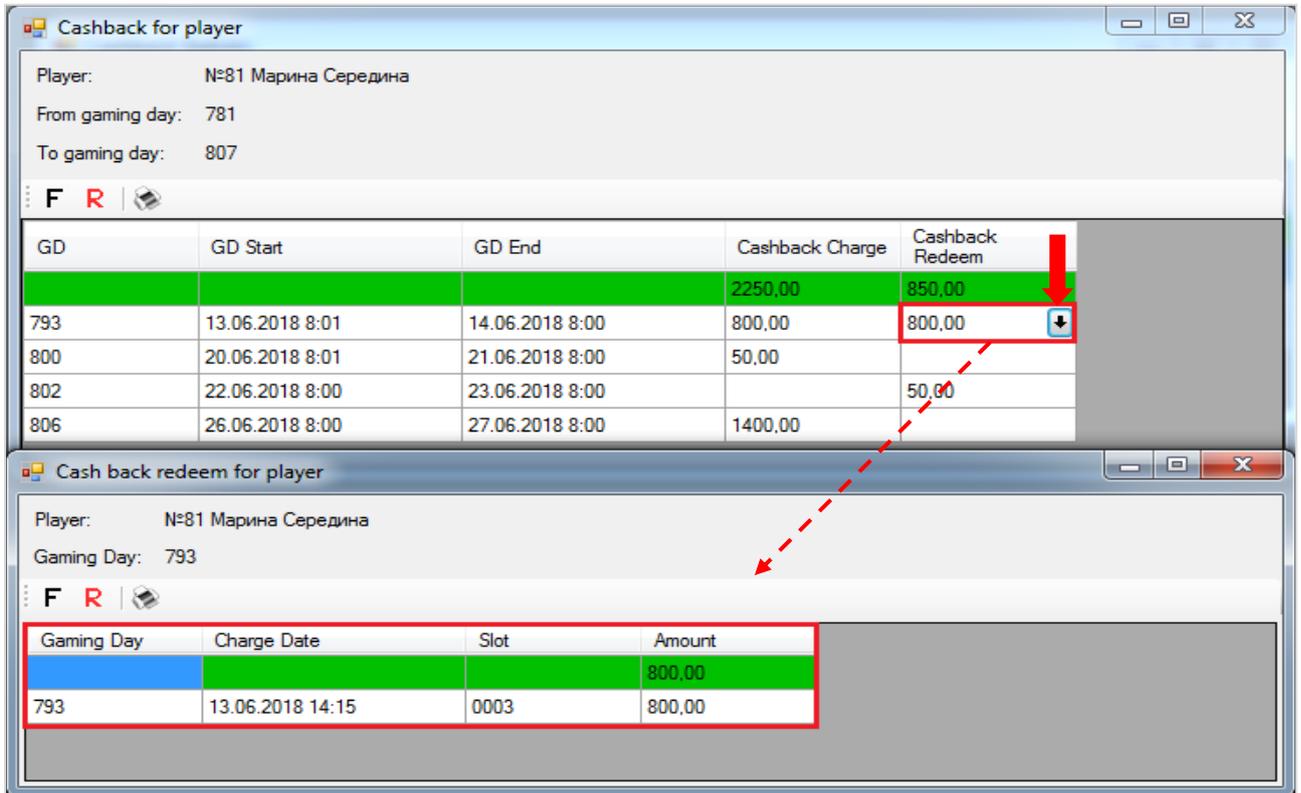
Columns	Description
Session start GD	Number of gaming day of the session start
Session end GD	Number of gaming day of the session end
Session start	Date and time of the session start
Session end	Date and time of the session end
Slot	The number of the gaming machine on which the player played
Coin In	The amount of the player's bet.
Coin Out	The amount of the player's winnings.
Jackpot	The amount of the jackpot won by the player.
Result	Player's result: $Result = Coin\ In - Coin\ Out - Jackpot$ If the cashback was credited to the player manually by the user, then the text «Manual» will be displayed.
Cashback	Cashback amount charged to the player's card.
Login	Login employee who has credited cashback to the player's card manually.
Cancelled	If checked, this means that this Cashback was canceled for some reason.
Redeemed	If checked, this means that this Cashback was received by the player (credited to the balance of the GM).
Redeem GD	The number of the gaming day in which Cashback was received by the player (credited to the balance of the GM).

Redeem date	Date and time when Cashback was received by the player (credited to the balance of the GM).
Redeem slot	The number of the gaming machine on which Cashback was received (credited to the balance of the GM).

Click on the cell «**Redeemed date**» and then click the  button, to see detailed information about the amount received Cashback. As a result, a table opens with the data for all Cashbacks that were included in this Cashback received. The total Cashback amount is displayed above the table in the row «**Amount**».

Columns	Description
Session start GD	Number of gaming day of the session start
Session end GD	Number of gaming day of the session end
Session start	Date and time of the session start
Session end	Date and time of the session end
Slot	The number of the gaming machine on which the player played.
Result	Player's result: <i>Result = Coin In – Coin Out – Jackpot</i> If the cashback was credited to the player manually by the user, then the text « Manual » will be displayed.
%	The percentage that was used to calculate the Cashback amount when charged to the player.
Cashback	Cashback amount charged to the player's card.
Login	Login employee who has credited cashback to the player's card manually.

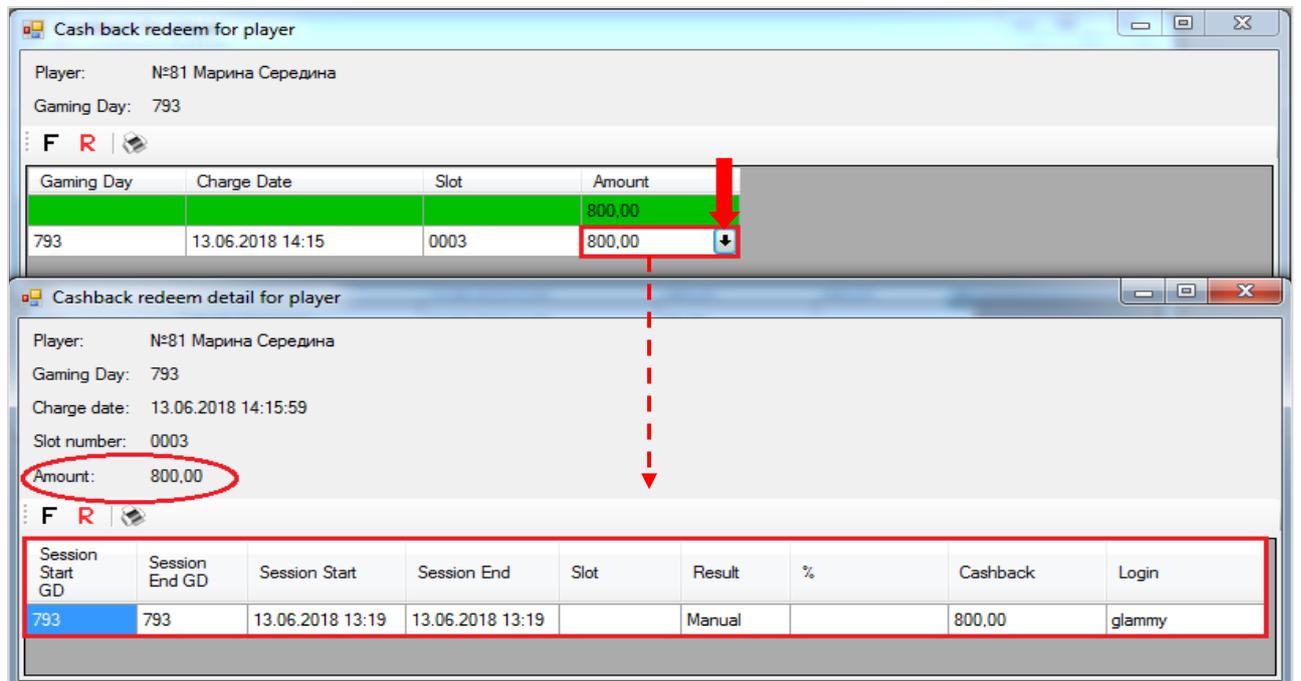
Click on the cell «**Cash Back for player**» in the line of any gaming day, click on the «**Cashback Redeem**» cell and click on the appeared  button, then will open the form with the detailing of this amount in the context of Cashback crediting operations to the balance of the GM in this gaming day.



Columns	Description
GD	Number of the gaming day.
Charge date	Date and time of charging Cashback to the GM.
Slot	Number of the slot machine to the account of which Cashback is charged.
Amount	Cashback amount charged to the GM.

The top line of the table highlighted **green** shows the total value of the column «**Amount**» (summarily for all days).

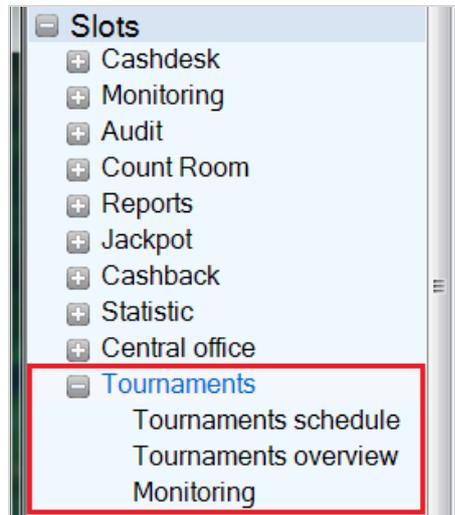
If you click on the «**Amount**» cell and click on the appeared  button, will open a table with the data for all Cashbacks that were included in this Cashback received.



7.12 Tournaments.

In the menu «Slots» → «Tournaments» menu section, you can manage tournaments in your club:

- Tournament schedule settings;
- Tournaments monitoring;
- View tournaments history.



Teams system is motivation for the players offering their active play on devices any compensation, prize or additional privileges.

The essence of tournaments is that the customers within the stipulated time, playing on the slot machines, earn points, and after the tournament player / players with the most points gets a prize. You can also set a one-time fee, which the player must pay to participate in this tournament.

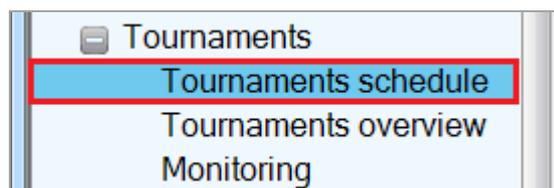
Tournaments can be carried out by the type of championships. For example, several tournaments are held during the month (daily / weekly), and at the end of the month is held the final tournament (e.g. «Tournament in May»), which may engage the winners of all previous tournaments month. The winner of the final tournament gets the grand prize and the title of «May Tournament Winner».

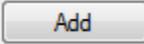
Also, the system provides view information about past and ongoing tournaments and achievements of players participating tournaments. In addition, during the tournament at the club screens can display the results of the competition - with the achievements standings players.

7.12.1 Creating tournament.

To create a new tournament system, proceed as follows:

1. Open tournaments survey form by selecting the main menu «Slots» → «Tournaments» → «Tournaments schedule».



2. In the form «Tournaments Schedule» click on the  button in the lower right corner.

Id	Name	Active	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio	GamesPlaye ^
8	Club tournament	<input type="checkbox"/>	20	20	5	3	4	5
13	турнир	<input type="checkbox"/>	10	10	1	1	-1	0
14	Super Турнир	<input type="checkbox"/>	5	5	5	0	0	1
15	10 на 10	<input type="checkbox"/>	5	10	5	3	2	2
16	Test123	<input type="checkbox"/>	1	1	1	1	0	0
17	Клубный турнир	<input type="checkbox"/>	10	60	30	0,6	0,3	0,5

3. Next, the tournament schedule settings form will open. Parameters for tournament settings are located on several tabs. On the «**General**» tab, you must specify the following parameters:

Active
General | Schedule | Slots | Video servers | Prizes

Name: Club tournament **1**
 Preparation minutes: 10 **2**
 Holding minutes: 60 **3**
 Results minutes: 30 **4**
 TotalBet ratio: 0.60 **5**
 TotalWon ratio: 0.30 **6**
 GamesPlayed ratio: 0.50 **7**
 Allow auto register: **8**
 Only players with cards: **9**

OK Cancel Apply

- 1) Name tournament** (e.g., Club tournament).
- 2) Preparation minutes** - the length of time needed to prepare for the tournament.
- 3) Holding minutes** - set the duration of the tournament.
- 4) Results minutes** - the length of time during which the screen will display the results of the club tournament.

The coefficients for calculating the amount of points, recruit players during the tournament:

- 5) TotalBet ratio (k1)** – factor (any positive number) for counter values TotalBet (bets).
- 6) TotalWon ratio (k2)** – factor (any positive number) for counter values TotalWon (winnings).
- 7) GamesPlayed ratio (k3)** – factor (any positive number) for counter values GamesPlayed (played games).

Formula scoring:

$$(Bets\ Sum) * k1 + (Wons\ Sum) * k2 + (Games\ Count) * k3$$

- Bets Sum* – the total amount of bets made by the player.
- Wons Sum* – total amount of winnings the player.
- Games Count* – the total number of games played by the player.

8) Allow auto register – enable / disable the automatic registration of players for participation in the tournament. To enable the mode, check the box.

- If the auto-registration mode is **enabled**, in order to register for the tournament, the player only needs to insert (or put) his personal bonus card into the cardreader of the slot machine during the preparation stage for the tournament. Also, players whose personal cards have already been in the cardreader of the slot machine at the start of the preparation stage for the tournament will be automatically registered.

- If the auto-registration mode is **disabled**, the registration of participants in the tournament is performed manually on the tournament monitoring form (**Slots»** → **«Tournaments»** → **«Monitoring»**).

9) Only players with cards – this option enables/disables the restriction of participation in the tournament for players without personal bonus cards. To enable the restriction, tick the checkbox.

- If the restriction is **enabled**, only players with personal bonus cards can participate in this tournament.

- If the restriction is **disabled**, this tournament is open to players with or without personal bonus cards.

4. On the **«Schedule»** tab, you must specify the following parameters:

The screenshot shows the 'Tournament Schedule' window with the 'Schedule' tab selected. The window has a teal header and standard window controls. Below the header, there are tabs for 'General', 'Schedule', 'Slots', 'Video servers', and 'Prizes'. The 'Schedule' tab is active and contains the following fields:

- Date range** (1): A field with 'Start' set to '09.11.2023 10:30:00' and 'End' set to '31.12.2023 17:00:00'.
- Days of week** (2): A list of days from Monday to Sunday, each with an unchecked checkbox.
- Days of month** (3): A grid of checkboxes for days 1 through 31.
- Starts time** (4): A list of three time slots, each with a checkbox and start/end times:
 - 10:30:00 to 12:10:00 (checked)
 - 13:00:00 to 14:40:00 (checked)
 - 15:00:00 to 16:40:00 (unchecked)

At the bottom right, there are 'OK', 'Cancel', and 'Apply' buttons.

1) Date range – validity period of the tournament schedule.

- **Start** – set the date and time of the start of the schedule.
- **End** – set the date and time of the end of the schedule.

2) Days of week – in this block, mark the days of the week on which the system will launch the tournament. If no day of the week is marked, then when the tournament starts, this parameter will not be taken into account.

3) Days of month – in this block, mark the days of the month on which the system will be launch the tournament. If no day of the month is marked, then when the tournament starts, this parameter will also not be taken into account.

Note: If the «Days of week» and «Days of month» parameters ARE NOT set, the tournament will be started daily during the whole validity period of the schedule at the specified intervals of time.

4) Starts time:

- **Start** – in this field sets the start time of the tournament.
- **End** – the end time of the tournament is set automatically based on the total duration of the tournament (*Preparation minutes* + *Holding minutes* + *Results minutes*).

You can set any number of tournament launches in one day with the condition that they will not intersect with each other on the time. To do this, press the button located on the right, then a new line will be added to the form («Start» and «End»).

To delete the start time of the tournament, use the button. After pressing it, the selected line is deleted. If you want to temporarily cancel the launch of the tournament at any time without removing it from the tournament map, then you just need to remove the check mark in front of it.

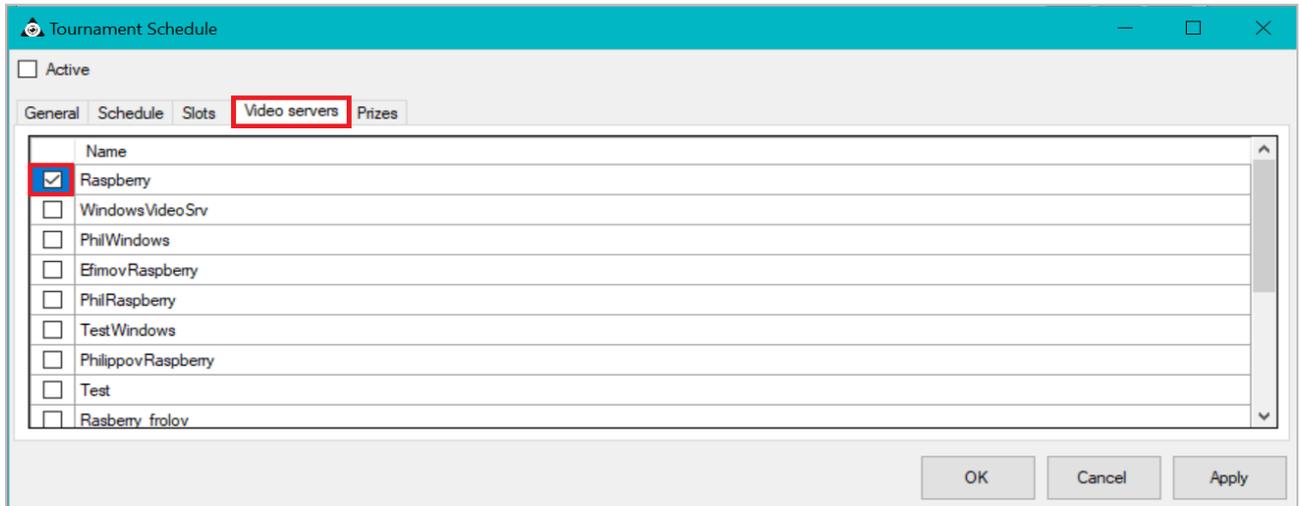
Starts time			
<input type="button" value="-"/>	<input checked="" type="checkbox"/>	Start: 10:30:00	End: 12:10:00
<input type="button" value="-"/>	<input checked="" type="checkbox"/>	Start: 13:00:00	End: 14:40:00
<input type="button" value="-"/>	<input type="checkbox"/>	Start: 15:00:00	End: 16:40:00

5. On the «Slots» tab, you must select the slot machines (check the box) that will participate in the tournament.

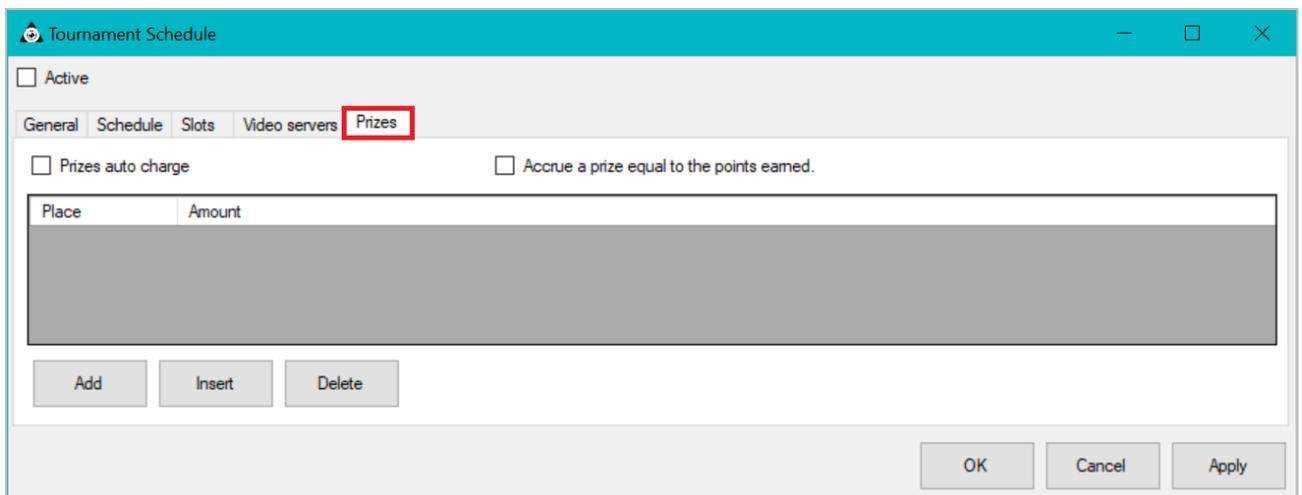
	Number	Address	Producer
<input checked="" type="checkbox"/>	1	8:1	Novomatic CF 1
<input checked="" type="checkbox"/>	2	8:2	Novomatic CF 1
<input checked="" type="checkbox"/>	3	8:3	Игрсофт
<input checked="" type="checkbox"/>	4	8:4	Белатра
<input type="checkbox"/>	5	8:5	EGT

- To select all the slots in the list at once, use the «**Select all**» button.
- To deselect all the slots in the list, use the «**Remove all**» button.

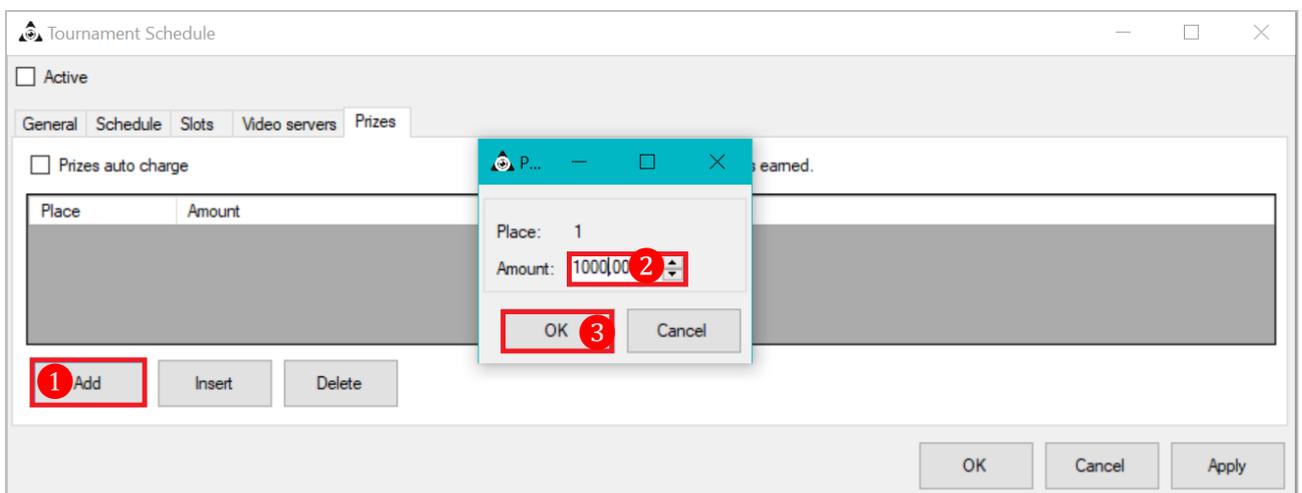
6. On the «Video servers» tab, you must select a video server (check the box) on the screens which will display screen (templates) tournament with a list of participants and the results.



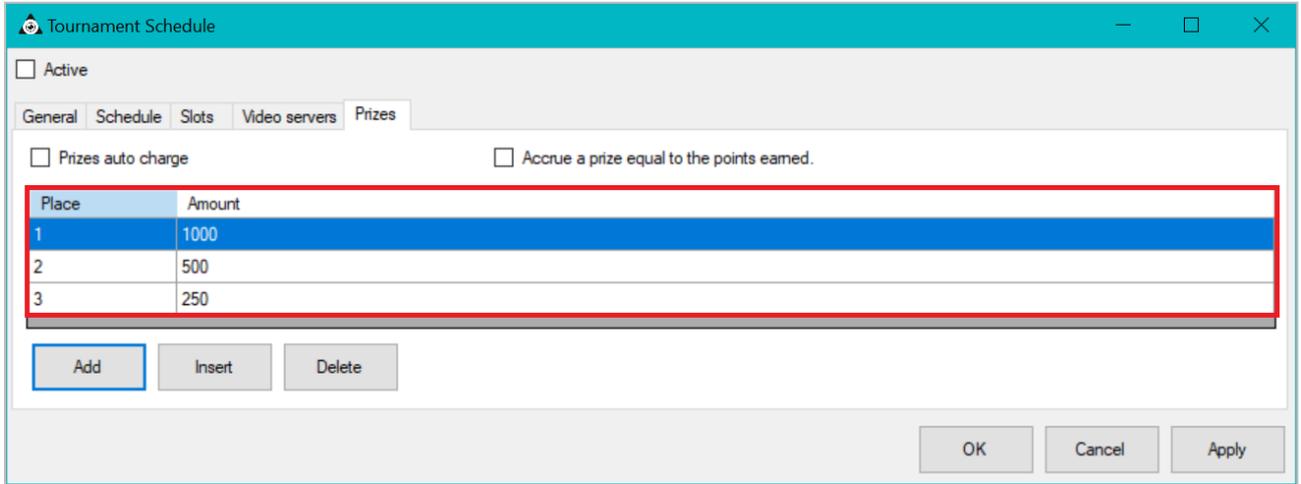
7. On the «Prizes» tab, you must specify the amount of the prize for the winner / winners of the tournament.



- 1) Click on the «Add» button to add a prize.
- 2) In the «Prize» form that opens, in the «Amount» field, enter the amount of the prize for 1 place (in the club currency).
- 3) Click «OK» to confirm.



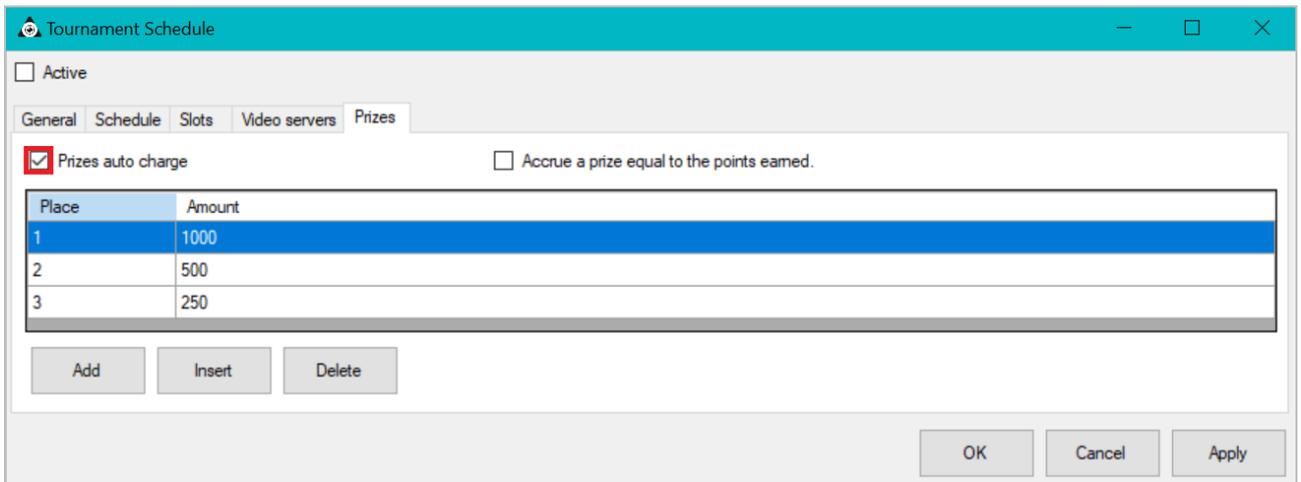
As a result, the added prize will appear in the table. In this way, you can configure any number of top places and prizes for the tournament.



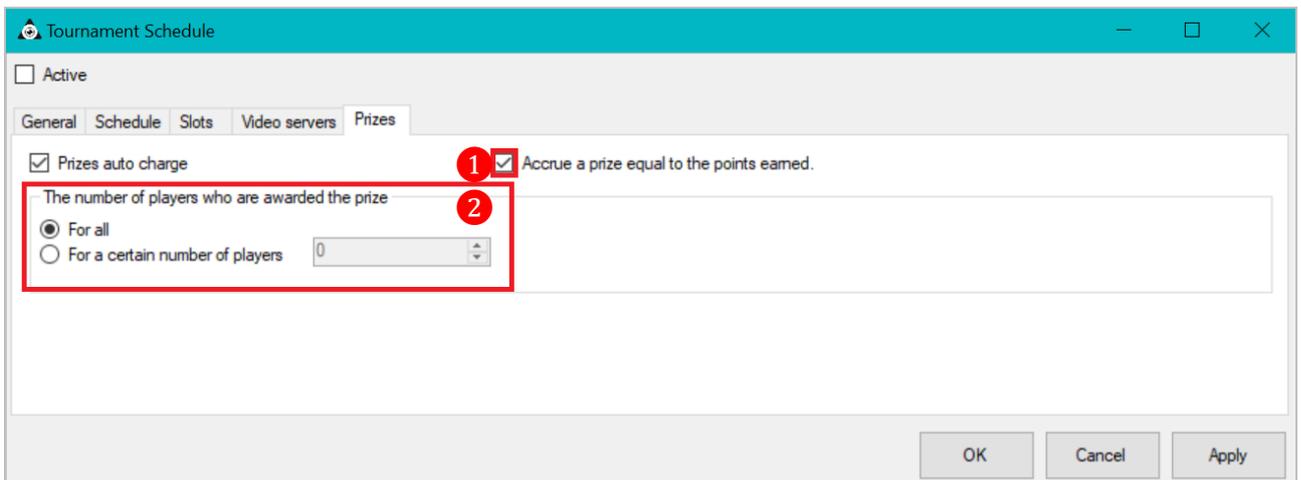
- If you want to remove a prize, you need to select a prize in the list (by left-clicking) and click the «**Delete**» button.

- If you want to add a prize before any prize (one string up), then you need to select a prize in the list (by left-clicking) and click the «**Insert**» button. In the «**Prize**» form that opens, enter the amount of the added prize and click «**OK**».

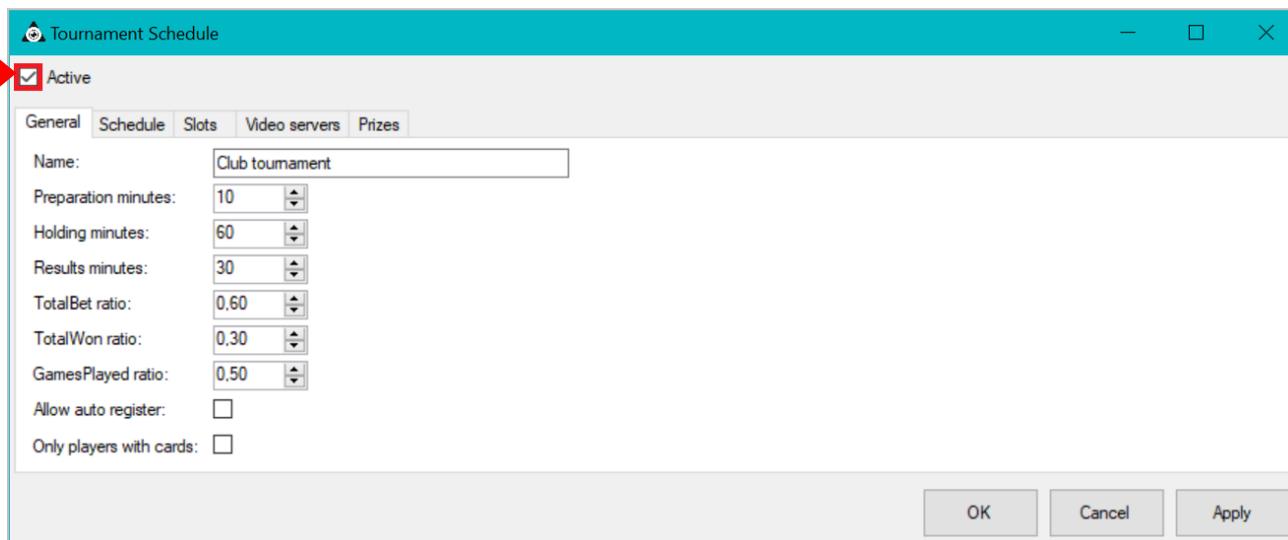
➤ To have the prizes automatically credited to the winning players at the end of the tournament, activate the «**Prizes auto charge**» option by ticking the box.



➤ If you want to set the prize amounts for the winners equal to the number of points earned in the tournament, activate the «**Accrue a prize equal to the points earned**» option. Then specify the number of winning players: **For all** or **For a certain number of players**.



8. By default, the «Active» option is enabled on the tournament schedule card, which means that the created schedule will be active immediately after saving it. If you want to disable the tournament schedule, then you need to turn off the «Active» option by unchecking the box.



Tournament Schedule

Active

General Schedule Slots Video servers Prizes

Name: Club tournament

Preparation minutes: 10

Holding minutes: 60

Results minutes: 30

TotalBet ratio: 0.60

TotalWon ratio: 0.30

GamesPlayed ratio: 0.50

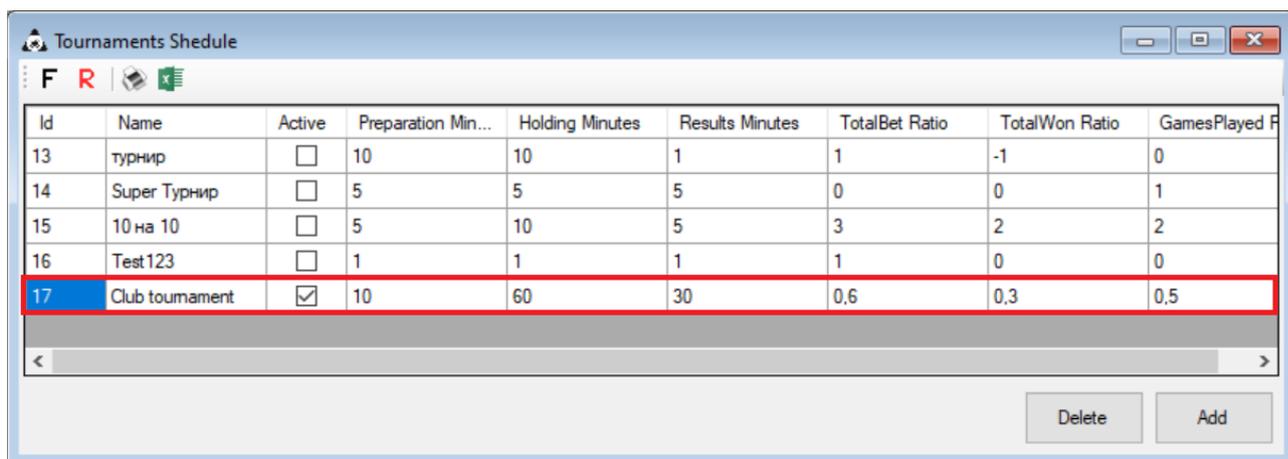
Allow auto register:

Only players with cards:

OK Cancel Apply

9. After setting all parameters of the tournament schedule, click the «Apply» button to save or the «OK» button to save and close the form.

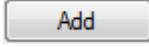
The created tournament schedule will appear in the general list:



Tournaments Schedule

Id	Name	Active	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio	GamesPlayed P
13	турнир	<input type="checkbox"/>	10	10	1	1	-1	0
14	Super Турнир	<input type="checkbox"/>	5	5	5	0	0	1
15	10 на 10	<input type="checkbox"/>	5	10	5	3	2	2
16	Test123	<input type="checkbox"/>	1	1	1	1	0	0
17	Club tournament	<input checked="" type="checkbox"/>	10	60	30	0.6	0.3	0.5

Delete Add

To create a new tournament schedule in the system, you must use the  button.

7.12.2 Tournaments Monitoring.

All tournaments are established and carried out in the system include 3 stages:

1. Preparation.
2. Holding.
3. Results.

Consider the stages of the tournament details.

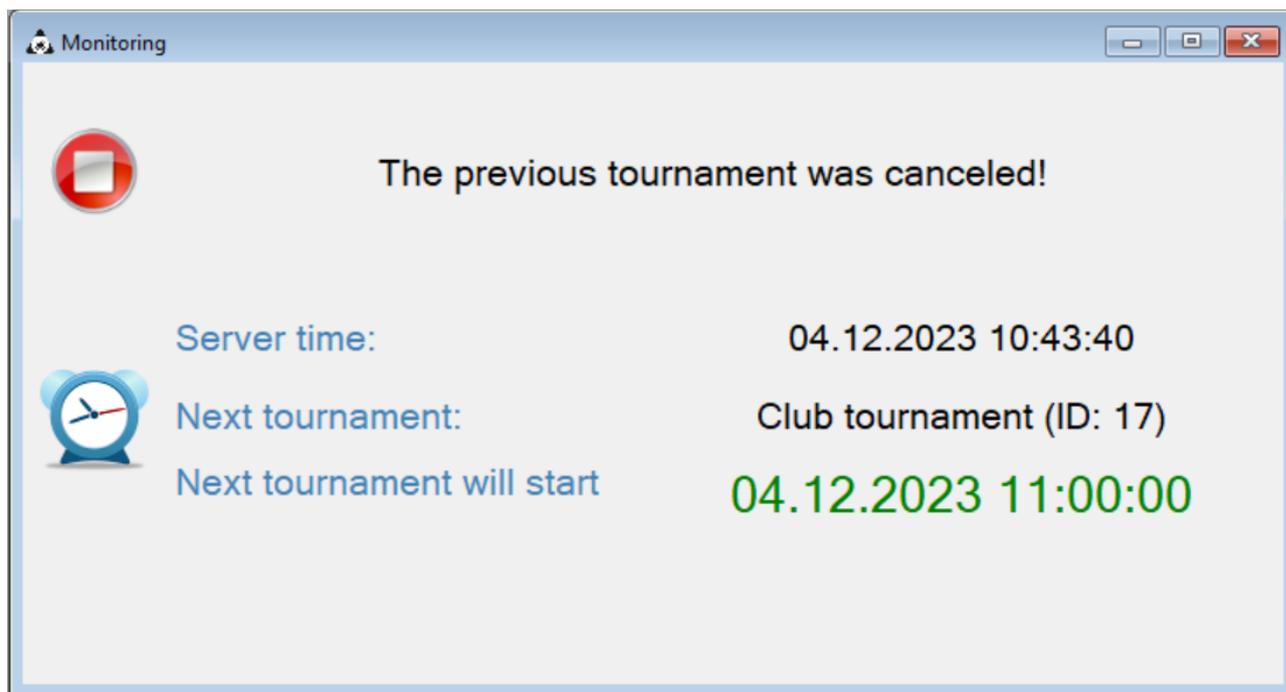
➤ **Preparation** – at this stage, the registration of players participating in the tournament.

- If **Auto-registration mode is enabled** in the tournament schedule settings, in order to register for the tournament, the player only needs to insert (or put) his personal bonus card into the cardreader of the slot machine during the preparation stage for the tournament. Also, players whose

personal cards have already been in the cardreader of the slot machine at the start of the preparation stage for the tournament will be automatically registered.

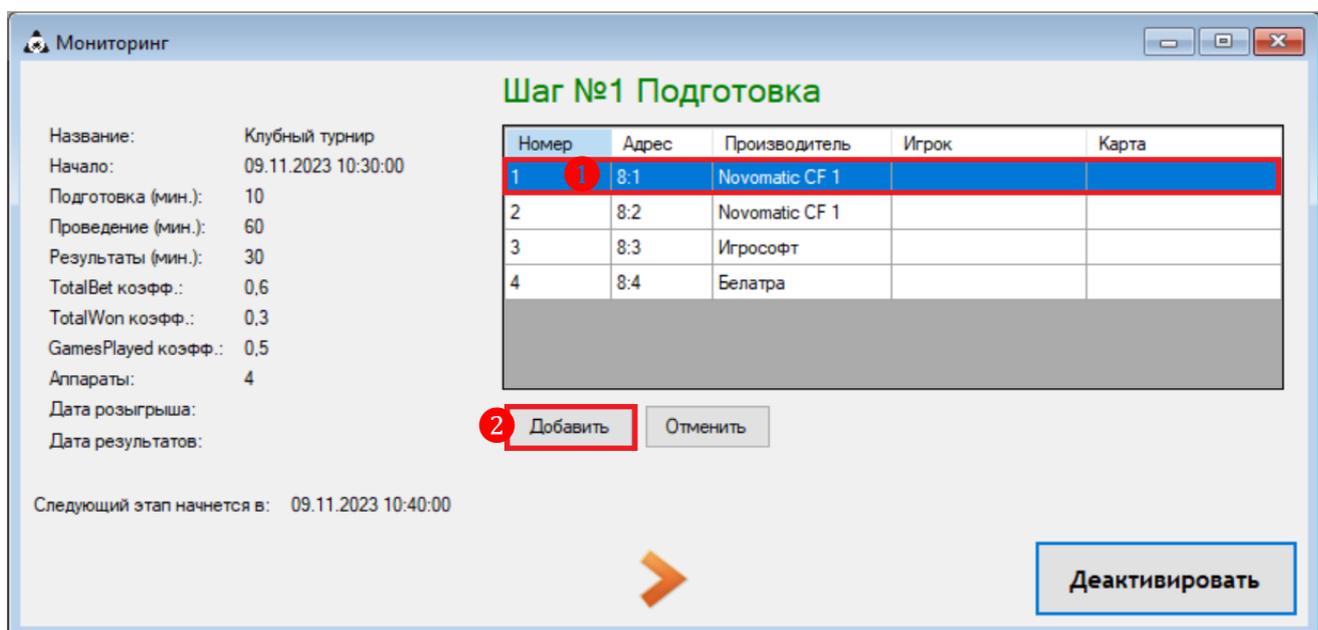
- If the **Auto-registration mode is disabled** in the tournament schedule settings, the registration of participants in the tournament is performed manually on the tournament monitoring form (**Slots»** → **«Tournaments»** → **«Monitoring»**).

Also at the time of preparation of the screens can display saver club (template Slot Tournaments Preparation) with an informational message about the upcoming tournament and timer countdown time remaining before the tournament (for details about working with templates in Section [«Template editor» functionality](#)).



To register tournament participants manually, you must do the following:

1. Select the main menu **«Slots»** → **«Tournaments»** → **«Monitoring»**.
2. In the form select gaming machine, which will play for the tournament participant, and press the **«Add player»** button.



3. Then in the opened player selection form in the field «**Player Name**» enter the name (or login) of the player and press the «**OK**» button.

Выбор игрока

Игрок с картой

Серия Компания Номер

 Искать Очистить

ID игрока:

Имя игрока: 1

Отмена ОК 2

After clicking the button, the tournament participant will be registered; the specified name will be displayed in the «**Player**» column.

Мониторинг

Шаг №1 Подготовка

Название: Клубный турнир
Начало: 09.11.2023 10:30:00
Подготовка (мин.): 10
Проведение (мин.): 60
Результаты (мин.): 30
TotalBet коэфф.: 0,6
TotalWon коэфф.: 0,3
GamesPlayed коэфф.: 0,5
Аппараты: 4
Дата розыгрыша:
Дата результатов:

Номер	Адрес	Производитель	Игрок	Карта
1	8:1	Novomatic CF 1	Игрок 1	
2	8:2	Novomatic CF 1		
3	8:3	Игрософт		
4	8:4	Белатра		

Добавить Отменить

Следующий этап начнется в: 09.11.2023 10:40:00

Деактивировать

You can also register a participant in the tournament by his personal bonus card number. To do this, check the box «**Player with card**», enter the player's card number and click the «**Search**» button.

Выбор игрока

1 Игрок с картой

Серия Компания Номер

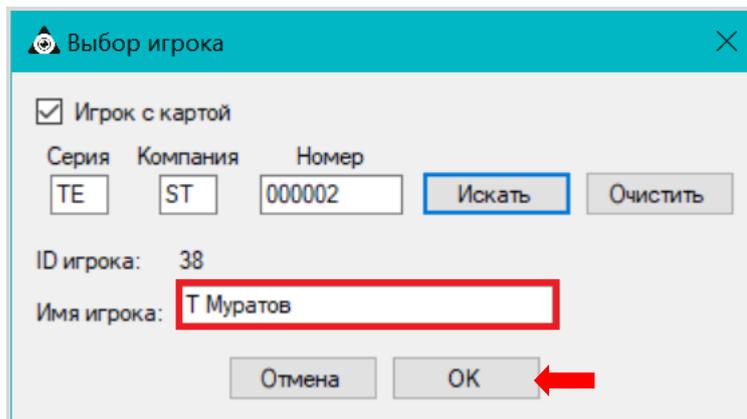
2 3 Искать Очистить

ID игрока:

Имя игрока:

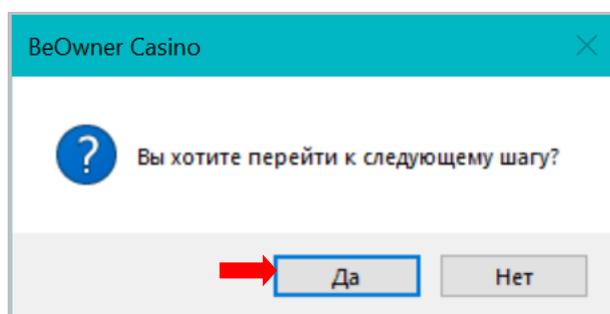
Отмена ОК

If a player with the specified bonus card number is found in the system, his ID number and name will be displayed on the form. To confirm the player's registration, click «**OK**».



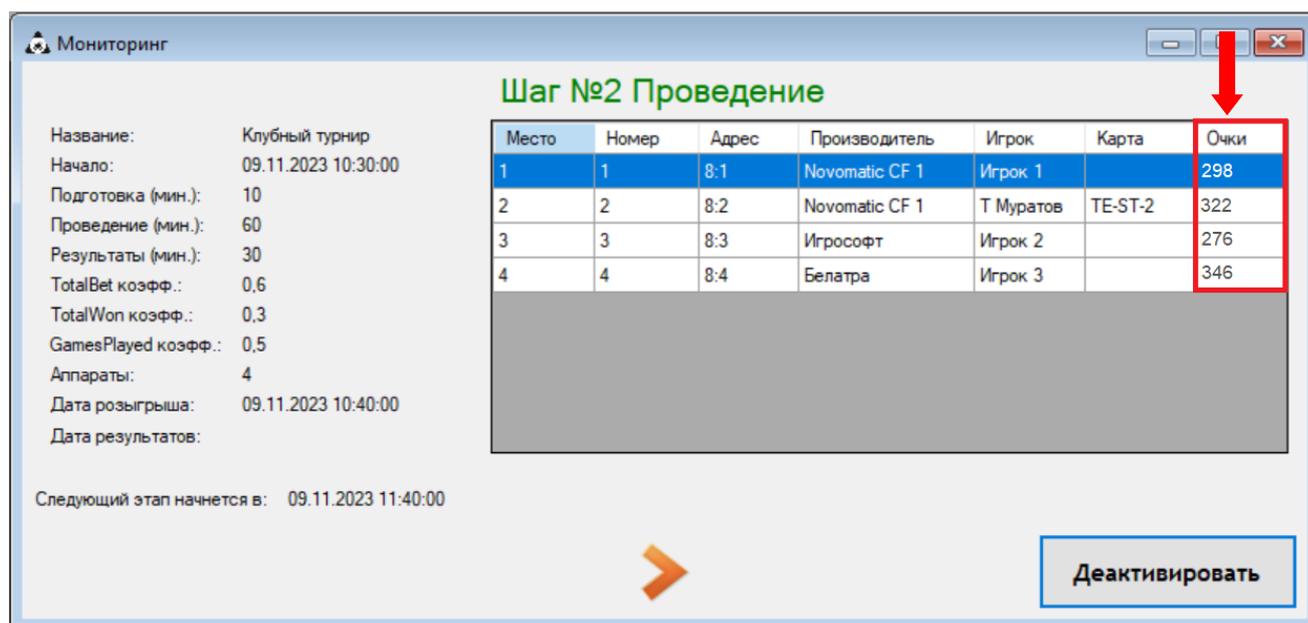
At the end of the time set for the prepare phase, will automatically start the next stage of the tournament - a holding.

If all participants are already registered, and wait for the end stage of preparation is not necessary, it is possible to click the  button on the monitoring window. In the dialog box that appears, click «Yes» to confirm the transition to the next stage.



➤ **Holding** – at this stage of the tournament is held, during which the players play on instruments, earning points.

During the tournament in the form of monitoring («Slots» → «Tournaments» → «Monitoring») appears column «Score», in which the cells are displayed Points recruited players.



Also during the tournament at the club's screens can display the standings (template Slot Tournaments Holding) with the achievements of the players and the timer countdown time

remaining before the end of the tournament (for more details about working with templates in Section [«Template editor» functionality»](#)).

№	Slot	Player	Points
1	1	Gold	5 996,00
2	2	Silver	1 569,00
3	3	Bronse	762,00
4	4	White	712,00
5	5	White	205,00

59:56

At the end of the time set for the raffle will automatically start the next stage of the tournament - results.

If for any reason you want to finish the tournament ahead of schedule, it is possible to click the button on the monitoring window. In the dialog box that appears, click «Yes» to confirm the transition to the next stage.

► **Results** – at this stage to broadcast on screens club tournament outcomes (template Slot Tournaments Results) (more about working with templates in Section [«Template editor» functionality»](#)).

A list of participants of the tournament will be displayed on the monitoring form at this time with an indication of their results and deserved prizes. Here you can proceed to the accrual of prizes to participants of the tournament (see more in [«Charge of prizes»](#)).

Мониторинг

Название: Клубный турнир
Начало: 09.11.2023 10:30:00
Подготовка (мин.): 10
Проведение (мин.): 60
Результаты (мин.): 30
TotalBet коэфф.: 0,6
TotalWon коэфф.: 0,3
GamesPlayed коэфф.: 0,5
Аппараты: 4
Дата розыгрыша: 09.11.2023 10:40:00
Дата результатов: 09.11.2023 10:46:30

Следующий этап начнется в: 09.11.2023 11:16:30

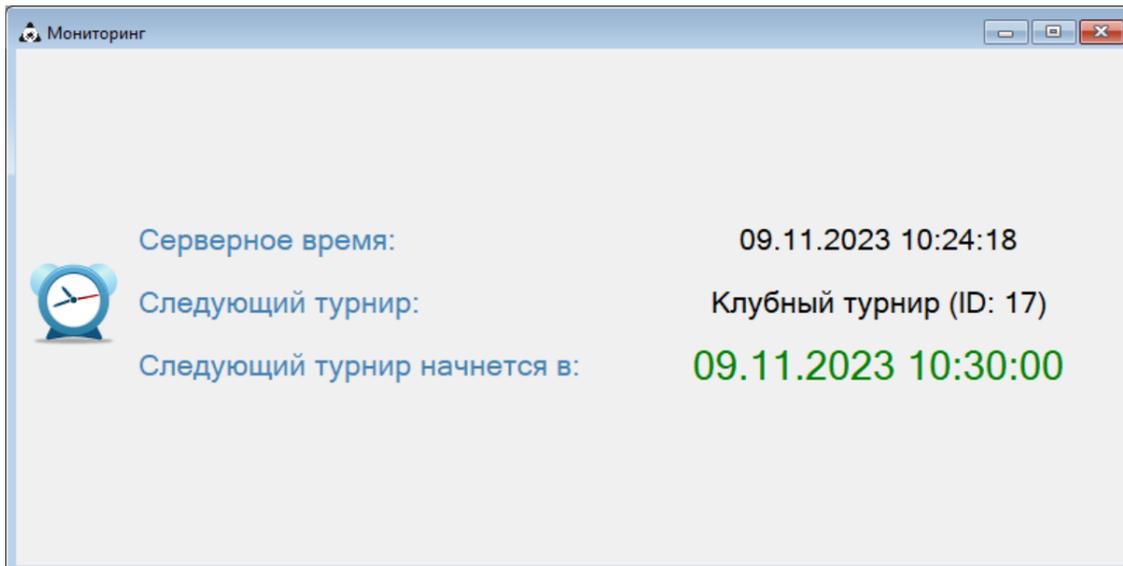
Шаг №3 Результаты

Место	Номер	Производитель	Игрок	Карта	Очки	Charge	Приз
1	1	Novomatic CF 1	Игрок 1		2888	<input type="checkbox"/>	1000
2	2	Novomatic CF 1	Т Муратов	TE-ST-2	2543	<input type="checkbox"/>	500
3	3	Игрософт	Игрок 2		2376	<input type="checkbox"/>	250
4	4	Белатра	Игрок 3		2188	<input type="checkbox"/>	

Начислить Отменить

Деактивировать

At the end of the time set to display the results of the tournament, the monitoring form will display the date and time of the start of the next tournament, according to the schedule.

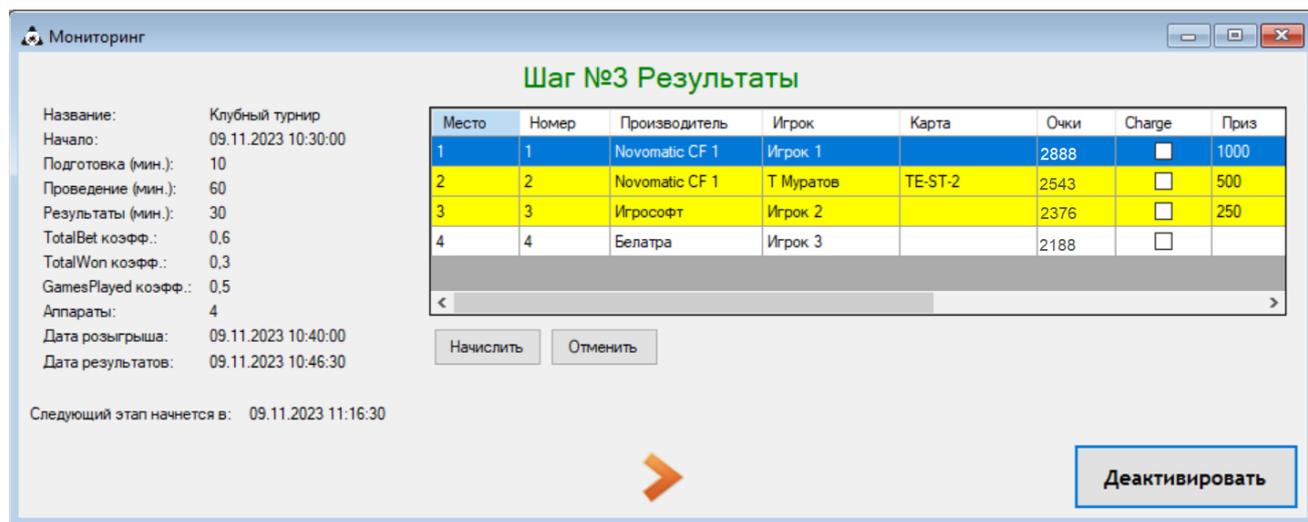


7.12.3 Charge of prizes to participants of the tournament.

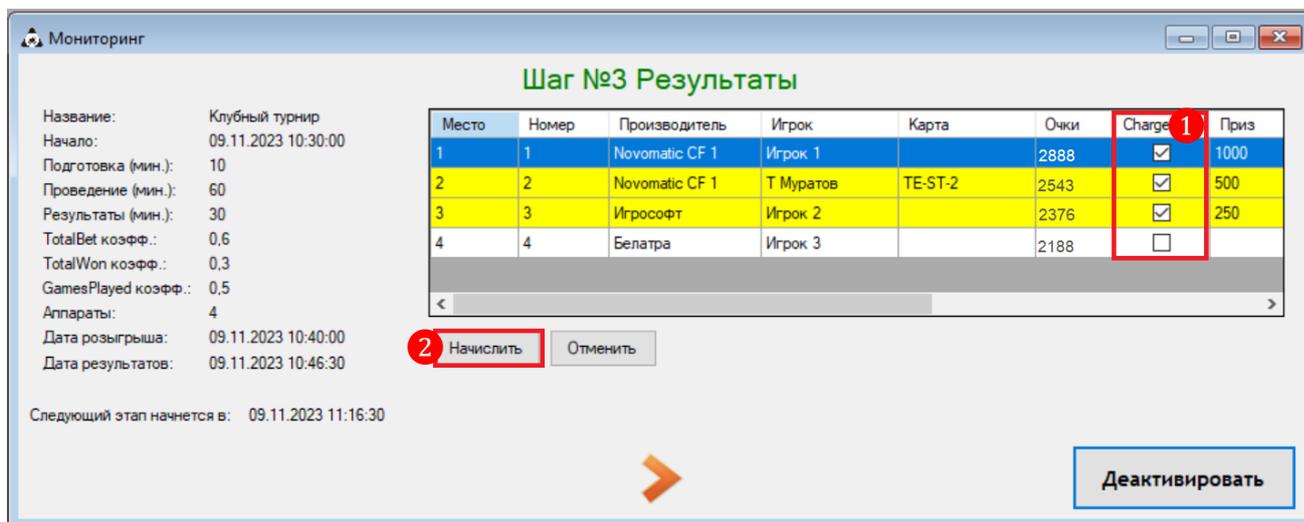
The charging of prize amounts to participants of the tournament or their cancellation is carried out on the form of monitoring the tournament at the stage of displaying the results of the tournament.

Procedure for charging of the prize:

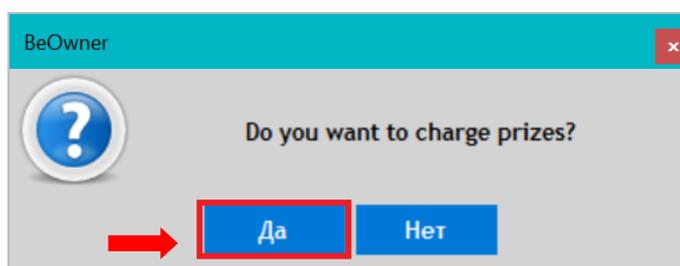
1. Open the tournament monitoring form during the display of the tournament results («Slots» → «Tournaments» → «Monitoring»). **Yellow** background in the list of tournament participants of the marked by players who have not yet received prizes.



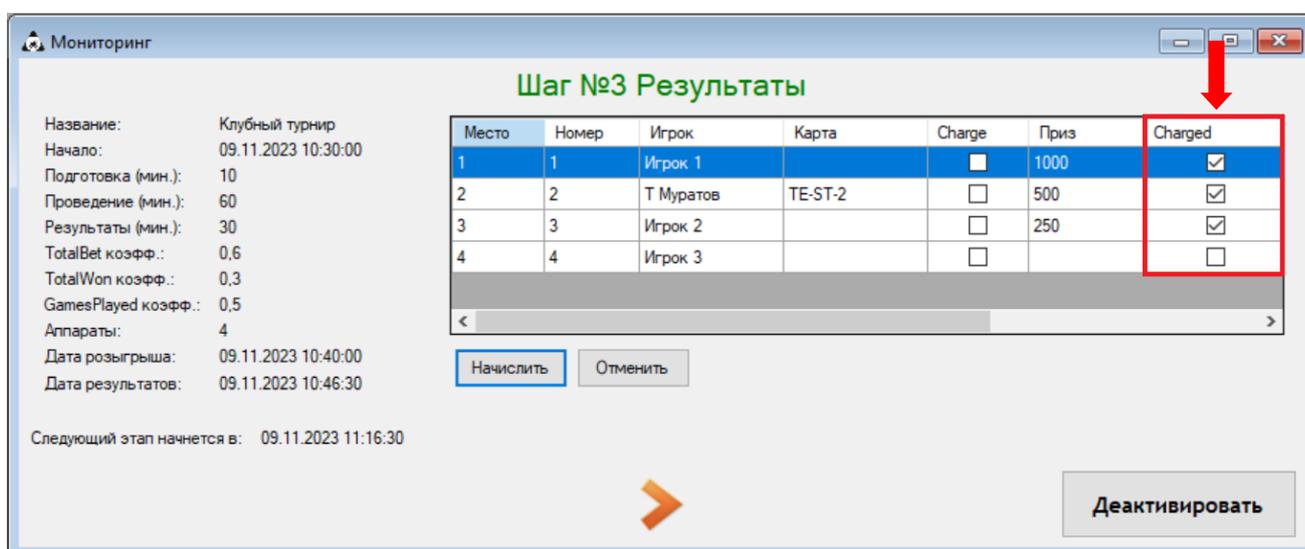
2. In the list of tournament participants, check the boxes in the columns for those players to whom you want to charge a deserved prize, and click the «Charge» button.



3. In the window that appears, click «Yes» to confirm.



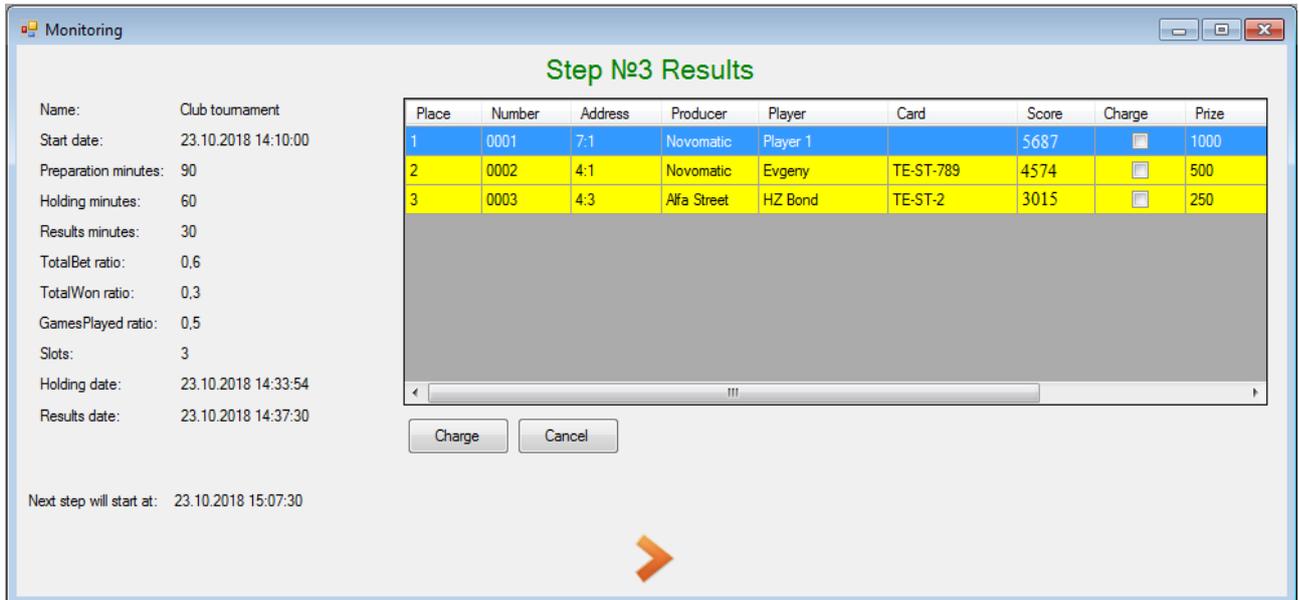
After clicking the button, the prizes will be credited on the balance of the slot machines, on which the tournament participants played. Players who were awarded prizes will be marked with a tick in the «Charged» column.



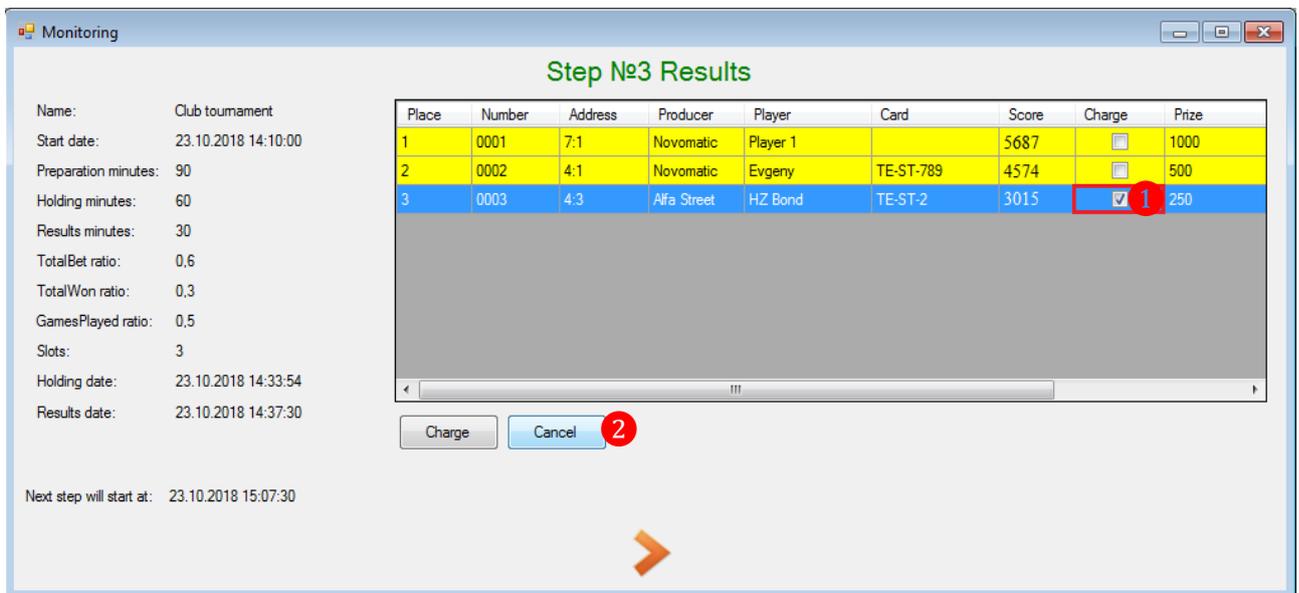
Note: It is not possible to cancel a prize already accrued to a player. You can cancel only non-accrued prizes. You can charge or cancel a prize only at the stage of displaying the results of the tournament.

Procedure for cancellation of the prize:

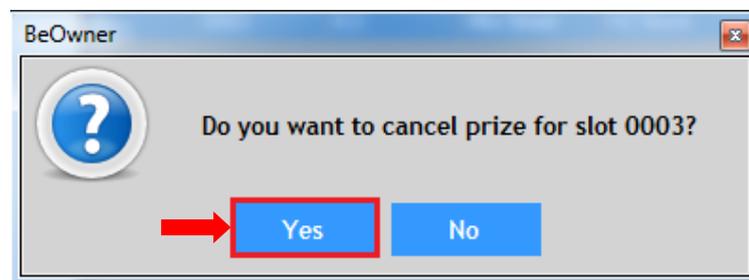
1. Open the tournament monitoring form during the display of the tournament results («Slots» → «Tournaments» → «Monitoring»). **Yellow** background in the list of tournament participants of the marked by players who have not yet received prizes.



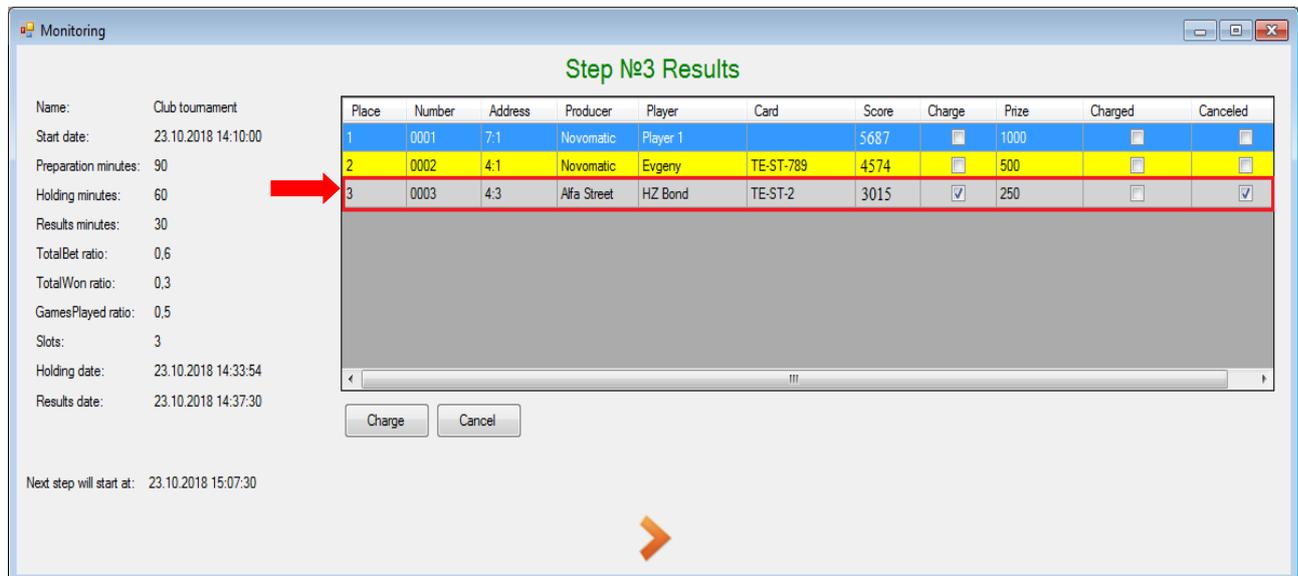
2. In the list of participants of the tournament, check the boxes in the columns for those players to whom you do not want to award a prize, and click «Cancel».



1. In the window that appears, click «Yes» to confirm.



After clicking the button, the prize will be canceled. Players, for whom prizes have been canceled, will be marked on the list with a gray background and a tick in the «Canceled» column.

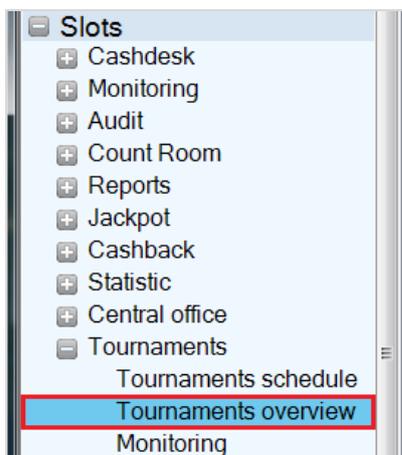


If all the necessary accrual of prizes to the tournament participants are completed, then you can complete the stage of displaying the results of the tournament ahead of time by clicking . In the dialog box that appears, click «Yes» to confirm.

The history and results of all tournaments are available for viewing in the tournaments overview form («Slots» → «Tournaments» → «Tournaments overview»).

7.12.4 View tournaments history.

To view the history and results of all tournaments, select in the main system menu «Slots» → «Tournaments» → «Tournaments overview».



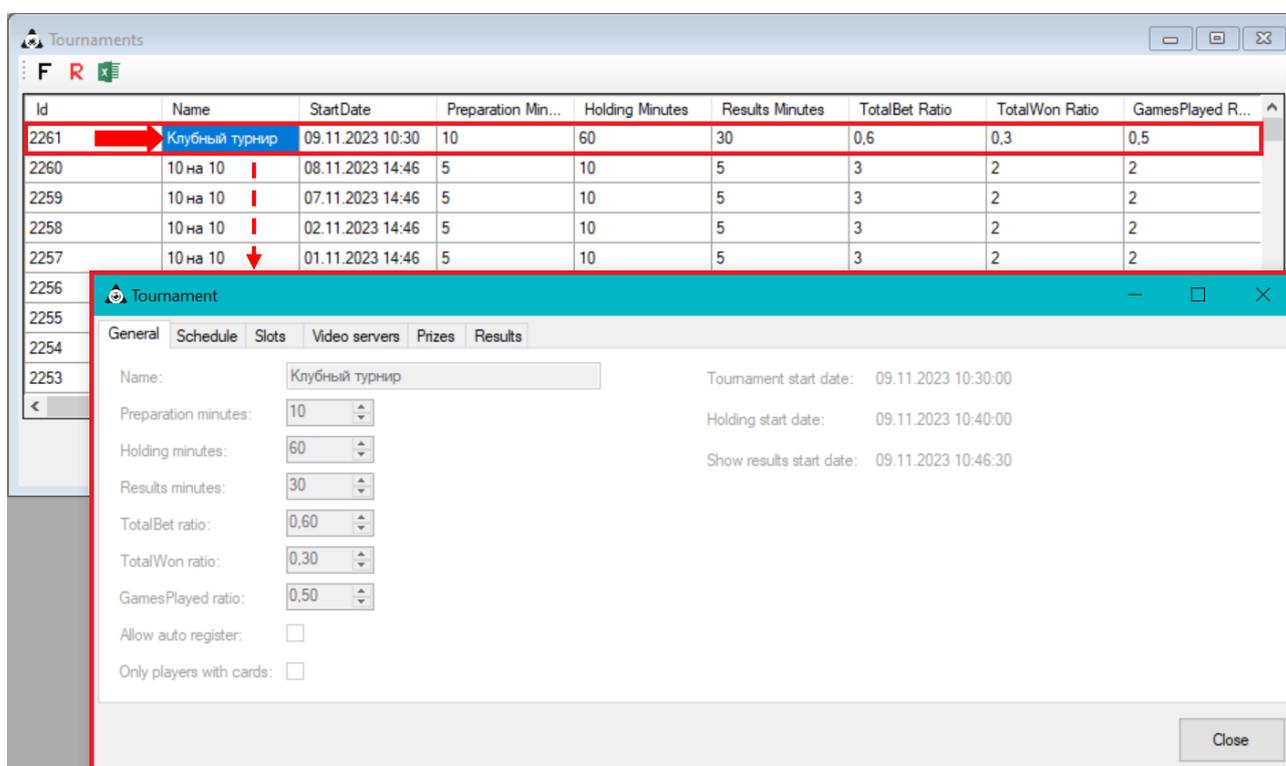
The «Tournaments» form will open, displaying a list of all completed tournaments. If there is currently an active tournament in the club, it will be displayed at the very top of the list with the status **Countdown**, **In process**, or **Summing-up**.

Id	Name	StartDate	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio	GamesPlayed R...
2261	Клубный турнир	09.11.2023 10:30	10	60	30	0,6	0,3	0,5
2260	10 на 10	08.11.2023 14:46	5	10	5	3	2	2
2259	10 на 10	07.11.2023 14:46	5	10	5	3	2	2
2258	10 на 10	02.11.2023 14:46	5	10	5	3	2	2
2257	10 на 10	01.11.2023 14:46	5	10	5	3	2	2
2256	10 на 10	30.10.2023 14:46	5	10	5	3	2	2
2255	10 на 10	18.10.2023 14:46	5	10	5	3	2	2
2254	10 на 10	17.10.2023 14:46	5	10	5	3	2	2
2253	10 на 10	16.10.2023 14:46	5	10	5	3	2	2

Columns	Description
Id	ID-number of the tournament
Name	Tournament name
Start Date	Date and time of the tournament start (Preparation stage)
Preparation Minutes	Time for registration of participants of the tournament (min.)
Holding Minutes	Duration of the tournament (min.)
Results Minutes	Show time of tournament results (min.)
TotalBet Ratio	Factor for TotalBet (bets) counter values.
TotalWon Ratio	Factor for TotalWon (winnings) counter values.
GamesPlayed Ratio	Factor for GamesPlayed (played games) counter values.
Satatus	Current tournament status: <ul style="list-style-type: none"> • Countdown (Preparation stage) • In process (Holding stage) • Summing-up (Results stage)

	• Finished
Holding Start Date	Date and time of the start of the holding of the tournament (Holding stage)
Results Start Date	Date and time of the start of the tournament results display (Results stage)
Allow Auto Register	<input checked="" type="checkbox"/> - Automatic registration of tournament participants is enabled . <input type="checkbox"/> - Automatic registration of tournament participants is disabled .
Prize is equal points	<input checked="" type="checkbox"/> - Accrue a prize equal to the points earned is enabled . <input type="checkbox"/> - Accrue a prize equal to the points earned is disabled .
Overall Amount	Total amount of prizes drawn in the tournament.

To view detailed information and results of any tournament, you must double-click the left button on the string of the selected tournament.



In the tournament card that opens, the corresponding tabs display the main parameters of the tournament, schedule settings, and so on:

- **General** – main parameters of the tournament.
- **Schedule** – tournament schedule settings
- **Slots** – slot machines that participated in the tournament.
- **Video servers** – video server, which displays the screen of the tournament.
- **Prizes** – list of top places and prizes

On the «**Results**» tab shows the results of the tournament:

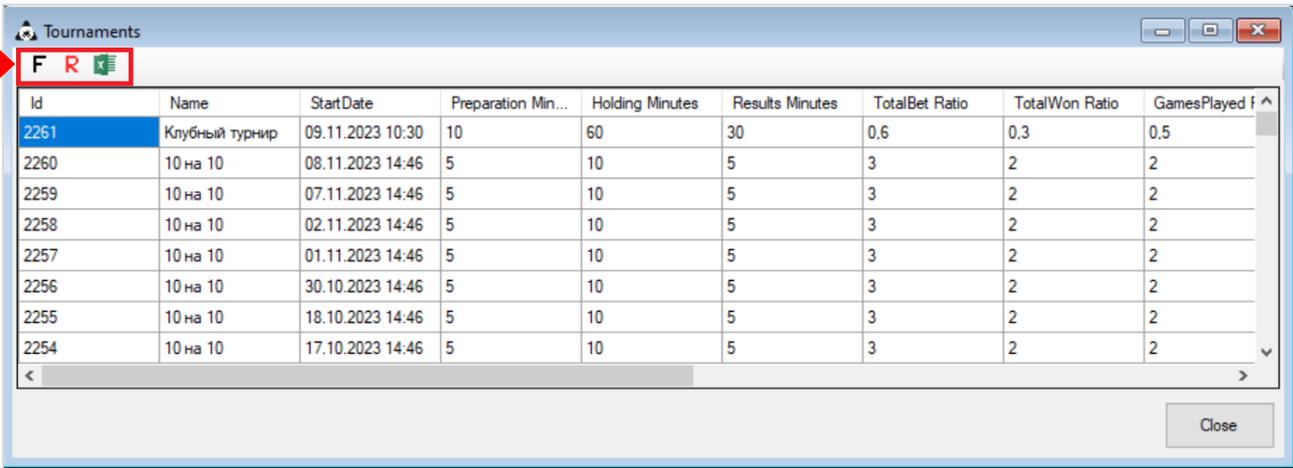
Place	Number	Address	Producer	Player	Card	Score	Prize	Charged	Canceled
Total									<input type="checkbox"/>
1	1	8:1	Novomatic CF 1	Игрок 1		0	1000	<input checked="" type="checkbox"/>	
2	2	8:2	Novomatic CF 1	Т Муратов	TE-ST-2	0	500	<input checked="" type="checkbox"/>	
3	3	8:3	Игрософт	Игрок 2		0	250	<input checked="" type="checkbox"/>	
4	4	8:4	Белатра	Игрок 3		0		<input type="checkbox"/>	

- this means that this prize has been awarded to the specified player.
- this means that this prize has not been accrued
- this means that this prize has been canceled.

Columns	Description
Place	Sequence number of the top place.
Number	Slot machine number
Address	Slot machine address
Producer	Slot machine manufacturer name
Player	Player name - the participant in the tournament who won the specified place.
Card	Player personal bonus card number
Score	The number of points scored by the player during the tournament
Prize	The amount of the prize earned by the player (in the club currency)
Charged	<input checked="" type="checkbox"/> - Prize was awarded to player <input type="checkbox"/> - prize was not awarded to player
Canceled	<input checked="" type="checkbox"/> - Prize was canceled <input type="checkbox"/> - Prize was not canceled
Total Bet	Total amount of player's bets
Total Won	Total amount of winnings of the player during the tournament
Total Bet - Total Won	Difference between Total Bet - Total Won , a player's result during a tournament
Key	Ticked if the attendant's key was used to award the prize
Key turned	The time at which the key was turned
Wrong key	Whether there was an error in the awarding of the prize

To close the tournament card and return to the overview form, click the «Close» button.

Please note that in the overview form of tournaments there is a standard system for searching, filtering and exporting data.



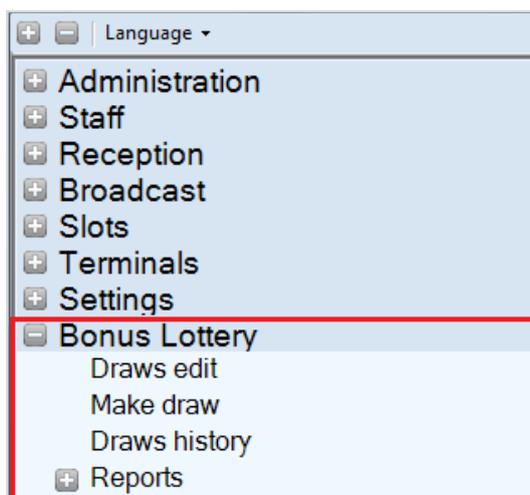
The screenshot shows a window titled "Tournaments" with a toolbar containing buttons for "F", "R", and a list icon. A red arrow points to the "F" button. Below the toolbar is a table with the following data:

Id	Name	StartDate	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio	GamesPlayed f
2261	Клубный турнир	09.11.2023 10:30	10	60	30	0,6	0,3	0,5
2260	10 на 10	08.11.2023 14:46	5	10	5	3	2	2
2259	10 на 10	07.11.2023 14:46	5	10	5	3	2	2
2258	10 на 10	02.11.2023 14:46	5	10	5	3	2	2
2257	10 на 10	01.11.2023 14:46	5	10	5	3	2	2
2256	10 на 10	30.10.2023 14:46	5	10	5	3	2	2
2255	10 на 10	18.10.2023 14:46	5	10	5	3	2	2
2254	10 на 10	17.10.2023 14:46	5	10	5	3	2	2

A "Close" button is located at the bottom right of the window.

7.13 Bonus Lottery.

In the menu «**Bonus Lottery**» are created and held draws among the players of the club.



The essence of the draw is that for a established period, players, visiting the club and playing on slot machines, earn bonuses. At the end of this period, players who collect the required number of bonuses participate in a lottery with the opportunity to win a cash or material prize. The draw is usually accompanied by pulling tickets or balls from the lottery drum, thus determining the winner or the winners.

In the SlotLogic system, two types of draws can be created and conducted:

- **Managed** – a draw with the possibility of manual exclusion of participants.
- **Unmanaged** – a draw with automatic generation of a winner.

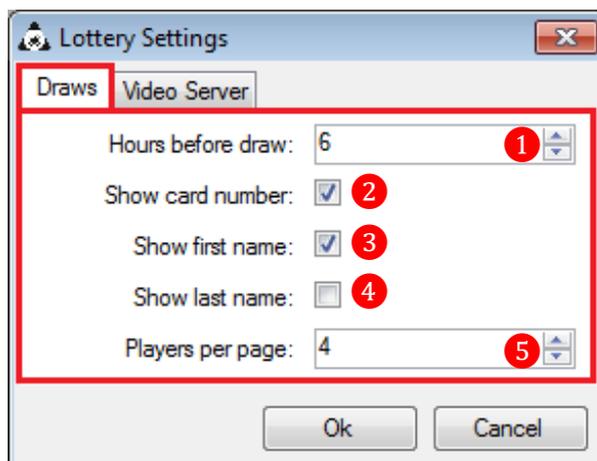
Draws can be held with any frequency: one-time, daily, monthly or annually. In addition, it is possible to conduct draws both within the framework of one club and in the network of clubs.

The system also provides for viewing the results of past draws and achievements of players. If necessary, you can generate, upload and print reports.

7.13.1 Bonus Lottery Settings.

Before you start creating and conducting draws, you need to make some settings in the system. To do this, open the form «**Lottery Settings**» («Settings» → «Lottery» → «Settings») and set the necessary parameters.

1. On the «**Draws**» tab:



1) Hours before draw – specify the number of hours before the draw, per which you can select it in the list for holding.

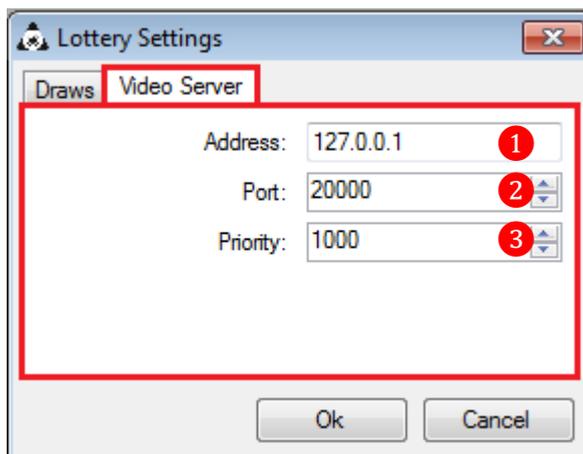
2) Show card number – check the box to allow displaying the number of the participant's membership card on the video server.

3) Show first name – check the box to allow display of the participant's name on the video server.

4) Show last name – check the box to allow displaying the surname of the participant on the video server.

5) Players per page – specify the number of players in the list to display on one page (from 1, depending on the settings of the draw template for the video server).

2. On the «**Video Server**» tab:



1) Address – specify the IP address of the video server.

2) Port – specify the video server port (usually 30000).

3) Priority – set the priority of playing the templates of the draw on the video server (usually 1000).

3. Click the «**Ok**» button to save the settings.

According to the rules of the lottery, only players with a certain number of bonuses can participate in the lottery. For clubs with gaming machines in the SlotLogic system, there are two ways to get bonuses:

- **Bonuses are awarded to the player manually** (player registration card, on the «**Card**» tab).
- **Bonuses are converted from PTS earned by the player.**

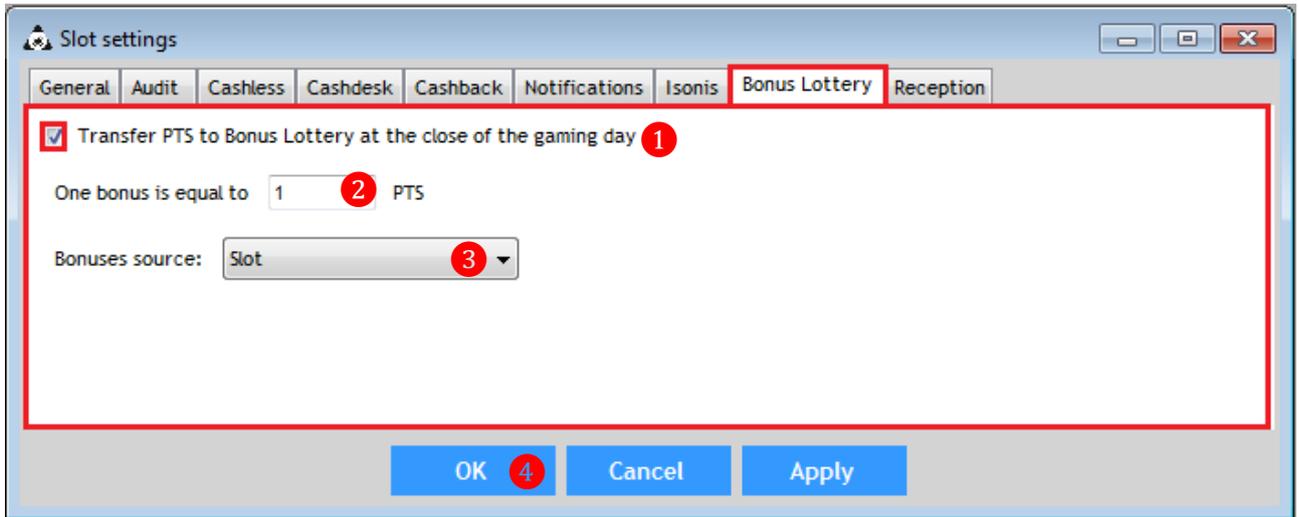
To enable the conversion of PTS points into bonuses, open the «**Slot settings**» form («**Settings**» → «**Slots**» → «**Settings**») and on the «**Bonus Lottery**» tab do the following:

1. Check the box «**Pass the TCP to the Bonus Lottery at the closing of the gaming day**». Thus, when closing in the gaming day system, all PTS players earned in the current gaming day will be automatically converted into bonuses.

2. In the «**One bonus is equal to...PTS**» field, enter the value of **1 (one)** bonus in PTS points for exchange.

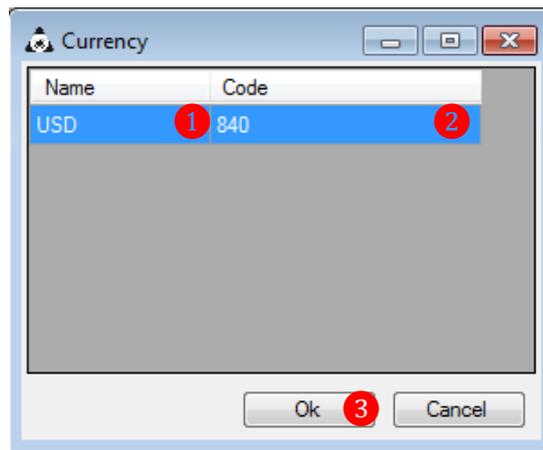
3. Select the source of bonuses after conversion (for a club with gaming machines, usually **Slot**).

4. Click the «**Ok**» button to save the settings.

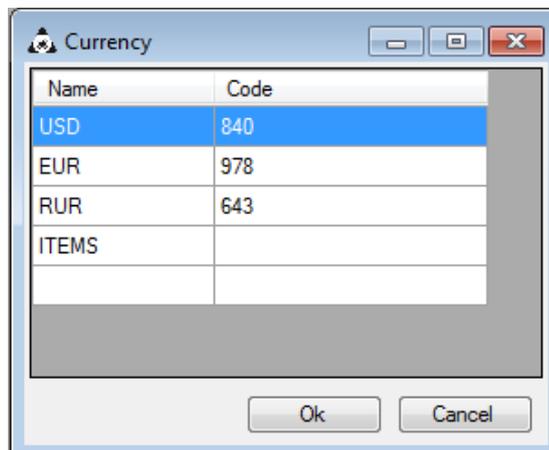


Also in the system, you need to add currency types to set up prizes in the draws. To do this, open the «**Currency**» form («Settings» → «Lottery» → «Currencies») and do the following:

1. In the «**Name**» field, enter the short name of the currency. For material prizes (not cash) in the currency name field, you can enter, for example, **Items**.
2. Opposite the name of the currency in the «**Code**» field enter the currency code in accordance with the international standard ISO 4217 (optional).
3. Click the «**Ok**» button to save the settings.

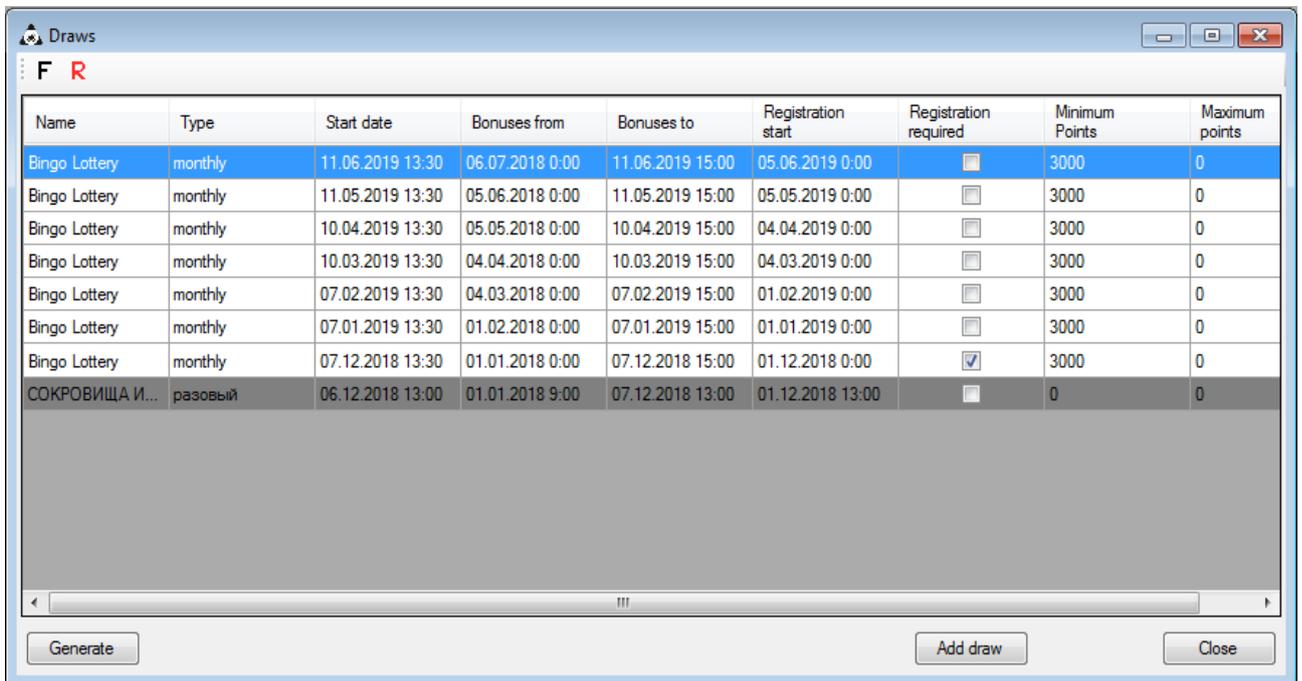


In this way you can set up in the system any number of currencies in which you plan to give out prizes to the winners of the draws. This setting is for informational purposes only and does not affect the payment of prizes.



7.13.2 Creating draws Bonus Lottery.

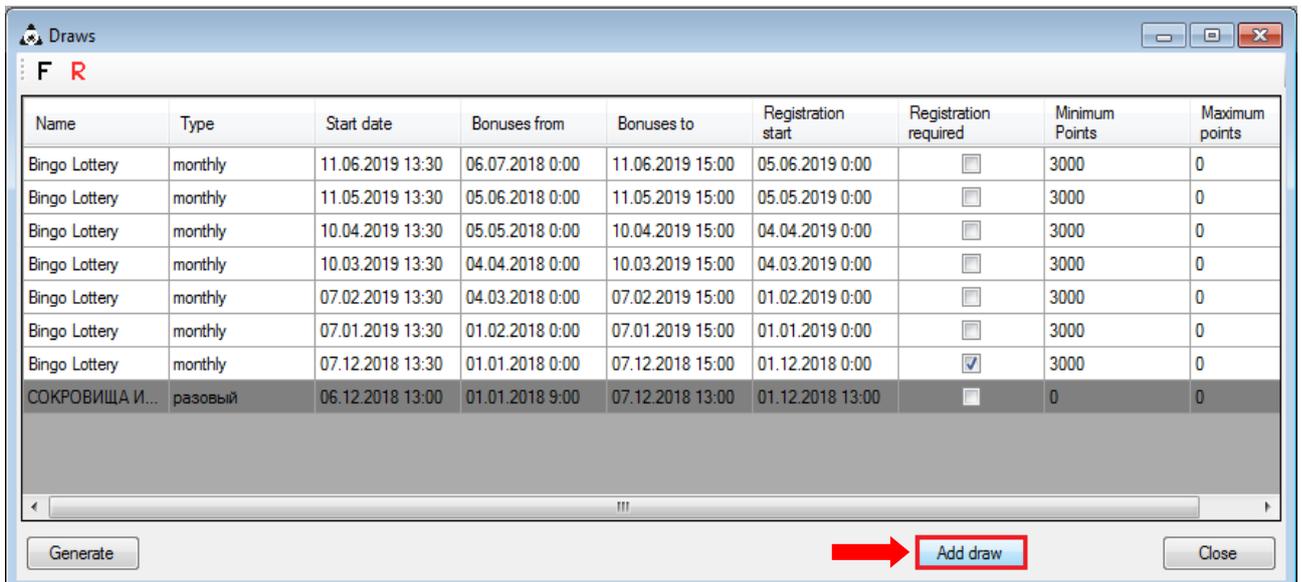
To create a new draw in the system, you need to select «**Bonus Lottery**» → «**Draws edit**» in the main menu of the system. As a result, the overview form of the draws will open, in which you can create, delete, edit or generate (copy) draws.



In the list of draws, **grayed** out highlights the already completed draws that cannot be edited.

The procedure for creating a new draw:

1. In the «**Draws**» form, click the «**Add draw**» button located in the lower right corner.



2. Then the form of the draw settings will open:

Name	Currency	Price	Minimum bonuses
BMW	USD	5000	2500

- 1) **Name** – enter any convenient name for the draw.
- 2) **Managed** – check the box if necessary.
 - If **checked**, a draw will be created with the possibility of **manual selection of participants**.
 - If **unchecked**, a draw will be created **with automatic generation of the winner**.
- 3) **Type** – select one of the types entered in the draws types system (the setting is informative).
- 4) **Draw start date** – select the date and time of the start of the draw.
- 5) **Bonuses from date** – in the draw will be taken into account bonuses that were accrued after the specified date.
- 6) **Bonuses to date** – in the draw will be taken into account bonuses that were accrued before the specified date.
- 7) **Registration date** – select the date and time of the start of registration for the draw.
 - If the «**Registration required**» checked, then, starting from the specified date, players can register for at the reception.
 - If the «**Registration required**» unchecked, then all players who have been awarded bonuses after the specified date will automatically participate in the draw.
- 8) **Registration required** - check the box if necessary. The option determines whether players need to register for the draw, or it will be automatic.

9) Min bonuses - players with the number of bonuses greater than or equal to the specified value will participate in the draw. If there are no restrictions, specify **0**.

10) Max bonuses - players with the number of bonuses less than or equal to the specified value will participate in the draw. If there are no restrictions, specify **0**.

11) Rate (only for managed draw) – if necessary, specify the rate of conversion of player bonuses into tickets / coupons for the draw.

12) Bonuses sources - select the sources of bonuses accrual, which will be taken into account in the draw by check the boxes. For a club with slot machines, choose **Slot**.

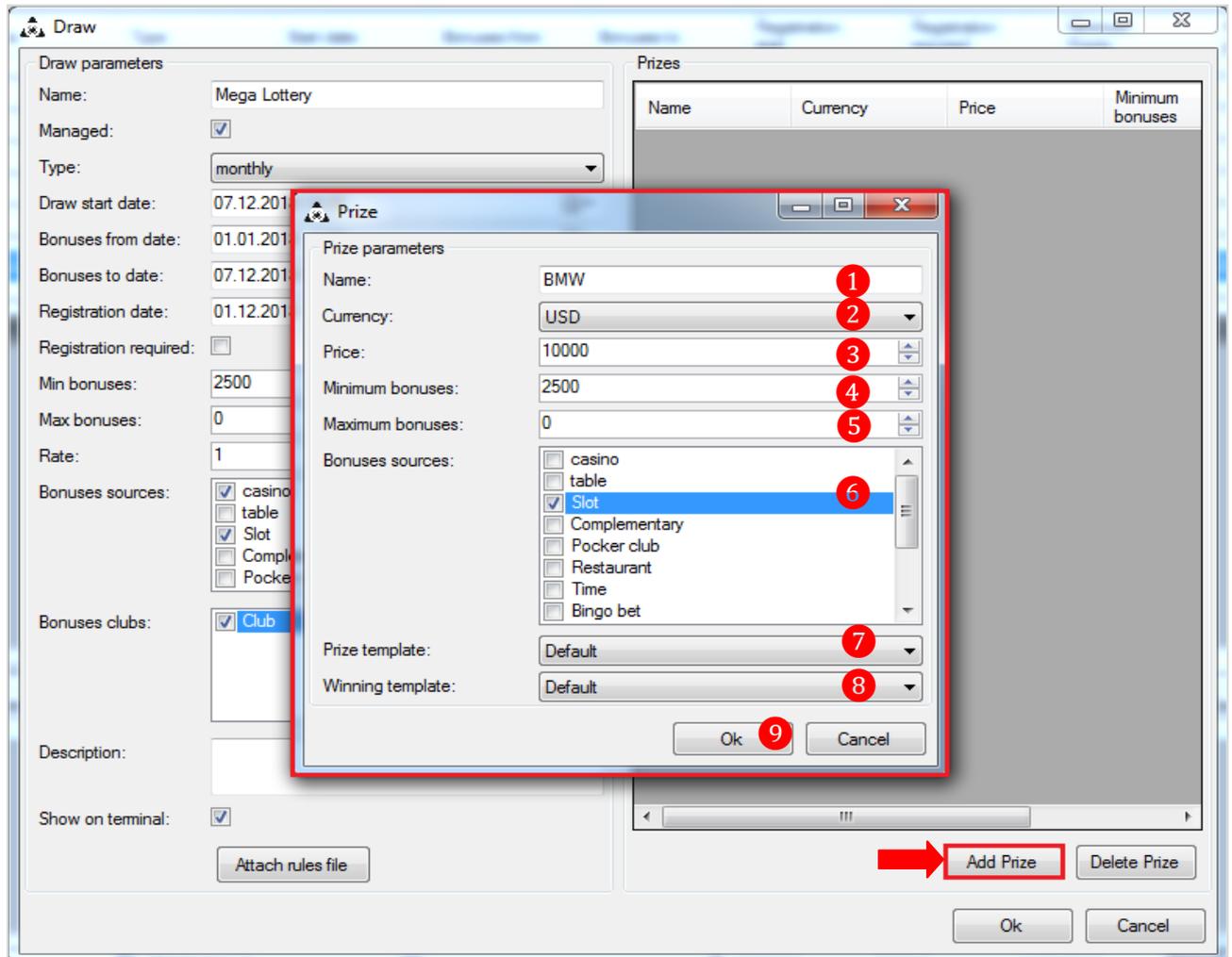
13) Bonuses clubs - select the clubs whose bonuses will be counted in the draw by check the boxes. The current club is always selected by default.

14) Description – if necessary, enter a brief description of the draw.

15) Show on terminal – check the box if you want the draw information to be displayed on the information terminals of the club.

16) Attach rules file – by clicking on this button, you can attach any file with detailed information about the draw.

3. Then you need to set up one or more prizes for the draw. After clicking the «**Add Prize**» button, the form with the prize parameters will open.



1) Name – enter the name of the prize, which will be displayed on the video server screen.

2) Currency – select one of the currencies entered in the currency type system for the prize (setting is informative).

3) **Price** – specify the value of the prize in the selected currency. For material prizes, you can specify **0**.

4) **Minimum bonuses** – players with a number of bonuses greater than or equal to the specified value may qualify for this prize. If there are no restrictions, specify **0**.

5) **Maximum bonuses** – players with a number of bonuses less than or equal to the specified value may qualify for this prize. If there are no restrictions, specify **0**.

6) **Bonuses sources** – select the sources of bonuses that will be taken into account in the draw of this prize by check the boxes. For a club with slot machines, choose **Slot**.

7) **Prize template** – if necessary, select a template for the video server that will be used to display the prize template. If **Default** is selected, the template designated in the system as «**Active**» will be used.

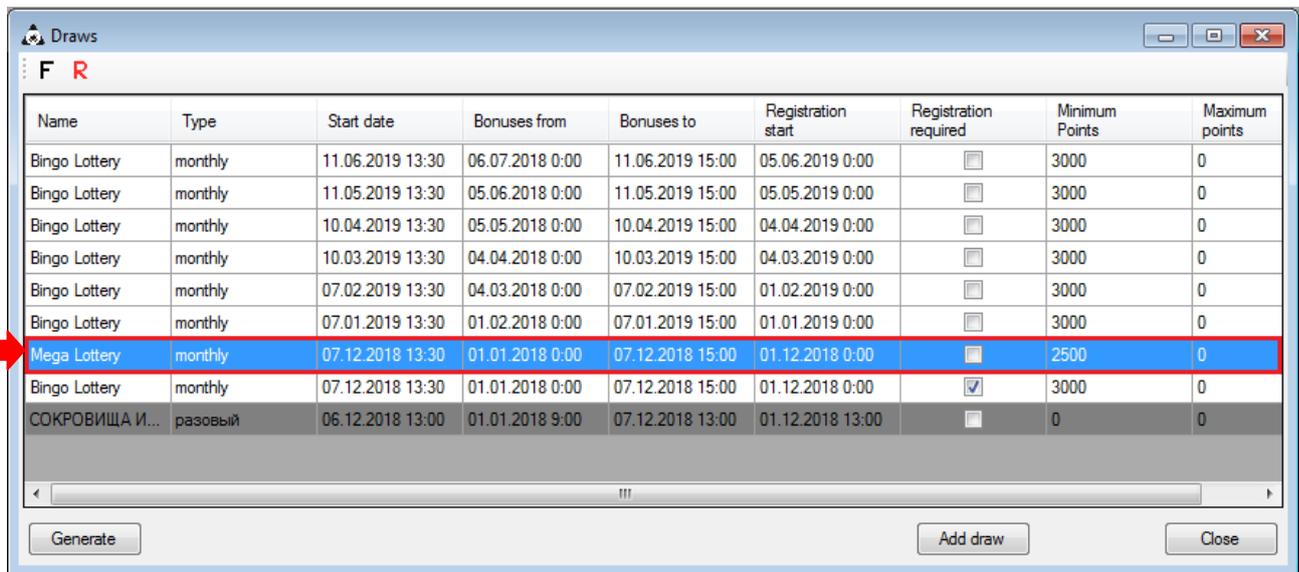
8) **Winning template** – if necessary, select a template for the video server that will be used to display the winning template for this prize. If **Default** is selected, the template designated in the system as «**Active**» will be used.

9) Click the «**Ok**» button to save the settings.

4. After setting all the parameters of the draw, click the «**Ok**» button to save and close the form.

Name	Currency	Price	Minimum bonuses
BMW	USD	5000	2500

The created drawing will be displayed in the general list:



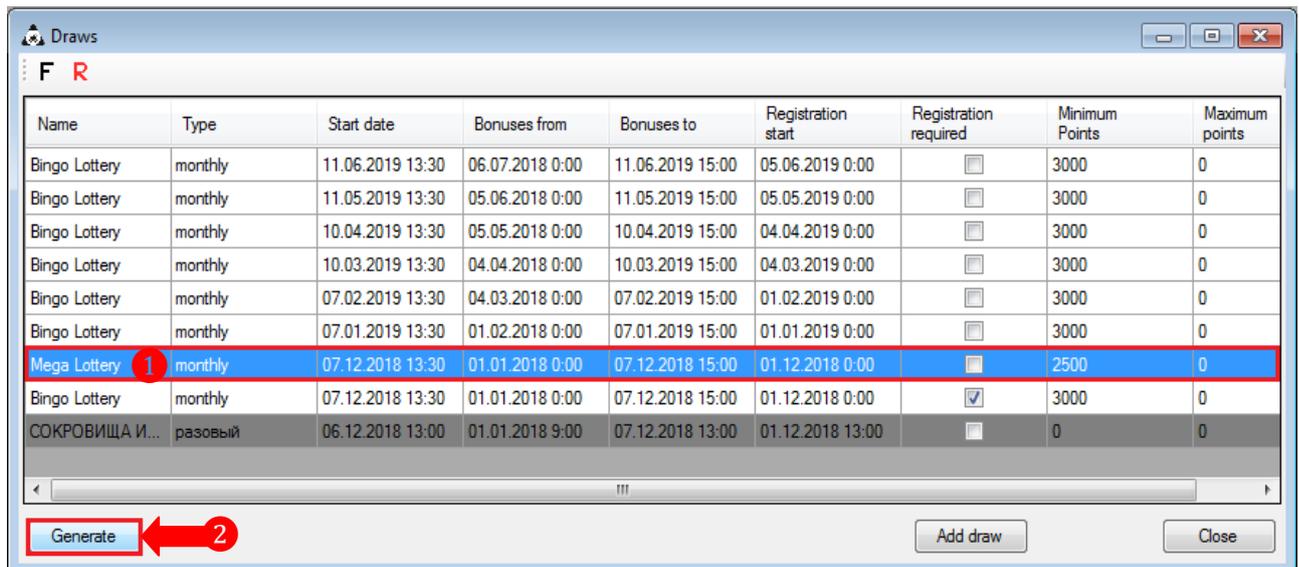
Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maximum points
Bingo Lottery	monthly	11.06.2019 13:30	06.07.2018 0:00	11.06.2019 15:00	05.06.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	11.05.2019 13:30	05.06.2018 0:00	11.05.2019 15:00	05.05.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	07.02.2019 13:30	04.03.2018 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	07.01.2019 13:30	01.02.2018 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input checked="" type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

➤ **Editing the draw:**

To edit the draw parameters, double-click on the line of the draw, after which the form for editing the draw will open, similar to the form for creating the draw. It is possible to change any parameters of the draw or prizes.

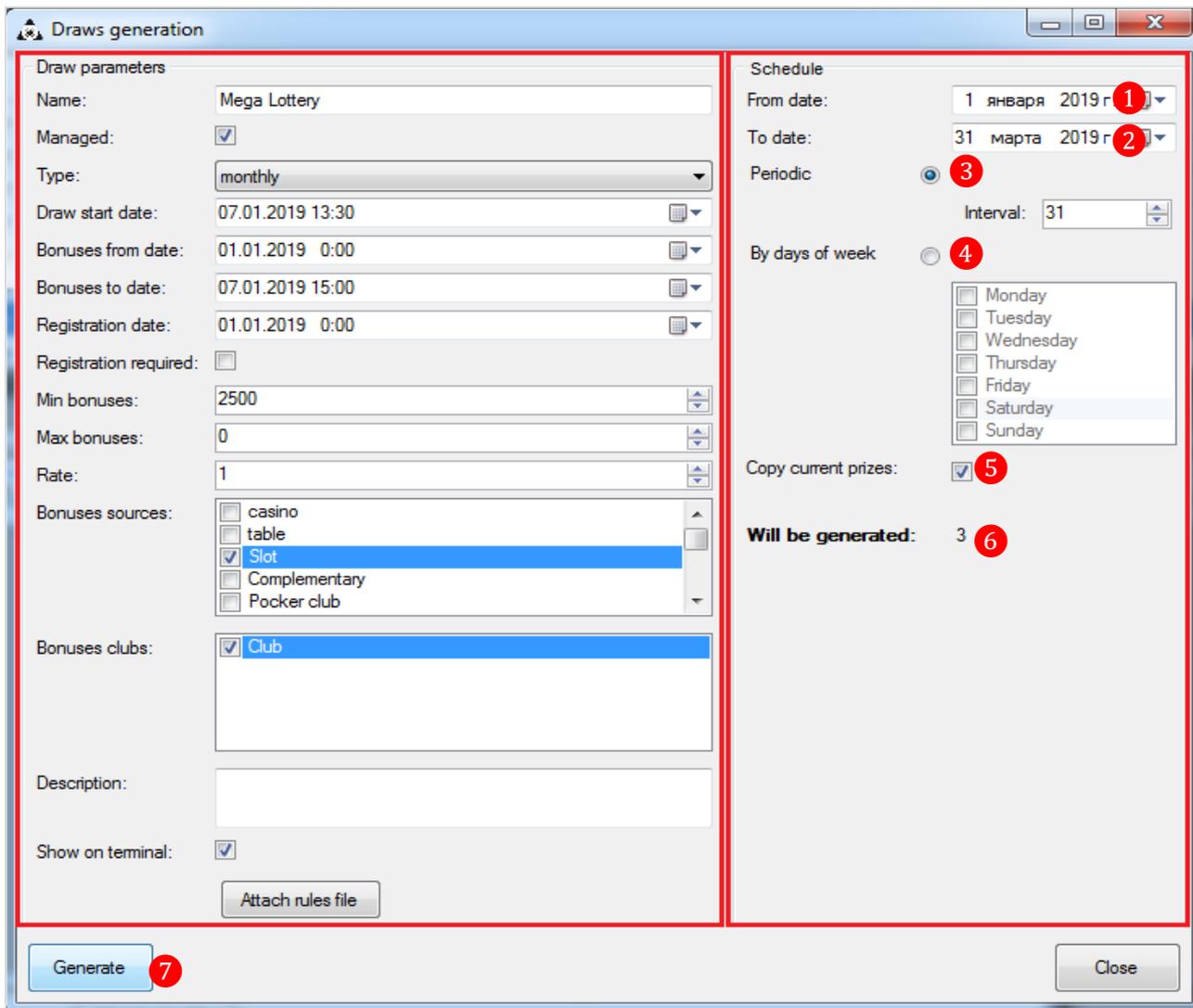
➤ **Generating draws:**

If you need to create the same type of draws, you can use the automatic generation of draws. To do this, select in the list the draw you want to copy and click the «**Generate**» button.



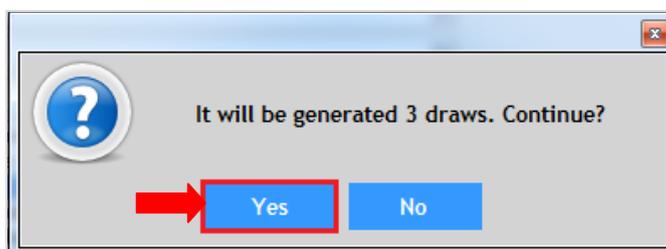
Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maximum points
Bingo Lottery	monthly	11.06.2019 13:30	06.07.2018 0:00	11.06.2019 15:00	05.06.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	11.05.2019 13:30	05.06.2018 0:00	11.05.2019 15:00	05.05.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	07.02.2019 13:30	04.03.2018 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	07.01.2019 13:30	01.02.2018 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input checked="" type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

As a result, the draw setting form will open, in which all parameters of the «**Draw parameters**» section will be copied from the selected draw. If necessary, they can be edited (start dates, registration, bonuses). In the «**Schedule**» you can set the parameters for the generation of draws.



Schedule parameters:

- 1. From date** – select the date from which the generation of the draws will begin.
- 2. To date** – select the date until which the draws will be generated.
- 3. Periodic** – set a mark, if you need a «Interval» in days, with which the draws will be generated. If you specify **1**, then the drawings will be generated for each day, if you specify **2**, then for each second day, etc.
- 4. By days of week** – set the mark if you need to specify the days of the week for which the draws will be generated. Also tick the desired days.
- 5. Copy current prizes** – check the box if you want to copy the prizes from the selected draw into the generated draws.
- 6. Will be generated** – the option displays how many draws will be generated with the specified schedule parameters.
- 7.** After you finish setting the schedule, click the «**Generate**» button. In the dialog box that appears, click «**Yes**», to confirm.



After confirmation, the generated draws will be displayed in the general list. You can edit them if necessary.

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maximum points
Bingo Lottery	monthly	11.06.2019 13:30	06.07.2018 0:00	11.06.2019 15:00	05.06.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	11.05.2019 13:30	05.06.2018 0:00	11.05.2019 15:00	05.05.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.03.2019 13:30	04.03.2019 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.02.2019 13:30	01.02.2019 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.02.2019 13:30	04.03.2018 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.01.2019 13:30	01.01.2019 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.01.2019 13:30	01.02.2018 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.12.2018 13:30	01.01.2018 0:00	07.12.2018 15:00	01.12.2018 0:00	<input checked="" type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

7.13.3 Registration of players on the draw.

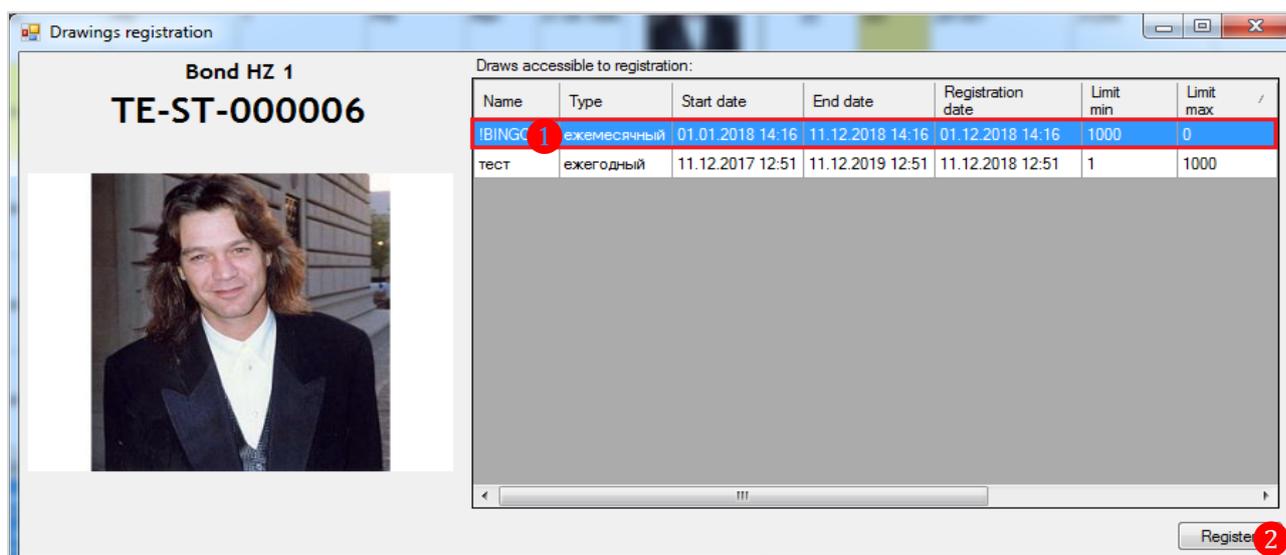
If you have checked the «**Registration required**» checkbox when creating the draw, then the registration of the draw participants is performed at the club reception.

Player registration procedure:

1. Open the players overview form («**Reception**» → «**Players overview**»), select the player to register for the rally by clicking with the mouse on the line with his name, and click the «**Drawing**» button.

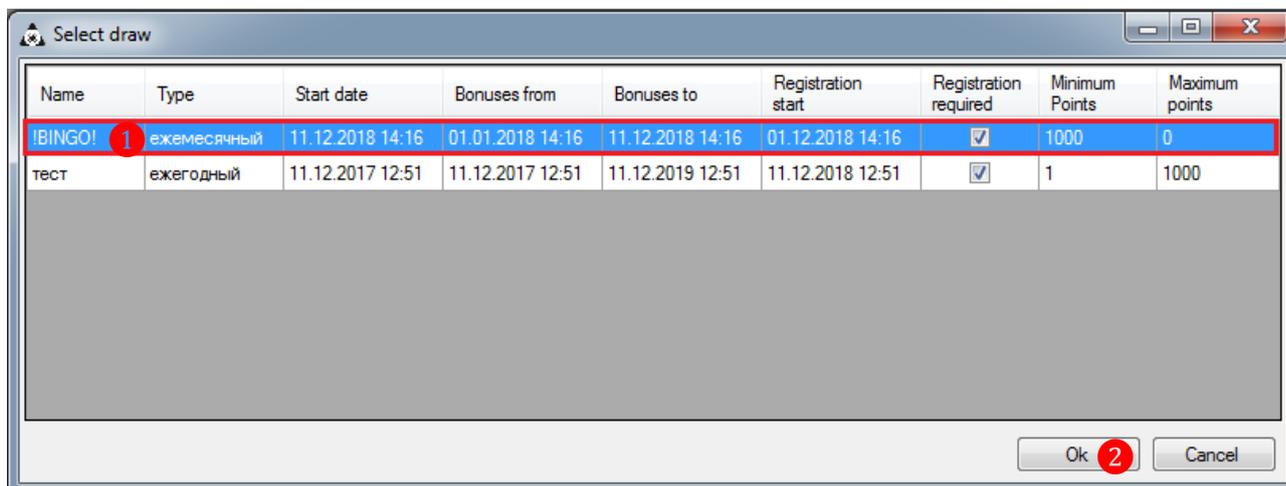


2. In the opened registration form for the draws, click on the line to select the draw to which you want to register the player, and click the «**Register**» button.

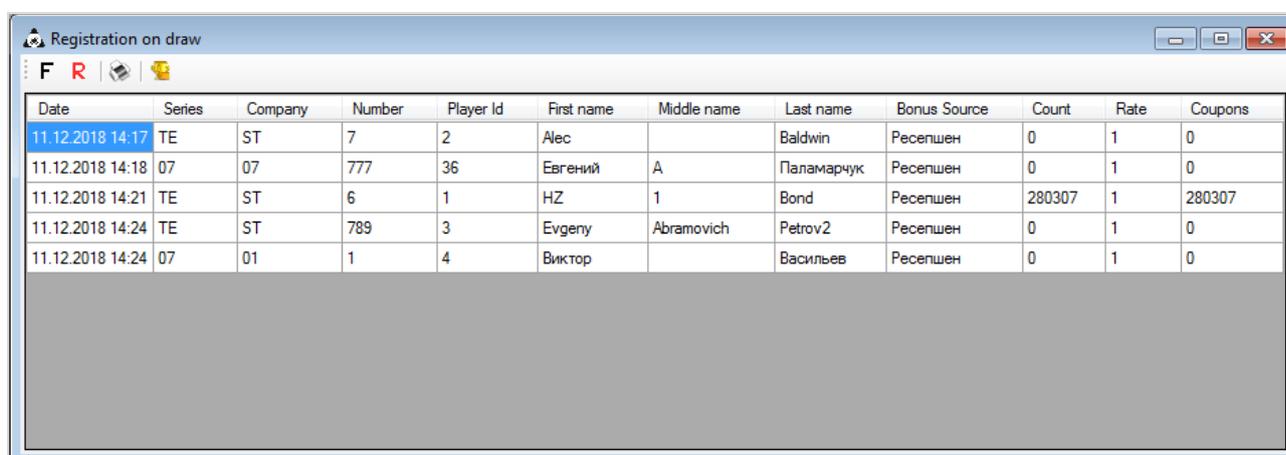


After pressing the button, the player will be registered to the selected draw.

To view a list of all players who have been registered on a draw, in the system menu, select «**Bonus Lottery**» → «**Reports**» → «**Registration on draw**». In the draws list that opens, select the desired draw and click the «**Ok**» button.



As a result, a list of players who have been registered on the selected draw will be opened.

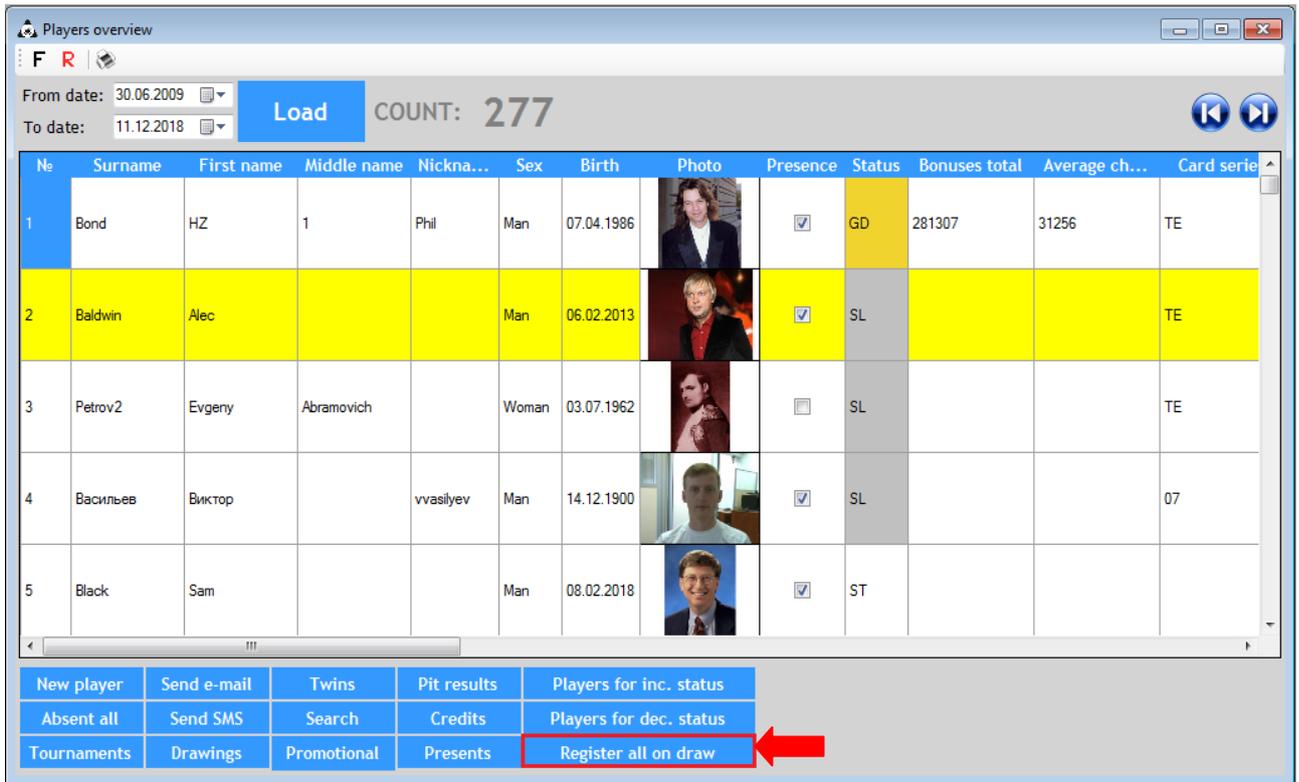


Columns	Description
Date	Date and time of the player's registration on the draw
Series	Player personal bonus card number
Company	
Number	
Player id	
First name	The name of the player
Middle name	
Last name	
Bonus source	Source of bonuses
Count	The amount of player bonuses on the card
Rate	The rate of conversion of player bonuses into tickets / coupons for a draw (only for a managed draw)
Coupons	The number of coupons / tickets that the player has (according to the rate)

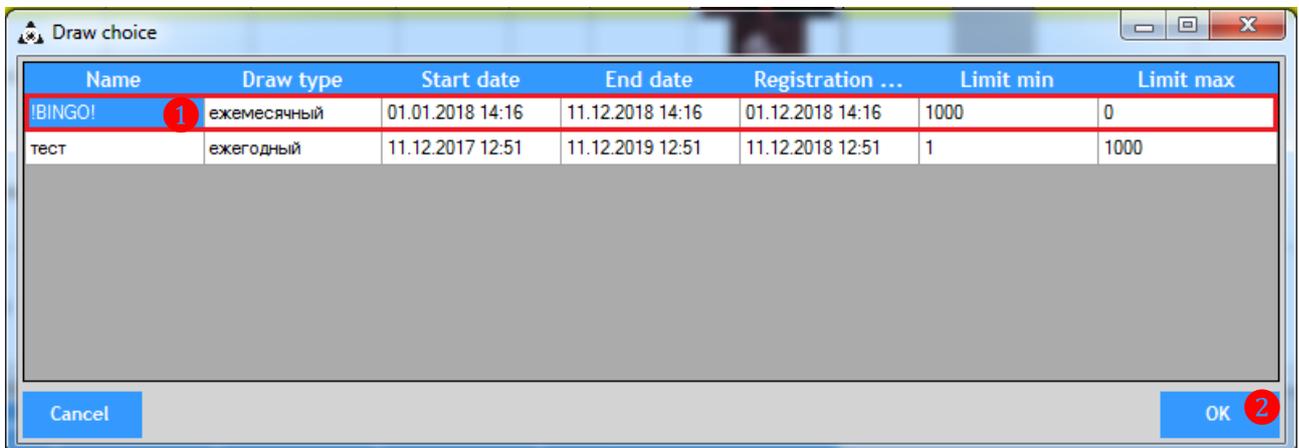
For convenience, the system has the opportunity to register on the draw all players of the club, suitable under the terms of the draw, or any other number of players at the same time.

Registration procedure for all players:

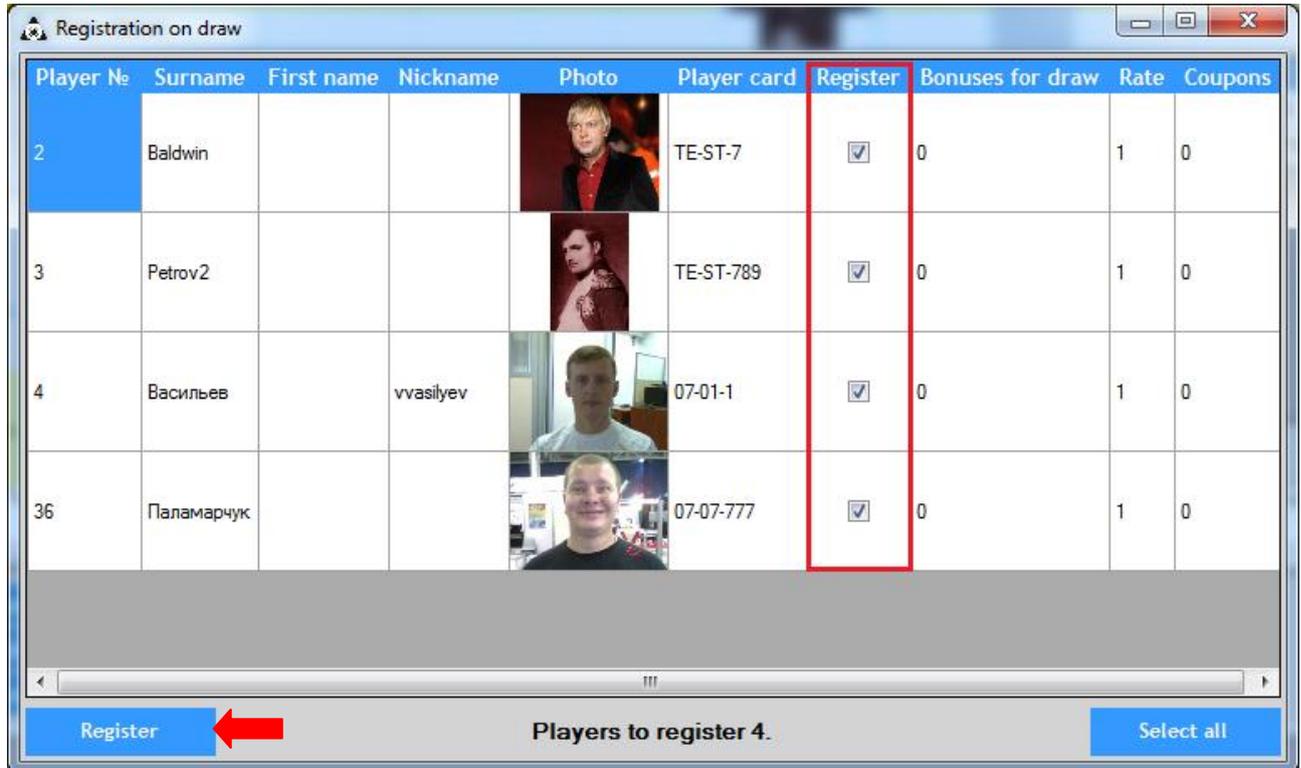
1. Open the players overview form («Reception» → «Players overview») and click the «Register all on draw» button.



2. In the draws list that opens, select the desired draw and click the «Ok» button.



3. Next, the registration form will open with a list of players that meet the conditions of the draw. By default, all players in this list are selected for registration. If you want to exclude any players, then uncheck for them in the column «Register». To register selected players click the button «Register».



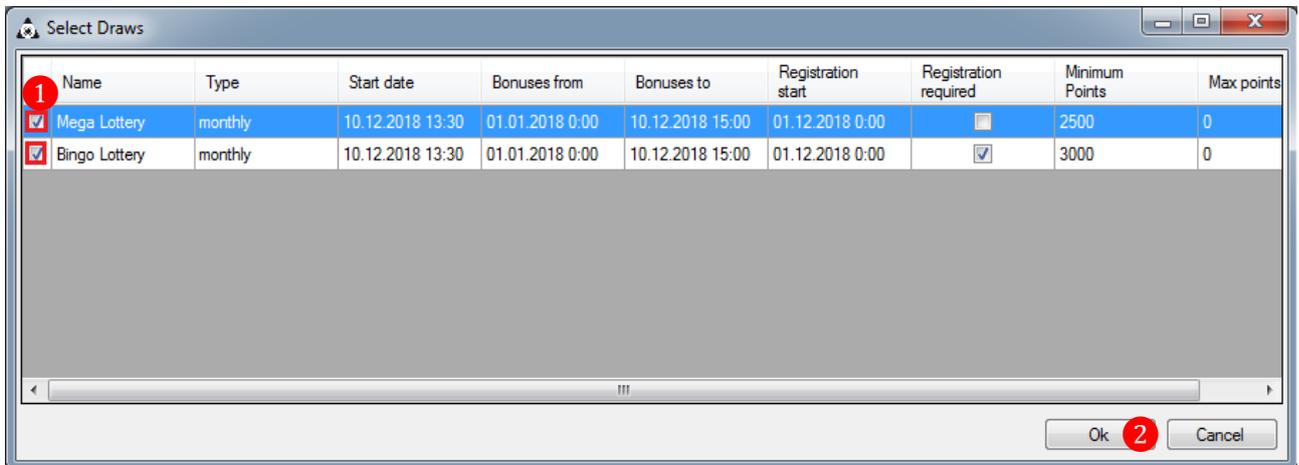
After clicking the button, players will be registered on the selected draw. A notification about successful registration will appear on the screen.



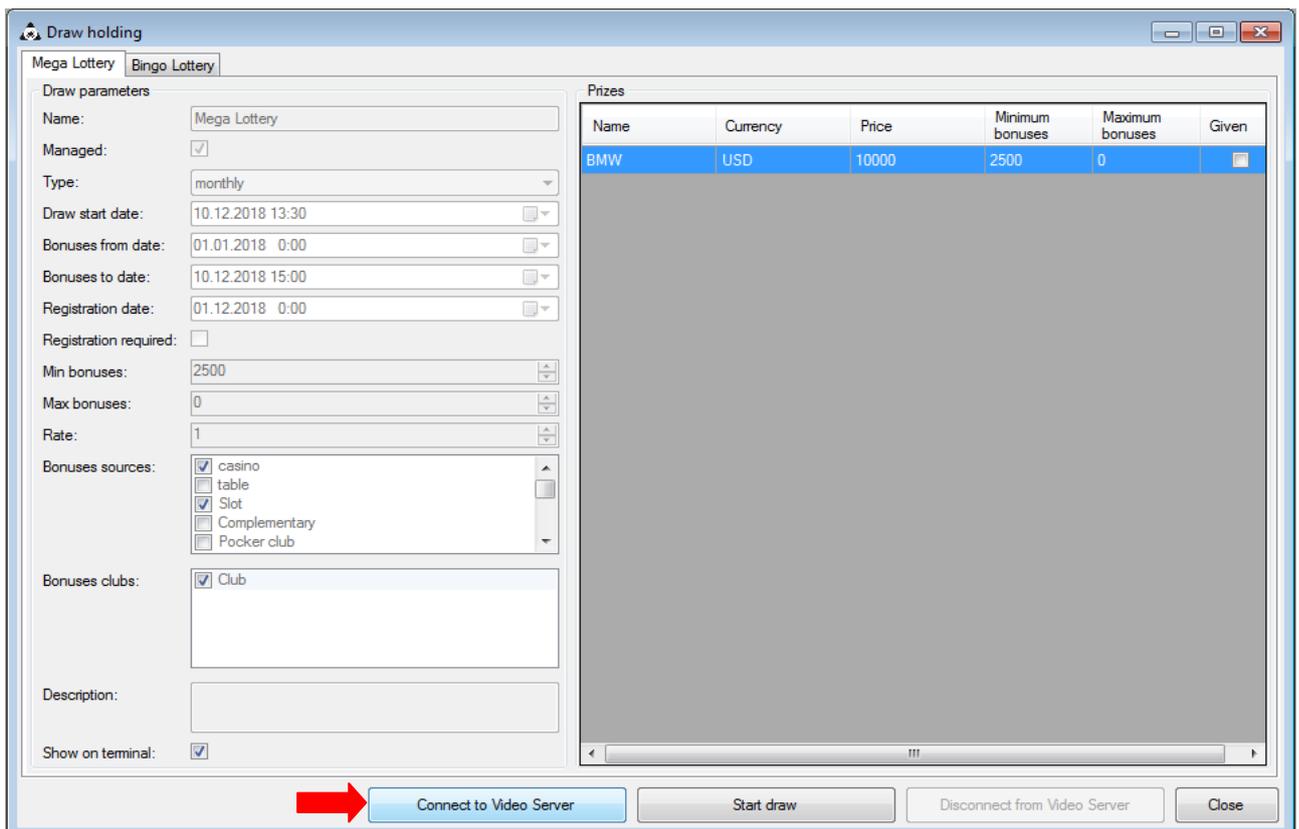
Note: To cancel the registration of the player on the draw impossible. When holding the managed draw, you can manually exclude players who, for whatever reason, you want to remove from the draw. When holding the unmanaged draw, the prizes will be played by default among all participants registered on the draw, regardless of their presence / absence.

7.13.4 Selection of draws for holding.

To open the list of available draws, select «**Bonus Lottery**» → «**Make draw**» in the main menu. In the list that opens, tick the necessary draws. You can choose an unlimited number of draws. Once selected, click the «**Ok**» button.



After clicking the button, the draws management form will open. Selected draws will be placed on separate tabs, between which you can switch at any time.

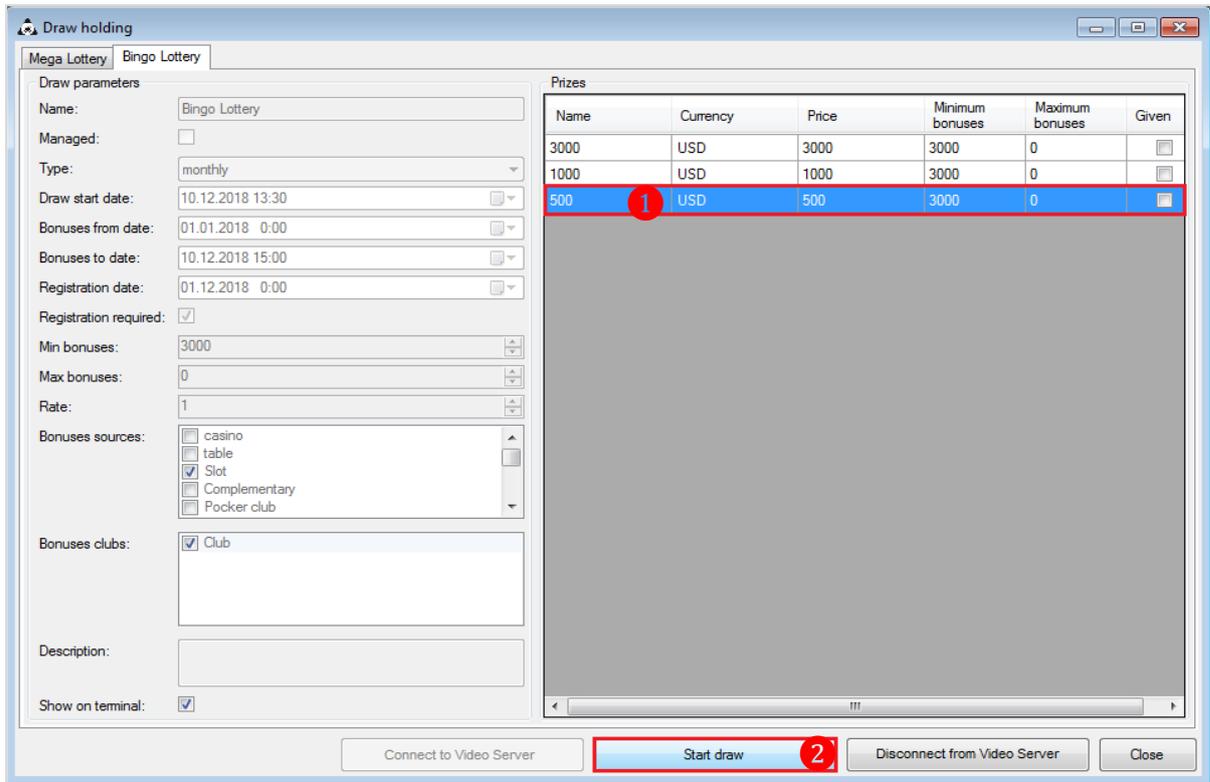


The draw begins with the click of the «**Connect to Video Server**» button. If the connection is successful, this button will become inactive. In case the connection is not successful, the corresponding error information will be displayed.

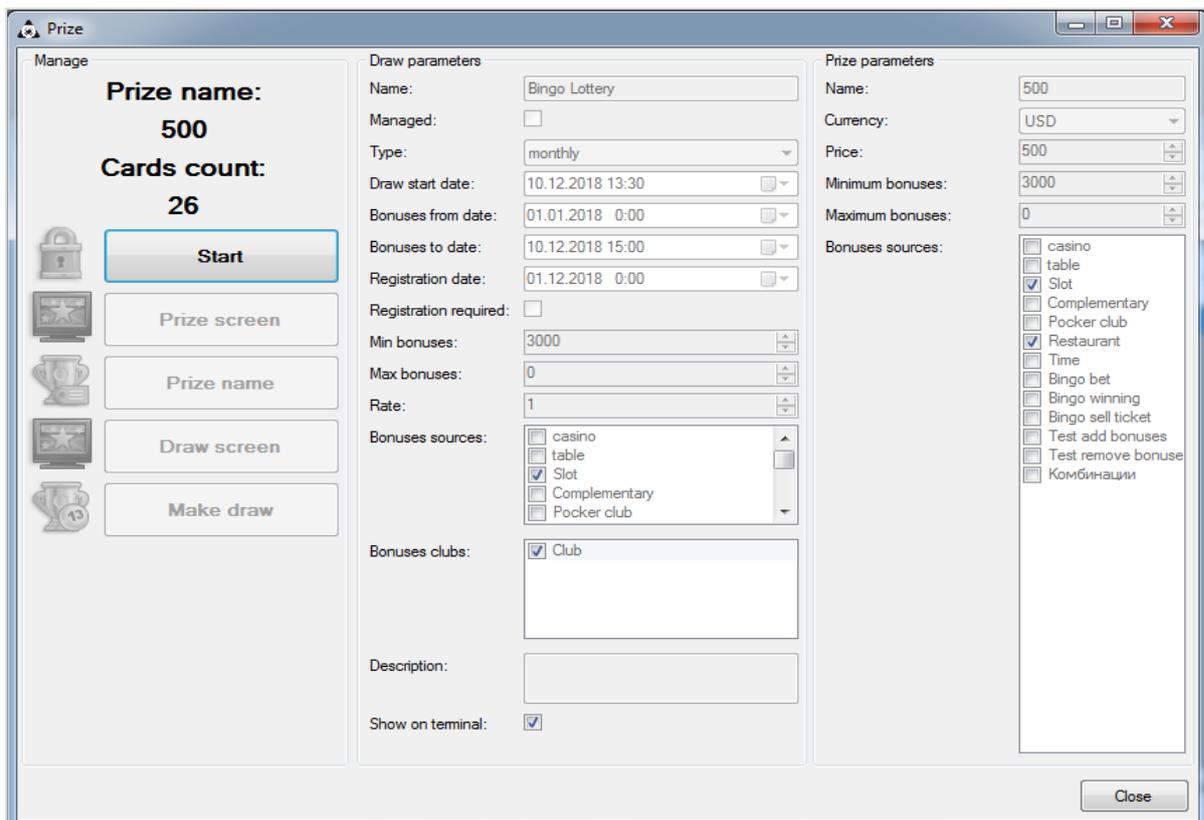
*Note: If you are not using a video server when conducting a draw for any reason, then after selecting the prize, you must press the «**Start draw**» button.*

7.13.5 Holding unmanaged draw.

After connecting to the video server, on the form of draw holding in the «Prizes» section, you need to select the prize to be drawn by clicking with the mouse, and press the «Start draw» button.



As a result, the unmanaged draw form will open. In the left part of the form in the «Manage» section there are draw control buttons, and the number of draw participants is also displayed. In the right part of the form - the parameters of the draw and the prize.



Steps to draw a prize:

1. In the «Prize» form in the «Manage» section, click the «Start» button.

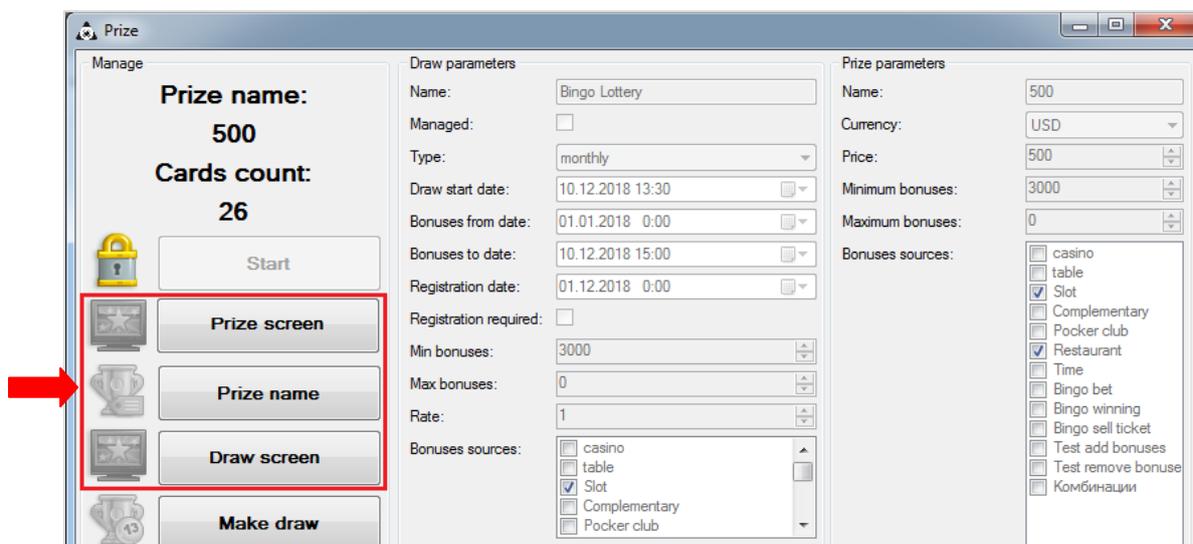
The screenshot shows the 'Prize' management window. On the left, under 'Manage', the 'Prize name' is 500 and 'Cards count' is 26. The 'Start' button is highlighted with a red arrow. Below it are buttons for 'Prize screen', 'Prize name', 'Draw screen', and 'Make draw'. The 'Draw parameters' section includes fields for Name (Bingo Lottery), Type (monthly), Draw start date (10.12.2018 13:30), Bonuses from date (01.01.2018 0:00), Bonuses to date (10.12.2018 15:00), Registration date (01.12.2018 0:00), Registration required (unchecked), Min bonuses (3000), Max bonuses (0), Rate (1), Bonuses sources (casino, table, Slot, Complementary, Pocker club), Bonuses clubs (Club), Description, and Show on terminal (checked). The 'Prize parameters' section includes Name (500), Currency (USD), Price (500), Minimum bonuses (3000), Maximum bonuses (0), and Bonuses sources (casino, table, Slot, Complementary, Pocker club, Restaurant, Time, Bingo bet, Bingo winning, Bingo sell ticket, Test add bonuses, Test remove bonuses, Комбинации).

After pressing, the rest of the draw control buttons will unlock.

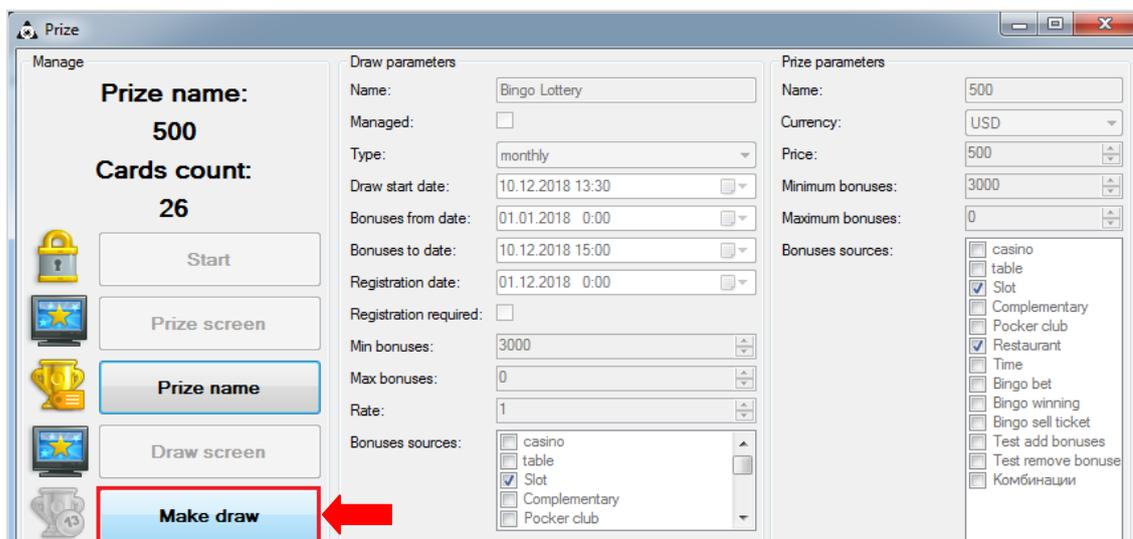
- **Prize screen** - display a prize screensaver on the video server.
- **Prize name** - display on the screensaver the name of the prize.
- **Draw screen** - run the screensaver start of the draw.
- **Make draw** - drawing a prize and displaying the card number of the winning participant.

This screenshot is identical to the previous one, but the 'Start' button is now unlocked, indicated by a yellow padlock icon. The other buttons ('Prize screen', 'Prize name', 'Draw screen', 'Make draw') are also now visible and appear to be unlocked.

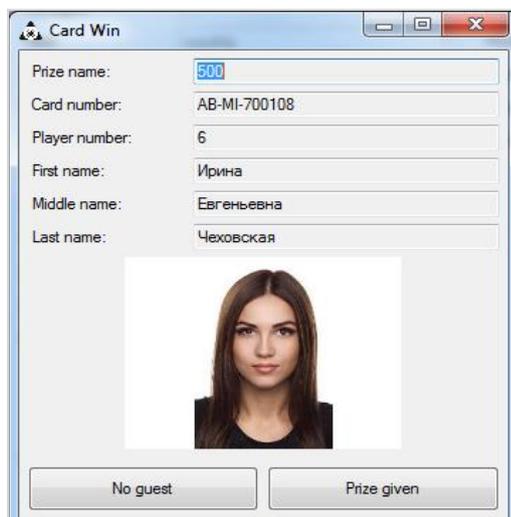
2. If the draw is held with screensavers on the video server, then to display them on the screen, press the corresponding buttons one by one: кнопки: **Prize screen**, **Prize name** и **Draw screen**.



3. For drawing the prize between the participants, click the «**Make draw**» button.

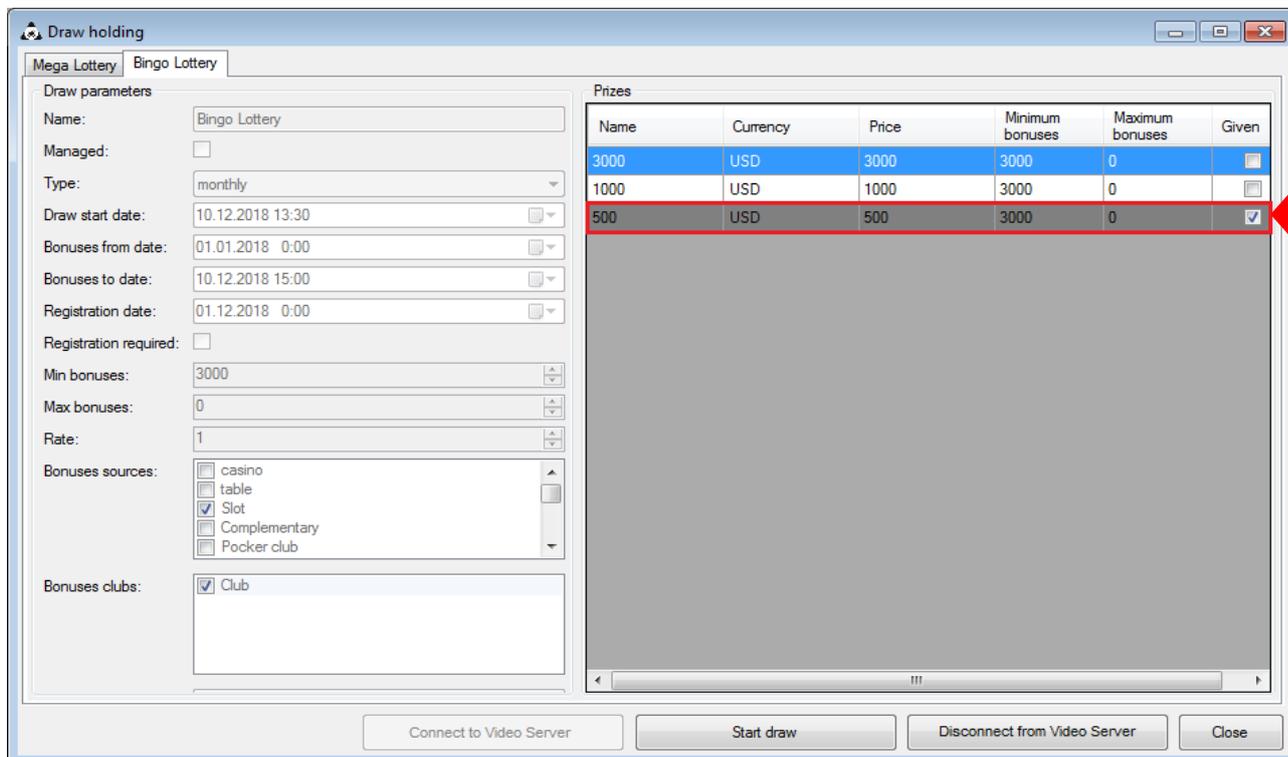


4. After clicking the button, the information on the winner should be displayed on the video server's screen, and the «**Card Win**» window will open in the system with the name, photo (if available) and card number of this guest. After that, the guest has to come to receive the prize.



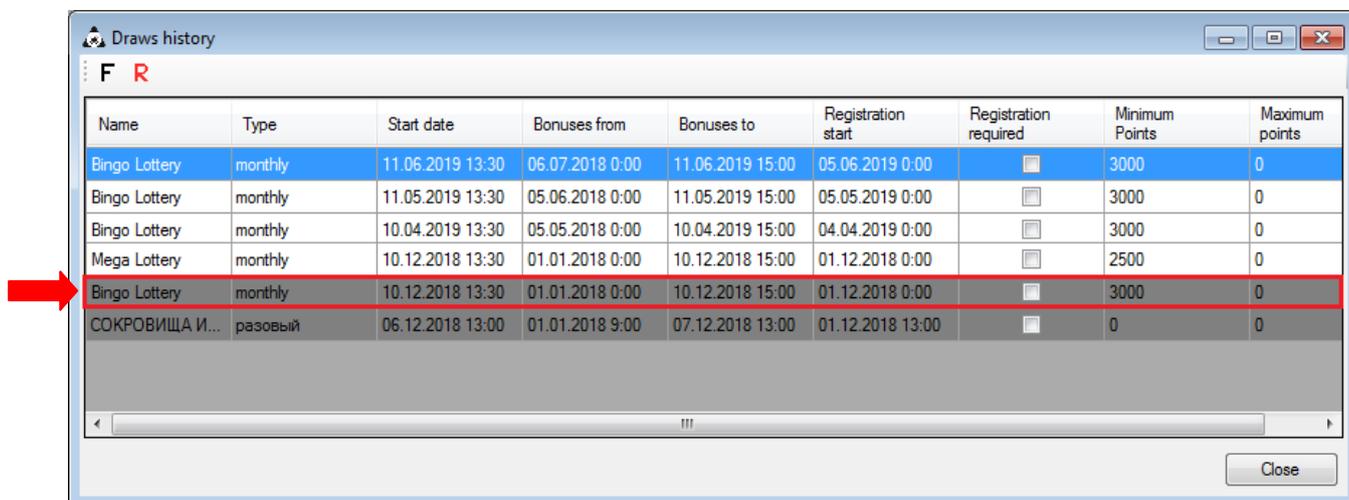
- If the guest is present and **came for the prize**, then it is necessary to press the «**Prize given**» button, after which this prize will be considered as drawn.
- If for some reason the guest **did not come for the prize**, then you need to click the «**No guest**» button, after which you can re-draw the prize.

After the prize is awarded (or not awarded), the prize drawing form closes. In the open form of managing the draw, the drawn and handed out prize will be marked on the list with a **gray** background and a tick in the «**Given**» column.



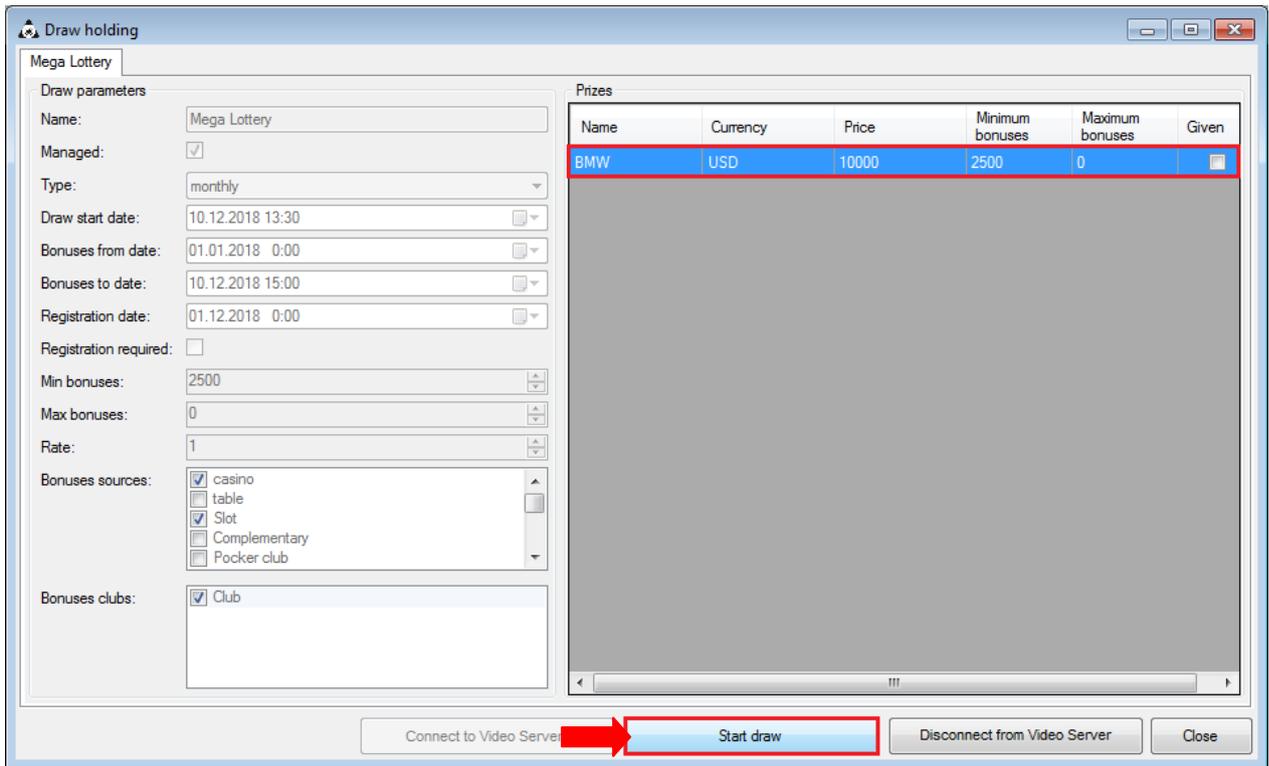
For drawing the next prize, click again to select the prize to be drawn, and click the «**Start draw**» button. Then repeat all the above steps (1 to 4).

After all prizes have been awarded, the draw will be considered complete. On the «**Draws history**» («Bonus Lottery» → «Draws history»), the completed draw will be marked with a **gray** background.

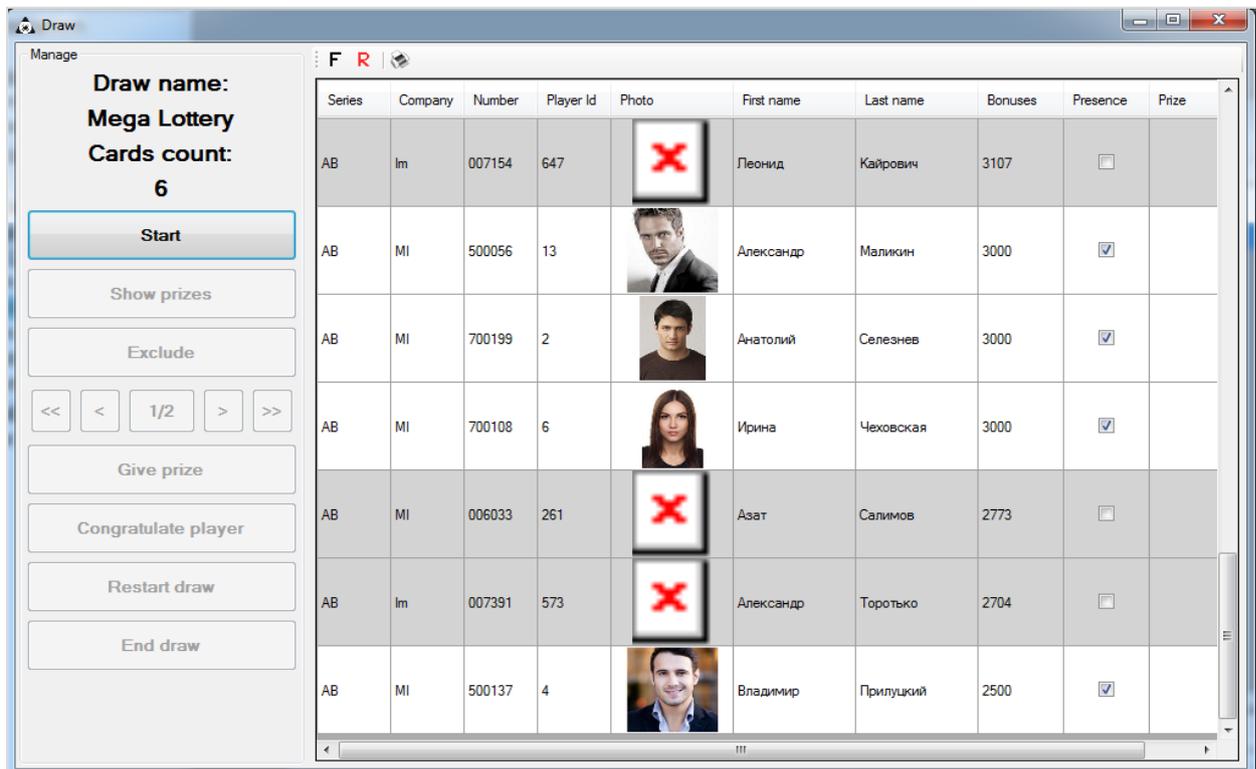


7.13.6 Holding managed draw.

After connecting to the video server, you need to press the «**Start draw**» button on the draw control form.



As a result, the unmanaged draw form will open. In the left part of the form in the «**Manage**» section there are draw control buttons, and the number of draw participants is also displayed. In the right part of the form - the parameters of the draw and the prize.



In the list of participants will display all candidates that meet the requirements of the draw, in descending order of the number of bonuses. If the guest is absent, he is marked on the list with a

gray background and cannot take part in the draw. In the same list, you can change the presence of the guest. After the first exclusion, the absent guests will no longer appear in the list.

Buttons assignment:

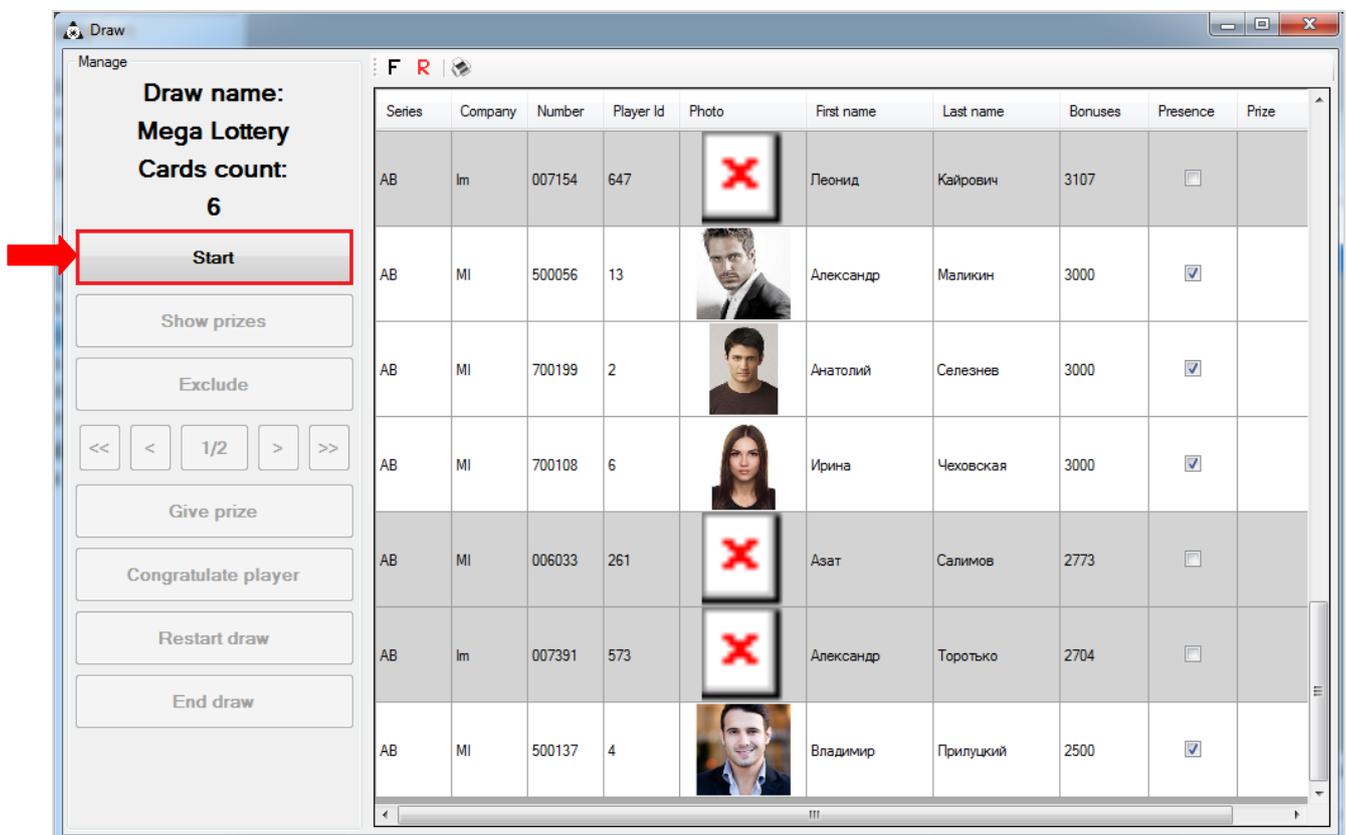
- **Start** – starting the prize draw, unlocking the remaining control buttons.
- **Show prizes** - display on the video server a list of prizes.
- **Exclude** - make the exclusion of participants (see below).
- **Show players** - display the list of participants. In case the player lists are too large, this button will be converted to the page-by-page list buttons.
- **Give prize** - award a prize to a player (see below).
- **Congratulate player** - display on the video server information about the winning player.
- **Restart draw** - restart the draw in case of an error or absence of a guest.
- **End draw** - finish the draw. After the end you will not be able to replay the draw.

The process of drawing the prize of a managed draw consists of the following steps:

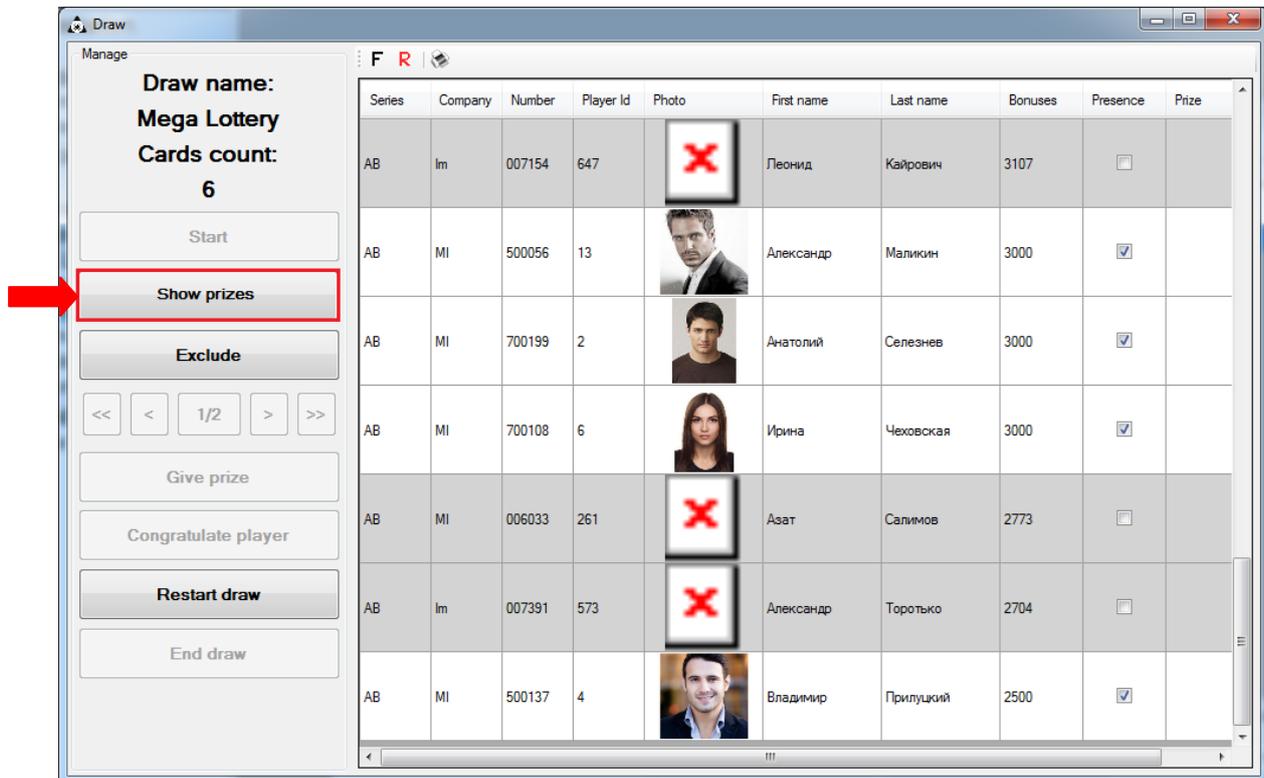
- Start the draw
- Exclusion of participants
- Give the prize
- End the draw

➤ **Start the draw:**

1. In the «**Manage**» section, click the «**Start**» button, after which the rest of the draw control buttons will be unlocked.

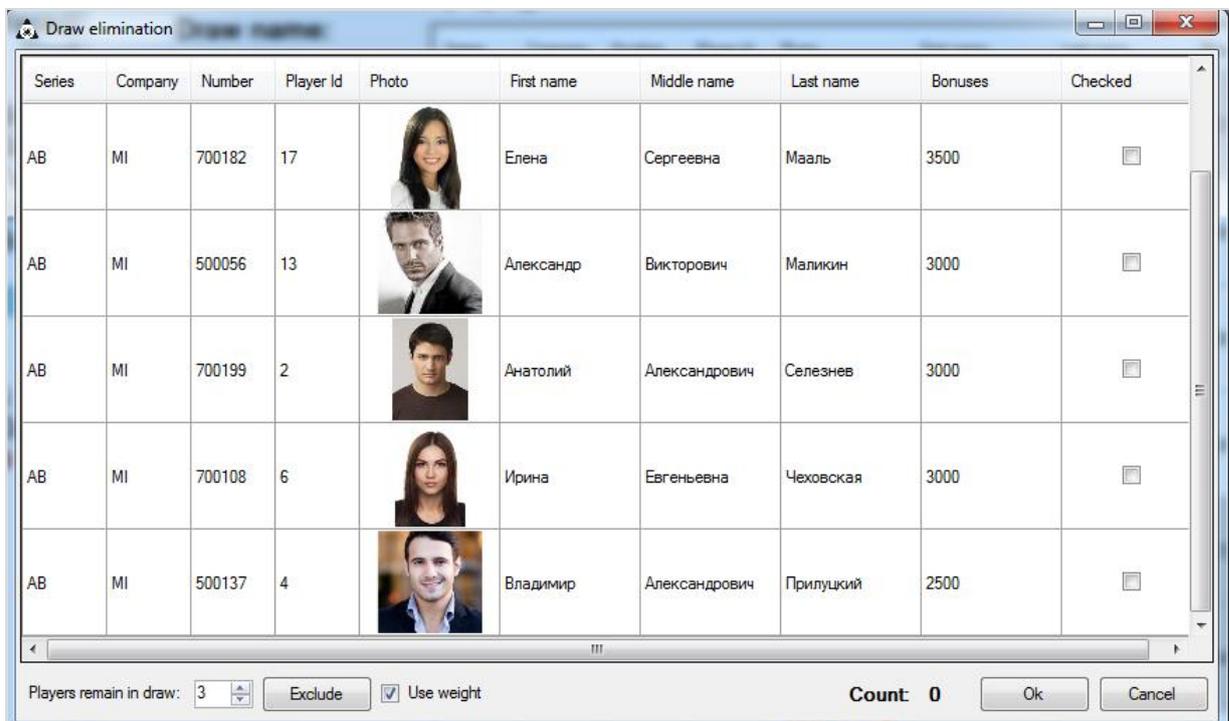


2. If the drawing of prizes is performed with the visualization of screensavers on the video server, then to display them on the screen, click the button «**Show prizes**».



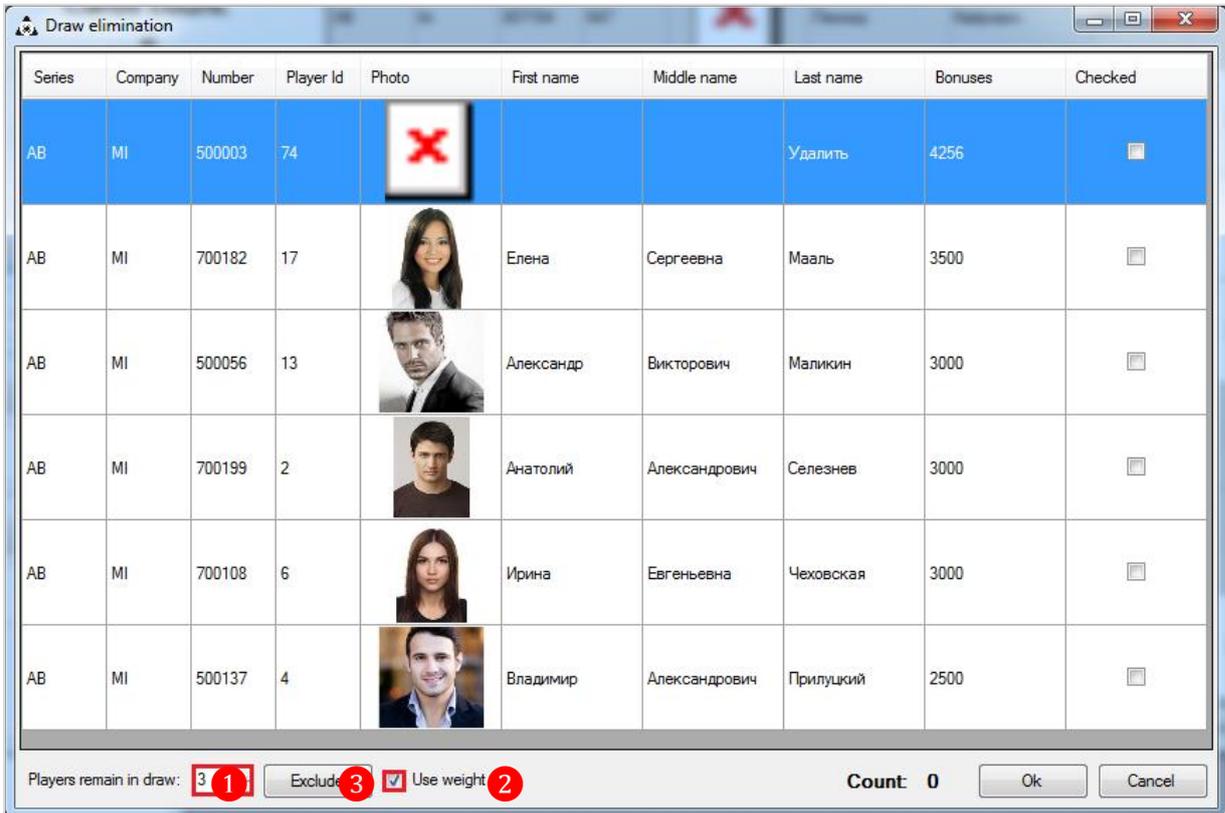
➤ **Exclusion of participants:**

At this stage, click the «**Exclude**» button, after which a window will open in which you can choose which participants will remain in the draw. **Automatic** and **manual exclusion** modes are available.

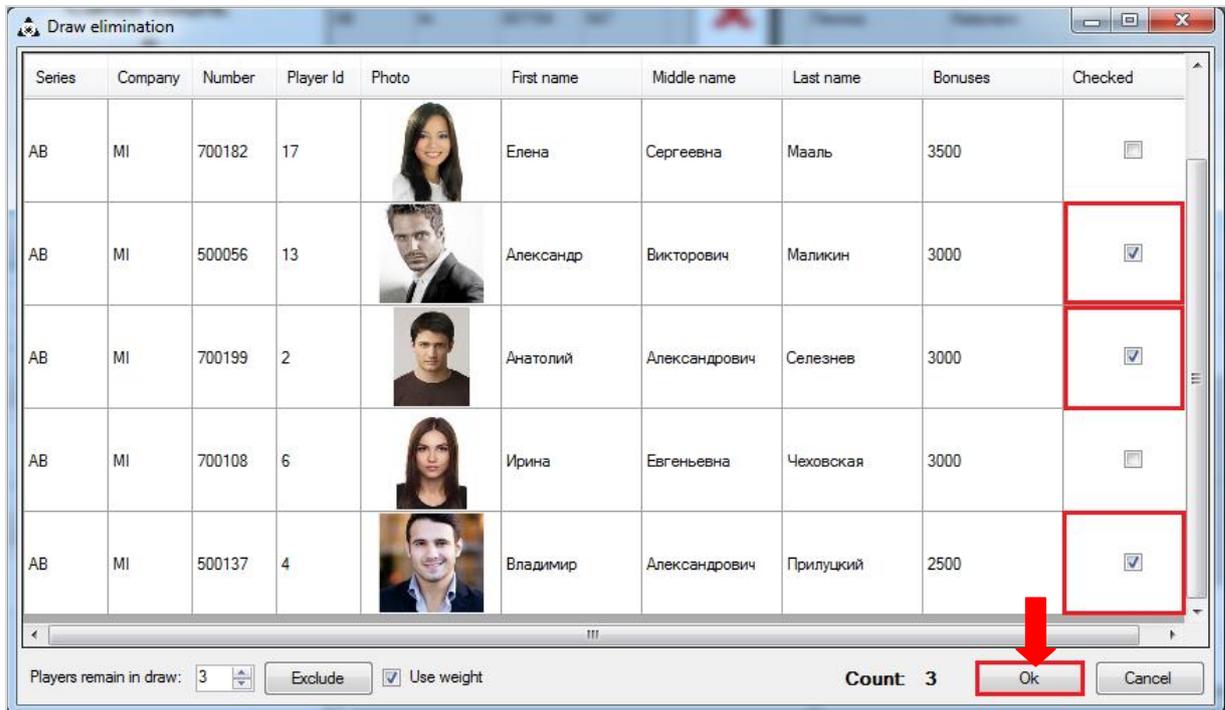


• **Automatic exclusion mode:**

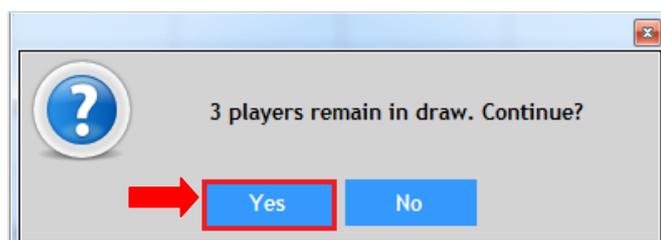
1) For automatic exclusion, you need to specify how many players should stay and mark whether the weights (number of bonuses) of players should be taken into account. If the tick «**Use weight**» is set, then players with more points are more likely to remain in the draw. After specifying the exclusion parameters, it is necessary to click the «**Exclude**» button.



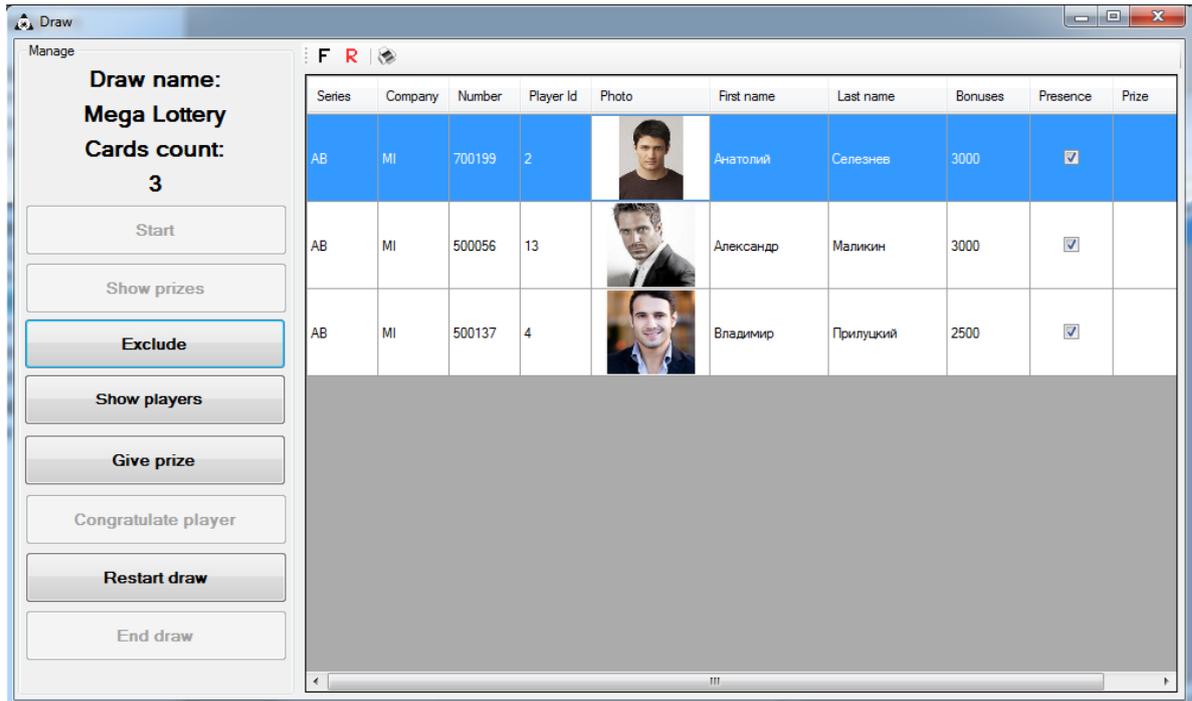
2) After clicking the «Exclude» button, selected players will automatically be checked in the «Checked» column. To exclude non-selected participants, click the «Ok» button.



3) In the dialog box that appears, click «Yes» to confirm.



After confirmation, all participants who have not been ticked «**Checked**» will be excluded from the drawing.



The exclusion of players can be performed once or several times, but according to the results in the list there should be a number of participants, not less than the number of prizes in the draw (in our example, 1 prize).

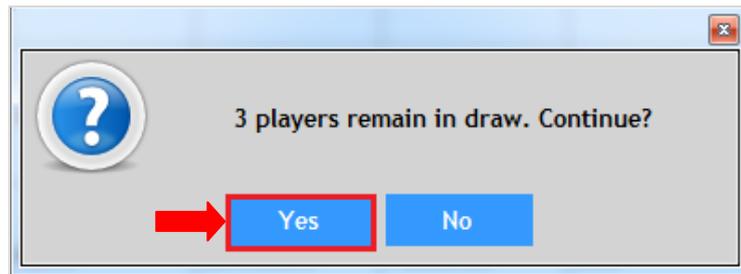
After exclusion, you can click the «**Show players**» button, as a result of which a list of the remaining participants of the draw will be displayed on the video server screen.

- **Manual exclusion mode:**

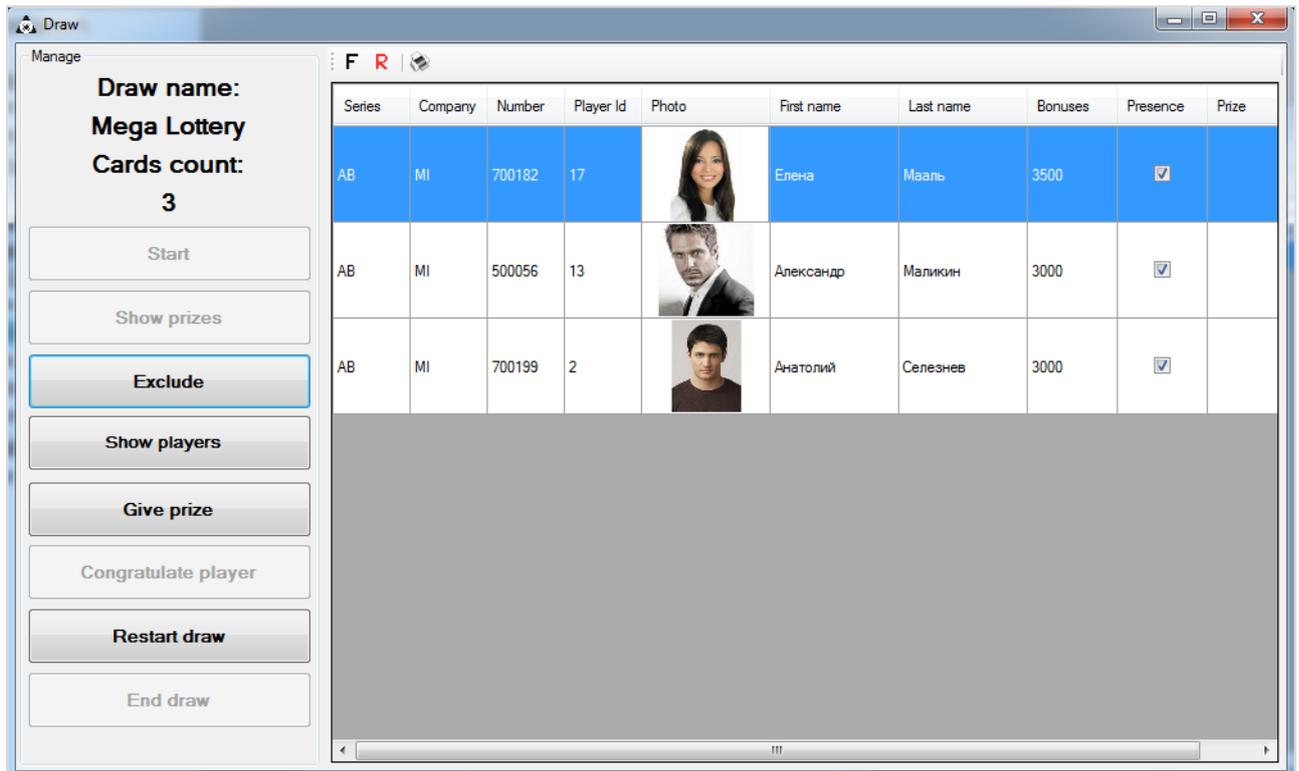
1) Manual exclusion of participants is available at any time during the exclusion phase. The operator can independently set or uncheck the «**Checked**» column for any player in the list. In the «**Count**» field will display the number of selected participants. After completing the selection, you must click the «**Ok**» button.



2) In the dialog box that appears, click «Yes» to confirm.



После подтверждения из розыгрыша будут исключены все участники, у которых не была выставлена галочка «Checked».

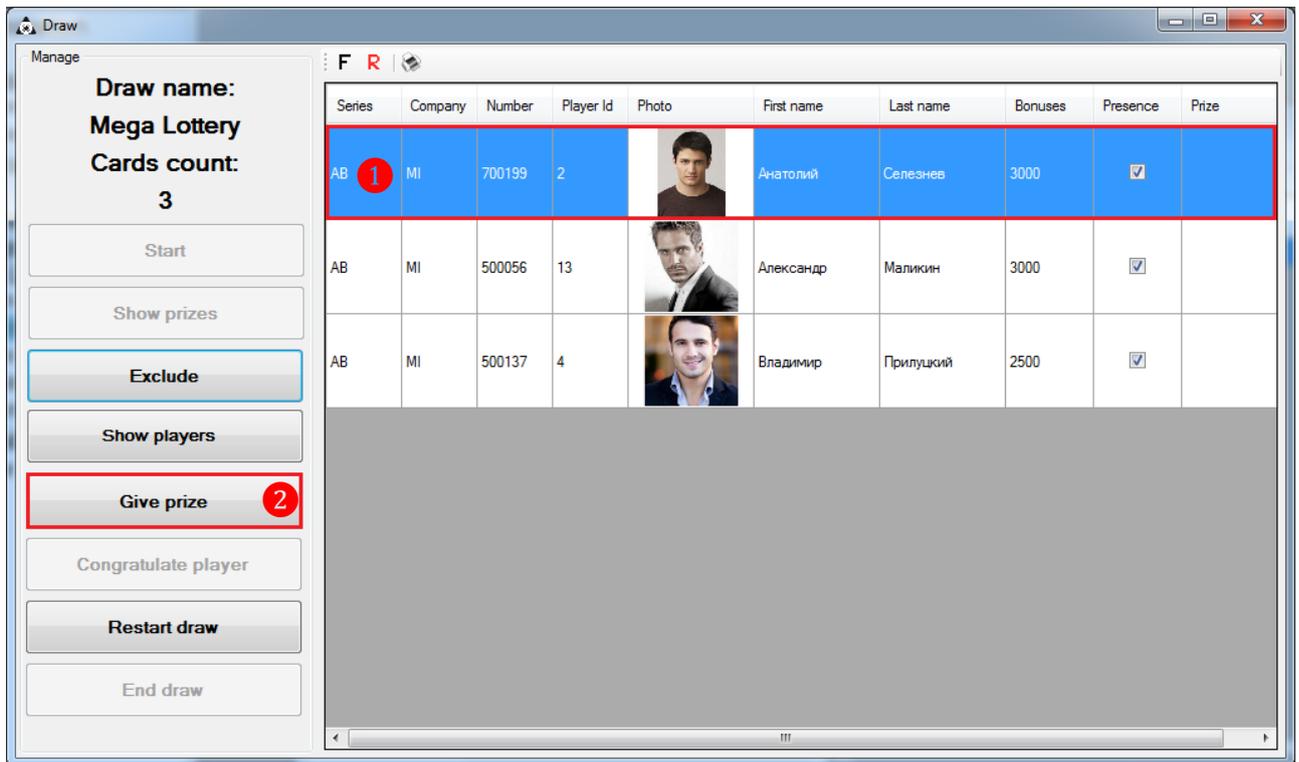


The procedure for manual exclusion of players can also be performed once or several times, but according to the results in the list there should remain the number of participants, not less than the number of prizes in the draw (in our example, 1 prize).

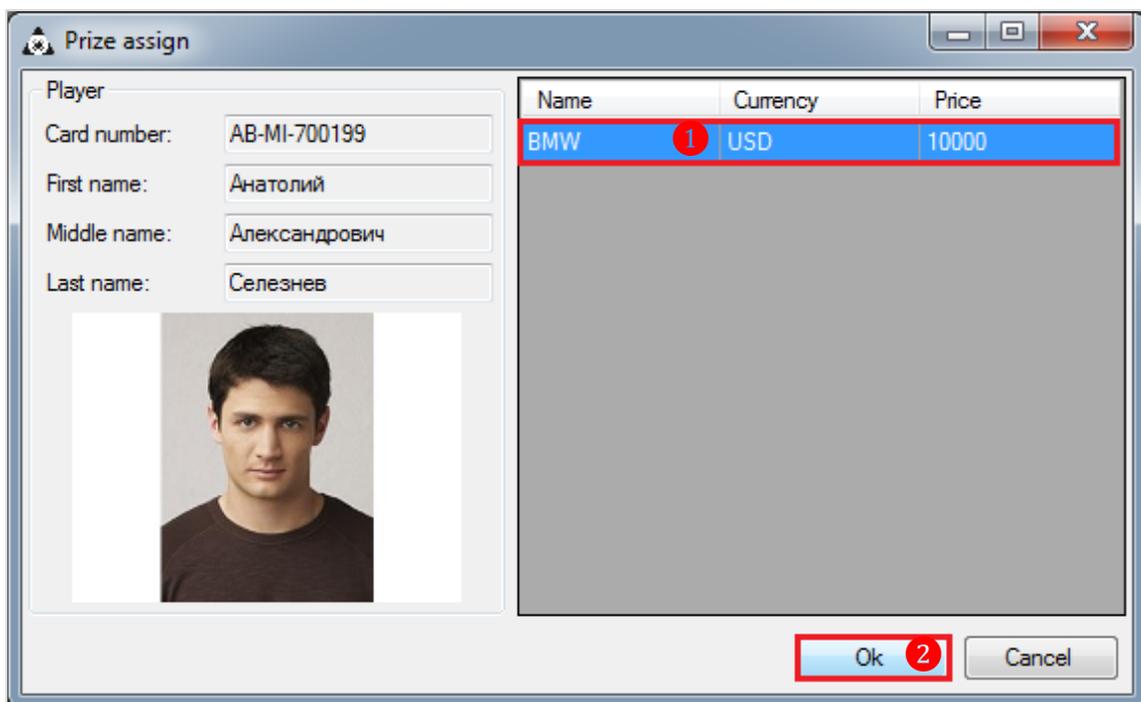
After exclusion, you can click the «**Show players**» button, as a result of which a list of the remaining participants of the draw will be displayed on the video server screen.

➤ **Give the prize:**

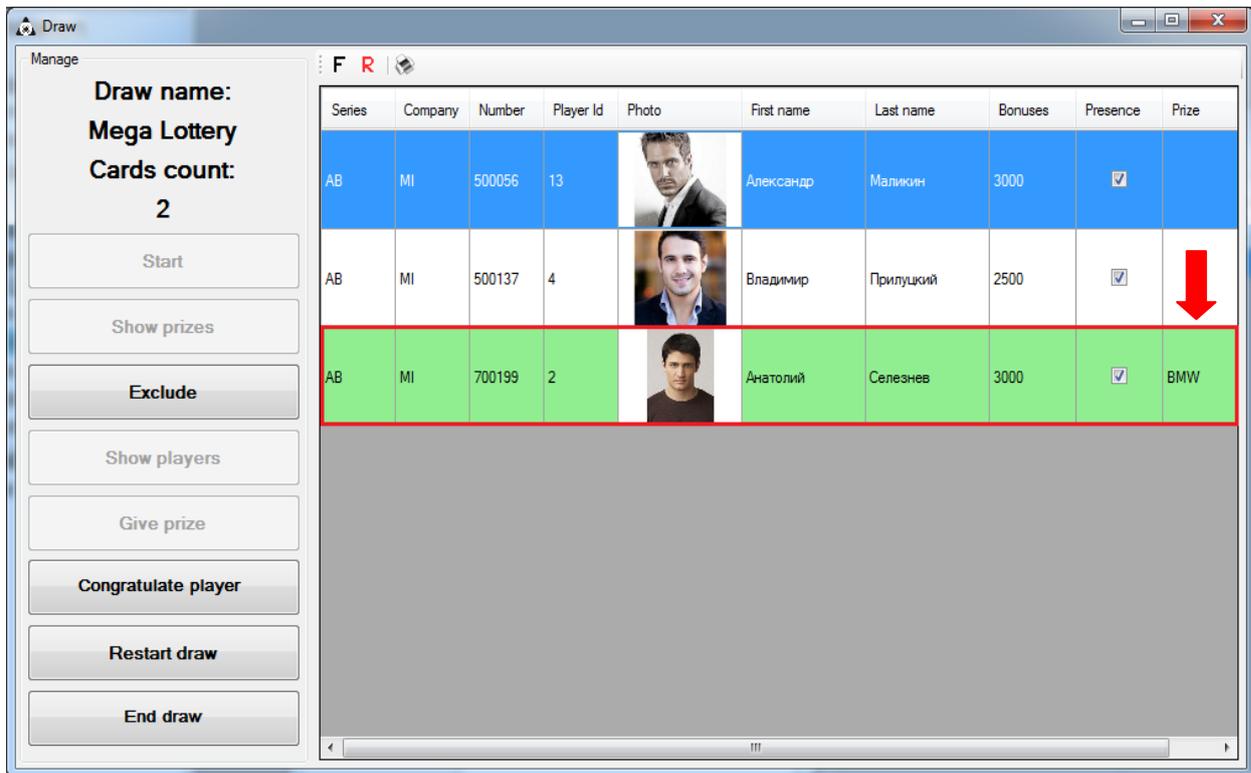
1) At this stage, select in the list the participant to whom you want to award a prize, and click the «**Give prize**» button.



3) As a result, a window will open to choice a prize for the selected participant. Click the prize name line to select the prize that you want to give to this player, and click the «Ok» button.



After clicking the «Ok» button, the participant will be awarded a prize, and he will be moved to the end of the list of participants and marked with a green background, the name of the prize given will be displayed in the «Prize» column. After that the «Congratulate player» button will become active.

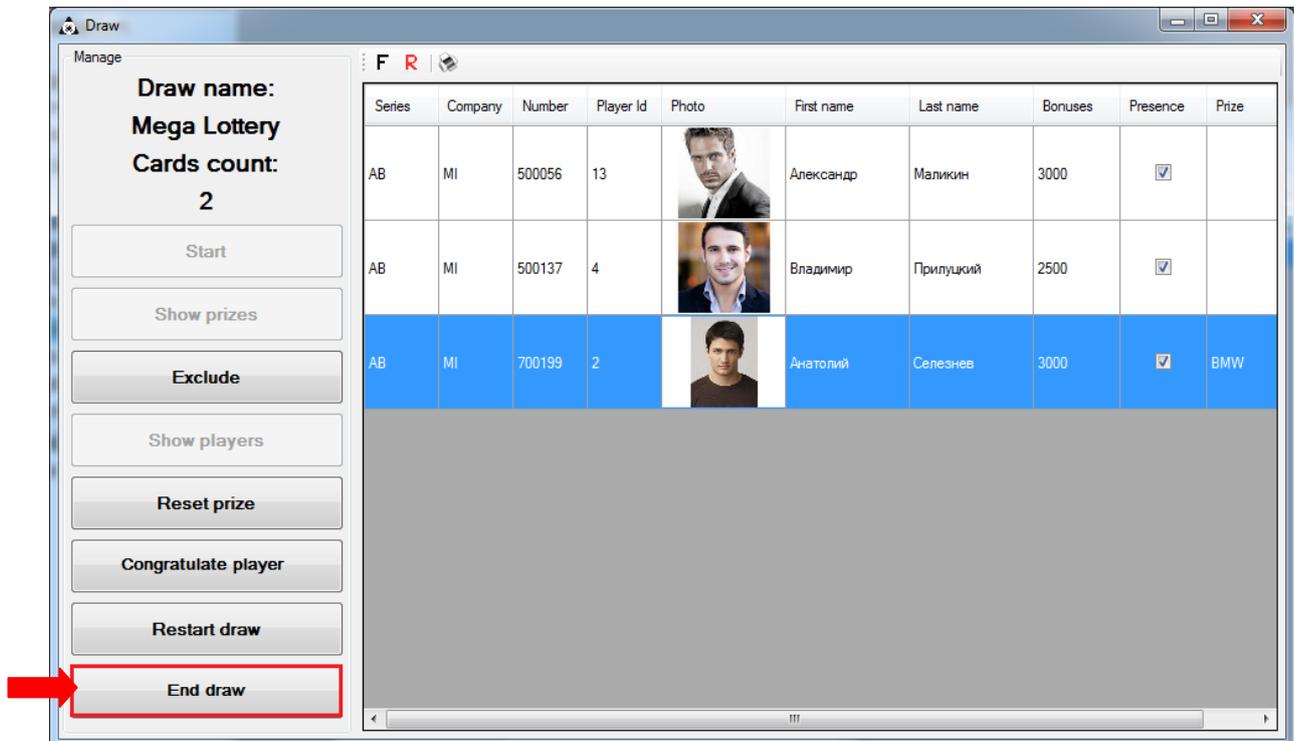


To display the information on the winning player on the video server screen, click the «**Congratulate player**» button.

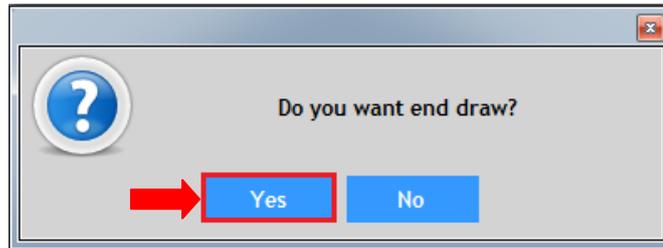
Repeat the procedure of awarding the remaining prizes. After giving all prizes, the «**Give prize**» button will cease to be inactive.

➤ **End the draw:**

1) After awarding all prizes of the draw, it is necessary to press the «**End draw**» button.



2) In the dialog box that appears, click «**Yes**» to confirm.



After confirmation, this draw will be completed and will become unavailable for holding. On the «**Draws history**» («Bonus Lottery» → «Draws history»), the completed draw will be marked with a **gray** background.

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maximum points
Bingo Lottery	monthly	11.06.2019 13:30	06.07.2018 0:00	11.06.2019 15:00	05.06.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	11.05.2019 13:30	05.06.2018 0:00	11.05.2019 15:00	05.05.2019 0:00	<input type="checkbox"/>	3000	0
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.03.2019 13:30	04.03.2019 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

7.13.7 Viewing the history of the draws Bonus Lottery.

To view the history and results of all the draws Lottery Bonus, select «**Bonus Lottery**» → «**Draws history**» in the main menu of the system. As a result, the «**Draws history**» form will open, which will display a list of all the draws ever created in the current club. Already completed draws are highlighted with a gray background.

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Max point:
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.03.2019 13:30	04.03.2019 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.02.2019 13:30	01.02.2019 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.02.2019 13:30	04.03.2018 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.01.2019 13:30	01.01.2019 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.01.2019 13:30	01.02.2018 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

To view detailed information and results of any draw, you must double-click the left mouse button on the line of the selected draw.

Draw parameters

Name: Bingo Lottery
 Managed:
 Type: monthly
 Draw start date: 10.12.2018 13:30
 Bonuses from date: 01.01.2018 0:00
 Bonuses to date: 10.12.2018 15:00
 Registration date: 01.12.2018 0:00
 Registration required:
 Min bonuses: 3000
 Max bonuses: 0
 Rate: 1
 Bonuses sources: casino, table, Slot, Complementary, Pocker club
 Bonuses clubs: Club
 Description:
 Show on terminal:

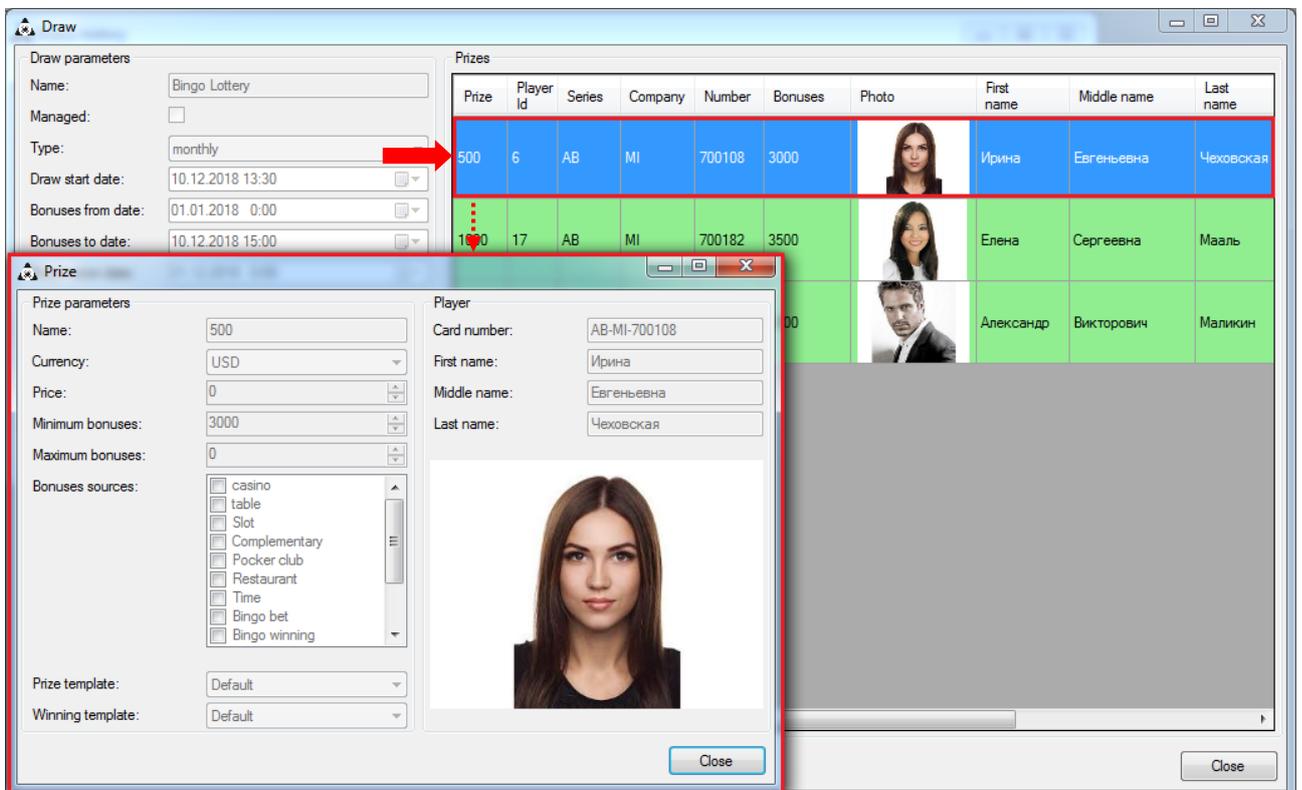
Prizes

Prize	Player Id	Series	Company	Number	Bonuses	Photo	First name	Middle name	Last name	Currency	Price
500	6	AB	MI	700108	3000		Ирина	Егеньевна	Чеховская	USD	500
1000	17	AB	MI	700182	3500		Елена	Сергеевна	Мааль	USD	1000
3000	13	AB	MI	500056	3000		Александр	Викторович	Маликин	USD	3000

In the opened draw card, all the parameters of the draw are displayed on the left, and the results of the prize draw are on the right.

Columns	Description
Prize	Name of the prize drawn
Player Id	Player number in the system
Series	Player personal bonus card number
Company	
Number	
Bonuses	The amount of player bonuses on the card
First name	The name of the winner of the draw that received this prize
Middle name	
Last name	
Currency	Currency (or unit of measure) of the prize
Price	Price of the prize
Minimum bonuses	The minimum amount of bonuses that a player needs to qualify for this prize
Maximum bonuses	The maximum amount of bonuses that a player needs to qualify for this prize

To open the form with detailed information about the prize, double-click on the line with the name of this prize.



To close the draw card and return to the «**Draws history**» form, press the «**Close**» button.

Please note that in this form, the standard system of searching and filtering data.

Draws history

F R

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maximum points
Bingo Lottery	monthly	10.04.2019 13:30	05.05.2018 0:00	10.04.2019 15:00	04.04.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.03.2019 13:30	04.03.2019 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.03.2019 13:30	04.04.2018 0:00	10.03.2019 15:00	04.03.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.02.2019 13:30	01.02.2019 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.02.2019 13:30	04.03.2018 0:00	07.02.2019 15:00	01.02.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	07.01.2019 13:30	01.01.2019 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	07.01.2019 13:30	01.02.2018 0:00	07.01.2019 15:00	01.01.2019 0:00	<input type="checkbox"/>	3000	0
Mega Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	2500	0
Bingo Lottery	monthly	10.12.2018 13:30	01.01.2018 0:00	10.12.2018 15:00	01.12.2018 0:00	<input type="checkbox"/>	3000	0
СОКРОВИЩА И...	разовый	06.12.2018 13:00	01.01.2018 9:00	07.12.2018 13:00	01.12.2018 13:00	<input type="checkbox"/>	0	0

Close

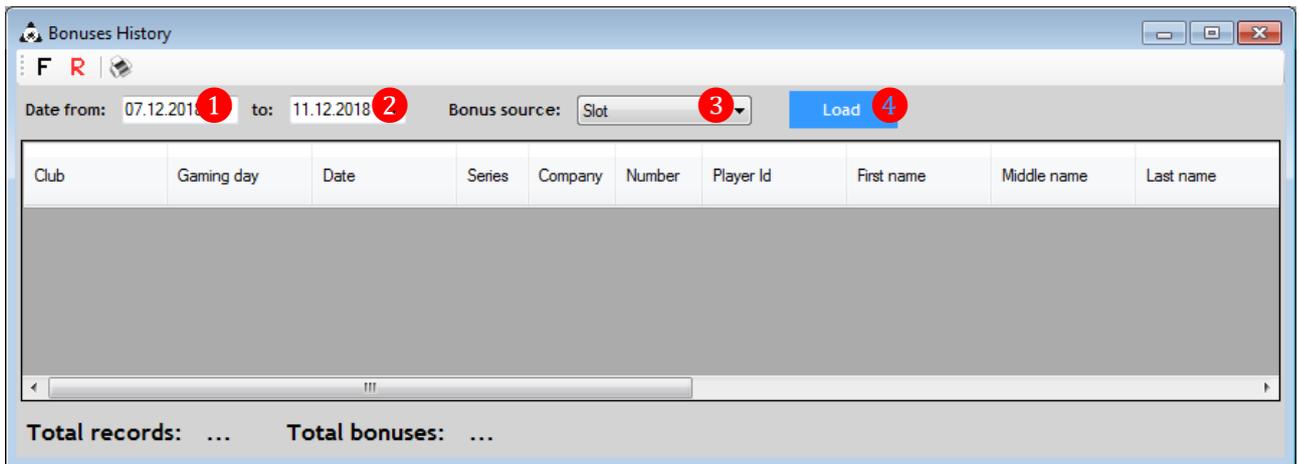
7.13.8 Reports by draws Bonus Lottery.

In the «SlotLogic» system in the «**Bonus Lottery**» → «**Reports**» section you can create and view the following reports:

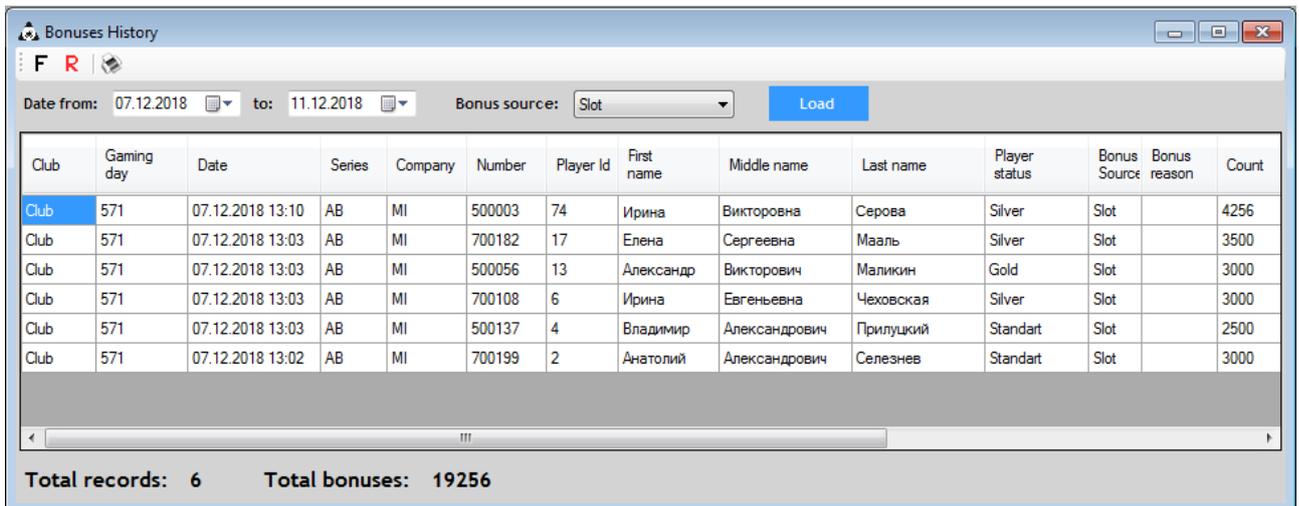
- **Bonuses history.**
- **Winnings history.**
- **Cards, retired from the draw.**
- **Budget.**

➤ **Bonuses history:**

1. In the main system menu, select «**Bonus Lottery**» → «**Reports**» → «**Bonuses history**».
2. In the form that opens, select the reporting period, the source of bonuses (for a club with slot machines, this is usually **Slot**) and click the «**Load**» button.



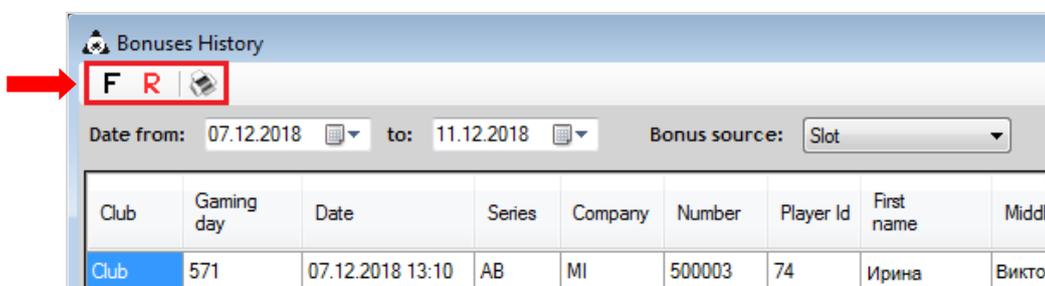
As a result, a report will be loaded with data on the operations of charging and removing bonuses from players' cards for the selected period.



Columns	Description
Club	Name of the club where bonuses were accrued to the player
Gaming day	ID number of the gaming day in which the player was accrued bonuses
Date	Date and time when the player was awarded bonuses
Series	Player personal bonus card number
Company	

Number	
Player Id	Player number in the system
First name	The name of the player
Middle name	
Last name	
Player status	Player status
Bonus Source	Source of bonuses
Bonus reason	Reason of bonuses
Count	The amount of bonuses added to the card by the player for the selected period
User	Login of the user who has added bonuses to the player's card
Employee code	Code of the user who has added bonuses to the player's card
Employee name	Name of the user who has added bonuses to the player's card
Workstation	Name of the computer on which the user added bonuses to the player's card.

Please note that this form has a standard system for filtering, searching and printing data.



➤ Winnings history:

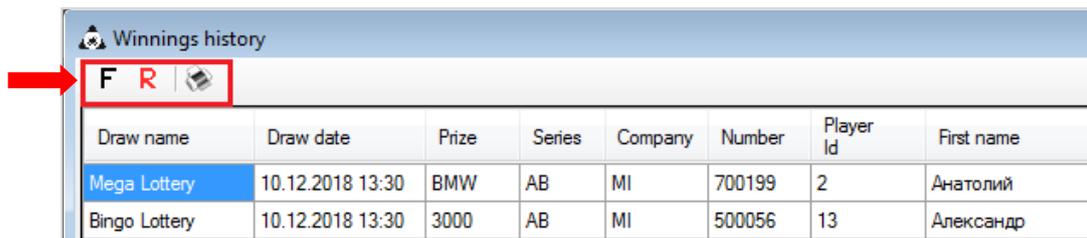
In the main system menu, select «**Bonus Lottery**» → «**Reports**» → «**Winnings history**». In the report that opens, the data about the players who won prizes will be displayed. Including and about those who were not present and could not take the prize. Data is displayed for all the time of the club.

Draw name	Draw date	Prize	Series	Company	Number	Player Id	First name	Middle name	Last name	Given
Mega Lottery	10.12.2018 13:30	BMW	AB	MI	700199	2	Анатолий	Александрович	Селезнев	<input checked="" type="checkbox"/>
Bingo Lottery	10.12.2018 13:30	3000	AB	MI	500056	13	Александр	Викторович	Маликин	<input checked="" type="checkbox"/>
Bingo Lottery	10.12.2018 13:30	1000	AB	MI	700182	17	Елена	Сергеевна	Мааль	<input checked="" type="checkbox"/>
Bingo Lottery	10.12.2018 13:30	1000	AB	MI	500195	9	Олег		Комаренко	<input type="checkbox"/>
Bingo Lottery	10.12.2018 13:30	500	AB	MI	700108	6	Ирина	Евгеньевна	Чеховская	<input checked="" type="checkbox"/>
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6483	426	Ирина	Ярославовна	Смольская	<input type="checkbox"/>

Columns	Description
Draw name	Draw name
Draw date	Date and time of the draw holding

Prize	The name of the prize
Series	Player personal bonus card number
Company	
Number	
Player Id	Player number in the system
First name	The name of the winner of the draw that received (or not received) this prize
Middle name	
Last name	
Given	<input checked="" type="checkbox"/> - The prize is given to the player. <input type="checkbox"/> - The prize was not given to the player.

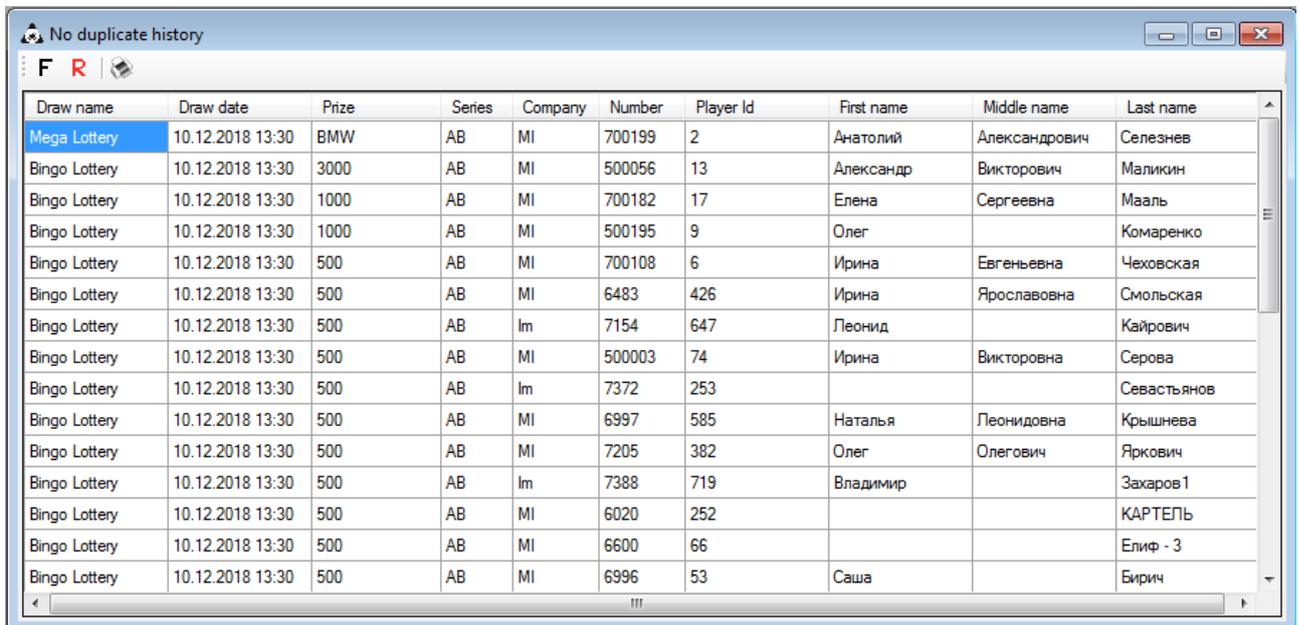
Please note that this form has a standard system for filtering, searching and printing data.



Draw name	Draw date	Prize	Series	Company	Number	Player Id	First name
Mega Lottery	10.12.2018 13:30	BMW	AB	MI	700199	2	Анатолий
Bingo Lottery	10.12.2018 13:30	3000	AB	MI	500056	13	Александр

➤ **Cards, retired from the draw:**

In the main system menu, select «**Bonus Lottery**» → «**Reports**» → «**No duplicate history**». In the report that opens, you will see data about players who were removed from the draws as a result of the exclusion. Data is displayed for all the time of the club.

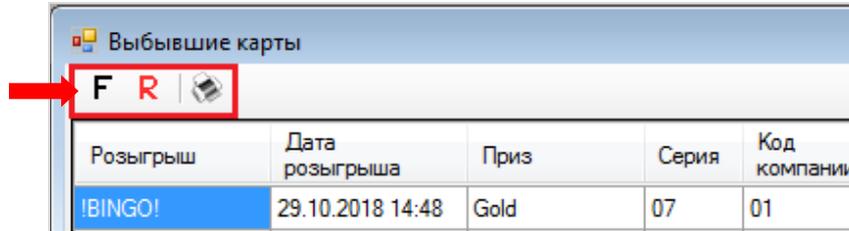


Draw name	Draw date	Prize	Series	Company	Number	Player Id	First name	Middle name	Last name
Mega Lottery	10.12.2018 13:30	BMW	AB	MI	700199	2	Анатолий	Александрович	Селезнев
Bingo Lottery	10.12.2018 13:30	3000	AB	MI	500056	13	Александр	Викторович	Маликин
Bingo Lottery	10.12.2018 13:30	1000	AB	MI	700182	17	Елена	Сергеевна	Мааль
Bingo Lottery	10.12.2018 13:30	1000	AB	MI	500195	9	Олег		Комаренко
Bingo Lottery	10.12.2018 13:30	500	AB	MI	700108	6	Ирина	Евгеньевна	Чеховская
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6483	426	Ирина	Ярославовна	Смольская
Bingo Lottery	10.12.2018 13:30	500	AB	Im	7154	647	Леонид		Кайрович
Bingo Lottery	10.12.2018 13:30	500	AB	MI	500003	74	Ирина	Викторовна	Серова
Bingo Lottery	10.12.2018 13:30	500	AB	Im	7372	253			Севастьянов
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6997	585	Наталья	Леонидовна	Крышнева
Bingo Lottery	10.12.2018 13:30	500	AB	MI	7205	382	Олег	Олегович	Яркович
Bingo Lottery	10.12.2018 13:30	500	AB	Im	7388	719	Владимир		Захаров 1
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6020	252			КАРТЕПЬ
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6600	66			Елиф - 3
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6996	53	Саша		Бирич

Columns	Description
Draw name	Draw name
Draw date	Date and time of the draw holding
Prize	Name of the prize which claimed the player
Series	Player personal bonus card number
Company	
Number	

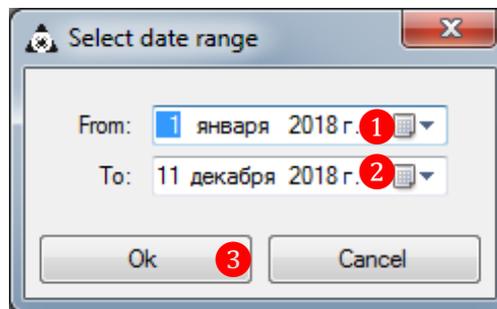
Player Id	Player number in the system
First name	The name of the player
Middle name	
Last name	

Please note that this form has a standard system for filtering, searching and printing data.

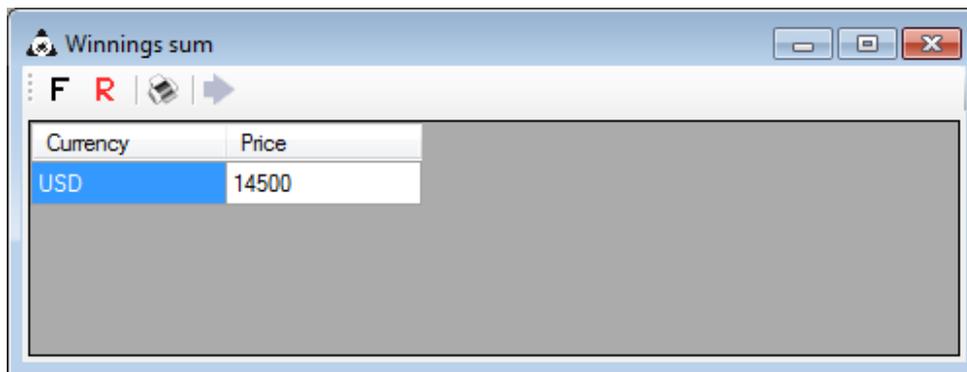


➤ **Budget (winnings amount):**

1. In the main system menu, select «**Bonus Lottery**» → «**Reports**» → «**Budget**».
2. In the form that opens, set the reporting period and click «**Ok**».



As a result, a report will be opened, which will display information about the amounts of the winnings issued in the respective currencies for the selected time period.



Columns	Description
Currency	Currency type
Price	Total winnings in a specified currency

7.14 «Promotions» module functionality.

In today's business environment is becoming increasingly important not only to attract clients, but also to get him to come again and again. One effective way to gain the loyalty of customers for a long time is the use of loyalty programs based on the bonus system.

In this regard, the system developers «SlotLogic» module was created incentives «Promotions», designed to automate the players' loyalty program offering frequent game for the club and loyalty rewards as a percentage of bets made in the game, or of the amount of the jackpot. With this module you can easily create and flexibly configure various attractive incentives, both for beginners and for regular players. All percentages in the form of bonuses credited to the player's personal card account PTS in real time and subsequently transferred to the main cash card account.

At this point the system «SlotLogic», the following promotion:

- 1) The base percentage for the game with all gaming machines.
- 2) Percentage per game on certain devices depending on the manufacturer (e.g., Novomatic, Atronic and others), as well as any such gaming machines.
- 3) The percentage for winning the jackpot (maximum, minimum, global, etc.).

In the future it will be possible to use incentives such as:

- Hot Monday morning (for example, when a large percentage per game on the devices installed on Mondays).
- Night Voyage (when a large percentage for the game is set at night to encourage players to come play in the club at night) and more.

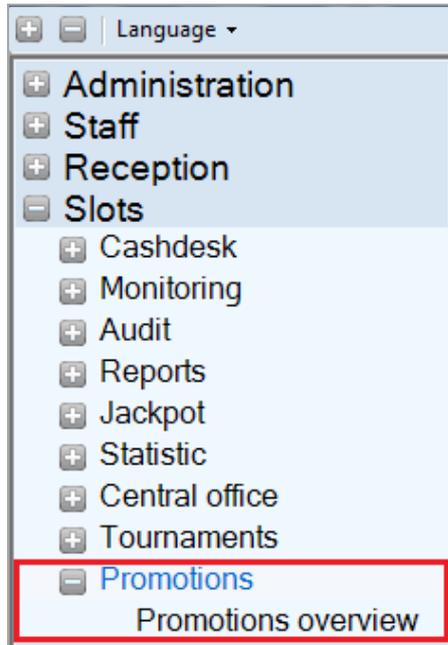
For each promotion can be selected certain categories (statuses) players, on which it will be distributed. For example, only for beginners or just regular players and players VIP. If a player, depending on the status, becomes a contender not one, but several incentives, the percentage of interest on them is summarized and credited to his personal card in a standard manner.

To participate in the program «Promotions» enrollment and remuneration (bonuses), the order of the player's actions should be as follows:

1. Player comes to the gaming machine and inserts the card into the reader.
2. Inserts money into terminal.
3. Plays, earning bonuses (PTS/Points).

Attention! If a player inserts money first, and then map that bonuses will not be charged.

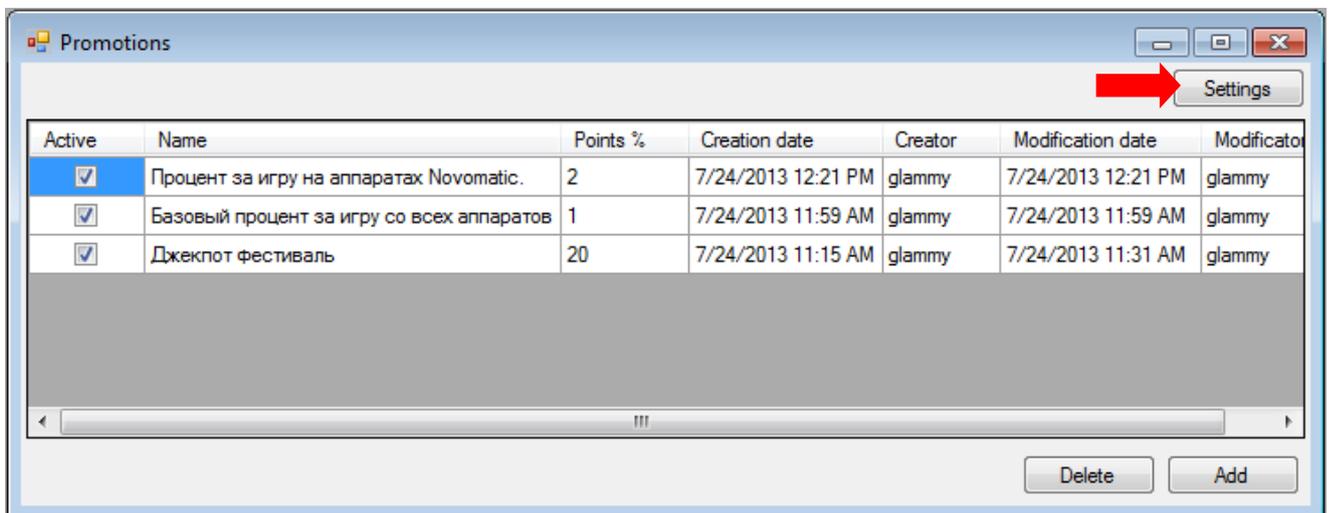
Setup and management of promotions carried out in the menu section «Slots» → **«Promotions»**.



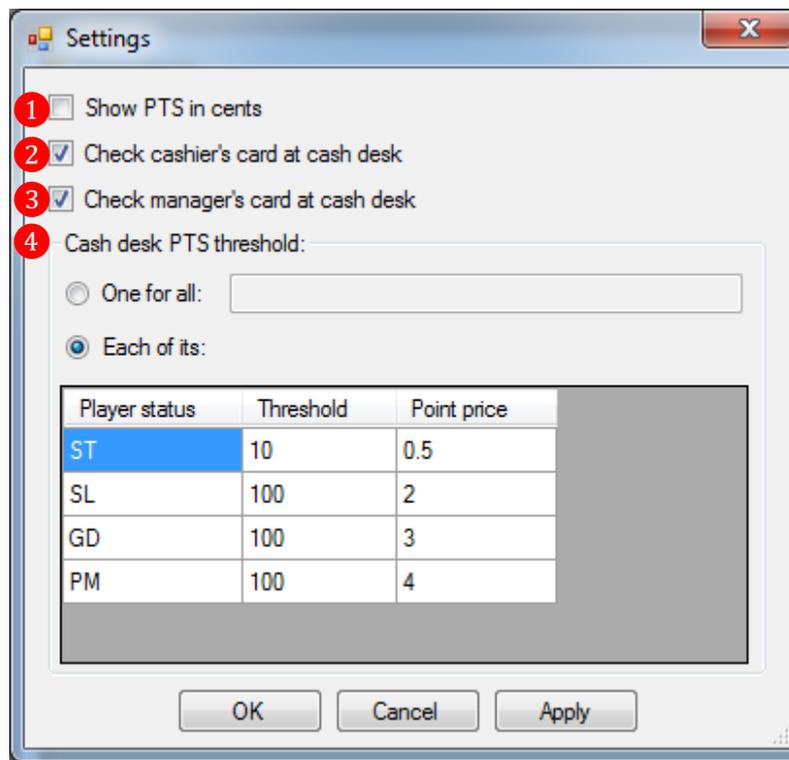
Let us consider how to configure the module and create incentives in the following sections of this document.

7.14.1 Promotions module settings.

To configure a module of incentives please go to the main menu of «SlotLogic» system and choose «Slots» → «Promotions» → «Promotions overview» and click to submit the form



Then, open the form:

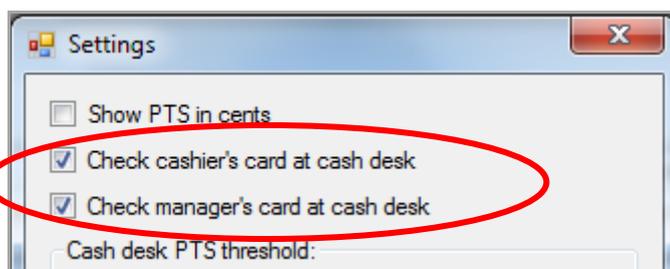


1. Show PTS in cents – to establish a tick if you want to amount of remuneration (bonuses), credited to the personal card players displayed in cents.

2. Check cashier`s card at cash desk – to establish a tick if to confirm the operation «PTS → Card» only need to validate personal card cashier shifts.

3. Check manager`s card at cash desk – to establish a tick if to confirm the operation «PTS → Card» only need to validate personal card club manager.

If you need to perform validation and personal card club manager and cashier, you must set two ticks.



Note: The procedure for personal card checking allows employees to exercise control over all operations «PTS → Card», conducted at the checkout club that excludes any fraudulent activities related to translation of PTS to accounts loyalty card customers.

4. Cash desk PTS threshold - in this box set the minimum amount of PTS, the accumulation of which, the player can transfer her account to the main account PTS card.

One for all: - the value of this threshold will apply to all players (left click in the input field and enter data from the keyboard).

Each of its: - set different threshold value and price of PTS for the players depending on their status.

- **Threshold** – click the left mouse button in the cell of the column and enter the value of the write-off threshold PTS for different player`s statuses.

- **Point price** - click the left mouse button in the cell of the column and enter the price of 1 PTS for different player`s statuses.

*For example, threshold = 100, point price = 2. The player with a Silver (SL) status on a bonus balance of 150 PTS, this means that 100 PTS can be written off from the PTS balance, and \$200 (100 * 2) will be credited to the money balance of his card. 50 PTS will remain on the PTS balance.*

Player status	Threshold	Point price
ST	10	0.5
SL	100	2
GD	100	3
PM	100	4

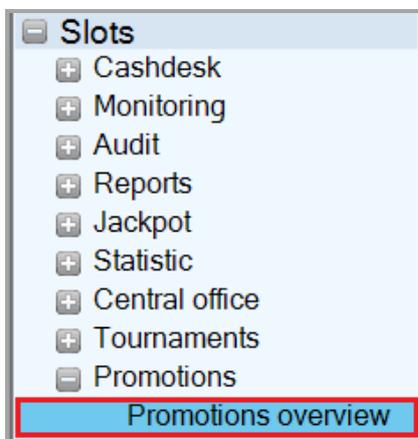
Note: If the PTS price is not specified, the default is 1 PTS = 1 (in club currency).

After installation of module parameters incentives must click

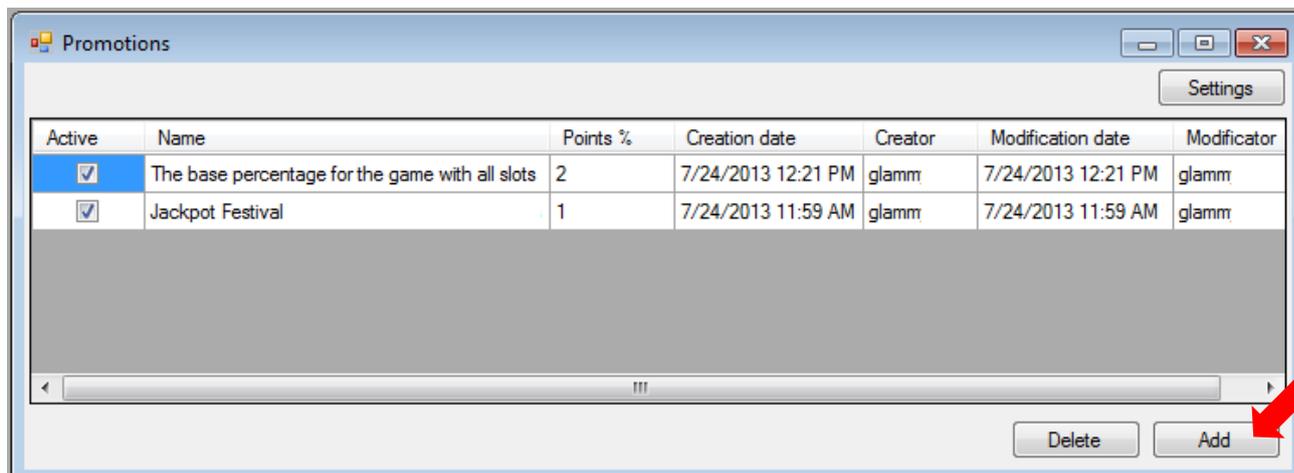
7.14.2 Creating the promotion.

In order to create a new promotion system, you must do the following:

1. Open an overview form of incentives by the main menu system «SlotLogic» «Slots» → «Promotions» → «Promotions overview».



2. In the form of «Promotions» to push the button in the lower right corner.



3. Next open card promotion in which you must specify the following parameters:

- 1) **Name** – in this string name entered incentives (e.g., Jackpot Festival).
- 2) **Description** – this field, if necessary, a brief description is introduced promotion.
- 3) **Points %** - in this string set value of a percent that will be levied to reward the player (in this case 20% of the won jackpot).

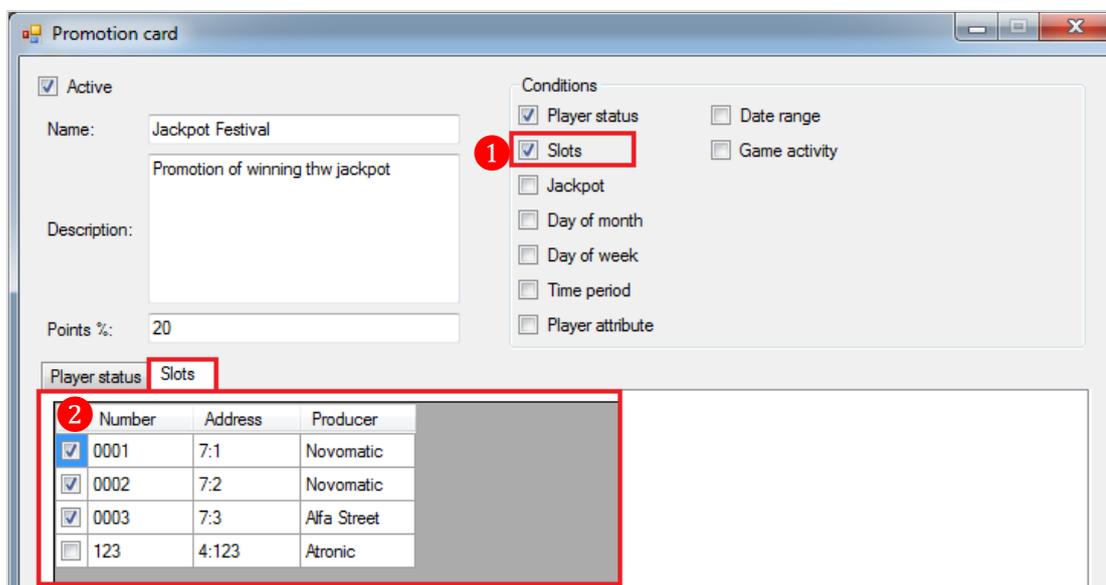
The screenshot shows the 'Promotion card' dialog box. It has a title bar with standard window controls. The main area is divided into several sections. On the left, there is a section for 'Active' with a checked checkbox. Below it are three input fields: 'Name' (containing 'Jackpot Festival'), 'Description' (containing 'Promotion of winning thw jackpot'), and 'Points %' (containing '20'). On the right, there is a 'Conditions' section with a list of checkboxes: 'Player status', 'Slots', 'Jackpot', 'Day of month', 'Day of week', 'Time period', and 'Player attribute'. There are also two checkboxes for 'Date range' and 'Game activity'. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Apply'. Red circles with numbers 1, 2, and 3 are overlaid on the 'Name', 'Description', and 'Points %' fields respectively.

4. After specifying the parameters promotion, you need to determine the conditions for it:

➤ **Player status** – the condition to be selected if you want to specify which categories of players, to be covered by this encouragement. If the condition is not selected (check mark is not set), then the default promotion is valid for all players. After installing a checkmark in the current conditions in the bottom of the form displays a list with the status of players, in which, by checking, you can select the desired status (for example, Silver, Gold and Platinum).

This screenshot shows the same 'Promotion card' dialog box as before, but with the 'Player status' checkbox in the 'Conditions' section checked and highlighted with a red box and a red circle with the number 1. Below the 'Conditions' section, a new section titled 'Player status' is visible, highlighted with a red box and a red circle with the number 2. This section contains a list of player statuses with checkboxes: '(ST) Standart', '(SL) Silver', '(GD) Gold', and '(PM) Platinum'. The checkboxes for '(SL) Silver', '(GD) Gold', and '(PM) Platinum' are checked.

➤ **Slots** – the condition to be selected if you want to specify slots on which players have to play to get the reward. These slots may be any particular manufacturer or selected from the list. If the condition is not selected (the tick is not set), then by default, all slot machines are selected. After installing a checkmark in the current conditions in the bottom of the form displays a list of slot machines by numbers and name of the manufacturer. Select the devices by ticking them out.

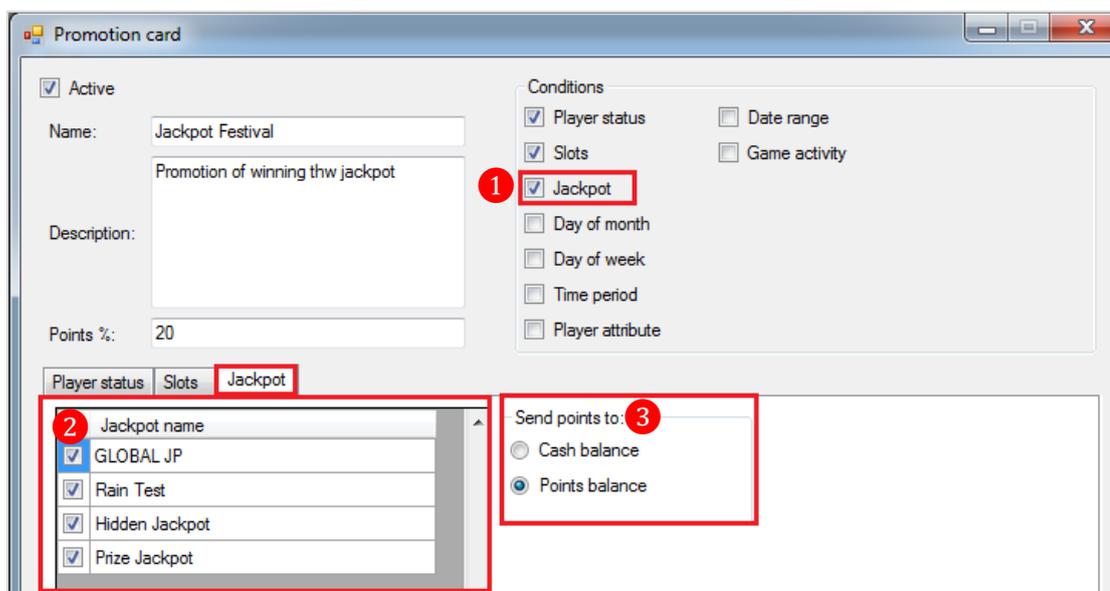


➤ **Jackpot** – condition to be selected, if you need a jackpot prize for which the player will be rewarded. This can be one or more jackpots.

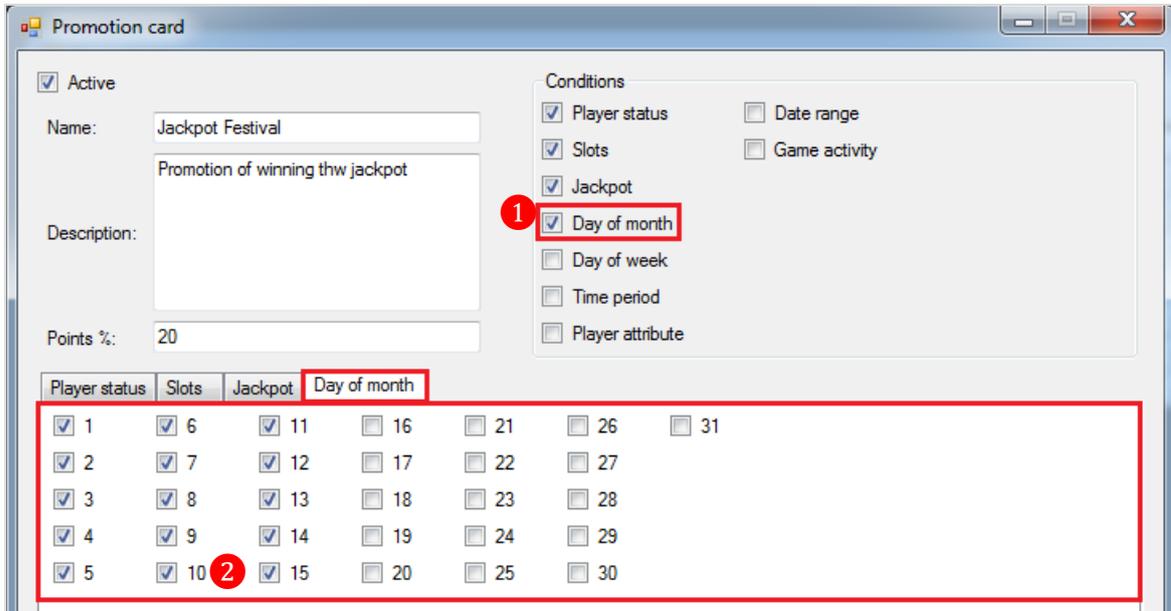
1) After installing a checkmark in the current conditions in the bottom of the form displays a list of all current jackpots of the club.

2) Set a tick in a field for selecting a jackpot.

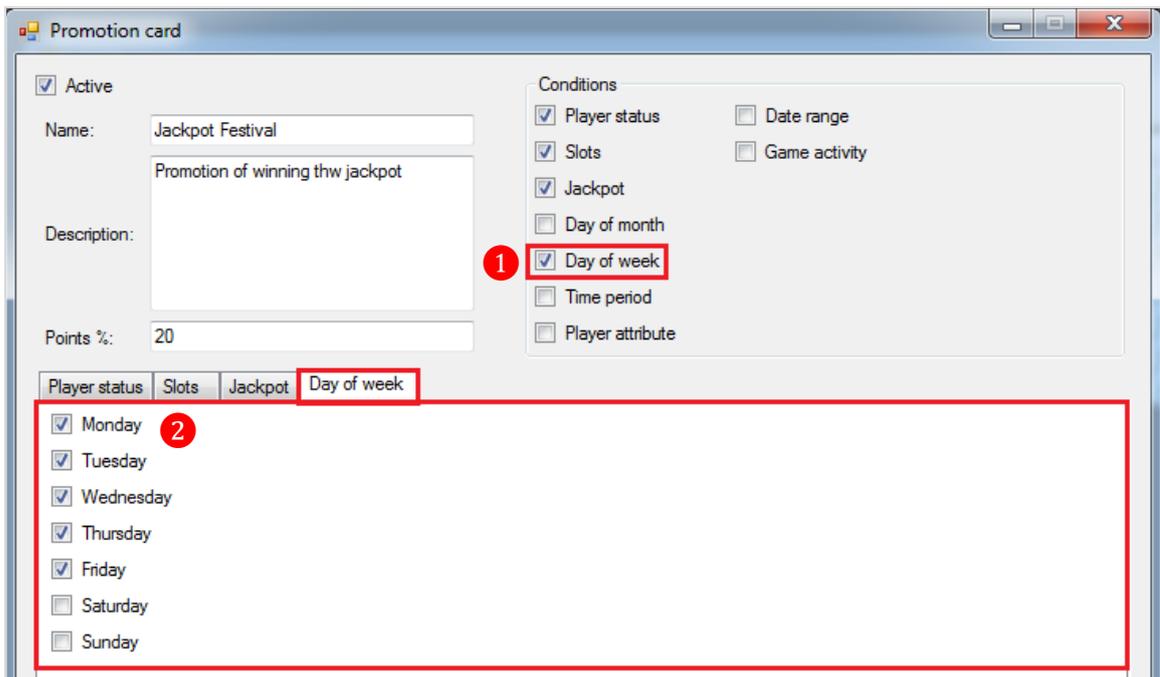
3) Choose the balance on which the player will be credited the amount of promotion: to the **cash balance** or to the **points balance**. On the cash balance the points will be credited as 1 to 1.



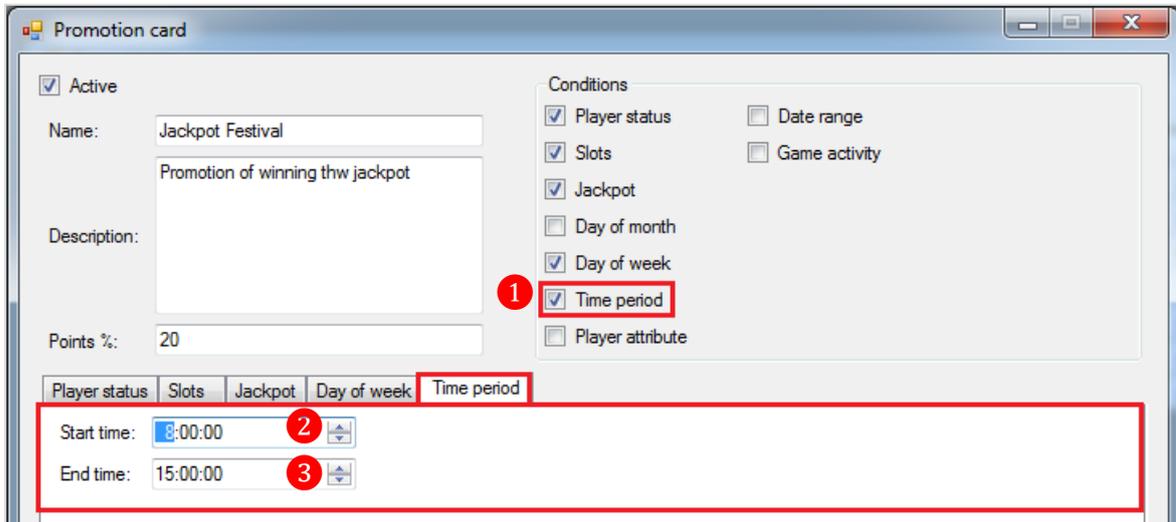
➤ **Day of month** – select the condition if you want to specify the calendar day of the month when the player can receive a reward. After checking the box in the string of this condition, the form for selecting the days of the month (from 1 to 31) will be displayed below. To select the days of the month, check the boxes. If the condition is not selected (box is not ticked), then by default the promotion is effective on any day of the month.



➤ **Day of week** – select the condition if you want to specify the day of the week when the player can receive a reward (for example, only on weekdays). After checking the box in the string of this condition, the form for selecting the days of the week is displayed below. To select the days of the week, check the boxes. If the condition is not selected (box is not ticked), then by default the promotion is effective on any day of the week.



➤ **Time period** – select the condition if you want to set the time period in hours when the player can receive a reward (for example, only from 8:00 a.m. to 15:00 p.m.). After checking the box in the string of this condition, below appears a form for selecting the start and end time of the period. If the condition is not selected (box is not ticked), then by default the promotion is valid at any time of the day.



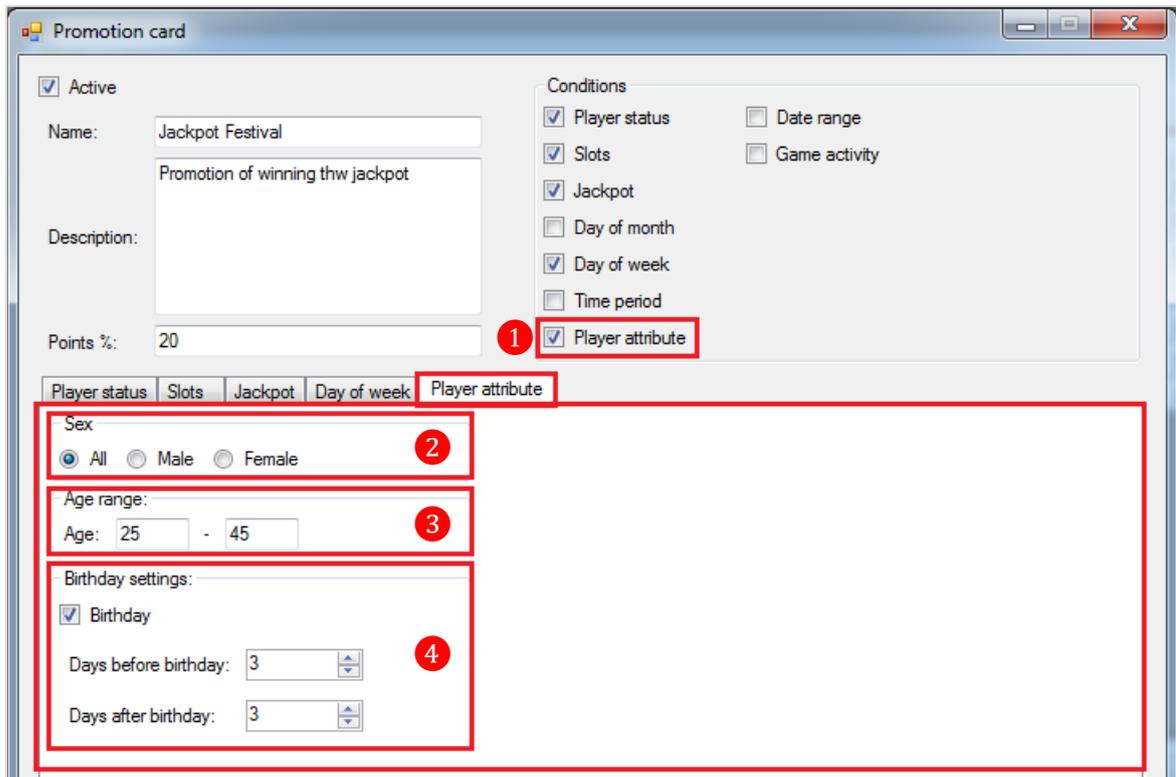
➤ **Player attribute** – select the condition if you want to specify the advanced parameters of the players on which this promotion will be distributed. If the condition is not selected (box is not ticked), then by default the promotion is valid for players with any parameters.

1) After checking the box in the string in the line of this condition, the configurable parameters of the players will appear at the bottom of the form.

2) **Sex** – select **male** or **female** (by default – **All**).

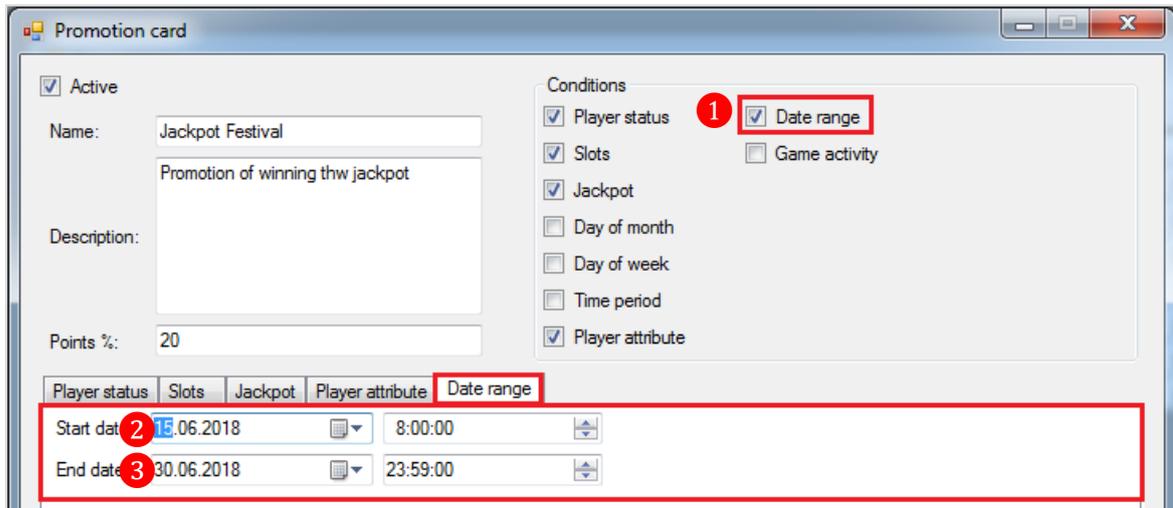
3) **Age range** – specify the age of the player (from – to).

4) **Birthday settings** – check the «**Birthday**» box if promotion works for players whose promotion day coincides with their birthday. Also, with the options «**Days before birthday**» and «**Days after birthday**», you can extend this range from **1** to **2** or more days.



➤ **Date range** – select the condition if you want to specify a time period (in days) when the player can receive a reward. After checking the box in the string of this condition, the form for selecting the date and time of the beginning and the end of the period will be displayed below. If the

condition is not selected (box is not ticked), then by default the promotion is effective on any days or at a time set by other conditions.

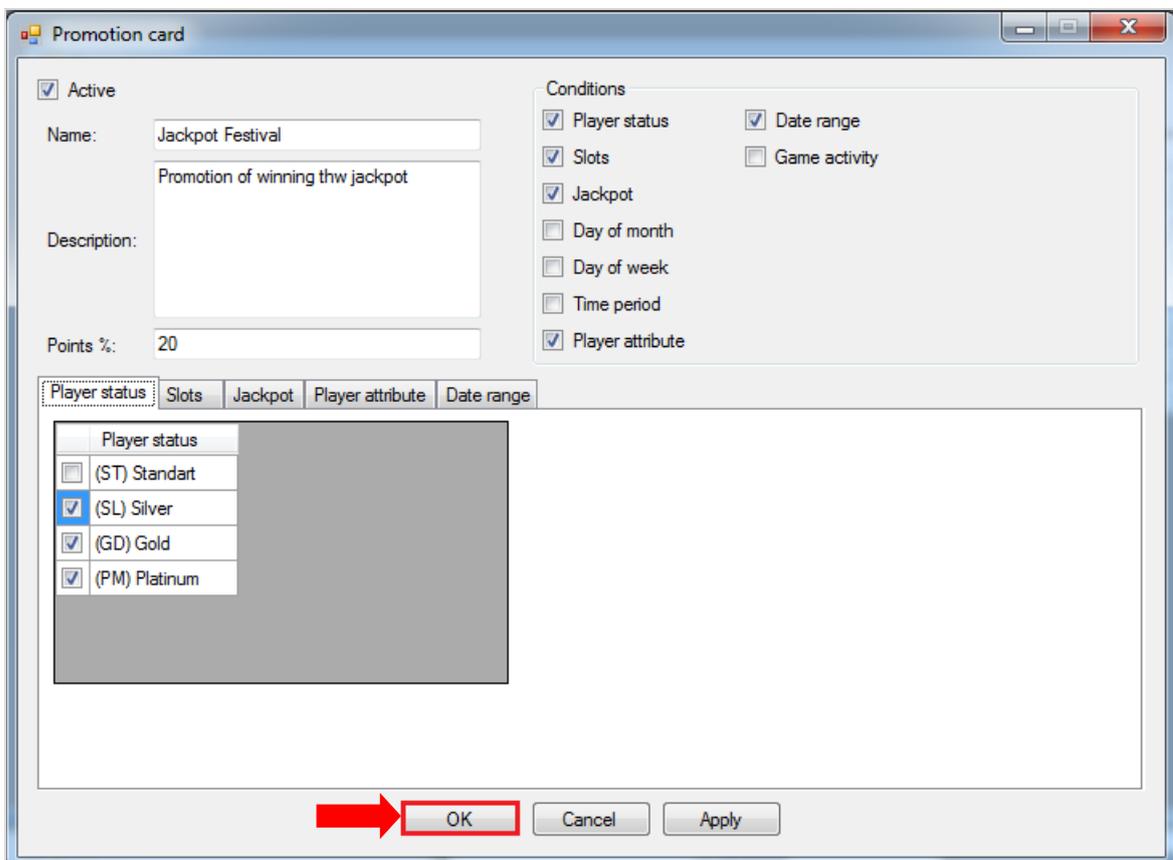


These conditions can be combined with each other in any way. Quantity of promotions is not limited.

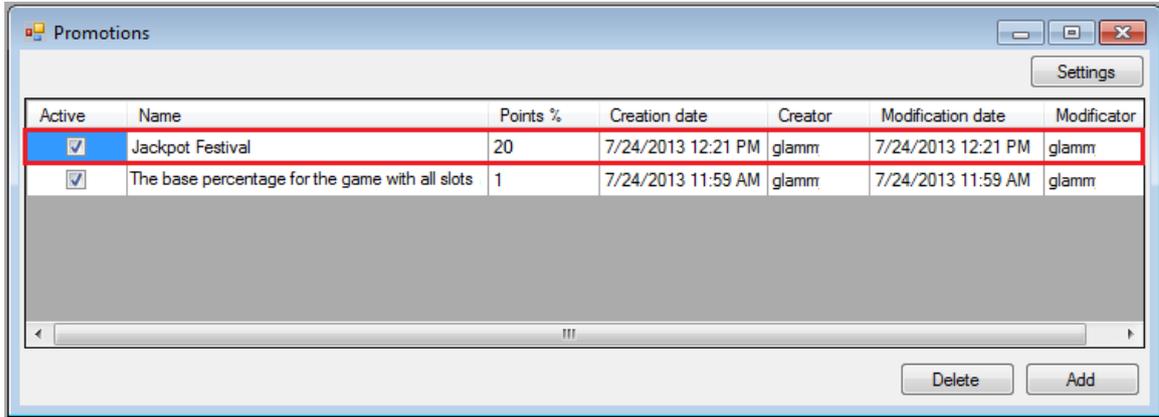
Thus, choosing and setting conditions can be controlled promotions, creating a unique loyalty program.

Note: The «Game activity» condition cannot be combined with the «Jackpot» condition.

5. After specifying the parameters and select the conditions for saving the promotion, press the «Ok» button.



Promotion created appears in the list in digest form rewards c indicating the date and time of creation, as well as the name of the user who created it.

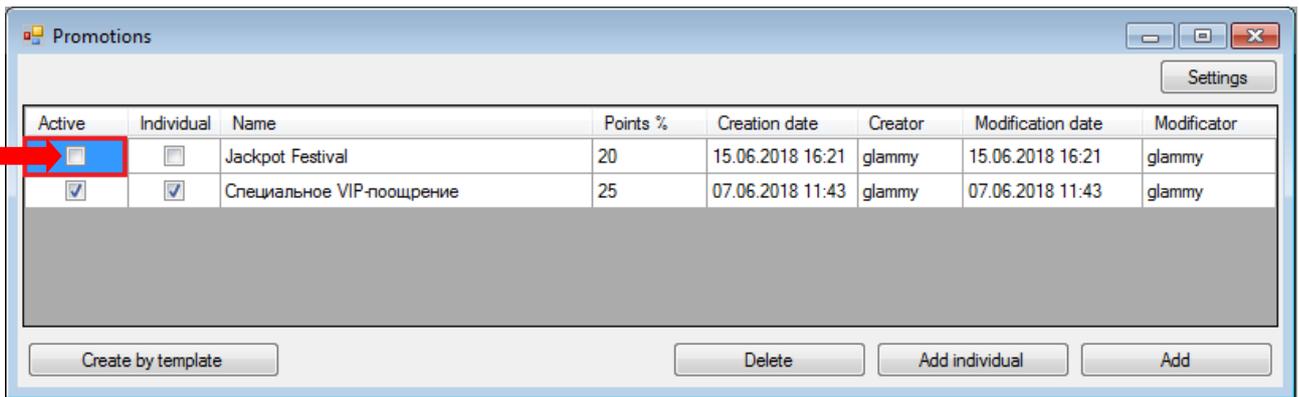


In the future, you can edit the promotion.

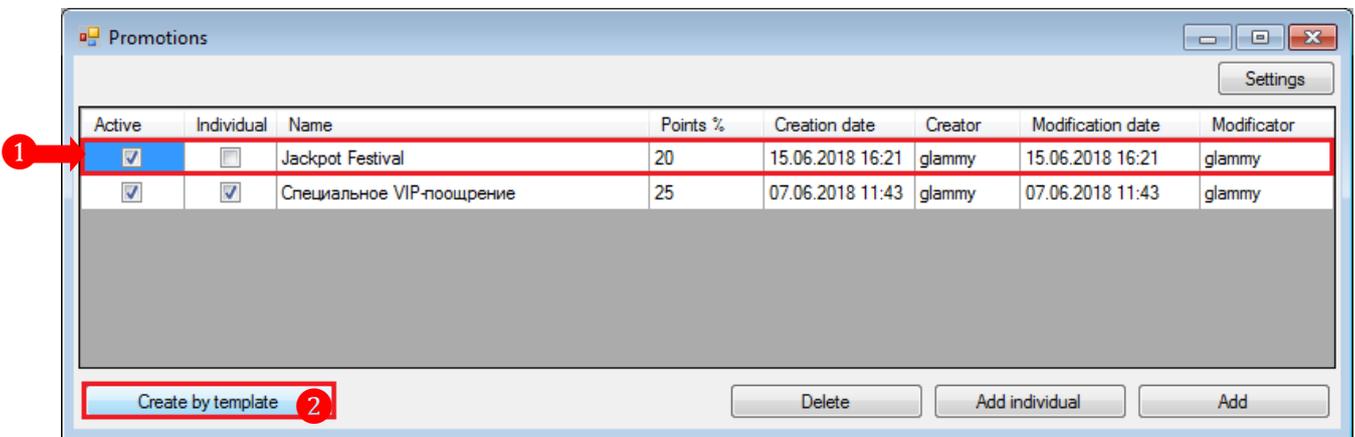
Actions with promotions:

➤ To change the name, description, or percentage terms, it is necessary to open the card promotion by clicking on its line in the list by double-clicking the left mouse button. After making your changes, press the «Ok» or «Apply» button. Changes will take effect within **30** seconds.

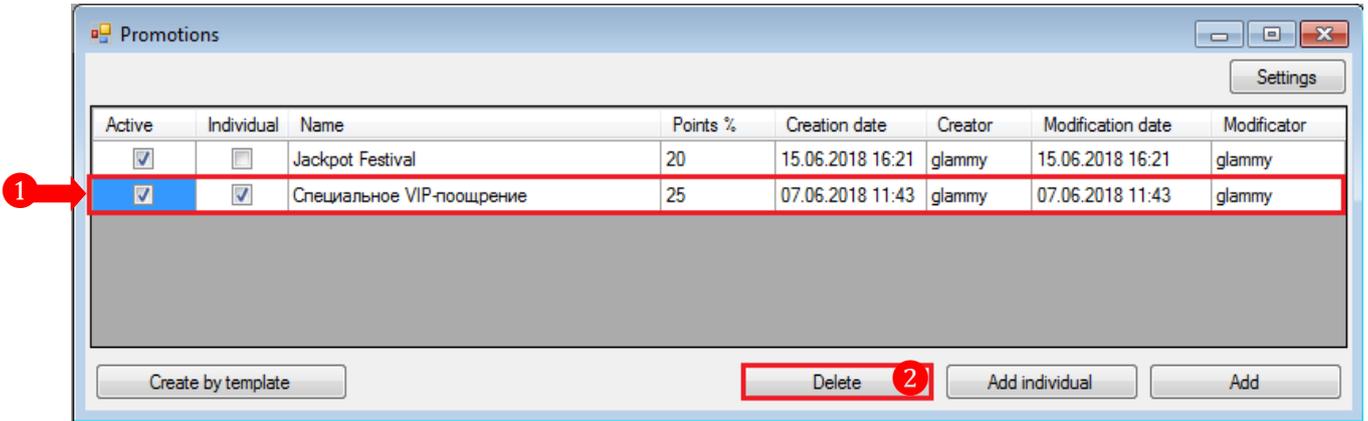
➤ If you want to temporarily disable any promotion, it is necessary to take off the tick in «Active». To activate the promotion, set a tick again.



➤ In case you need to create a new promotion from the template of any promotion created earlier, you must select this promotion by clicking the mouse and click the «Create by template» button. After clicking the button, the form of the new promotion opens with the description and conditions of the chosen promotion copied in it.



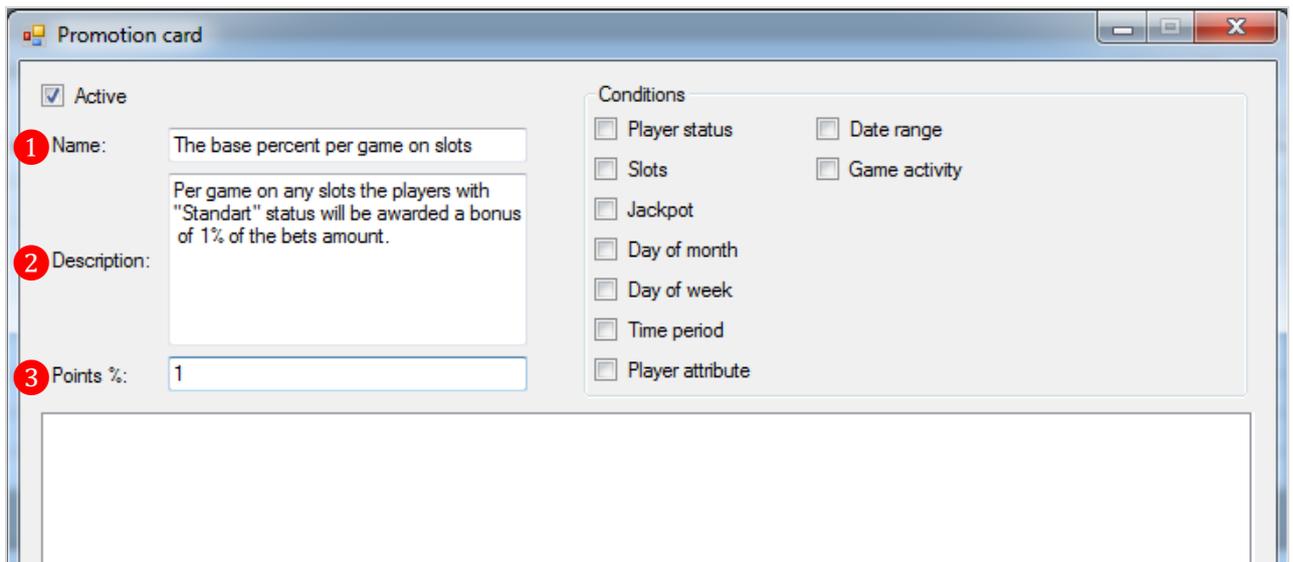
➤ In case you want to remove from the promotion system, you must select it in the list and click on the «Delete» button.



Let us consider the examples of creating different incentives.

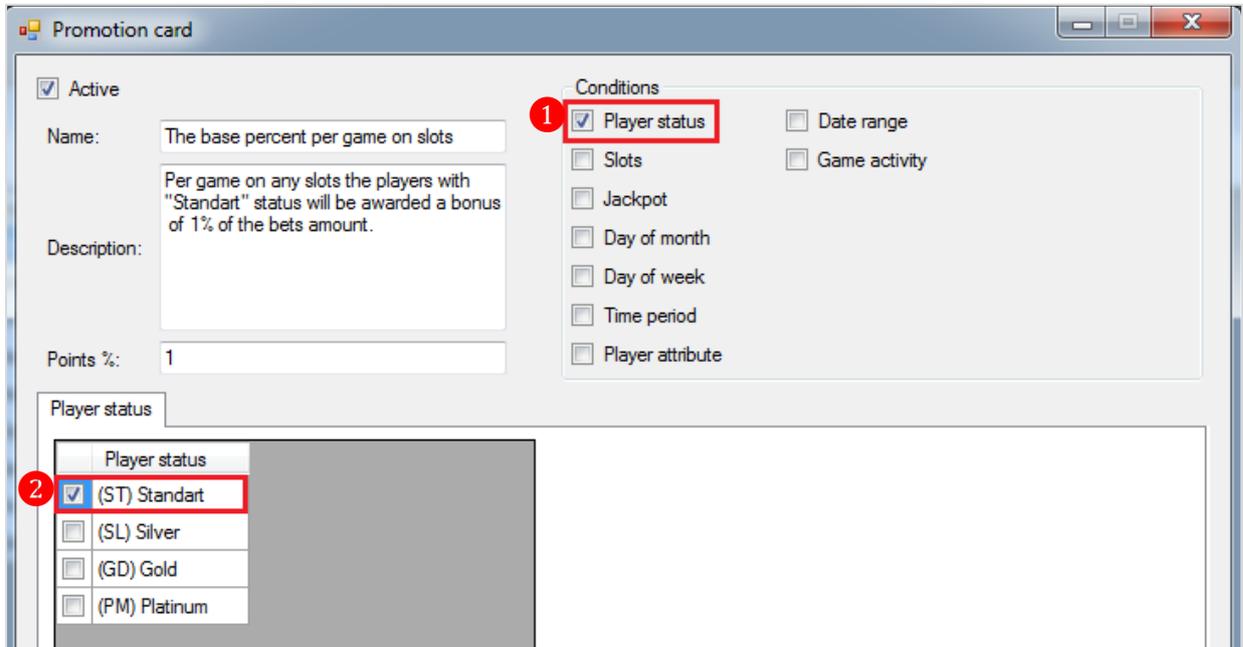
➤ **Example 1:** You want to create a promotion for players with «Standart» status as the base percent per game on all slots at a rate of 1%. To do this, proceed as follows:

1. In the survey form incentives push the **Add** button.
2. The card promotion specify the following parameters:
 - **Name** – the base percentage for the game with all slots.
 - **Description** (if necessary) – per game on any slots the players with «Standart» status will be awarded a bonus of 1% of the bets amount.
 - **Points %** – 1.



Thus, we have created the necessary promotion to us, but now it applies to all club players.

3. To determine the category of players, which will operate for this promotion, you must block «**Conditions**» put a checkmark in the «**Player status**». Then, in the list of statuses players leave with a checkmark in the appropriate status (in this case the «Standart»).

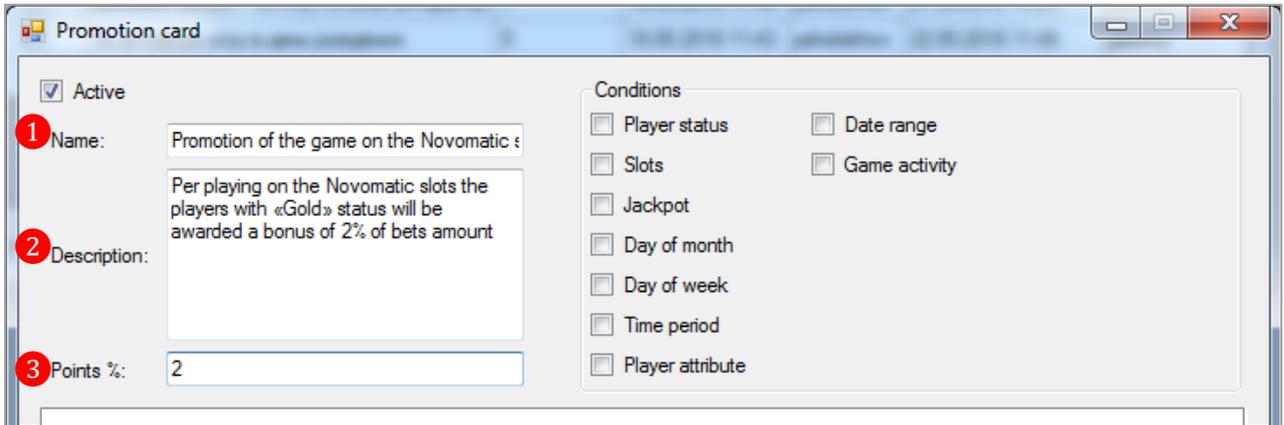


4. To save the promotion, press button, after which the promotion will be created in the list.

Active	Individual	Name	Points %	Creation date	Creator	Modification date	Modifier
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The base percent per game on slots	1	15.06.2018 16:59	glammy	18.06.2018 10:41	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Jackpot Festival	20	15.06.2018 16:21	glammy	15.06.2018 16:21	glammy
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Специальное VIP-поощрение	25	07.06.2018 11:43	glammy	07.06.2018 11:43	glammy

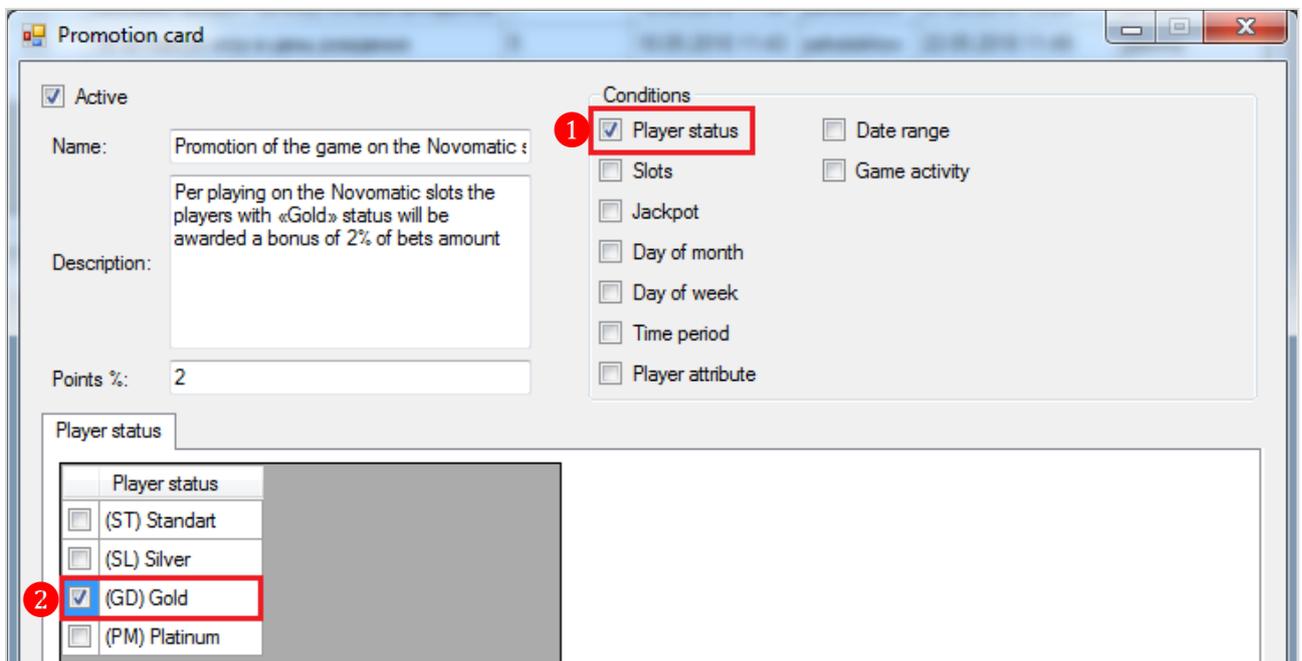
➤ **Example 2:** You want to create a promotion for players with «Gold» status as a percentage per playing on Novomatic 2%. To do this, proceed as follows:

1. In the survey form incentives push the button.
2. The card promotion specify the following parameters:
 - **Name** – promotion of the game on the Novomatic slots.
 - **Description** (if necessary) – per playing on the Novomatic slots the players with «Gold» status will be awarded a bonus of 2% of bets amount.
 - **Points** – 2.



Thus, we have created the necessary encouragement to us, but now it applies to all the players and the club operates on all gaming machines.

3. To determine the category of players, which will operate for this promotion, you must block «**Conditions**» put a checkmark in the «**Player status**». Then, in the list of statuses players leave with a checkmark in the appropriate status (in this case the «Gold»).



4. Next we need to select the slot machines manufacturer Novomatic. For this block «**Conditions**» need to put a checkmark in the «**Slots**», then, in the list of checkboxes leave only the line with necessary aids us (in our case Novomatic).

Active

Name: Promotion of the game on the Novomatic slots

Description: Per playing on the Novomatic slots the players with «Gold» status will be awarded a bonus of 2% of bets amount

Points %: 2

Conditions

Player status Date range

Slots Game activity

Jackpot

Day of month

Day of week

Time period

Player attribute

Number	Address	Producer
<input checked="" type="checkbox"/> 0001	7:1	Novomatic
<input checked="" type="checkbox"/> 0002	7:2	Novomatic
<input type="checkbox"/> 0003	7:3	Alfa Street
<input type="checkbox"/> 123	4:123	Atronic

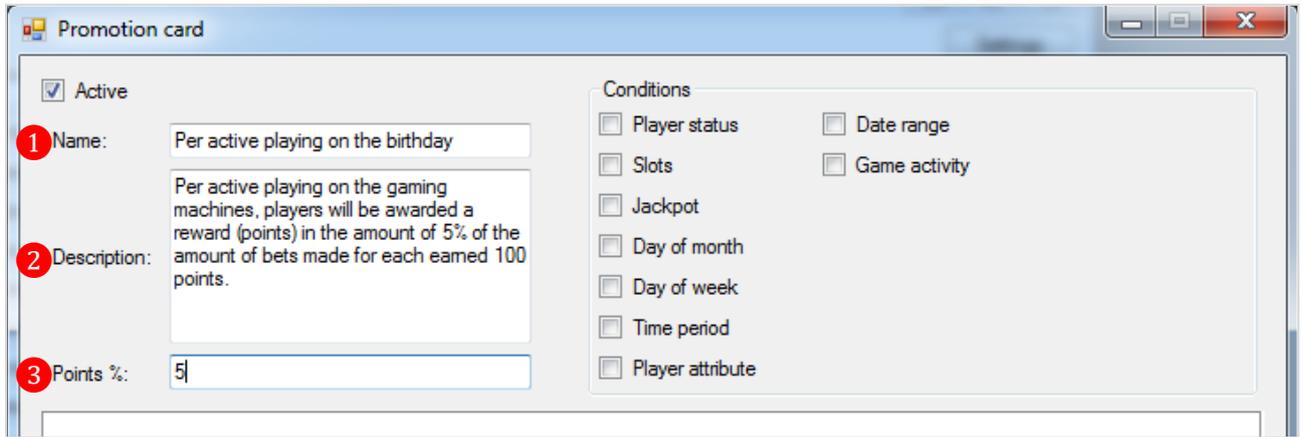
5. To save the promotion, press the button, after which it appears in the list.

Active	Individual	Name	Points %	Creation date	Creator	Modification date	Modifier
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Promotion of the game on the Novomatic slots	2	18.06.2018 10:58	glammy	18.06.2018 10:58	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The base percent per game on slots	1	15.06.2018 16:59	glammy	18.06.2018 10:41	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Jackpot Festival	20	15.06.2018 16:21	glammy	15.06.2018 16:21	glammy
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Специальное VIP-поощрение	25	07.06.2018 11:43	glammy	07.06.2018 11:43	glammy

Buttons: Create by template, Delete, Add individual, Add

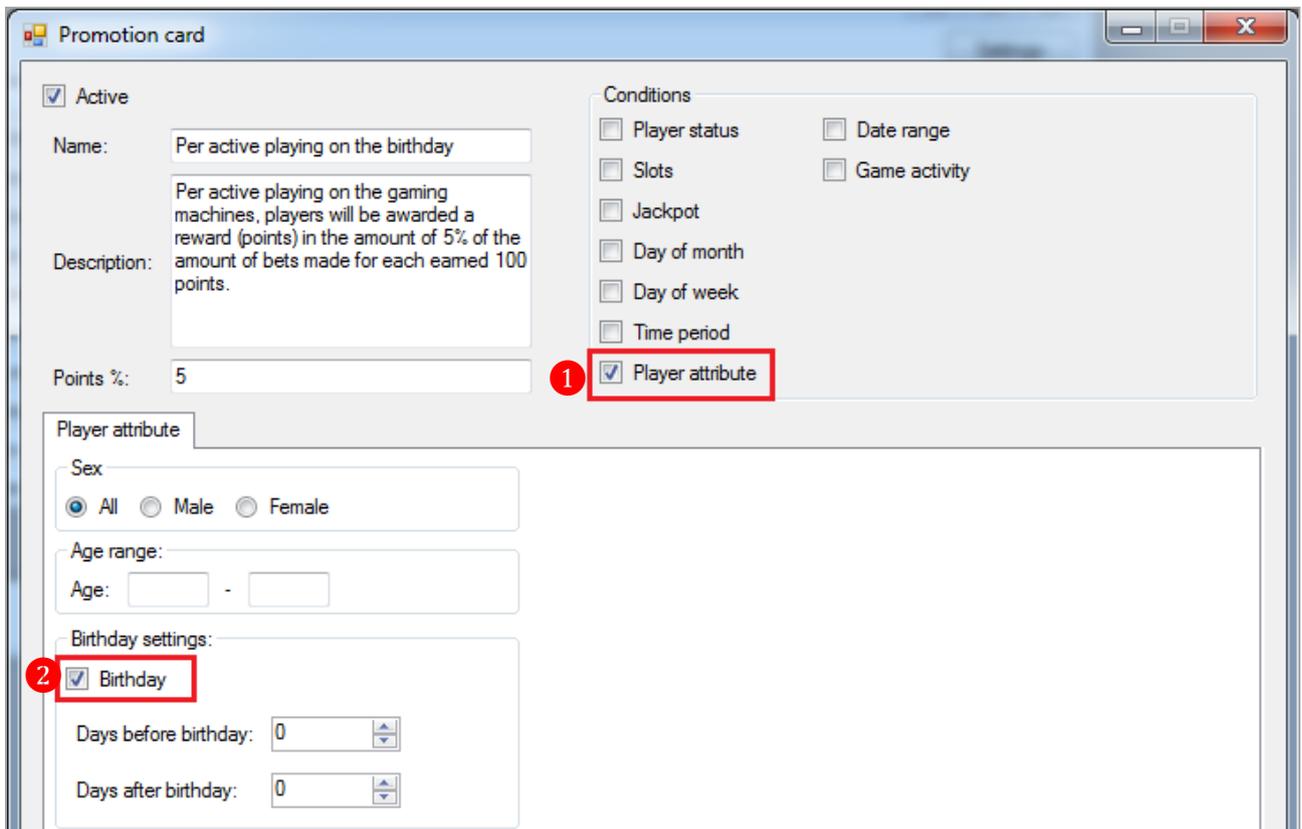
➤ **Example 3:** You want to create a promotion for players for an active game on their birthday at a rate of 5%. To do this, proceed as follows:

1. In the survey form incentives push the button.
2. The card promotion specify the following parameters:
 - **Name** – Per active playing on the birthday.
 - **Description** (if necessary) – Per active playing on the gaming machines, players will be awarded a reward (points) in the amount of 5% of the amount of bets made for each earned 100 points.
 - **Points %** – 5.



Thus, we created the promotion we need, but now it applies to all players of the club at any time.

3. To set the necessary parameters of the players for whom this promotion will work, you must tick the «**Player attribute**» string in the «**Conditions**» box. Then in the opened list of options put a tick in the «**Birthday**» string. If necessary, you can extend this period of time from **1** to **2** or more days using the options «**Days before birthday**» and «**Days after birthday**».



4. Next, we need to set a condition for the activity of the game to get the player this reward. To do this, in the «**Conditions**» box, tick the «**Game activity**» string, then in the field «**Extra points cost**» that is opened below, specify the amount of points that the player must collect in order to receive this additional reward (in our case 5%).

Note: The player must collect the sum of these points by fulfilling the conditions for receiving rewards from other promotions created in the club. In our case, there are three:

- Promotion of the game on the Novomatic slots (3%)
- The base percent per game on slots (1%)
- Jackpot Festival (20%).

Thus, by fulfilling the conditions of any of these promotions or all of these promotions, the player for every 100 points will receive an extra 5% of the amount of bets on his birthday.

6. To save the promotion, press the button, after which it appears in the list.

Active	Individual	Name	Points %	Creation date	Creator	Modification date	Modifier
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Per active playing on the birthday	5	18.06.2018 14:07	glammy	18.06.2018 14:07	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Promotion of the game on the Novomatic slots	2	18.06.2018 10:58	glammy	18.06.2018 10:58	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The base percent per game on slots	1	15.06.2018 16:59	glammy	18.06.2018 10:41	glammy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Jackpot Festival	20	15.06.2018 16:21	glammy	15.06.2018 16:21	glammy

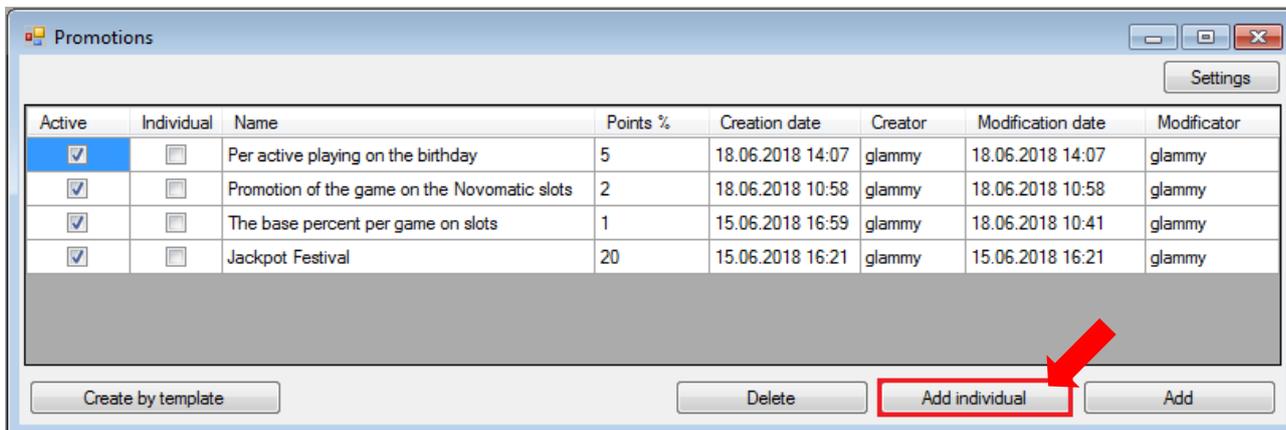
Attention! Promotion per active game will not work if the club does not have any other active promotions, as the accumulation of points by the players necessary to receive a reward is impossible in this case.

7.14.3 Creating the individual promotion.

In the system «SlotLogic» you can create and customize individual promotions, which will only apply to certain players, one or more.

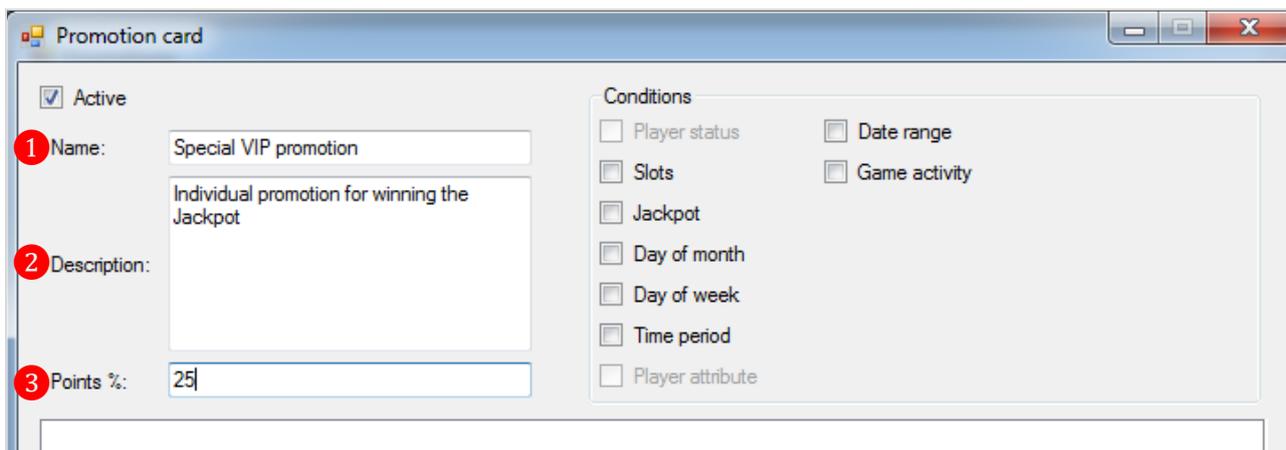
To create a new individual promotion, you need to do the following:

1. Open the overview of the promotions by selecting «Slots» → «Promotions» → «Promotion overview» in the main menu of the «SlotLogic» system.
2. In the opened form of «Promotions» click on the button «Add individual».



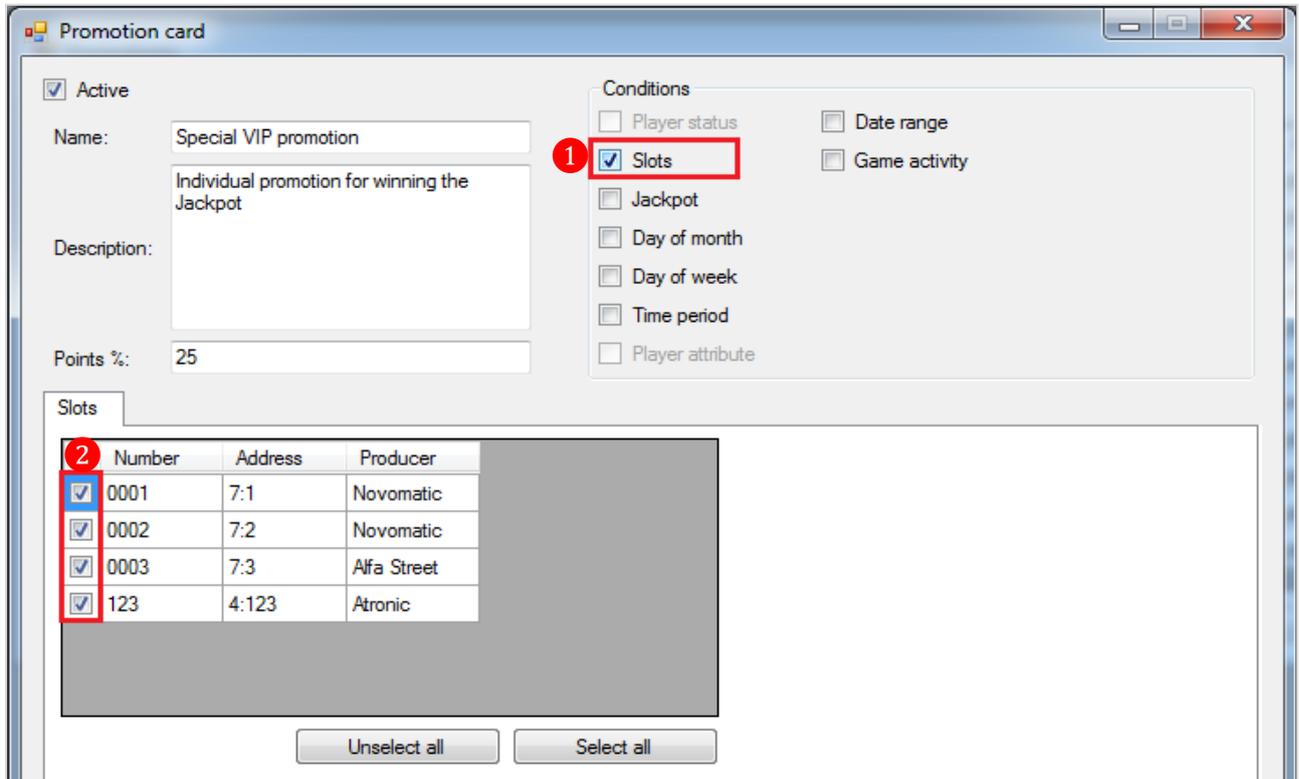
3. Next, the individual promotion card will open, which contains similar customizable parameters, as for conventional promotions, except for the parameters «Player Status» and «Player Attribute», which will be blocked.

- 1) **Name** – enter any convenient promotion name.
- 2) **Description** – enter a brief description of the promotion. If necessary, you can specify the name of the players for whom this individual promotion will operate.
- 3) **Points %** – specify value of a percent that will be levied to reward the player (in our case 25% from the amount of the jackpot won).



4. After specifying the initial parameters of individual promotion, you must specify the conditions that the player or players must perform in order to receive a reward:

➤ **Slots** – condition to be selected if you want to specify devices on which players have to play to get the reward. This apparatus may be any particular manufacturer or selected from the list. If the condition is not selected (the tick is not set), then by default, all slot machines are selected. After installing a tick in the current conditions in the bottom of the form displays a list of slot machines by numbers and name of the manufacturer. Select slots by ticking them out.

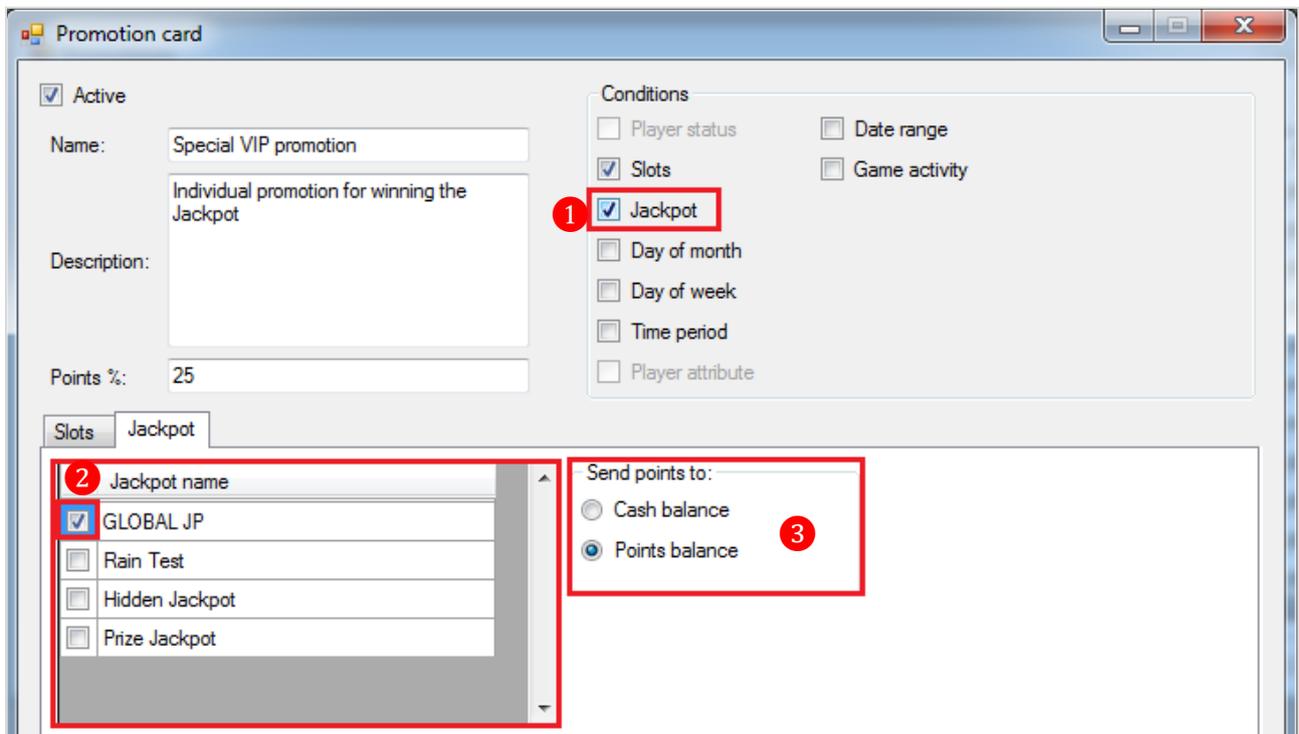


➤ **Jackpot** – condition to be selected, if you need a jackpot prize for which the player will be rewarded. This can be one or more jackpots.

1) After setting a tick in the current conditions in the bottom of the form displays a list of all current jackpots of the club.

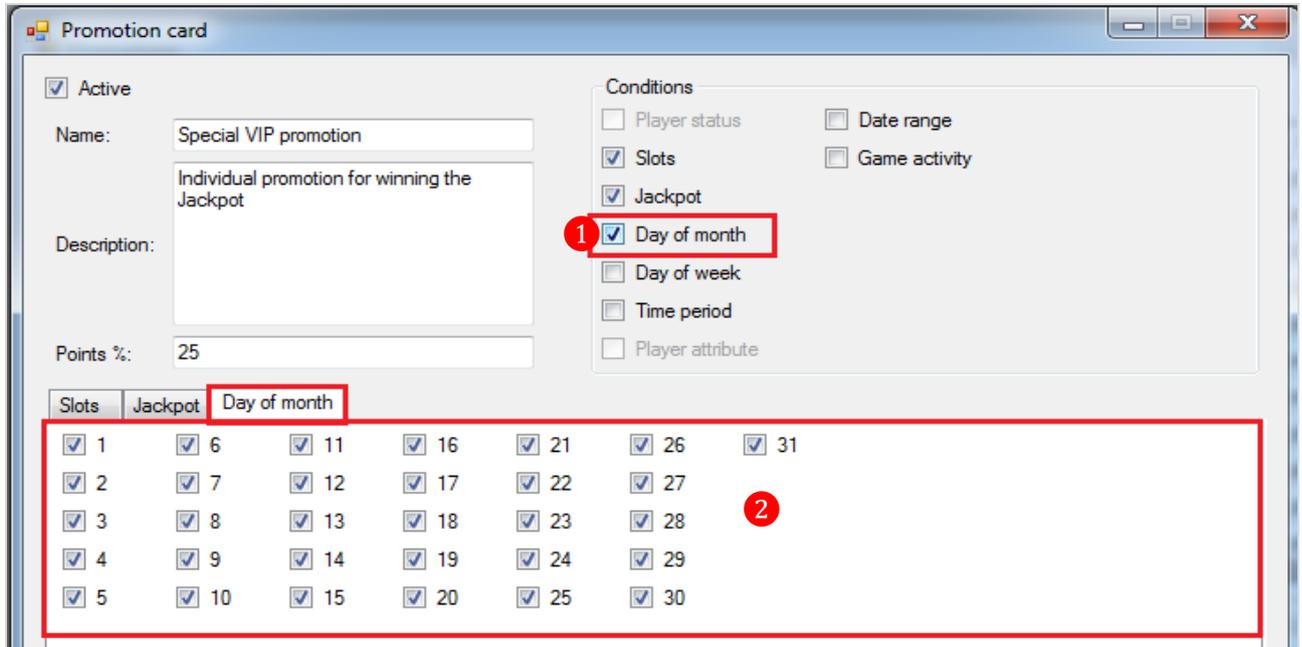
2) Set a tick in a field for selecting a jackpot.

3) Choose the balance on which the player will be credited the amount of promotion: to the **cash balance** or to the **points balance**. On the cash balance the points will be credited as 1 to 1.

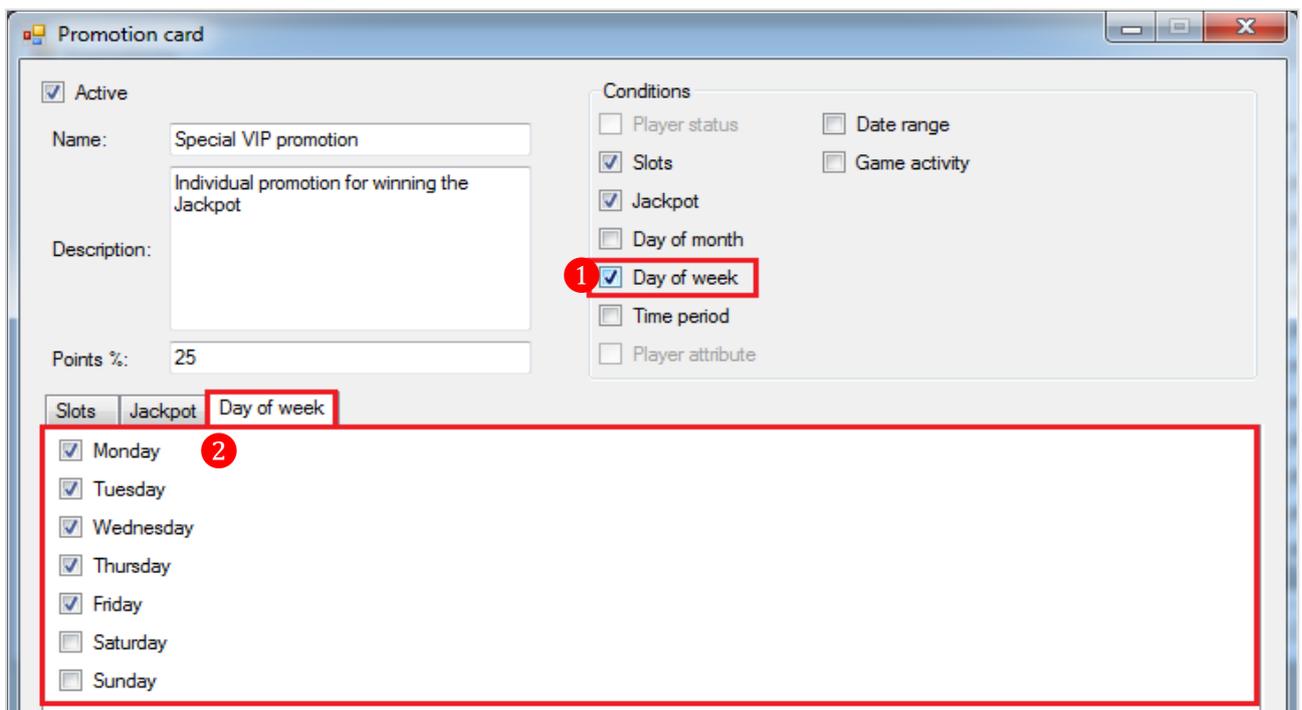


Note: The «Jackpot» condition cannot be combined with the «Game activity» condition.

➤ **Day of month** –condition to be selected, if you want to specify the calendar day of the month when the player can receive a reward. After checking the box in the string of this condition, the form for selecting the days of the month (from 1 to 31) will be displayed below. To select the days of the month, check the boxes. If the condition is not selected (box is not ticked), then by default the promotion is effective on any day of the month.



➤ **Day of week** –condition to be selected, if you want to specify the day of the week when the player can receive a reward (for example, only on weekdays). After checking the box in the string of this condition, the form for selecting the days of the week is displayed below. To select the days of the week, check the boxes. If the condition is not selected (box is not ticked), then by default the promotion is effective on any day of the week.



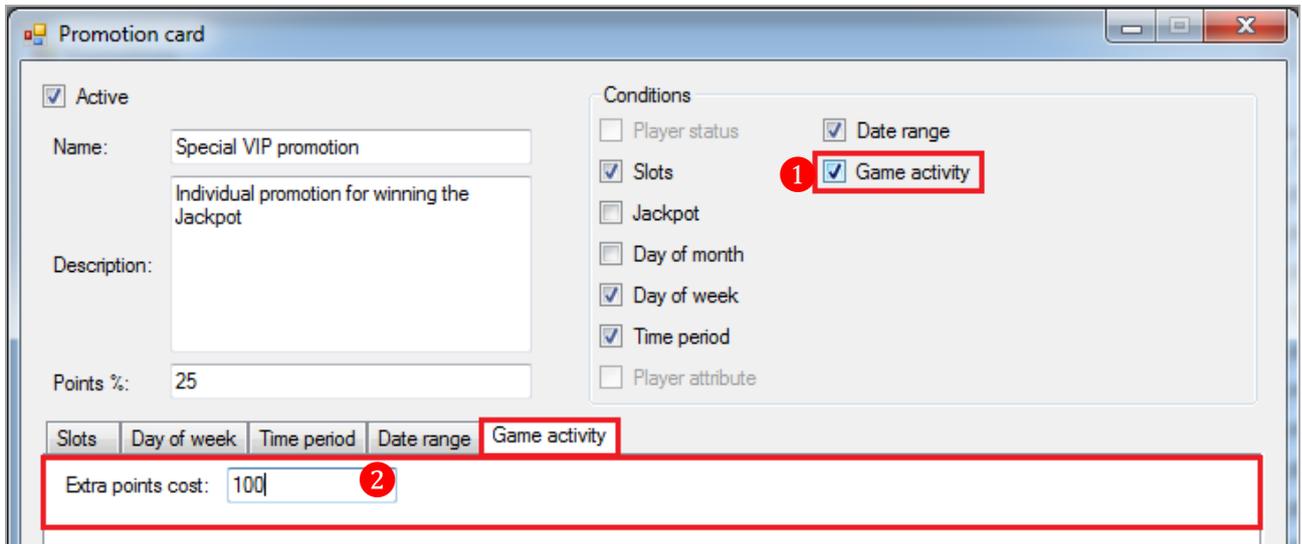
➤ **Time period** – select the condition if you want to set the time period in hours when the player can receive a reward (for example, only from 11:00 a.m. to 11:00 p.m.). After checking the

box in the string of this condition, below appears a form for selecting the start and end time of the period. If the condition is not selected (box is not ticked), then by default the promotion is valid at any time of the day.

➤ **Date range** – select the condition if you want to specify a time period (in days) when the player can receive a reward. After checking the box in the string of this condition, the form for selecting the date and time of the beginning and the end of the period will be displayed below. If the condition is not selected (box is not ticked), then by default the promotion is effective on any days or at a time set by other conditions.

➤ **«Game activity»** – select the condition if you want to create an individual reward for the player/players for an active playing. In this case, the selected players will receive an individual reward, having fulfilled the conditions for receiving the reward of other promotions created in the club. After setting a tick in the string of the given condition, below on the form will be displayed a **«Extra points cost»** field it is necessary to specify the amount of points which the player must accumulate to receive the individual reward (for example, 100 points).

Note: The «Game activity» condition cannot be combined with the «Jackpot» condition.

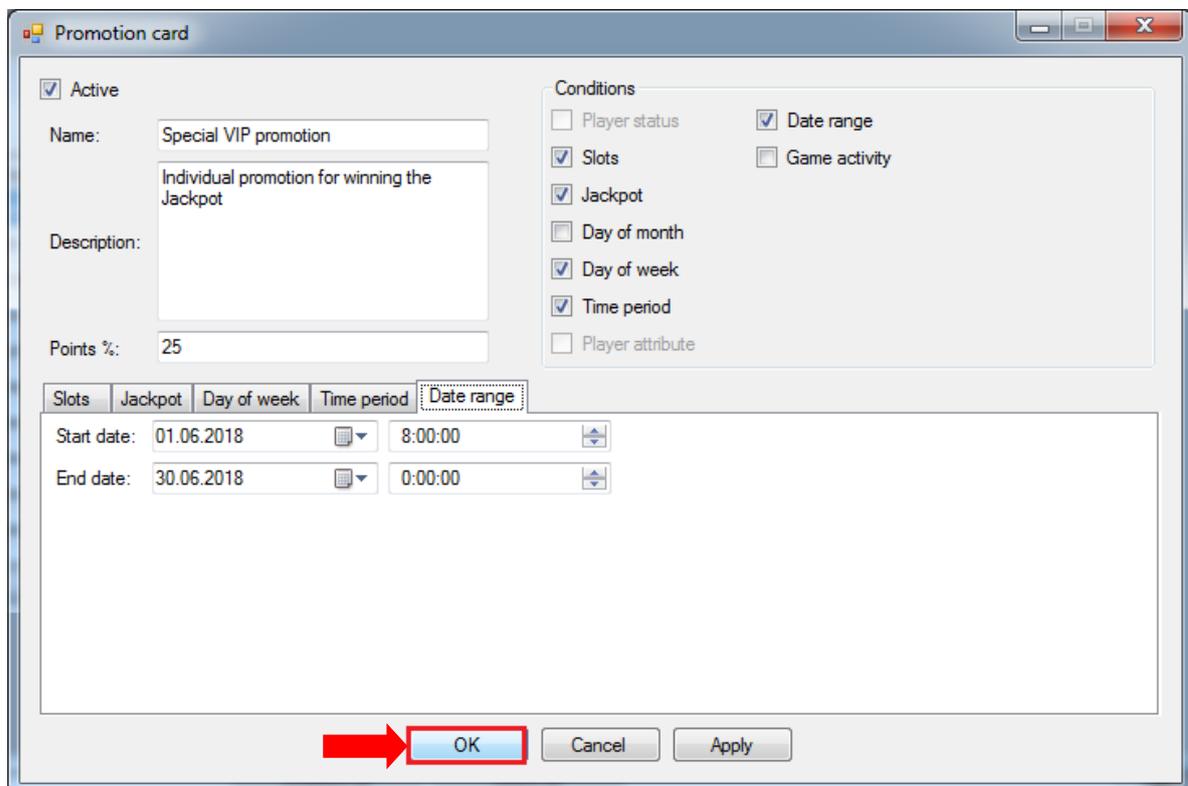


Note: The player must collect the sum of these points by fulfilling the conditions for receiving rewards from other promotions created in the club. There are three of them in our club:

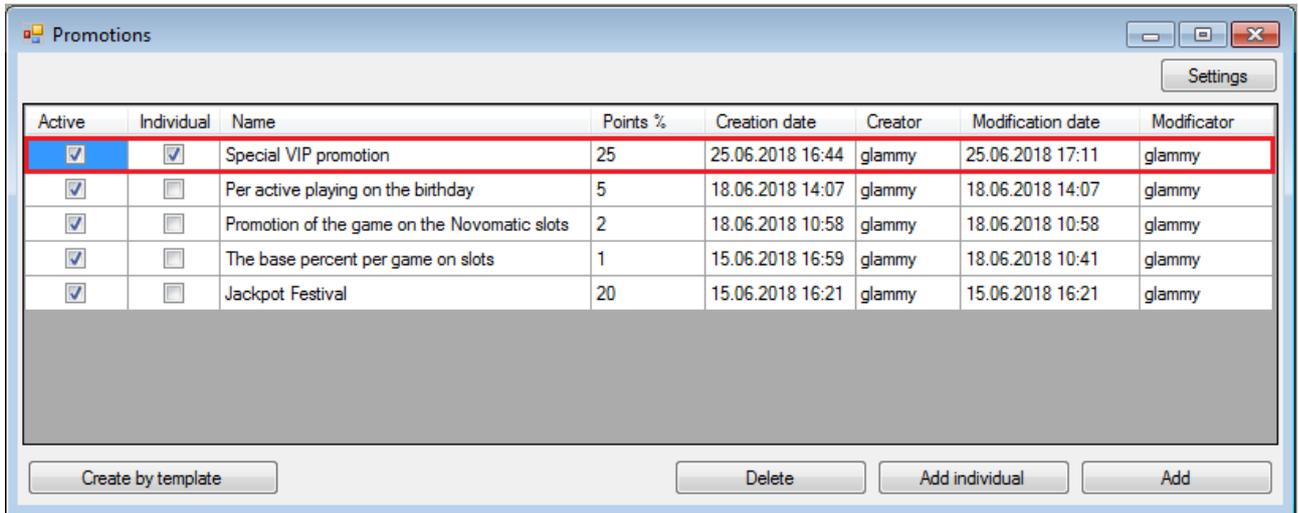
- Promotion of the game on the Novomatic slots (2%)
- The base percent per game on slots (1%)
- Jackpot Festival (20%).

Thus, the player, fulfilling the terms of any of these promotions or all of these promotions, will receive individually 25% of the amount of bets for every 100 points.

5. After specifying the parameters and selecting the conditions, you need to click on the «Ok» button to save the promotion.



The created individual promotion will be displayed in the list of the overview form of promotions with the date and time of creation, as well as with the user name who created it. In the future the individual promotion can also be edited, like the usual one.

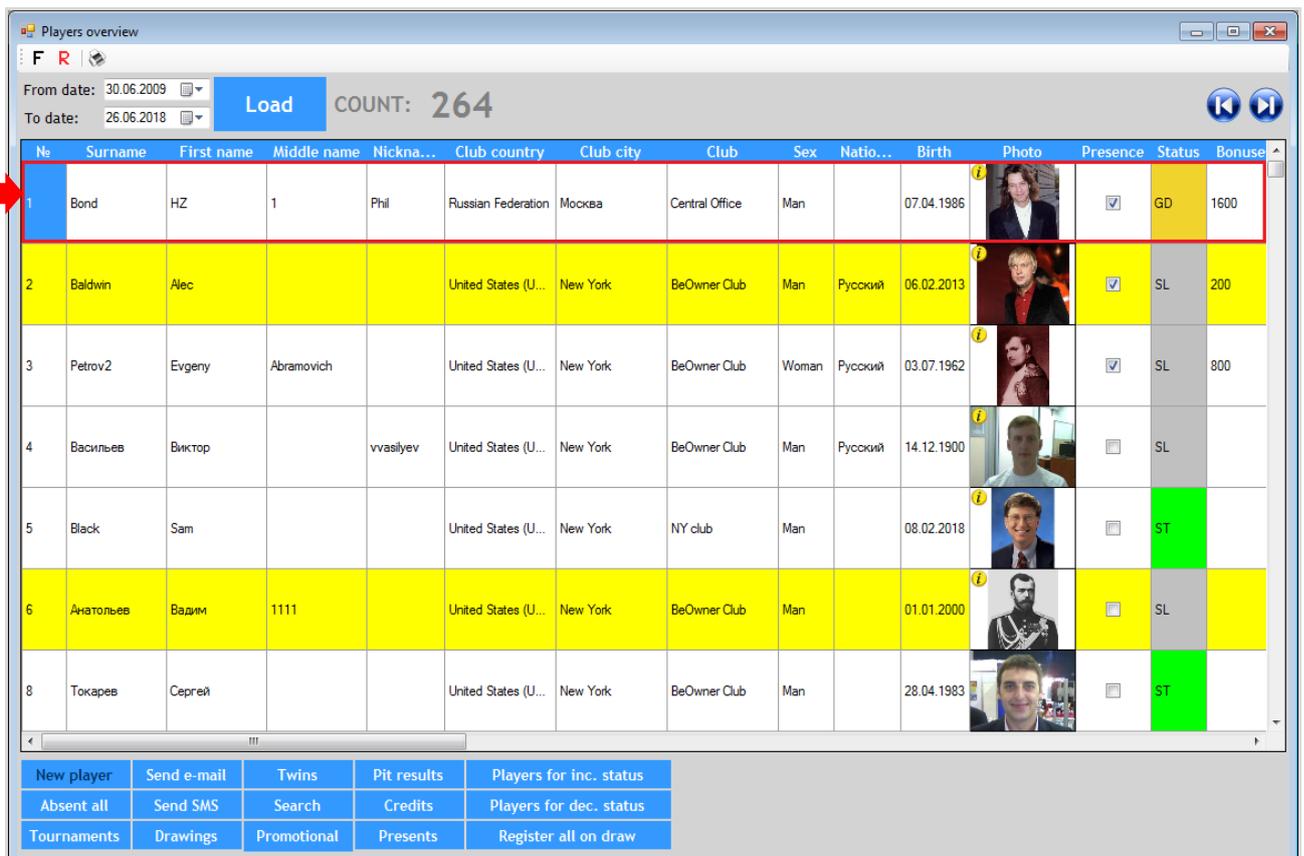


When the individual promotion is created and configured, you can proceed to select and link the player for whom this promotion will operate.

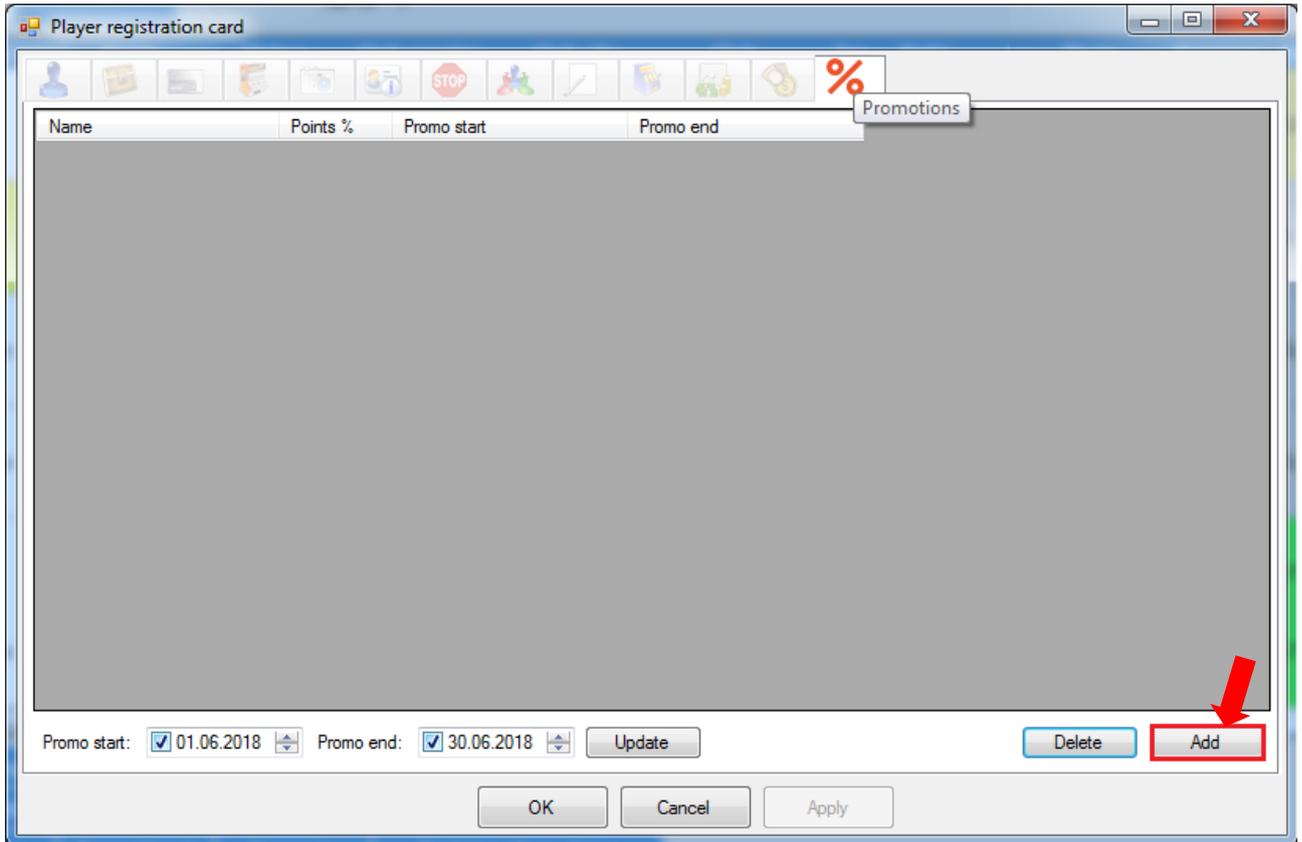
Binding the player to individual promotion:

1. To select a player, you need to open the **Players overview form** by selecting «**Reception**» → «**Players overview**».

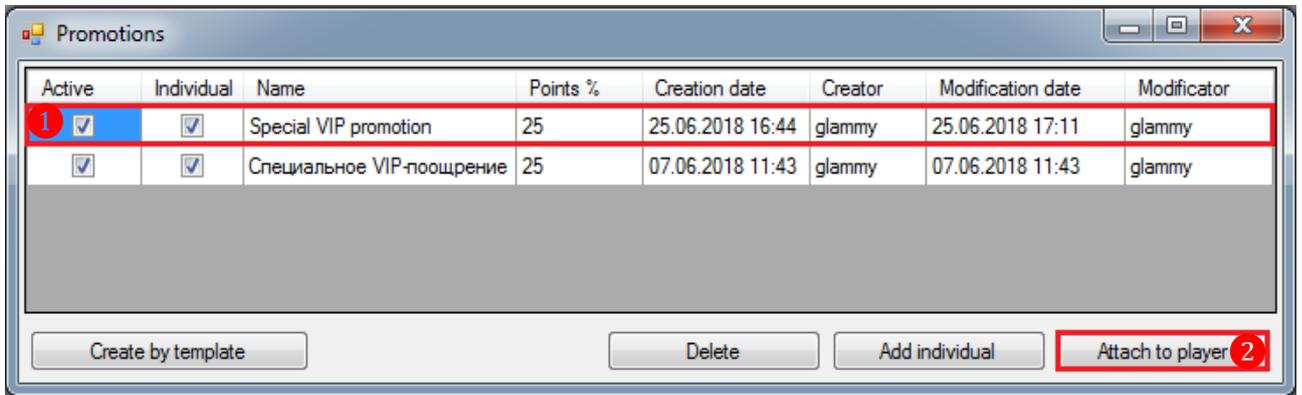
2. In the overview form, find the right player and open his registration card with a double click of the mouse.



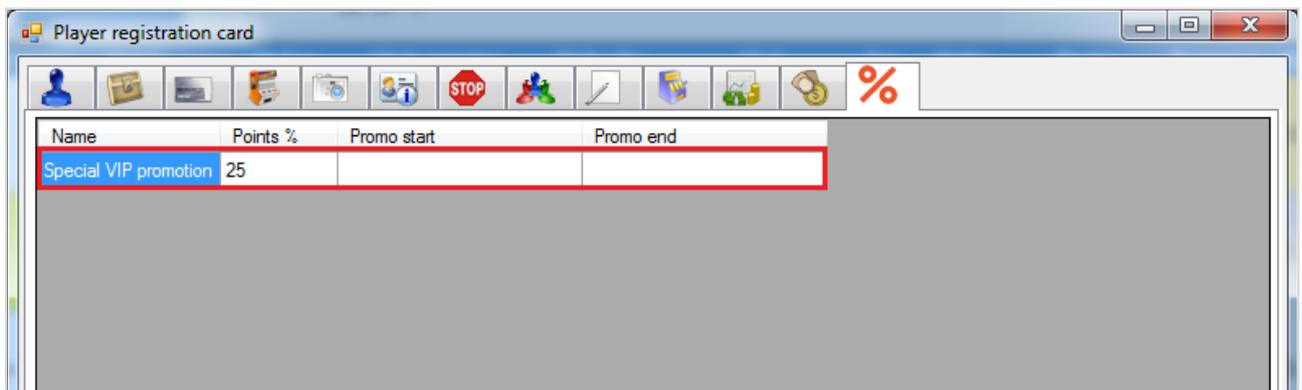
3. In the **Player's registration card**, go to the «**Promotions**» tab and click the «**Add**» button located in the lower right corner of the form.



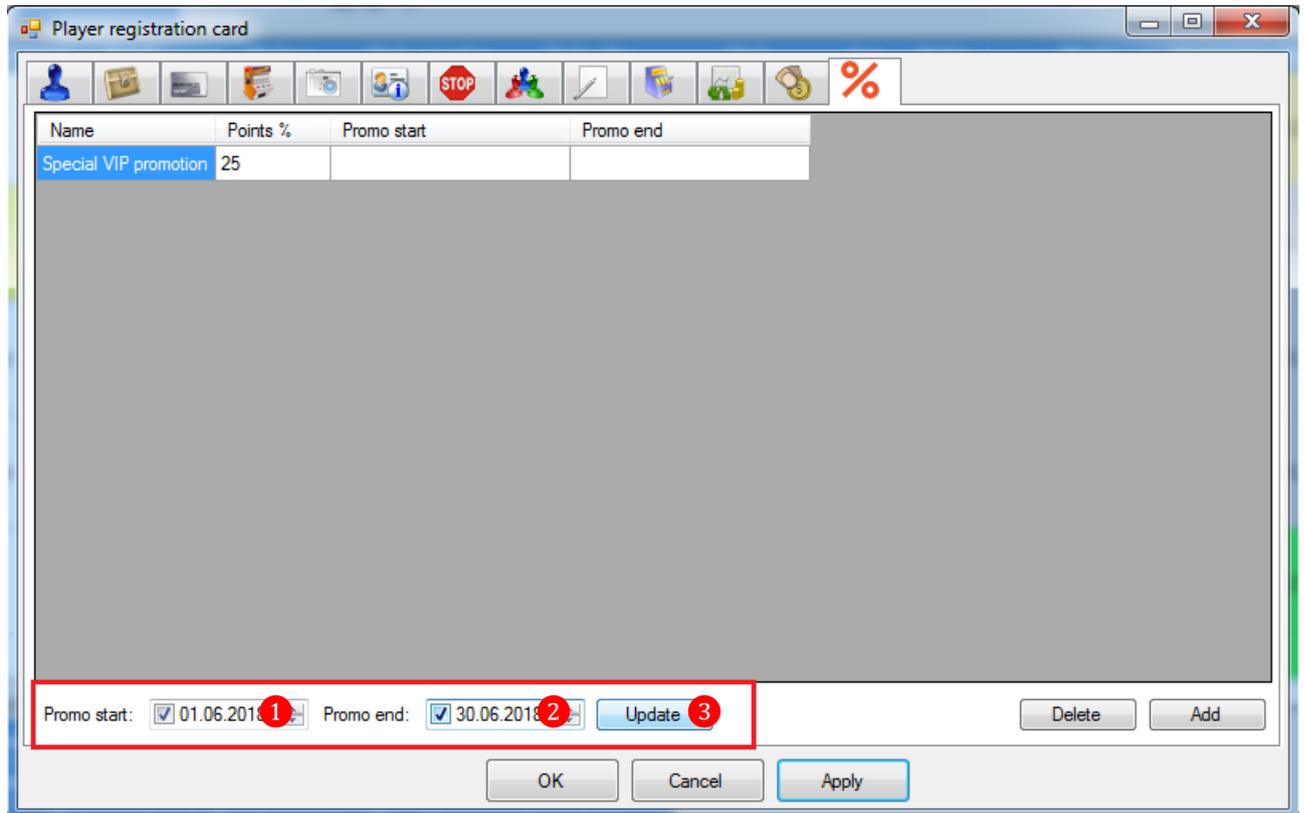
4. In the overview form with a list of individual promotions created in the club, click on the desired promotion (should be active) and click the «**Attach to player**» button. If you want to create a new individual promotion, then click «**Add Individual**».



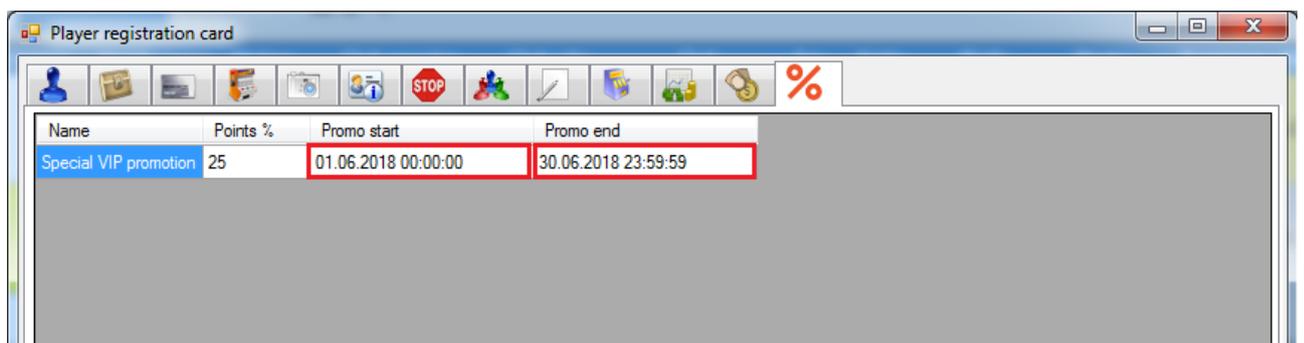
5. The selected individual promotion will be displayed in the tab in the **Player's registration card**.



6. If necessary, you can specify the period when the promotion will be valid for this player. To do this, you need to set the checkboxes at the bottom of the tab, set the **Promo start** and **Promo end** dates for the promotion period, and click the «**Update**» button. You can also specify only the **Promo start** date or only the **Promo end** date.



7. After clicking the button, the specified dates should be displayed in the promotion string in the «**Promo start**» and «**Promo end**» columns.

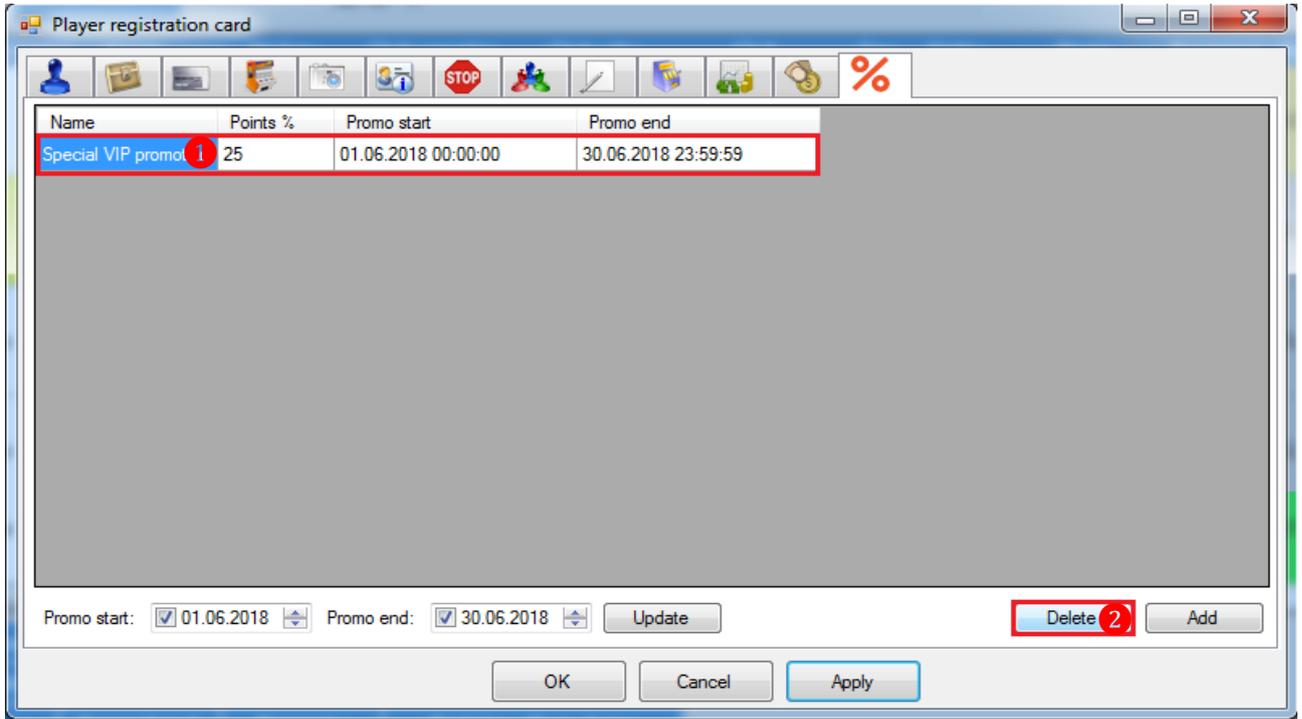


Binding individual promotion to the player is completed, you can close the player's card by clicking the «**Ok**» button.

Similarly, you can bind individual promotion to any other registered club players.

If you want to **unbind the individual promotion for the player**, you need to open the Players registration card of this player, go to the «**Promotions**» tab and do the following:

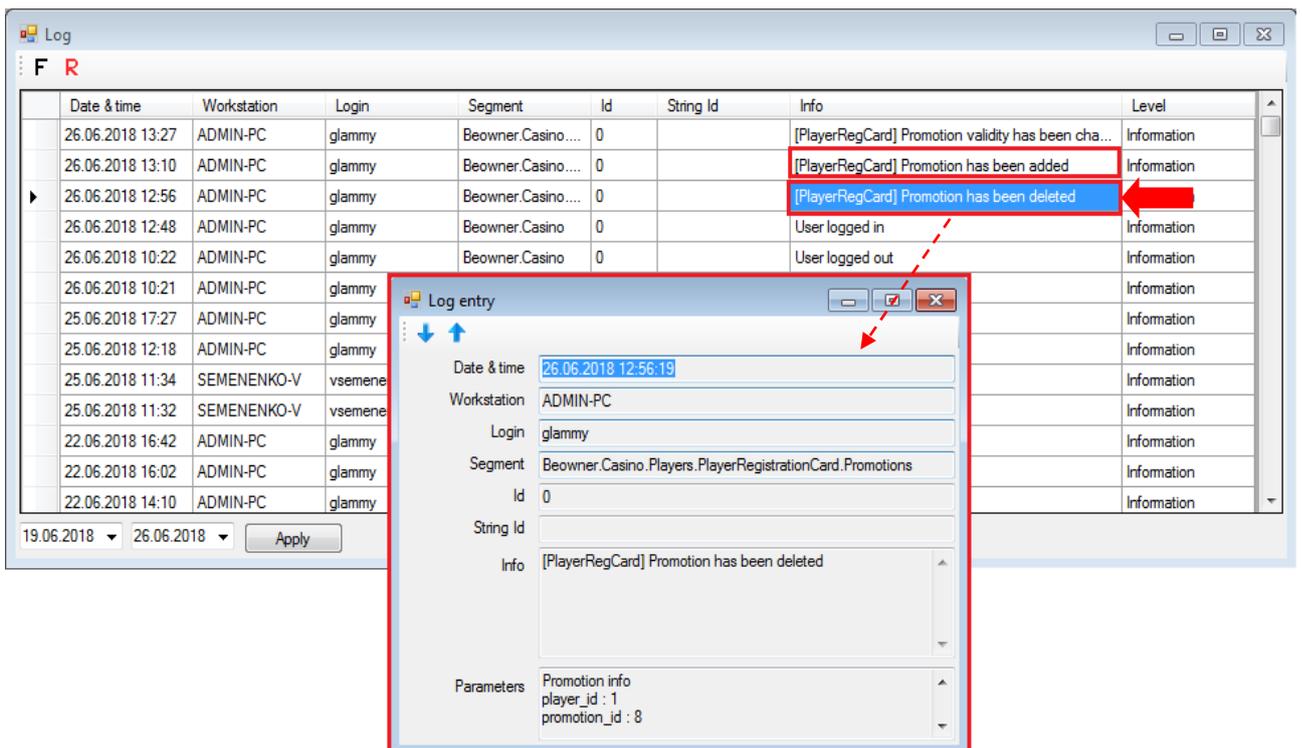
1. Click the mouse on the line to choose the promotion, from which you need to unbind the player.
2. Click the «**Delete**» button.



Viewing of the events log of binding the individual promotion to player and unbinding the individual promotion for player is performed in the «Log» form («Administration» → «View Log»).

- **[PlayerRegCard] Promotion has been added** – поощрение было прикреплено к игроку.
- **[PlayerRegCard] Promotion has been deleted** – поощрение было откреплено от игрока.

Double-clicking on the line opens a form with detailed information about the event, in which you can see the date and time of the event, the employee's login, the player's ID and the ID of the individual promotion (**Parameters**).



7.15 Manage players statuses.

With the help of «SlotLogic» system it is possible to manage statuses of players, increasing or decreasing the status, depending on their activity on gaming machines for a certain period of time.

Example: *The bonus balance of the personal card of the Standart player reached the threshold of 5000 bonus points and his status was upgraded to Silver. If after 12 months with an active game the player earns at least 20000 bonus points and his bonus balance reaches the threshold of 10000 bonus points, the Silver status will be upgraded to Gold. If the player does not earn 20000 bonus points after 12 months, the Gold status will be lowered to Standart.*

To be able to manage player statuses, in the system the following elements must be configured:

- Player statuses («Settings» → «Reception» → [«Player statuses»](#)).
- Method of accrual and written off bonus points (PTS) («Slots» → «Promotion» → [«Promotion overview»](#).)
 - Conditions for raising and lowering the players status («Slots» → «Players Statuses Management» → [«Settings»](#)).

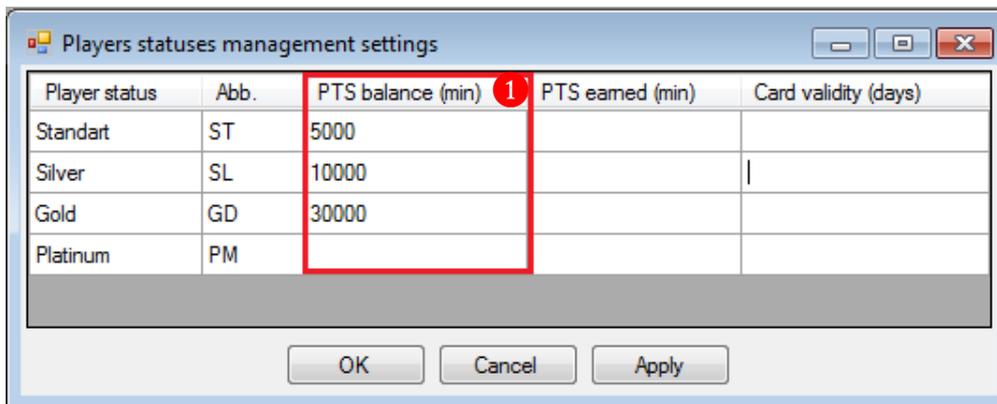
7.15.1 Setting conditions for increasing and decreasing of players statuses.

Setting conditions for increasing and decreasing of players status is performed on the form «Players statuses management settings» («Slots» → «Players Statuses Management» → «Settings»).

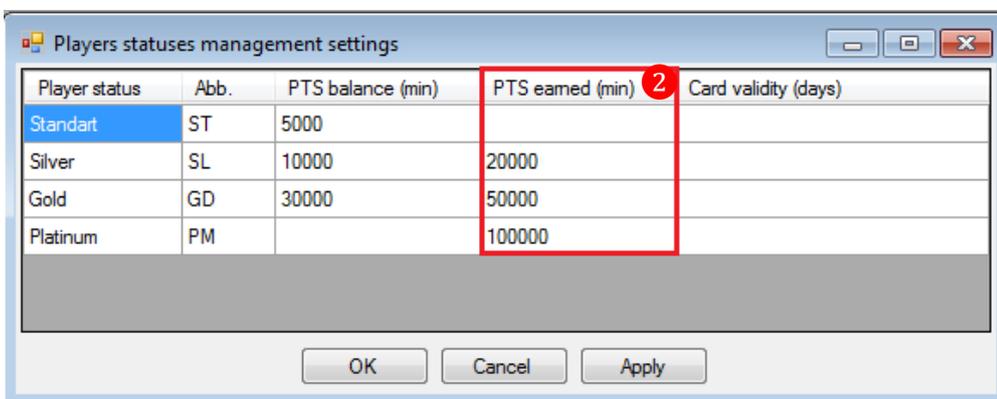
Player status	Abb.	PTS balance (min)	PTS eamed (min)	Card validity (days)
Standart	ST			
Silver	SL			
Gold	GD			
Platinum	PM			

In this form, you need to specify the following parameters that affect the increasing and decreasing of players' statuses (the input field is activated by double clicking the left mouse button):

1. PTS balance (min) – specify the minimum number of bonus points on the current PTS balance of the player's personal card, necessary to increase his current status (card). This parameter affects **the player's status rise** (↑): if the player fulfills this condition, then his current status can be upgraded to the next. If you do not need to raise any status, then the field is left blank.

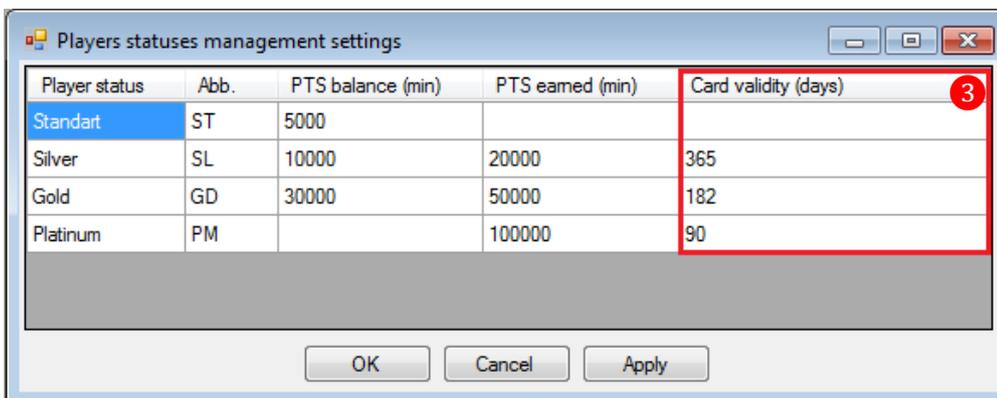


2. PTS earned (min) – specify the minimum number of bonus points that a player must earn during the reporting period when playing on gaming machines in order to preserve (extend) his current status (card). This parameter affects **the player's status decrease** (↓): if the player does not fulfill this condition, then its current status can be lowered to the previous one. If you do not need to lower any status, the field is left blank.



*Note: **PTS earned** – this is bonus points, which are accumulated by player bets made on the club's gaming machines (for more details see p. [Promotions module settings](#)). When calculating the value of «**PTS earned**» only accumulated PTS are taken into account, not including those written off.*

3. Card validity (days) – specify the validity period of the player's card, after which his status may be lowered depending on the fulfillment of the conditions of the club. Also after the specified period the player's card will be automatically blocked for use on gaming machines and terminals of the club. You can extend the card manually in the **Player registration card** on the «**Card**» tab. If there is no validity period for the card, then the field is left blank.



When settings are complete, click «**Apply**» (to save settings) or «**OK**» (to save and close).

7.15.2 Reports of increasing and decreasing players statuses.

Reports of increasing and decreasing players' statuses are available for viewing on the form «**Players Statuses Management**» («Slots» → «Players Statuses Management» → «Report»).

Player number	Sumame	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration
---------------	--------	------------	--------	-------------	------------	-------------	-------------	------------------------	-----------------

With this form you can generate two types of report:

- 4) Report «**Increase status**».
- 5) Report «**Decrease status**».

Procedure for generating the report:

Player number	Sumame	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration
---------------	--------	------------	--------	-------------	------------	-------------	-------------	------------------------	-----------------

1. To select the type of report, set a mark to the appropriate type in the filter «**Report type**».
2. Use the «**Players status**» filter, to select the players' status, on which you want to generate a report of the increase or decrease the status.
3. Use the «**Dates interval**» filter, to set the reporting period for the report. The default is the current calendar day.
4. Use the «**PTS balance**» filter, to set the level of players PTS balance, on which data will be loaded into the report. The value «**from**» should be less than the value «**to**». This is relevant for the «**Increase status**» report. If you leave the filter fields empty, then the report displays data for all players with the selected status for the specified period, taking into account other filters.

5. Use the «**PTS earned**» filter, to set the level of PTS earned by players, by which data will be loaded into the report. The value «**from**» should be less than the value «**to**». This is relevant for the «**Decrease status**» report. If you leave the filter fields empty, then the report displays data for all players with the selected status for the specified period, taking into account other filters.

6. To generate and load a report, press the «**Load**» button.

After a few seconds, the report will be generated and displayed in the current form as a table.

➤ **Report «Increase status»:**

In this report, players with expiring cards or with a blocked card, highlighted by a **red background**, are displayed at the top of the list. Below in the list, highlighted by a **green background**, players are shown who have already reached the level for increase the status. At the end of the list, the remaining players with cards that have not yet reached the level for increase the status are displayed.

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
81	Середина	Марина	Standart	195.01	11500000	07-01-000005	17.04.2017 11:28	35	10.04.2018	<input type="checkbox"/>
45	Овчаренко	А	Standart	0	0	TE-ST-000999	19.02.2018 11:02	50	18.02.2019	<input checked="" type="checkbox"/>
337	Fredrikson	Mari	Standart	45950	0	GP-RS-000001	13.12.2017 10:55	69	30.04.2019	<input type="checkbox"/>
2	Baldwin	Alec	Standart	10000	10000	TE-ST-000003	05.02.2018 12:29	64		<input type="checkbox"/>
8	Токарев	Сергей	Standart	0	0	TE-ST-000803	14.02.2018 13:12	55		<input type="checkbox"/>
28	Щукин	Дмитрий	Standart	0	17087000	TE-ST-000800	02.05.2017 14:53	343		<input type="checkbox"/>

Players with expired or blocked card
 Players for increase status
 Players for decrease status

The report contains the following data about the players:

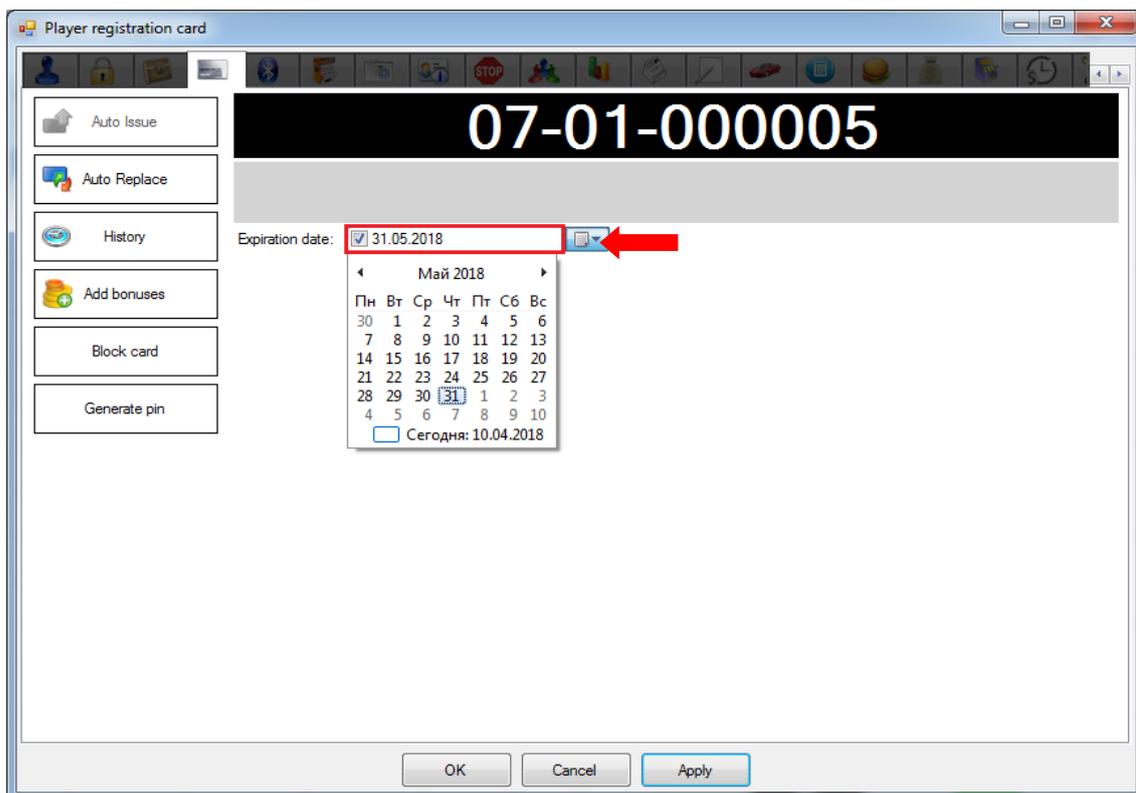
- **Player number** – the id-number of the player in the system.
- **Surname** – the player surname.
- **First name** – the player name.
- **Status** – the current player status.
- **PTS balance** – the current player PTS balance.
- **PTS earned** – the amount of PTS, earned players for the reporting period.
- **Card number** – the number of the player's personal card.
- **Card issued** – date and time of issuing the card to the player.
- **Card issued (days ago)** – number of days since the card was issued.
- **Card expiration** – the card expiry date (if specified in the **Player registration card**).
- **Card blocked** – a check mark is displayed if the player's card has been blocked.

Extension of the card period

According to our report, it is clear that the card has expired for two players. And the cards with the expired term will not work on gaming machines and terminals of the club, if they are not extended.

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
81	Середина	Марина	Standart	195,01	11500000	07-01-000005	17.04.2017 11:28	35	10.04.2018	<input type="checkbox"/>
45	Овчаренко	А	Standart	0	0	TE-ST-000999	19.02.2018 11:02	50	18.02.2019	<input type="checkbox"/>
337	Fredrikson	Mari	Standart	45950	0	GP-RS-000001	13.12.2017 10:55	69	30.04.2019	<input type="checkbox"/>
2	Baldwin	Alec	Standart	10000	10000	TE-ST-000003	05.02.2018 12:29	64		<input type="checkbox"/>
8	Токарев	Сергей	Standart	0	0	TE-ST-000803	14.02.2018 13:12	55		<input type="checkbox"/>
28	Щукин	Дмитрий	Standart	0	17087000	TE-ST-000800	02.05.2017 14:53	343		<input type="checkbox"/>

To extend the validity of the card, you must go to the «**Players overview**» form («Reception» → «Players overview») and set a new validity period for the card on the «**Card**» tab in the **Player registration card** of the this player.



Increase status (↑)

After the extension of cards, we reloaded the «**Increase status**» report and see that now there are two players in the list with the **Standart** status, who have reached the level for increase their status to the next; that is, their current PTS balance has exceeded the set value (5000)

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
337	Fredrikson	Mari	Standart	45950	0	GP-RS-000001	13.12.2017 10:55	118	30.04.2019	<input type="checkbox"/>
2	Baldwin	Alec	Standart	10000	10000	TE-ST-000003	05.02.2018 12:29	64		<input type="checkbox"/>
81	Середина	Марина	Standart	195,01	11500000	07-01-000005	17.04.2017 11:28	358	31.05.2018	<input type="checkbox"/>
28	Щукин	Дмитрий	Standart	0	17087000	TE-ST-000800	02.05.2017 14:53	343		<input type="checkbox"/>
8	Токарев	Сергей	Standart	0	0	TE-ST-000803	14.02.2018 13:12	55		<input type="checkbox"/>
45	Овчаренко	А	Standart	0	0	TE-ST-000999	19.02.2018 11:02	50	01.05.2019	<input type="checkbox"/>

Note: When calculating the value of «**PTS earned**» only accumulated PTS are taken into account, not including those written off.

To increase the player status, you must go to the «**Players overview**» form («Reception» → «Players overview») and set a new player status on the «**Personal info**» tab in the **Player registration card** of this player. In our example, the next status after **Standart** is **Silver**.

If the assignment of a new status requires the issuance of a new card, then go to the «**Card**» tab and conduct a standard procedure for [issuing \(replacing\) the card to the player](#).

Note: When the player's status is changed or the personal card is replaced, the current PTS balance and the amount of PTS accumulated by the player are saved.

We draw your attention to the fact that in the «**Increase status**» report the standard system of filtering, searching and printing data operates:

Player number	Surname	First name	Status	PTS balance	PTS earned
81	Середина	Марина	Standart	195.01	11500000
45	Овчаренко	A	Standart	0	0
337	Fredrikson	Mari	Standart	45950	0

If necessary, you can sort the data in columns by descending / increasing by clicking on the column name.

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
337	Fredrikson	Mari	Standart	45950	0	GP-RS-000001	13.12.2017 10:55	118	30.04.2019	<input type="checkbox"/>
2	Baldwin	Alec	Standart	10000	10000	TE-ST-000003	05.02.2018 12:29	64		<input type="checkbox"/>
81	Середина	Марина	Standart	195.01	11500000	07-01-000005	17.04.2017 11:28	358	31.05.2018	<input type="checkbox"/>
28	Шукин	Дмитрий	Standart	0	17087000	TE-ST-000800	02.05.2017 14:53	343		<input type="checkbox"/>
8	Токарев	Сергей	Standart	0	0	TE-ST-000803	14.02.2018 13:12	55		<input type="checkbox"/>
45	Овчаренко	A	Standart	0	0	TE-ST-000999	19.02.2018 11:02	50	01.05.2019	<input type="checkbox"/>

6) Report «Decrease status»:

In this report, players with expiring cards or with a blocked card, highlighted by a **red background**, are displayed at the top of the list. Below in the list, highlighted by a **pink background**, players are shown who have already reached the level for decrease the status. At the end of the list, the remaining players with cards that have not yet reached the level for decrease the status are displayed. For each player, the same data is displayed as in the «**Increase status**» report.

Players statuses management

Report type: Increase status Decrease status

Players status: Gold

Dates interval: From: 01.03.2018 to: 10.04.2018

PTS balance: From: to: PTS earned: From: to: Load

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
1	Bond	HZ	Gold	5	10	TE-ST-000002	22.03.2017 12:48	384	15.02.2018	<input type="checkbox"/>
37	Паламарчук	И	Gold	488200	0	TE-ST-000802	07.09.2017 11:03	215		<input type="checkbox"/>
36	Паламарчук	Евгений	Gold	0	51800	07-07-000777	24.08.2017 15:41	229		<input type="checkbox"/>

Players with expired or blocked card
 Players for increase status
 Players for decrease status

If the report contains players with an expired card or with a blocked card, you must go to the «**Players overview**» form («**Reception**» → «**Players overview**») and perform the appropriate procedure on the «**Card**» tab in the **Player registration card** of this player.

Decrease status (↓)

After the extension of cards, we reloaded the «**Increase status**» report and see that now there are two players in the list with the **Gold** status, who have reached the level for decrease their status; that is, for a set period of time (182 days), players did not earn the set amount of PTS (50000) required to maintain (extend) the current status.

Player number	Surname	First name	Status	PTS balance	PTS earned	Card number	Card issued	Card issued (days ago)	Card expiration	Card blocked
37	Паламарчук	И	Gold	488200	0	TE-ST-000802	07.09.2017 11:03	215		<input type="checkbox"/>
1	Bond	HZ	Gold	5	10	TE-ST-000002	22.03.2017 12:48	384	15.02.2019	<input type="checkbox"/>
36	Паламарчук	Евгений	Gold	0	51800	07-07-000777	24.08.2017 15:41	229		<input type="checkbox"/>

Players statuses management settings

Player status	Abb.	PTS balance (min)	PTS earned (min)	Card validity (days)
Standart	ST	5000		
Silver	SL	10000	20000	365
Gold	GD	30000	50000	182
Platinum	PM		100000	90

OK Cancel Apply

To decrease the player status, you must go to the «**Players overview**» form («Reception» → «Players overview») and set a new player status on the «**Personal info**» tab in the **Player registration card** of this player. In our example, the player status decrease from **Gold** to **Silver**.

Player registration card

First name: HZ
Middle name: 1
Surname: Bond
Nickname: Phil
Date of birth: 07.04.1986
Status: Silver
Company: Standart
Position: Silver
Age group: 18 - 30
Constitution:
Glasses:
Group: American
Hair:
Hair color:
Hair length:
Hair on the face:
Stature:
Player number: 1
Sex: Man Woman
Resident: Yes No
Advice:

OK Cancel Apply

If the assignment of a new status requires the issuance of a new card, then go to the «**Card**» tab and conduct a standard procedure for [issuing \(replacing\) the card to the player](#).

***Note:** When the player's status is changed or the personal card is replaced, the current PTS balance and the amount of PTS accumulated by the player are saved.*

8 «Template editor» functionality.

System «SlotLogic» contains the visualization module, allowing you to display information on screens jackpots, as well as broadcast the results of ongoing tournaments and various video / flash videos.

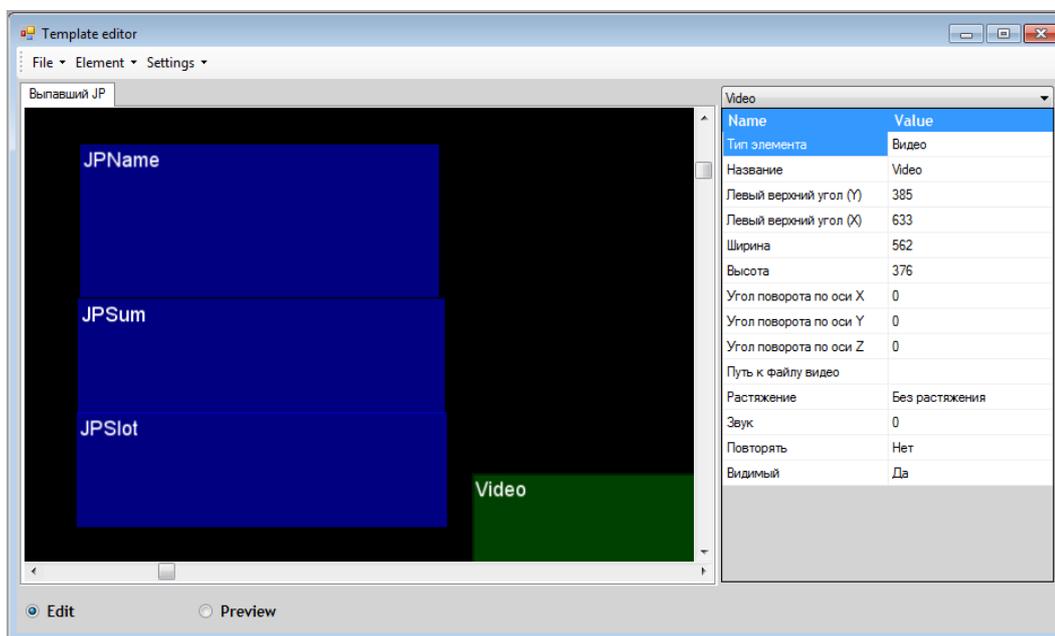


Visualization module supports the following media formats: AVI, MPEG, FLASH, MP3, JPEG, etc.

The system allows you to create and configure the following types of templates:

- **Raffling jackpot** – used to display the current jackpots.
- **Won jackpot** – used to display data on the won jackpot.
- **Broadcast Template** – used to display the advertisements.
- **Jackpot Pre won template** (intermediate template) – used to display a screen saver before displaying the template with information about the won jackpot.
- **Slot Tournaments Preparation** - used during the tournament to display the phase of the «Preparation».
- **Slot Tournaments Holding** - used during the tournament to display the phase of the «Holding».
- **Slot Tournaments Results** - used during the tournament to display the phase of the «Results».

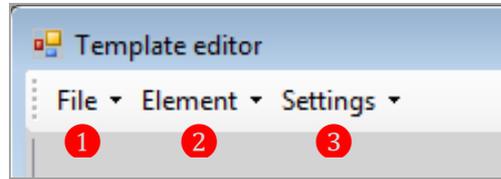
All screensavers (templates) to display on the screens are created and configured using the form «Template editor» («Settings» → «Video templates editor»).



Note: To be able to output created templates (savers) to the screens of the club, the computer must be installed Video Server. To install and configure this application, you need to consult the tech.support.

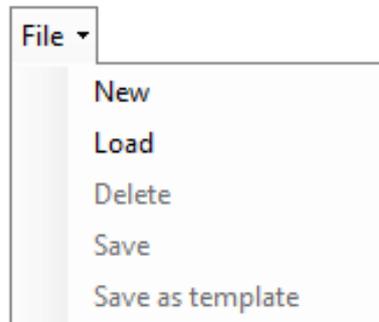
8.1 Templates Management.

Menu Template Editor includes the following tools:



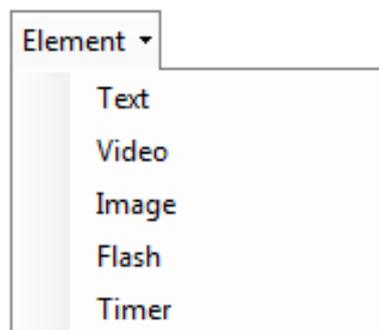
1. «File» - menu button to work with templates.

- **New** – to create a new template.
- **Load** – load a template that you created earlier.
- **Delete** – delete the current template.
- **Save** – save changes to the current template.
- **Save as template** – create a new template based on the current.



2. «Element» - menu button to add different elements to the template.

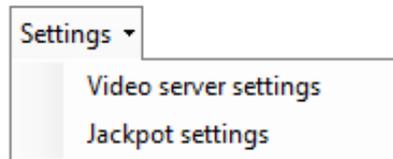
- **Text** - add text to the template.
- **Video** - adding video to the template.
- **Image** - add a picture to the template.
- **Flash** - flash-adding video into the template.
- **Timer** - adding a timer (hours) to the template.
- and more.



3. «Settings» - menu button to configure the application server and video monitoring service state jackpot.

- **Video server settings** - opening the window is a video server.

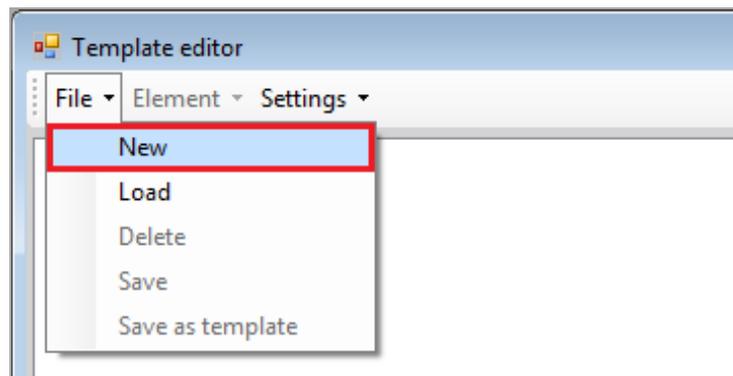
- **Jackpot settings** - opens the Settings window service status monitoring jackpot.



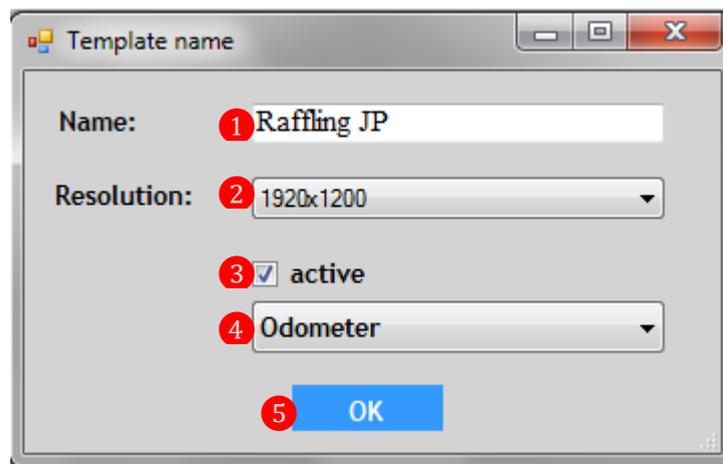
8.1.1 Creating Template.

To create a template for displaying on the screen of the jackpot, you must do the following:

1. In the form of «**Template editor**» select the menu «**File**» → «**New**».

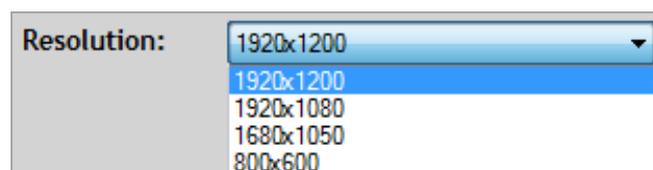


2. In the window with the settings to specify the template parameters:



1) In the field «**Name**» to enter a descriptive name for the template (for example, Raffling JP).

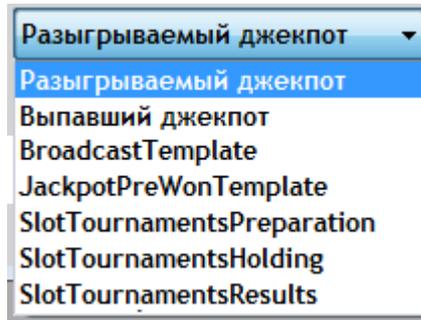
- 2) In line «**Resolution**» from the drop down list to select a resolution for the template.



- 3) Line «**Active**» install tick if created template will be active.

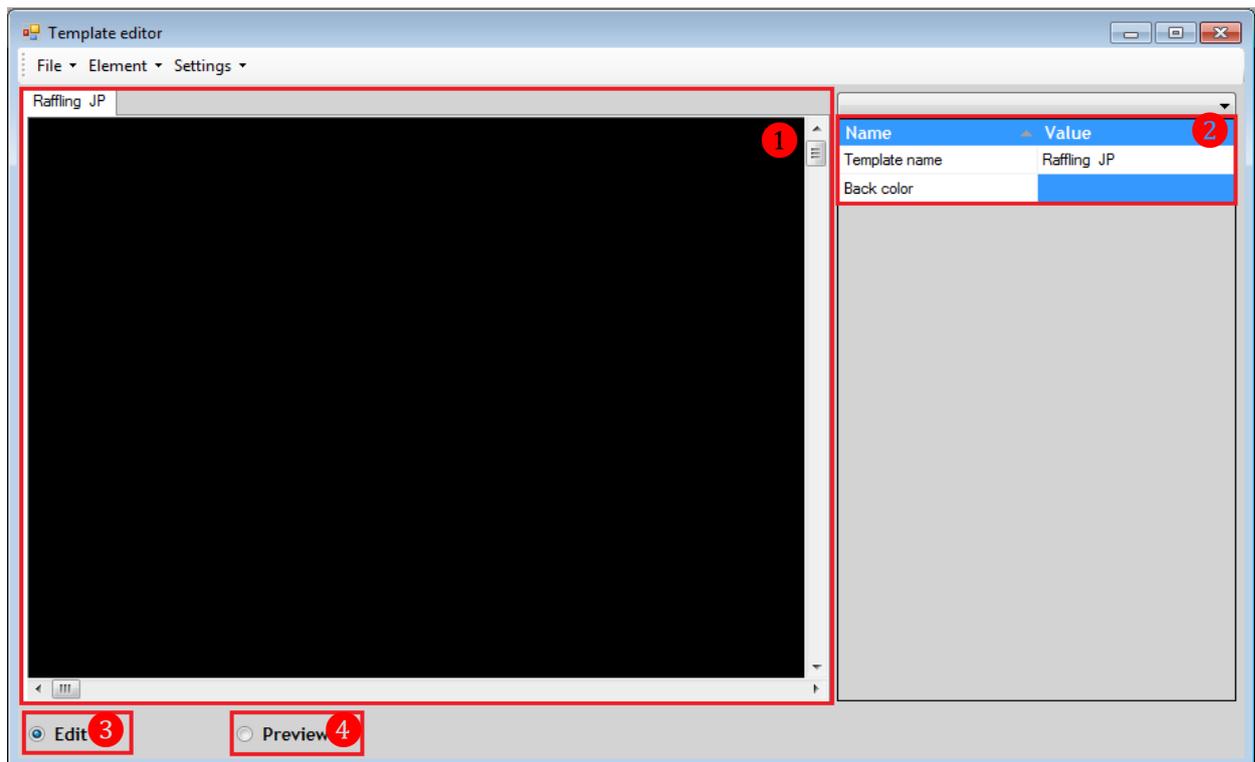
Note: Can be active only one template for each type.

- 4) From the drop-down list to select the type of the template:



5) To save the settings, press the button **OK**.

After saving the settings template is created and displayed in the left part of the form editor **1**, on the right side of the form displays a list of all properties (parameters) of a template **2**.



Description template properties:

Properties	Description
Template name	Template name that you enter when you create it.
Back color	The background color of the template.

Double-click mouse button on the value of the property or a form field is activated for editing.

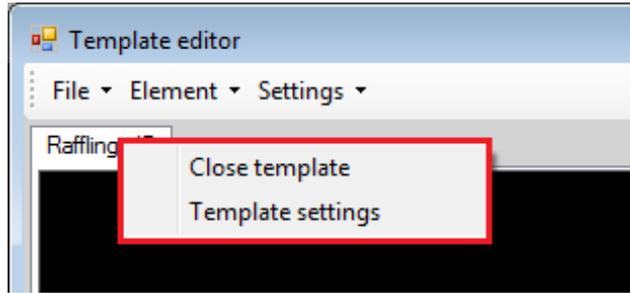
Template is available in two modes:

- In edit mode **3** - a template can add new items, delete items from the template, edit the properties of the elements, the elements move and resize them.
- In playback mode **4** - allowed only edit the properties of existing elements in the template.

In order to close the template or trigger template settings window, you need to click the right mouse button on the tab with the name of a template, then open the context menu:

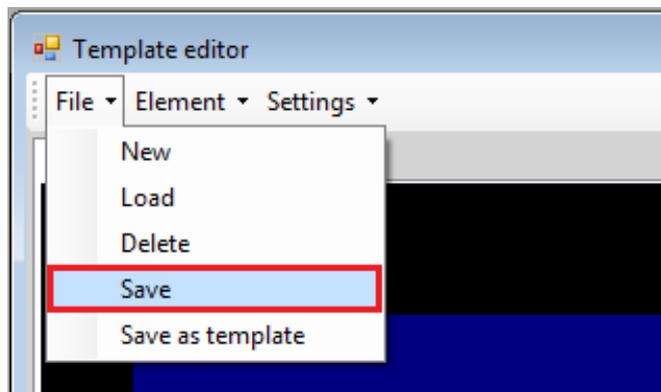
- ✓ **Close template** – close the template.

- ✓ **Template settings** – open the template settings.

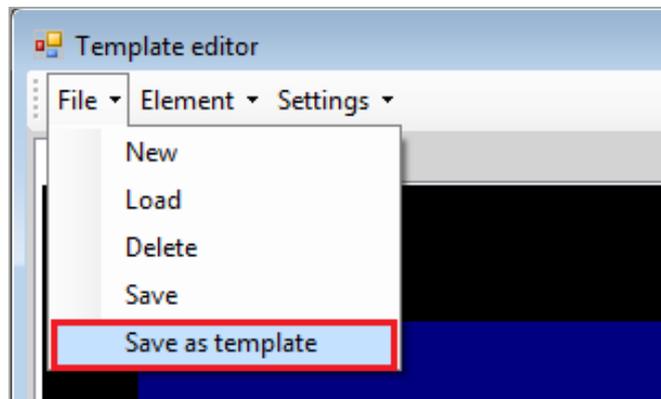


8.1.2 Saving Template.

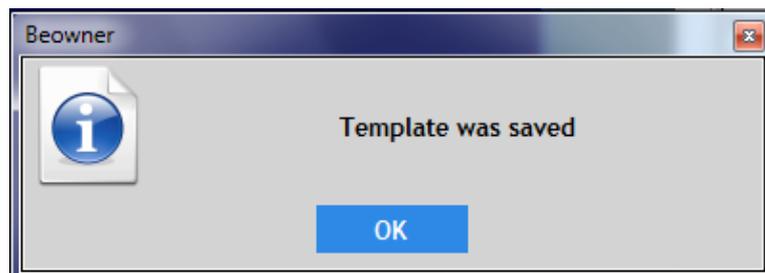
- To save the new template or template after you edit it, you need to select the menu «**File**» → «**Save**».



- To save the current template as a new (copy), you must select the men «**File**» → «**Save as template**».

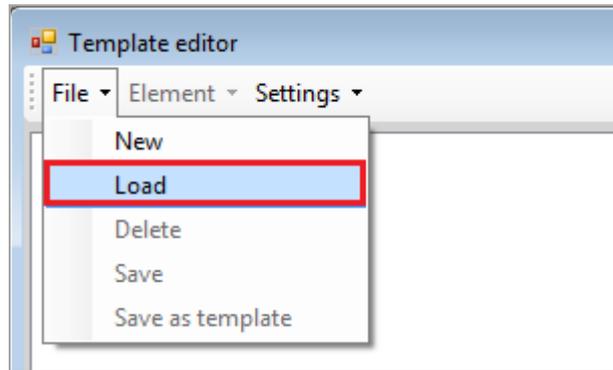


After saving a message box appears that the template has been saved, in which you must click **OK** to confirm.

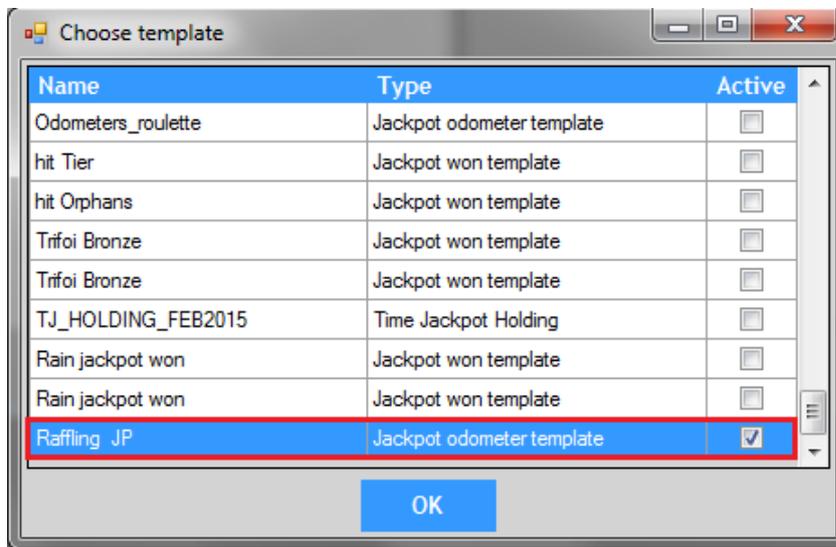


8.1.3 Loading existing Template.

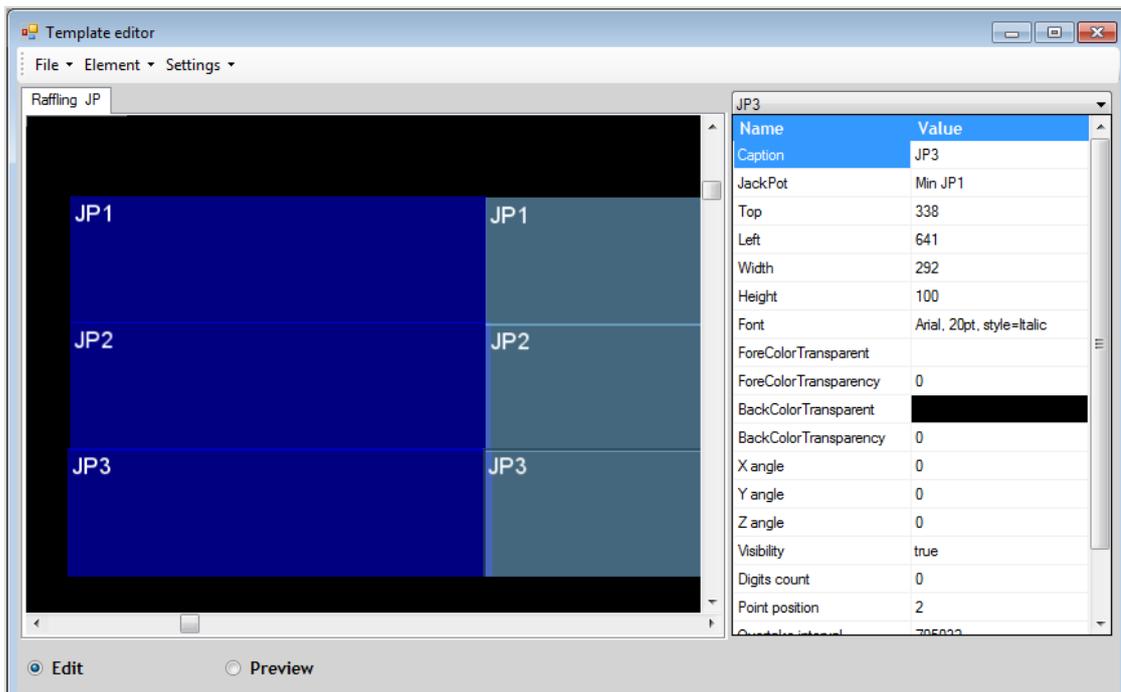
To load an existing template editor, go to the menu «File» → «Load».



From the list select the required template (click the left mouse button) and click  to download it.

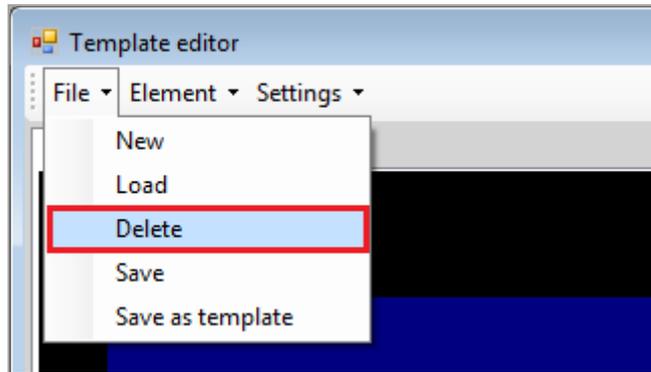


The selected template opens in the template editor for editing and viewing.



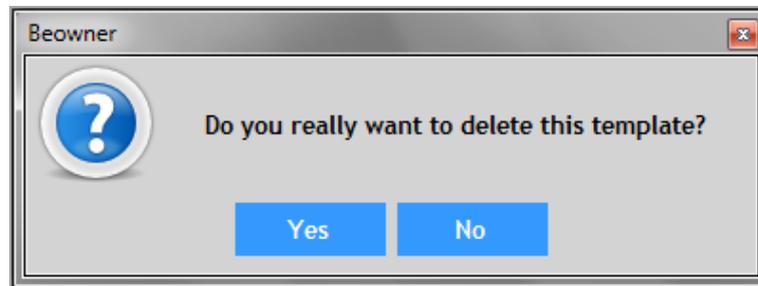
8.1.4 Deleting the Template.

In case you want to remove from the system a template, you must open it in the editor and select the menu «**File**» → «**Delete**».



A window appears asking you to confirm the deletion of the template by clicking

Yes



Next window will appear with a message about removing the template in which you must click

OK

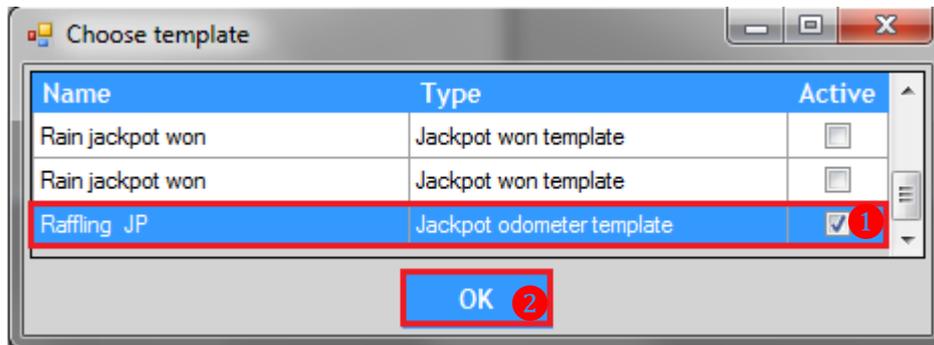


8.1.5 Displaying results on the screen.

As mentioned earlier, the screen display prompts the club with information about jackpots and tournaments created by template editor, via a special application **Video Server**.

➤ To display the screensaver (template) in annex Video Server to display it, you must do the following:

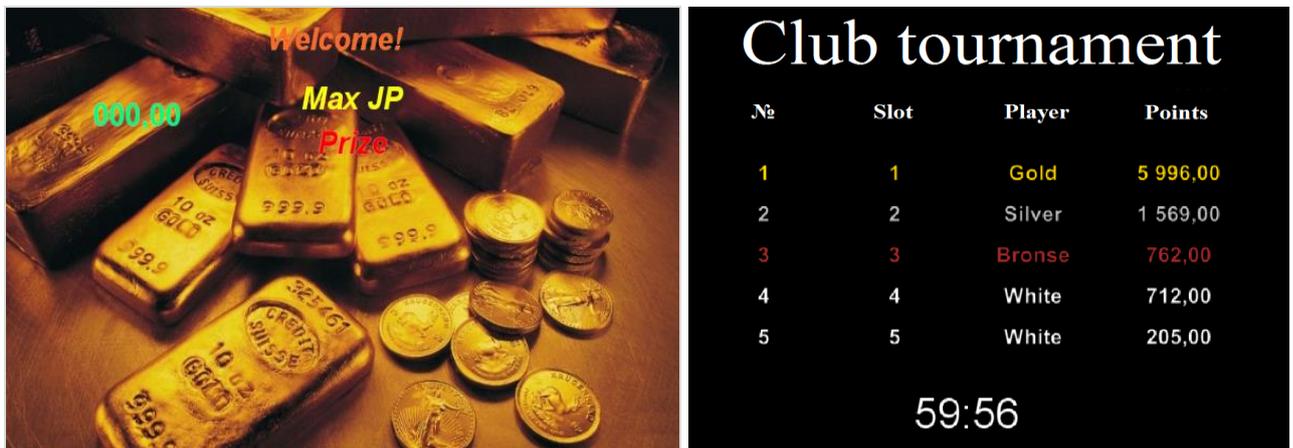
1. Open **Template editor** («**Settings**» → «**Video templates editor**»).
2. Upload editor active pattern to be played on the screen («**File**» → «**Load**»).



Attention! To display the template in Annex Video Server, it must be active (check mark in the column «Active»), otherwise it will not appear.

Note: If the check box is not installed, you must download the template in the editor, call settings menu template («Template settings»), to establish a tick and click «Ok». Then save changes to the template («File» → «Save»).

3. After you download the template in the editor you must start the application **Video Server** (via the shortcut on the desktop PC). As a result, a window appears, which shows the picture and information.



Note: Screensavers (templates) are displayed in the tournament Video Server application only during the tournament, i.e. only during the «Preparation», «Holding», «Results».

Closing the window display by pressing the button  in the upper right corner (if the window is open not the entire screen) or by simultaneously pressing **ALT+TAB**.

8.2 Working with the template elements.

When you create a screen saver for displaying on the screen of the club, in the template can be used the following types of elements:

- Text.
- Video.
- Image.
- Flash.
- Timer.
- Jackpot name.
- Jackpot prize.
- Odometer.
- Slot.

- Winnings.
- Tournament name.
- Players list.

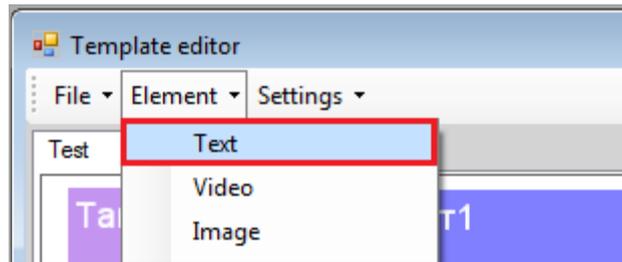
Example: The below screen saver contains elements such as text, image and prizes jackpot.



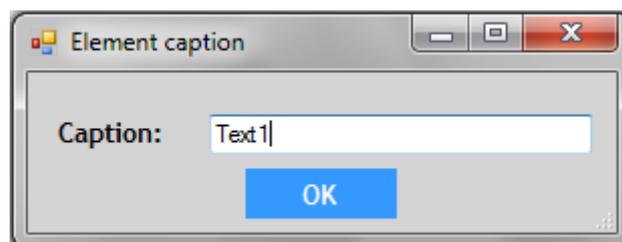
A detailed description of all the elements and their properties presented in the following paragraphs of this section.

8.2.1 «Text».

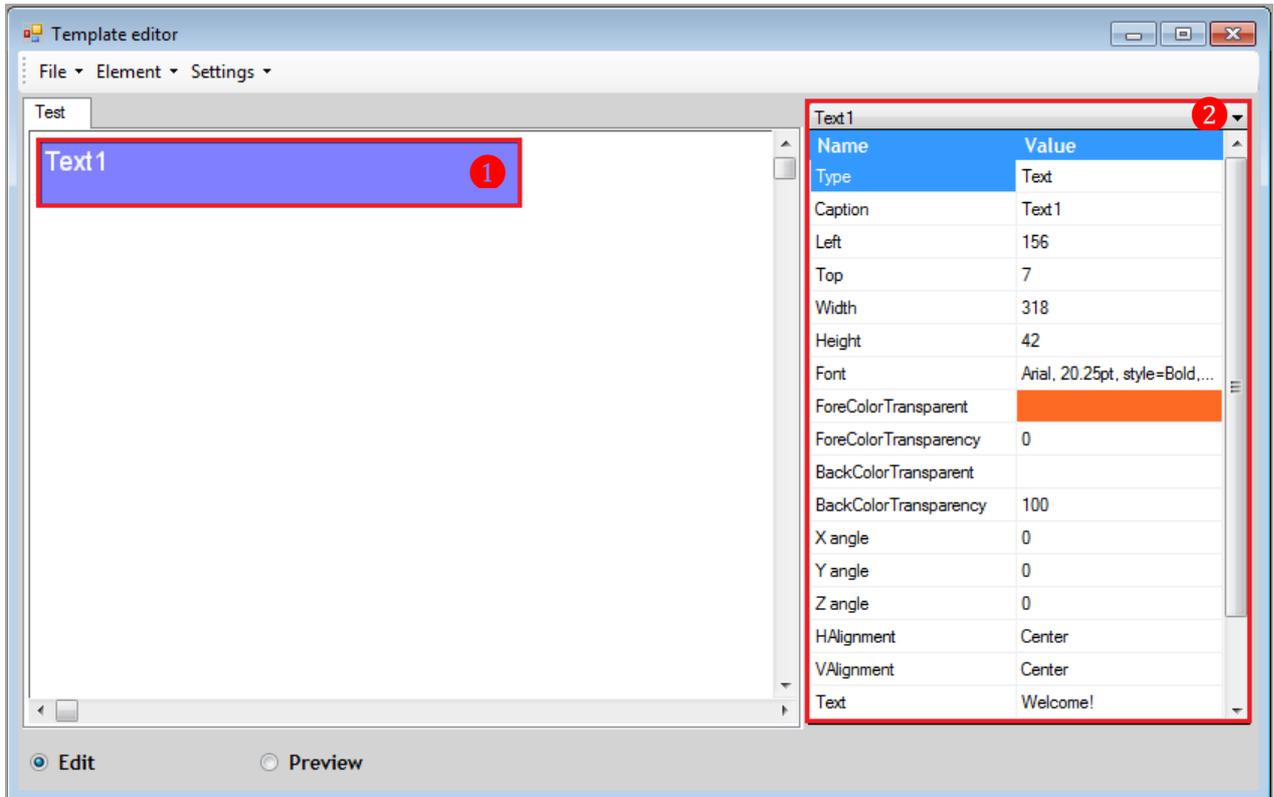
To add a splash of any template text, you must select the menu «**Element**» → «**Text**».



Then enter the name of the form that item and click .



Thus, the element «**Text**» will be added to the template .



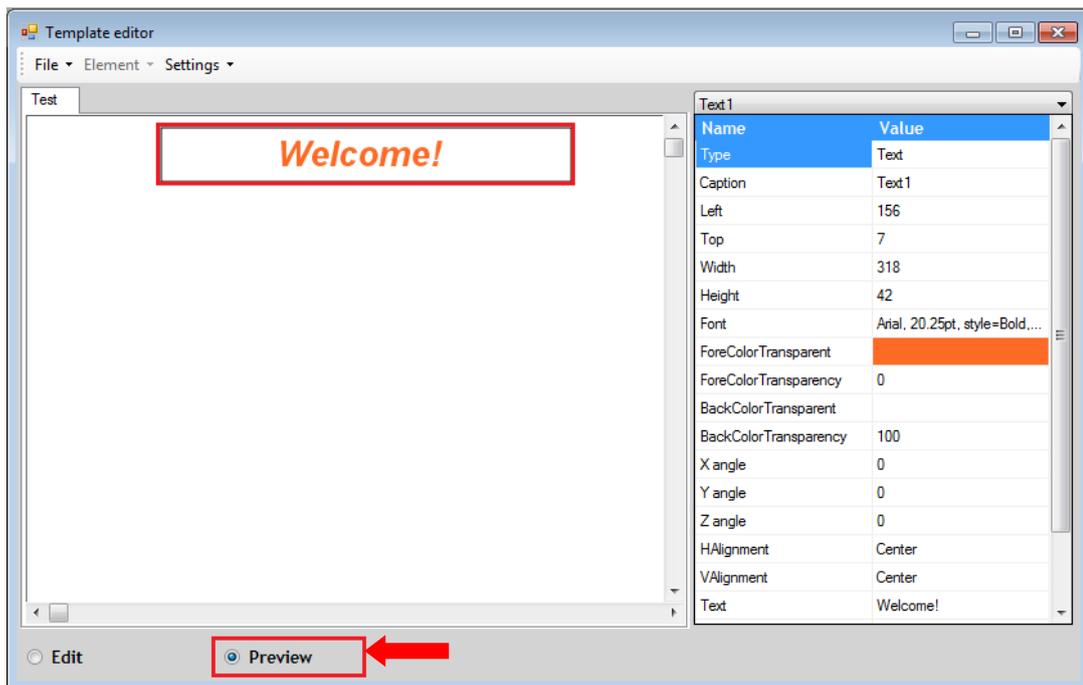
In the right part of the editor displays a list of properties (parameters) of the element **2**. Double-click mouse button on the value of the property or a form field is activated for editing.

Description properties of the element «Text»:

Properties	Description
Type	Name of the element type (read-only).
Caption	Name of the element that is entered when creating the element.
Left	The coordinate of the upper left corner of the element along the axis X.
Top	The coordinate of the upper left corner of the element Y.
Width	The width of the element.
Height	Height of the element.
Font	Text font.
VAlignment	Vertical text alignment: <ul style="list-style-type: none"> • The upper edge. • Clearance. • At the bottom.
HAlignment	Horizontal alignment of the text: <ul style="list-style-type: none"> • Left. • Clearance. • To the right.
ForeColorTransparent	Font color of the text (selected from the palette).
ForeColorTransparency	Text color transparency. Possible values are from 0 to 100%.
BackColorTransparent	Text background color (selected from the palette).
BackColorTransparency	Transparency of the background color. Possible values are from 0 to 100%.

XAngle	The rotation angle of the text axis X (integer from 0 to 360).
YAngle	The rotation angle of the text axis Y (integer from 0 to 360).
ZAngle	The rotation angle of the text axis Z (integer from 0 to 360).
Text	The text displayed in the item.
CreepingDirection	The direction of movement of the text: <ul style="list-style-type: none"> • No. • Left to right. • From right to left • Top-down • Upwards. Used when the element - running line.
CreepingSpeed	Travel speed ticker. Possible values - any non-negative integer. Used when the element - running line.
Visibility	Enable / disable the display element when rendering the template.

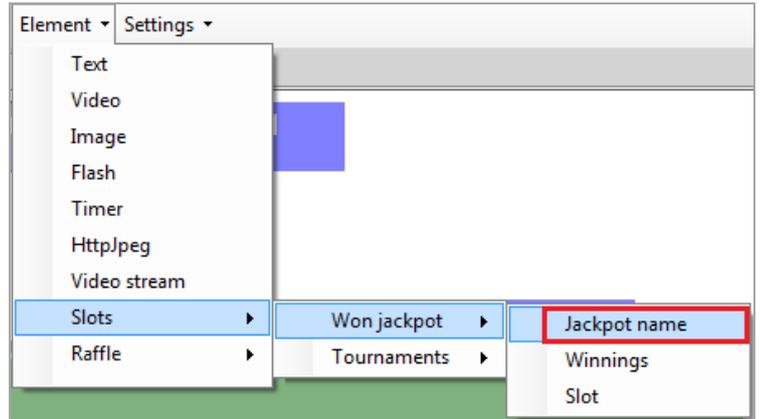
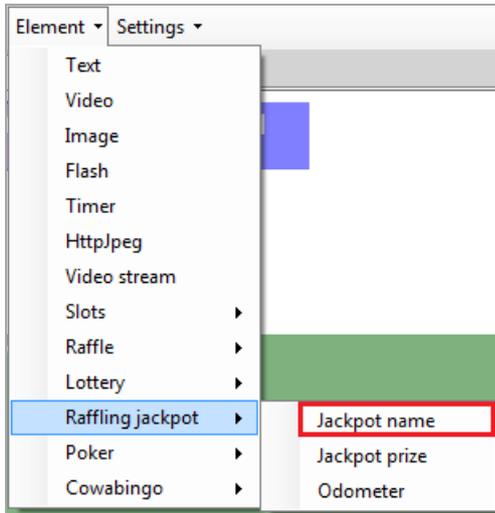
After setting the properties of to show you must set the mark in a string «**Preview**». Introduced and customized text displayed in the template.



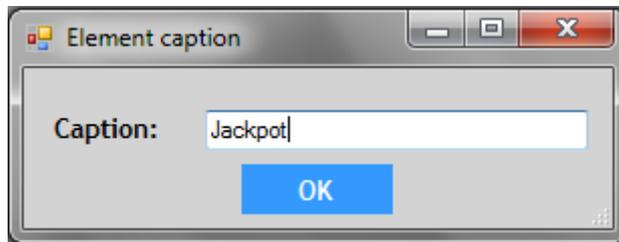
8.2.2 «Jackpot name».

To add a name to the template screen saver jackpot, you must select in the menu:

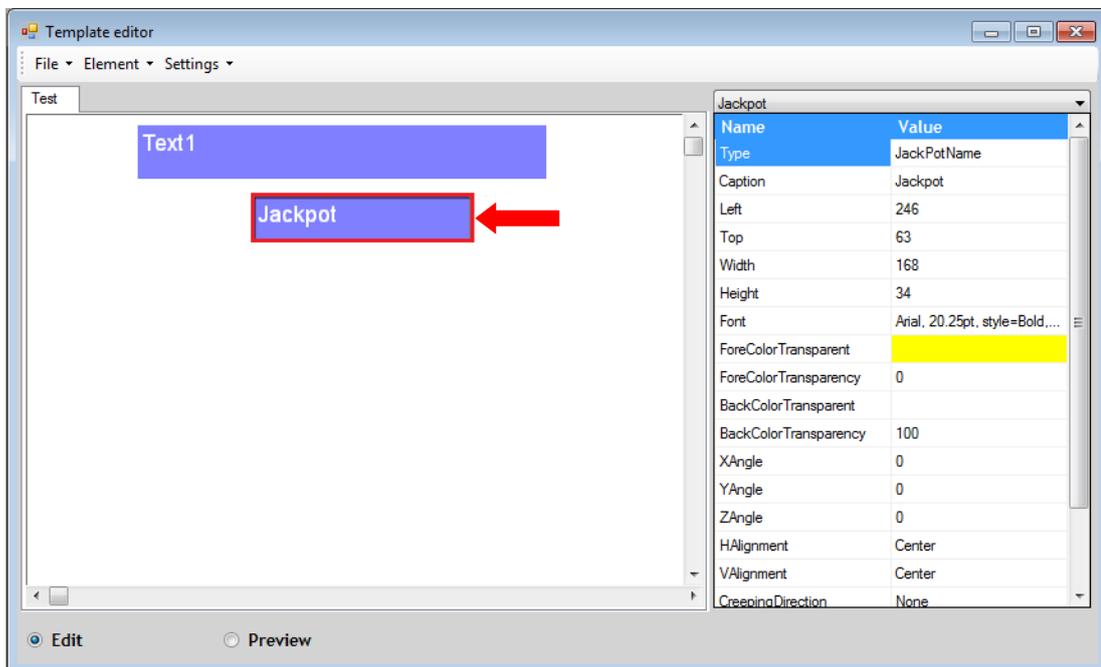
- For the raffling jackpot - «**Element**» → «**Raffling jackpot**» → «**Jackpot name**».
- For the winning jackpot - «**Element**» → «**Slots**» → «**Won jackpot**» → «**Jackpot name**».



Then enter the name of the form that element (e.g., Jackpot) and click .



Thus, the element «**Jackpot name**» is added to the template.

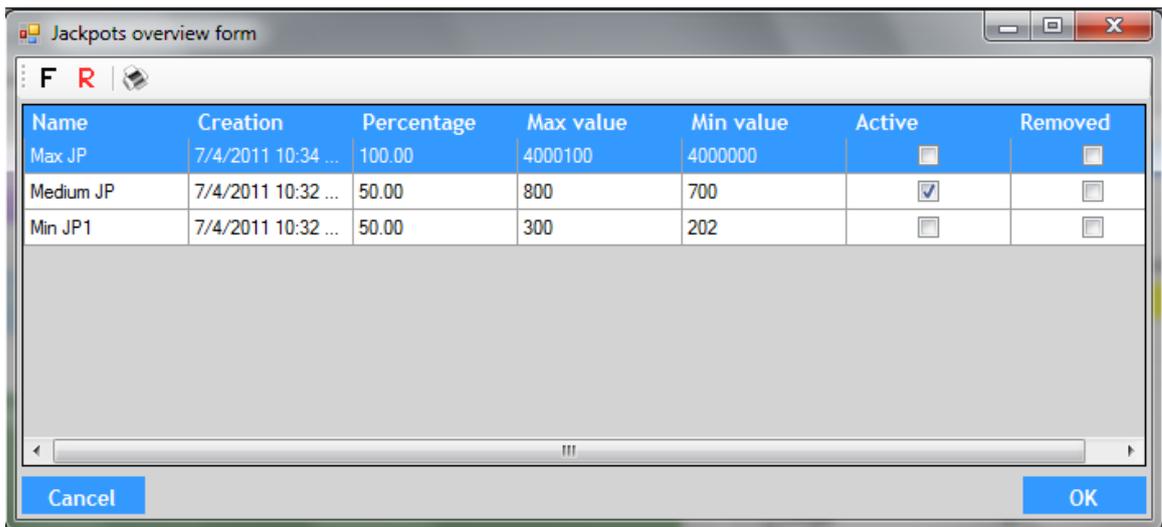


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Element properties «**Jackpot name**» similar properties on the «**Text**» («[Text](#)»), except for - **JackPot**, which sets the jackpot's name:

➤ If the current template is of type «**Raffling jackpot**», you must select the jackpot, which will be displayed on the screen.

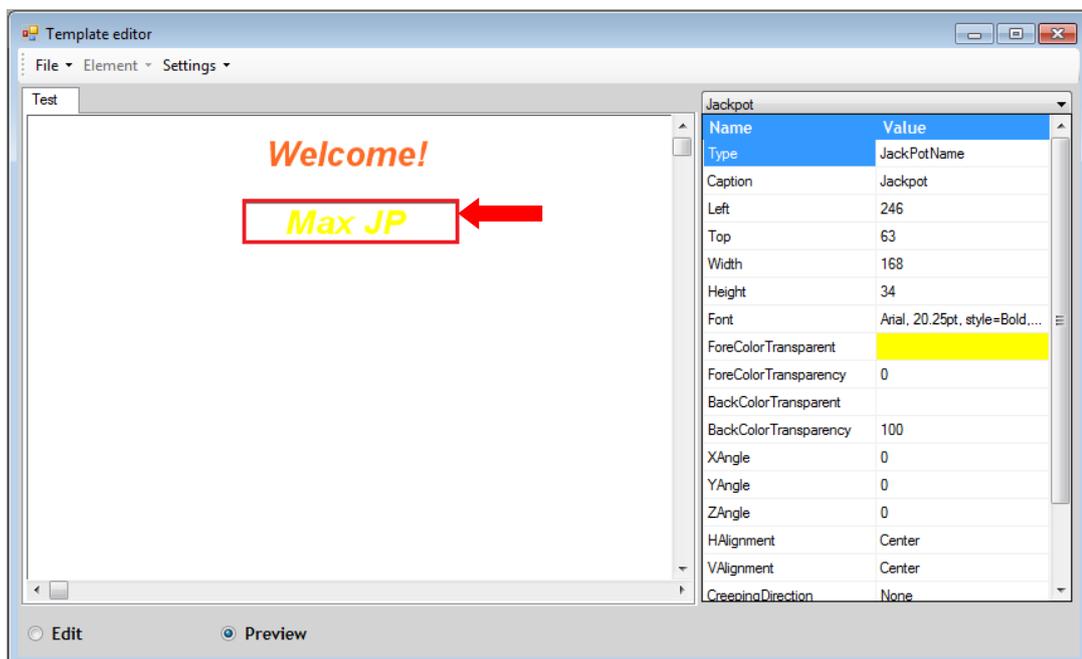
Double-click-click in the cell property values **JackPot** opens Review form to select the jackpot (shows and prize, and the jackpot prize), whose name will be displayed on the screen.



Select jackpot (e.g., Max JP) and click .

➤ If the current template is of type «**Won jackpot**», do something to bind a particular jackpot is not necessary.

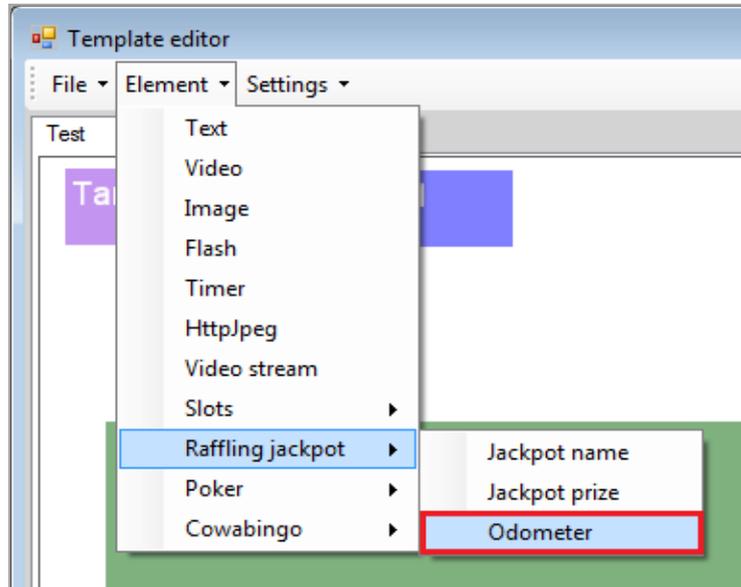
After setting the properties to show you must set the mark in a string «**Preview**». Title jackpot is displayed in the template.



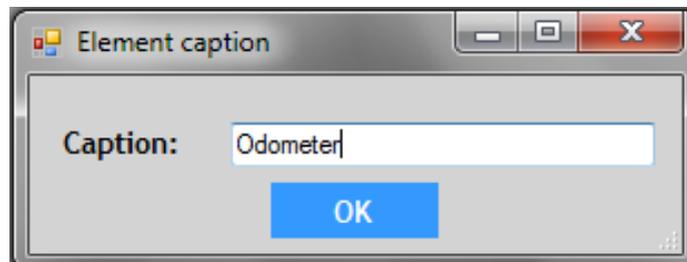
8.2.3 «Odometer».

Note: Element «Odometer» used to non-prize jackpots only template type «Raffling jackpot» and is designed to display the current value of the jackpot on the video server.

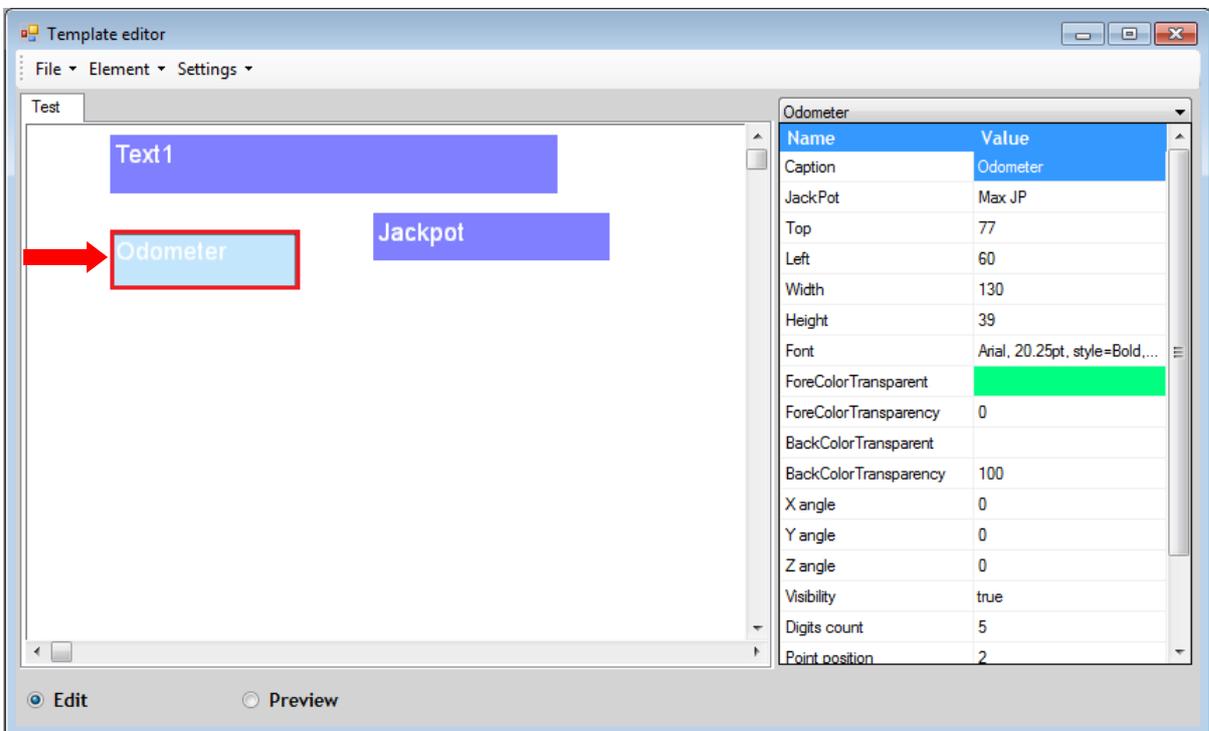
To add a splash pattern element «Odometer», you must select the menu «**Element**» → «**Raffling jackpot**» → «**Odometer**».



Then enter the name of the form that element (e.g., Odometer) and click .



Thus, the element «**Odometer**» will be added to the template.

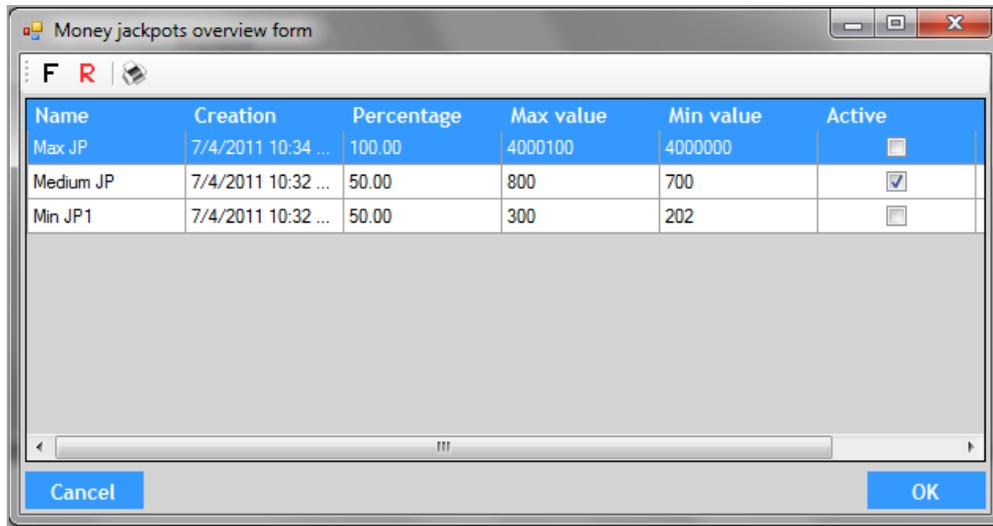


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Element properties «**Odometer**» similar properties on the «**Text**» ([«Text»](#)), except for the following:

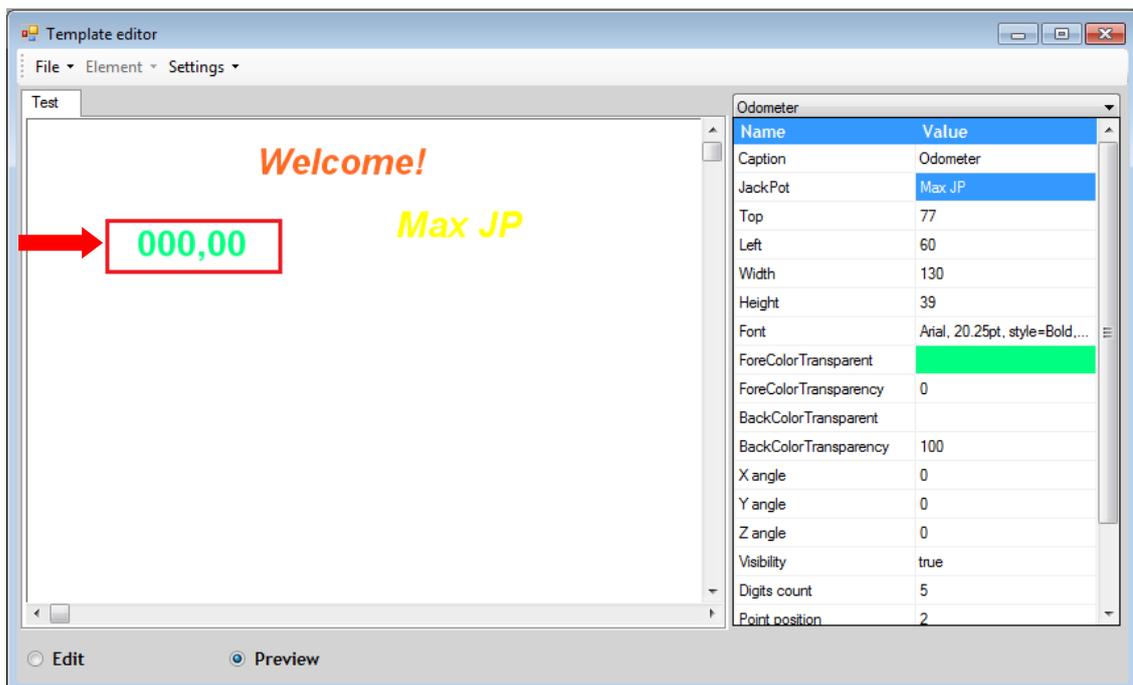
Properties	Description
JackPot	Jackpot is associated with this element. Selected value of the jackpot is displayed in the cell.
Digits count	Number of digits of the value of the jackpot, which will be displayed in the cell.
Point position	The number of digits to be displayed after the decimal point. The recommended value of 2.
Overtake interval	Used to achieve the effect Screw counter. The interval is calculated in seconds. Recommended value of 10.

Double-click mouse button on the value of the property opens JackPot Review form to select non-prize jackpot, the current amount of which will be displayed on the screen..



Select jackpot and click **OK**.

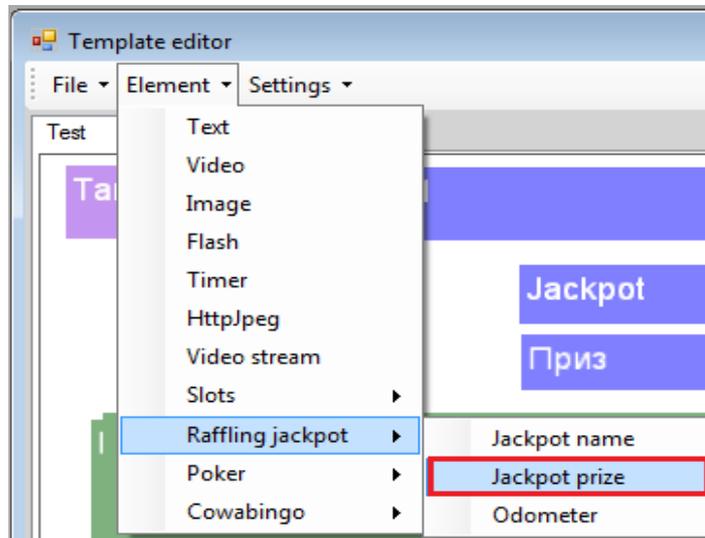
After setting the properties of to show you must set the mark in a string «**Preview**». The current amount of the jackpot is displayed in the selected template (if any).

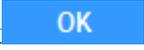


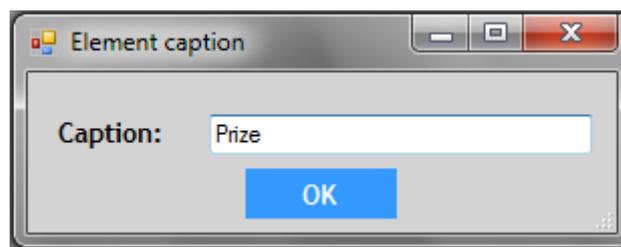
8.2.4 «Jackpot Prize».

Note: Element «Jackpot prize» is used only in the template type «Raffling jackpot».

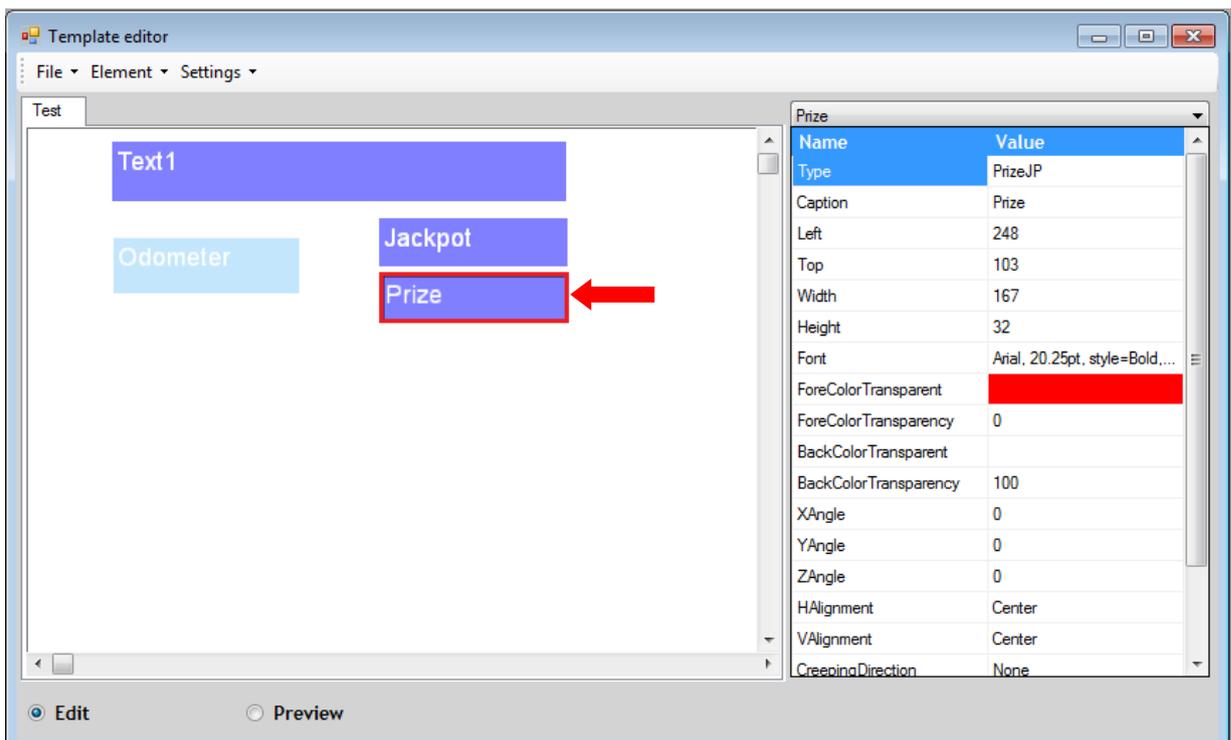
To add a splash pattern jackpot prize, you must select the menu «Element» → «Raffling jackpot» → «Jackpot prize».



Then enter the name of the form that element (e.g., Prize) and click .



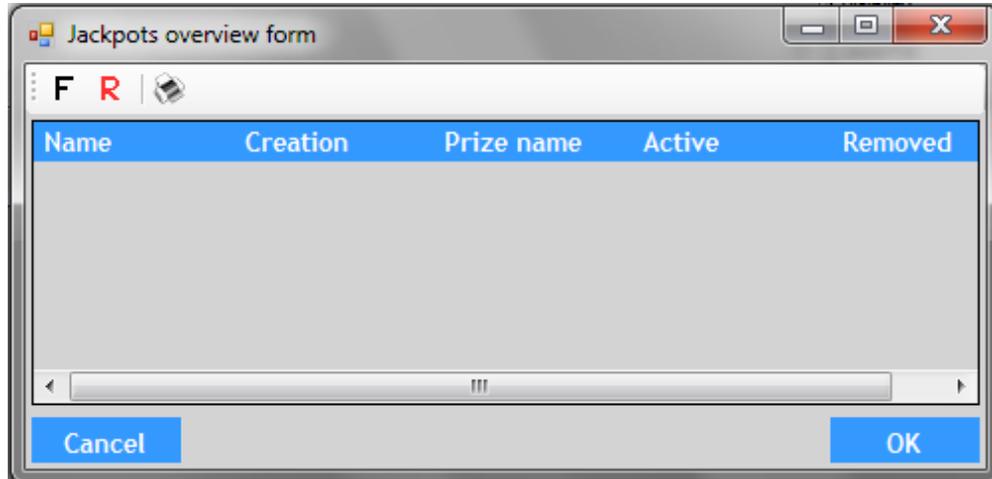
Thus, the element «**Jackpot prize**» will be added to the template.



In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

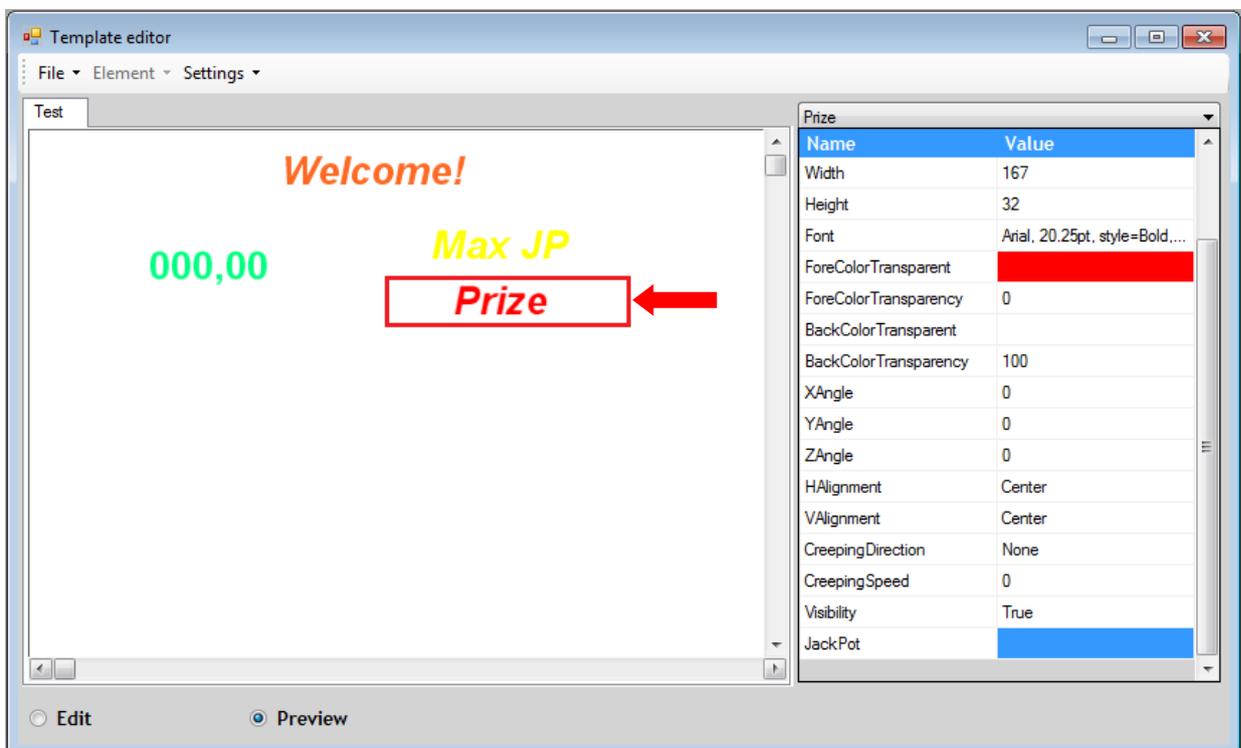
Element properties «**Jackpot prize**» similar properties on the «**Text**» («**Text**»), except for one - **JackPot**, which in this case sets the amount of the jackpot prize.

Double-click mouse button on the value of the property opens **JackPot** Review form to select the jackpot prize, the amount of which will be displayed on the screen.



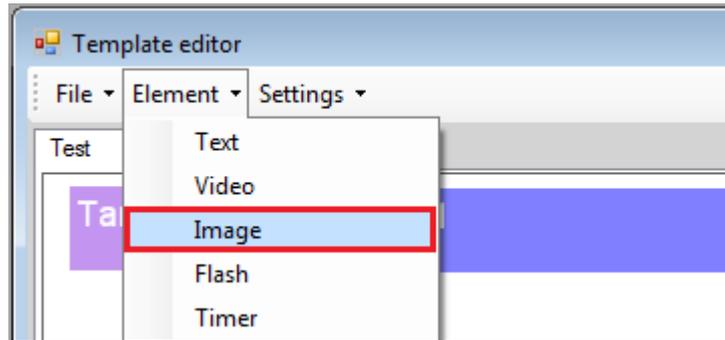
Select a jackpot prize and click on the button .

After setting the properties you must set the mark in a string «**Preview**». Sum selected prize jackpot is displayed in the template (if any).

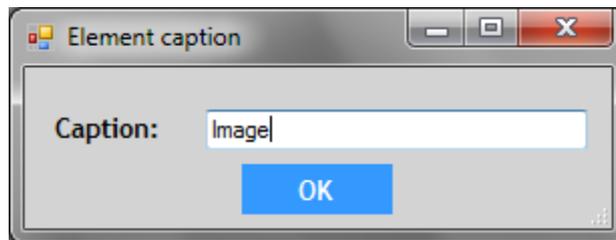


8.2.5 «Image».

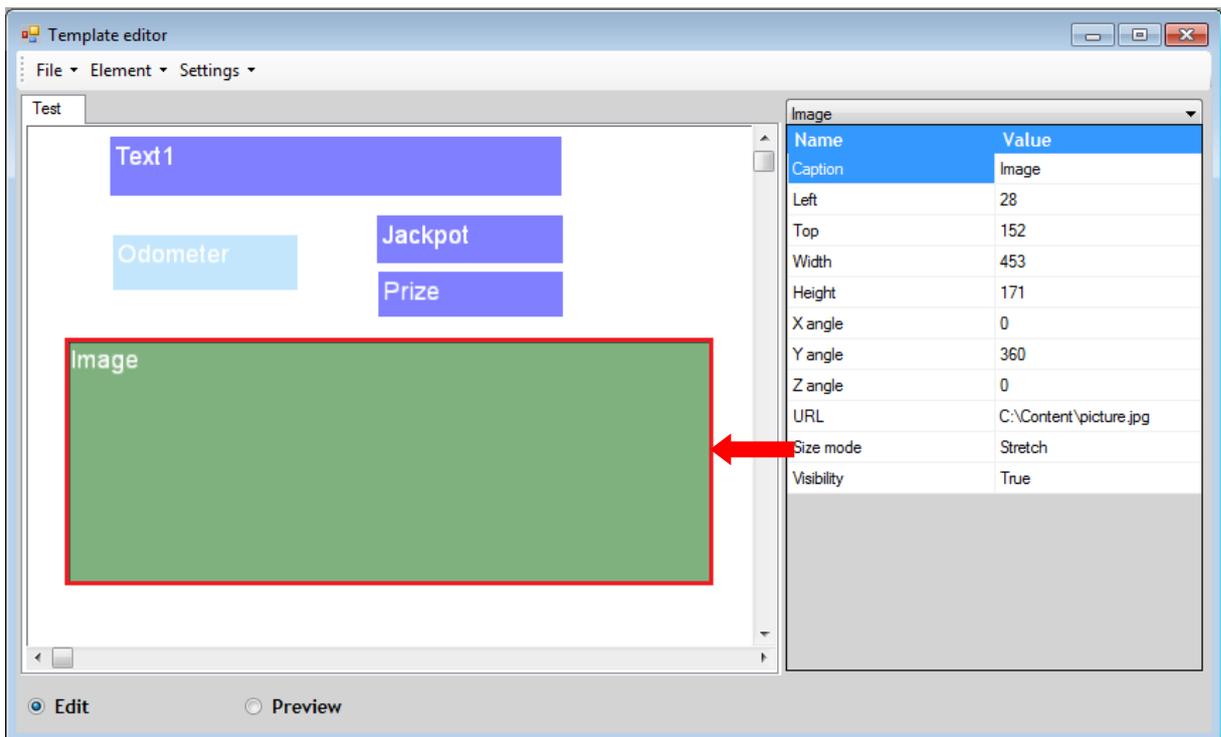
To add an image on a template, you must select the menu «**Element**» → «**Image**».



Then enter the name of the form that element (e.g., Image) and click .



Thus, the element «**Image**» will be added to the template.

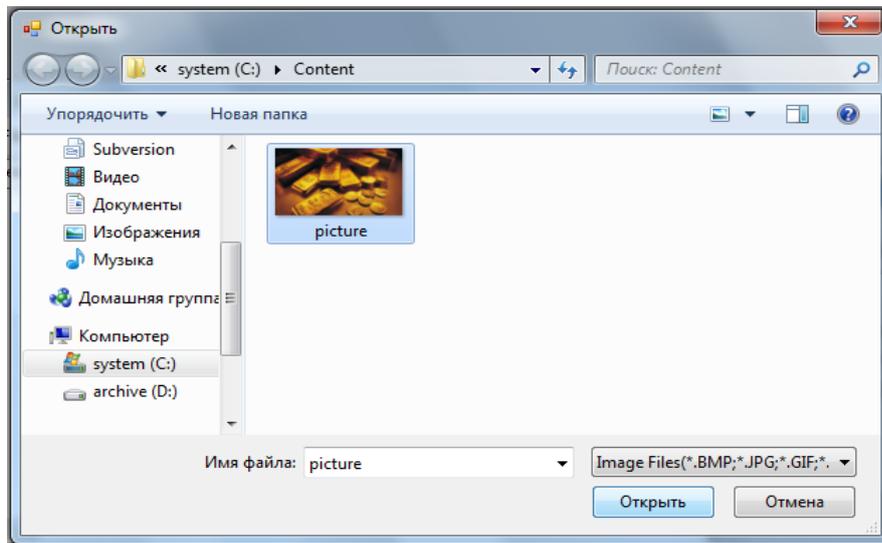


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the «**Image**» similar properties on the «**Text**» («[Text](#)»), except for the following:

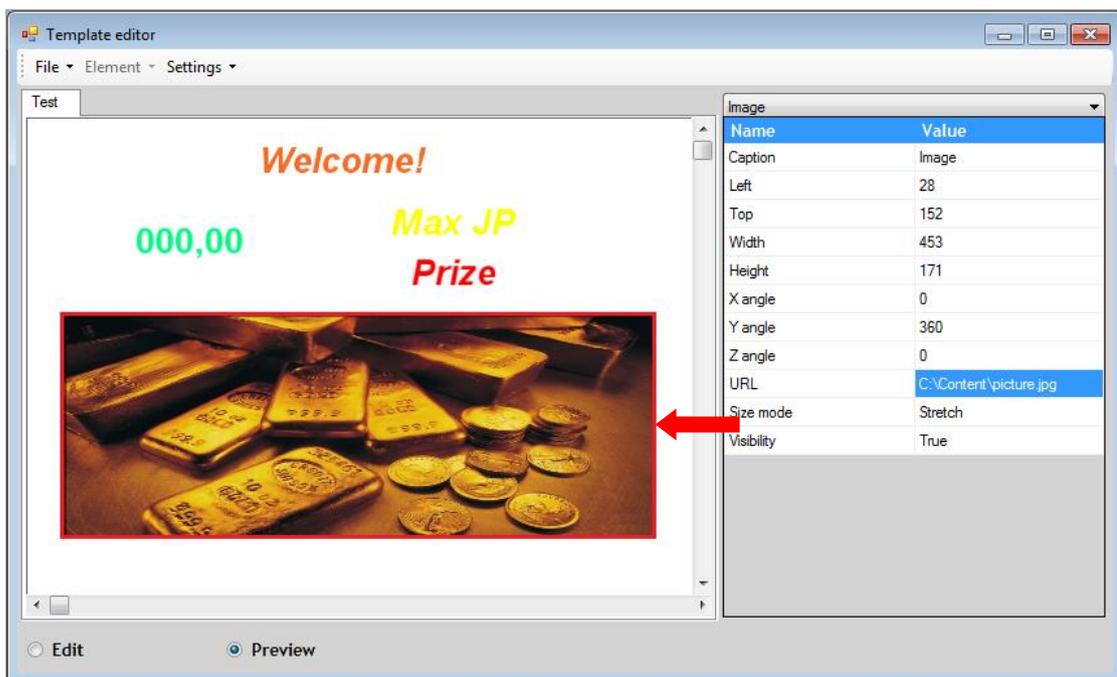
Properties	Description
URL	Network path to the displayed image file. Supported formats: bmp, jpg, jpeg, gif, png.
Size mode	Parameter stretch the image: <ul style="list-style-type: none"> • Normal. • Stretch. • Center. • Zoom.

Double-click mouse button on the value of the **URL** property opens a form to select the image file. By default it will open that folder that you specified in the form of video server settings (field «Directory»).

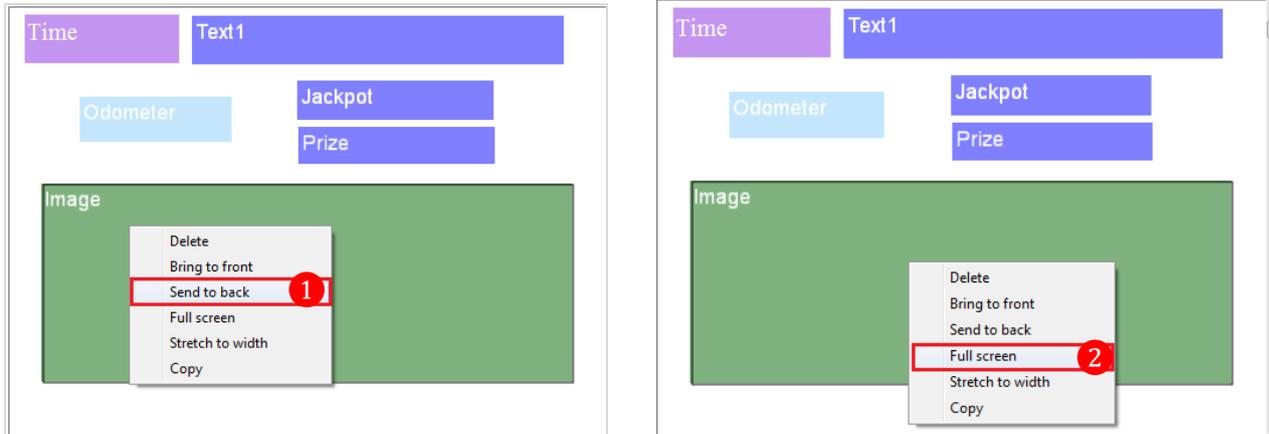


Select the desired image file and click .

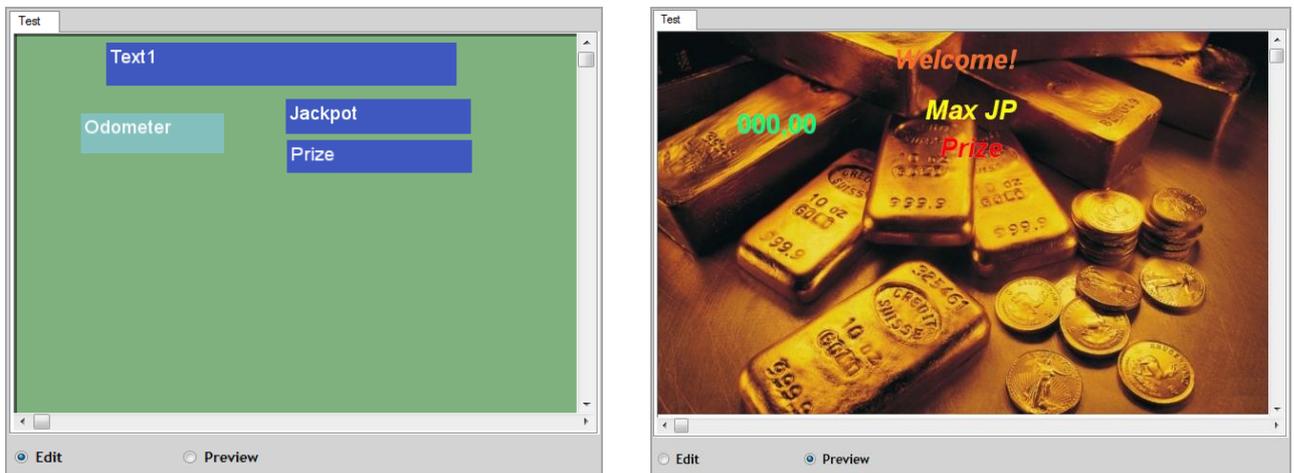
After setting the properties of to show you must set the mark in a string «**Preview**». The uploaded image will be displayed in the template.



If necessary, the element «Image» can be configured as a background pattern. To do this, click with the left mouse button on an element «Image» context menu in which to select the items «Send to back», then «Full screen» (or stretch each side to the desired size, hold down the left mouse button or by setting properties width and height).



The result should look like this:



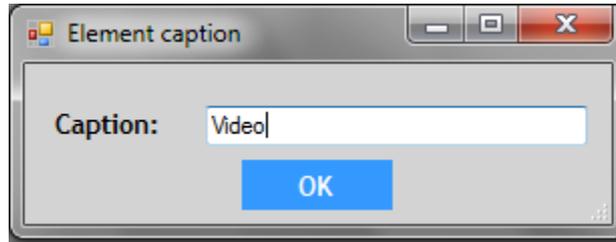
Note: In order for any elements of the template, located in front of the picture will appear without his background (frame), set the properties of these elements for «BackColorTransparency» (Transparent background color) must be set to 100.

8.2.6 «Video».

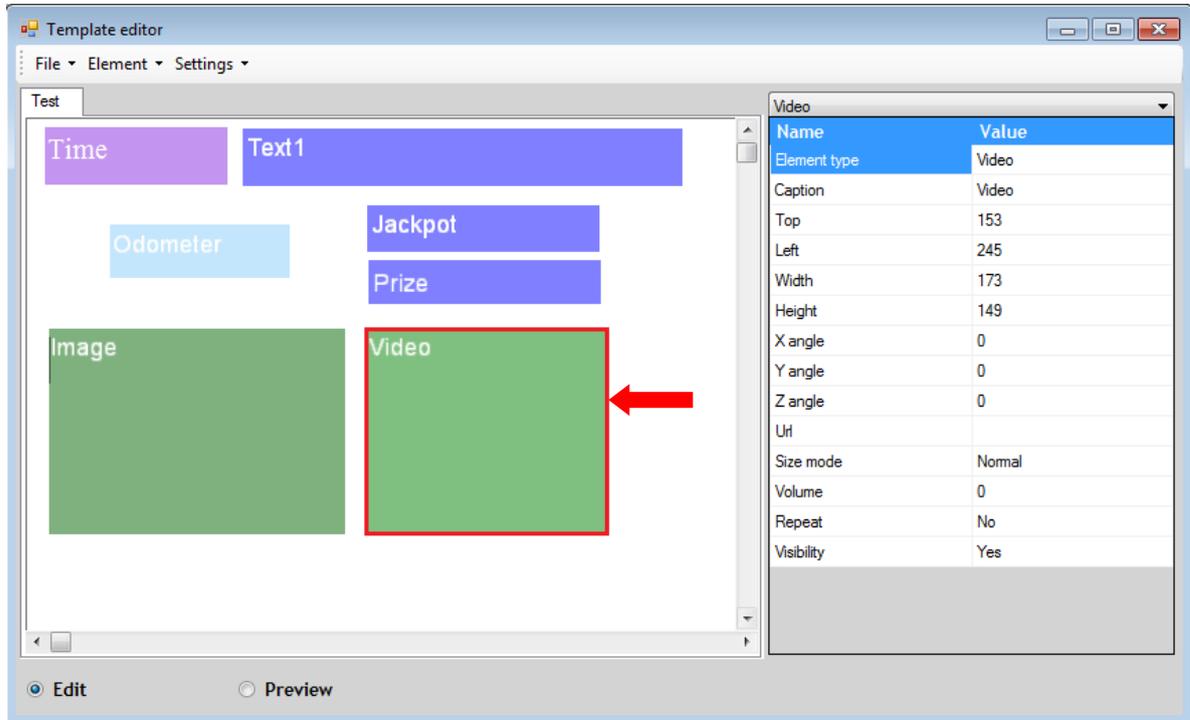
To add a template video, you need to select the menu «Element» → «Video».



Then enter the name of the form that element (e.g., Video) and click .



Thus, the element «**Video**» will be added to the template.

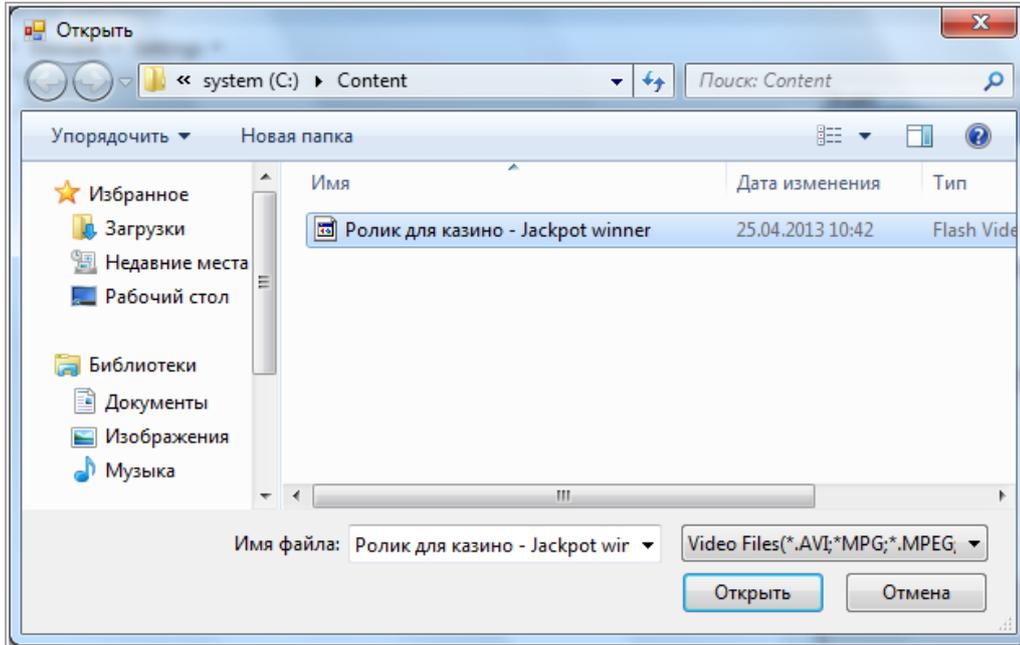


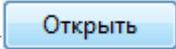
In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the «**Video**» similar properties on the «**Text**» («[Text](#)»), except for the following:

Properties	Description
Url	Network path to play video files. Supported video formats: avi, mpg, mpeg, flv. Supported audio formats: wav, mp3.
Size mode	Parameter stretch the image: <ul style="list-style-type: none"> • Normal. • Stretch. • Center. • Zoom.
Volume	Volume control video. Possible values - a positive integer.
Repeat	Turn on / off repeat play video file after it.

Double-click mouse button on the value of the **Url** property of the form opens to select a video file. By default it will open that folder that you specified in the form of video server settings (field «**Directory**»).

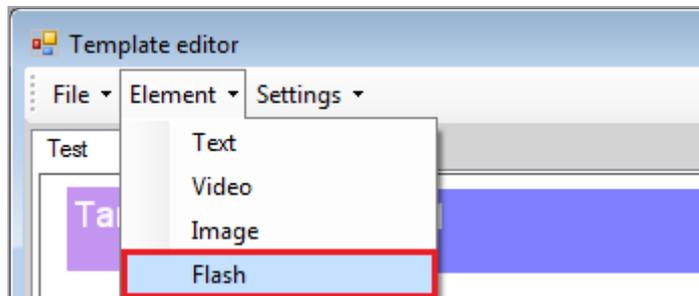


Select the desired video file and click .

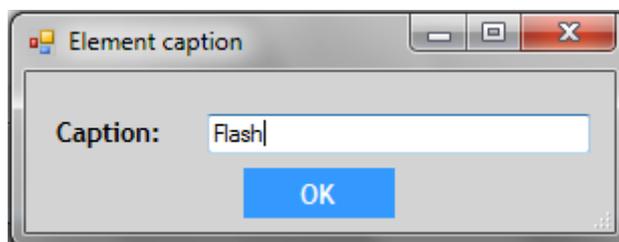
After setting the properties of to show you must set the mark in a string «**Preview**». Downloaded video will be displayed in the template.

8.2.7 «Flash».

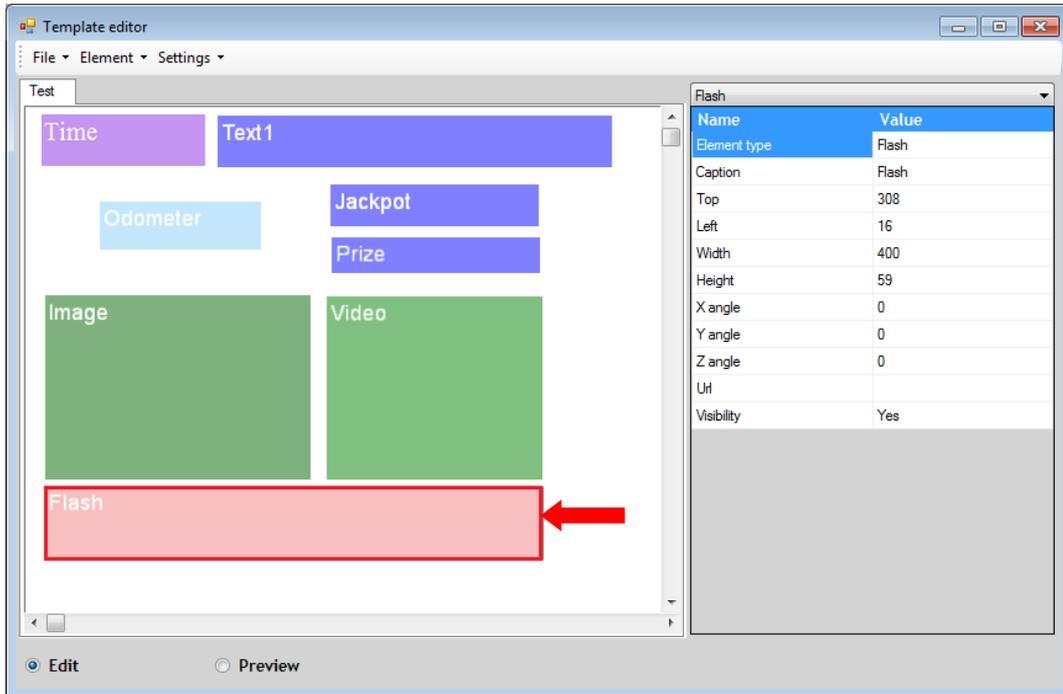
To add a template Flash-movie, you must select the menu «**Element**» → «**Flash**».



Then enter the name of the form that element (e.g., Flash) and click .



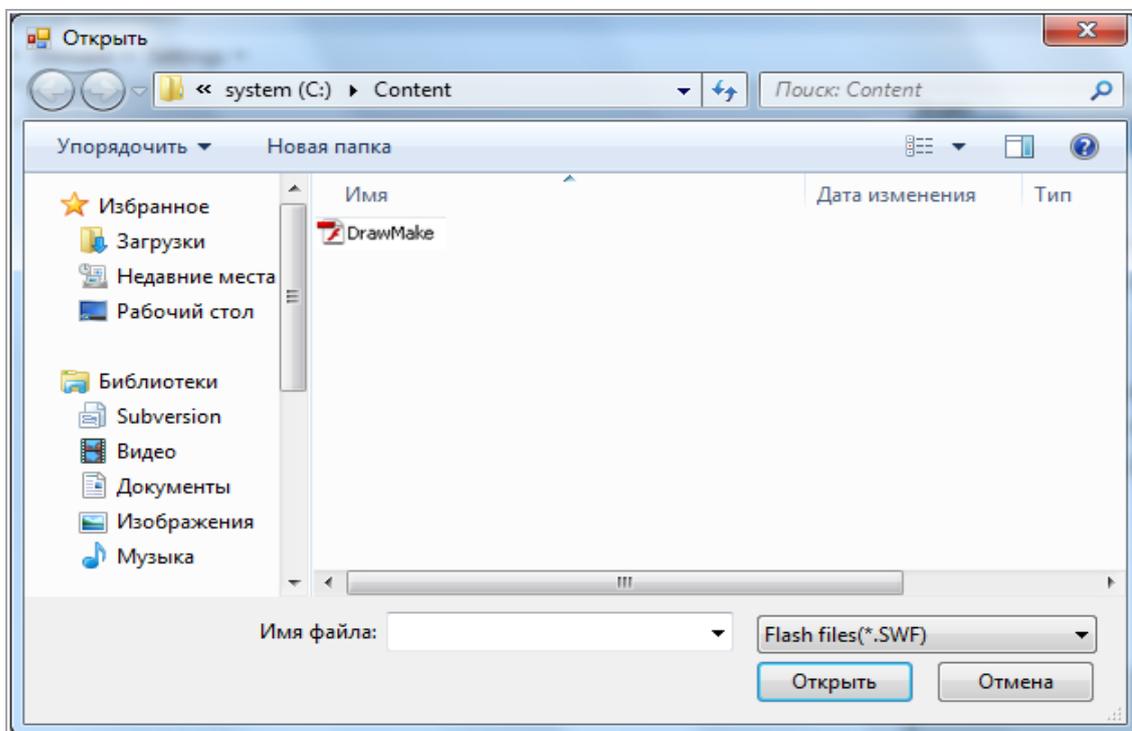
Thus, the element «**Flash**» will be added to the template.

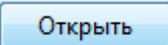


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the «Flash» similar properties on the «Text» ([«Text»](#)), except for properties **Url**.

Double-click mouse button on the value of the **Url** property of the form opens to select Flash files (swf). By default it will open that folder that you specified in the form of video server settings (field «Directory»).

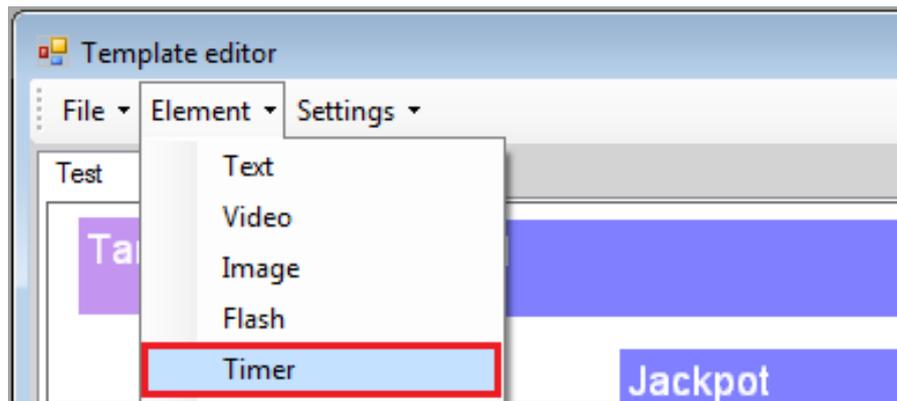


Select the Flash file and click on the button .

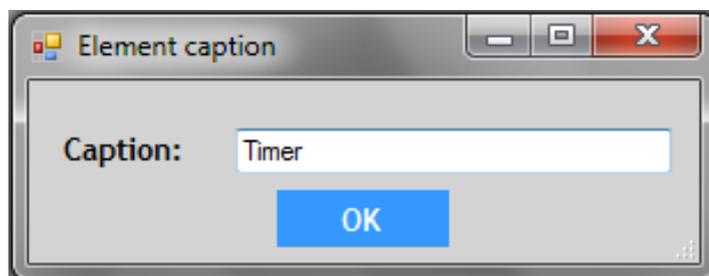
After setting the properties of to show you must set the mark in a string «Preview». Flash-loaded clip is displayed in the template.

8.2.8 «Timer».

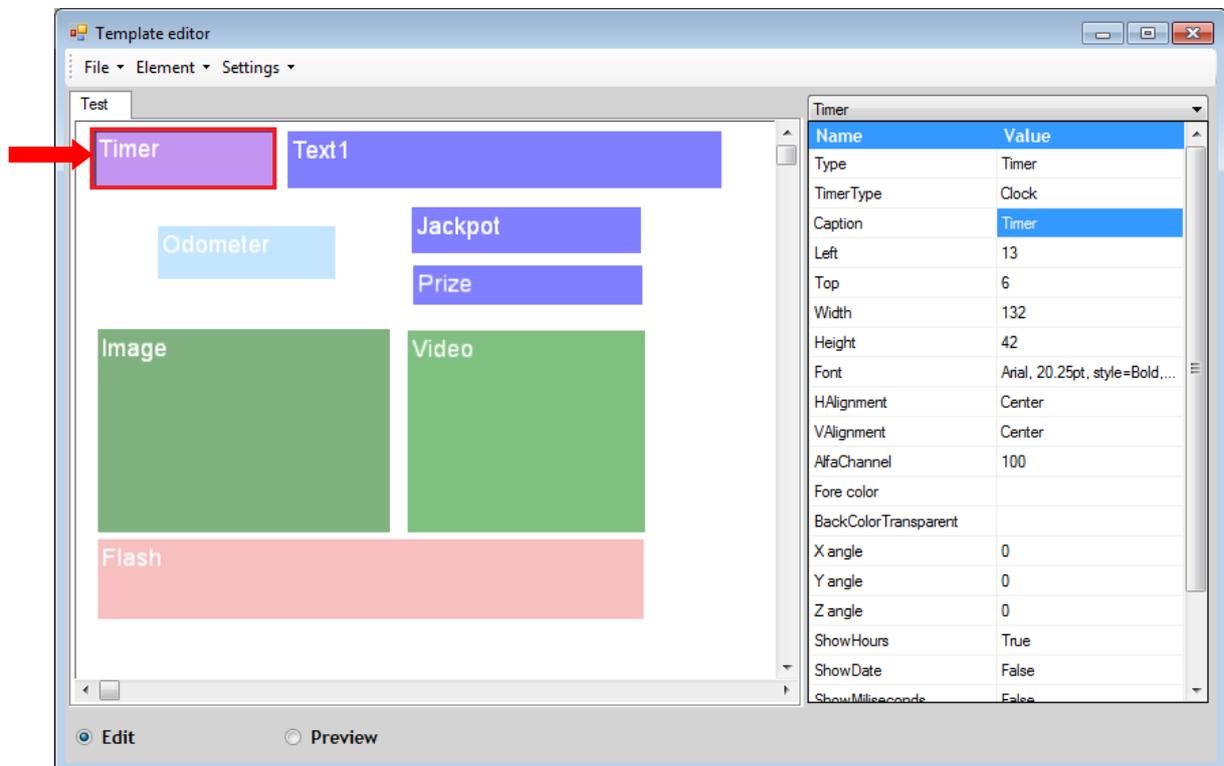
To add a template timer (time), select from the menu **«Element»** → **«Timer»**.



Then enter the name of the form that element (e.g., Timer) and click **OK**.



Thus, the element **«Timer»** will be added to the template.



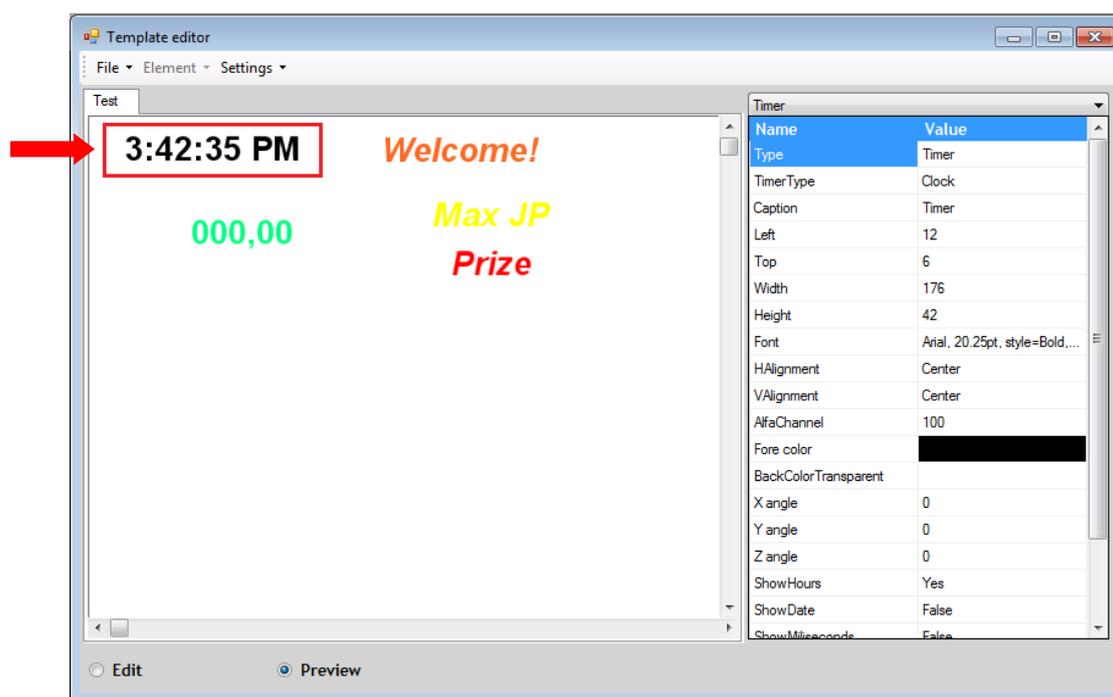
In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the **«Timer»** similar properties on the **«Text»** ([«Text»](#)), except for the following:

Properties	Description
TimerType	Timer type: <ul style="list-style-type: none"> • Clock (displays the current system time). • Timer. • Opposite timer.
AlfaChannel	Background transparency. Possible values are from 0 to 100%.
Show Hours	Enable / disable the display of the hours on the clock.
Show Date	Enable / disable the date display (the current system date) on the timer.
ShowMilliseconds	Enable / disable display the milliseconds timer.
Enabled	Indication whether timer is started when displayed.
Start Value	Sets a timer initial value. Used in the type of timer: Timer and Opposite timer.

Note: By default, the «Timer» displays the value in the format MM:SS (MM - minutes, ss - seconds). If the property «Show Hours» set «Yes», then the display format is HH:MM:SS (HH - hours).

After setting the properties of to show you must set the mark in a string «**Preview**». Created timer (clock) is displayed in the template.

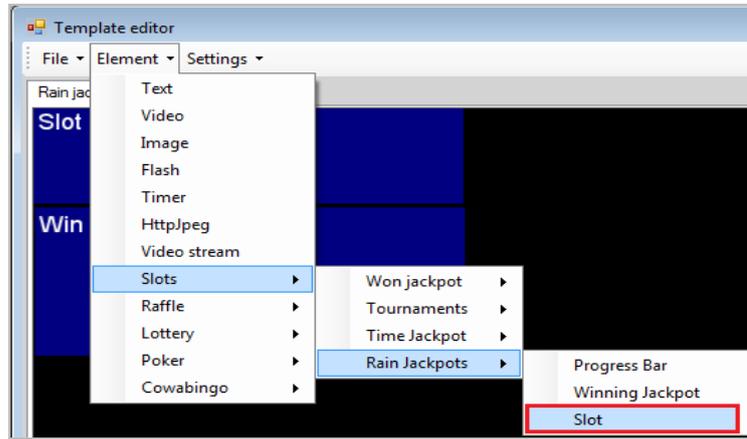


8.2.9 «Slot».

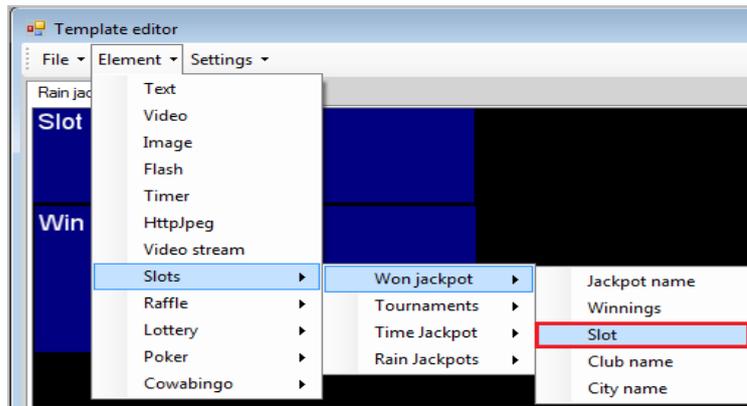
Note: Element «Slot» is used only in the template type «Won jackpot».

To add a splash pattern number display apparatus in which the jackpot, you must select the menu:

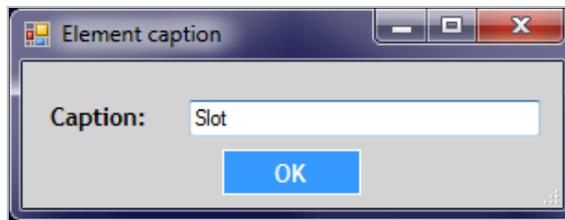
- for a Jackpot **Rain** – «Element» → «Slots» → «Rain Jackpots» → «Slot».



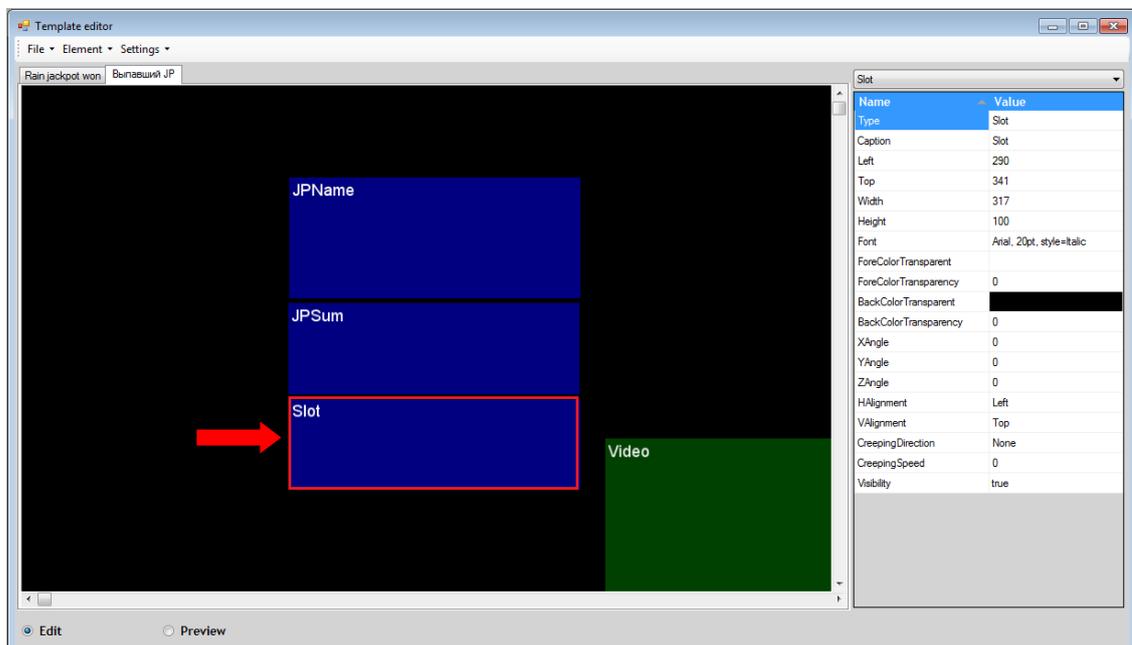
- for other Jackpots - «Element» → «Slots» → «Won jackpot» → «Slot».



Then enter the name of the form that element (e.g., Slot) and click on the button



Thus, the element «Slot» will be added to the template.



In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Element properties «Slot» similar properties on the «Text» («Text»).

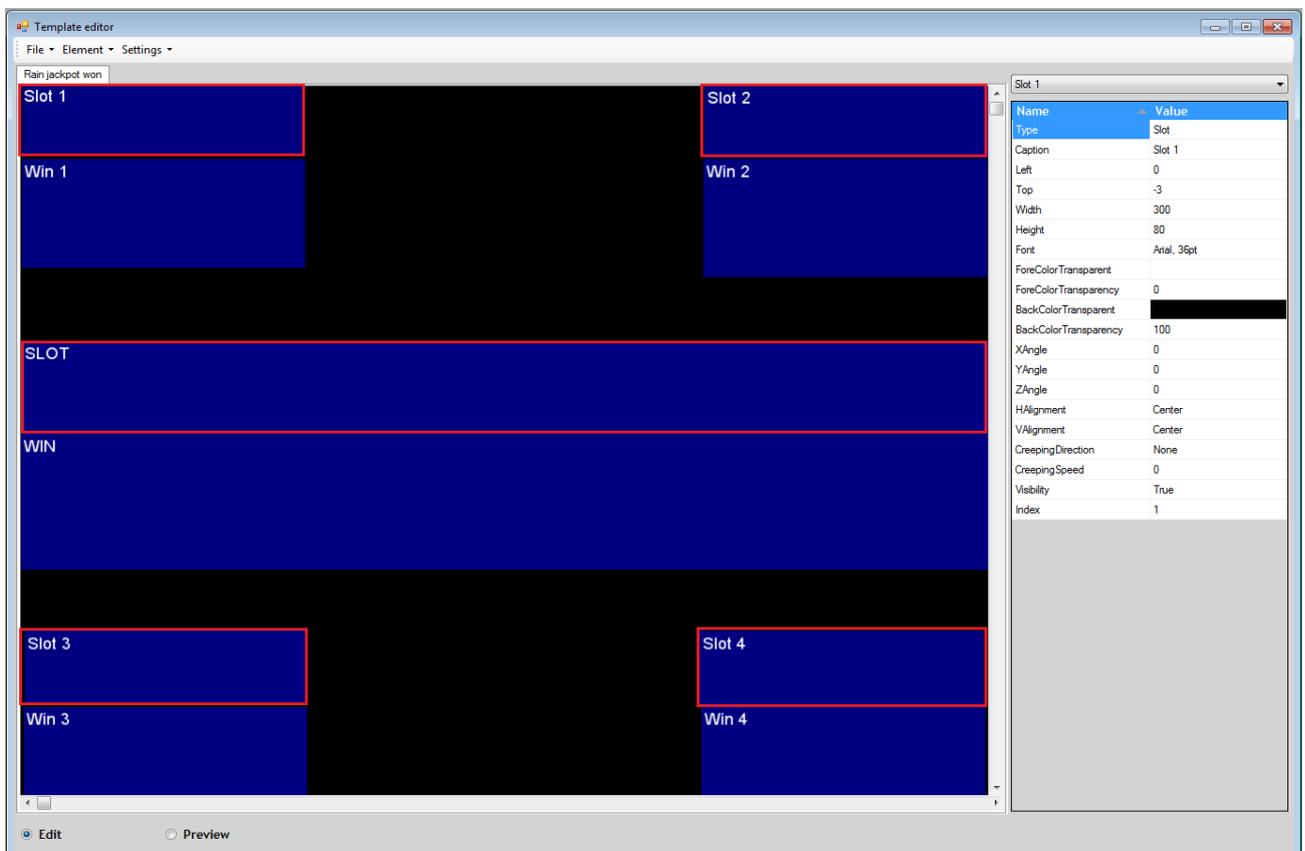
After setting the properties of «Slot», when winning the jackpot, the screen displays the unit number on which he fell.

For Rain Jackpot it is needed to add few elements in the template «Slot»:

- for the main prize;
- for additional prizes.

It is presented as follows:

- The element «SLOT» will be displayed as the number of the gaming machine, which gained the Jackpot.
- The elements «Slot1», «Slot2», «Slot3», «Slot4» will be displayed as the numbers of gaming machines, which gained the additional prizes.



Also, for the **Rain** Jackpot in element settings «Slot» for additional prizes, it is necessary to set one more parameter:

Properties	Description
Index	Specifies the numbers for additional Jackpot prizes in order of their appearance. The possible values: 0 - for the main prize from 1 to more – for additional prizes

The examples of displaying the Rain Jackpots on a screen:

✚ The main Jackpot prize is displayed in the center of the screen, while 4 additional prizes are displayed at the corners.



✚ The grand Jackpot win is displayed at the top of a screen (PLATINUM), then the descending 5 additional prizes. In case of winning, the sum will blink red (in that case the additional prize SILVER 5.000,00).

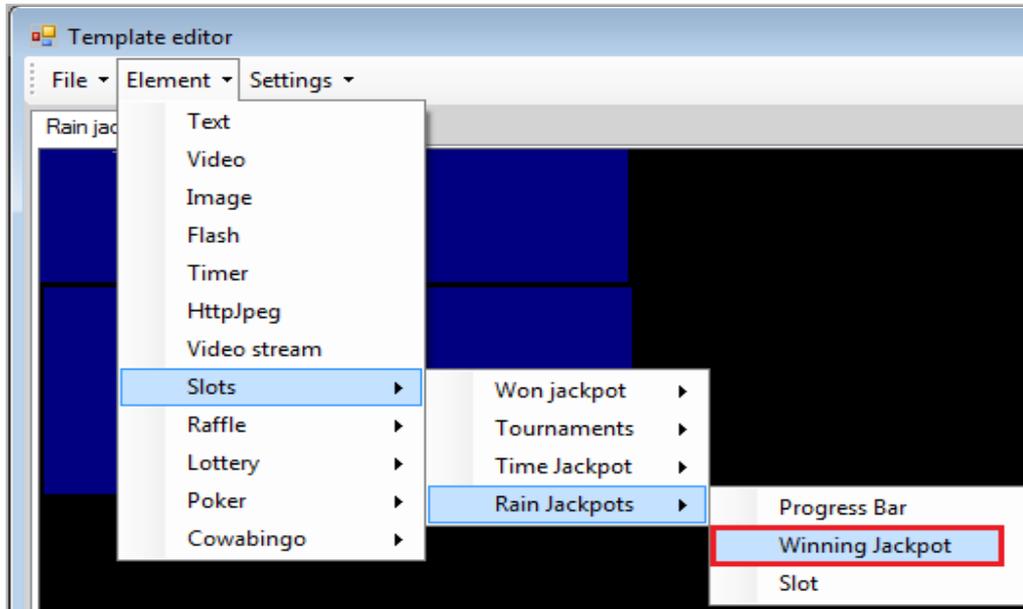


8.2.10 «Winnings».

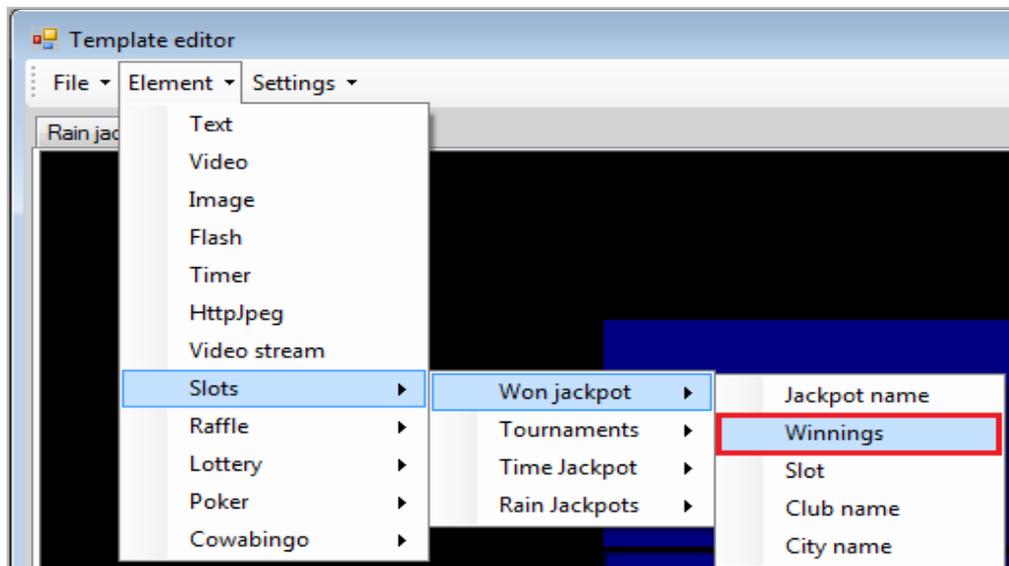
Note: Element «Winnings» is used only in the template type «Won jackpot» to display winning the won jackpot.

To add a splash pattern mapping win the jackpot, you must select the menu:

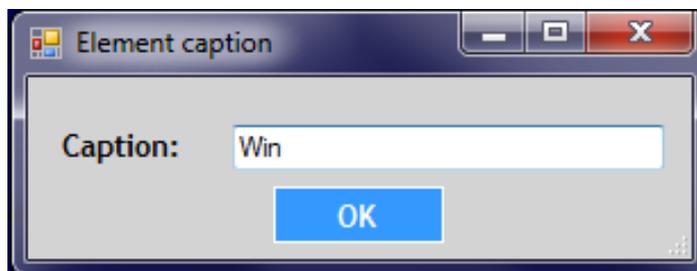
- for the Jackpot **Rain** – «Element»→«Slots» → «Rain Jackpots» → «Winning Jackpot».



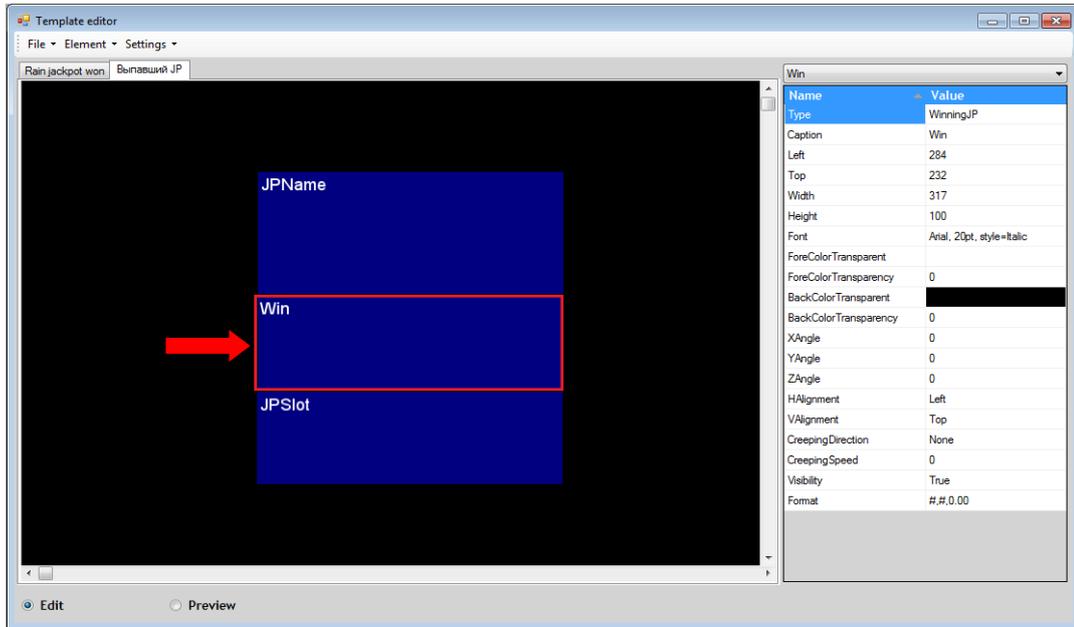
- for other Jackpots «Element» → «Slots» → «Won jackpot» → «Winnings».



Then enter the name of the form that element (e.g., Win) and click .



Thus, the element «Winnings» will be added to the template.



In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Element properties «**Winnings**» are similar to the properties on the «**Text**» ([«Text»](#)).

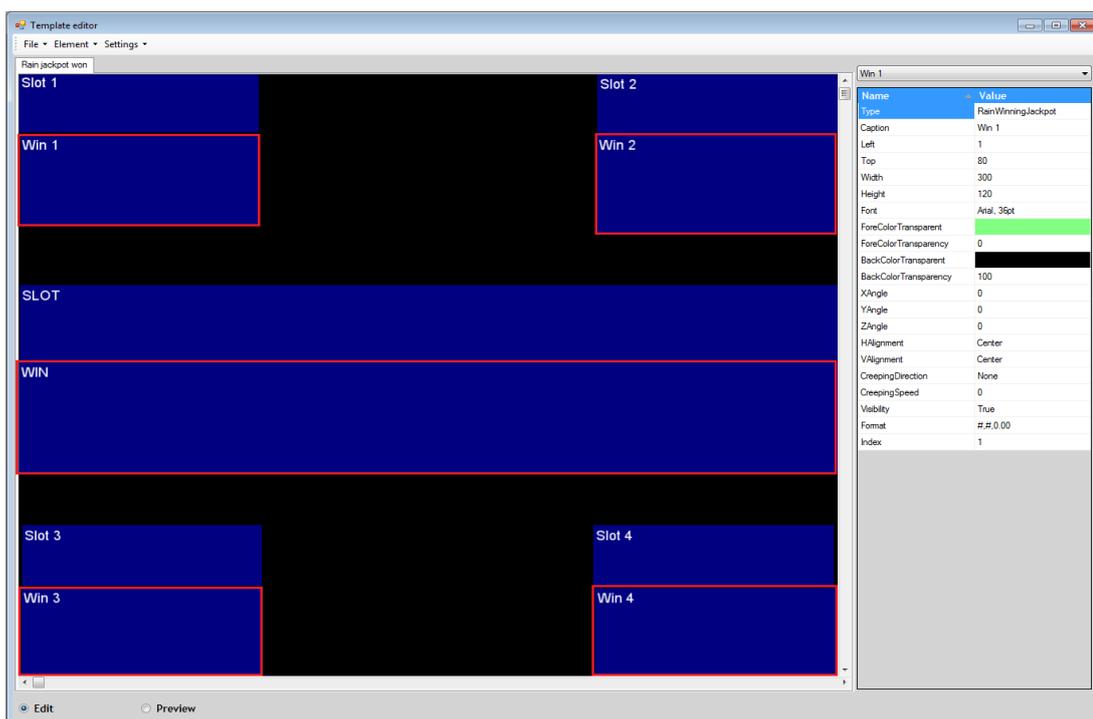
After setting the properties of «**Winnings**», when winning the jackpot prize, the screen displays the name of the prize, if not the jackpot prize - winning amount.

For Rain Jackpot, it is necessary to add few elements on the template «**Winning Jackpot**»:

- for the main prize;
- for additional prizes.

It is displayed as follows:

- The center element with its name «**WIN**» will be displayed as the sum of the main Jackpot prize.
- The elements «**Win1**», «**Win 2**», «**Win 3**», «**Win4**» will be displayed as the sum of the separated additional prizes.



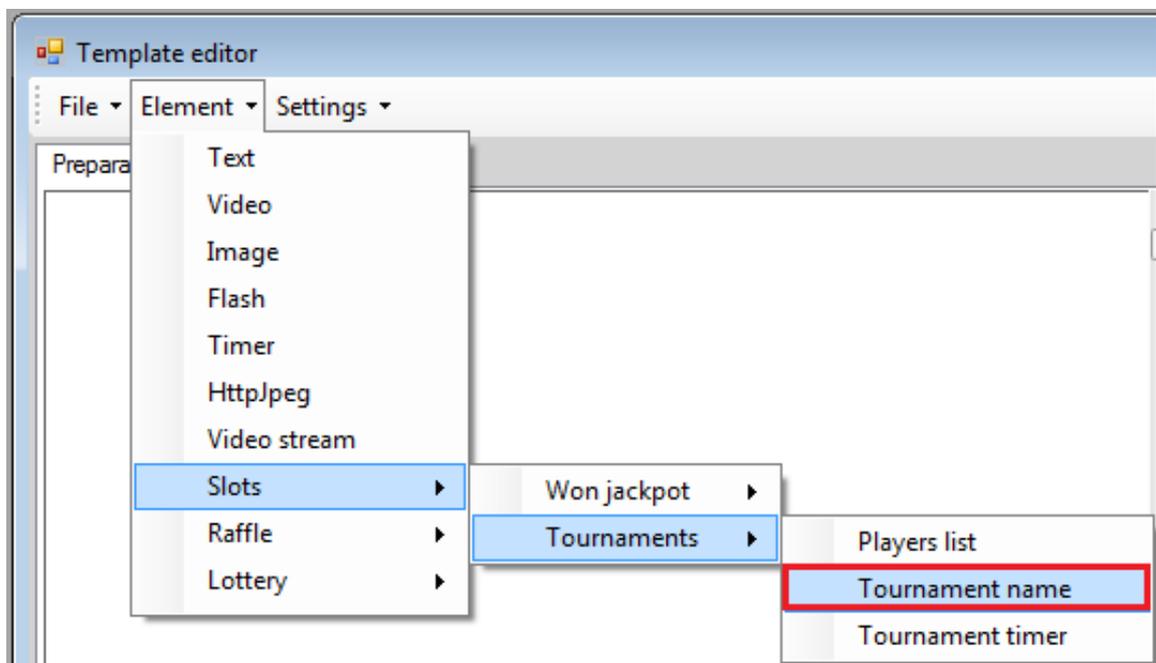
Also, for the **Rain** Jackpot in element settings «**Winning Jackpot**» for additional prizes, one more element should be put:

Property	Description
Index	Specifies the number of winnings the additional Jackpot prizes in order of gaining. Possible values: 0 - for the main prize from 1 to more - for the additional prizes.

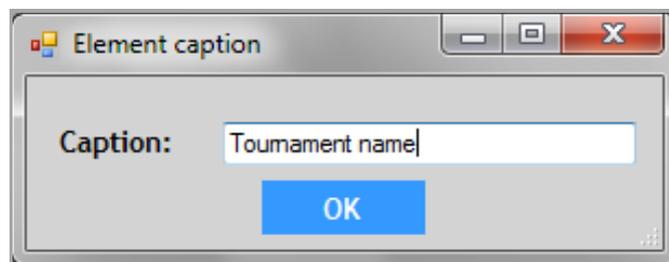
8.2.11 «Tournament name».

Note: Element «Tournament name» is used only in the templates for the tournament and is intended to show the name of the tournament.

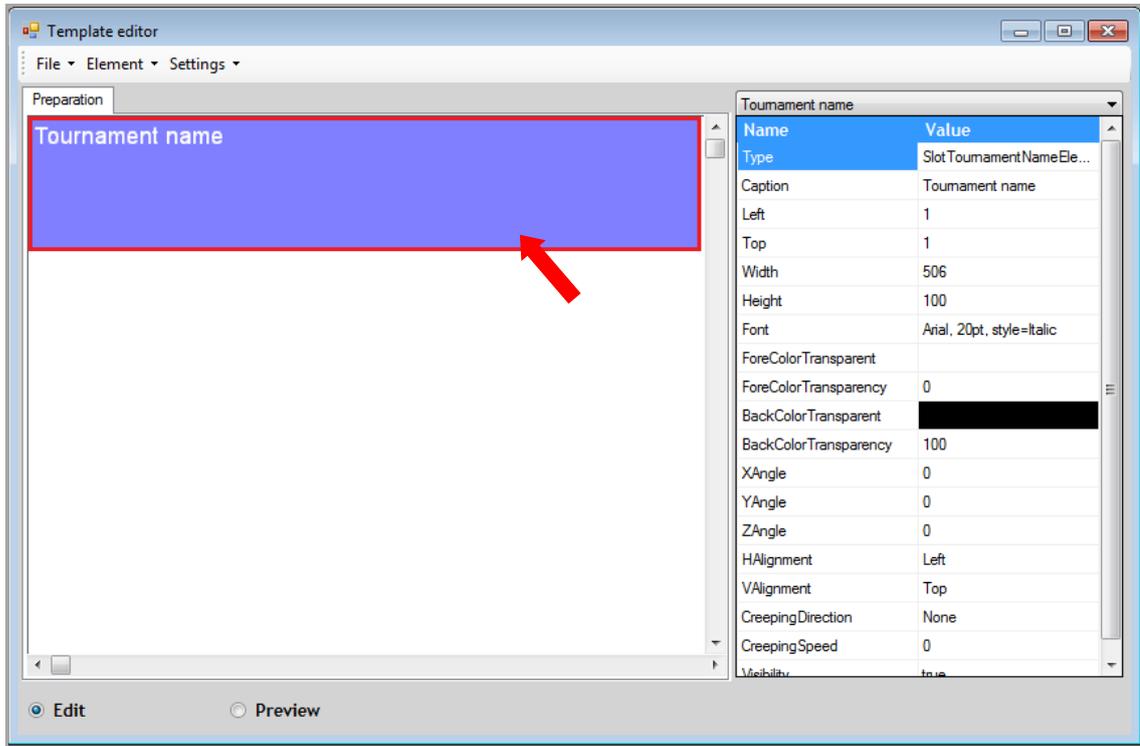
To add a splash pattern name of the tournament, you must select the menu «**Element**» → «**Slots**» → «**Tournaments**» → «**Tournament name**».



Then enter the name of the form that element (e.g., Tournament name) and click .



Thus, the element «**Tournament name**» is added to the template.



In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

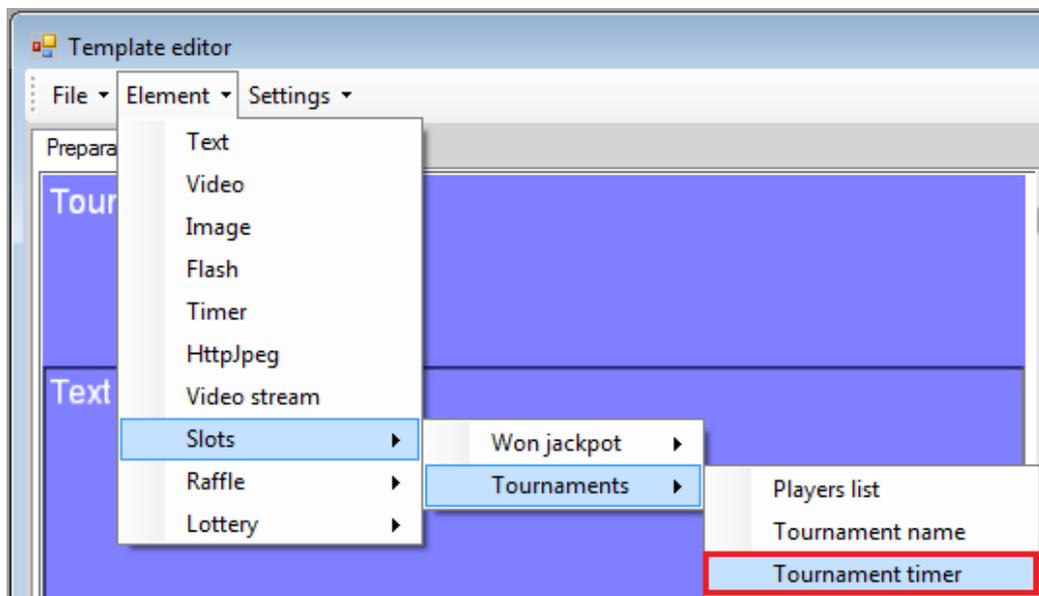
Element properties «**Tournament name**» are similar to the properties on the «**Text**» ([«Text»](#)).

After setting the properties of «**Tournament name**», when any stage of the tournament starts, the screen displays the name of the tournament.

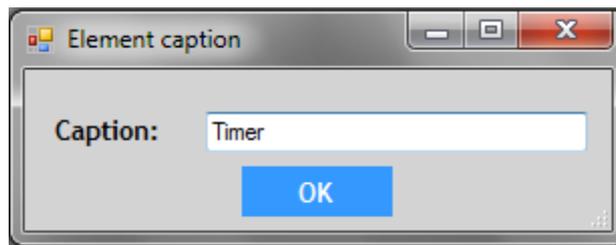
8.2.12 «**Tournament timer**».

*Note: Element «**Tournament timer**» managed services teams and is only used in the templates for tournaments. It is designed to display the time remaining until the completion stage of the tournament.*

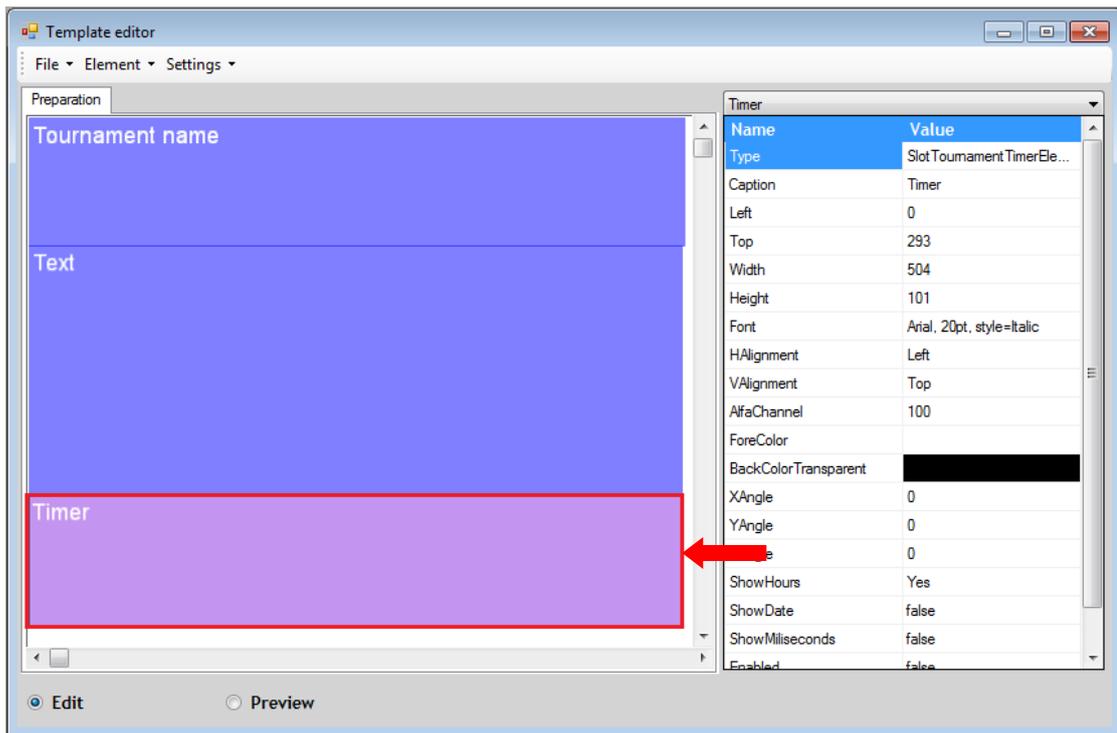
To add a template tournaments timer (time), you must select the menu «**Element**» → «**Slots**» → «**Tournaments**» → «**Tournament timer**».



Then enter the name of the form that element (e.g., Timer) and click .



Thus, the element «**Tournament timer**» will be added to the template.



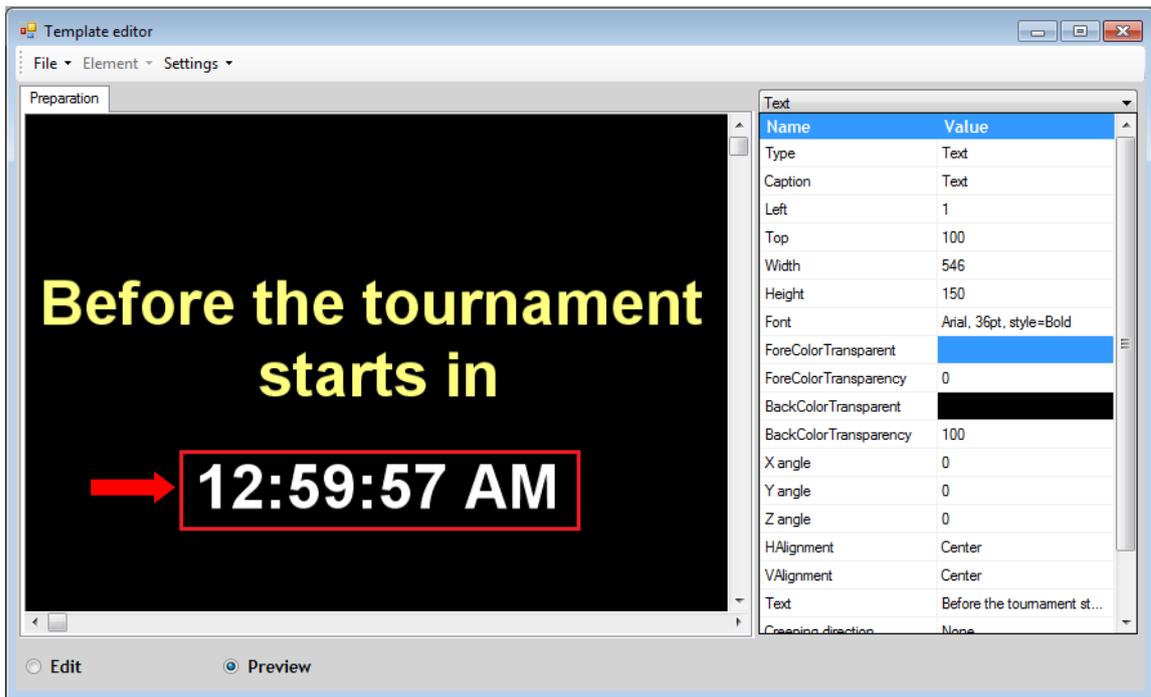
In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the element «**Tournament timer**» similar properties on the element «**Text**» ([«Text»](#)), except for the following:

Properties	Description
AlfaChannel	Background transparency. Possible values are from 0 to 100%.
Show Hours	Enable / disable the display of the hours on the clock.
Show Date	Enable / disable the date display (the current system date) on the timer.
ShowMilliseconds	Enable / disable display the milliseconds timer.
Enabled	Indication whether timer is started when displayed.
Visibility	Enable / disable the display element when rendering the template.

Note: By default, the «Tournament timer» displays the value in the format MM:SS (MM - minutes, ss - seconds). If the property «Show Hours» set «Yes», then the display format is HH:MM:SS (HH - hours).

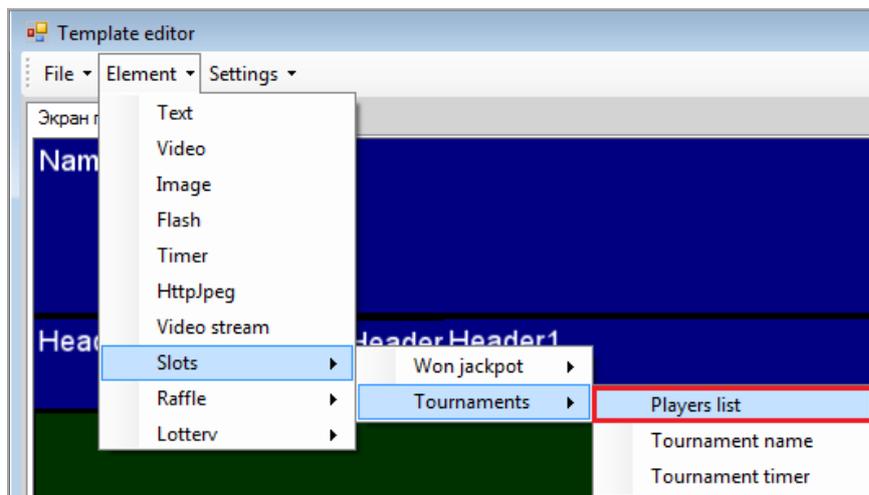
After setting the properties of to show you must set a tick in a string «Preview». The created timer (clock) is displayed in the template.



8.2.13 «Players list».

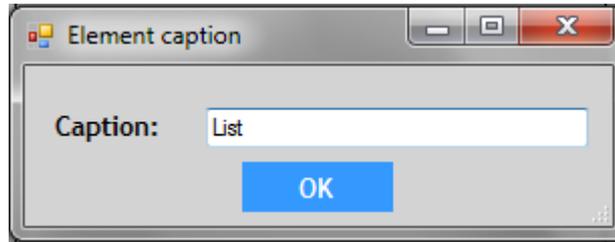
Note: Element «Players list» is used only in the templates type «Slot Tournaments Holding» and «Slot Tournaments Results», designed to display the results on the stages of the tournament «Holding» and «Results».

To add a splash pattern name of the tournament, you must select the menu «Element» → «Slots» → «Tournaments» → «Players list».

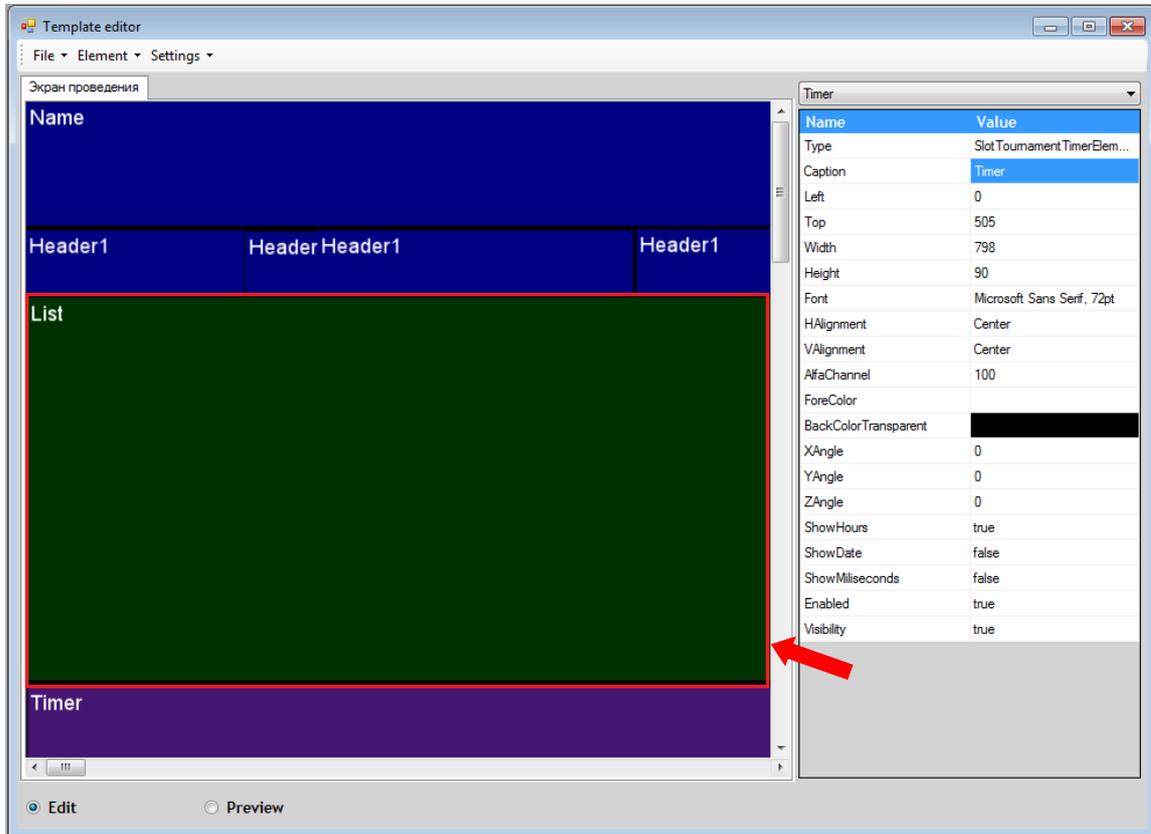


Then enter the name of the form that element (e.g., List) and click

OK



Thus, the element «**Players list**» will be added to the template.



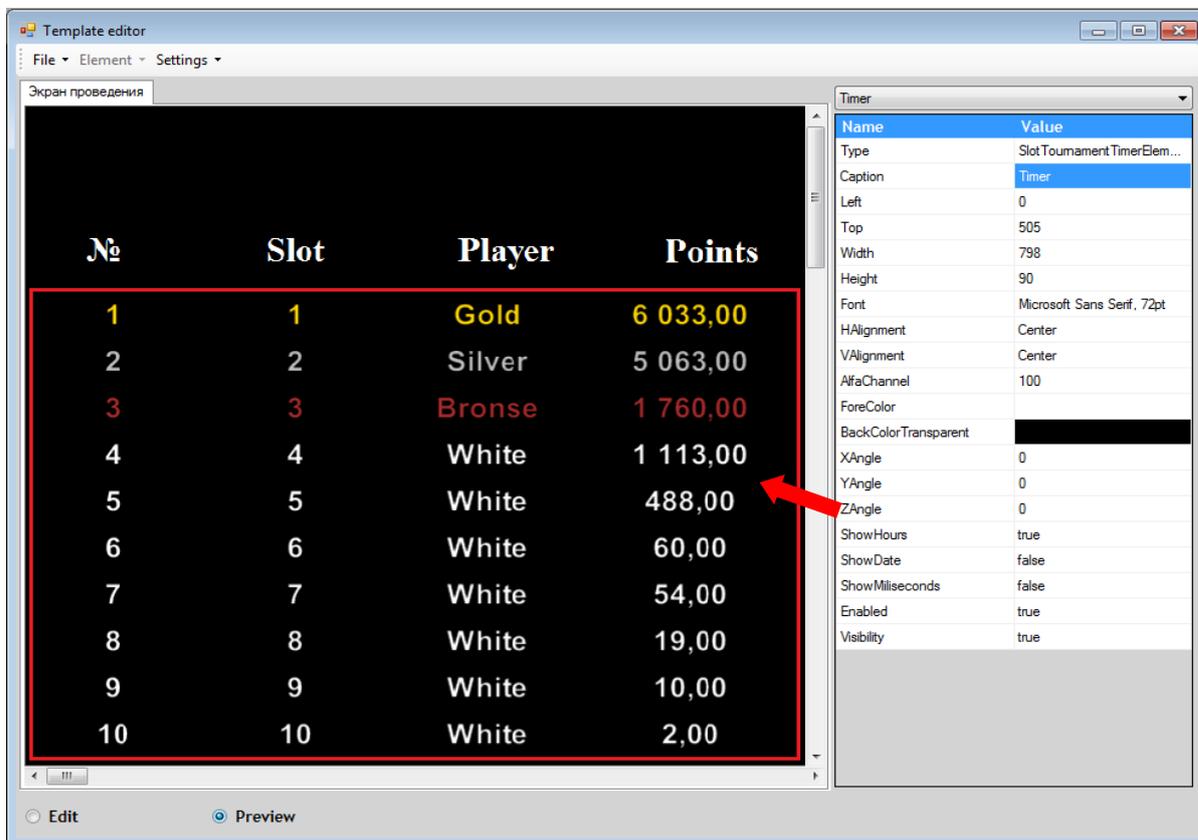
In the right part of the editor also displays a list of properties (parameters) of the element. Double-clickin the mouse button on the value of the property or a form field is activated for editing.

Element properties «**Players list**» similar properties on the element «**Text**» ([«Text»](#)), except for the following:

Properties	Description
First Place Color	Color text in the row in the first place.
Second Place Color	Font color of text in a string of second place.
Third Place Color	Font color of text in a string of third place.
Place Color	Font color of text in other rows.
Lines Count	Number of items (rows) in the list. Possible values - no more than 10.
Point Position	The number of digits to be displayed after the decimal point in the cells with the results. The recommended value of 2.
Show Scores	Enable / disable display of results.

Show Positions	Display on / off positions of the players.
Position Width	Column width with your player. Default: 150%.
GA Number Width	The width of the column numbered unit. Default: 150%.

After setting the properties of to show you must set a tick in a string «**Preview**». Create a form to display a list of participants and tournament results will be displayed in the template.

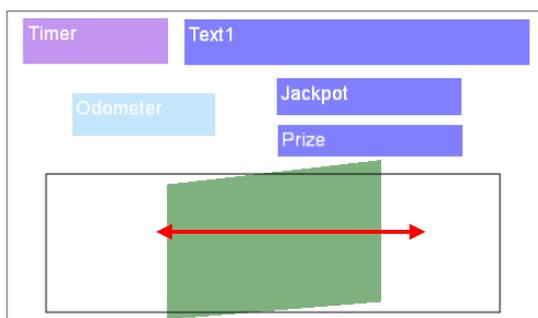


Note: The list of columns (header) are created and signed separately by using the «Text».

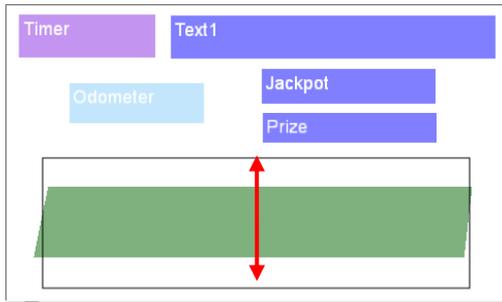
8.2.14 Rotation of Element.

In the template editor it is possible to change the angle of any element by turning the axes X, Y, Z.

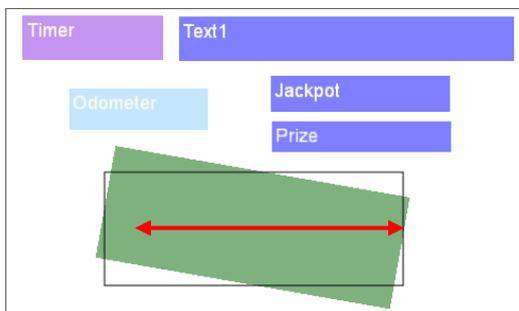
➤ **Rotation of the element X** - selects an item by clicking the left mouse button while holding the **CTRL** key and move the mouse left / right turning element to the desired angle.



➤ **Rotation of the element Y** - selects an item by clicking the left mouse button while holding down the **SHIFT** key and move the mouse up / down by turning the element to the desired angle.



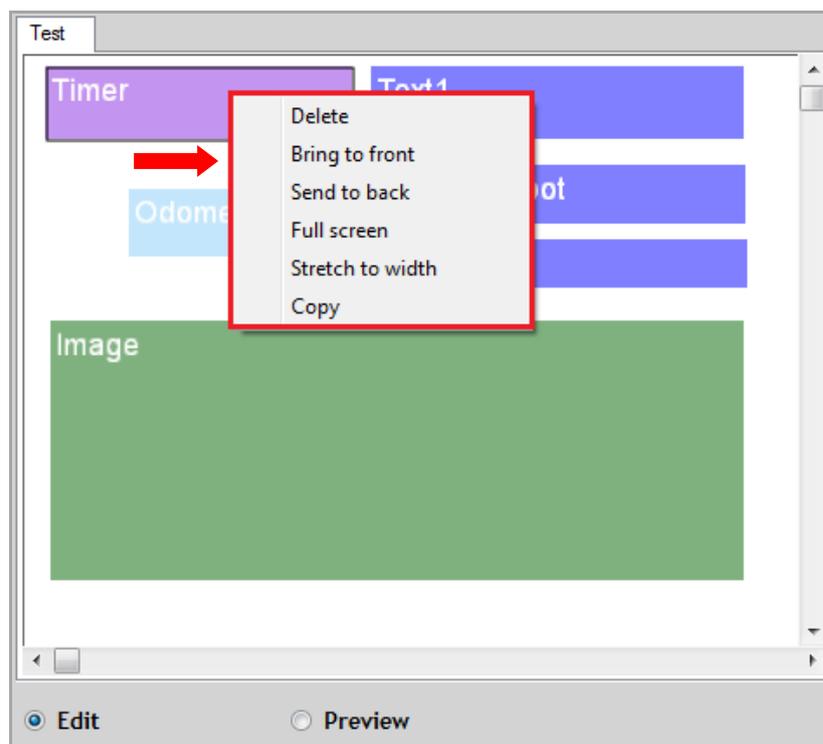
➤ **Rotation of the element Z** - selects an item by clicking the left mouse button while holding the **ALT** key and move the mouse left / right turning element to the desired angle.



8.2.15 Element menu.

Each element added to a template, there are additional options that are available via the context menu.

To open the context menu, you need the selected item, click the right mouse button.



Context menu item contains the following tools:

- **Delete** - removes the item from the template.
- **Bring to front** - the item will be located on top of all other elements.
- **Send to back** - the item will be located under the (for) all the other elements.
- **Full screen** - element will be stretched to fill the screen.
- **Stretch to width** - element will be stretched across the width of the screen.
- **Copy** - element will be copied to the clipboard.
- **Paste** - a copy of the item is copied into the clipboard will be added to the template.

9 Slot blocking.

In case your room (club) set data terminal (front), then implemented using the system «SlotLogic» booking service players can own book slot machines through the terminal.

For ordering the unit the player must:

- Have a personal card (RFID).
- Must be the last, which played on the unit.

The essence of the reservation is that if a player is necessary for some time (a few minutes, hours or days) to absent himself from the game, he can through the information terminal apparatus temporarily block club, and the other players will not be able to play it during his absence.

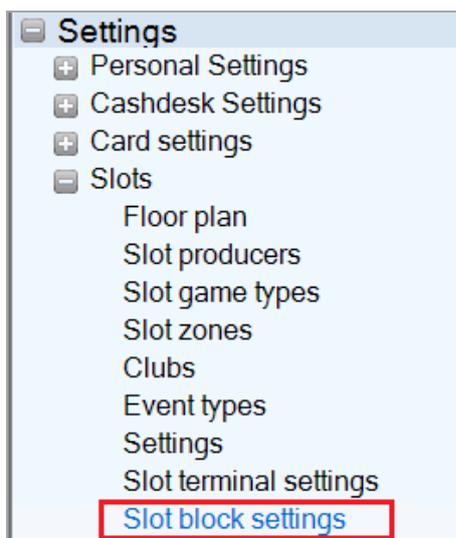
Time blocking devices and other parameters are set in the reservation system «SlotLogic».

For details on settings and order booking slot machines in the following paragraphs of this section.

9.1 Slot block settings.

To configure the service reservation gaming machines need to perform the following:

1. In the main menu, select System «**Settings**» → «**Slots**» → «**Slot block settings**».



2. On the form that the following parameters:

1) Select a player's status (set tick) you will have the option of booking through the terminal devices.

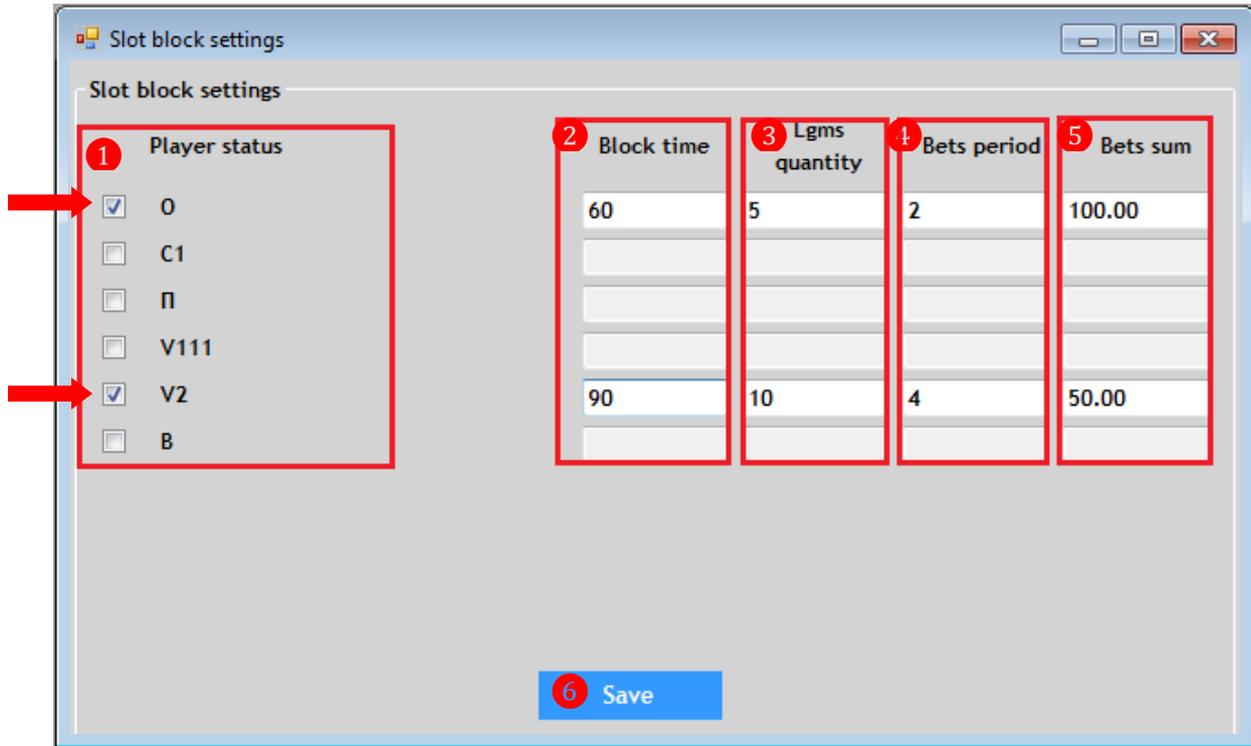
2) Next, in front of each of the selected status in the column «**Block time**» to specify the time (in minutes) at which phones will be blocked, reserved player.

3) In the column «**Lgms quantity**» specify the maximum number of devices that can simultaneously book player.

4) In the column «**Bets period**» specify the period (in minutes) the relevance of bets made by the player needed to be able to stay. That is, during this period of time the player has to have time to make bets on the necessary amount (column «**Bets um**») and book sets, which he played during this last period.

5) In the column «**Bets sum**» specify the minimum wage amount needed to activate the player the possibility of booking vehicles.

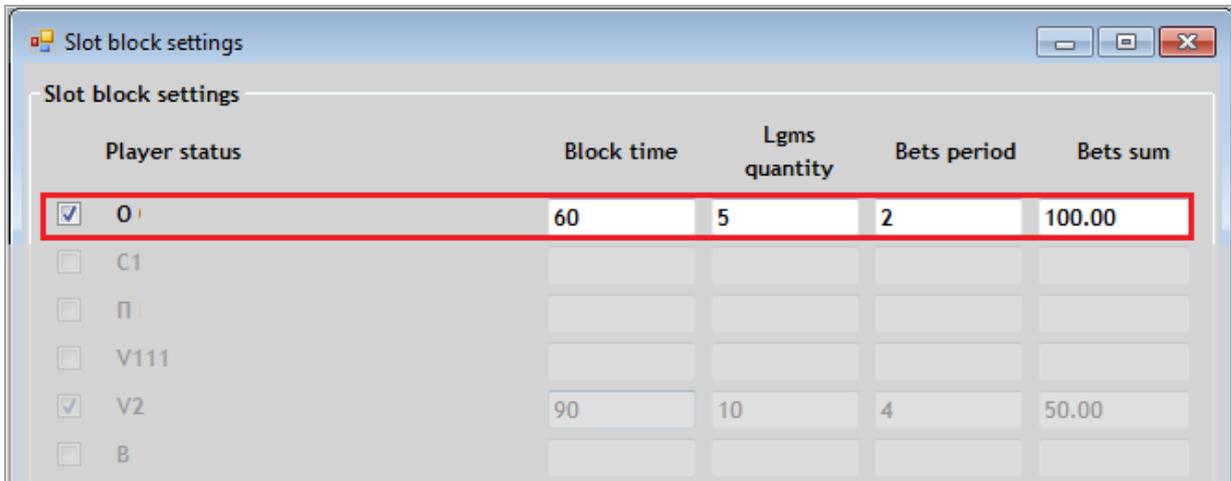
- 6) To save your settings click .



Thus, we obtain the following results:

- If the amount of betting the player with the status «O» for **2 minutes** to reach the sum of **100**, before the end of this period, he has the opportunity to book a slot machines (no more than **5**) for **60 minutes**. Thus:

1. A player can only book those devices on which he played last.
2. After **2 minutes**, he could not do it.
3. Players with statuses C1, II, V111 and B cannot book devices.



- If the amount of betting the player with the status «VIP 2» for **4 minutes** to reach the sum of **50**, until the end of this period, he has the opportunity to book a slot machines (not more than **10**) for **90 minutes**. Thus:

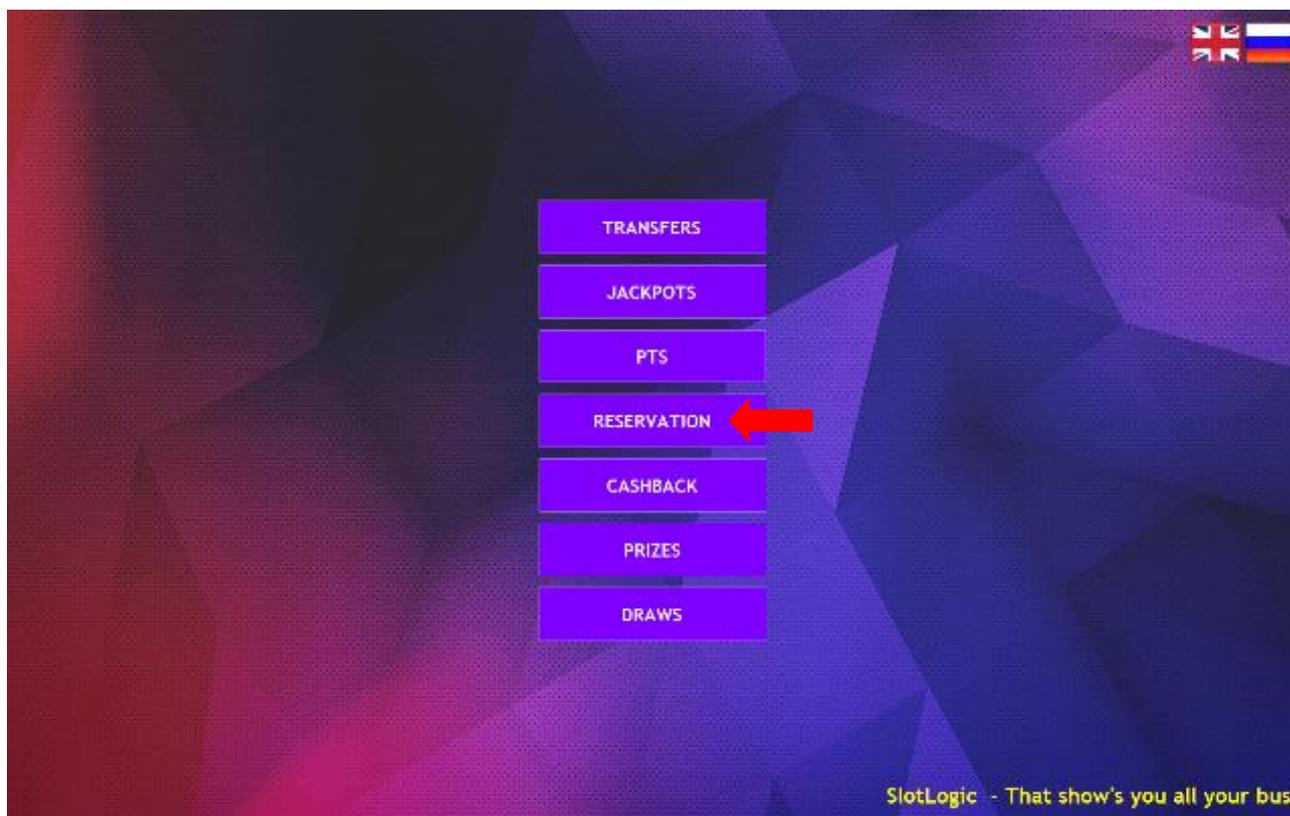
1. A player can only book those devices on which he played last.
2. After **4 minutes**, he could not do it.
3. Players with statuses C1, II, V111, V2 and B cannot book devices.

Player status	Block time	Lgms quantity	Bets period	Bets sum
<input checked="" type="checkbox"/> O	60	5	2	100.00
<input type="checkbox"/> C1				
<input type="checkbox"/> П				
<input type="checkbox"/> V111				
<input checked="" type="checkbox"/> V2	90	10	4	50.00
<input type="checkbox"/> B				

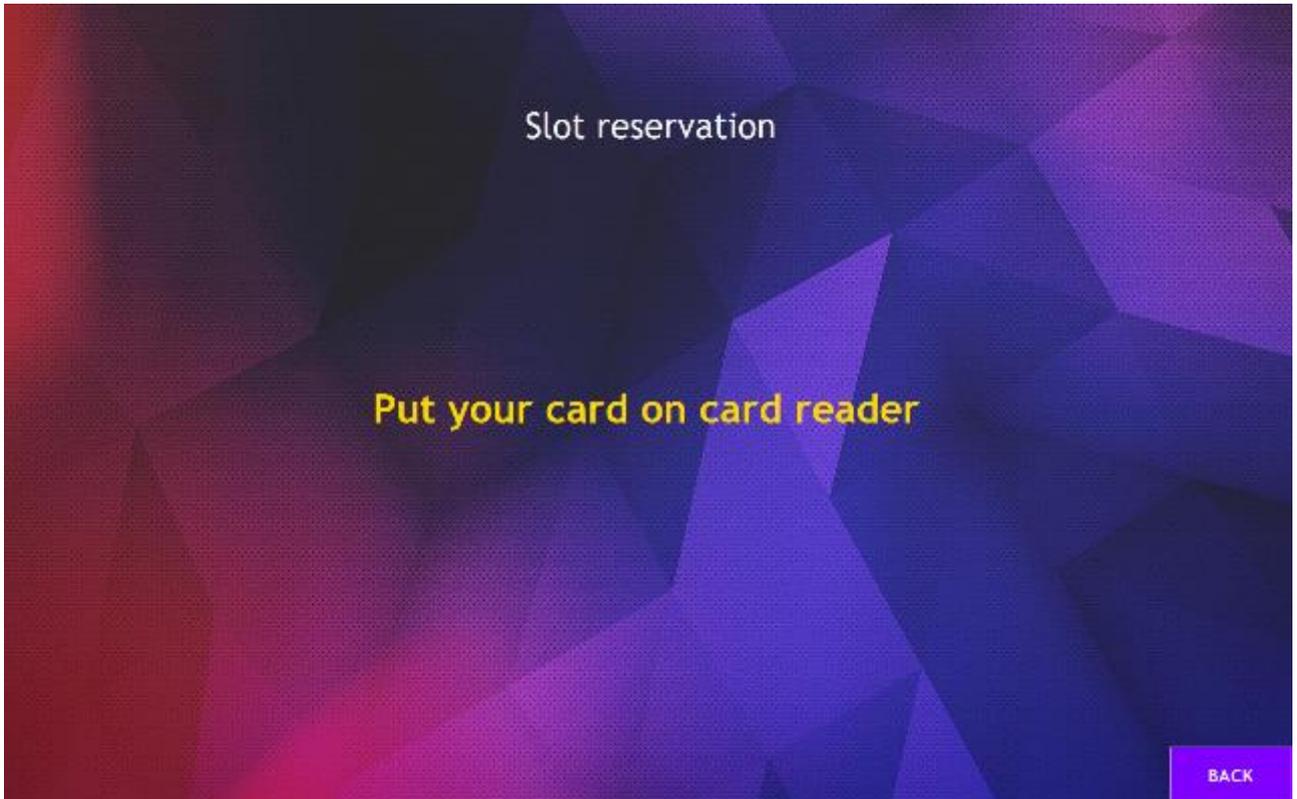
9.2 Slot reservation.

To reserve a slot machine (or several machines), the player must do the following:

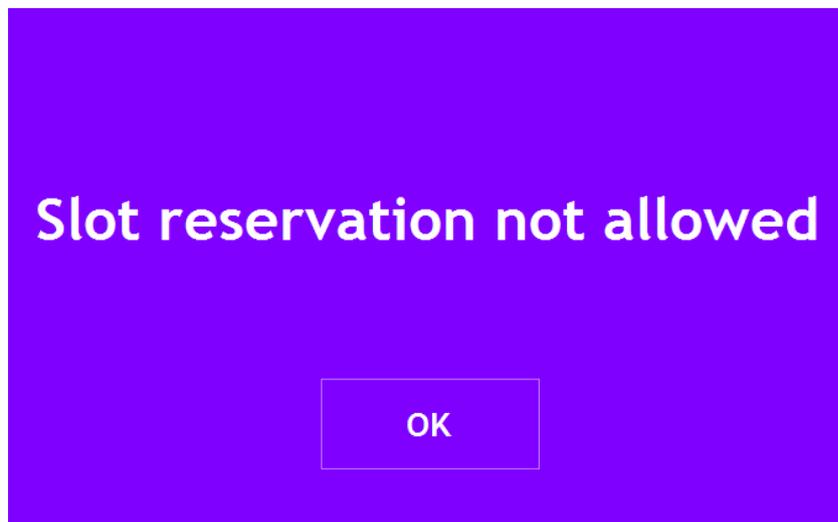
1. On the information terminal in the main menu, press the «**Reservation**» button.



2. After pressing the login window will open with the inscription «**Put your card on card reader**». The player must make their personal RFID-card to the reader.



In case if the player does not have permission to reserve slot machines, the terminal screen appears «**Slot reservation not allowed**».

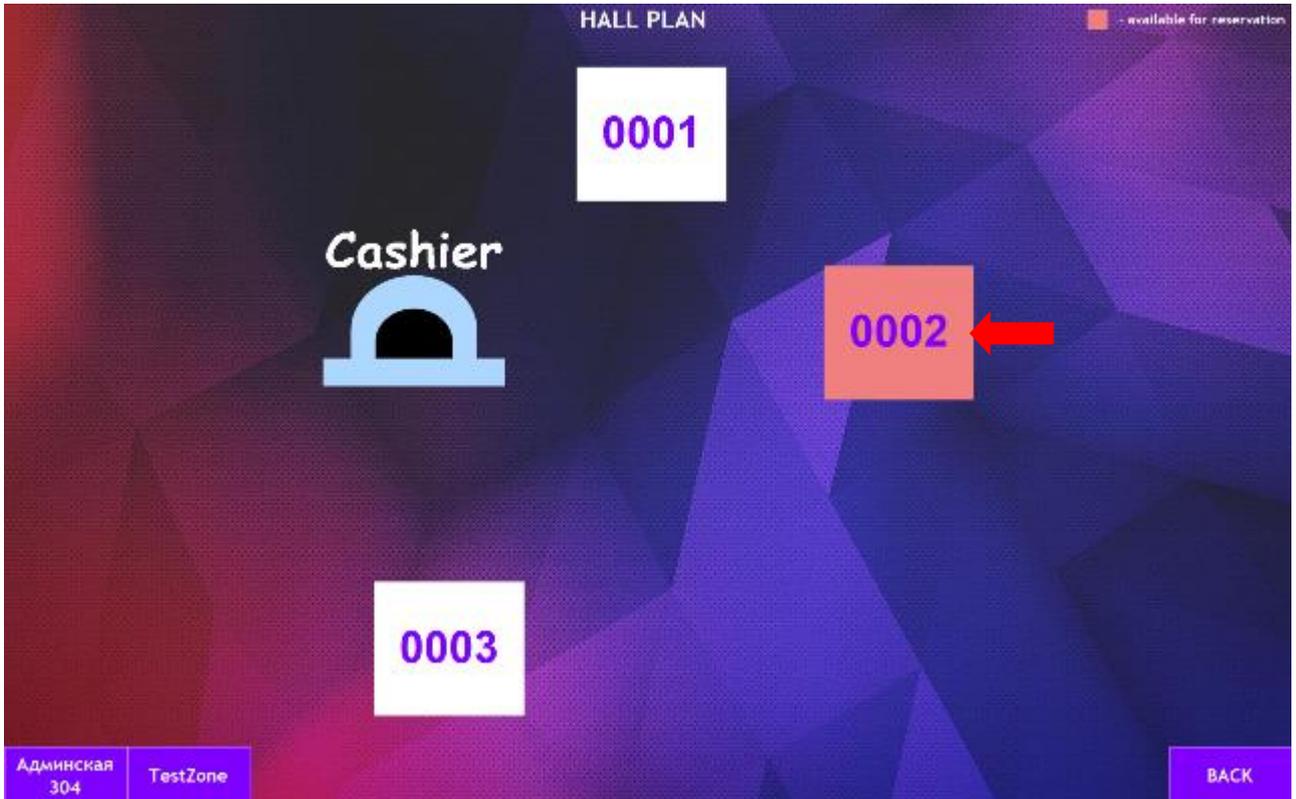


3. Upon successful authentication on the terminal window appears with the layout of slot machines.

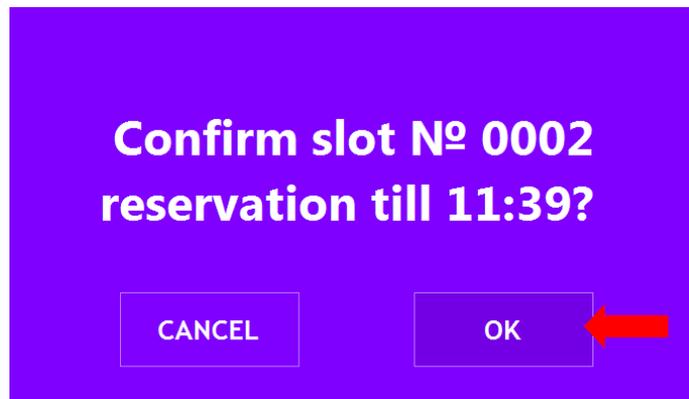
01 - red color marked machines are available for reservation, on which the player played last.

2 - white color marked machines are unavailable for reservation to this player.

For reservations you must select the available slot machine in the plan and click on it.

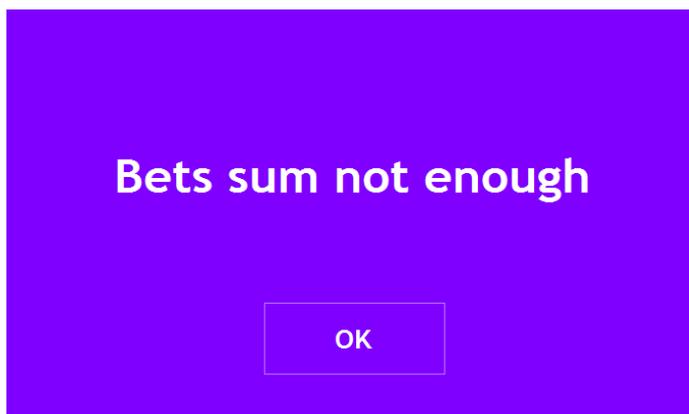


4. After clicking, a window appears and will asking you to confirm the slot reservation «Confirm slot № 00002 reservation till 11:39?». Then you must click «OK».



Thus, the selected slot will be locked, and it will display a «Game stopped by attendant» message.

In case the amount of bets this player is insufficient to activate the reservation capabilities machines, the terminal screen appears «Bets sum not enough».



9.3 Unlocking a reserved slot machine.

Slot machine, that was reserved by player is not available for games and message «**Game stopped by attendant**» (The game is stopped) is displayed (due a lockout period).

There are 3 ways to unlock the booked Slot Machine:

1) Slot machine is unlocked automatically at the end of the lockout period.

2) Unlocking of slot machine is provided by player, which book it using personal bonus card.

In this case, the player must go to slot machine and attach his card to card reader. Then device will be unlocked.

3) Unlocking of slot machine using «Floor plan» («Slots» → «Monitoring» → «New Floor plan»).

In this case, club employee need to login into «SlotLogic», go to Floor Plan and click on the machine icon, then open context menu and select «**Unlock slot machine**». After that, the device will be unlocked.

