

SlotLogic

**«SlotLogic» System
User Guide.**

Version: 7.1

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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.

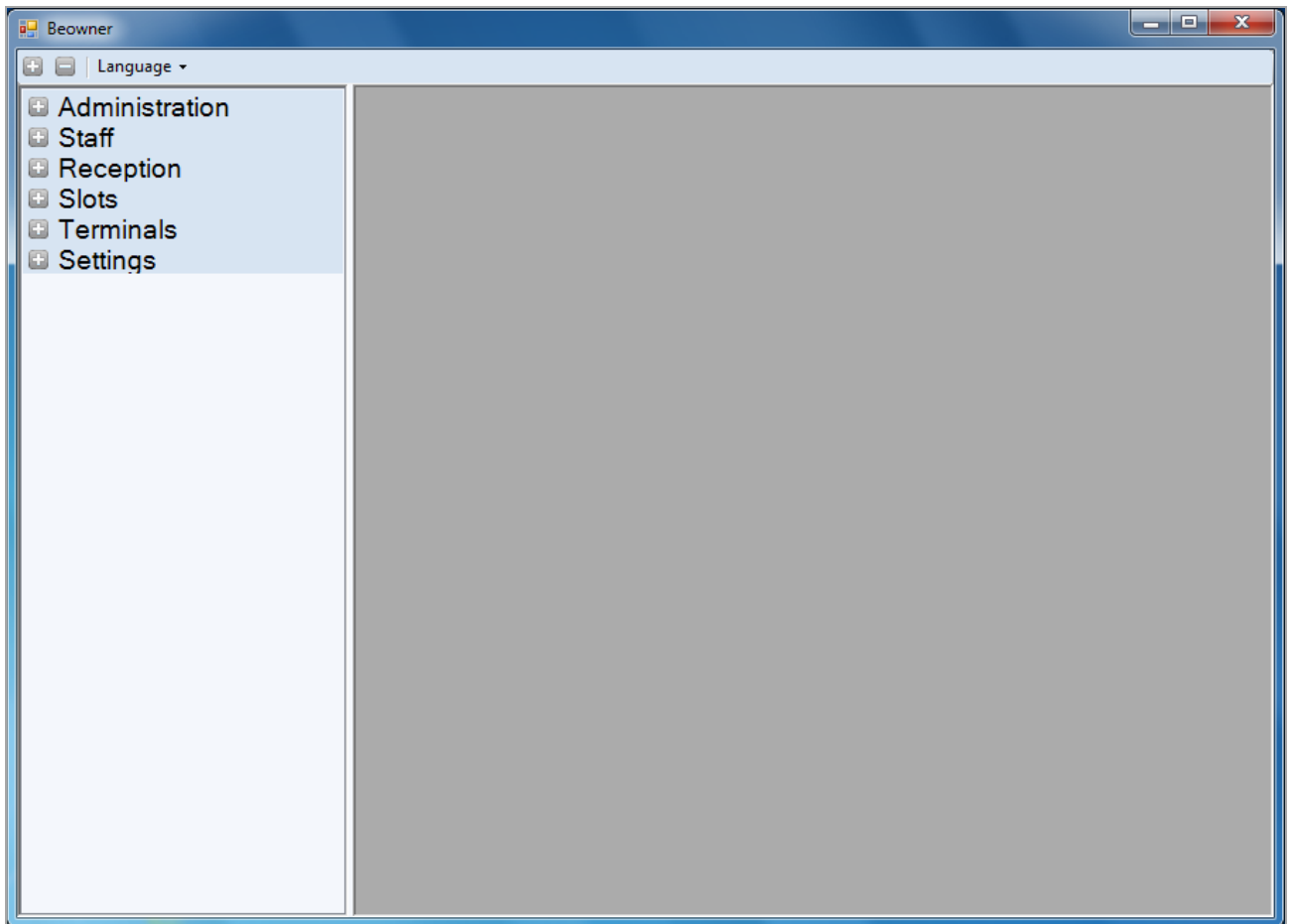


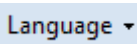
2. Once started, a login window will opened. The first logon uses the administrator username and password that are given by technical support/implementation specialists. During further (commercial) operating all logons must be performed using credentials of specific users created by system administrator.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

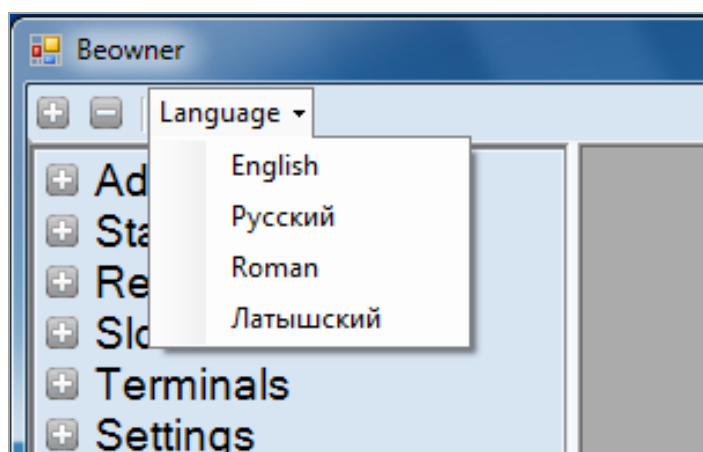




2.2 Main Menu.

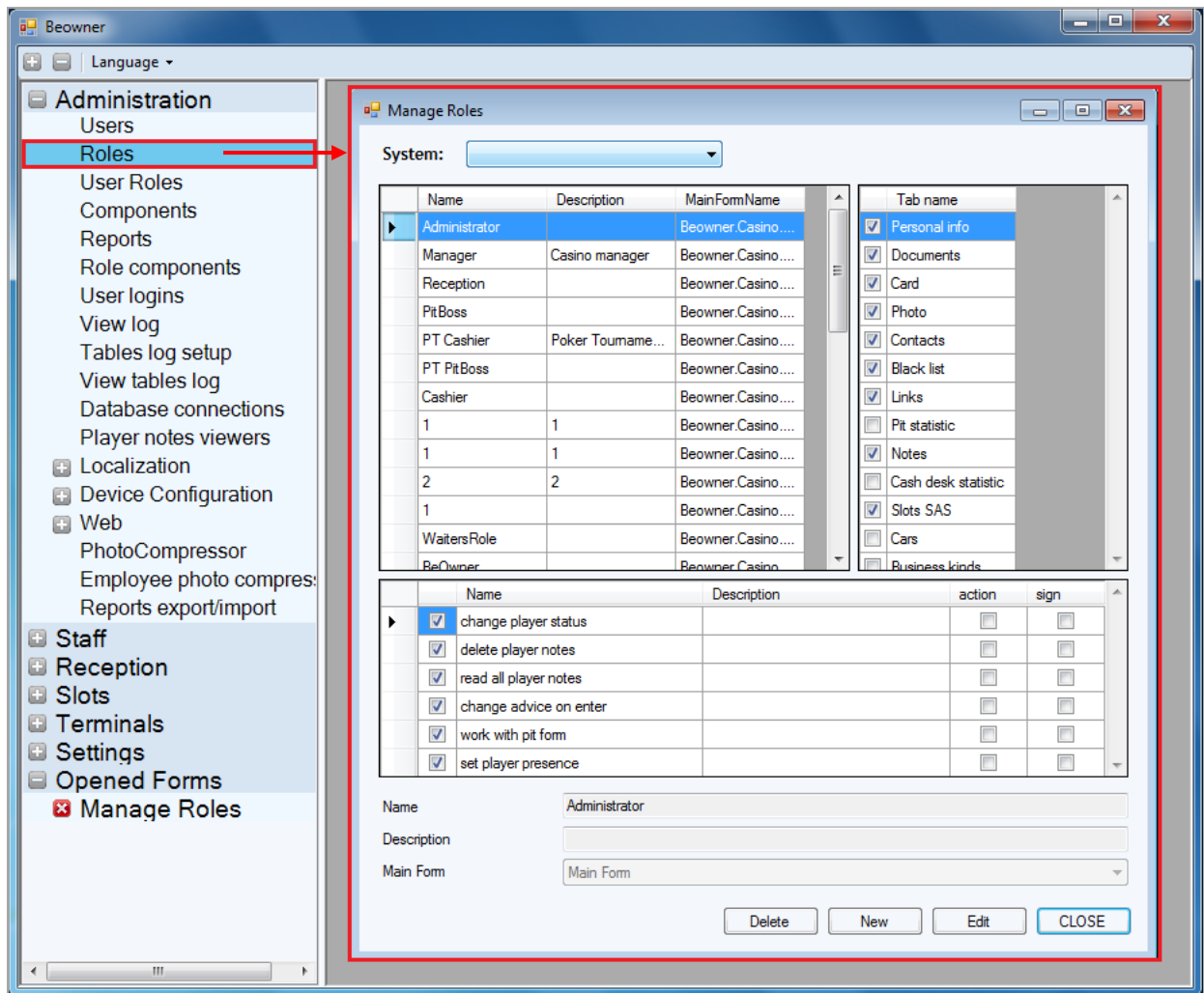
After a successful login the main window system menu shows the available functionality. The System Menu has a tree structure.


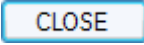




Language  button allows you to select the system language. From the drop-down list you can select English, Russian, Romanian, Latvian or Spanish language.



 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.

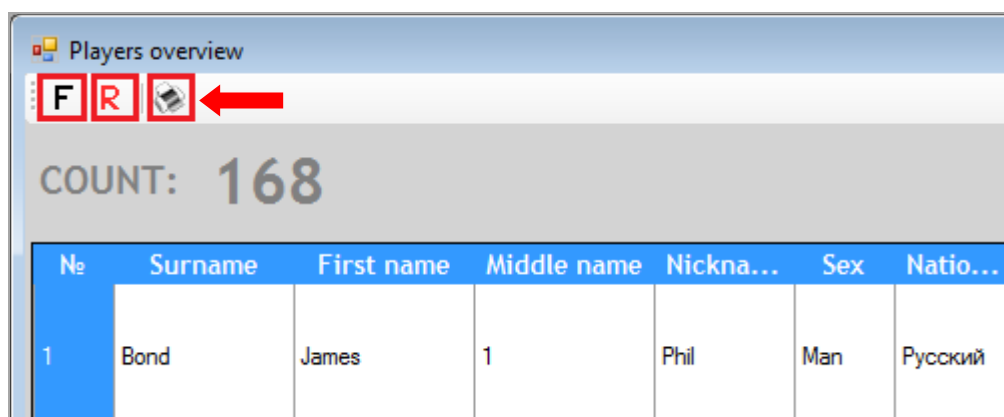





You can close each functionality window by pressing  button in the upper right corner of the window or click  button in bottom right corner (if available).

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

2.3 Data Searching and Filtering.

In some system UI forms, where a large amount of data is presented in tabular form, you can use a data filtering and mining tools for better information management. In such forms in the upper left part of the table you can find three buttons allows to easily filter and print a tabular data.

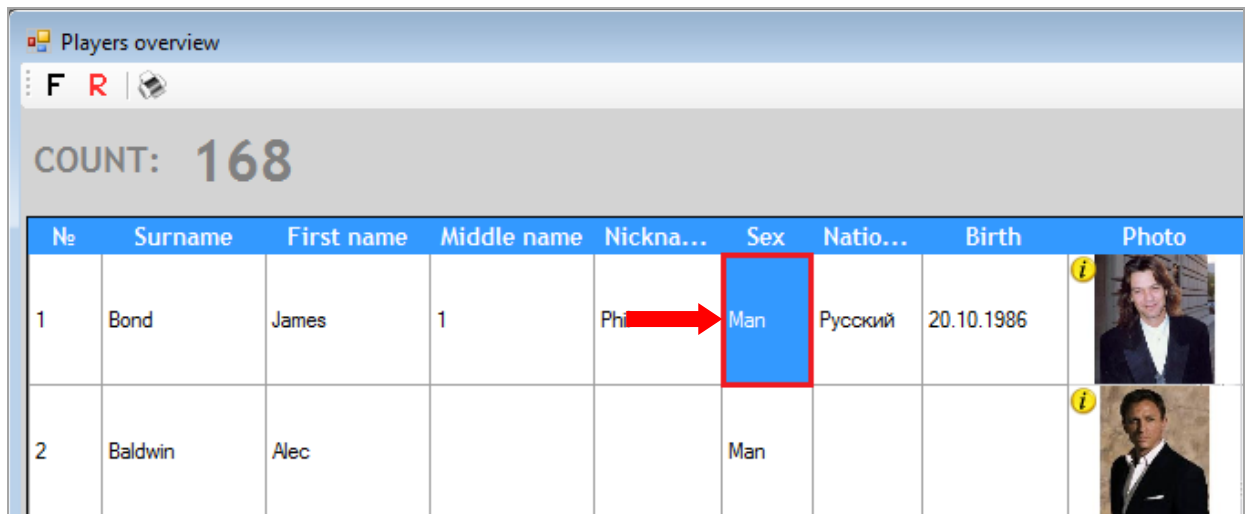




-  (filter) – filter create button.
-  (reset) – filter reset button.
-  (print) – print search results button.


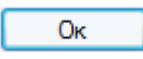
You can put filters at one, two or more table fields. Let's see how filtration system works on the example of Player review form («Guest reception» → «Players Overview»).

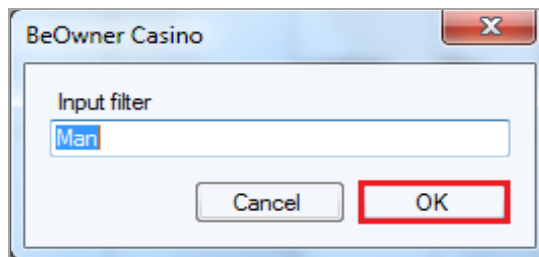
➤ **Example 1:** It is required to find all the male customers that are currently in presence in game hall. To do this, proceed as follows:

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



No	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo
1	Bond	James	1	Phi	Man	Русский	20.10.1986	
2	Baldwin	Alec			Man			

2. Click on  button.
3. Click  in opened window to create a filter.



BeOwner Casino

Input filter

Man

Cancel OK

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



No	Surname	First name	Middle name	Nickna...	Sex
1	Bond	James	1	Phil	Man

Then you need to select any cell in the «**Presence**» column.

Players overview

F R

COUNT: 131

№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence
1	Bond	James	1	Phil	Man	Русский	10/20/1986		
2	Baldwin	Alec			Man				<input checked="" type="checkbox"/>

- Click on button.
- In the window that opens into the filter box, enter the digit 1 (0 - absence, 1 - presence).
- Click to make filter active.

BeOwner Casino

Input filter

1

Cancel OK

As a result, the column will only present the male clients.


Players overview


F R


COUNT: 9

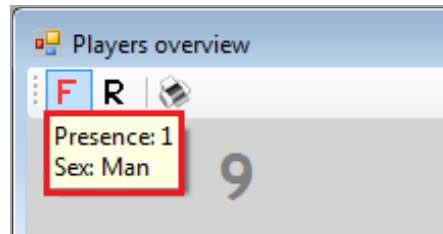
№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence	Status	Bonuses
2	Baldwin	Alec			Man				<input checked="" type="checkbox"/>	O	1100
82	Глушков	Вадим			Man		8/13/1980		<input checked="" type="checkbox"/>	П	
377	Игрок из веба				Man				<input checked="" type="checkbox"/>	П	
378	Игрок из веба 2				Man				<input checked="" type="checkbox"/>	V111	
379	игрок из веба 3				Man				<input checked="" type="checkbox"/>	V111	
380	Ванька	Иваньков			Man				<input checked="" type="checkbox"/>	V111	
381					Man				<input checked="" type="checkbox"/>	V111	
382	Селиверстов	Александр			Man		5/20/1980		<input checked="" type="checkbox"/>	O	
385	testtest	test			Man				<input checked="" type="checkbox"/>	O	

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

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

8. 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).

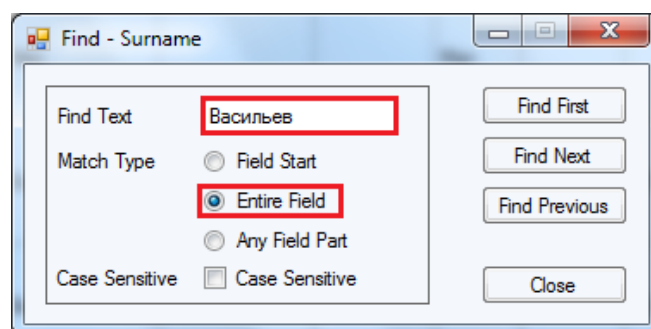
Example 2: It is required to find a client named Sergei Vasiliev. To do this, proceed as follows:

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»).


№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence
1	Bond	James	1	Phil	Man	Русский	10/20/1986		
2	Baldwin	Alec			Man				<input checked="" type="checkbox"/>
3	Petrov2	Evgeny	Abramovich		Woman	Русский	7/3/1962		

2. Let's start entering the required data (in our case - Vasiliev).

3. In result search box will opened and allows you to adjust your search by selecting different search types (f.e.«Entire Field»).



Search types may include the following (you need to set the mark for inclusion):

 (default) – it will be found those lines in which the desired input characters are placed at the beginning of words.

- ☒ **Entire Field** - it will be found those lines in which there are only entered the search characters.
- ☒ **Any Field Part** - it will be found those lines in which the desired input characters are placed in any part of the word.

Also possible to include case-insensitive (set tick):

- ☒ **Case Sensitive** - it will be found those lines in which there are only entered the required uppercase letters (uppercase, lowercase).




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

№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo
1	Bond	James	1	Phil	Man	Русский	10/20/1986	
2	Baldwin	Alec			Man			
3	Petrov2	Evgeny	Abramovich		Woman	Русский	7/3/1962	
4	Васильев	Виктор		vvasilyev	Man	Русский	12/14/1900	
5	Black	Sam			Man		1/1/2000	

To view all the players found with the specified name must use the buttons in the search box:

- Move to the next search result.
- Return to the previous search result.
- Return to the first position in search result.

As a result of quick search were found 3 client with the «Vasilyev» surname. One of which is our desired customer - Sergei Vasiliev

382	Селиверстов	Александр			Man		5/20/1980	
383	Васильев	Сергей			Man		5/20/1980	
384	Голубева	Ирина			Woman		5/20/1980	

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 (e.g., the number of customer PTS (bonus points))

	that 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.

Lets see on examples how to use specific search filter with search characters.

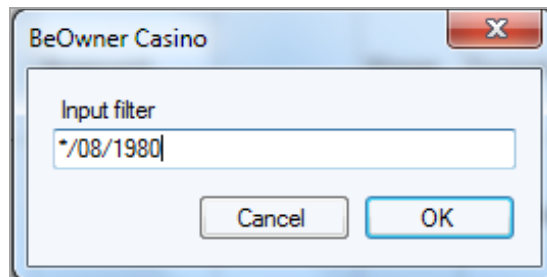
➤ **Example 3:** You want to find a client in the list, but remember only the month and year of birth - August 1980. To do this, proceed as follows:

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

Nº	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo
1	Bond	James	1	Phil	Man	Py...	10/20/1986	
2	Baldwin	Alec			Man			


2. Click on **F** button.

3. In the window that opens into the filter box type the following: *.08.1980



4. Click **Ok** to enable filter.

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

Players overview									
COUNT: 1									
Nº	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence
82	Глушков	Вадим			Man		8/13/1980		<input checked="" type="checkbox"/>

➤ **Example 4:** You want to find a client list, but remember only a few digits of his phone number – f.e. 926. To do this, proceed as follows:

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

№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status	Phone
1	Bond	James	Phil	Man	10/20/1986		!	V2	+79268869977 ...

2. Click on button.

3. In the window that opens into the filter box type the following: ***926***

BeOwner Casino

Input filter

926

Cancel OK




4. Click to enable filter.


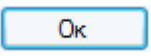
Thus, after the filter is applied, form shows only customers which telephones contain the desired numbers.

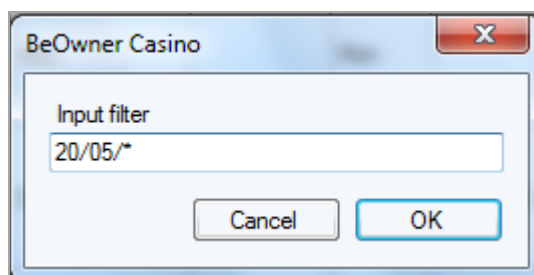
№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status	Phone
1	Bond	James	Phil	Man	10/20/1986		!	V2	+79268869977 ...
3	Petrov2	Evgeny		Woman	7/3/1962			V2	7(926)3444661
119	Панчук	Алексей		Man				O	1234568 7(926)...
382	Селиверстов	Александр		Man	5/20/1980		✓	O	7(926)8869955

➤ **Example 5:** You want to make a new SMS notification with compliments for his birthday all female clients that born on May 20. You want to find all female customers whose date of birth May 20, and their mobile phone numbers are entered into the database. To do this, proceed as follows:






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

№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo
1	Bond	James	1	Phil	Man		10/20/1986	
2	Baldwin	Alec			Man			

- Click on  button.
- In a filter box window that opens please input following: **20/05/***
- Click  to enable filter.

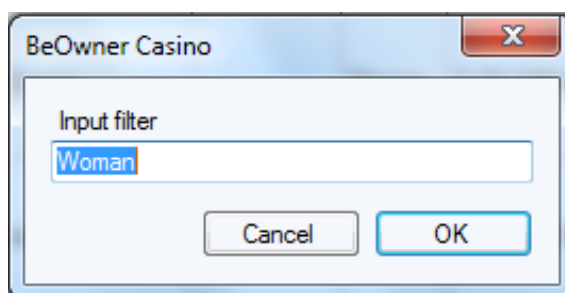


Thus, the column will contain only customers whose birthday is May 20.



№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status
369	Перова	Татьяна		Woman	5/20/1983		!	O
370	Вересова	Ольга		Woman	5/20/1984		!	O
382	Селиверстов	Александр		Man	5/20/1980		!	O
383	Васильев	Сергей		Man	5/20/1980		!	O
384	Голубева	Ирина		Woman	5/20/1980		!	O

5. Then, to create a list with female clients, you can click a left mouse button on any cell in «Sex» column with «Woman» value.




- Click on  button.
- In the box that opened click  to enable filtering.



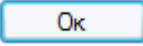
As a result, the column will present only female clients, whose birthdays are on May 20.

№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status
369	Перова	Татьяна		Woman	5/20/1983		! <input type="checkbox"/>	0
370	Вересова	Ольга		Woman	5/20/1984		! <input type="checkbox"/>	0
384	Голубева	Ирина		Woman	5/20/1980		! <input type="checkbox"/>	0

8. Then, you need to filter a final list of customers whose mobile phone numbers entered into the database. Make a left click on any cell in «**Phone**» column.

№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status	Email	Phone
369	Перова	Татьяна		Woman	5/20/1983		! <input type="checkbox"/>	0		7(918)5896252
370	Вересова	Ольга		Woman	5/20/1984		! <input type="checkbox"/>	0		
384	Голубева	Ирина		Woman	5/20/1980		! <input type="checkbox"/>	0		7(915)8153525

9. Click on  button.

10. In a filter box that just opened please input a special symbol combination <> (search for strings in which the selected field is not empty) and click  to enable the filter.

BeOwner Casino



Input filter


<>


Cancel

OK

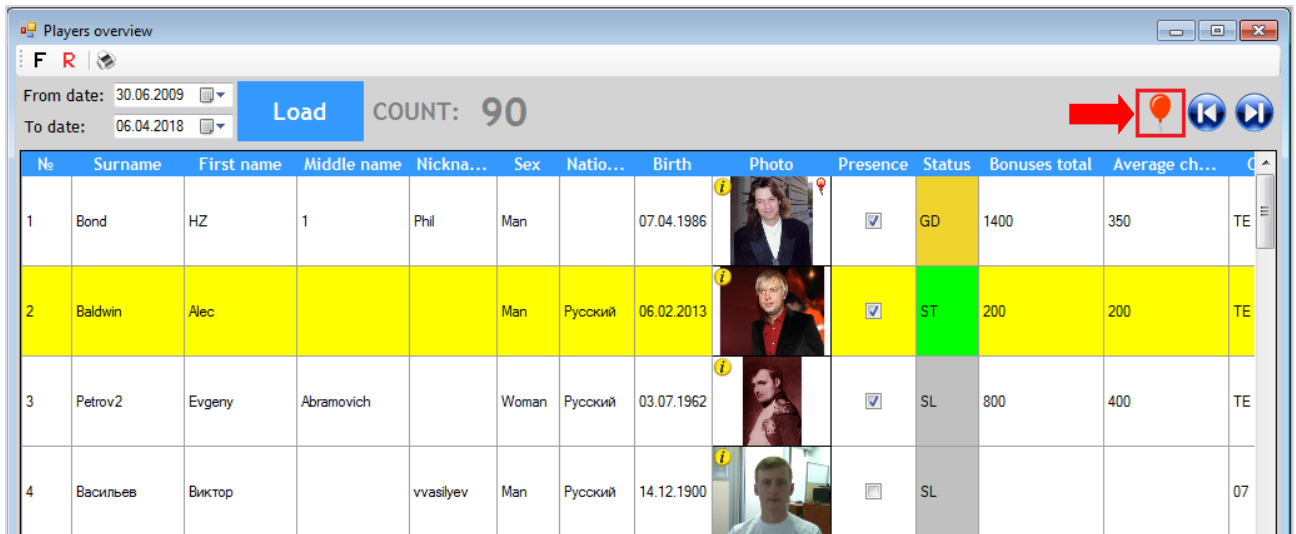
As a result, the column will show only female clients, whose birthdays are on May 20, and their mobile phone numbers are entered into database.

№	Surname	First name	Nickna...	Sex	Birth	Photo	Presence	Status	Email	Phone
369	Перова	Татьяна		Woman	5/20/1983		! <input type="checkbox"/>	0		7(918)5896252
384	Голубева	Ирина		Woman	5/20/1980		! <input type="checkbox"/>	0		7(915)8153525

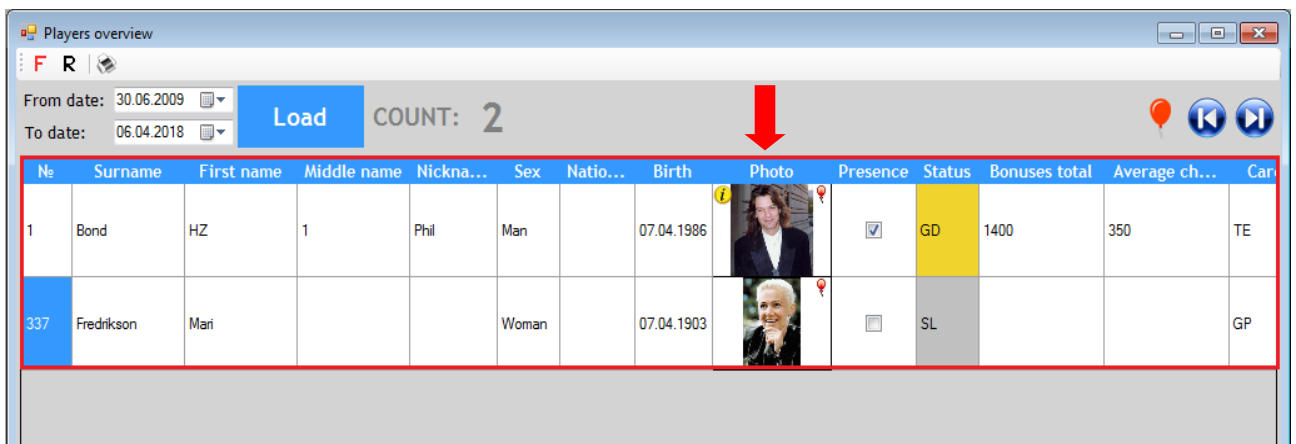
You can print a filtering result by clicking on  (print) button (if necessary).

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

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

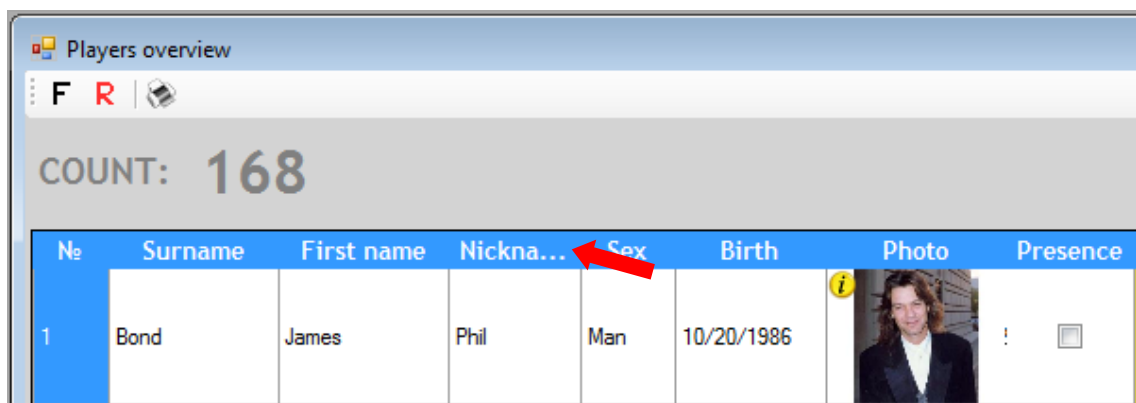


When you click on this button in the list of players will remain only those players who had a birthday **yesterday**, **today** and **tomorrow**. On the photo of these players will be displayed the icon with a balloon.

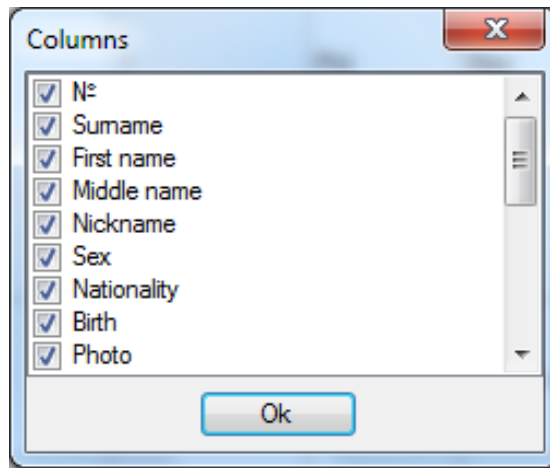


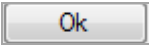
Also, for better creating and viewing desired lists with necessary data, you can **disable / enable the display of any column of the table**. To do this, please proceed as follows:

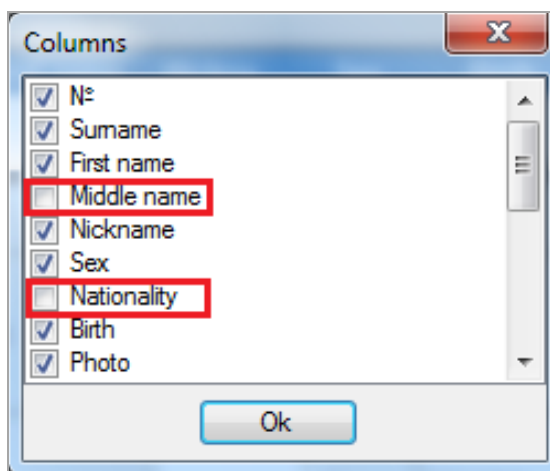
1. Click right mouse button on any column in the table header.






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.


Players overview									
COUNT: 168									
№	Surname	First name	Sex	Birth	Photo	Presence	Status	Email	Phone
1	Bond	James	Man	10/20/1986		<input type="checkbox"/>	V2	CSDeveloper@y...	+79268869977 ...
2	Baldwin	Alec	Man			<input checked="" type="checkbox"/>	O		
3	Petrov2	Evgeny	Woman	7/3/1962		<input type="checkbox"/>	V2	osigitov@beown...	7(926)3444661

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 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).

№	Surname	First name	Sex	Birth		Photo
1	Bond	James	Man	10/20/1986		

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

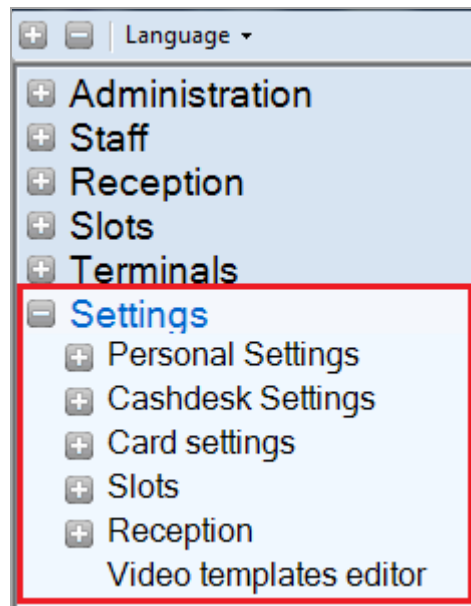
№	Surname	First name	Birth	Sex		Photo
1	Bond	James	10/20/1986	Man		

If the data in table cells hides for some reason (for example, E-mail or telephone number), you can increase (or decrease) the width of the column, moving cursor to the right edge of the column header (double arrow appears), hold down left mouse button and stretch it to the right until the desired size.

Photo	Presence	Status	Email	Phone
	<input type="checkbox"/>	V2	CSDDeveloper@y...	+79268869977 ...

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.

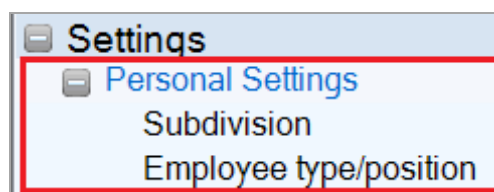


You can find a detailed description of system configuration parameters in the following paragraphs of this section.

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».

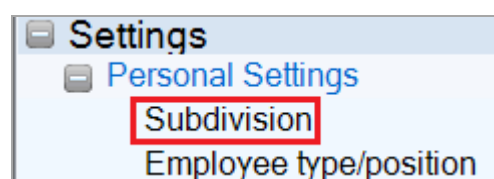
In «Settings» → «Personal Settings» section you can setup employee subdivisions, roles and positions.



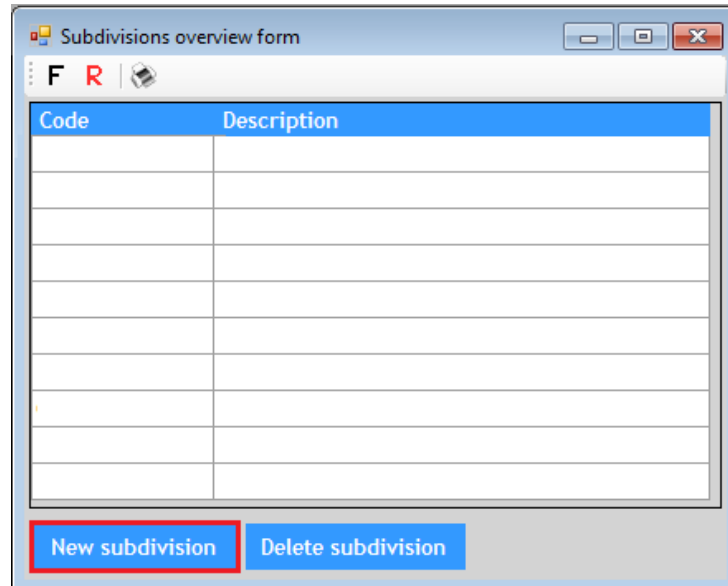
3.1.1 Employee units setup.

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».



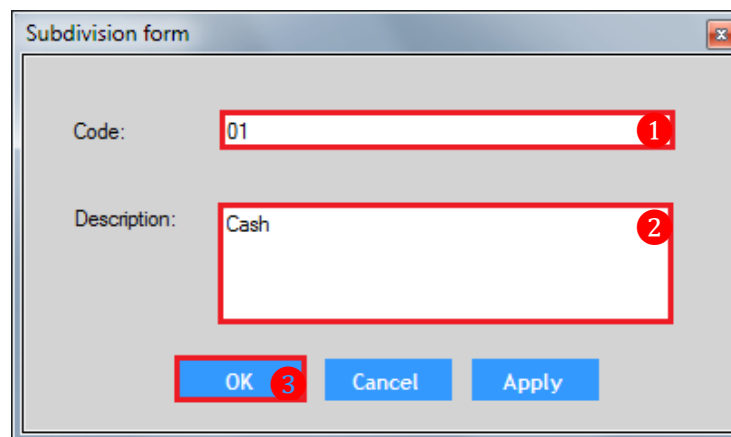
2. Click on «New subdivision» button in «Subdivision overview» form.



The image shows a window titled "Subdivisions overview form". It contains a table with two columns: "Code" and "Description". The table has 10 rows. Below the table are two buttons: "New subdivision" and "Delete subdivision". The "New subdivision" button is highlighted with a red border.

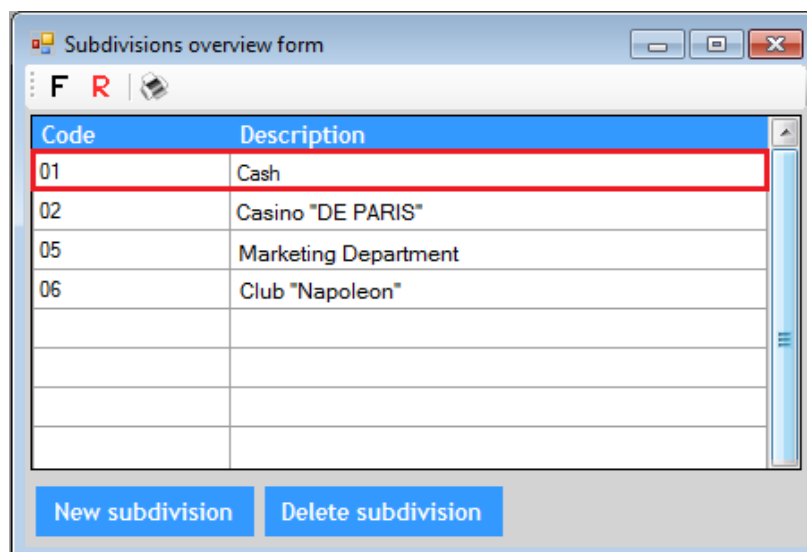
Code	Description

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**.



The image shows a dialog box titled "Subdivision form". It has two input fields: "Code:" and "Description:". The "Code:" field contains "01" and is highlighted with a red border and a red circle with the number "1". The "Description:" field contains "Cash" and is highlighted with a red border and a red circle with the number "2". At the bottom are three buttons: "OK", "Cancel", and "Apply". The "OK" button is highlighted with a red border and a red circle with the number "3".

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



The image shows the "Subdivisions overview form" window after adding a new subdivision. The table now contains four rows of data. The first row, with "01" in the "Code" column and "Cash" in the "Description" column, is highlighted with a red border. The "New subdivision" button is still highlighted with a red border.

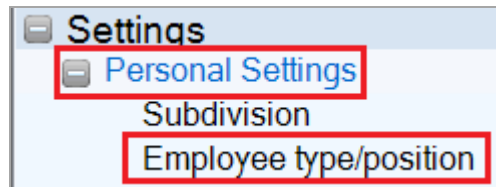
Code	Description
01	Cash
02	Casino "DE PARIS"
05	Marketing Department
06	Club "Napoleon"

3.1.2 Setting employees roles and positions.

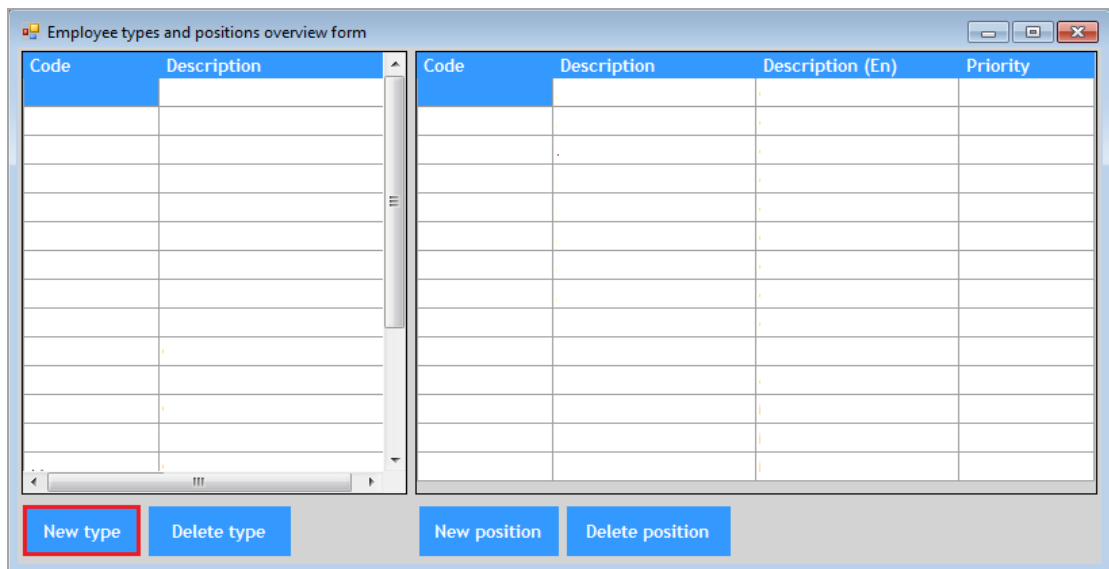
To configure accounting staff positions and positions must first create posts and positions in the system.

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.

A screenshot of the "Employee type form" window. It has a "Type parameters" section with two input fields: "Code:" with the value "04" (highlighted with a red box and a red circle with the number 1) and "Description:" with the value "cashier" (highlighted with a red box and a red circle with the number 2). At the bottom, there are three buttons: "OK" (highlighted with a red box and a red circle with the number 3), "Cancel", and "Apply".

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

Code	Description
01	Dealer
02	Pit Boss
03	Manager
04	cashier

Code	Description	Description (En)	Priority

New type Delete type New position Delete position

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).

Code	Description
01	Dealer
02	Pit Boss
03	Manager

Code	Description	Description (En)	Priority

New type Delete type **New position** Delete position

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).

After all click «OK».

The image shows a dialog box titled "Employee position form". It contains the following fields and controls:

- Code:** A text input field containing "SSC" (labeled 1).
- Description:** A text input field containing "senior of cashier shift" (labeled 2).
- Description (english):** A text input field containing "senior of cashier shift" (labeled 3).
- Type:** A dropdown menu showing "04 | cashier" (labeled 4).
- Priority:** A numeric input field containing "3" (labeled 5).
- Buttons:** "OK" (labeled 6), "Cancel", and "Apply".

Created position will be displayed in the right part of the form in the list of current positions.

The image shows a window titled "Employee types and positions overview form". It contains two tables and a set of buttons at the bottom.

Code	Description
01	Dealer
02	Pit Boss
03	Manager
04	cashier

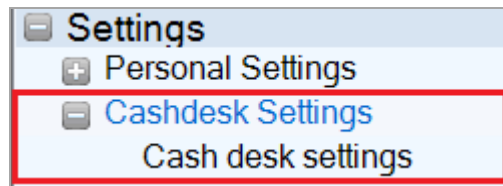
Code	Description	Description (En)	Priority
SCC	старший инкассатор	count collector supervisor	3
SSC	senior of cashier shift	senior of cashier shift	3

Buttons at the bottom: "New type", "Delete type", "New position", "Delete position".

To remove any employee position/type from the system you must click on **Delete type** or **Delete position**, located beneath respective list.

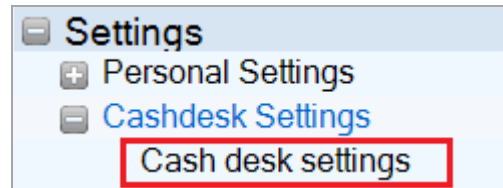
3.2 Cash desk settings

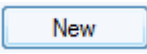
In «Settings» → «Cashdesk Settings» you can provide detailed setup of cash desk module.



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.

A screenshot of the "Cash Desk Settings" window. It features a table with columns: Workstation, Number, Port, Use Cash Register, Disabled, and Casino cash desk. The first row is highlighted in blue. Below the table is a form with input fields for Workstation, Number, and Port, and checkboxes for Use Cash Register, Disabled, Casino cash desk, Slot cash desk, Poker cash desk, and Allow open gaming day. At the bottom left, there are three buttons: "New", "Edit", and "Delete". The "New" button is highlighted with a red rectangular box. At the bottom right, there is an "Init 2021" button.

	Workstation	Number	Port	Use Cash Register	Disabled	Casino cash desk
▶	Serge	55		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	eugene	01		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	sholokhov	02		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	andrey	03	COM3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Workstation:
Number:
Port:
Use Cash Register: ☐
Disabled: ☐
Casino cash desk: ☐
Slot cash desk: ☒
Poker cash desk: ☐
Allow open gaming day: ☒

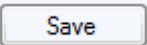
3. After clicking on «New» button all required form fields will be active. Then you must specify the following values:

✓ 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**».

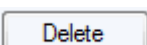
✓ Set a tick on «**Allow open gaming day**».

✓ 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.).

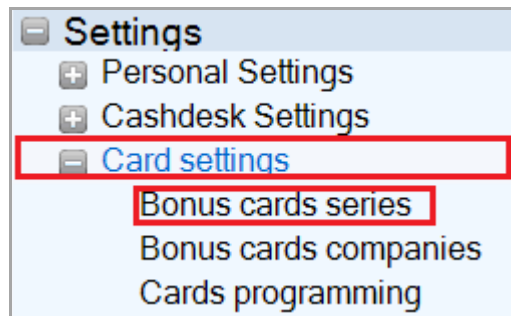
Issuing of loyalty cards is provided on «**Player registration card**» form at «**Card**» tab in («Reception» → «Players overview») (for more information please follow to [«Card» tab](#)).

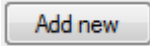
In order to issue loyalty cards to customers, first you must set up cards numbering and program them for assignment with client profiles (for more information please follow to [«Bonus Card Programming»](#)).

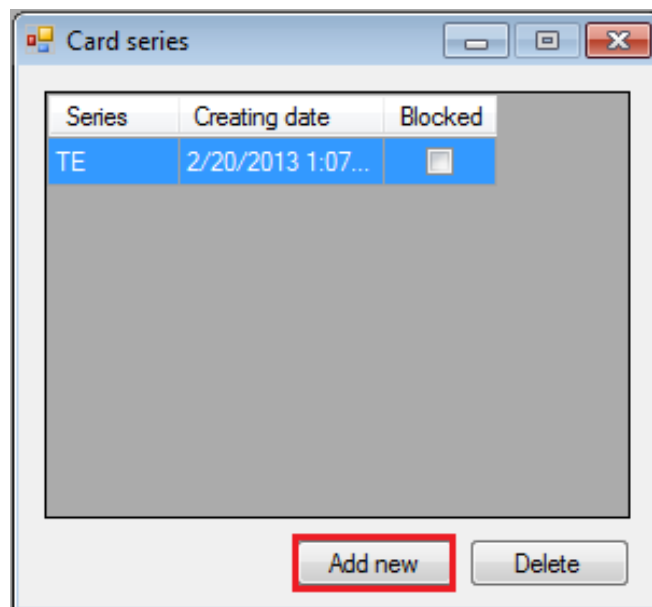
3.3.1 Setting the card series code.

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».

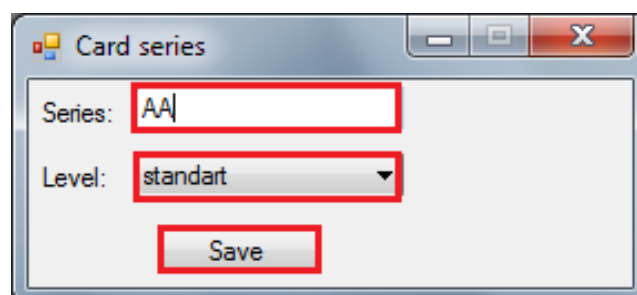


2. Click on  at card series form.

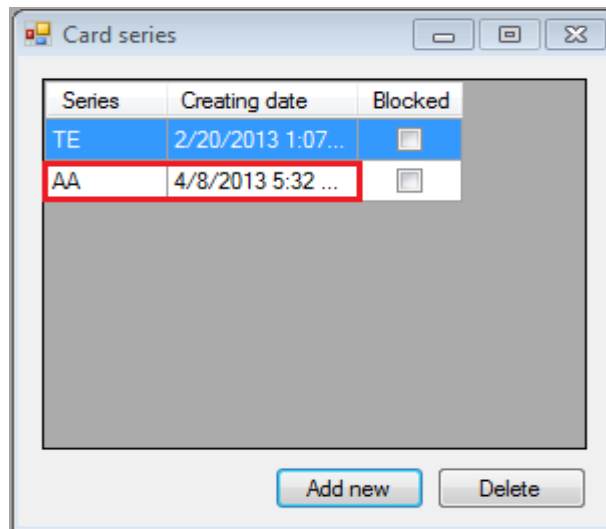


3. In the next window that opens, specify the following values:
 - ✓ Input two symbols in «Series» string that are designating a card series.
 - ✓ Choose a type of card (standard, bronze, silver, gold) from the drop-down list in a «Level» string.

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.

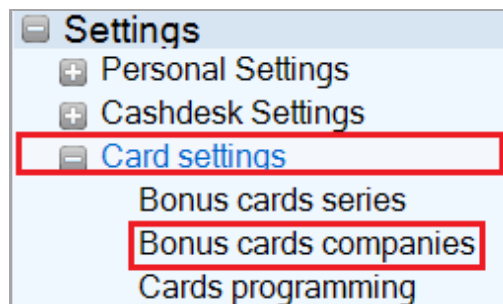
If you want to block any of card series, you must put a tick on «**Blocked**».

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

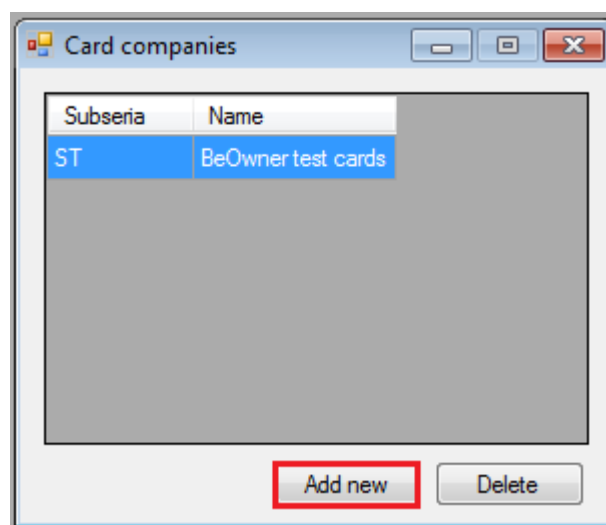
3.3.2 Setting a code of bonus cards subseries.

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

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



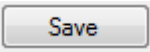
2. When a «**Card Companies**» form will opened click on .

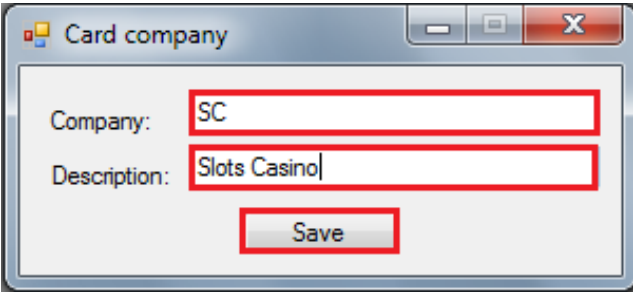


3. Set the values in the next window that opens:

- ✓ 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 .



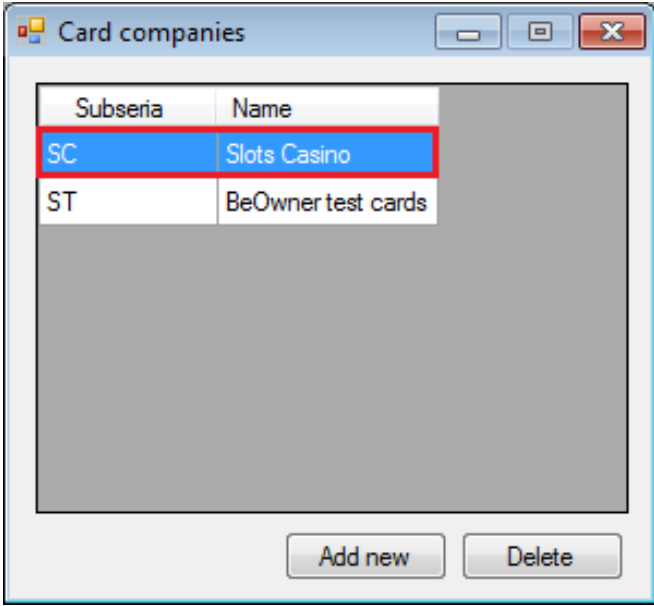
Card company

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

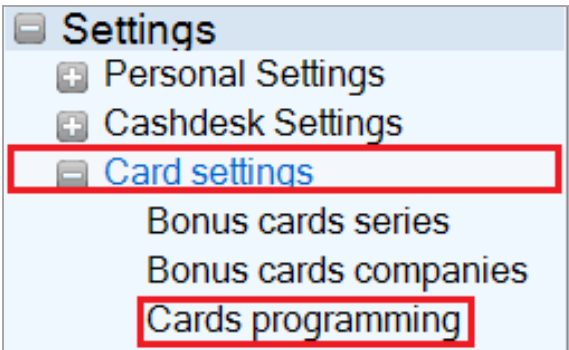
In case you want to remove any subseries code, you must select it in the list and click on



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

Series	Company	Number	Next card	Replace date	Replace reason	Me
TE	ST	1	TE-ST-2	18.04.2013 14:08	1	psh
TE	ST	2				psh
TE	ST	3			Web	psh
TE	ST	5				vva
TE	ST	6				vva

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.

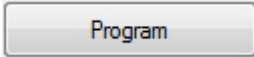


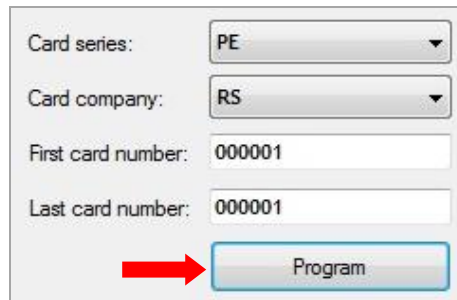
2. Plug in USB RFID card reader.
3. Provide a following actions in **«Bonus cards generator»** form:
 - 1) Select a card series from drop down list in **«Card series»** string.
 - 2) Select a card subseries from drop down list in **«Card company»** string.
 - 3) Input first card number in **«First card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


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).



First card number: 000001
Last card number: 000001

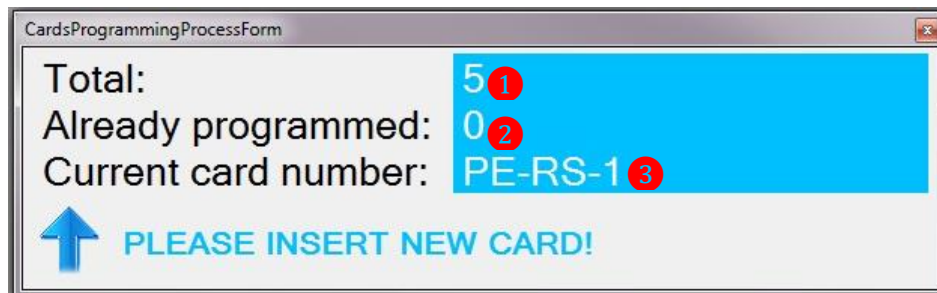
4. In order to start the process of cards programming/initialization, click on  and then apply the card to the reader consistently (card reader will beep after each card programming).



Card series: PE
Card company: RS
First card number: 000001
Last card number: 000001
 Program


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.



CardsProgrammingProcessForm

Total: 5 ¹
Already programmed: 0 ²
Current card number: PE-RS-1 ³

 PLEASE INSERT NEW CARD!

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

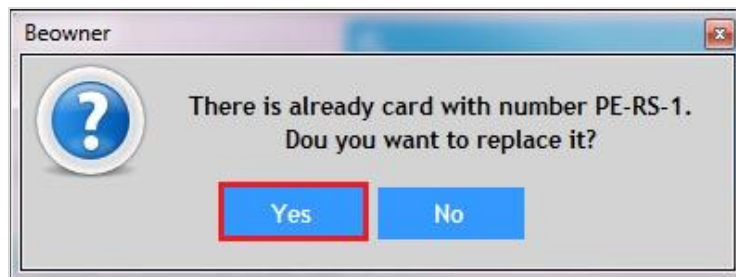
✓ **Series, Company, Number** – in these columns are presented the series, subseries and the numbers stored on the card.

✓ **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.

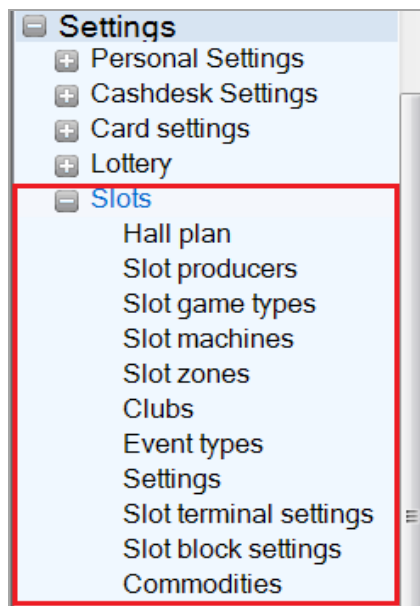


Thus, the selected bonus card will be re-programmed and displayed in the list with a new number.

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.

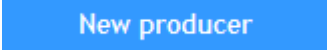
While you add a slot machine to the system at a first time you need to specify a slot manufacturer (producer). To do this, use «**Slot producer overview**» form («**Settings**» → «**Slots**» → «**Slot producer**»).

A screenshot of a window titled 'Slot producers overview form'. It contains a table with three columns: 'Name', 'Description', and 'Color'. The table has five rows of data. Below the table is a blue button labeled 'New producer'.

Name	Description	Color
Atronic	-	Cyan
Novomatic	Admiral	Blue
Игрософт	-	Orange
Gameworld	-	Purple
Magic place	-	Green

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  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

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	-	
Novomatic	Admiral	
Игрософт	-	
Gameworld	-	
Magic place	-	
Playtech	-	
Mega Jack	-	

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

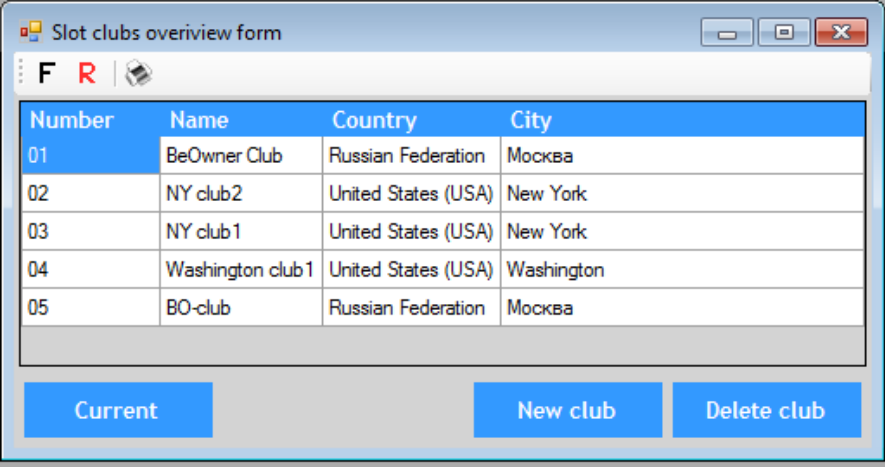
Name	Description	Producer
Crazy cherry		
Sharky		
The Money Game	-	
Pack 30	Pack of 30 games	Novomatic

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**».



The 'Slot clubs overview form' window displays a table with the following data:

Number	Name	Country	City
01	BeOwner Club	Russian Federation	Москва
02	NY club2	United States (USA)	New York
03	NY club1	United States (USA)	New York
04	Washington club 1	United States (USA)	Washington
05	BO-club	Russian Federation	Москва

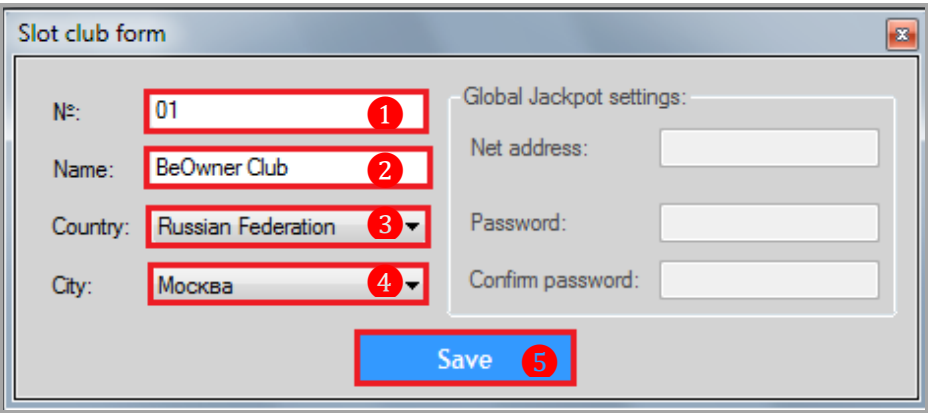
Below the table are three buttons: 'Current', 'New club', and 'Delete club'.

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.

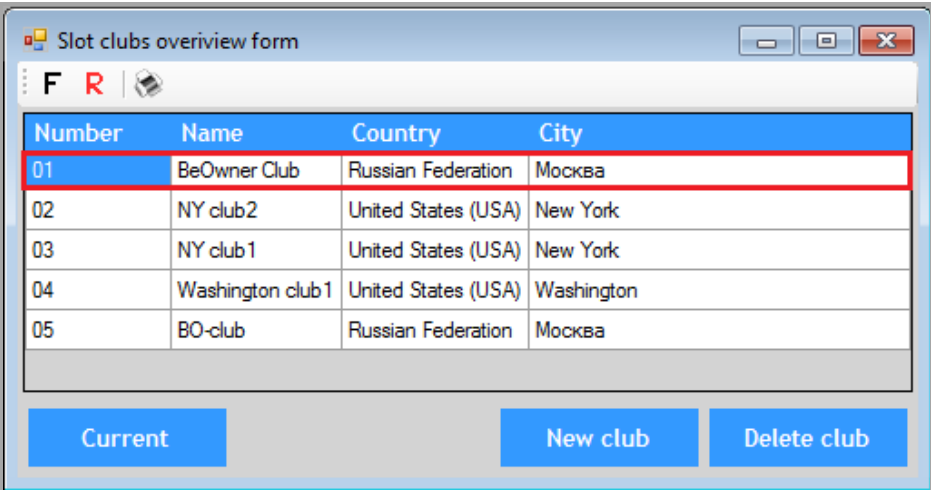
To store data click on **Save**.



The 'Slot club form' window contains the following fields and controls:

- Nº:** Text input field with value '01' (labeled 1).
- Name:** Text input field with value 'BeOwner Club' (labeled 2).
- Country:** Drop-down menu with value 'Russian Federation' (labeled 3).
- City:** Drop-down menu with value 'Москва' (labeled 4).
- Global Jackpot settings:** A section containing three text input fields: 'Net address:', 'Password:', and 'Confirm password:'.
- Save:** A blue button at the bottom (labeled 5).

After saving parameters club will appear in a list.



The 'Slot clubs overview form' window now includes the newly added club as the first row in the table:

Number	Name	Country	City
01	BeOwner Club	Russian Federation	Москва
02	NY club2	United States (USA)	New York
03	NY club1	United States (USA)	New York
04	Washington club 1	United States (USA)	Washington
05	BO-club	Russian Federation	Москва

The buttons 'Current', 'New club', and 'Delete club' remain at the bottom.

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**».

Zone code	Club	Color
Админская 304	01 BeOwner Club	Cyan
TestZone	01 BeOwner Club	Green

New slot zone

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.

Slot zone form

Slot zone parameters

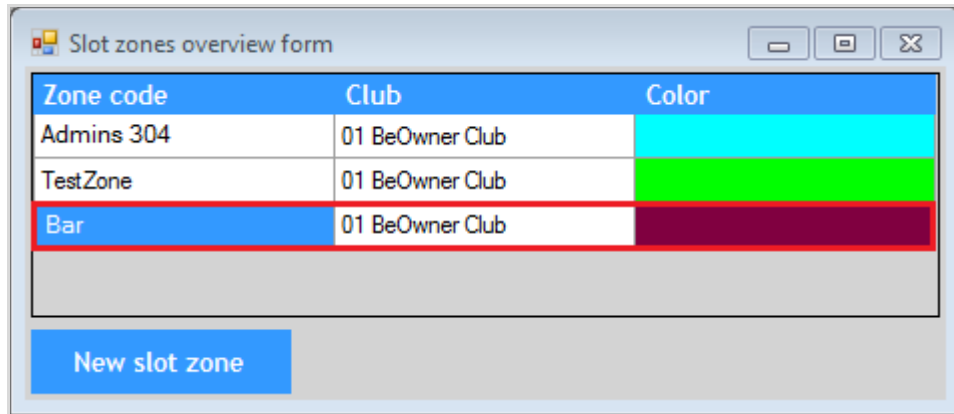
Zone code: Bar 1

Club: 01, BeOwner Club 2

Color: -8388544 3

OK 4 Cancel Apply

After saving a new zone will appear in list.



Slot zones overview form

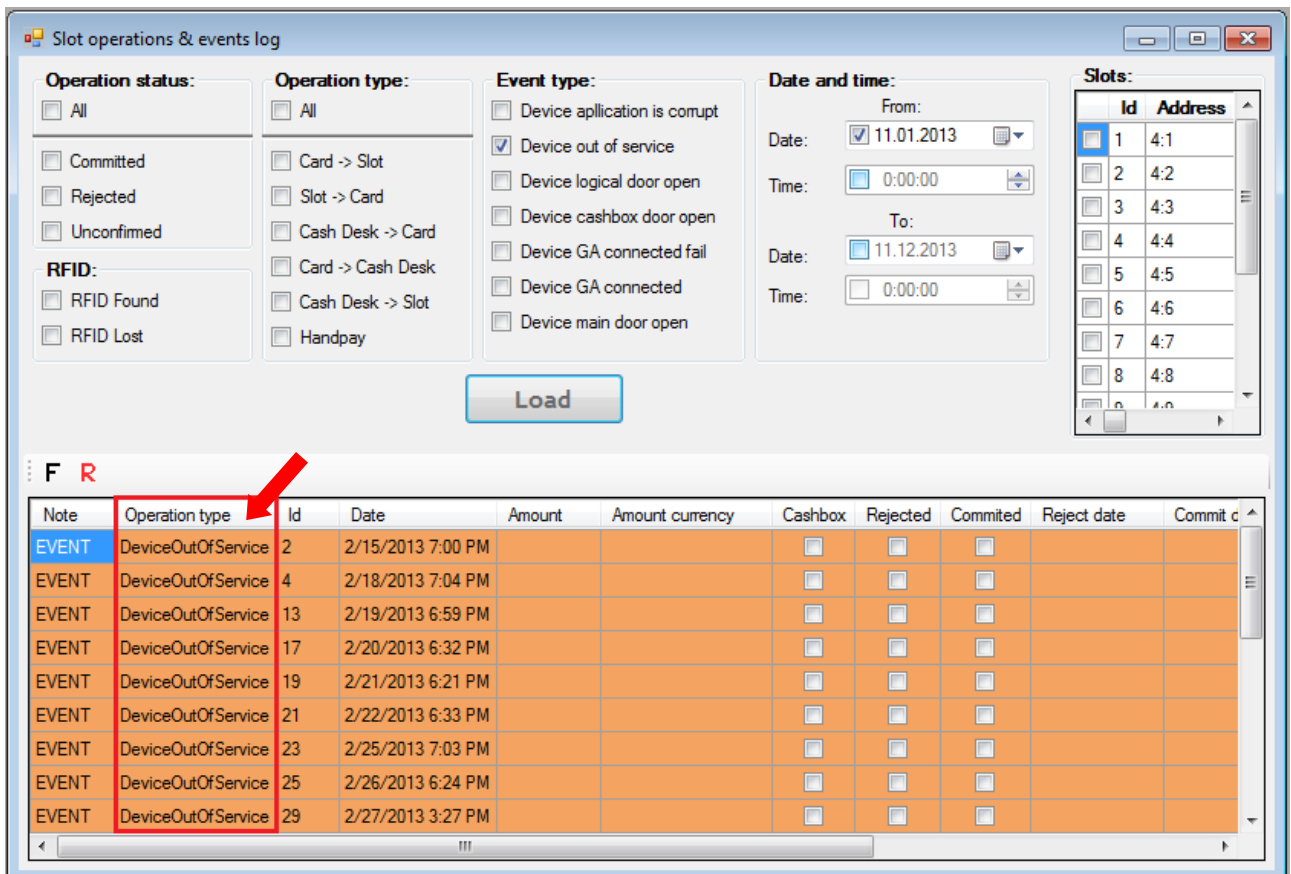
Zone code	Club	Color
Admins 304	01 BeOwner Club	Cyan
TestZone	01 BeOwner Club	Green
Bar	01 BeOwner Club	Red

New slot zone

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».



Slot operations & events log

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: 11.01.2013 Time: 0:00:00 To: Date: 11.12.2013 Time: 0:00:00

Slots:

Id	Address
1	4:1
2	4:2
3	4:3
4	4:4
5	4:5
6	4:6
7	4:7
8	4:8

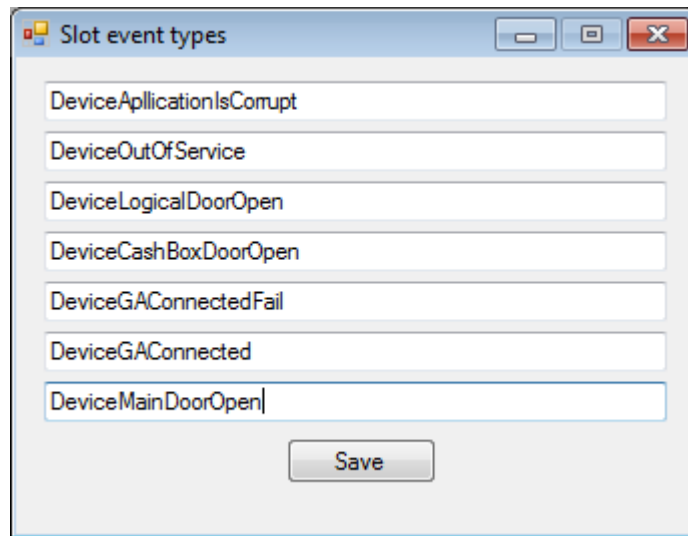
Load

Note	Operation type	Id	Date	Amount	Amount currency	Cashbox	Rejected	Committed	Reject date	Commit c
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"/>		
EVENT	DeviceOutOfService	17	2/20/2013 6:32 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	19	2/21/2013 6:21 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	21	2/22/2013 6:33 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	23	2/25/2013 7:03 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	25	2/26/2013 6:24 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
EVENT	DeviceOutOfService	29	2/27/2013 3:27 PM			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

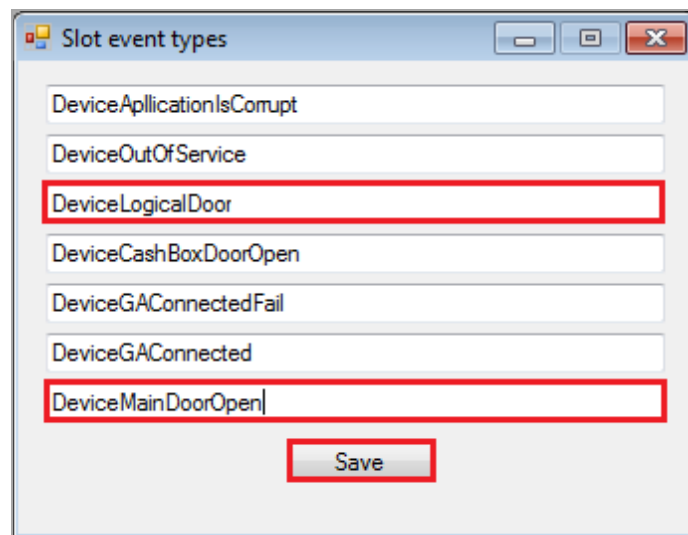
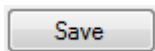
Initially all transactions and events are stored in English, but if necessary they can be edited and translated into any language.

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 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.

Slot settings

General | Cashless | Cashdesk | TITO | SIZ Report | Cashback

1 Operator type code: 13 | Группа инкассации

2 Club name: MAXIM BET 3

3 Store bets (days): 13

4 Mech. meters diff. (currency): 0

5 ☒ Cashless

6 ☐ Games audit

7 ☐ Central office

8 ☐ Allow ordered handpays

9 Gaming day start: 0:00:00

10 Local jackpot settings:

☒ Auto charge amount: 1000

☒ Attendant key

Send a jackpot to:

☐ Card ☒ Slot

11 Hall plan smile mode:

☒ If a slot has credits smile will appear

☐ If no bets in 60 seconds, smile will disappear

12 Global jackpot settings:

☒ Activate Global Jackpots module

Host: SLOTLOGIC-SRV

Async port: 20001

Sync port: 20000

Triggering time (ms): 10000

Anonymous cards:

☐ Use anonymous cards

☐ Use PIN-codes

13 PTS from friends:

☐ Activate

Percent: 0.01

14 Periodic meters:

Period: ☒ 00:01:00 Store (days): 5

Last loaded: 12.10.2017 15:04:51

OK Cancel Apply

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»).

CASINO CAPTION

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	PTS -> JP	Transfer Out	Reinforcement	Encashment
<div> <div>Type</div> <div>Player</div> </div> <div> <div>Operator</div> <div>Player</div> </div>									

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

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

7. 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.

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

9. 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**.


10. 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.

- **Attendant key** – set a tick for activating the mode of 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 terminal only when the attendant moves 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.

11. 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.

12. 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.

13. 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».

14. 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.

3.4.7 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.

Slot settings

General **Audit** Cashless Cashdesk TITO SIZ Report Cashback Notifications Promotions IGT Isonis

☐ Automatic audit 1

Audits schedule: 2

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

'Reopen gaming day' means:

- 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

OK Cancel Apply

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.

Slot settings

General **Audit** Cashless Cashdesk TITO SIZ Report Cashback Notifications Promotions IGT Isonis

☒ Automatic audit

Audits schedule:

<input type="checkbox"/> 0:00:00	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/> 8:00:00	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/> 12:00:00	<input type="checkbox"/> Reopen gaming day

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.

Audits schedule:			
<input checked="" type="checkbox"/>	0:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	8:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	12:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	16:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	20:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day

• 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.**

Audits schedule:			
<input checked="" type="checkbox"/>	0:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	8:00:00	↑↓	<input checked="" type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	12:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	16:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input checked="" type="checkbox"/>	20:00:00	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day
<input type="checkbox"/>	12:56:44	↑↓	<input type="checkbox"/> Reopen gaming day

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

Upon completion of all the necessary configuration procedures, click the **Apply** button to saving changes, or the **OK** button to save changes and close the form.

3.4.8 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.

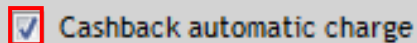
1. «**Cashback Type**» – select the Cashback type and set a mark in required meaning:

None	Cashback type is not selected, Cashback functionality is disabled.
By Result	<p>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.</p> <p>Cashback by Result = Result * Cash back % Result = Total In - Total Out</p> <p>The player can use the Cashback by Result not earlier than the next gaming day.</p>

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**»).

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.



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.

A screenshot of the "Cashback Thresholds" window. It contains a table with four main columns for player statuses: ST Standart, SL Silver, GD Gold, and PM Platinum. Each status column has two sub-columns: "Threshold Amount" and "%". The first row of the ST Standart column is highlighted in blue, and the first two columns of the first row are circled in red. Below the table are "Add" and "Remove" buttons.

ST Standart		SL Silver		GD Gold		PM Platinum	
Threshold Amount	%	Threshold Amount	%	Threshold Amount	%	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

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.

After the Cashback service is configured, click «OK» (to apply the settings and close the form) or «Apply» (to apply changes).

Slot settings

General Audit Cashless Cashdesk TITO SIZ Report **Cashback** Notifications Promotions IGT Isonis Bo

Cashback Type

☐ None

☒ By Result

Expiration (days): 3

☒ Cashback automatic charge

Cashback Thresholds

ST Standard		SL Silver		GD Gold		PM Platinum	
Threshold Amount	%	Threshold Amount	%	Threshold Amount	%	Threshold Amount	%
0	0	500,00	10,00	500,00	10,00	500,00	10,00
0	0	1000,00	20,00	1000,00	20,00	1000,00	20,00
0	0	2000,00	30,00	2000,00	30,00	2000,00	30,00

Add Remove

OK Cancel Apply

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.

Manage Roles

System: Beowner.Casino....

Name	Description	MainFormName
Administrator		Beowner.Casino....
Manager	Casino manager	Beowner.Casino....
Reception		Beowner.Casino....
PitBoss		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

	Name	Description	action	sign
<input checked="" type="checkbox"/>	Players overview twins merge		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Audits Edit Suspect Values		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Audits Edit Any Values		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Floor Plan Jackpots		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Cashback Charge Allowed		<input type="checkbox"/>	<input type="checkbox"/>

Name: Administrator

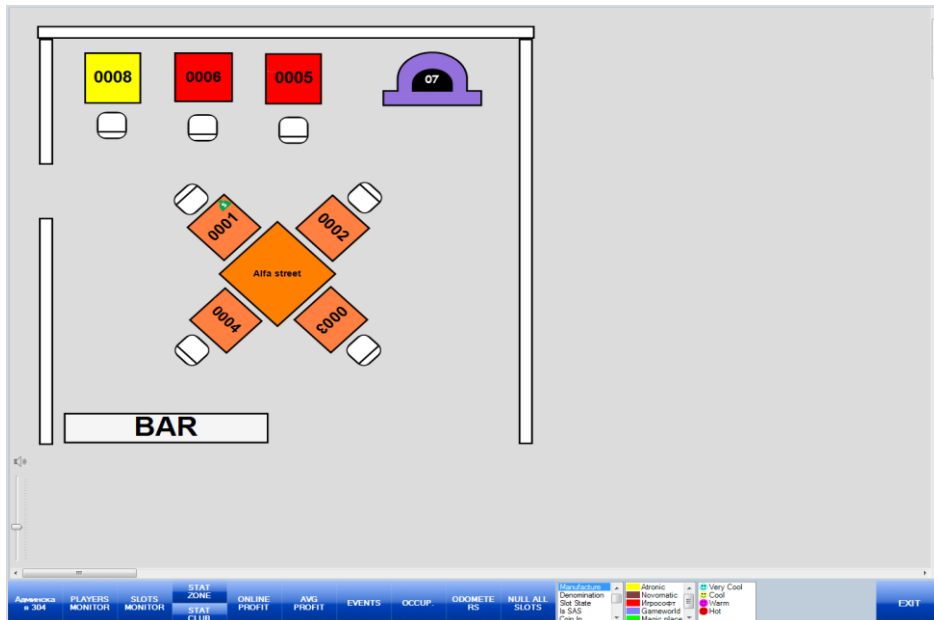
Description:

Main Form: Main Form

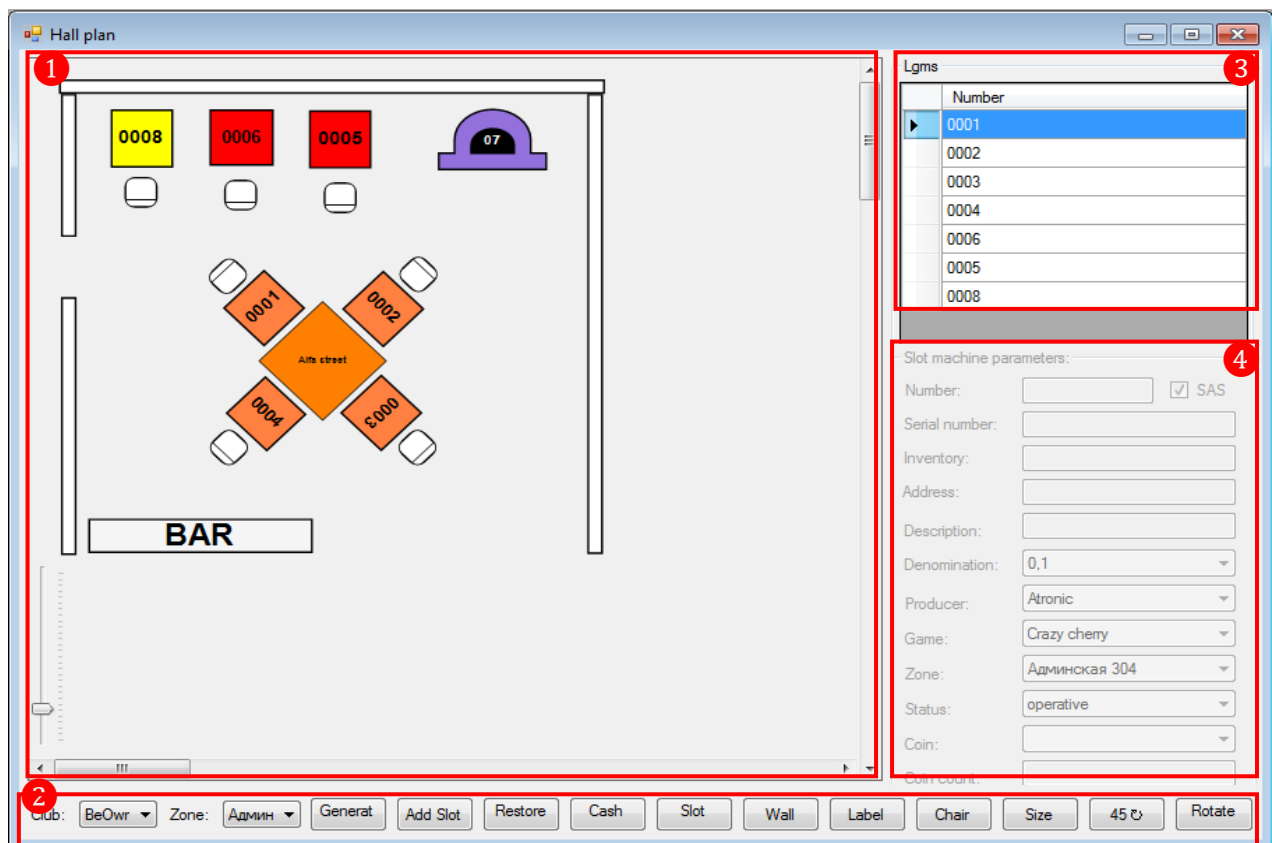
Cancel Save CLOSE

3.4.9 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**» → «**New Hall plan Designer**»).

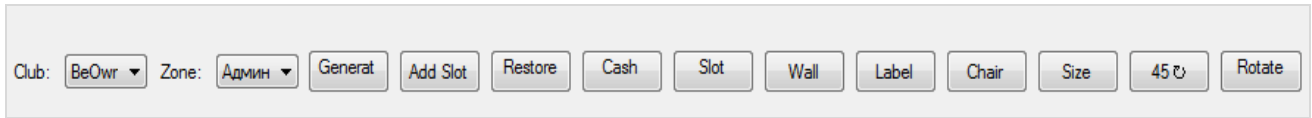


The main form's elements are:

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

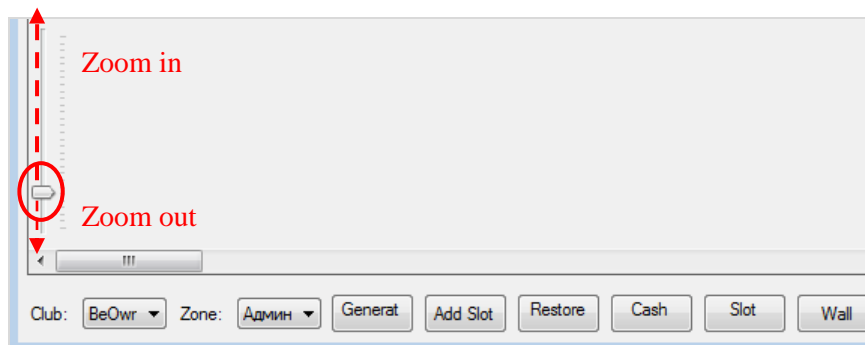
- 2) Control panel for the elements.
- 3) The list of gaming slots, roulettes, located on the plan.
- 4) The panel for viewing and editing the parameters of gaming devices/roulettes.

➤ **The functional panel of managing the elements.**

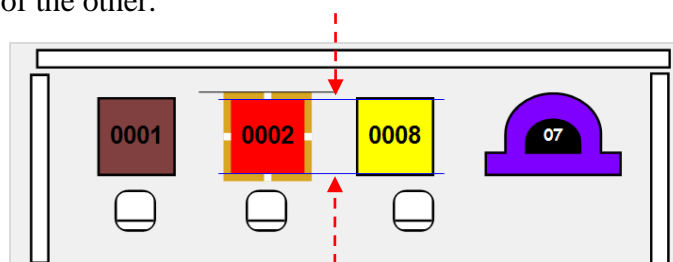


1. **Club** – select a club from a popped-up list, where it is needed for a hall plan to be edited or viewed.
2. **Zone** – select the club's zone from a popped-up list, where it is needed for the zone's plan to be edited or viewed.
3. **Generate** – the button for setting and adding several gaming slots/roulettes 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.



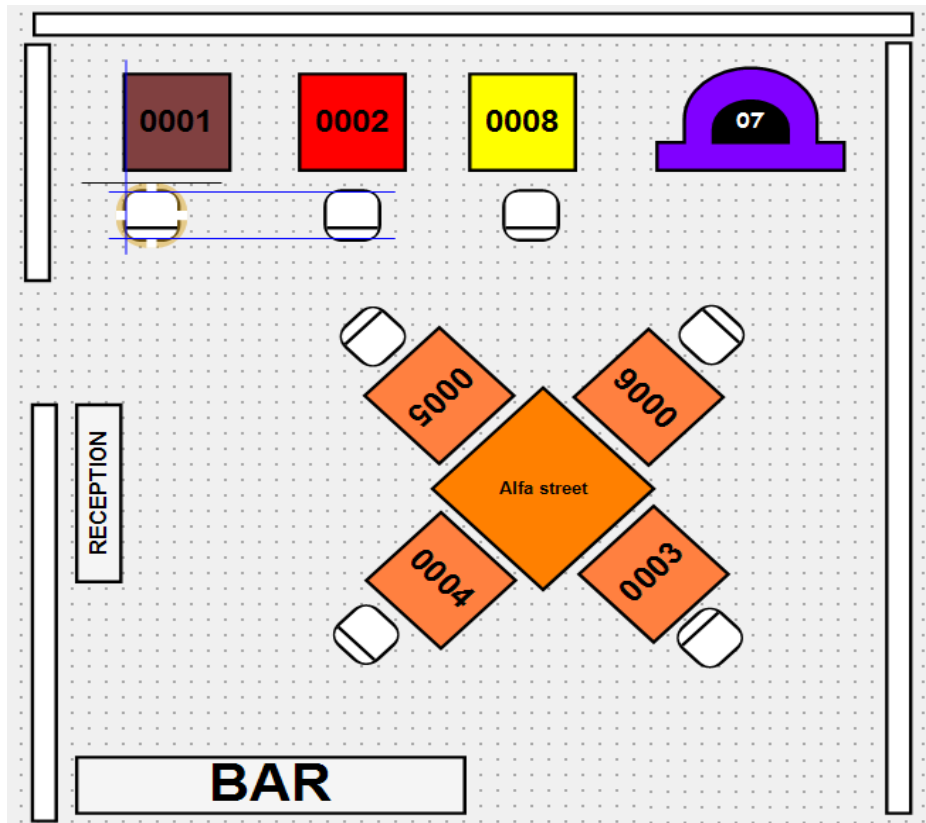
For aligning the located elements in one horizontal or vertical line, it is possible to use the binding lines. For performing it, shift the element in one line with the element for aligning, holding the left mouse button. The aligning boundaries will be displayed in case the shifting element coincides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

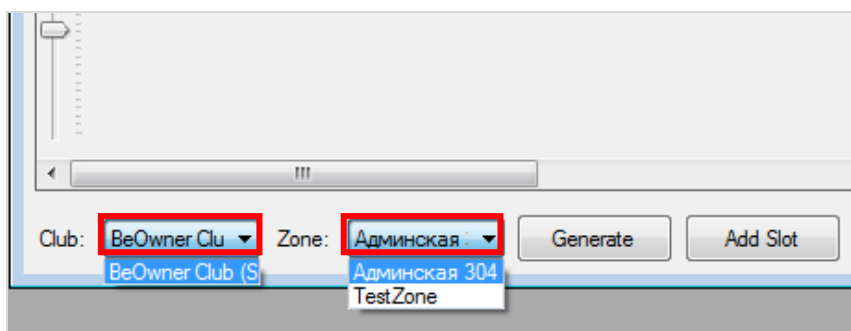
Additionally, it is possible to use the marking as a cell for aligning the elements within a plan. For performing it, it is required to hold the button «Ctrl» on shifting the element.



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:

Add Slot

Slot machine form

Slot machine parameters:

Number: 1 0005

Serial number: 2 SER-7

Inventory: 3 INV-7

Port №: 4 8:7

Description: 5

Denomination: 6 0.1

Producer: 7 Игрософт

Game: 8 Crazy cherry

Zone: Админская 304

Status: 9 operative

Coin:

Coin count:

Location:

Turnover %: 10

Mech. meters fact: 11 100

Master:

Group:

Partner:

Bill Acceptor denom.:

12 ☒ SAS 13 ☐ Is Roulette SAS Games

Nulling history:

Date	Employee	User
------	----------	------

Null

OK Cancel Apply

1) **Number** – the number of a slot 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 **SER-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 **INV-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) (Optionally) **Denomination** – the denomination value of cash, which are set on the terminal (the presented parameter is for informative function (for convenience) and does not effect on settings).

7) **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).

8) **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).

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).

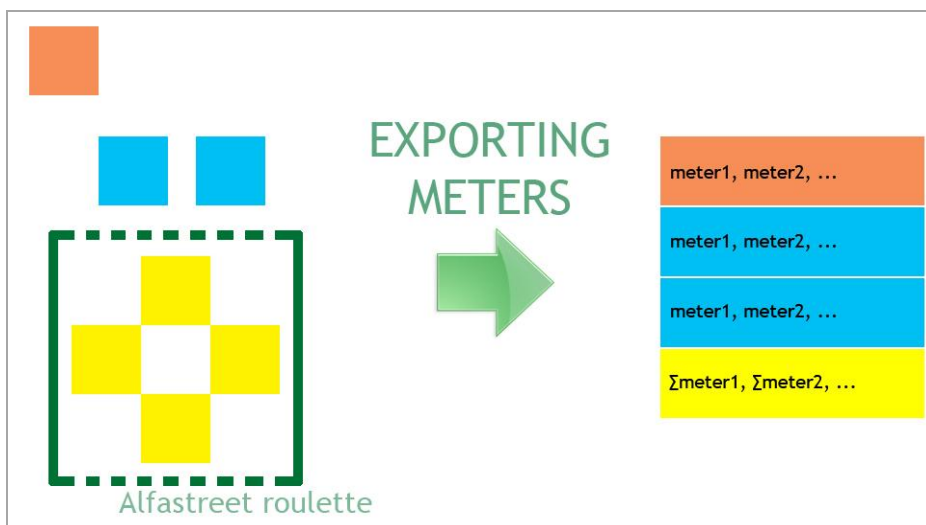
10) (Optionally) Turnover % - the percent of withdrawal, which is set on the device (the presented parameter carries only the informative function (for convenience) and does not effect on the settings). As a rule, not less than 85 and no more 98.


11) The quotient of mechanical counters – 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).

12) (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).



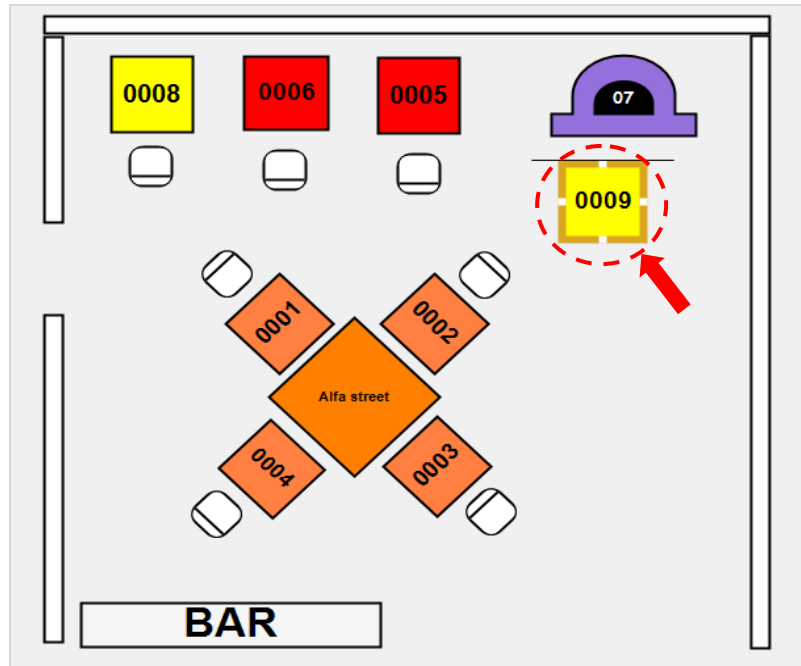
By clicking on  button you can create a new group or edit existing ones.

13) 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.

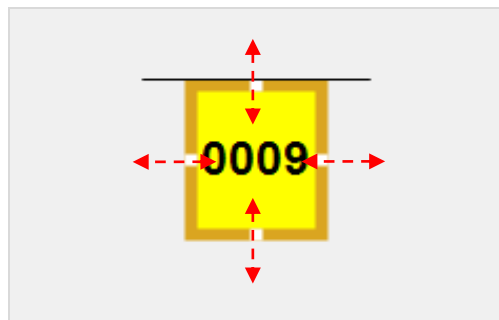
14) Is Roulette – set a tick, if the device is a roulette post.

For completing the creating new devices press on the button .

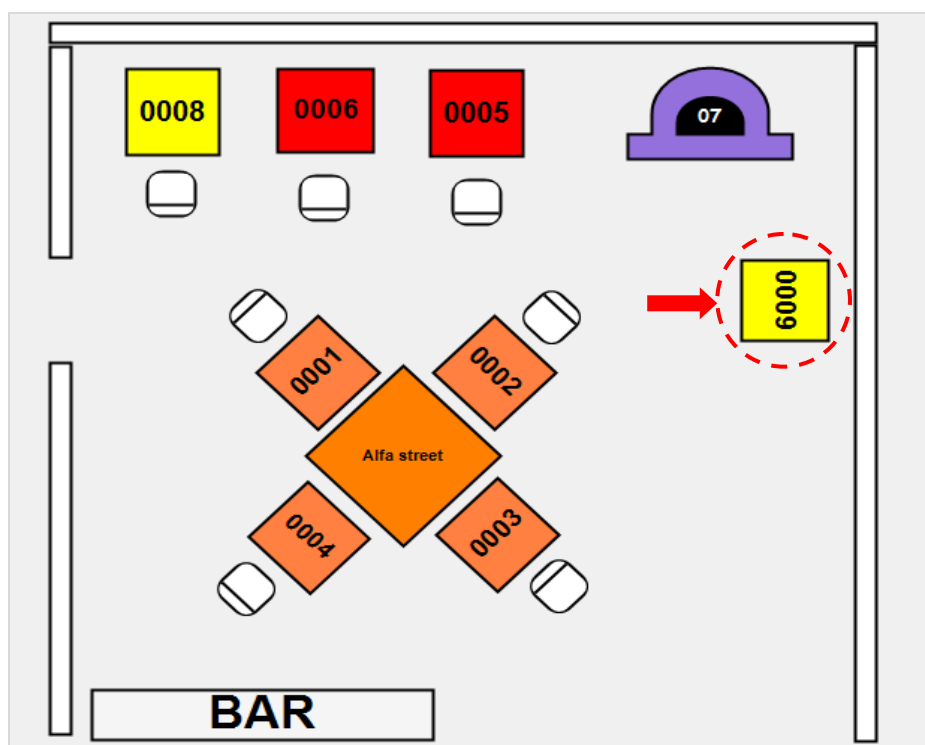
3. On inputting and saving the parameters of a gaming device, the square element will be displayed on the working place, which will denote the created gaming device on a hall's plan. The number of an element corresponds to the number of a device.




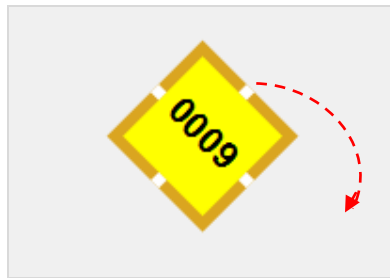
In case you need to change the element size, pull on the center of the related sides for increasing/decreasing its height and width, holding the left mouse button.



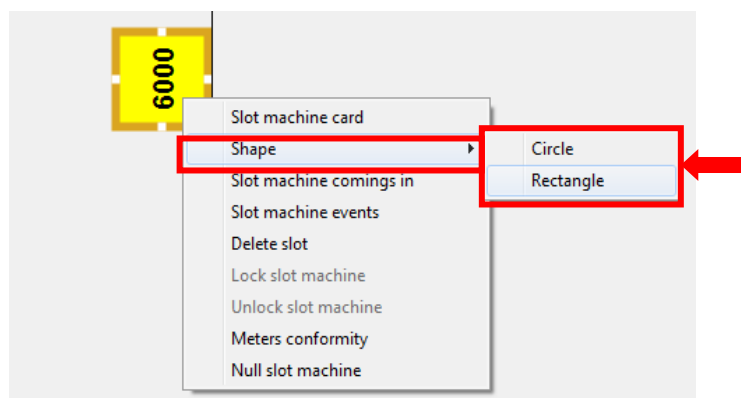
4. Set a device on a zone's plan, according to its location within a club's hall, holding the left mouse button on the element.



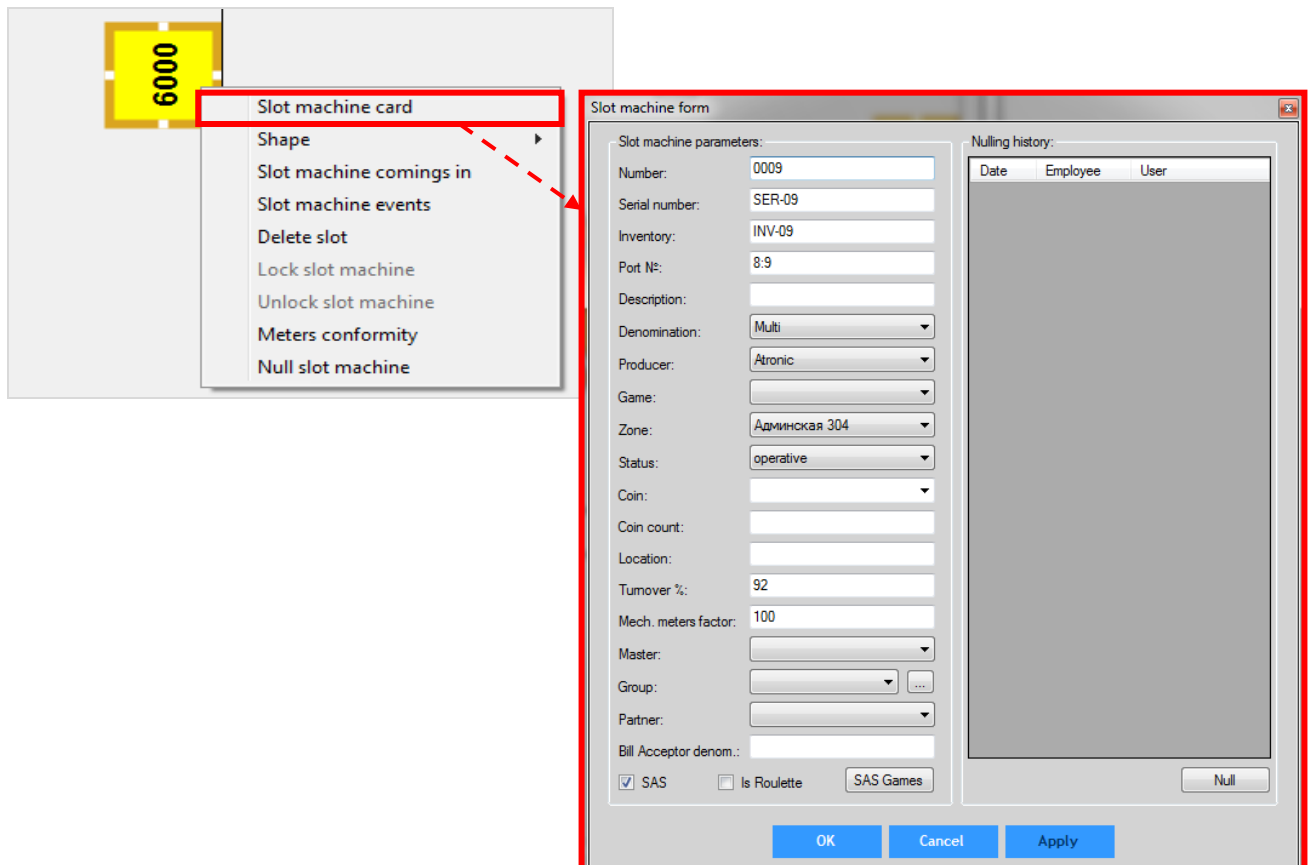
For rotating the element around its axis, press the button  - the element will rotate clockwise on 45 degrees every time the button is pressed.



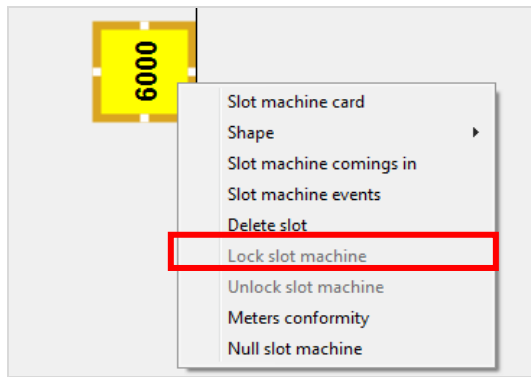
For changing the element's form (circle or rectangle), open the context menu by clicking the right mouse button and select the section «**Shape**», then select the desired form: **Circle** (circle) or **Rectangle** (rectangle).



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.



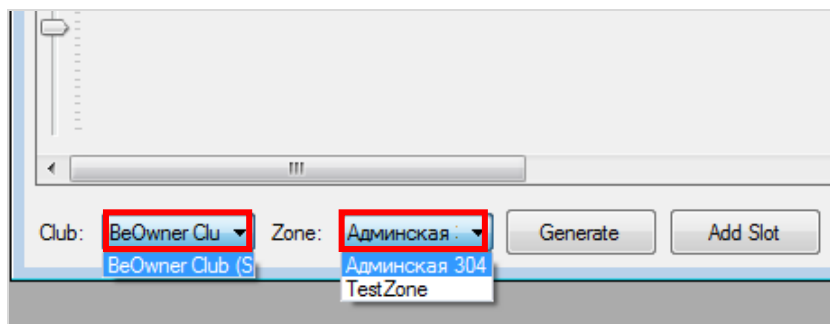
For deleting the gaming device from a plan and system, select the section «**Delete slot**».

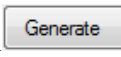


➤ **Creating and adding the group of gaming devices on a plan.**

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.



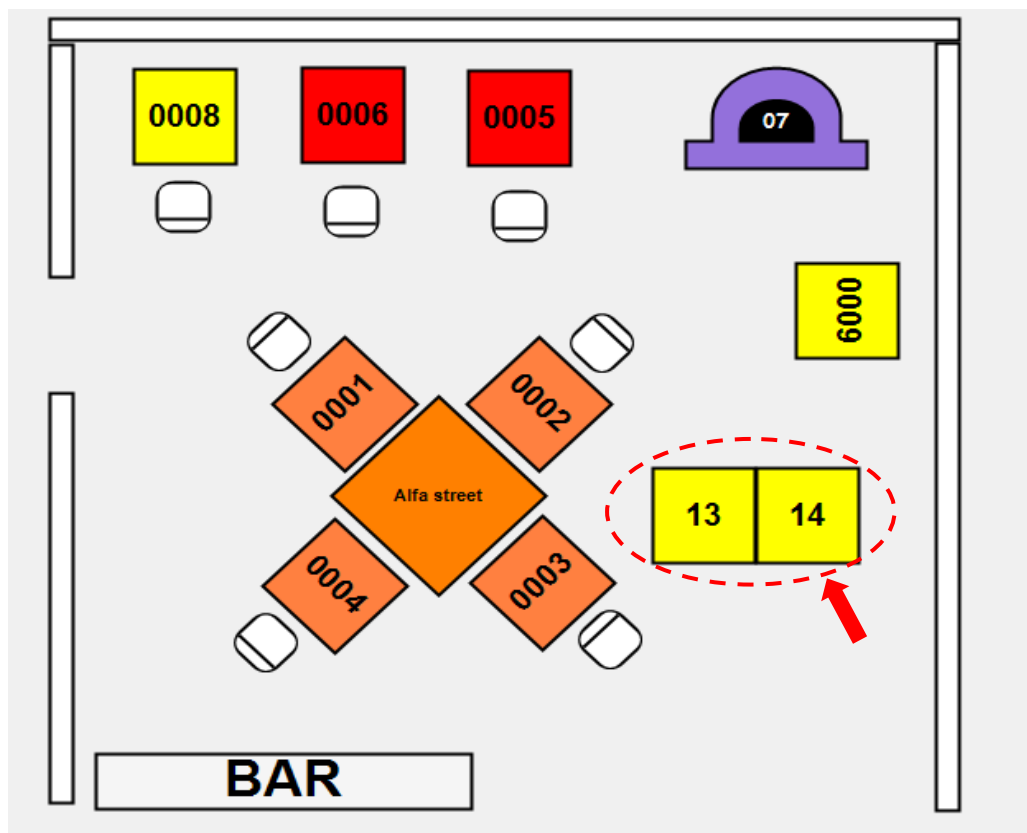
2. Next, press on the button  in the control panel, then set the parameters of added devices on the opened form «**Generate slot**»:

- 1) **Slot number 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.

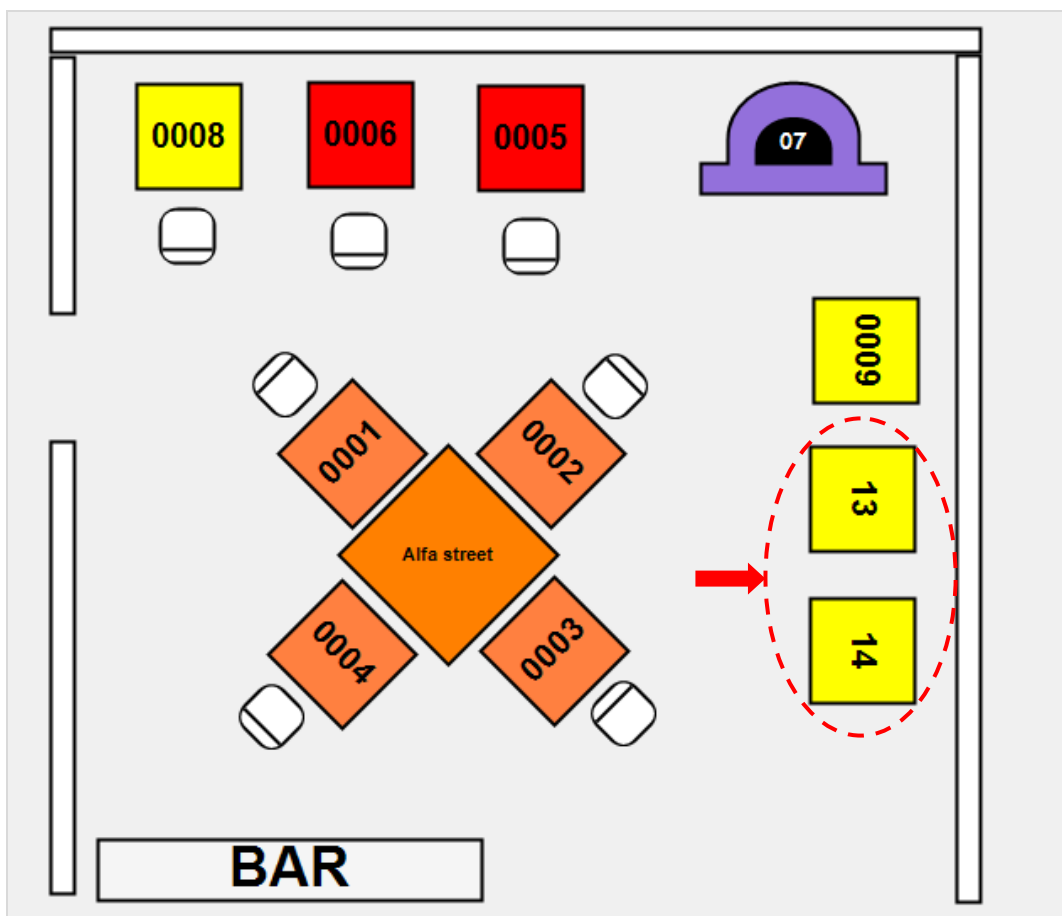
On finishing the parameter settings press the button .

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: SER-13, INV-13), as well as SMIB address (example: 4:13). If necessary, they can be edited, by opening the card with their parameters.

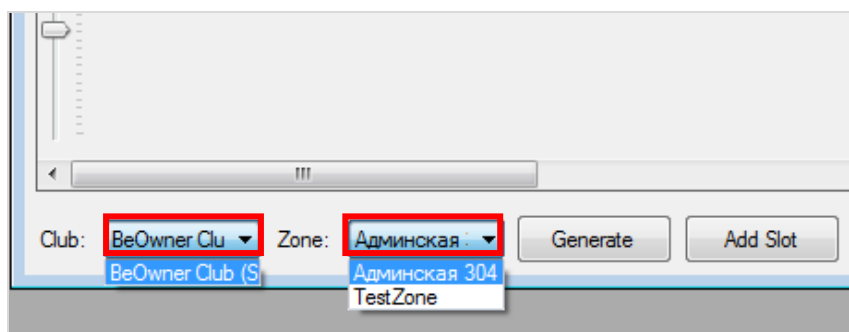
4. Allocate the gaming slots on a zone's plan, according to their location within a club's hall, holding the left mouse button on the element. If necessary, use the toolkit for changing the element's size, its rotating angle etc.



➤ **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 **Add Slot** on control panel, and specify the parameters of roulette's in a card, the same as for the gaming devices. The compulsory parameter for setting the roulette's is «**Is Roulette**» - the tick should be present.

Slot machine form

Slot machine parameters:

Number: 10

Serial number: SER-10

Inventory: INV-10

Port №: 4:10

Description:

Denomination: 1

Producer: Alfa Street

Game: Roulette

Zone: Админская 304

Status: operative

Coin:

Coin count:

Location:

Turnover %:

Mech. meters factor: 100

Master:

Group:

Partner:

Bill Acceptor denom.:

☒ SAS ☒ Is Roulette SAS Games

Nulling history:

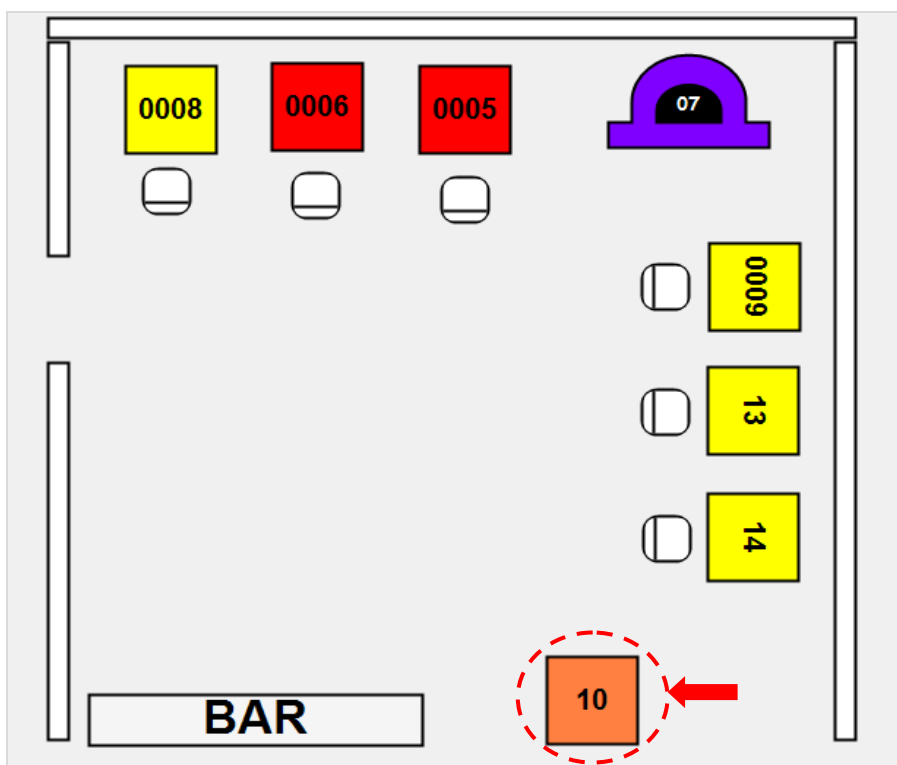
Date	Employee	User
------	----------	------

Null

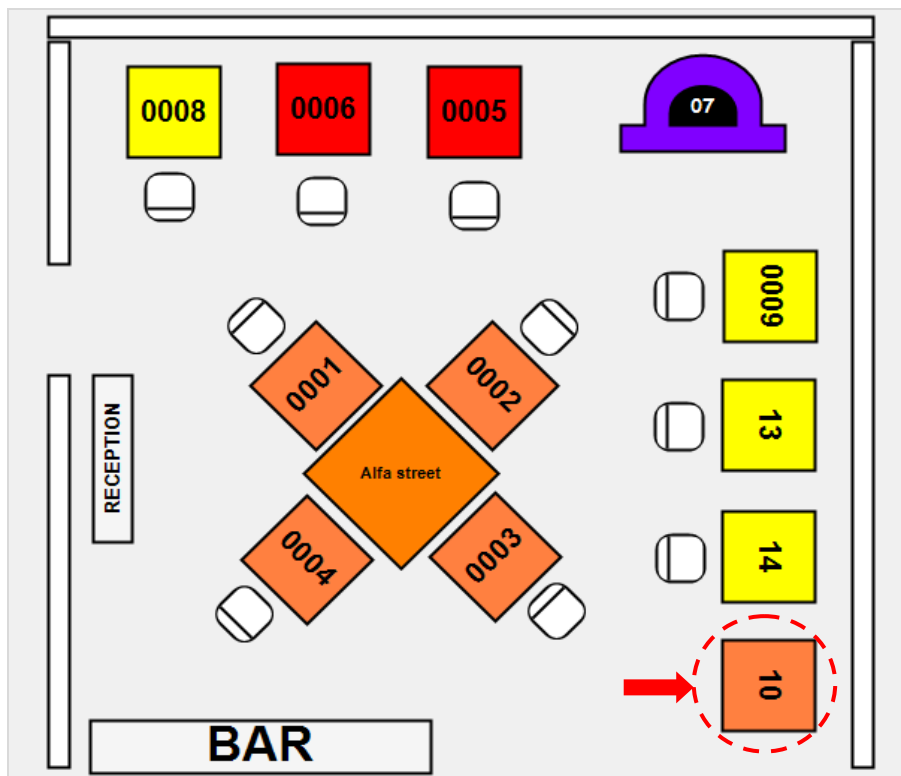
OK Cancel Apply

For completing the creating of roulettes' posts press on **OK**.

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



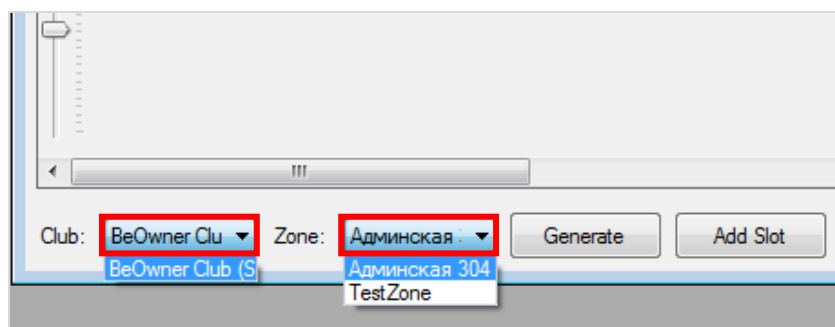
4. Allocate the roulette's post on a zone, according to its location within a club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.

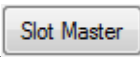


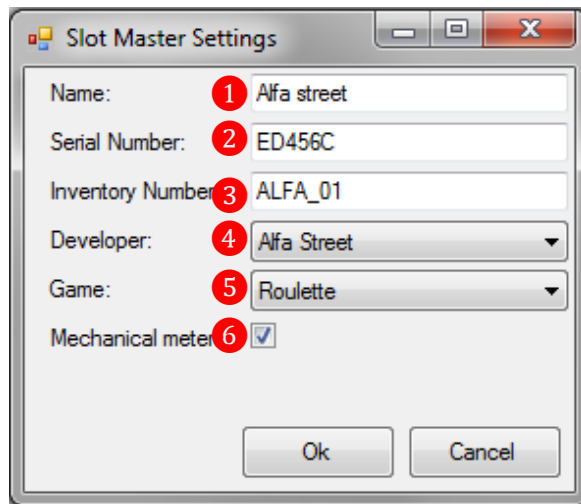
➤ **Creating and adding the slot-master of roulettees on a plan.**

In case the roulettees' 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.



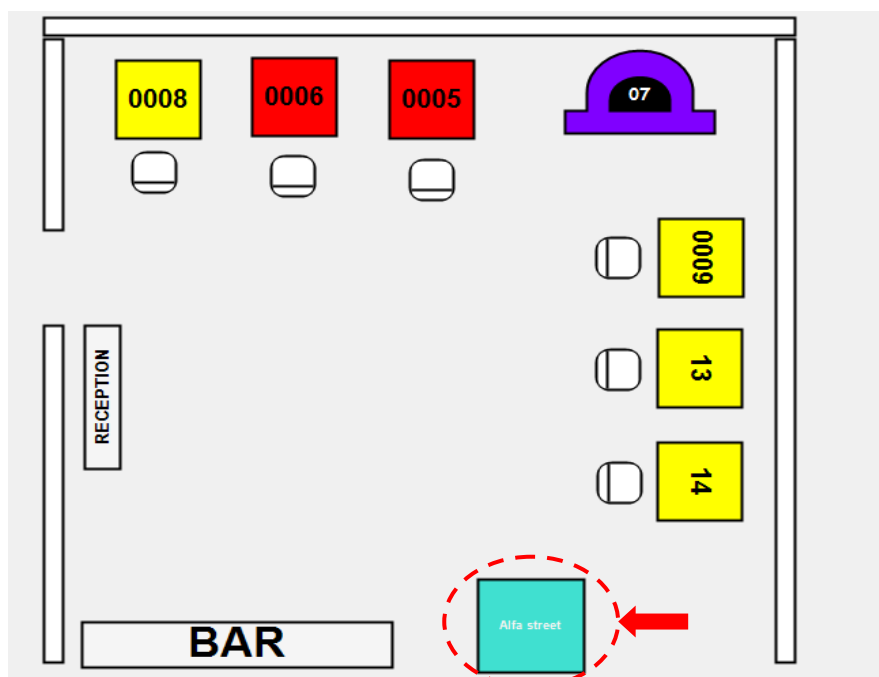
2. Next, press on the button  on control panel, and specify the parameters of slot-master in a card. For synchronizing the mechanical counters of posts with the counters of slot-master, the tick should be present in a line «**Mechanical meters**».



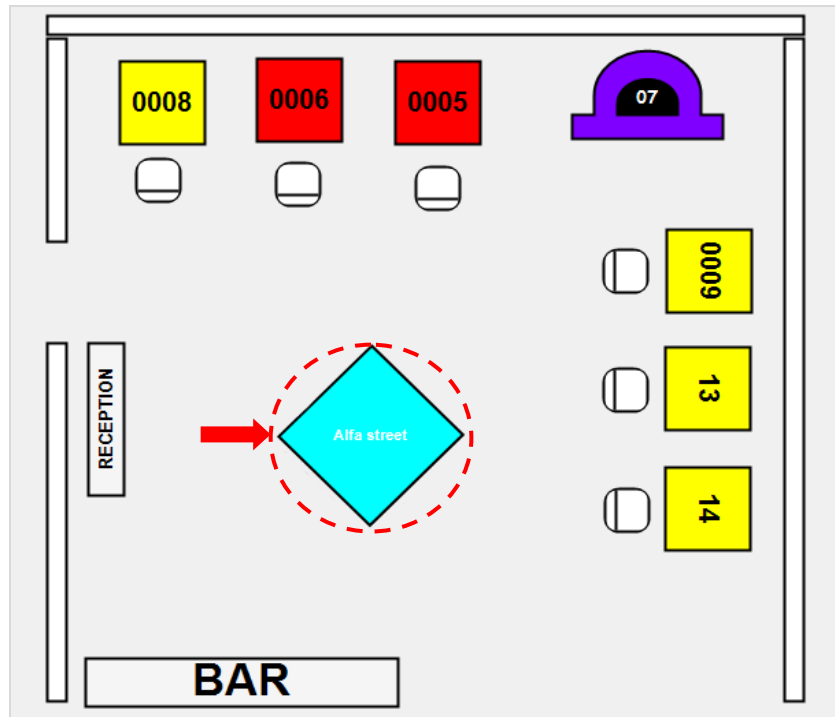
- 1) **Name** – input the name for the roulette's slot-master, using the keyboard.
- 2) **Serial number** – the serial (fabricated) number of roulette's slot-master.
- 3) **Inventory** – the inventory (warehouse) number of roulette's slot-master. If there's no need to specify this number, it is possible 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).
- 6) **Mechanical meters** – set a tick for allowing the synchronization of slot-master mechanical counters with the connected posts' counters. If the tick is omitted, the slot-master will not take into account the posts' mechanical counters.

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.

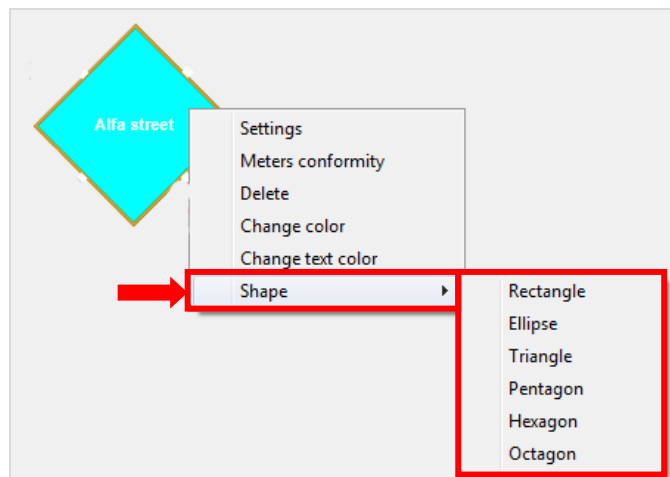


4. Allocate the slot-master on a zone, according to its location within the club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.

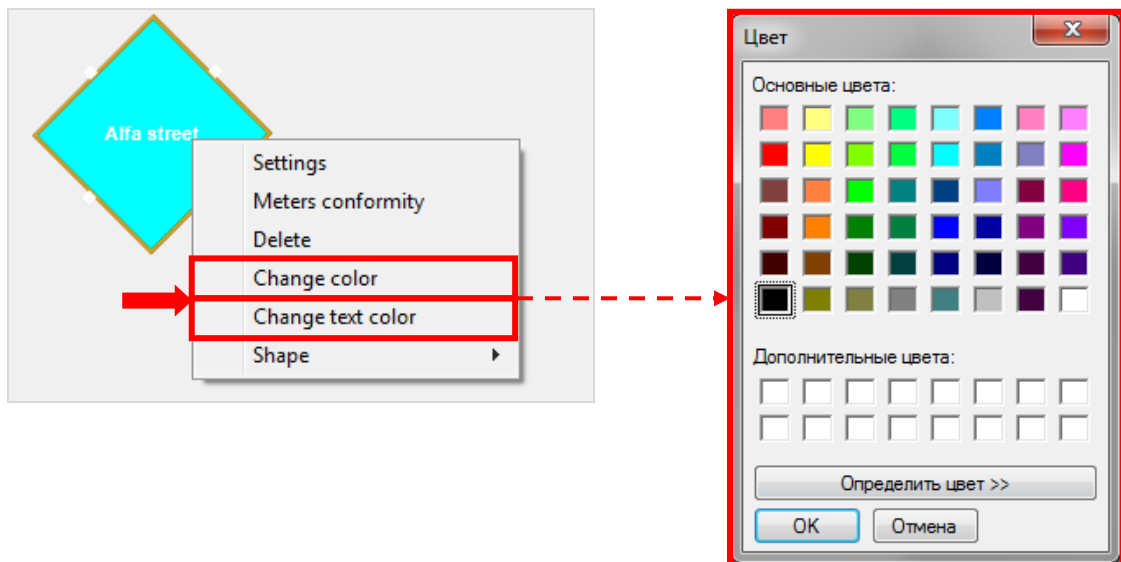


If you want to change the exterior of the element «**Slot-master**», open the context menu by clicking the right mouse button and select the section «**Shape**», then choose the desired form:

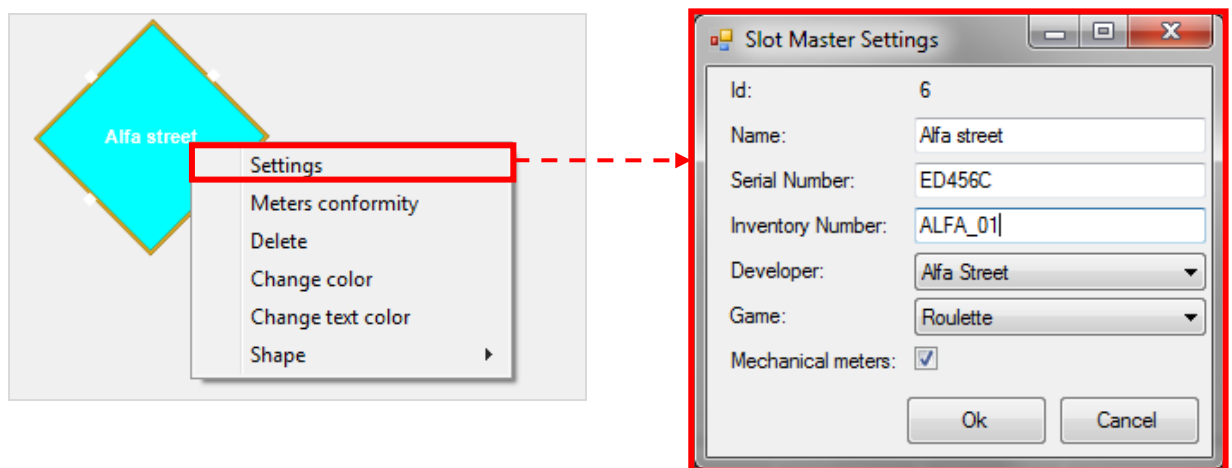
- **Rectangle**
- **Ellipse**
- **Triangle**
- **Pentagon**
- **Hexagon**
- **Octagon**



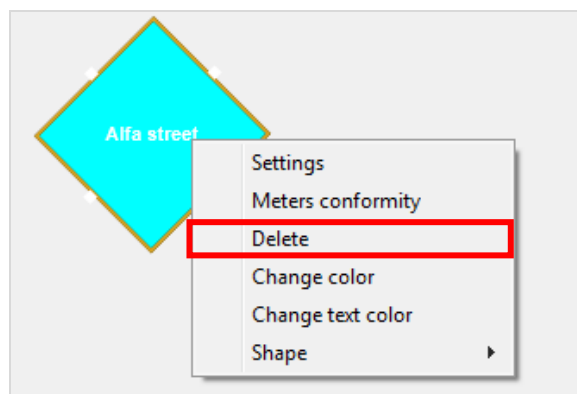
For changing the color of the element «**Slot-master**» or the text within it, it is required to select «**Change color**» (the element's color) in context menu or «**Change text color**» (the text's color) relatively. Then choose the desired color with the help of palette.



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



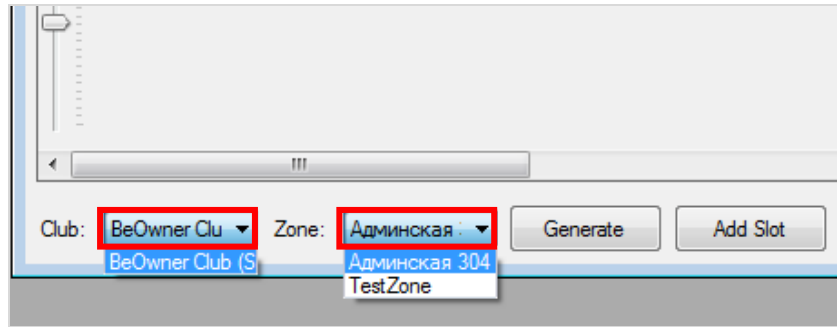
For deleting the slot-master from a system and plan, select the section «**Delete**» in context menu.

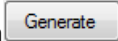


➤ **Binding posts to roulettes.**

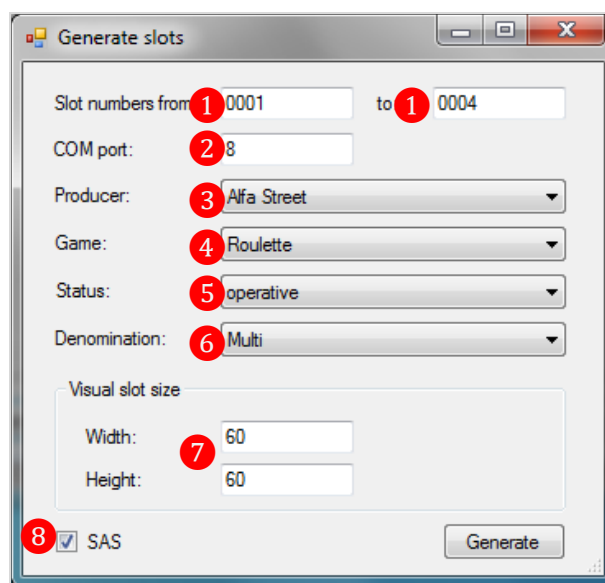
When the slot-master is created and successfully added on a plan, it is possible to bind posts to it. The procedure will be as follows:

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.

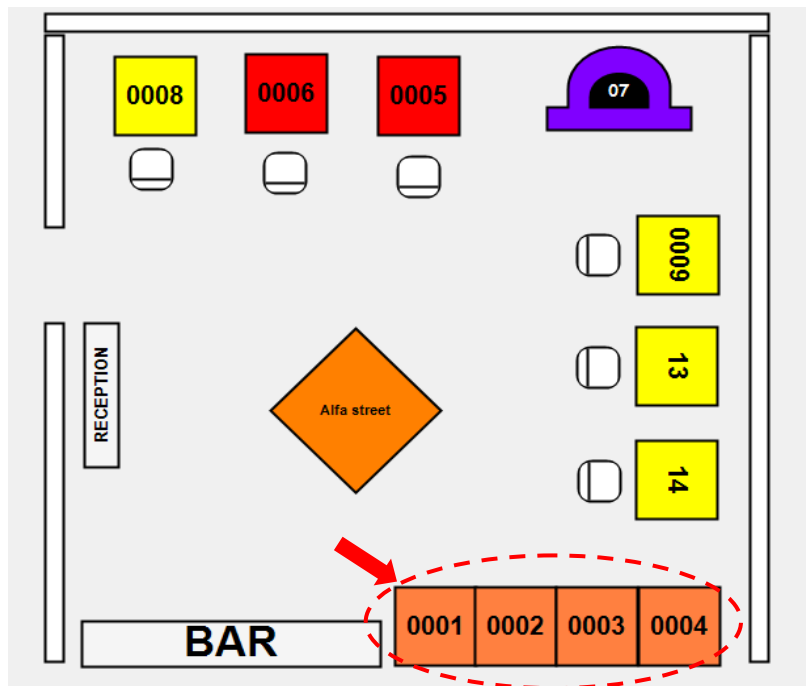
- 1) **Slot number from **** to ****** - the range of posts' numbers.
- 2) **Com port** – the number of COM-port for connecting to the server.
- 3) **Producer** – select the manufacturer of roulette's posts from the list (it is compulsory to specify correctly, for the information goes to the report).
- 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.



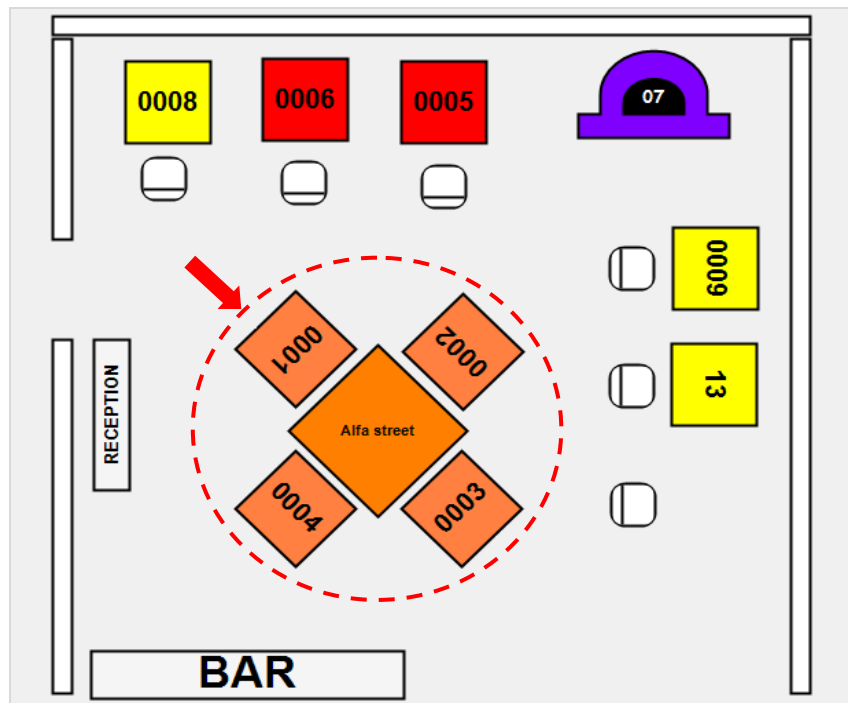
On completing the creating of the roulette's posts, press the button .

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.



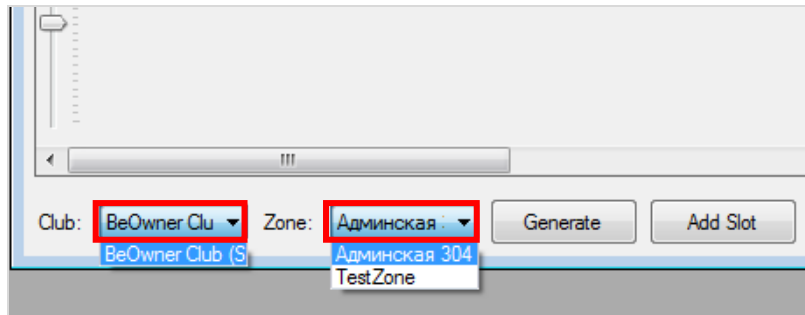
5. Now it is necessary to make the binding of posts to a slot-master. For performing it, select the slot-master from a list to be linked on a card of every post in section «**Master**». Press the button «**Ok**» for saving the settings.

On saving the settings, the binding of posts to slot-master will be performed. For checking, use the form «**Slot Master meters conformity**», by selecting the section «**Meters conformity**» in slot-master's context menu. The following form will display all the posts, which have been attached to the current slot-master.

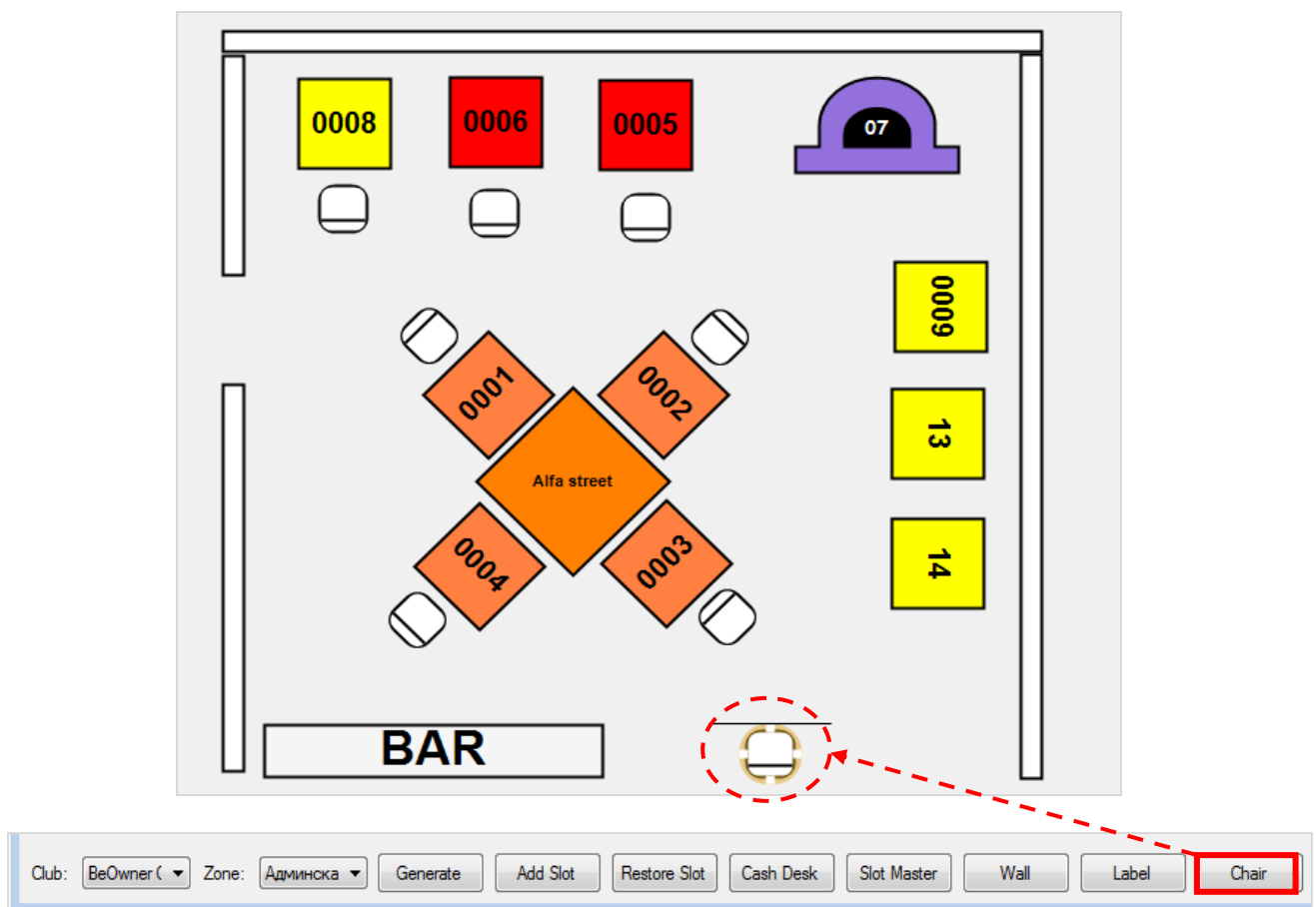
The procedure of inputting and uploading the correlation of roulettes' counters in a system is described in section [«Entering to the correlation system the meters values of the electronic roulettes»](#).

➤ **Adding the element «Chair».**

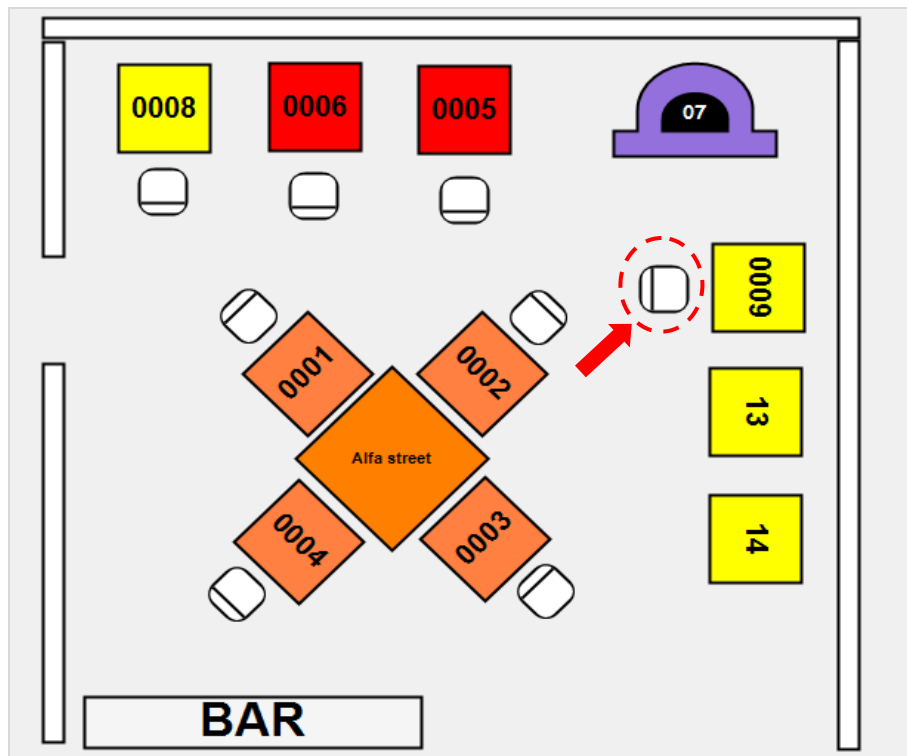
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



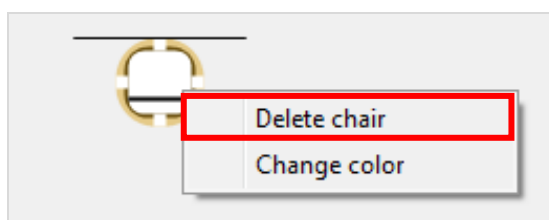
2. Press on the button  on the control panel, and the element, denoting a chair, will be displayed on a plan.



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.

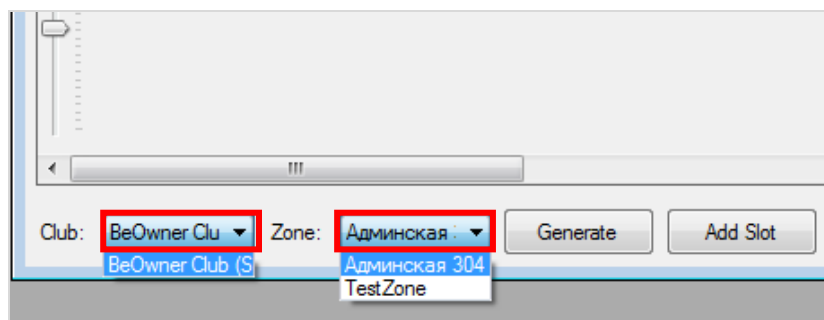


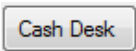
For deleting the element «Chair» it is necessary to select the section «Delete chair» on its context menu.

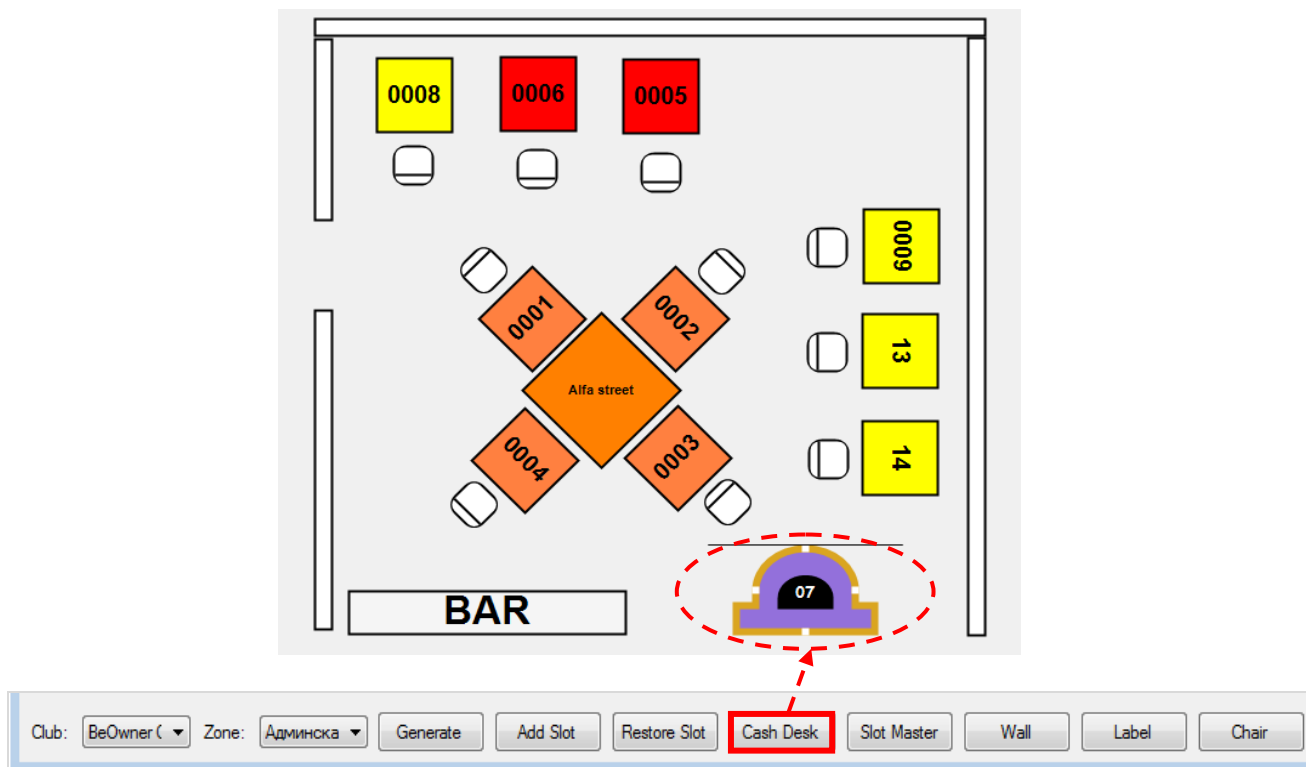


➤ **Adding the element «Cashdesk».**

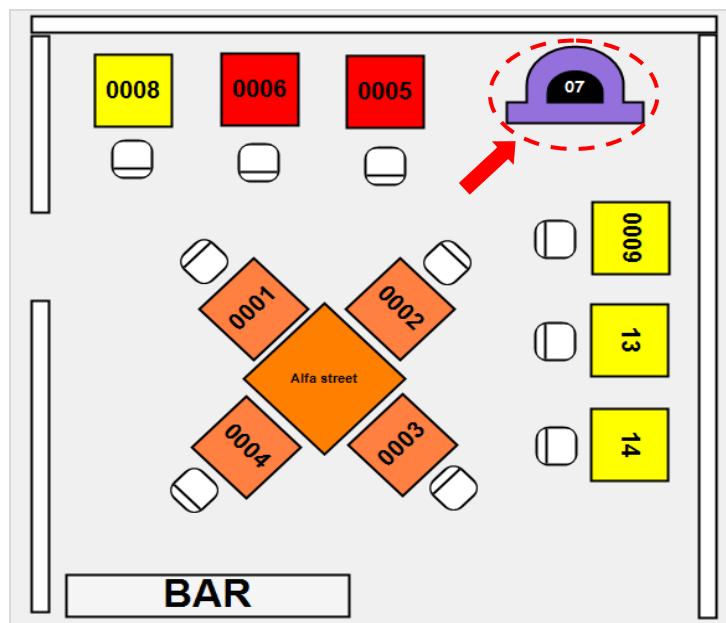
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



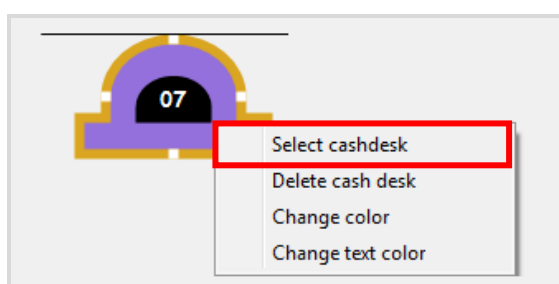
2. Press on the button  on the control panel, and the element, denoting a cashdesk, will be displayed on a plan.



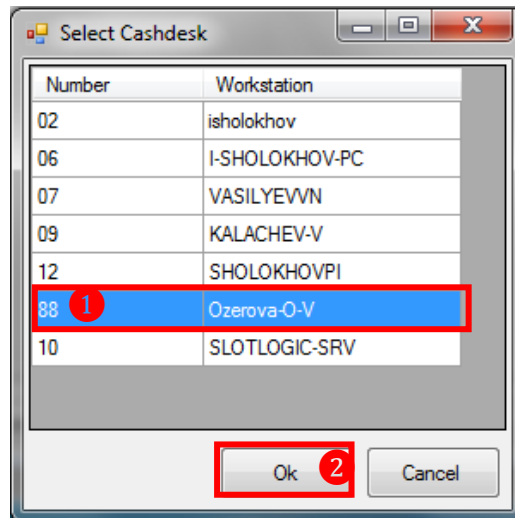
3. Allocate the Cashdesk element, according to its location within the club's hall, holding the left mouse button on the element. If necessary, it is possible to change the element's size, its rotating angle, etc., using the toolkit.



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**».

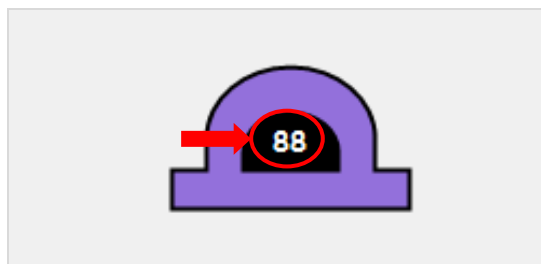


5. On the opened form «Select Cashdesk» select the cashdesk from a list and press «Ok».

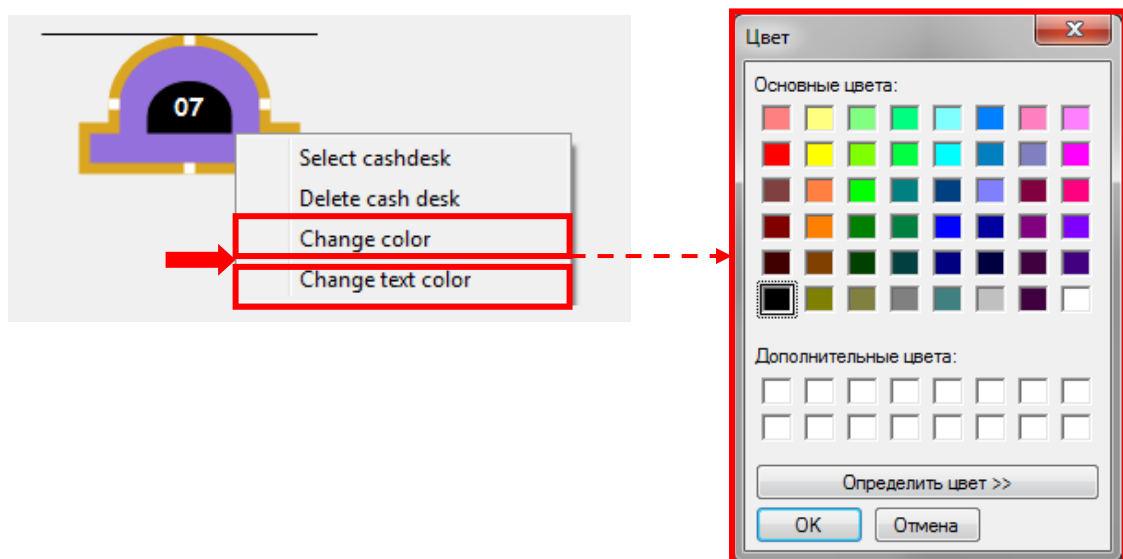


Note: In case there haven't been performed the binding of a club's cashdesk to the element "Cashdesk", all the statistics and operation history of the current cashdesk will not be available for monitoring in «New Floor Plan» («Slots» - «Monitoring» - «New Floor Plan»).

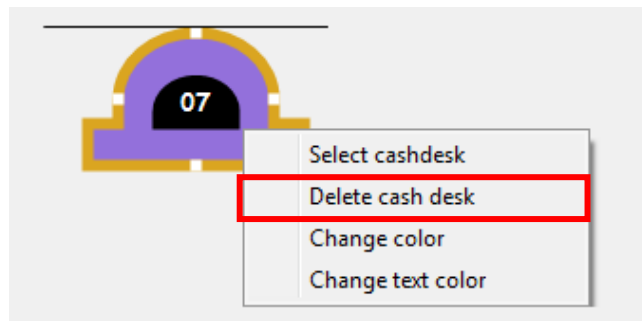
6. After saving the parameters of the element «Cashdesk», the number will be shown, corresponding to the number of a gaming slot with the cashdesk on it.



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.

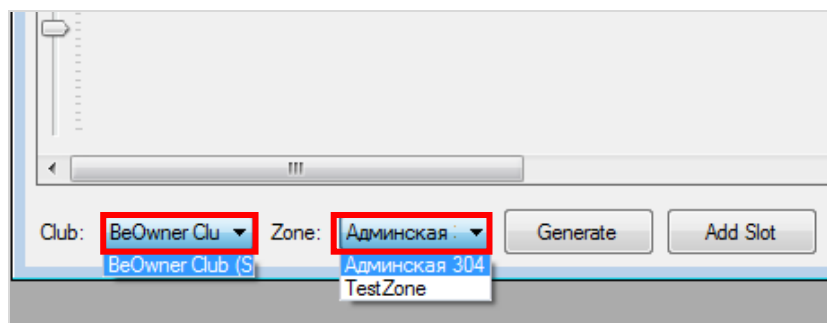


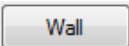
For deleting the element «Cashdesk» from a plan, it is necessary to select the section «Delete cash desk» in the context menu.

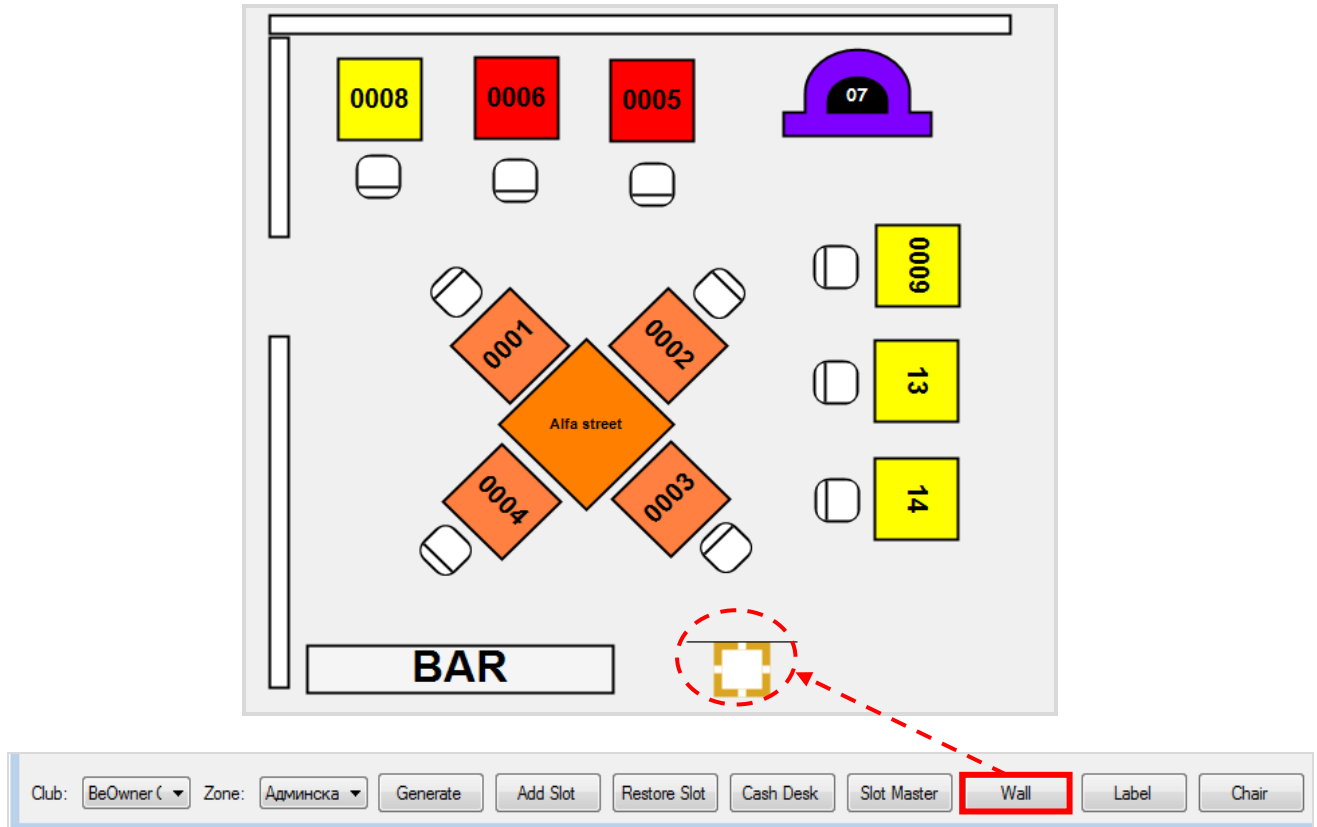


➤ **Adding the element «Wall».**

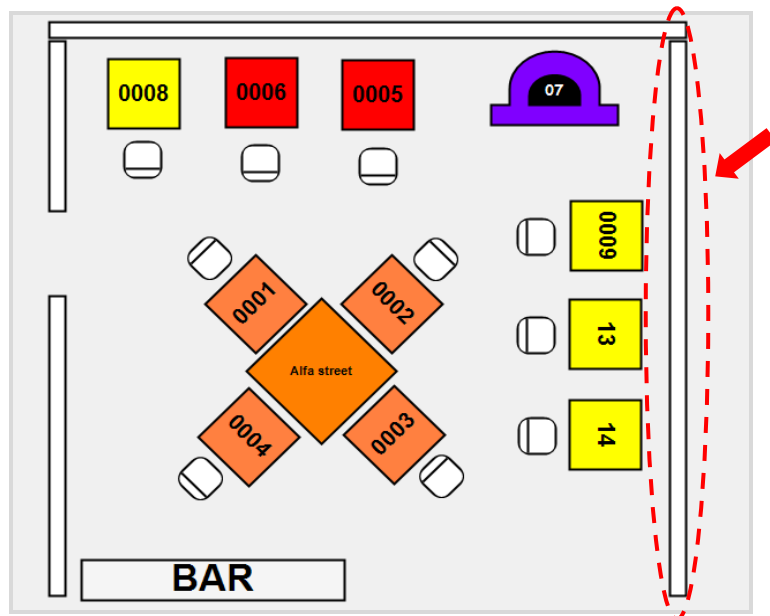
1. Open the required hall's plan by choosing the club and a zone from the popped-up lists on the control panel.



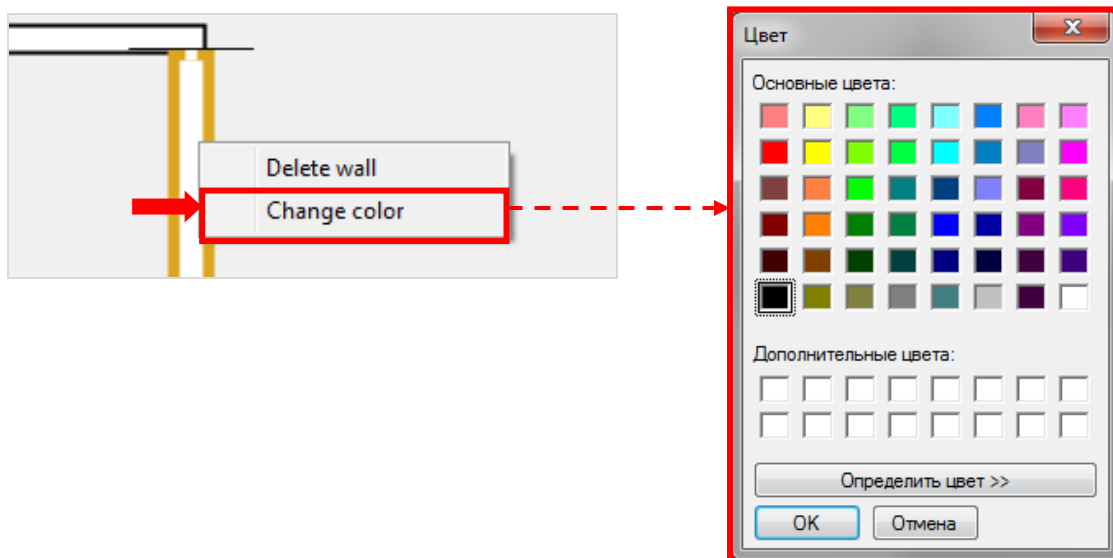
2. Next, press on the button  on the control panel, and the rectangular element will be added on a hall's plan.



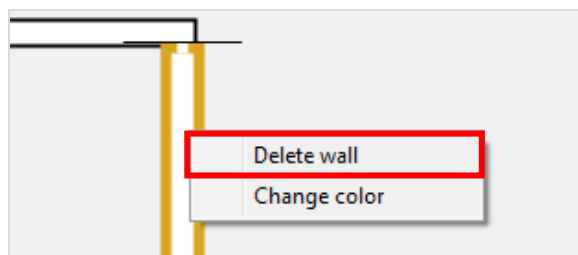
3. Allocate the element Wall on the plan, holding the left mouse button on the element. It is possible to change the element's size, its rotating angle, etc., using the toolkit.



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.



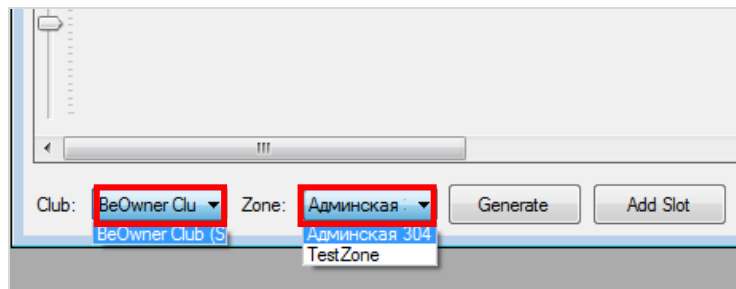
For deleting the element «**Wall**» from a plan, it is necessary to select the section «**Delete wall**» in context menu.

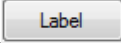


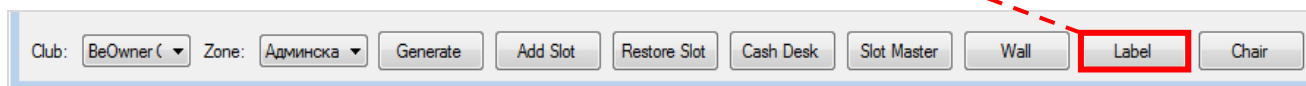
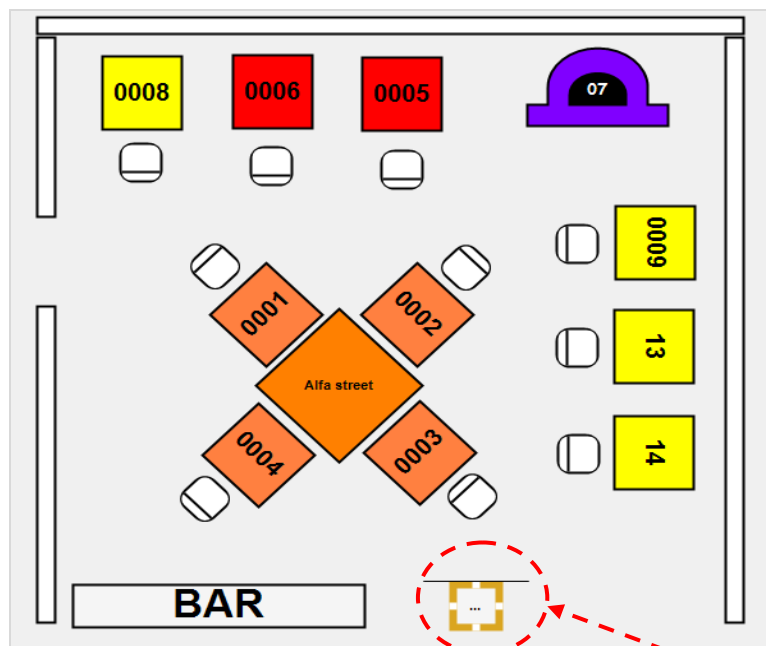
➤ Adding other elements on a plan.

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:

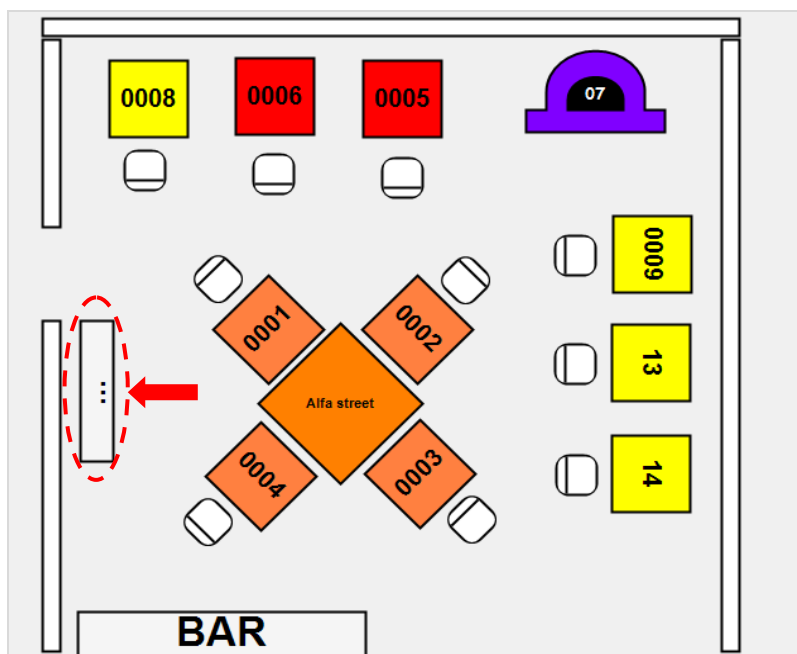
1. Open the required hall plan by choosing the club and a zone from the popped-up lists on the control panel.



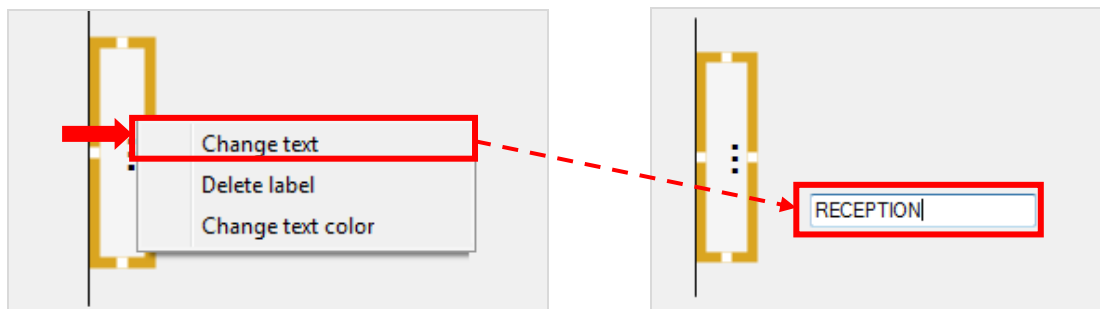
2. Next, press on the button  on the control panel, and the rectangular element will be added on a hall's plan.



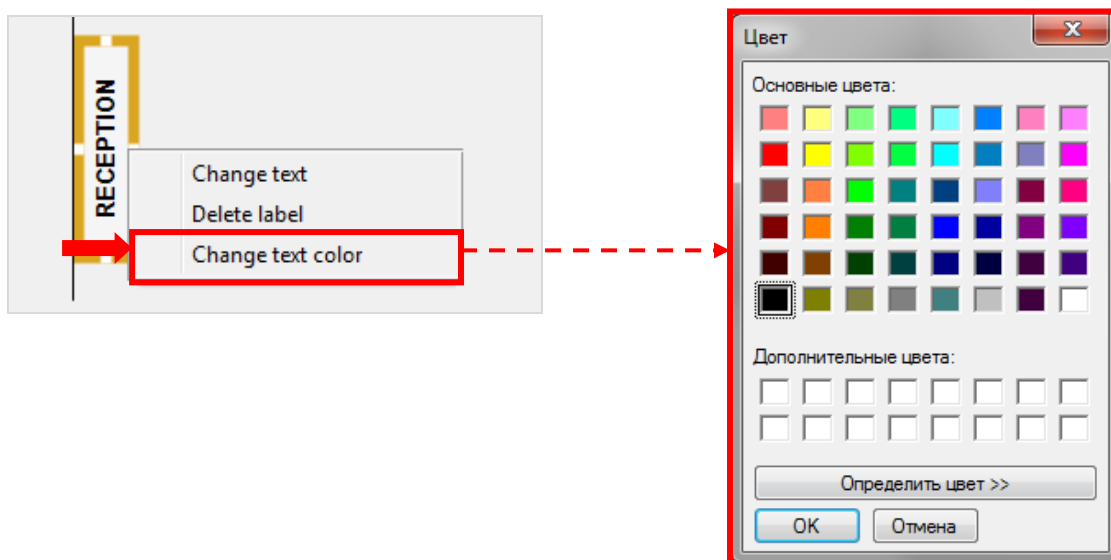
3. Allocate the element on a plan by holding the left mouse button on the element. It is possible to change the element's size, its rotating angle, etc., using the toolkit.



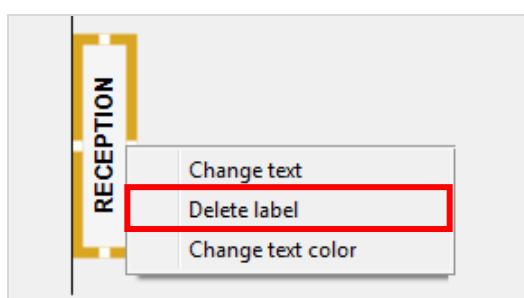
For adding a note to the element, it is necessary to select the section «**Change text**» in context menu. Then, input the text message with the help of a keyboard, and press the button «**Enter**».



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.

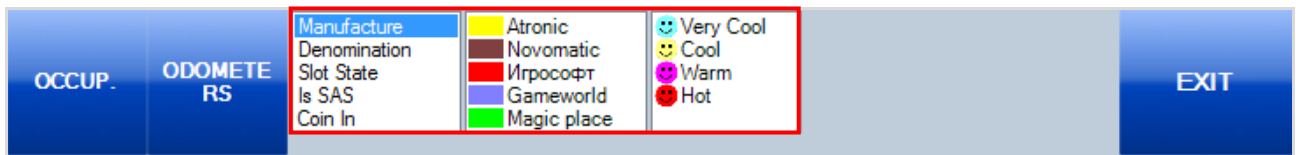


For deleting the element from a plan, it is necessary to select the section «**Delete label**» in context menu.

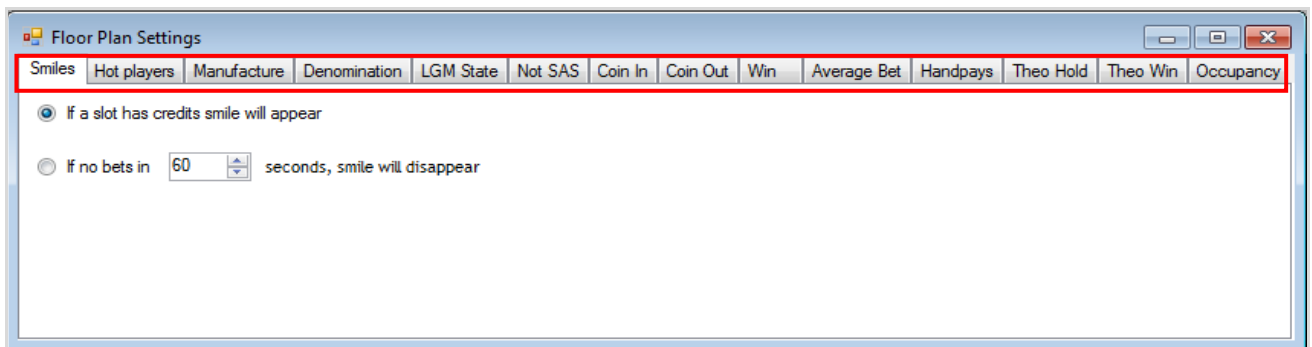


3.4.10 Filter settings for a plan «New Floor Plan».

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.

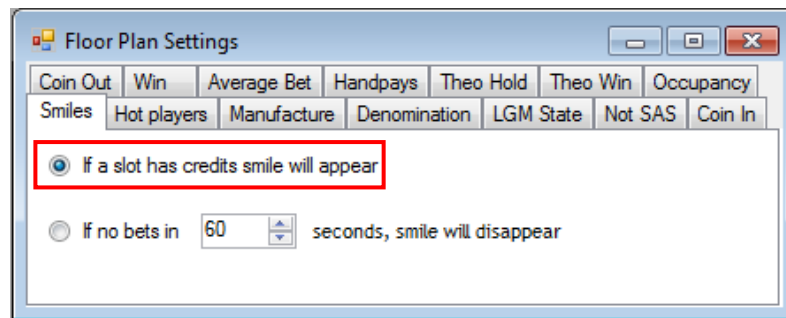


The filters, which are present on a plan, can be configured on your liking. For performing the settings, it is necessary to select in system's menu «**Settings**» → «**Slots**» → «**Floor plan settings**», the form «**Floor Plan Settings**» will be opened, which contains the parameters of setting the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

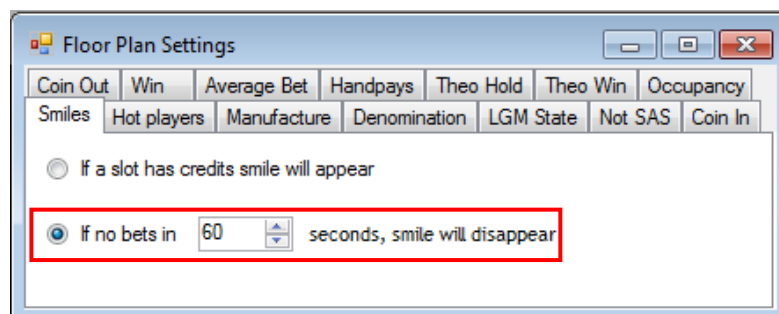


➤ **Smiles** – setting the displaying of the icon «**Smile**» on a plan.

✚ 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.

Caption	Value	Color
Very Cool	0	Cyan
Cool	1 000	Yellow
Warm	3 000	Magenta
Hot	5 000	Red

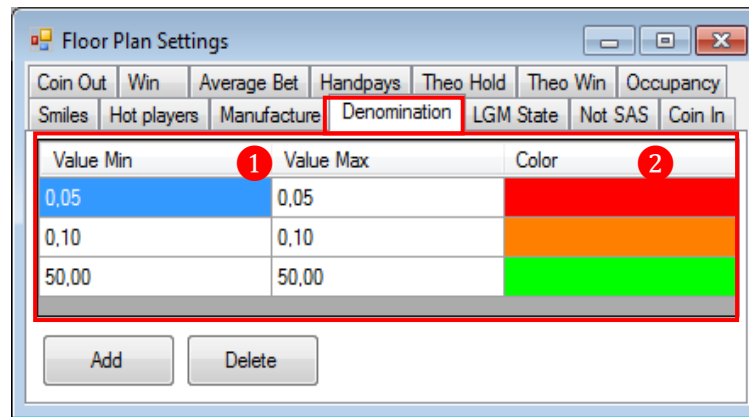
1. **Time period (min)** – specify the time period for taking the value **Coin In** (the sum of bets), denoting the players' activity (set in minutes).
2. **Caption** – input the name of a status via keyboard.
3. **Value** – set the minimum range value of **Coin In** for a status, using the keyboard (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).

Name	Color
Atronic	Yellow
Novomatic	Brown
Игрософт	Red
Gameworld	Blue
Magic place	Green

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.



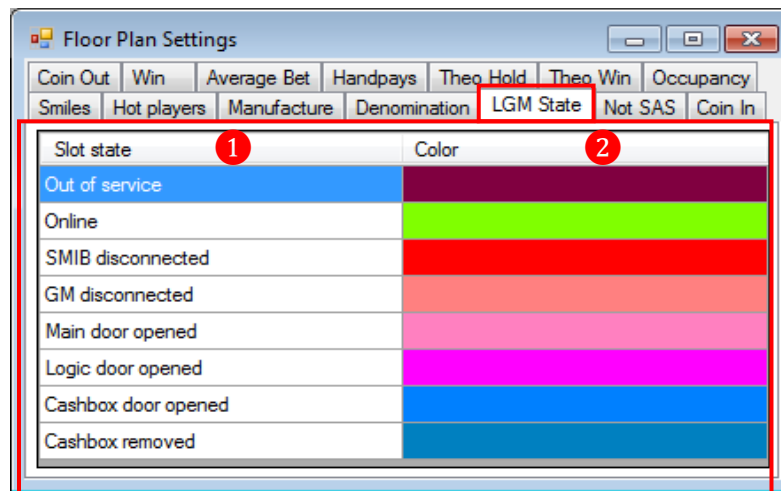
1. Value Min / Value Max – input the minimum and maximum value of denomination of gaming devices with the help of a keyboard.

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.

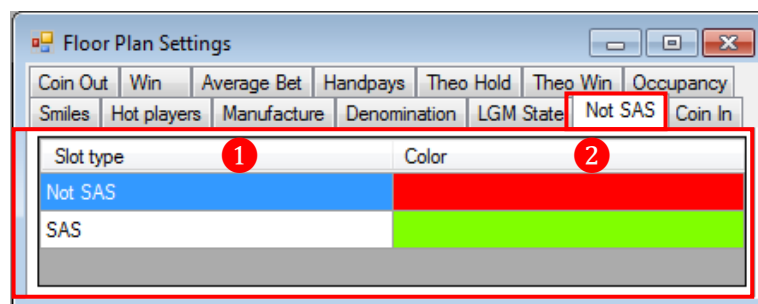
➤ **LGM State** – setting the filters of gaming devices on update/events (naming, color).



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.

Floor Plan Settings

Coin Out Win Average Bet Handpays Theo Hold Theo Win Occupancy
Smiles Hot players Manufacture Denomination LGM State Not SAS **Coin In**

Coin In Value from gaming day start

Value Min	Value Max	Color
0	10 000	Blue
10 000	20 000	Grey
20 000	30 000	Green
30 000	40 000	Orange
40 000	100 000	Red

Add Delete

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.

Floor Plan Settings

Smiles Hot players Manufacture Denomination LGM State Not SAS Coin In
Coin Out Win Average Bet Handpays Theo Hold Theo Win Occupancy

Coin Out Value from gaming day start

Value Min	Value Max	Color
0	10 000	Blue
10 000	30 000	Yellow
30 000	500 000	Red

Add Delete

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.

Floor Plan Settings

Smiles Hot players Manufacture Denomination LGM State Not SAS Coin In
Coin Out **Win** Average Bet Handpays Theo Hold Theo Win Occupancy

Win from gaming day start

Value Min	Value Max	Color
-1 000 000	0	Red
0	1 000 000	Green

Add Delete

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.

Floor Plan Settings

Smiles Hot players Manufacture Denomination LGM State Not SAS Coin In
Coin Out Win **Average Bet** Handpays Theo Hold Theo Win Occupancy

Average bet from gaming day start

Value Min	Value Max	Color
0	5	Yellow
5	10	Green
10	1 000	Red

Add Delete

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.

Floor Plan Settings

Smiles Hot players Manufacture Denomination LGM State Not SAS Coin In
Coin Out Win Average Bet **Handpays** Theo Hold Theo Win Occupancy

Handpays from gaming day start

Value Min	Value Max	Color
0	100 000	Yellow
100 000	1 000 000	Orange

Add Delete

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.

Value Min	Value Max	Color
0	3	Yellow
3	5	Orange
5	7	Green
7	20	Red

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.

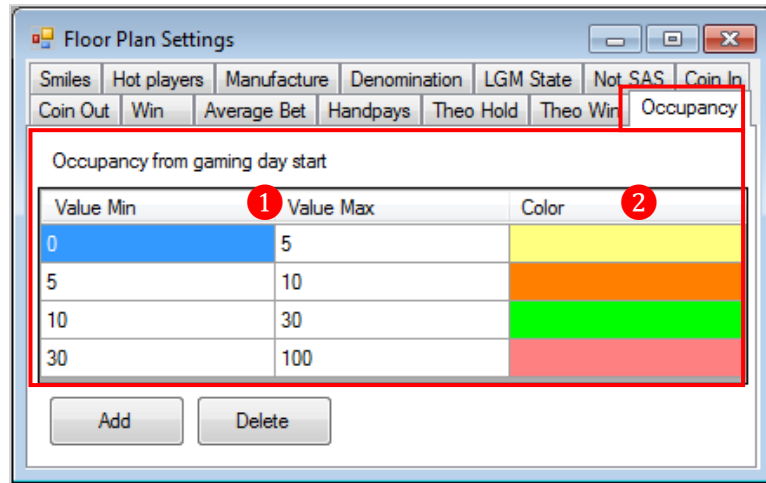
➤ **Theo Win** – setting the filters of the gaming devices, depending on the values in **Theoretical Win** (theoretical profit from the lost credits of a gaming slot in currency: $[\text{Theo Hold} * \text{Coin In}] / 100$) from the beginning of a gaming day. The button «Add» - for adding a new line,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

Value Min	Value Max	Color
0	10 000	Yellow
10 000	50 000	Green
50 000	100 000	Red

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.

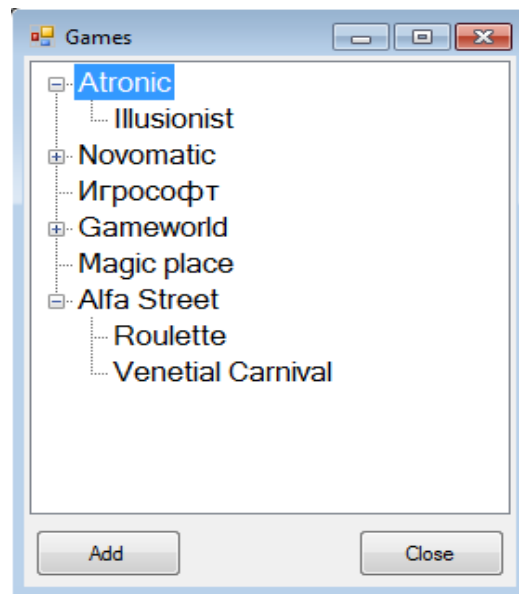
3.4.11 Setting SAS games list.

«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».

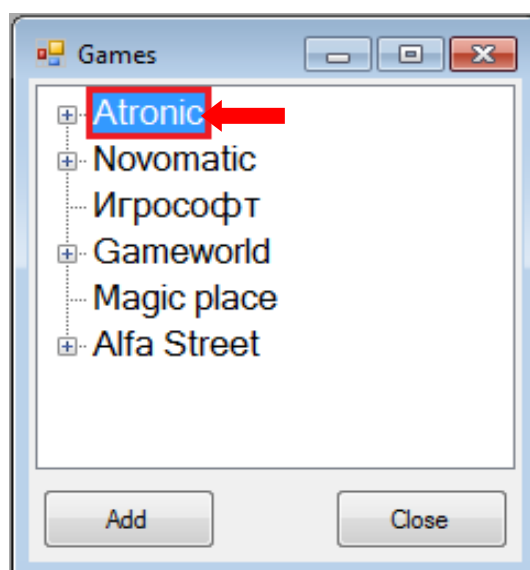
To see the devices statistics for each game separately use the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan», see more [«Stat Game»](#)).

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



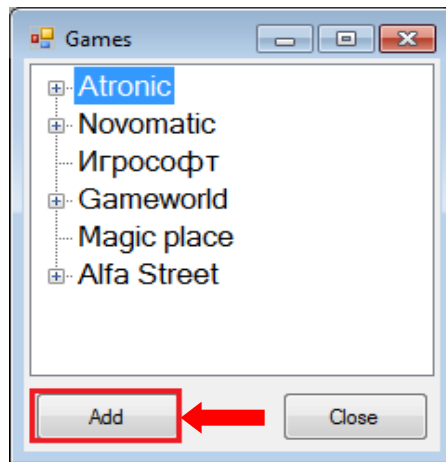
To add a game to the list use the following steps:

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

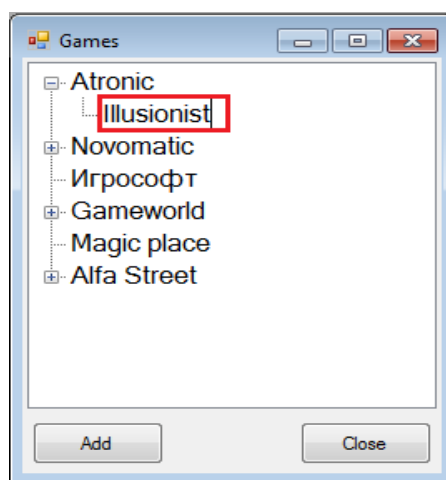


2. Press «**Add**» button.

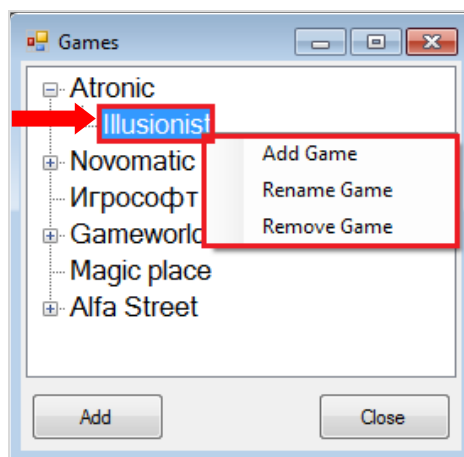
¹ GD – here and further Game Devices



3. 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.

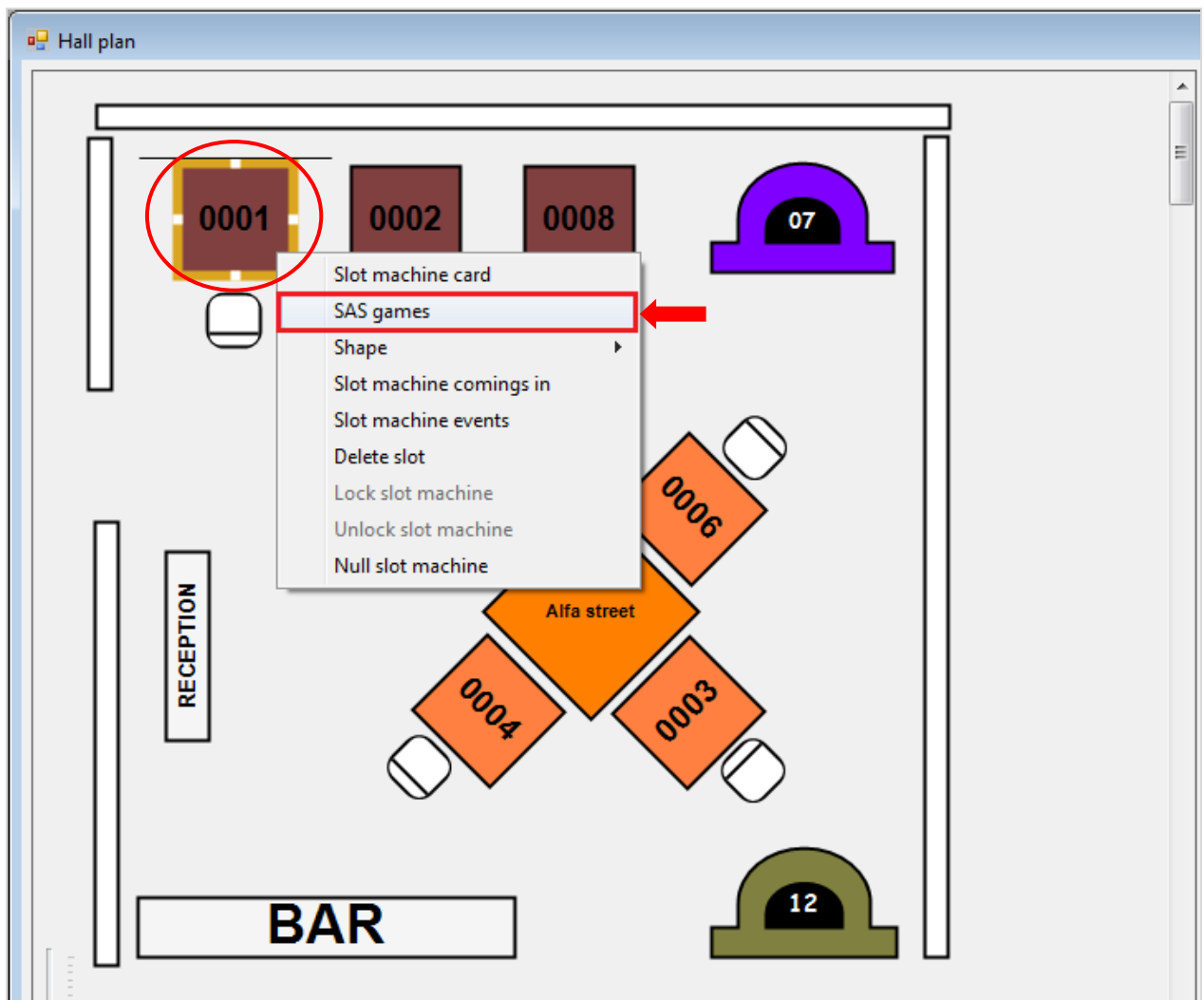
3.4.12 Connecting SAS games to devices.

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.

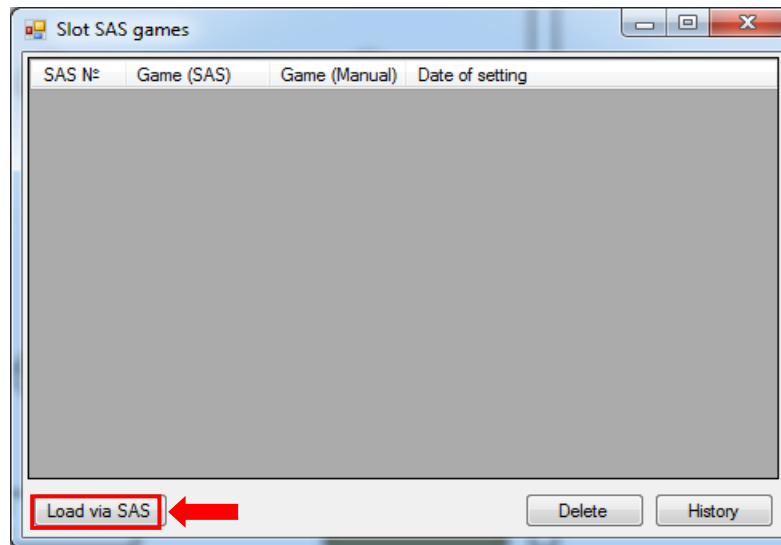
SAS games connection to the devices is being made on the form-designer «**Hall plan**».

Connecting SAS games to the device.

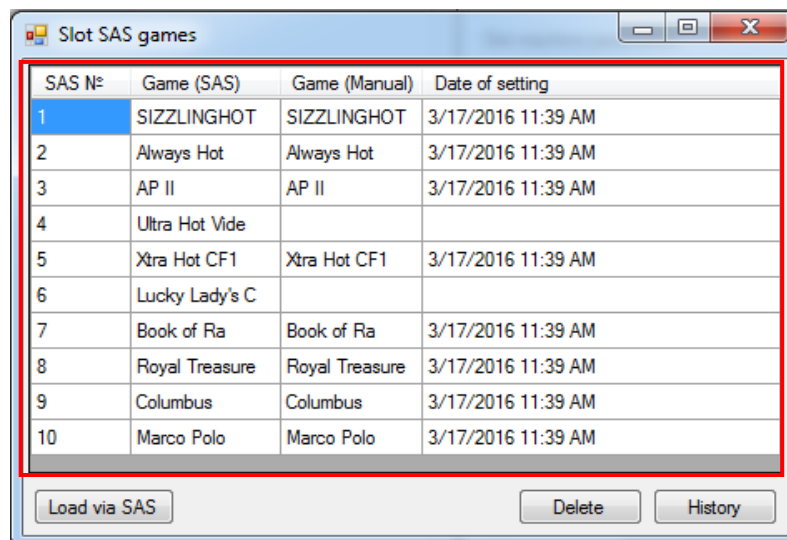
1. To open the form-designer choose in the system menu «Settings» → «Slots» → «New Hall plan Designer».
2. In the opened form «**Hall plan**» on the hall plan choose the required playing device and with right mouse click open a shortcut menu. In this menu choose «**SAS games**».



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**».

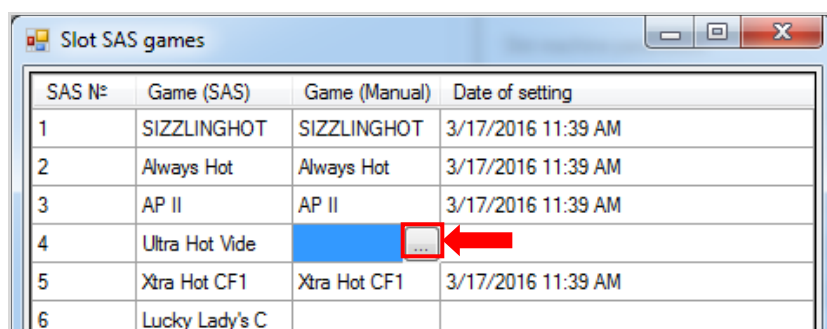


After loading, the form «Slot SAS games» will show the SAS games list. The column «SAS №» shows game numbers, the column «Games (SAS)» shows original names of the slot games, and the column «Games (Manual)» shows the names of the same games entered manually in the system. The column «Date of setting»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

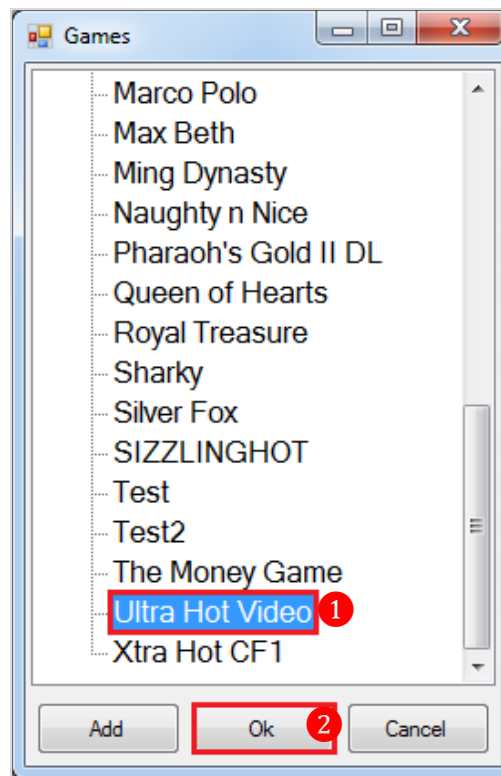


Note: The SAS game name specified in the column «Games (Manual)» will be shown in the audits and game statistics.

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.



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



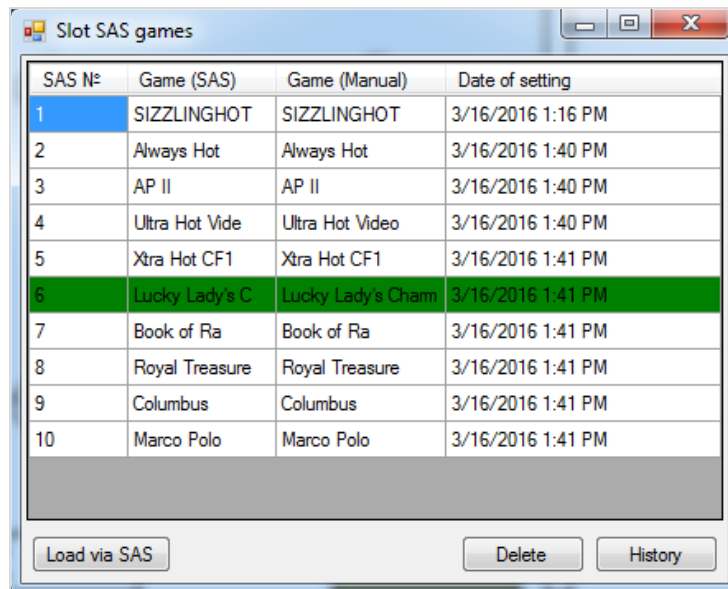
Note: If there is no needed game in the list «Games», you can add it in the same form by clicking «Add».

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	SIZZLINGHOT	SIZZLINGHOT	3/17/2016 11:39 AM
2	Always Hot	Always Hot	3/17/2016 11:39 AM
3	AP II	AP II	3/17/2016 11:39 AM
4	Ultra Hot Vide	Ultra Hot Video	3/17/2016 11:46 AM
5	Xtra Hot CF1	Xtra Hot CF1	3/17/2016 11:39 AM
6	Lucky Lady's C		
7	Book of Ra	Book of Ra	3/17/2016 11:39 AM
8	Royal Treasure	Royal Treasure	3/17/2016 11:39 AM
9	Columbus	Columbus	3/17/2016 11:39 AM
10	Marco Polo	Marco Polo	3/17/2016 11:39 AM

Buttons: Load via SAS, Delete, History

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

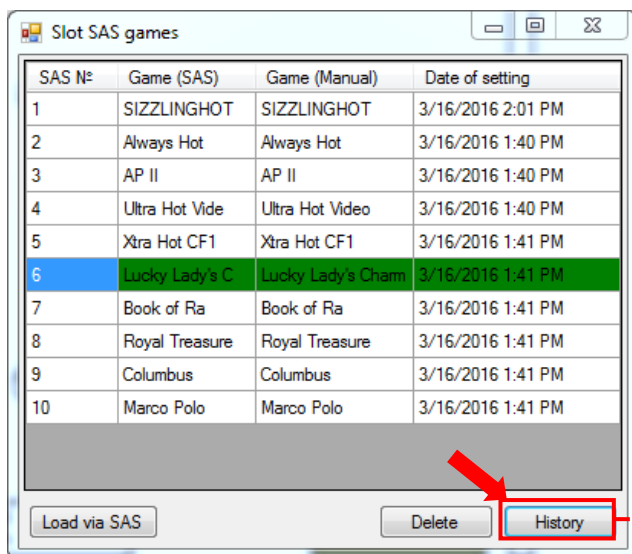


SAS №	Game (SAS)	Game (Manual)	Date of setting
1	SIZZLINGHOT	SIZZLINGHOT	3/16/2016 1:16 PM
2	Always Hot	Always Hot	3/16/2016 1:40 PM
3	AP II	AP II	3/16/2016 1:40 PM
4	Ultra Hot Vide	Ultra Hot Video	3/16/2016 1:40 PM
5	Xtra Hot CF1	Xtra Hot CF1	3/16/2016 1:41 PM
6	Lucky Lady's C	Lucky Lady's Charm	3/16/2016 1:41 PM
7	Book of Ra	Book of Ra	3/16/2016 1:41 PM
8	Royal Treasure	Royal Treasure	3/16/2016 1:41 PM
9	Columbus	Columbus	3/16/2016 1:41 PM
10	Marco Polo	Marco Polo	3/16/2016 1:41 PM

Buttons: Load via SAS, Delete, History

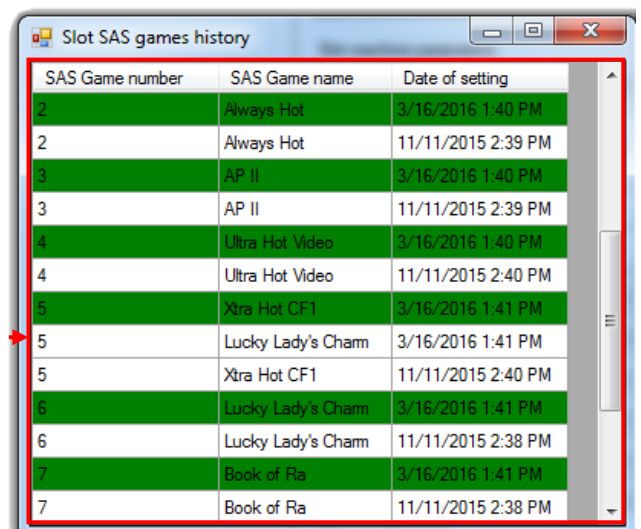
Please note that the line with the name of the game currently running on the slot machine is highlighted **green**.

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 (SAS)	Game (Manual)	Date of setting
1	SIZZLINGHOT	SIZZLINGHOT	3/16/2016 2:01 PM
2	Always Hot	Always Hot	3/16/2016 1:40 PM
3	AP II	AP II	3/16/2016 1:40 PM
4	Ultra Hot Vide	Ultra Hot Video	3/16/2016 1:40 PM
5	Xtra Hot CF1	Xtra Hot CF1	3/16/2016 1:41 PM
6	Lucky Lady's C	Lucky Lady's Charm	3/16/2016 1:41 PM
7	Book of Ra	Book of Ra	3/16/2016 1:41 PM
8	Royal Treasure	Royal Treasure	3/16/2016 1:41 PM
9	Columbus	Columbus	3/16/2016 1:41 PM
10	Marco Polo	Marco Polo	3/16/2016 1:41 PM

Buttons: Load via SAS, Delete, History



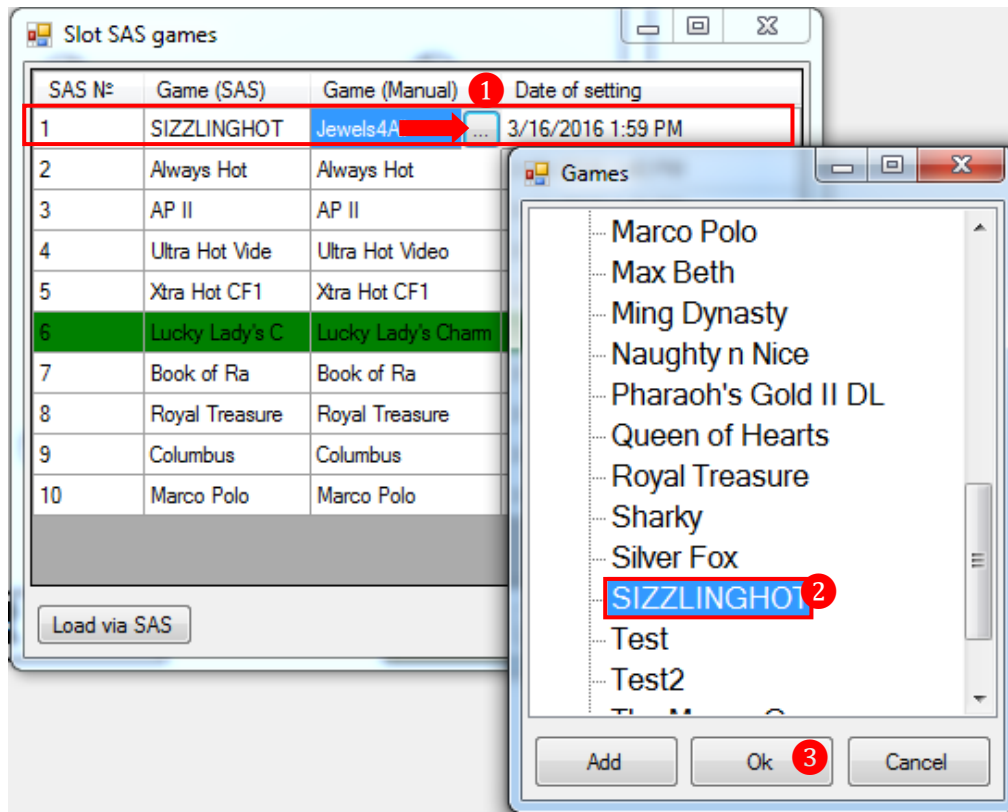
SAS Game number	SAS Game name	Date of setting
2	Always Hot	3/16/2016 1:40 PM
2	Always Hot	11/11/2015 2:39 PM
3	AP II	3/16/2016 1:40 PM
3	AP II	11/11/2015 2:39 PM
4	Ultra Hot Video	3/16/2016 1:40 PM
4	Ultra Hot Video	11/11/2015 2:40 PM
5	Xtra Hot CF1	3/16/2016 1:41 PM
5	Lucky Lady's Charm	3/16/2016 1:41 PM
5	Xtra Hot CF1	11/11/2015 2:40 PM
6	Lucky Lady's Charm	3/16/2016 1:41 PM
6	Lucky Lady's Charm	11/11/2015 2:38 PM
7	Book of Ra	3/16/2016 1:41 PM
7	Book of Ra	11/11/2015 2:38 PM

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

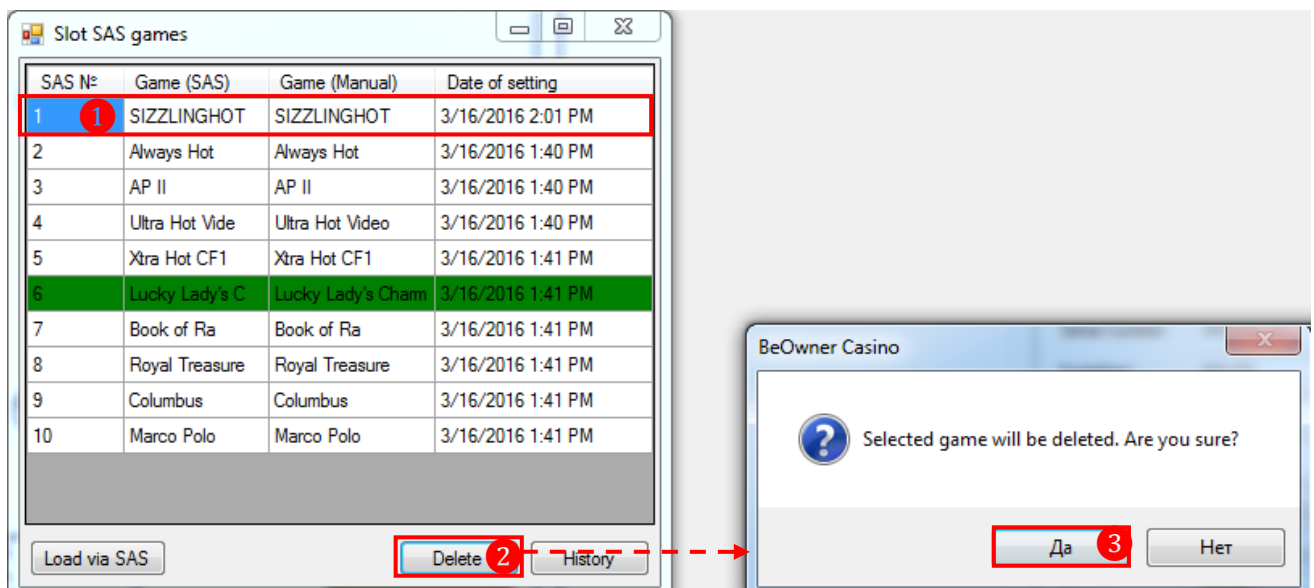
The lines of recent changes for each game are highlighted **green**.

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**».

3.4.13 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:

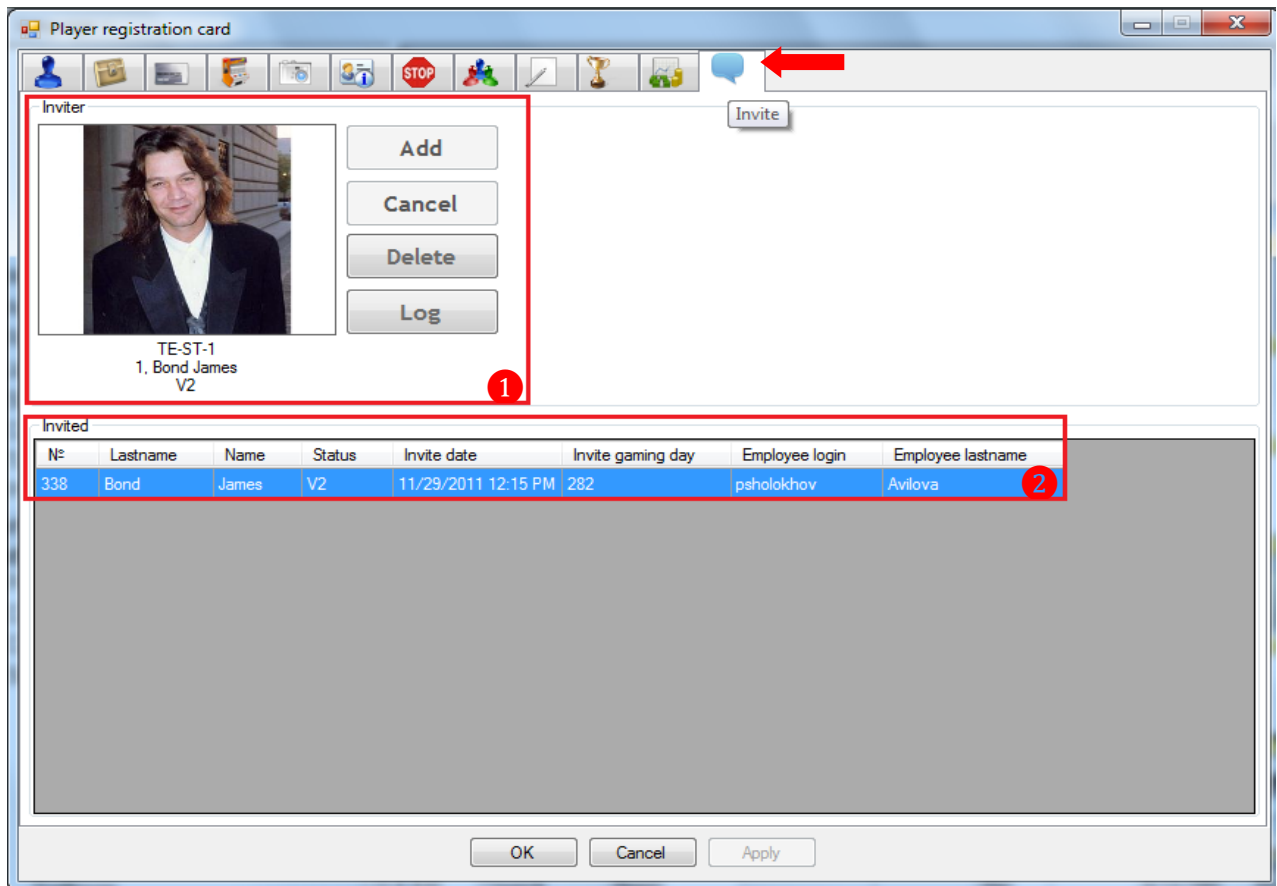
1. Player [1] invites player [2].
2. Player [1] PTS balance is equal to 50 rubles.
3. PTS «from friends» percent value is 2.3%.
4. The threshold for money transfer from PTS account to main card account is 500 rubles.
5. Player [2] has 1000 accumulated PTS and would like to transfer it to main card account.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

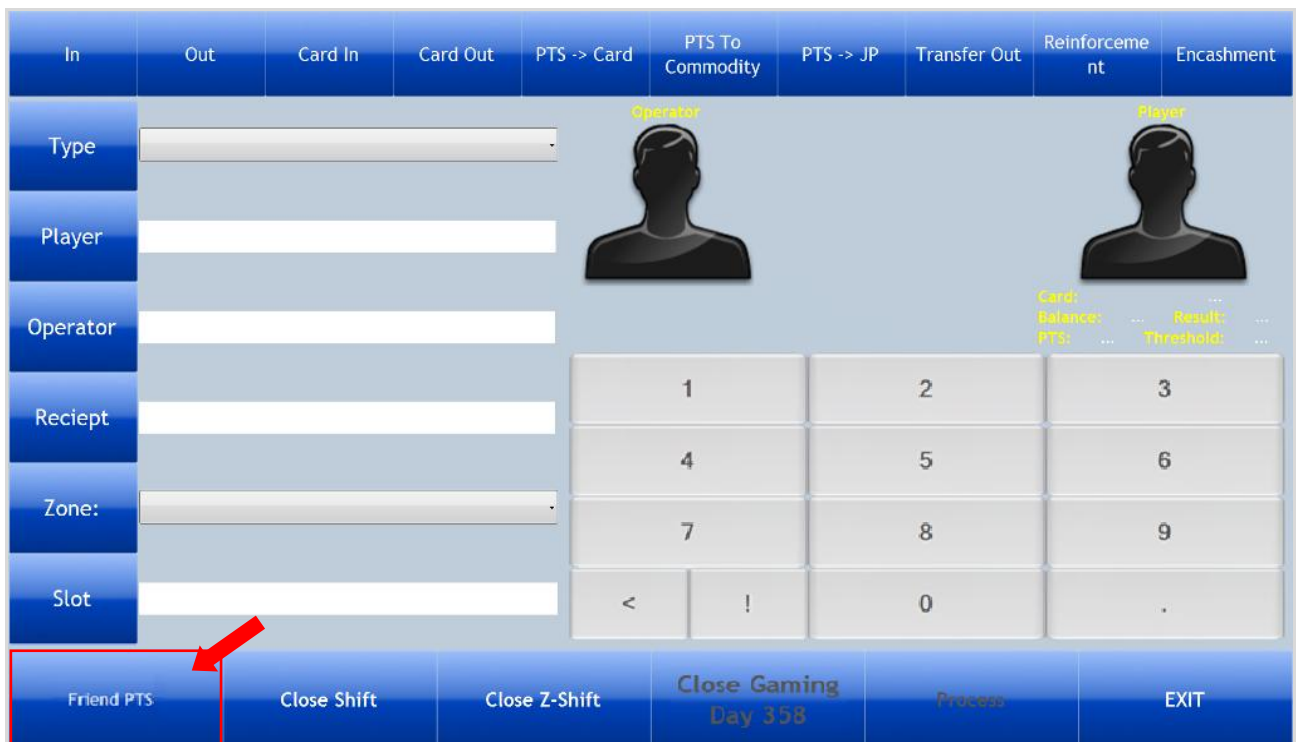
In order to make PTS «from friends» active, you need to go to «Slot settings» («Settings» → «Slots» → «Settings») and set-up following parameters in «PTS from friends» form:

- 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**»).

From player...	From player	To player №	To player	Date	Gaming day	Employee I...	Employee	%	PTS amount
2	Baldwin Alec	1	Bond James	5/17/2013 ...	323	glam	Панцирева ...	0.01	0.5

3.4.14 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	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	Transfer Out	Reinforcement	Encashment
Player	Black							
Amount :	200.00							
Commodity:	Glass of Whiskey							

Operator: [Silhouette]

Player: [Photo]

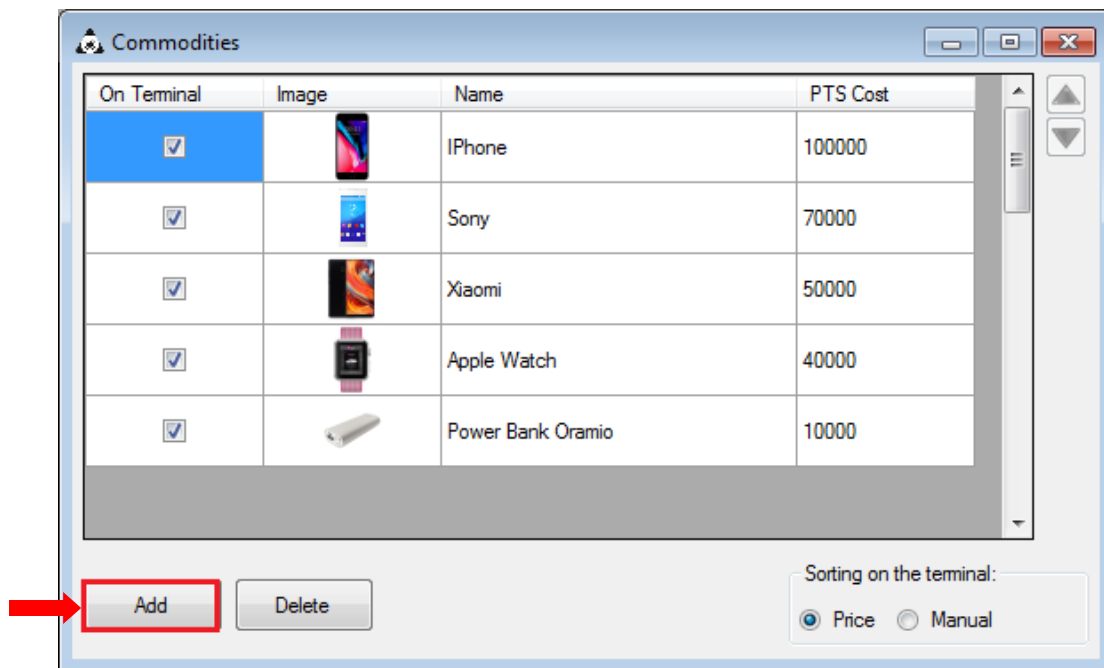
Card: TE-ST-000003
Balance: 0
PTS: 1731
Result: -1650
Threshold: ...

1 2 3
4 5 6
7 8 9
< ! 0 .

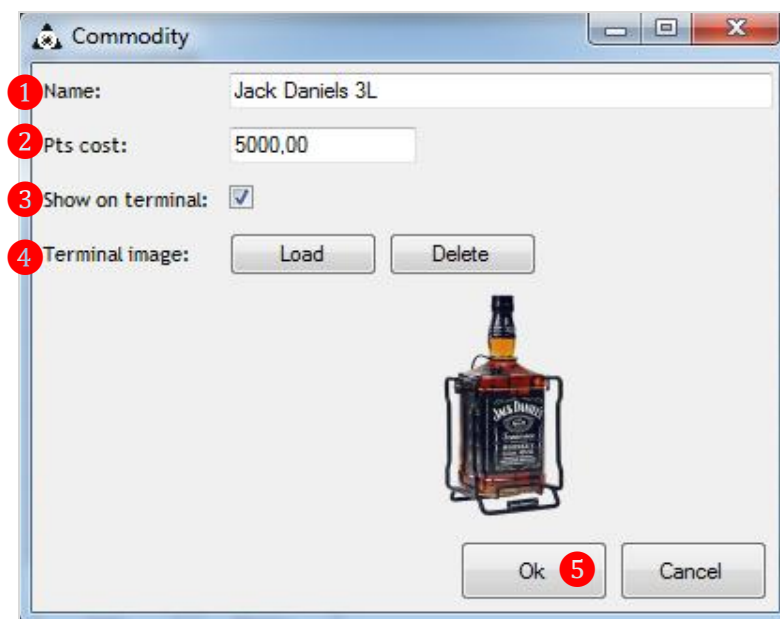
X Report Close Shift Лифатова С. Close ZShift 3 Close Gaming Day 358 Process EXIT

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.



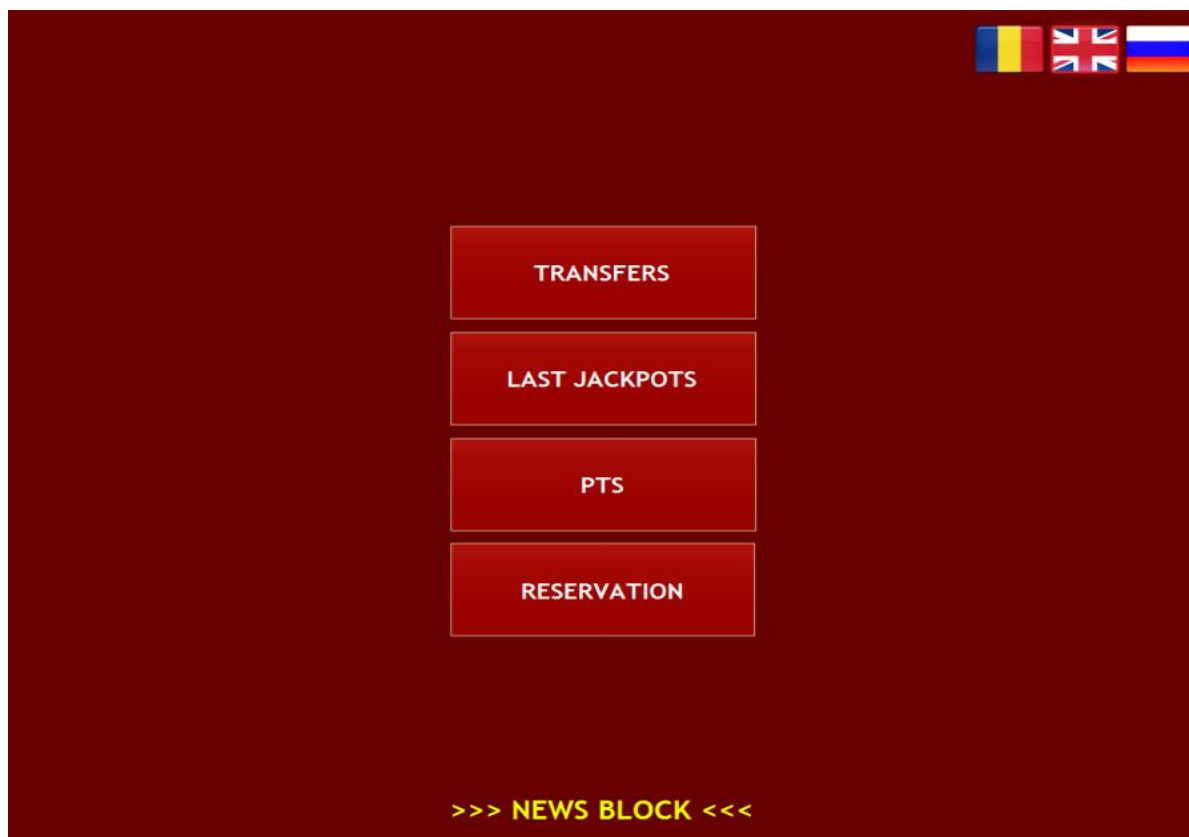
Added product or service will be shown in «**Commodity**» list and will be available for PTS exchange at cash desk.



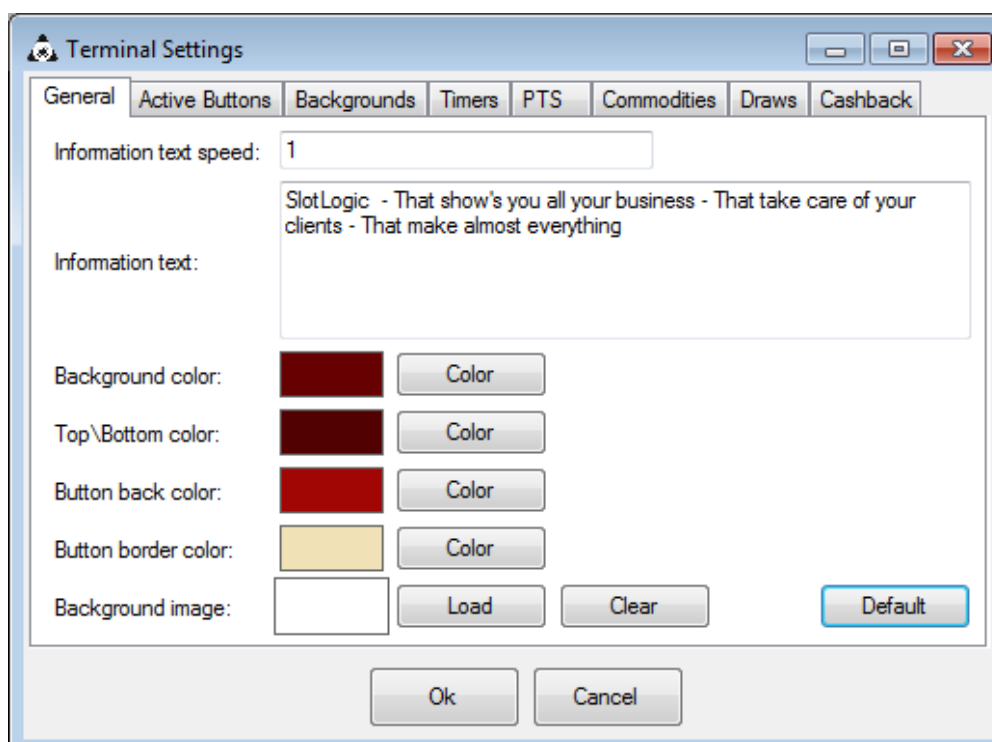
- To sort products in this list and at the terminal at a decreasing price, in the «**Sorting on the terminal**» field, select the «**Price**» item.
- To manually sort products in this list and on the terminal, in the «**Sorting on the terminal**» field, select the «**Manual**» item and use the / buttons 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.

3.4.15 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.

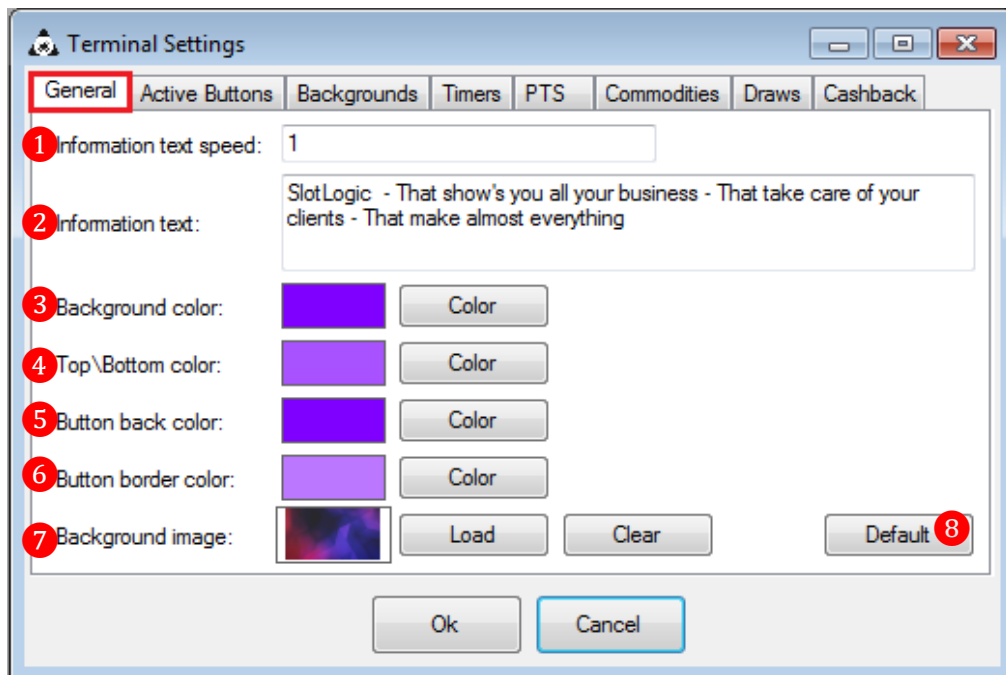


Editing of the information terminal settings are performed on the «Terminal Settings» form («Settings» → «Terminal» → «Slot terminal settings»).



➤ «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.

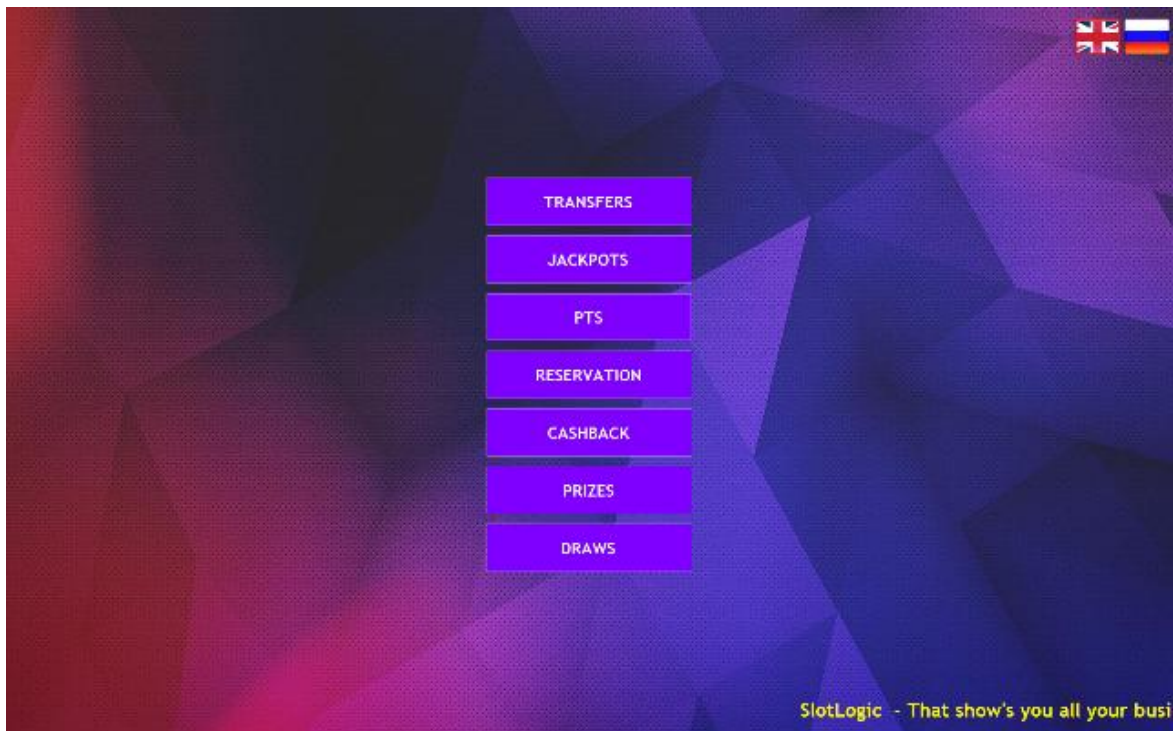
7. Background image – if you want the buttons and the information text to appear in the background of any image, then click the «**Load**» button to select and load the image from your computer. Image format - **JPG, PNG**.



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**».

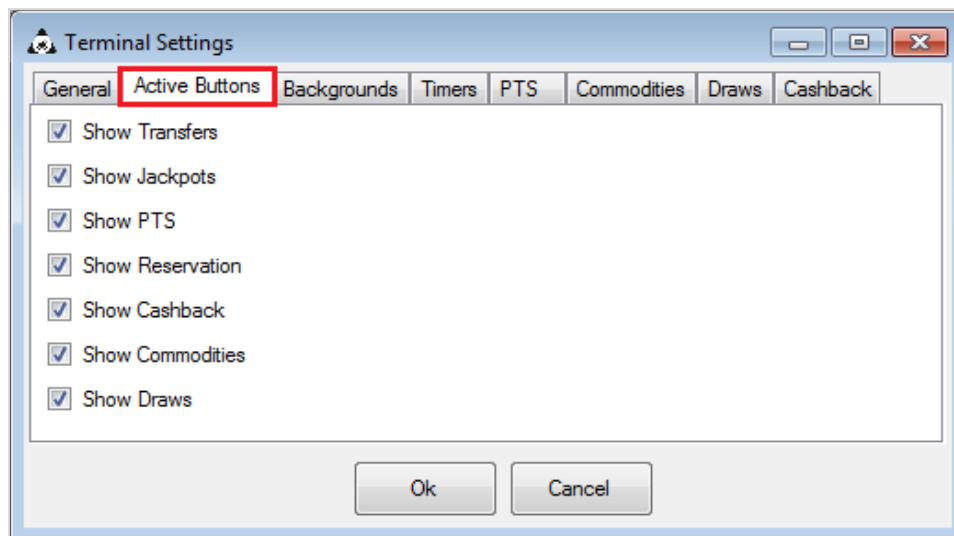
To view the results of setting up the terminal screen, you must select in the main menu of the system «**Terminals**» → «**Players touch screen**».



To close the window press  + .

➤ «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.

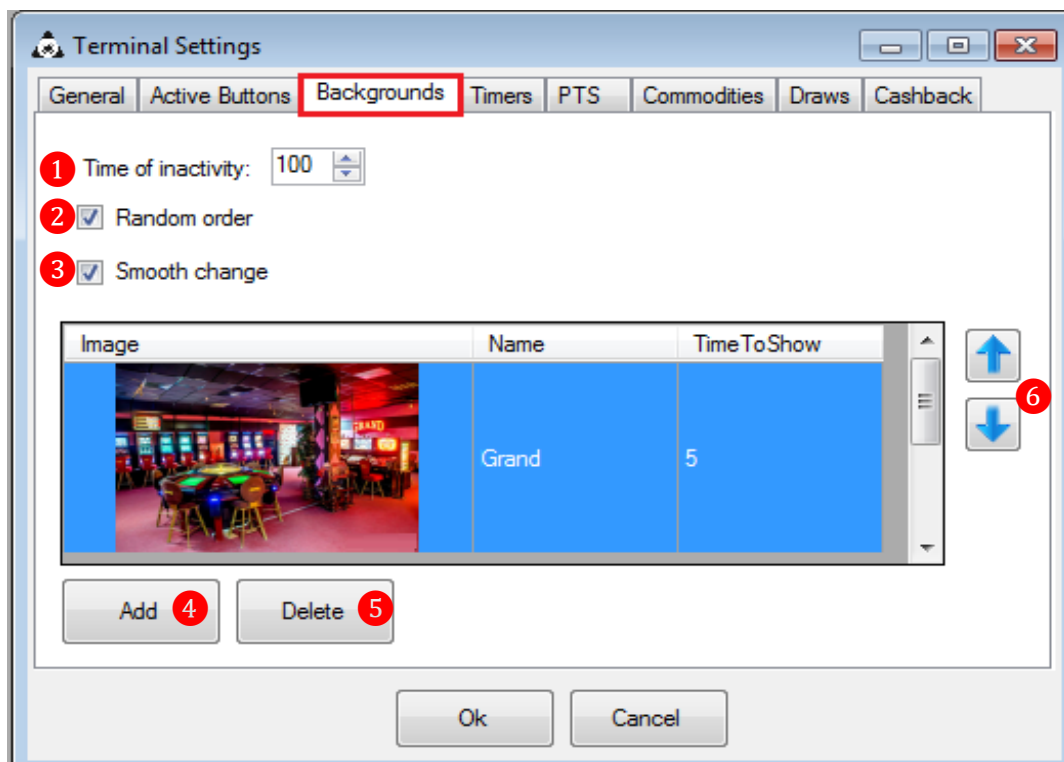
✓ **Show Commodities** – the «Prizes» button, in this section you can see the list of products that players can receive in exchange for PTS.

✓ **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.

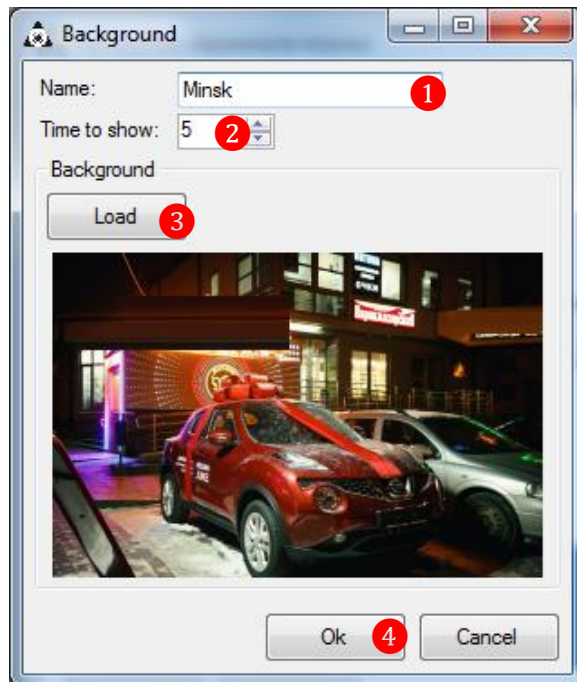
3. Smooth change – check the box if you want images to change smoothly.

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

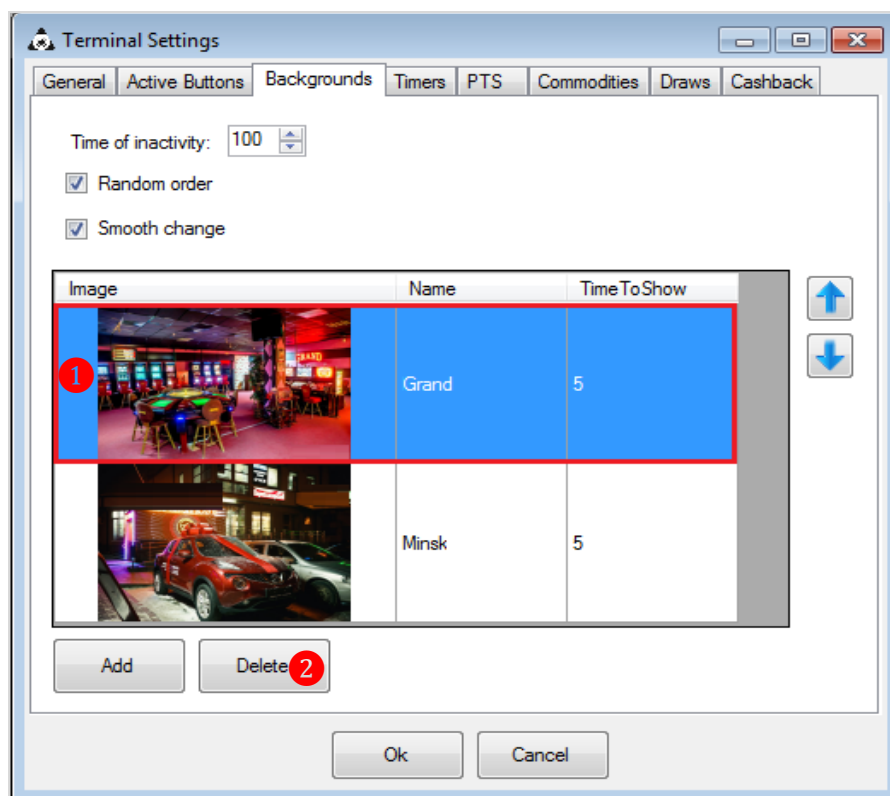
1) In the «Name» field, enter a short name for the image.
2) In the «Time to show» field, specify the time (seconds) for the image to be displayed on the terminal screen.

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.

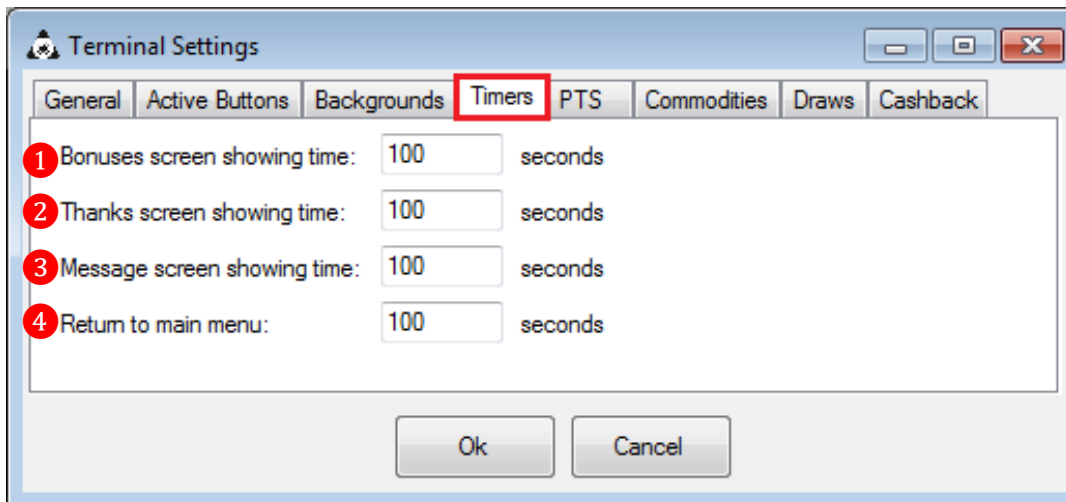


6. Up/Down – arrows are used to sort the pictures in the list. Select an image in the list by clicking the mouse and pressing the «**Up**» or «**Down**» arrow, move it up/down in the list, respectively.

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**.

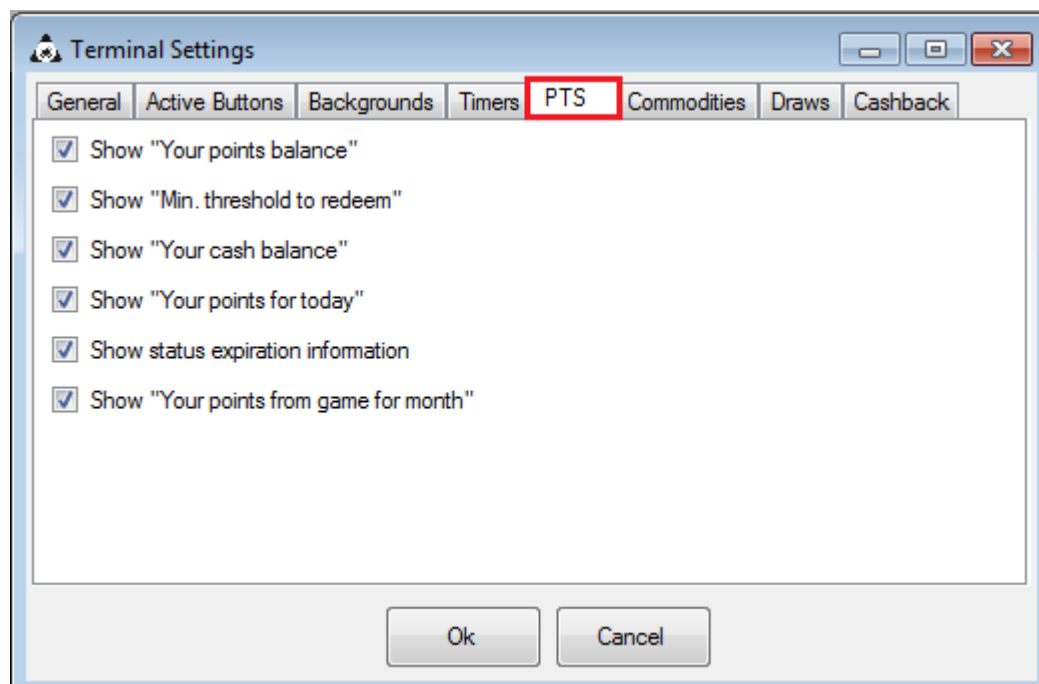
3. Message screen showing time – during the specified time, a message will be displayed for the player (for example, «**The card is blocked**»).

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**».

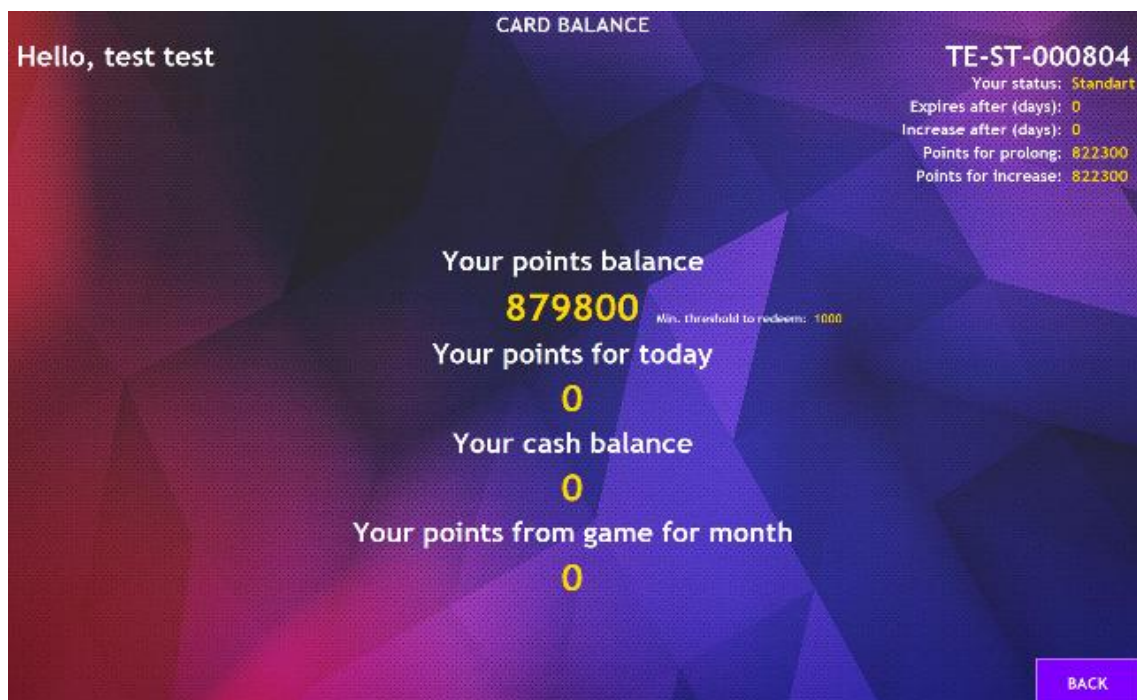
➤ «**PTS**» Tab

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.



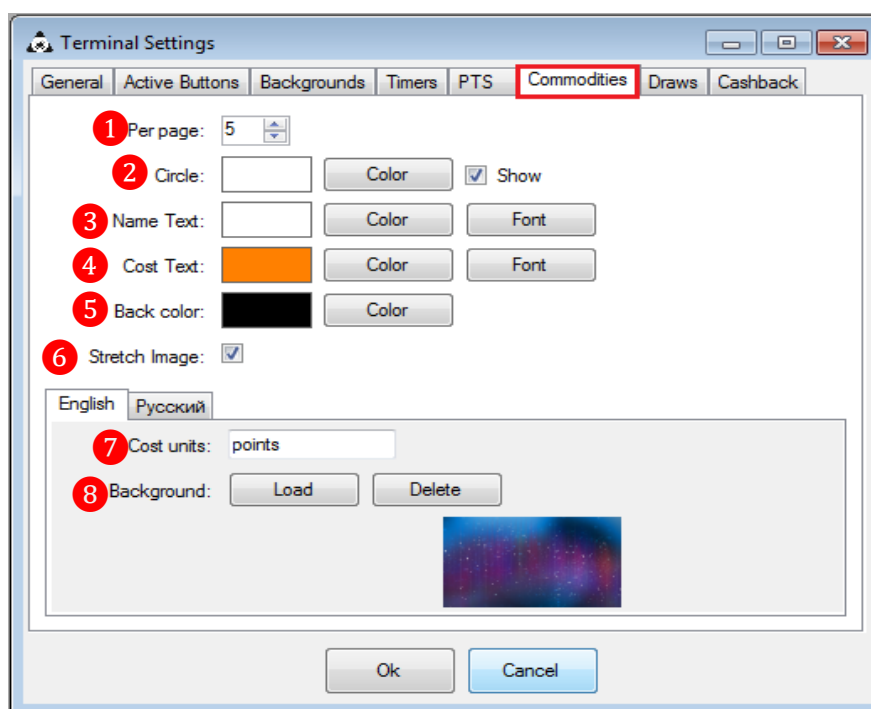
To save the settings, press «**Ok**».

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.

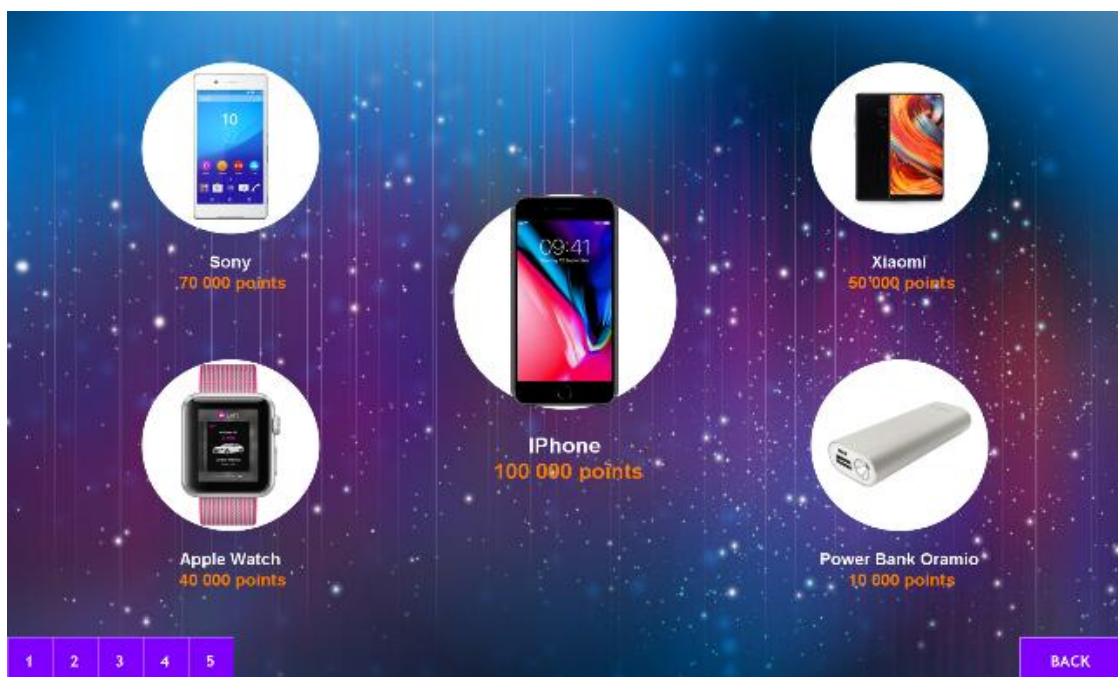
6. Stretch image (if the image is loaded) – check the box if you need to stretch the loaded background image (see **Background**) to fit the size of the terminal screen. If the check box is not set, the image will be displayed in accordance with its original dimensions.

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.

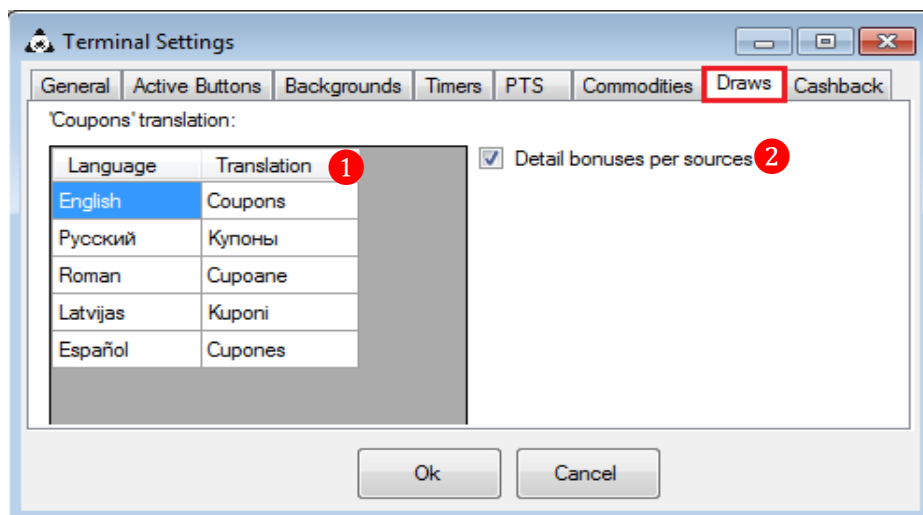
To save the settings, press «Ok».

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.



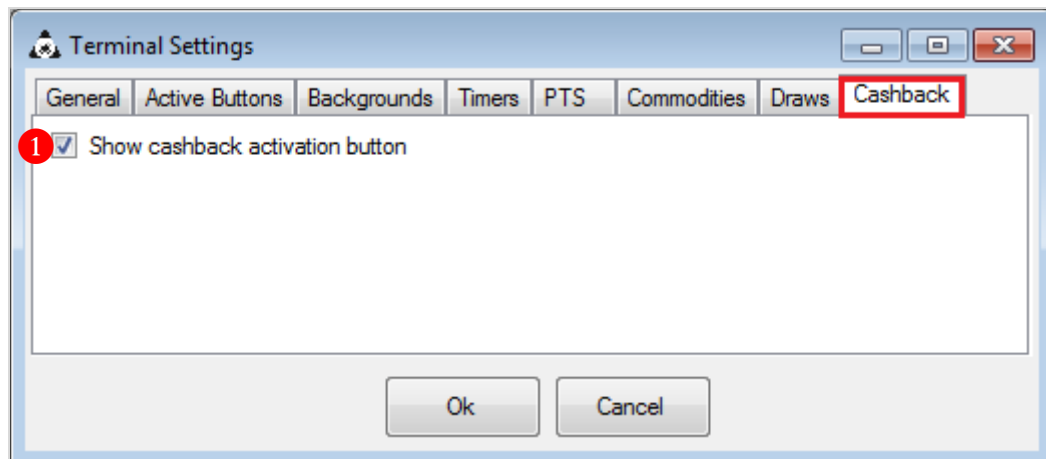
1. Translation – using the keyboard, enter the name for the tickets/coupons of the bonus lottery, which will also be displayed on the terminal screen. A name must be entered for each language you need.

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

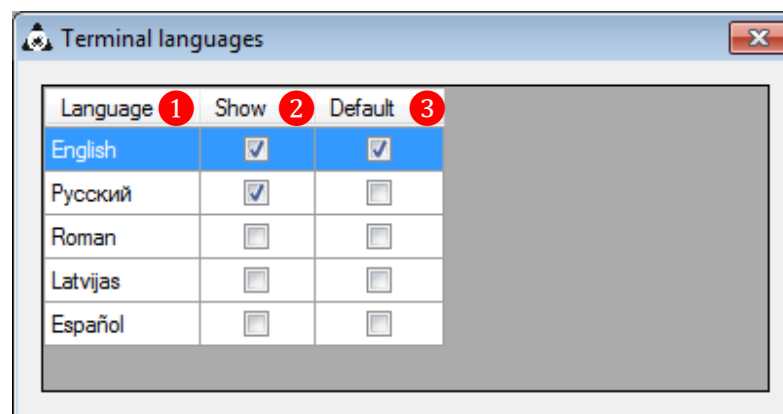
On this tab, settings for the «Cashback» section are made.



✓ **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»).



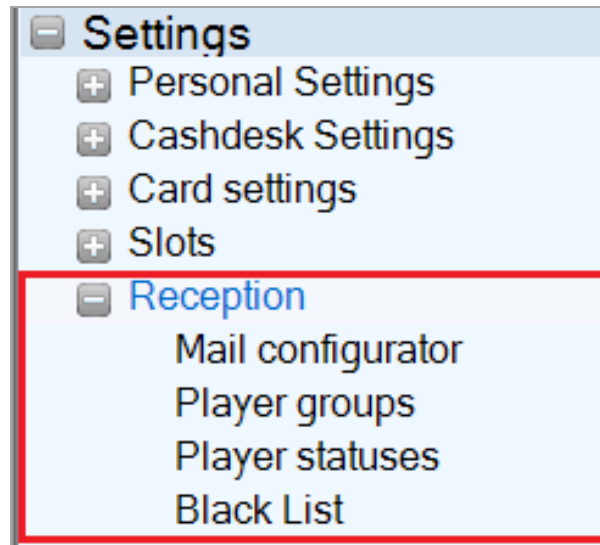
1. Language – list of available terminal interface languages.

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.

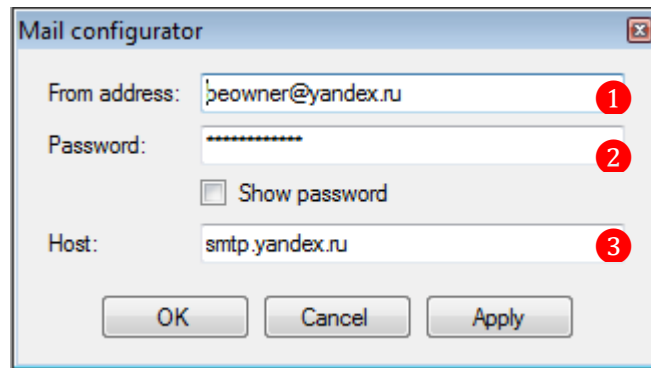
** SMTP (Simple Mail Transfer Protocol) - is a widely used network protocol for sending e-mails.*

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.

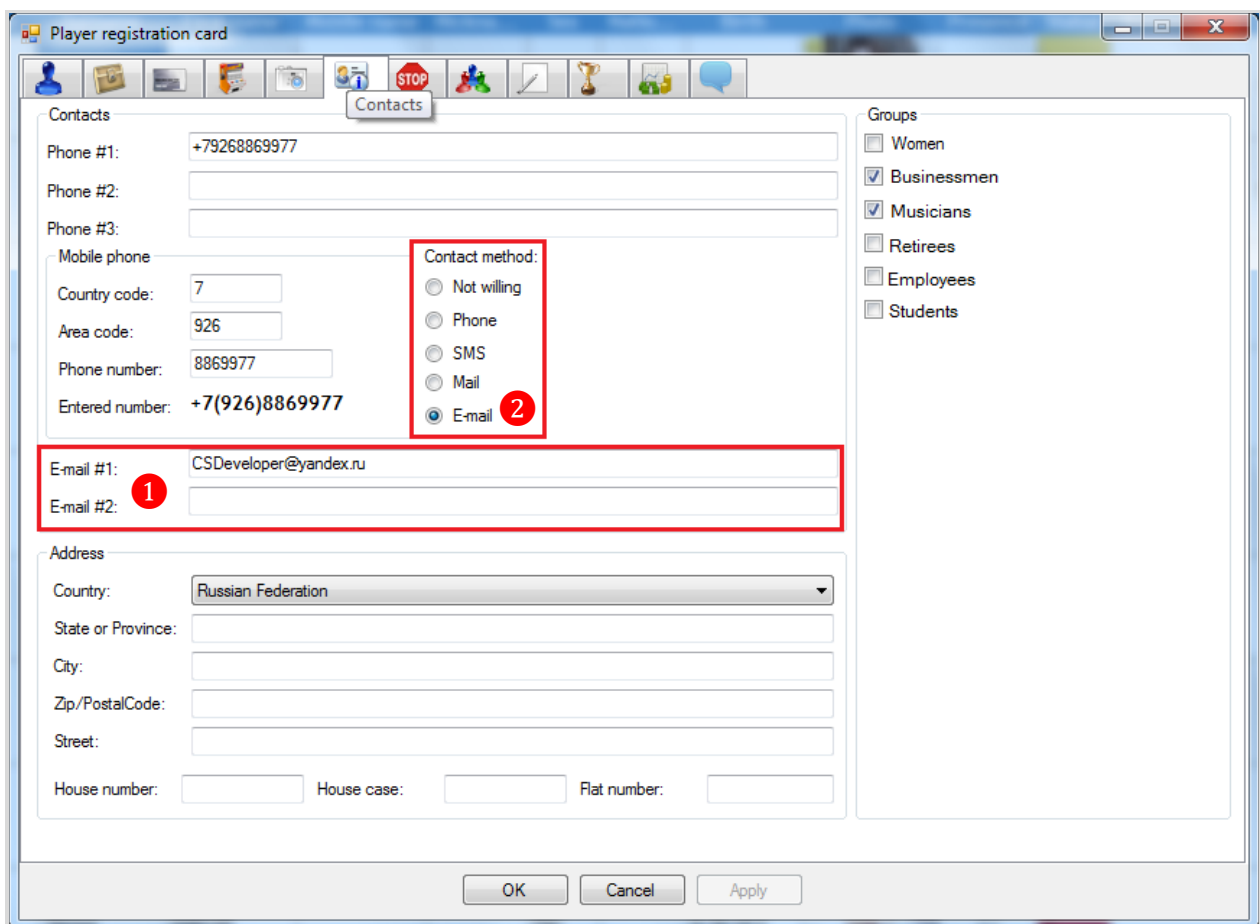
In case you want the password is not will be displayed in encrypted form, put a tick on «**Show password**».

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

A dialog box titled "Mail configurator" with a close button in the top right corner. It contains three input fields: "From address:" with the value "beowner@yandex.ru" (marked with a red circle 1), "Password:" with a masked password "*****" (marked with a red circle 2), and "Host:" with the value "smtp.yandex.ru" (marked with a red circle 3). There is a checkbox labeled "Show password" which is currently unchecked. At the bottom are three buttons: "OK", "Cancel", and "Apply".

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.

A complex dialog box titled "Player registration card" with a toolbar at the top. The "Contacts" tab is selected. It contains several sections: "Phone" with fields for Phone #1 (+79268869977), Phone #2, and Phone #3; "Mobile phone" with fields for Country code (7), Area code (926), Phone number (8869977), and Entered number (+7(926)8869977); "Contact method:" with radio buttons for Not willing, Phone, SMS, Mail, and E-mail (selected, marked with a red circle 2); "E-mail" with fields for E-mail #1 (CSDeveloper@yandex.ru, marked with a red circle 1) and E-mail #2; and "Address" with a dropdown for Country (Russian Federation) and fields for State or Province, City, Zip/PostalCode, Street, House number, House case, and Flat number. On the right is a "Groups" section with checkboxes for Women, Businessmen (checked), Musicians (checked), Retirees, Employees, and Students. At the bottom are "OK", "Cancel", and "Apply" buttons.

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.

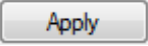
At now it is a modern way of establishing contact with the customer. SMS distribution is used to inform about promotions, special offers, to alert relevant news and important reminders, as well as congratulations for customers. This service allows you to increase customer loyalty, increase

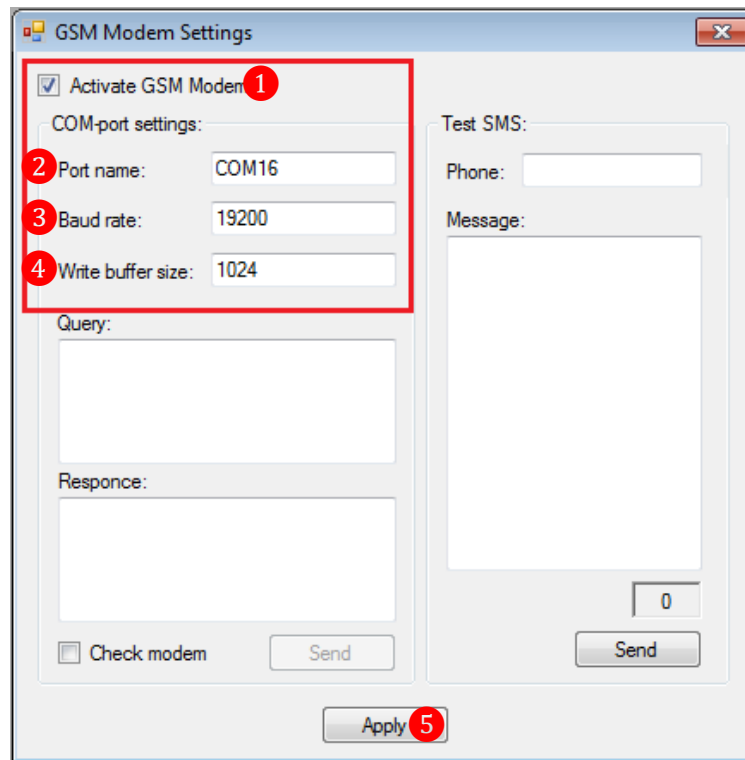
brand awareness. SMS notices have a little expense and becomes an effective channel of product (service) advertising.

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 .

GSM Modem Settings

☒ Activate GSM Modem

COM-port settings:

Port name: COM16

Baud rate: 19200

Write buffer size: 1024

Query:

Response:

☐ Check modem

Send

Test SMS:

Phone: +79851265507

Message: Test message|

12

Send

Apply

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

GSM Modem Settings

☒ Activate GSM Modem

COM-port settings:

Port name: COM16

Baud rate: 19200

Write buffer size: 1024

Query:

Response:

☒ Check modem

Send

Test SMS:

Phone:

Message:

0

Send

Apply

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

E-mail #1: CSDeveloper@yandex.ru

E-mail #2:

Address

Country: Russian Federation

State or Province:

City:

Zip/PostalCode:

Street:

House number: House case: Flat number:

Groups

☐ Women

☒ Businessmen

☒ Musicians

☐ Retirees

☐ Employees

☐ Students

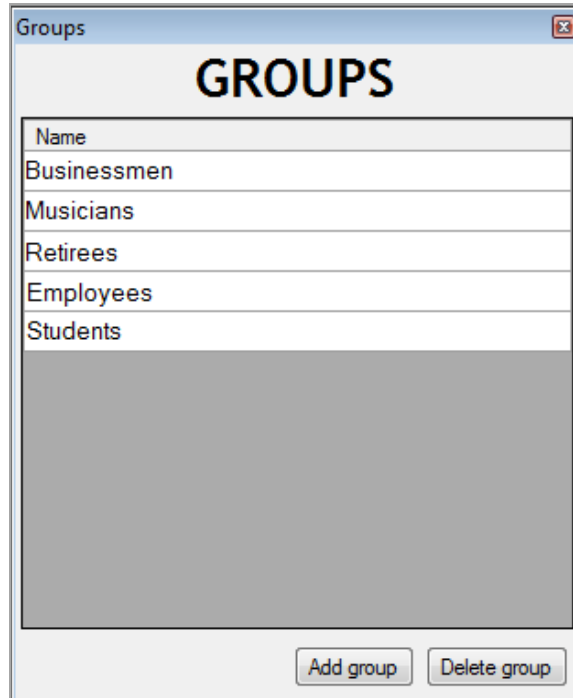
OK Cancel Apply

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


3.5.3 Player Groups.

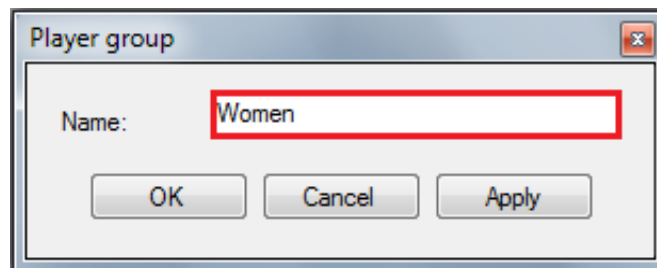
In order to better manage players groups, there are various settings of list management, e-mail and SMS mailings was realized in SlotLogic system.

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**»).

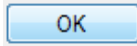


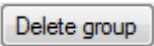
To create a new group of players, you must do the following:

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.

The screenshot shows a software window titled "Player registration card". It features a toolbar with icons for a person, folder, printer, mail, calendar, help, stop, group, document, trophy, and speech bubble. The main area is divided into two sections. The left section, titled "Contacts", contains input fields for "Phone #1:" (with value +79268869977), "Phone #2:", "Phone #3:", "Mobile phone", "Country code:" (with value 7), "Area code:" (with value 926), "Phone number:" (with value 8869977), and "Entered number:" (with value +7(926)8869977). Below these is a "Contact method:" section with radio buttons for "Not willing", "Phone", "SMS", "Mail", and "E-mail" (which is selected). The right section, titled "Groups", is enclosed in a red rectangular box and contains a list of categories with checkboxes: "Women", "Businessmen" (checked), "Musicians" (checked), "Retirees", "Employees", and "Students".

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

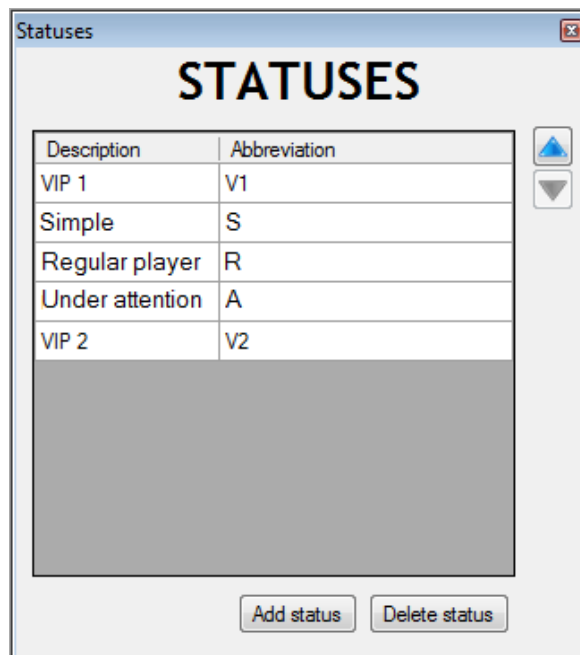
☐ Students

3.5.4 Player Statuses.

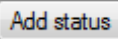
As mentioned earlier, using a system configuration may be provided with the same PTS as for calculating the parameters of all players as well as different groups depending on the status of the player.

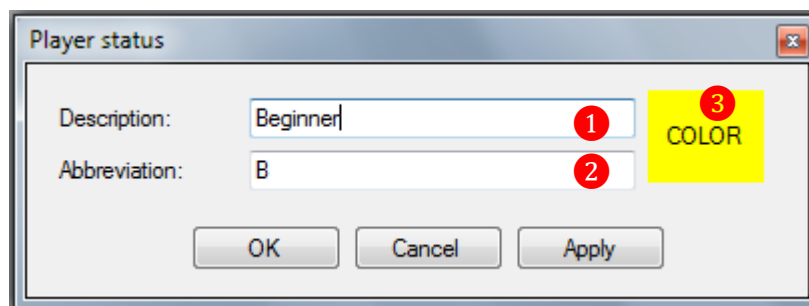
For example: Interest rates credited to the of PTS accounts, for regular players with the «VIP» status or «Regular» can be set higher than for new players to the status of «Ordinary».

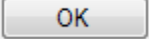


To create a new player status in the system you need to use «**Statuses**» («**Settings**» → «**Reception**» → «**Player statuses**»).

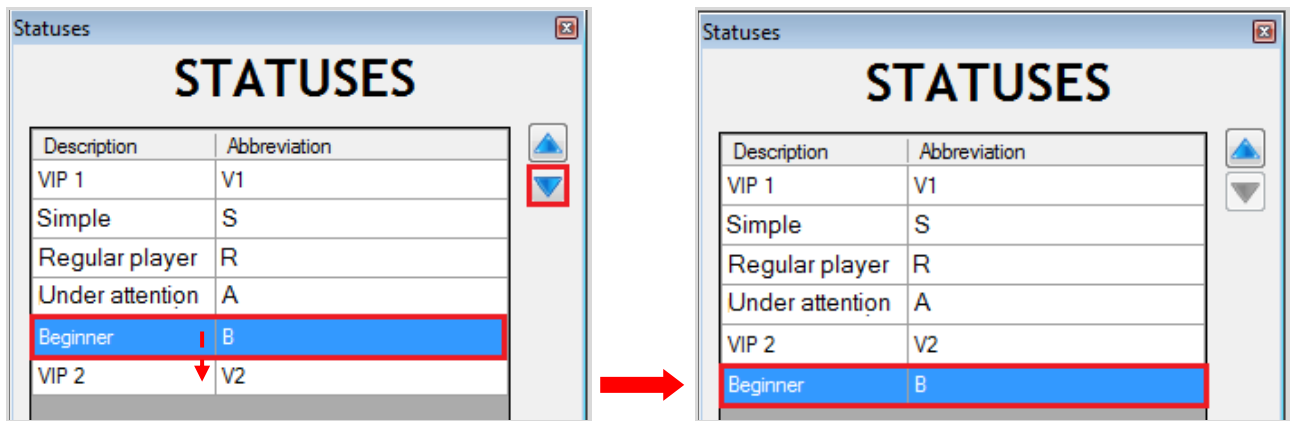


To create a new status, you must do the following:

1. In the form of «**Statuses**» click on .
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  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 .

The image shows the 'Player registration card' dialog box. The 'Personal info' tab is selected. The 'Status' dropdown menu is open, showing a list of status options: Beginner, Simple, Regular player, Under attention, VIP 1, and VIP 2. The 'Beginner' option is selected and highlighted with a red box. The 'Player number' is 1. The 'Sex' is Male and the 'Resident' is No.

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



No	Surname	First name	Middl...	Nickna...	Sex	Natio...	Birth	Photo	Presence	Status	Bonuses total	Av
1	Bond	James	1	Phil	Man	Русский	10/20/1986		<input type="checkbox"/>	B		17
2	Baldwin	Alec			Man				<input checked="" type="checkbox"/>	O	1100	550

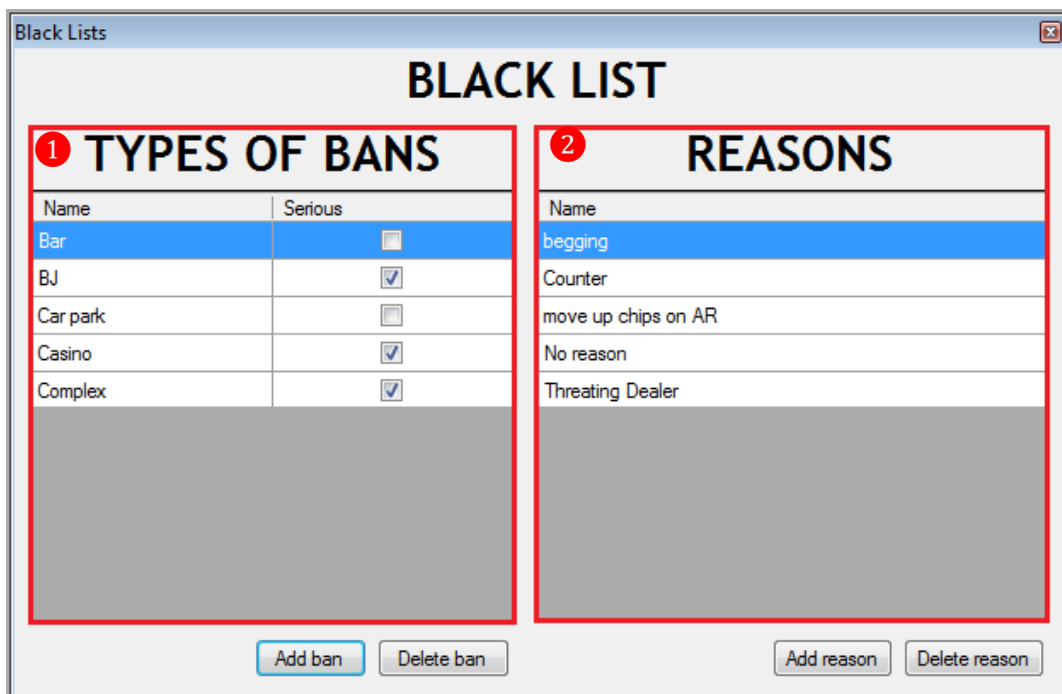
3.5.5 Black List.

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.



BLACK LIST

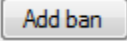
1 TYPES OF BANS

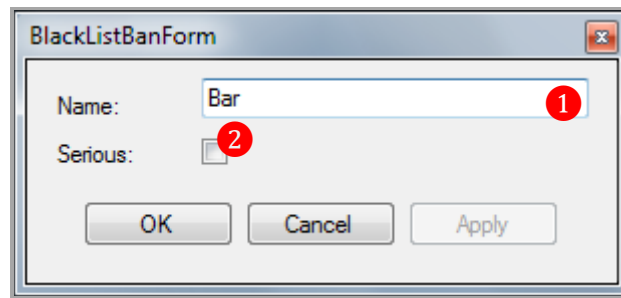
Name	Serious
Bar	<input type="checkbox"/>
BJ	<input checked="" type="checkbox"/>
Car park	<input type="checkbox"/>
Casino	<input checked="" type="checkbox"/>
Complex	<input checked="" type="checkbox"/>

2 REASONS

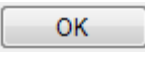
Name
begging
Counter
move up chips on AR
No reason
Threatening Dealer

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

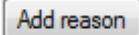
1. Using the «**Black List**» form under the list «**Types of bans**» click .
2. In the window that opens, specify the following:
 - ✓ The name of the zone violations.
 - ✓ (Optionally) to establish a tick, if the violations in this area are considered to be serious (significant).

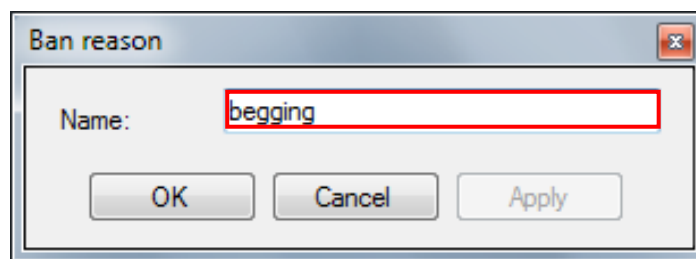


A dialog box titled "BlackListBanForm" with a close button (X) in the top right corner. It contains two input fields: "Name:" with the text "Bar" and "Serious:" with an unchecked checkbox. Below the fields are three buttons: "OK", "Cancel", and "Apply". Red circles with numbers 1 and 2 are placed over the "Name" field and the "Serious" checkbox respectively.

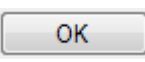
3. Press  to save.

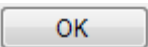
To create **a reason for the ban**, you must do the following:

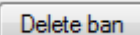
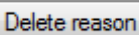
1. Using the «**Black List**» form under the list «**Reasons**» click .
2. In the window that opens, specify the name of the reasons for which the ban is imposed.

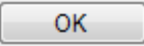


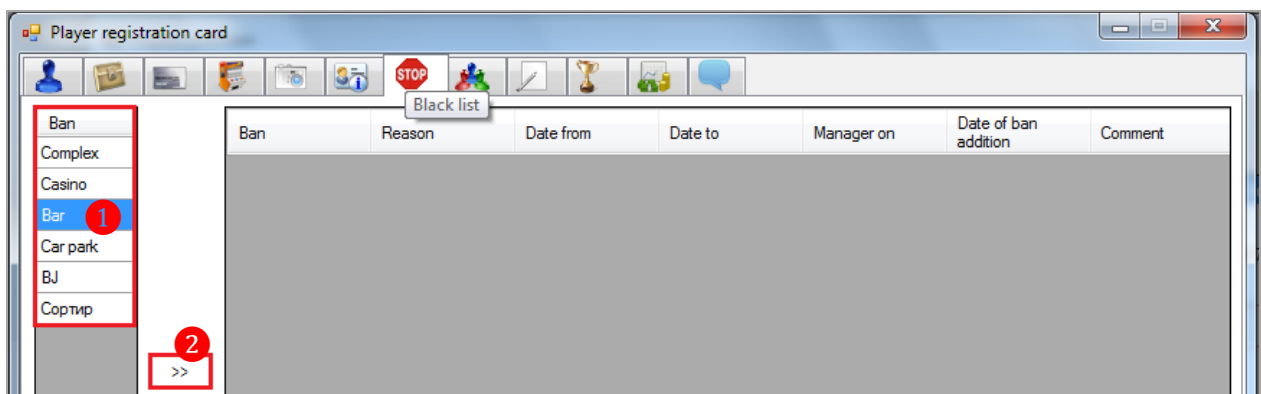
A dialog box titled "Ban reason" with a close button (X) in the top right corner. It contains one input field: "Name:" with the text "begging". Below the field are three buttons: "OK", "Cancel", and "Apply". A red rectangle highlights the "Name" field.

3. Press  for saving.

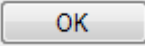
If you want to edit the name of a type of ban or reasons must double click the left mouse button on its name in the window that opens, enter the new name and press the button  to save the changes.

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.

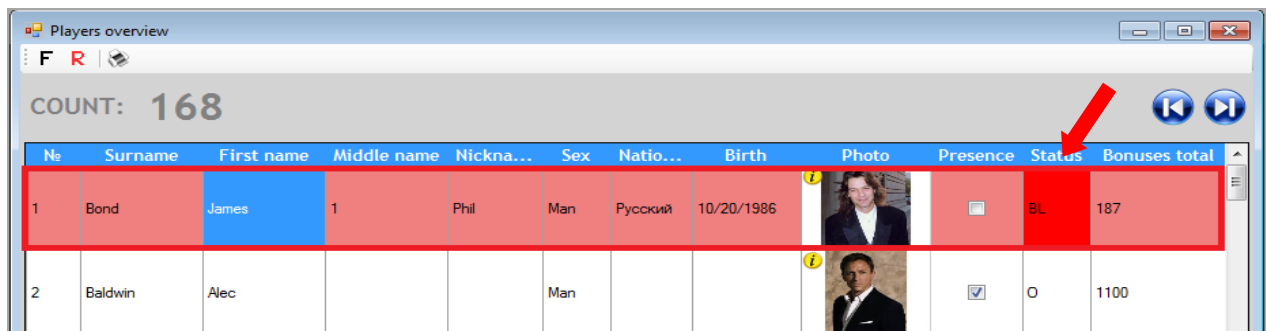
To fix the system perfect client violation , you must open the registration card and the player on the tab «**Black List**» list «**Black List**» select the desired type of ban, click the arrow button to add the selected type of ban for this player, and save the settings by pressing key .





A window titled "Player registration card" with a toolbar at the top containing icons for various functions. Below the toolbar is a "Black list" tab. On the left, there is a list of ban types: Ban, Complex, Casino, Bar, Car park, BJ, and Сортир. The "Bar" item is highlighted with a red circle and the number 1. Below this list is a button with the text ">>" and a red circle and the number 2. To the right of the list is a table with columns: Ban, Reason, Date from, Date to, Manager on, Date of ban addition, and Comment. The table is currently empty.

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**».



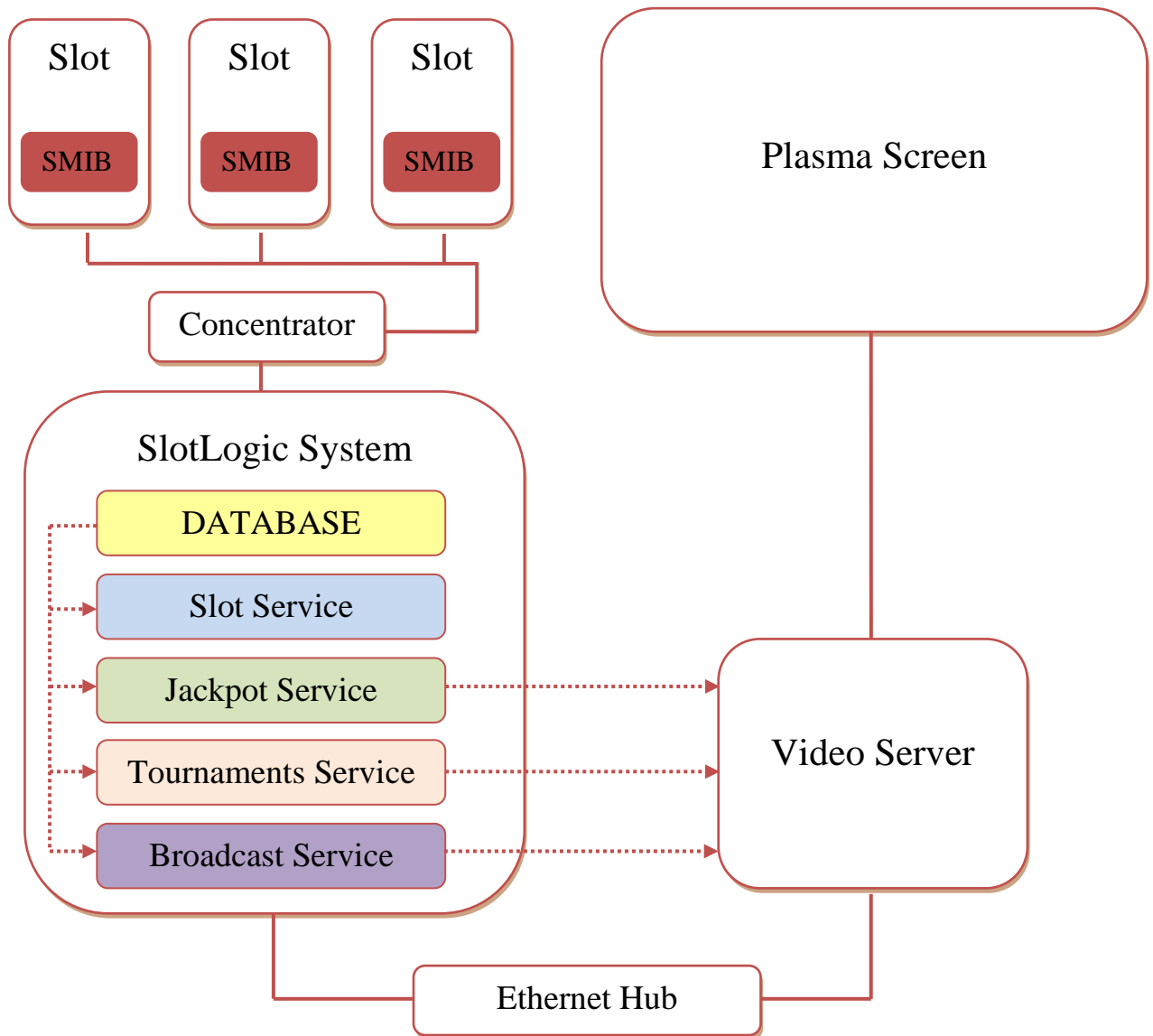
The screenshot shows a web application window titled "Players overview". At the top, there is a search bar with filters "F" and "R", and a "COUNT: 168" label. Below this is a table with columns: №, Surname, First name, Middle name, Nickna..., Sex, Natio..., Birth, Photo, Presence, Status, and Bonuses total. The first row is highlighted in red, indicating a locked player. A red arrow points to the "Status" column header.

№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence	Status	Bonuses total
1	Bond	James	1	Phil	Man	Русский	10/20/1986		<input type="checkbox"/>	BL	187
2	Baldwin	Alec			Man				<input checked="" type="checkbox"/>	O	1100

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.

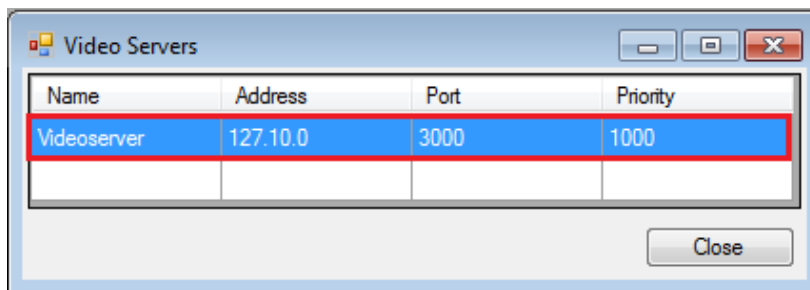
Attention! The priority of the service Broadcast should always be higher, than the service Jackpot, otherwise the videosever cannot perform the templates of Broadcast. And for the service Tournaments, the system sets the high priority of broadcasting by default, that means the videosever would display 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).

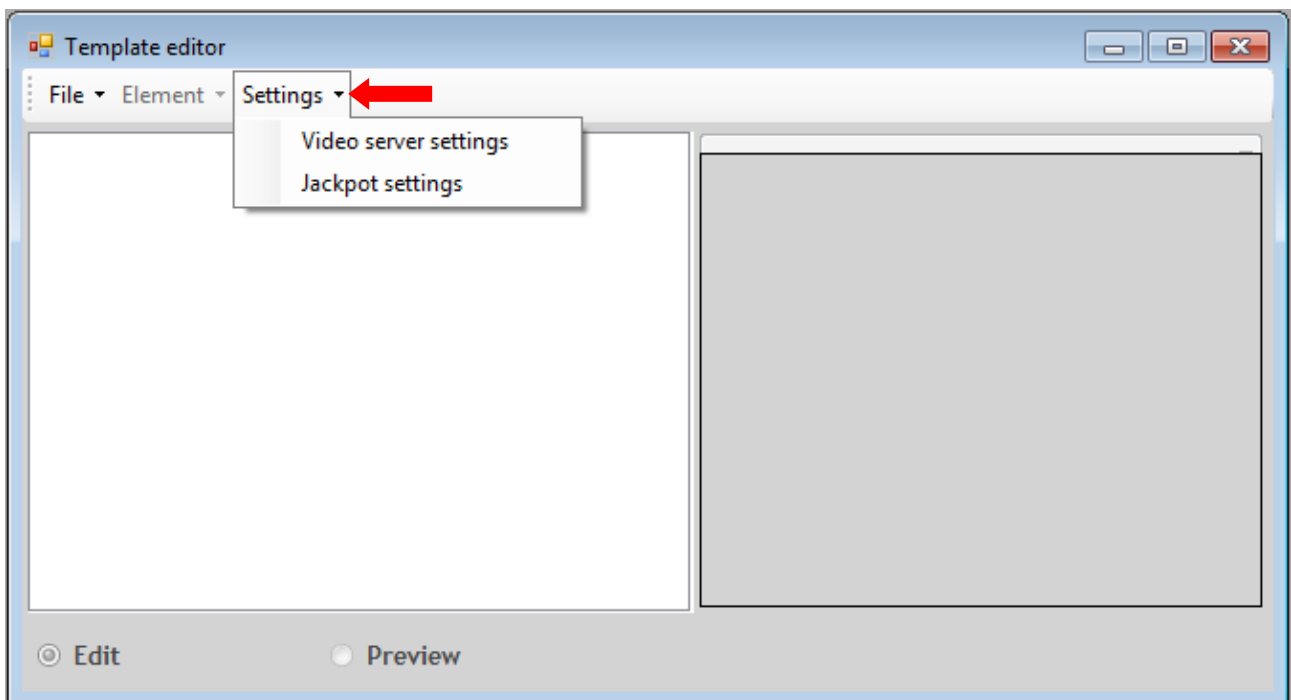
Priority	<p>The option sets the priority of Broadcast service, which is broadcasted via videosever. The digits are written down. If the service Broadcast is out of use, set 0 or leave it blank.</p> <p>Example1: The Broadcast priority = 1200 The Jackpot priority= 1000</p> <p>In this case, the videosever will display on a screen the files of the service Broadcast, according to the specified plan.</p> <p>Example2: The Broadcast priority = 1000 The Jackpot priority = 1200</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>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.</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.

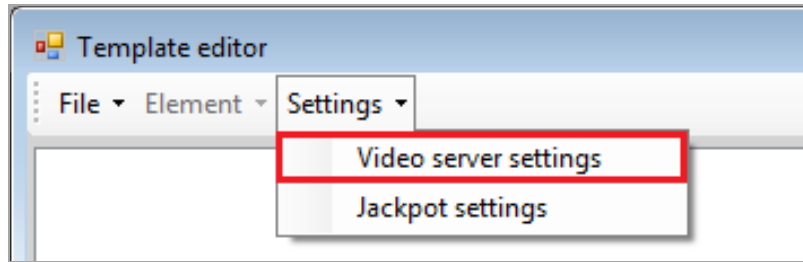
Before you start your work with the «**Template Editor**» you need to perform the necessary settings for the application server and video monitoring service status jackpots (more on the appointment «**Template editor**» section [«Template Editor» Functionality](#)).

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

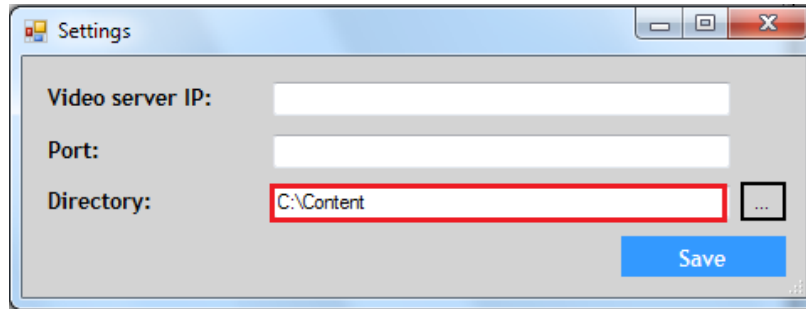


➤ Setting the videosever's parameters:

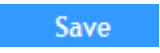
1. Using the form of «**Template editor**» toolbar menu to select the «**Settings**» → «**Video server settings**».



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

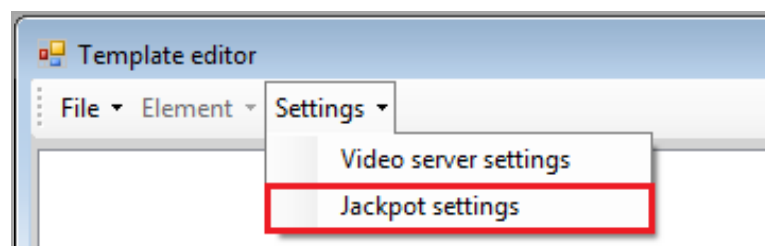


Option	Description	Default value
Directory	The option sets a pathway to a catalogue, where the application is uploaded, containing all video and screen files, used in this template. <i>Note: For a content catalogue the network access should be set.</i>	C:\Content

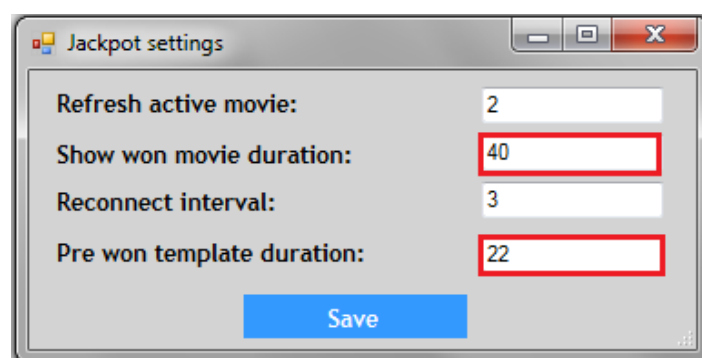
3. Press the button  to save your settings.

➤ **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

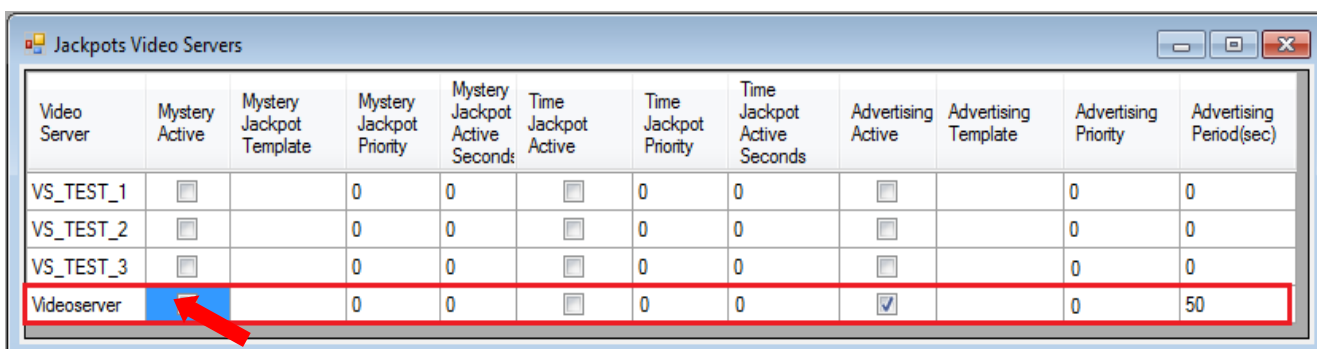
3. Press the button **Save** to save your settings.

3.6.3 The settings of videoplayer for jackpot service.

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

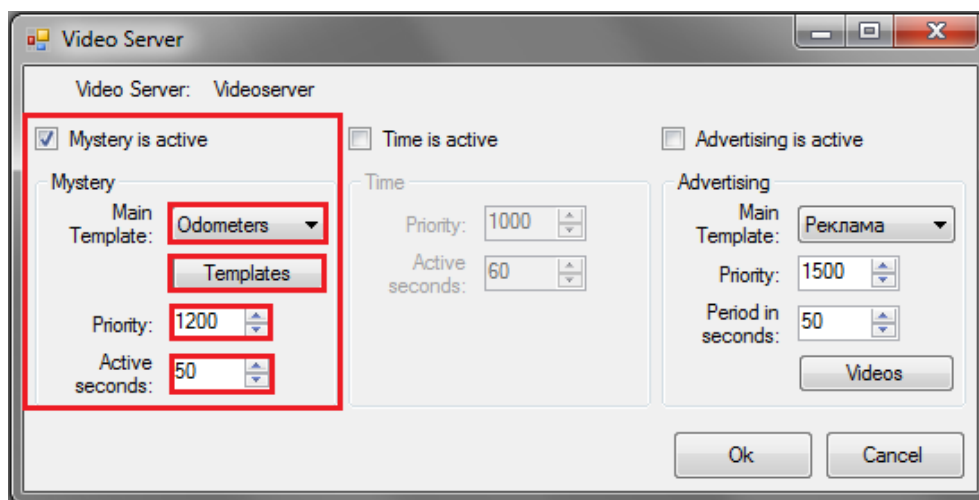
Setting videoplayer for jackpots:

1. In the form «Jackpots Video Servers» select from the list the required videoplayer 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 Active	Mystery Jackpot Template	Mystery Jackpot Priority	Mystery Jackpot Active Seconds	Time Jackpot Active	Time Jackpot Priority	Time Jackpot Active Seconds	Advertising Active	Advertising Template	Advertising Priority	Advertising Period(sec)
VS_TEST_1	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
VS_TEST_2	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
VS_TEST_3	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
Videoserver	<input checked="" type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input checked="" type="checkbox"/>		0	50

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: Videoserver

☒ Mystery is active ☐ Time is active ☐ Advertising is active

Mystery

Main Template: **Odometers**

Priority: **1200**

Active seconds: **50**

Time

Priority: 1000

Active seconds: 60

Advertising

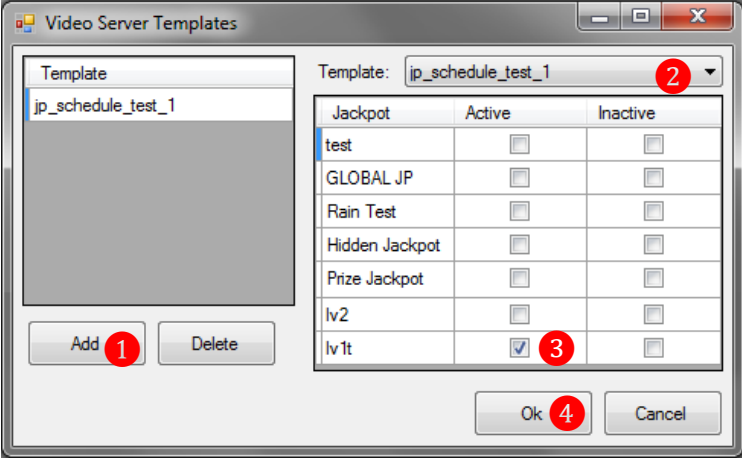
Main Template: Реклама

Priority: 1500

Period in seconds: 50

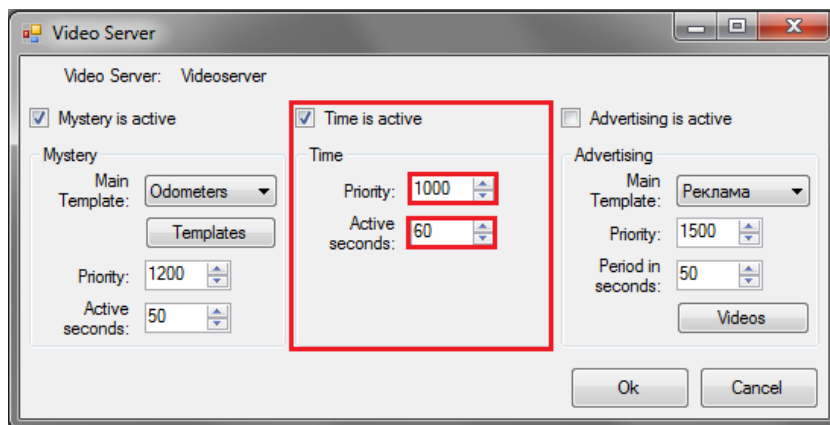
Videos

Ok Cancel

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>
Template	<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>
Priority	<p>The option sets the broadcasting priority of the service Jackpot, which displays the templates Mystery Jackpot via the videosever. The whole digit number is selected.</p> <p><i>Example1: The priority Mystery Jackpot = 1000</i> <i>The priority Time Jackpot = 800</i></p> <p>In this case, the videosever will display on a screen the templates of Mystery Jackpots.</p> <p><i>Example2: Priority Mystery Jackpot = 800</i> <i>Priority Time Jackpot = 1000</i></p>

	<p>In this case, the videosever will display on a screen the templates of Time Jackpots.</p> <p><i>Note: By setting the equal priorities, the videosever will display the templates of Mystery Jackpot and Time Jackpot one by one on a screen on random.</i></p>
Active seconds	The option sets the displaying duration of the template Mystery Jackpot (in seconds).

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



Option	Description
Priority	<p>The option sets the broadcasting priority for the service Jackpot, which displays the templates Time Jackpot via the videosever. The whole digit number is specified.</p> <p><i>Example1: Priority Mystery Jackpot = 1000 Priority Time Jackpot = 800</i></p> <p>In this case, the videosever will display on a screen the templates of Mystery Jackpot.</p> <p><i>Example2: Priority Mystery Jackpot = 800 Priority Time Jackpot = 1000</i></p> <p>In this case, the videosever will display on a screen the templates of Time Jackpots.</p> <p><i>Note: By setting the equal priorities, the videosever will display the templates of Mystery Jackpot and Time Jackpot one by one on random.</i></p>
Active seconds	The option sets the displaying duration of the template Time Jackpot (in seconds).

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

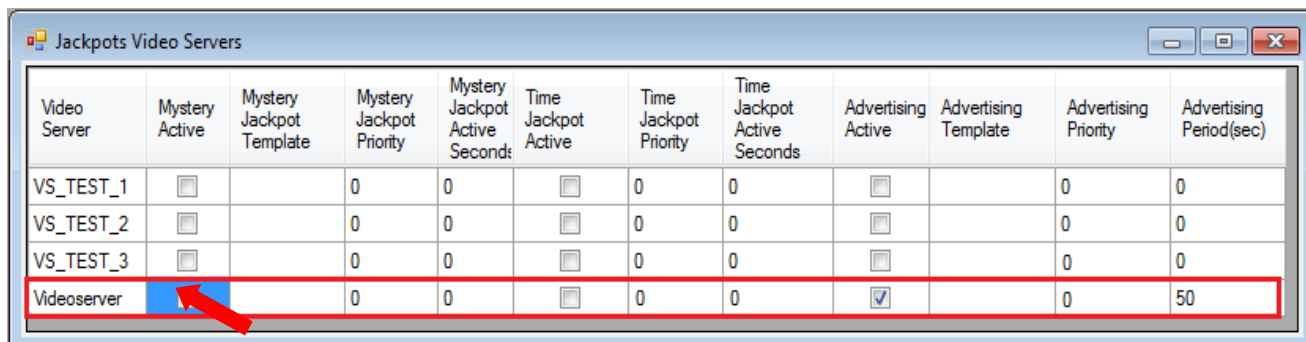
In case it is needed to switch off the visualization of the templates Mystery Jackpot or Time Jackpot, move the tick from «**Mystery is active**» or «**Time is active**» relatively.

Setting the reproducing of advertisements.

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

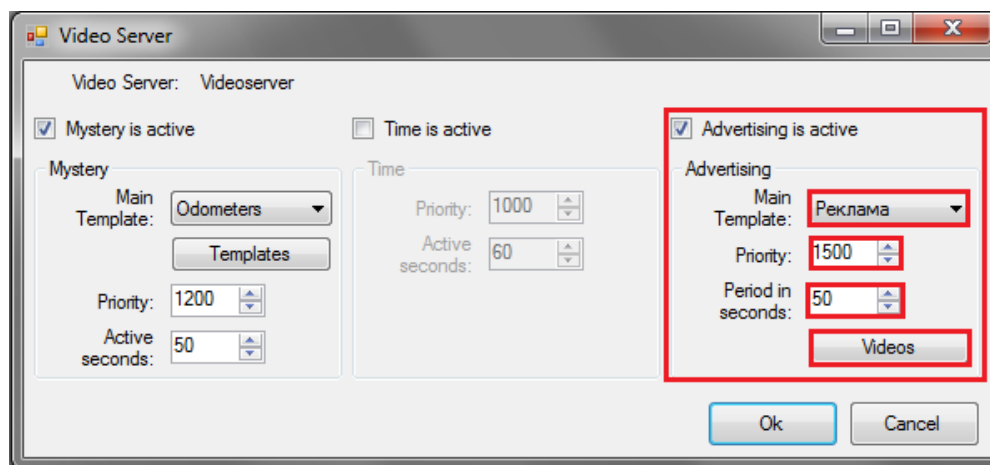
interval. All the necessary settings are performed in section «**Settings**» → «**Slots**» → «**Video servers**».

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.



Video Server	Mystery Active	Mystery Jackpot Template	Mystery Jackpot Priority	Mystery Jackpot Active Seconds	Time Jackpot Active	Time Jackpot Priority	Time Jackpot Active Seconds	Advertising Active	Advertising Template	Advertising Priority	Advertising Period(sec)
VS_TEST_1	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
VS_TEST_2	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
VS_TEST_3	<input type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input type="checkbox"/>		0	0
Videosever	<input checked="" type="checkbox"/>		0	0	<input type="checkbox"/>	0	0	<input checked="" type="checkbox"/>		0	50

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:



Video Server: Videosever

☒ Mystery is active ☐ Time is active ☒ Advertising is active


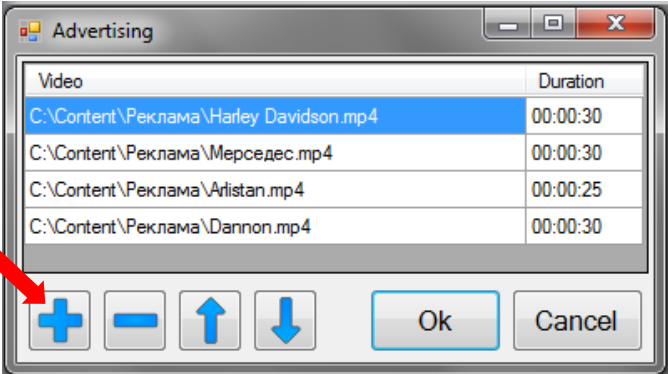
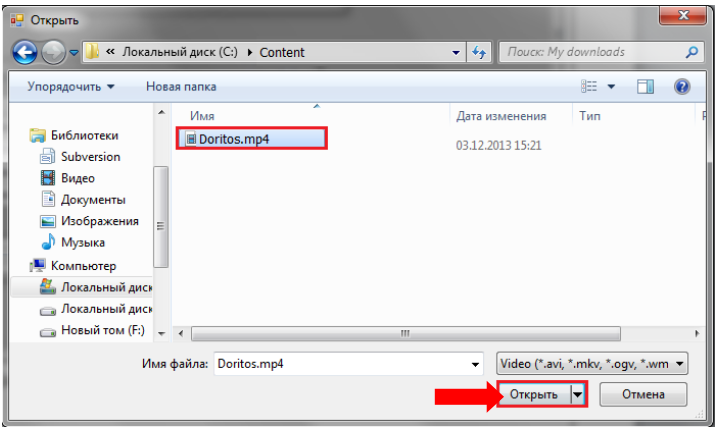


Mystery
Main Template: Odometers
Templates
Priority: 1200
Active seconds: 50

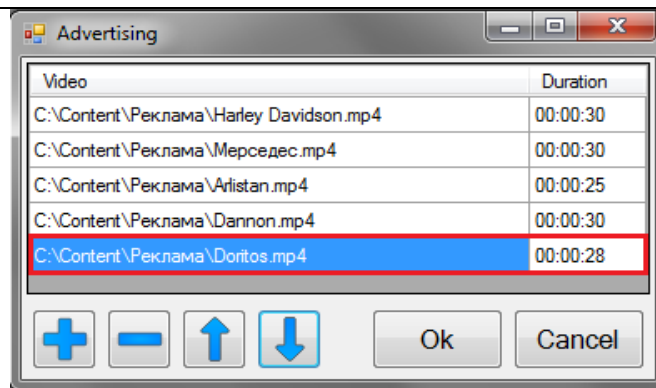
Time
Priority: 1000
Active seconds: 60

Advertising
Main Template: Реклама
Priority: 1500
Period in seconds: 50
Videos

Ok Cancel


Option	Description
Main Template	<p>The option sets the main template for the videosever to reproduce the advertisements.</p> <p>It is selected from the template's popped-up list, created earlier via template editor (the template's type Broadcast Template).</p>
Priority	<p>The option specifies the priority of broadcasting the advertisement templates. The integer number is set here.</p> <p>The priority for the advertisement template should always be higher, than for the templates Mystery Jackpot or Time Jackpot, otherwise the video will not run.</p> <p><i>Example1: Priority Mystery Jackpot = 1200</i> <i>Priority Time Jackpot = 1000</i> <i>Priority Advertising = 1500</i></p> <p>In this case, the videosever will run the advertisements as for broadcasting the templates Mystery Jackpots, and for broadcasting the templates Time Jackpots.</p> <p><i>Example2: Priority Mystery Jackpot = 1000</i></p>

	<p><i>Priority Time Jackpot = 1500</i> <i>Priority Advertising = 1200</i></p> <p>In this case, the videosever will run the advertisements only on broadcasting the templates Mystery Jackpots.</p> <p>Note: By setting the equal parameters, the videosever will display the advertisements on broadcasting the templates Mystery Jackpot and Time Jackpot, performed one by one on random.</p> <p>Attention! On getting the Time or Mystery jackpots, the broadcasting of advertisements will stop and the videosever will display the template of gained jackpot. The advertisements will not run for the whole period of broadcasting the jackpot.</p>
Period in seconds	<p>The option sets the period duration from the start of one advertisement to the period of the other (in seconds).</p>
Videos	<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>  <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>  <p>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.</p>



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

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

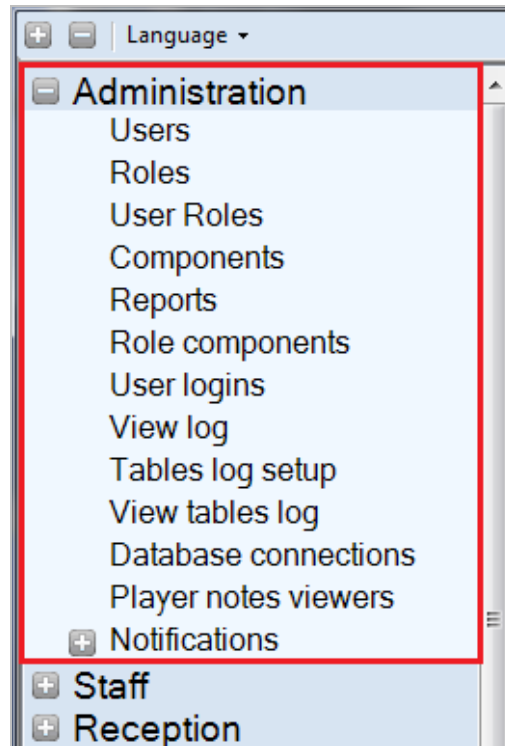
For deleting a video from the list, use the button .

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.

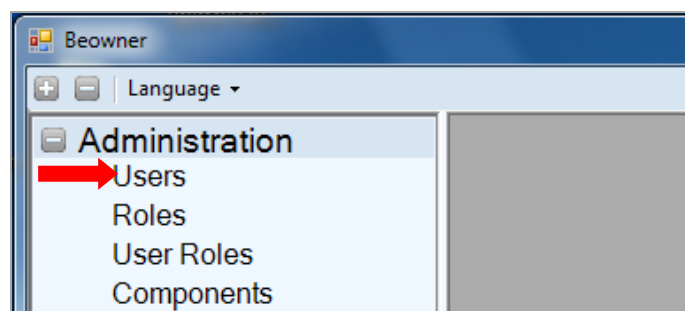
Through «**Administration**» section in the menu you can manage a system users, system components, preview / export of various reports, view logs (events) of input / output and some other operations performed by the users in the system, setting the parameters, view players notes equipment settings, module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



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

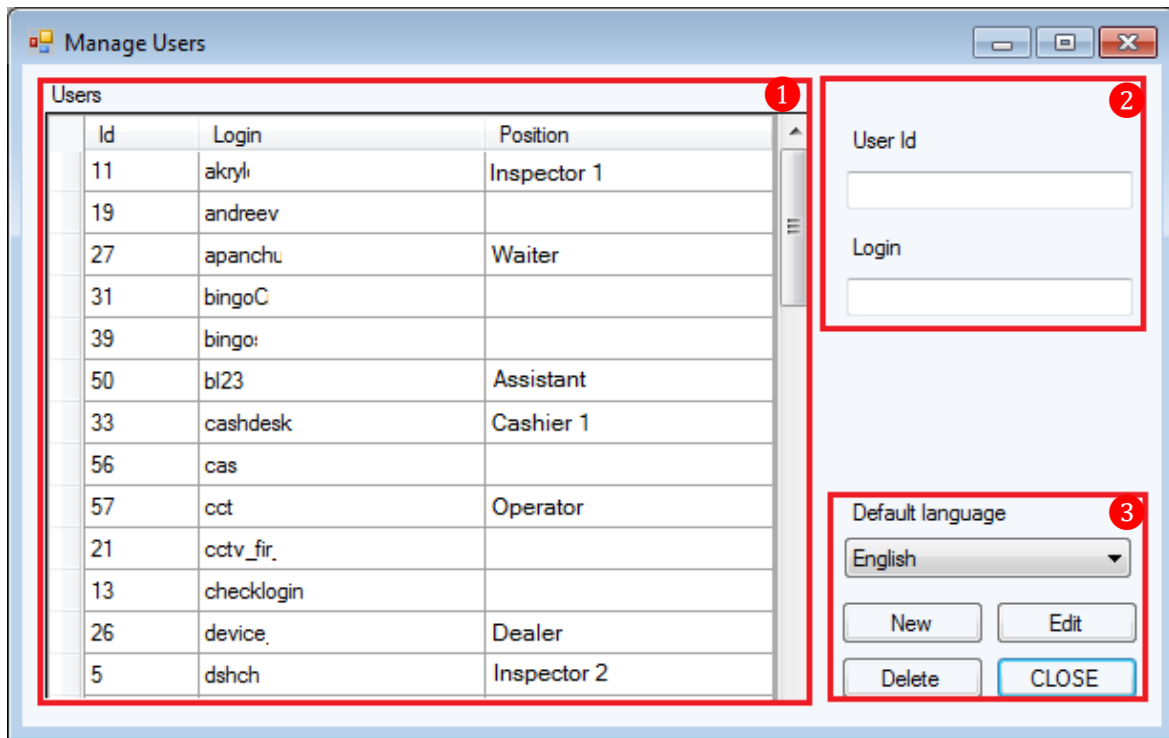
4.1 User Management.

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**.

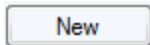
In the right part - control panel users: field «**Login**» and «**User id**» **2** (used to create / change the account), and control buttons **3**.



Control buttons:

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

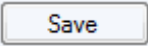
Login
***** 1

Password
***** 2

Confirm Password
***** 3

Default language
English 4

Cancel Save 5

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 .

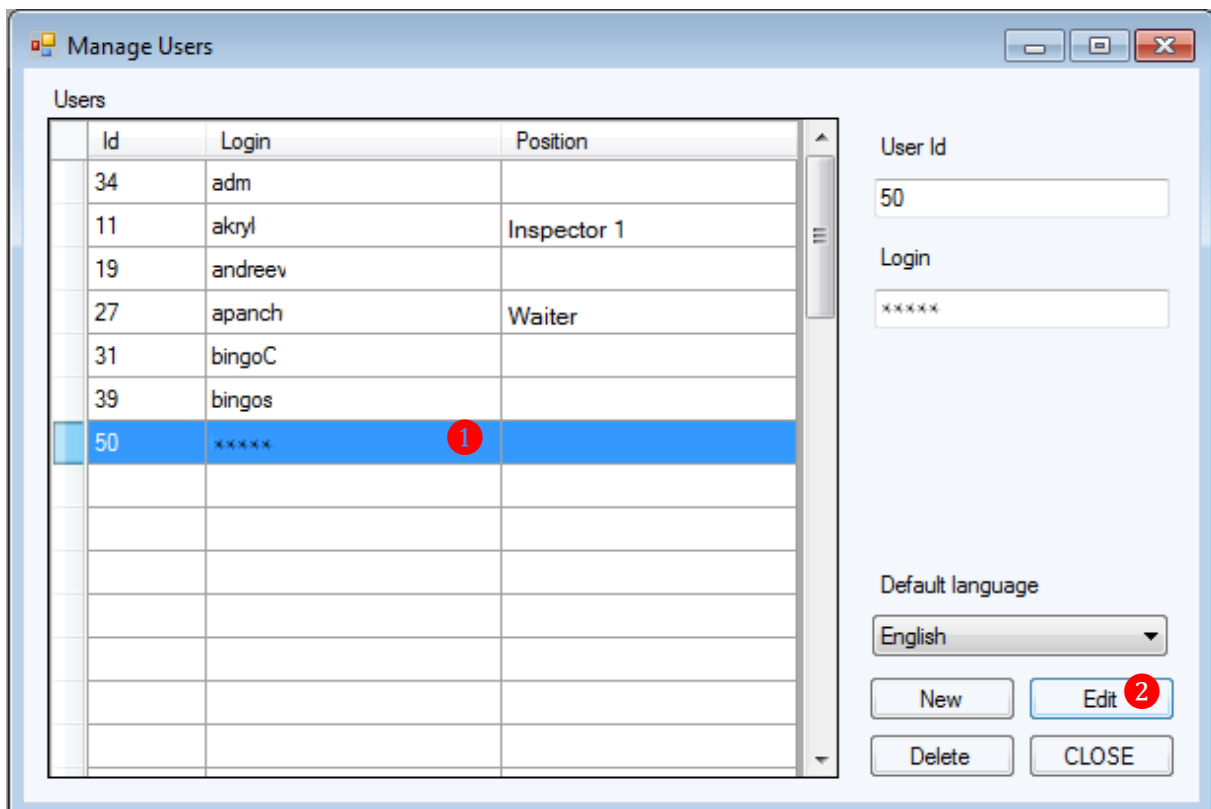
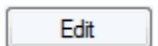
Golf «**User id**» not necessary to fill the tracking number to the user generated automatically by the system.

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.

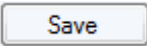
To change your password or language interface system for a particular user, you must:

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



The screenshot shows a 'Manage Users' window. On the left, a table lists users with columns 'Id', 'Login', and 'Position'. The user with 'Id' 50 and 'Login' '*****' is selected, indicated by a red circle with the number '1'. On the right, there are input fields for 'User Id' (containing 50) and 'Login' (containing *****). Below these is a 'Default language' dropdown menu set to 'English'. At the bottom right, there are buttons for 'New', 'Edit' (marked with a red circle and number '2'), 'Delete', and 'CLOSE'.

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

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.

System:

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"/>

Name:

Description:


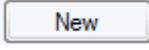
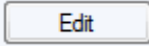
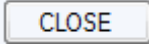
Main Form:

4

Delete New Edit CLOSE

This form contains the following elements:

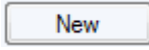
1. List of roles by name with a brief description and assigned the main form *.
2. List of bookmarks **, that will be available to the user in the customer card (set for each role).
3. The control panel permits the user to perform actions in the customer card (configurable for each role).
4. Form for 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:

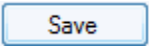
-  - is used to remove part.
-  - used to add a new role.
-  - used for editing roles.
-  - used to close the window management roles.

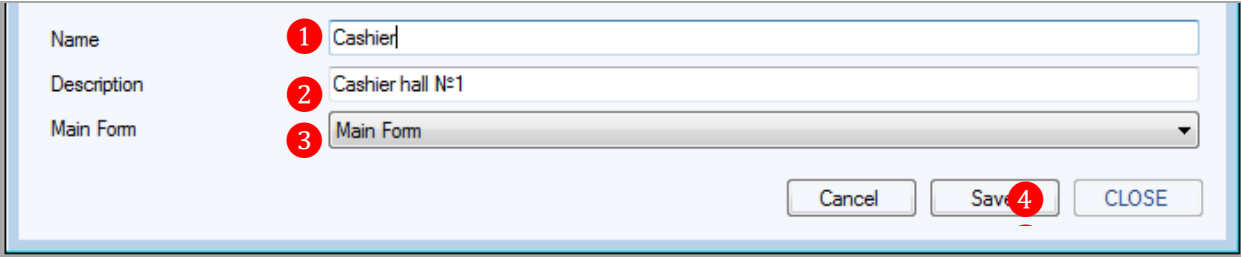
* The main form - the main menu system with a set of functions that will be opened when the user logs into the system.

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

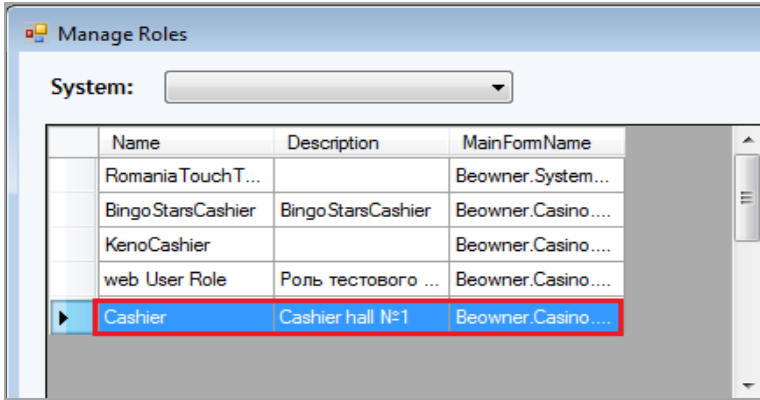
4.2.1 Creating and editing a role.

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 .

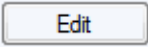


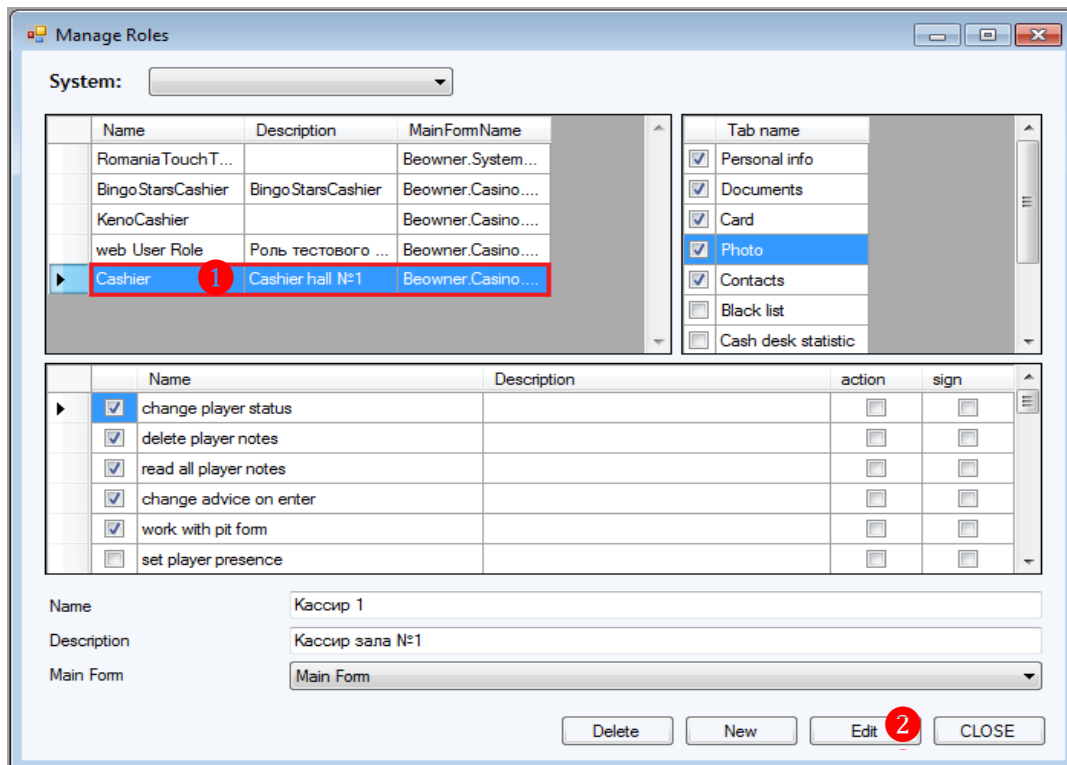
After saving created role appears in the list of roles.



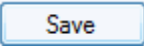
Name	Description	MainFormName
Romania Touch T...		Beowner.System...
BingoStarsCashier	BingoStarsCashier	Beowner.Casino....
KenoCashier		Beowner.Casino....
web User Role	Роль тестового ...	Beowner.Casino....
Cashier	Cashier hall №1	Beowner.Casino....

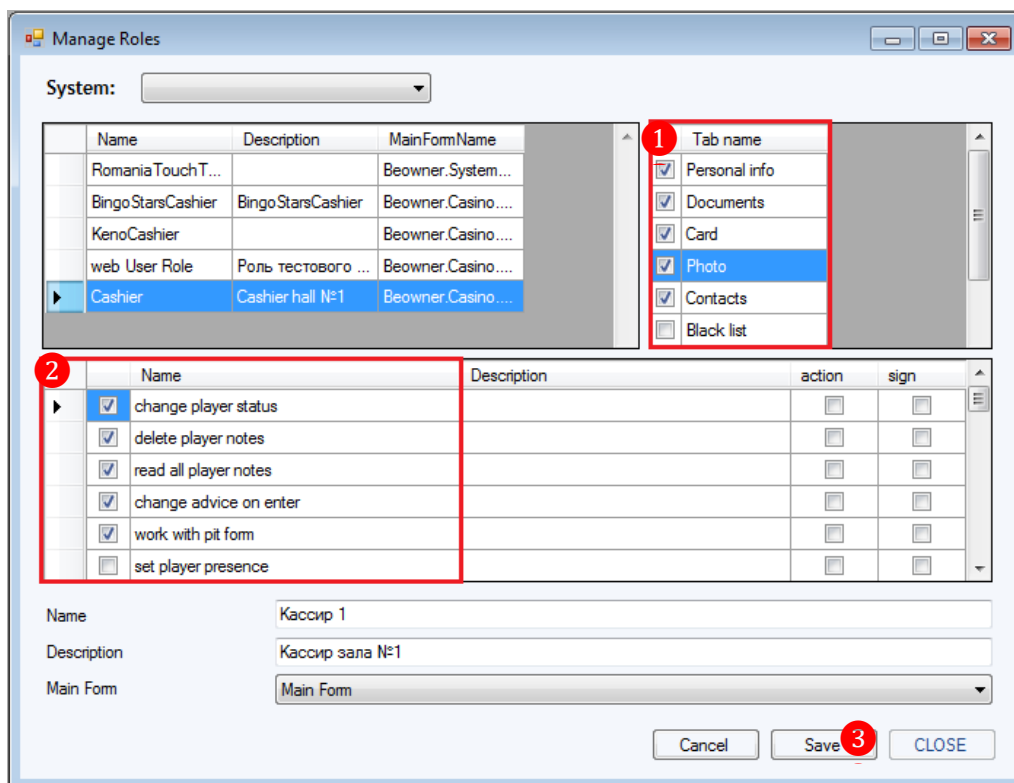
Next, you need to install the new role permissions to perform actions in the system, corresponding to its functionality, as well as select the bookmark that will be available to the user with this role in the customer card.

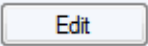
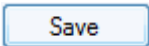
To set the role to have access to this functionality, you must select a role from the list and click .



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 .

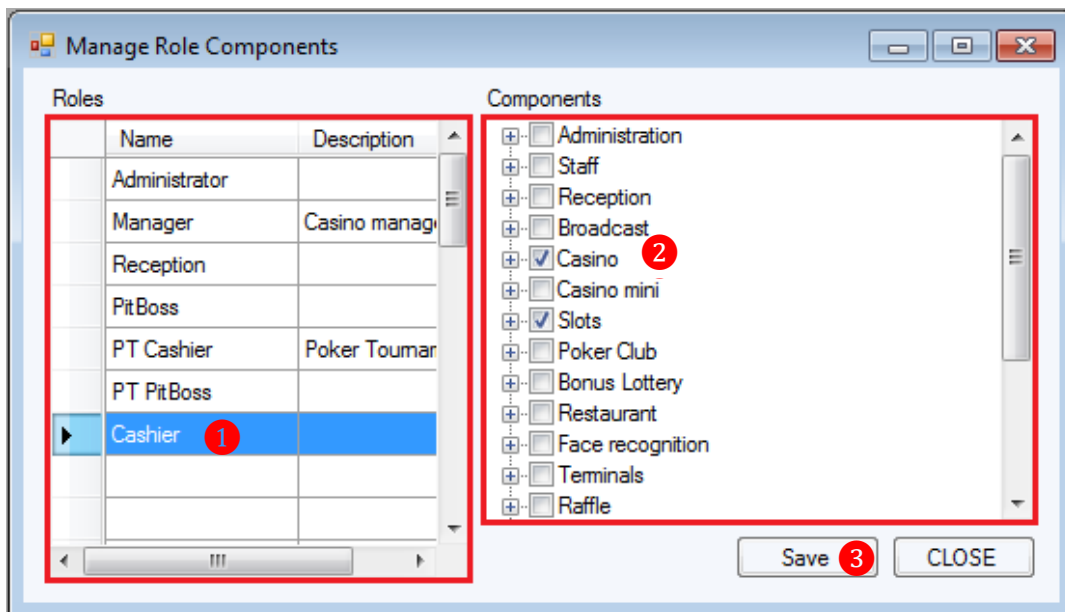


Later, in the same way a set of parameters can be edited for each role. To change the name, description, set a new main form, change the set of bookmarks and functions to a role, select the role in the list, click the button  to make the changes you want and click .

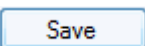
Once the role is created, it is mandatory to define the functional (system components), which will be available to users of this role (more on this in section [«Assigning system components to user role»](#)).

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.

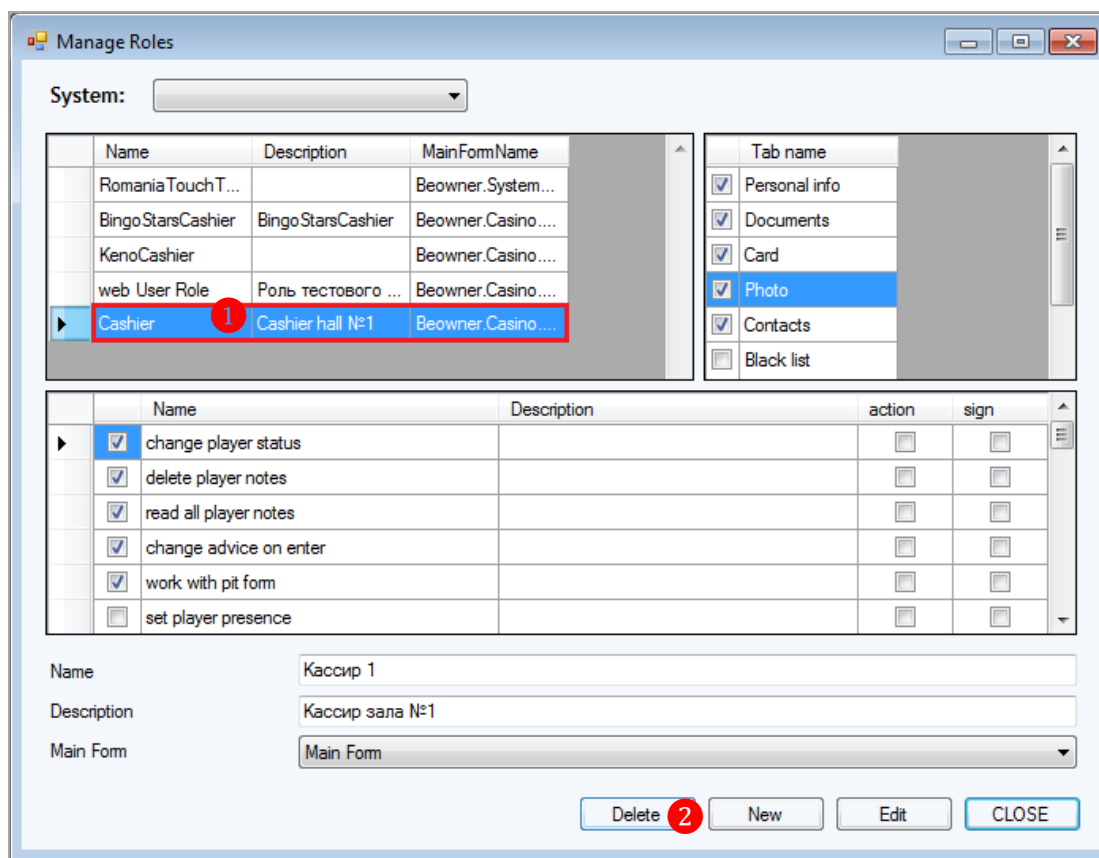


In order to assign any system user role to any system functionality component you need proceed as follows:

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.



The 'Manage Roles' dialog box is shown. It features a 'System:' dropdown at the top left. Below it is a table with columns 'Name', 'Description', and 'MainFormName'. The 'Cashier' role is selected and highlighted with a red box and a red circle with the number '1'. To the right of this table is a 'Tab name' list with checkboxes for 'Personal info', 'Documents', 'Card', 'Photo', 'Contacts', and 'Black list'. Below the main table is another table with columns 'Name', 'Description', 'action', and 'sign', containing various permissions for the selected role. At the bottom, there are input fields for 'Name', 'Description', and 'Main Form' for the selected role. The 'Delete' button is highlighted with a red circle and the number '2'. Other buttons include 'New', 'Edit', and 'CLOSE'.

Name	Description	MainFormName
RomaniaTouchT...		Beowner.System...
BingoStarsCashier	BingoStarsCashier	Beowner.Casino....
KenoCashier		Beowner.Casino....
web User Role	Роль тестового ...	Beowner.Casino....
Cashier	Cashier hall №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 type="checkbox"/> Black list

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 type="checkbox"/> set player presence		<input type="checkbox"/>	<input type="checkbox"/>

Name: Кассир 1
Description: Кассир зала №1
Main Form: Main Form


Buttons: Delete, New, Edit, CLOSE

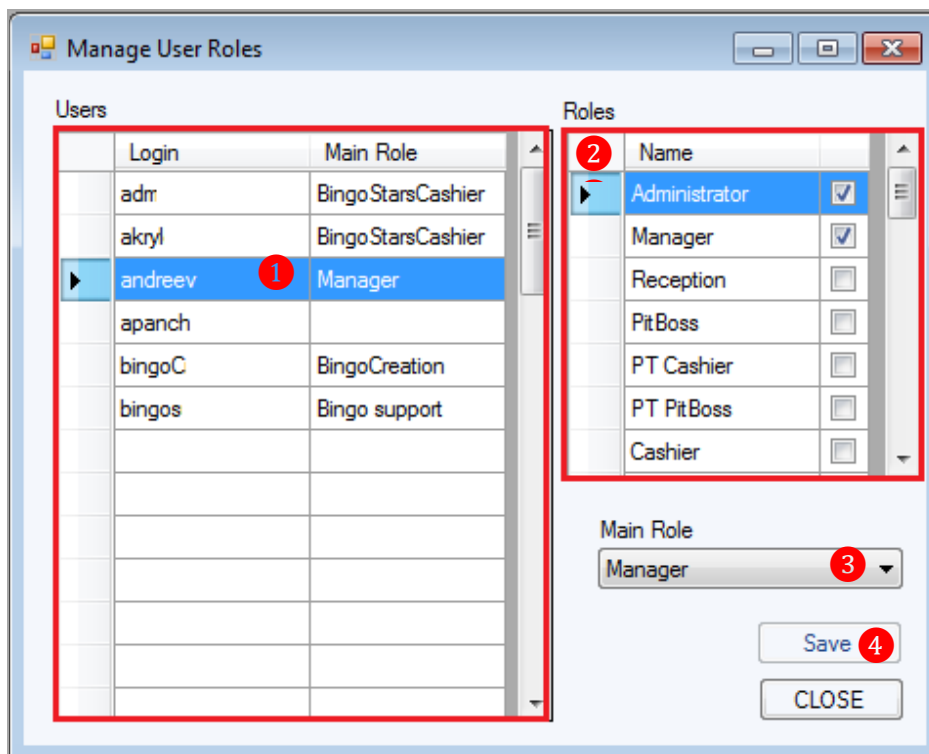
4.3 User Roles Management.

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	
Login	Main Role
adrr	BingoStarsCashier
akryl	BingoStarsCashier
andreev	Manager
apanch	
bingoC	BingoCreation
bingos	Bingo support

Roles	
Name	
Administrator	<input checked="" type="checkbox"/>
Manager	<input checked="" type="checkbox"/>
Reception	<input type="checkbox"/>
PitBoss	<input type="checkbox"/>
PT Cashier	<input type="checkbox"/>
PT PitBoss	<input type="checkbox"/>
Cashier	<input type="checkbox"/>

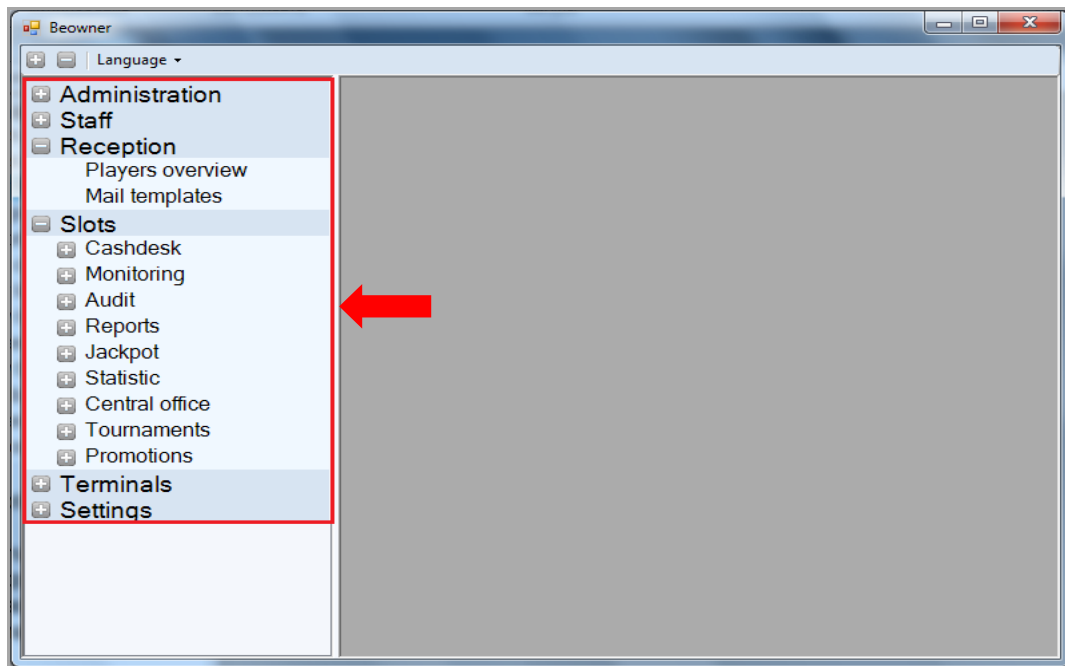
Main Role
Manager

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.

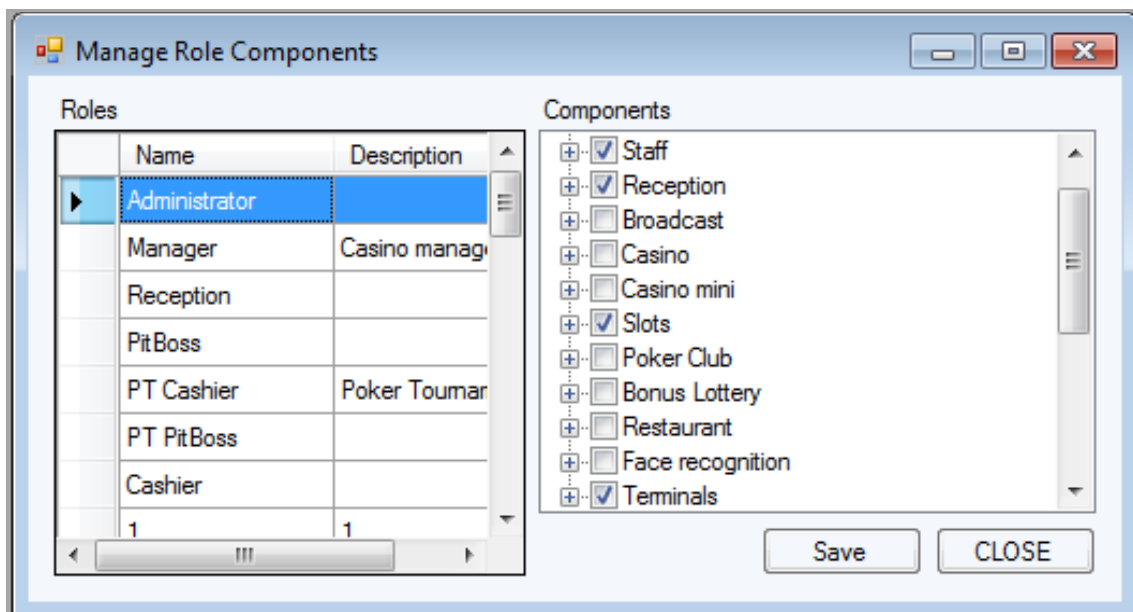
4.4 Manage a role components.

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.

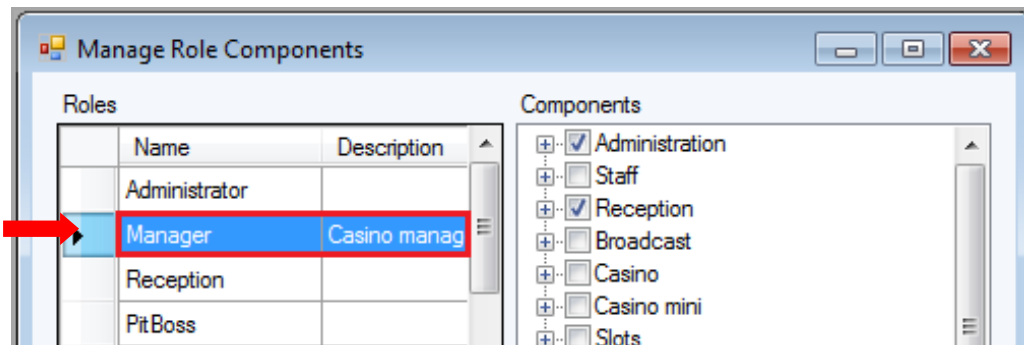
Configuring Components roles by using the form «**Manage Role Components**», which is necessary to open the main menu, select System «**Administration**» → «**Role components**».



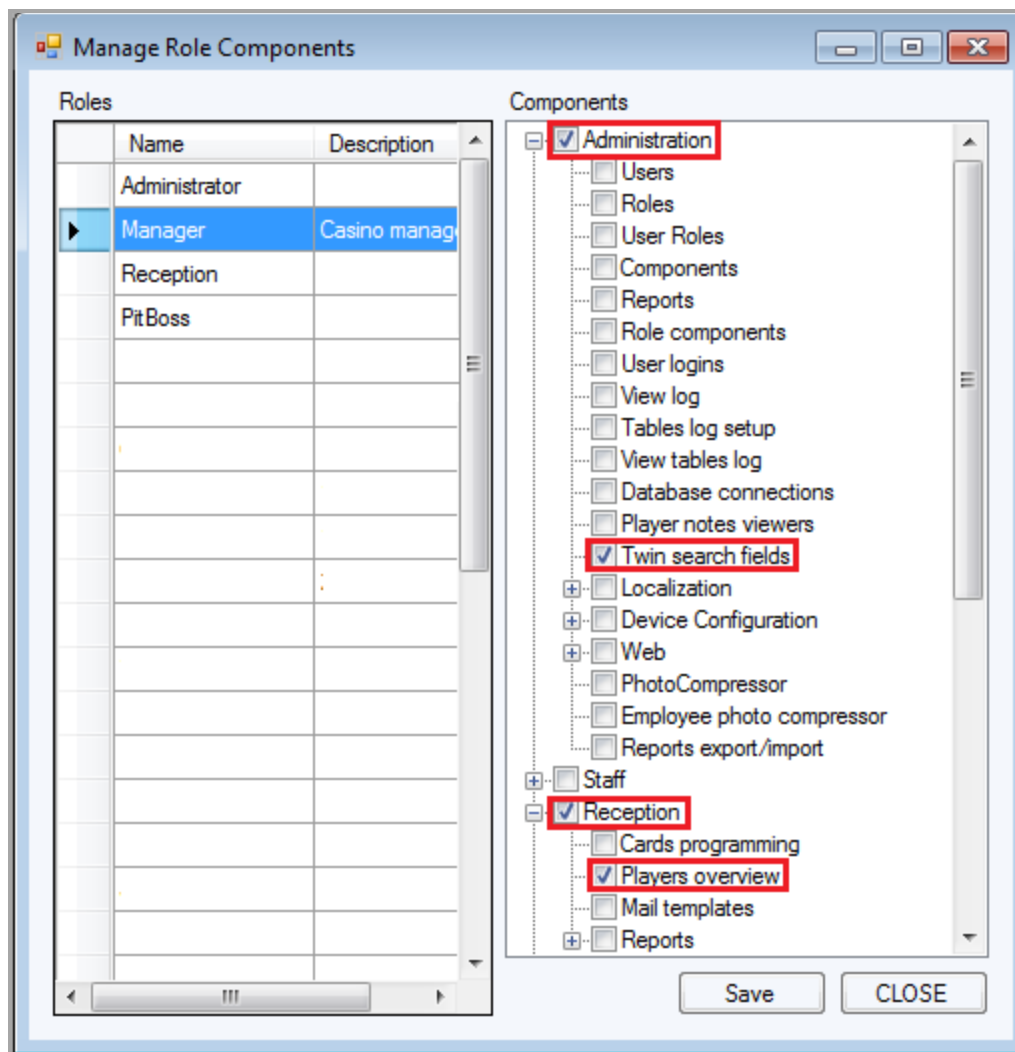
In the left half of the form displays a list of all user roles system in the right half - components.



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

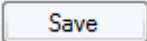
1. The list «**Roles**» by pressing the left mouse button to select the role to adjust its components.



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.

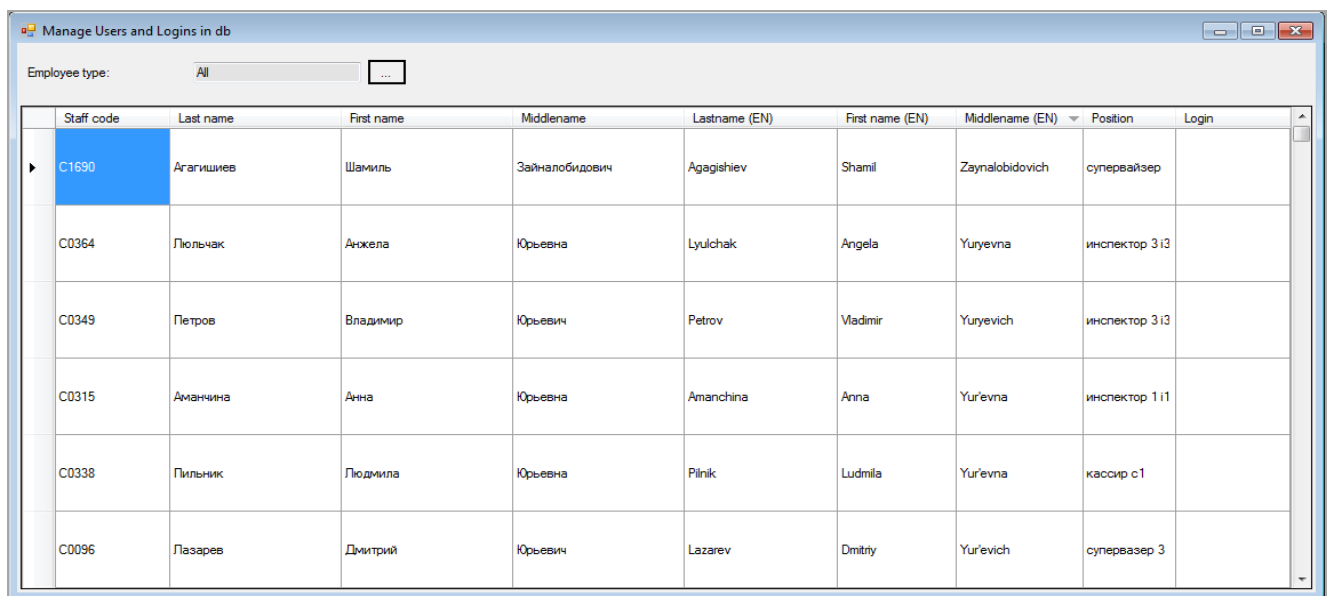
3. Once the desired components are selected for the role, you must click on the button  in the lower right corner of the form.

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.

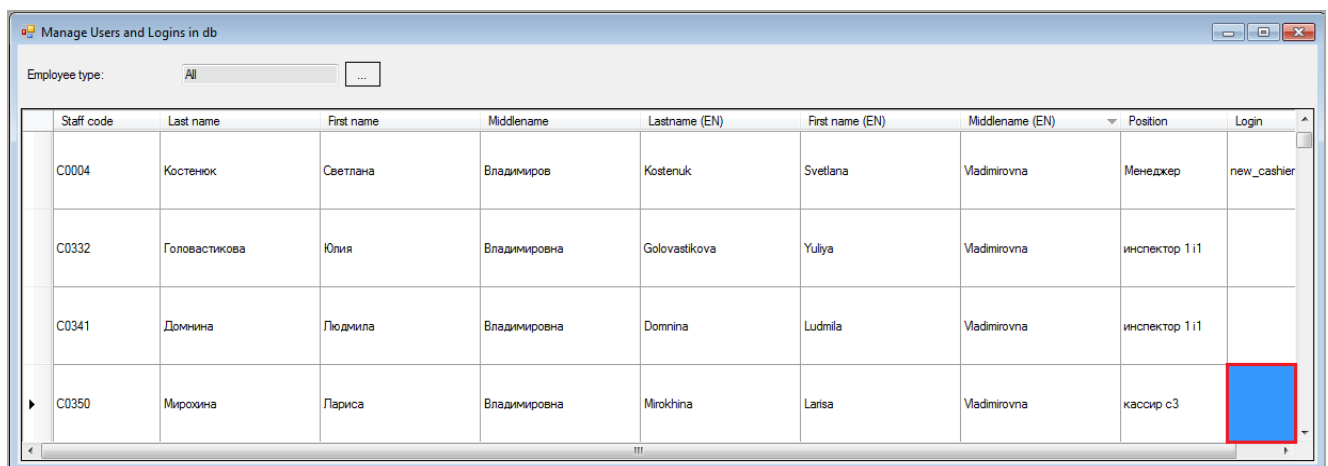


The screenshot shows a window titled "Manage Users and Logins in db". At the top, there is a dropdown menu for "Employee type" set to "All". Below this is a table with the following columns: Staff code, Last name, First name, Middlename, Lastname (EN), First name (EN), Middlename (EN), Position, and Login. The table contains six rows of employee data.

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	Польчак	Ангела	Юрьевна	Lyulchak	Angela	Yuryevna	инспектор 3 i3	
C0349	Петров	Владимир	Юрьевич	Petrov	Vladimir	Yuryevich	инспектор 3 i3	
C0315	Аманчина	Анна	Юрьевна	Amanchina	Anna	Yur'evna	инспектор 1 i1	
C0338	Пильник	Людмила	Юрьевна	Pilnik	Ludmila	Yur'evna	кассир c1	
C0096	Лазарев	Дмитрий	Юрьевич	Lazarev	Dmitriy	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**».



The screenshot shows the same window as before, but with a different set of employees. The 'Login' column for the last row (C0350) is highlighted with a red box, indicating the next step in the process.

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 i1	
C0341	Домнина	Людмила	Владимировна	Domnina	Ludmila	Vladimirovna	инспектор 1 i1	
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		

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 .

Choose db user

Users

Userid	Login
34	adm
11	akryl
19	andreev
27	apanch
31	bingoC
39	bingos
50	bl2
33	cashdesk
5	cassa
57	ccl
21	cctv
13	checklog

User Id
5


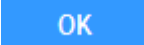
Login
cassa

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

Staff code	Last name	First name	Middelname	Lastname (EN)	First name (EN)	Middelname (EN)	Position	Login
C0347	Жуковец	Екатерина	Михайловна	Zhukovets	Ekaterina	Mihaylovna	инспектор 1 i1	
C0348	Сидорова	Наталья	Викторовна	Sidorova	Natalya	Viktorovna	инспектор 2 i2	
C0349	Петров	Владимир	Юрьевич	Petrov	Vladimir	Yuryevich	инспектор 3 i3	
C0350	Мирохина	Лариса	Владимировна	Mirokhina	Larisa	Vladimirovna	кассир c3	cassa

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)	Middelname (EN)	Position	Login
Kostenuk	Svetlana	Vladimirovna	Менеджер	new_cashier
Golovastikova	Yulya	Vladimirovna	инспектор 1 i1	
Domnina	Ludmila	Vladimirovna	инспектор 1 i1	
Mirokhina	Larisa	Vladimirovna		

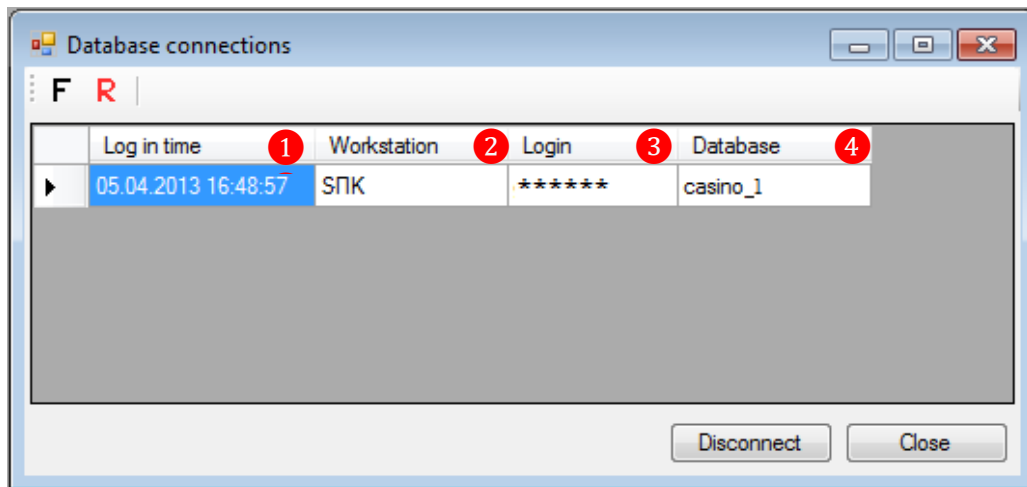
Also, in this form, you can view a list of users of the system in the context of the post. To do this, use the button , when clicked, opens a form «Choose employee type» with the list of posts. Once the desired position, press the button , and the list will display only users with the selected position.

Staff code	Last name	First name	Middelname	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.

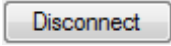
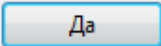
View a list of people online by using the form «**Database connections**», which is necessary to open the main menu, select System «**Administration**» → «**Database connections**».

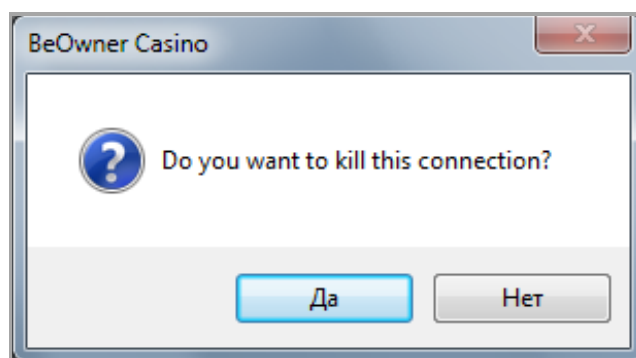


In this form, create a list of users in the system online, in which the following information is displayed:

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.

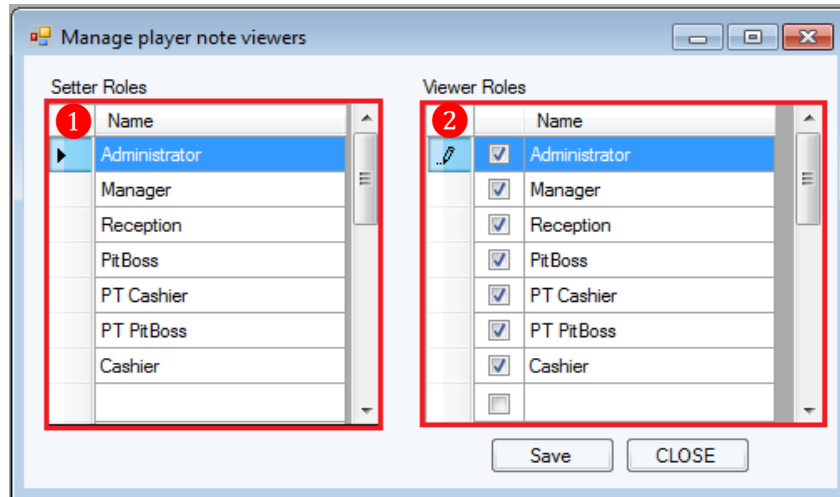


4.7 Manage a player note Viewers.

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.

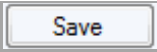
Setting view notes by using the form «**Manage player note viewers**», which is necessary to open the main menu, select System «**Administration**» → «**Player notes viewers**». This form displays a list of two roles:

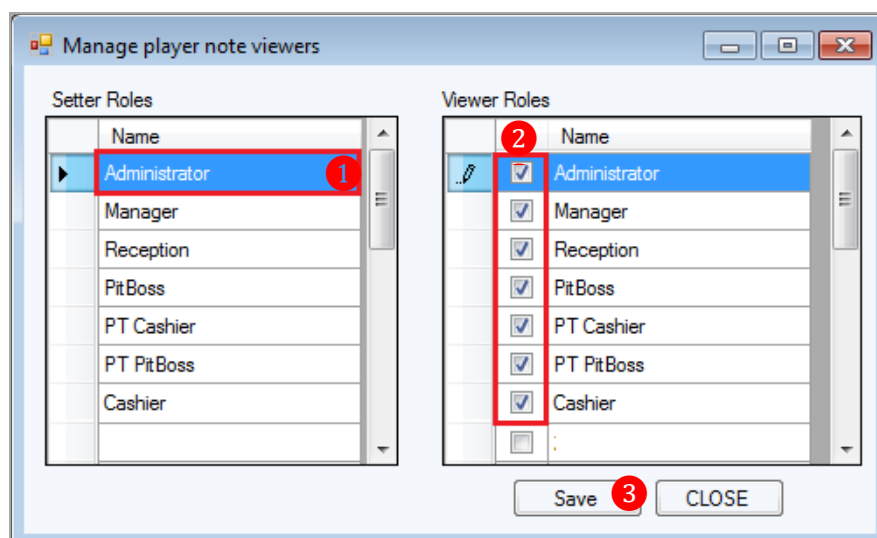
1. **Setter Roles** - roles that allow you to create notes to clients.
2. **Viewer Roles** - roles, allowing you to view notes created by the user with a specific role.



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:

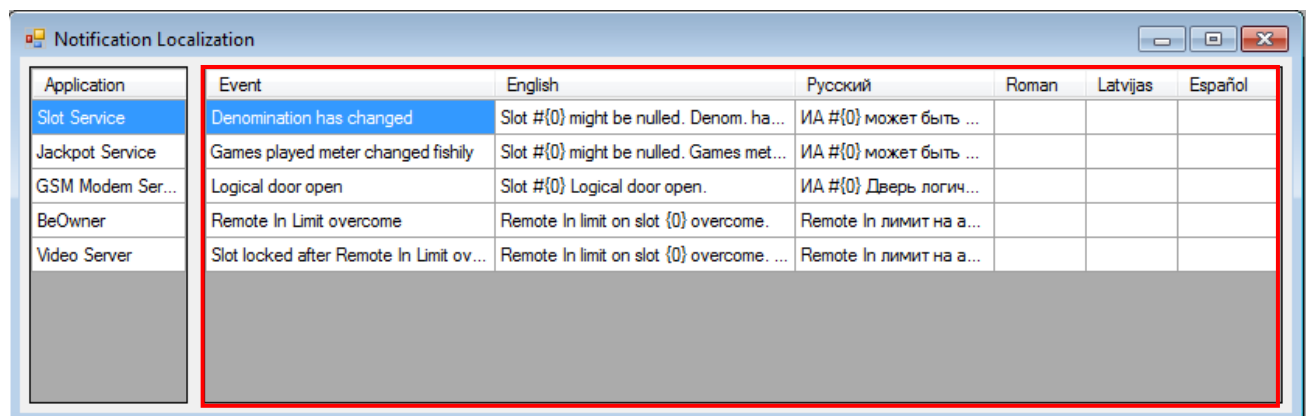
- **Breach of regulations.**
- **Hardware problem.**
- **Jackpots.**
- **Network problem.**
- **Program exception in Slotlogic application.**

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.

The screenshot shows the 'Slot settings' dialog box with the 'Notifications' tab selected. The dialog has several tabs: General, Cashless, Cashdesk, TITO, SIZ Report, Cashback, and Notifications. The 'Notifications' tab is highlighted with a red box. Inside the 'Notifications' tab, there are two main sections: 'Remote In Limits' and 'Reasons'. The 'Remote In Limits' section contains three input fields: 'Time interval(minutes):' with the value '30', 'Notification limit(currency):' with the value '50000', and 'Lock gm limit(currency):' with the value '100000'. These three fields are numbered 1, 2, and 3 respectively with red circles. The 'Reasons' section contains two checkboxes: 'Logical door open' (unchecked) and 'Nulling' (checked). These are numbered 4 and 5 respectively with red circles. Below the 'Nulling' checkbox, there is a section titled 'Nulling conditions:' with two bullet points: '- slot denomination has changed' and '- Fresh GamesPlayed meter less than previous'. At the bottom of the dialog, there are three buttons: 'OK', 'Cancel', and 'Apply'.

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:

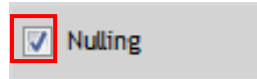
4. «Logical door open» – set a tick to enable notifications of the events associated with the opening of the logical door. If the tick is omitted, notifications will not be sent.

A close-up of the 'Logical door open' checkbox, which is checked (indicated by a blue checkmark inside a red square).

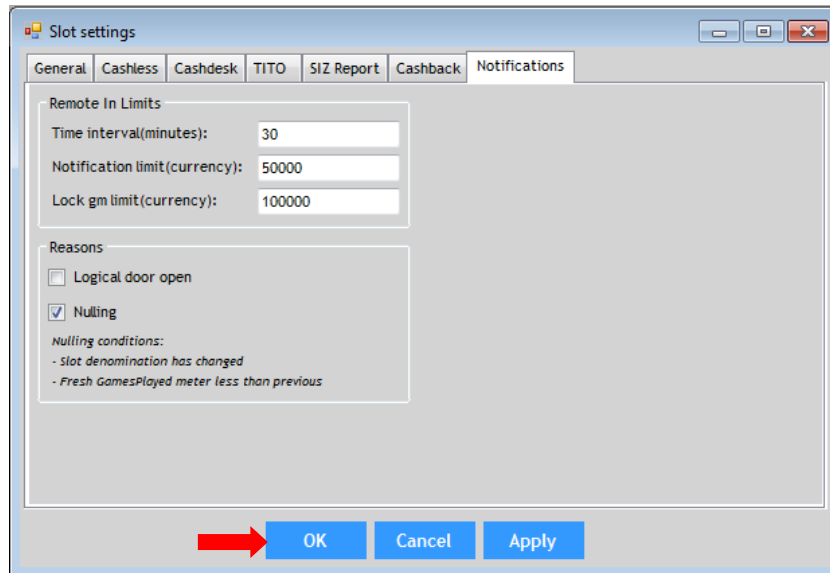
Nulling the meters of slot machines:

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

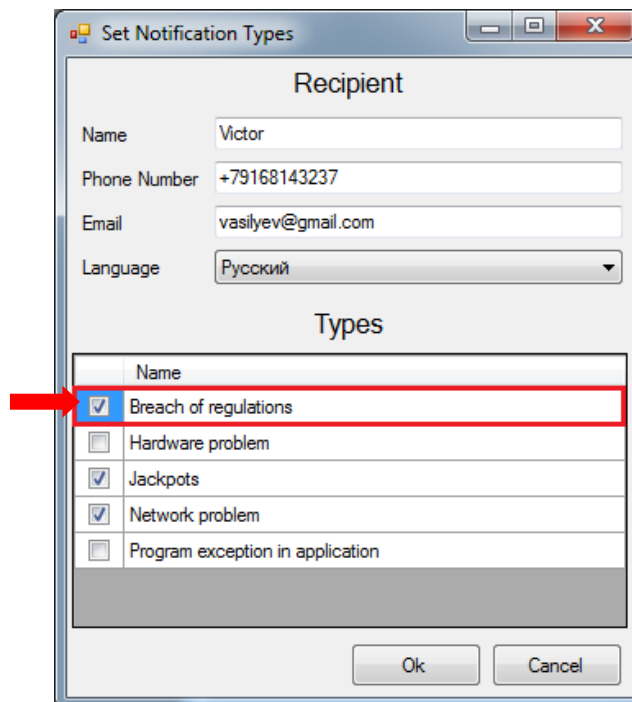
- ✓ Slot denomination has changed.
 - ✓ Fresh GamesPlayed meter less than previous.
- If the tick is omitted, notifications will not be sent.



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 the external mail server (SMTP) of the selected email distribution service provider.

To be able to send service notifications via email in the system SlotLogic, you need to set up the mail server parameters. To do this, open the form «**Notification Settings**» («Administration» - «Notifications» - «Settings»), go to the «**Email**» tab and enter the data using the keypad:

- 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**».

The screenshot shows the 'Notification Settings' dialog box with the 'Email' tab selected. The fields are: SMTP Host (smtp.mail.ru), SMTP Port (568), Login (notification.service@mail.ru), Password (masked with asterisks), and From address (notification.service@mail.ru). Below these is a 'Test email' section with an 'Address' field and a 'Send' button. At the bottom is a 'Save' button. Red circles with numbers 1 through 6 highlight the input fields and the Save button.

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.

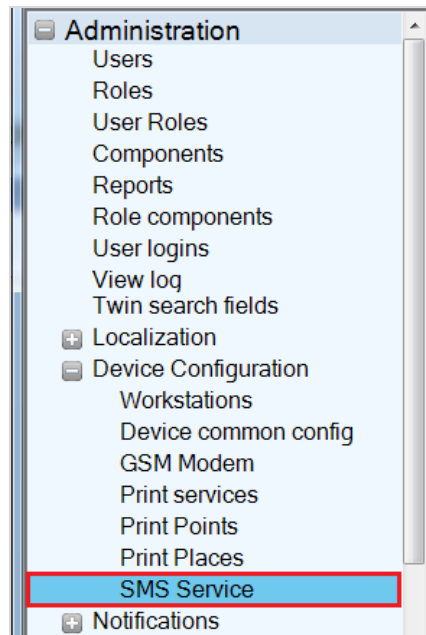
This screenshot is similar to the previous one but focuses on the 'Test email' section. A red rectangle highlights the 'Test email' section, which includes the 'Address' field and the 'Send' button. The 'Address' field contains the text 'petrov.h@mail.ru' and is marked with a red circle number 1. The 'Send' button is marked with a red circle number 2.

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 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»:

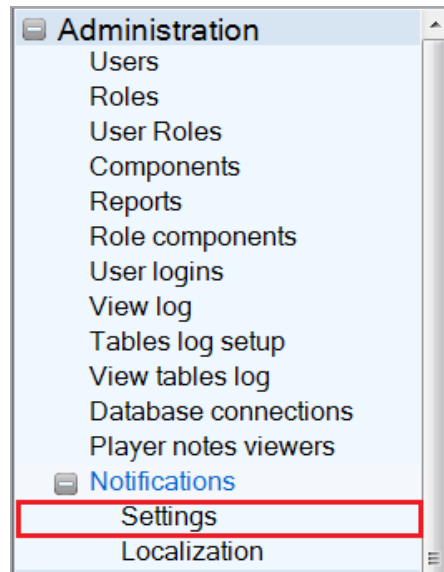
1. In the field «**Phone**», specify the mobile phone number in the format +***** to send a test message.
2. In the field «**Message**», use the keypad to enter the message text.
3. Click «**Send**» to send a message.


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

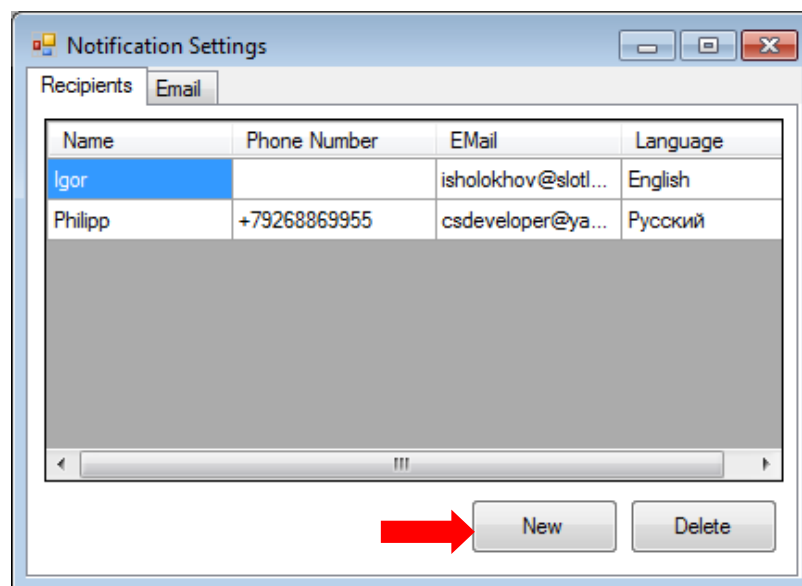
4.8.4 Setting the list of recipients of service notifications.

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.

Set Notification Types

Recipient

Name **1** Victor

Phone Number **2** +79168143237


Email **3** vasilyev@gmail.com

Language **4** Русский

Types

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

Ok Cancel

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.

Set Notification Types

Recipient

Name Victor

Phone Number +79168143237

Email vasilyev@gmail.com

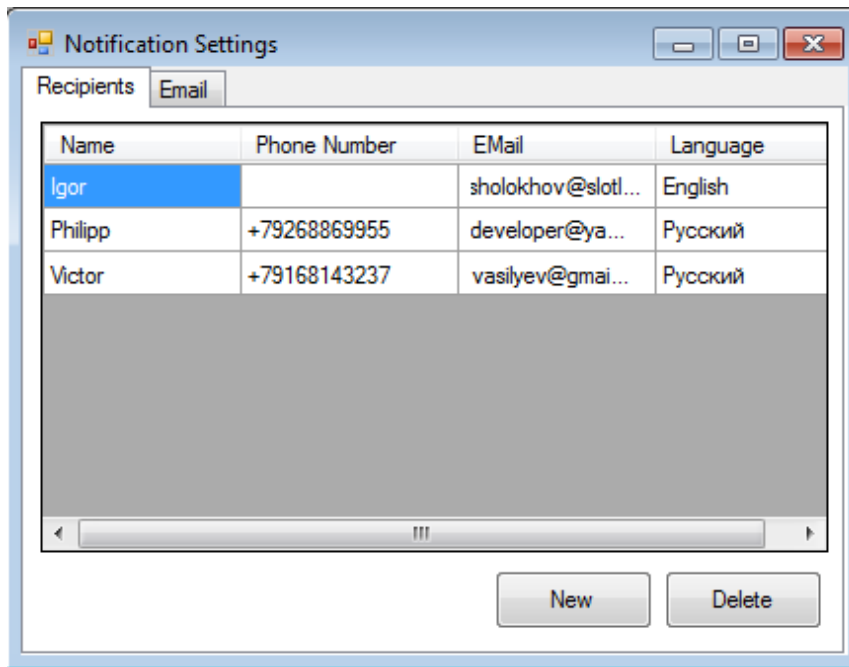
Language Русский


Types

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

3 Ok Cancel

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

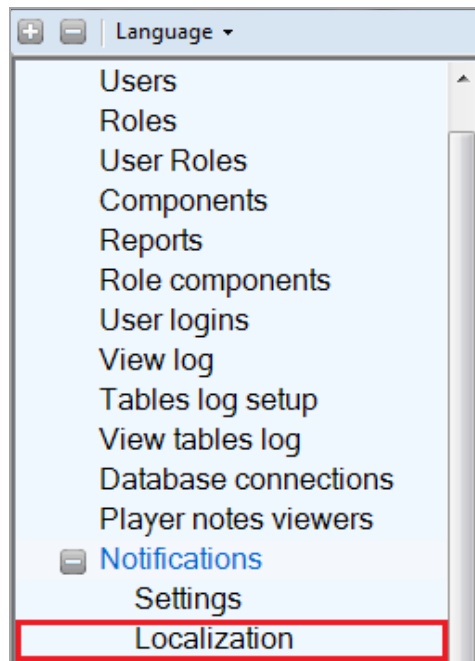


In order to edit recipient data please double click on recipient name string and open «**Set Notification Types**» form again. In order to delete recipient from list please select recipient and press .

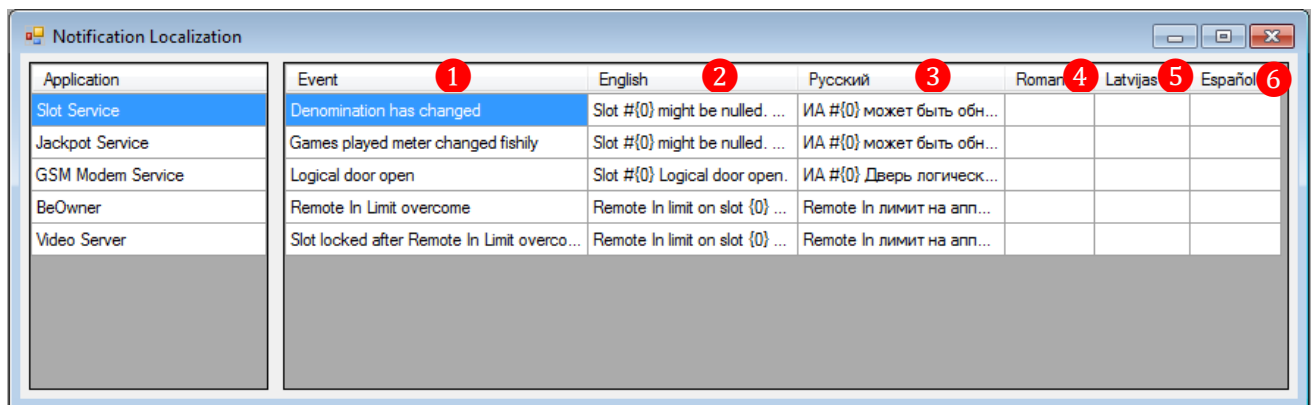
4.8.5 Localization of service notifications in different languages.

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.

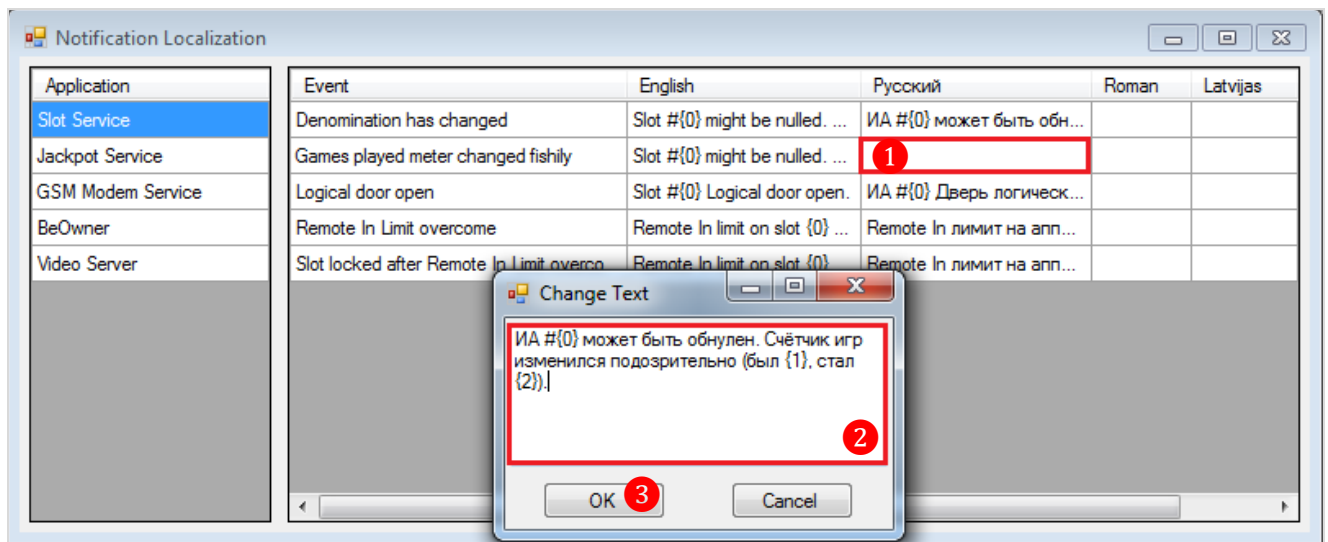


Event type table (right part of the form) contains a following columns:

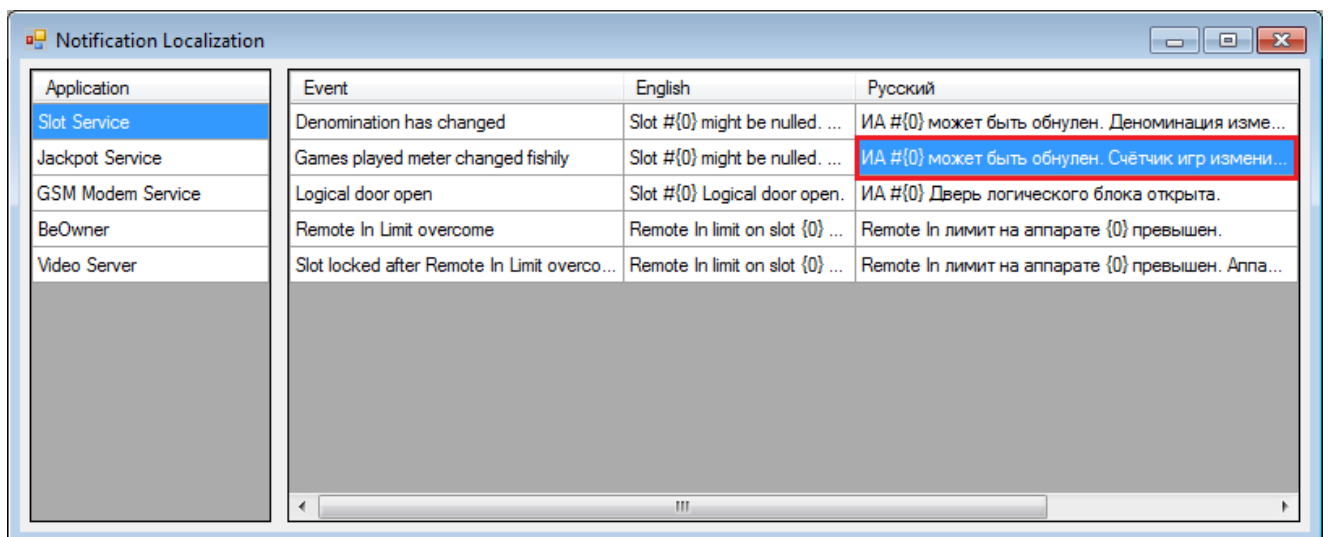
- 1) **Event** – short description of application or service.
- 2) **English** – message text template in English (you don't need to edit it).
- 3) **Русский** – entry field for message text in Russian.
- 4) **Romanian** – entry field for message text in Romanian.
- 5) **Latvian** – entry field for message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

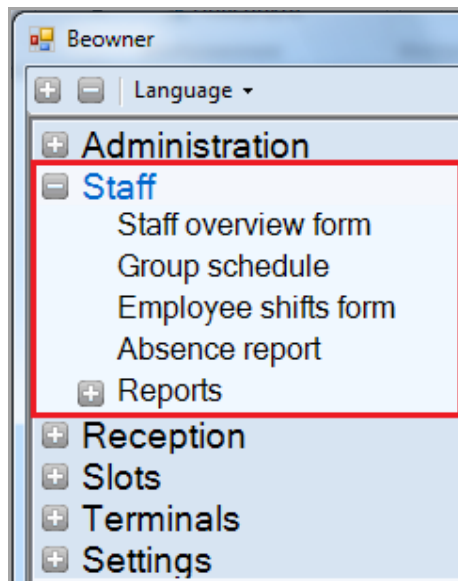


Added localized text for notification messages will be shown in table.



5 «Staff» module functionality.

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



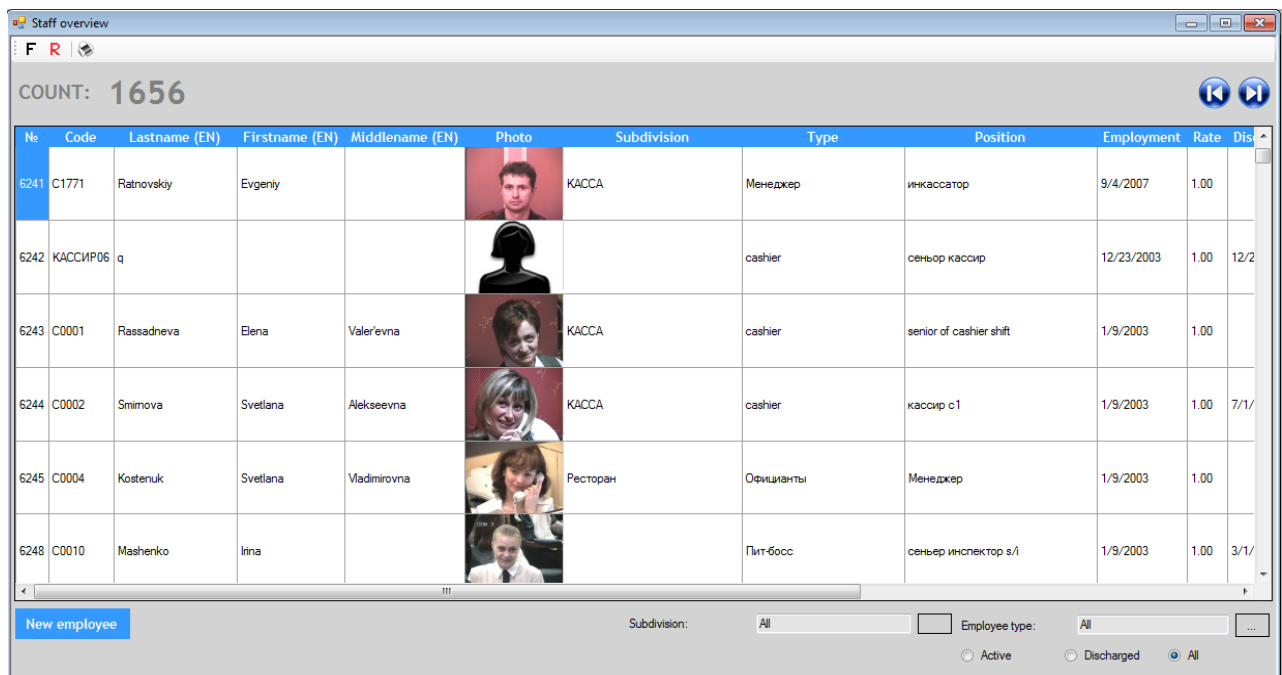
This module performs the following functions:

- 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.

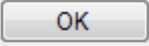
To register in the system of a new employee, you must do the following:

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).




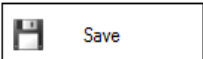
Next, follow a bookmark for more detail.

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).

Personal info | Medicine card | Game skills | Documents | Certification | Card

1 Type: 03 | Менеджер ...

Code: C1771 Rate: 1.00

Hall code: DEPARIS ...

Subdivision: КАССА ...

Position: СТ | инкассатор ...

Group: ...

Graphic: офисный

2 New

Attach

Delete

3 Sex: M W

Save

4 Personal info

Last name: Ратновский Last name (en): Ratnovskiy

First name: Евгений First name (en): Evgeniy

Middle name: Борисович Middle name (en):

Phone: Mobile phone:

Birth date: 14.03.1968

Pocket pwd: 5

Real address: 6

Previous work: 8

Employment: 04.09.2007 7

Card id: 0


9 Discharge

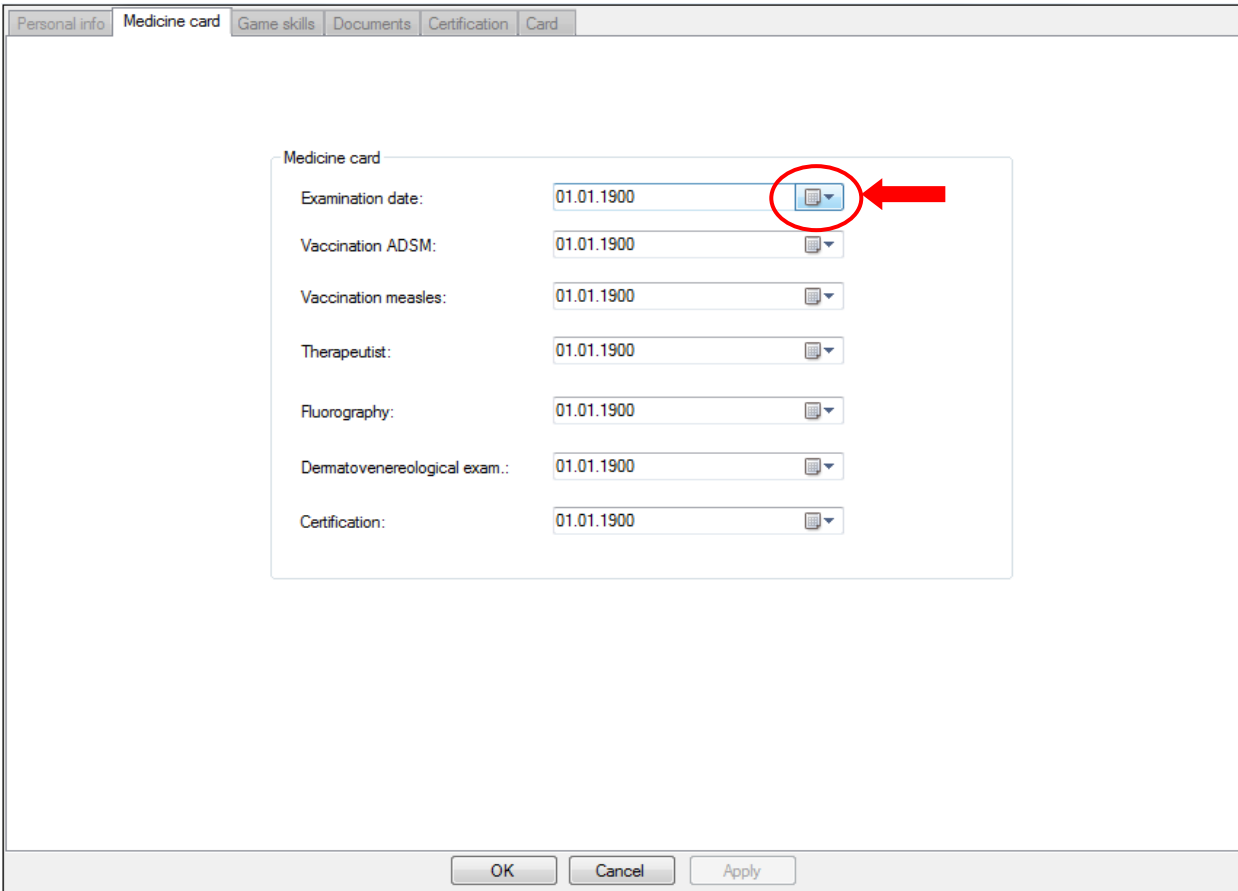
Discharge Date: 01.01.1900 Reason:

OK Cancel Apply








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.



The screenshot shows the 'Medicine card' tab selected in a window with tabs: Personal info, Medicine card, Game skills, Documents, Certification, and Card. The 'Medicine card' tab contains a form with the following fields:

Medicine card	
Examination date:	01.01.1900 
Vaccination ADSM:	01.01.1900 
Vaccination measles:	01.01.1900 
Therapeutist:	01.01.1900 
Fluorography:	01.01.1900 
Dermatovenereological exam.:	01.01.1900 
Certification:	01.01.1900 

At the bottom of the window are buttons for OK, Cancel, and Apply. A red circle and arrow highlight the calendar icon for the 'Examination date' field.

5.1.3 «Documents» tab.


«Documents» tab is designed for downloading of employee identification documents.

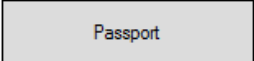
1. Documents entry form- data entry is carried out in the form fields using the keyboard.

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 screenshot shows a window with a tabbed interface. The 'Card' tab is selected. On the left, there are three buttons: 'Issue', 'Clear', and 'Cancel'. To the right of these buttons, the text 'Card number:' is followed by 'NO CARD'. At the bottom of the window, there are three buttons: 'OK', 'Cancel', and 'Apply'.

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.

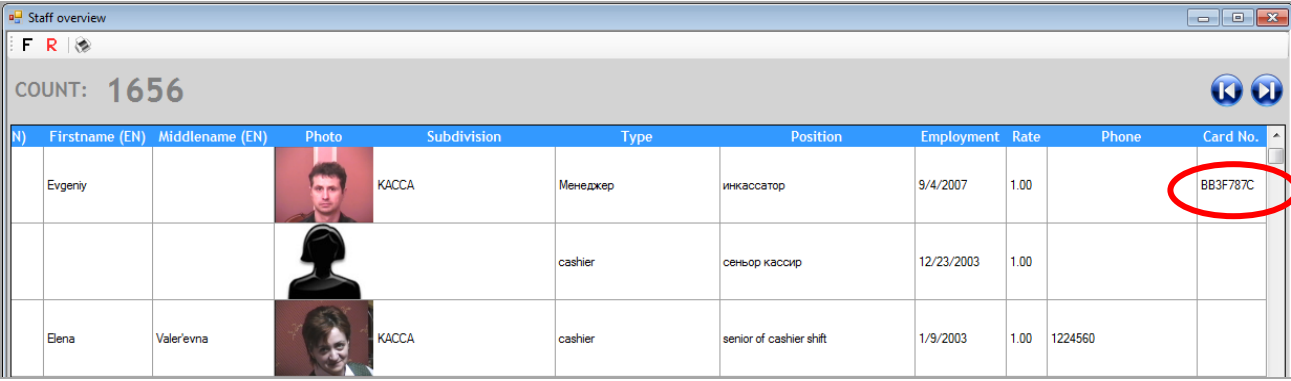
This screenshot shows the 'Card' tab with the 'Issue' button highlighted. The text 'Card number:' is followed by 'PUT A CARD ON THE READER...', which is circled in red. The 'Clear' and 'Cancel' buttons are also visible.

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.

This screenshot shows the 'Card' tab with the 'Issue' button highlighted. The text 'Card number:' is followed by 'BB3F787C', which is circled in red. The 'Clear' and 'Cancel' buttons are also visible.




3. To save changes, click  below the tab.


Serial number of employee card will be displayed in the «**Card No**» column.

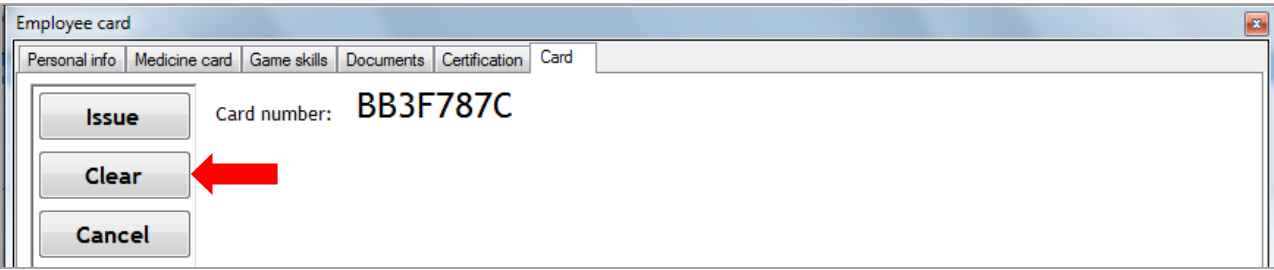


Staff overview

COUNT: 1656

N	Firstname (EN)	Middlename (EN)	Photo	Subdivision	Type	Position	Employment	Rate	Phone	Card No.
	Evgeniy			KACCA	Менеджер	инкассатор	9/4/2007	1.00		BB3F787C
					cashier	сензор кассир	12/23/2003	1.00		
	Elena	Valer'evna		KACCA	cashier	senior of cashier shift	1/9/2003	1.00	1224560	

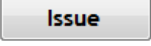


In case if you want to delete or reassign employee card, put this card to card reader, go to the «**Card**» tab and click .



Employee card

Personal info | Medicine card | Game skills | Documents | Certification | Card

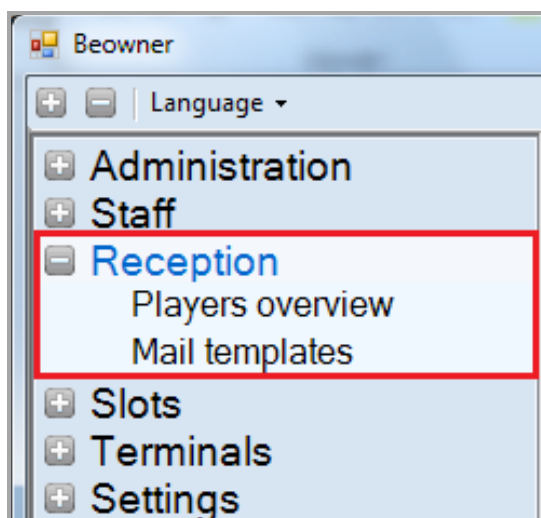
Card number: BB3F787C

A red arrow points to the **Clear** button.

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.

No	Surname	First name	Middle name	Nickna...	Sex	Birth	Photo	Presence	Status	Bonuses total	Average ch...	Card series	Company c...	Card number	Card ex...	Registr...	Last visit date	Visits
1	Bond	HZ	1	Phil	Man	07.04.1986		<input checked="" type="checkbox"/>	GO	1400	350	TE	ST	2	15.02.2019	28.10.2009	24.01.2017 15:48	75
2	Baldwin	Alec			Man	06.02.2013		<input checked="" type="checkbox"/>	ST	200	200	TE	ST	3		28.10.2009	22.02.2018 13:11	58
3	Petrov2	Evgeny	Abramovich		Woman	03.07.1962		<input checked="" type="checkbox"/>	SL	800	400	TE	ST	789		10.04.2009	22.02.2018 13:12	40
4	Васильев	Виктор		vvasilyev	Man	14.12.1900		<input type="checkbox"/>	SL			07	01	1		10.04.2009	21.05.2012 18:04	12
5	Black	Sam			Man	08.02.2018		<input type="checkbox"/>	ST							10.04.2009	21.05.2012 18:05	7
6	Анатолийев	Вадим	1111		Man	01.01.2000		<input type="checkbox"/>	SL							10.04.2009	21.05.2012 18:06	5
8	Токарев	Сергей			Man	28.04.1993		<input type="checkbox"/>	ST			TE	ST	803		10.04.2009	13.11.2015 14:17	3
11	Шестяков	Дмитрий			Man	23.06.1994		<input type="checkbox"/>	ST							23.04.2009	22.09.2011 16:36	5

New player Send e-mail Twins Pit results Players for inc. status Absent all Send SMS Search Credits Players for dec. status Tournaments Drawings Promotional Presents Register all on draw



This form contains the following elements:

1. Filters designed to search across whole 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.

2. Filter by date. When a filter is applied, the number of clients falling under the values of this filter is displayed here.

3. The total number of customers in a database. When the filter is displayed here the number of clients that fall under the filter value.

4. The button-filter «**Birthday**». With a superimposed filter, only those customers who have a birthday **yesterday**, **today**, and **tomorrow** will be shown here.

5.  /  - buttons to the first record / to the last entry in the list.

6. List of players. It opens when you double-click on the appropriate line.

- If the string is highlighted in **yellow** - this means that system operator must perform some actions in the customer card (more on this in section [«Personal info» tab](#)).

- If the string is highlighted in **red** - this means that the client 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 customer photo is appeared a yellow icon with the letter «i» - this means that the customer has one or more notes.

✓ If in the upper right corner of customer photo is appeared a balloon icon - it means that the client has a coming up birthday. Birthday warnings are available in one day before the birthday, and one day after birthday.

7. Mark of client presence, designed to fix the client attendance. Mark is set manually or automatically using face detection system. If system does not recognize either the client at all, the tick must be installed manually. After leaving the client, a tick must be removed.

8. Client status is highlighted in appropriate color.

9. The total number of PTS accumulated by customer at personal card account.

10. Card series, Company code, Card number – serial number of personal client card.

11. The expiration date of the player's personal card.

12. Date of registration of the client in the system.

13. Date of last visit to the client.

14. The total number of customer visits.

15. Functional form with panel buttons:

New player

- the button to open the form to log in to a new customer.

Absent all

- button deselects the presence of all clients in the list.

Send e-mail

- button push email (details in section [«E-mail sending»](#)).

Send SMS

- button mailing SMS-messages (details in section [«SMS-sending»](#)).

Twins

- the button to open the form to eliminate doubles in the list of clients (more in section [«Delete a duplicates»](#)).

Search

- button to browse client external features.

Present - button filtering customers who were present during this period. To reset the filter, please click on the R (reset) **1**.

Bonuses - button filtering bonuses customers during the period. The table displays all the clients, but in columns «**Bonuses Total**» and «**Average cheque**», will be given bonuses for a specified period. To reset the filter, please click on the R (reset) **1**.

***Note:** When using the system to manage slots on this form is used only the buttons listed above.*

6.2 New Player registration.

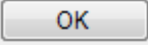
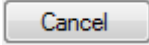
In order to register in the system of a new customer, you must do the following:

1. Select the menu «**Reception**» → «**Players overview**».
2. In the form, press the button **New player** located on the bottom panel.



3. Next opens **Player registration card**, in which you need to specify all the necessary data for a new customer.

The screenshot shows the 'Player registration card' window. It contains a form for entering player details. The form includes fields for First name, Middle name, Surname, Nickname, Date of birth, Status, Company, Position, Age group, Constitution, Glasses, Group, Hair, Hair color, Hair length, Hair on the face, and Stature. There are also dropdown menus for Age group, Constitution, Glasses, Group, Hair, Hair color, Hair length, Hair on the face, and Stature. The Date of birth field is set to 01.01.1900. The Status dropdown is set to Обычный. The Company and Position fields are empty. The Age group, Constitution, Glasses, Group, Hair, Hair color, Hair length, Hair on the face, and Stature dropdowns are all set to the first option. The Player number field is empty and has a question mark icon. The Sex field has radio buttons for Man and Woman, with Man selected. The Resident field has radio buttons for Yes and No, with No selected. There is an Advice checkbox at the bottom left. The bottom of the window has OK, Cancel, and Apply buttons.

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: Nomal

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

9 ☐ Advice:

OK Cancel Apply

10




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 sidebar on the left contains three options: 'Passport', 'Visa', and 'Migration card'. The main area contains various form fields for document information. A 'New' button with a scanner icon is located at the bottom right. A 'NO SCAN' message is displayed on the right side of the form area. Red boxes and numbers 1-4 highlight key elements: 1. Document type selection, 2. New button, 3. Form fields, 4. NO SCAN message.

When filling Bookmarks «**Documents**» the following procedure:

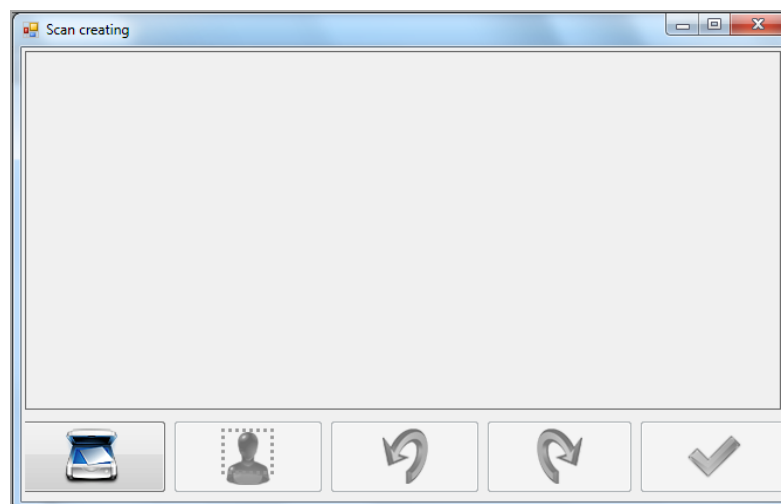
1. Select the type of document provided by the client using the «**Passport**», «**Visa**», «**Migration card**».

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.



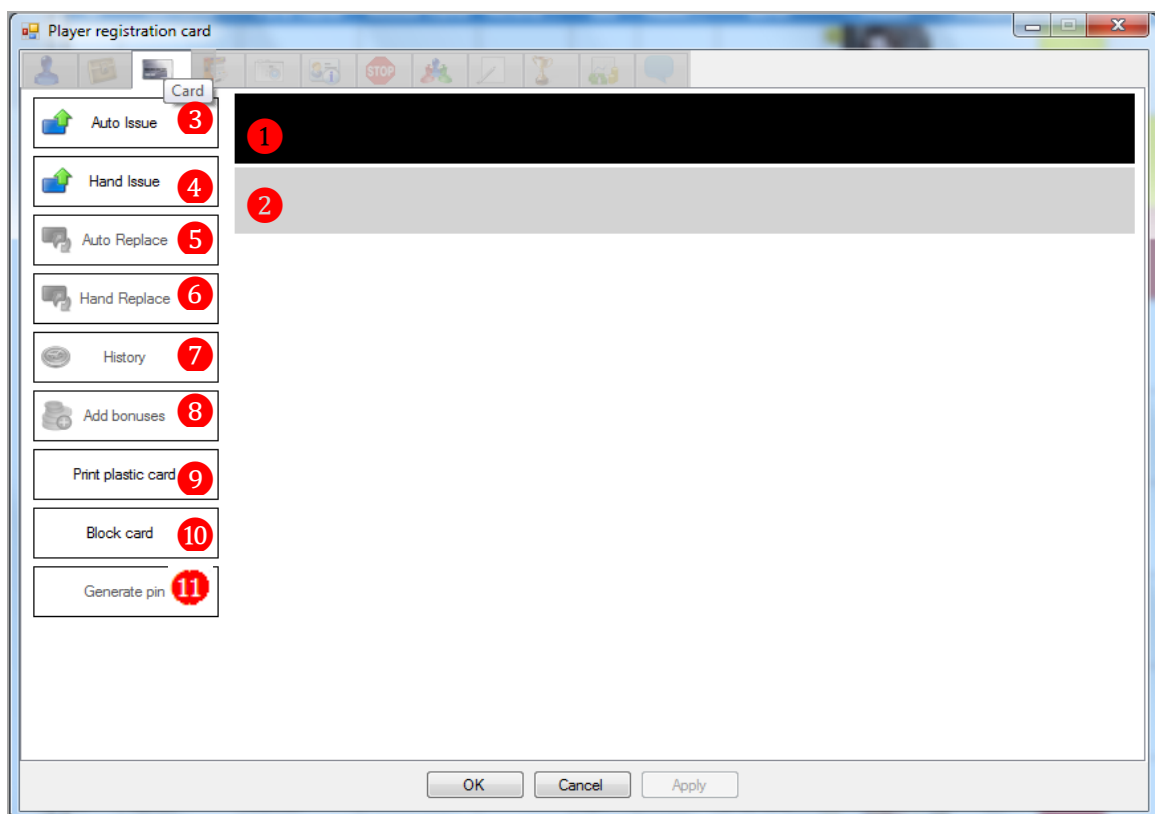
- button turning scanned copy of the document clockwise.



- 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.

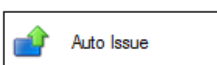
Tab «**Card**» the issuing personal card customer, charge bonuses and card printing.



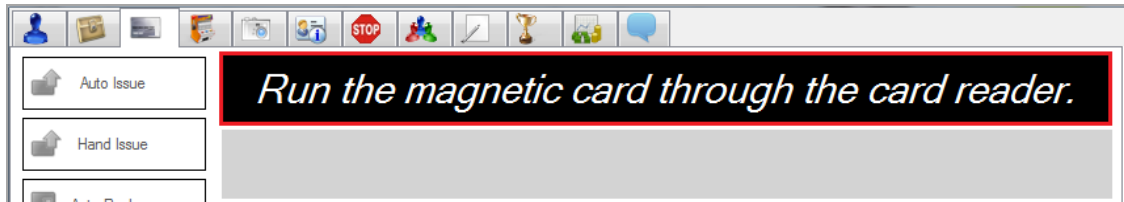
Functional bookmarks «Card»:

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.




3. - 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**».



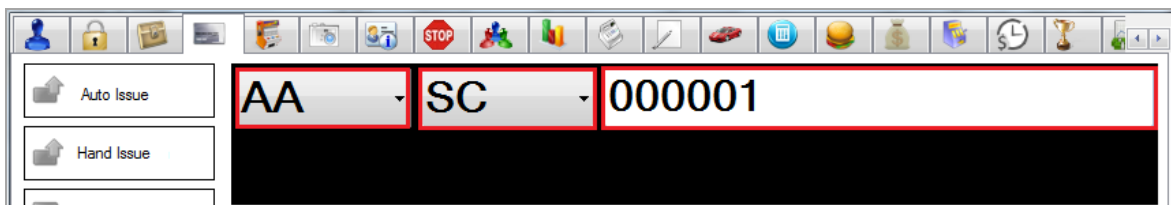
Once you attach the bonus card to the reader, its number will be displayed in a black box. Thus, the bonus card will be assigned to the client.

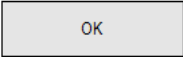
Note: To use the automated generation of pre-programmed bonus cards, i.e. card with already assigned numbers in the format XX-YY-ZZZZZZ (more on this in section [«Bonus Card Programming»](#)).

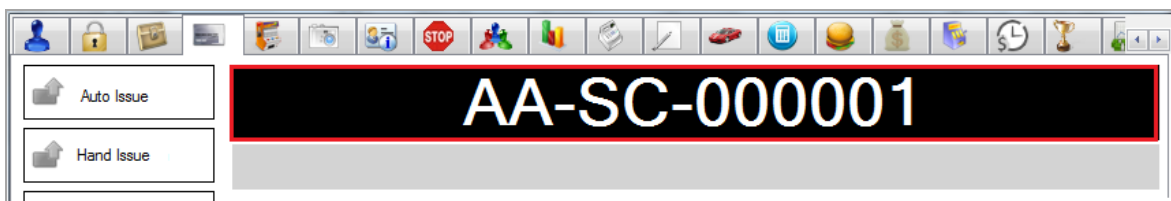
4.  Hand Issue - button issue cards with manual number assignment. In manual number assignment will be no personification of financial activity.


After clicking on the black box 9 cells appear to enter the card number:

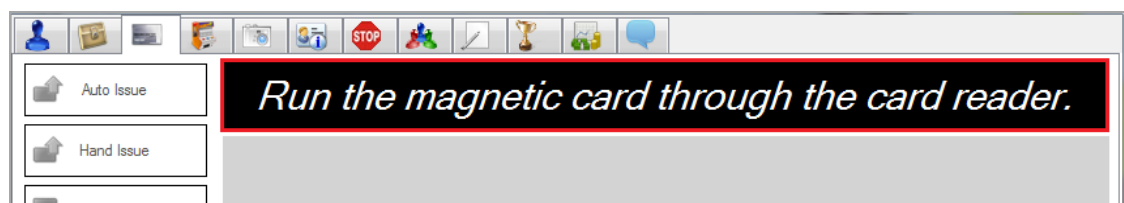
- ✓ Select series cards.
- ✓ Select a code card companies.
- ✓ Enter the card number (six characters).




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.  Auto Replace - 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.  Hand Replace - 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.

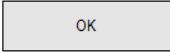
- ✓ Enter the card number (six characters).
- ✓ Enter the reasons for changing the card.

Auto Issue
Hand Issue
Auto Replace

AA SC 000002

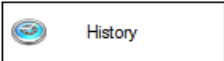
Loss

OK

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:

Auto Issue
Hand Issue

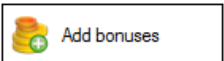
AA-SC-000002

7.  - the button to open the form to view the history substitutions personal card player with the dates and reasons for the replacement.

Auto Issue
Hand Issue
Auto Replace
Hand Replace

TE-ST-000001
1234

	Series	Company	Number	Replace date	Replace reason
*					

8.  - button on the card bonuses Player. After clicking on the button will show the following cell:

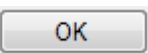
- 1) **Bonuses source** - from the drop-down list to select **Slot**.
- 2) **Number of bonuses** - enter the number of points that must be credited to the card player.

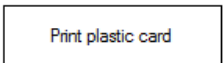
Auto Issue
Hand Issue
Auto Replace
Hand Replace

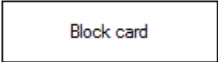
TE-ST-000001
1234

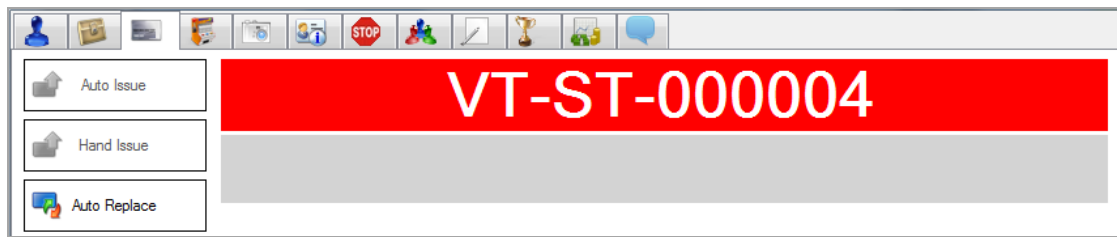
Bonuses source: Slot

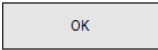
Number of bonuses: 100

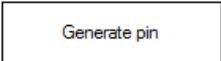
At the end of the entry, press the button  on the panel under the tab.

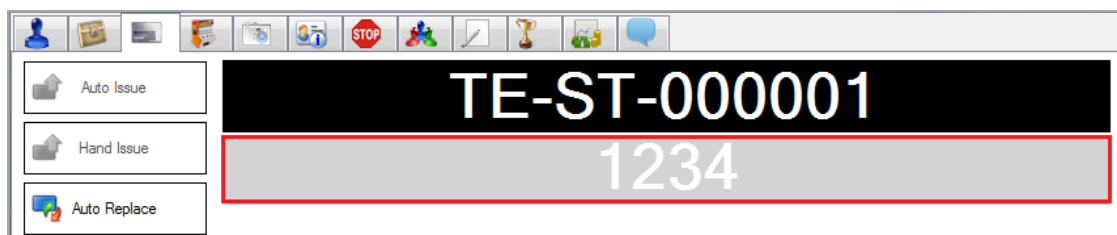
9.  - print button shirt card on a special printer. Only works with the printer for printing plastic cards, connected to the computer.

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.



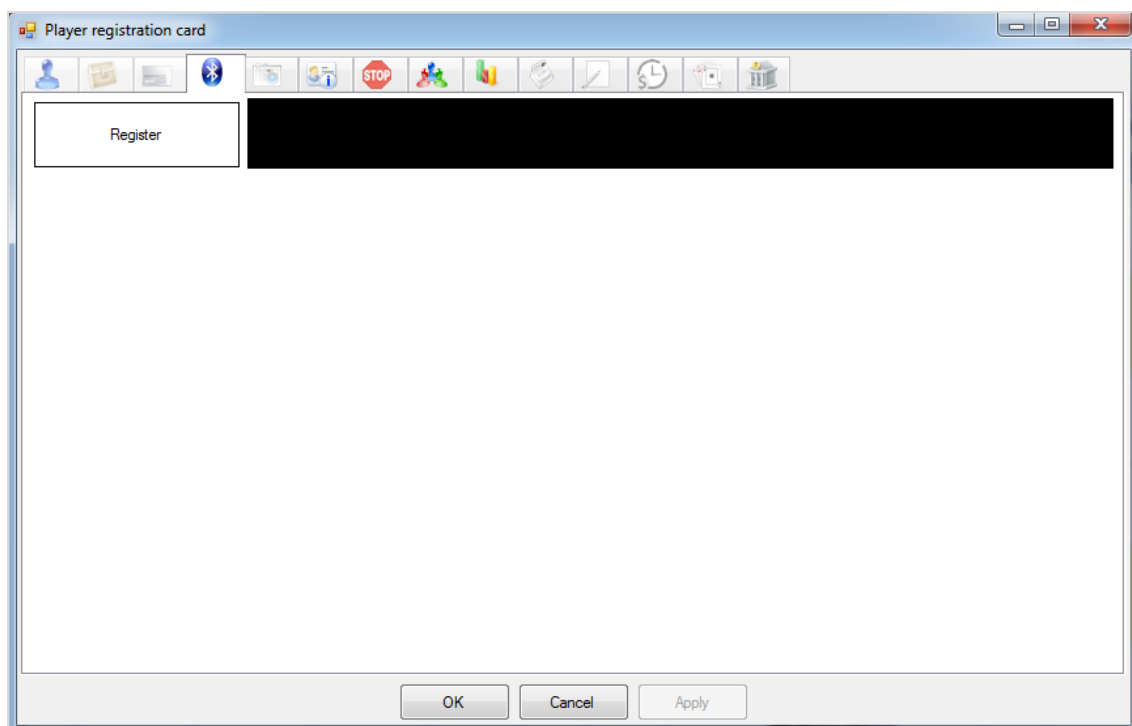
To save the changes you need to press the button  at the bottom of the tab.

11.  - key generation PIN-code for the personal card player. After clicking on the gray box displays the generated PIN-code.



6.2.4 «Bluetooth» tab.

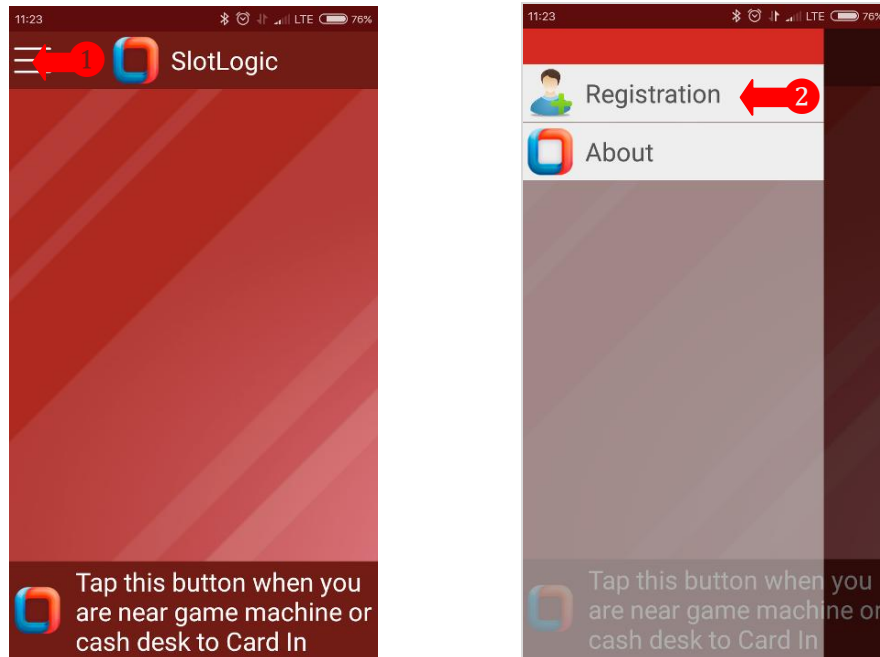
On the «Bluetooth» tab you can register the player's smartphone in the «Slotlogic» system. This option will allow the player to refill the bonus card balance with the help of a smartphone and enroll credits to the slot machine without using the card itself.



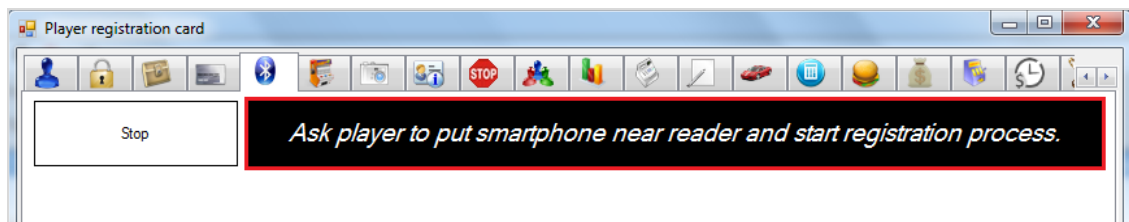
Procedure for registering the player's smartphone:

1. On the player's smartphone, download and install the «Cardless» application.

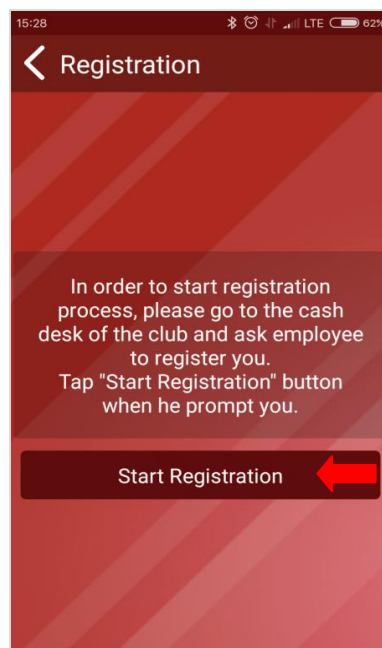
2. On the player's smartphone, turn on Bluetooth, start the «Cardless» application and select «Registration» in the main menu.



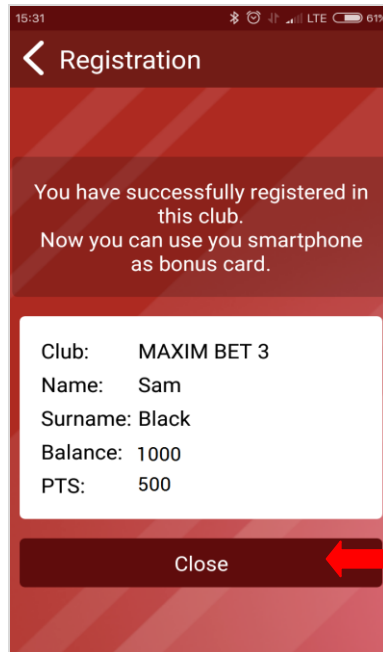
3. In the player's registration card go to the «Bluetooth» tab and click on the «Register» button. After clicking on the button on the black field should appear an inscription «Ask player to put smartphone near reader an start registration process».



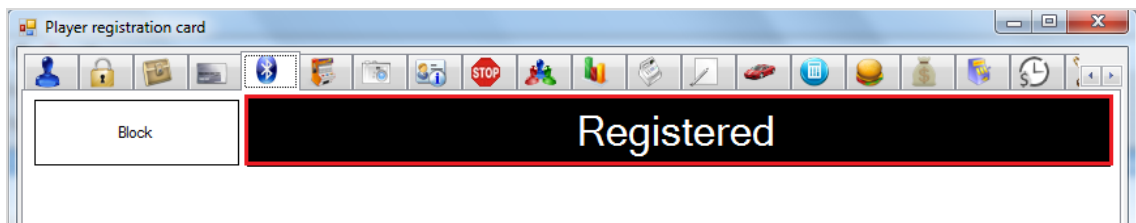
4. Bring the player's smartphone to the reader of the slot machine (the maximum distance is 20 cm) and in the dialog box that appears, click «Start registration» to start the registration. Wait a few seconds.



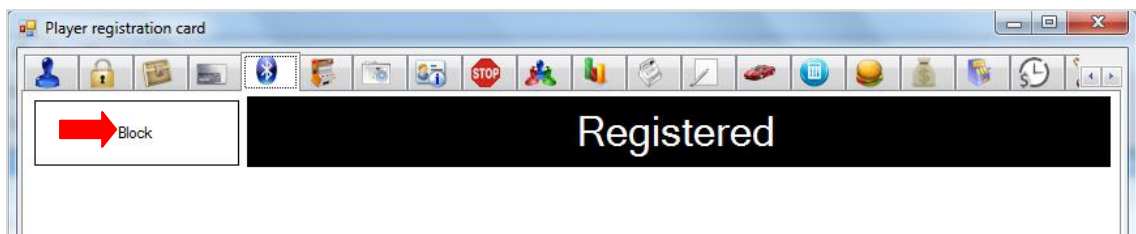
5. If the player is identified by the system, a dialog box appears with the name of the club, the player's name, the current balance of his bonus card and the PTS balance. To confirm the registration, click the «Close» button.



6. After successful registration of the smartphone in the player's registration card on the black field, the inscription «Registered» should be displayed.



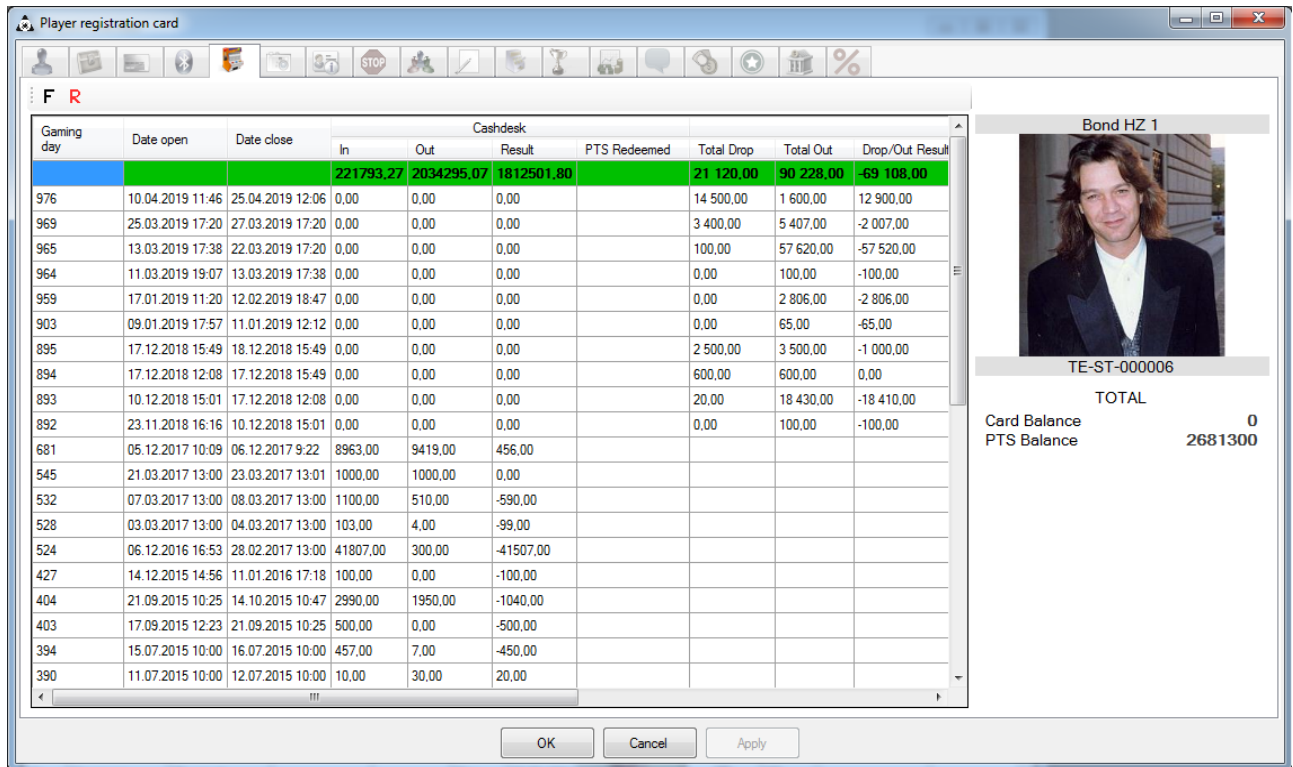
In case you want to prohibit the synchronization of the player's smartphone with the account of his bonus card, you must go to the «Bluetooth» tab in the player's registration card and click on the «Block» button. To confirm, click the «Apply» or «Ok» button, which are displayed in the panel under the tab.



After blocking, the player will not be able to replenish the balance of the bonus card and enroll credits to the slot machine using a smartphone. To re-enable synchronization, you need to re-register the player's smartphone in the system.

6.2.5 «Slots» tab.

Tab «Slots» displayed financial client activity with details on cashdesk operations and gaming machines.



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.

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 Earned
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.

F R

Cashdesk							
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

F R

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

Bond HZ 1



Detailed Slot Statistic

Slots

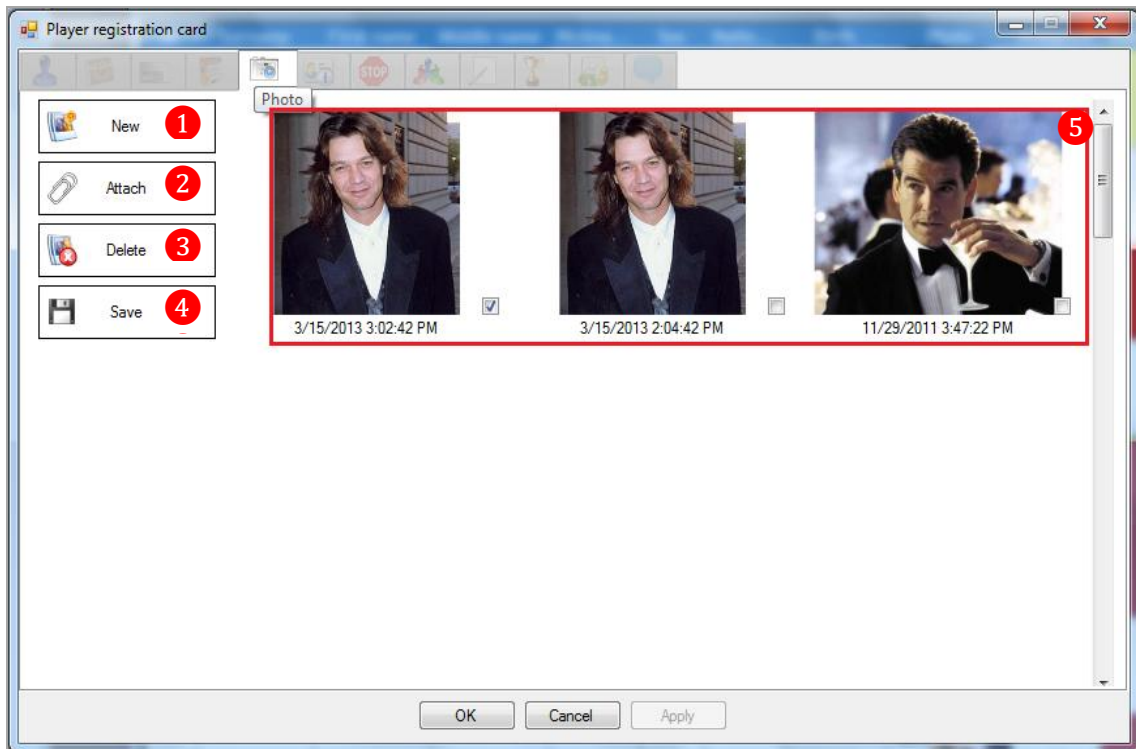
Gaming day	Lgm	Start	End	Total Drop	Total Bill In
969	0001	26.03.2019 15:43	26.03.2019 15:43	200,00	0,00
969	0001	26.03.2019 15:42	26.03.2019 15:43	200,00	0,00
969	0001	26.03.2019 15:34	26.03.2019 15:40	3 000,00	0,00

Cashdesk


Gaming day	Date	Slot	In	Out	Result	PTS Redeemed	Emp
------------	------	------	----	-----	--------	--------------	-----

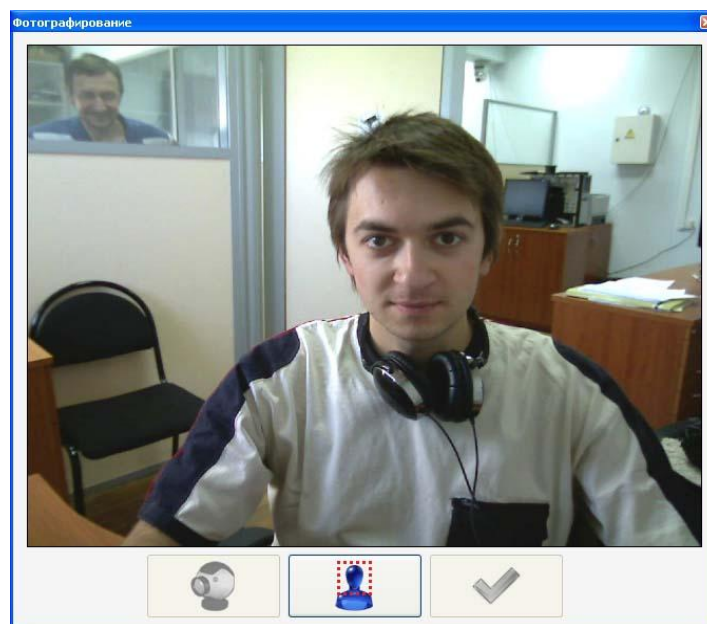
6.2.6 «Photo» tab.

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.



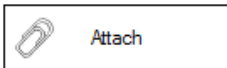
In the form, you must:

- 1) To fix the image, click on the middle button - .

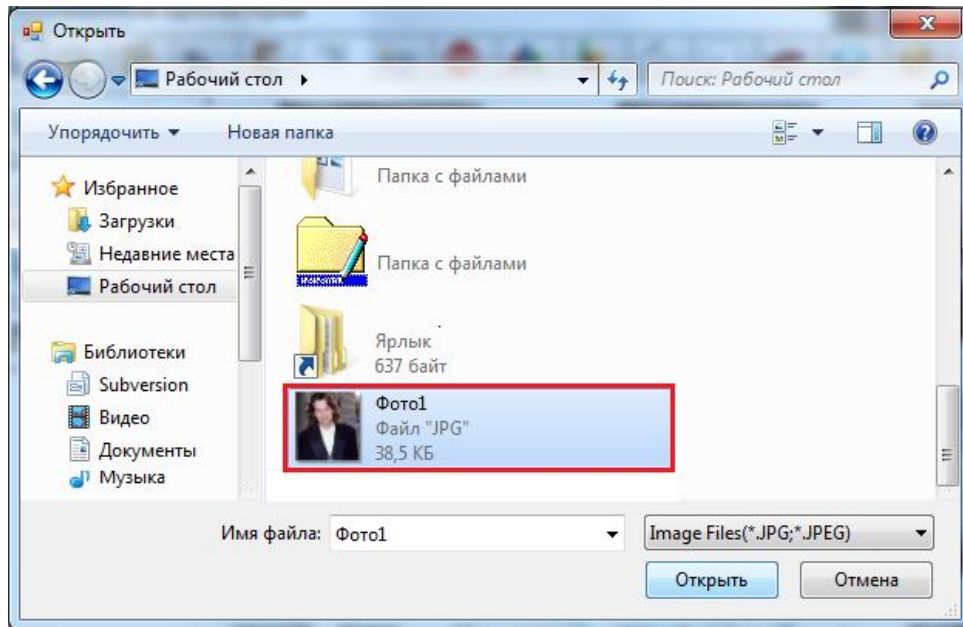
- 2) Next, you need to cut the desired part of the photo and click the button with a tick -



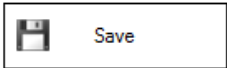
. After that photo gets into the photo gallery.



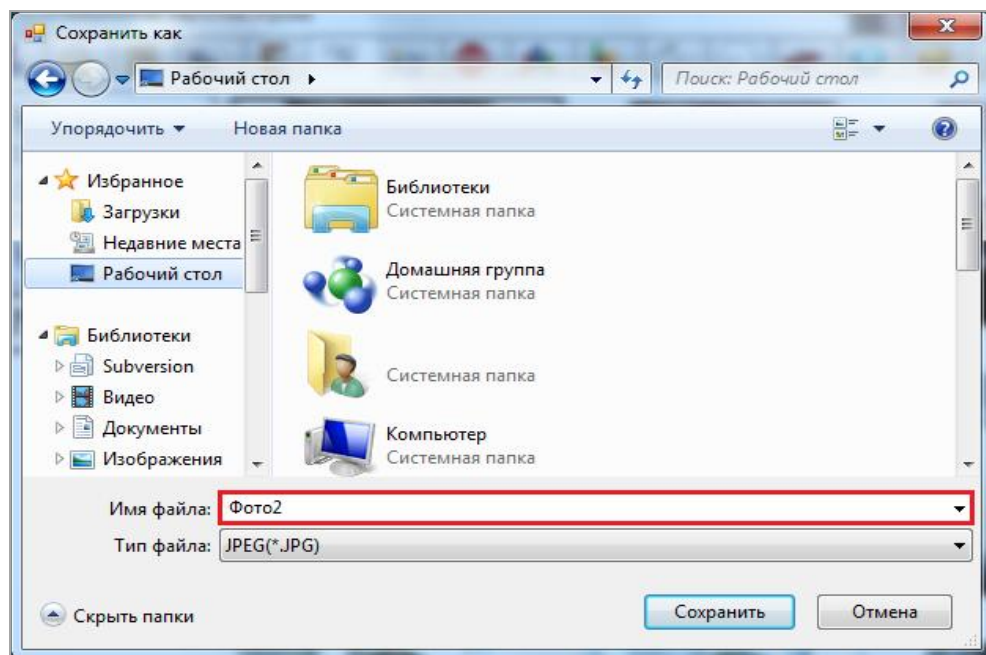
2. - the button to open the form to upload a new photo from your hard drive. In the form that you need to select the photo (file format jpg, jpeg) to download and click «Open».



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.



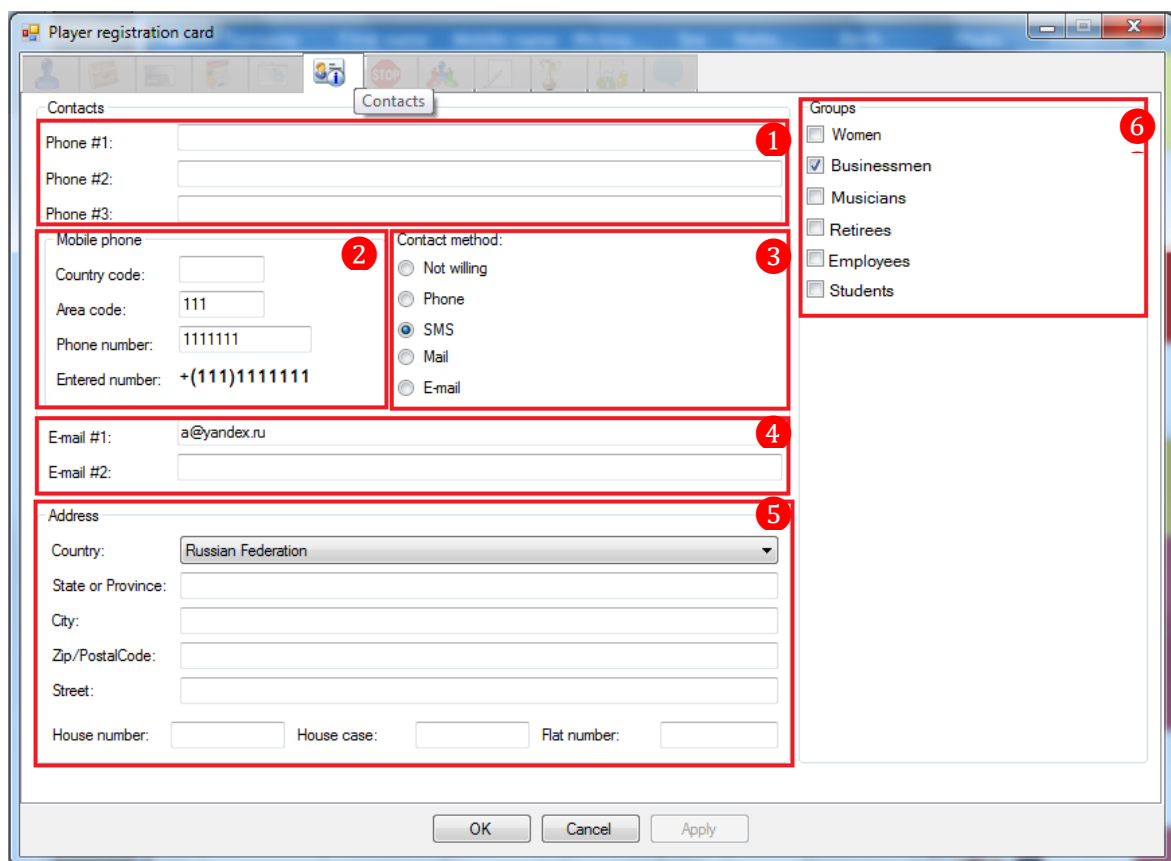
5. Photos client loaded in the photo gallery. Under each photo displays the date and time of its preservation. Main photo that will appear on all forms in the system, there is a tick.



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.

6.2.7 «Contacts» tab.

Tab «**Contacts**» indicates contact information necessary for communication with the client.



The screenshot shows the 'Player registration card' window with the 'Contacts' tab selected. The form is divided into several sections, each highlighted with a red box and a number:

- 1. Contacts:** Fields for Phone #1, Phone #2, and Phone #3.
- 2. Mobile phone:** Fields for Country code, Area code (111), Phone number (1111111), and Entered number (+(111)1111111).
- 3. Contact method:** Radio buttons for Not willing, Phone, SMS (selected), Mail, and E-mail.
- 4. E-mail:** Fields for E-mail #1 (a@yandex.ru) and E-mail #2.
- 5. Address:** Fields for Country (Russian Federation), State or Province, City, Zip/PostalCode, Street, House number, House case, and Flat number.
- 6. Groups:** A list of groups with checkboxes: Women, Businessmen (checked), Musicians, Retirees, Employees, and Students.

At the bottom of the window are buttons for OK, Cancel, and Apply.

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).

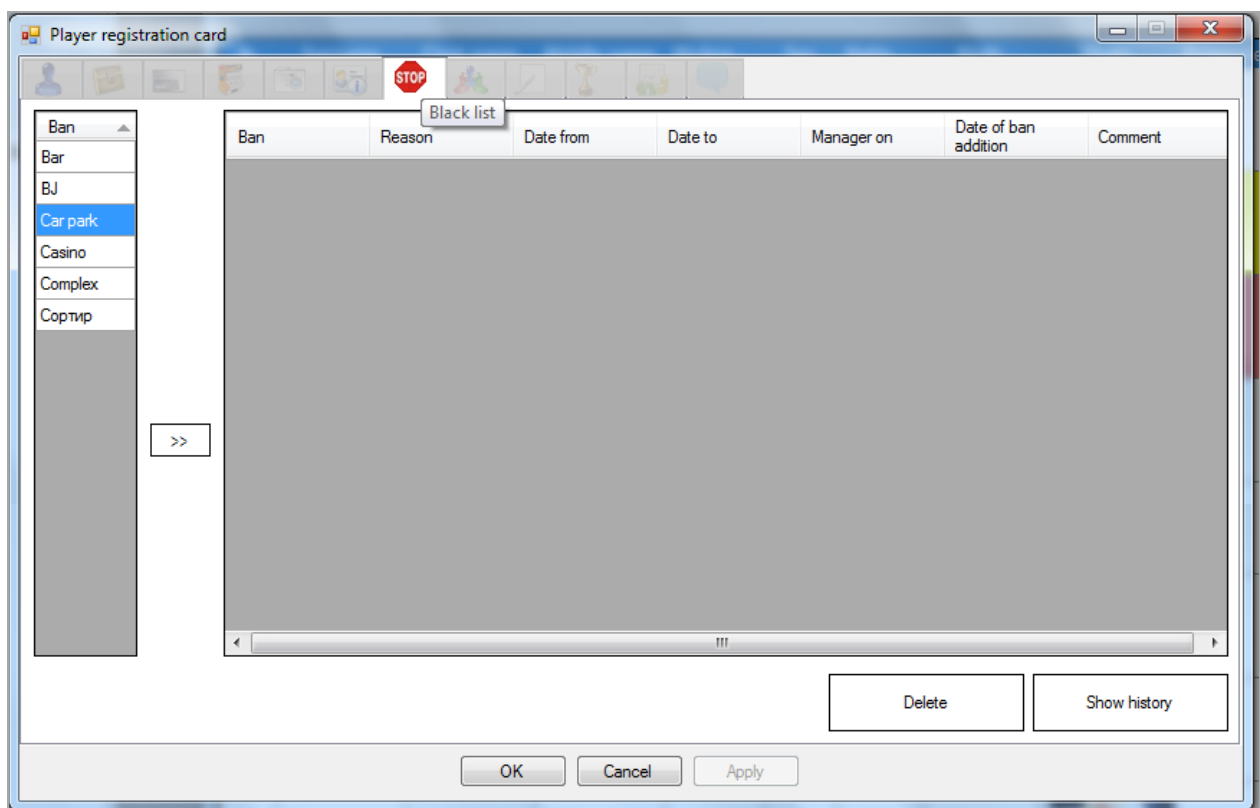
- **No willing** - selected if the client does not wish to receive news about the club and other mailings.

- **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).

6.2.8 «Black List» tab.

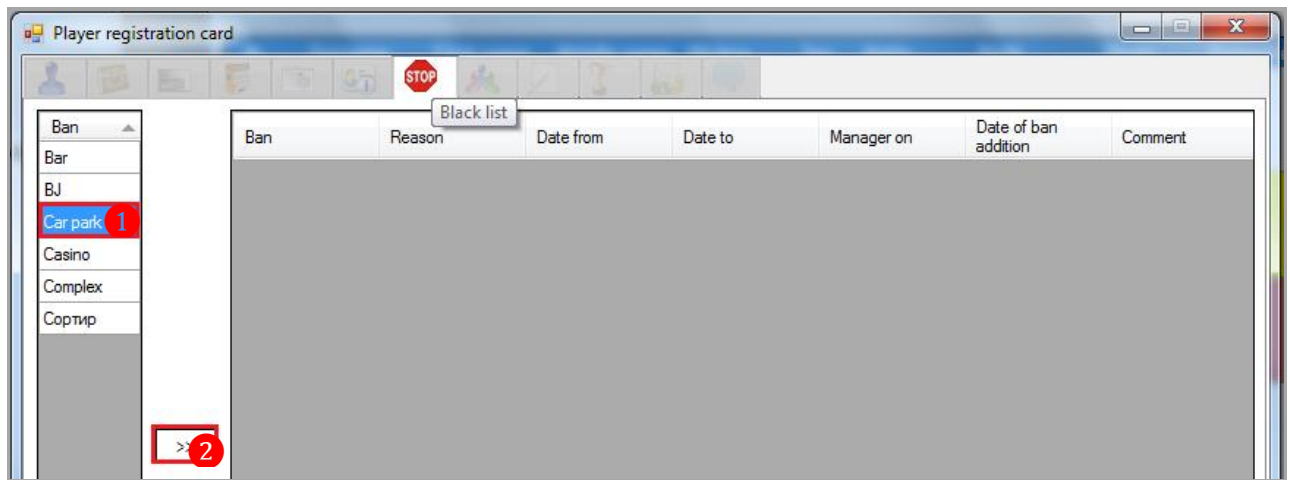
Tab «Black List» black sheets fixed client.



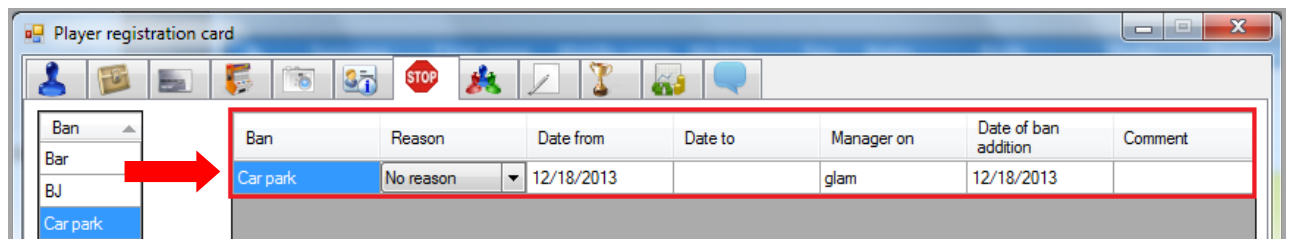
Description of settings black sheet contained in paragraph [«Black list»](#).

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 .

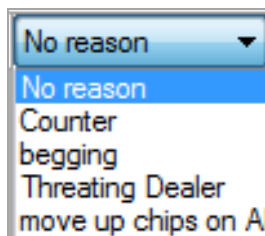


After pressing the black list will be displayed in the list of active black sheets client right part.



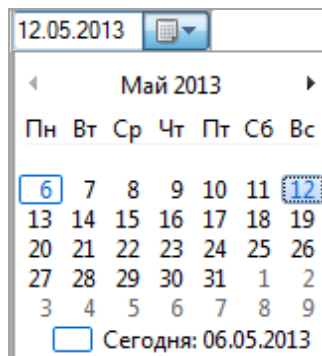
2. Next you need to specify detailed information about the player imposes on black sheet (cause, duration and so on). To do this, click with the left mouse button to select the list of this black list and set the following parameters:

✓ **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.



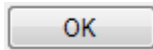
✓ **Manager on** - in this column displays the login manager (employee) who created the black list (set automatically in the moment of creation, cannot be edited).

✓ **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».

№	Surname	First name	Middle name	Nickna...	Sex	Natio...	Birth	Photo	Presence	Status	Bonuses total
1	Bond	James	1	Phil	Man	Русский	10/20/1986			BL	
2	Baldwin	Alec			Man					O	1100

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.

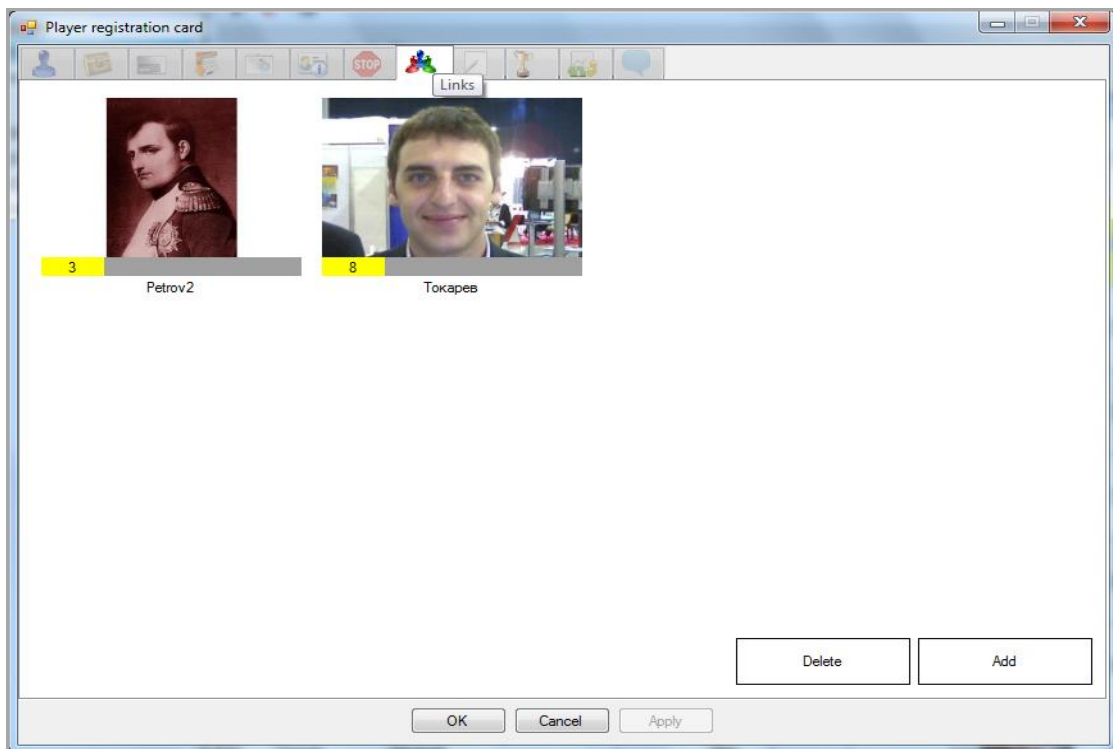
Created any black list can be deleted from the list of active with key , located on the bottom panel of the tab.

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.


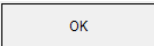
Ban	Reason	Date from	Date to	Manager on	Manager off ①	Date of ban addition	Date of ban delete ②	Comment
Car park	No reason	12/18/2013		glam	glam	12/18/2013	12/18/2013	Spoiled barrier
Bar	No reason	12/13/2013		glam	glam	12/13/2013	12/13/2013	
Car park	No reason	5/6/2013	5/12/2013	glam	glam	5/6/2013	5/6/2013	

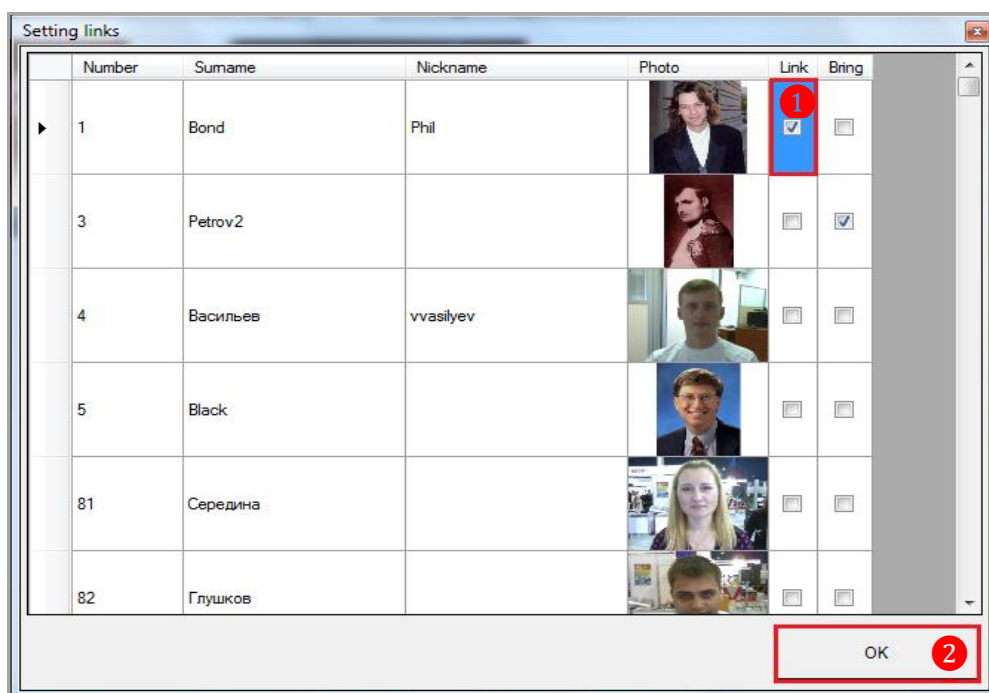
6.2.9 «Links» tab.

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 .

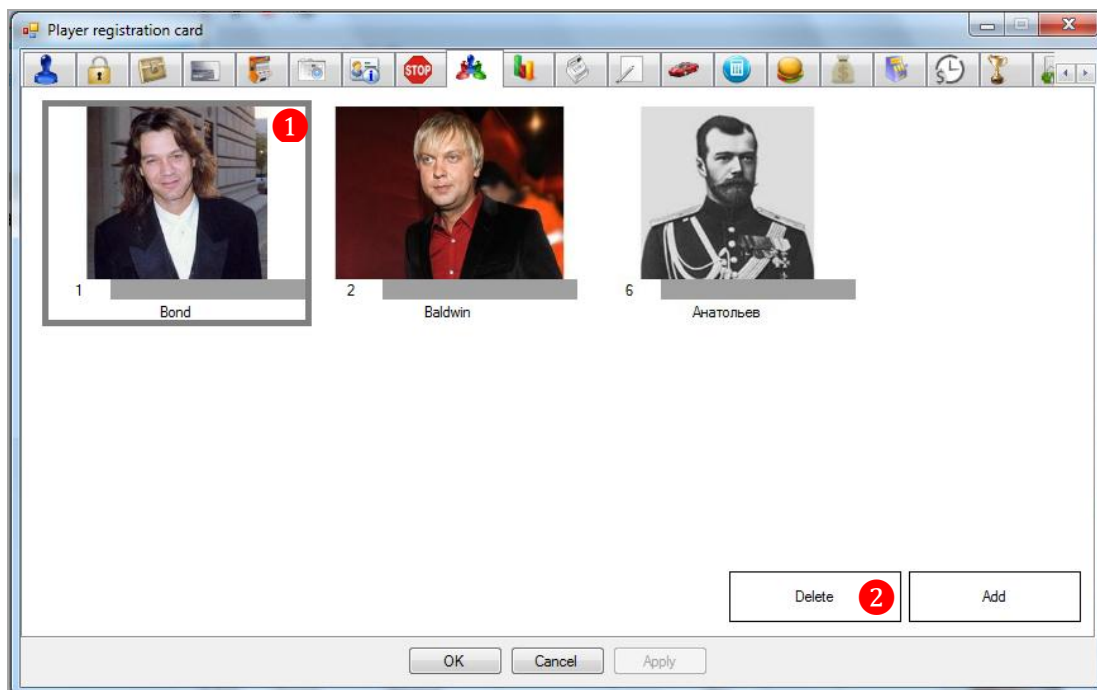


Thus, the link will be added. The tab displays a photo ❶, serial number ❷ and last name ❸ adding clients.



To clients in communication with the current client, will be automatically added to the current client connection.

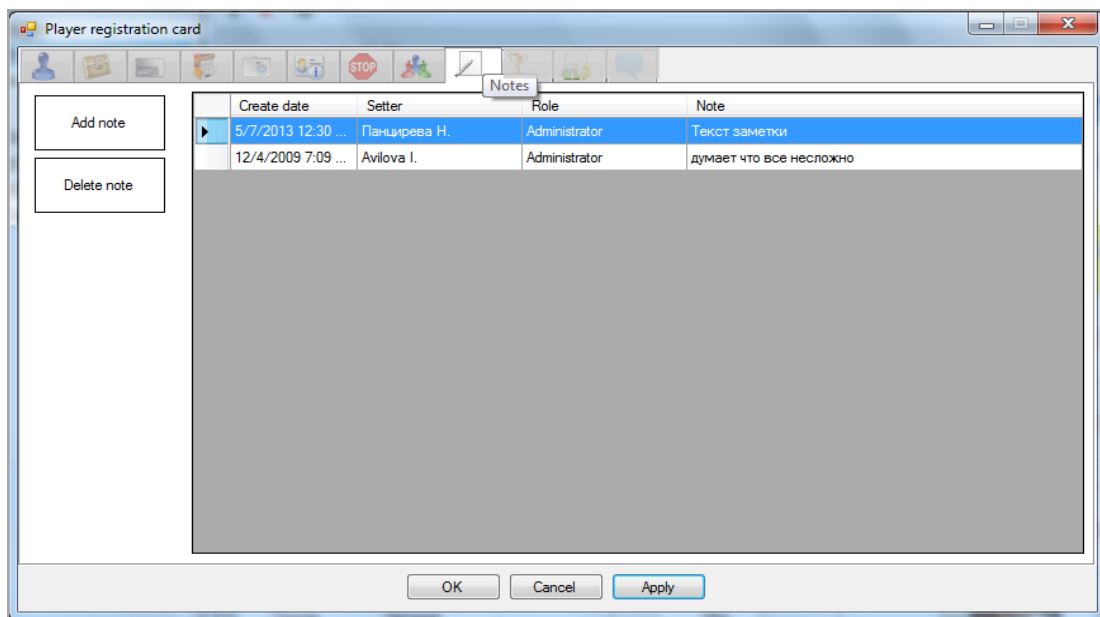
If you need to remove from any player of the client, you must select this player (click the left mouse button on the photo) photo highlighted gray frame, and click .



Accordingly, the remote client will automatically be removed from the current client connection.

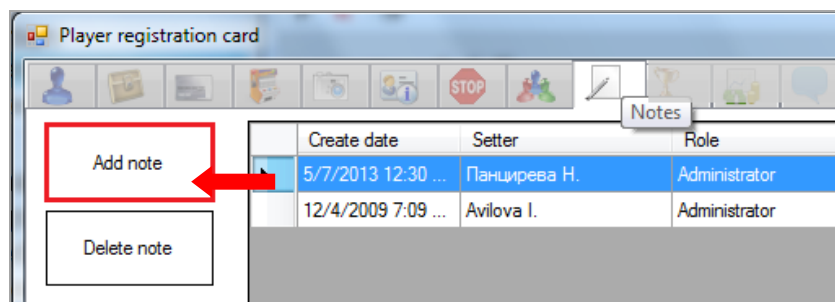
6.2.10 «Notes» tab.

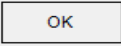
Tab «Notes» can be customer various notes (comments).

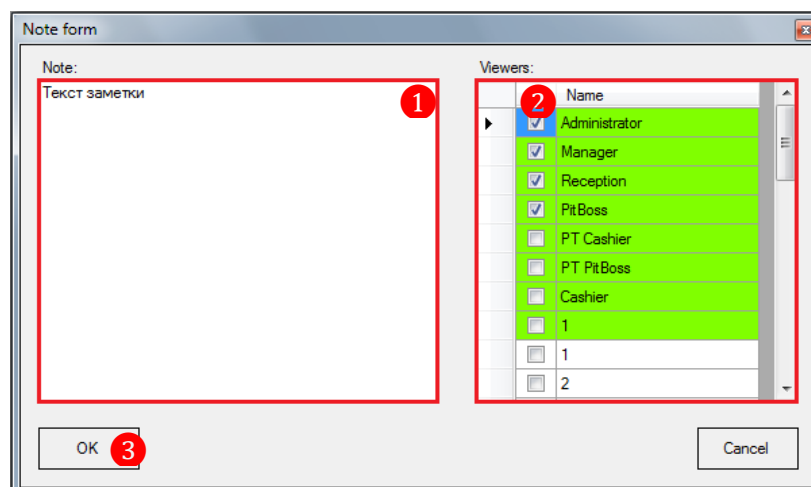


To create a new note on the client, perform the following:

1. Press the button  located in the upper left corner of the tab.

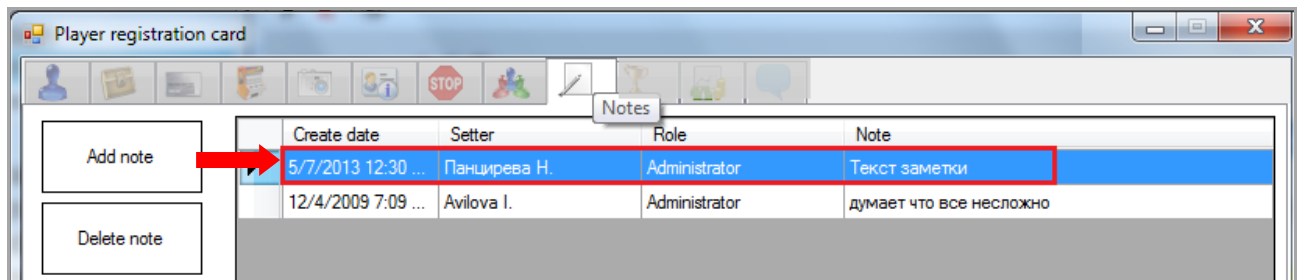



2. In the form that appears in the «Note» enter the note text in the field «Viewers» select the role (to establish a tick), which can read this note, and click .

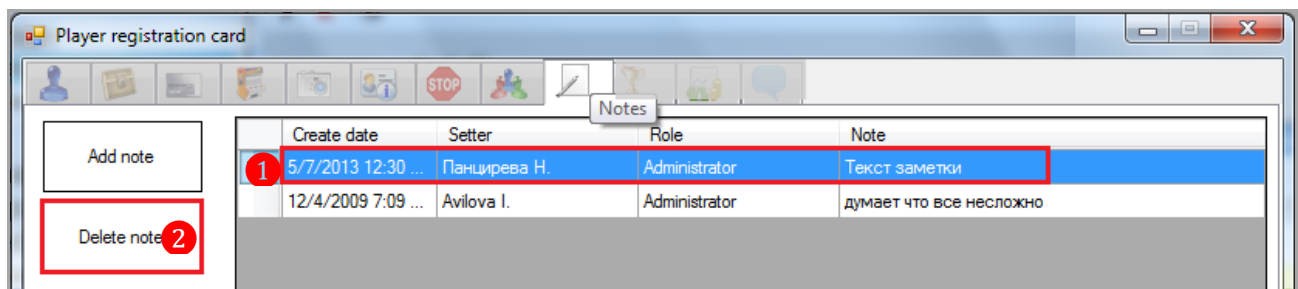


Note: Roles that are highlighted in green may be ticked by the current user.

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.

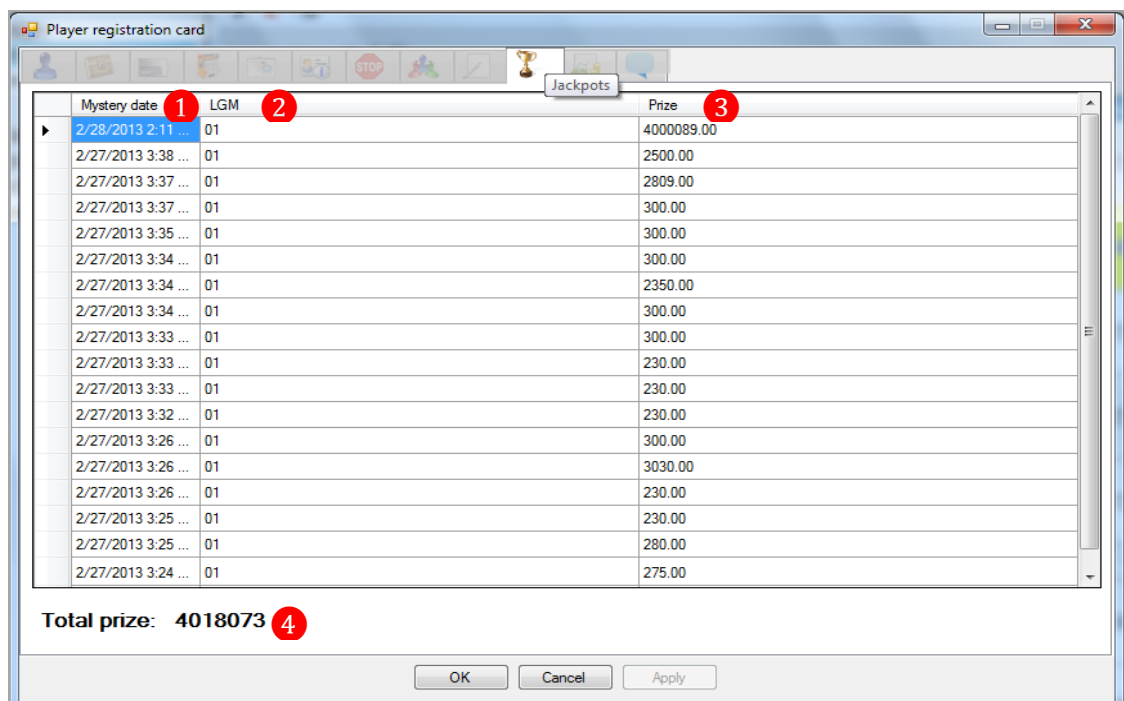


In case you want to remove any customer review, you must select a note by clicking the left mouse button and click .



6.2.11 «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.

6.2.12 «Slot daily report» tab.

Tab «Slot daily report» formed reporting financial results Player.

Player registration card

Slot daily report

Start gaming day: 1 6/30/2009 7/20/2010

End gaming day: 325 5/20/2013

Load

Gaming day	Date open	Total handle (bets)	Drop (in)	Handpay	Games played	Average bet	Win %	Hold %	Total points earned	Total points redeemed
		12453.5	10110	4283339	141	88.32	42366.16	34393.7	0	0
325	5/20/2013 1:40 PM	0	0	20	0	0	0	0	0	0
322	5/16/2013 11:00 AM	0	0	0	0	0	0	0	0	0
313	2/27/2013 2:17 PM	12453.5	5000	4278089	141	88.32	85561.78	34352.5	0	0
308	2/20/2013 4:58 PM	0	60	60	0	0	0	0	0	0
307	2/20/2013 4:30 PM	0	50	60	0	0	0	0	0	0
303	2/15/2013 5:39 PM	0	5000	5110	0	0	102.2	0	0	0

Count: 6

OK Cancel Apply

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.

Player registration card

Slot daily report

Start gaming day: 1 6/30/2009 7/20/2010

End gaming day: 325 5/20/2013

Load

Gaming day	Date open	Total handle (bets)	Drop (in)	Handpay	Games played	Average bet	Win %	Hold %	Total points earned	Total points redeemed	Total bonuses	Cash box	Card -> Lgm	Lgm -> card	Result
		12453.5	10110	4283339	141	88.32	42366.16	34393.7	0	0	1100	120	0	0	4283219
325	5/20/2013 1:40 PM	0	0	20	0	0	0	0	0	0	0	0	0	0	20
322	5/16/2013 11:00 AM	0	0	0	0	0	0	0	0	0	1100	0	0	0	0
313	2/27/2013 2:17 PM	12453.5	5000	4278089	141	88.32	85561.78	34352.5	0	0	0	0	0	0	4278089
308	2/20/2013 4:58 PM	0	60	60	0	0	0	0	0	0	0	60	0	0	0
307	2/20/2013 4:30 PM	0	50	60	0	0	0	0	0	0	0	60	0	0	0
303	2/15/2013 5:39 PM	0	5000	5110	0	0	102.2	0	0	0	0	0	0	0	5110

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	1
	460	3/12/2016 4:08 PM	3500	2380	0	7	500	-100	-68	0	0
	447	3/2/2016 5:50 PM	0	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	9
	441	2/10/2016 12:57 PM	367060	911	801	408	899.66	17813.5	44.21	91765	0
	427	12/14/2015 2:56 PM	9000	28	0	9	1000	257.14	0.8	2250	0
	406	10/15/2015 10:48 AM	2820	227	627	264	10.68	186.34	15	702.46	0
	359	12/11/2014 4:31 PM	21523.9	2022	112016	1133	19	5189.81	487.54	21523.9	0

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	r
▶			553211.4	115153	1331770	7111	77.8	-1285.06	-267.49	124069.36	1
	460	3/12/2016 4:08 PM	3500	2380	0	7	500	-100	-68	0	0
	447	3/2/2016 5:50 PM	0	0	0	0	0	0	0	0	0
	444	2/17/2016 12:23 PM	2480							0	9
	441	2/10/2016 12:57 PM	367060							91765	0
	427	12/14/2015 2:56 PM	9000							2250	0
	406	10/15/2015 10:48 AM	2820							702.46	0
	359	12/11/2014 4:31 PM	21523.9							21523.9	0
	358	10/29/2014 1:17 PM	7807							436	1
	356	10/3/2014 4:59 PM	2							2	0
	355	9/12/2014 11:49 AM	6290							6290	7
	351	9/12/2014 11:39 AM	1100							1100	0
	349	8/19/2014 6:25 PM	0							0	3
	348	8/18/2014 11:44 AM	0							0	3
	347	7/11/2014 3:28 PM	3100							0	0
	346	7/11/2014 3:24 PM	0							0	1

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 11:13 AM	0001 500

Count: 36

6.2.13 «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**).

Nº	Lastname	Name	Status	Invite date	Invite gaming day	Employee login	Employee lastname
2	Baldwin	Alec	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	Mari	O	11/29/2011 12:05 PM	282	psholokhov	Avilova

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.

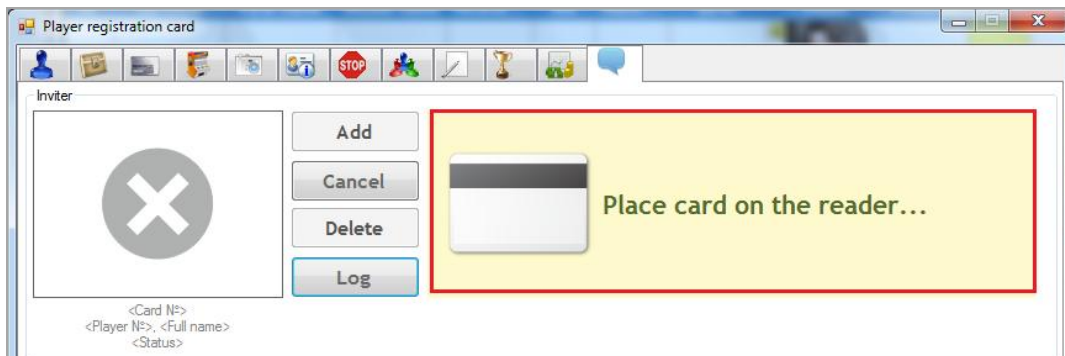
Add

Inviter

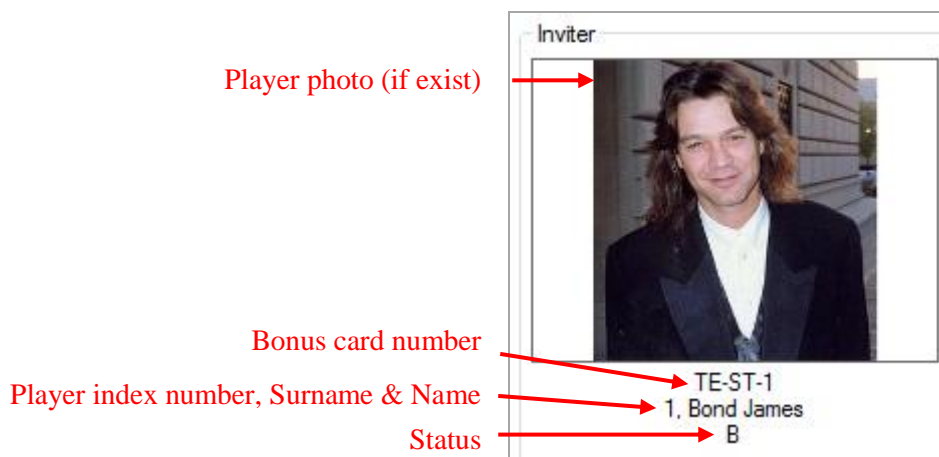
<Card №>
<Player №>, <Full name>
<Status>

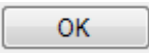
Add
Cancel
Delete
Log

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:



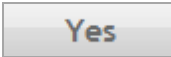
3. To save, press the button  located on the bottom panel forms.

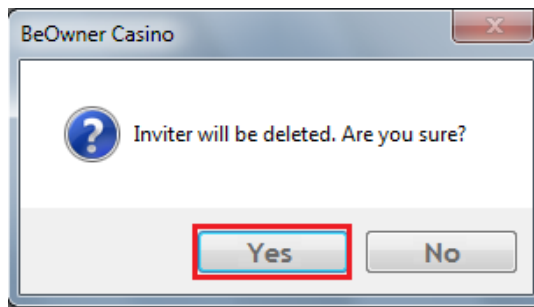
Once a customer registration card was added inviting his player registration card invite a player on the tab «**Invite**» list «**Invited**» this invitation will be recorded automatically.


Invited							
Nº	Lastname	Name	Status	Invite date	Invite gaming day	Employee login	Employee lastname
2	Baldwin	Alec	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	Mari	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**».

Inviters log										
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

Administrator

Description

Main Form

Main Form

Delete

New

2 Edit

CLOSE

6.2.14 «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.

GD	GD Start	GD End	Cashback Charge	Cashback Redeem
			1310,00	1010,00
656	18.10.2017 10:50	01.11.2017 10:47	1010,00	
754	14.03.2018 12:01	15.03.2018 12:01		1010,00
788	08.06.2018 8:00	09.06.2018 8:00	300,00	

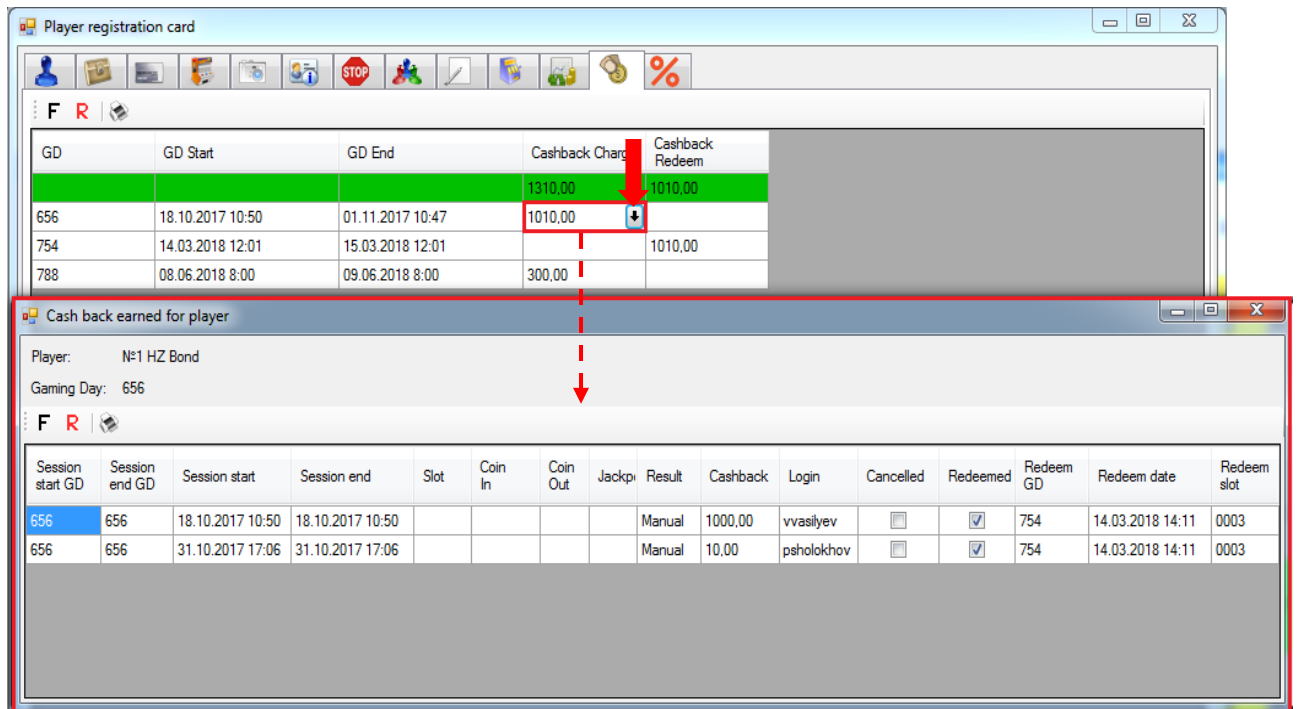
The table columns display the following data:

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**».

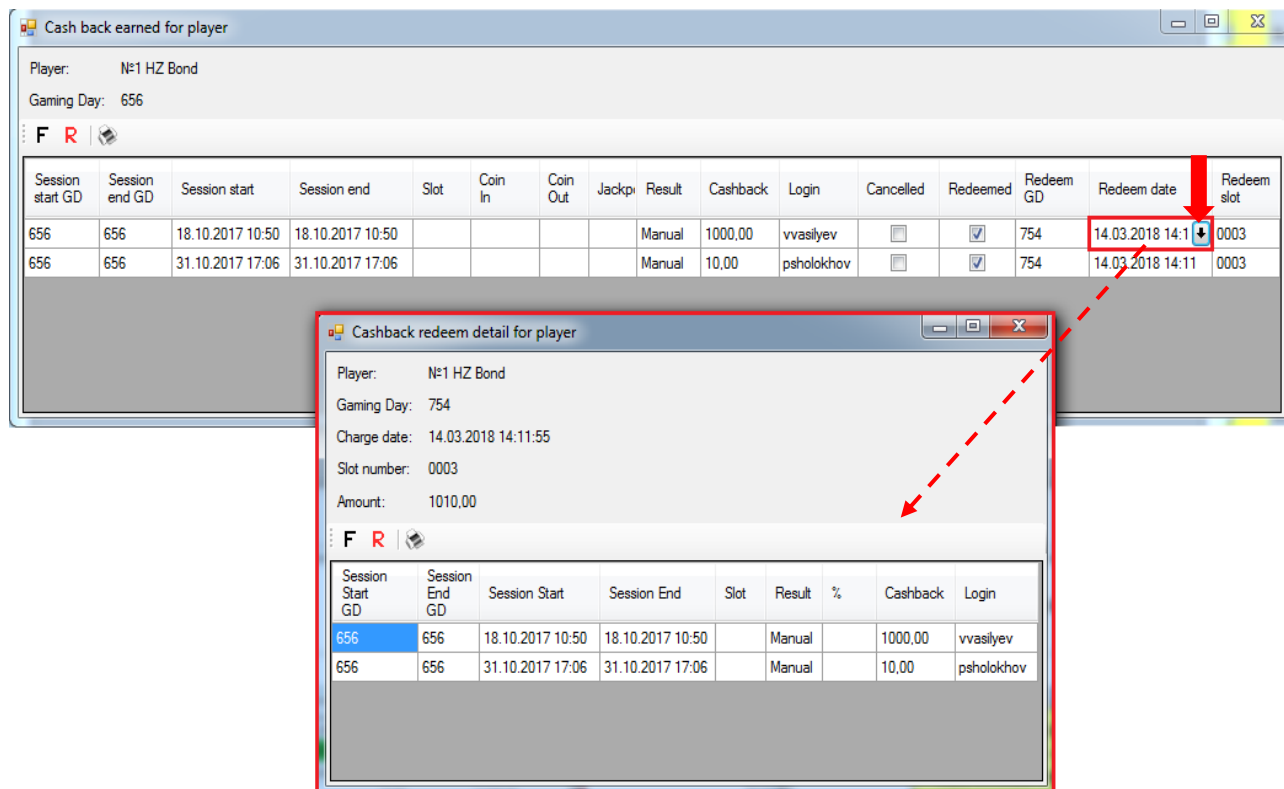
Also, this form has a standard data filtration, search and print system.

Click the cell of the column «**Cashback Charge**» and press the  button that appears to open the amount details form.




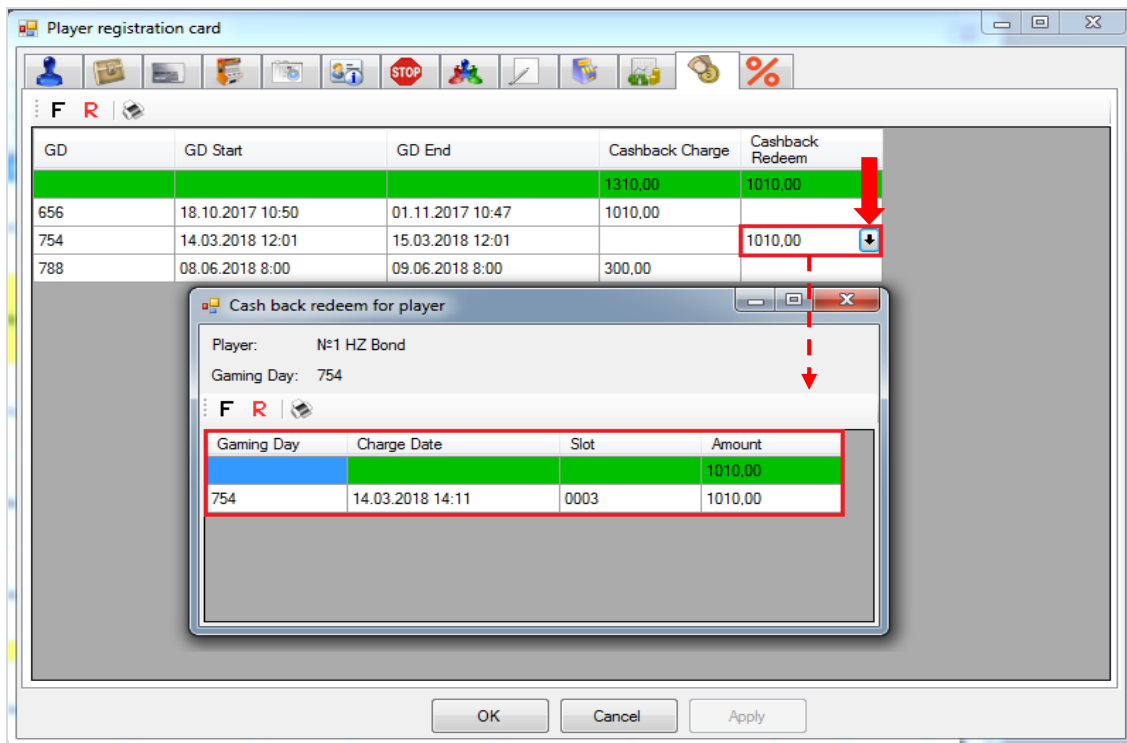
Parameters	Description
Session start GD	The gaming day number of the session start.
Session end GD	The gaming day number of the session end.
Session start	Date and time of the session start.
Session end	Date and time of the session end.
Slot	The number of the slot machine on which the player played.
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.

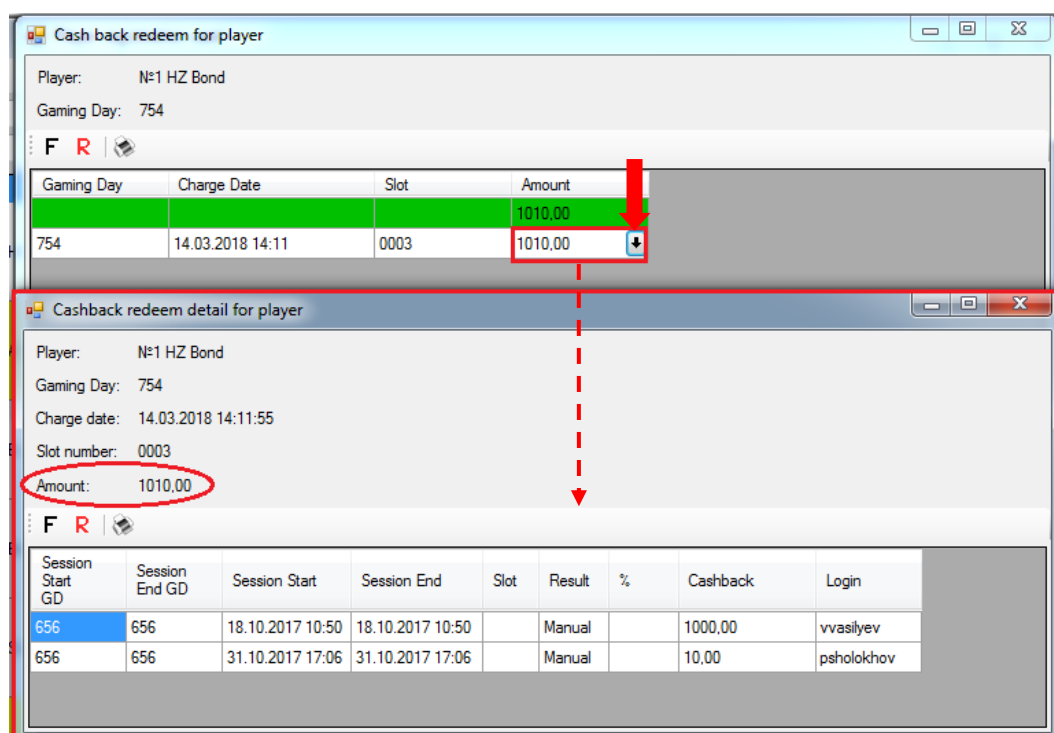
✚ If in the table of the form «**Cashback player**» in the string of any gaming day, click on the cell with the amount of «**Redeemed cashback**» and click on the appeared button , then a form will open with this amount in the context of cashback charged operations in this gaming day.



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.



6.2.15 «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

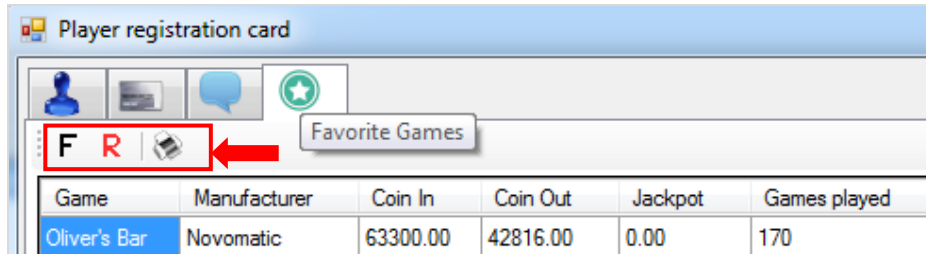
Attention! To collect and display the «SlotLogic» games statistics in the player's card, preset the list of SAS games («Settings» → «Slots» → «SAS games», for more details see [«Setting SAS games list»](#)) and bind SAS games to the slot machines.

The columns of the table display the following data:

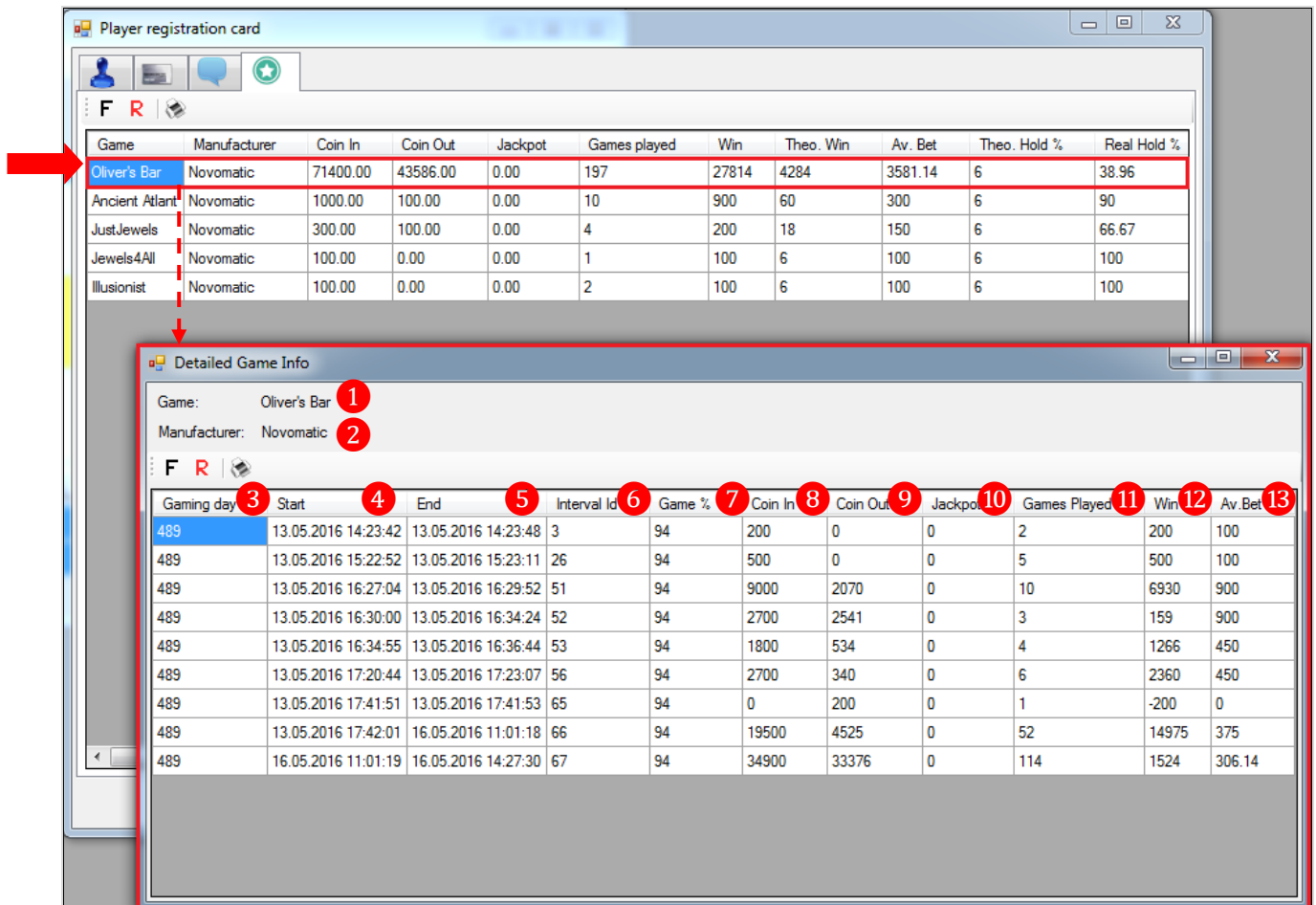
Parameters	Description	Formula
Game	Names of SAS games List of games is sorted in <i>Coin In</i> ascending order (bottom to top)	<i>To be loaded from the settings (Settings» → Slots → SAS games)</i>
Manufacturer	Manufacturer of the game (slot machine)	<i>To be loaded from the settings (Settings → Slots → 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 / \sum Coin 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.

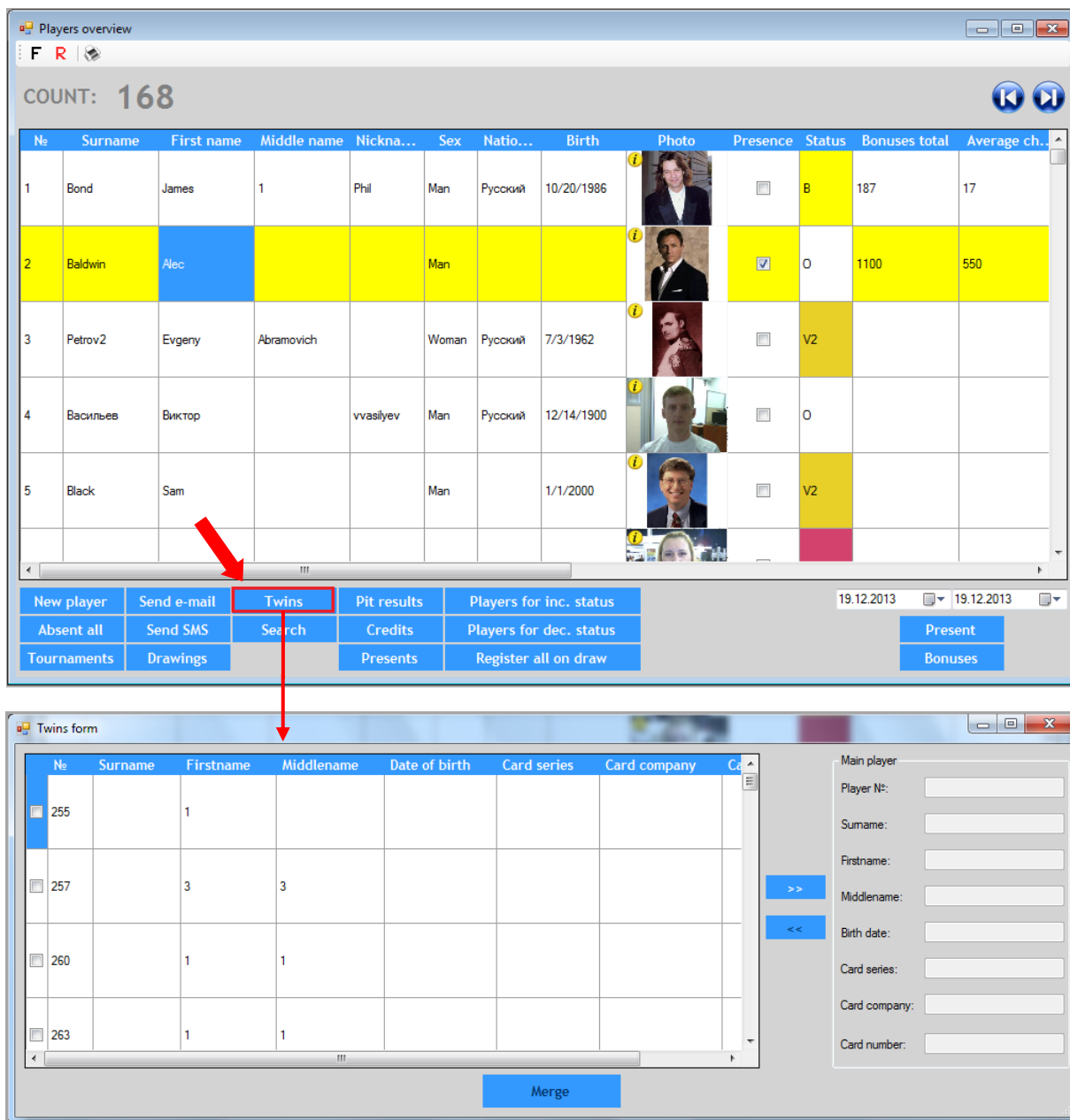


№	Parameters	Description	Formula
1	Game	SAS game name	<i>To be loaded from the slot machine</i>
2	Manufacture	Manufacturer of the game (slot machine)	<i>To be loaded from the slot machine</i>
3	Gaming Day	Gaming day number	<i>To be loaded from the system</i>
4	Start	Game session start date and time	<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.

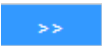


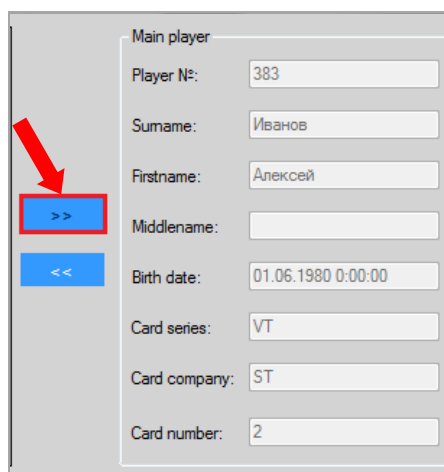
When you open it, the list shows all potential counterparts - system registered users with the same personal data (name, date of birth).

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

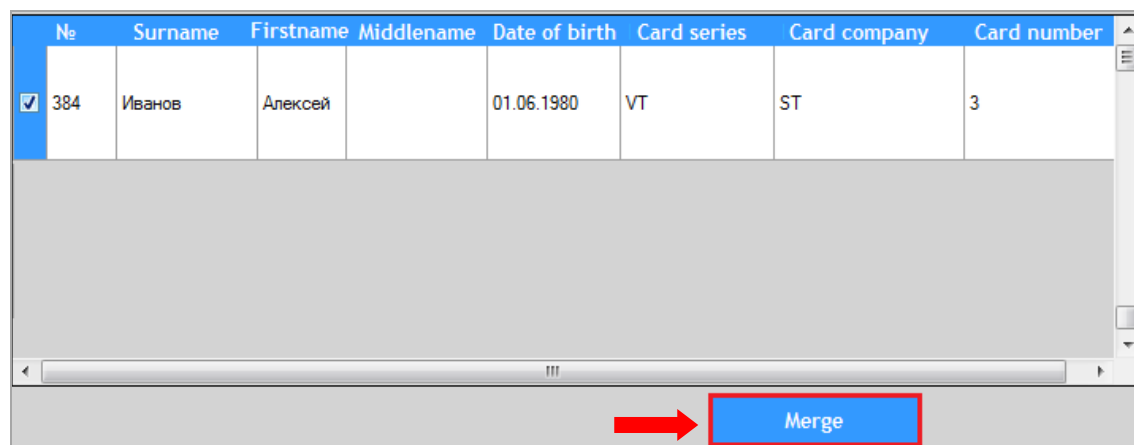
2. Press the button , and then in the block «Main player» displays data on selected customer (№, full name, date of birth, personal card).



3. Checkmark the records that will be combined with the selected master record.

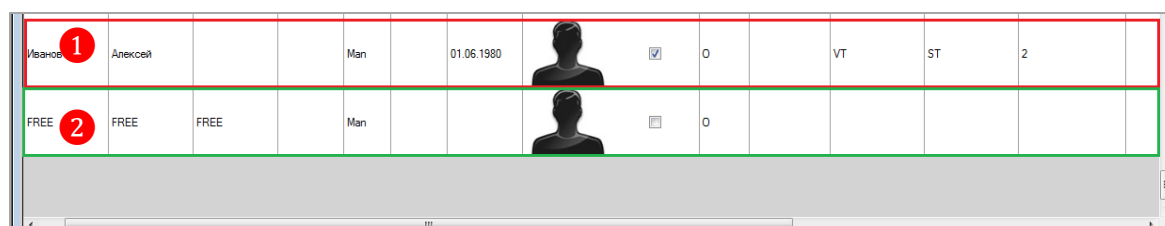
№	Surname	Firstname	Middlename	Date of birth	Card series	Card company	Card number
<input checked="" type="checkbox"/> 384	Иванов	Алексей		01.06.1980	VT	ST	3



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**.



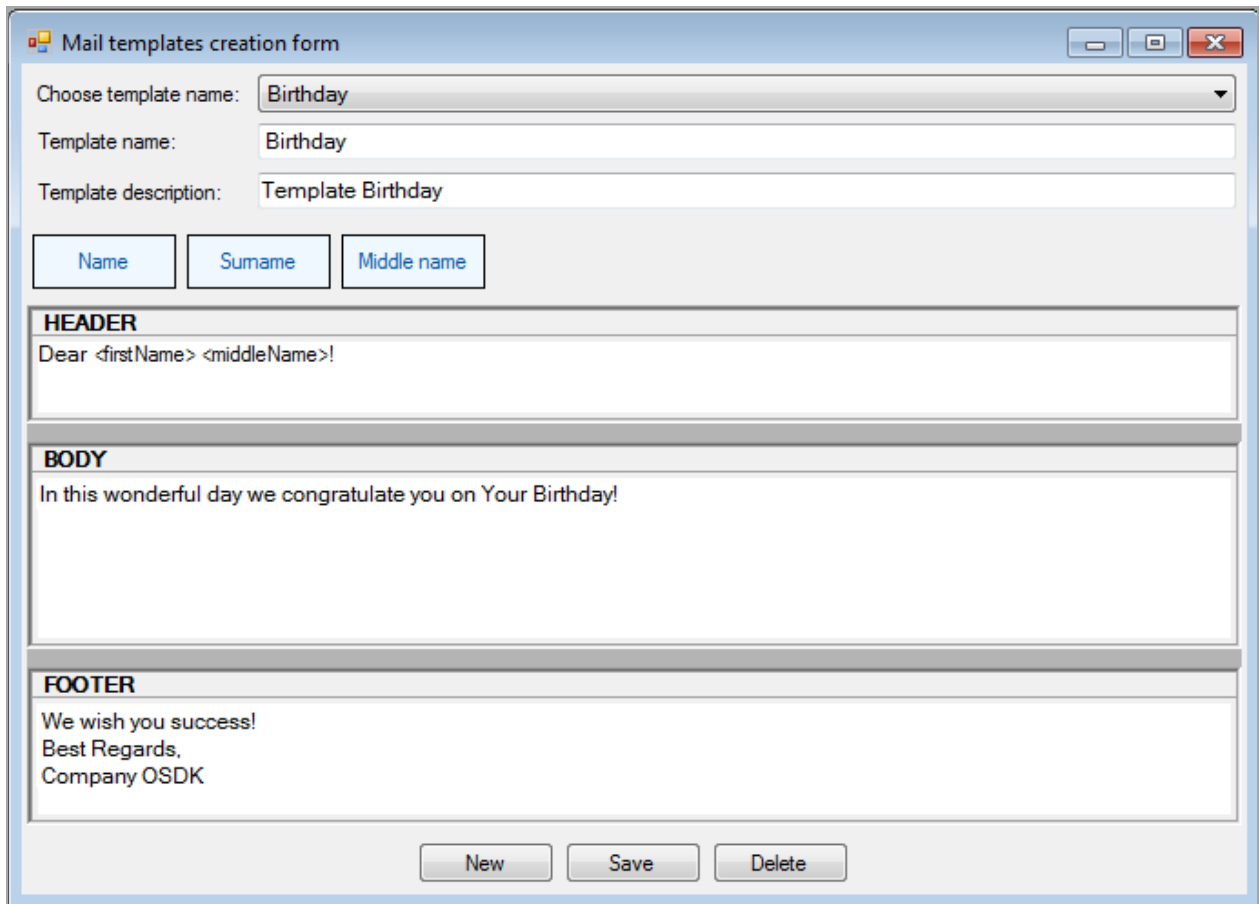
Иванов 1	Алексей		Man	01.06.1980		<input checked="" type="checkbox"/>	0		VT	ST	2
FREE 2	FREE	FREE	Man			<input type="checkbox"/>	0				

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.

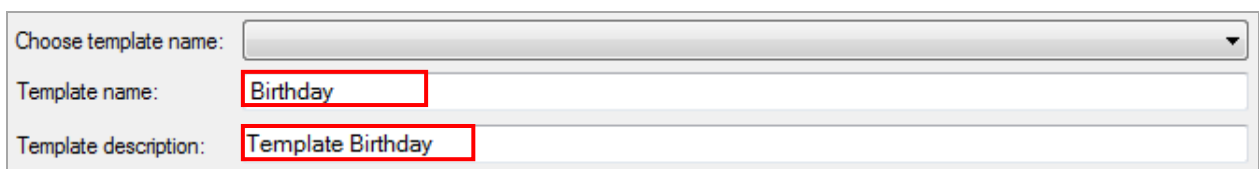
Send e-mail using the system made in accordance with pre-existing templates. You can create an unlimited number of templates. Templates can be addressed to a particular customer, and may be general in nature.

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:

Name	- specifies the name of the client.
Surname	- specifies the name of the client.
Middle name	- 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:	<div><div></div><div>Birthday New year Testing</div></div>	
Template name:		
Template description:		
Name	Surname	Middle name

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.

Address	Number	Фамилия	First name	Middle name	Nickname	Photo	Birthday	Status	Bonuses total	Average cheque
<input checked="" type="checkbox"/>	1	Bond	James	1	Phil		10/20/1986	B	187	17
<input type="checkbox"/>	81	Середина	Марина				8/27/1974	П		
<input type="checkbox"/>	83	Тиуков	Евгений					О		
<input type="checkbox"/>	84	Черных	Алексей				5/16/1972	П		
<input type="checkbox"/>	90	Смирнов	Сергей				12/3/1976	V2		

CHOOSE GROUP MARK ALL SEND

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.

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

E-mail #1: CSDeveloper@yandex.ru

E-mail #2:

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.

Messages sending form

Address	Number	Фамилия	Frist name	Middle name	Nickname	Photo	Birthday	Status
<input checked="" type="checkbox"/>	1	Bond	James	1	Phil		10/20/1986	В
<input checked="" type="checkbox"/>	81	Середина	Марина				8/27/1974	П
<input type="checkbox"/>	83	Тиуков	Евгений					О
<input type="checkbox"/>	84	Черных	Алексей				5/16/1972	П

CHOOSE GROUP MARK ALL SEND

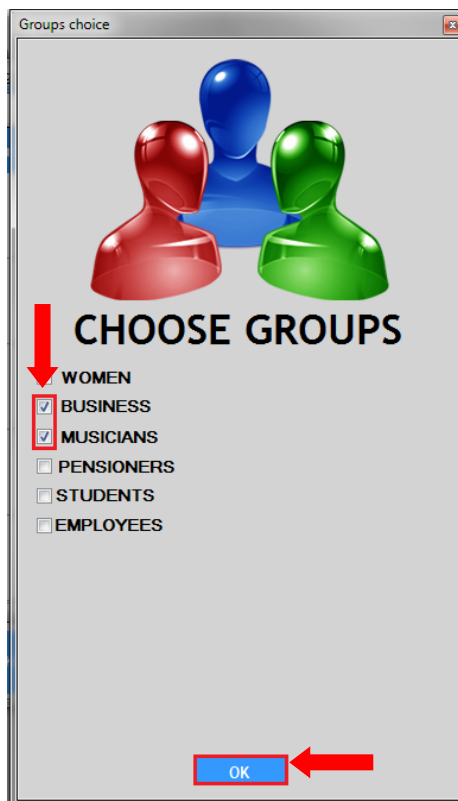
- If you want to include all customers in emailing list just check «**Mark all**». This will allow to select all customers.

Messages sending form

Address	Number	Фамилия	Frist name	Middle name	Nickname	Photo	Birthday	Status
<input checked="" type="checkbox"/>	1	Bond	James	1	Phil		10/20/1986	В
<input checked="" type="checkbox"/>	81	Середина	Марина				8/27/1974	П
<input checked="" type="checkbox"/>	83	Тиуков	Евгений					О
<input checked="" type="checkbox"/>	84	Черных	Алексей				5/16/1972	П
<input checked="" type="checkbox"/>	90	Смирнов	Сергей				12/3/1976	V2

CHOOSE GROUP MARK ALL SEND

- 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**.



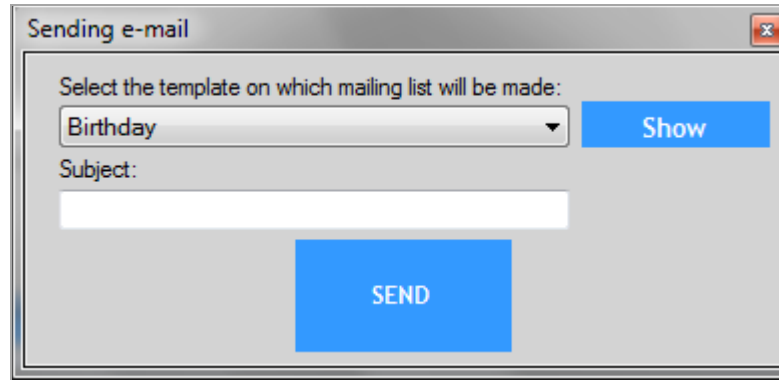
Thus you have finish to prepare a mailing list using group method. Ticks will be set automatically on list.

Messages sending form

Address	Number	Фамилия	Frist name	Middle name	Nickname	Photo	Birthday	Status
<input checked="" type="checkbox"/>	1	Bond	James	1	Phil		10/20/1986	B
<input checked="" type="checkbox"/>	83	Тиуков	Евгений					O
<input checked="" type="checkbox"/>	93		Константин					O

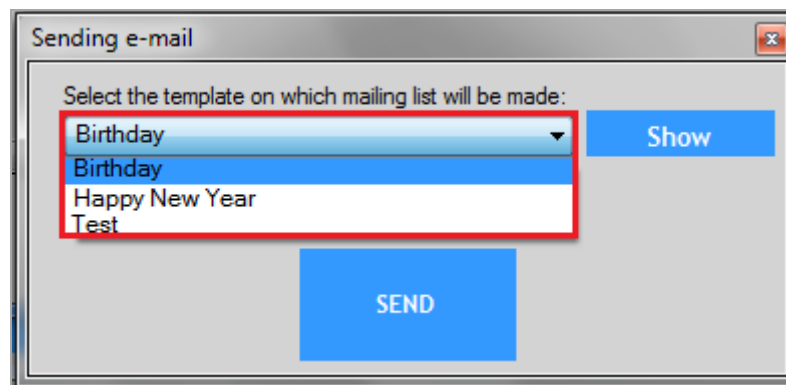
CHOOSE GROUP MARK ALL SEND

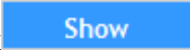
2. When list is fully prepared click on **SEND** in the lower right corner of the form.
3. After that «**Sending e-mail**» form will be opened.

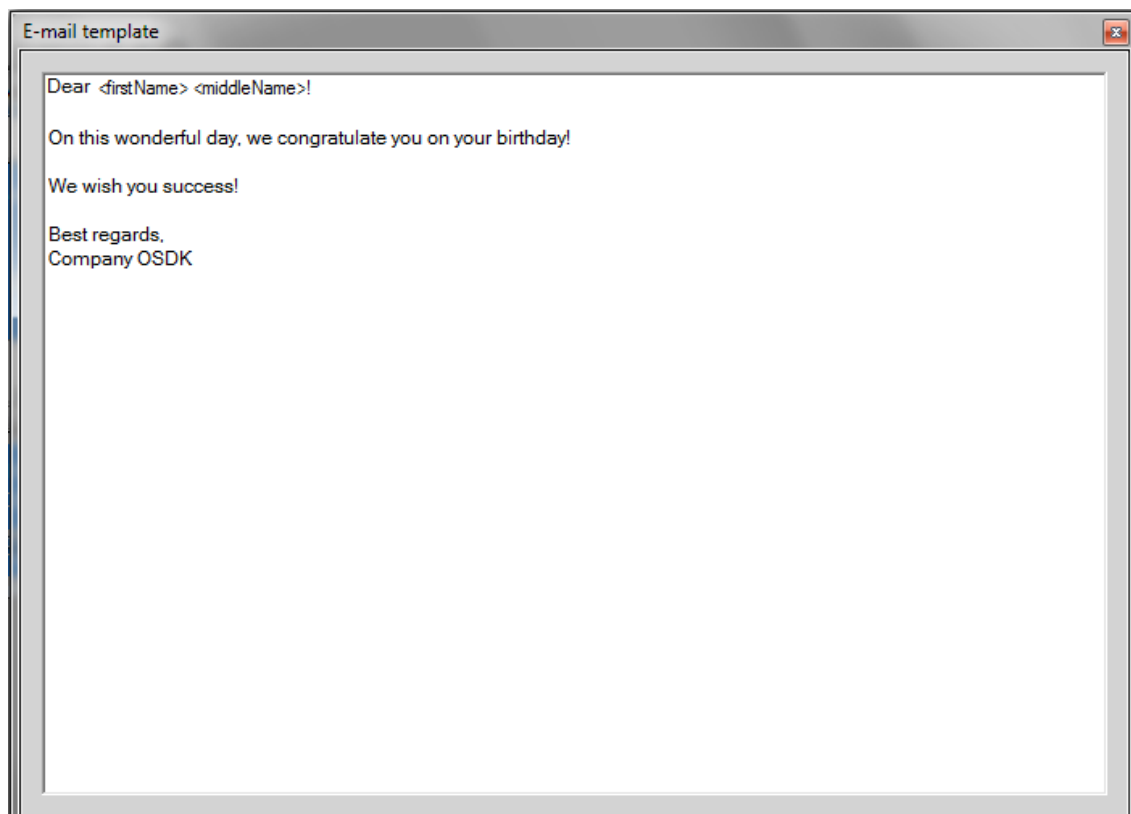


It is necessary to do:

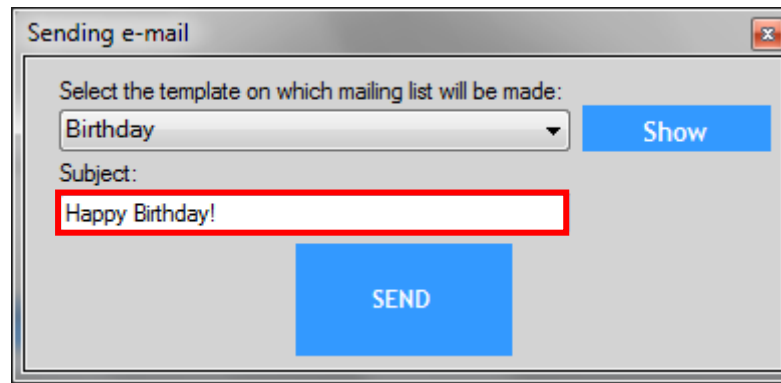
1) Select a template from the drop-down list (more about creating E-mail templates in [«Creating E-mail templates»](#)).



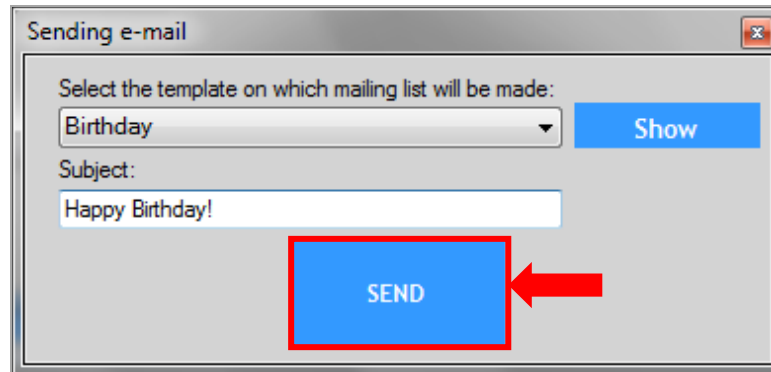
To quickly view the text of the selected template, click , which opens a window with text message.



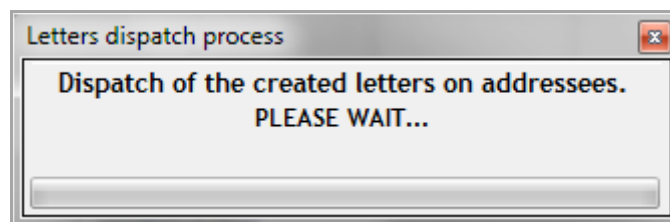
2) Next, use the keypad to enter the subject of the message that will be displayed in the email.



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 Sending Form

Message:

Number of selected players: 0

Number of players receiving SMS: 0

Number of players not receiving SMS: 0

	Addressee	Received	Phone	Nº	Surname	First name
<input type="checkbox"/>	<input type="checkbox"/>		+7(926)8869977	1	Bond	James
<input type="checkbox"/>	<input type="checkbox"/>		+7(926)3444661	3	Petrov2	Evgeny
<input type="checkbox"/>	<input type="checkbox"/>		+7(916)8143234	4	Васильев	Виктор
<input type="checkbox"/>	<input type="checkbox"/>		+7(926)9593018	119	Панчук	Алексей
<input type="checkbox"/>	<input type="checkbox"/>		+7(916)7953738	120	Сигитов	Дмитрий
<input type="checkbox"/>	<input type="checkbox"/>		+7(962)9318865	128	Трефилова	Ксения
<input type="checkbox"/>	<input type="checkbox"/>		+7(963)6354654	286	Крылов	Андрей
<input type="checkbox"/>	<input type="checkbox"/>		+1(2)3456789	326		
<input type="checkbox"/>	<input type="checkbox"/>		+7(999)1234567	350		test player

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**»).

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

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.

SMS Sending Form

Message:

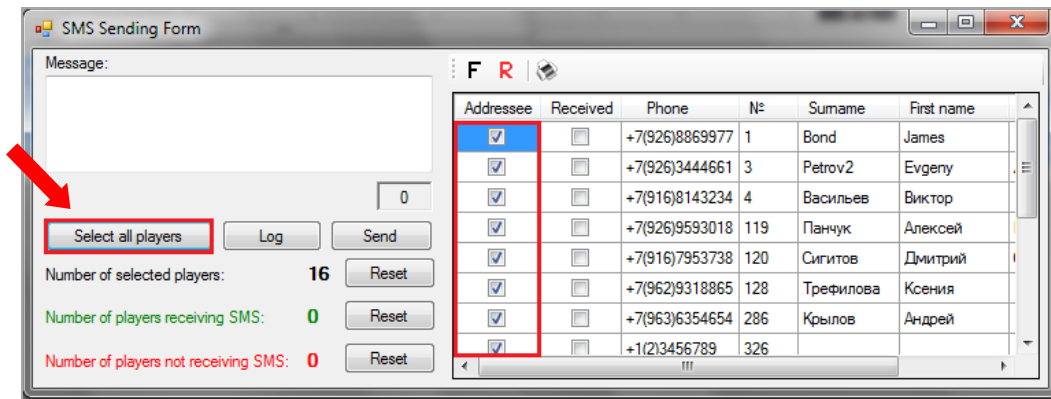
Number of selected players: 1

Number of players receiving SMS: 0

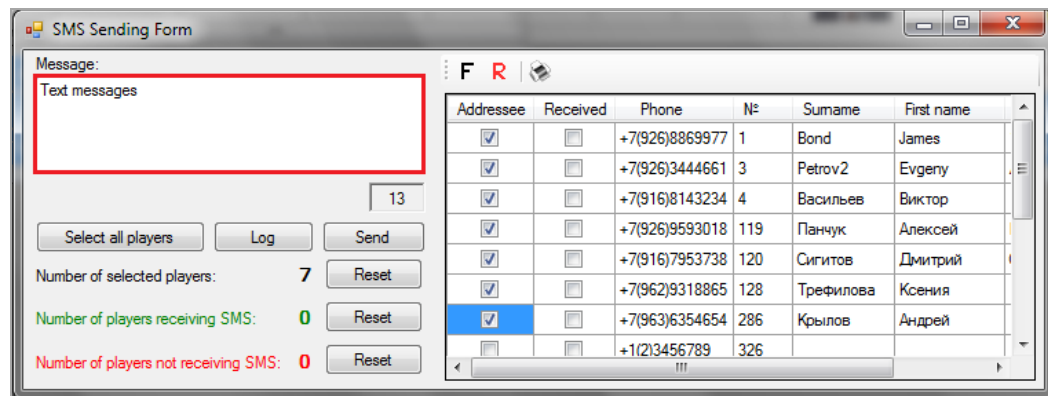
Number of players not receiving SMS: 0


	Addressee	Received	Phone	Nº	Surname	First name
<input checked="" type="checkbox"/>	<input type="checkbox"/>		+7(926)8869977	1	Bond	James
<input type="checkbox"/>	<input type="checkbox"/>		+7(926)3444661	3	Petrov2	Evgeny
<input type="checkbox"/>	<input type="checkbox"/>		+7(916)8143234	4	Васильев	Виктор
<input type="checkbox"/>	<input type="checkbox"/>		+7(926)9593018	119	Панчук	Алексей
<input type="checkbox"/>	<input type="checkbox"/>		+7(916)7953738	120	Сигитов	Дмитрий
<input type="checkbox"/>	<input type="checkbox"/>		+7(962)9318865	128	Трефилова	Ксения
<input type="checkbox"/>	<input type="checkbox"/>		+7(963)6354654	286	Крылов	Андрей
<input type="checkbox"/>	<input type="checkbox"/>		+1(2)3456789	326		

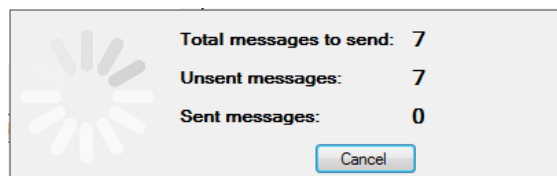
- In case while messages will be sent to all clients from the list, press



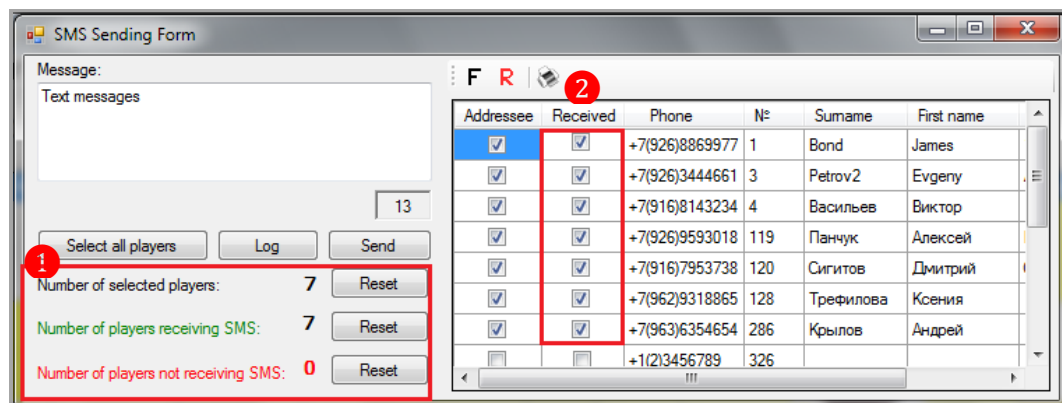
2. In «Message» block please enter a message (up to 70 characters). Number of characters is displayed below the input field on the right.




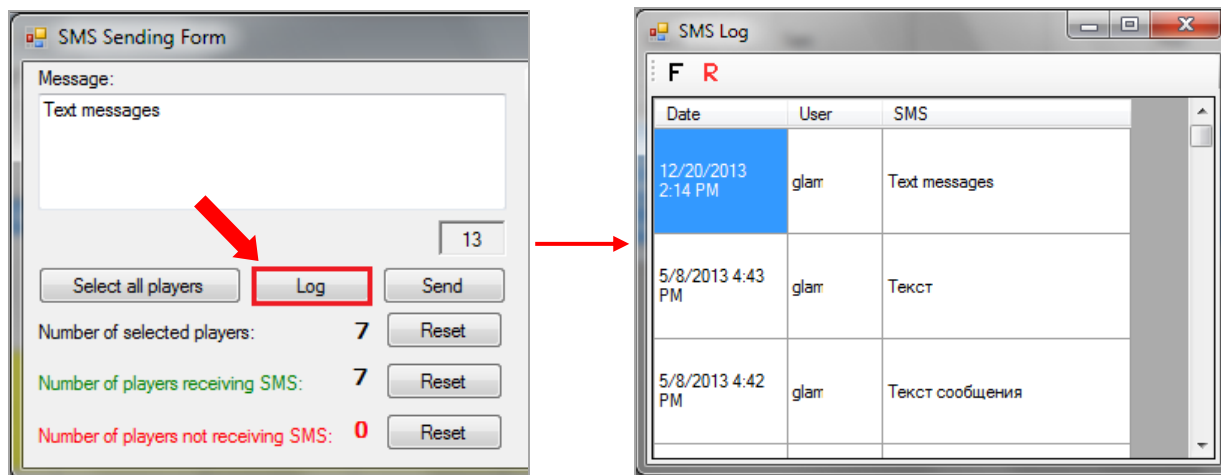
3. To send a message, press  and SMS will be delivered to selected customers and information about it will send back to status window.



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.

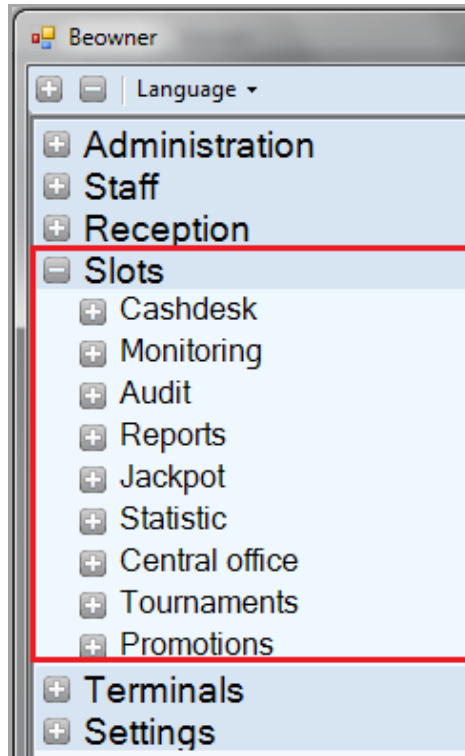


To view the total list of SMS-messages that was sent previously, you need to press a  button, which will open a form with a list box that displays date and time of sent operation and sender of the text message.



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.

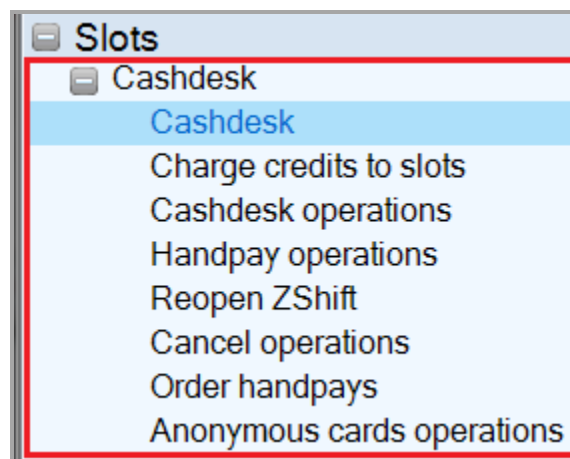
9. Also, the client can first write off money to the card, and then remove the card.

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»).

G. day 358		Shalimar 1				Shift: 48			
Z Shift: 3						Лифатова			
Gain: 0		Cash amount: 2500				2014-12-11 12:55:44			
In	Out	Card In	Card Out	PTS -> Card	PTS To Comodi	Transfer Out	Reinforcement	Encashment	
				Operator		Player			
									
						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	

Cash desk form contains the following elements:

➤ **Panel current state.**

G. day	1 358	Shalimar 1 4	6 Shift:	48
Z Shift:	2 3		7 Лифатова	
Gain:	3 0		8 2014-12-11 12:55:44	
		Cash amount: 2500 5		

- 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.

The screenshot displays the SlotLogic system interface. On the left is a form with fields for Player, Operator, Receipt, Zone, Slot, and Amount. The Player field is labeled 'Baldwin', Operator is 'Ратновский', Zone is 'Bce', Slot is '01', and Amount is '2000'. To the right of the form are three main sections: 1. Operator selection area (labeled 'Operator' and '2') showing a photo of a man. 2. Player information area (labeled 'Player' and '3') showing a photo of a man, Card: TE-ST-000077, Balance: 500, PTS: 0, and Threshold: ... 3. A calculator area (labeled '4') with buttons for digits 1-9, 0, a decimal point, a clear button (<), and a delete button (!).

2. Display area photographers 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).

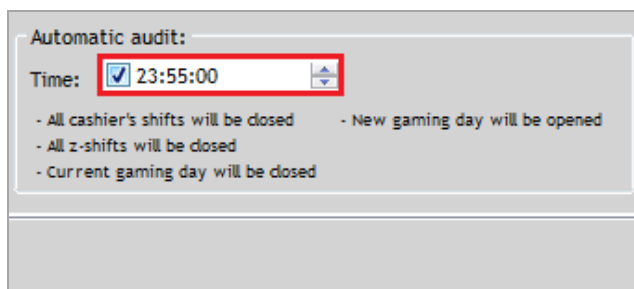
When shift change cashiers perform the following operations:

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.

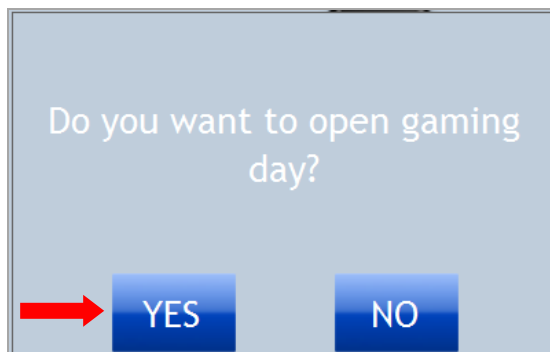
To open a Gaming day you must open Z-Shift and Cashier Shift at **Main Cashdesk**. These daily operations are required to make by cashier at the beginning of each Gaming Day. Otherwise cashdesk functionality will be inactive.

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.

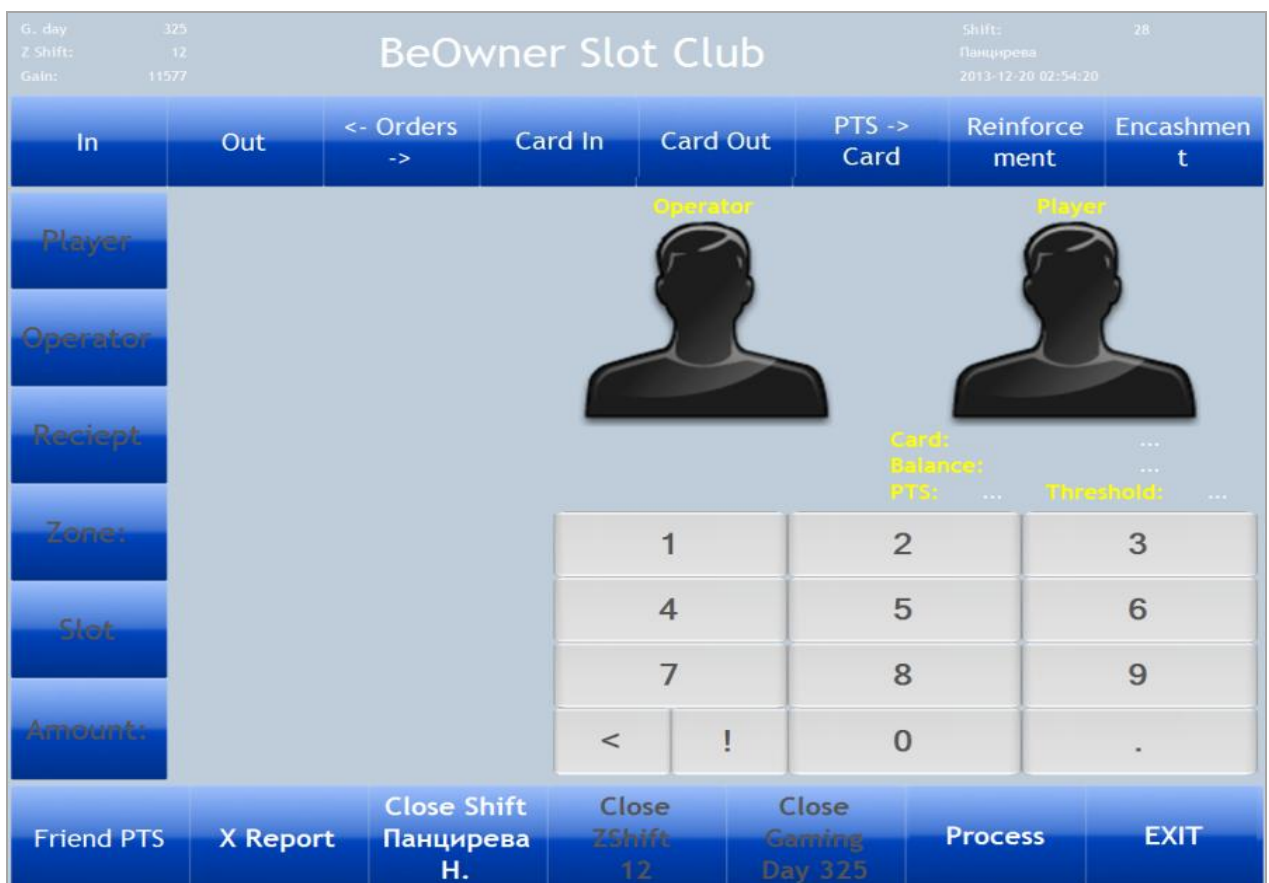


6. Z-shift opens. Now you need to open the cashier shift by pressing the «**Open Shift...**».



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.

In	Out	Card In	Card Out	PTS -> Card	PTS To Comodi	Transfer Out	Reinforcement	Encashment
----	-----	---------	----------	-------------	---------------	--------------	---------------	------------

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.

The screenshot shows the BeOwner Slot Club interface. At the top, there's a header with 'G. day: 326', 'Z Shift: 13', 'Gain: 0', 'Shift: 29', and 'Панцирева 2013-12-23 11:38:48'. Below this is a menu bar with buttons: In, Out, <- Orders ->, Card In, Card Out, PTS -> Card, Reinforcement (highlighted in red), and Encashment. The main area has two silhouettes for 'Operator' and 'Player'. Below them are fields for Card, Balance, PTS, and Threshold. A numeric keypad is visible with buttons 1-9, 0, ., <, and !. The 'Amount' field is highlighted in yellow and shows '2000' with a red circle '1' next to it. At the bottom, there's a row of buttons: Friend PTS, X Report, Close Shift Панцирева Н., Close ZShift 13, Close Gaming Day 326, Process (highlighted in red with a red circle '2'), and EXIT.

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.

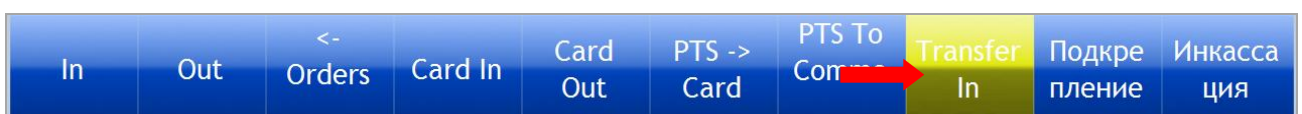


2. After pressing button color changes to red and «**Amount**» /«**Cashdesk**» form will be available for you.



In	Out	Card In	Card Out	PTS -> Card	PTS To Commodi	Transfer Out	Reinforcement	Encashment
Amount :		3000 1		Operator		Player		
Cashdesk:		<div> <div>PC1 2</div> <div>PC1</div> <div>ish</div> <div>ISHOLOKHOV</div> <div>vvasil</div> <div>ASHBA</div> <div>VIDEOS</div> </div>						
				Card: ... Balance: ... Result: ... PTS: ... Threshold: ...				
				<div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div><</div> <div>!</div> <div>0</div> <div>.</div>				
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process 3		EXIT		

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: ...		
				<div> <div>1</div> <div>4</div> <div>7</div> <div><</div> </div>		<div> <div>2</div> <div>5</div> <div>8</div> <div>!</div> </div>		<div>3</div> <div>6</div> <div>9</div> <div>.</div>
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.

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
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**».

BeOwner Slot Club

G. day: 326
Z Shift: 13
Gain: 0

Shift: 29
Панцирева
2013-12-23 12:05:56

In Out <- Orders -> **Card In** Card Out PTS -> Card PTS To Commodity Transfer Out Reinforcement Encashment

Player: Black

Operator: [Silhouette]

Player: [Photo]

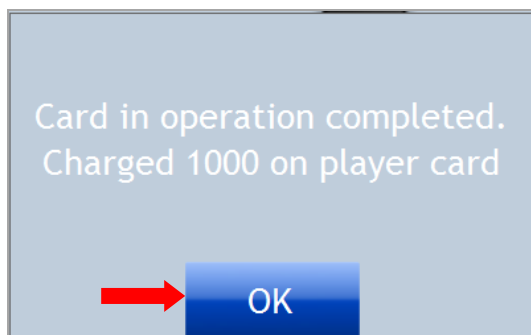
Card: TE-SC-000007
Balance: 0
PTS: 0 Threshold: ...

Amount: 1000

1 2 3
4 5 6
7 8 9
< ! 0 .

Friend PTS X Report Close Shift Панцирева Н. Close ZShift 13 Close Gaming Day 326 **Process** EXIT

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:

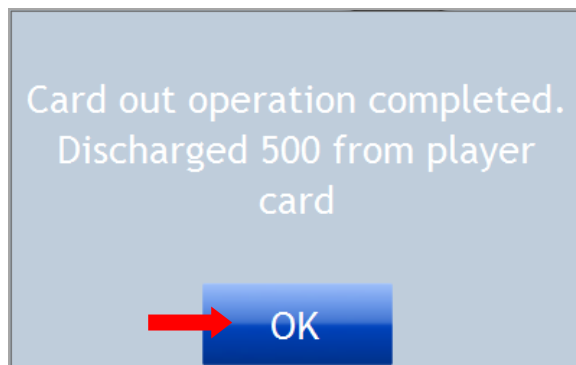
1. Press «**Card Out**», located on top of the cash form.



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.

In	Out	Card In	Card Out	PTS -> Card (put card) ①	PTS To Commodity	PTS -> JP	Transfer Out	Reinforcement	Encashment																
Player	Bond				Operator 	Player 																			
Amount:	15					<table border="1"><tr><td>Card</td><td>TEST-000001</td><td>Status</td><td>Standart</td></tr><tr><td>Balance</td><td>50</td><td>Result</td><td>0</td></tr><tr><td>PTS</td><td>35</td><td>Threshold</td><td>10</td></tr><tr><td>Point price</td><td>0.5</td><td></td><td></td></tr></table>				Card	TEST-000001	Status	Standart	Balance	50	Result	0	PTS	35	Threshold	10	Point price	0.5		
Card	TEST-000001	Status	Standart																						
Balance	50	Result	0																						
PTS	35	Threshold	10																						
Point price	0.5																								
					<table border="1"><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>5</td><td>6</td></tr><tr><td>7</td><td>8</td><td>9</td></tr><tr><td><</td><td>!</td><td>0</td><td>.</td></tr></table>					1	2	3	4	5	6	7	8	9	<	!	0	.			
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																			

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).*

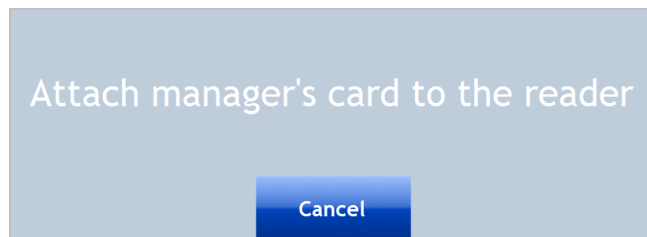
During the operation of transfer of accumulated PTS from customer PTS account to the money balance of his bonus card **while checking cards employees**, the procedure is as follows:

1. Press «PTS → Card», located on top of the cash form.



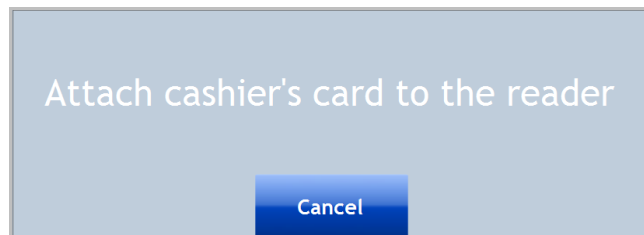
2. After clicking a dialog box similar to the following.

- a) If activated in the settings string «Check manager`s card at cash desk»:



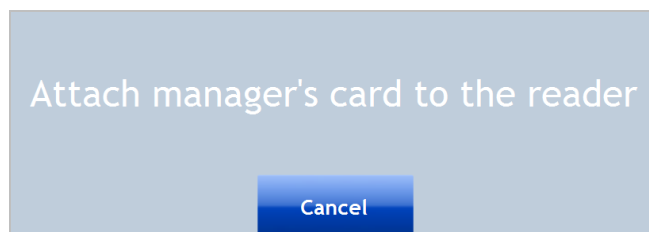
Managers need to put on your personal card reader. Once the map is considered, click «Ok».

- b) If activated in the settings string «Check cashier`s card at cash desk»:

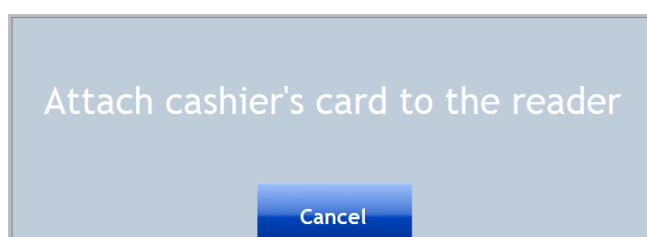


Cashier change must be put on your personal card reader. Once the map is considered, click «Ok».

- 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**».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	PTS -> JP	Transfer Out	Reinforcement	Encashment																
Player	Bond				Operator		Player																		
Amount:	15																								
						<table border="1"> <tr> <td>Card</td> <td>TE-ST-000001</td> <td>Status</td> <td>Standart</td> </tr> <tr> <td>Balance</td> <td>50</td> <td>Result</td> <td>0</td> </tr> <tr> <td>PTS</td> <td>35</td> <td>Threshold</td> <td>10</td> </tr> <tr> <td>Point price</td> <td>0.5</td> <td></td> <td></td> </tr> </table>				Card	TE-ST-000001	Status	Standart	Balance	50	Result	0	PTS	35	Threshold	10	Point price	0.5		
Card	TE-ST-000001	Status	Standart																						
Balance	50	Result	0																						
PTS	35	Threshold	10																						
Point price	0.5																								
				<table border="1"> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td><</td> <td>!</td> <td>0</td> </tr> </table>		1	2	3	4	5	6	7	8	9	<	!	0								
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 692	Process	EXIT																			

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 Commodi	Transfer Out	Reinforcement	Encashment
<div> <div>Player</div> <div>Amount :</div> <div>Commodity:</div> </div> <div>Black</div> <div></div> <div></div>				<div> <div>Operator</div> <div>Player</div> </div> <div>   </div> <div> <div>Card: TE-ST-000003</div> <div>Balance: 0</div> <div>PTS: 1731</div> <div>Result: -1650</div> <div>Threshold: ...</div> </div>				
				<div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div><</div> <div>!</div> <div>0</div> <div>.</div> </div>				
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**».

In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	Transfer Out	Reinforcement	Encashment
Player	Black		Operator		Player			
Amount :	100.00							
Commodity:	<div> <div>Glass of Wine</div> <div>Glass of Whiskey</div> <div>Glass of Champagne</div> <div>Glass of Wine</div> <div>Glass of Beer</div> </div>				Card: TE-ST-000003 Balance: 0 Result: -1650 PTS: 1731 Threshold: ...			
				<div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div><</div> <div>!</div> <div>0</div> <div>.</div> </div>				
X Report	Close Shift Лифатова С.	Close ZShift 3	Close Gaming Day 358	Process		EXIT		

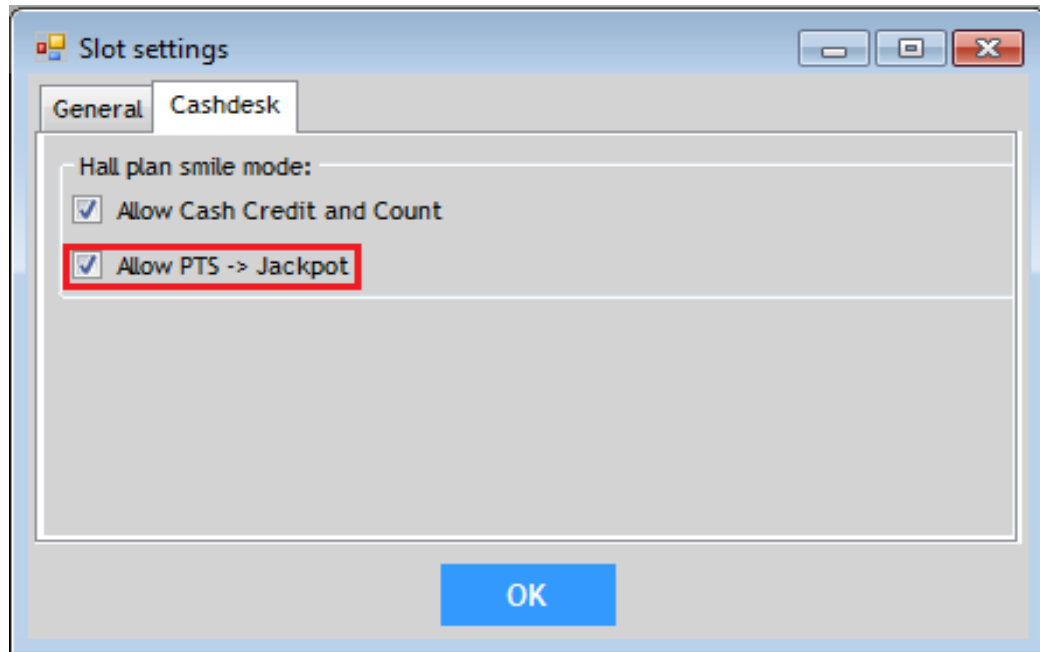
Cost of commodities / services are paid with PTS will be charged from player's PTS account.

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

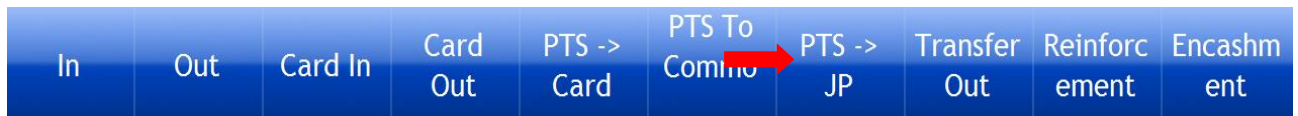
7.2.10 PTS to Slot transfer (PTS → JP).

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**.



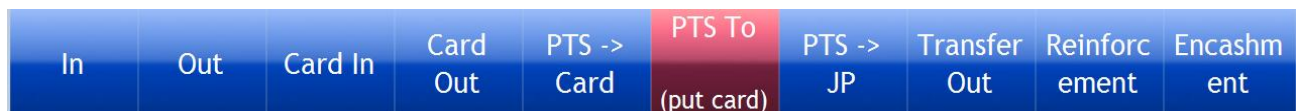
«PTS → JP» operations provided by cashier on player's demand. To do that please proceed as following:

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.

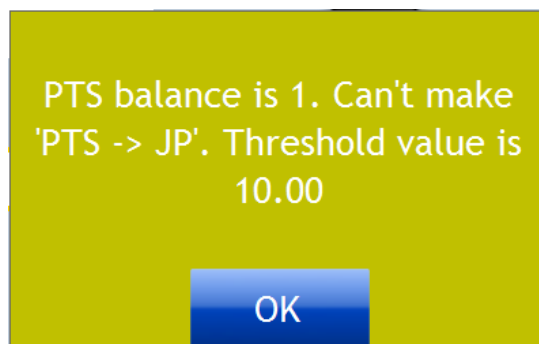



4. After card will be recognized, cashdesk form switches to «PTS → JP» operation mode automatically. Additional form fields will be showed. Under «**Player**» header you will see a player's Family name. Under «**Amount**» - amount of PTS, available for crediting to gaming machine. In order to choose exact gaming machine press «**Slot**» and «**Process**» to confirm slot crediting operation.

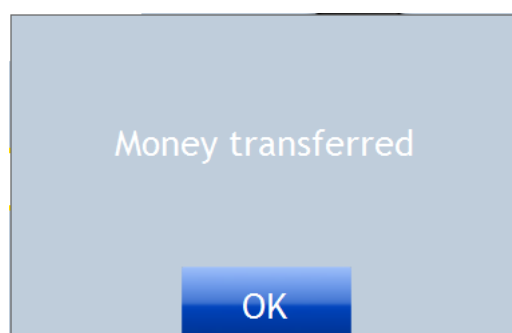
In	Out	Card In	Card Out	PTS -> Card	PTS To Commodity	PTS -> JP	Transfer Out	Reinforcement	Encashment																					
Player	Bond																													
Slot ¹	0001																													
Amount:	125																													
					<div>Operator</div> 					<div>Player</div>  <table border="1"> <tr> <td>Card</td> <td>TEST-000801</td> <td>Status</td> <td>Standart</td> </tr> <tr> <td>Balance</td> <td>50</td> <td>Result</td> <td>0</td> </tr> <tr> <td>PTS</td> <td>250</td> <td>Threshold</td> <td>10</td> </tr> <tr> <td>Point price</td> <td>0.5</td> <td></td> <td></td> </tr> </table>					Card	TEST-000801	Status	Standart	Balance	50	Result	0	PTS	250	Threshold	10	Point price	0.5		
					Card	TEST-000801	Status	Standart																						
					Balance	50	Result	0																						
					PTS	250	Threshold	10																						
					Point price	0.5																								
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 be 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.

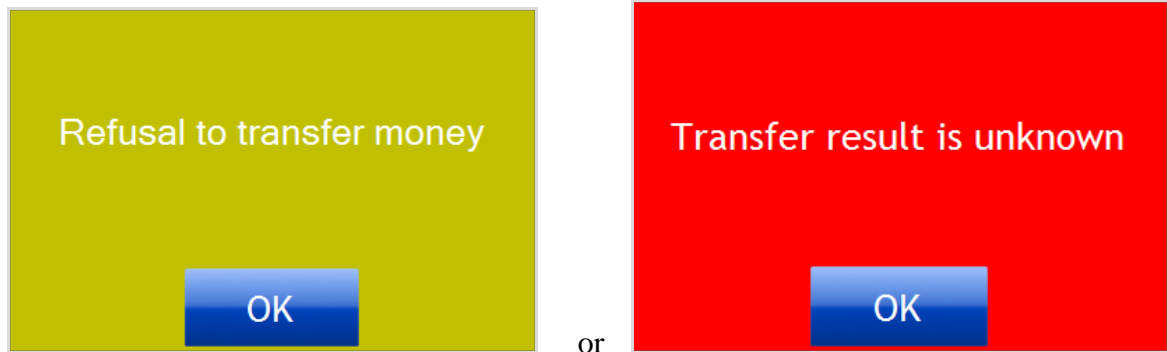
*In our example, there is **250 PTS** on the player's card, a write-off step is **10** - this means that the amount of PTS for the transfer must be a multiple of **10**. Thus, we can transfer to the gaming machine **250 PTS**.*

✓ 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** ($250 \cdot 0.5$).*

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
1 Bond James	2 29.11.2011 17:43	3 psholokhov	4 Авилова И.	5 0.01	6 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

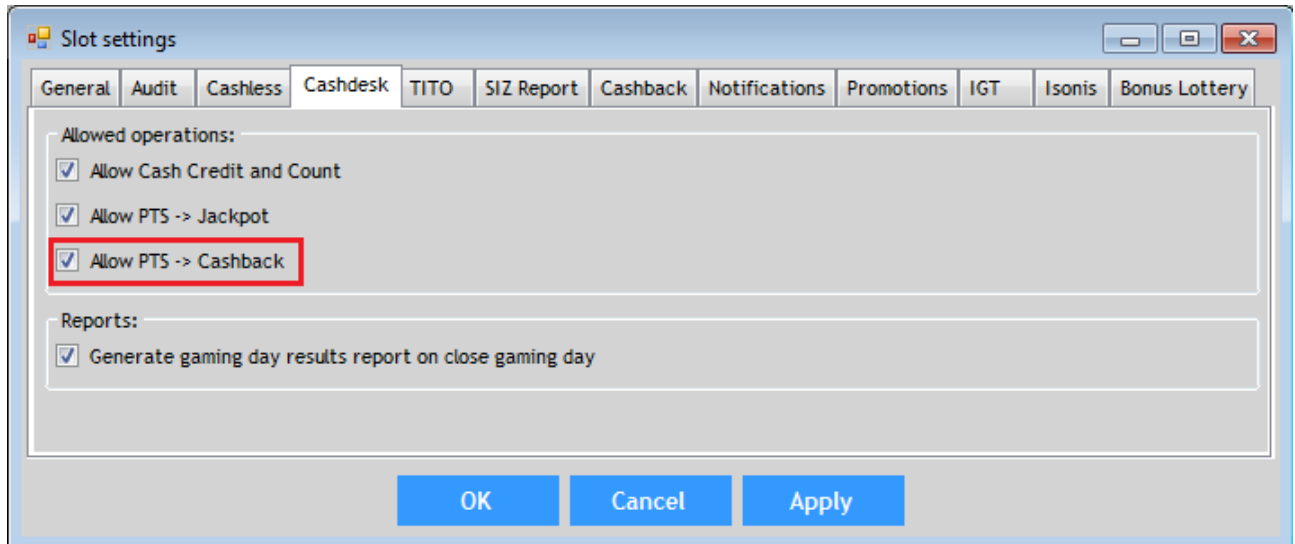
- 1) Player number, from which the client has been assessed PTS.
- 2) Date and time of accrual PTS.
- 3) Login cashier, who carried out the operation **«PTS → Card»**.
- 4) Name of the cashier, who carried out the operation **«PTS → Card»**.
- 5) Set percentage deductions PTS at the time of accrual.
- 6) Accrued PTS «from a friend».

After checking to close the form, you must click

OK

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.



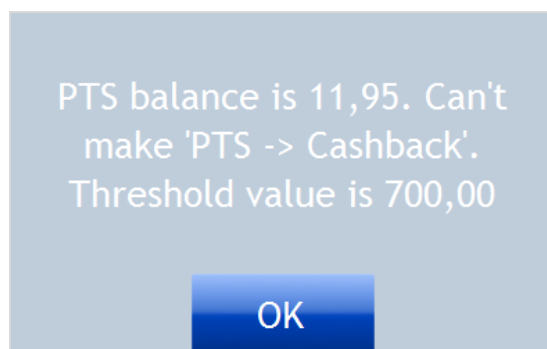
4. After card will be recognized, cashdesk form switches to «Cashback» operation mode automatically. On the right on the form are displayed the photo of the card owner, the amount of accumulated PTS, the write-off threshold and the PTS price. Then you need:

- 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.

In	Out	PTS To Cashback	PTS To Commodity	PTS -> JP	Reinforcement	Encashment												
Player	Середина		Operator		Player													
PTS:	1000																	
Cashback:	1000		<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> </table>				1	2	3	4	5	6	7	8	9	<	!	0
1	2	3																
4	5	6																
7	8	9																
<	!	0																
Friend PTS	X Report	Close Shift 305 Калиникова Н.	Close ZShift 12	Close Gaming Day 806	Process	EXIT												

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.



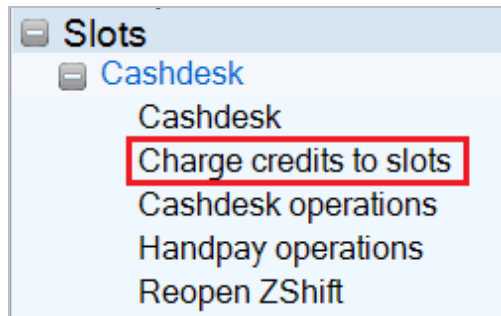
After performing the «**PTS → Cashback**» operation on the cashdesk, the player can put his bonus card on the RFID-reader of the slot machine, and the transferred amount of cashback will be credited to the slot balance.

7.2.13 Charge credits to slot machine remotely.

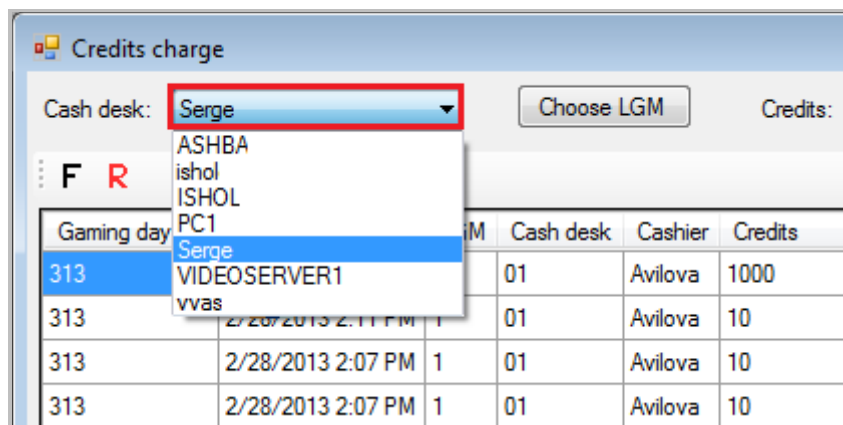
A situation may arise in which the need to accrue credits for machine remotely (e.g., cashier's workplace). In order to do this it is necessary that the gaming device was unlocked. Accordingly, the reader should be based slot machine bonus card customer.

Remote operation of enrollment credits to the account provided by the cashier gaming machine as follows:

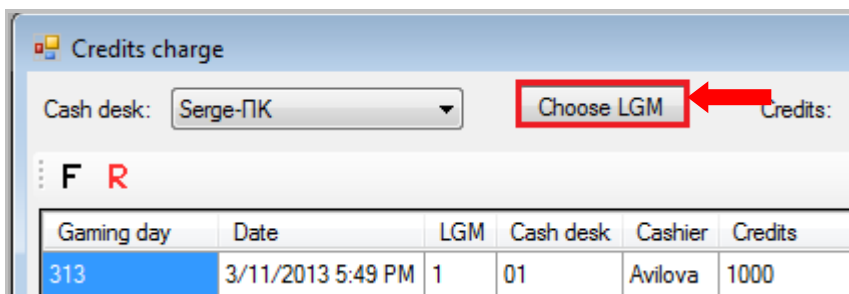
1. Select the main menu system «Slots» → «Cashdesk» → «Charge credits to slots».

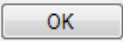


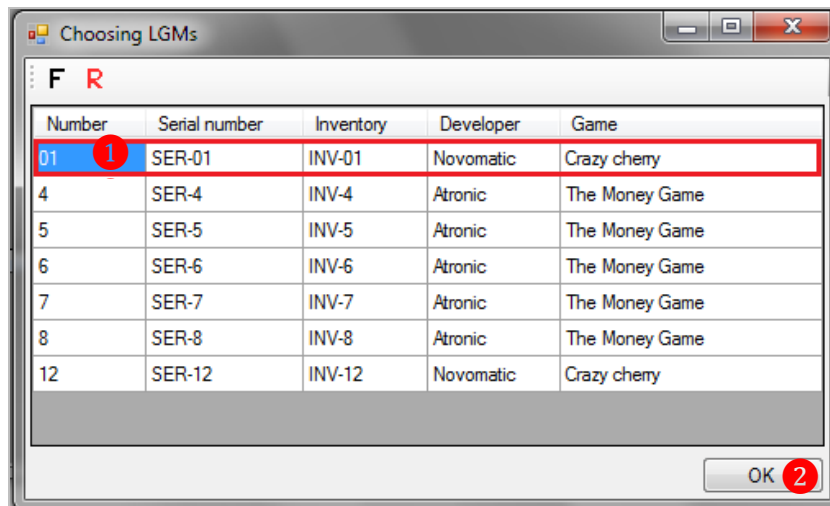
2. In the form «Credits charge» on line «Cashdesk» from the drop down list to choose cash, which included the amount credited to the account of the unit.



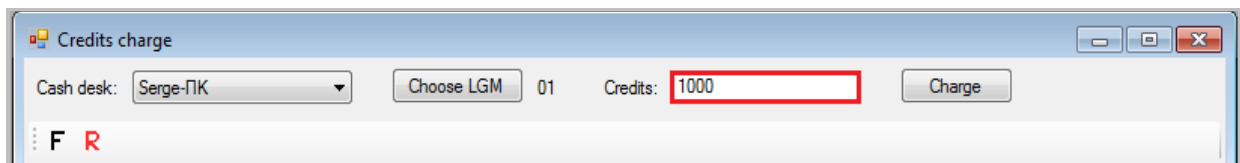
3. Press the button .

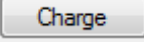


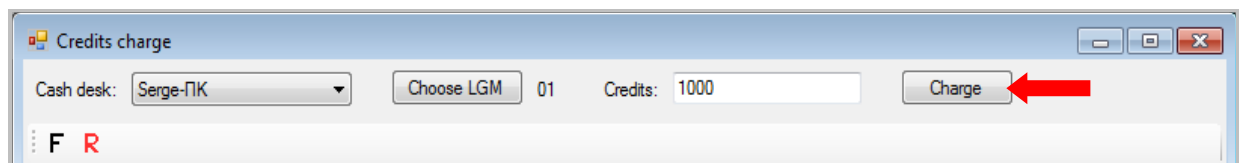
4. In the form «Choosing LGMs» in the list by clicking the left mouse button to select the line gaming machine, the account that you want to accrue credits and click .



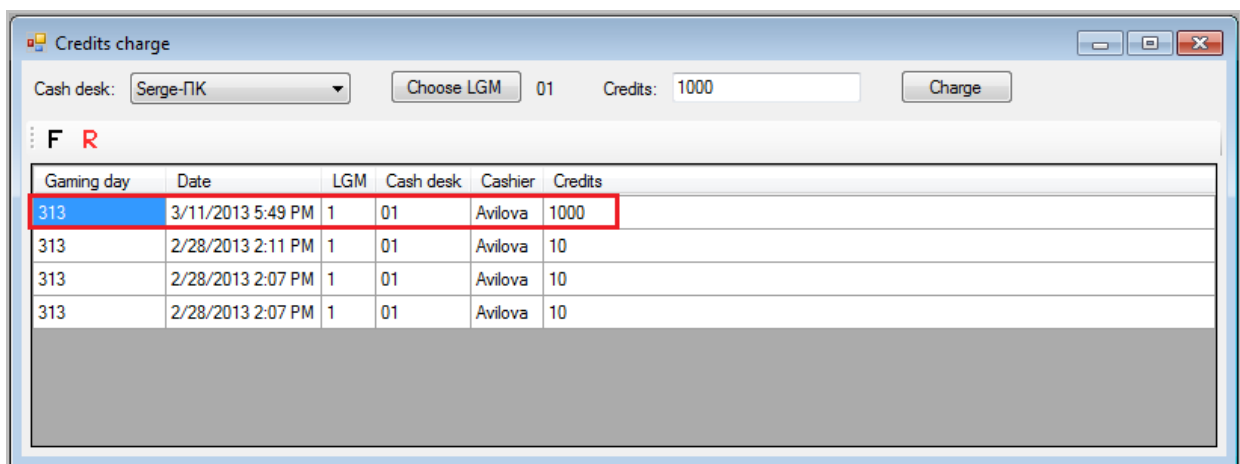
5. In a field «Credits» using the keyboard to enter the amount to be credited to the account of the selected device.



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:

BeOwner Slot Club

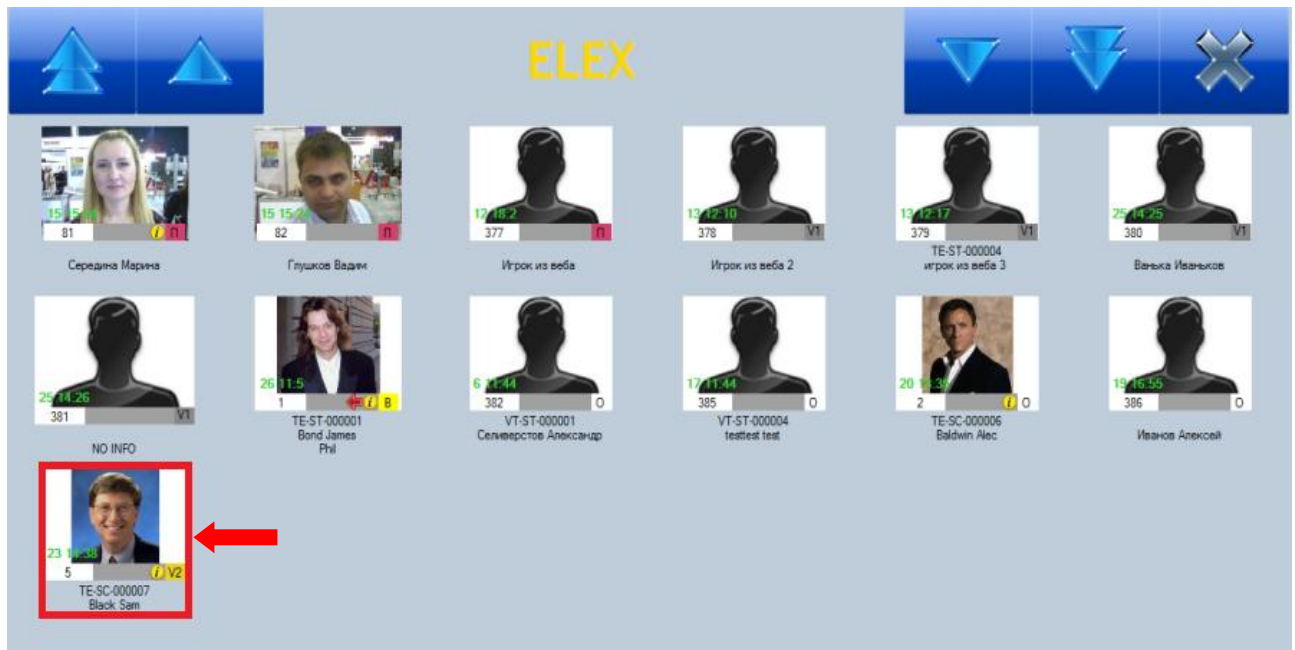
G. day: 326, Z Shift: 13, Gain: 0, Shift: 29, Панцирева, 2013-12-23 02:41:29

In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashmen t
Player	Black		Operator		Player		
Operator	Ратновский		Operator		Player		
Reciept			Operator		Player		
Zone:	Бар		Operator		Player		
Slot	4		Operator		Player		
Amount:	1500		Operator		Player		
Friend PTS			X Report			Close Shift	
Панцирева Н.			Close ZShift 13			Close Gaming Day 326	
Process			EXIT				

- 1) **Player** – click one of the ways to choose a player is credited to the account of loans gaming machine:

Anonymous Player			X
Photo Gallery			
Search			
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.

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.

The interface displays a table of players with the following data:

Number	Surname	First name	Nickname	Card number
1	Bond	James	Phil	TEST1
2	Baldwin	Alec		TESC6
3	Petrov2	Evgeny		
4	Васильев	Виктор	vvasilyev	
5	Black	Sam		TESC7
6	Анатолийев	Вадим		
8	Токарев	Сергей		
11	Шестаков	Дмитрий		
13	Старостина	Мария		
28	Шукин	Дмитрий		
29	Николай	Романов		
30	Захарищева	Елена		
31	Чуванова	О		
32	Чуванов	П		

Navigation buttons: SELECT (top left), EXIT (top right), and a set of search buttons (FIELD START, ENTIRE FIELD, ANY FIELD PART, CASE SENSITIVE, FIRST, NEXT, PREVIOUS) below a 'Find text' input field. A photo of a man is displayed in the top right. A keyboard is shown at the bottom.

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.

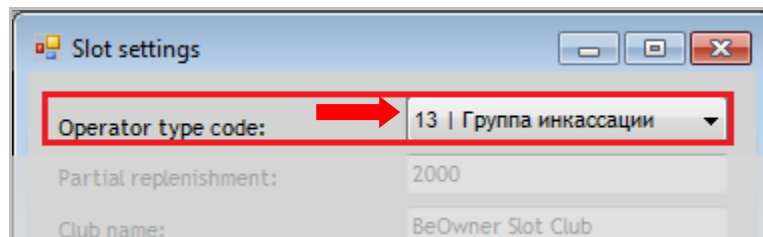
2) **Operator** – click, choose from the list that the operator slot (left click on the line), which will push the button (turn-key) on the slot machine for the operation of enrollment credit, and click «Ok».

The interface displays a table of operators with the following data:

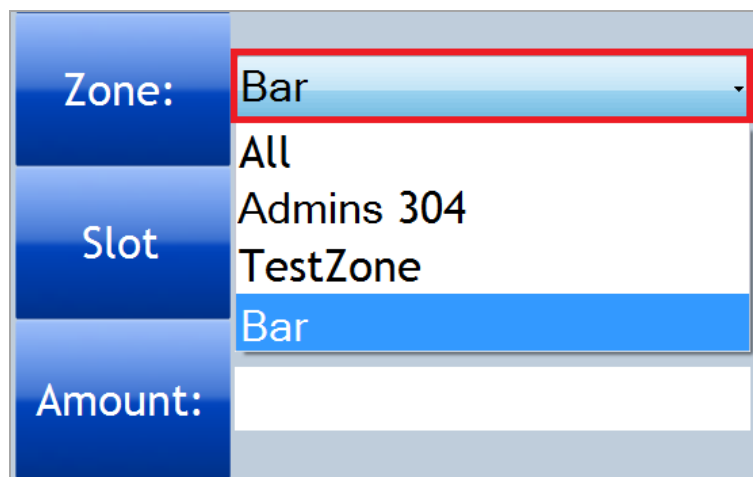
Number	Code	Lastname	First name	Middlename	Photo	Position
6241	C1771	Ратновский	Евгений	Борисович		инкассатор
7761	C1692	Кузнецов	Александр	Игоревич		супервайзер...
7763	C1694	Романов	Сергей	Павлович		инкассатор
7764	C1695	Матвеев	Дмитрий	Николаевич		помощник су...

Navigation buttons: OK (bottom right, labeled with a red circle 2) and EXIT (bottom right). A keyboard is shown at the bottom.

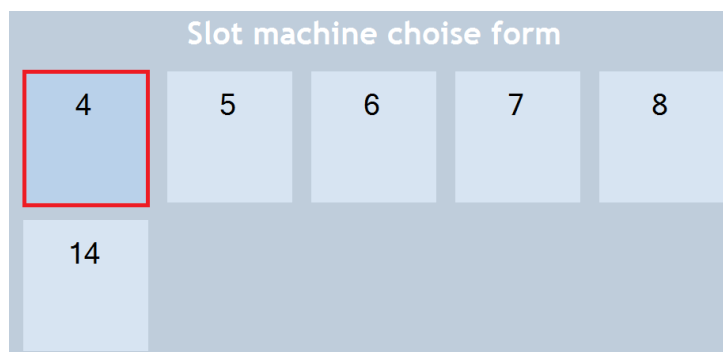
Note: The list of operators slot will show only those employees whose position corresponds to the position specified in the configuration of devices in the line «Operator type code» («Settings» → «Slots» → «Settings»).



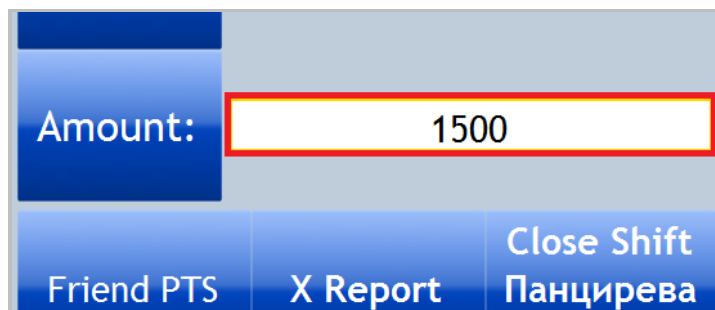
3) **Zone** – from the drop-down list select the area in which the gaming machine is located.



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:

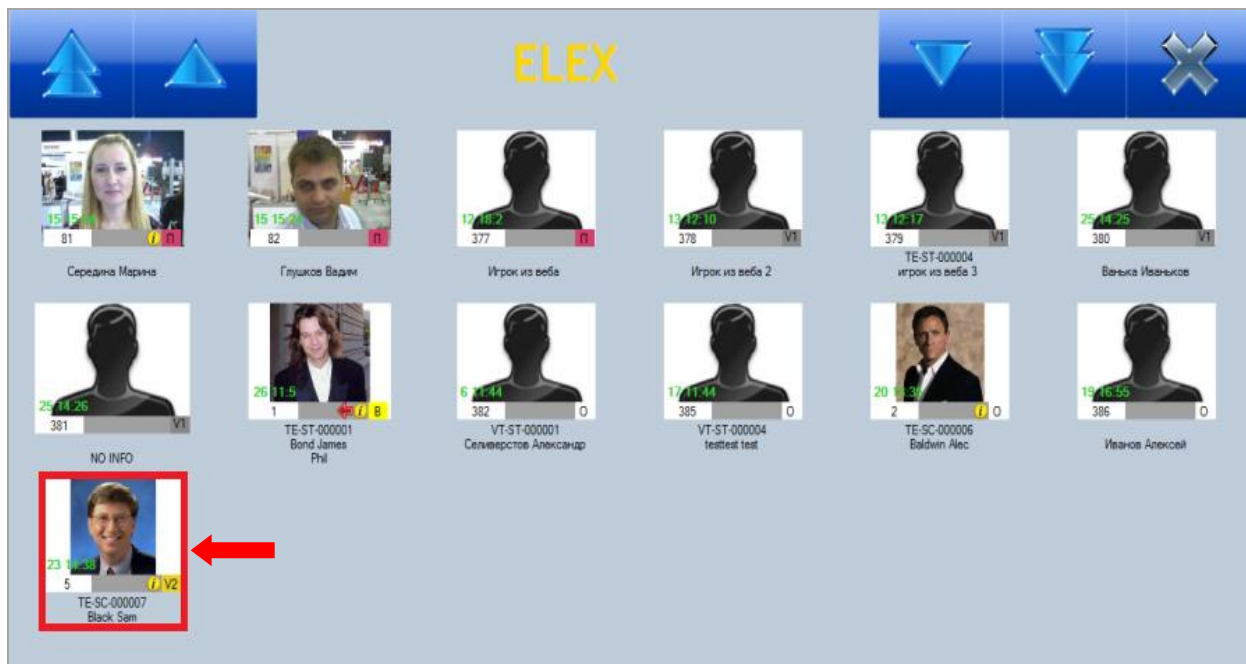
1. Handpay player makes on the unit for a certain amount.
2. Slot operator is conducting the handpay with the key.
3. The player goes to the cashier.
4. Cashier must click «**Out**», located on top of the cash form.



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.

Anonymous Player			X
Photo Gallery			
Search			
Series	Company	Number	
1	2	3	
4	5	6	
7	8	9	
0	<	ENTER	

- 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.

Number	Surname	First name	Nickname	Card number
1	Bond	James	Phil	TEST1
2	Baldwin	Alec		TESC6
3	Petrov2	Evgeny		
4	Васильев	Виктор	vvasilyev	
5	Black	Sam		TESC7
6	Анатолийев	Вадим		
8	Токарев	Сергей		
11	Шестаков	Дмитрий		
13	Старостина	Мария		
28	Щукин	Дмитрий		
29	Николай	Романов		
30	Захарищева	Елена		
31	Чуванова	О		
32	Чуванов	П		

Find text

FIELD START FIRST

ENTIRE FIELD NEXT

ANY FIELD PART PREVIOUS

CASE SENSITIVE

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».

Date	Lgm	Amount
2/20/2013 3:16 PM	01	5110
2/20/2013 4:53 PM	01	5000
2/20/2013 4:54 PM	01	1000
2/28/2013 2:12 PM	01	4000

Cancel OK

7. After selecting handpay, field «Zone», «Slot» and «Amount» filled in automatically. Next, you need to click «Process».

BeOwner Slot Club

G. day: 326 Shift: 29
Z Shift: 13 Панцирева
Gain: 1500 2013-12-23 03:19:14

In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashmen t
Player	Baldwin	Operator		Player			
Operator							
Reciept				Card: ... Balance: ... PTS: ... Threshold: ...			
Zone:	All			1	2	3	
Slot	01			4	5	6	
Amount:	1000			7	8	9	
				<	!	0	.
Friend PTS	X Report	Close Shift Панцирева H.	Close ZShift 13	Close Gamf Day 326	Process	EXIT	

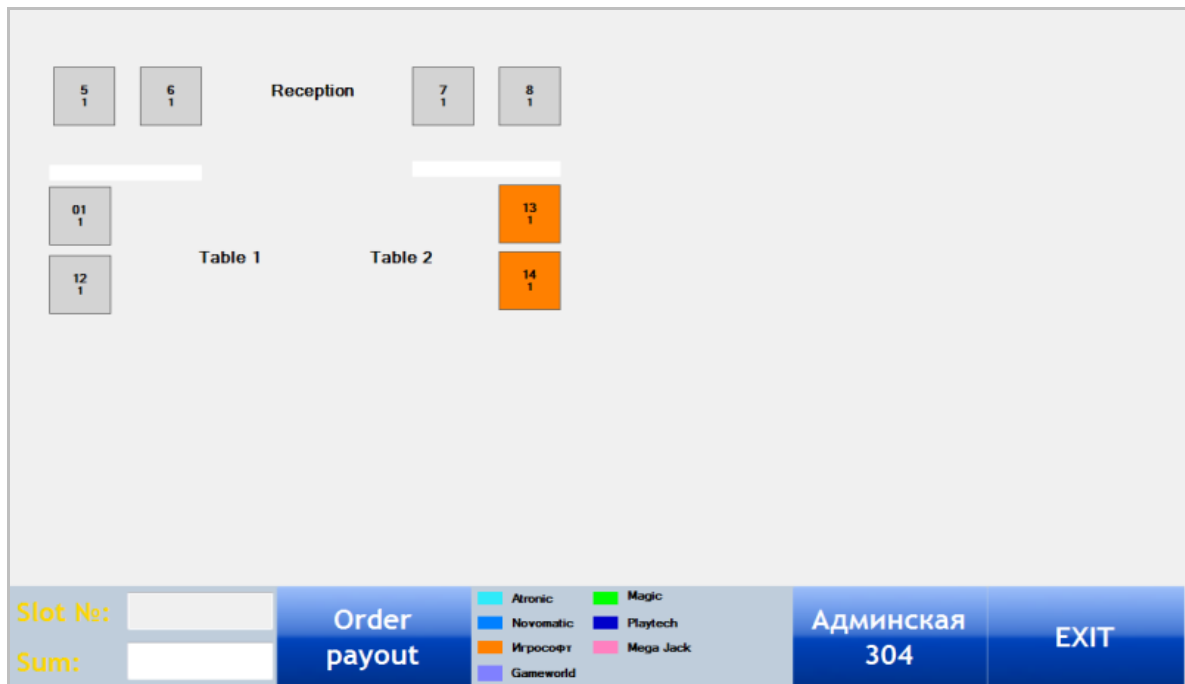
After the operation the payment was made at the checkout, the cashier can give the player the money on that amount.

The amount of payments recorded in the X-report as «**Buy**» with a negative value.

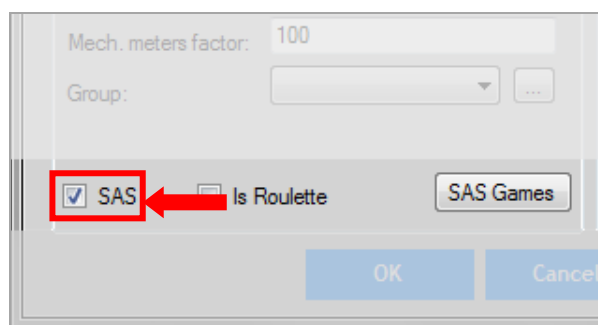
X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	1	5000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	0	0.00	0	0.00
TRANSFER IN	0	0.00	0	0.00
Total	6	500.00	0	0.00

7.2.16 Handpay operations (handpay).

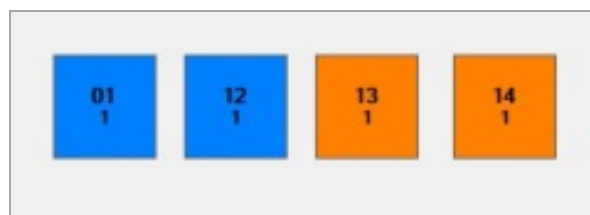
Order payments (handpay) with slot machines is carried out by the cashier using a special form, which is necessary to open the main menu, select «**Slots**» → «**Cashdesk**» → «**Order handpays**».



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:

Choose slot zone: EXIT

Admins 304 2

TestZone

Bar

Slot №: Sum: Order payout

Atronic Magic Novomatic Playtech Игрософт Mega Jack Gameworld

Admins 304 1 EXIT

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.

5 1 6 1 Reception 7 1 8 1

01 1 12 1 Table 1 Table 2 13 1 14 1

Slot №: 13 Sum: Order payout

Atronic Magic Novomatic Playtech Игрософт Mega Jack Gameworld

Админская 304 EXIT

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.

Slot №: 13	Order payout	Atronic Magic Novomatic Playtech Игрософт Mega Jack Gameworld	Админская 304	EXIT
Sum: 1500				

4. Press «Order payout».

Slot №: 13	Order payout	Atronic Magic Novomatic Playtech Игрософт Mega Jack Gameworld	Админская 304	EXIT
Sum: 1500				

5. After pressing the button, a dialog box with a message about the successful payment order in which you must click «Ok».

Operation complited successfully

OK

6. After press the button «Exit» to close the form.

Slot №:	Order payout	Atronic Magic Novomatic Playtech Игрософт Mega Jack Gameworld	Админская 304	EXIT
Sum:				

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.

In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashment
----	-----	--------------	---------	----------	-------------	----------------	------------

2. After clicking on «Orders», button color changes to red and form displays a list of all ordered payouts.



In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashmen t																																
Player	<table border="1"> <thead> <tr> <th>Gaming day</th> <th>Date</th> <th>Lgm</th> <th>Amount</th> </tr> </thead> <tbody> <tr> <td>303</td> <td>2/20/2013 3:16 ...</td> <td>01</td> <td>511000</td> </tr> <tr> <td>306</td> <td>2/20/2013 4:29 ...</td> <td>01</td> <td>621000</td> </tr> <tr> <td>307</td> <td>2/20/2013 4:53 ...</td> <td>01</td> <td>5000</td> </tr> <tr> <td>313</td> <td>2/28/2013 2:12 ...</td> <td>01</td> <td>400008900</td> </tr> <tr> <td>325</td> <td>5/28/2013 4:03 ...</td> <td>12</td> <td>1000</td> </tr> <tr> <td>325</td> <td>5/29/2013 12:52...</td> <td>01</td> <td>2000</td> </tr> <tr> <td>326</td> <td>12/23/2013 3:32...</td> <td>13</td> <td>1500</td> </tr> </tbody> </table>							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
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																																				
Operator																																							
Reciept																																							
Zone:																																							
Slot																																							
Amount:																																							
Friend PTS	X Report	Close Shift Панцирева Н.	Close ZShift 13	Close Gaming Day 326	Process	EXIT																																	

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**.

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 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		
Operator							
Reciept					Card: ... Balance: ... PTS: ... Threshold: ...		
Zone:	All						
Slot	13		1		2		3
			4		5		6
			7		8		9
Amount:	1500		< !		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

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.

In	Out	<- Orders ->	Card In (put card)	Card Out	PTS -> Card	Reinforce ment	Encashmen t
Player			Operator		Player		
Operator							
Reciept					Card: ... Balance: ... PTS: ... Threshold: ...		
Zone:	All						
Slot	13						
Amount:	1500						
				1	2	3	
				4	5	6	
				7	8	9	
				<	!	0	.
Friend PTS	X Report	Close Shift Панцирева Н.	Close ZShift 13	Close Gaming Day 326	Process	EXIT	

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.

In	Out	<- Orders ->	Card In	Card Out	PTS -> Card	Reinforce ment	Encashmen t
Player	Black		Operator		Player		
Operator							
Reciept					Card: TE-SC-000007 Balance: 500 PTS: 0 Threshold: ...		
Zone:	All						
Slot	13						
Amount:	1500						
				1	2	3	
				4	5	6	
				7	8	9	
				<	!	0	.
Friend PTS	X Report	Close Shift Панцирева Н.	Close ZShift 13	Close Gaming Day 326	Process	EXIT	

Thus, payout amount will be credited to the player's bonus card account.

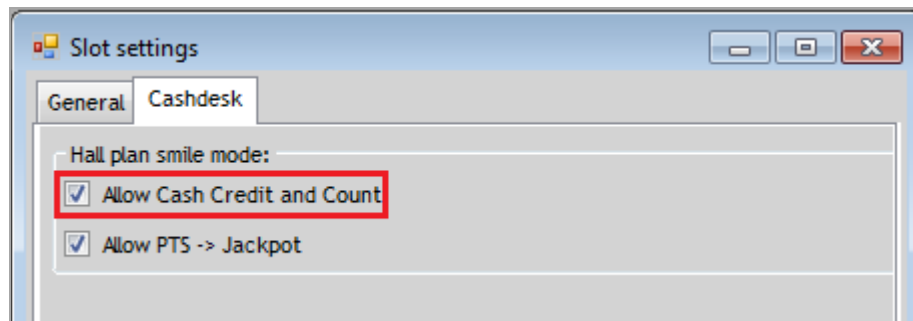
7.2.18 Cash Credit Operations.

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 withdrew 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.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment		
Type	In				Operator		Player				
Player	In										
Operator	Cash Credit						Card: ...				
	Count						Balance: ... Result: ...				
Zone:	All						PTS: ... Threshold: ...				
Slot					1		2		3		
Amount:					4		5		6		
					7		8		9		
					<		!		0		
									.		
X Report		Close Shift Лифатова С.		Close ZShift 3		Close Gaming Day 358		Process		EXIT	



7. Cashier press «**Operator**» and choose the appropriate Slot Operator.

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:							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	

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		<div> <div>Card: ...</div> <div>Balance: ... Result: ...</div> <div>PTS: ... Threshold: ...</div> </div>																		
		<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> </table>								1	2	3	4	5	6	7	8	9	<	!	0
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		<div> <div>Card: ...</div> <div>Balance: ... Result: ...</div> <div>PTS: ... Threshold: ...</div> </div>																		
		<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> </table>								1	2	3	4	5	6	7	8	9	<	!	0
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

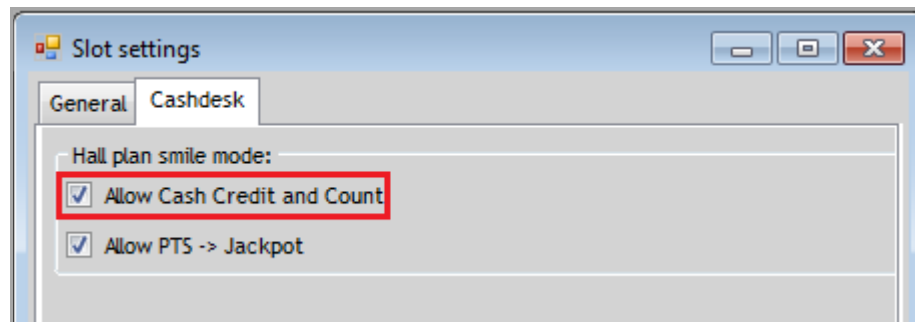
7.2.19 Count Operations.

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:

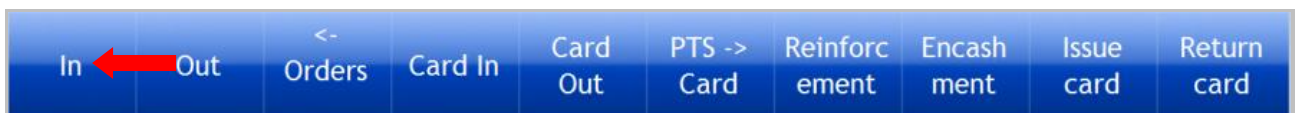
- **Without Count Room** – for small clubs where Count Room is not organized and withdrawn cash is transferred directly to the cashdesk.
- **Using Room** – for clubs that uses Count Room.

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.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	<div> <div>In</div> <div>In</div> <div>Cash Credit</div> <div>Count</div> </div>				Operator		Player		
Player									
Operator							Card: ... Balance: ... Result: ... PTS: ... Threshold: ...		
Zone:	All				1	2	3		
Slot					4	5	6		
Amount:					7	8	9		
				<	!	0	.		
X Report		Close Shift Лифатова С.		Close ZShift 3		Close Gaming Day 358		Process	
								EXIT	



7. Next, click on «**Operator**» to select slot-operator.

In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Type	Count				Operator		Player		
Operator	<div> <div>Ратновский</div> </div>								
Amount:							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	

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																							
Amount:	2200		<div> <div>Card: ...</div> <div>Balance: ... Result: ...</div> <div>PTS: ... Threshold: ...</div> </div>																					
				<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> <tr><td colspan="3">.</td></tr> </table>						1	2	3	4	5	6	7	8	9	<	!	0	.		
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																							
Amount:	2200		<div> <div>Card: ...</div> <div>Balance: ... Result: ...</div> <div>PTS: ... Threshold: ...</div> </div>																					
				<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> <tr><td colspan="3">.</td></tr> </table>						1	2	3	4	5	6	7	8	9	<	!	0	.		
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.

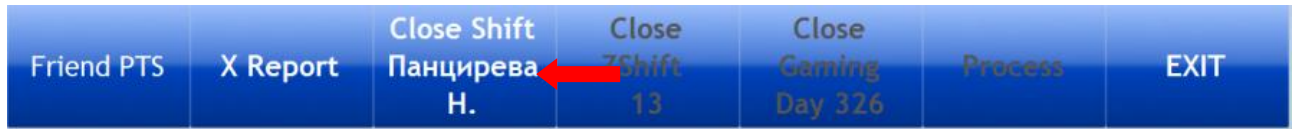
X-REPORT				
Operation	Count	Amount	Cancelled Count	Cancelled Amount
SELL	1	1500.00	0	0.00
BUY	1	-2000.00	0	0.00
REINFORCEMENT	2	10000.00	0	0.00
ENCASHMENT	1	-5000.00	0	0.00
CARD IN	1	2000.00	0	0.00
CARD OUT	1	-1000.00	0	0.00
TRANSFER OUT	1	-3000.00	0	0.00
TRANSFER IN	1	3000.00	0	0.00
CASH CREDIT	4	5200.00	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.

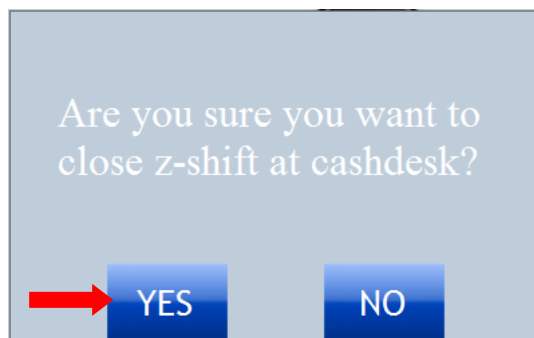


3. Now cashier shift is closed. Then you need to close the Z- shift, pressing the button «Close ZShift».

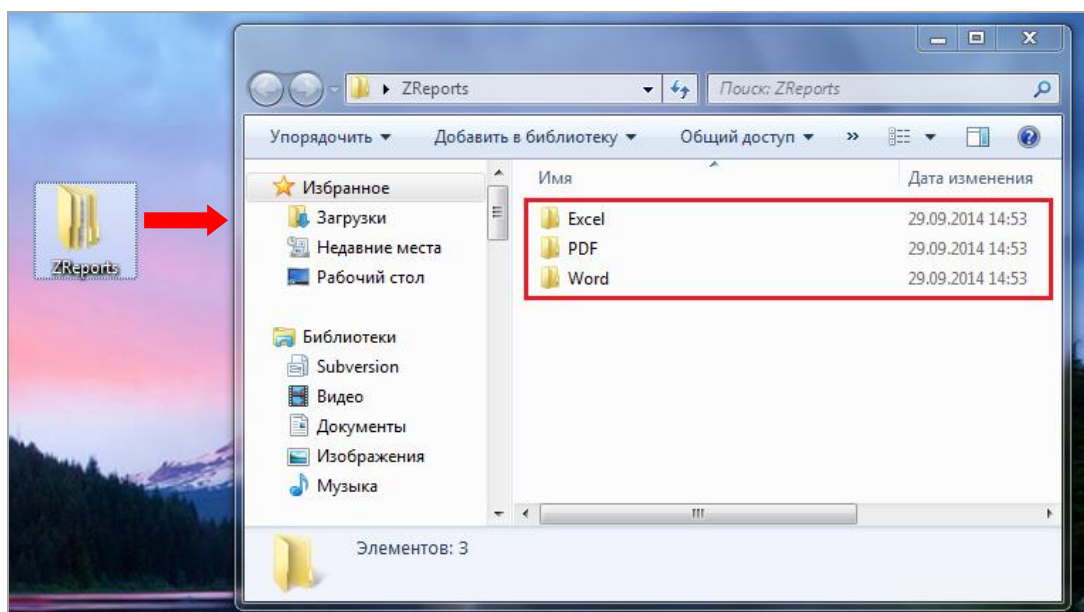


Attention! When Z-shift is closed, cashdesk balance must be nulled (e.g. cashdesk has zero balance). To null the cashdesk balance cashier must provide encashment operation.

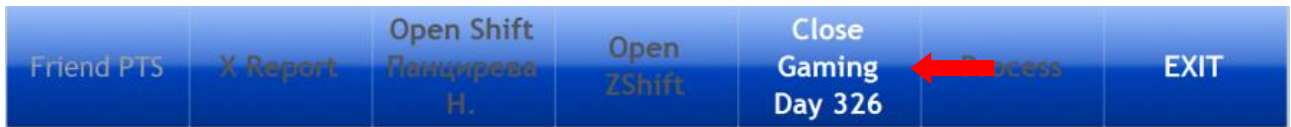
4. Confirm closing Z- shift by clicking «Yes» in the opened window.



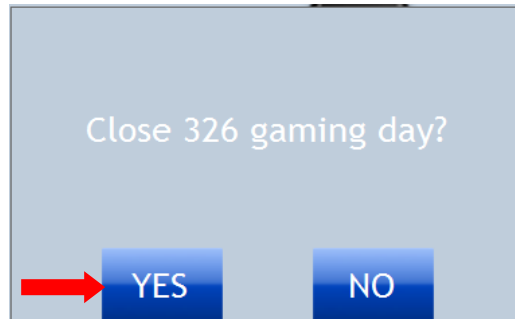
At this stage Z-report form will opens that will save Z-reports automatically in «ZReports» folder at Cashier's windows desktop both in Excel, PDF and Word formats.



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 b	Cancelled Count	Cancelled Amount c
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.

OT4ET

1 of 1

BeOwner Slot Club

29.09.2014 14:45:18

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


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		-5000.00	0	0.00

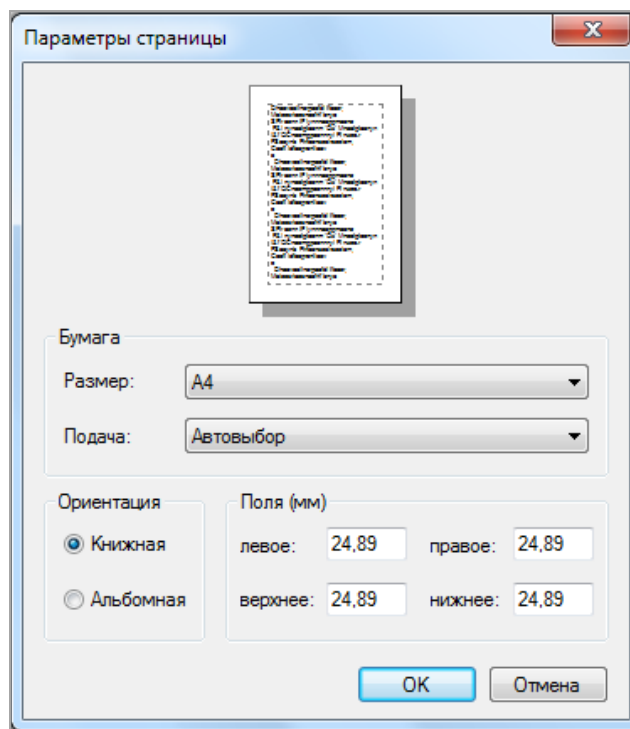
To view search results, use «Next» button.


- **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.

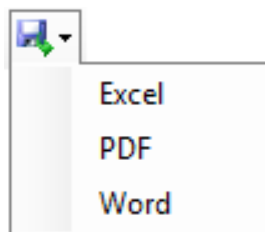


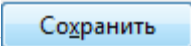
You can see a print preview of your report in the preview window by clicking on . Clicking again closes the preview window.

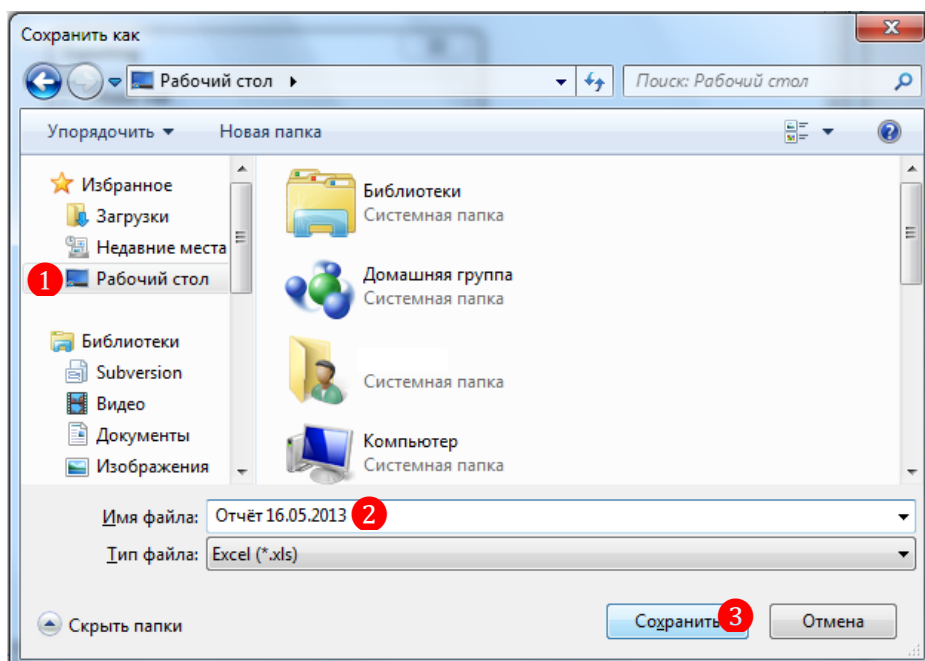
If you need to go to print settings page, you need to click on  and standard Windows Printer settings will opens.



- **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:

Report

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.

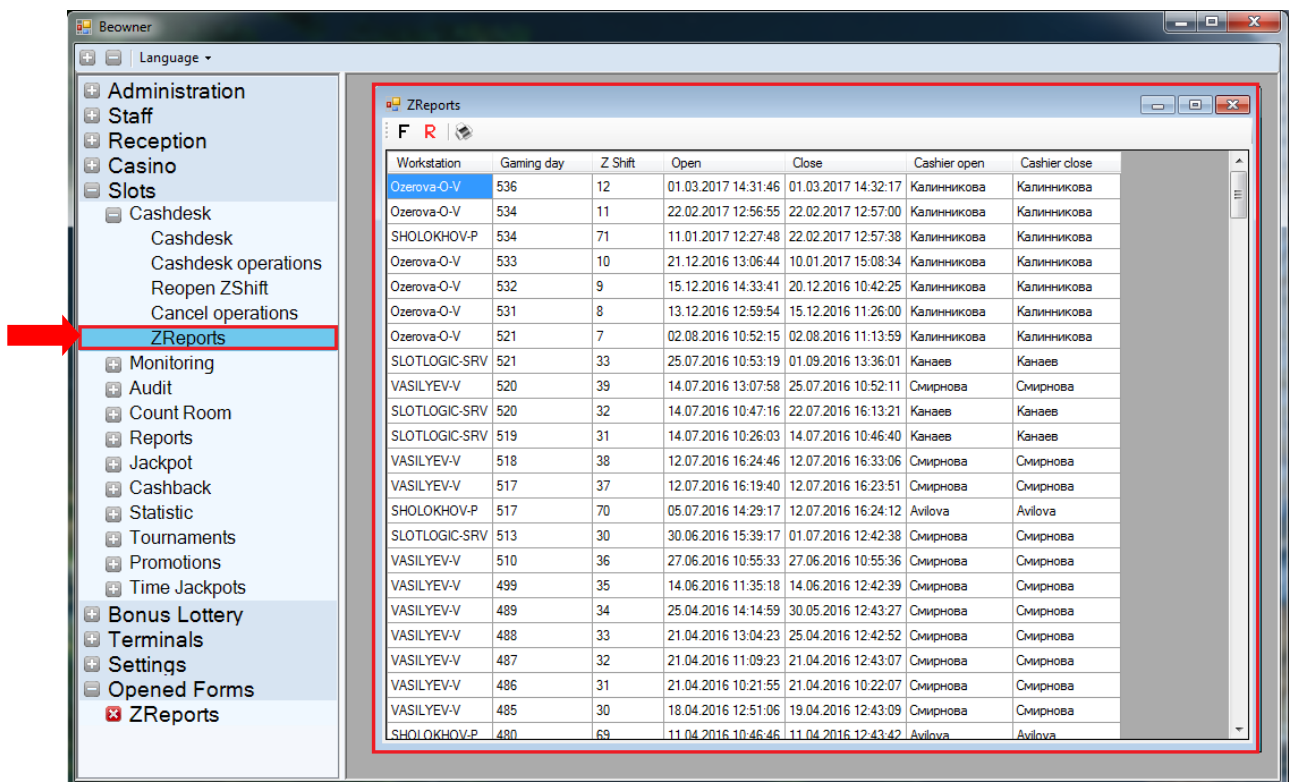
c) Data on the cancelled operations in during the Z-shift.

- **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.

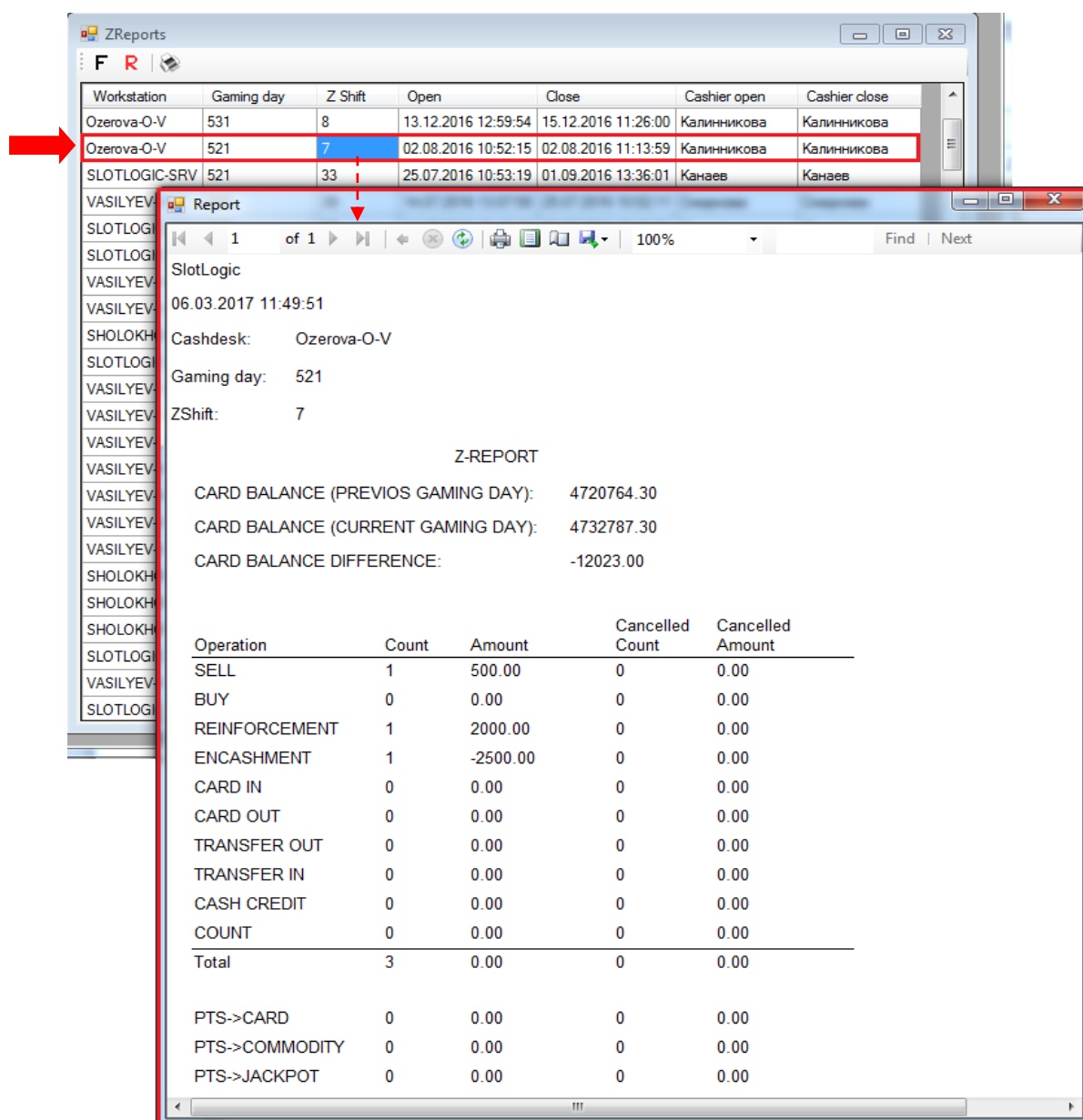


Workstation	Gaming day	Z Shift	Open	Close	Cashier open	Cashier close
Ozerova-O-V	536	12	01.03.2017 14:31:46	01.03.2017 14:32:17	Калиникова	Калиникова
Ozerova-O-V	534	11	22.02.2017 12:56:55	22.02.2017 12:57:00	Калиникова	Калиникова
SHOLOKHOV-P	534	71	11.01.2017 12:27:48	22.02.2017 12:57:38	Калиникова	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.

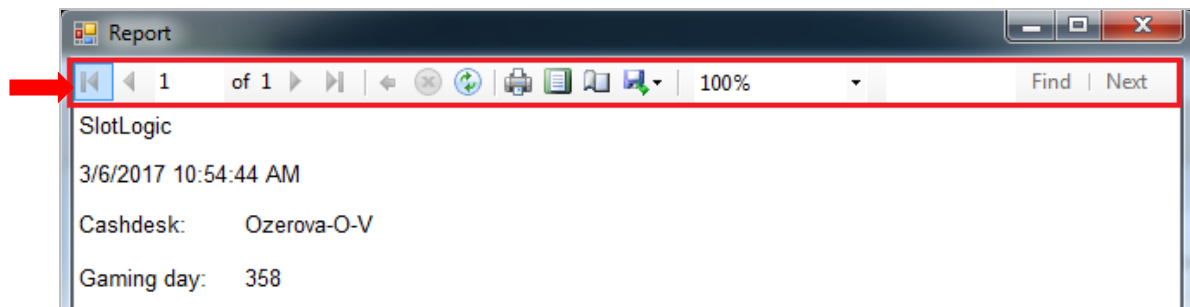
To view Z-report choose in the list the required note and open it by left double mouse click on the row. In a few seconds Z-report of the chosen shift opens in a new window.



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.

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
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
Ozerova-O-V	404	6	21.09.2015 14:37:15	14.10.2015 10:47:30	Калиникова	Калиникова
Ozerova-O-V	403	5	18.09.2015 15:12:10	21.09.2015 10:14:30	Смирнова	Калиникова
Ozerova-O-V	359	4	11.12.2014 16:31:45	31.03.2015 14:49:41	Лифатова	Лифатова
Ozerova-O-V	358	3	19.11.2014 13:35:17	11.12.2014 15:12:00	Лифатова	Лифатова
Ozerova-O-V	357	2	29.10.2014 11:53:20	29.10.2014 11:59:26	Avilova	Avilova
Ozerova-O-V	356	1	29.10.2014 11:52:24	29.10.2014 11:53:11	Avilova	Avilova

F (filter) – button to set filter.

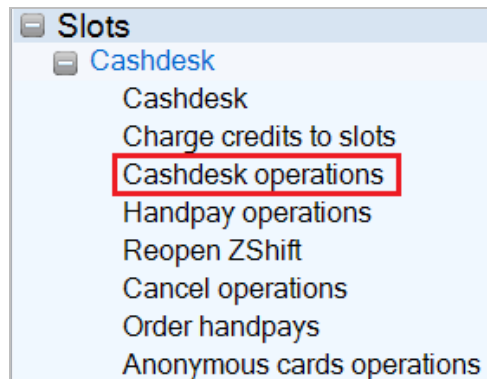
R (reset) – button to reset filter.

To print the current list or save it to computer the  button should be used

7.2.23 Cash desk operations report.

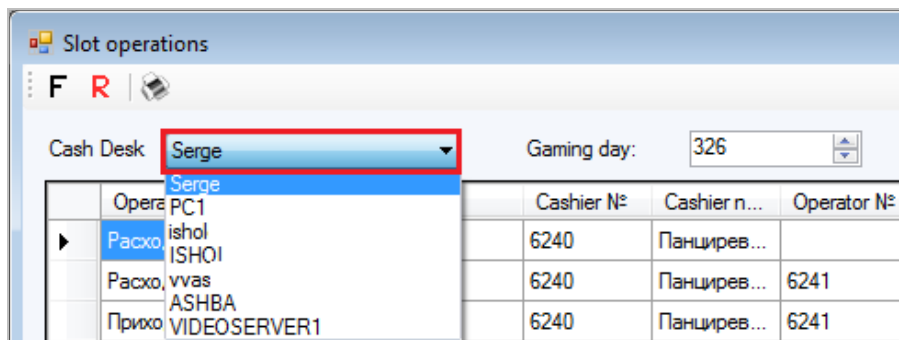
To view a report at the cash desk, please, provide following:


1. Select «Slots» → «Cashdesk» → «Cashdesk operations».

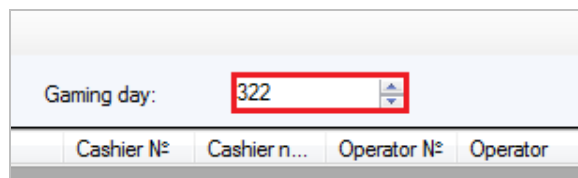


2. Please specify the following in «Slot operations» form:

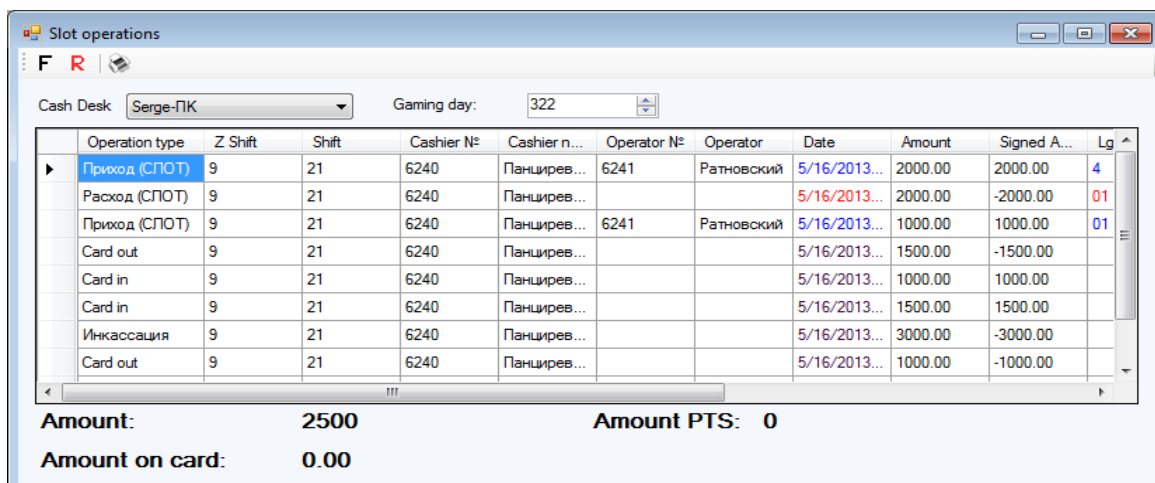
✓ In «Cash Desk» string from the drop down list select a cash desk, where you want to view the report.



- ✓ 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.

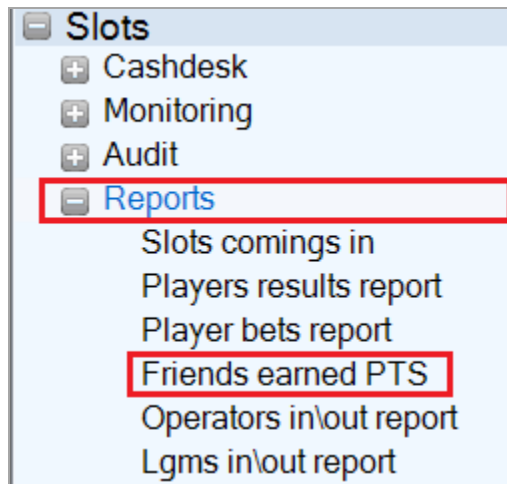
Please note that you can search and filter data or print the report using this form.

The screenshot shows a window titled "Slot operations". At the top, there are three buttons: "F" (highlighted with a red box and an arrow), "R", and a printer icon. Below these buttons are two input fields: "Cash Desk" with a dropdown menu showing "Serge-ПК" and "Игровой день:" with a numeric input field showing "322". Below the input fields is a table with the following data:

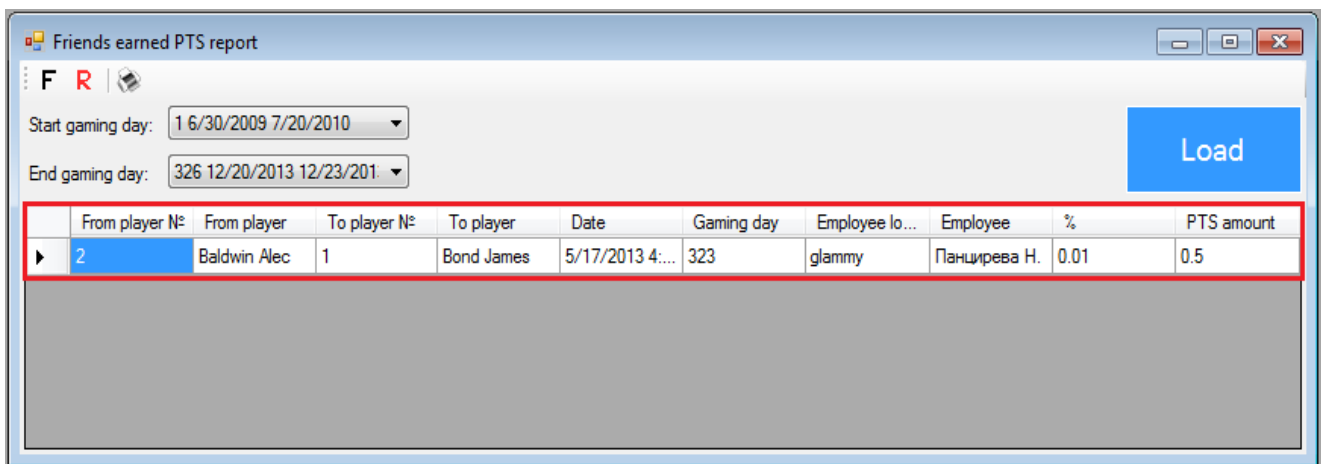
	Operation type	Z Shift	Shift	Cashier №	Cashier n...	Operator
▶	Приход (СЛОТ)	9	21	6240	Панцирев...	6241
	Расход (СЛОТ)	9	21	6240	Панцирев...	
	Приход (СЛОТ)	9	21	6240	Панцирев...	6241

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.



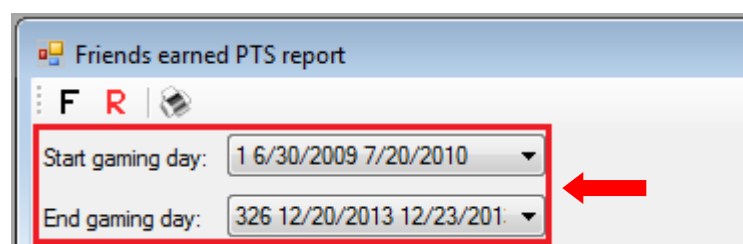
«**Friends earned PTS report**» contain data on PTS accrued «from friends» for the period from 1st to the current game day.



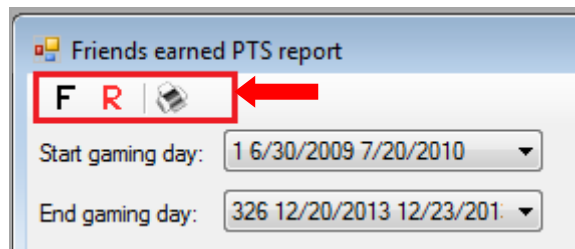
This report displays the following data:

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.



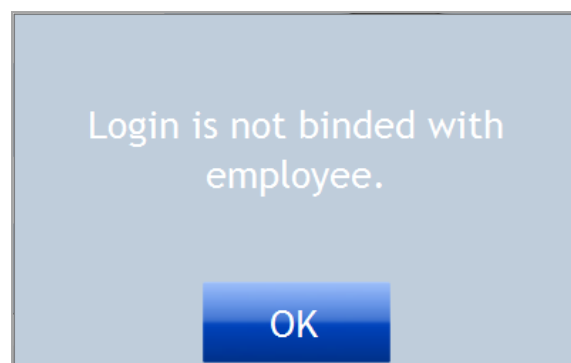
Also you can use standard filtration system and print the report.



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**».



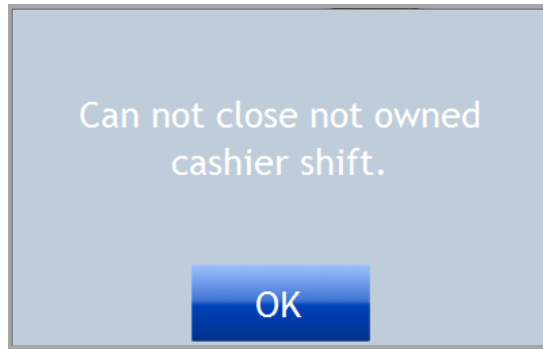
Solution: You need to assign a login to one of employee, already registered in the system (for more details about that please follow [«Create Login to Employee»](#)).

➤ **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.



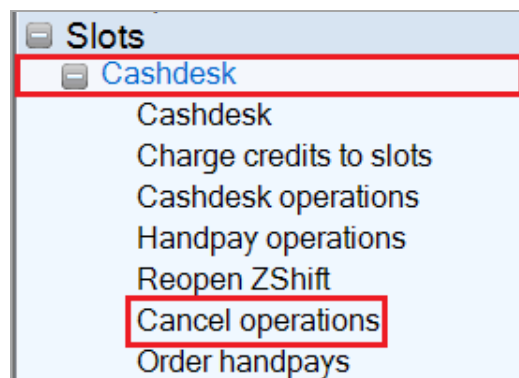
Solution: Exit the system. Log in under the previous cashier credentials. Close current cashier shift. Log out again and then log in using cashier credentials, who should work with the cash desk in a new shift.

➤ **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:

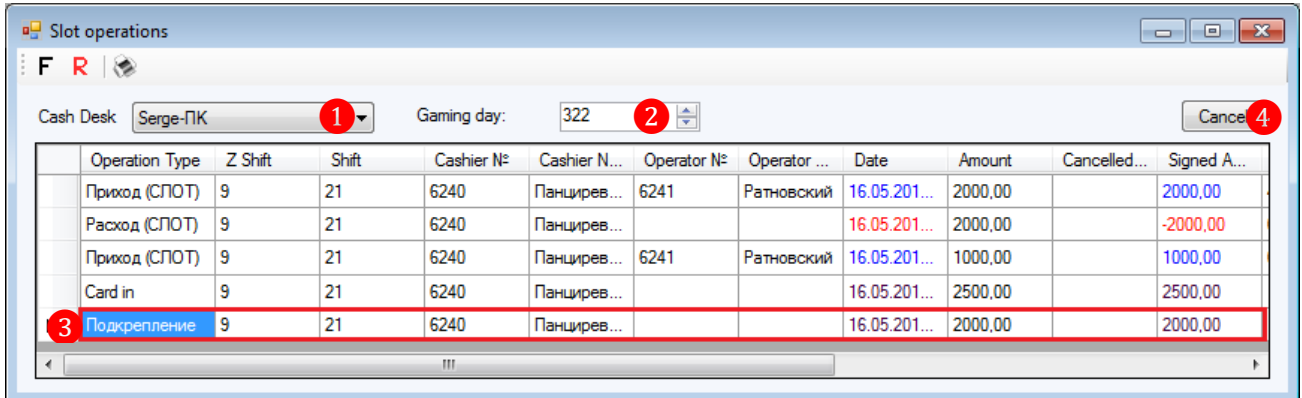
1. Select System «Slots» → «Cashdesk» → «Cancel operations» in main menu.



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.

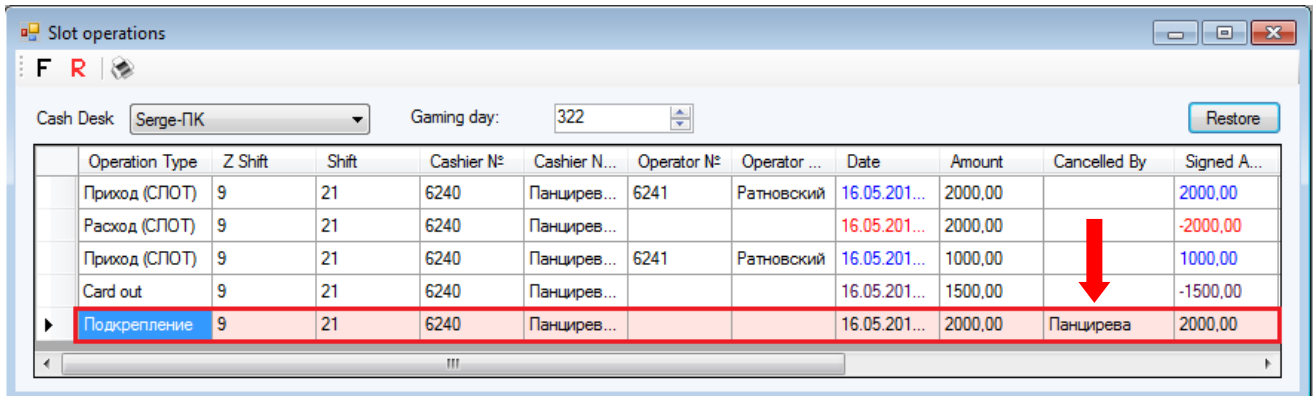
✓ Press  button.




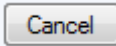
Operation Type	Z Shift	Shift	Cashier №	Cashier N...	Operator №	Operator ...	Date	Amount	Cancelled...	Signed A...
Приход (СПОТ)	9	21	6240	Панцирев...	6241	Ратновский	16.05.201...	2000,00		2000,00
Расход (СПОТ)	9	21	6240	Панцирев...			16.05.201...	2000,00		-2000,00
Приход (СПОТ)	9	21	6240	Панцирев...	6241	Ратновский	16.05.201...	1000,00		1000,00
Card in	9	21	6240	Панцирев...			16.05.201...	2500,00		2500,00
Подкрепление	9	21	6240	Панцирев...			16.05.201...	2000,00		2000,00

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.

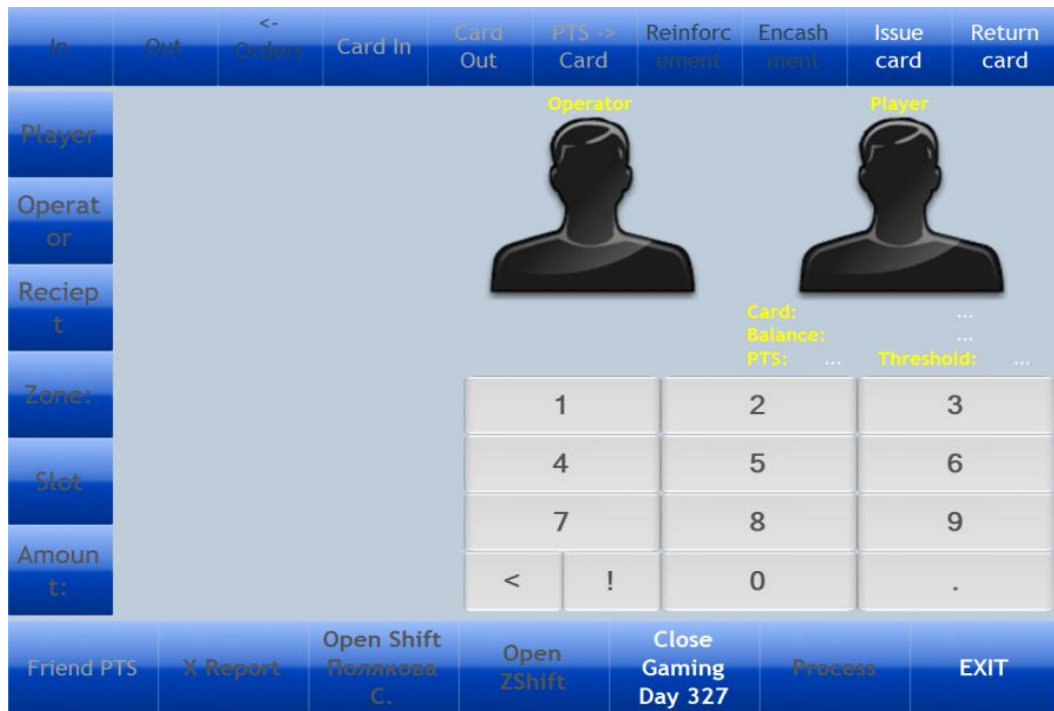


Operation Type	Z Shift	Shift	Cashier №	Cashier N...	Operator №	Operator ...	Date	Amount	Cancelled By	Signed A...
Приход (СПОТ)	9	21	6240	Панцирев...	6241	Ратновский	16.05.201...	2000,00		2000,00
Расход (СПОТ)	9	21	6240	Панцирев...			16.05.201...	2000,00		-2000,00
Приход (СПОТ)	9	21	6240	Панцирев...	6241	Ратновский	16.05.201...	1000,00		1000,00
Card out	9	21	6240	Панцирев...			16.05.201...	1500,00		-1500,00
Подкрепление	9	21	6240	Панцирев...			16.05.201...	2000,00	Панцирева	2000,00

If Cashier accidentally canceled a wrong operation, it can be restored by pressing  (will be displayed instead  button).

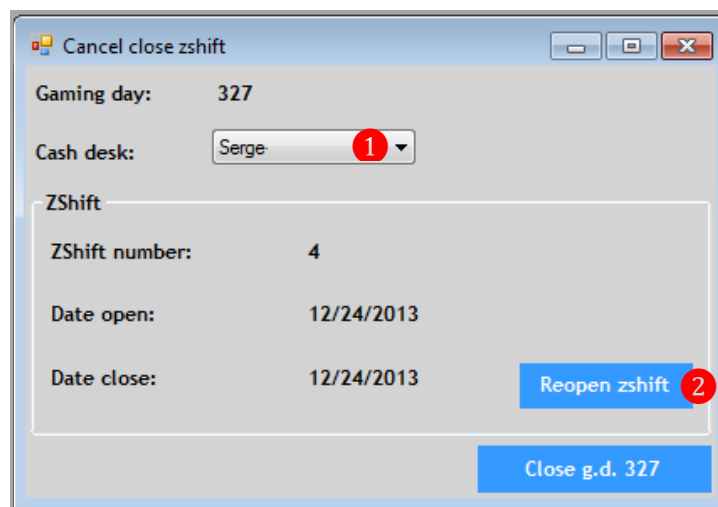
Attention! It is impossible to cancel (or restore) a following operations: enrollment / withdrawal on the card (Card In / Card Out), enrollment PTS account on a player's card (PTS? Card).

➤ **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).

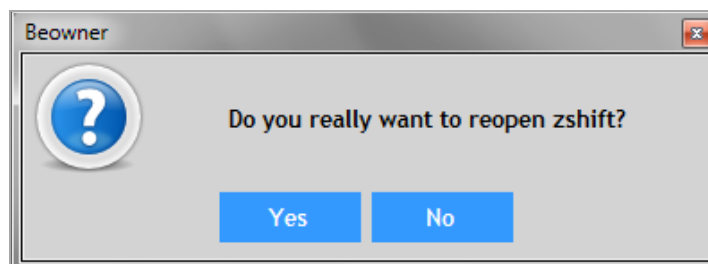


Solution: Solution: Undo Z- shift closing. To do this:

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.

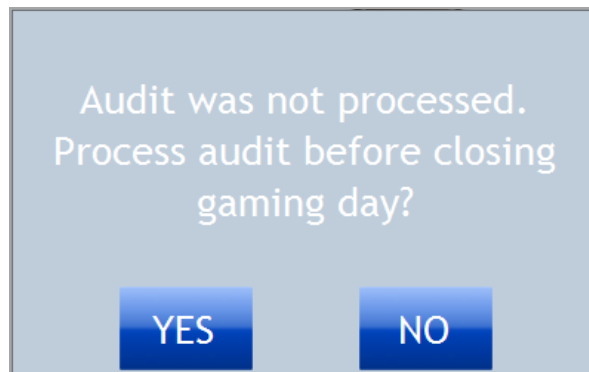


3. Press «Yes» to confirm the opening of Z-shift in the window that opens.



4. After that you must go to cash desk form and login with cashier, who should work with cash desk in a new shift.

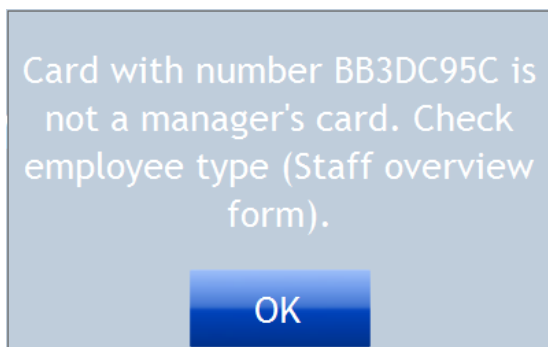
➤ **Error 6:** Cashier was not provided daily audit before game day is closed. When you try to close a game day the message «**Audit was not processed. Process audit before closing gaming day?**» will appears.



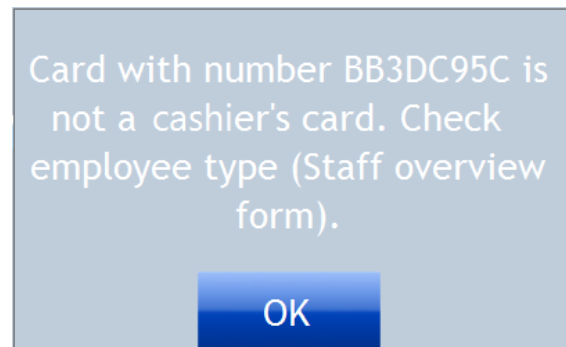
Solution 1: Press «Yes». Procedure for closing of game day will be canceled, and then cashier can close cash desk form and proceed to audit. Upon completion of the audit it is necessary to reopen the cash desk form and complete the closing gaming day by clicking on «Close Gaming Day ...».

Solution 2: Press «No». Game day will be closed without slot machines audit.

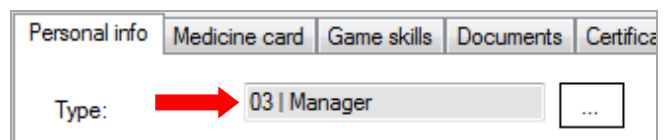
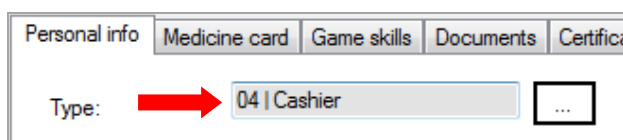
➤ **Error 7:** While employee card authentication is active during confirming «PTS? Card » operation and card attached to card reader for verification is not the manager / cashier card - following message will appears:



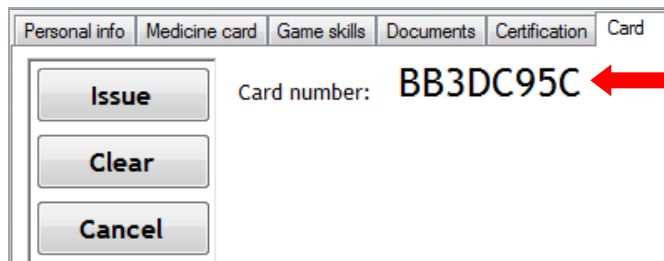
or



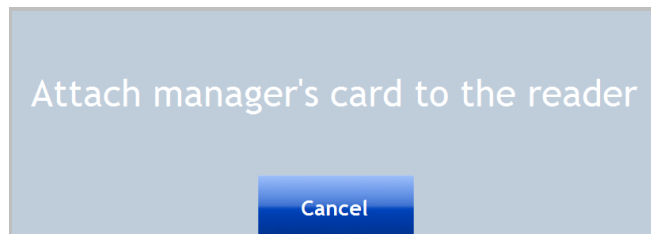
Solution: 1. You must go to staff overview form, then open employee profile, which is assigned with current employee RFID card and check employee position on «**Personal info**» tab in the «**Type**» string. For Cashier it shall be specified as «**Cashier**», for a manager as «**Manager**».



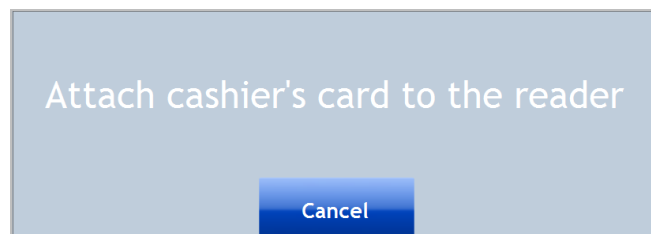
3. If employee position is correct, but error still occurs, you must go to «**Card**» tab and verify Employee card number with the card number attached to the card reader. It must be identical.



➤ **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 Handling operations without bonus card by using smartphone and the «Cardless» app.

The «Cardless» app could be used on the smartphones with **OC Android 4.3** and higher.

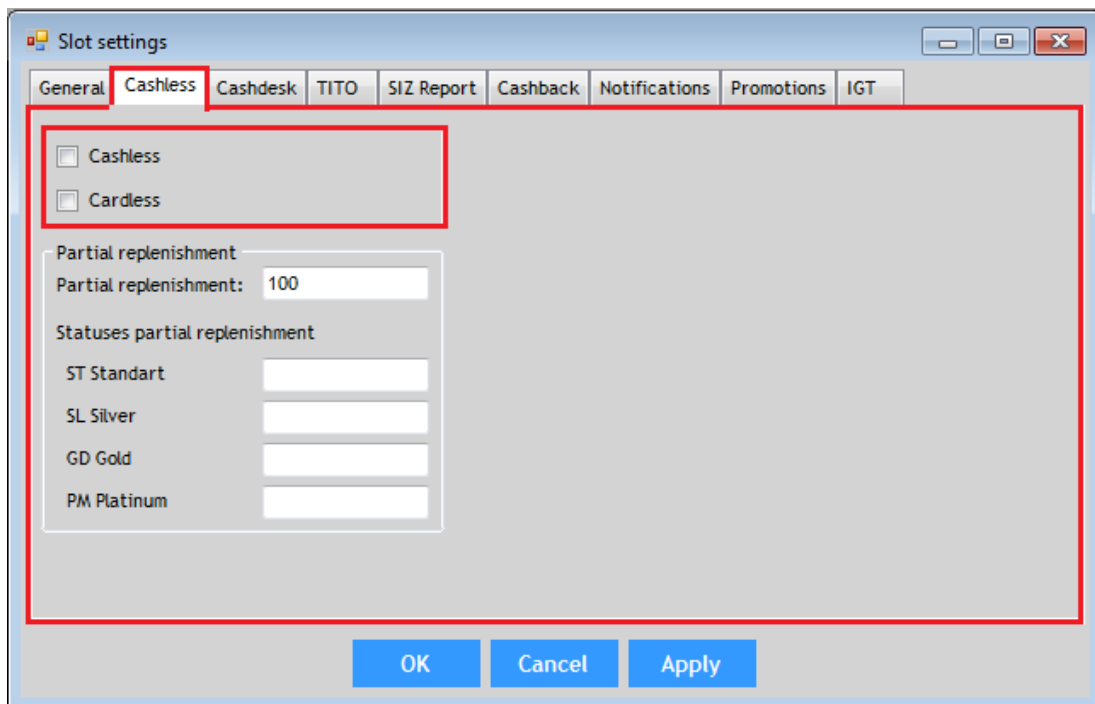
After the app is installed and player and his smartphone are registered in the club's system an account is created. This account is synchronized with the player's bonus card account and Promo account or PTS account. Thus smartphone replaces the player's bonus card completely.

Bluetooth Low Energy (BLE) adapter serves as a reader on the cash desks and in the game slots -RFID-reader with connected **Bluetooth-module (BTI Board)**.

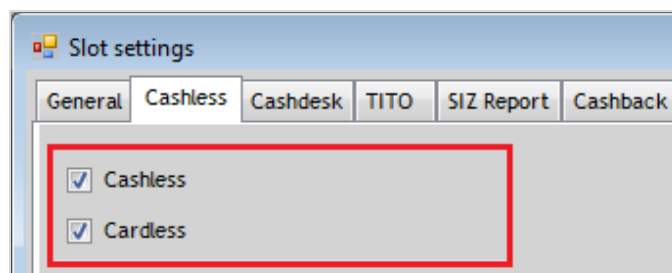
The «Cardless» app can run in one of the following modes:

- ✓ **With Cashless** – player charges and takes credits from the slot-machine without cash transfer (on/off the bonus card account).
- ✓ **Without Cashless** – player charges credits to slot-machine through the bill acceptor or «remote» (**Remote In**) and takes credits using the «handpay» option (**Handpay**).

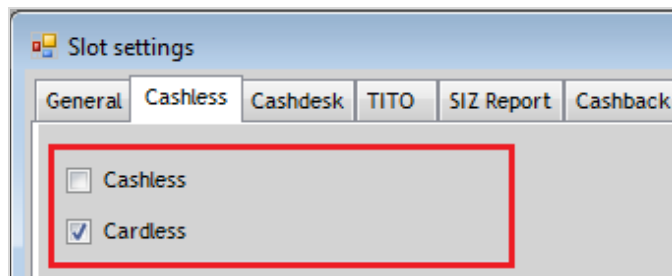
Disabling and Setting the «Cardless» mode is proceeded on the «Slot settings» form («Settings» → «Slots» → «Settings» → «Cashless» tab).



- «Cardless» is on in the Cashless mode:



- «Cardless» is on with the Cashless mode off:



The player's smartphone registration is hold on his registration card [«Bluetooth»](#) («Reception» → «Players overview»).

7.3.1 Using the «Cardless» app in the Cashless mode.

In the **Cashless** mode player can use his smartphone to do the following:

- ✓ Log in the cash desk and club's game slots.
- ✓ Transfer credits to the bonus card account (**Card In**);
- ✓ Take credits from the bonus card account (**Card Out**);
- ✓ Charge credits and Promo-credits to the game slot from the bonus card account (**In**);
- ✓ Charge off credits from the game slot to the bonus card account (**Out**);

As for player, slot machines game business-process in the **Cardless** mode is the following:

1. Player registers in the club. Issue of bonus card is not necessary.
2. The Cardless app is being downloaded and installed on the player's smartphone. After that the phone is registered in the Slotlogic system.
3. To charge credits to bonus card player goes to the cash desk. The cashier presses in the cash desk window the «**Card In**» button. To be identified in the system player puts the smartphone with running **Cardless** app to the reader which is connected to the cash desk. Then player presses a button at the bottom of the screen. If the identification is successful, the cashier takes cash from player and holds the **Card In** operation (as with card). Funds are charged immediately to the bonus card account; player sees the current balance on his smartphone.
4. To charge credits from the bonus card account to the game slot player puts before the game start the smartphone with running «**Cardless**» app to the reader, which is built in the slot, and presses the button at the bottom of the window. When the login is complete player enters in the app the sum to charge and presses the «**Card In**» button. Credits are charged immediately to slot. If player has Promo-credits on the account, the app offers to charge them at first.
5. Player plays on the game slot; at that time the «**Cardless**» app could be closed. If the Bluetooth-connection is lost while the game is in process or the «**Cardless**» app stops working, for further steps the connection must be repeated.
6. When the game is over player presses the «**Card Out**» button in the «**Cardless**» app to take credits from the game slot to the bonus card. All credits sum is transferred immediately to the player's bonus card account.
7. If player wants to take funds from the bonus card account, he should refer to the cash desk. The cashier presses the «**Card Out**» button in the cash desk window. To be identified in the system player puts the smartphone with running «**Cardless**» app to the reader which is connected to the cash desk and presses the button at the bottom of the screen. If the identification is successful, the cashier holds the «**Card Out**» operation (as with card) and gives the player cash. The given sum is immediately charged off the bonus card account; current balance player sees on the smartphone's screen.

7.3.2 Charging funds to the card account using the smartphone (Card In).

The operation of charging funds to the bonus card account using the smartphone is made by cashier when player refers to the cash desk.

Operation procedures are as following:



1. Enable **Bluetooth** on the player's smartphone and launch the «**Cardless**» app.
2. In the cash desk window press the «**Card In**» button on the upper panel of the form. After pressing the button becomes red.



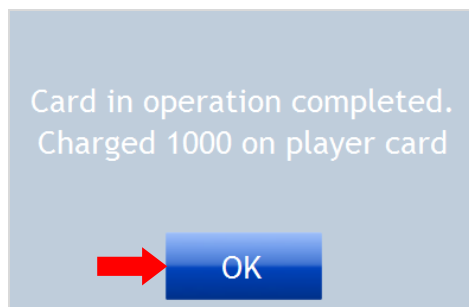
3. For identification in the system put the player's smartphone with running «**Cardless**» app to the reader which is connected to the cash desk and press the button at the bottom of the screen.



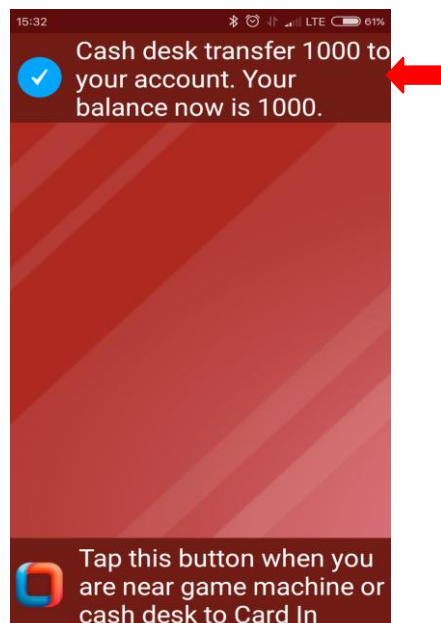
4. If the identification is successful, the player's Surname will be displayed in the cash desk window in the «**Player**» field. On the right side will be the bonus card number and balance. With the help of calculator buttons (or use keyboard) on the cash desk form in the «**Amount**» field enter the sum to charge to the card and press the «**Process**» button.

In	Out	<- Orders	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment												
Player	Николай																					
Amount:	1000 1																					
																						
						Card TE-ST-000789 Balance 0 Result 0 PTS 0 Limit ...																
				<table border="1"> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td><</td> <td>!</td> <td>0</td> </tr> </table>							1	2	3	4	5	6	7	8	9	<	!	0
1	2	3																				
4	5	6																				
7	8	9																				
<	!	0																				
Friend PTS	X Report	Close Shift 164 Калиннико	Close ZShift 12	Close Gaming Day 536	<div style="border: 1px solid red; padding: 2px;">Process 2</div>		EXIT															

5. In the shown window press «Ok» to confirm the operation.



After that the entered sum will be charged to the player's bonus card account. A message about the funds transfer and current player's balance appears on the screen of the «Cardless» app.



Attention! When funds are being transferred to the card (Card In) and taken from the card (Card Out) the smartphone must be placed near the reader until the cashier holds the operation till the end and sees the confirmation window. If during this operation smartphone is taken from the reader or the Bluetooth-connection is lost the operation could not be held. In that case it must be repeated.

7.3.3 Taking funds from the card account using the smartphone (Card out).

The operation of taking funds from the bonus card account using the smartphone is being held by cashier when player refers to the cash desk.

Operation procedures are as following:



1. On the player's smartphone enable **Bluetooth** and launch the «**Cardless**» app.
2. In the cash desk window press the «**Card Out**» button on the upper panel of the form. After pressing the button becomes red.



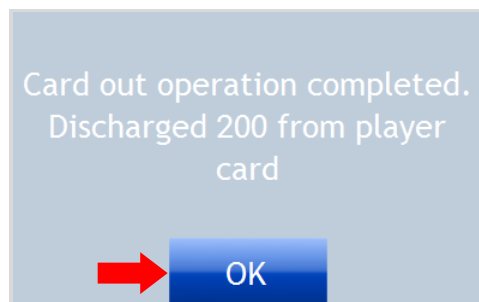
3. To be identified in the system put the player's smartphone with running «**Cardless**» app to the reader which is connected to the cash desk and press the button at the bottom of the screen.



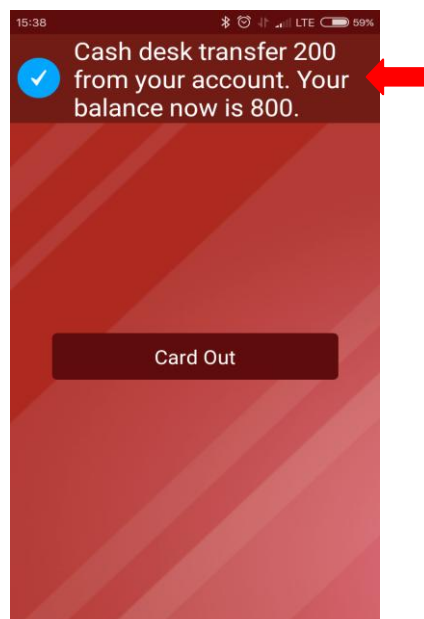
4. If the identification is successful, the player's Surname and the bonus card balance will be shown in the cash desk window in the «**Player**» field. Using the cash desk form calculator buttons (or keyboard) enter the amount of funds taken from card and press «**Process**» button in the «**Amount**» field.

In	Out	<- Orders	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Player		Николай			Operator		Player			
Amount:		200								
							Card TE-ST-000789 Balance 1000 Result 6800.3 PTS 0 Limit ...			
					<div>1</div> <div>4</div> <div>7</div> <div><</div>		<div>2</div> <div>5</div> <div>8</div> <div>!</div>		<div>3</div> <div>6</div> <div>9</div> <div>.</div>	
Friend PTS		X Report		Close Shift 164 Калиннико	Close ZShift 12	Close Gaming Day 536	Process		EXIT	

5. In the shown window press «Ok» to confirm the operation.



After that the given amount will be charged off the player's bonus card account. On the «Cardless» app screen will be a message about taking the funds and current player balance.

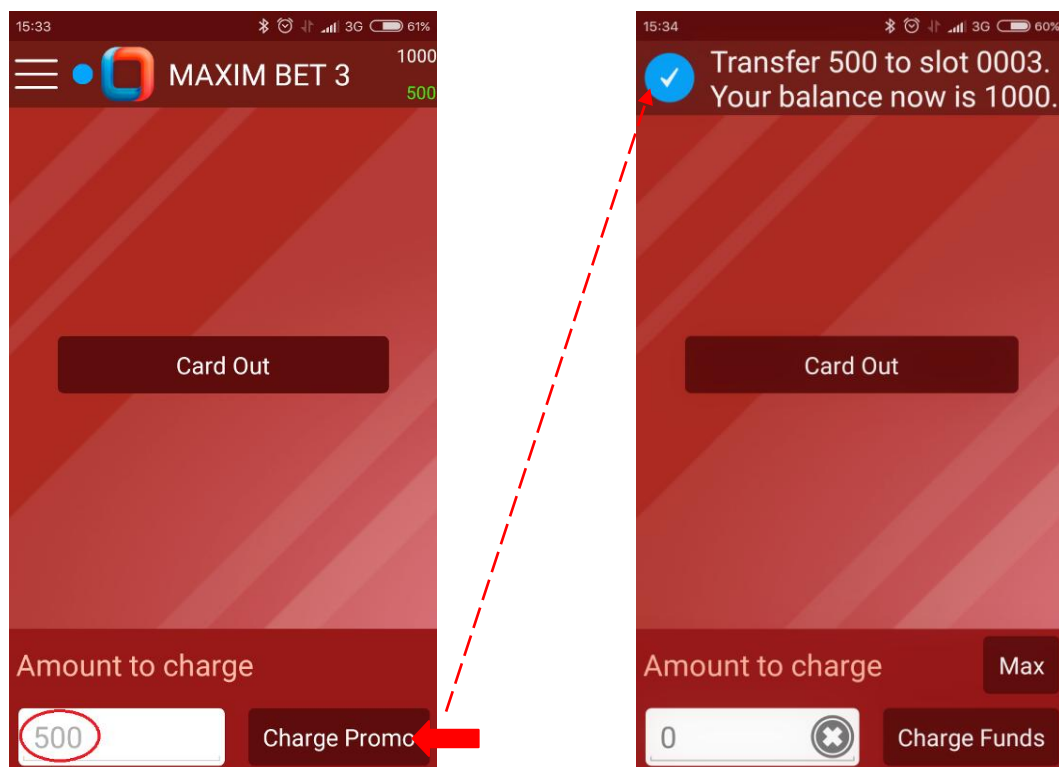


Attention! While the operation of charging credits to (Card In) or off (Card Out) card is being held the smartphone must be placed near the reader until the cashier ends the operation and sees the confirmation window. If at that time the smartphone is taken from the reader or the Bluetooth-connection is lost, the operation is not possible. In that case it must be repeated.

7.3.4 Charging credits to game slot using smartphone (In).

Before charging credits to the game slot from the bonus card account using the smartphone player tops up the balance through the cash desk. After that player comes to the game slot. Further actions are following:

1. On the smartphone player turns **Bluetooth** on (if it is not) and launches the «**Cardless**» app.
2. Player puts the smartphone to the reader which is implemented into the slot. The login is being processed; player can choose a game and charge credits.
3. If there are Promo-credits on the player's account, at first the Promo-credits available for charging off will be displayed in the app in the «**Amount to charge**» filed. At that time player presses the «**Charge Promo**» button to confirm the Promo charge off and their charge to the game slot.

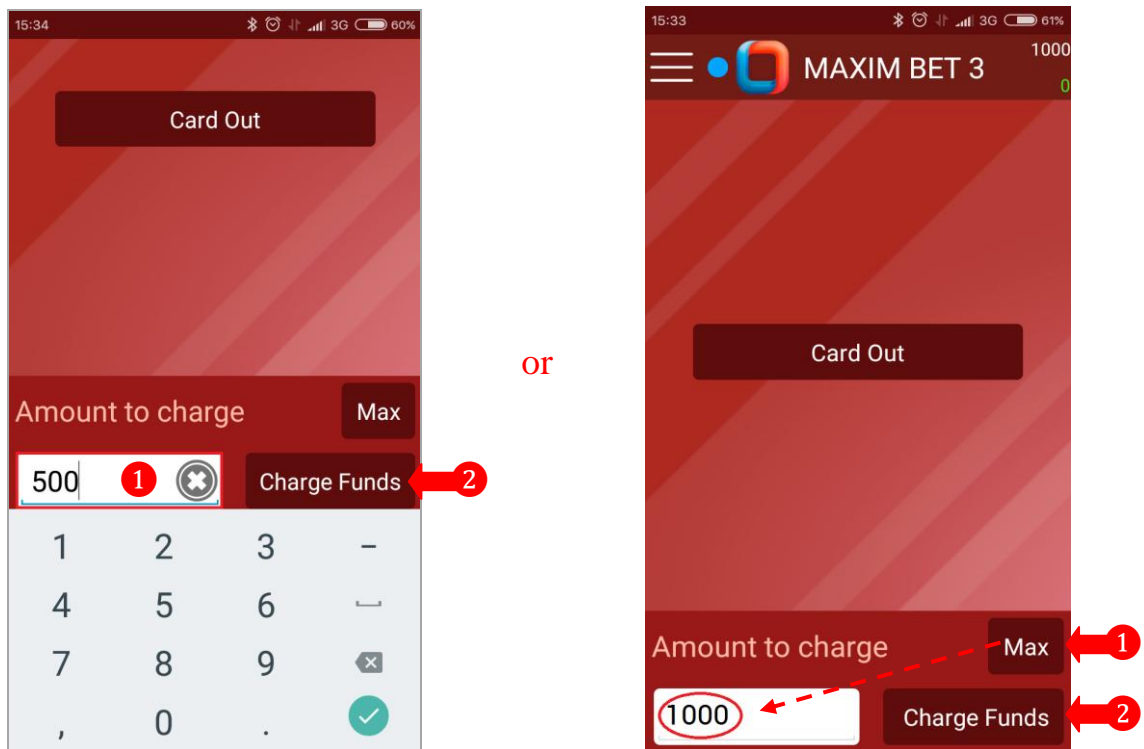


After pressing the Promo button credits will be charged off and transformed to credits amount according to the denomination, set on the game slot. On the smartphone screen will be shown a message about the credits charging and current player's balance.

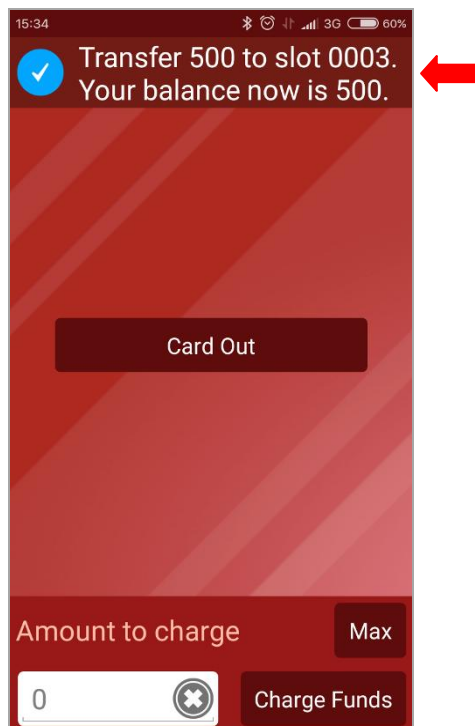
Note: When transferring to the game slot all Promo-credits are charged off. The Promo-credits amount being charged to the game slot cannot be edited.

4. If player doesn't have Promo-credits or their amount is insufficient for the game, then he charges funds from the bonus card account. To do this player taps on the «**Amount to charge**» field in his smartphone and enters the sum to be charged to the game slot; then he presses the «**Charge**

Funds» button. If player wants to charge to the game slot all the funds from the bonus card account, he presses simply the «**Max**» button and after that «**Charge Funds**».



After pressing the button funds will be charged off the card and transformed to credits according to the denomination, set on the game slot. On the smartphone screen in the app will be a message about charging the funds and player's current balance.



Further player plays on the slot and during this time the «**Cardless**» app could be closed.

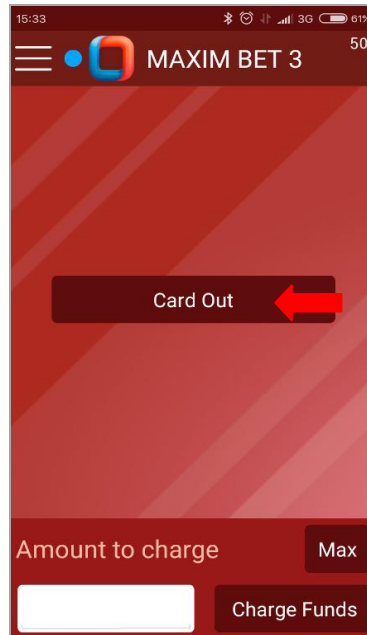
At any time player can end the game and take credits from slot to card. To do this the connection must be repeated if the Bluetooth was off or the «**Cardless**» app stopped working.

Also the manual payment (from the cash desk) account is available for player from the game slot account through the slot-operator (Handpay).

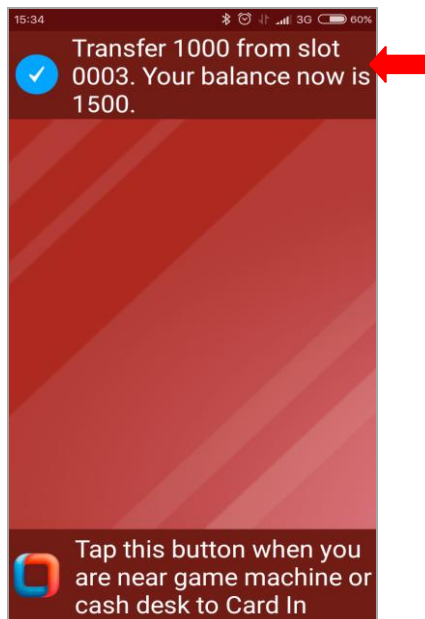
7.3.5 Charging off the credits from the game slot using smartphone (Out).

Player ends the game and wants to charge off the credits from the slot to the bonus card account using smartphone. In such case the procedure is following:

1. Player opens the «Cardless» app on the smartphone (if it is not already launched or minimized) and presses the «Card Out» button which is placed in the center of the screen.



After pressing the button, the remained on the slot credits will be transformed to money amount (according to denomination) and transferred from the slot account tot the player's bonus card account. On the smartphone screen will be a message about charging the funds to the card and the player's current balance.



If the funds charging off the slot using smartphone is impossible (the connection could not be set or the device discharged) the manual payment (from the cash desk) from the game slot account is available for the player through the slot-operator (Handpay).

Attention! If player walks away from the game slot (or leaves the club) and hasn't taken credits, another player can't transfer the remaining credits to his card account using the smartphone. In that case only credits manual payment is available through the slot-operator (Handpay).

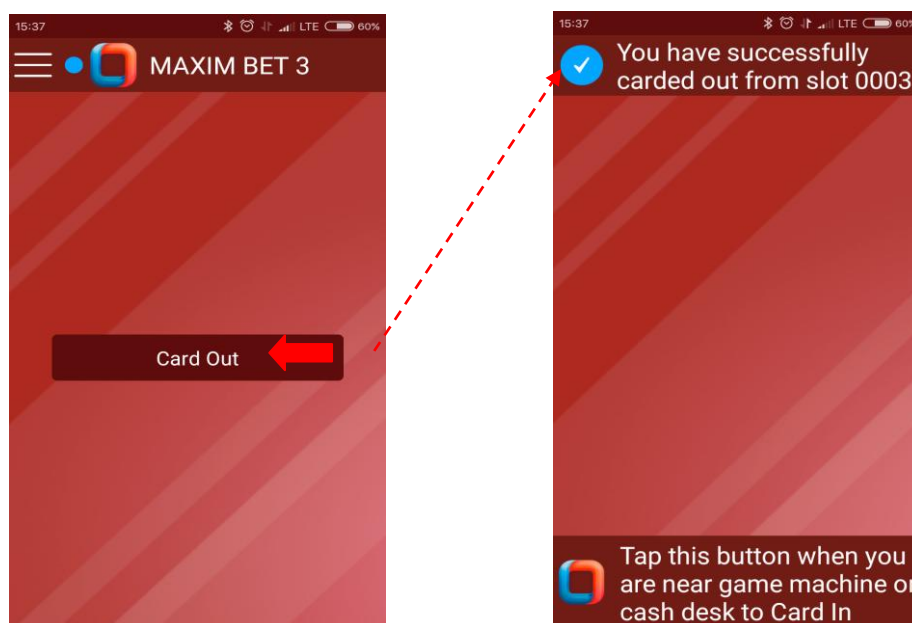
7.3.6 Using the «Cardless» app without Cashless mode.

In the mode «**without Cashless**» player can use the smartphone to:

- ✓ Log in the cash desks and game slots of the club;
- ✓ Play on the slots and get PTS bonuses on the PTS bonus card account;
- ✓ Charge PTS bonuses to the bonus card account (*PTS* → *Card*);
- ✓ Transfer PTS bonuses to the game slot (*PTS* → *JP*).

From the player's view the business process of playing on the slots in the mode **without Cashless** is as following:

1. Player registers in the club. An issue of the personal bonus card is not necessary.
2. The «**Cardless**» app is downloaded and installed on the player's smartphone; after that the smartphone is registered in the «Slotlogic» system.
3. Player comes to the game slot and before the game start puts the smartphone with running «**Cardless**» app to the reader, which is implemented into the slot, and presses the button at the bottom of the screen. As a result the authorization is processed and player can choose game or charge credits.
4. To charge credits to the game slot player inserts money into the slot bill acceptor. Credits are charged immediately to the slot.
5. Player plays on the slot. For gaming he receives PTS bonuses. When the game is on the «**Cardless**» app could be closed.
6. At any time player can end the game using one of one of the following steps:
 - 6.1 If player wins, he charges off the credits from slot using the handpay option. As a result the slot balance nulls and the game session will be considered to be completed and the player's account will be automatically unbound from the slot.
 - 6.2 Player presses in the «**Cardless**» app «**Card Out**» button – the connection will be lost, but the player's account is not unbound from the slot. In that case credits remain on the slot and player can resume the game or end it at any time and charge off credits from the slot using the handpay option.



- 6.3 If player is in a loss and the slot's balance is null, the game session is considered to be complete then and the player's account will be unbound automatically from the slot.

7.3.7 Charging PTS to the card account using smartphone (PTS → Card).

The procedure of charging the accumulated PTS bonuses from the PTS account to the bonus card account using smartphone is hold by the cashier when players refers to the cash desk.

Operation procedures are as following:

1. On the player's smartphone enable **Bluetooth** and run the «**Cardless**» app.
2. In the cash desk window press «**PTS → Card**» button which is situated on the upper form panel. After pressing button becomes red.



***Note:** If the mode of checking the employees' cards is on, to hold the operation «**PTS → Card**» the club manager or the shift cashier has to confirm it by putting their personal cards to the reader. After the procedure of checking the employees' cards is successful the «**PTS → Card**» button activates and it is possible to hold the «**PTS → Card**» operation.*

3. For identification in the system put the player's smartphone with the running «**Cardless**» app to the reader, which is connected to the cash desk, and press the button at the bottom of the screen.



4. If the identification is successful in the cash desk window in the «**Player**» field will be the player's Surname and on the right the number of his bonus card, credits balance and PTS balance. In the «**Amount**» field will be shown the accumulated PTS sum. It could be transferred to the credits account. For charging press the «**Process**» button.

In	Out	<- Orders	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment															
Player	Николай					Operator	Player																		
Amount:	500																								
						Card	TE-ST-000789																		
						Balance	1000		Result	6800.3															
						PTS	500		Limit	10															
						<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> <tr><td></td><td></td><td>.</td></tr> </table>					1	2	3	4	5	6	7	8	9	<	!	0			.
1	2	3																							
4	5	6																							
7	8	9																							
<	!	0																							
		.																							
Friend PTS	X Report	Close Shift 164 Калиннико	Close ZShift 12	Close Gaming Day 536	Process	EXIT																			

After the operation is held the given PTS sum will be charged to the player's bonus card account.

Note: While charging PTS on the cash desk to the player's bonus card account it is possible to charge one time the largest PTS sum. This sum must be aliquot to «Limit». The «Amount» value can't be edited. The rest PTS sum could be charged only when it reaches the threshold amount.

7.3.8 Transferring PTS to the game slot using smartphone (PTS → JP).

Transferring PTS to the game slot using smartphone is made by the cashier through the cash desk form when player refers to cash desk.

Operating procedures are following:

1. On the player's smartphone enable **Bluetooth** and launch the «Cardless» app.
2. The cashier presses the «PTS → JP» button on the form. The button becomes red.



In	Out	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
----	-----	---------	----------	-------------	--------------	-----------	--------------	---------------	------------

Attention! If in the system settings there is no tick in the «Allow PTS→Jackpots» («Settings» → «Slots» → «Settings» → «Cashdesk» tab) row, the «PTS → JP» button will not be shown on the cash desk form.

3. For identification in the system put the player's smartphone with running «Cardless» app to the reader, which is connected to the cash desk, and press the button at the bottom of the screen.

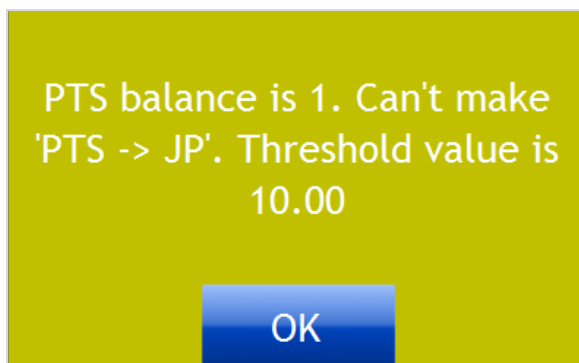



4. If the identification is successful, the cash desk turns automatically to the «PTS → JP» mode to hold the operation. In the Player field will be shown the player's Surname (the owner of the bonus card) and in the «Amount» field – PTS amount available for charging to slot. To choose the slot press the «Slot» button and the «Process» button to hold the operation.

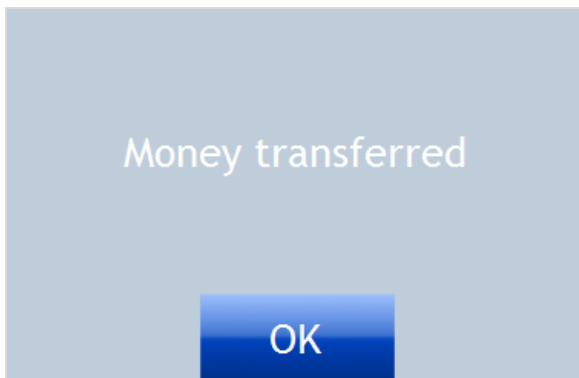
In	Out	<- Orders	Card In	Card Out	PTS -> Card	PTS To Commo	PTS -> JP	Transfer Out	Reinforcement	Encashment
Player	Николай									
Slot ¹	0001									
Amount:	500									
Operator						Player				
										
						Card TE-ST-000789 Balance 1000 Result 6800.3 PTS 500 Limit 10				
<div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div><</div> <div>!</div> <div>0</div> <div>.</div> </div>										
Friend PTS	X Report	Close Shift 164 Калиннико	Close ZShift 12	Close Gaming Day 536	Process ²	EXIT				

Note: When you proceed with «PTS → JP» operation, «Player» and «Amount» values cannot be edited. The amount of credited PTS is always aliquot to the threshold of PTS write-off, specified in the system settings («Slots» → «Promotions» → «Promotions overview» → «Settings» button).

If PTS amount on player's account is less than the writing-off threshold, a dialog box with the message about the impossibility of «PTS → JP» operation will appear right after the bonus card is recognized.



5. If operation is successful, PTS amount will be credited to the slot machine and «**Money transferred**» message will appear. To close the dialog box press .



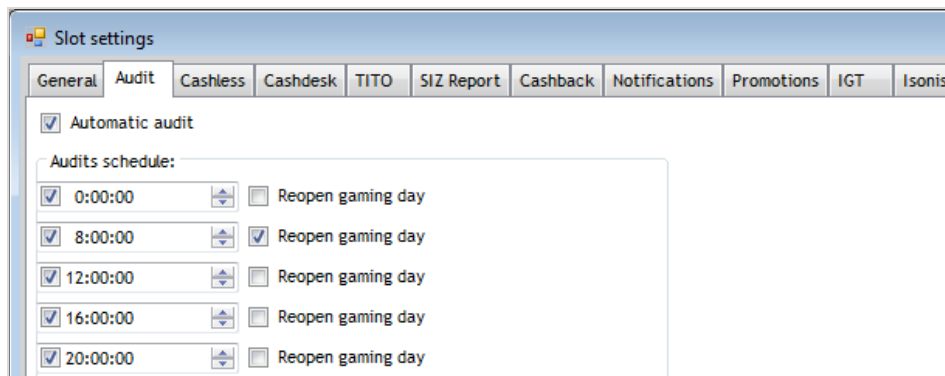
Pay your attention that in the game slots the «**PTS → JP**» operations sums are fixed by the jackpot counter.

7.4 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.

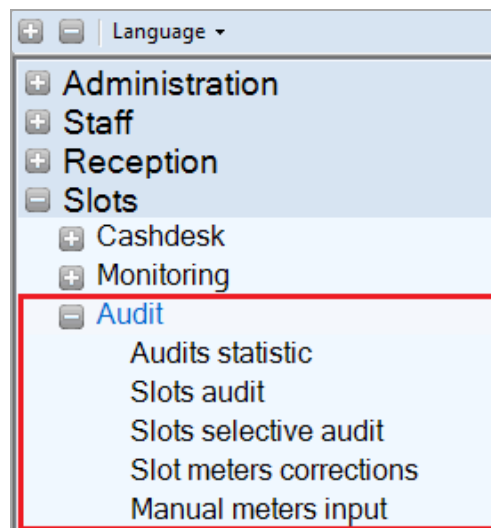
Meter information is downloaded to the system via SAS protocol. Using this data SlotLogic system can calculate profitability of slot machines.

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.

7.4.1 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.

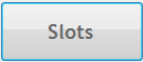
The 'Automatic Audit' window displays the following information:

- Audit statistic:
- Last audit date: 21.05.2013 10:41:17
- Profit: 28361

At the bottom, there are two buttons: 'Slots' and 'Audit'. Red arrows point from the text labels to the corresponding values in the window.

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 .

The 'Automatic Audit' window is shown with the 'Slots' button highlighted by a red arrow.

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.


The 'Check slots' window displays a table with the following columns: №, Address, Serial, Inventory, Developer, and Slot meters status.

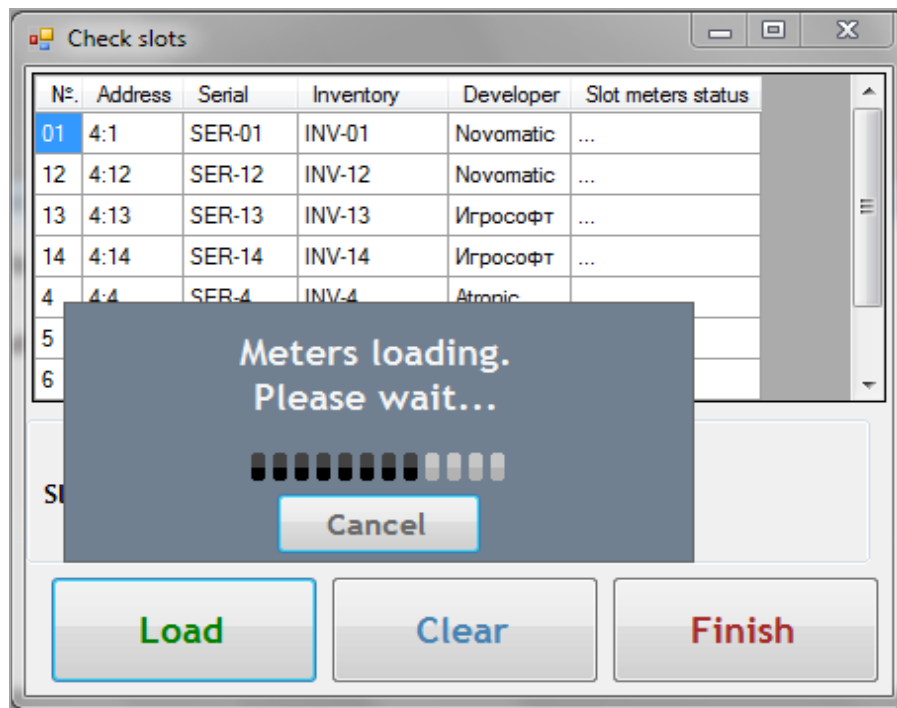
№	Address	Serial	Inventory	Developer	Slot meters status
01	4:1	SER-01	INV-01	Novomatic	...
12	4:12	SER-12	INV-12	Novomatic	...
13	4:13	SER-13	INV-13	Игрософт	...
14	4:14	SER-14	INV-14	Игрософт	...
4	4:4	SER-4	INV-4	Atronic	...
5	4:5	SER-5	INV-5	Atronic	...
6	4:6	SER-6	INV-6	Atronic	...

Below the table, there is a summary section:



Ready Total
Slots 0 9

At the bottom, there are three buttons: 'Load', 'Clear', and 'Finish'.

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).

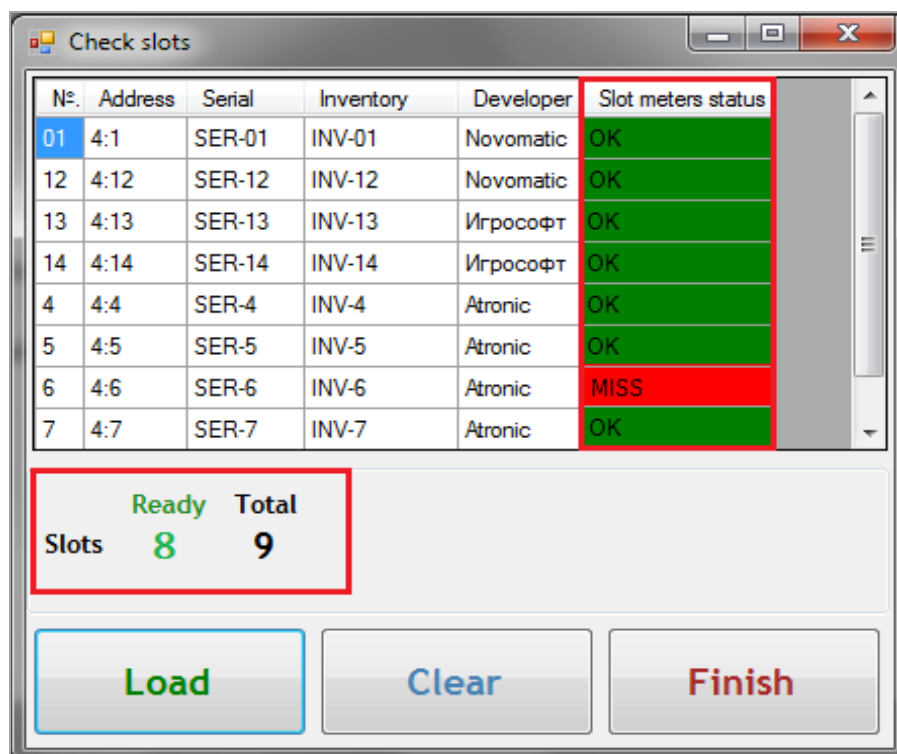




4. When the meter loading is finished you can see result in «Slot meters status» column:


-  - the download was successful.
-  - loading fails (it might not connected).

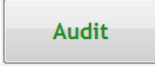
- | | Ready | Total |
|-------|-------|-------|
| Slots | 8 | 9 |

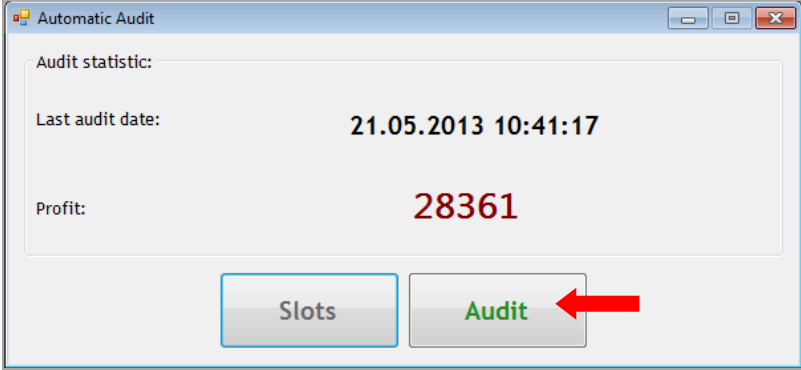
 - Meters are loaded successfully from 8 of 9 slot machines.



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 .

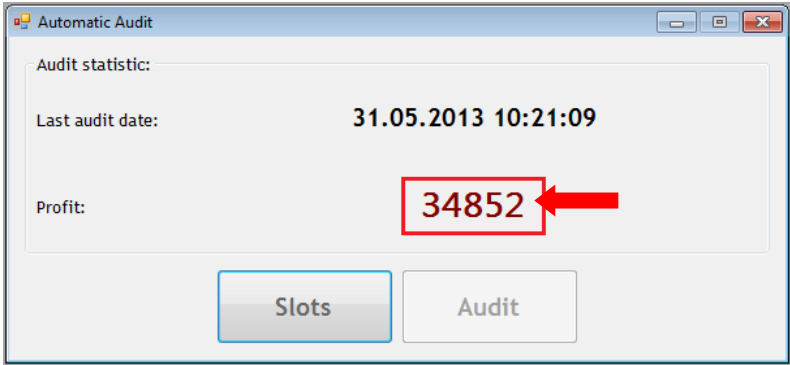
To continue audit, it is necessary to press  button.

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 .



The screenshot shows the 'Automatic Audit' window. It contains the following text: 'Audit statistic:', 'Last audit date: 21.05.2013 10:41:17', and 'Profit: 28361'. At the bottom, there are two buttons: 'Slots' and 'Audit'. A red arrow points to the 'Audit' button.

System will automatically calculate profitability and the net amount of incomes on slots will be displayed on the following form:



The screenshot shows the 'Automatic Audit' window after the audit. It contains the following text: 'Audit statistic:', 'Last audit date: 31.05.2013 10:21:09', and 'Profit: 34852'. The 'Profit' value is highlighted with a red box, and a red arrow points to it. At the bottom, there are two buttons: 'Slots' and 'Audit'.

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»](#)).

7.4.2 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

Start

3. Then for selecting slot machines and load meters, click

Slots

4. «Slots from Selective Audit» form opens.


This form contains the following elements:

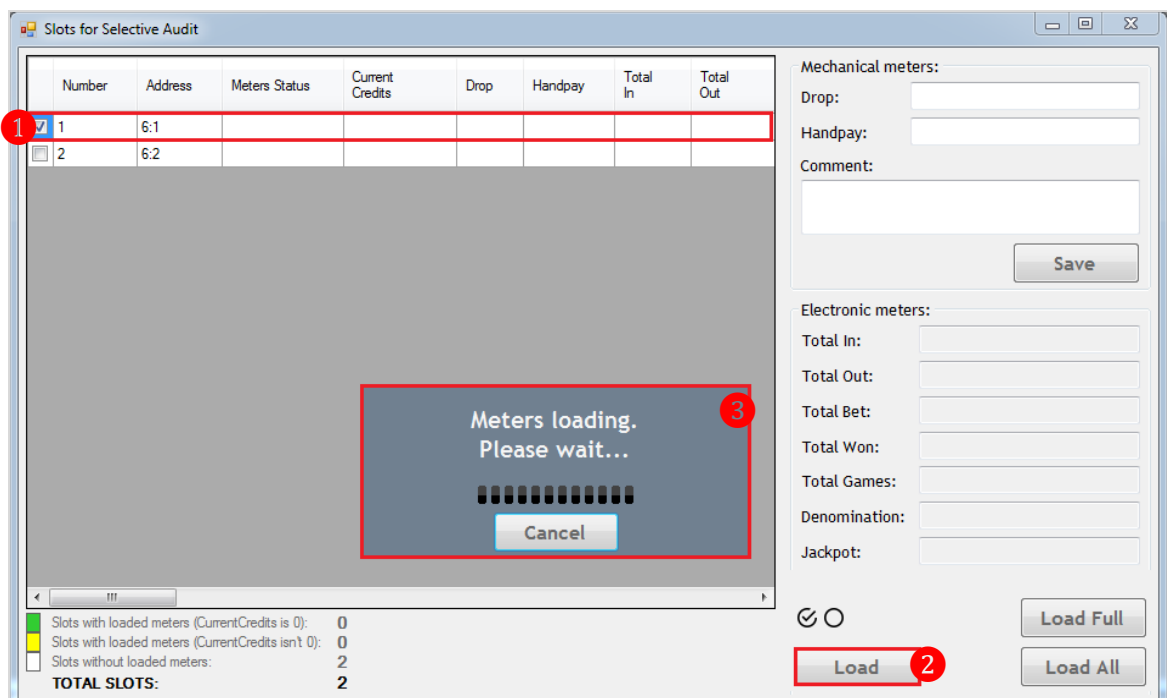
- ❶ List of the club slot machines, including the columns to load the data:

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. - 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» [❸], if necessary)

❷ 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.

❸ 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.



Slots for Selective Audit

Number	Address	Meters Status	Current Credits	Drop	Handpay	Total In	Total Out
1	6:1						
2	6:2						

Meters loading. Please wait...

Mechanical meters:

Drop:

Handpay:

Comment:

Save

Electronic meters:

Total In:

Total Out:

Total Bet:

Total Won:

Total Games:

Denomination:

Jackpot:

Load Full

Load

Load All

Legend:

- 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

5. After loading, the meter values will be displayed in the table and in the form on the right.

Number	Address	Meters Status	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games
1	6:1	ONLINE	9925			16009526	12858010	27524643	24383052	29886
2	6:2									

Slots with loaded meters (CurrentCredits is 0): 0
 Slots with loaded meters (CurrentCredits isn't 0): 1
 Slots without loaded meters: 1
TOTAL SLOTS: 2

Mechanical meters:
 Drop:
 Handpay:
 Comment:
 Save

Electronic meters:
 Total In: 16009526
 Total Out: 12858010
 Total Bet: 27524643
 Total Won: 24383052
 Total Games: 29886
 Denomination: 100
 Jackpot: 100000000

Load Full
 Load
 Load All

- 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»](#)).

Number	Address	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games
1	6:1	77000			5510072	104303873	8624601	7468702	9063
2	6:2								

- 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»](#)).

Number	Address	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Progressive Wins
1	6:1	8900			5510072	104303873	8771301	7547302	9227	0
2	6:2									

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 checked="" type="checkbox"/>	Slots with loaded meters (CurrentCredits is 0):	0
<input checked="" type="checkbox"/>	Slots with loaded meters (CurrentCredits isn't 0):	1
<input type="checkbox"/>	Slots without loaded meters:	1
TOTAL SLOTS:		2

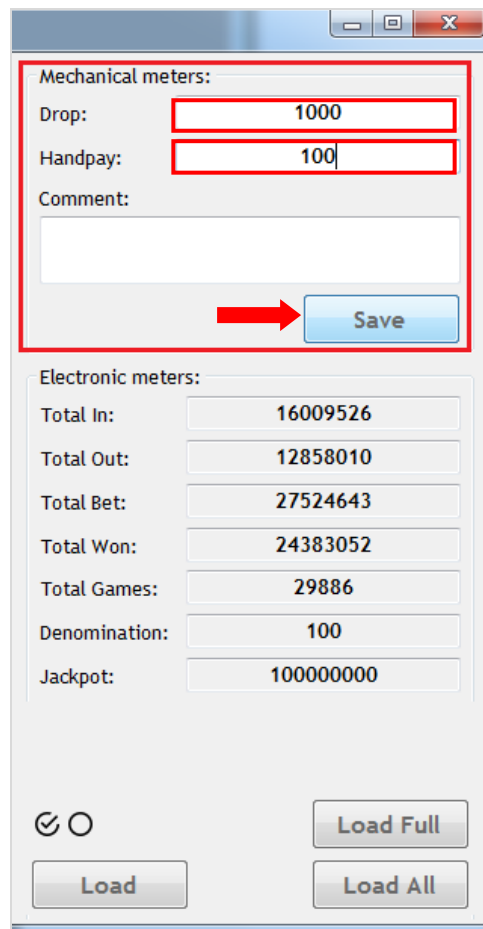
☒ – slots with no credits with loaded meters.

☒ – 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 .




Mechanical meters:

Drop:

Handpay:

Comment:



Electronic meters:

Total In:

Total Out:

Total Bet:

Total Won:

Total Games:

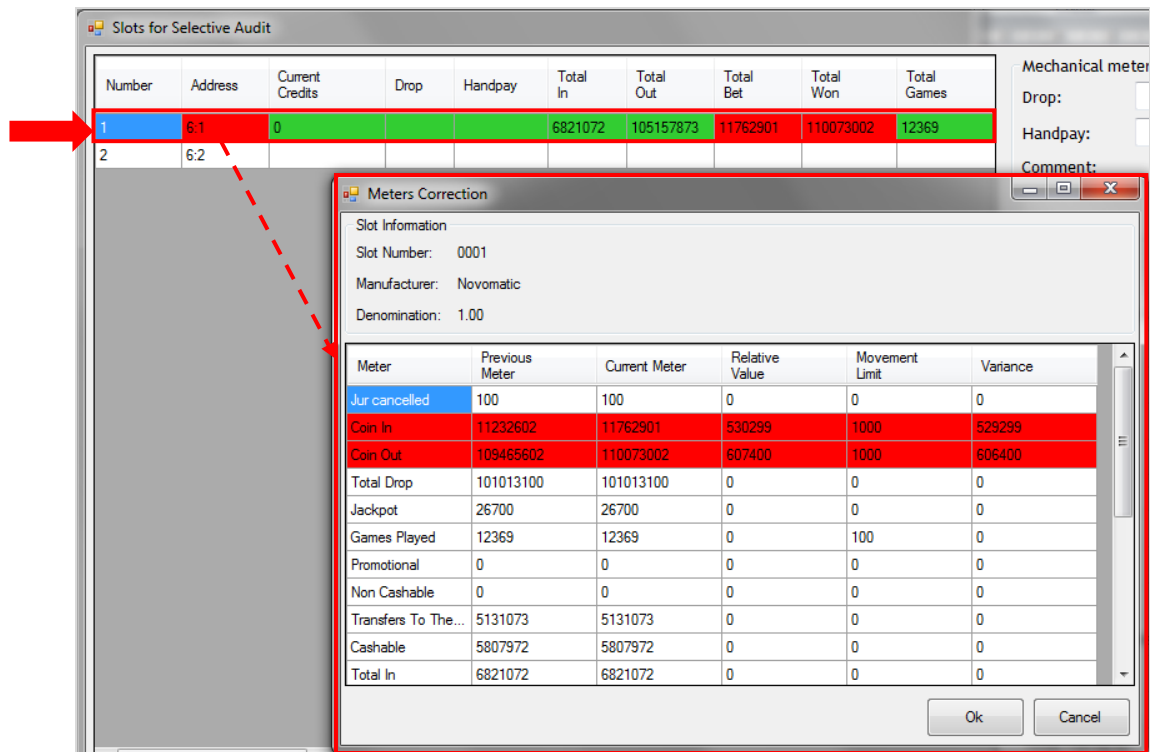
Denomination:

Jackpot:

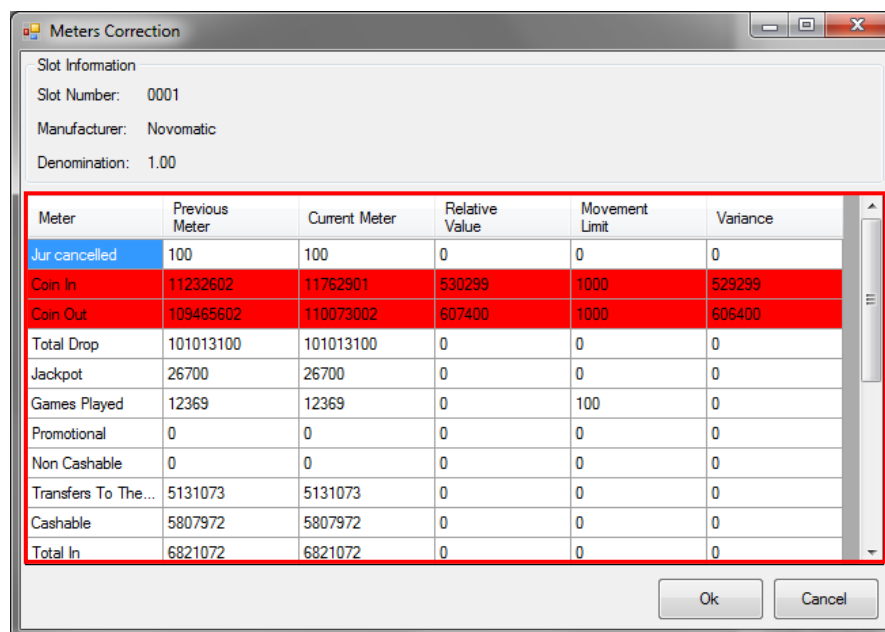
☒ ☐

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**».



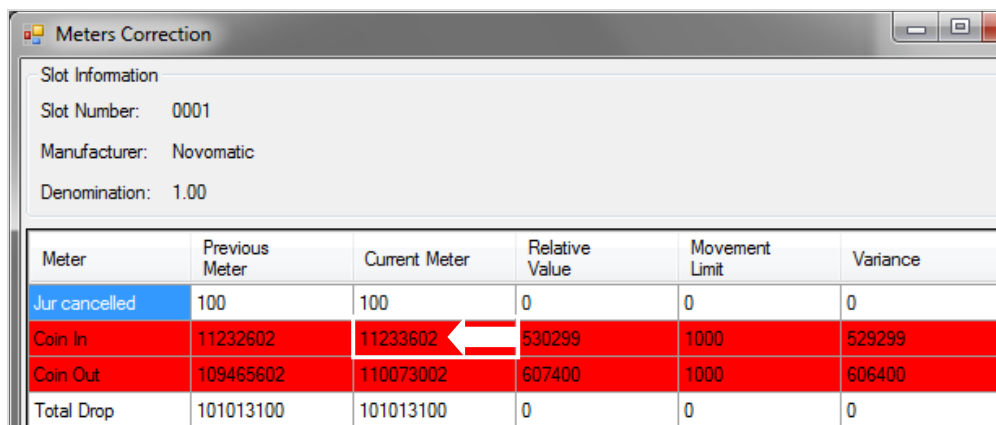
7. The «Meters Correction» form will display the table with the list of all loaded slot meter values.



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.

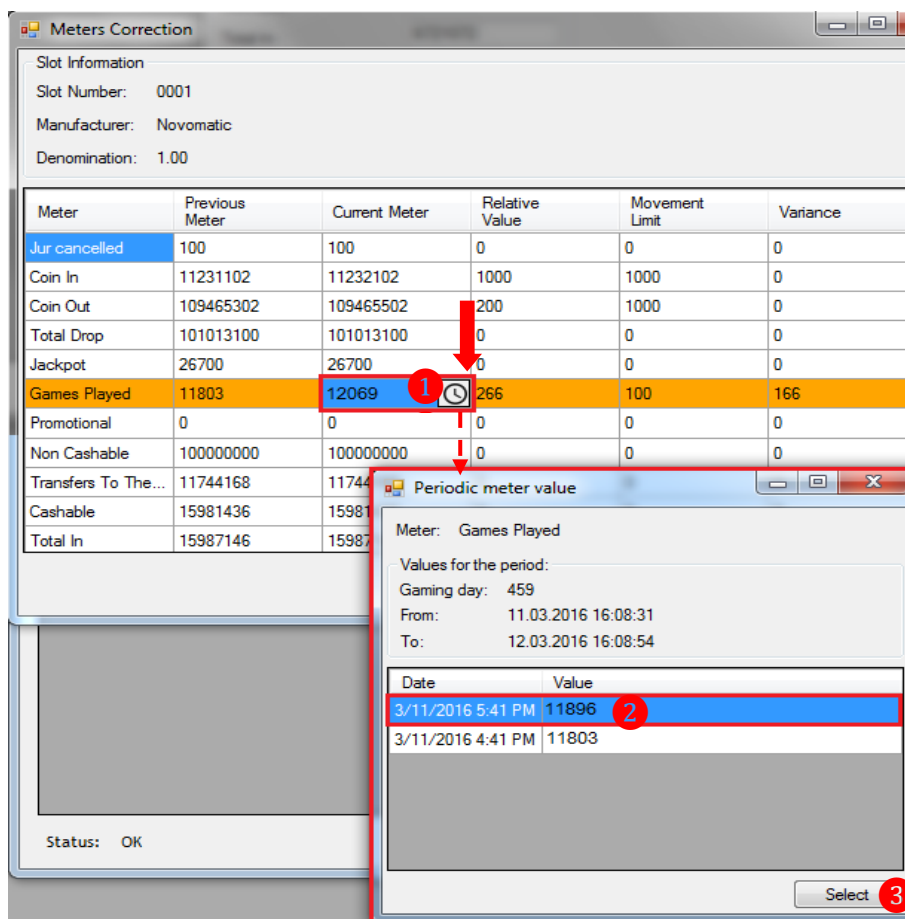
To perform the correction, double click the cell with an incorrect value in the column **Current Meter** and enter a new meter value using the keypad. In our example, the **Coin In** value should not exceed **11233602** ($11232602 + 1000$).



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	11744168	0	0	0
Cashable	15981436	15981436	0	0	0
Total In	15987146	15987146	0	0	0

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.

Slot Information

Slot Number: 0001
Manufacturer: Novomatic
Denomination: 1.00

Meter	Previous Meter	Current Meter	Relative Value	Movement Limit	Variance
Jur cancelled	100	100	0	0	0
Coin In	11232602	11233602	1000	1000	0
Coin Out	109465602	109466602	1000	1000	0
Total Drop	101013100	101013100	0	0	0
Jackpot	26700	26700	0	0	0
Games Played	12369	12369	0	100	0
Promotional	0	0	0	0	0
Non Cashable	0	0	0	0	0
Transfers To The...	5131073	5131073	0	0	0
Cashable	5807972	5807972	0	0	0
Total In	6821072	6821072	0	0	0

Ok Cancel

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.

Slots for Selective Audit

Number	Address	Meters Status	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games
1	6.1	ONLINE	0			6821072	105157873	11233602	109466602	12369
2	6.2									

Mechanical meters:

Drop:
Handpay:
Comment:

Save

Electronic meters:

Total In: 6821072
Total Out: 105157873
Total Bet: 11233602
Total Won: 109466602
Total Games: 12369
Denomination: 100
Jackpot: 26700
Total Bonus: 4702

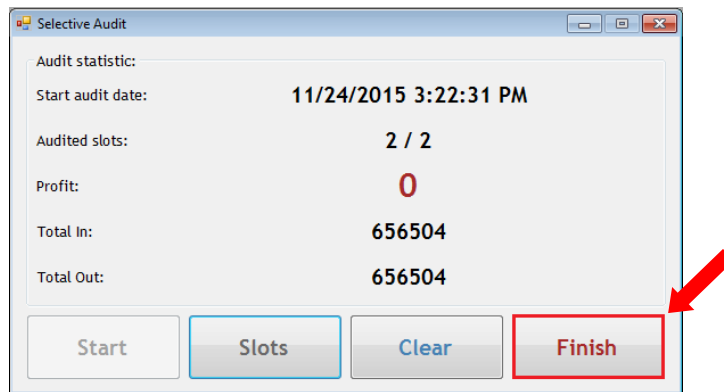
Load Full Load Load All

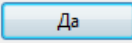
Slots with loaded meters (CurrentCredits is 0): 1
Slots with loaded meters (CurrentCredits isn't 0): 0
Slots without loaded meters: 1
TOTAL SLOTS: 2

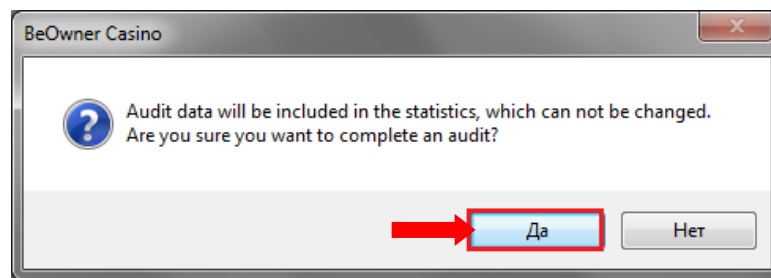
Thus, the meters are loaded for all needed slot machines.

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



11. Next, confirm the audit completion by clicking  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»](#)).

7.4.3 Audit of the playing devices with games specification.

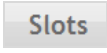
In the «SlotLogic» system you can make an audit of games devices meters with games specification.

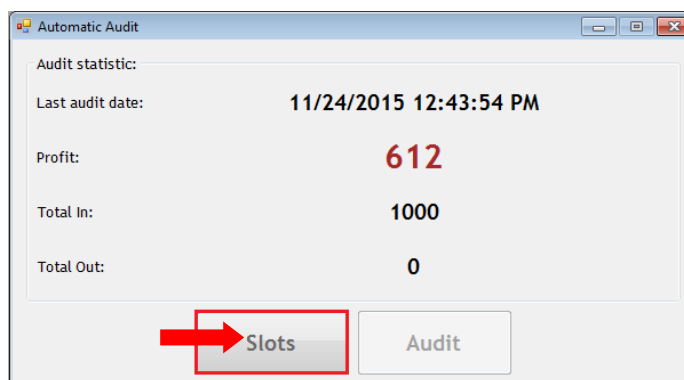
Attention! You can make an audit only if in the «SlotLogic» system settings the option «Games audit» is activated (see more [«Setting GM options»](#)). Also SAS games list must be set (see more [«Setting SAS games list»](#)) and SAS games connected to the devices (more [«Connecting SAS games to devices»](#)).

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.

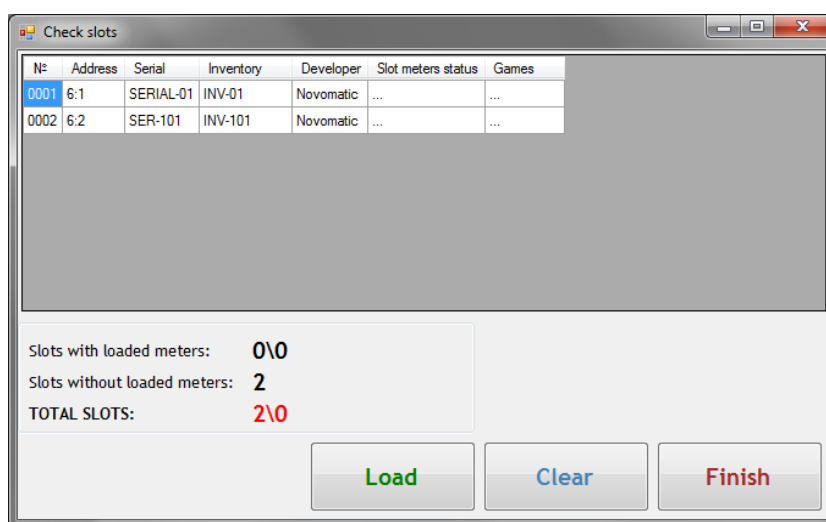


The 'Automatic Audit' window displays the following statistics:

Audit statistic:	
Last audit date:	11/24/2015 12:43:54 PM
Profit:	612
Total In:	1000
Total Out:	0

At the bottom, there are two buttons: 'Slots' and 'Audit'. A red arrow points to the 'Slots' button.

3. A form «Check slots» opens. There will be the list of the clubs game devices.



The 'Check slots' window displays a table of device information:

Nº	Address	Serial	Inventory	Developer	Slot meters status	Games
0001	6:1	SERIAL-01	INV-01	Novomatic
0002	6:2	SER-101	INV-101	Novomatic

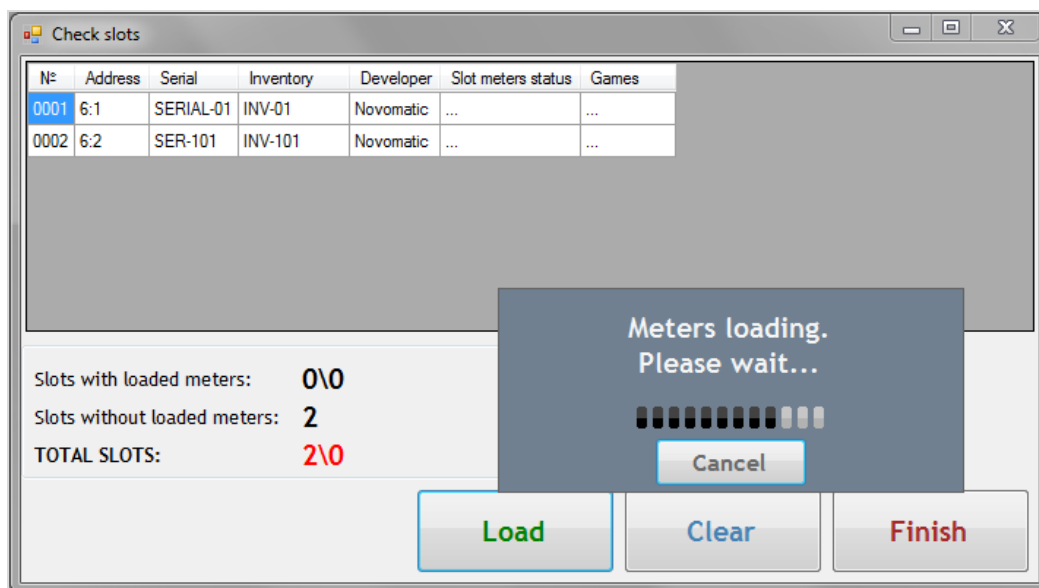
Below the table, the following summary is shown:

Slots with loaded meters:	0\0
Slots without loaded meters:	2
TOTAL SLOTS:	2\0

At the bottom, there are three buttons: 'Load', 'Clear', and 'Finish'.

- **Nº** - 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:**

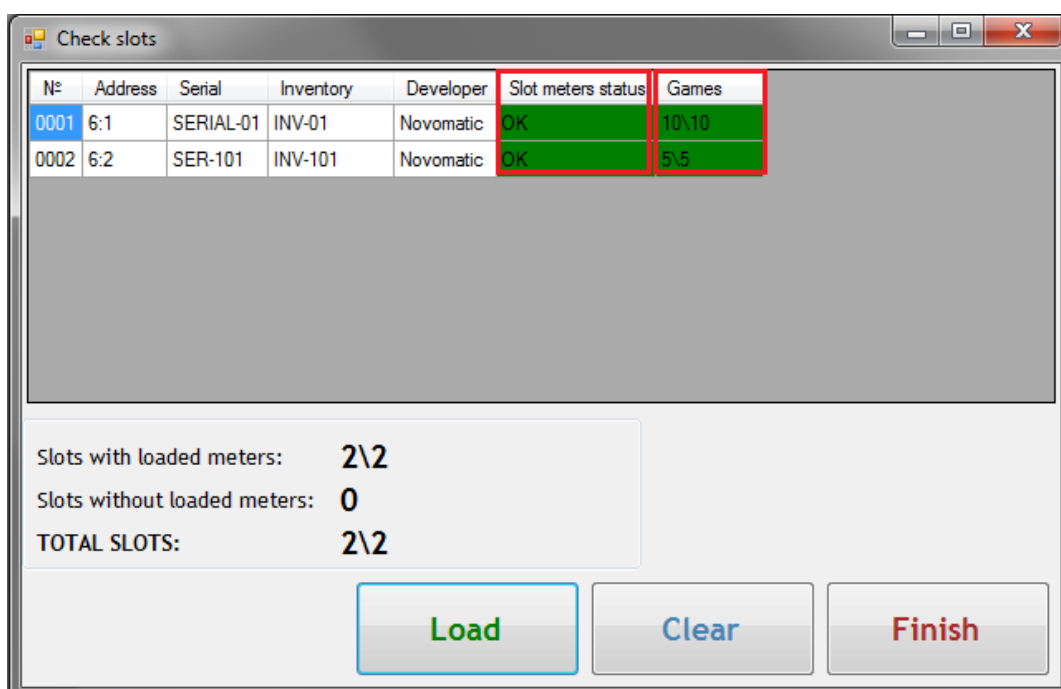
OK - loading was successful.

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).




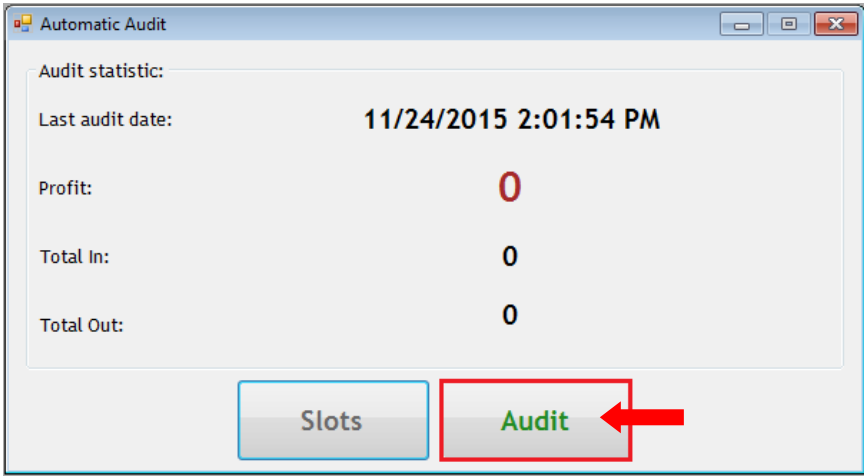
Under the table you'll see the common result.

- **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

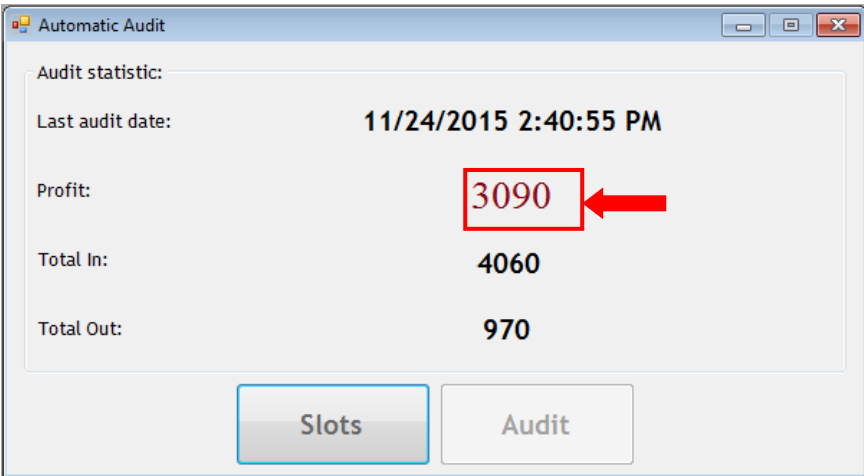
To continue the audit press the  button.

5. To count the devices profit based on the loaded meters values you should press the  button on the form «Automatic Audit».



The screenshot shows the 'Automatic Audit' window. It displays the 'Last audit date' as 11/24/2015 2:01:54 PM. Below this, the 'Profit' is 0, 'Total In' is 0, and 'Total Out' is 0. At the bottom, there are two buttons: 'Slots' and 'Audit'. The 'Audit' button is highlighted with a red box and a red arrow pointing to it.

Then an automatic calculation will be done and you'll see the obtained profit sum on the form.



The screenshot shows the 'Automatic Audit' window after the audit. The 'Last audit date' is now 11/24/2015 2:40:55 PM. The 'Profit' is 3090, 'Total In' is 4060, and 'Total Out' is 970. The 'Audit' button is now disabled. The 'Profit' value 3090 is highlighted with a red box and a red arrow pointing to it.

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.

Number	Address	Current Credits	Games	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games
1	6:1									
2	6:2									

Game #	Name	Total Coin In	Total Coin Out	Total Jackpot	Games Played	Game Id	Add Id	Base %	Max bet
-									

■ Slots with loaded meters (CurrentCredits is 0): 0 \ 0
■ Slots with loaded meters (CurrentCredits isn't 0): 0 \ 0
■ Slots without loaded meters: 2
TOTAL SLOTS: 2 \ 0

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 **Load**. After starts the download of its electronic meters values.

Meters loading. Please wait...

1

2

3

Load

- 5) When the download is complete the meters values appear on the table above and in the right column on the form.

Slots for Selective Audit

Number	Address	Current Credits	Games	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Prog Wins
1	6.1	0	10\10			2791100	1921891	4932101	4036192	5217	0
2	6.2										

Game # Name Total Coin In Total Coin Out Total Jackpot Games Played Game Id Add Id Base % Max bet

1	SIZZLINGHOT	868200	720322	0	996	NV	939	95.66	255
2	Always Hot	475000	432000	0	475	NV	939	95.36	255
3	AP II	894000	500000	0	894	NV	939	95.57	255
4	Ultra Hot Video	45000	32000	0	45	NV	939	95.17	255
5	Xtra Hot CF1	101462000	101065000	0	100001462	NV	939	95.66	255
6	Lucky Lady's Charm	879301	859500	26700	978	NV	939	94.24	255
7	Book of Ra	192480	170950	0	230	NV	939	94.26	255
8	Royal Treasure	99920	184420	0	119	NV	939	94.24	255

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

Mechanical meters:
Drop:
Handpay:
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

Load Load All

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


Remote In: 110000


Total Handpay: 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

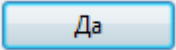
Audited slots: 2 / 2

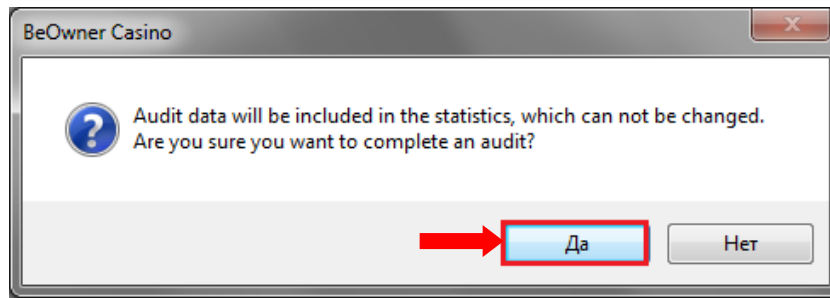
Profit: 0

Total In: 656504

Total Out: 656504

Start Slots Clear Finish

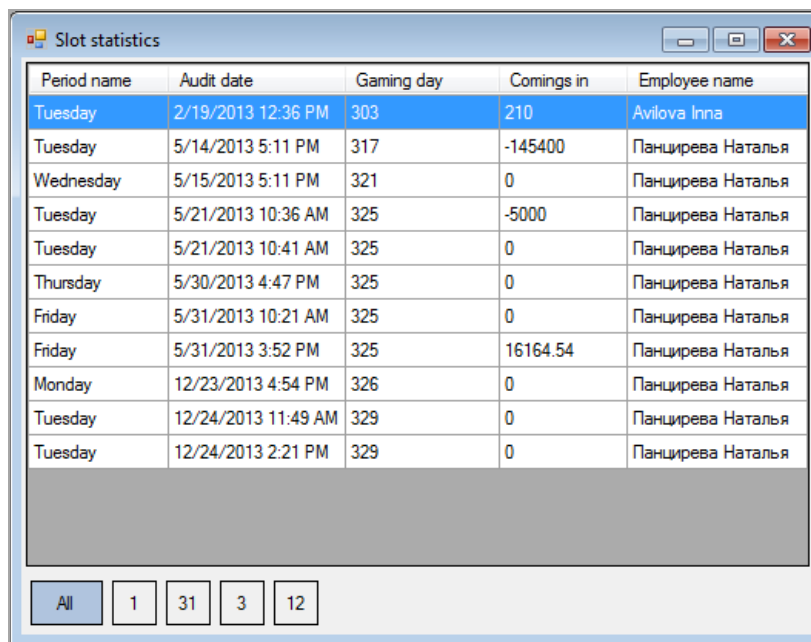
8) Then you should confirm the audit results. Press  button in the opened window.



You can also see the GD statistics with games specification on the form «**New hall plan**» («Slots» → «Monitoring» → «New hall plan», more [«Stat Game»](#)).

7.4.4 Audit statistic.

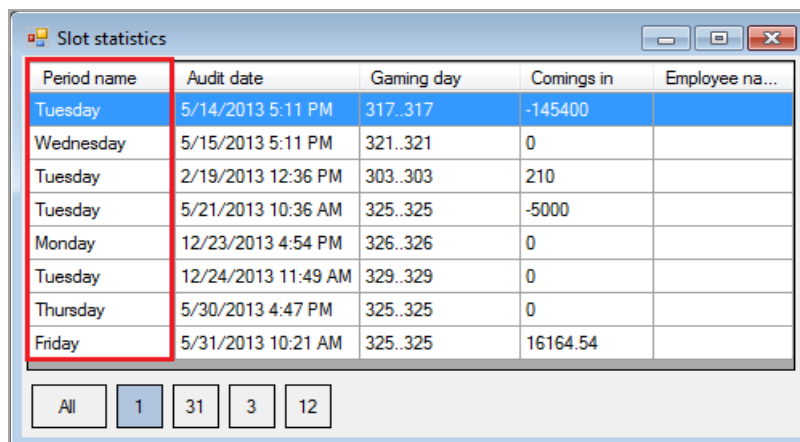
To view detailed data for each audit you must select «Slots» → «Audit» → «Audit statistic».



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

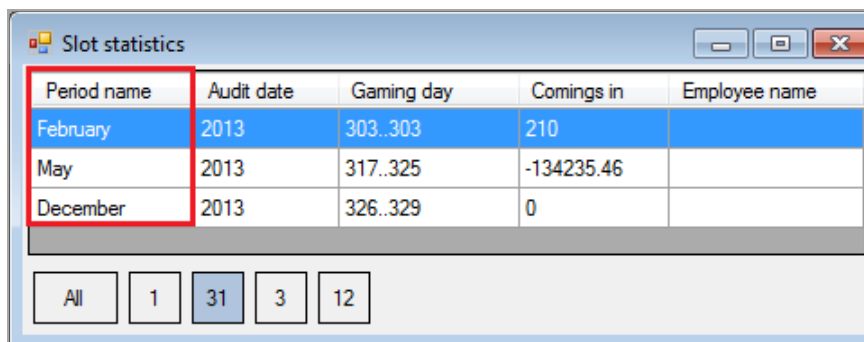
Data presented in the table can be grouped as follows:

✓ 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.

Period name	Audit date	Gaming day	Comings in	Employee name
1	2013	303..303	210	
2	2013	317..325	4235.46	
4	2013	326..329	0	

All 1 31 3 12

✓ **Annually** by clicking 12.

Period name	Audit date	Gaming day	Comings in	Employee name
	2013	303..329	34025.46	

All 1 31 3 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.

1. Slot statistics window showing audits grouped by month. 'May' is selected.

2. Detailed slot statistics window showing audits grouped by day of week. 'Friday' is selected.

3. Audit detail window showing details for meter '01'.

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		SER-201	

Статус: OK NOT AUDITED: 1

Последнее состояние счетчиков:

Denomination	100
JurCanceledMeter	101103842
CoinInMeter	27521143
CoinOutMeter	24382007
TotalDropMeter	5710
JackpotMeter	100000000
GamesPlayedMeter	29879
Promotional	100000000
NonCashable	100000000
TransfersToTheHost	11744168
Cashable	15981436
Total In	15987146
Total Hand Paid	1103842
Total Out	12848010
Total PTS	14678858.29
Total Bonus	13302
Progressive Wins Meter	0
True Coin In Meter	0
True Coin Out Meter	0
Token Denom	0
TotalBillIn	5710
TotalHandpay	1103842

Последнее состояние мех. счетчиков:

Drop

Handpay

Комментарий:

Mechanical meters:

Total Bill In:	200000562	200000562
Remote In:	0	0
Total Handpay:	100109385	100109385

Update

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.
- - 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»](#)).

7.4.5 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.

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....

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 checked="" type="checkbox"/> Pit statistic

Name	Description	action	sign
<input checked="" type="checkbox"/> Floor Plan Graph Stat		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Floor Plan Meters		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Players overview twins merge		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Audits Edit Suspect Values		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Audits Edit Any Values		<input type="checkbox"/>	<input type="checkbox"/>

Name: Administrator
Description:
Main Form: Main Form

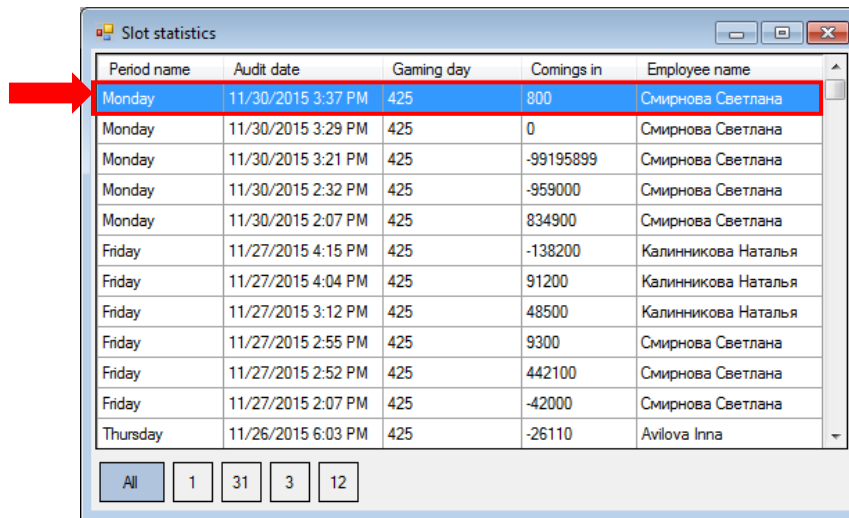
Cancel Save CLOSE

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.

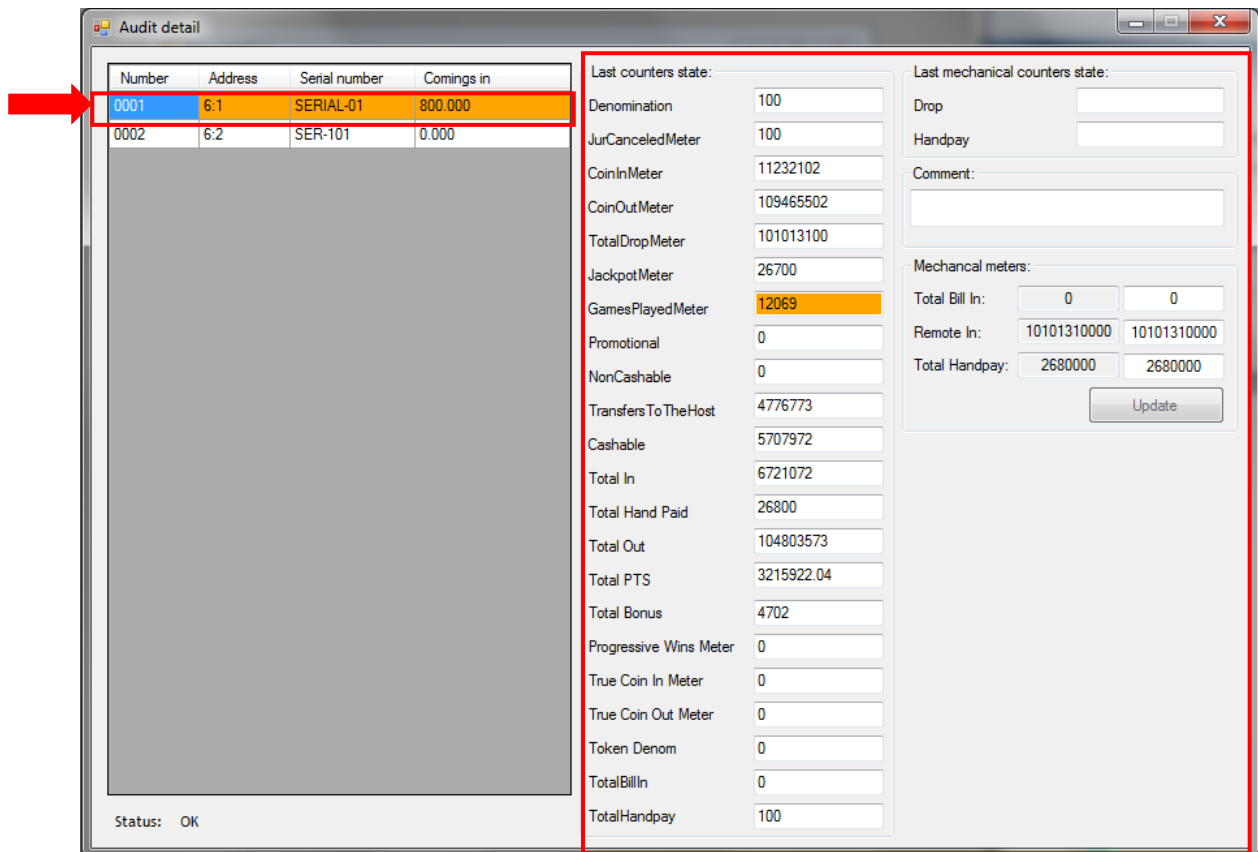
Attention! *You can adjust the slot meter values only for the latest (by date and time) audit. Data of previous audits can not be edited.*



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	Калиникова Наталья
Friday	11/27/2015 4:04 PM	425	91200	Калиникова Наталья
Friday	11/27/2015 3:12 PM	425	48500	Калиникова 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

Buttons: All, 1, 31, 3, 12

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

Status: OK

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

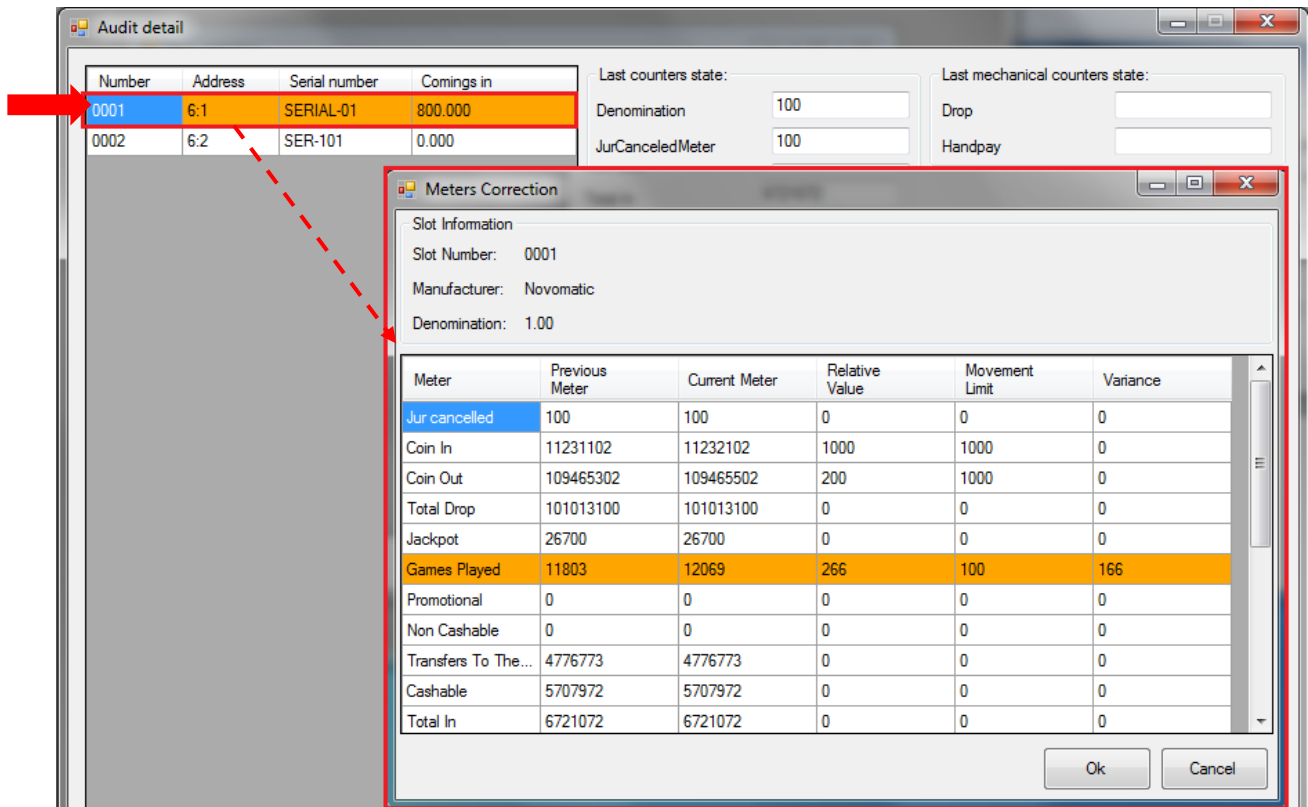
Total Handpay: 2680000 2680000

Update

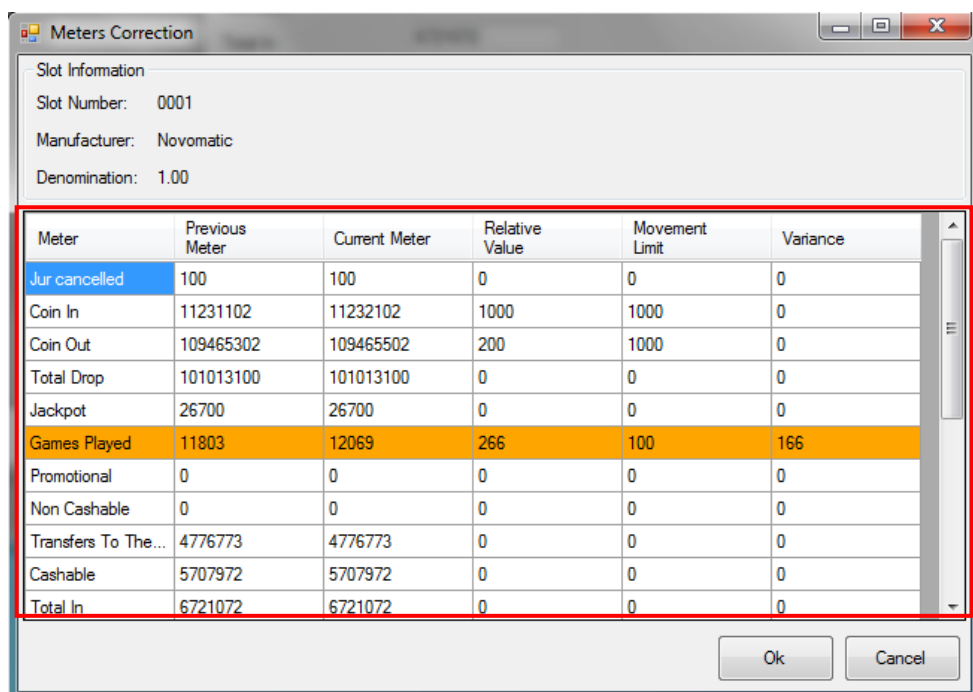
- If the line in the list of slot machines is highlighted **red**, the loaded value of any electronic meter exceeds the permissible difference. In the form on the right, the meters with values exceeding the permissible difference will also be highlighted **red**. Suspicious meter values will be highlighted **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.

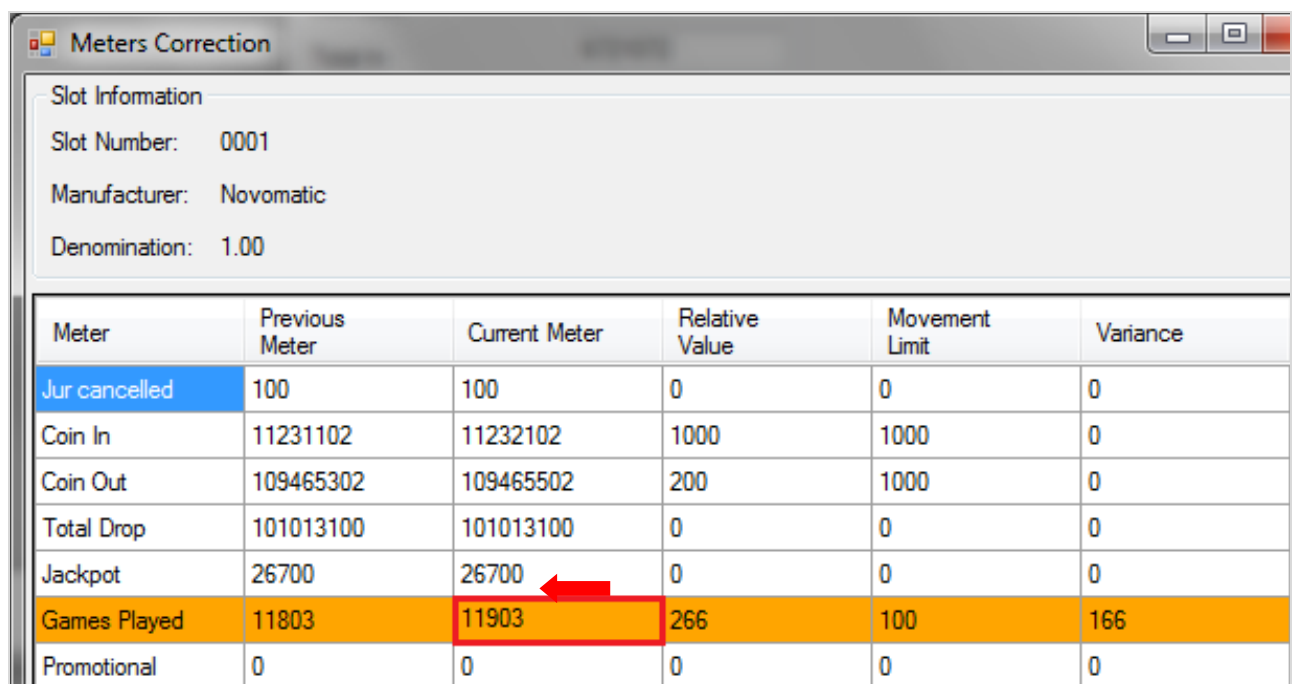


Column	Mean
Meter	Names of slot meters
Previous Meter	Meter values loaded during the previous slot audit

Current Meter	Meter values loaded during the last slot audit <i>$Current\ Meter \leq Previous\ Meter + Movement\ Limit$</i>
Relative Meter	Difference between <i>Current Meter</i> and <i>Previous Meter</i> , <i>$Relative\ Meter \leq Movement\ Limit$</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 last audit are highlighted **red** and **orange**, respectively.

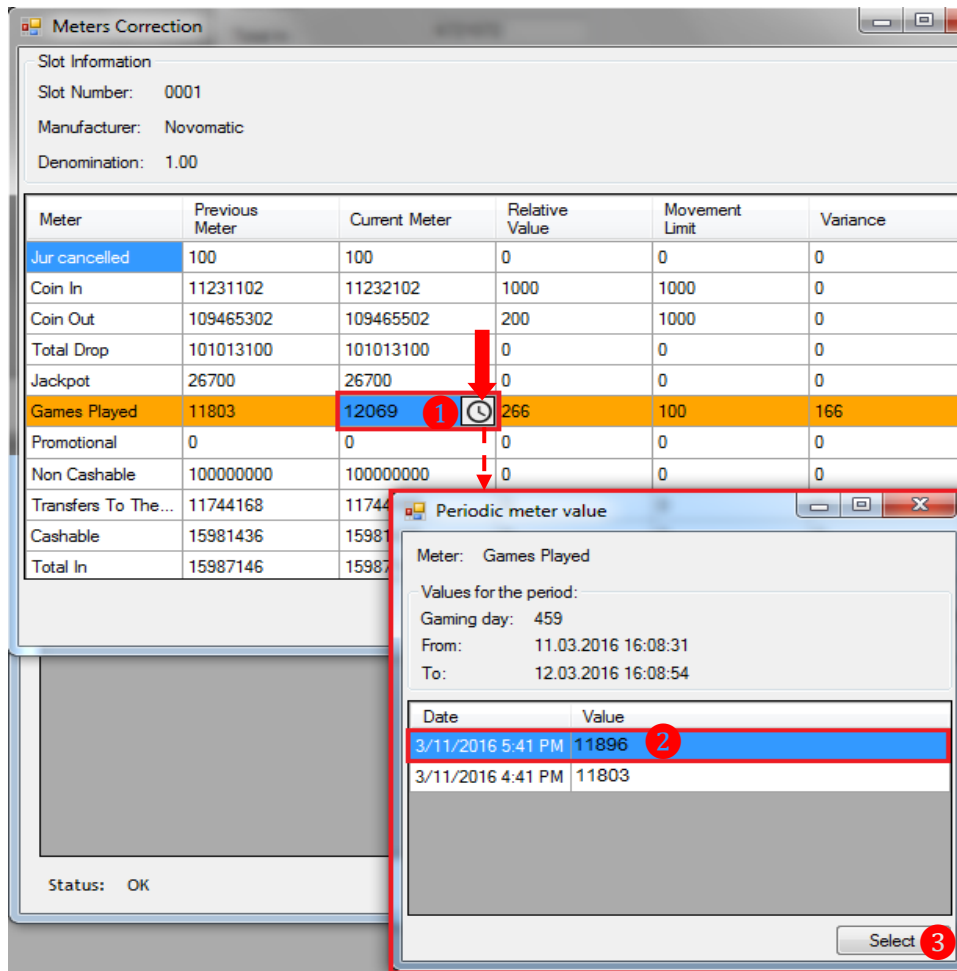
To perform the correction, double click the cell with an incorrect value in the column *Current Meter* and enter a new meter value using the keypad. In our example, the current value of the meter **Games Played** should not exceed **11903** ($11803 + 100$).



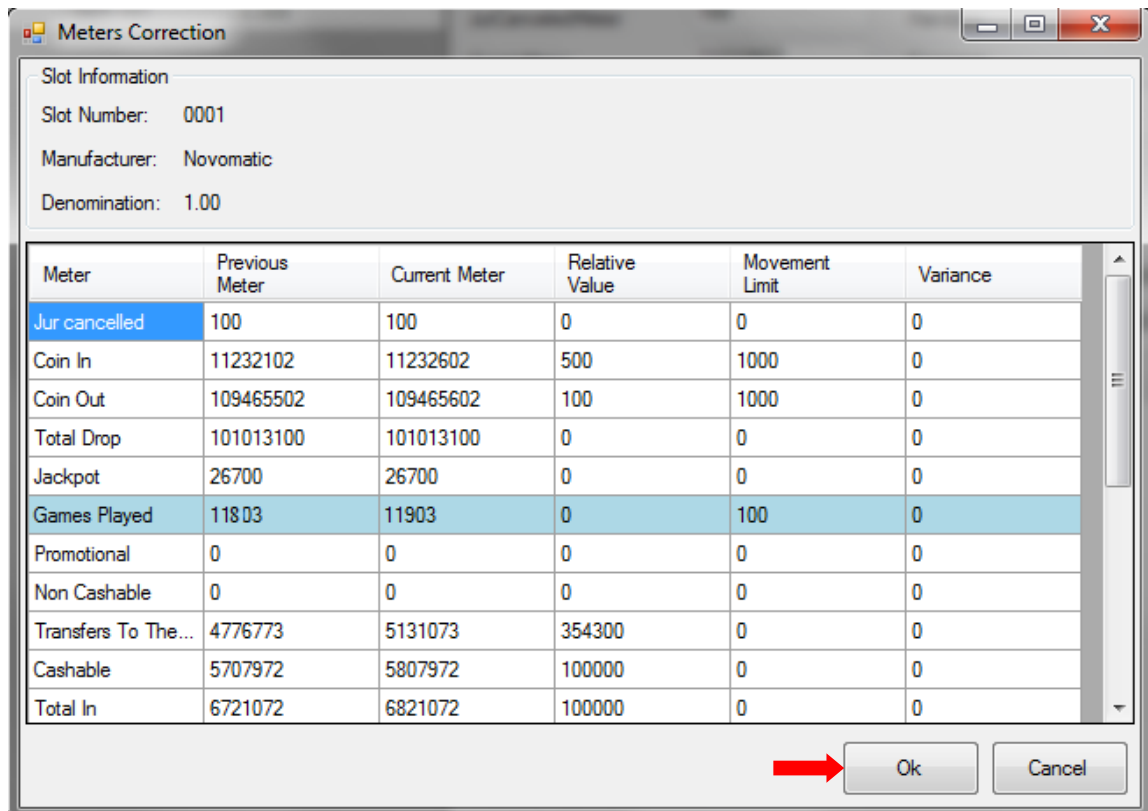
Meter	Previous Meter	Current Meter	Relative Value	Movement Limit	Variance
Jur cancelled	100	100	0	0	0
Coin In	11231102	11232102	1000	1000	0
Coin Out	109465302	109465502	200	1000	0
Total Drop	101013100	101013100	0	0	0
Jackpot	26700	26700	0	0	0
Games Played	11803	11903	266	100	166
Promotional	0	0	0	0	0

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.

The screenshot shows the 'Audit detail' window. On the left, a table lists slot machines with columns: Number, Address, Serial number, and Comings in. The first row (0001) is highlighted with a red border and a red arrow points to it. The second row (0002) is highlighted with an orange border. The right side of the window contains various meter settings and mechanical counters.

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	11903
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 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.

7.4.6 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.

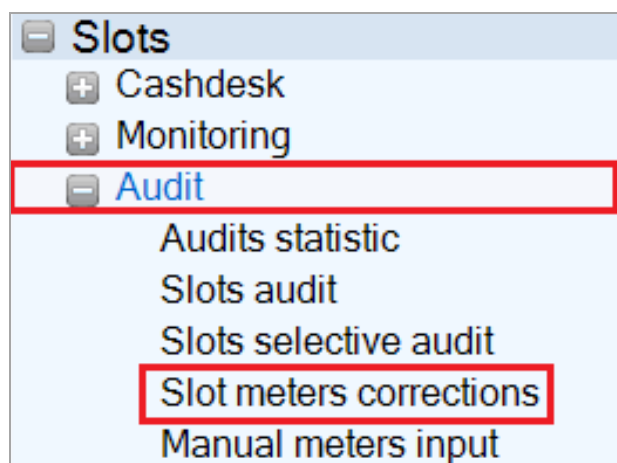
8.2. New «Drop» meter value is recalculated according to the new corrective factor: $700 + (3 * 100,000,000) = 300,000,700$.

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.

The screenshot shows the 'Slot meters corrections' window. It contains a table with 11 columns: Slot number, Slot address, Manufacturer, Drop, Handpay, Total In, Total Out, Total Bet, Total Won, Total Games, and Total Bonus. The first row (01) is highlighted in blue. To the right of the table is a 'Correction factors' section with input fields for Drop (1), Handpay (1), Total In (0), Total Out (0), Total Bet (0), Total Won (0), Total Games (0), and Total Bonus (0). A 'Save' button is at the bottom right.

Slot number	Slot address	Manufacturer	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Total Bonus
01	4:1	Novomatic	1	1	0	0	0	0	0	0
12	4:12	Novomatic	0	0	0	0	0	0	0	0
13	4:13	Игрософт	0	0	0	0	0	0	0	0
14	4:14	Игрософт	0	0	0	0	0	0	0	0
4	4:4	Atronic	0	0	0	0	0	0	0	0
5	4:5	Atronic	0	0	0	0	0	0	0	0
6	4:6	Atronic	0	0	0	0	0	0	0	0
7	4:7	Atronic	0	0	0	0	0	0	0	0
8	4:8	Atronic	0	0	0	0	0	0	0	0

Correction factors:
 Drop: 1
 Handpay: 1
 Total In: 0
 Total Out: 0
 Total Bet: 0
 Total Won: 0
 Total Games: 0
 Total Bonus: 0
 Save

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 .

This screenshot is similar to the previous one but includes red annotations. A red circle with the number '1' is around the first row (01) in the table. A red circle with the number '2' is around the 'Drop' input field in the 'Correction factors' section, which now contains the value '2'. A red circle with the number '3' is around the 'Save' button at the bottom right.

Slot number	Slot address	Manufacturer	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Total Bonus
01	4:1	Novomatic	1	1	0	0	0	0	0	0
12	4:12	Novomatic	0	0	0	0	0	0	0	0
13	4:13	Игрософт	0	0	0	0	0	0	0	0
14	4:14	Игрософт	0	0	0	0	0	0	0	0
4	4:4	Atronic	0	0	0	0	0	0	0	0
5	4:5	Atronic	0	0	0	0	0	0	0	0
6	4:6	Atronic	0	0	0	0	0	0	0	0
7	4:7	Atronic	0	0	0	0	0	0	0	0
8	4:8	Atronic	0	0	0	0	0	0	0	0

Correction factors:
 Drop: 2
 Handpay: 1
 Total In: 0
 Total Out: 0
 Total Bet: 0
 Total Won: 0
 Total Games: 0
 Total Bonus: 0
 Save

In the same way, correction factors are set for the rest of slot machines.

7.4.7 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.


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	0	0	0	0	0
Transfers To The...	4776773	4776773	0	0	0
Cashable	5707972	5707972	0	0	0
Total In	6721072	6721072	0	0	0

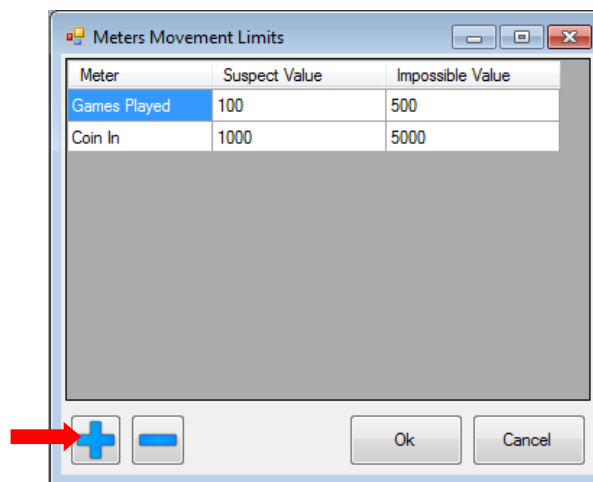
Column	Mean
Meter	Names of slot meters
Previous Meter	Meter values loaded during the previous slot audit
Current Meter	Meter values loaded during the last slot audit <i>Current Meter ≤ Previous Meter + Movement Limit</i>
Relative Meter	Difference between <i>Current Meter</i> and <i>Previous Meter</i> , <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»](#)).

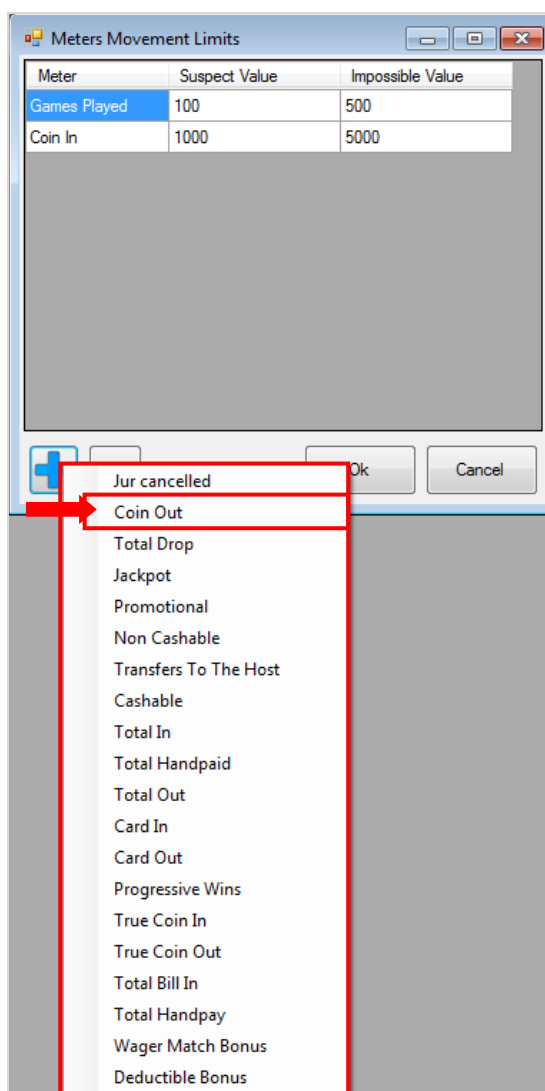
In the system «SlotLogic», the **Movement Limit** parameter can be adjusted for any slot meter. Procedures are as follows:

Setting the value of permissible difference for the slot meters.

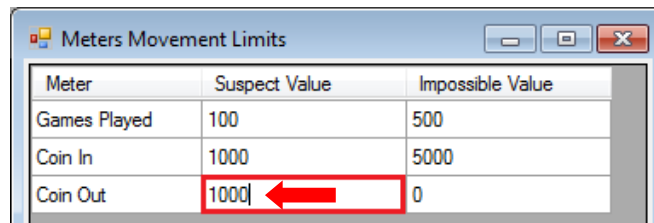
1. In the system's main menu, select «**Settings**» → «**Slots**» → «**Meters movement limit**».
2. In the form that opens, click .



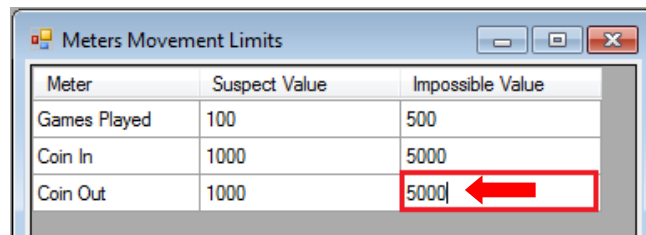
3. In the drop-down list, left click to select the name of the meter that requires setting of the permissible difference.



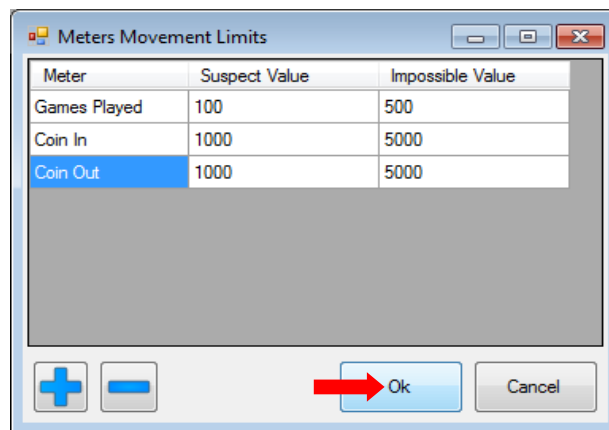
4. After selecting, the meter will be displayed in the table list. Now double click the cell in the column «**Suspect Value**» and use the keypad to enter the minimum value of permissible difference. If this value is exceeded, the system will consider these meter values suspicious and they will be highlighted **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**.

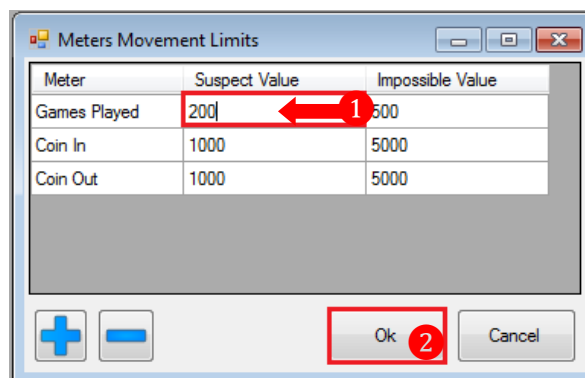


6. To save the values entered, click «**Ok**».




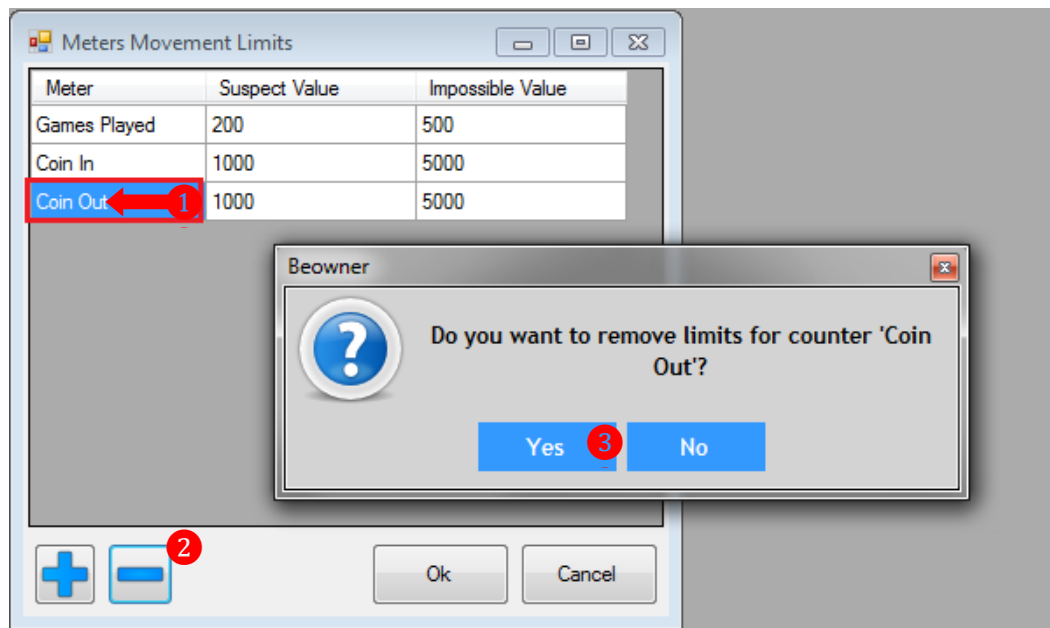
Editing the value of permissible difference for the slot meters.

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.

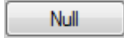
To delete the minimum / maximum value of permissible difference for any meter, click the line to select the name of the meter in the same form and then click . In the dialog box, select «**Yes**» to confirm. To save the changes, click «**Ok**».

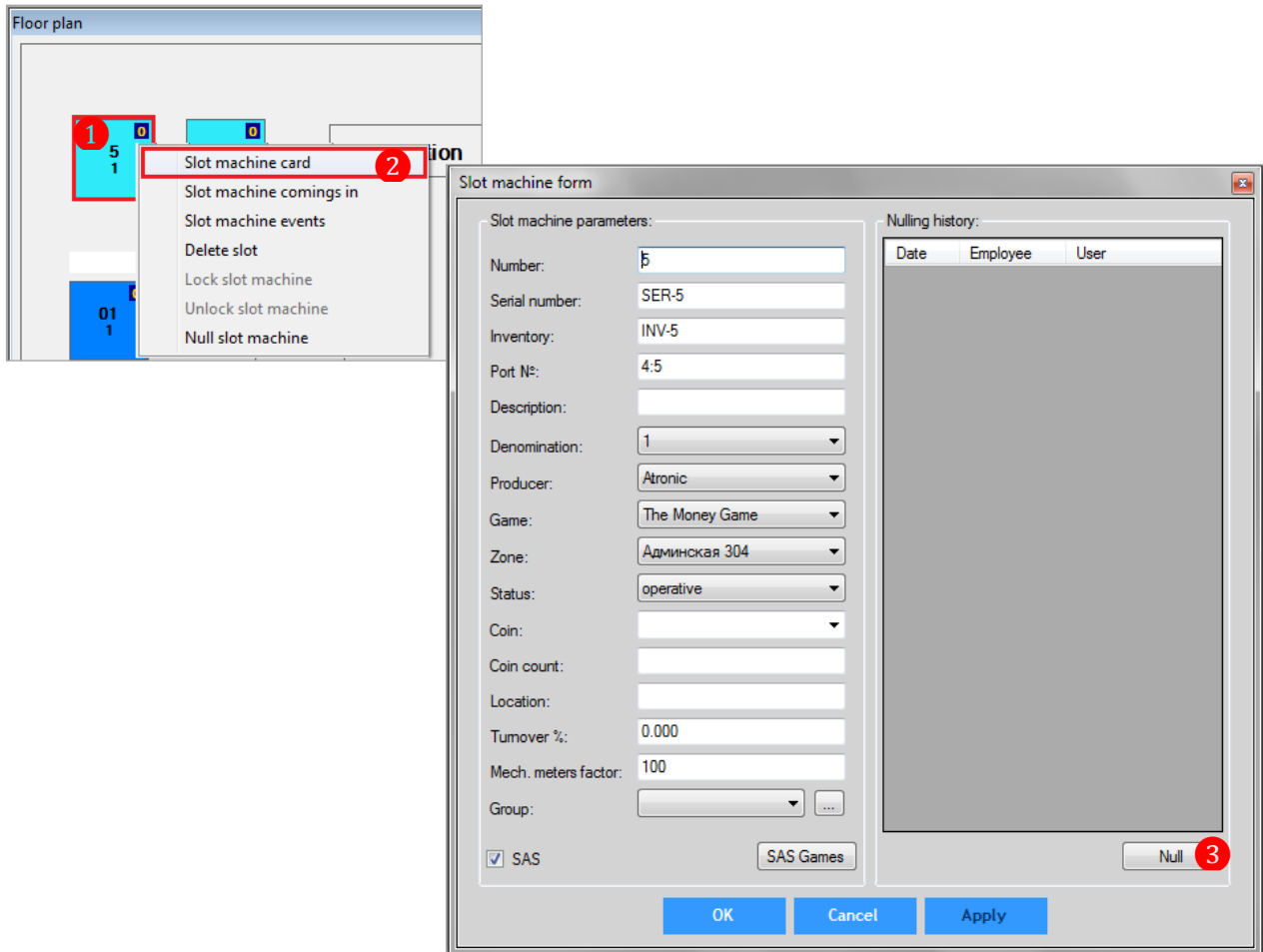


7.4.8 Physical meters reset.

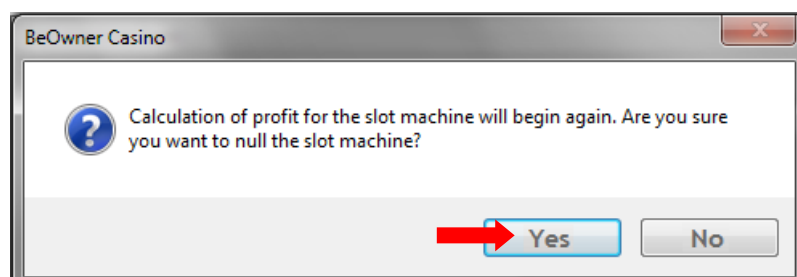
In case if you want to reset the counters of physical gaming machine it is also requires to reset all adjustment factors for all meters of this machine.

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.

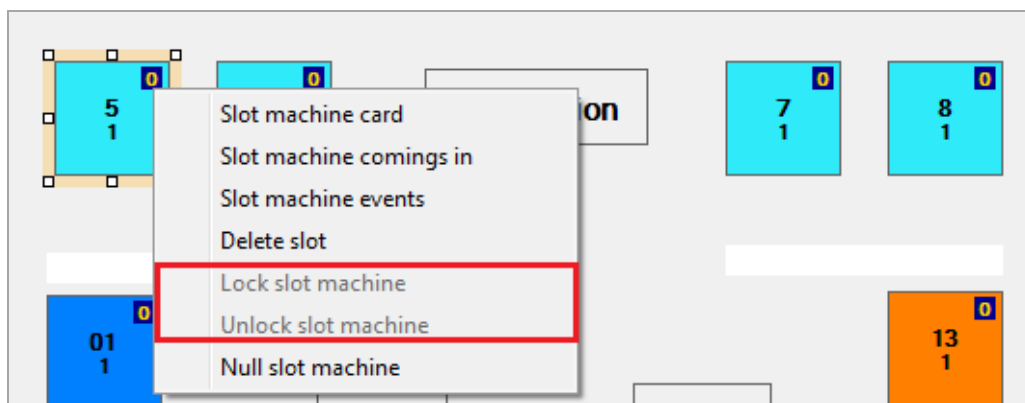
7.4.9 Procedure for replacing/rearranging of gaming machine.

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.

7.4.10 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):

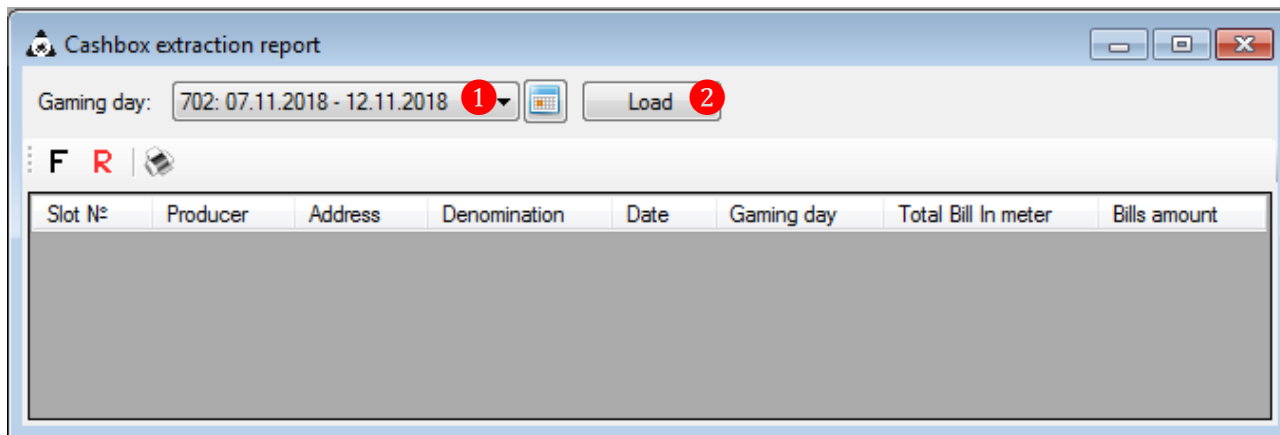
- **Start** – the time to start extracting cashboxes.
- **End** – the time of the end of the extraction of cashboxes.

The screenshot shows the 'Slot settings' window with the 'Audit' tab selected. The 'Cashbox extraction' checkbox is checked and labeled with a red circle 1. Below it, the 'Cashbox extraction schedule' section is highlighted with a red box. It contains 'Start' and 'End' time pickers. The 'Start' time is set to 09:00:00 and labeled with a red circle 2. The 'End' time is set to 20:00:00 and labeled with a red circle 3. To the left, the 'Automatic audit' section is visible, showing a list of 'Audits schedule' entries, each with a time picker set to 12:09:54 and a 'Reopen gaming day' checkbox. At the bottom of the window are 'OK', 'Cancel', and 'Apply' buttons.

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.

Cashbox extraction report							
Gaming day: 702: 07.11.2018 - 12.11.2018							
Load							
F R							
Slot №	Producer	Address	Denomination	Date	Gaming day	Total Bill In meter	Bills amount
Total							100000920
1	Novomatic	7:1	1	12.11.2018 16:02:02	702	820	820
1	Novomatic	7:1	1	12.11.2018 16:04:38	702	100000820	100000000
1	Novomatic	7:1	1	12.11.2018 16:05:12	702	100000820	0
1	Novomatic	7:1	1	12.11.2018 16:10:30	702	100000920	100
1	Novomatic	7:1	1	12.11.2018 16:11:54	702	100000920	0
1	Novomatic	7:1	1	12.11.2018 16:13:27	702	100000920	0

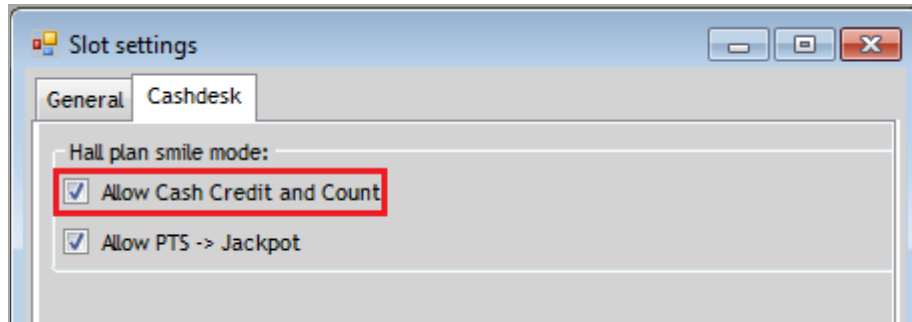
Parameters	Description
Slot №	Slot machine number
Producer	Slot machine manufacturer
Address	Slot machine address
Denomination	Denomination on the slot machine
Date	Date and time of extraction of the cashbox from the slot machine
Gaming day	ID of the gaming day
Total Bill In meter	Value of the Total 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.

7.5 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	Ратновский																				
Amount:	3200																				
					Operator		Player														
																					
					Card:		...														
					Balance:		...		Result: ...												
					PTS:		...		Threshold: ...												
					<table border="1"> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td><</td> <td>!</td> <td>0</td> </tr> </table>					1	2	3	4	5	6	7	8	9	<	!	0
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														

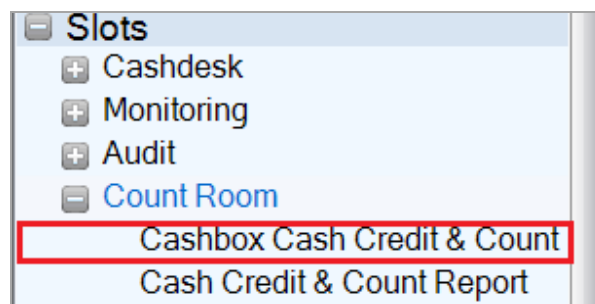
Let's explore the procedures of **Cash Credit / Count** Operations more precisely in the following paragraphs of this section.

7.5.1 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».

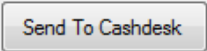


4. «CashBox Mini Count» form will open, where will be showed a gaming day number and **Cash Credit** number in current gaming day at the top of the cashdesk form.

The screenshot shows the 'CashBox Mini Count' window. At the top, there is a 'Gaming Day' field with the value '331'. Below it, a 'Cash Credit: 1' button is highlighted with a red box. To the right of this button is a 'Count' button. Below these are two tables. The first table has columns 'Lgm №', 'Amount', and 'Sum', with rows numbered 01 to 9. The second table, titled 'All cash credits for gaming day', has columns 'Number', 'Date', 'User', and 'Sum'. At the bottom of the window are 'Save' and 'Send To Cashdesk' buttons.

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.

This screenshot shows the same 'CashBox Mini Count' window, but now the 'Amount' field for 'Lgm № 2' is filled with the value '700'. The 'Lgm № 2' cell and the '700' value are highlighted with a red box. Below the tables, a large red '0' is displayed. The 'Save' and 'Send To Cashdesk' buttons remain at the bottom.

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.

CashBox Mini Count

Gaming Day 331

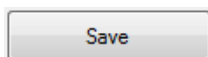
Cash Credit: 1 Count

Lgm №	Amount	Sum
01		
2	700	
3		
4	500	
5	1000	
6		
7		
8		
9		

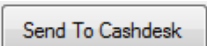
2200

Save Send To 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.

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.

CashBox Mini Count

Gaming Day 331

Cash Credit: 2 Count

Lgm №	Amount	Sum
01		
2	700,00	
3		
4	500,00	
5	1000,00	
6		
7		
8		
9		

0

Save Send To Cashdesk

All cash credits for gaming day

Number	Date	User	Sum
1	07.10.2014 14:20	glam	2200,00

Lgm №	Amount
2	700,00
4	500,00
5	1000,00

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.

Lgm N°	Amount	Sum
01		900,00
2		900,00
3		600,00
4		500,00
5		1000,00
6		

0

Number	Date	User	Sum
1	07.10.2014 14:20	glam	2200,00
2	07.10.2014 14:59	glam	1700,00

Lgm N°	Amount
2	700,00
4	500,00
5	1000,00

7.5.2 Count procedure.

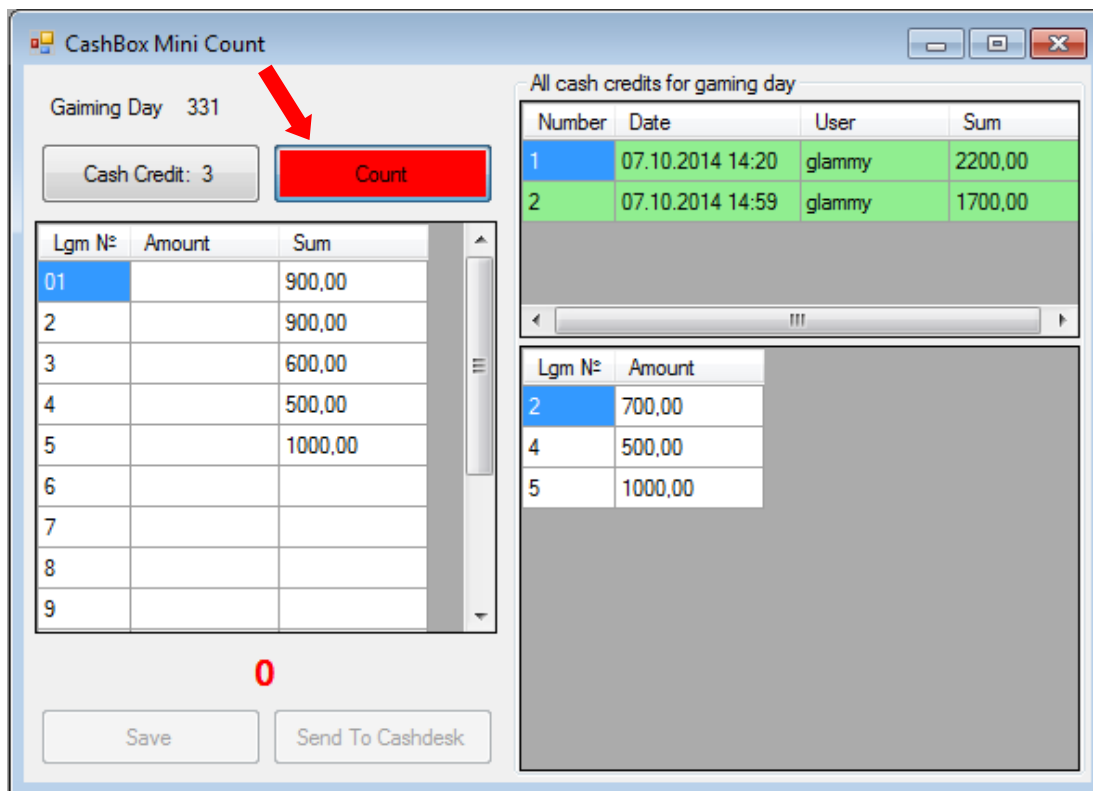
Count is a cash withdrawal operation from slot machine bill acceptor with subsequent inward cash reinforcement to the club cashdesk which is performed one-time before closing the gaming day with audit.

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».

- Slots
 - + Cashdesk
 - + Monitoring
 - + Audit
 - Count Room
 - Cashbox Cash Credit & Count
 - Cash Credit & Count Report

4. In «CashBox Mini Count» that opens Slot operator will press on «Count» and button color changes to red.



CashBox Mini Count

Gaming Day 331

Cash Credit: 3

Count

Lgm №	Amount	Sum
01		900,00
2		900,00
3		600,00
4		500,00
5		1000,00
6		
7		
8		
9		

0

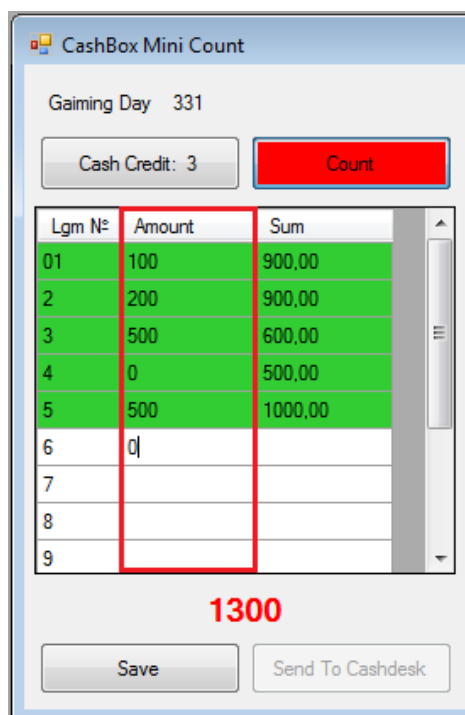
Save Send To Cashdesk

All cash credits for gaming day

Number	Date	User	Sum
1	07.10.2014 14:20	glammy	2200,00
2	07.10.2014 14:59	glammy	1700,00

Lgm №	Amount
2	700,00
4	500,00
5	1000,00

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.



CashBox Mini Count

Gaming Day 331

Cash Credit: 3

Count

Lgm №	Amount	Sum
01	100	900,00
2	200	900,00
3	500	600,00
4	0	500,00
5	500	1000,00
6	0	
7		
8		
9		

1300

Save Send To Cashdesk

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.

CashBox Mini Count

Gaming Day 331

Cash Credit: 3

Count

Lgm №	Amount	Sum
01	100	900,00
2	200	900,00
3	500	600,00
4	0	500,00
5	500	1000,00
6	0	
7	0	
8	0	
9	0	

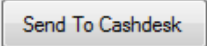
1300

Save Send To 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.

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
8		0,00
9		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
4	0,00
6	0,00
7	0,00
8	0,00
9	0,00
10	0,00
11	0,00
12	0,00
13	0,00

The list below displays detailed information on this operation regarding the slot machines.

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
8		0,00
9		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
4	0,00
6	0,00
7	0,00
8	0,00
9	0,00
10	0,00
11	0,00
12	0,00
13	0,00

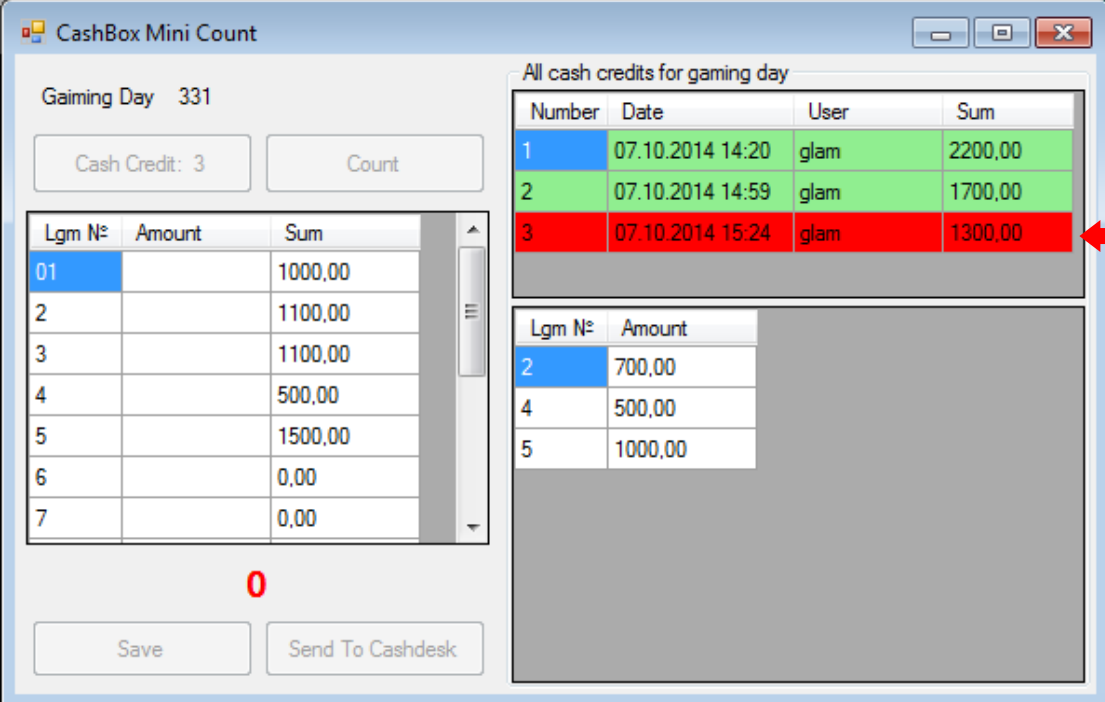
6. Slot operator gives counted cash to cashier after cash withdrawals data is saved and sent to cashdesk.
7. Cashier accepts cash and counts it again.
8. If cash amount is correct, cashier press «In» at cashdesk form (highlighted by green).

In Out Card In Card Out PTS -> Card PTS To Commo PTS -> JP Transfer Out Reinforcement Encashment

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	Ратновский			Operator		Player															
Amount:	1300,00																				
				Card: ... Balance: ... PTS: ...		Result: ... Threshold: ...															
				<table border="1"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td><</td><td>!</td><td>0</td></tr> </table>						1	2	3	4	5	6	7	8	9	<	!	0
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

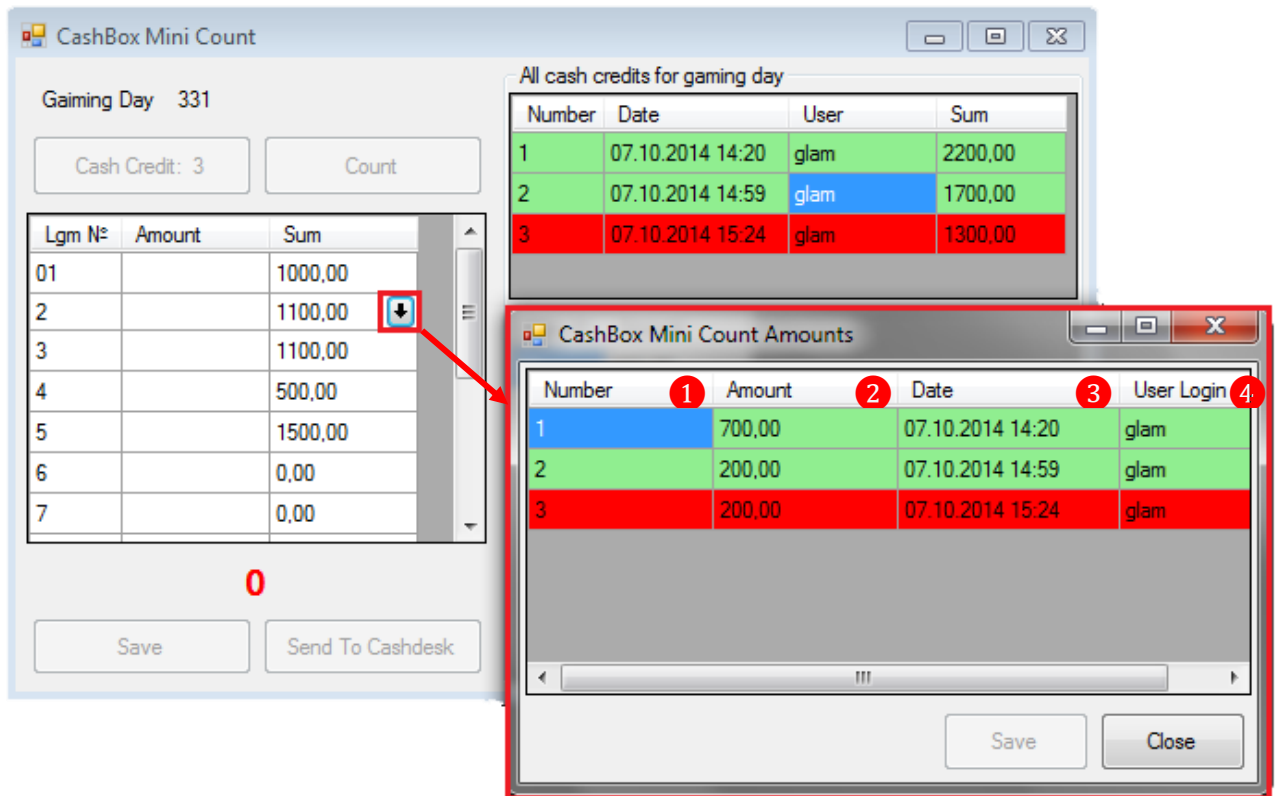
All cash credits for gaming day

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

Close

7.5.3 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 screenshot shows the 'Mini Count Report' window. It has a 'Gaming Day' dropdown set to '331: 07.10.2014 - ...'. Below it is a table with columns: Lgm Number, Bill In, Cash Credit, Count, Difference, and Comment. Red circles 1 through 6 highlight these columns respectively. The table lists gaming machines (Lgm Number) with their 'Bill In', 'Cash Credit', 'Count', 'Difference', and 'Comment'.

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.

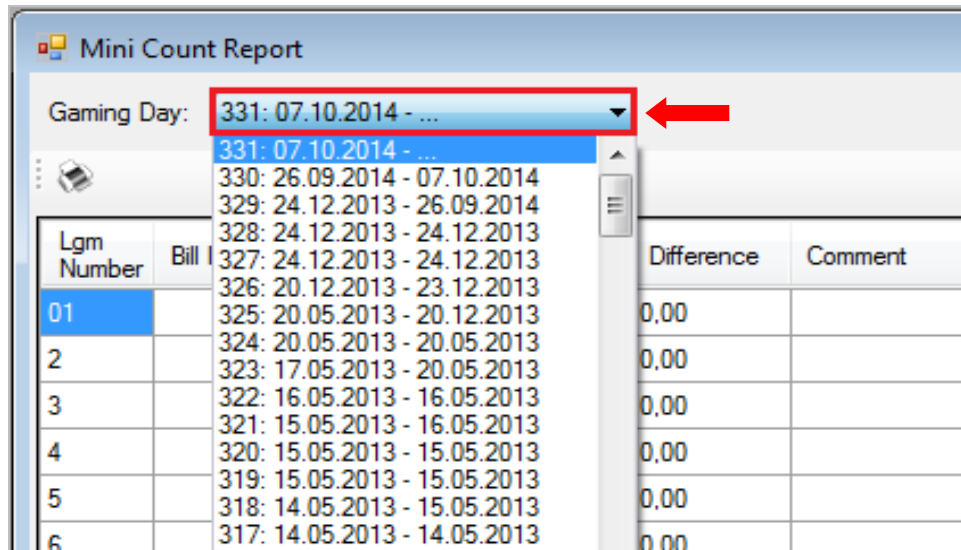
3. **Cash Credit** – total amount of **Cash Credit** operations for current gaming day.

4. **Count** – amount of **Count** operations for current gaming day.

5. **Difference** – a difference between values of **Cash Credit/Count** and **Bill In**.

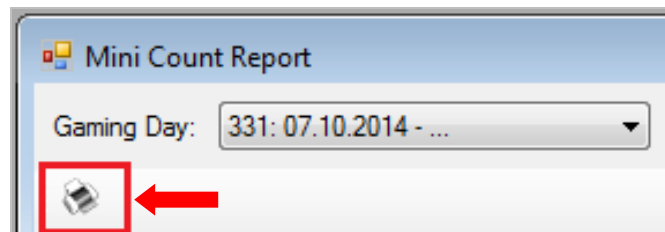
6. **Comment** – text input field for any necessary commentary.

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.



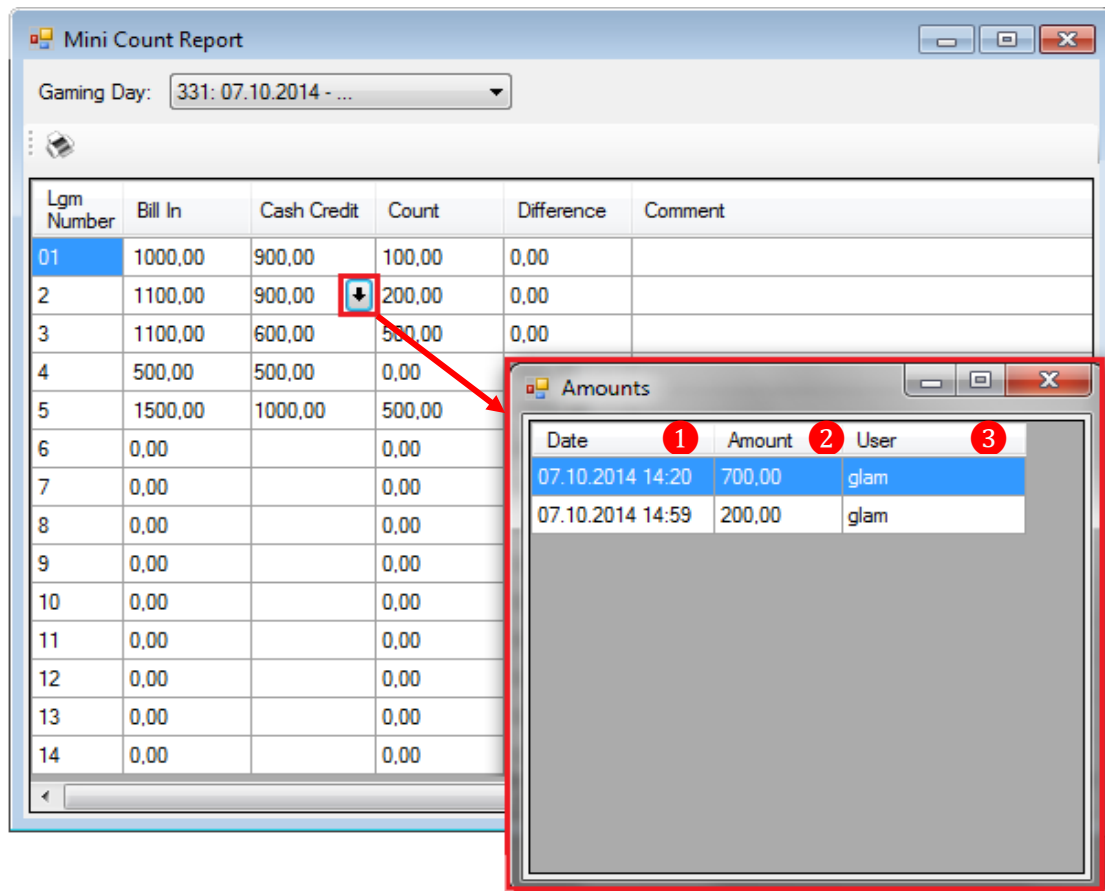
The screenshot shows the 'Mini Count Report' window. At the top, there is a 'Gaming Day:' label followed by a dropdown menu. The dropdown menu is open, showing a list of gaming days with dates, such as '331: 07.10.2014 - ...', '330: 26.09.2014 - 07.10.2014', etc. A red box highlights the dropdown menu, and a red arrow points to it. Below the dropdown menu, there is a table with columns 'Lgm Number', 'Bill In', 'Difference', and 'Comment'. The table contains several rows of data, with the first row highlighted in blue.

Also you can print reports from this form using print button:



The screenshot shows the 'Mini Count Report' window. At the top, there is a 'Gaming Day:' label followed by a dropdown menu. Below the dropdown menu, there is a print button (represented by a printer icon) which is highlighted with a red box. A red arrow points to the 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.

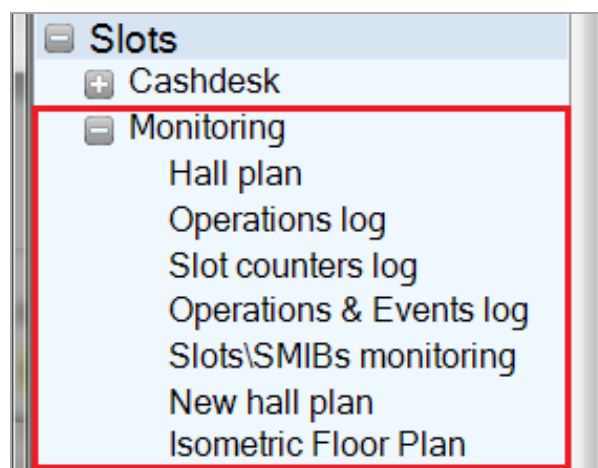
7.6 Monitoring.

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**»).



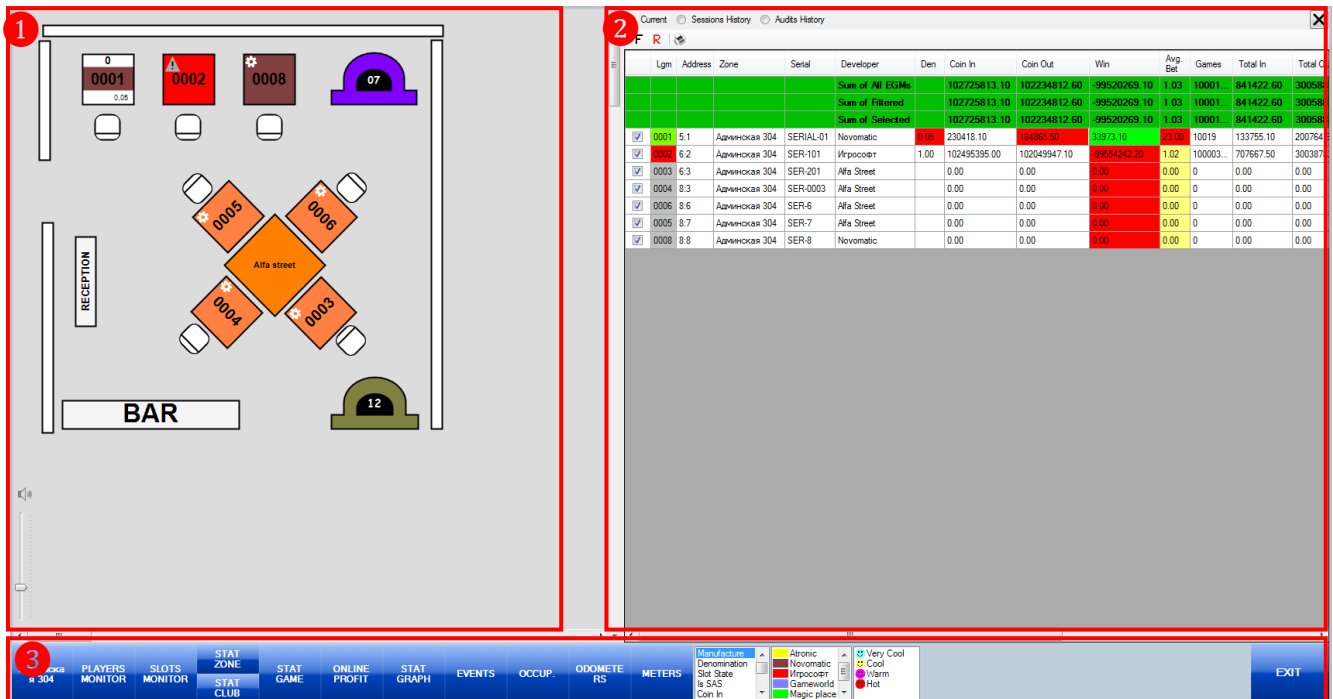
* *Monitoring* - the process of collecting and analyzing data / parameters / state of an object to make an opinion about the behavior / state of the object as a whole.

** *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.

7.6.1 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:



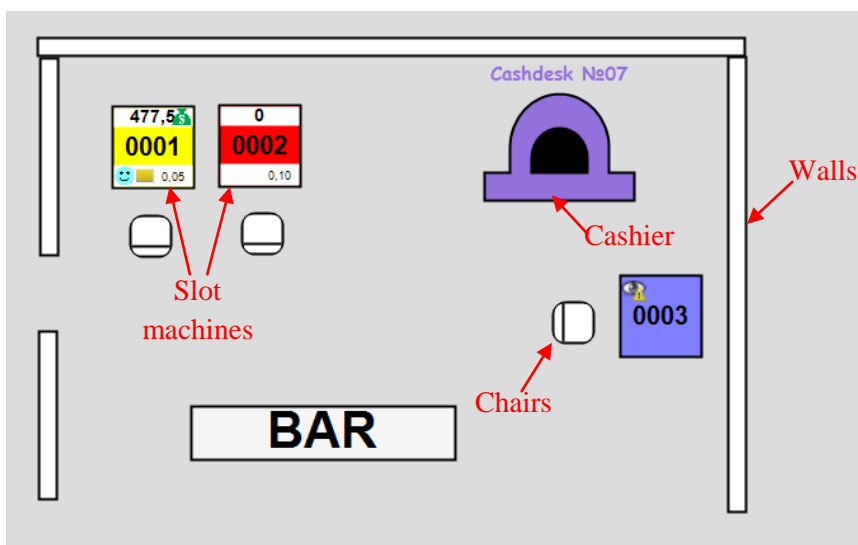
- 1) The button for choosing the club's zone.
- 2) The button for online monitoring the players' activity (more in [«Players Tracking»](#)).
- 3) The button for monitoring the financial statistics on gaming devices (more in [«Slots Monitoring»](#)).
- 4) The button for viewing the profitability of gaming 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"»](#).

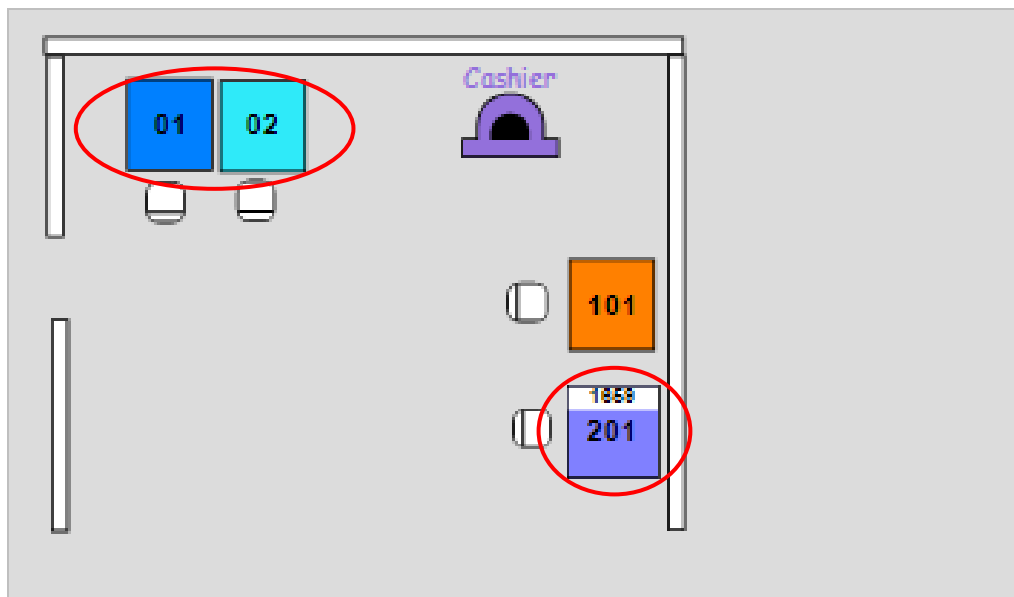
The plan contains the detailed boundaries of the hall, of the offices, of slot machines and chairs.



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.









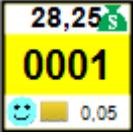


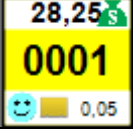

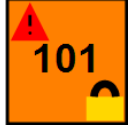

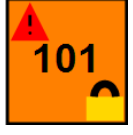


- enabling sound.



- disabling sound.

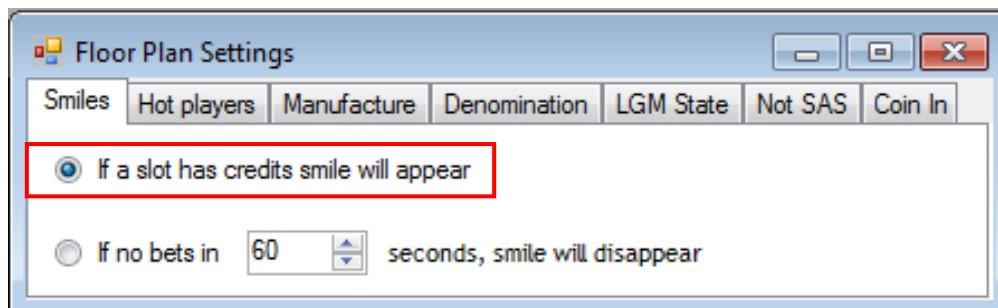
On elements, denoting the Slot machines may be displayed the following information:

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.	

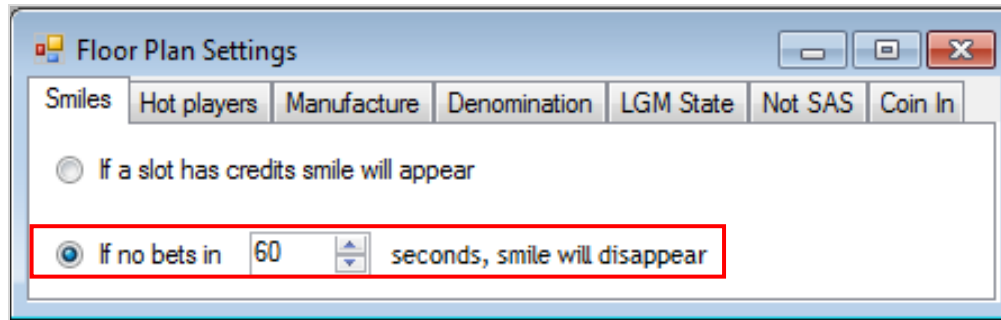
	<p>«Card», if the player's card was inserted in the slot machine.</p> <p>The card's color depends on the player's status, according to his/her personal card (more in «Player Statuses»).</p> <p>If the icon «Card» is not present – means, that the player has no card.</p>	
	<p>«Smile» - if the gaming slot has credits (the displaying depends on settings*);</p> <p>The color of the icon «Smile» depends on the player's activity within a game.</p> <p>Example:</p> <p>Inactive player (from 0 to 9) - Very Cool </p> <p>Not so active player (from 10 to 19) - Cool </p> <p>Average activity player (from 20 to 29) - Warm </p> <p>Active player (from 30 and more) - Hot </p> <p>(more in «Filter settings for a plan "New Floor Plan"»)</p>	 
	« Bag of money » - in case the jackpot was won on the terminal (but was not accrued).	
	« Lock », if the terminal is locked.	
	« Attention! », if it occurred some device error or the machine turned off (accompanied with a sound, turning on/off with the rightmost button).	
	« Technical service », in case there is a technical service currently on the device.	

* 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"»](#)):

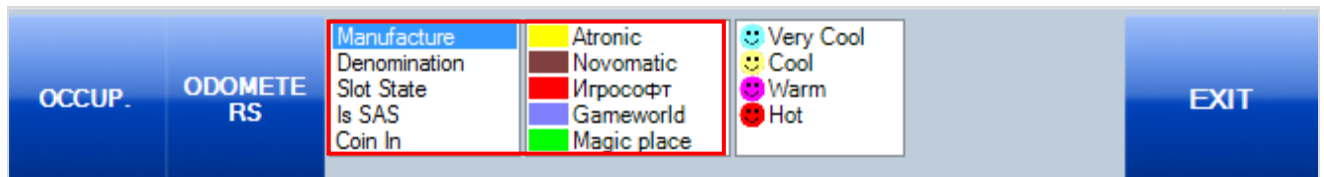
✚ On the first case the icon «**Smile**» is always displayed if there are credits on the terminal.



✚ 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:

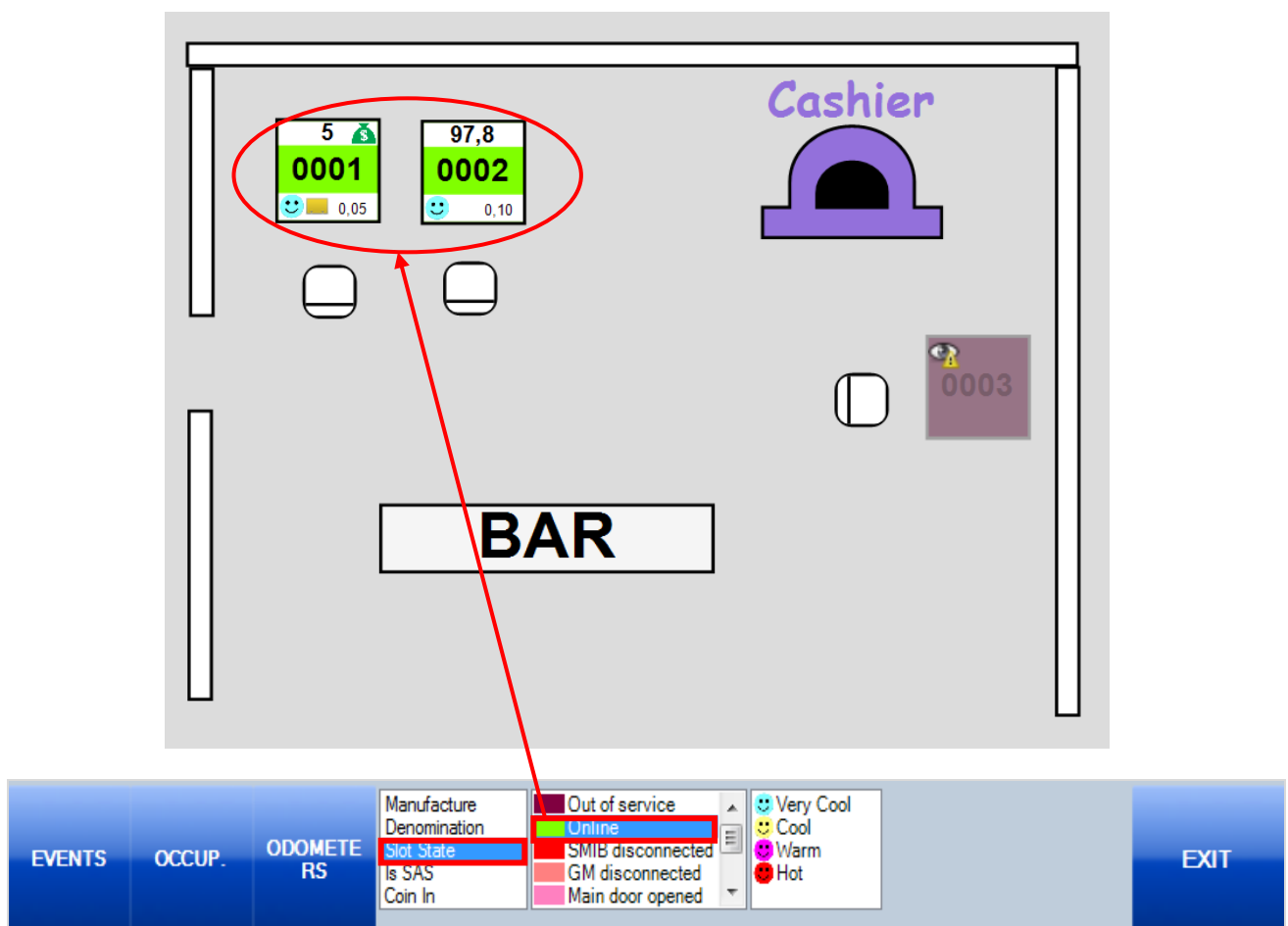


Options LGMs	Description	Example
Manufacture	Filter on manufacturer of gaming slots	<div> <div>Atronic</div> <div>Novomatic</div> <div>Игрокoфт</div> <div>Gameworld</div> <div>Magic place</div> </div>
Denomination	Filter on denomination of gaming slots	<div> <div>0,05</div> <div>0,10</div> <div>50,00</div> </div>
Slot State	Filter on condition/events in gaming slots	<div> <div>Out of service</div> <div>Online</div> <div>SMIB disconnected</div> <div>GM disconnected</div> <div>Main door opened</div> <div>Logic door opened</div> <div>Cashbox door opened</div> <div>Cashbox removed</div> </div>
Is SAS	Filter on the slots' type (supporting/non-supporting SAS)	<div> <div>Not SAS</div> <div>SAS</div> </div>
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)	<div> <div>0-10 000</div> <div>10 000-20 000</div> <div>20 000-30 000</div> <div>30 000-40 000</div> <div>40 000-100 000</div> </div>
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)	<div> <div>0-10,000</div> <div>10,000-30,000</div> <div>30,000-500,000</div> </div>
Win	Filter on value Win (the difference between <i>Coin In</i> and <i>Coin Out</i>)	<div> <div>-1,000,000-0</div> <div>0-1,000,000</div> </div>
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>	<div> <div>0-10,000</div> <div>10,000-50,000</div> <div>50,000-100,000</div> </div>
Handpays	Filter on value Handpays (the withdrawn sum «with a key» from the beginning of a gaming day till the present moment)	<div> <div>0-100,000</div> <div>100,000-1,000,000</div> </div>
Average Bet	Filter on value of the average bet on gaming slots	<div> <div>0.00-5.00</div> <div>5.00-10.00</div> <div>10.00-1000.00</div> </div>

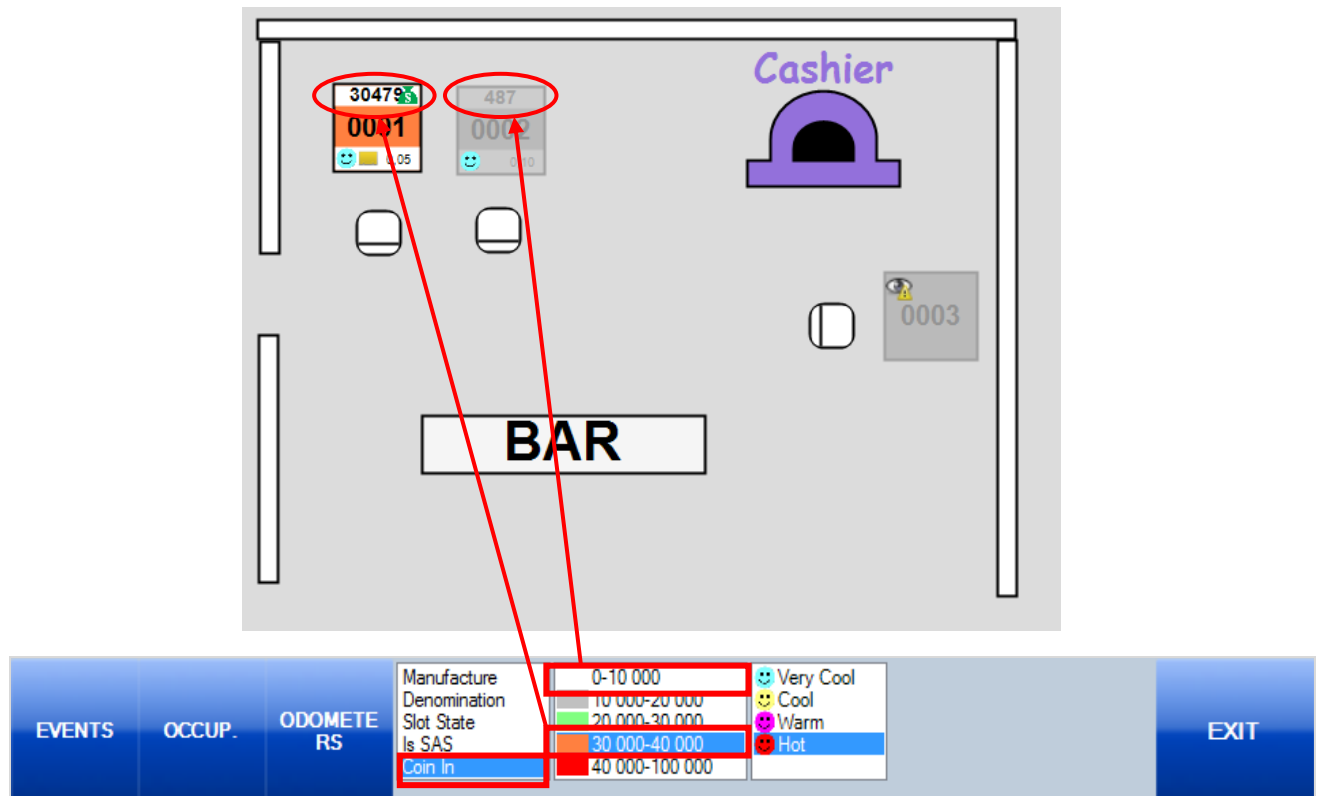
Theo Hold (%)	Filter on value Theoretical Hold (the theoretical % of club's income from the lost credits on gaming devices) <i>Theo Hold = 100% - Payback Percentage</i>	<div>0.00-3.00</div> <div>3.00-5.00</div> <div>5.00-7.00</div> <div>7.00-20.00</div>
Occupancy (%)	Filter on value of loading capacity of gaming slots (the percent of loading capacity of gaming slots) <i>Occ % = (Hours Played / Total Hours) * 100</i>	<div>0.00-5.00</div> <div>5.00-10.00</div> <div>10.00-30.00</div> <div>30.00-100.00</div>

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"»](#)).

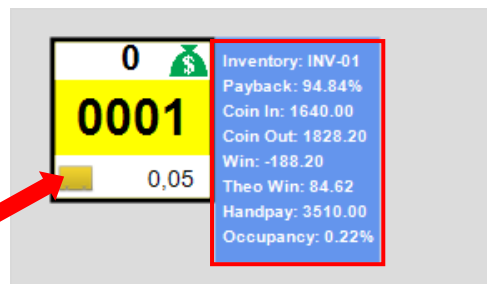
On double-clicking the left mouse button on the required parameter, the gaming devices with the desired filter values will only be lit on the plan, and the rest of gaming slots will be shaded in gray.



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.



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.

Gaming Day	Date open	Date close	Win	Coin In	Theo Win	Weighted Hold	Average Bet
401	8/26/2015 10:51...	9/17/2015 12:22...	-2186.85	1612.65	83.21	5.16	12.22
398	7/28/2015 11:57...	7/28/2015 12:03...	0.00	0.00	0.00	0.00	0.00
396	7/21/2015 11:27...	7/28/2015 11:56...	-10000398.00	3600.00	180.00	5.00	900.00
394	7/15/2015 10:00...	7/16/2015 10:00...	-2371.50	95.00	4.75	5.00	3.39
390	7/11/2015 10:00...	7/12/2015 10:00...	841.00	4355.00	217.75	5.00	13.24
387	7/7/2015 10:00...	7/9/2015 10:00...	-85.00	300.00	15.00	5.00	5.00
384	4/2/2015 5:23 PM	4/2/2015 5:25 PM	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
382	4/2/2015 5:17 PM	4/2/2015 5:19 PM	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
380	4/2/2015 5:00 PM	4/2/2015 5:16 PM	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
378	4/2/2015 12:13 ...	4/2/2015 4:51 PM	-1423.00	12035.00	601.75	5.00	5.00
377	4/2/2015 12:09 ...	4/2/2015 12:13 ...	100.00	295.00	14.75	5.00	5.09
376	4/2/2015 11:58 ...	4/2/2015 12:09 ...	0.00	0.00	0.00	0.00	0.00
375	4/1/2015 5:47 PM	4/2/2015 11:58 ...	39.00	45.00	2.25	5.00	5.00
374	4/1/2015 5:37 PM	4/1/2015 5:47 PM	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
372	4/1/2015 5:15 PM	4/1/2015 5:17 PM	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
370	4/1/2015 3:57 PM	4/1/2015 5:11 PM	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
368	4/1/2015 1:04 PM	4/1/2015 3:55 PM	0.00	0.00	0.00	0.00	0.00
366	3/31/2015 6:49 ...	3/31/2015 6:52 ...	0.00	0.00	0.00	0.00	0.00
365	3/31/2015 3:53 ...	3/31/2015 6:49 ...	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
363	3/31/2015 3:26 ...	3/31/2015 3:27 ...	0.00	0.00	0.00	0.00	0.00
328	12/16/2013 2:50...	2/18/2014 12:12...	-33658.00	8292.00	414.60	5.00	34.69
326	12/13/2013 5:49...	12/16/2013 2:50...	1600.00	2000.00	100.00	5.00	285.71

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**.

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

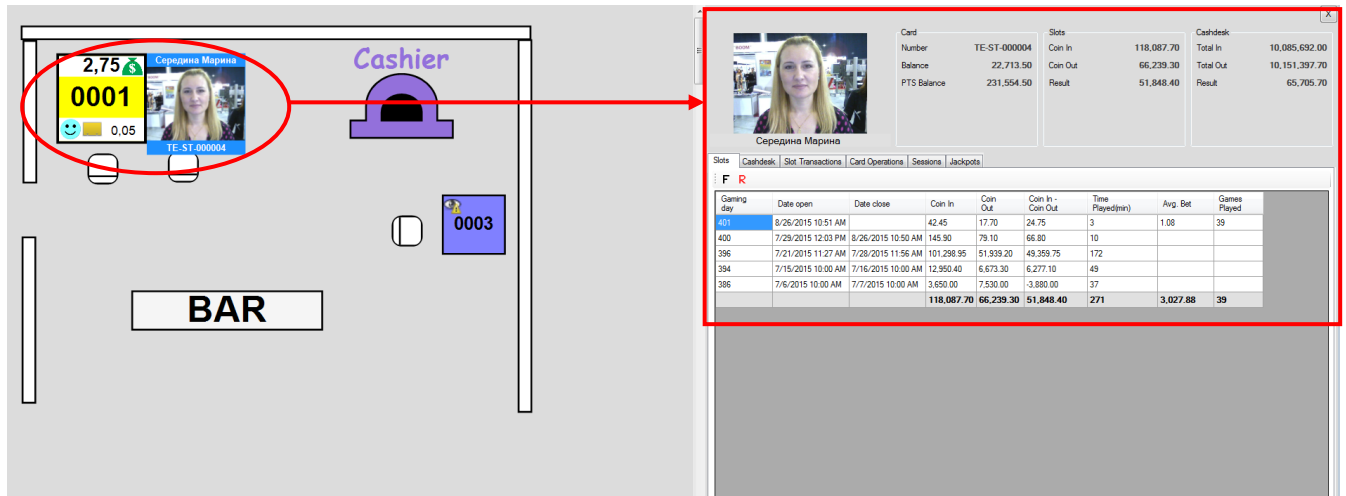
Also, the standard filter and search operations are present within this form.

F **R**

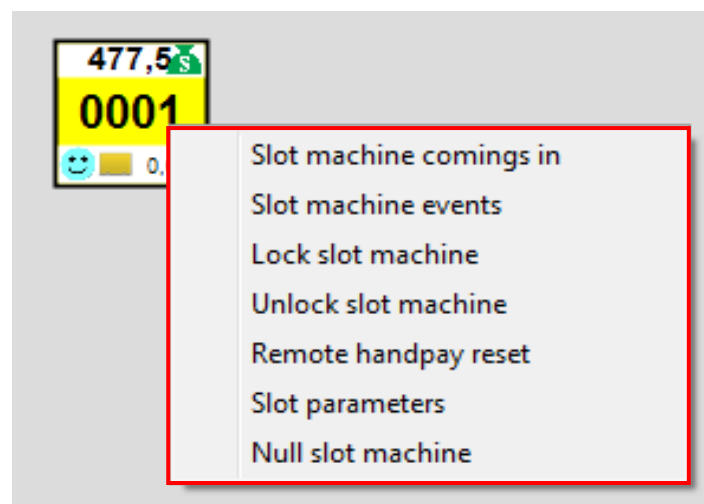
Gaming Day	Date open	Date close	Win
			-10365851.35
401	8/26/2015 10:51...	9/17/2015 12:22...	-2186.85

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:

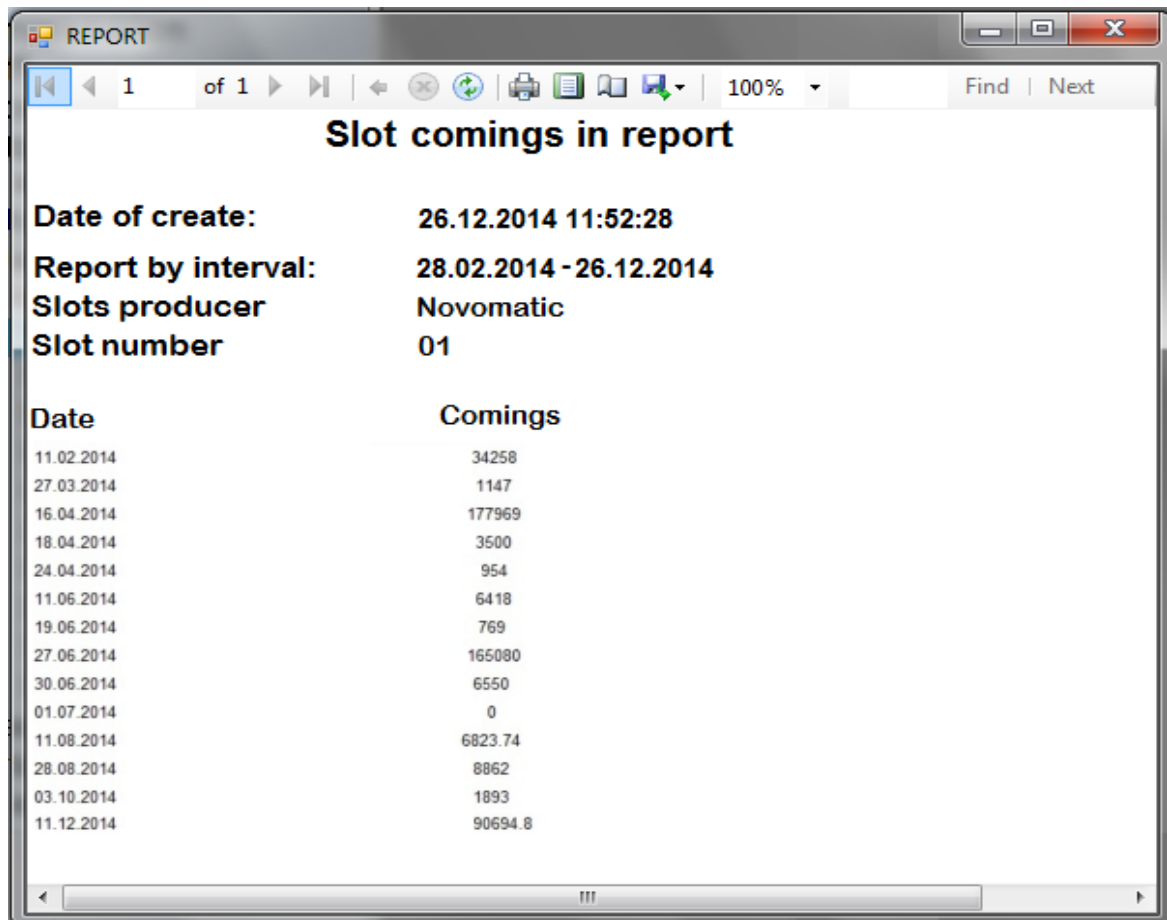


- **Slot machine comings in** – opens the form for generating the report of income of the terminal in specified period of game days.

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).



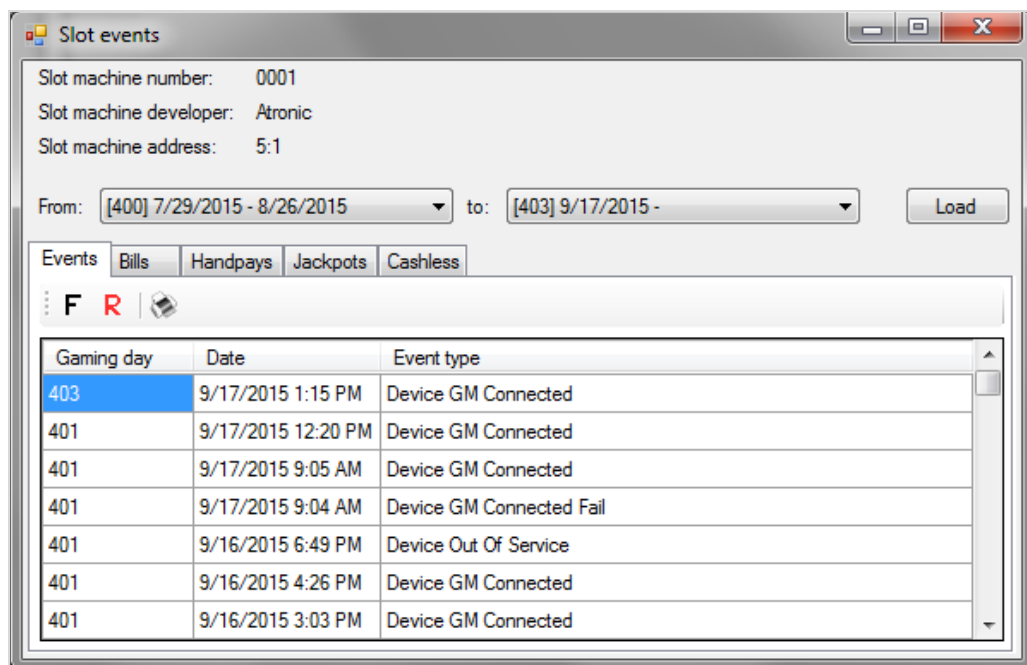
The screenshot shows a window titled 'REPORT' with a toolbar at the top. The main content area is titled 'Slot coming in report'. It displays the following information:

Date of create: 26.12.2014 11:52:28
Report by interval: 28.02.2014 - 26.12.2014
Slots producer: Novomatic
Slot number: 01

Below this is a table with two columns: 'Date' and 'Comings'.

Date	Comings
11.02.2014	34258
27.03.2014	1147
16.04.2014	177969
18.04.2014	3500
24.04.2014	954
11.06.2014	6418
19.06.2014	769
27.06.2014	165080
30.06.2014	6550
01.07.2014	0
11.08.2014	6823.74
28.08.2014	8862
03.10.2014	1893
11.12.2014	90694.8

- **Slot machine events** – opens the form for viewing the event list of a terminal. The form contains the standard system of filtration and searching:



The screenshot shows a window titled 'Slot events'. It contains the following fields and controls:

Slot machine number: 0001
 Slot machine developer: Atronic
 Slot machine address: 5:1

From: [400] 7/29/2015 - 8/26/2015 to: [403] 9/17/2015 - Load

Events Bills Handpays Jackpots Cashless

Below these are search filters: F, R, and a magnifying glass icon.

The main area is a table with three columns: 'Gaming day', 'Date', and 'Event type'.

Gaming day	Date	Event type
403	9/17/2015 1:15 PM	Device GM Connected
401	9/17/2015 12:20 PM	Device GM Connected
401	9/17/2015 9:05 AM	Device GM Connected
401	9/17/2015 9:04 AM	Device GM Connected Fail
401	9/16/2015 6:49 PM	Device Out Of Service
401	9/16/2015 4:26 PM	Device GM Connected
401	9/16/2015 3:03 PM	Device GM Connected

- **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	<input checked="" type="checkbox"/> 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

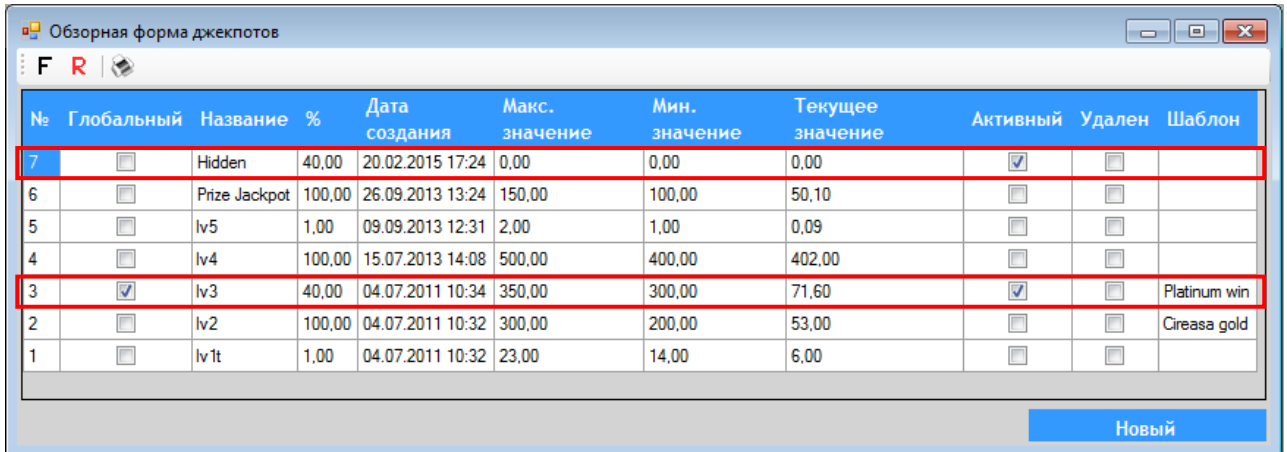
The screenshot also shows a control panel with various buttons: Админская 304, 01, BeOwner Club, PLAYERS MONITOR, SLOTS MONITOR, STAT ZONE, STAT CLUB, ONLINE PROFIT, AVG PROFIT, EVENTS, OCCURS, ODOMETERS, and NULL ALL SLOTS. A red arrow points to the ODOMETERS button.

- 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»):

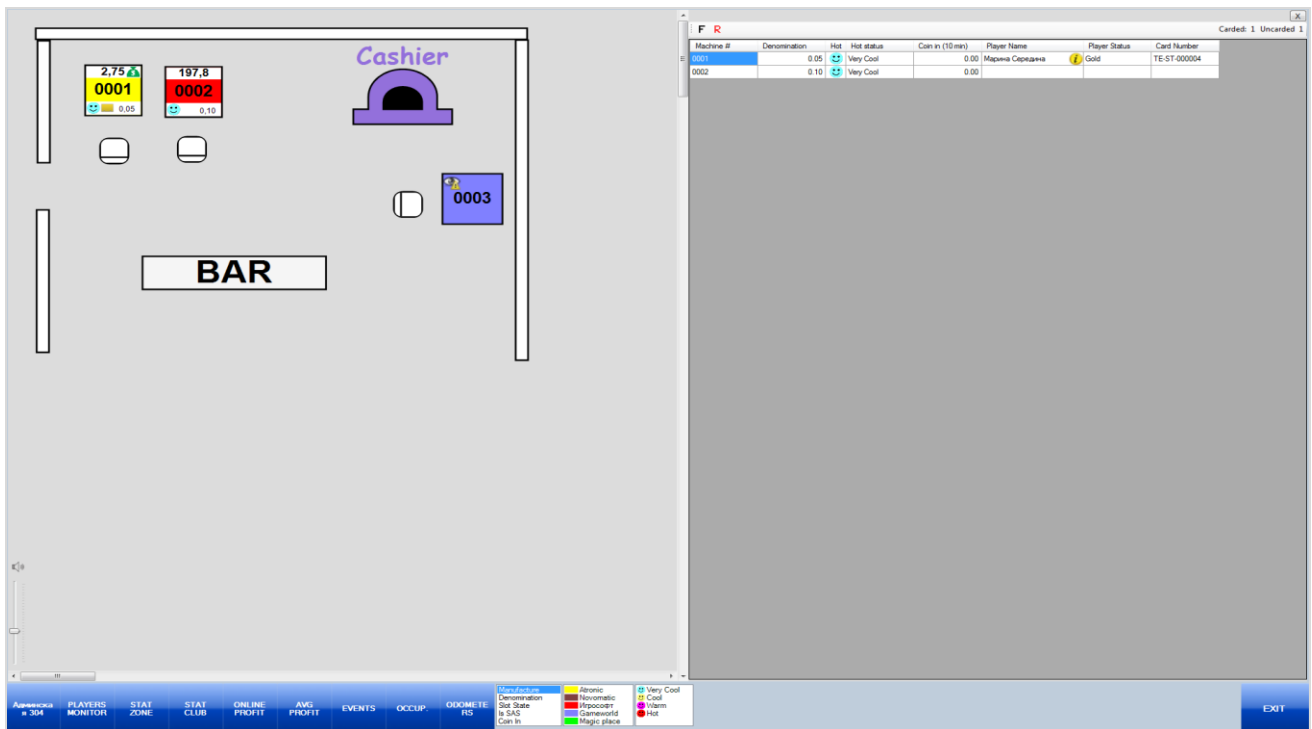


№	Глобальный	Название	%	Дата создания	Макс. значение	Мин. значение	Текущее значение	Активный	Удален	Шаблон
7	<input type="checkbox"/>	Hidden	40,00	20.02.2015 17:24	0,00	0,00	0,00	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
6	<input type="checkbox"/>	Prize Jackpot	100,00	26.09.2013 13:24	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

7.6.2 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:

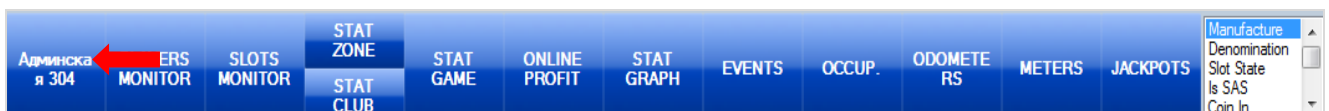
- how many players in a hall and which slots are occupied;
- who is playing on the current device, if it is a card-holder (**Surname/Name, Status, Card's number**).
- players' activity (with or without cards) for the current period of time (**Coin In, Hot Status**).

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.

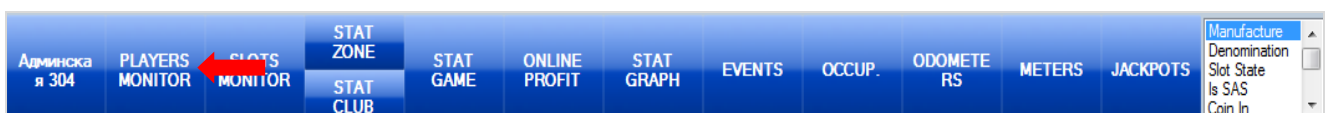
➤ Monitoring players' activity.

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 screenshot shows a software interface for SlotLogic. At the top, there are tabs for 'Current', 'History', and 'Show Photos'. Below this is a table with 12 columns: Machine #, Denomination, Hot, Hot status, Coin in (10 min), Player Name, Player Status, Card Number, Coin In, Coin Out, Jackpot, and Win. The first row of data is highlighted in blue and contains the following values: Machine # 0001, Denomination 1.00, Hot (smiley face icon), Hot status Very Cool, Coin in (10 min) 0.00, Player Name Alec Baldwin, Player Status (info icon) Standart, Card Number 07-07-700077, Coin In 5582200.00, Coin Out 4849054.00, Jackpot 0.00, and Win 733146.00. Below the table is a large grey area. At the bottom, there are several buttons: 'DOMETER', 'METERS', 'JACKPOTS', a 'Manufacture' dropdown menu, a 'Denomination' dropdown menu, a 'Slot State' dropdown menu, a 'Coin In' dropdown menu, a 'Player Status' dropdown menu, a 'Hot' status dropdown menu, and an 'EXIT' button.

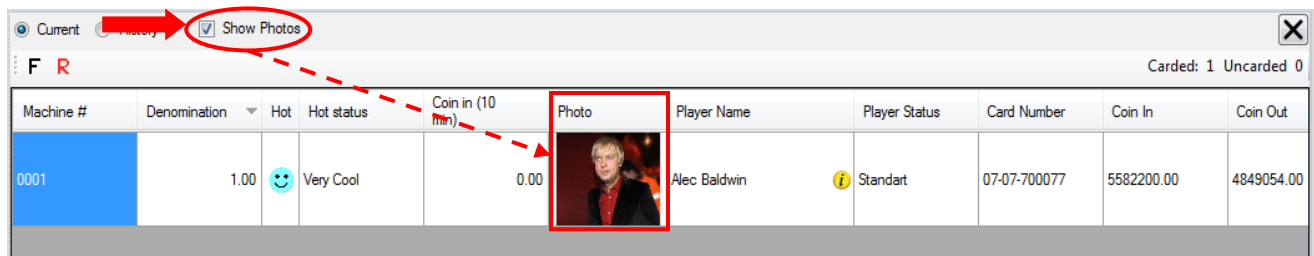
Machine #	Denomination	Hot	Hot status	Coin in (10 min)	Player Name	Player Status	Card Number	Coin In	Coin Out	Jackpot	Win
0001	1.00	😊	Very Cool	0.00	Alec Baldwin	ⓘ Standart	07-07-700077	5582200.00	4849054.00	0.00	733146.00


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).



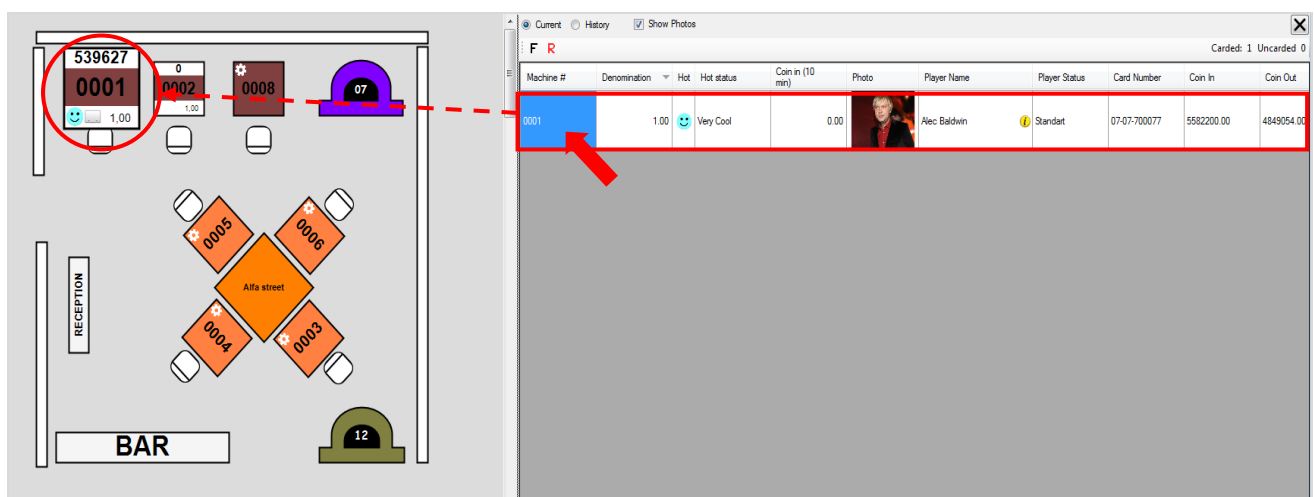
Machine #	Denomination	Hot	Hot status	Coin in (10 min)	Photo	Player Name	Player Status	Card Number	Coin In	Coin Out
0001	1.00	😊	Very Cool	0.00		Alec Baldwin	Standart	07-07-700077	5582200.00	4849054.00


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.



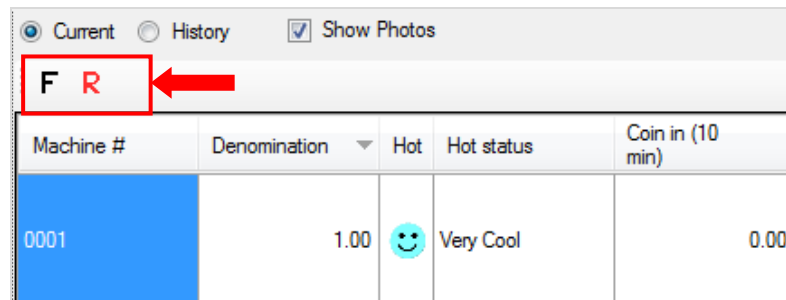
Machine #	Denomination	Hot	Hot status	Coin in (10 min)	Player Name	Player Status	Card Number	Coin In	Coin Out	Jackpot	Win
0001	1.00	😊	Very Cool	0.00	Alec Baldwin	Standart	07-07-700077	5582200.00	4849054.00	0.00	733146.00

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**».



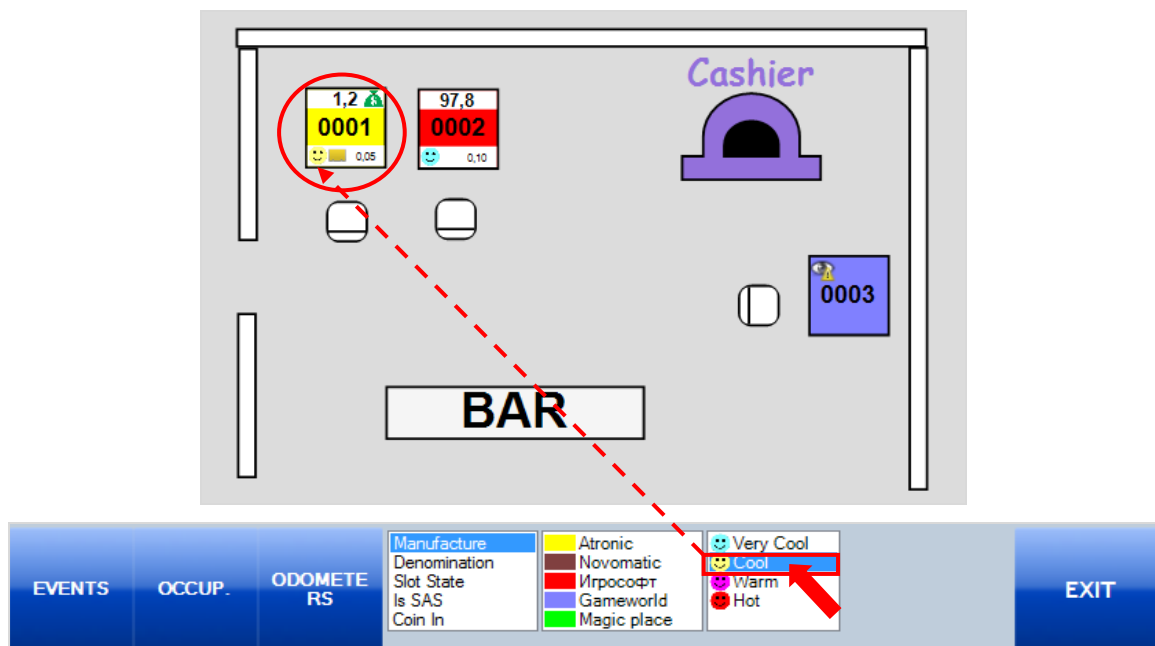
Machine #	Denomination	Hot	Hot status	Coin in (10 min)	Photo	Player Name	Player Status	Card Number	Coin In	Coin Out
0001	1.00	😊	Very Cool	0.00		Alec Baldwin	Standart	07-07-700077	5582200.00	4849054.00

Note that the standard filter and searching is also possible to perform in this form.



Machine #	Denomination	Hot	Hot status	Coin in (10 min)
0001	1.00		Very Cool	0.00

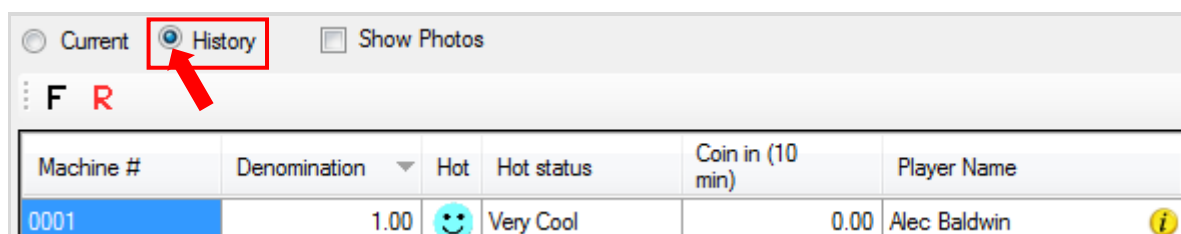
For selecting the group of gaming devices on a plan, depending on the player's activity status (**Hot Status**), it is necessary to select the appropriate status by clicking the mouse in reference list on the control panel. As a result, the gaming devices with the selected status will be displayed with 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.



Machine #	Denomination	Hot	Hot status	Coin in (10 min)	Player Name
0001	1.00		Very Cool	0.00	Alec Baldwin

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 .

Name	Nickname	Card	Visits	Coin In	Coin Out	Jackpot	Win	ADT
				305151...	299101...	0.00	60496.00	
HZ	Phil	TE-ST-000001	1	3500.00	1045.00	0.00	2455.00	180.60
Alec		07-07-700077	1	3048015.00	2989974.00	0.00	58041.00	174651.26

On pressing, the data of statistics for the selected period of time on player basis will be uploaded in a table.

Last activity	Player Id	Surname	Name	Nickname	Card	Visits	Coin In	Coin Out	Jackpot	Win	ADT
							963814...	854724...	309954...	105990...	
3/15/2016 2:13 PM	1	Bond	HZ	Phil	TE-ST-000001	9	389044.35	258643.55	814.50	129586.30	2231.40
3/15/2016 1:29 PM	2	Baldwin	Alec		07-07-700077	35	90420420...	81190073...	260700.00	8969646.45	137977.69
3/1/2016 12:12 PM	81	Середина	Марина		TE-ST-000004	25	5571948.60	4023699.65	48440.00	1499808.95	12542.62
1/28/2016 5:58 PM	45	Овчаренко	А		TE-ST-000005	1	18.00	5.00	0.00	13.00	1.03
10/19/2015 6:49 PM	4	Васильев	Виктор	vvasilyev		1	0.00	0.00	0.00	0.00	0.00

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>$ADT = SUM(Theo\ Win) / COUNT(GD)$</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>$Avg. Bet = Coin\ In / Games\ Played$</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**.

F R																	
Date and time	Player Id	Surname	Name	Nickname	Card	Visits	Slots								Cashdesk		
							Coin In	Coint 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	Avg. Bet
							250957...	154971...	12675.00	83311.40	23.64
10/15/2015 10:37 AM	81	Середина	Марина		TE-ST-000004	5	250852.85	154971.45	12675.00	83206.40	10.52
10/14/2015 6:18 PM	1	Bond	HZ	Phil	TE-ST-000001	1	105.00	0.00	0.00	105.00	13.12



Середина Марина

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

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 2 1

☐ Player Name Surname: Nickname:

☐ Card Number

F R


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

of 1 of 1

Whole Page

Find | Next

Players History Report

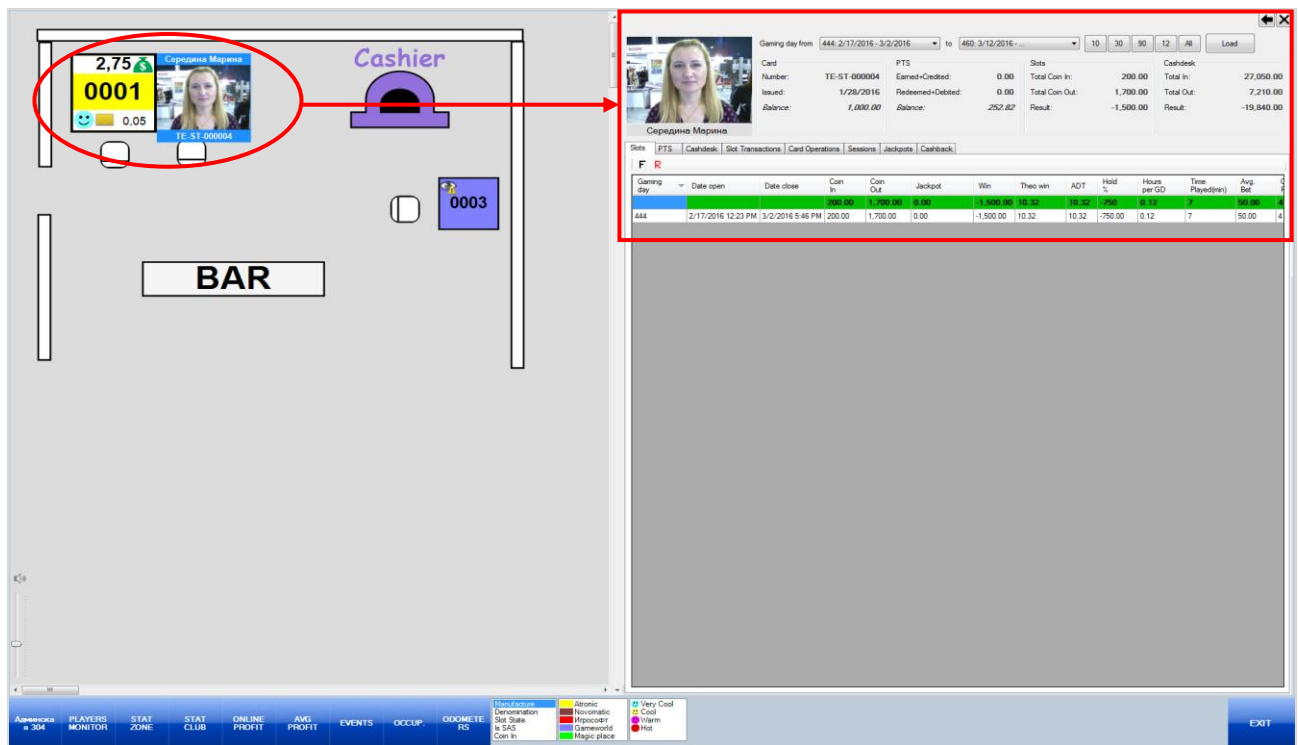
From Gaming Day: 400

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	Billin	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	265666.117	2658.00	0	14.00	1051083	102030250	23236.00	39343.00	
10/15/2015 10:37 AM	81	Серединая	Марина		TE-ST-000004	5	250852.85	154971.45	12675.00	83206.40	1753	10.52	23834.00	4232.88	2000.00	265471.271	2658.00		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	3490.00	195-154.00							

7.6.3 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:

The screenshot shows the 'Player Tracking Statistic' form with numbered callouts (1-13) indicating specific fields:

- 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**.

- 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).

Player: Середина Марина

Gaming day from: 1: 6/30/2009 - 7/20/2010 **to:** 400: 7/29/2015 - 8/26/2015 **Load**

Card	PTS	Slots	Cashdesk
Number: TE-ST-000004	Earned+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

Table Columns: Gaming day, Date open, Date close, Coin In, Coin Out, Jackpot, Win, Theo win, ADT, Hold %, Hours per GD, Time Played (min), Avg. Bet

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.

Slots

PTS

Cashdesk

Slot Transactions

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Jackpots

Cashback

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R

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	

Player name: Середина Марина

Card No: TE-ST-000004

Gaming Day: 400

F

R

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: <i>Avg. Bet = Coin In / Games Played</i>
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

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

Середина Марина

Slots **PTS** Cashdesk Slot Transactions Card Operations Sessions Jackpots Cashback

F R

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
Eamed	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 1	Session No 2	Session Start 3	Session End 4	Amount 5	
				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	

1. **Slot** – number of the slot machine played by the player.
2. **Session No** – number of the gaming session.
3. **Session Start** – start date and time of the gaming session.
4. **Session End** – end date and time of the gaming session.
5. **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 1	Login 2	Amount 3
		100.00
2/9/2016 3:12 PM	vvasilyev	100.00

1. **Date** – completion date and time of the operation.
2. **Login** – login of the employee who performed the operation.
3. **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 1	Operation 2	Employee 3	Amount 4
			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.

BOOM



Середина Марина

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

Issued: 1/28/2016

Balance: 1,000.00

PTS

Earned+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

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R

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

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.

Slots	PTS	Cashdesk	Slot Transactions	Card Operations	Sessions	Jackpots	Cashback
F R							
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							
F R							
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.

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Середина Марина

Gaming day from: 1: 6/30/2009 - 7/20/2010 to 400: 7/29/2015 - 8/26/2015

Card

Number: TE-ST-000004

Issued: 1/28/2016

Balance: 1,000.00

PTS

Earned+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	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			
F R			
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

Number: TE-ST-000004

Issued: 1/28/2016

Balance: 1,000.00

PTS

Earned+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

Середина Марина

Slots

PTS

Cashdesk

Slot Transactions

Card Operations

Sessions

Jackpots

Cashback

F


R


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.

Slots	Cashdesk	Slot Transactions	Card Operations	
F	R		←	
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							
1	of 116			Whole Page	Find	Next	
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	4686.25	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	4486.25	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	4486.25	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	856.25	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	856.25	0001		
TE-ST-000004	408	03/11/2015 18:28:28	Card To Slot	856.25	0001		
TE-ST-000004	408	03/11/2015 18:28:23	Card To Slot	856.25	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	856.25	0001		
TE-ST-000004	408	03/11/2015 18:27:59	Card To Slot	856.25	0001		
TE-ST-000004	408	03/11/2015 18:27:53	Card To Slot	856.25	0001		
TE-ST-000004	408	03/11/2015 16:36:11	Card Inserted		0001		
TE-ST-000004	408	03/11/2015 14:34:26	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.

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Середина Марина

Card

Number: TE-ST-000004
Balance: 80,000.95
PTS Earned: 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

SlotsCashdeskSlot TransactionsCard OperationsSessionsJackpots

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).

The screenshot shows the 'Sessions' tab in the SlotLogic interface. The table displays session data for three sessions: 23121, 23120, and 23118. Each session's data is highlighted in a single color (white or gray) to distinguish between sessions. Red callout boxes with arrows point to the 'Session Start' and 'Session Result' rows for each session.

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			Card to Slot	4000.95											
23121			Slot to Card	0.95											
23121			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			Card to Slot	8000.95											
23120			Slot to Card	0.95											
23120		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			Slot to Card	0.95											
23118			Bill In	1.00											
23118		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.

This close-up screenshot focuses on Session 23120. It shows the 'Session Start' and 'Session Result' rows highlighted in red. Red arrows point to these specific rows.

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.

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Середина Марина

Card

Number: TE-ST-000004

Balance: 80,000.95

PTS Earned: 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

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F R

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 • 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 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**:

Player name: Середина Марина
Card No: 07-01-000005
Gaming Day: 793


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 1...	0003


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

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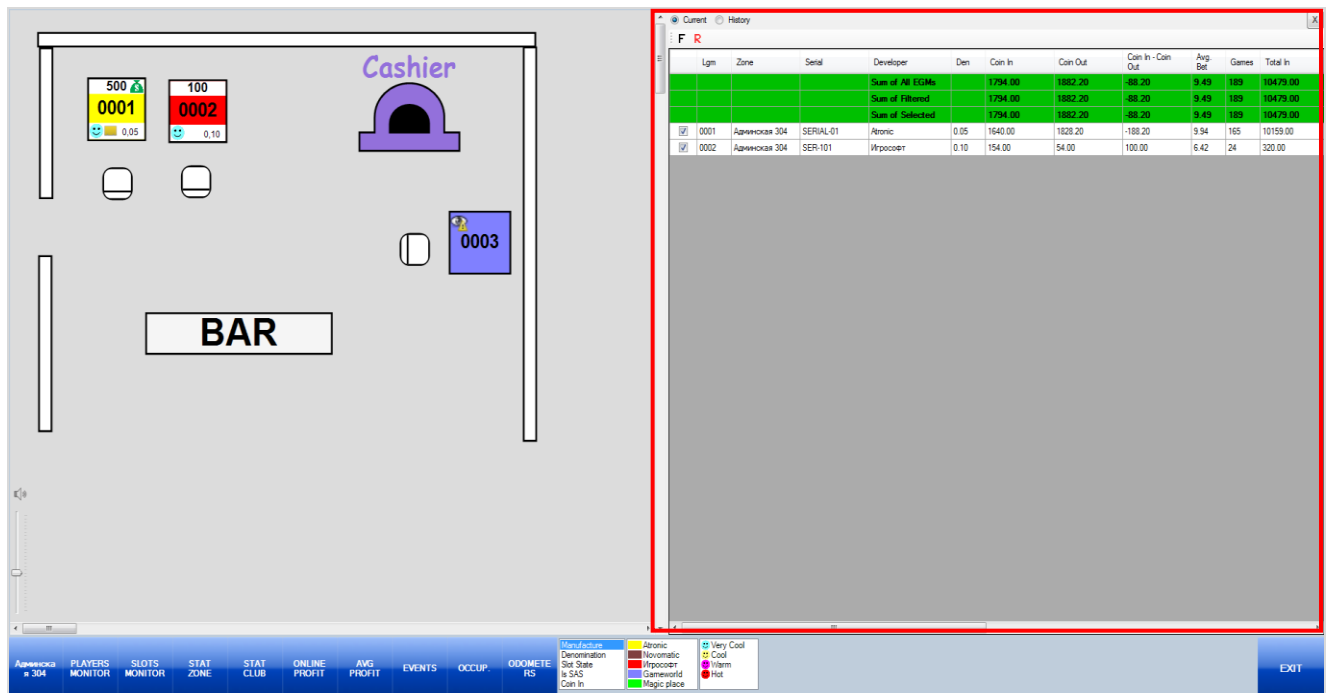
Gaming Day	Charge Date	Slot	Amount
			50,00
802	22.06.2018 12:59	0003	50,00

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**».

7.6.4 Viewing the financial statistics on gaming slots (Slots Monitoring).

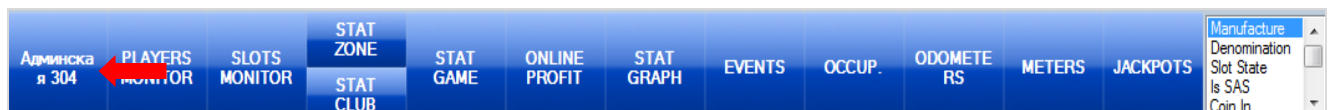
The form «**Slots Monitoring**» («**Gaming Slots**» → «**Monitoring**» → «**New Hall's Plan**») is indicated for the financial statistics on gaming slots in a club/hall online, as well as for history on a daily basis, on audit and gaming sessions.



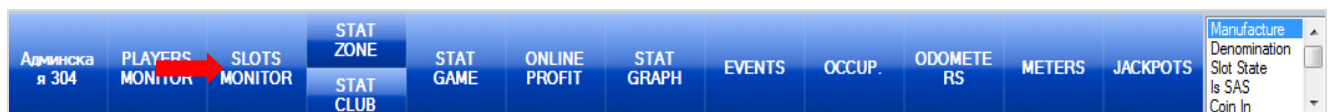
➤ Viewing the financial statistics on gaming slots.

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.

«SlotLogic» System User Guide
Version: 7.1

Current

Sessions History

Audits History

F

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	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	4000.00	51005.00	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	4000.00	51005.00	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	4000.00	51005.00	0.00
<input checked="" type="checkbox"/>	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	10000.00	9955.00	0.00
<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	0.00	0.00	0.00	30000.00	500100.00	0.00
<input checked="" type="checkbox"/>	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
<input checked="" type="checkbox"/>	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
<input checked="" type="checkbox"/>	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
<input checked="" type="checkbox"/>	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
<input checked="" type="checkbox"/>	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**:

<div> <input checked="" type="radio"/> Current <input type="radio"/> Sessions History <input type="radio"/> Audits History </div> <div> <div>F R</div> <div></div> </div>															
Lgm	Address	Zone	Serial	Developer	Den	Coin In	Coin Out	Jackpot	Win	Avg. Bet	Games	Total In	Total Out	Result	
1 Sum of All EGMs						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	
2 Sum of Filtered						99945.00	570000.00	0.00	-470055.00	892.37	112	40000.00	510055.00	-470055.00	
3 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	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	0.00	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).

F R										
	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		1640.00	1828.20	-188.20	9.94	165
				Sum of Selected		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
				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	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.

F R										
	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	Игрсофт	0.10	154.00	54.00	100.00	6.42	24

<div> <input checked="" type="radio"/> Current <input type="radio"/> History <input type="radio"/> Audits History </div>											
F R											
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.

F R				
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.

☐ Current
 ☒ Sessions History
 ☐ Audits History

F

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	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.

☐ Current
☒ Sessions History
☐ Audits History

Gaming day from

417: 11/8/2015 - ...

417: 11/8/2015 - ...

416: 11/7/2015 - 11/8/2015

415: 11/6/2015 - 11/7/2015

414: 11/6/2015 - 11/6/2015

413: 11/6/2015 - 11/6/2015

412: 11/6/2015 - 11/6/2015

411: 11/6/2015 - 11/6/2015

410: 11/6/2015 - 11/6/2015

409: 11/6/2015 - 11/6/2015

408: 11/6/2015 - 11/6/2015

407: 11/6/2015 - 11/6/2015

406: 10/15/2015 - 11/6/2015

F

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Lgm	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	Novomatic	0.05	45.00	0.00	0.00	45.00	45.00	1

Gaming day from 414: 11/6/2015 - 11/6/20

F R

	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

F R

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

F R

	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 to 417: 11/8/2015 - ... Load

F R

	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	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	1000.00	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	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	143,910.50/8,994.41	-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	20.00/1.25	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	345,620.60/21,601.29
<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

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	45.00	0.00	0.00	45.00	45.00	1	10000.00	9955.00	45.00	0.00	0.00	0.00	10000.00	9955.00
46	11/7/2015 3:52 ...	11/8/2015 3:52 ...	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
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.

<div> <div>F R</div> <div></div> </div>															
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								

<div> <div>Current Sessions History Audits History</div> <div>F R</div> <div></div> </div>															
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.

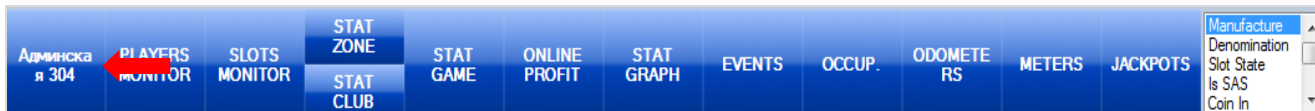
The rest columns contain the counters and indicators values of the selected gaming devices, analogue to the previous table forms of «**Slots Monitoring**». The summed column vales on all audits for the selected gaming day are displayed in the upper table's line, marked with **green**.

7.6.5 Monitoring the income of gaming slots within a zone on the whole (Stat Zone).

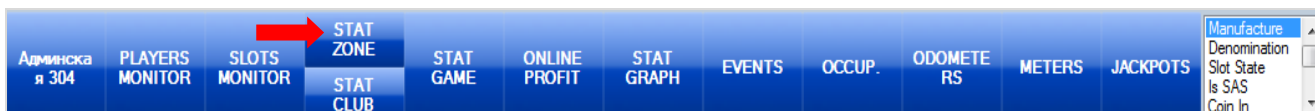
For monitoring the income of gaming devices within a zone, use the form «New Floor plan», by selecting from the system's menu «Slots» → «Monitoring» → «New Floor plan».

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 Count</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>

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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

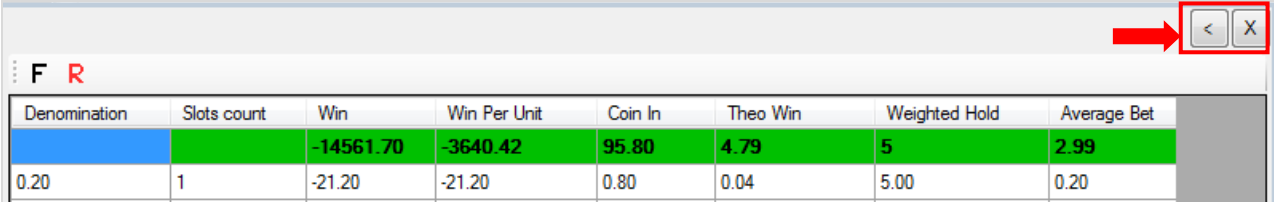
- **Denomination** – the list of denominations for slots in a zone.
- **Slot Count** – the quantity of gaming devices with denomination, which were active during the gaming day.

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.

<div style="border: 1px solid black; padding: 2px; display: inline-block;"> F R </div>			
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 .



The screenshot shows a software window with a table of slot machine data. In the top right corner, there is a close button (X) highlighted with a red box and a red arrow pointing to it. The table has the following columns: Denomination, Slots count, Win, Win Per Unit, Coin In, Theo Win, Weighted Hold, and Average Bet. The first row is highlighted in blue, and the second row is highlighted in green.

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

7.6.6 Monitoring the income of gaming slots within a club on the whole (Stat Club).

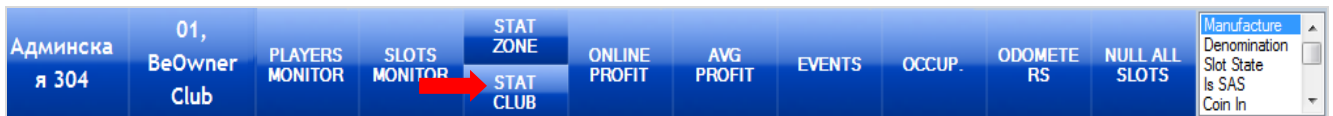
For monitoring the income of gaming slots within a club on the whole, use the form «New Floor plan», by selecting from the system's menu «Slots» → «Monitoring» → «New Floor plan».

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>

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
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
1	7	31						


The presented data within the table can be grouped on days, weeks and months, using the buttons located below the table.

356	10/3/2014 4:59 ...	10/29/2014 11:5...	0.00	0.00	0.00
355	9/12/2014 11:49...	10/3/2014 4:59 ...	1893.00	1893.00	9965.00

1

7

31



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	

From: 01.11.2015 to: 10.11.2015 Load

Ноябрь 2015

Пн	Вт	Ср	Чт	Пт	Сб	Вс
26	27	28	29	30	31	1
2	3	4	5	6	7	8
9	10					

Сегодня: 10.11.2015

	Theo Win per day	Gross Win per day	Coin In per day
	0	0	0
	0	0	0

Note that the form provides the standard filters, printing and searching operations.

From: 01.11.2015 to: 10.11.2015 Load

F R [Icon]

Developer	Game Name	Theo Win per day	Gross Win per day
Novomatic	Royal Treasure	7	1

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.

From: 01.11.2015 to: 10.11.2015 Load

F R [Icon]

Developer	Game Name	Theo Win per day	Gross Win per day	Coin In per day	Games Played per day	Distinct Days	Distinct Lgms	Average Bet
Novomatic	Royal Treasure	7	1	125	55	5	1	2.25
	Sizzling Hot	0	0	0	0	5	1	0.00

← X

F R [Icon]

Date	Gaming Day	Theo Win per day	Gross Win per day	Coin In per day	Games Played per day	Lgms	Average Bet
11/9/2015	417	0	0	0	0	1	0.00
11/8/2015	416	0	0	0	0	1	0.00
11/7/2015	415	0	0	0	0	1	0.00
11/6/2015	406	0	0	0	0	1	0.00
11/5/2015	406	36	6	623	277	1	2.25

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.

← X

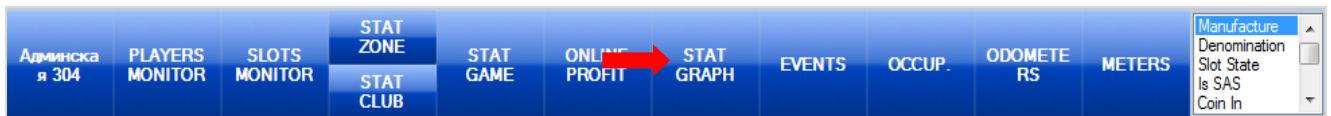
F R [Icon]

Date	Gaming Day	Theo Win per day	Gross Win per day	Coin In per day	Games Played per day	Lgms	Average Bet
11/9/2015	417	0	0	0	0	1	0.00
11/8/2015	416	0	0	0	0	1	0.00
11/7/2015	415	0	0	0	0	1	0.00

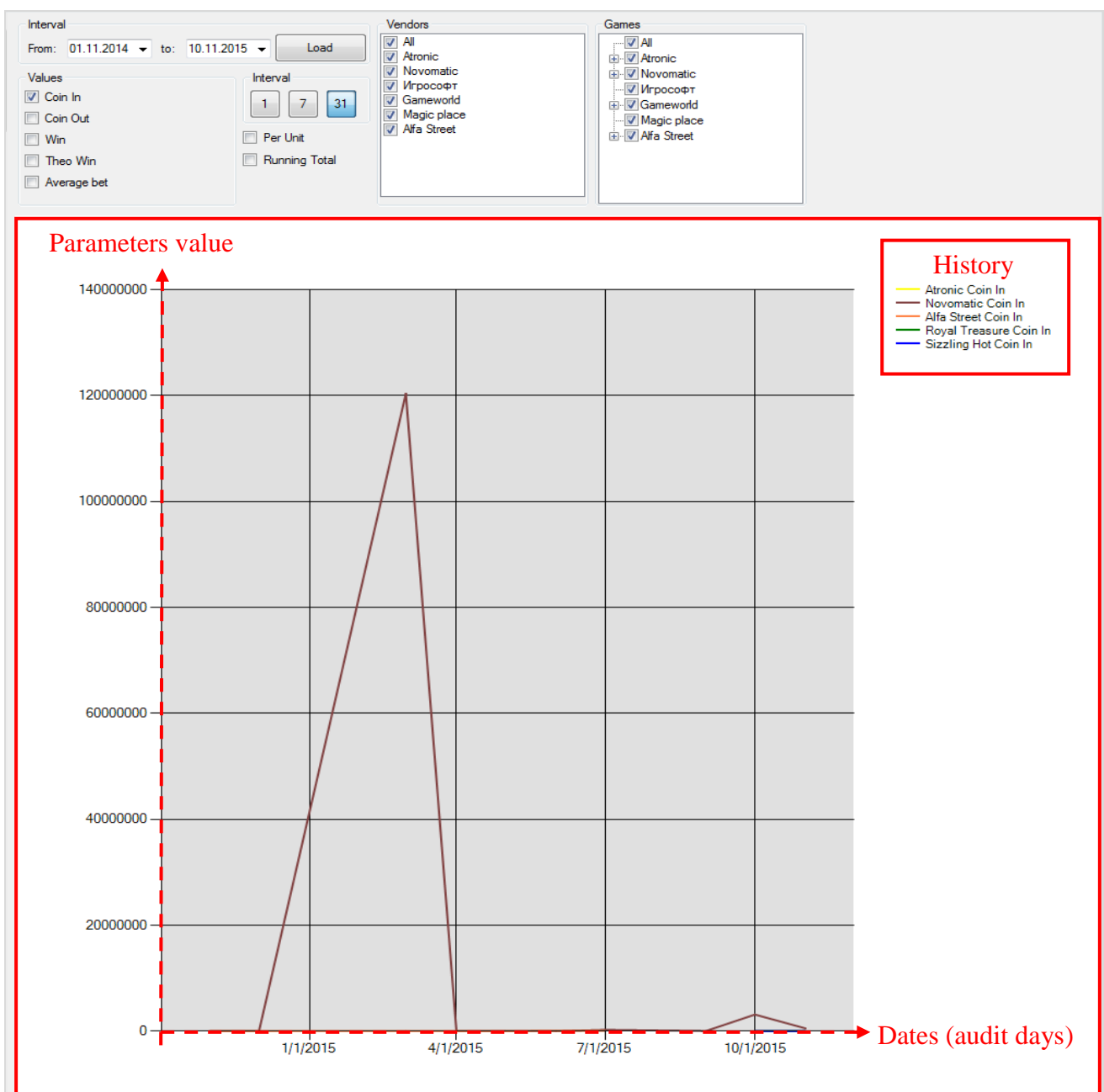
For returning to the previous page of the form «Stat Game», press on the button , located on the upper right corner, for closing the form – the button .

7.6.8 Viewing the statistics on gaming slots on games via a graph (Stat Graph).

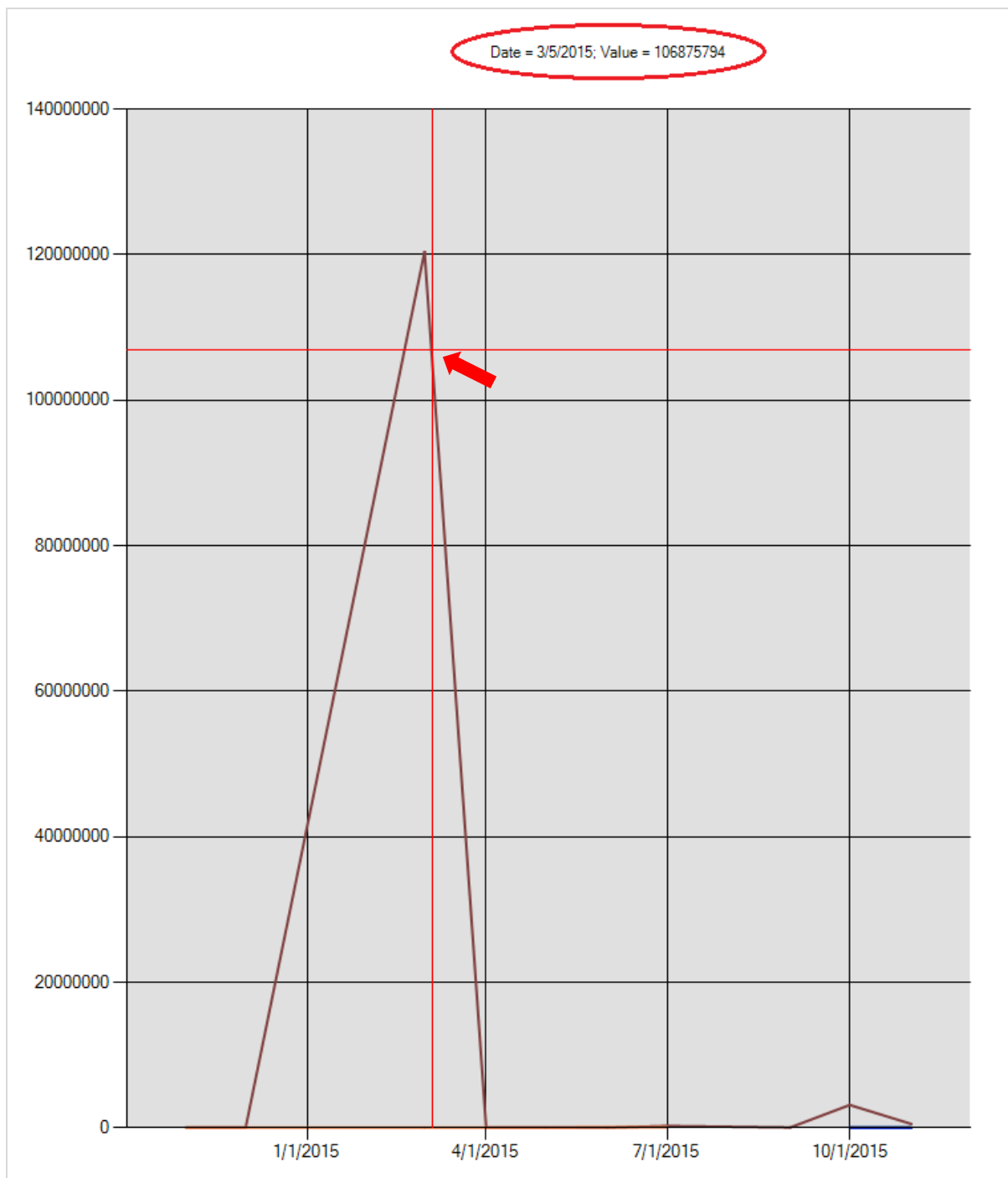
For viewing the statistics on games via graph, press on the button «STAT GRAPH» on the control panel in «New Hall's Plan».



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.



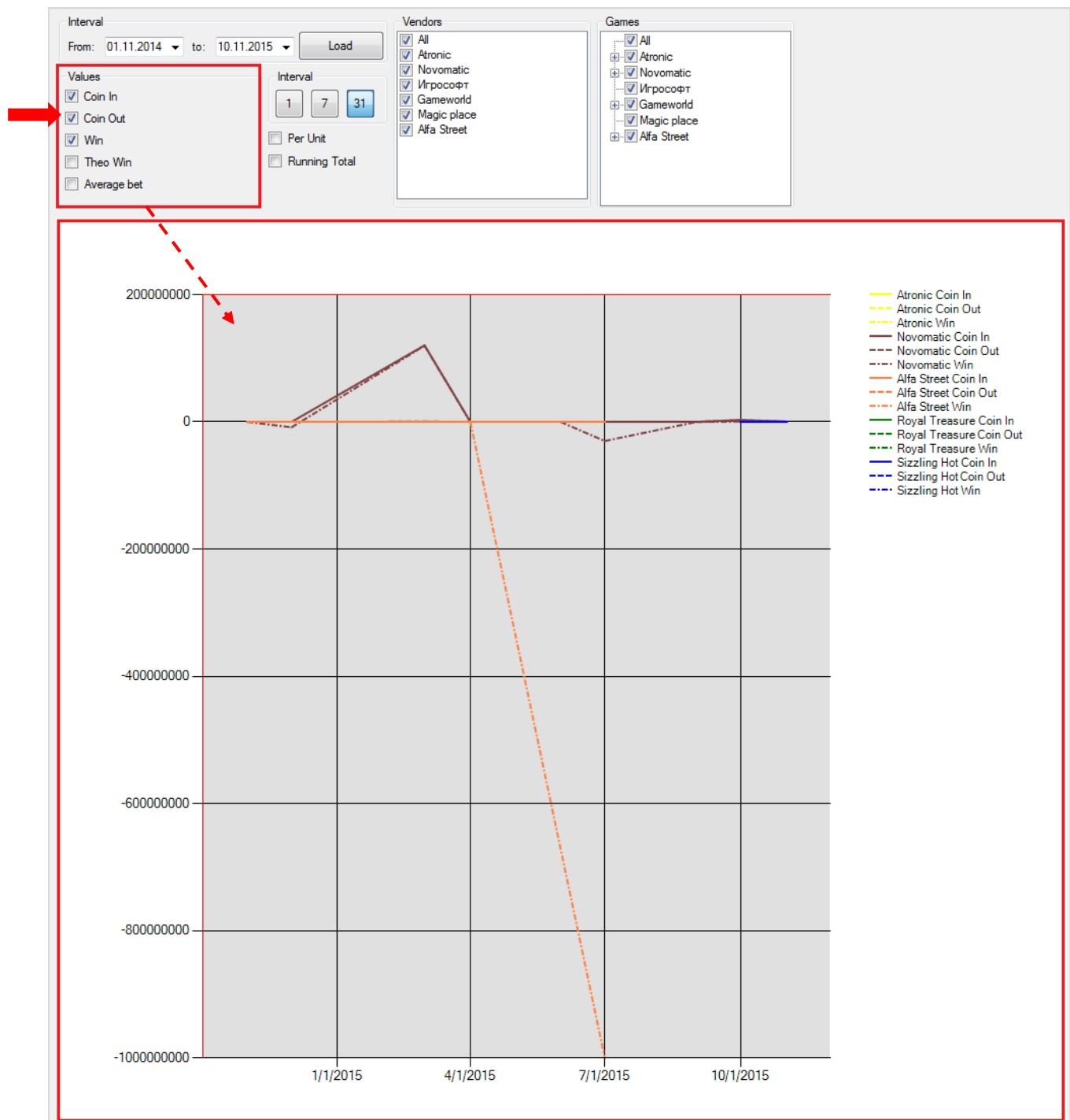
By setting the mouse cursor on any spot of the line, the audit data (Date) and the exact value of parameter for this date (Value) will be displayed above the graph.



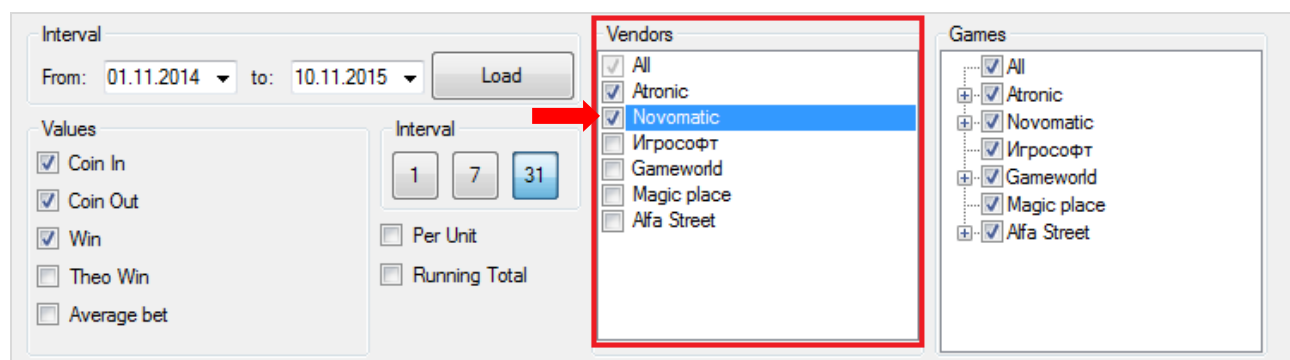
The following parameters are available for building a graph:

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.

Interval

From: 01.11.2014 to: 10.11.2015 Load

Values

☒ Coin In

☒ Coin Out

☒ Win

☐ Theo Win

☐ Average bet

Interval

1 7 31

☐ Per Unit

☐ Running Total

Vendors

☒ All

☒ Atronic

☒ Novomatic

☐ Игрософт

☐ Gameworld

☐ Magic place

☐ Alfa Street

Games

☒ All

☒ Atronic

☒ Illusionist

☒ Novomatic

☒ Игрософт

☒ Gameworld

☒ Oliver's Bar

☒ Magic place

☒ Alfa Street

☒ Roulette

☒ Venetial Carnival

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.

Interval

From: 01.11.2015 to: 10.11.2015 Load

Values

☒ Coin In

☐ Coin Out

☐ Win

☐ Theo Win

☐ Average bet

Interval

1 7 31

☐ Per Unit

☐ Running Total

Vendors

☒ All

☒ Atronic

☒ Novomatic

☐ Игрософт

☐ Gameworld

☐ Magic place

☐ Alfa Street

Games

☒ All

☒ Atronic

☒ Illusionist

☒ Novomatic

☒ Игрософт

☒ Gameworld

☒ Oliver's Bar

☒ Magic place

☒ Alfa Street

☒ Roulette

☒ Venetial Carnival

For grouping in days, weeks, months it is necessary to use button **1**, **7** and **31** relatively.

Interval

From: 01.11.2014 to: 10.11.2015 Load

Values

☒ Coin In

☐ Coin Out

☐ Win

☐ Theo Win

☐ Average bet

Interval

1 7 31

☐ Per Unit

☐ Running Total

Vendors

☒ All

☒ Atronic

☒ Novomatic

☐ Игрософт

☐ Gameworld

☐ Magic place

☐ Alfa Street

Games

☒ All

☒ Atronic

☒ Illusionist

☒ Novomatic

☒ Игрософт

☒ Gameworld

☒ Oliver's Bar

☒ Magic place

☒ Alfa Street

☒ Roulette

☒ Venetial Carnival

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.

Interval

From: 01.11.2014 to: 10.11.2015 Load

Values

☒ Coin In

☐ Coin Out

☐ Win

☐ Theo Win

☐ Average bet

Interval

1 7 31

☒ Per Unit

☐ Running Total

Vendors

☒ All

☒ Atronic

☒ Novomatic

☐ Игрософт

☐ Gameworld

☐ Magic place

☐ Alfa Street

Games

☒ All

☒ Atronic

☒ Illusionist

☒ Novomatic

☒ Игрософт

☒ Gameworld

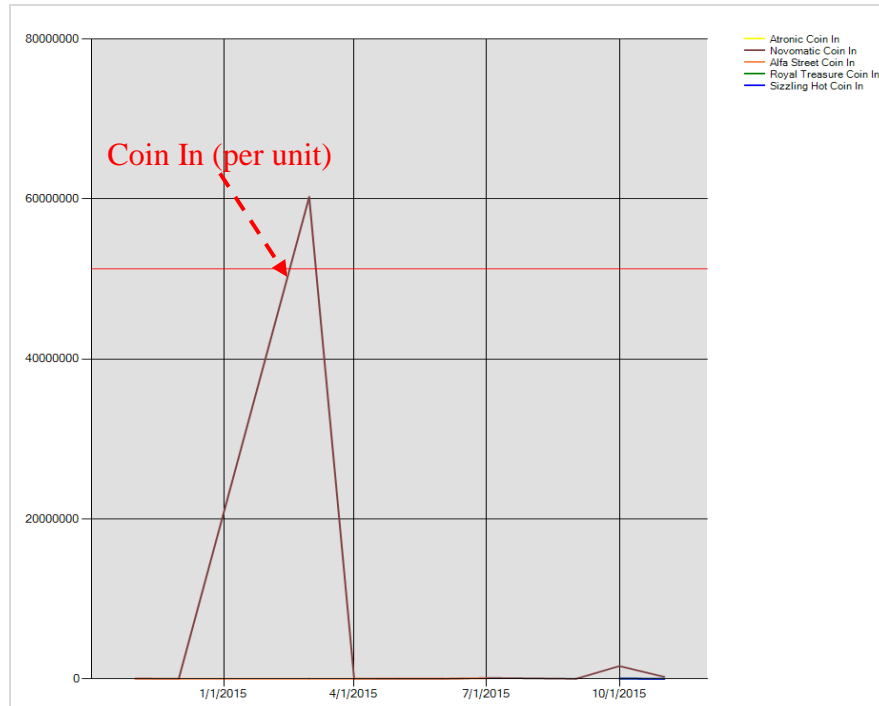
☒ Oliver's Bar

☒ Magic place

☒ Alfa Street

☒ Roulette

☒ Venetial Carnival

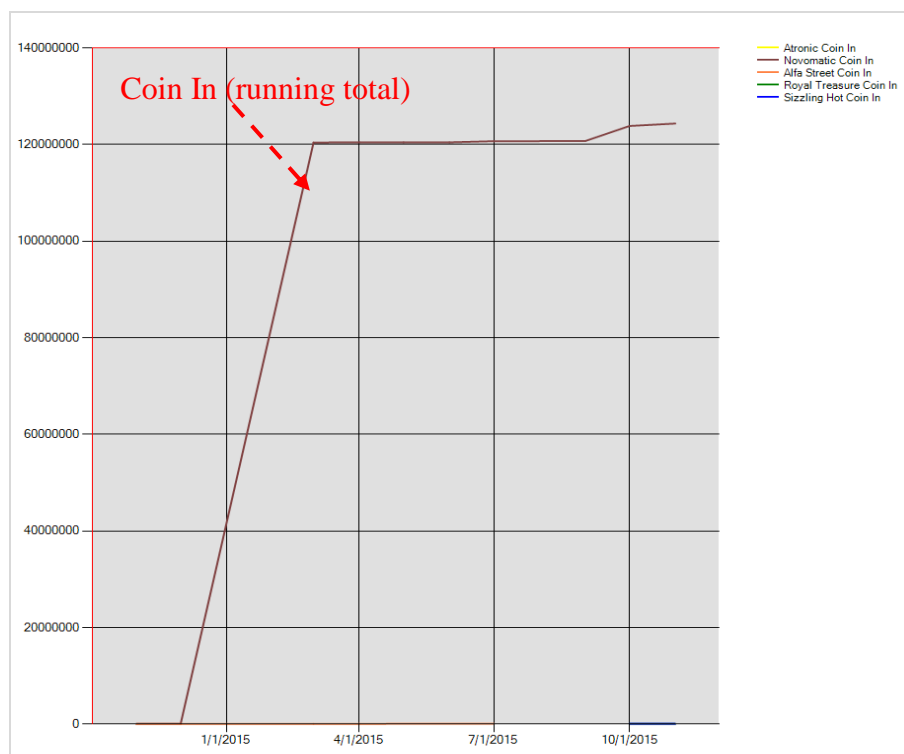


By setting a tick in a parameter **Running Total**, the graph will be built on values of the selected parameters with the rising results.

Interval
From: 01.11.2014 to: 10.11.2015 Load

Values
☒ Coin In
☐ Coin Out
☐ Win
☐ Theo Win
☐ Average bet

Interval
 1 7 31
☐ Per Unit
☒ Running Total



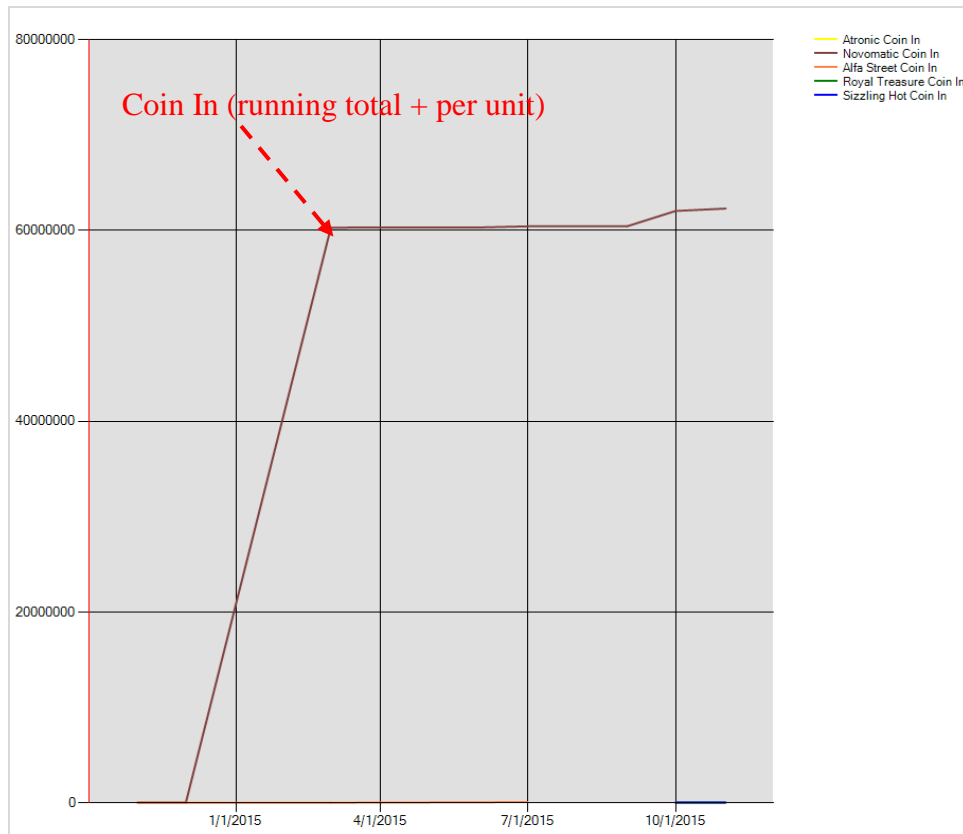
By setting a tick in both parameters **Per Unit** and **Running Total**, the graph will be built with the rising results, but also on values of the selected parameters, calculated for 1 slot.

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



7.6.9 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».

From: [403] 9/17/2015 - to: [403] 9/17/2015 - Load

Events Bills Handpays Jackpots Cashless

Gaming day	GM	ID	Address	Producer	Date	Event
403	0001	1	5:1	Atronic	9/17/2015 5:09 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 5:09 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 5:08 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 5:08 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:54 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:54 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:51 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:51 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:50 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:50 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:48 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:48 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:45 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:45 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:44 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:44 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:41 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:41 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:37 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:37 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:31 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:31 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 4:02 PM	Device GM Connected
403	0002	8	6:2	Игрософт	9/17/2015 4:02 PM	Device GM Connected
403	0001	1	5:1	Atronic	9/17/2015 1:15 PM	Device GM Connected

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**).

From: [401] 8/26/2015 - 9/17/2015 to: [401] 8/26/2015 - Load

Events Bills Handpays Jackpots Cashless

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**).

From: [378] 4/2/2015 - 4/2/2015 to: [378] 4/2/2015 - 4/2/2015 Load

Events Bills Handpays Jackpots **Cashless**

Gaming day	GM	ID	Address	Producer	Date	Amount	Prize	Name
378	0001	1	5:1	Atronic	4/2/2015 2:48 PM	3		lv1t
378	0001	1	5:1	Atronic	4/2/2015 2:45 PM	3		lv1t
378	0001	1	5:1	Atronic	4/2/2015 2:38 PM	3		lv1t
378	0001	1	5:1	Atronic	4/2/2015 2:38 PM	3		lv1t

10 Total Amount: 12

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 Load

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		Csdk -> Slot			
400	0001	1	5:1	Atronic	8/10/2015 3:43 PM	100		Csdk -> Slot			
400	0001	1	5:1	Atronic	8/6/2015 2:38 PM	50		Csdk -> 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 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		Csdk -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 4:03 PM	40001		Csdk -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 3:18 PM	40001		Csdk -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 3:16 PM	200		Csdk -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 2:59 PM	40001		Csdk -> Slot			
400	0001	1	5:1	Atronic	7/31/2015 2:59 PM	200		Csdk -> 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 **Load** for uploading the information.

From: [400] 7/29/2015 - 8/26/2015 to: [401] 8/26/2015 - 9/17/2015 Load


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 [398] 7/28/2015 - 7/28/2015 [397] 7/28/2015 - 7/28/2015 [396] 7/21/2015 - 7/28/2015 [395] 7/20/2015 - 7/21/2015 [394] 7/15/2015 - 7/15/2015

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.

From: [401] 8/26/2015 - 9/17/2015 to: [401] 8/26/2015 - 9/17/2015

Events Bills Handpays Jackpots Cashless


F **R** 

Gaming day	GM	ID	Address	Producer	Date	Event
401	0001	1	5:1	Atronic	9/17/2015 12:20 PM	Device GM Connected
401	0002	8	6:2	Игрософт	9/17/2015 12:20 PM	Device GM Connected

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».

Events Bills Handpays Jackpots Cashless

2 **F** **R** 

Gaming day	GM	ID	Address	Producer	Date	Event
401	1 0001	1	5:1	Atronic	9/17/2015 12:20 PM	Device GM Connected
401	0002	8	6:2	Игрософт	9/17/2015 12:20 PM	Device GM Connected
401					05 AM	Device GM Connected
401					05 AM	Device GM Connected
401					04 AM	Device GM Connected Fail
401					04 AM	Device GM Connected Fail
401					49 PM	Device Out Of Service
401					49 PM	Device Out Of Service

BeOwner Casino

Input filter


0001 **3**

Cancel OK **4**

On pressing the button «Ok», the table will be uploaded with the event list only for the terminal **0001**.

From: [401] 8/26/2015 - 9/17/2015 to: [401] 8/26/2015 - 9/17/2015 Load

Events Bills Handpays Jackpots Cashless

F **R** 

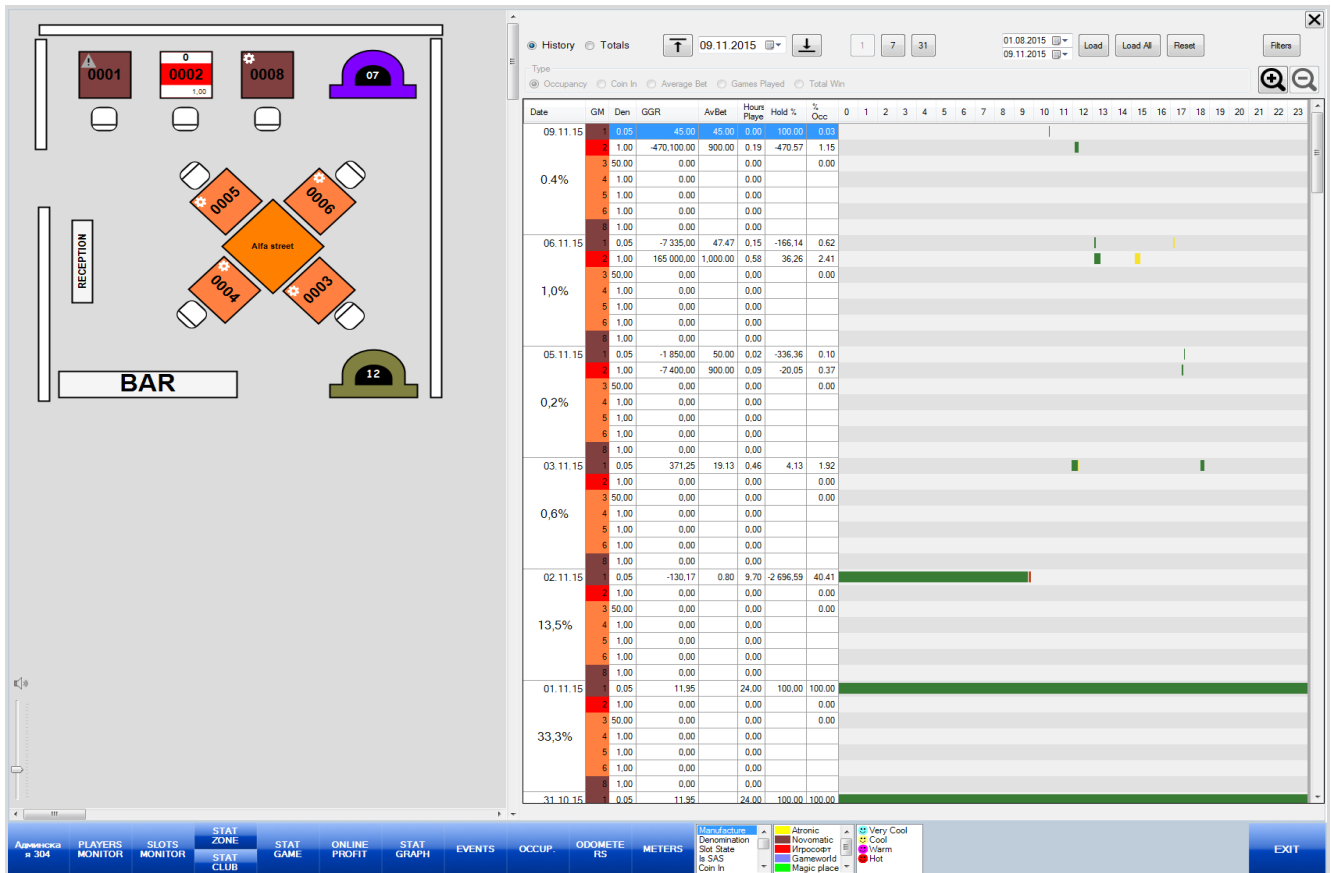
Gaming day	GM	ID	Address	Producer	Date	Event
401	0001	1	5:1	Atronic	9/17/2015 12:20 PM	Device GM Connected
401	0001	1	5:1	Atronic	9/17/2015 9:05 AM	Device GM Connected
401	0001	1	5:1	Atronic	9/17/2015 9:04 AM	Device GM Connected Fail
401	0001	1	5:1	Atronic	9/16/2015 6:49 PM	Device Out Of Service
401	0001	1	5:1	Atronic	9/16/2015 4:26 PM	Device GM Connected
401	0001	1	5:1	Atronic	9/16/2015 3:03 PM	Device GM Connected
401	0001	1	5:1	Atronic	9/16/2015 2:56 PM	Device GM Connected
401	0001	1	5:1	Atronic	9/16/2015 2:44 PM	Device GM Connected

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.

7.6.10 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:

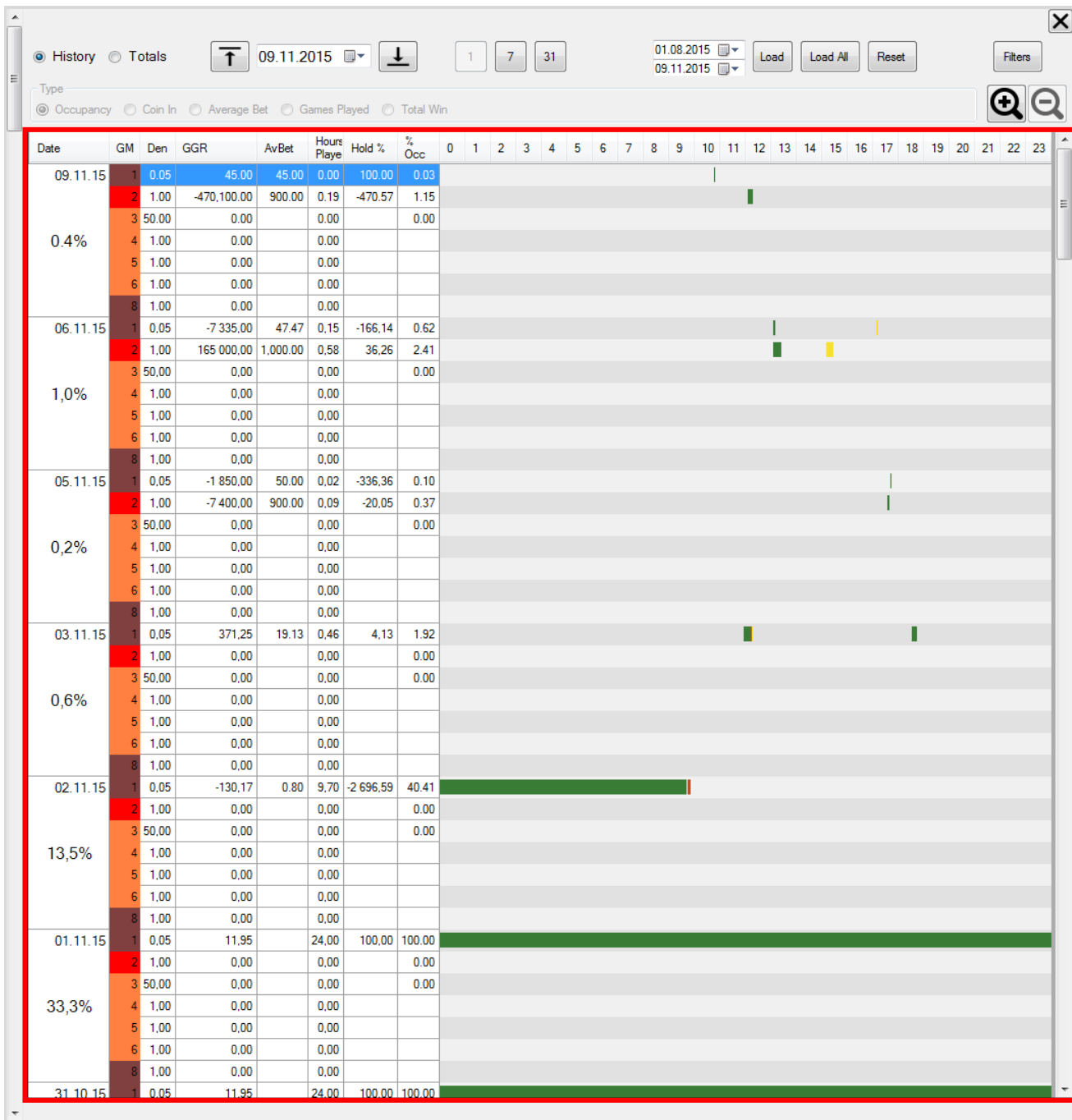
1. Select the zone for placing the gaming machines by pressing the button of choosing the zone on a control panel.



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>

	on descending).	
GM	The numbers of gaming machines in order (top to bottom ascending), its colour denotes the manufacturer.	<i>Loaded from system</i>
Den	The denomination, which was set on a gaming machine.	<i>Loaded from system</i>
GGR	Gross Gaming Revenue – the exact profit of a slot machine for the period of time.	<i>GGR = Total Bet - Total Won</i>
AvBet	Average Bet – the average bet on the terminal (the ratio of bets to the number of spins).	<i>AvBet = (Σ Wagers) / Wagers Count</i>
HoursPlayed	Hours Played – the quantity of hours when the gaming machine was occupied (was played).	<i>Loaded from system</i>
Hold %	Hold % (Hours Edge) – the value, equals the difference between 100% and factual machine's feedback percent for a specified period of time.	<i>Hold % = (Total Bet - Total Won) / Total Bet</i>
Occ %	Occ (Percent of occupancy) – the percent of occupancy of a gaming machine.	<i>Occ % = (Hours Played / Total Hours) * 100%</i>
0 – 23 (h.)	The time scale from 0:00 to 23:00 (h.), displaying the time the machine was vacant or occupied.	<i>Loaded from system</i>

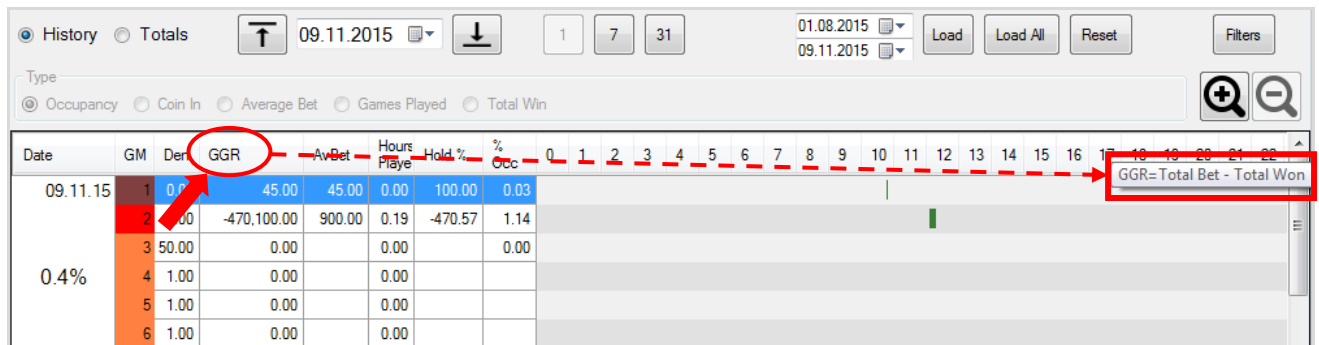
The designation of variables in formulas:

Variables	Description
<i>Total Bet</i>	The total sum of bets
<i>Total Won</i>	The total sum of winnings
<i>Σ Wagers</i>	The sum of bets, which were made on a slot machine
<i>Wagers Count</i>	The number of spins, which were made on a slot machine
<i>Total Hours</i>	The time scale when the slot machine was turned on (24h. on default)

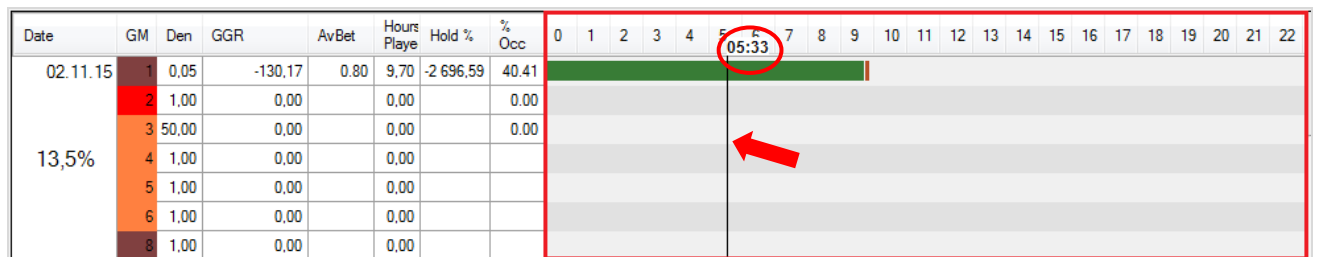
As additional information, the first column (Date), indicating the period of time, shows the percent of loading capacity time (Occ%) on average for the period (on days, weeks, months, quarters, etc.).

Date	GM	Den	GGR	AvBet	Hours Playe	Hold %	% Occ	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
09.11.15	1	0.05	45.00	45.00	0.00	100.00	0.03																								
	2	1.00	-470,100.00	900.00	0.19	-470.57	1.15																								
	3	50.00	0.00		0.00		0.00																								
	4	1.00	0.00		0.00																										
	5	1.00	0.00		0.00																										
	6	1.00	0.00		0.00																										
	7	1.00	0.00		0.00																										
	8	1.00	0.00		0.00																										

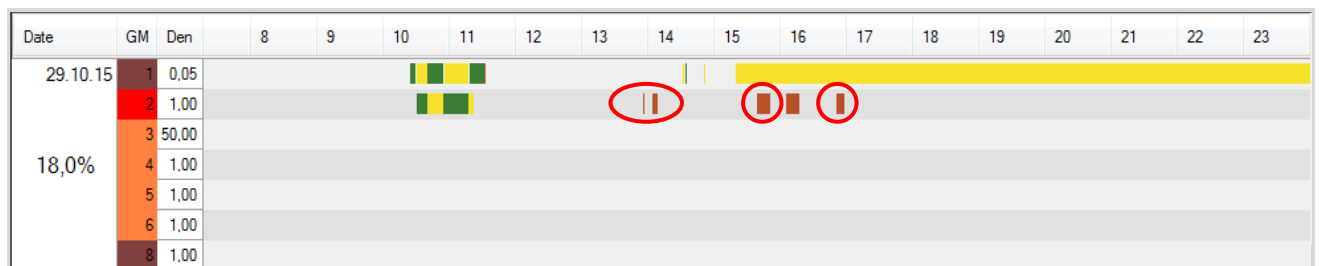
It is available to view the formulas on parameters on popping-up tip, hovering the mouse cursor over its designation on the header of the table.





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.





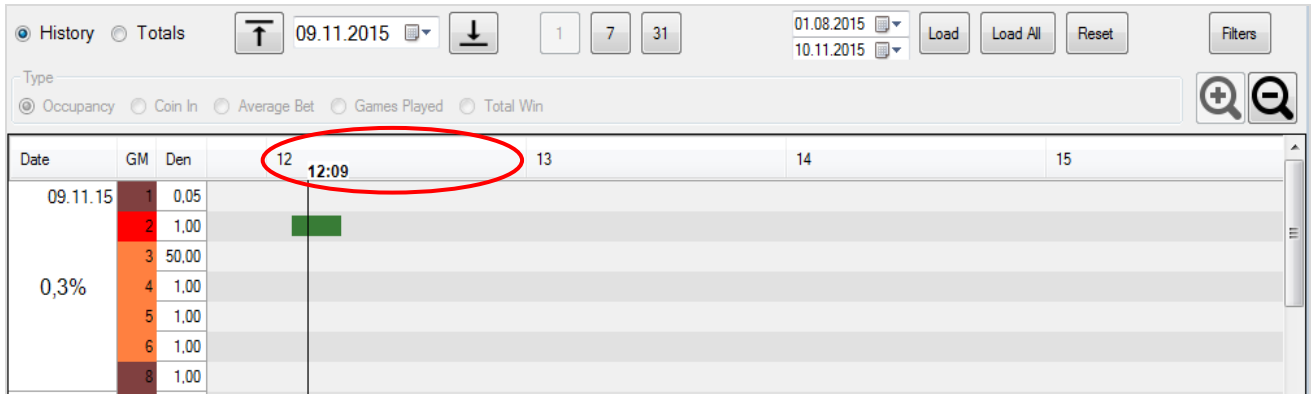
By horizontal lines (the color depends on player) the intervals are marked, when the gaming machines were occupied, i.e. when the games were played.



The following designation is used on the graph for convenience:

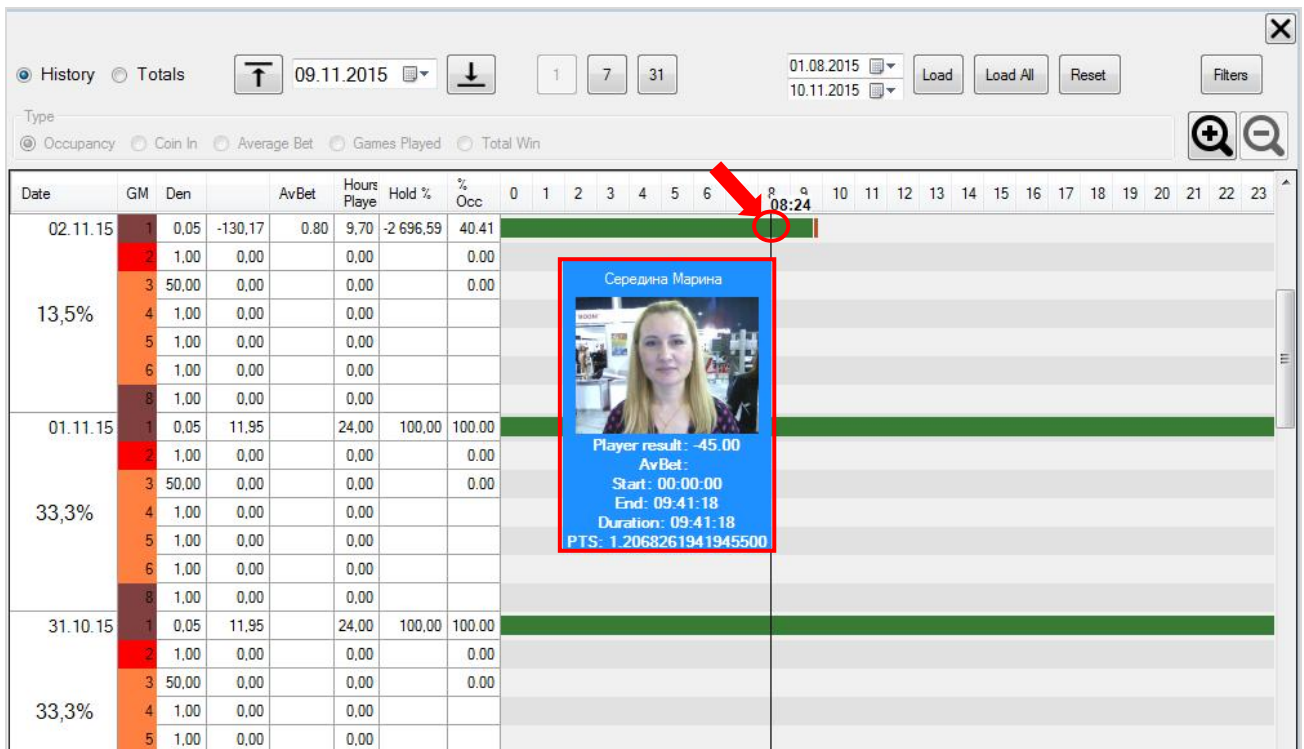
Designation	Meaning
	The green / yellow lines denote, that the cardholder was playing on the terminal at the current period of time. Two colors are used for dividing sessions.
	The brown line denotes, that the player without a card was playing at the current period of time.

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 

01.01.2015 


29.04.2015 

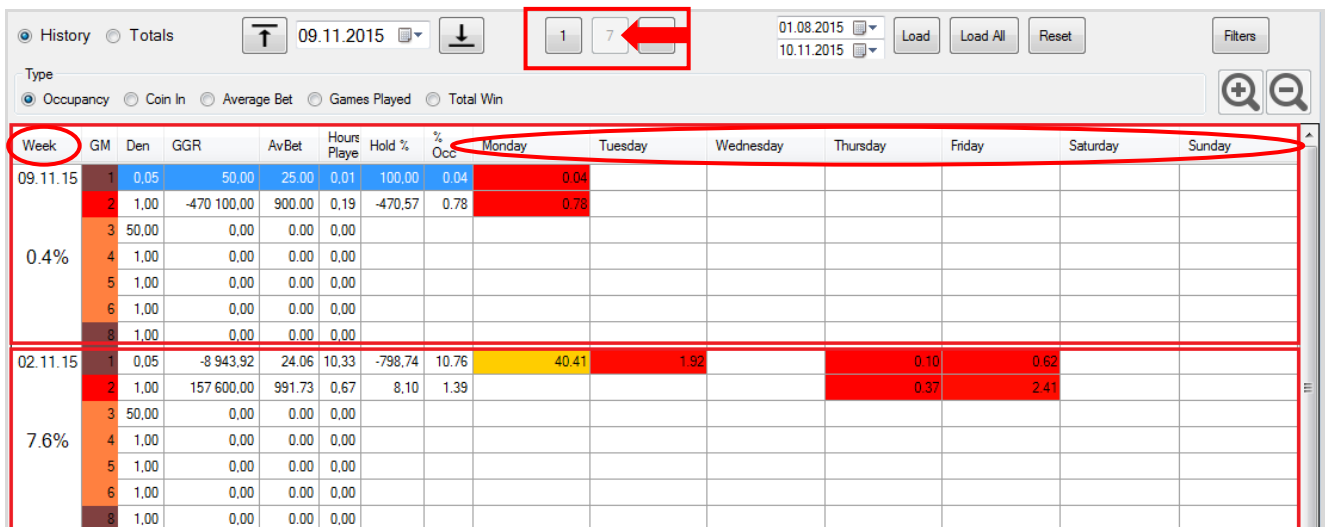
1. Select the date of a period start.
2. Select the date of ending the period.
3. Press the button  for uploading the data.

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.

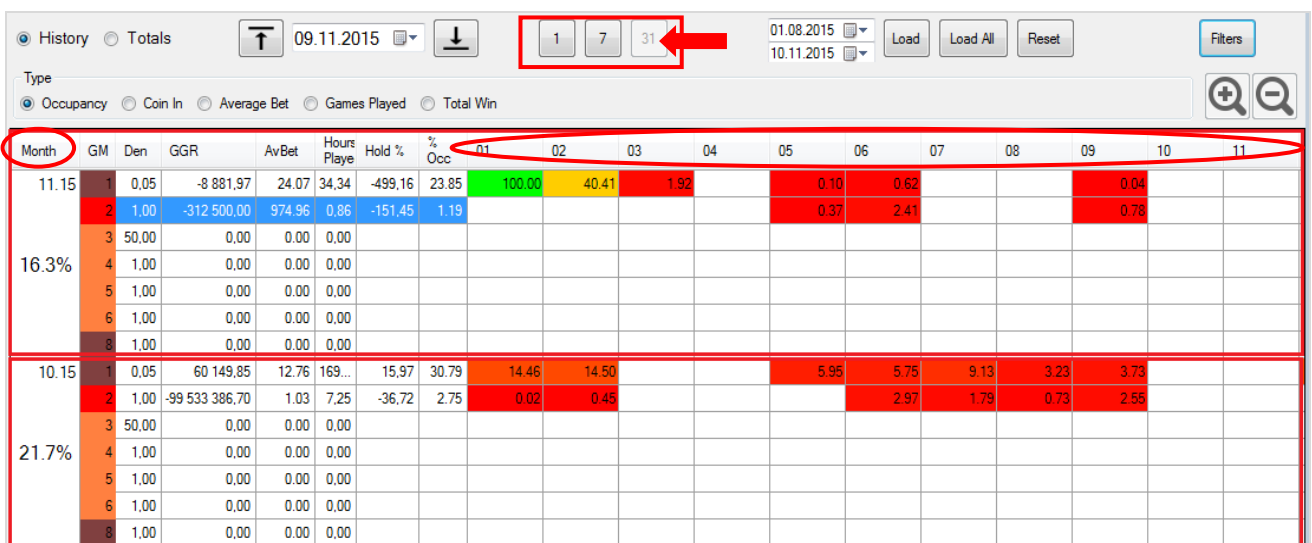
Also, the presented data can be grouped by **weeks** and **months** as follows:

✓ 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									

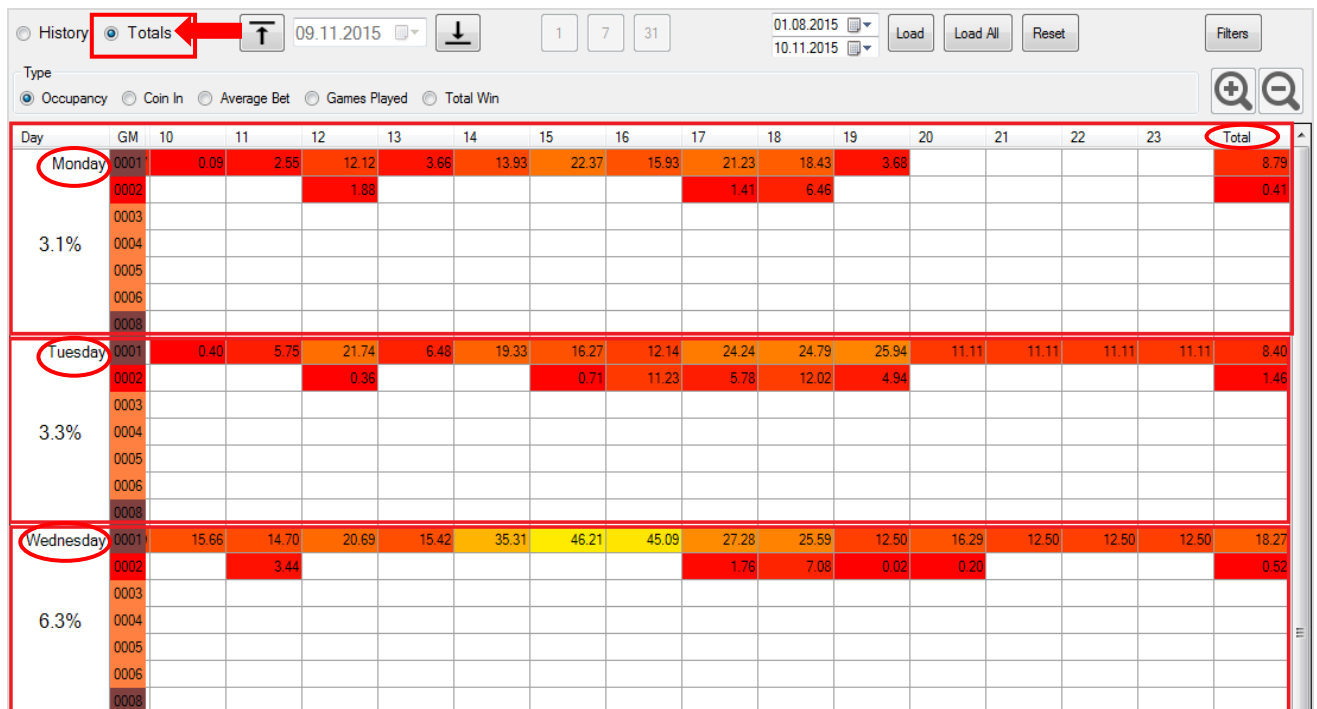
✓ By **months**, pressing the button . In this case, the table will present the parameters, grouped in months. In the right part of a table, instead of the occupancy graph, will be displayed the loading capacity for each of the machine on a daily basis for a month (**01 – 31**).



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													

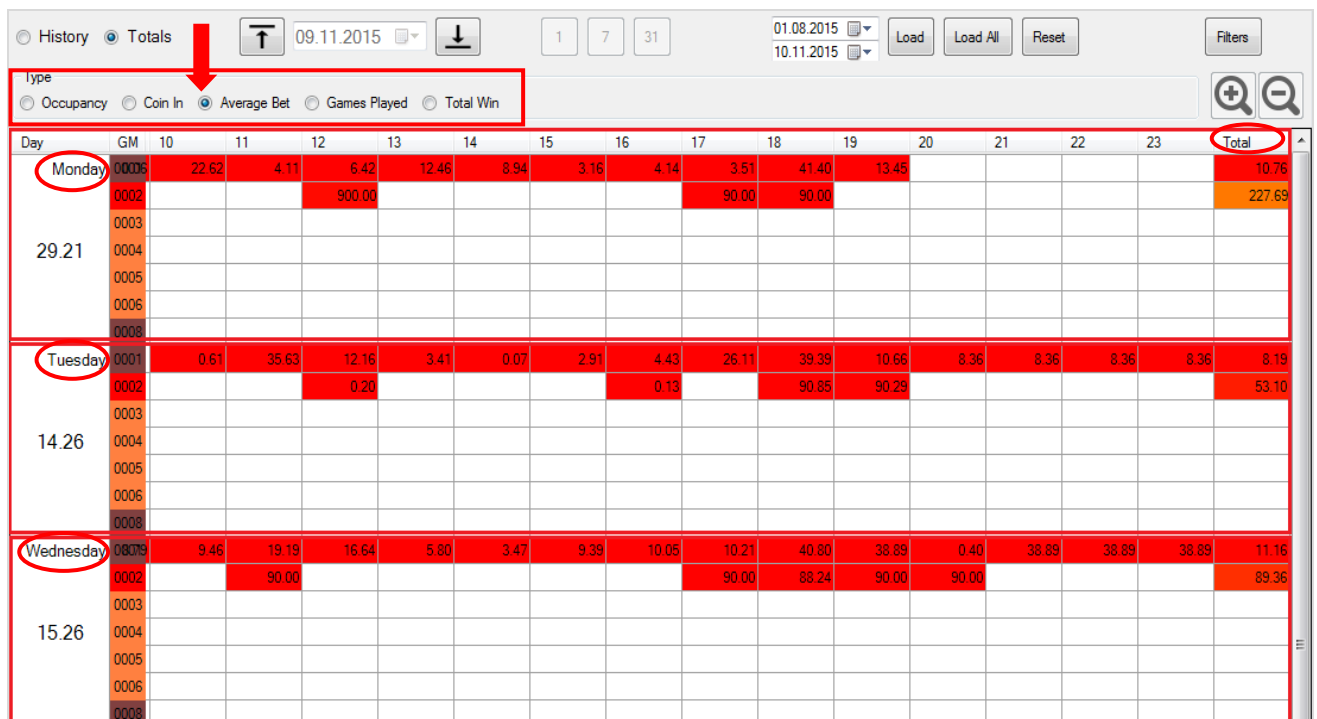
✓ By **days per week**, setting the parameter «Totals». In this case, the parameters for days: Mondays, Tuesdays, Wednesdays, etc. will be shown on a table. In the right part of a table, instead

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.




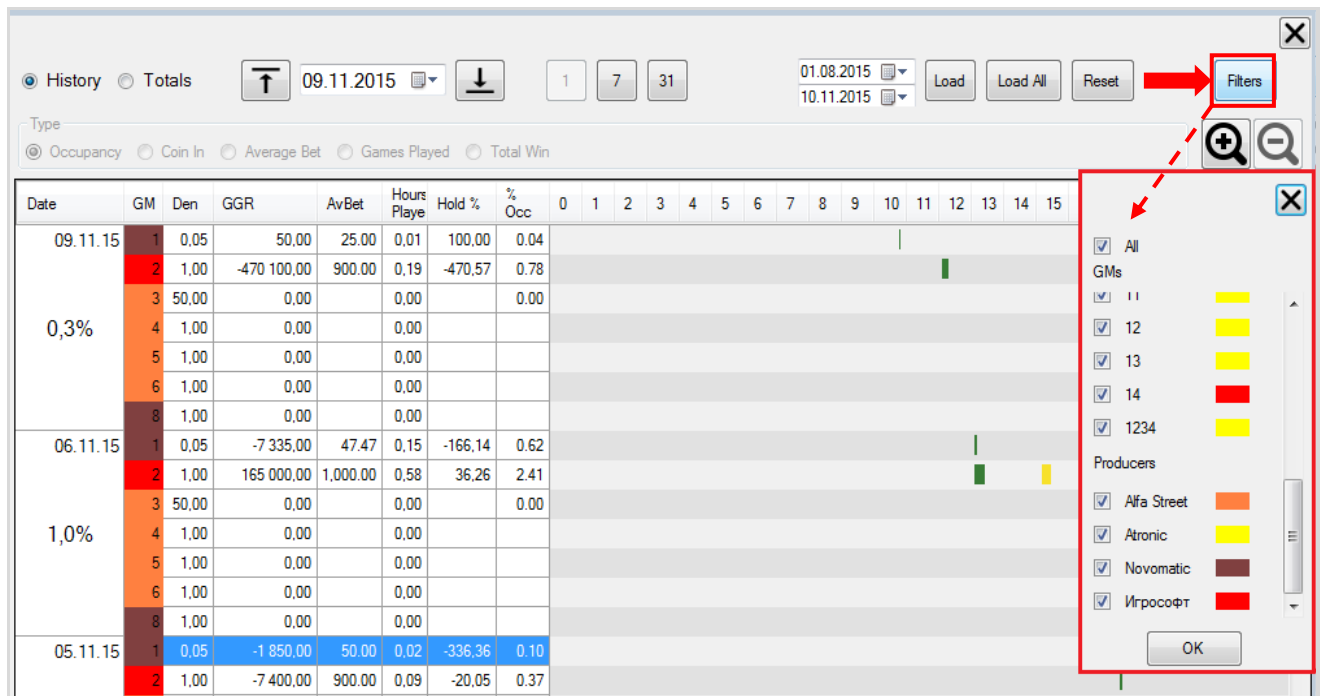
Day	GM	10	11	12	13	14	15	16	17	18	19	20	21	22	23	Total
Monday 3.1%	0001	0.09	2.55	12.12	3.66	13.93	22.37	15.93	21.23	18.43	3.68					8.79
	0002			1.88					1.41	6.46						0.41
	0003															
	0004															
	0005															
	0006															
	0007															
	0008															
Tuesday 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															
	0007															
	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															
	0007															
	0008															

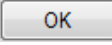
On grouping the data in weeks, the statistics will be shown only for the parameter **Occupancy** by default. For viewing the statistics on other parameters of gaming slots (Coin In, Average Bet, Games Played, Total Win), use the line «**Type**». Select any parameter with a tick and the table will upload 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	0001	22.62	4.11	6.42	12.46	8.94	3.16	4.14	3.51	41.40	13.45					10.76
	0002			900.00					90.00	90.00						227.69
	0003															
	0004															
	0005															
	0006															
	0007															
	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															
	0007															
	0008															
Wednesday 15.26	0001	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															
	0007															
	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 , 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:

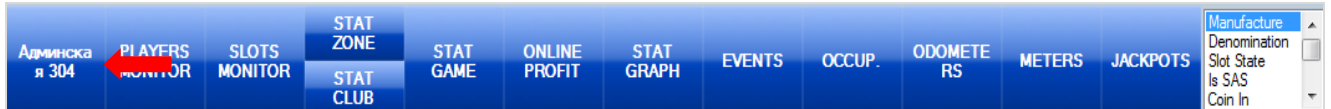
Filter		Result
GMs	<input checked="" type="checkbox"/> All	The data on all slot machines on a zone will be displayed on the table if it is ticked.
	<input checked="" type="checkbox"/> 1  <input checked="" type="checkbox"/> 2  <input checked="" type="checkbox"/> 3  <input type="checkbox"/> 4  <input type="checkbox"/> 5 	The data of the selected slot machines will be displayed on a table (are marked by a tick).
Producers	<input checked="" type="checkbox"/> Gaminator  <input checked="" type="checkbox"/> Gaminator16  <input type="checkbox"/> Hot Spot  <input type="checkbox"/> V+ 	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.

7.6.11 Monitoring the counters of gaming slots (Meters).

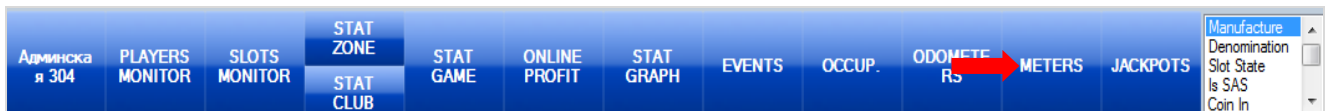
For monitoring the counters of the gaming slots, it is necessary to use the form «**New Hall's Plan**», by selecting from the system's menu «**Slots**» → «**Monitoring**» → «**New Hall's Plan**».

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.

Audits

On Demand

Gaming day from

417: 11/8/2015 - 11/9/2015

to

417: 11/8/2015 - 11/9/2015

Load

F

R

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	Deductible
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).

<div> <input checked="" type="radio"/> Audits <input type="radio"/> On Demand </div> <div> Gaming day from 404: 9/21/2015 - 10/14/2015 to 404: 9/21/2015 - 10/14/2015 <div>Load</div> </div>												
<div> <div>F R</div> <div></div> </div>												
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.

Gaming Day	Date	Audit No	Lgm	Producer	Corrected	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
404	9/21/2015 10:26 AM	238	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000
404	9/21/2015 10:26 AM	238	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	9/21/2015 10:52 AM	239	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000
404	9/21/2015 10:53 AM	239	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	9/23/2015 10:28 AM	240	0001	Novomatic	<input checked="" type="checkbox"/>	114635	37493	78650	10195	934	93000
404	9/23/2015 10:28 AM	240	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	10/7/2015 11:52 AM	241	0001	Novomatic	<input type="checkbox"/>	0	0	0	0	0	0

Slot Meters Correction Log

Date	Meter	Previous Value	Corrected Value	Variance	Is Auto	Employee
4/18/2014 5:43 PM	Coin Out	77200	77209	9	<input checked="" type="checkbox"/>	

Close

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.


Gaming Day	Date	Audit No	Lgm	Producer	Corrected	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
404	9/21/2015 10:26 AM	238	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000
404	9/21/2015 10:26 AM	238	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	9/21/2015 10:52 AM	239	0001	Novomatic	<input type="checkbox"/>	10190	7935	28650	10195	86	12000
404	9/21/2015 10:53 AM	239	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	9/23/2015 10:28 AM	240	0001	Novomatic	<input checked="" type="checkbox"/>	114635	37493	78650	10195	934	93000
404	9/23/2015 10:28 AM	240	0002	Novomatic	<input type="checkbox"/>	482235	378649	70160	70868	1065	8100
404	10/7/2015 11:52 AM	241	0001	Novomatic	<input type="checkbox"/>	0	0	0	0	0	0

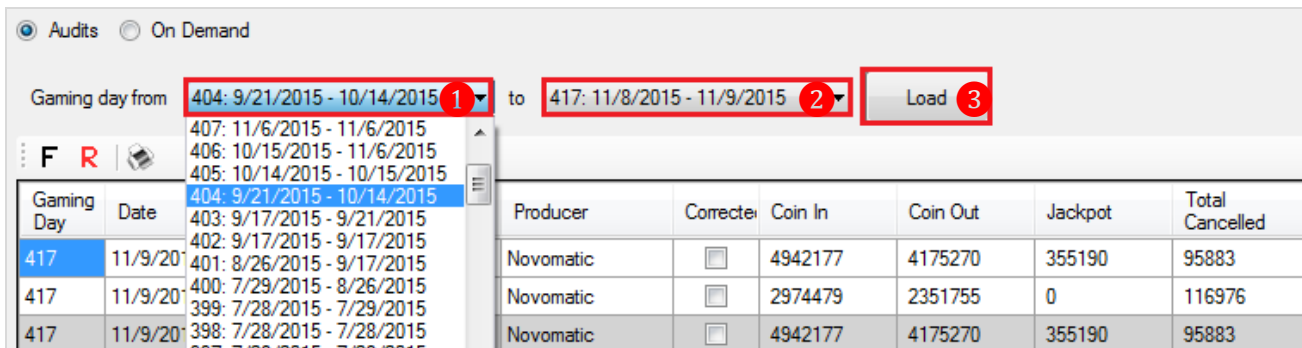
Slot Meters Correction Log

Date	Meter	Previous Value	Corrected Value	Variance	Is Auto	Employee
4/18/2014 5:42 PM	Coin In	69800	69873	73	<input checked="" type="checkbox"/>	
4/18/2014 5:43 PM	Coin Out	77200	77209	9	<input checked="" type="checkbox"/>	
4/18/2014 5:45 PM	Coin In	69000	70000	1000	<input type="checkbox"/>	Евгений Ратновский
4/18/2014 5:55 PM	Total Drop	1000	1311	311	<input type="checkbox"/>	Елена Рассаднева

Close

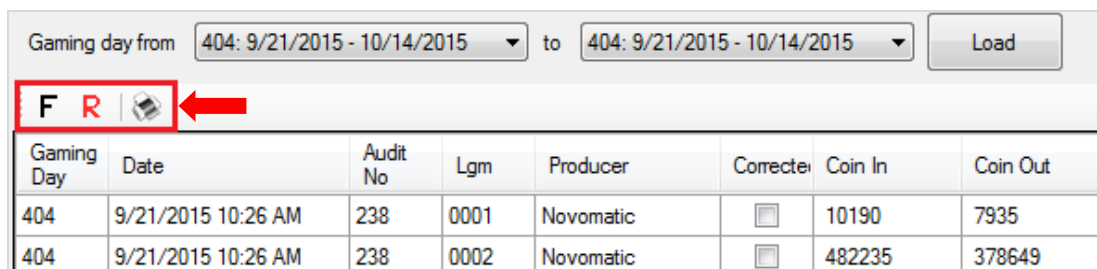
By default, the audit results on gaming devices are downloaded in «**Meters**» for the previous gaming day. For viewing the information on the other day or period, use the filter above the table.

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 'On Demand' radio button selected. The 'Gaming day from' dropdown is set to '404: 9/21/2015 - 10/14/2015' (marked with a red circle 1) and the 'to' dropdown is set to '417: 11/8/2015 - 11/9/2015' (marked with a red circle 2). A red circle 3 highlights the 'Load' button. Below the date selection, there is a table with columns: Gaming Day, Date, Audit No, Lgm, Producer, Corrected, Coin In, Coin Out, Jackpot, and Total Cancelled. The table shows data for gaming days 404, 407, 406, 405, 404, 403, 402, 401, 400, 399, and 398.

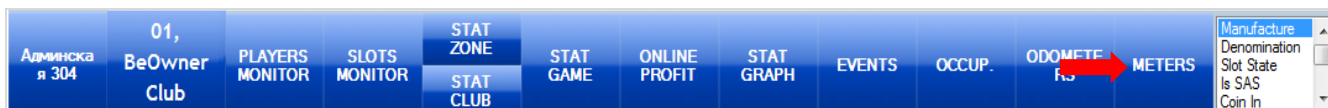
Note that the form provides the standard filters, printing report and searching operations.



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 red arrow points to the 'F R' filter buttons. Below the date selection, there is a table with columns: Gaming Day, Date, Audit No, Lgm, Producer, Corrected, Coin In, and Coin Out. The table shows data for gaming days 404 and 404.

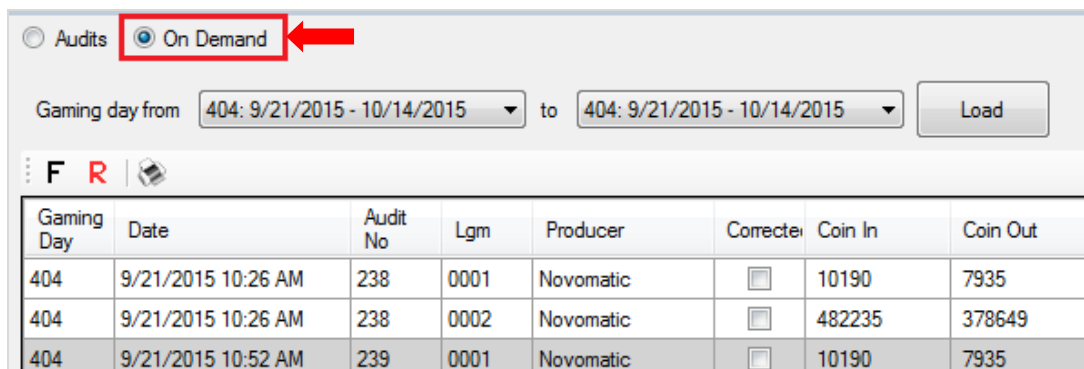
Also, in «**Meters**» it is possible to upload the counter values for viewing on the current period of time in the values of counters or currency. The procedure is as follows:

1. In a form «**New Hall's Plan**» press on «**METERS**» on the control panel.



The screenshot shows the 'New Hall's Plan' control panel with various buttons: Admin, 01, BeOwner Club, PLAYERS MONITOR, SLOTS MONITOR, STAT ZONE, STAT GAME, ONLINE PROFIT, STAT GRAPH, EVENTS, OCCUP., ODOMETER, and METERS. A red arrow points to the 'METERS' button.

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 (marked with a red circle and a red arrow). The 'Gaming day from' and 'to' dropdowns are both set to '404: 9/21/2015 - 10/14/2015'. Below the date selection, there is a table with columns: Gaming Day, Date, Audit No, Lgm, Producer, Corrected, Coin In, and Coin Out. The table shows data for gaming days 404, 404, and 404.

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).

Audits ☒ On Demand

Load Show meters in ☒ Meters ☐ Currency

F R

<input checked="" type="checkbox"/>	Lgm	Producer	Load date	Denomination	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
<input checked="" type="checkbox"/>	0001	Novomatic								
<input checked="" type="checkbox"/>	0002	Novomatic								
<input checked="" type="checkbox"/>	0003	Alfa Street								

4. For starting the uploading of the counters press on «Load».

Audits ☒ On Demand

Load Show meters in ☒ Meters ☐ Currency

F R

<input type="checkbox"/>	Lgm	Producer	Load date	Denomination	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
<input checked="" type="checkbox"/>	0001	Novomatic								
<input type="checkbox"/>	0002	Novomatic								
<input type="checkbox"/>	0003	Alfa Street								

After the loading will be finished, the counter values of the selected terminals will be shown in a table.

Audits ☒ On Demand

Load Show meters in ☒ Meters ☐ Currency

F R

<input type="checkbox"/>	Lgm	Producer	Load date	Denomination	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
<input checked="" type="checkbox"/>	0001	Novomatic	9/27/2017 2:14:30 PM	0.1	678	1081	1718	801	37	200
<input type="checkbox"/>	0002	Novomatic								
<input type="checkbox"/>	0003	Alfa Street								

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.

Audits ☒ On Demand

Load Show meters in ☐ Meters ☒ Currency

F R

<input type="checkbox"/>	Lgm	Producer	Load date	Denomination	Coin In	Coin Out	Jackpot	Total Cancelled	Games Played	Total Drop
<input checked="" type="checkbox"/>	0001	Novomatic	9/27/2017 2:14:30 PM	0.1	6779.8	10807.3	17176.5	8006.5	366	2000
<input type="checkbox"/>	0002	Novomatic								
<input type="checkbox"/>	0003	Alfa Street								

To return to the previous mode of displaying the values of the counters in the «Show meters in» filter, set the «Meters» mark.

7.6.12 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.

Send a jackpot to:
☐ Card ☒ Slot

Periodic meters:
☒ Period: 00:01:00 Store (days): 5
Last loaded: 12.10.2017 15:04:51

Hall plan smile mode:
☒ If a slot has credits smile will appear
☐ If no bets in 60 seconds, smile will disappear

Automatic audit:
Time: ☒ 12:42:30
- All cashier's shifts will be closed - New gaming day will be opened
- All z-shifts will be closed
- Current gaming day will be closed

OK Cancel Apply

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.

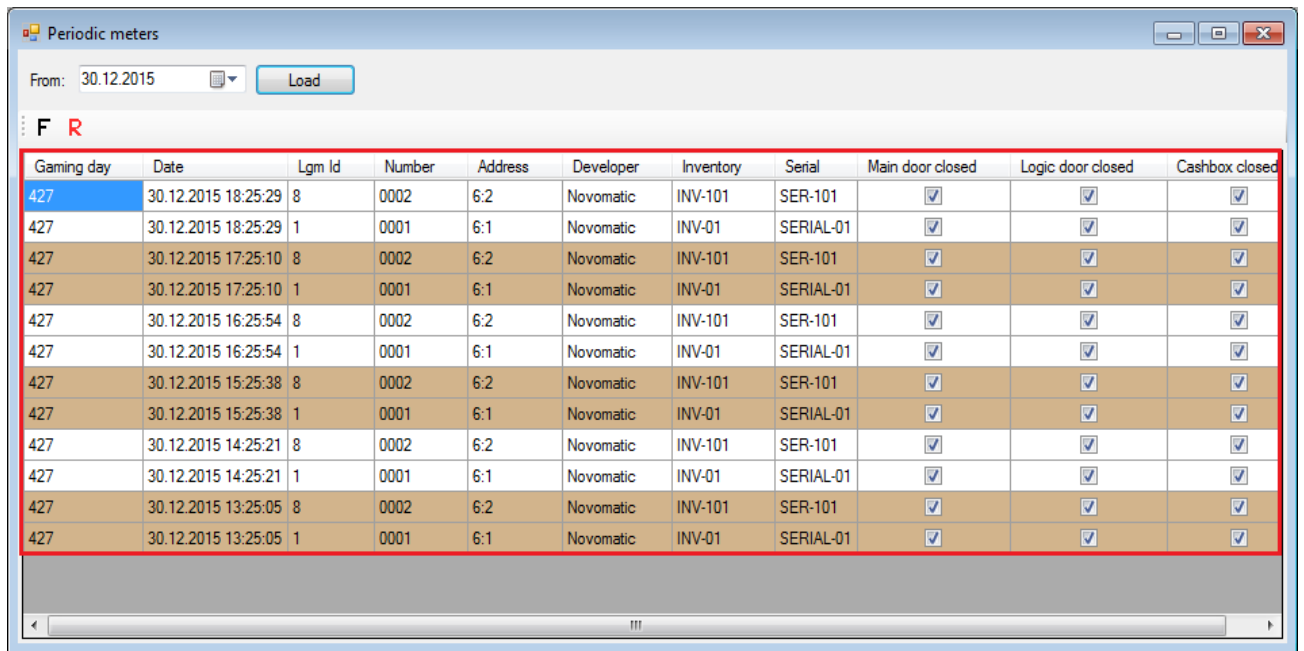
Periodic meters

From: 30.12.2015 (1) Load (2)

Декабрь 2015

Lgm Id	Number	Address	Developer	Inventory	Serial	Main door closed	Logic door closed	Cashbox closed
--------	--------	---------	-----------	-----------	--------	------------------	-------------------	----------------

After clicking, the data will be loaded to the form table.



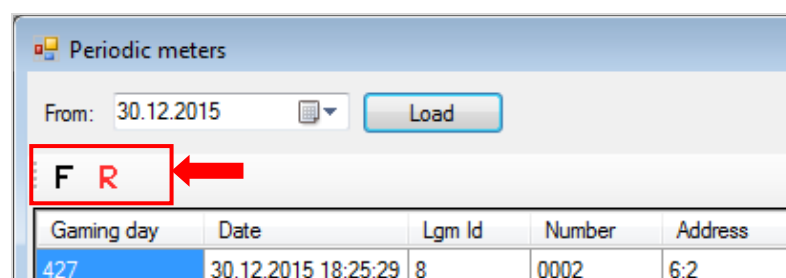
Gaming day	Date	Lgm Id	Number	Address	Developer	Inventory	Serial	Main door closed	Logic door closed	Cashbox closed
427	30.12.2015 18:25:29	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 18:25:29	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 17:25:10	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 17:25:10	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 16:25:54	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 16:25:54	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 15:25:38	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 15:25:38	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 14:25:21	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 14:25:21	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 13:25:05	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 13:25:05	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

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:

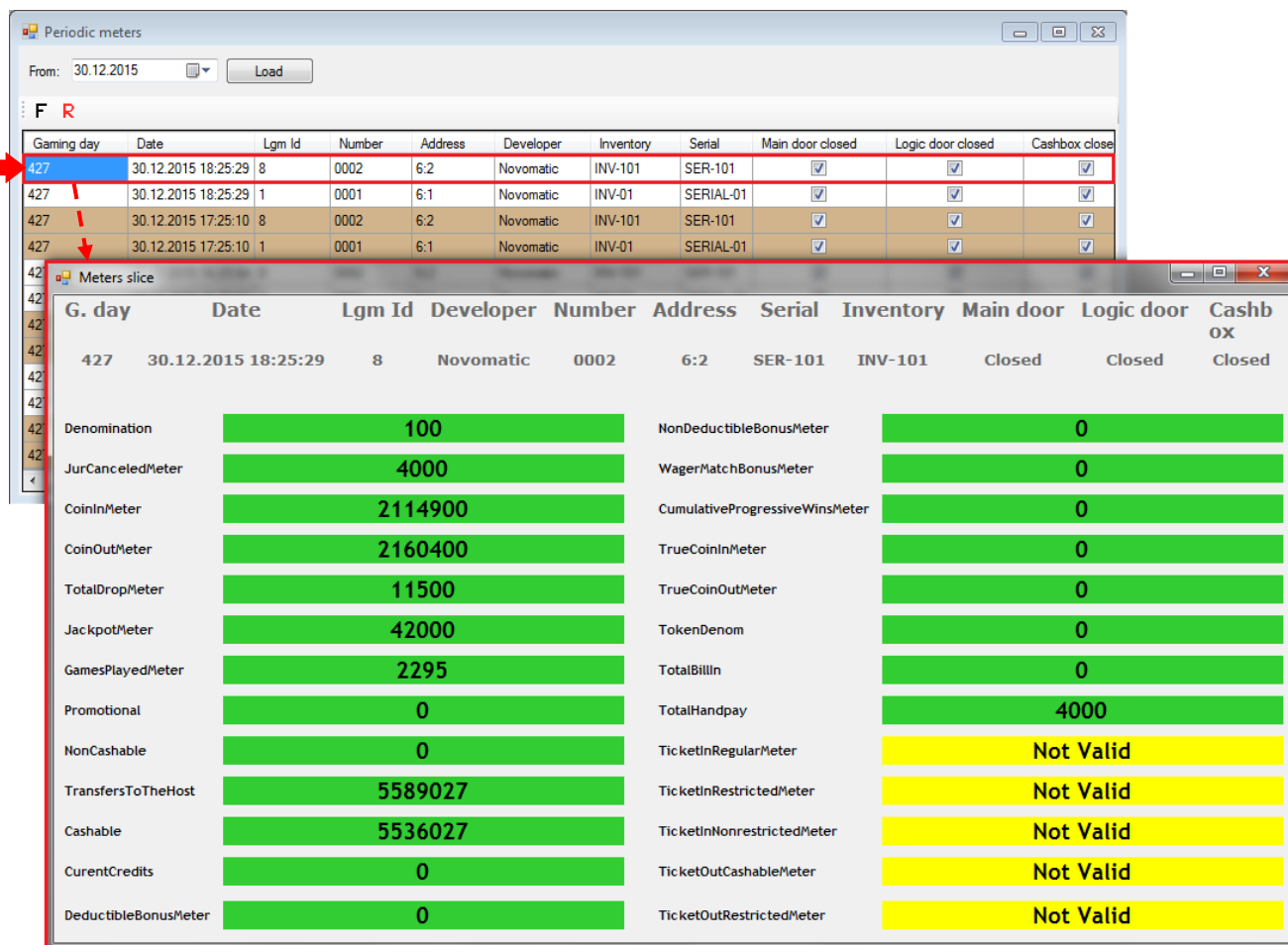
Parameters	Description
Gaming gay	Serial number of the gaming day
Date	Data and time of auto polling and recording of the meter values
Lgm Id	Slot machine ID in the system
Number	Slot machine number
Address	Slot machine address (port No. to connect to the server: SMIB address)
Developer	Slot machine 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.



Gaming day	Date	Lgm Id	Number	Address
427	30.12.2015 18:25:29	8	0002	6:2

Double left click the line of any of the slot machines to open the form «Meters slice» displaying the intermediate slot meter values.



Periodic meters

From: 30.12.2015 Load

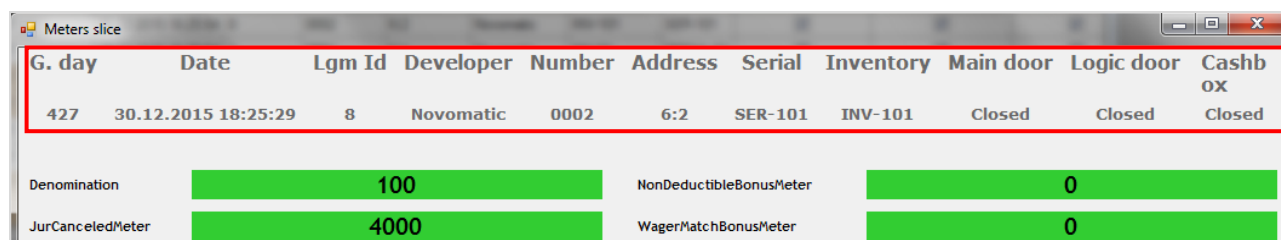
Gaming day	Date	Lgm Id	Number	Address	Developer	Inventory	Serial	Main door closed	Logic door closed	Cashbox close
427	30.12.2015 18:25:29	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 18:25:29	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 17:25:10	8	0002	6:2	Novomatic	INV-101	SER-101	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
427	30.12.2015 17:25:10	1	0001	6:1	Novomatic	INV-01	SERIAL-01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Meters slice

G. day	Date	Lgm Id	Developer	Number	Address	Serial	Inventory	Main door	Logic door	Cashb ox
427	30.12.2015 18:25:29	8	Novomatic	0002	6:2	SER-101	INV-101	Closed	Closed	Closed
Denomination		100		NonDeductibleBonusMeter		0				
JurCanceledMeter		4000		WagerMatchBonusMeter		0				
CoinInMeter		2114900		CumulativeProgressiveWinsMeter		0				
CoinOutMeter		2160400		TrueCoinInMeter		0				
TotalDropMeter		11500		TrueCoinOutMeter		0				
JackpotMeter		42000		TokenDenom		0				
GamesPlayedMeter		2295		TotalBillIn		0				
Promotional		0		TotalHandpay		4000				
NonCashable		0		TicketInRegularMeter		Not Valid				
TransfersToTheHost		5589027		TicketInRestrictedMeter		Not Valid				
Cashable		5536027		TicketInNonrestrictedMeter		Not Valid				
CurentCredits		0		TicketOutCashableMeter		Not Valid				
DeductibleBonusMeter		0		TicketOutRestrictedMeter		Not Valid				

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.



Meters slice

G. day	Date	Lgm Id	Developer	Number	Address	Serial	Inventory	Main door	Logic door	Cashb ox
427	30.12.2015 18:25:29	8	Novomatic	0002	6:2	SER-101	INV-101	Closed	Closed	Closed
Denomination		100		NonDeductibleBonusMeter		0				
JurCanceledMeter		4000		WagerMatchBonusMeter		0				

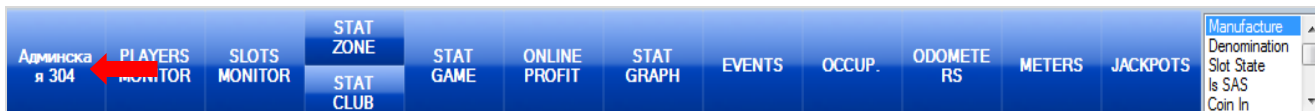
To close the form, click  in the top right corner.

7.6.13 Jackpot Statistics (Jackpots).

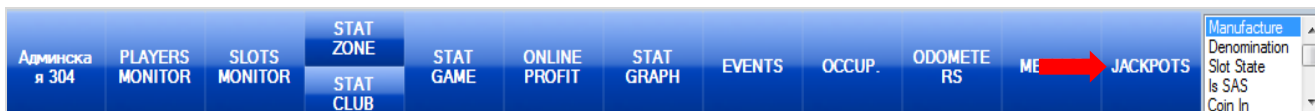
To view the statistics on the club jackpots, use the form «**New hall plan**». To open it, select «**Slots**» → «**Monitoring**» → «**New hall plan**» in the system's main menu.

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	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
427	12/21/2015 5:14:31 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova
427	12/21/2015 5:14:00 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova
427	12/21/2015 4:14:37 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova
425	12/3/2015 6:47:46 PM	0001	81	Середина	Марина	Mystery	1	Iv1	111.00		Inna Avilova
425	12/3/2015 6:12:59 PM	0001	81	Середина	Марина	Mystery	1	Iv1	111.00		Inna Avilova
425	12/3/2015 6:02:21 PM	0001	81	Середина	Марина	Mystery	1	Iv1	91.11		Inna Avilova
425	12/3/2015 5:51:39 PM	0001	81	Середина	Марина	Mystery	1	Iv1	91.11		Inna Avilova
425	12/3/2015 5:47:26 PM	0001	81	Середина	Марина	Mystery	1	Iv1	91.11		Inna Avilova
425	12/3/2015 5:46:32 PM	0001	81	Середина	Марина	Mystery	1	Iv1	91.11		Inna Avilova
425	12/3/2015 5:40:35 PM	0001	81	Середина	Марина	Mystery	1	Iv1	92.11		Inna Avilova
425	12/3/2015 5:38:09 PM	0001	81	Середина	Марина	Mystery	1	Iv1	99.99		Inna Avilova
425	12/3/2015 5:36:02 PM	0001	81	Середина	Марина	Mystery	1	Iv1		6S BMW X 5	Inna Avilova
425	12/3/2015 5:35:03 PM	0001	81	Середина	Марина	Mystery	1	Iv1		6S BMW X 5	Inna Avilova
425	12/3/2015 5:33:39 PM	0001	81	Середина	Марина	Mystery	1	Iv1	111.00		Inna Avilova
425	12/3/2015 4:47:31 PM	0002	81	Середина	Марина	Mystery	1	Iv1	111.00		Inna Avilova
425	11/26/2015 3:38:43 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	110.72		Inna Avilova
422	11/24/2015 12:41:21 PM	0001				Mystery	2	Iv2	568.00		Inna Avilova
422	11/24/2015 11:53:39 AM	0001	2	Baldwin	Alec	Mystery	2	Iv2	582.00		Inna Avilova
417	11/20/2015 5:30:29 PM	0001				Mystery	1	Iv1	600.94		Inna Avilova
417	11/20/2015 5:27:11 PM	0001				Mystery	1	Iv1	100.99		Inna Avilova
417	11/20/2015 5:22:36 PM	0001				Mystery	1	Iv1	200.98		Inna Avilova
417	11/20/2015 5:22:03 PM	0001				Mystery	1	Iv1	500.95		Inna Avilova
417	11/20/2015 5:01:13 PM	0001				Mystery	1	Iv1	470.95		Inna Avilova
409	11/13/2015 6:42:52 PM	0001	81	Середина	Марина	Mystery	1	Iv1	108.00		
409	11/13/2015 6:41:25 PM	0001	81	Середина	Марина	Mystery	1	Iv1	108.00		
409	11/13/2015 6:39:26 PM	0001	81	Середина	Марина	Mystery	1	Iv1	117.49		Inna Avilova
406	10/28/2015 3:40:42 PM	0001	81	Середина	Марина	Mystery	2	Iv2	218.50		
406	10/28/2015 3:39:39 PM	0001	81	Середина	Марина	Mystery	1	Iv1	104.00		
406	10/28/2015 3:38:11 PM	0001	81	Середина	Марина	Mystery	1	Iv1	107.50		

JACKPOTS

Manufacture
Denomination
Slot State
Is SAS
Coin In

Atronic
Novomatic
Игрософт
Gameworld
Magic place

Very Cool
Cool
Warm
Hot

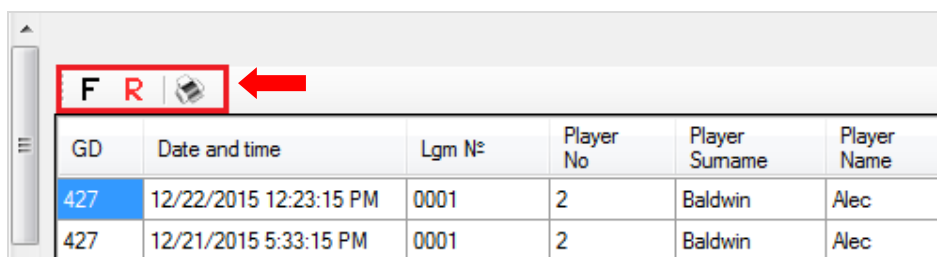
EXIT

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

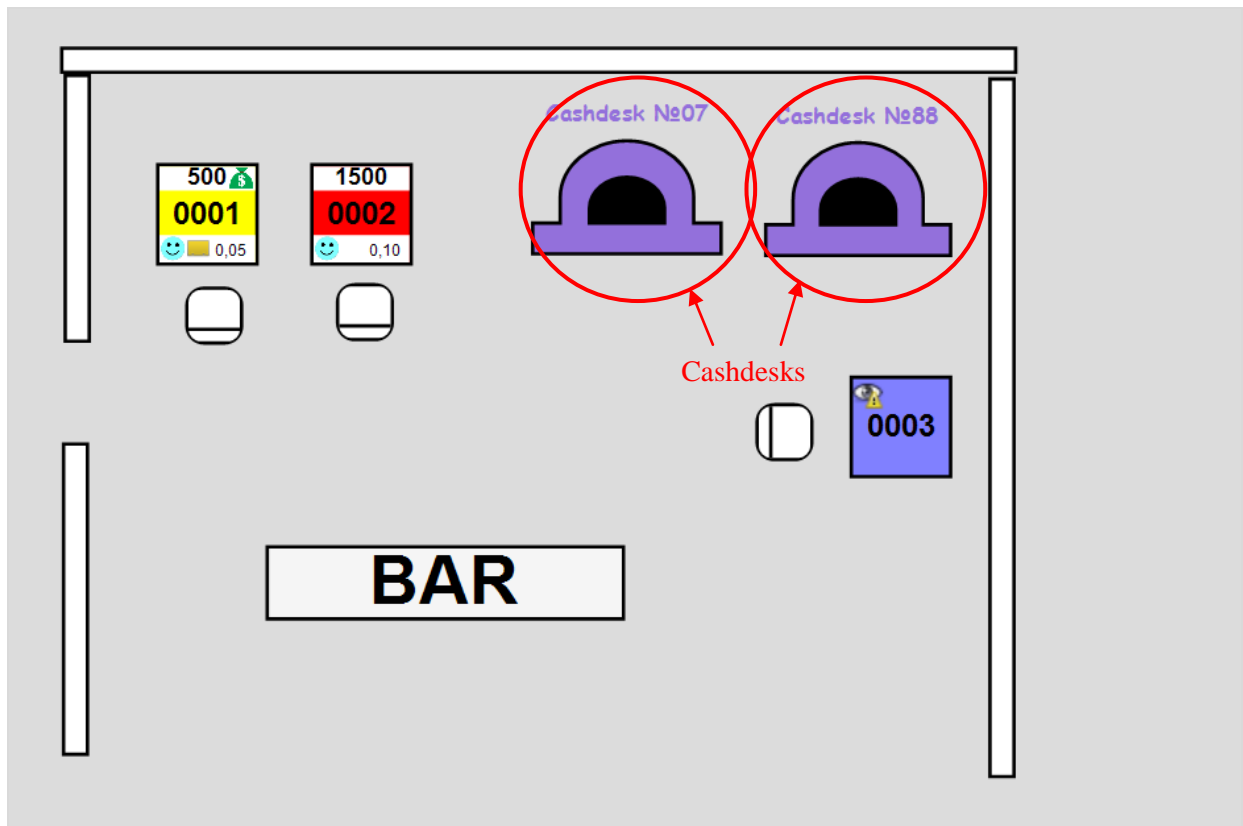
To close the form, click .



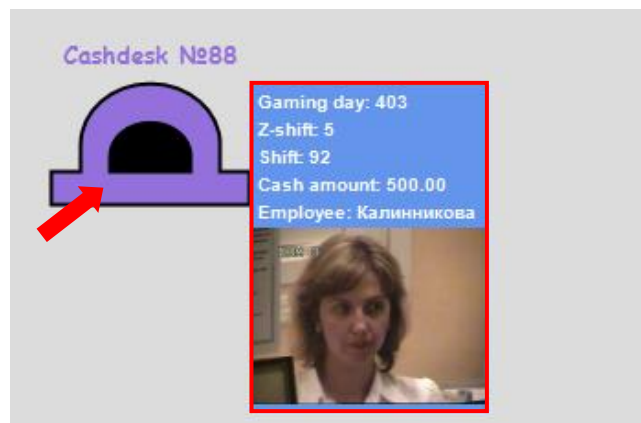
GD	Date and time	Lgm №	Player No	Player Surname	Player Name	Type	Jackpot Id	Jackpot Name	Jackpot amount	Jackpot prize	Accepted By
427	12/22/2015 12:23:15 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	94.20		Inna Avilova
427	12/21/2015 5:33:15 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova
427	12/21/2015 5:16:08 PM	0001	2	Baldwin	Alec	Mystery	1	Iv1	101.00		Inna Avilova

7.6.14 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.

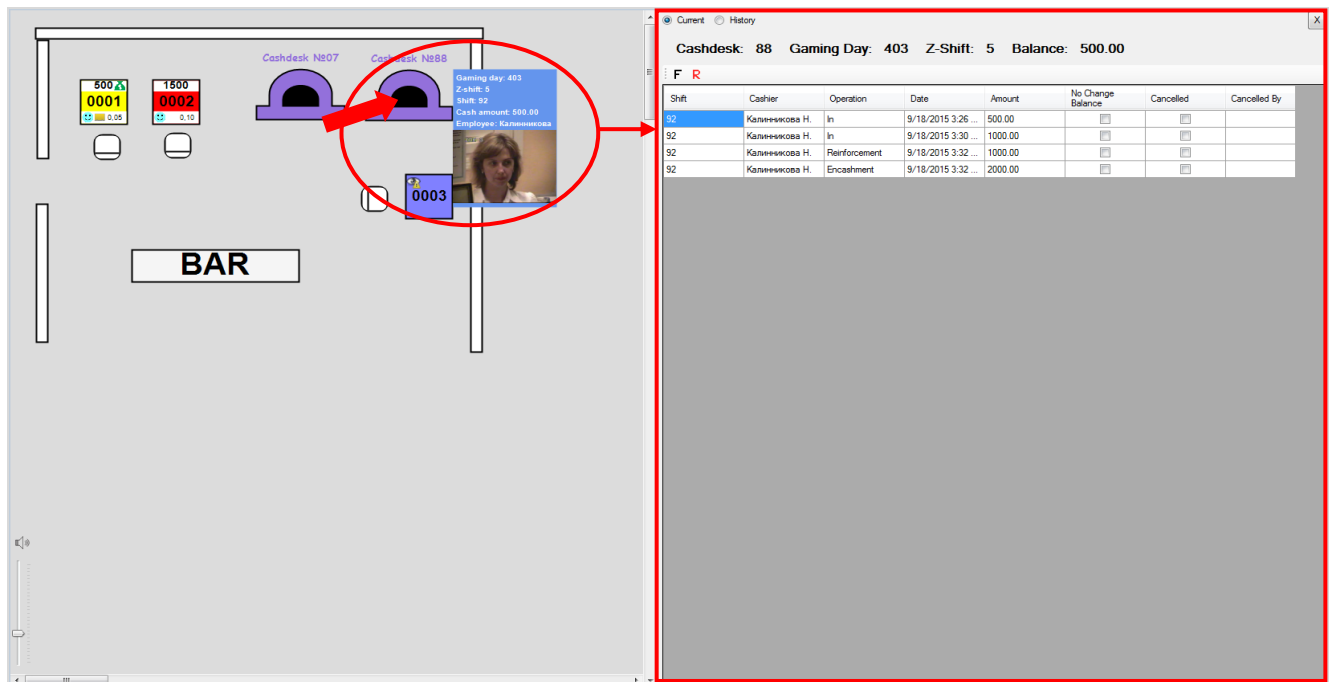


By setting the mouse cursor on any cashdesk, the plan will display the information icon, displaying the cashdesk's data from the start of a gaming day till the present time.

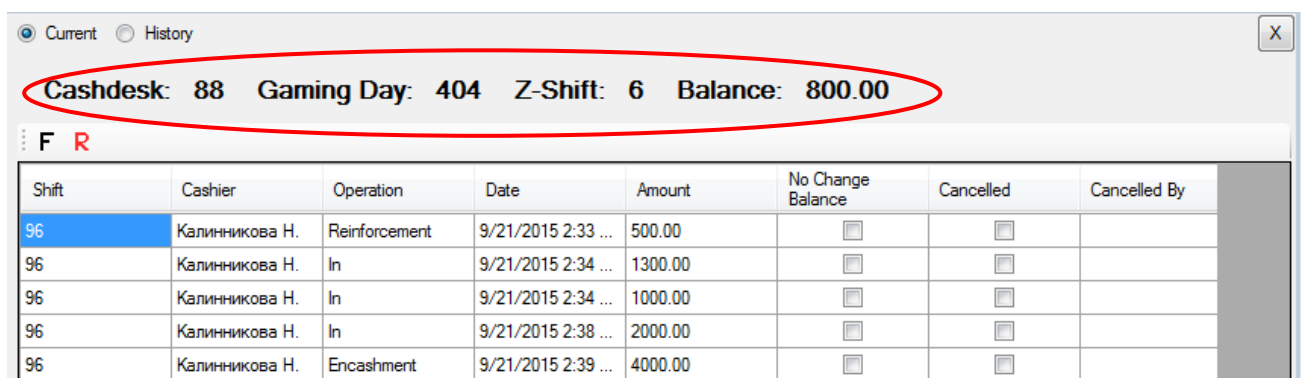


- **Gaming day** – the number of the current gaming day.
- **Z-shift** – the number of z-shift.
- **Shift** – the number of cashier being shifted.
- **Cash amount** – the current cashdesk's balance.
- **Employee** – the cashier's surname and photo (if any).

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</i> → <i>Card</i> , <i>PTS</i> → <i>Commodity</i> , <i>PTS</i> → <i>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

X

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 operation s 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 3	Cashier 4	Date 5	In 6	Operator Id 7	Operator 8	Cancelled 9	Cancelled By 10
96	Калиникова Н.	9/21/2015 2:34 PM	1300.00	6241	Ратновский	<input type="checkbox"/>	
96	Калиникова Н.	9/21/2015 2:34 PM	1000.00	6241	Ратновский	<input type="checkbox"/>	
96	Калиникова 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 3	Cashier 4	Date 5	Card In 6	Player Id 7	Player 8	Card number 9	Cancelled 10	Cancelled By 11
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	



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 .

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.

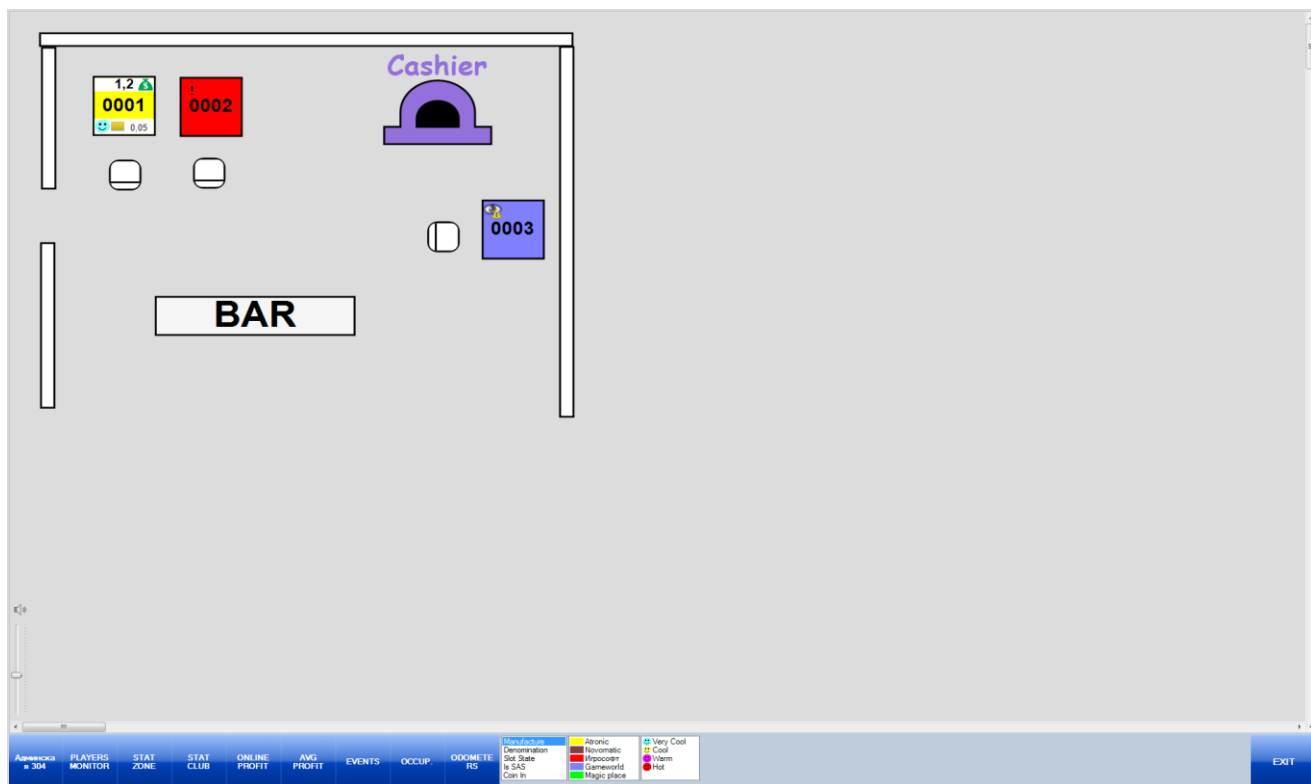
For returning to the previous page of the form, press the button , located at the upper right corner, for closing a form – the button .

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

7.6.15 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.

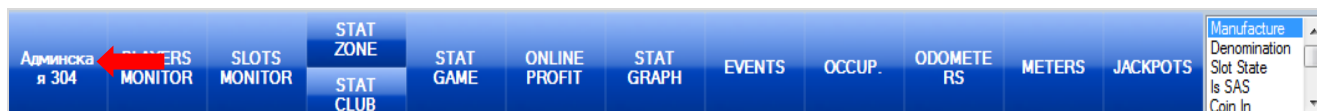


With this form you can monitor the real-time profitability of each gaming machine in club.

➤ Slot machines online monitoring.

Procedure description:

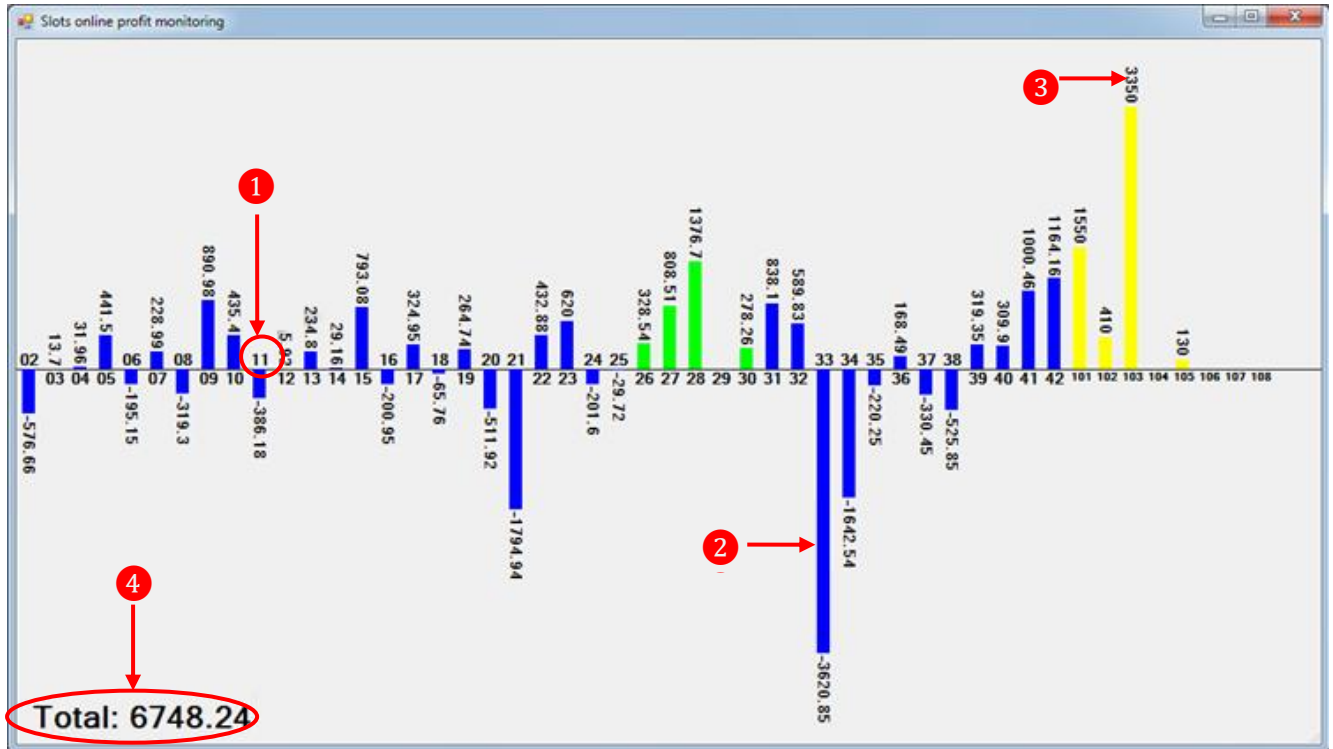
1. Select zone of gaming machines which you want to monitor.



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**.

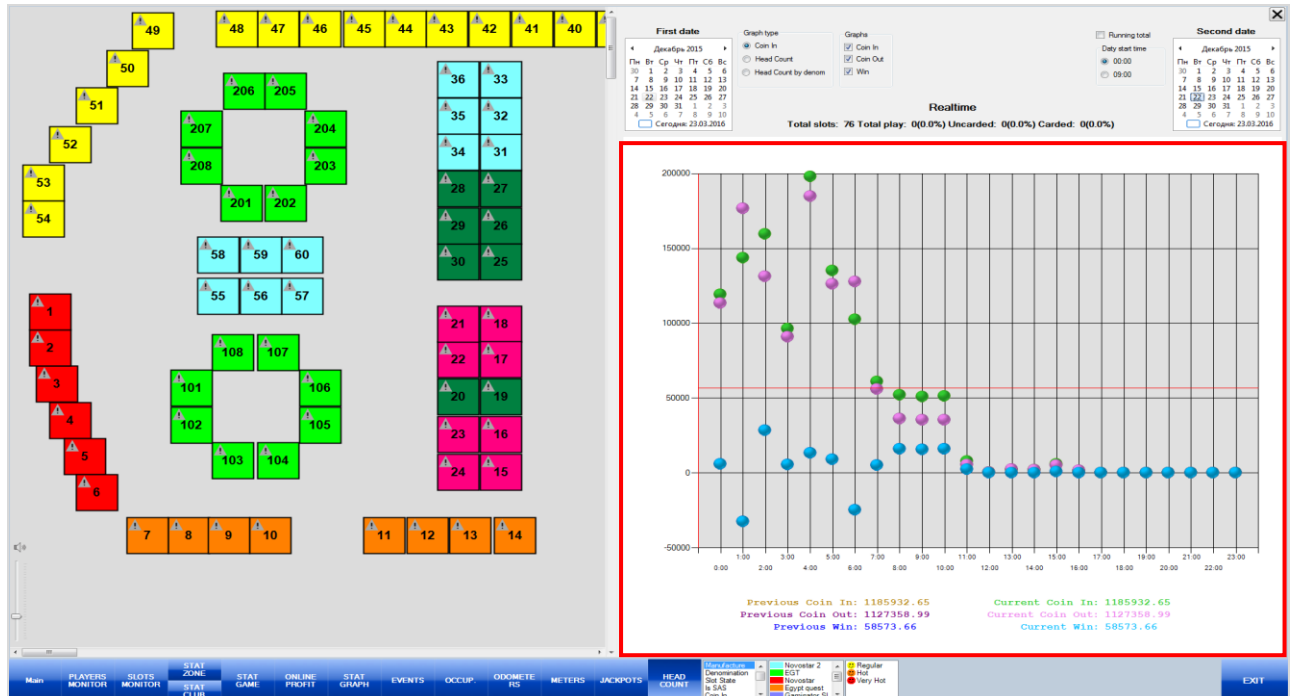
2. Histogram column shows slot machine profitability. Column height will be increases or decreases in real time. Each column has a color that matches the vendor color code (color can be customized on a central server).

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.

7.6.16 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.



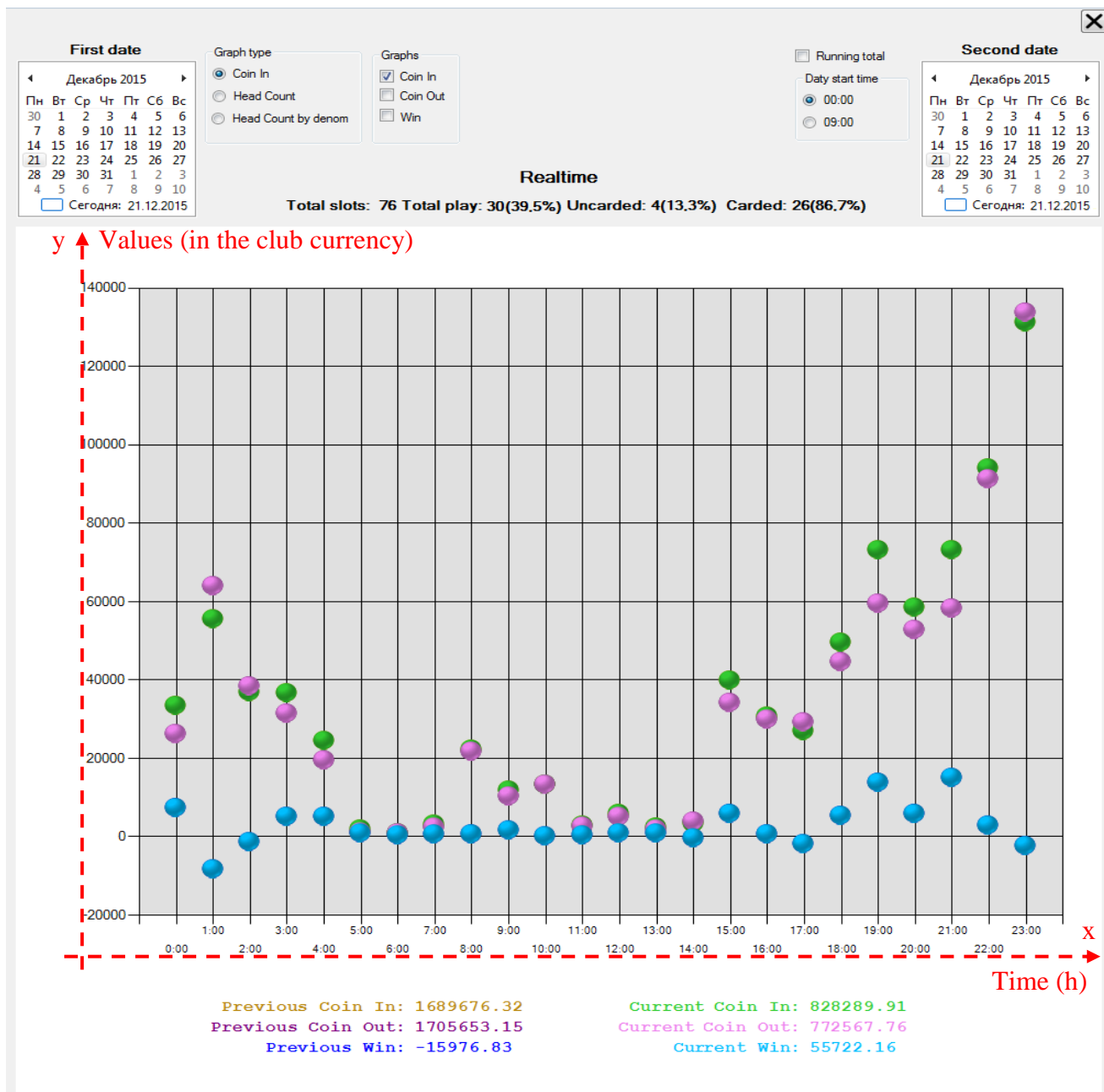
2. Click «HEAD COUNT».



➤ «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:

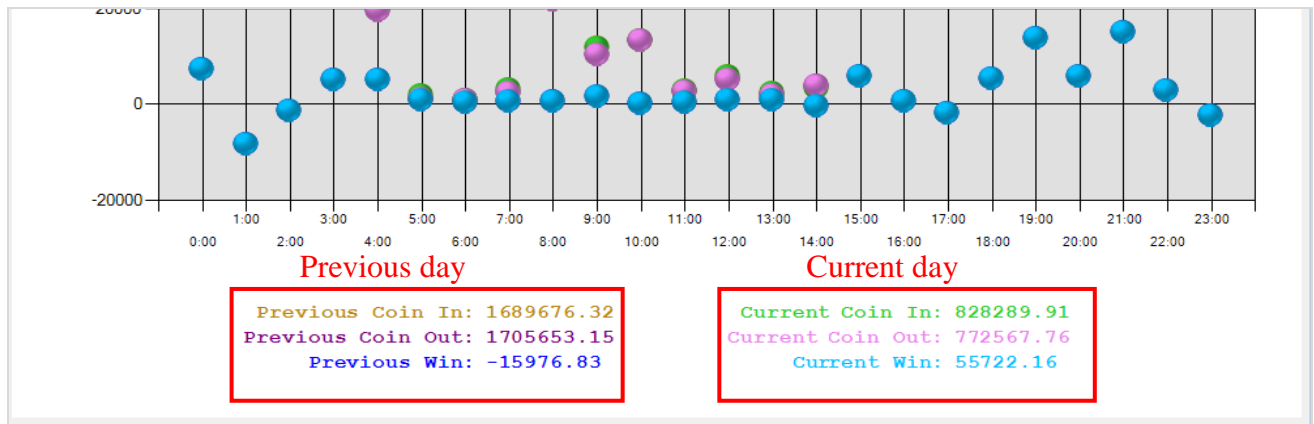
- **Coin In** – total bets of the players.
- **Coin Out** – total wins of the players.
- **Win** – difference between **Coin In** and **Coin Out**.



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

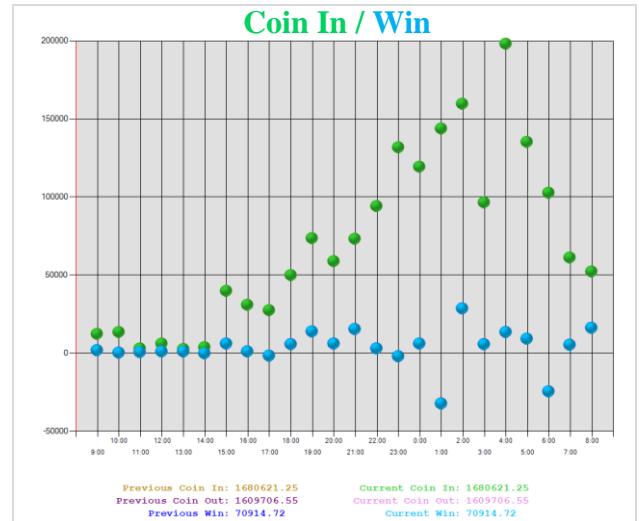
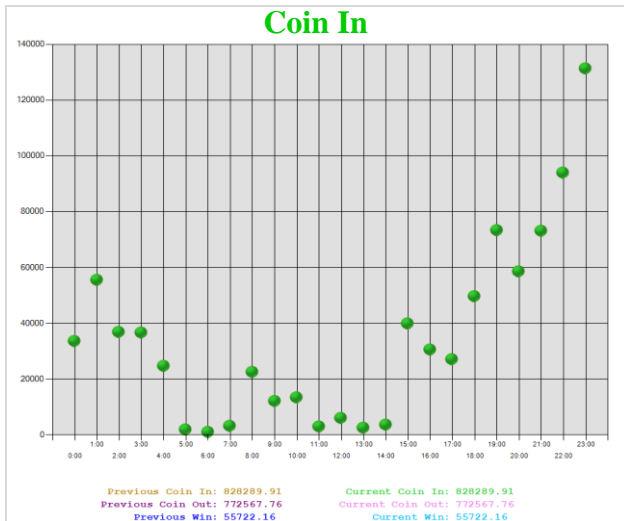
Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

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.

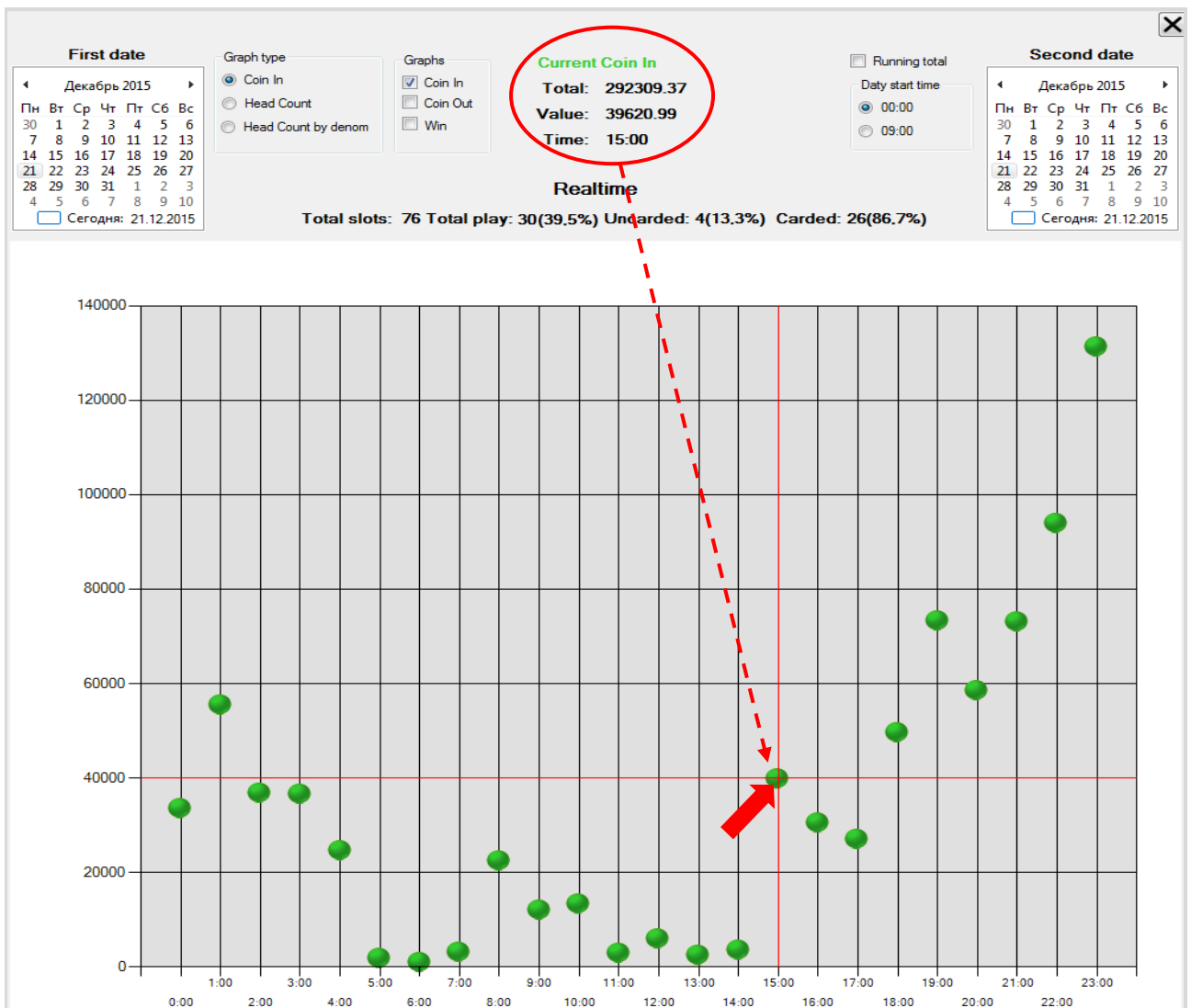
Realtime

Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

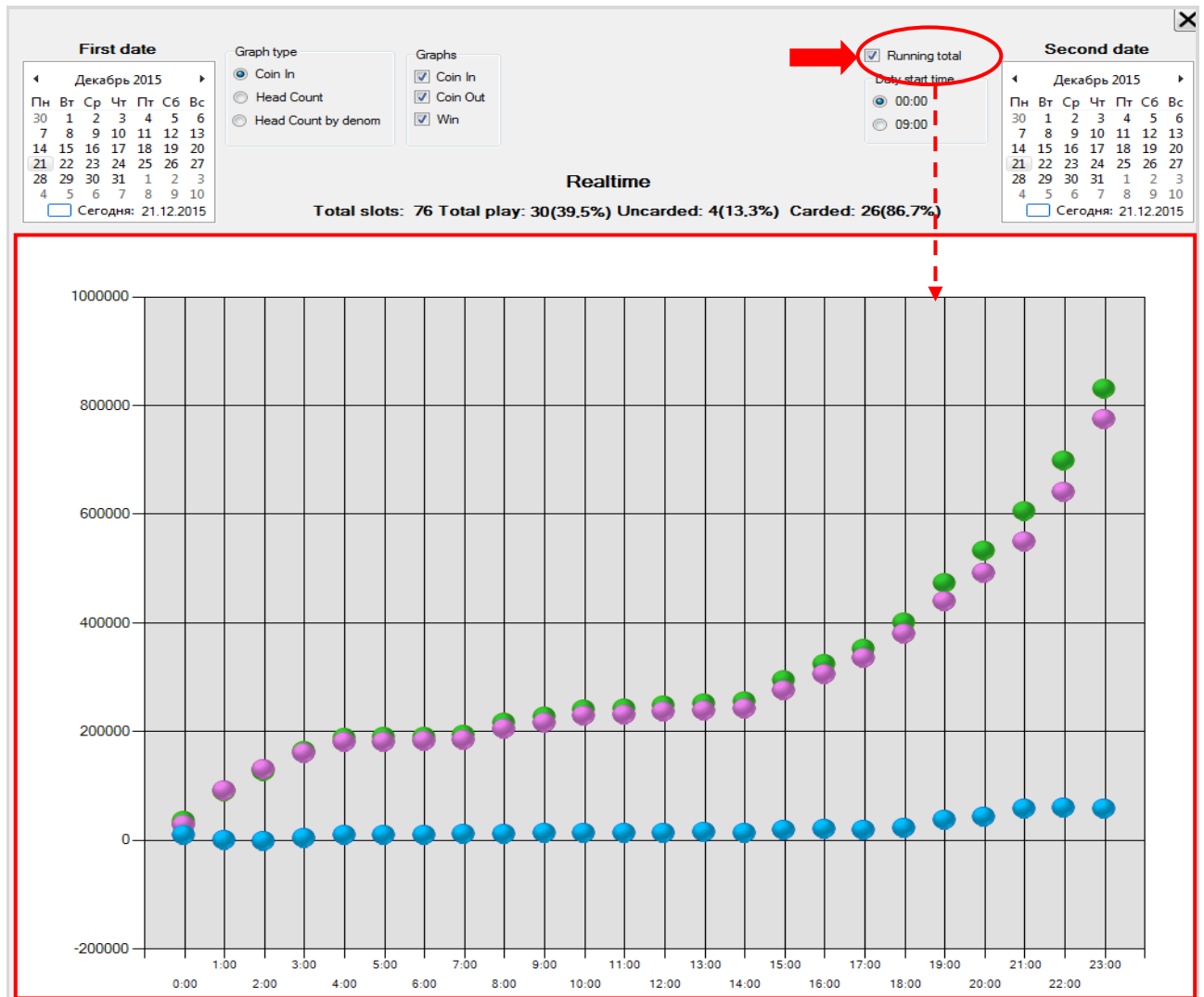


To view detailed values in different hours of the gaming day, move the cursor over the mark at the desired point. For your convenience, when you move the cursor over the mark in the graph, a slider in the form of an intersection of red vertical and horizontal lines appears. As a result, the exact values 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).



To plot the «**Coin In**» graph according to the total values of indicators with a cumulative total, tick the box «**Running total**».



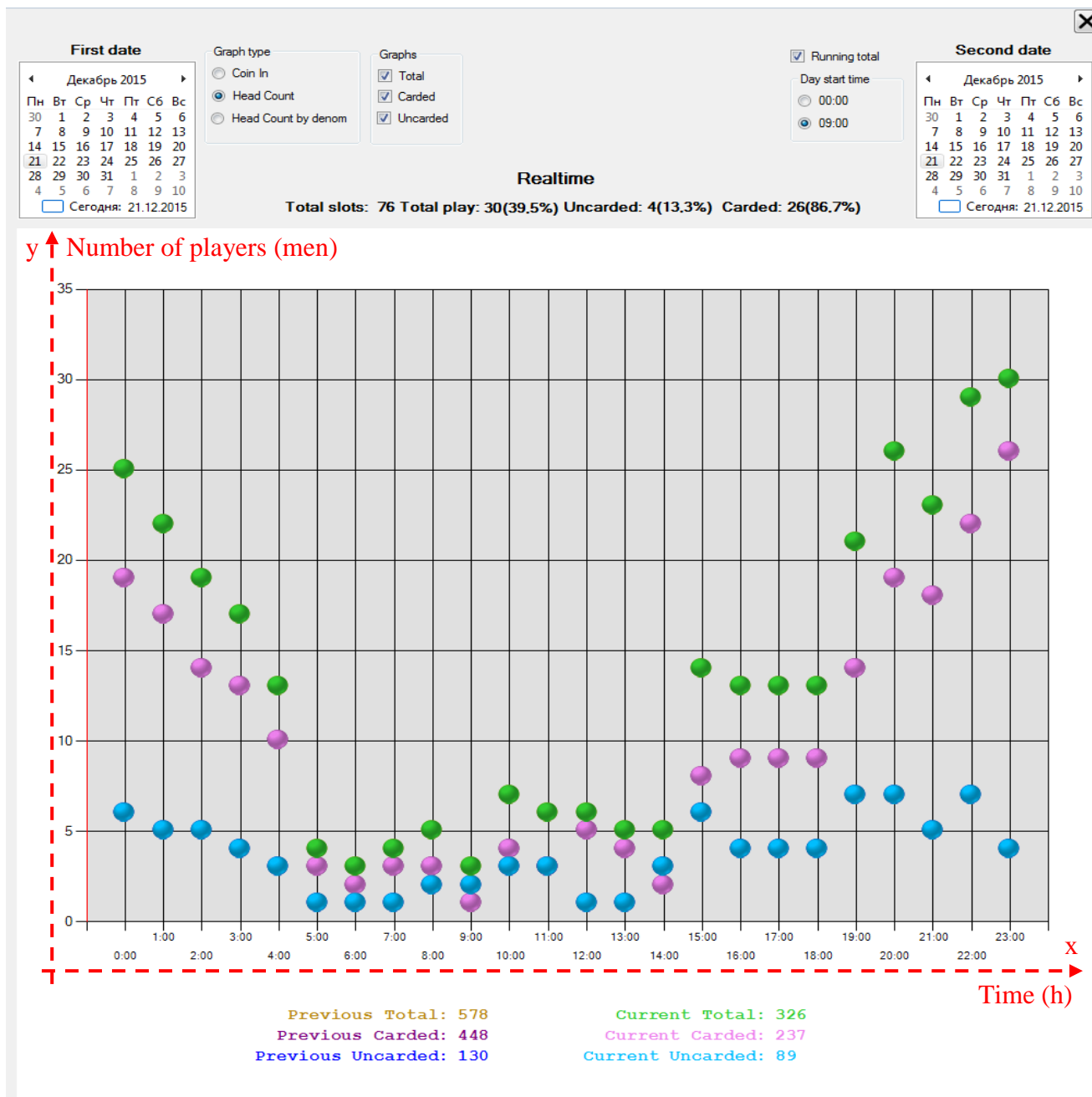
«**Head Count**» Graph.

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:

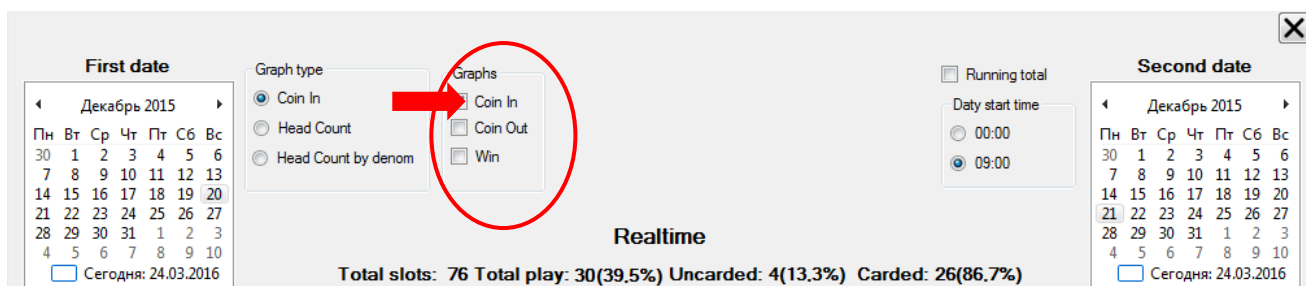
- **Total** – total number of players (**Carded** + **Uncarded**).
- **Carded** – number of players with cards.
- **Uncarded** – number of players without cards.

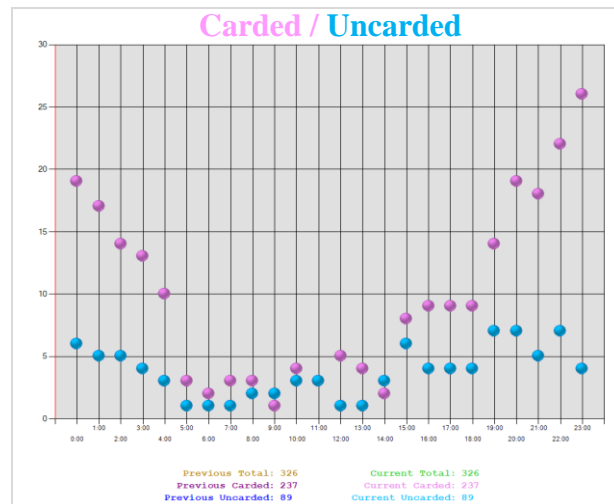
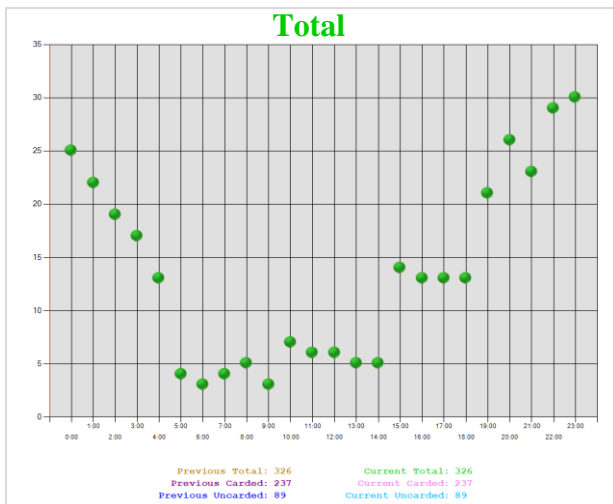


The legend below the graph shows the total values **Total**, **Carded** and **Uncarded** for the previous and current day.

The information on the number of slot machines and players at the current time is displayed above the graph.

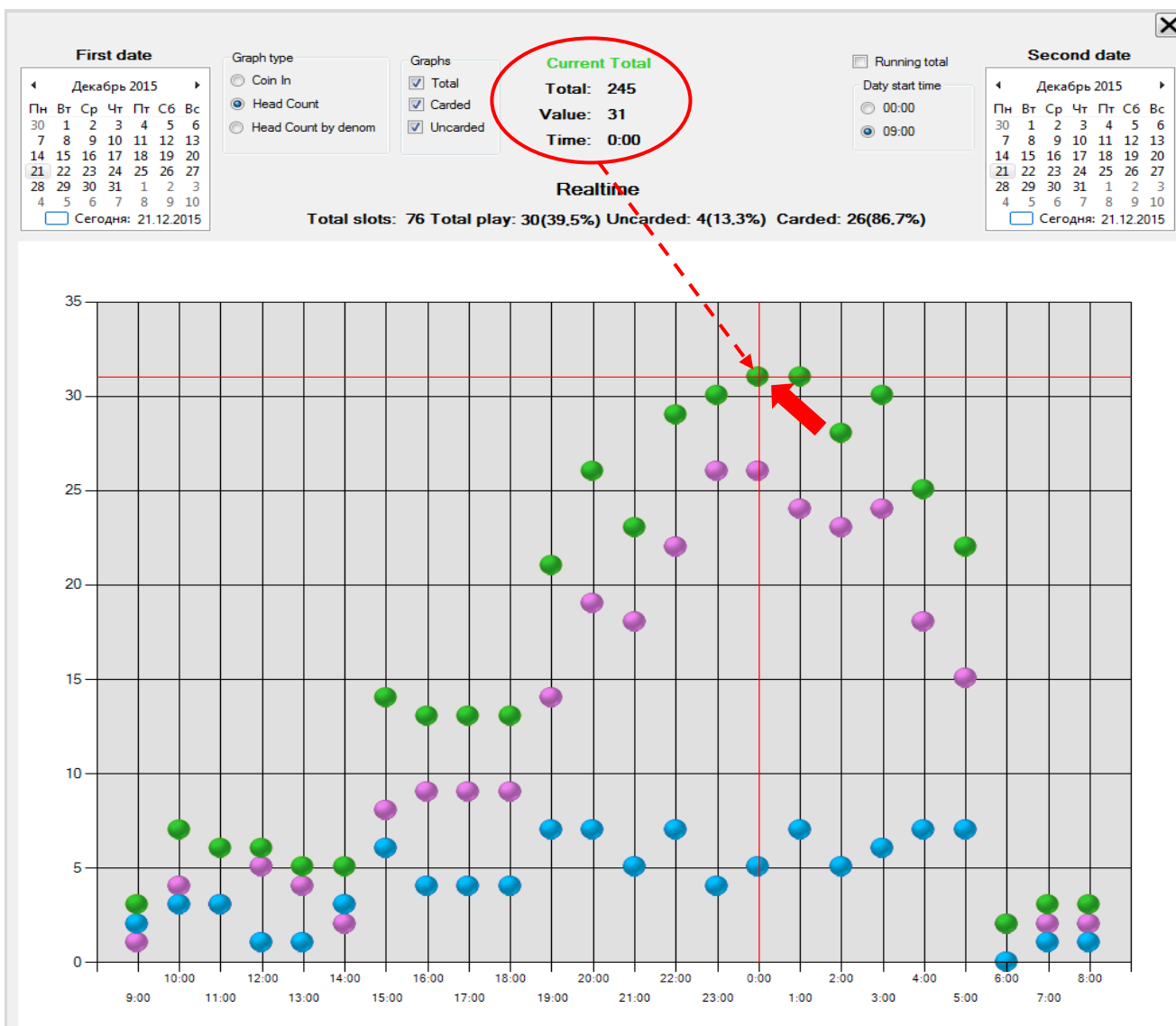
To view the **Total**, **Carded** and **Uncarded** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.



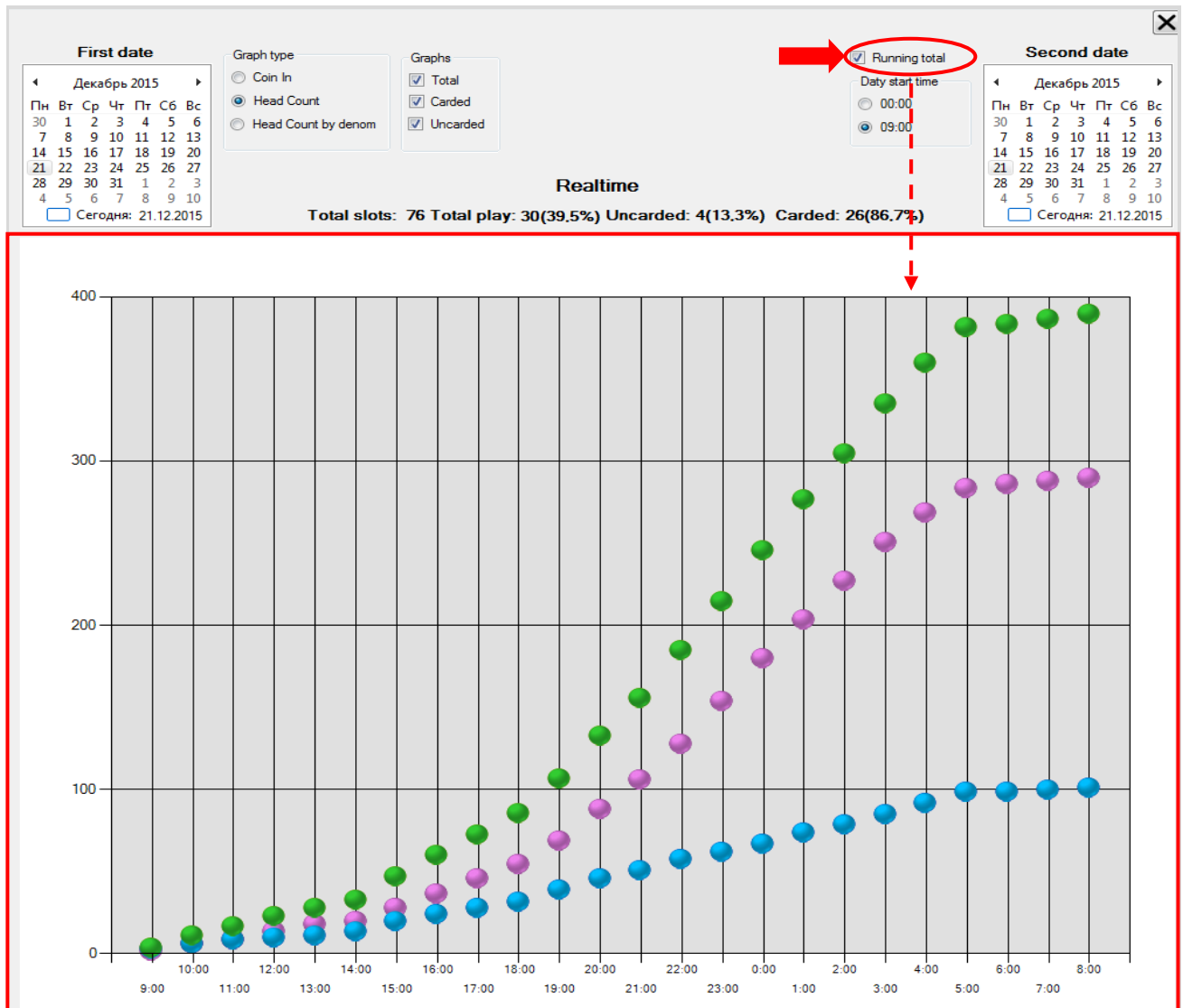


To view detailed values of indicators at any point of the graph (for example, during peak hours), move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **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).

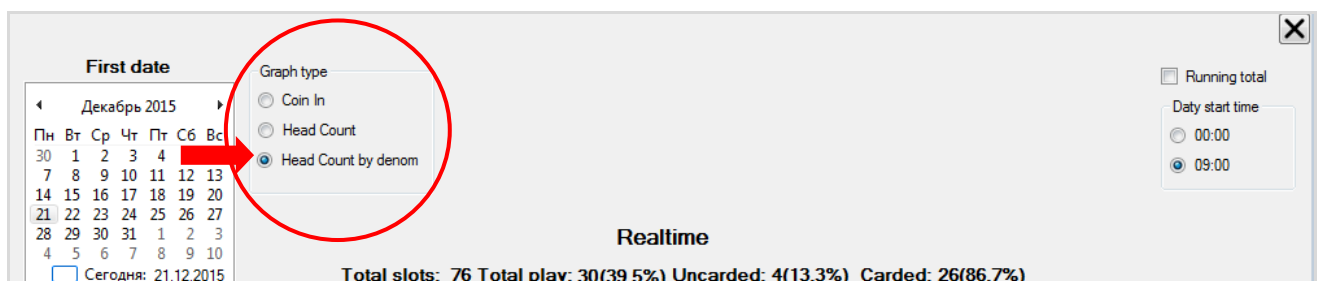


To plot the «**Head Count**» graph according to the total values of indicators with a cumulative total, tick the box «**Running total**».

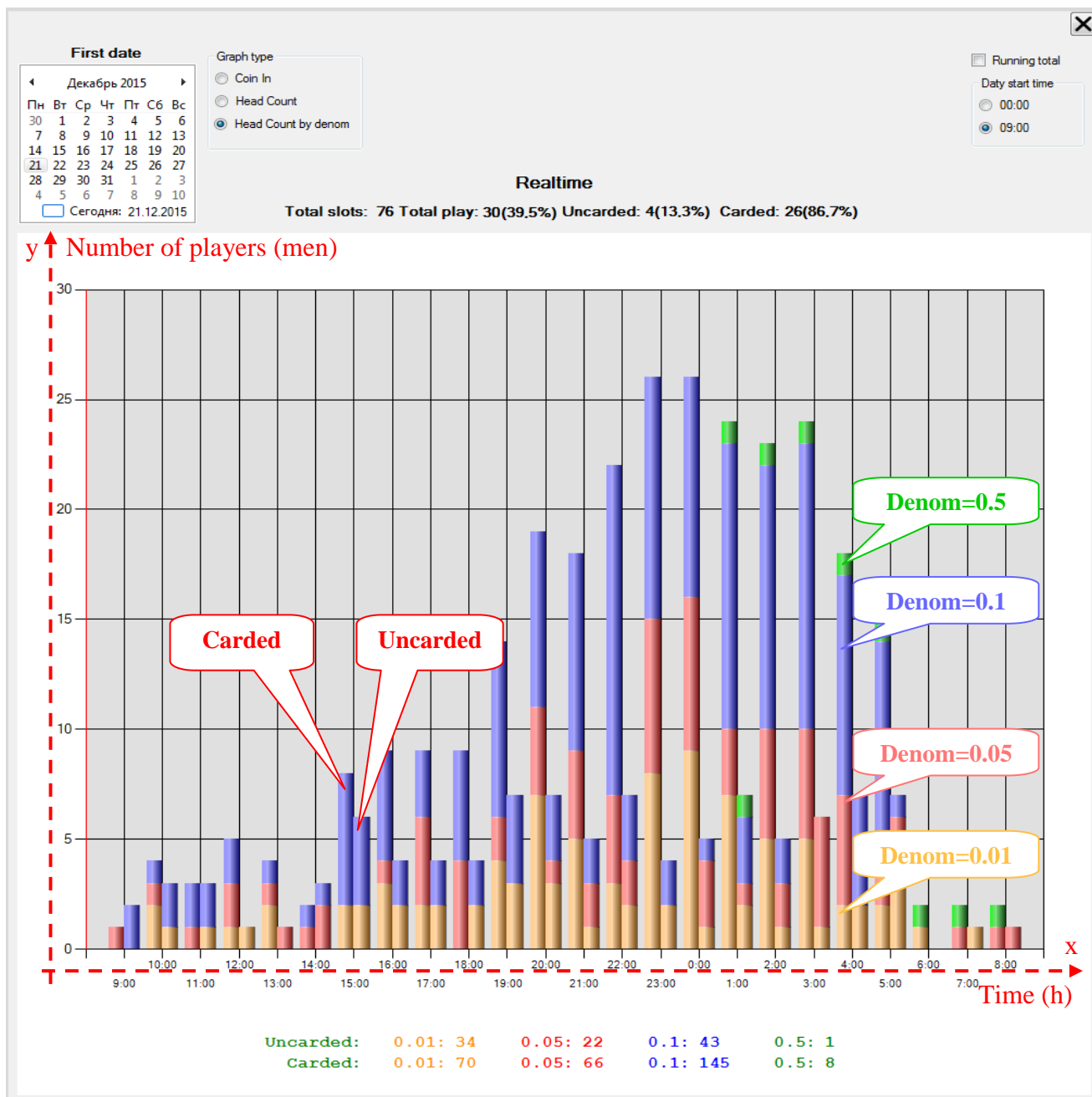


✚ «**Head Count by denomination**» Graph.

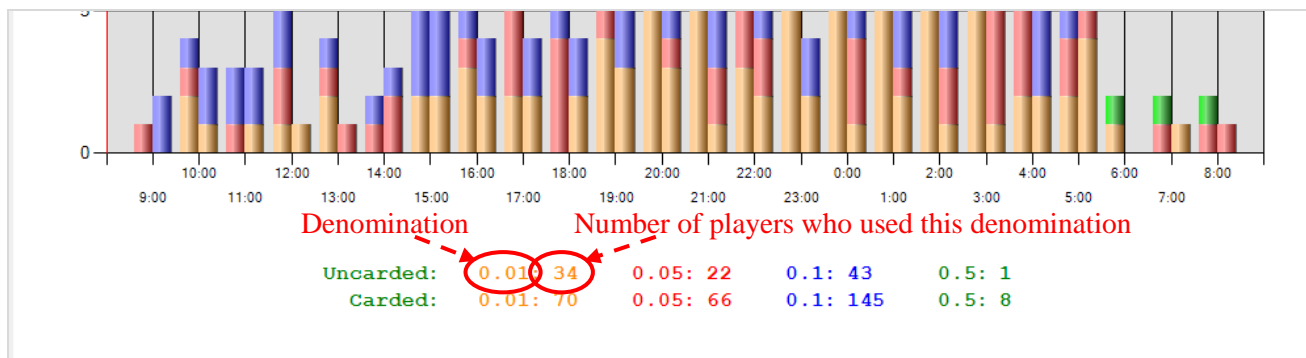
To view the graph on the number of players according to denominations, check the box «**Head Count by denom**» in the option «**Graph type**».



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.

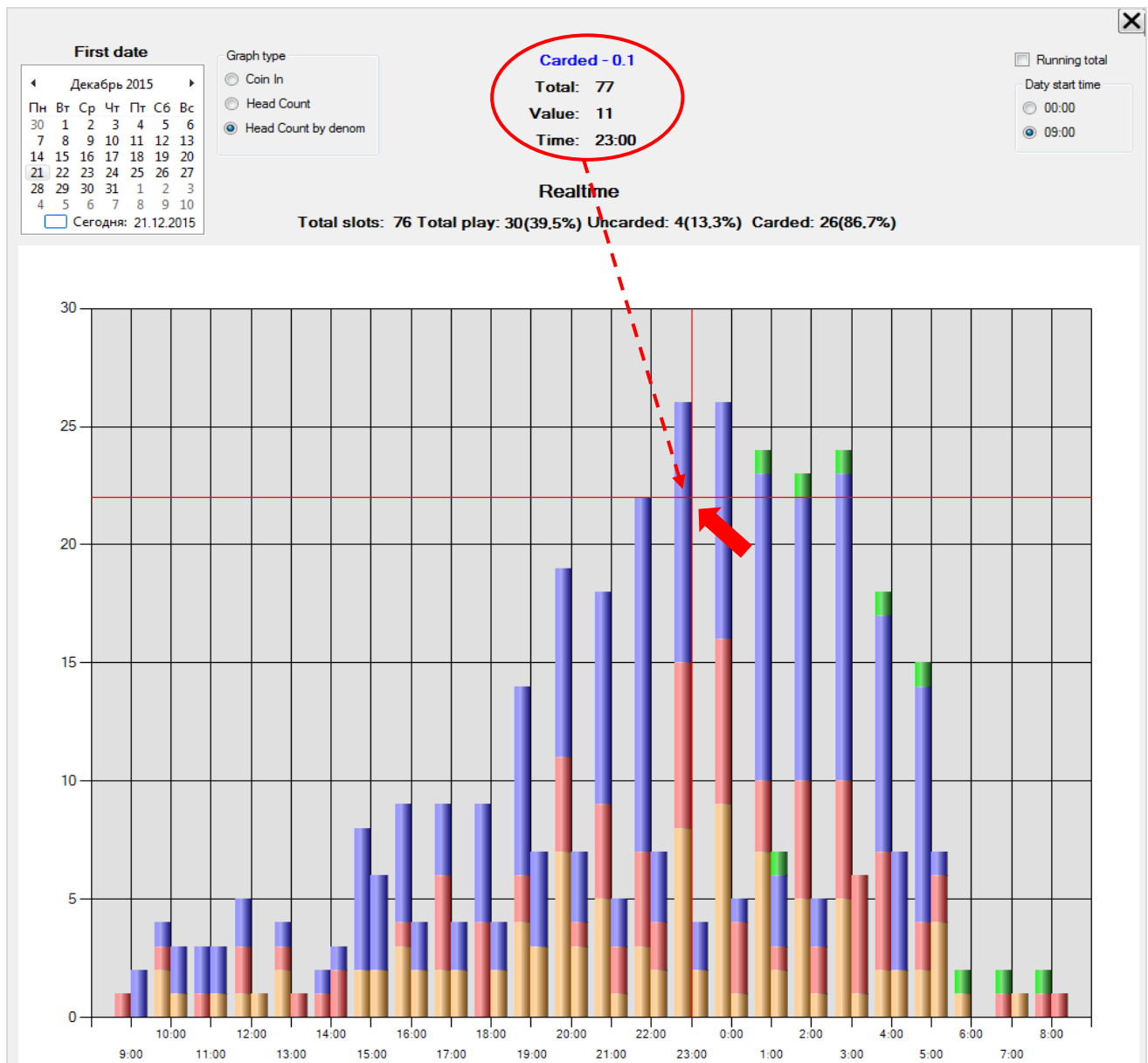


The information on the number of slot machines and players at the current time is displayed above the graph.

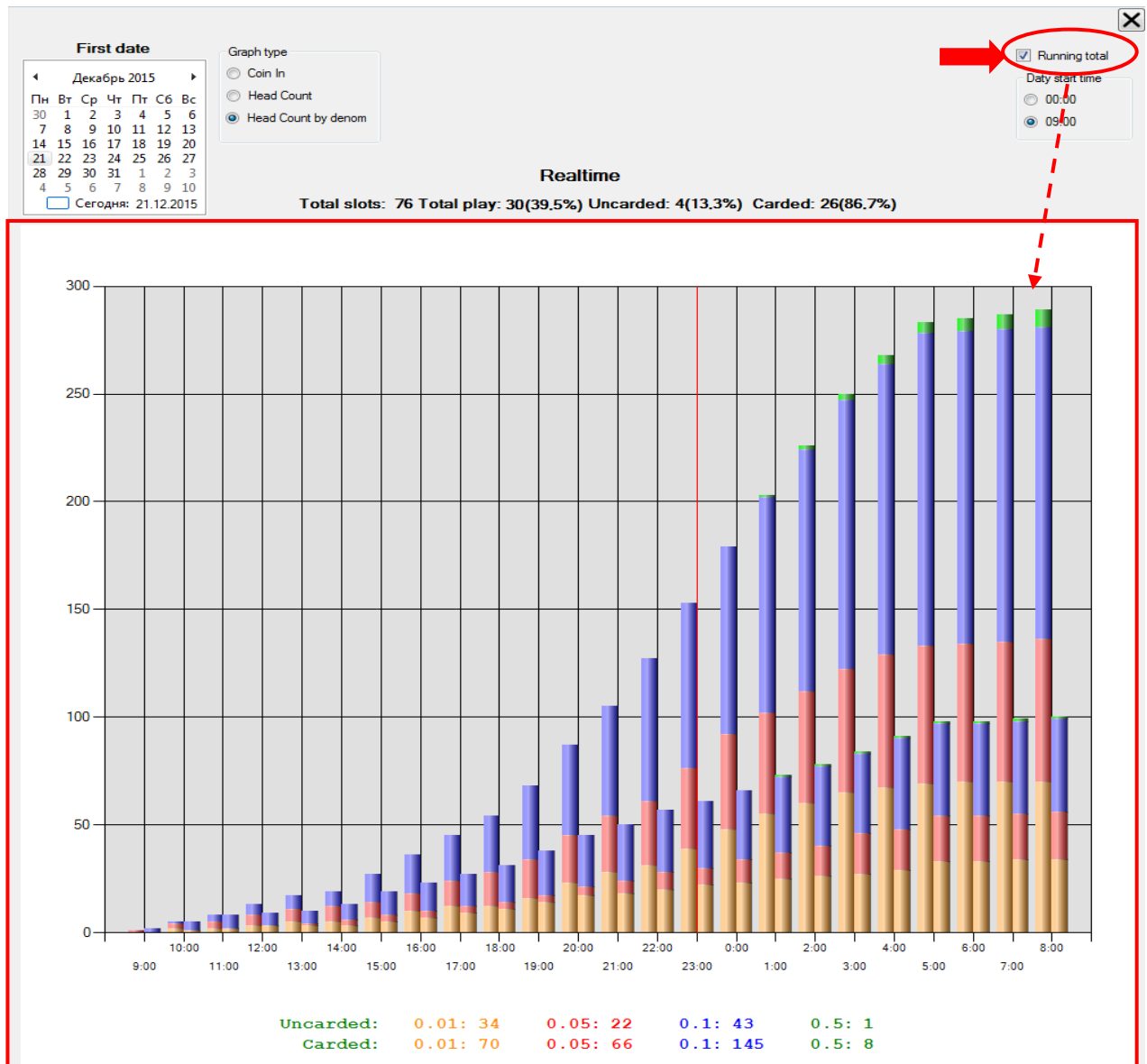
To view detailed values of indicators at any point of the graph (for example, during peak hours), move the cursor over the mark at this point. As a result, the exact values of the indicators for this hour are shown on the top.

- **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**).

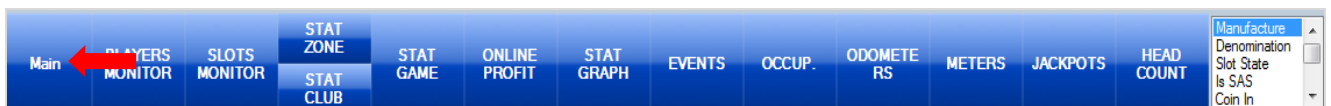


➤ Comparative analysis of results for Coin In, Coin Out, Win.

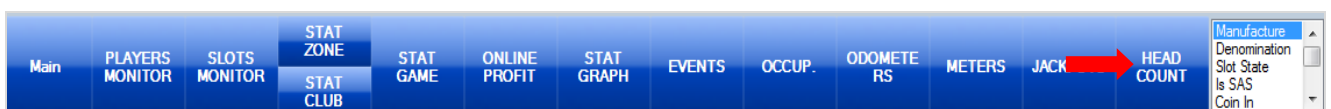
Using the same graphical form, you can compare and analyze the results of two different days for **Coin In**, **Coin Out** and **Win**.

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.

First date

Февраль 2016

Пн Вт Ср Чт Пт Сб Вс

25 26 27 28 29 30 31

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 1 2 3 4 5 6

Сегодня: 24.03.2016

Graph type

☒ Coin In

☐ Head Count

☐ Head Count by denom

Graphs

☒ Coin In

☒ Coin Out

☒ Win

Running total

☒ Running total

Day start time

☐ 00:00

☒ 09:00

Second date

Март 2016

Пн Вт Ср Чт Пт Сб Вс

29 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%)

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.

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

Running total

☒ Running total

Day 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

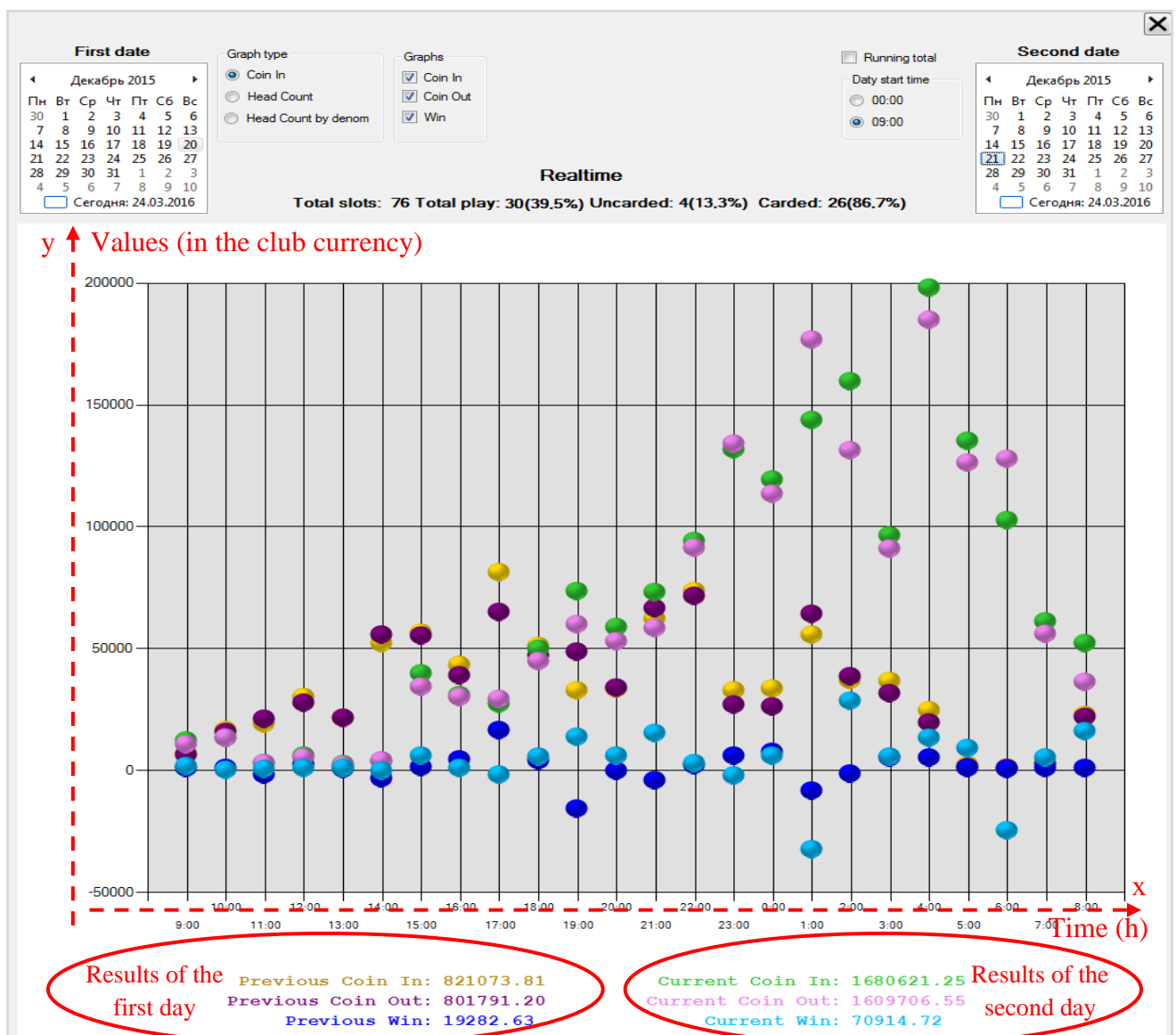
4 5 6 7 8 9 10

Сегодня: 24.03.2016

Realtime

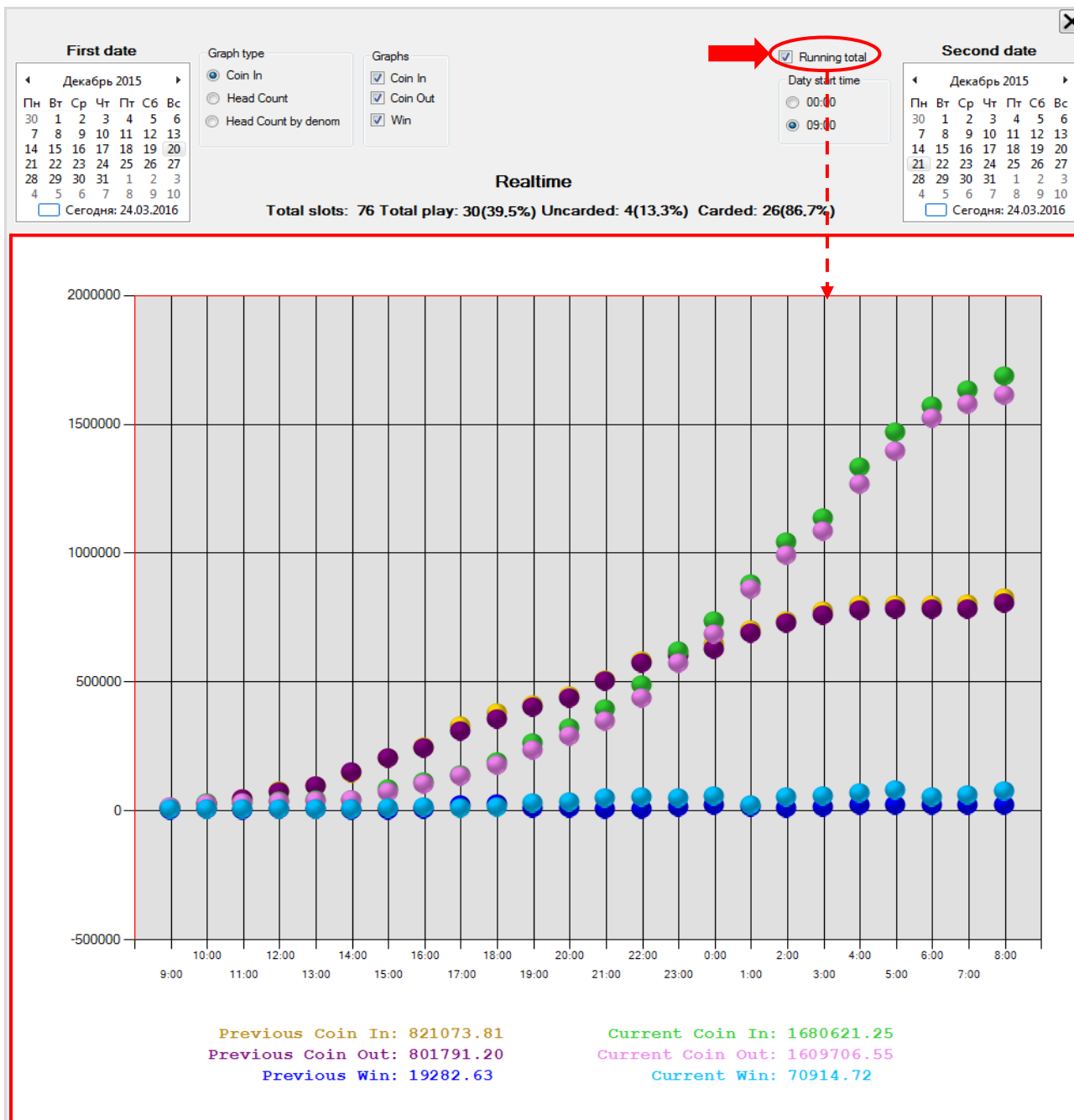
Total slots: 76 Total play: 30(39.5%) Uncarded: 4(13.3%) Carded: 26(86.7%)

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.



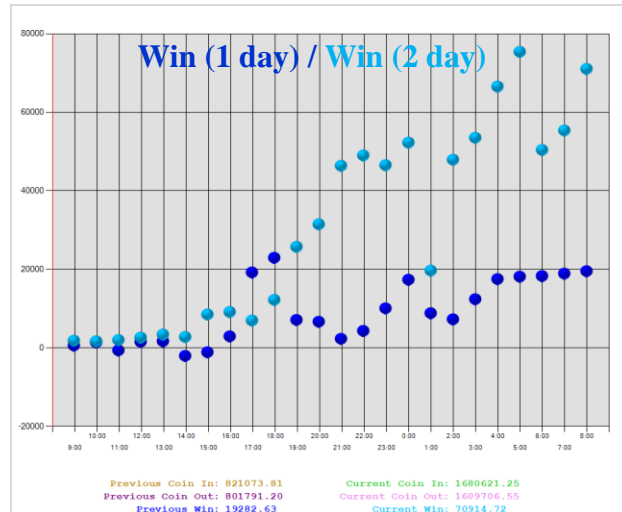
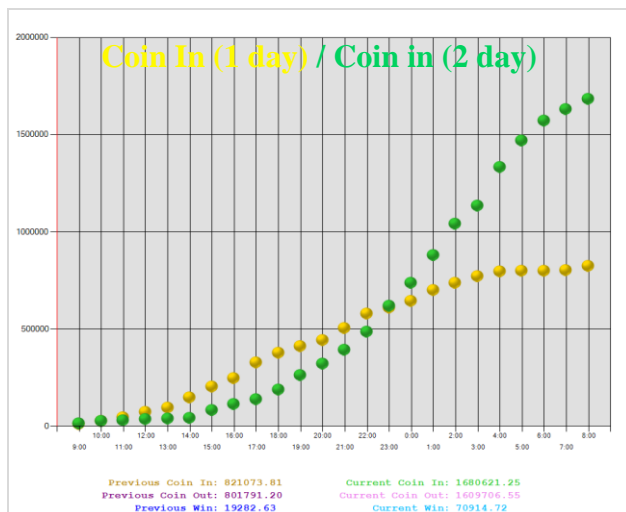
The information on the number of slot machines and players at the current time is displayed above the graph.

To compare the final results of two days with a cumulative total, tick the box «**Running total**».



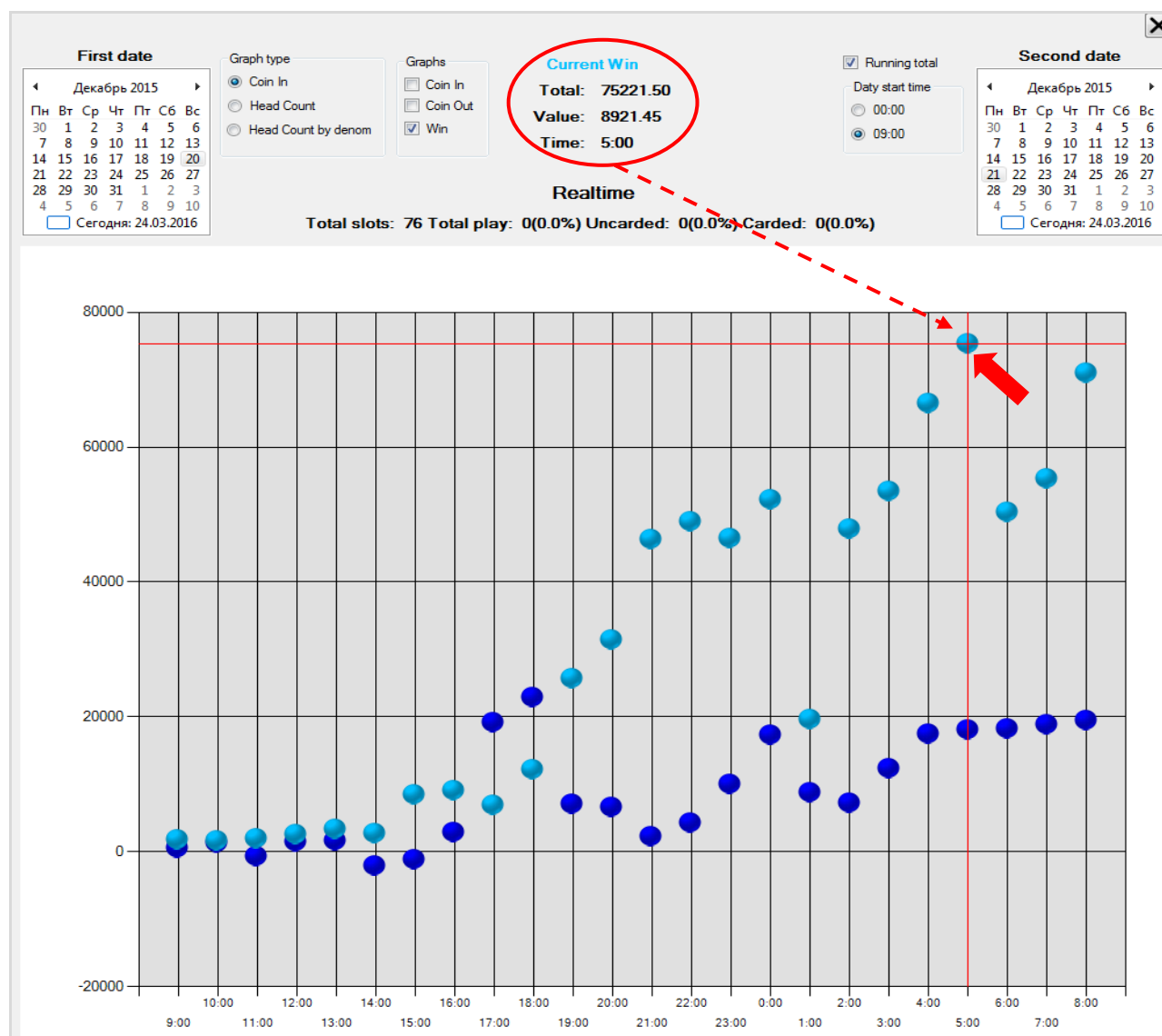
To compare the **Coin In**, **Coin Out** and **Win** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.





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).

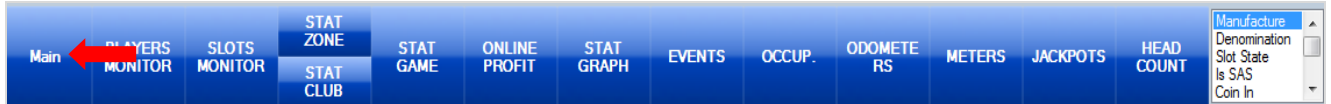


➤ **Comparative analysis of the number of players (Head Count).**

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:

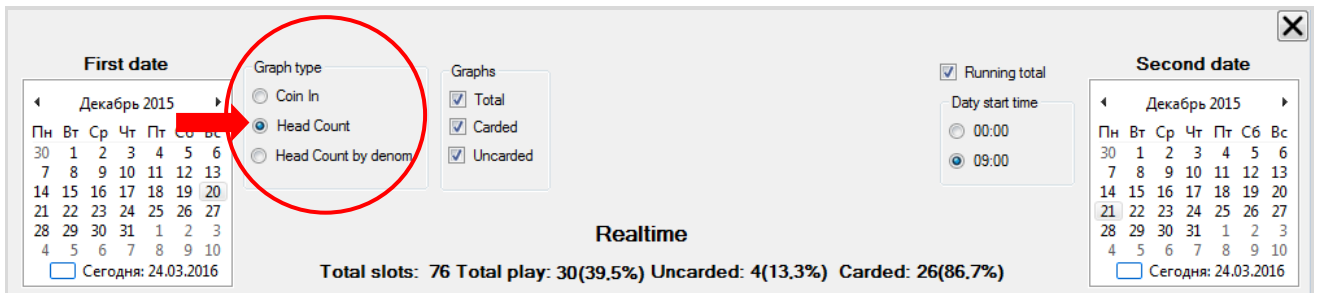
1. Select the slots location area for comparison.



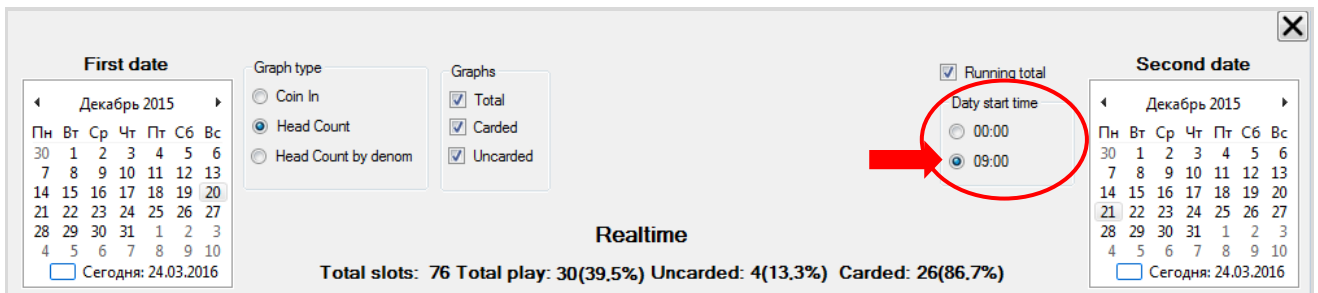
2. Click «HEAD COUNT».



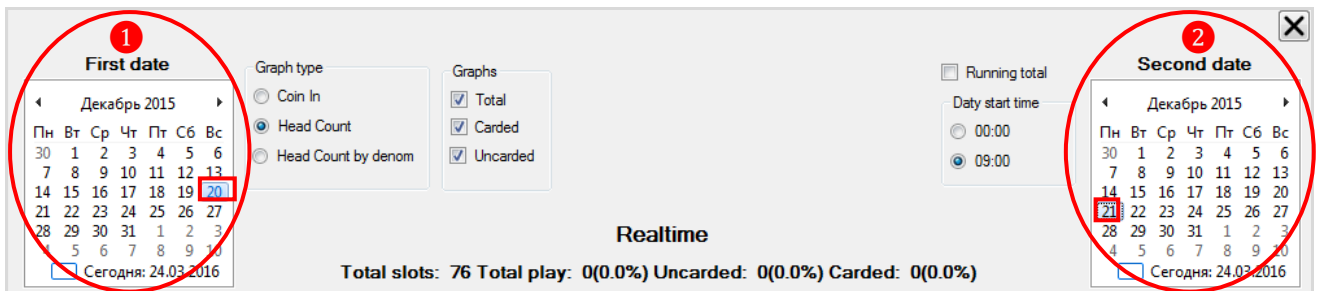
3. Clicking this button opens the default form with the «Coin In» graph for the current day on the right half of the window. Use the filter «Graph type» to select the type of the «Head Count» graph.



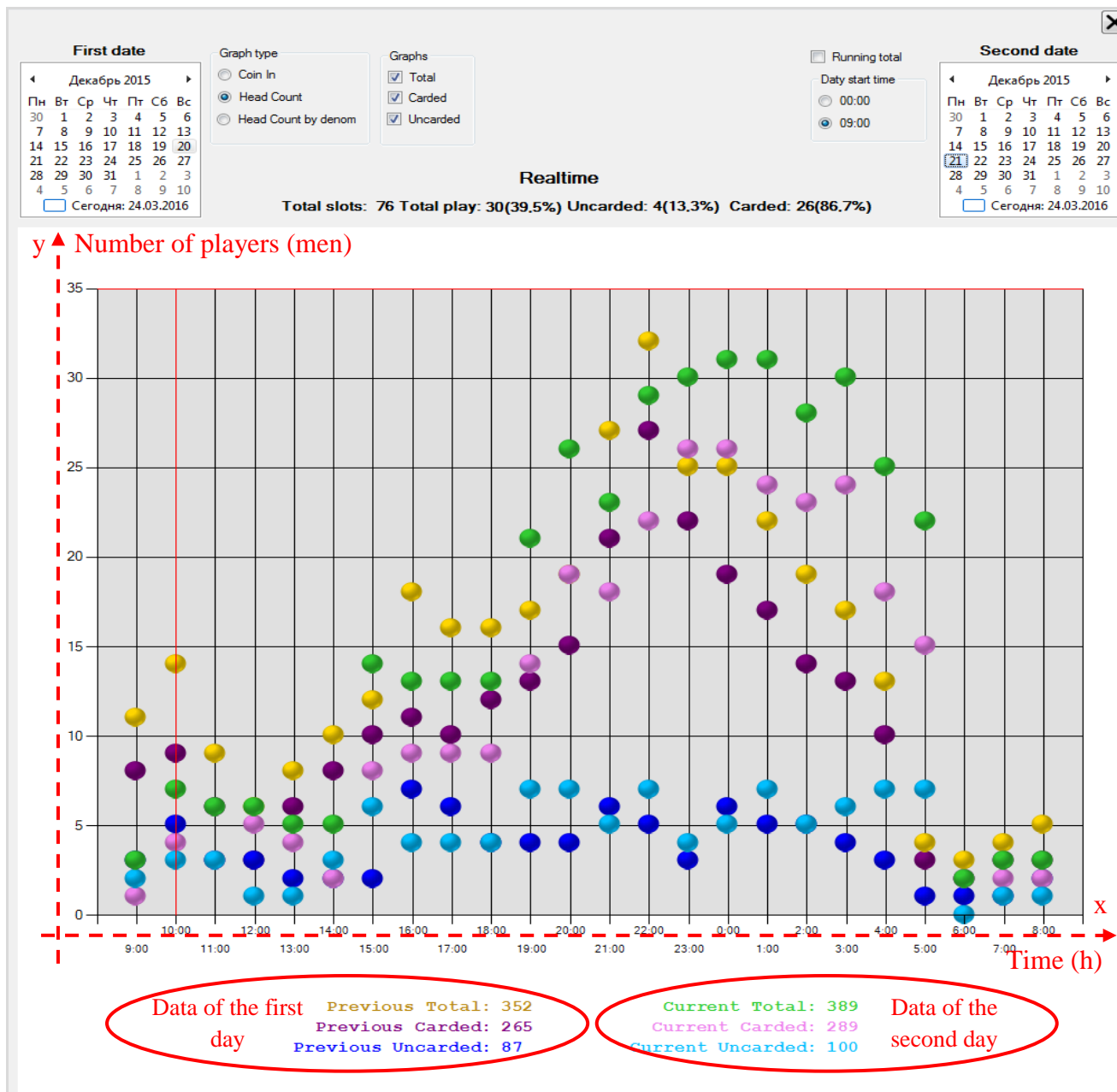
4. If necessary, use the filter «Day start time» to select the start time for gaming days.



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.

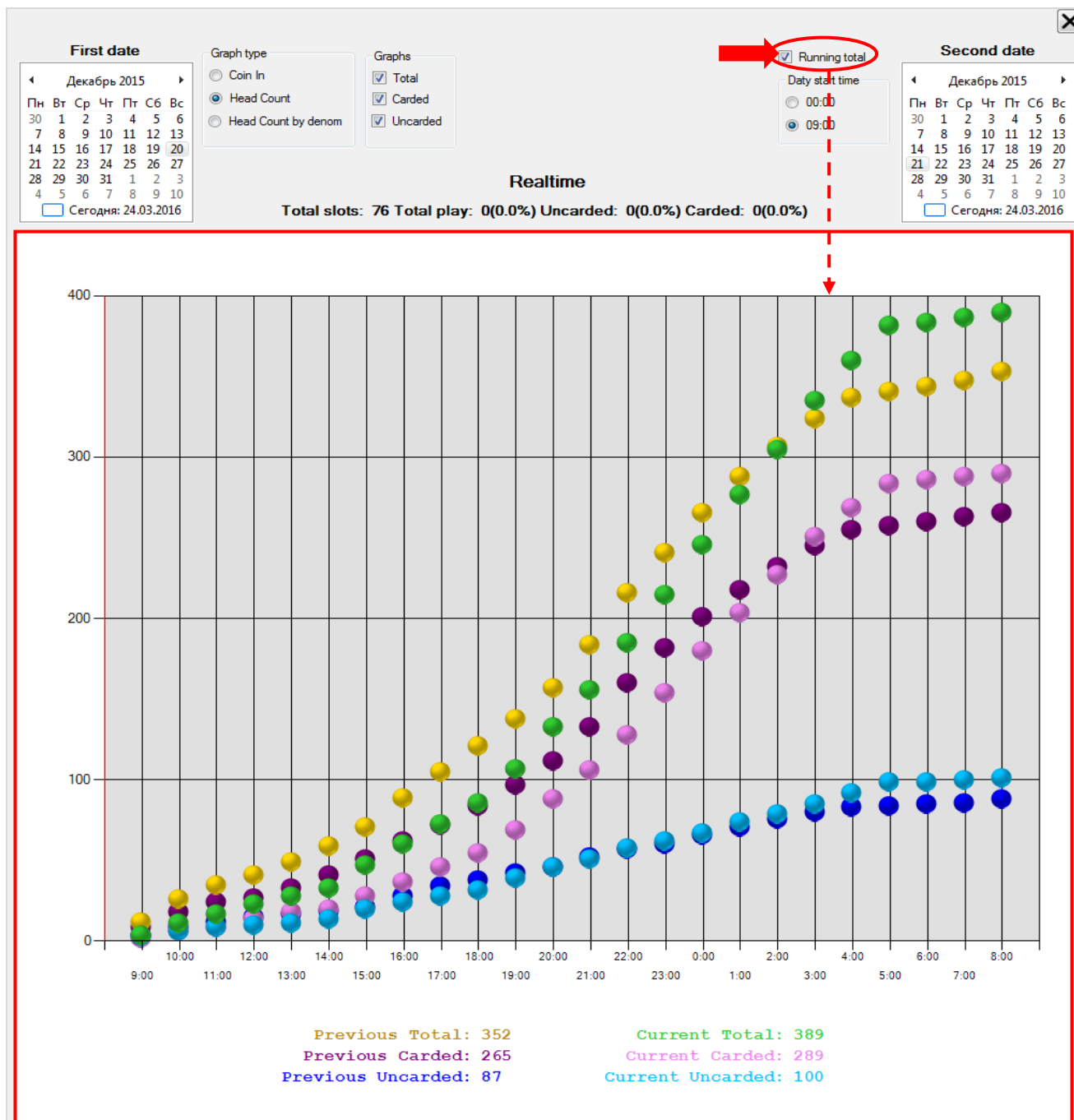


After setting the dates, the form will display the «**Head Count**» graph based on the values **Total**, **Carded**, **Uncarded** of two selected days. All points in the graph are highlighted in color according to the legend located below the graph.

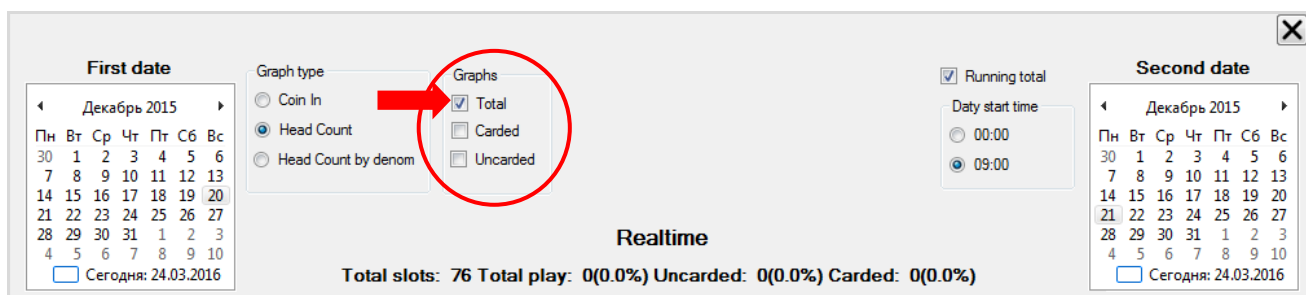


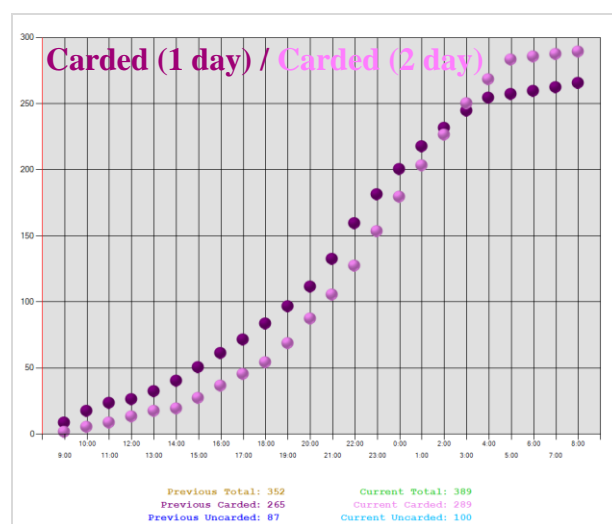
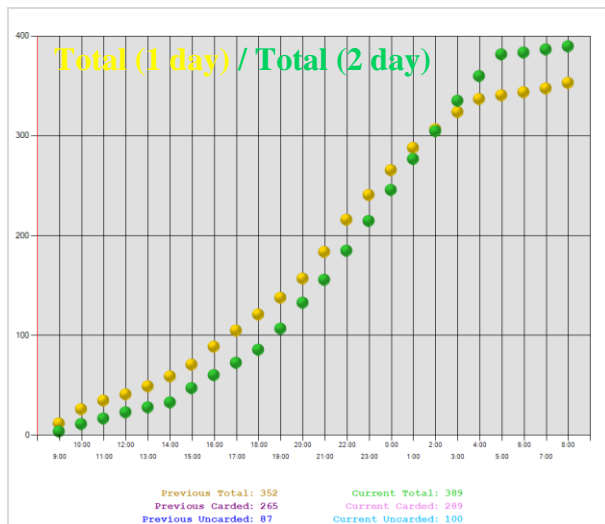
The information on the number of slot machines and players at the current time is displayed above the graph.

To compare the number of players for two days with a cumulative total, tick the box «**Running total**».



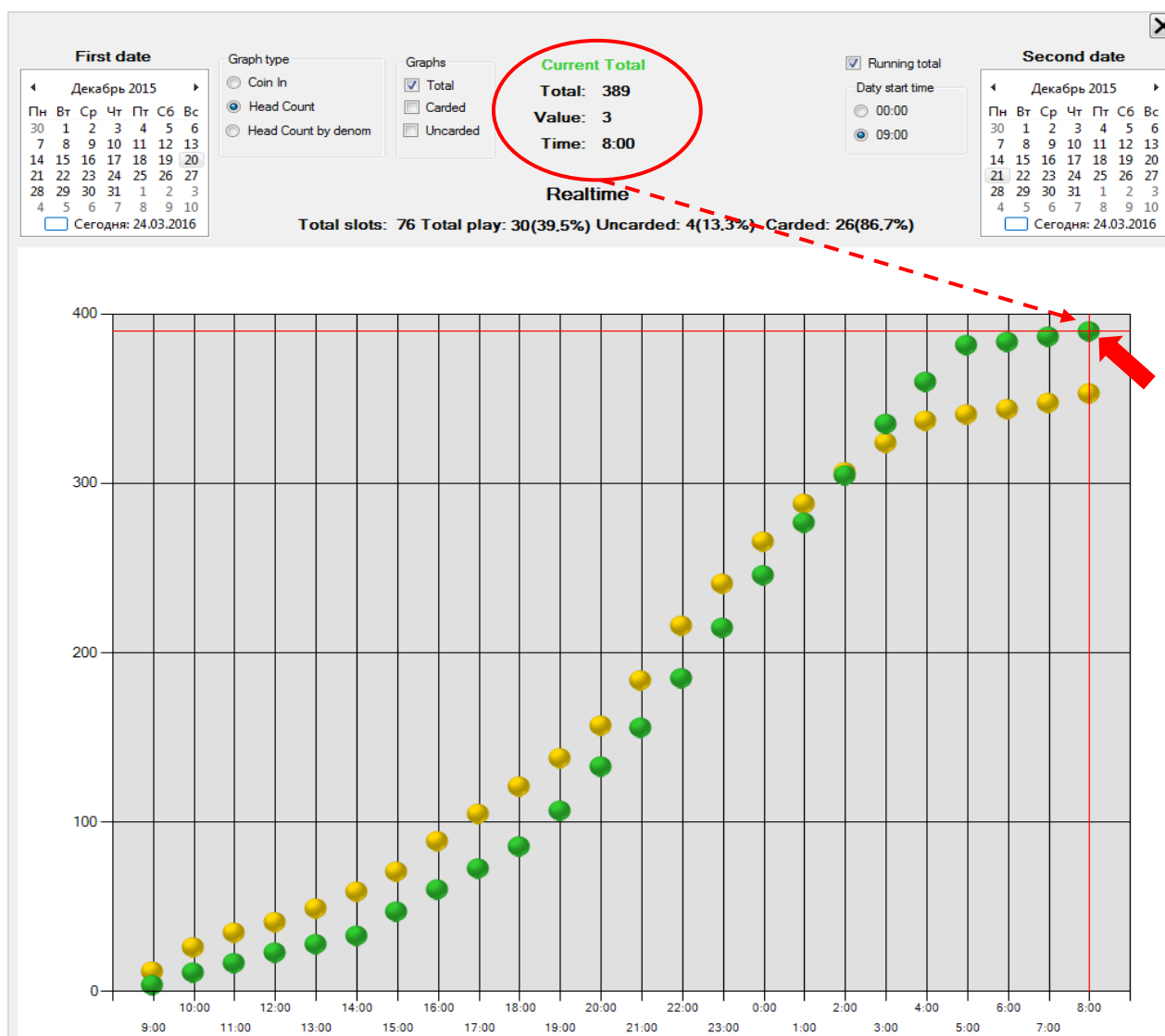
To compare the **Total**, **Carded**, **Uncarded** graphs separately, use the filter «**Graphs**» located at the top of the form. To select parameters, set a tick.





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).



7.6.17 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.

№	Address	Status	Producer	Last refresh	Slot	SMIB ver	SAS ver	Producer (SAS)	Add Id	Games set (SAS)	Jampers state	Card
0001	6.1	operative	Novomatic	3/31/2016 7:32 PM	CONNECTED	4.0.11.32	5.10	NV	939	Gaminator35	1000	PRESENT
0002	6.2	operative	Novomatic	4/1/2016 11:32 AM	CONNECTED	4.0.11.32	6.02	N2	779	Super-V+ Gaminator13	1000	ABSENT
0003	5.3	operative	Alfa Street	4/1/2016 11:33 AM	CONNECTED	4.0.11.32	5.10	NV	896	Gaminator33	1000	ABSENT
0004	8.3	out of service	Alfa Street									
0005	8.7	out of service	Alfa Street									
0006	8.6	out of service	Alfa Street									
0008	8.8	out of service	Novomatic									

Total slots: 7
Online: 3
Out of service: 4

Slot info Slot features Meters validation Duplication

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	Slot	Connection status between Slot Machine and SMIB using SAS protocol. CONNECTED - connection is active. DISCONNECTED - no connection.	From SMIB
7	SMIB ver	SMIB Firmware version	From SMIB

8	SAS ver	SAS protocol version	From gaming machine
9	Producer (SAS)	Slot Machine Vendor name Abbreviation	From gaming machine
10	Add Id	Additional game identifier	From gaming machine
11	Games set (SAS)	Name of the games set on the slot machine	From gaming machine
12	Jampers state	Condition of 4 jumpers on SMIB	From SMIB
13	Card	RFID-card state. ABSENT - card is inserted. PRESENT – there is no card on card reader.	From SMIB
14	Main door	State of main physical door in the slot machine. OPENED – door is open. CLOSED – door is closed.	From gaming machine
15	Logic door	State of a logic door in the slot machine. OPENED – logic door is open. CLOSED - logic door is closed.	From gaming machine
16	Cashbox	Cashbox state. INSTALLED – cashbox is inserted. REMOVED - cashbox is removed.	From gaming machine
17	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.
- **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.

№	Address	Producer	Last refresh	Slot
10	4:10	Novomatic	5/21/2013 9:27 AM	CONNECTED
11	4:11	Novomatic	5/21/2013 7:44 AM	CONNECTED
12	4:12	Novomatic	5/21/2013 7:44 AM	CONNECTED

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.

Server is online Attention! Club is not in operate. Contact with SlotLogic support.												
N°	Address	Status	Producer	Last refresh	Slot	SMIB ver	SAS ver	Producer (SAS)	Add Id	Games set (SAS)	Jampers state	Card
02	4:2	operative	Novomatic									
03	4:3	operative	Novomatic									
04	4:4	operative	Novomatic									
05	4:5	operative	Novomatic									

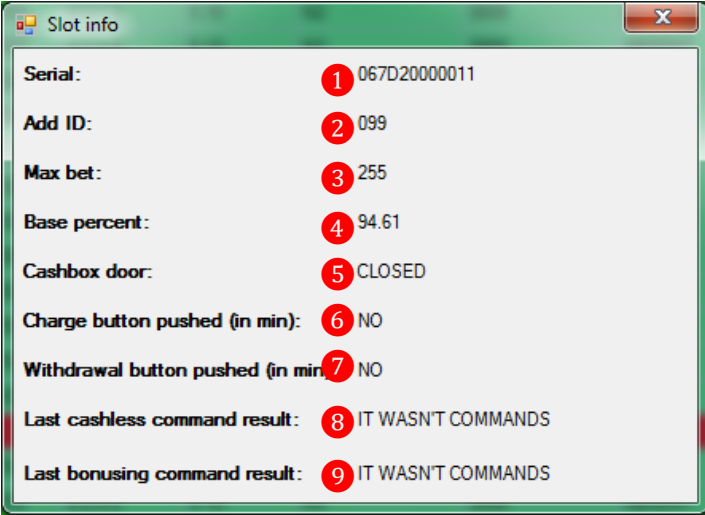
If in the form of monitoring displays a message with the text: «Attention! You have ** slots overlimit. Contact with SlotLogic support» - this means that in your club the number of connected slots (SMIB`s) exceeds the paid limit..

Server is online												
Attention! You have 53 slots overlimit. Contact with SlotLogic support.												
N°	Address	Status	Producer	Last refresh	Slot	SMIB ver	SAS ver	Producer (SAS)	Add Id	Games set (SAS)	Jampers state	Card
02	4:2	operative	Novomatic									
03	4:3	operative	Novomatic									
04	4:4	operative	Novomatic									

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.

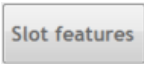
You must click the left mouse button to select slot machine from the list

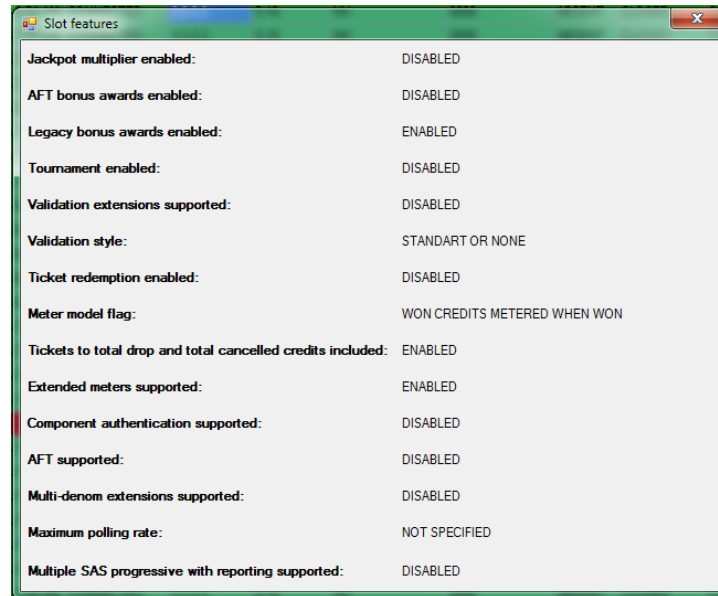


Serial:	1 067D20000011
Add ID:	2 099
Max bet:	3 255
Base percent:	4 94.61
Cashbox door:	5 CLOSED
Charge button pushed (in min):	6 NO
Withdrawal button pushed (in min):	7 NO
Last cashless command result:	8 IT WASN'T COMMANDS
Last bonusing command result:	9 IT WASN'T COMMANDS

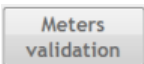
1. Slot machine serial number.
2. Additional game identifier.
3. The maximum bet on the machine (or 255, if the maximum rate of over 255).
4. Basic theoretical payout in percentage.
5. Cashbox door status.
6. Last minute payout button activity.
7. Last minute withdrawal button activity.

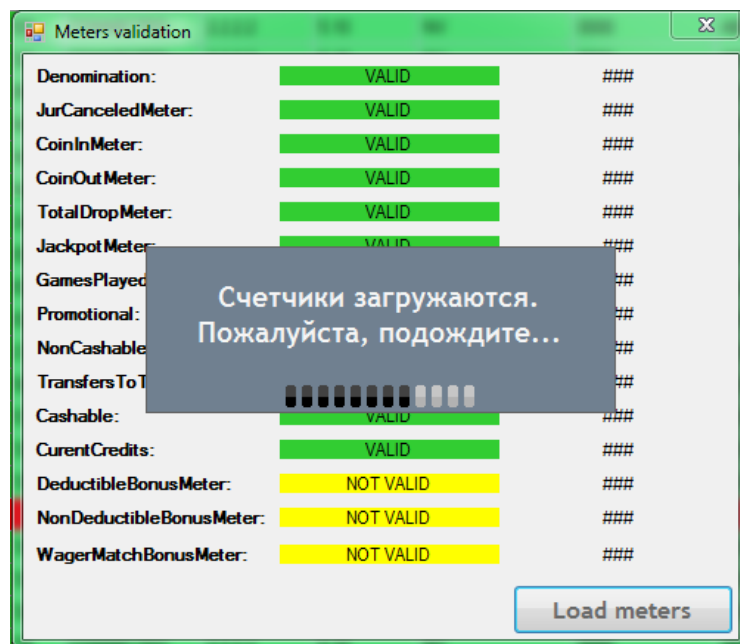
8. The result of the last cashless command.
9. The result of the last bonus command.

➤ 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.


Meter Name	Status	Value
Denomination:	VALID	1
JurCanceledMeter:	VALID	71936210
CoinInMeter:	VALID	12043190
CoinOutMeter:	VALID	29510300
TotalDropMeter:	VALID	54469100
JackpotMeter:	VALID	0
GamesPlayedMeter:	VALID	20831
Promotional:	NOT VALID	0
NonCashable:	NOT VALID	0
TransfersToTheHost:	VALID	233100
Cashable:	VALID	233100
CurentCredits:	VALID	0
DeductibleBonusMeter:	NOT VALID	0
NonDeductibleBonusMeter:	NOT VALID	0
WagerMatchBonusMeter:	NOT VALID	0

Load meters

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.

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.

Slot machine form

Slot machine parameters:

Number: 5

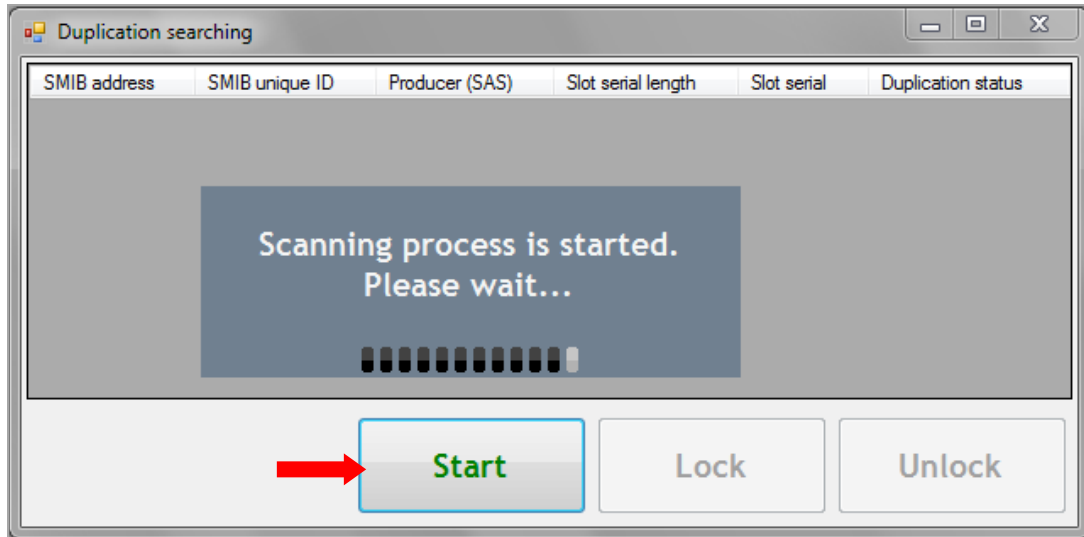
Serial number: SER-5

Inventory: INV-5

Port N°: 4:5 ← № SMIB

№ 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 click  in «**Duplication searching**» form and wait for the end of scanning process.

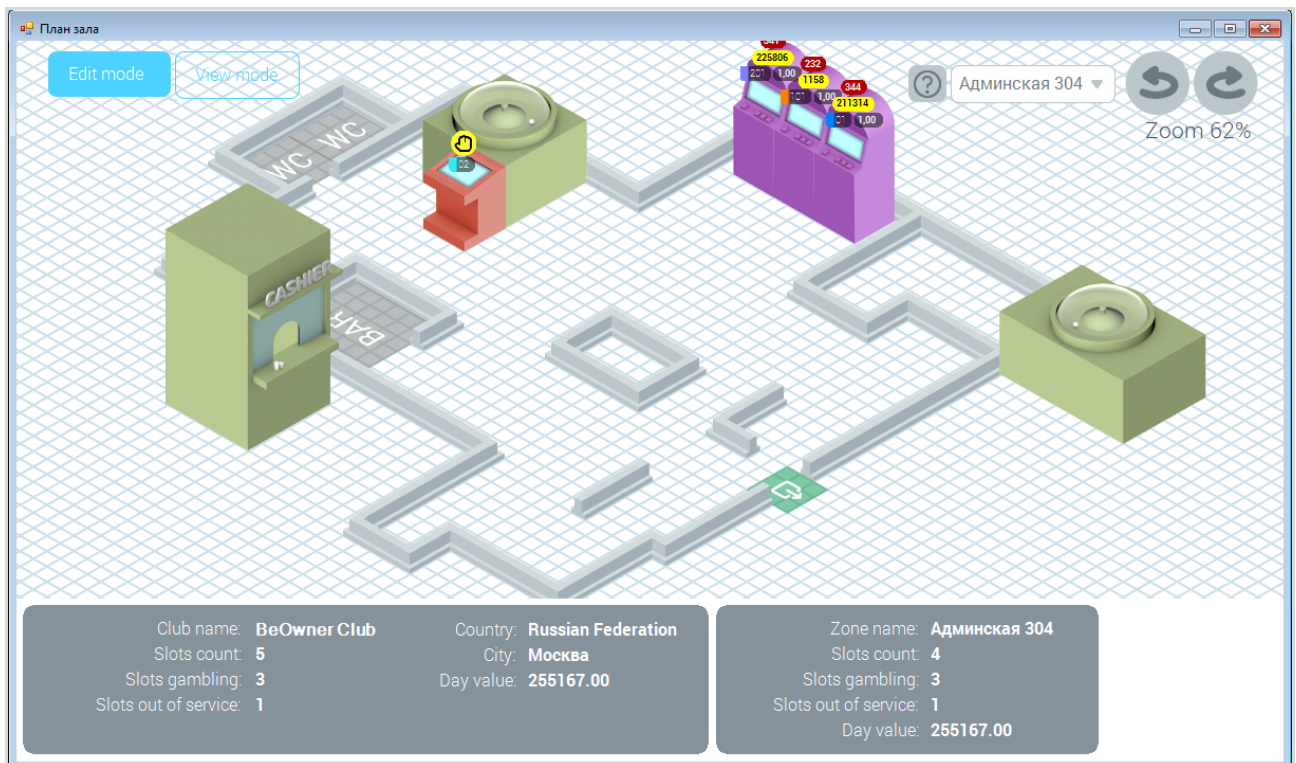


After scanning, if the system detects a duplicate, it will be displayed in the form of SMIB network address, which was duplicated. Use the «**Lock**»/«**Unlock**» you can lock/unlock duplicate addresses SMIB.


After blocking an incorrect address SMIB, you must open the card slot machine and configure it to the correct address.

7.6.18 Monitoring the current state of gaming machines on isometric map.

For opening the form to view the current state of gaming machines on isometric map, it is necessary to choose from the main system window - «Slots» → «Monitoring» → «Isometric Floor Plan».

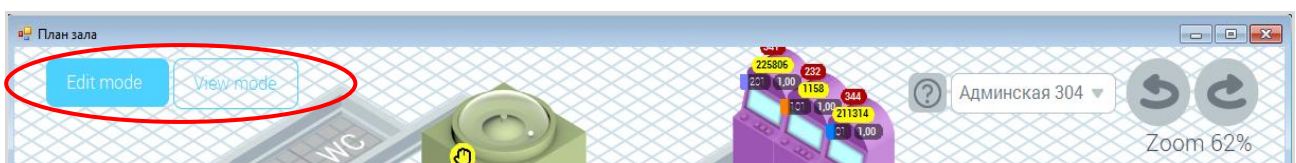


The presented form is a plan of club's playing area, similar to the scheme-plan, but on isometric map. It is available to designate the boundaries of a hall within the plan, set the slot machines, cash-desks, a bar and other elements.

The plan can be moved in any workspace direction by clicking on it and holding down any mouse button. For zooming in/out, it is necessary to scroll the mouse. For rotating the plan clockwise/counterclockwise press the buttons , located at the upper right corner.

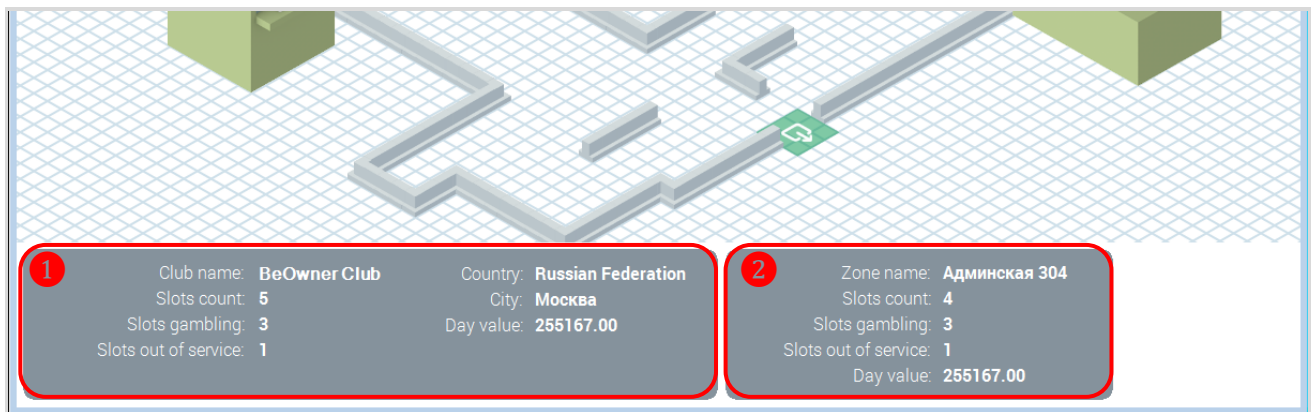
There are two plan mode operations:

- View mode – to view the current status of gaming machines.
- The changing mode – for creating and changing the plan of a playing area.



➤ View mode.

The view mode contains the plan of a playing area; at the bottom of a panel is the information on a club and the currently opened zone for viewing.



1. The club's parameters:


- Club name.
- Country club.
- City.
- The profit of a club for a day (according to the counters of gaming machines).
- The total quantity of gaming machines in a club.
- The quantity of constrained gaming machines.
- The quantity of turned-off gaming machines.

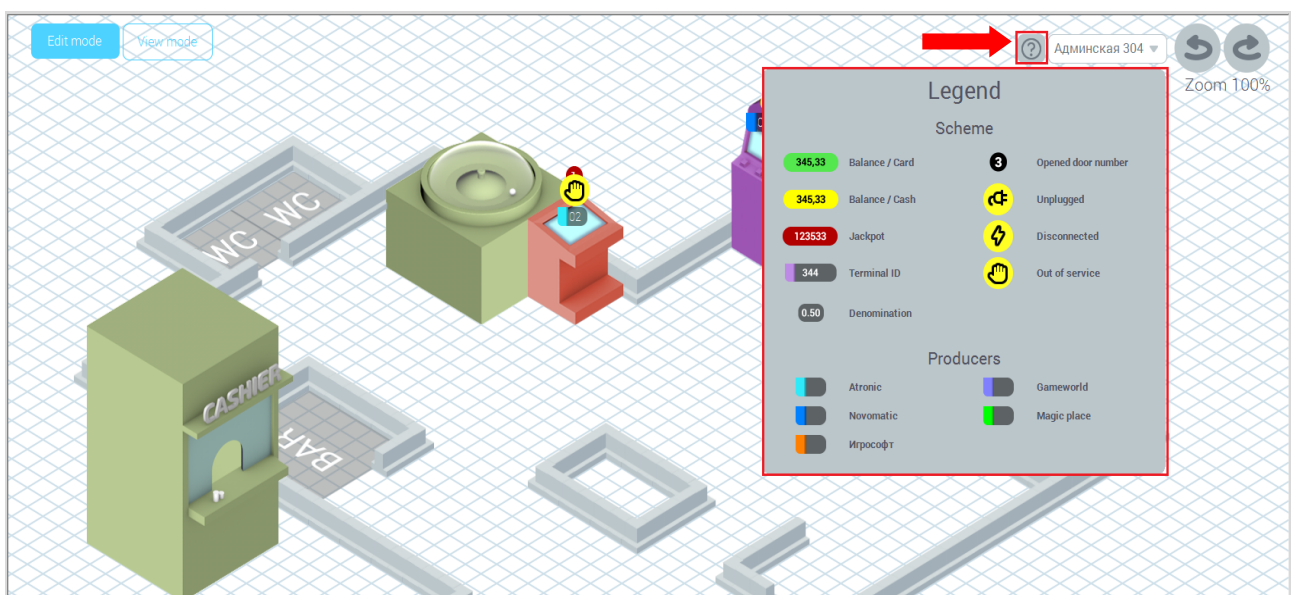
2. The zone's parameters:

- Zone name.
- The quantity of gaming machines within the zone.
- The quantity of restrained gaming machines.
- The quantity of turned-off gaming machines.
- The zone's income per day (according to the counters of gaming machines).

Note: The creating of clubs within the system is carried out by the form «Review form of clubs» («Settings» → «Slots» → «Clubs»). The creating of zones is initiated by the form «Review form of zones on slot machines» («Settings» → «Slots» → «Slot zones»).

Above each of the unit, located on the plan, are displayed its parameters and the current status: the number, the manufacturer, the status, the balance, the denomination, gained Jackpots, etc.

The list of marks can be seen by pressing the button .



On selecting the gaming machine by clicking on it, the data of the gaming machine will be displayed at the bottom form of a panel.



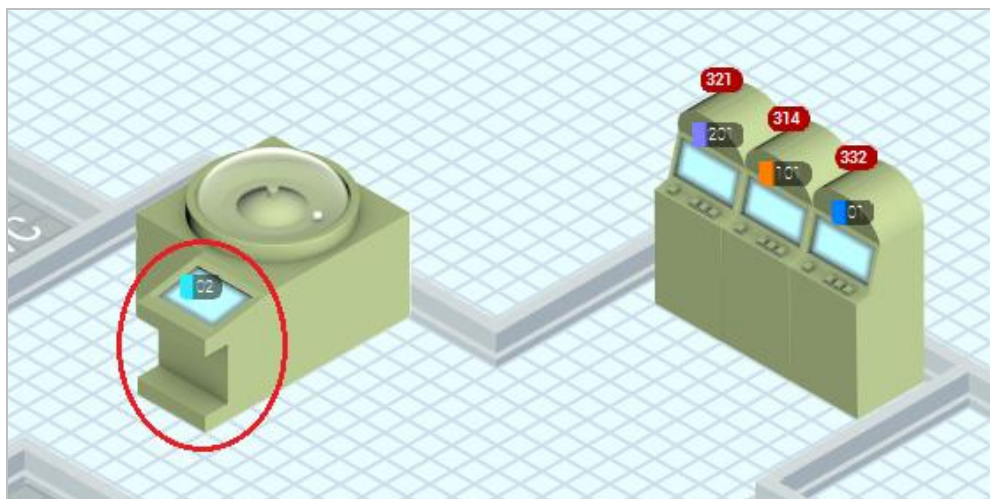
1. The gaming machine's data:

- The number of a gaming machine.
- The manufacturer.
- The status (game on/idle).
- The current balance.

2. The data of a gained Jackpot:

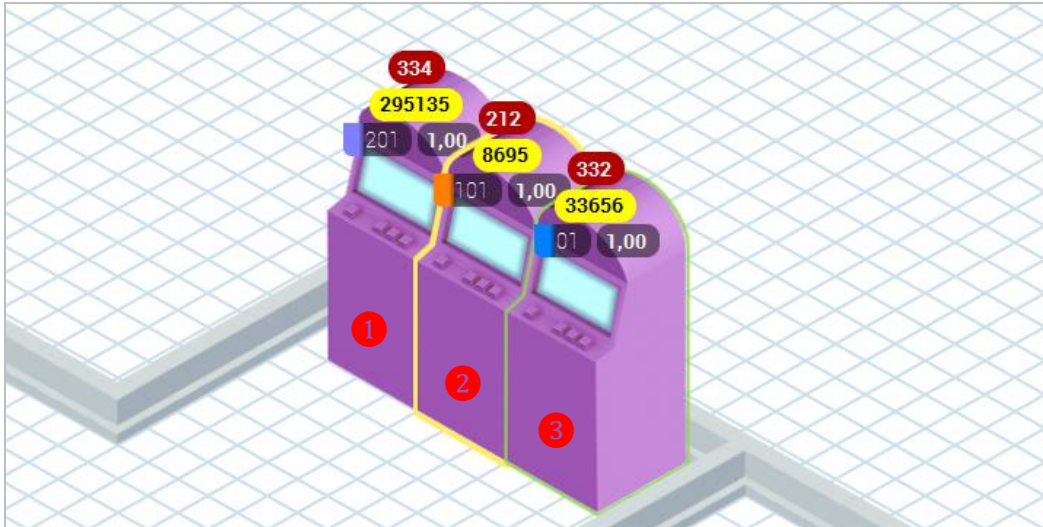
- The name of gained Jackpot on the terminal.
- The Jackpot's sum.
- The exact date and time of the gained Jackpot.
- The buttons for cash-in or cancelling the gained Jackpot.

The roulette terminal, which is shown on the plan, has no difference from the slot machines, except for its outlook.



In viewing mode, the devices can be displayed as follows:

- 1) The device is displayed without the marker, in case it is not selected and not chosen with mouse cursor.
- 2) The device is displayed with yellow marker in case it is chosen with mouse cursor.
- 3) The device is displayed with green in case it is selected.



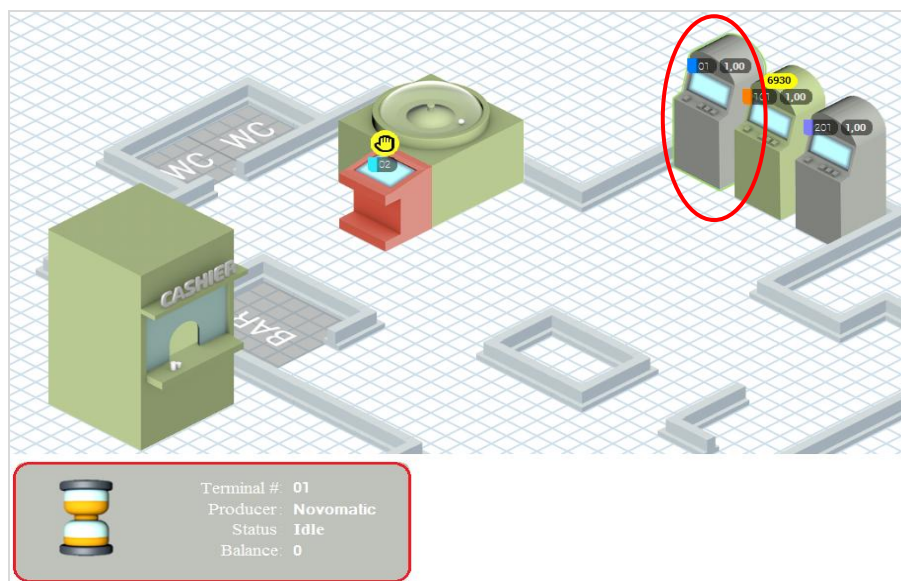
For cancel the marker, it is necessary to click on the other slot machine or at any spot out the plan.

The color of a gaming device depends on the status at the present time.

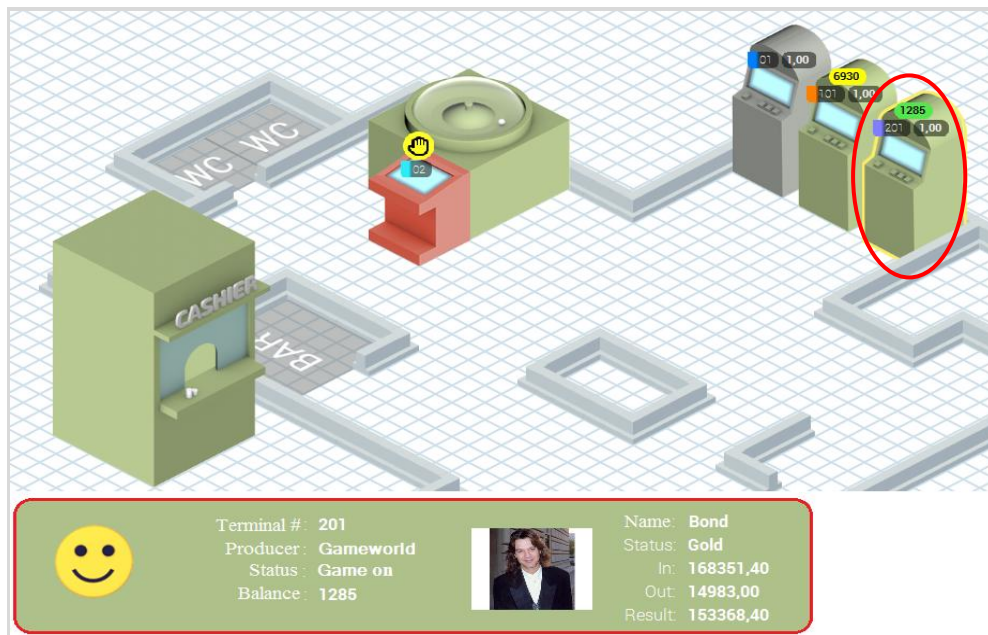
The status and colours of gaming devices:

1. **Grey** suggests that the gaming device is free. It is only displayed with the number and its manufacturer. The following data will also be displayed at the bottom panel:

- ✓ slot number
- ✓ slot producer
- ✓ status: Idle
- ✓ balance: 0



2. **Green** suggests that the gaming machine is not vacant. It is displayed with the number, its manufacturer, denomination and the current balance.



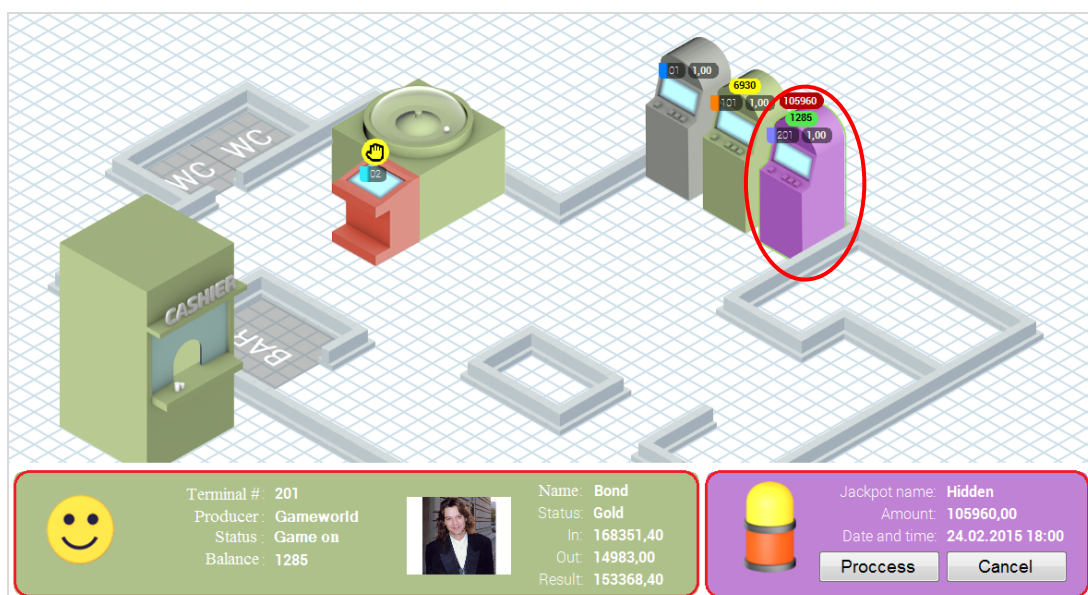
The bottom panel contains the information on:

- ✓ slot number
- ✓ slot producer
- ✓ status: Game on
- ✓ balance

In case the player with card is playing on the slot machine, the additional information will be shown:

- ✓ the player's photo (if available)
- ✓ the player's name
- ✓ the player's status
- ✓ In (the total sum of player's bets)
- ✓ Out (the total sum of player's winnings)
- ✓ Result (the difference between In and Out).

3. **Violet** suggests that the Jackpot was gained on this gaming machine. It is displayed with the number, its manufacturer, denomination, the current balance and the amount of gained Jackpot.



The bottom panel will contain the information on:

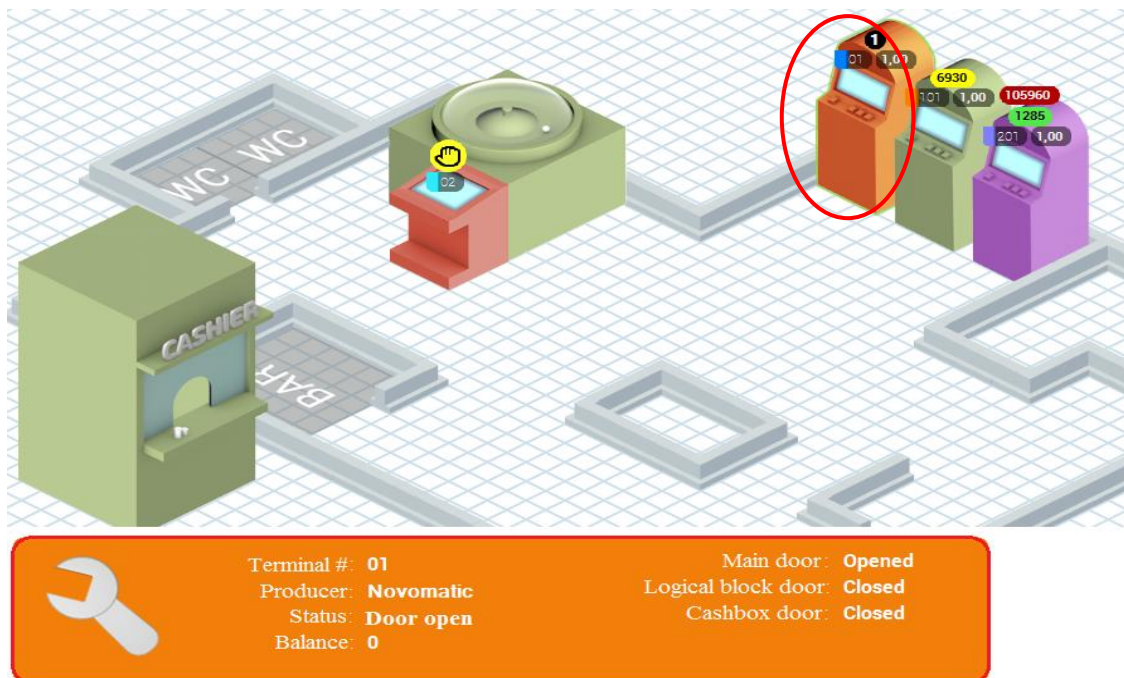
- ✓ slot number
- ✓ slot producer
- ✓ status: Game on
- ✓ balance
- ✓ player's data (if the player is with a card).

And the information on the gained Jackpot:

- ✓ the Jackpot's title
- ✓ the Jackpot's sum
- ✓ the time and date of a gained Jackpot
- ✓ «**Process**» - the button for accrual win (on pressing the Jackpot is credited on the machine's balance, the color is changing to green).
- ✓ «**Cancel**» - the button for cancel the Jackpot (on pressing the gained Jackpot will be canceled, the color is changing to green).

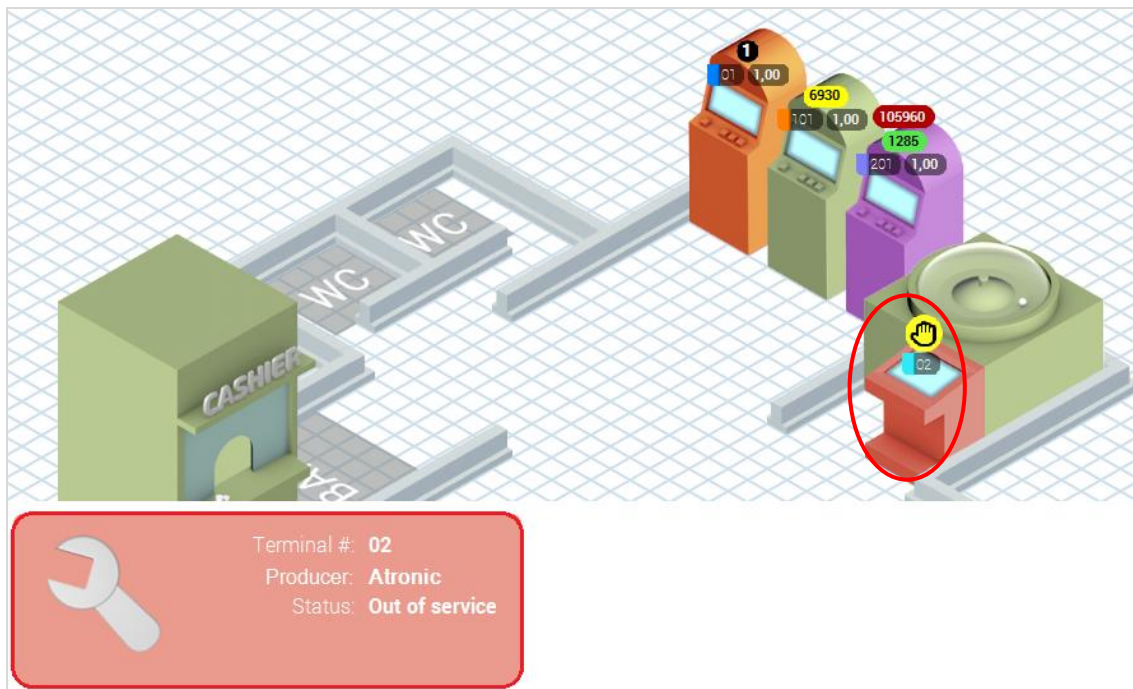
4. **Orange** suggests that the machine is currently on service. It is displayed with the number, its manufacturer, denomination and the number of opened door (1, 2 or 3). The bottom panel will contain the information on:

- ✓ slot number
- ✓ slot manufacturer
- ✓ status: Door open
- ✓ balance: 0
- ✓ status of 1, 2 and 3 doors



5. **Red** suggests that the machine has faced some error or there is no server connection. It is displayed with the number, its manufacturer and the appropriate status of a problem. The bottom panel will contain the information on:

- ✓ slot number
- ✓ slot producer
- ✓ status



➤ The editing mode.

In case the plan for a playing zone has not been created, the editing mode displays the empty workspace and tools panel for its creating.

If the scheme-plan was created, the workspace will display the slot machines and objects of selected zone for its changing, the bottom panel will contain the tools for editing. All gaming machines are marked with green and are displayed only with the number and manufacturer.

The plan may be rotated and moved in any direction of the workspace, as well as in viewing mode.



The functions of panel buttons in editing mode:



- to add the gaming machine on the plan.



- to remove the gaming machine or the element from the plan.



- to move the gaming machine or the element from the plan.



- to add/to delete the walls on the plan.



- to add minor elements on the plan: roulette, cashdesk, Bar, Exit, WC.

Let us learn more about plan working on editing mode, using the presented example.

Goal: Making the plan of club's playing zone with the location of elements below, using the «Isometric Floor Plan»:

- ✓ 2 slot machines;
- ✓ 1 roulette terminal;
- ✓ cash-desk;
- ✓ bar;
- ✓ WC;
- ✓ Exit.

Actions:

Step 1. Choosing the zone.

Select the zone for building a plan by clicking on popped-up list.



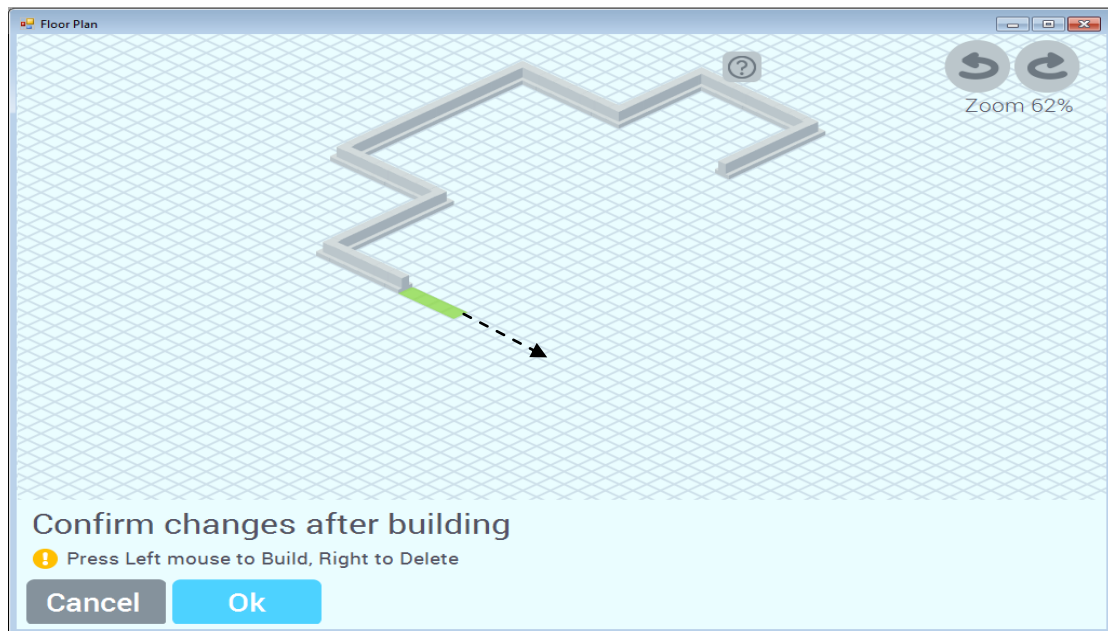
Note: Making the zones is carried out on the form «The Survey form of zones for slot machines» («Settings» → «Slots» → «Slot zones»).

Step 2. Adding the walls.

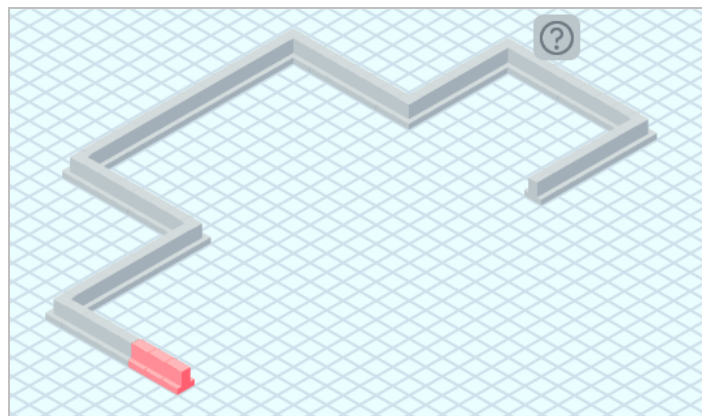
1. The walls are built on the opened plan according to their location on a zone. Press the



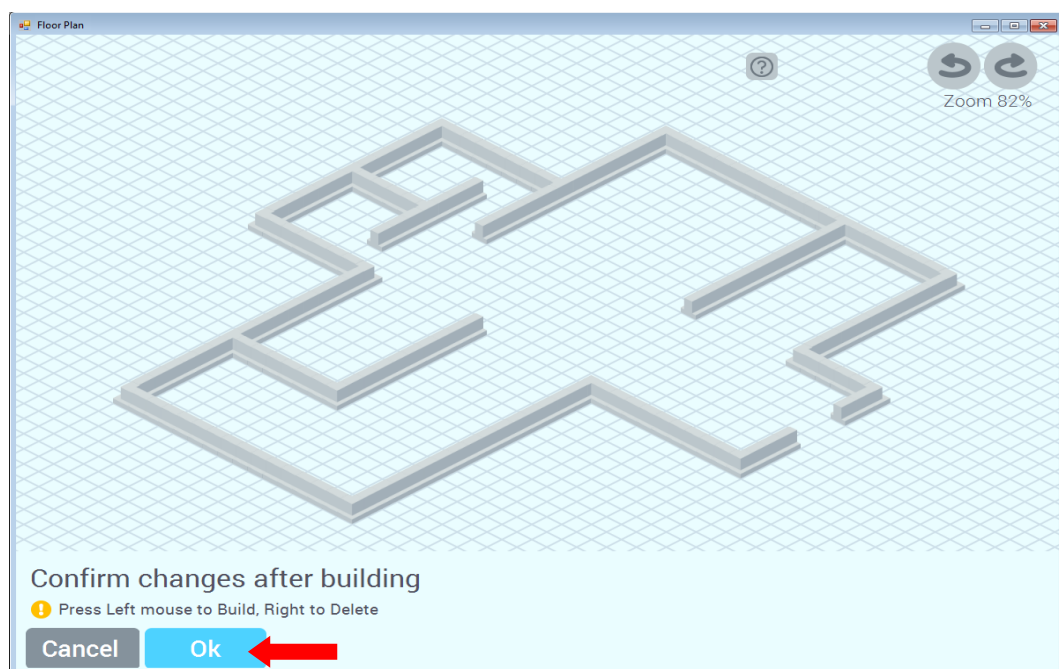
button, then add walls on the plan by moving the cursor on the desired position on the grid and holding the left mouse button. The grid's squares will be marked green on adding the walls.




For removing the walls, it is necessary to hover the mouse cursor over the wall section and press the right mouse button. The removed elements will be marked by red.




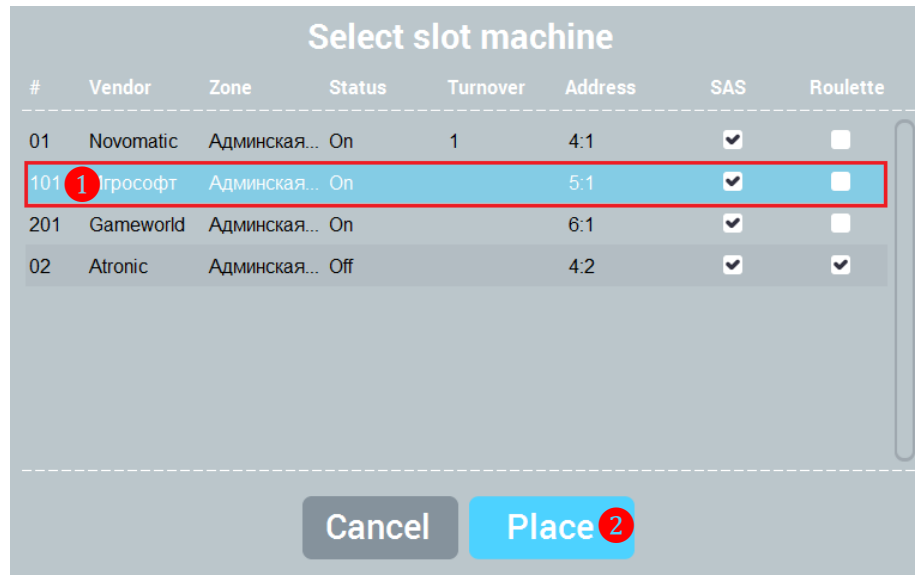
2. It is necessary to press the button **Ok** after the addition, located at the bottom of the form for saving the results.



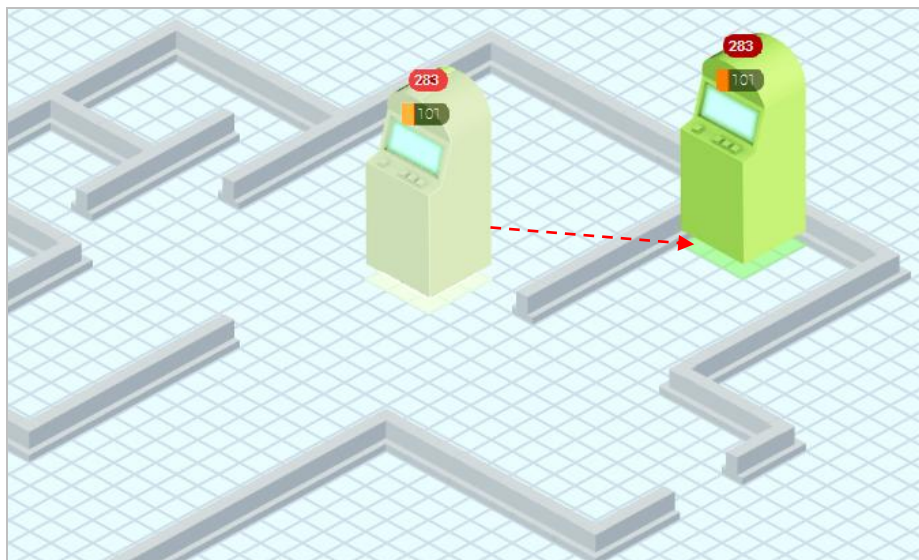
Step 3. Adding the slot machines.


1. For adding the gaming machine on the plan, it is needed to press the button  on the editing mode panel.

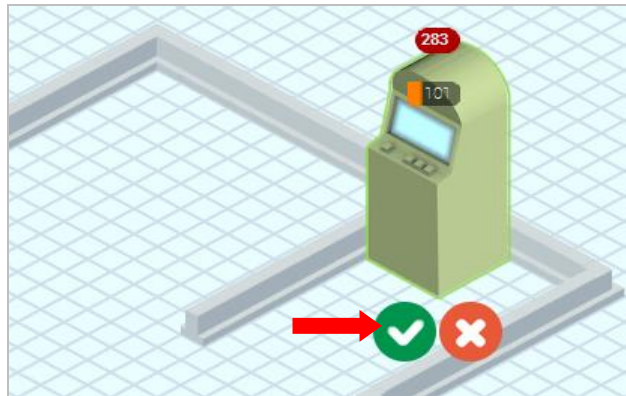
2. Choose the desired slot machine in the opened form by clicking the left mouse button, and then press .




3. The selected machine will be shown on the plan on clicking. By moving the mouse cursor, it is possible to move the slot machine to the desired position on the plan. For rotating the machine around its axis, it is necessary to press the right mouse button – one touch allows to turn it to 90° clockwise. For placing the slot machine on the desired position, press the left mouse button.

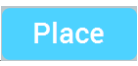


4. Next, click on the appeared mark  for approving the settings. After the confirmation, the slot machine will be set.



To cancel the placing of a slot machine, click on the cross mark .

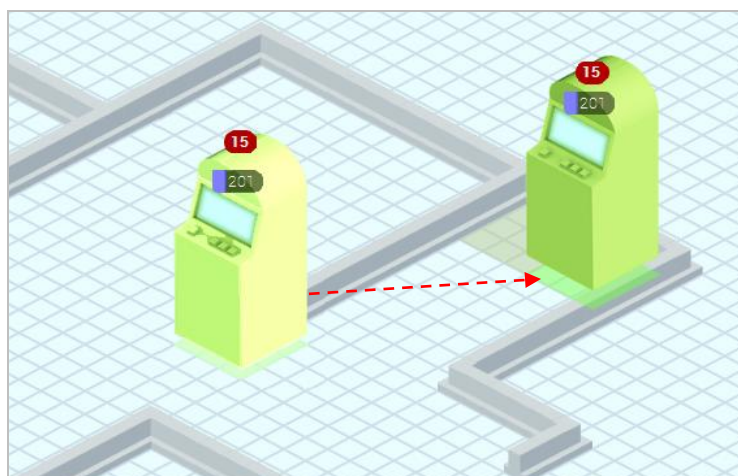
5. For placing the next slot machine on the plan, press the button .

6. Select the machine for placing from the list and then press the button .

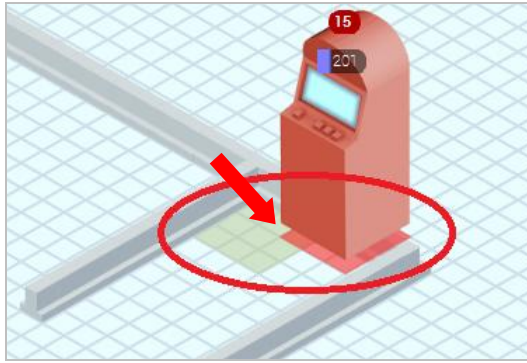
#	Vendor	Zone	Status	Turnover	Address	SAS	Roulette
01	Novomatic	Админская...	On	1	4:1	<input checked="" type="checkbox"/>	<input type="checkbox"/>
201	Sameworld	Админская...	On		6:1	<input checked="" type="checkbox"/>	<input type="checkbox"/>
02	Atronic	Админская...	Off		4:2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

2"/>

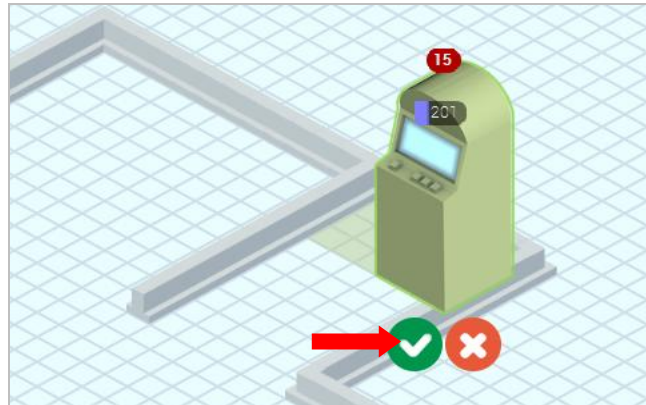
7. By moving the mouse cursor, place the slot machine to the desired position and press the left mouse button to set it.



Note: The elements, which are located on the plan, should not be crossed. In case the position of a device intersects the position of another device or the element, its light is changing from green to red. That means that the placing of a slot machine cannot be implemented.




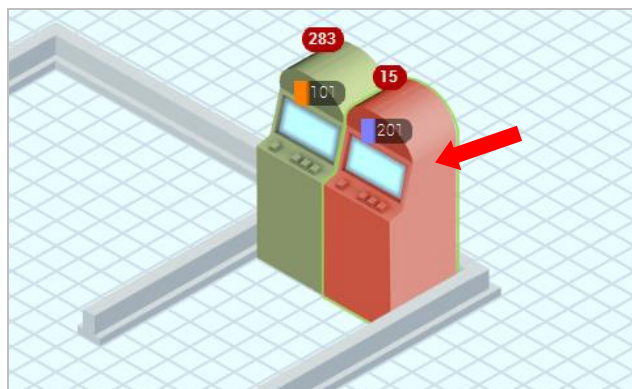
8. Next, click on the appeared mark  for confirming the settings.



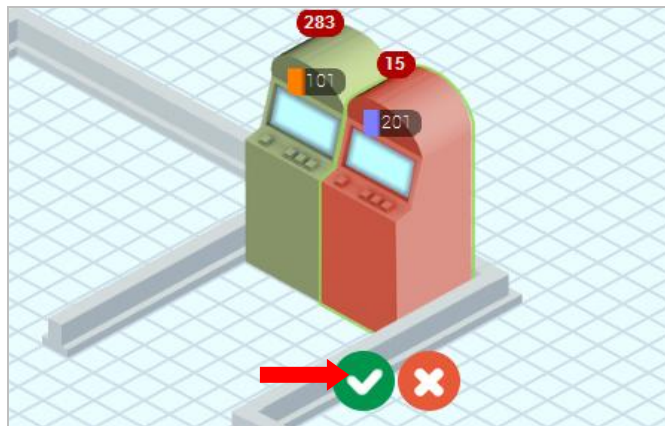
After the confirmation, the slot machine is successfully set.




For deleting the gaming machine from the plan, it is necessary to press the button  on editing mode panel, move the mouse cursor on the machine for deleting (the light changes to red) and click the left mouse button.




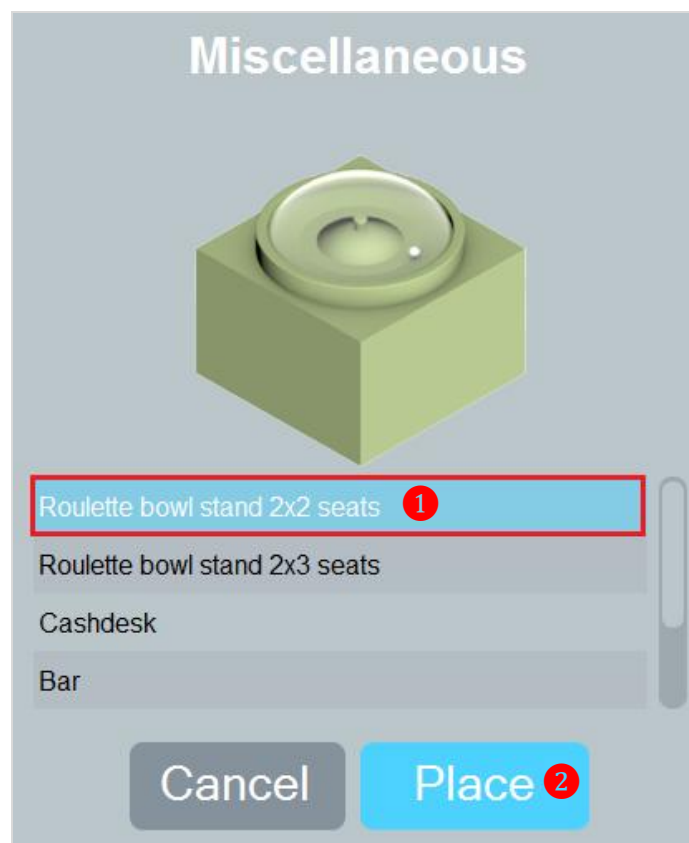
Next, press on the appeared checkmark on confirmation of deleting the machine.



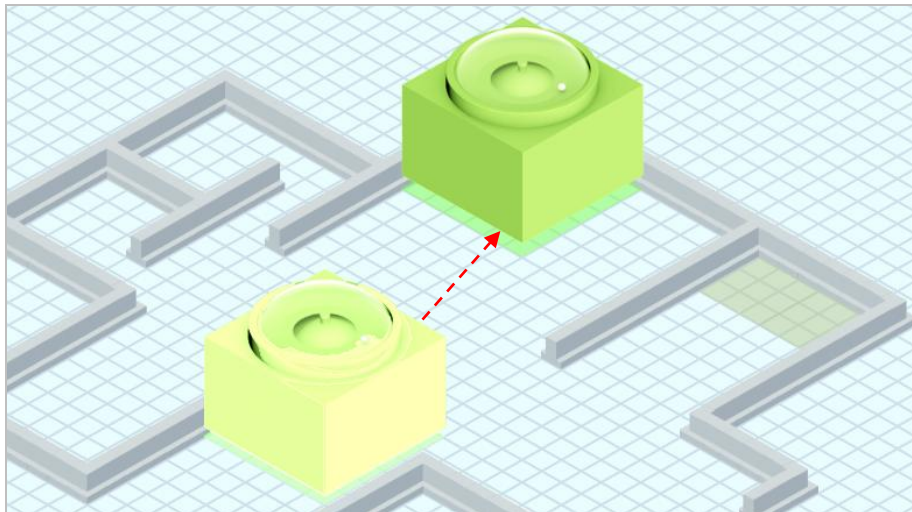
Step 4. Adding the roulette terminal.

1. Before adding the roulette terminal on the plan, it is possible to add the element which would indicate that roulette. For making it possible, click on the editing mode .

2. Select the item «**Roulette bowl stand 2x2 seats**» in the opened form (up to 8 terminals) or «**Roulette bowl stand 2x3 seats**» (up to 10 terminals) and press the button .





3. The roulette will appear on the plan after pressing the button. By moving the mouse cursor, move the element to the desired position on the plan. For rotating the element around its axis, it is necessary to press the right mouse button – one click turns to 90° clockwise. For setting the roulette on the desired position, press the left mouse button.




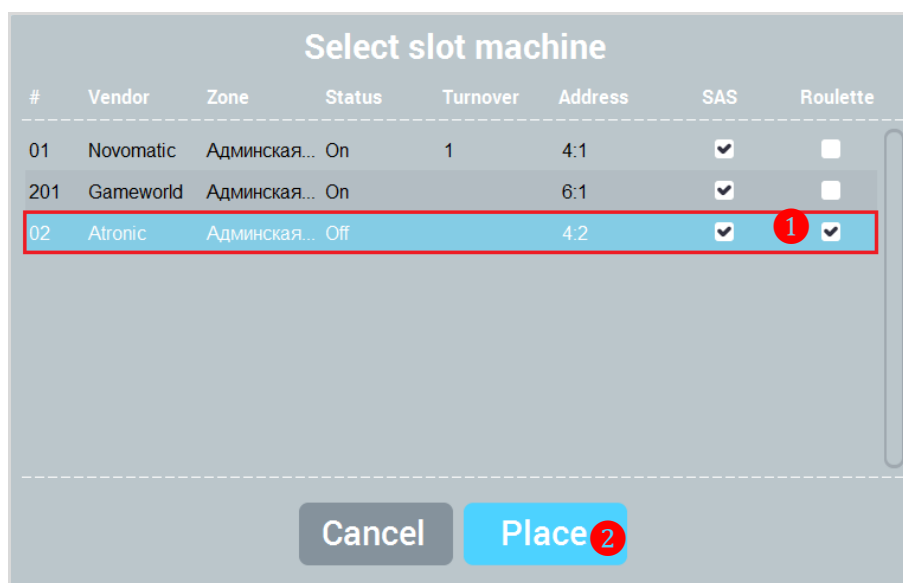
4. Next, click on the appeared mark  for confirming the settings. After the confirmation the element is set.



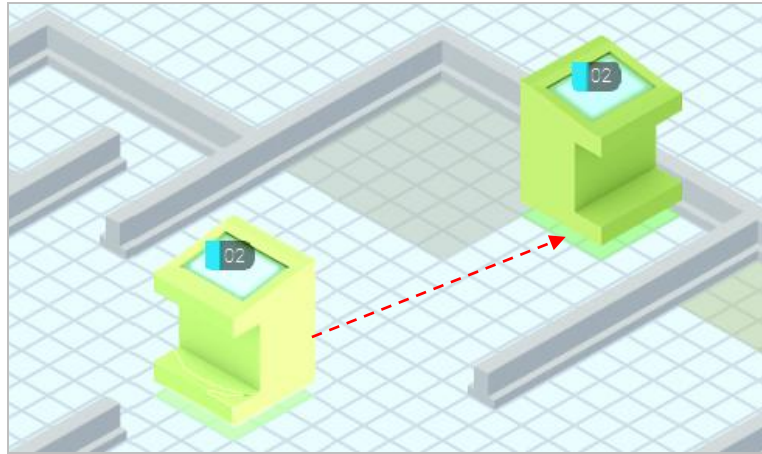
To cancel the element setting, it is necessary to press the cross .


5. Now it is available to add the roulette terminal on the plan. Press the button .

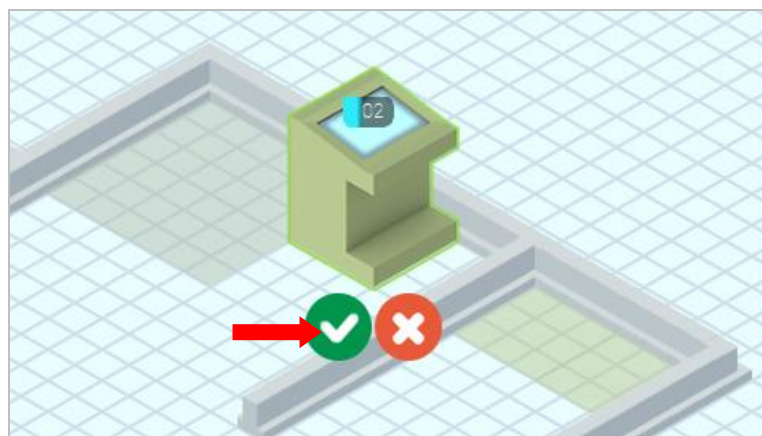
6. Choose the roulette terminal from the device list (is marked with a tick in a column “Roulette”) and press the button .




7. With the help of using mouse cursor, move the terminal to the desired position and press the left mouse button for its setting.

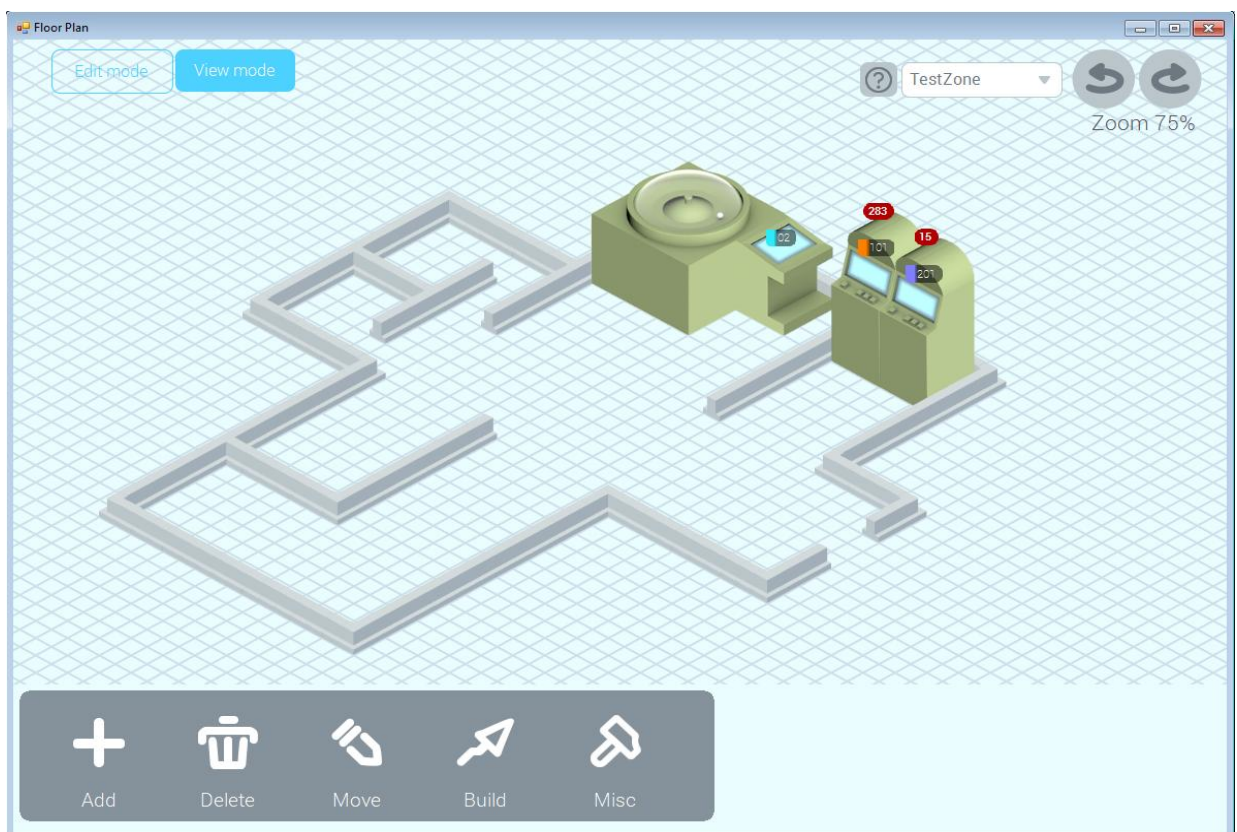


8. Click on the appeared mark below the terminal  for confirmation the settings. After the confirmation, the roulette terminal is set.



To cancel the terminal setting, it is necessary to press the cross .

Now the plan for a playing zone is displayed as follows:



All is needed is to add the cash-desk, a bar, the areas for WC and Exit.

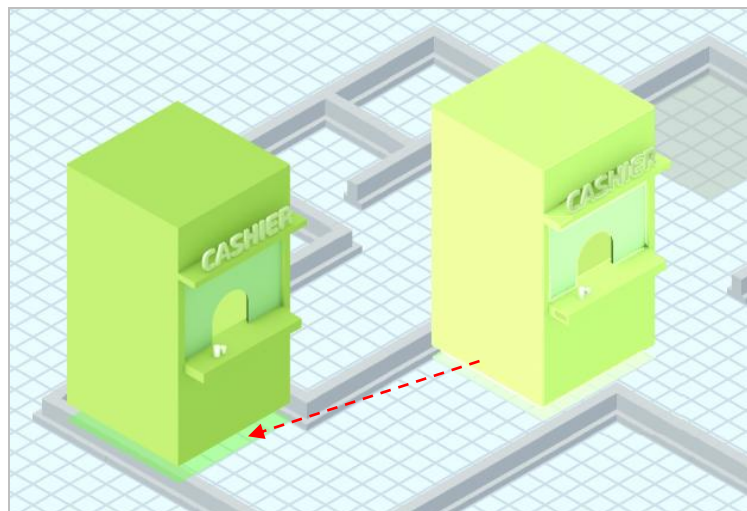
Step 5. Adding the cash-desk.


1. On the editing mode panel, press the button .

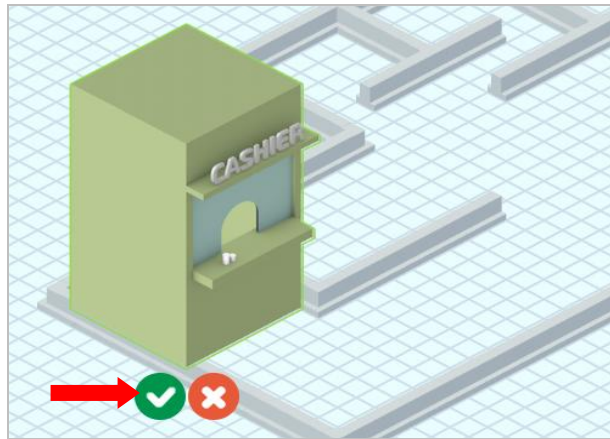
2. Select the element “Cash-desk” on the opened element list, press the button .




3. On pressing, the cash-desk will be displayed on the plan. Using the mouse cursor, move the element to the desired position on the plan. For rotating the element around its axis, it is necessary to press the right mouse button – one click allows moving the element on 90° clockwise. Press the left mouse button for setting the cash-desk on the desired position.




4. Next, click on the appeared mark under the element  for confirming the settings. After the confirmation, the element is successfully set.

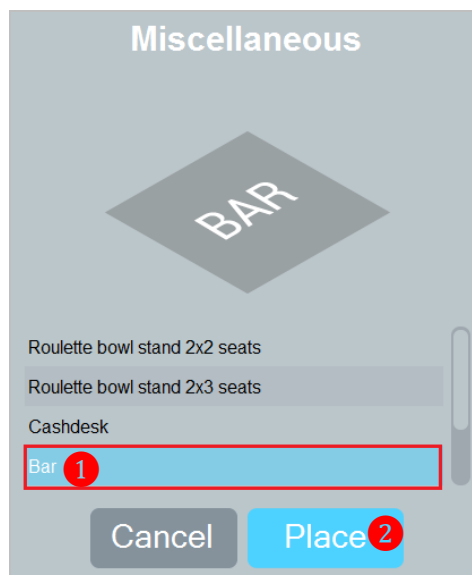


To cancel the element setting, it is necessary to press on the cross .

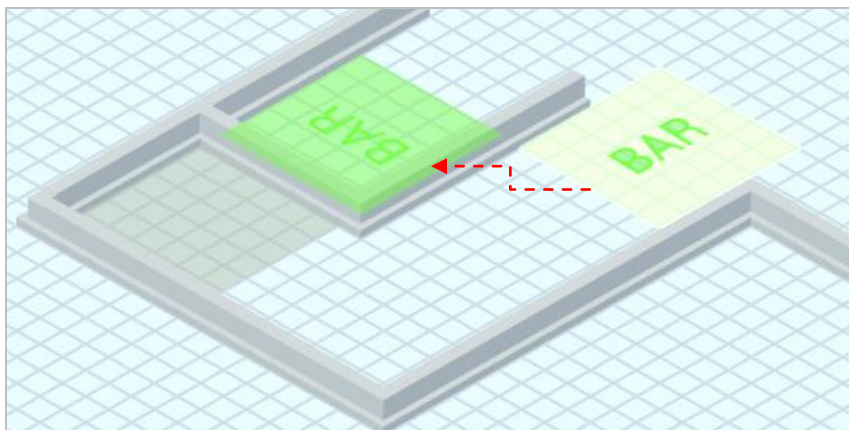
Step 6. Adding a bar.


1. Press on the editing mode panel the button .

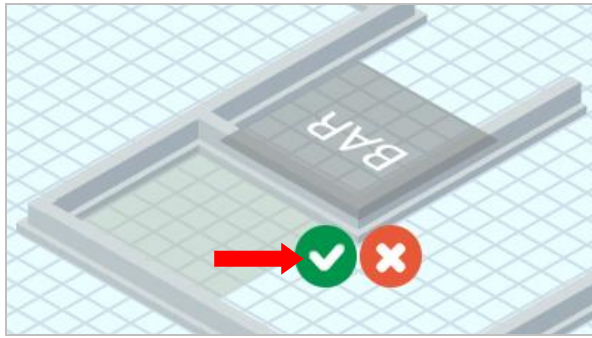
2. Select the item from the opened element list - «**Bar**» and press the button .




3. The item “Bar” will be displayed after the pressing the button. Using the mouse cursor, move the element to the desired position. For rotating the element around its axis, it is necessary to press the right mouse button – one click allows moving the element on 90° clockwise. For setting the element, press the left mouse button.





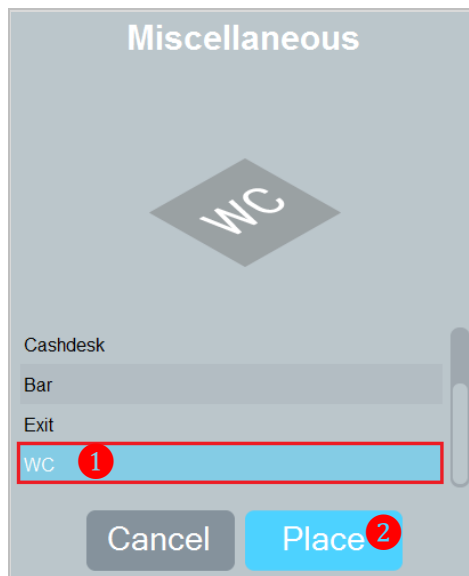
4. Next, press on the appeared mark under the element  for confirming the settings. After the confirmation, the element is set.



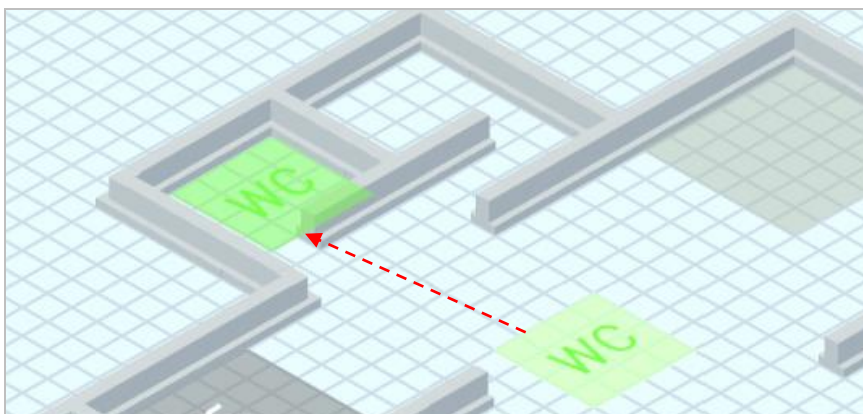
To cancel the setting of an element, it is necessary to press the cross .


Step 7. Adding the zones for WC.

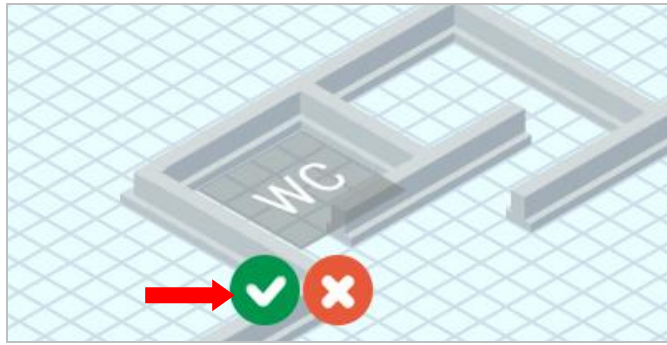
1. On the editing mode panel, press the button  Misc.
2. Select the item «WC» in the element list and press the button .




3. On pressing the button, the element will be displayed. Using the mouse cursor, move the element to the desired position. For rotating the element around its axis, it is necessary to press the right mouse button – one click allows moving the element on 90° clockwise. For setting the element on the desired position, press the left mouse button.



4. Next, press on the appeared mark under the element  for confirming the settings. After the confirmation, the element will be set.

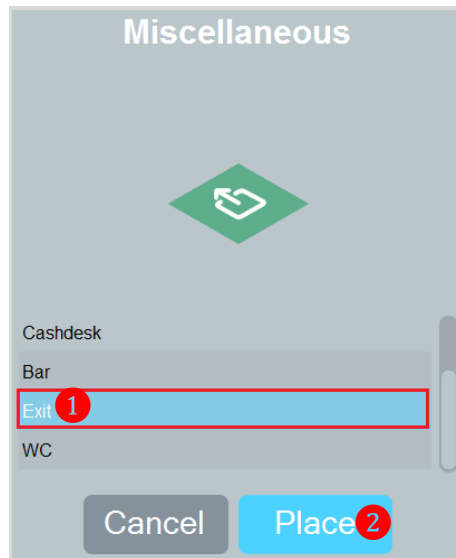


To cancel the element setting, it is necessary to press the cross .

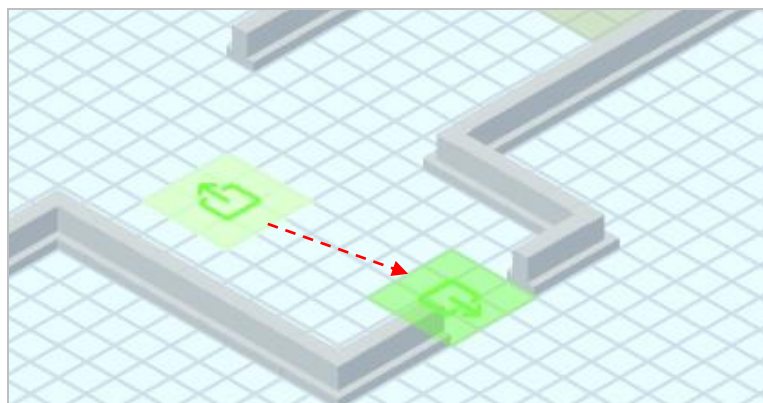
Step 8. Adding the Exit.


1. On editing mode panel press the button  Misc.

2. Select the item «Exit» from the element list and press the button .




3. On pressing the button, the element will be displayed. Using the mouse cursor, move the element to the desired position. For rotating the element around its axis, it is necessary to press the right mouse button – one click allows moving the element on 90° clockwise. For setting the element to the desired position, press the left mouse button.



4. Next, press on the appeared mark under the element  for confirming the settings. After the confirmation the element will be set.




To cancel the element setting, it is necessary to press the cross .

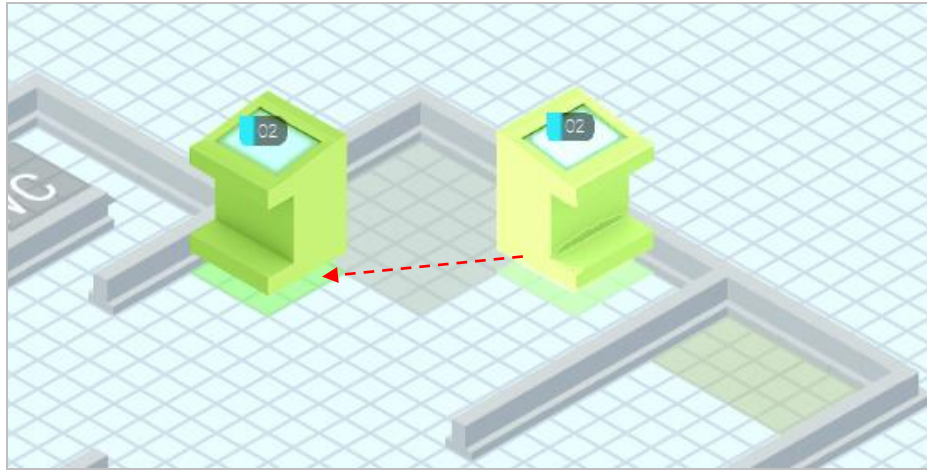
The final result of building a plan for the zone will be as follows:




Moving the element on a plan.


In case it is necessary to move any element on a plan, it is needed to do the following:

1. On editing mode panel press the button .
2. Select the item to move by clicking the left mouse button, and move it to the desired position by controlling the mouse cursor. For rotating the element around its axis, it is necessary to press the right mouse button. Press the left mouse button for setting the element on the desired position.



3. Next, press on the appeared mark under the element  for confirmation.

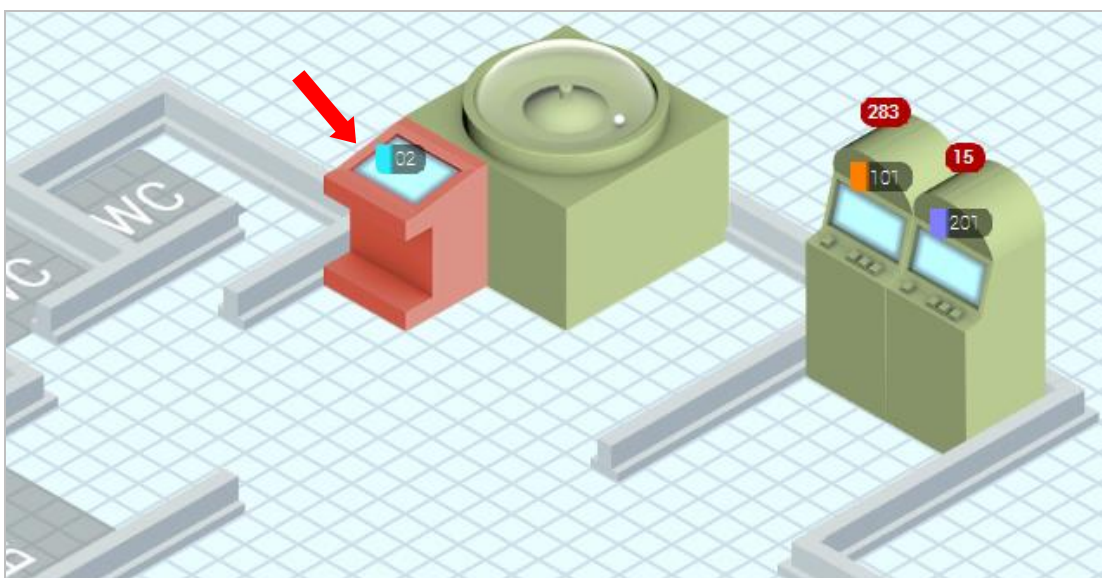



To cancel the element setting, it is necessary to press on the cross .

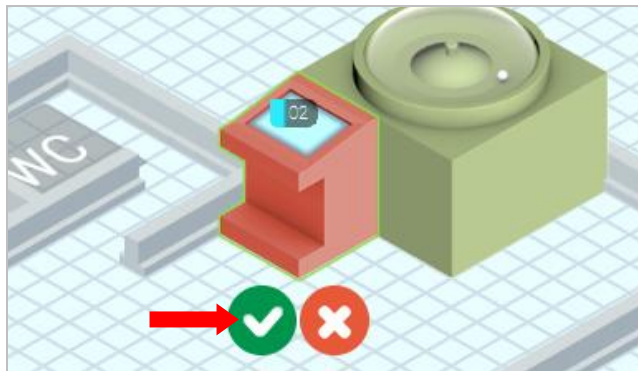
Deleting the element.


In case it is necessary to delete any element from the plan, it is needed to do the following:

1. On editing mode panel below press the button  Удалить.
2. Move the mouse cursor to the element for deleting (the light is changing to red) and click the left mouse button.



3. For confirming the deleting of an element, press on the appeared mark below with .



To cancel the deleting, it is necessary to press on the cross icon .

7.6.19 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»).

The screenshot shows a window titled "Operations log" with a table of transactions and a legend for operation types.

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	
326	12/23/2013 12:08 PM	Card - Cash desk				55	TE-SC-6	500	
326	12/23/2013 12:08 PM	Card - Cash desk				55	TE-SC-7	500	
326	12/23/2013 12:05 PM	Cash desk - Card			55		TE-SC-6	1000	
326	12/23/2013 12:05 PM	Cash desk - Card			55		TE-SC-7	1000	
325	5/29/2013 2:17 PM	Handpay	01	4:1				1500	
325	5/29/2013 12:51 PM	Handpay	01	4:1				2000	
325	5/29/2013 12:51 PM	Handpay	01	4:1				1500	
325	5/29/2013 12:19 PM	Cash desk - Card			55			2000	
325	5/29/2013 12:18 PM	Cash desk - Card			55			1500	



Operation types

- Card - Slot machine
- Slot machine - Card
- Cash desk - Card
- Card - Cash desk
- Cash desk - Slot machine
- Cash desk - Cash desk
- Handpay
- Error operation

Load last: 10 Load

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 .

Load last: 10  Load 

Different types of operations are highlighted in different colors. You can see agenda in the bottom of the form on the left.

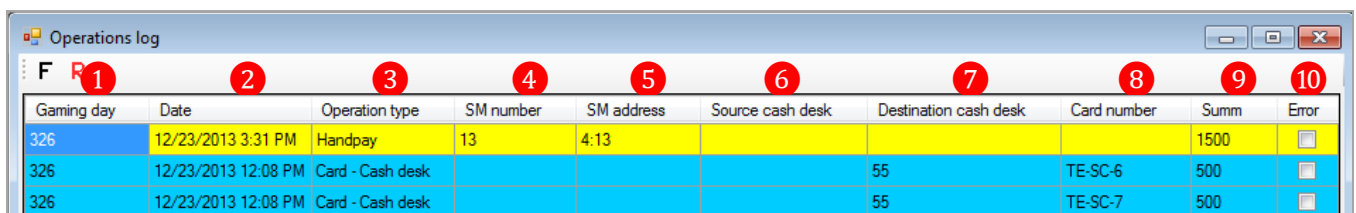
Operation types

	Card - Slot machine
	Slot machine - Card
	Cash desk - Card
	Card - Cash desk
	Cash desk - Slot machine
	Cash desk - Cash desk
	Handpay
	Error operation

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).

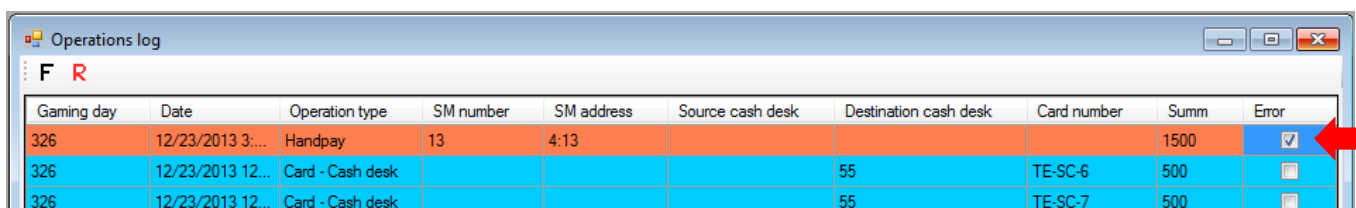
For each loaded in the list shows the following operations:

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 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:

Operations log		
F	R	
Gaming day	Date	Operation type
326	12/23/2013 3:...	Handpay
326	12/23/2013 12...	Card - Cash desk

7.6.20 Slot counters log.

All meters are logged on server and available for viewing in «Slot counters log» («Slots» → «Monitoring» → «Slot counters log»).

Gaming day	Date	Number	Address	Source	Employee	Denomination	JurCanceledMeter	CoinInMeter	CoinOutMeter	TotalDropMeter	JackpotMeter	GamesPl
73	5/21/2013 8:36:08 AM	26	4:26	Server		1	23550667	5008021	1150188	27408500	0	741337
73	5/21/2013 8:35:58 AM	25	4:25	Server		1	628607	2602399	2412006	819000	0	29059
73	5/21/2013 8:35:50 AM	24	4:24	Server		1	50213041	25713243	20412784	55513500	0	1384609
73	5/21/2013 8:35:41 AM	22	4:22	Server		5	2256040	9370827	8616367	3010500	0	251499
73	5/21/2013 8:35:33 AM	21	4:21	Server		2	15660446	54695671	52415862	17940500	0	1125113
73	5/21/2013 8:35:27 AM	20	4:20	Server		5	1710716	5871663	5399079	2183300	0	202697
73	5/21/2013 8:35:19 AM	19	4:19	Server		1	15647593	49803877	46889470	18562000	0	942881
73	5/21/2013 8:35:14 AM	18	4:18	Server		2	13470426	40464755	39010431	14924750	233245	899407
73	5/21/2013 8:35:06 AM	17	4:17	Server		2	16581483	47670999	46547732	17704750	0	1122377
73	5/21/2013 8:34:59 AM	16	4:16	Server		5	8612322	24540167	24133189	9019300	0	696551
73	5/21/2013 8:34:52 AM	15	4:15	Server		1	22328266	66180792	64657058	23852000	0	1599344
73	5/21/2013 8:34:47 AM	14	4:14	Server		1	23767101	84731771	78233872	30265000	0	1082627
73	5/21/2013 8:34:39 AM	13	4:13	Server		1	18386838	56773159	54528497	20631500	0	940361
73	5/21/2013 8:34:31 AM	12	4:12	Server		1	16629684	54143736	49100420	21673000	0	969652
73	5/21/2013 8:34:25 AM	11	4:11	Server		1	19642335	65364338	60769173	24237500	0	1031703
73	5/21/2013 8:34:05 AM	108	4:108	Server		1	58138850	53469800	48402650	63206000	0	30879
73	5/21/2013 8:33:51 AM	107	4:107	Server		1	460450	62147050	51741500	10866000	0	56075

Search and load parameters:

From: ☒ 25.12.2013

To: ☒ 25.12.2013

Slot machine: ☐ 01 - 4:1

Last records: ☒ 10

Highlight:


☐ Server

☐ PC

☐ Pocket PC

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.

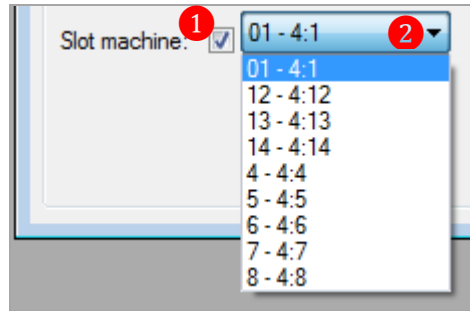
- «From» and «To» strings are used to specify the period for which you will load slot meters data. Dates of beginning and end of the period can be selected using the standard calendar by press  button or just enter it using keyboard.


Search and load parameters:


From: 1 ☒ 01.01.2013

To: 2 ☒ 25.12.2013

- «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 .


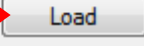
Search and load parameters:

From: ☒ 01.01.2013 

To: ☒ 25.12.2013 

Slot machine: ☐ 01 - 4:1 


Last records: ☒ 

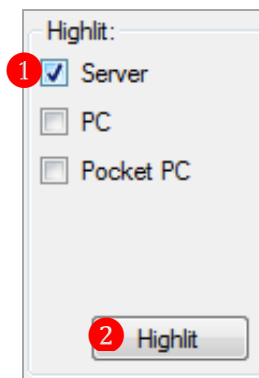
 

Thus, table with following information will be loaded:

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 .




Highlight:

1 ☒ Server

☐ PC

☐ Pocket PC

2 

7.6.21 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.

Slot operations & events log

Operation status:
☒ All
☐ Committed
☐ Rejected
☐ Unconfirmed

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

Slots:

Id	Address	Number	Developer	Ac
1	4:1	01	Novomatic	176
2	4:2	2	Atronic	177
3	4:3	3	Atronic	177
4	4:4	4	Atronic	177
5	4:5	5	Atronic	178
6	4:6	6	Atronic	178
7	4:7	7	Atronic	178
8	4:8	8	Atronic	178

Log Data:

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

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.

Operation status:
☒ All
☐ Committed
☐ Rejected
☐ 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 card 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.

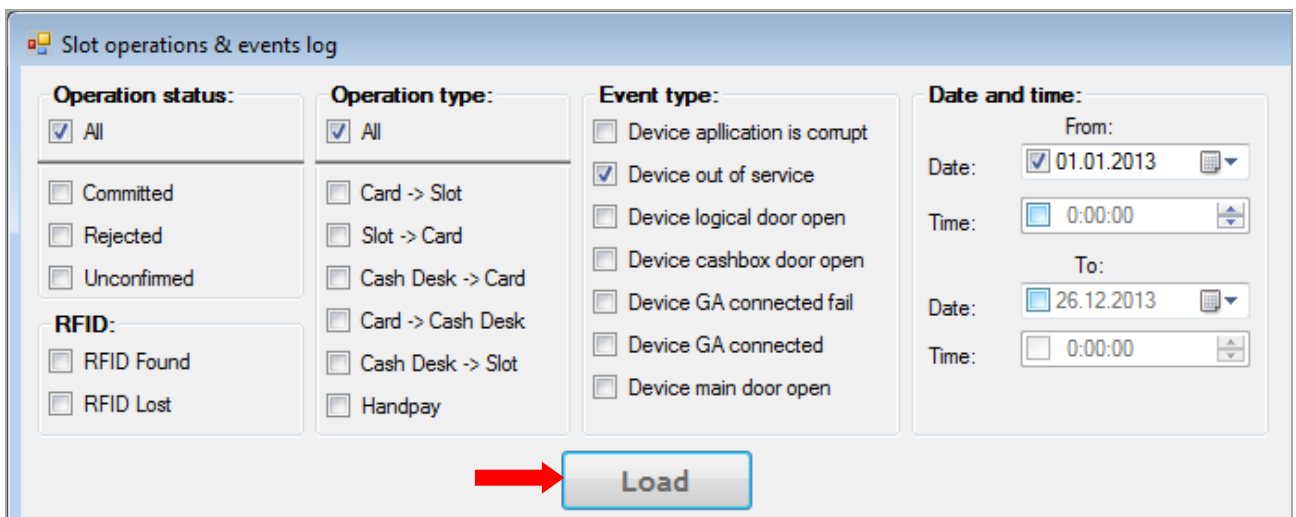
6) Slots.

Slots:										
	Id	Address	Number	Developer	Account Id	State	Removed	Club	Is SAS	Is Locked
<input 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.



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.

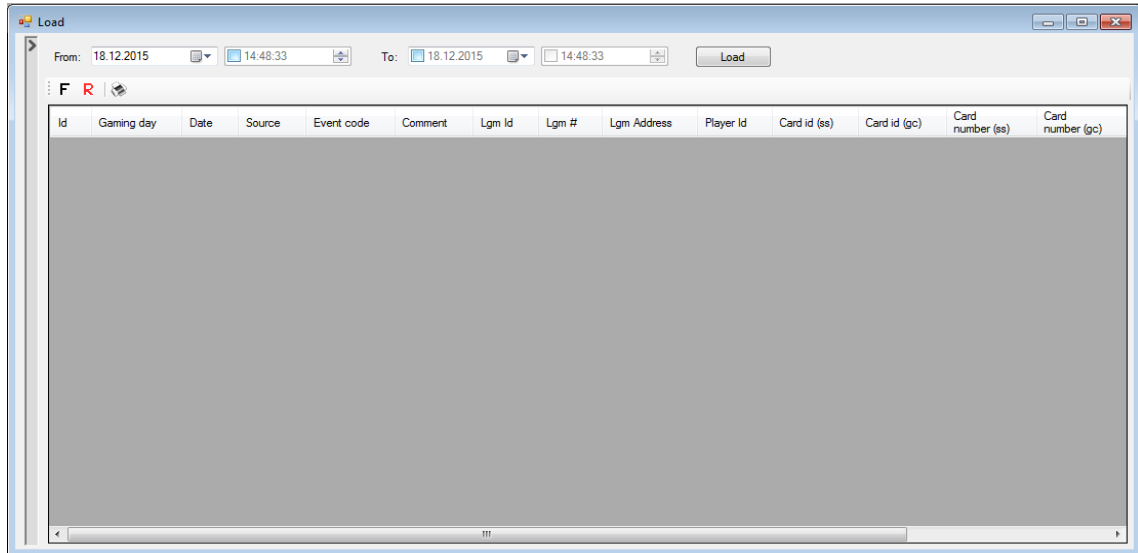
Column	Description
Operation type	Type of transaction or event.
Id	Service information
Date	Date of the transaction or event.
Amount	Operation amount (cents).
Amount currency	Operation amount.
Cashbox	Credits are transferred to slot machine via bill acceptor.
Rejected	Operation was canceled.
Committed	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.

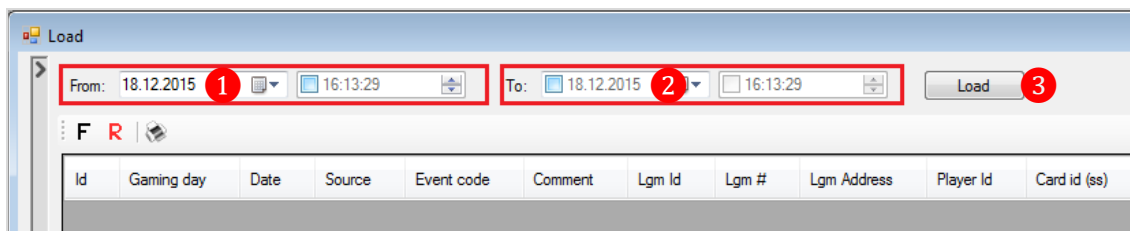
F R 			
Note	Operation type	Id	Date
EVENT	DeviceOutOfService	2	2/15/2013 7:00 PM
EVENT	DeviceOutOfService	4	2/18/2013 7:04 PM
EVENT	DeviceOutOfService	13	2/19/2013 6:59 PM
MONEY OPERATION	Cash Desk -> Card	1	2/20/2013 2:38 PM

7.6.22 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.

Load

From: 18.12.2015 16:13:29 To: 18.12.2015 16:13:29 Load

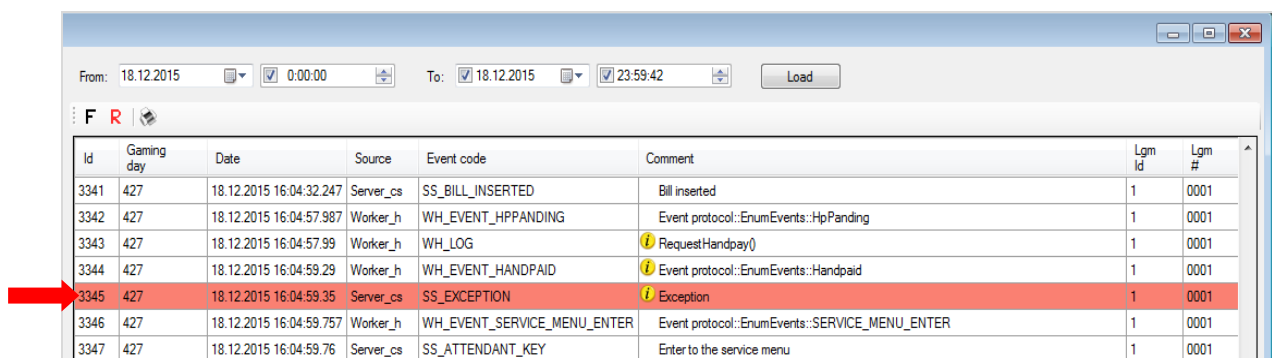
F R

Id	Gaming day	Date	Source	Event code	Comment	Lgm Id	Lgm #	Lgm Address	Play Id
2958	427	18.12.2015 02:25:41.9	Server_cs	SS_NEW_METERS	New meters for lgm	1	0001	6:1	
2959	427	18.12.2015 02:25:42.223	Server_cs	SS_NEW_METERS	New meters for lgm	8	0002	6:2	
2960	427	18.12.2015 05:26:09.423	Server_cs	SS_NEW_METERS	New meters for lgm	1	0001	6:1	
2961	427	18.12.2015 05:26:09.747	Server_cs	SS_NEW_METERS	New meters for lgm	8	0002	6:2	
2962	427	18.12.2015 08:25:35.54	Server_cs	SS_NEW_METERS	New meters for lgm	1	0001	6:1	
2963	427	18.12.2015 08:25:35.907	Server_cs	SS_NEW_METERS	New meters for lgm	8	0002	6:2	
2964	427	18.12.2015 11:20:34.087	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol: EnumEvents::SERVICE_MENU_ENTER	1	0001	6:1	
2965	427	18.12.2015 11:20:34.09	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001	6:1	
2966	427	18.12.2015 11:21:43.353	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol: EnumEvents::SERVICE_MENU_EXIT	1	0001	6:1	
2967	427	18.12.2015 11:21:43.357	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu	1	0001	6:1	
2968	427	18.12.2015 11:21:43.36	Server_cs	SS_ATTENDANT_KEY	Attendant key is active	1	0001	6:1	
2969	427	18.12.2015 11:21:43.373	Server_cs	SS_ATTENDANT_KEY	There are no mystery jackpots for charge	1	0001	6:1	
2970	427	18.12.2015 11:21:43.38	Server_cs	SS_ATTENDANT_KEY	There are no time jackpots for charge	1	0001	6:1	
2971	427	18.12.2015 11:21:48.187	Worker_h	WH_MAIN_DOOR_OPENED	Main door opened	1	0001	6:1	
2972	427	18.12.2015 11:21:51.683	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol: EnumEvents::SERVICE_MENU_ENTER	1	0001	6:1	
2973	427	18.12.2015 11:21:51.687	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001	6:1	
2974	427	18.12.2015 11:21:52.59	Worker_h	WH_EVENT_SERVICE_MENU_ENTER	Event protocol: EnumEvents::SERVICE_MENU_ENTER	1	0001	6:1	
2975	427	18.12.2015 11:21:52.593	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001	6:1	
2976	427	18.12.2015 11:22:32.9	Worker_h	WH_EVENT_SERVICE_MENU_EXIT	Event protocol: EnumEvents::SERVICE_MENU_EXIT	1	0001	6:1	
2977	427	18.12.2015 11:22:32.903	Server_cs	SS_ATTENDANT_KEY	Exit from to the service menu	1	0001	6:1	
2978	427	18.12.2015 11:22:32.91	Server_cs	SS_ATTENDANT_KEY	Attendant key is active	1	0001	6:1	


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.

F R 							
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
3353	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3354	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3355	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3356	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3357	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
3362	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3363	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3364	427	18.12.2015 16:04:59.76	Server_cs	SS_ATTENDANT_KEY	Enter to the service menu	1	0001
3365	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
3367	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

Please note that this form has a standard data filtration, search and print system.

Load

From: 18.12.2015 To: 18.12.2015 0:00:00

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

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

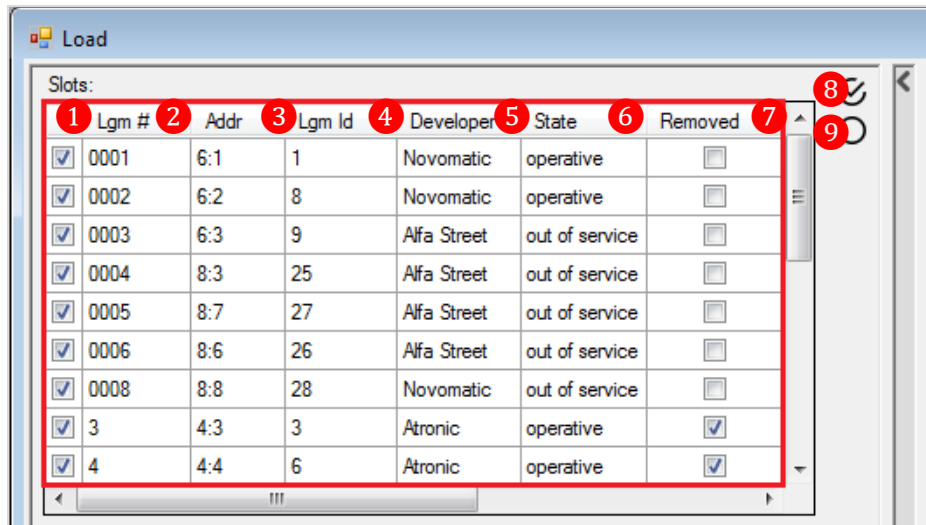
Click the arrow to show / hide filters

From: 18.12.2015 To: 18.12.2015 23:59:42

F R 



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 ch
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 ch
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
2983	427	18.12.2015 11:22:33.79	Server_cs	SS_ATTENDANT_KEY	Attendant key is active

- The filter **Slots** is a list of all slot machines of the club / hall that have ever been connected to «SlotLogic».



1	2	3	4	5	6	7
	Lgm #	Addr	Lgm Id	Developer	State	Removed
<input checked="" type="checkbox"/>	0001	6:1	1	Novomatic	operative	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0002	6:2	8	Novomatic	operative	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0003	6:3	9	Alfa Street	out of service	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0004	8:3	25	Alfa Street	out of service	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0005	8:7	27	Alfa Street	out of service	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0006	8:6	26	Alfa Street	out of service	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0008	8:8	28	Novomatic	out of service	<input type="checkbox"/>
<input checked="" type="checkbox"/>	3	4:3	3	Atronic	operative	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	4	4:4	6	Atronic	operative	<input checked="" type="checkbox"/>

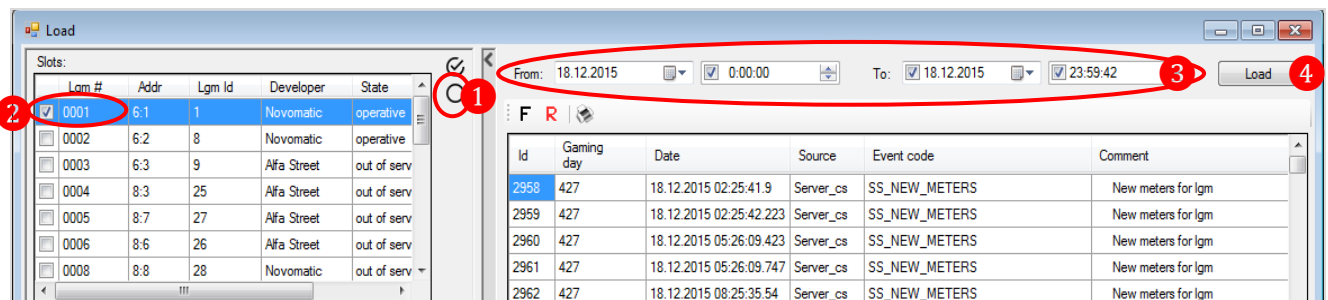
1) **Tick is set** – the slot is added to the selection / **Tick is cleared** – the slot is removed from the selection.

- Lgm #** – numbers of slot machines.
- Addr** – SMIB addresses of slot machines.
- Lgm Id** – unique IDs of slot machines in the system.
- Developer** – manufacturers of slot machines.
- State** – statuses.
- Removed** – slots removed from the system are ticked.
-  – a button to add all slot machines to the selection.
-  – 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:

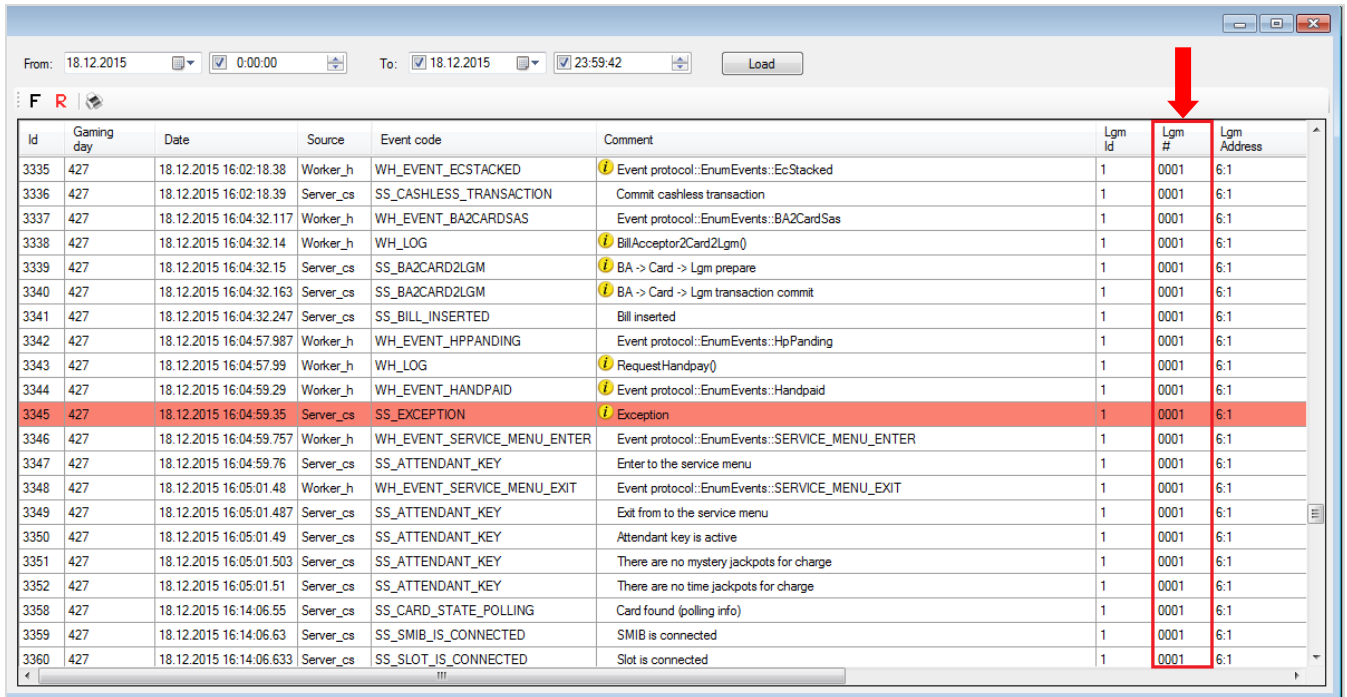
- Open the panel with filters and uncheck all boxes of slot machines in the **Slots** list by clicking the icon with a blank circle.
- In the list of slots in the very first column, set a tick in front of the number **0001**.
- Next, use the filter above the table to set the right period - the current day.
- To load the data, click «**Load**».



From:	To:
18.12.2015 00:00	18.12.2015 23:59:42

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

By clicking «**Load**» you will load the list of all events in the table for the specified period only for the slot No. **0001**.

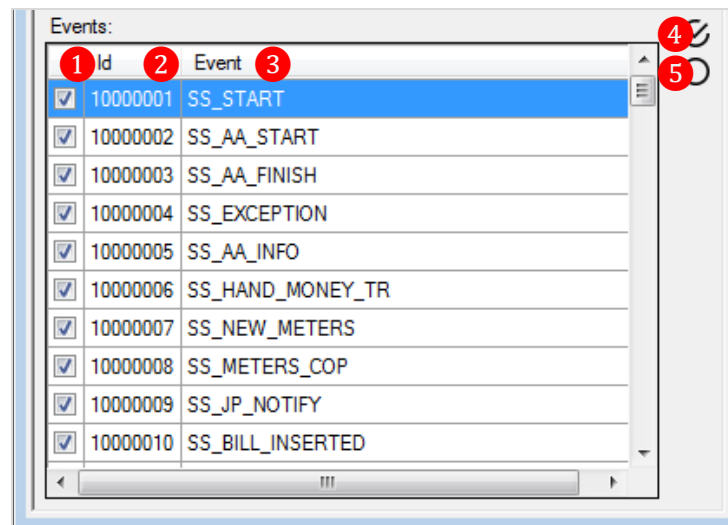


	Id	Gaming day	Date	Source	Event code	Comment	Lgm Id	Lgm #	Lgm Address
3335	427	18.12.2015	16:02:18.38	Worker_h	WH_EVENT_ECSTACKED	Event protocol::EnumEvents::EcStacked	1	0001	6:1
3336	427	18.12.2015	16:02:18.39	Server_cs	SS_CASHLESS_TRANSACTION	Commit cashless transaction	1	0001	6:1
3337	427	18.12.2015	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) **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.

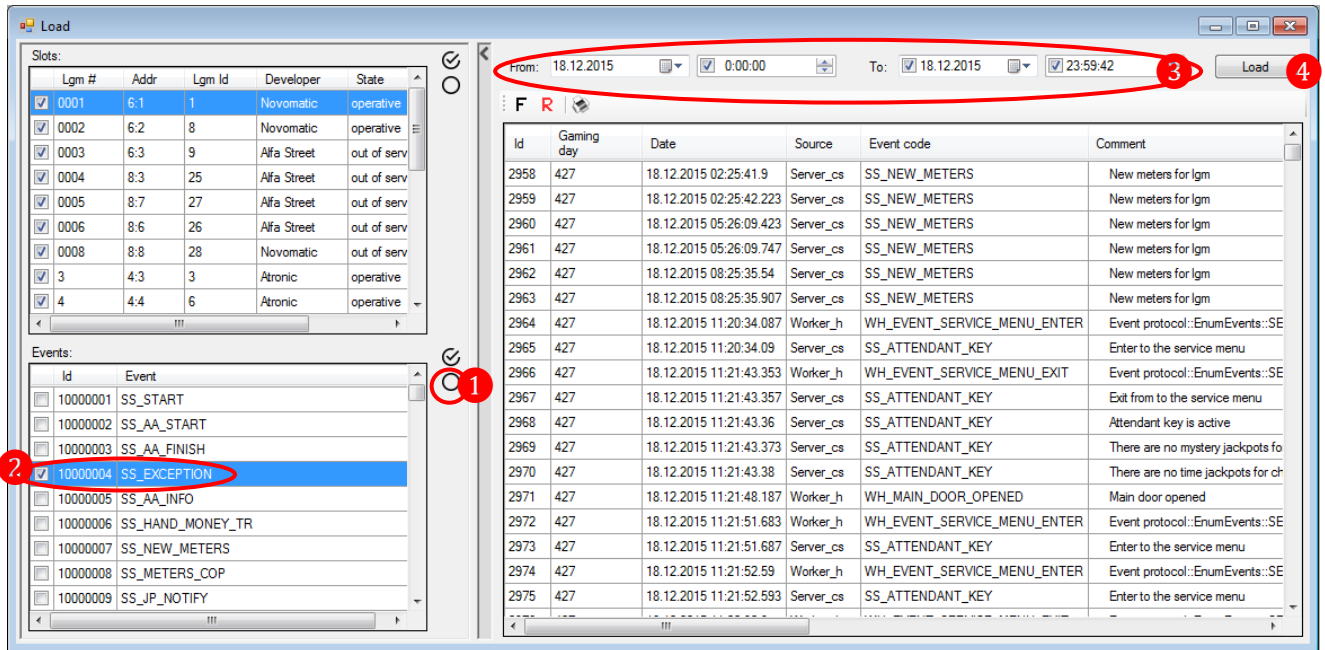
5)  – a button to remove all events from the selection.

Example of using the filter Events: You need to view all notifications of errors in the slot service (SS_EXCEPTION) for the current day.

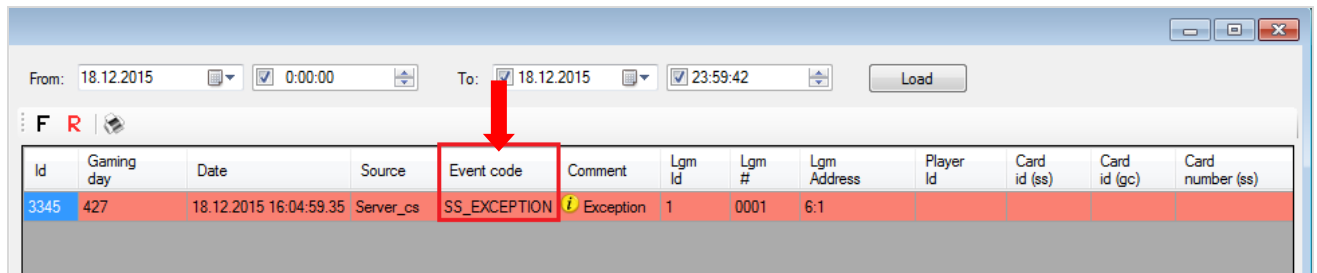
Procedure:


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.

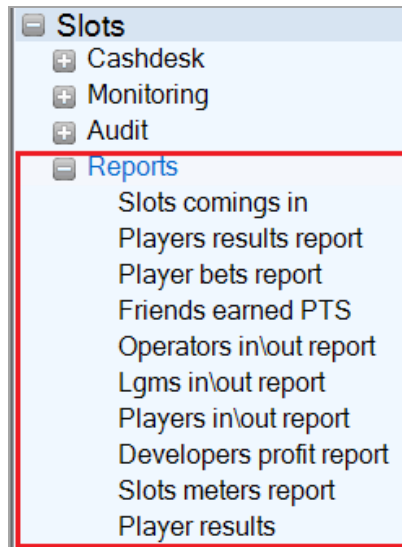


If you want to print the data or save them to your computer as a file (excel, pdf, word), click .

You can also use the filters **Slots** and **Events** together by setting the required slots and events for the selection.

7.7 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.

7.7.1 Slot comings in report.

The report on the profitability of gaming machines provides information on the profitability of each unit of the club for a specified period.

To generate a report, do the following:

1. In the main menu, select System «Slots» → «Reports» → «Slots comings in».
2. In the form that you need to select the type of period (ticking) for which the report will be formed: **on game day** or **by calendar dates**.

A screenshot of a software dialog box titled «Slots comings in report». The dialog box has a close button (X) in the top right corner. It contains two radio buttons: «Gaming day» (which is selected and highlighted with a red box) and «Date». To the right of the radio buttons is an icon of three stacks of gold coins. Below the radio buttons, there are two sections. The first section, «Report by gaming day», contains two dropdown menus labeled «Start gaming day:» and «End gaming day:». The second section, «Report by date», contains two date input fields labeled «Start date:» and «End date:», both showing the date «26.12.2013». At the bottom right of the dialog box is a large button labeled «Generate».

3. Next, you need to specify the start and end of the period.

- If the report will form the **gaming days**, then from the drop-down list to choose the start and end game days period.

Slots comings in report

☒ Gaming day
☐ Date

Report by gaming day

Start gaming day: 301 2/15/2013 2/15/2013
End gaming day: 329 12/24/2013

Report by date

Start date: 26.12.2013
End date: 26.12.2013

Generate

- If the report will be formed by **calendar dates**, you can use the calendar to choose the starting and ending dates of the period. Also, if the opposite is ticked the relevant date, the date is assumed to be given.

Slots comings in report

☐ Gaming day
☒ Date

Report by gaming day

Start gaming day:
End gaming day:


Report by date

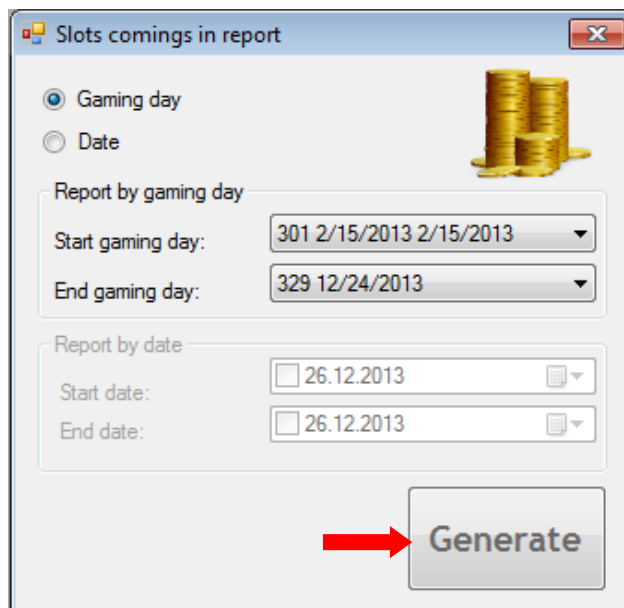
Start date: ☒ 01.01.2013
End date: ☒ 26.12.2013

Generate

The following table lists examples of tasks for reporting period:

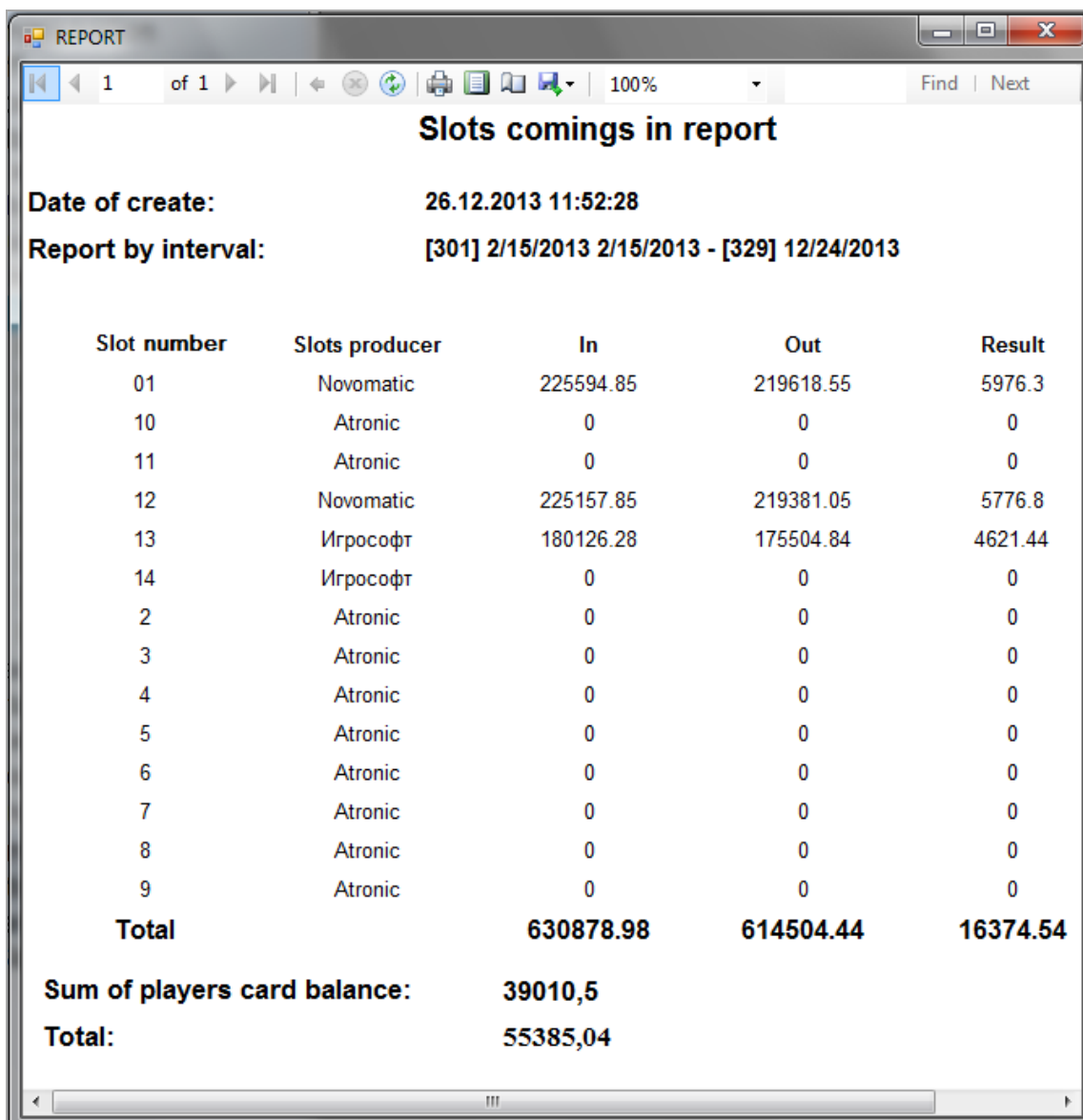
Given dates	Period for which the report will be generated
Start and end dates are not set.	Report will be generated from the beginning to the current date.
Start date is given and no end.	Report will be generated, since the starting date and the current date.
Start date is not set, and the final set.	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.

4. After the specified period, you need to click on .



The dialog box titled "Slots comings in report" contains two radio buttons: "Gaming day" (selected) and "Date". To the right of these buttons is an icon of a stack of gold coins. Below the radio buttons, there are two sections. The first section, "Report by gaming day", has two dropdown menus: "Start gaming day:" with the value "301 2/15/2013 2/15/2013" and "End gaming day:" with the value "329 12/24/2013". The second section, "Report by date", has two date input fields: "Start date:" and "End date:", both showing "26.12.2013". At the bottom right of the dialog is a "Generate" button, which is highlighted by a red arrow.

After pressing the button will generate a report, which will open in a new window.




The "REPORT" window displays the generated report. At the top, it shows the title "Slots comings in report". Below the title, it displays the "Date of create:" as "26.12.2013 11:52:28" and the "Report by interval:" as "[301] 2/15/2013 2/15/2013 - [329] 12/24/2013". The main part of the window contains a table with the following data:

Slot number	Slots producer	In	Out	Result
01	Novomatic	225594.85	219618.55	5976.3
10	Atronic	0	0	0
11	Atronic	0	0	0
12	Novomatic	225157.85	219381.05	5776.8
13	Игрософт	180126.28	175504.84	4621.44
14	Игрософт	0	0	0
2	Atronic	0	0	0
3	Atronic	0	0	0
4	Atronic	0	0	0
5	Atronic	0	0	0
6	Atronic	0	0	0
7	Atronic	0	0	0
8	Atronic	0	0	0
9	Atronic	0	0	0
Total		630878.98	614504.44	16374.54
Sum of players card balance:		39010,5		
Total:		55385,04		

This report contains the following columns:

- **Slot number** - number slot machine.
- **Slots producer** - gaming machine manufacturer.
- **In** - the amount of money that has been placed in the machine with the card , bill acceptor or cash.
- **Out** - the amount of money taken from the machine.
- **Result** - the difference between **In** and **Out**.

Each column has the final amount. The report also provides information on the total amount of money that is on the cards from customers. In line «**Total**» specified amount of money on cards and devices on the final result.

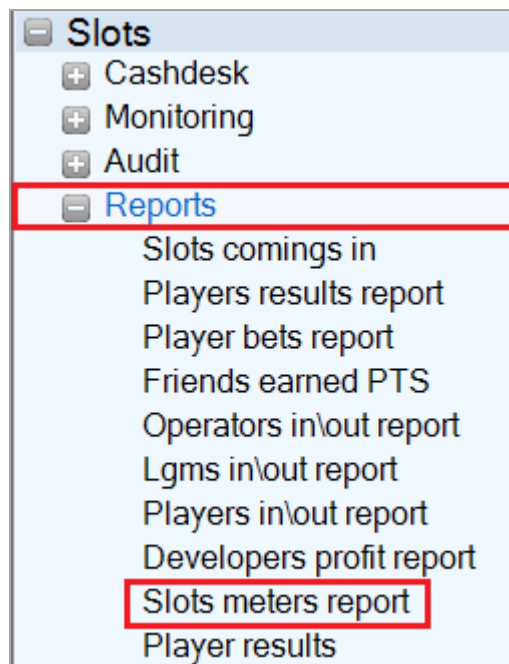
This report can be sent to print or save to your computer as a file (Excel, PDF, Word), by clicking on the button . Please note that the toolbar on the form of the report follows the toolbar on the form of cash - X report (see [«X Report»](#)).



7.7.2 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.

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	1781100	1523485	257615
325	8	5/31/2013 3:38 PM	12	4:12	Novomatic	1781100	1523485	257615
325	8	5/31/2013 3:39 PM	13	4:13	Игрософт	1781100	1523485	257615
303	1	2/19/2013 12:36 PM	01	4:1	Novomatic	31640	31430	210

The table contains the following data:

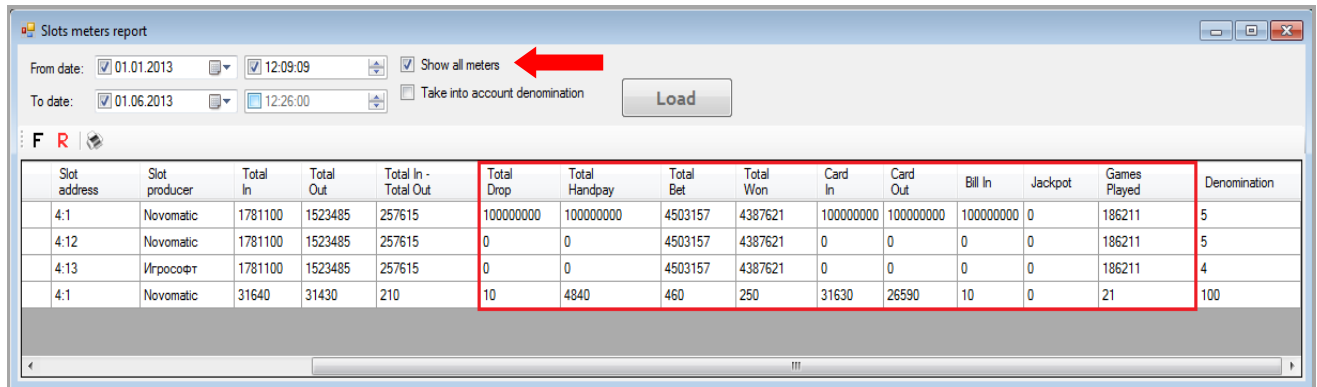
- **Gaming day** - serial number of the day's play, which was audited gaming machines.
- **Audit number** - serial number of the audit.
- **Audit date** - the date and time of the audit.
- **Slot number** - number slot machine.
- **Slot address** - address of the gaming machine.
- **Slot producer** - 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:

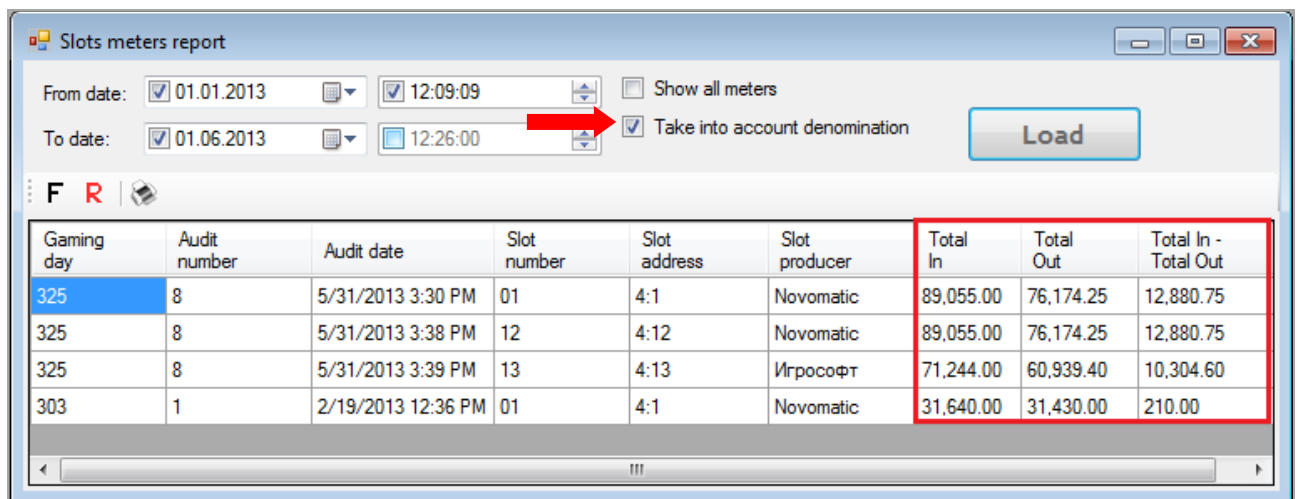
Given dates	Period for which the report will be generated
Start and end dates are not set.	Report will be generated from the beginning to the current date.
Start date is given and no end.	Report will be generated, since the starting date and the current date.
Start date is not set, and the final set.	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.



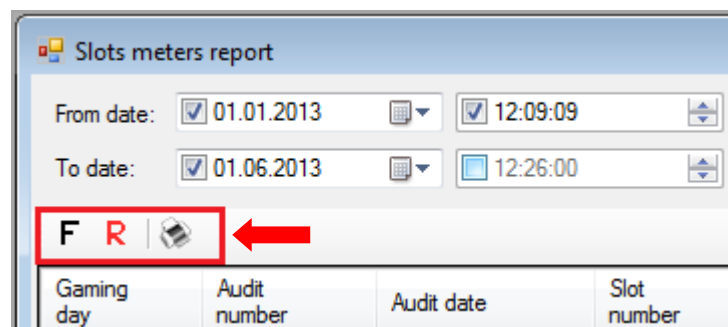
Slot address	Slot producer	Total In	Total Out	Total In - Total Out	Total Drop	Total Handpay	Total Bet	Total Won	Card In	Card Out	Bill In	Jackpot	Games Played	Denomination
4:1	Novomatic	1781100	1523485	257615	100000000	100000000	4503157	4387621	100000000	100000000	100000000	0	186211	5
4:12	Novomatic	1781100	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:

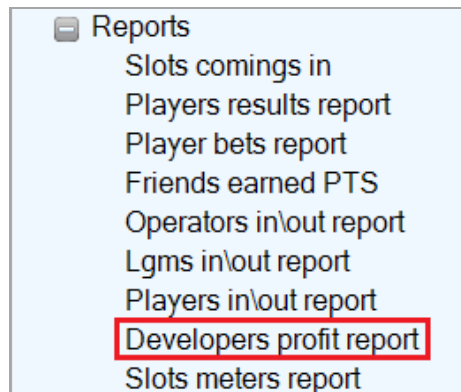


Gaming day	Audit number	Audit date	Slot number
------------	--------------	------------	-------------

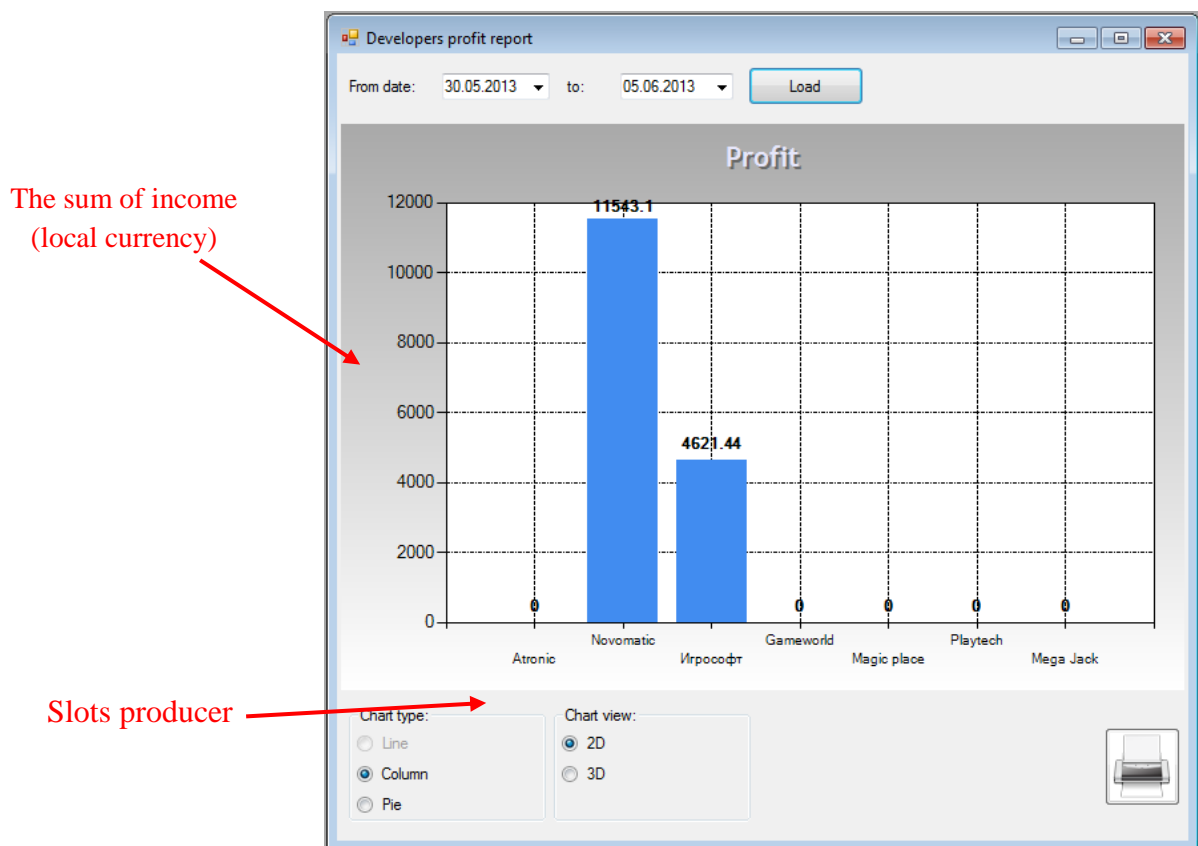
7.7.3 Profit report by Slot manufacturer.


The report on the profitability by producers provides the information on the profitability of the club gaming machines grouped by manufacturer.

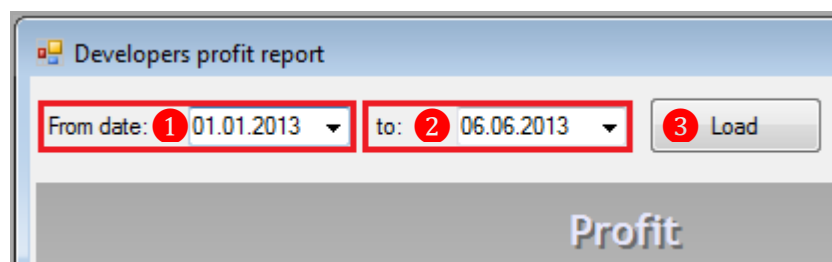
To generate a report is necessary in the main system menu select «**Slots**» → «**Reports**» → «**Developers profit report**».



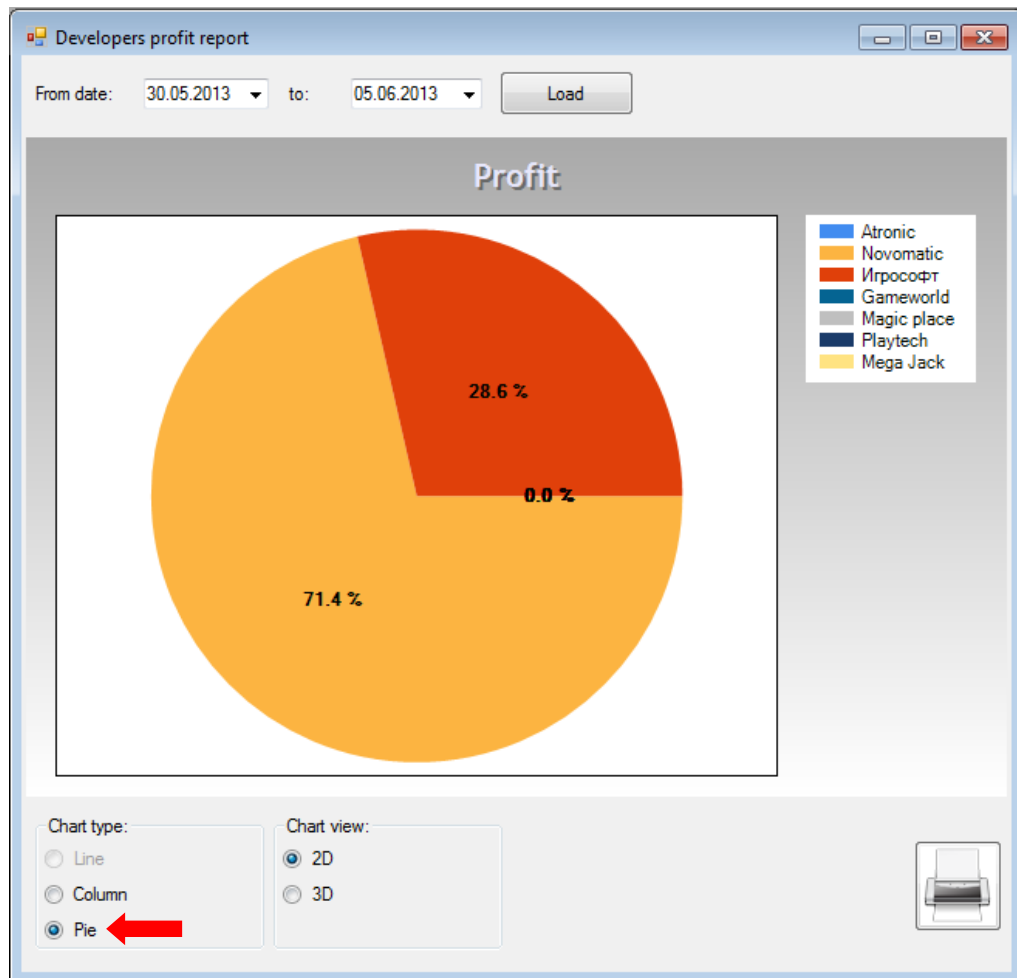
Form opens «**Developers profit report**», in which a histogram data will be displayed on the profitability of gaming machines by producers.




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.



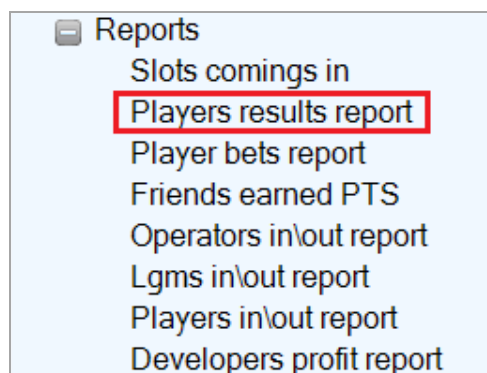
You can also choose the appearance of the graph by setting the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

By clicking the button , you can print a graph on paper (if the printer is connected to your computer).

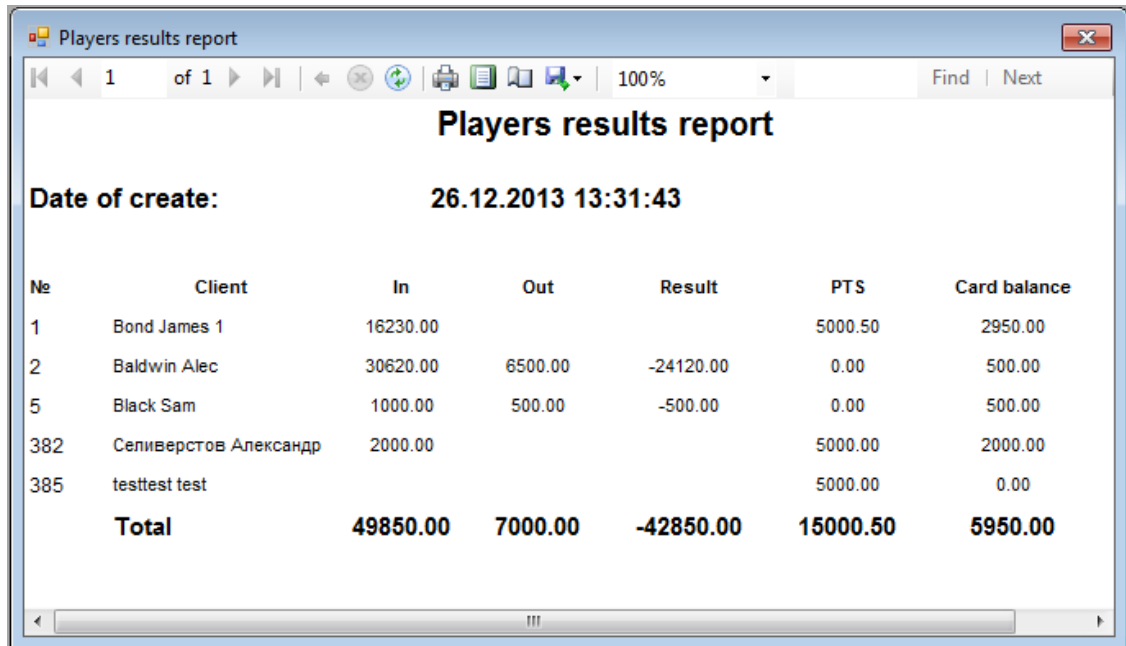
7.7.4 Player results report.

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»](#)).



7.7.5 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 results report

☒ Date ☐ Gaming day

From: 01.01.2013 14:18:23 To: [1] 6/30/2009 - 7/20/2010 14:18:23

Nearest gaming day is: [292] 11/14/2012 - 1/31/2013

To: 26.12.2013 14:18:23 To: [329] 12/24/2013 - 14:18:23

Nearest gaming day is: [329] 12/24/2013 -

Load

F R

Player nr.	Status	Surname	First name	In	Out	Drop	Handpay	Result	Games	Points accumulated	Points redeemed	Total points accumulated	Total points redeemed	Points balance
1	Beginner	Bond	James	4505	1495	80	9990	3010	69	4505	145400	4505	145400	5000.5
2	Обычный	Baldwin	Alec	12453.5	10929	120	4283339	1524.5	141	12453.5	5000	12453.5	5000	0
5	VIP 2	Black	Sam	0	0	0	1500	0	0	0	0	0	0	0
382	Обычный	Селиверстов	Александр	0	0	0	0	0	0	0	0	0	0	5000
385	Обычный	testtest	test	0	0	0	0	0	0	0	0	0	0	5000
				In	Out	Drop	Handpay	Result	Games	Points accumulated	Points redeemed	Total points accumulated	Total points redeemed	Total points balance
Total:				16958.5	12424	200	4294829	4534.5	210	16958.5	150400	16958.5	150400	15000.5

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. Status.**
- 3. Surname.**
- 4. First name.**
- 5. In** - the total amount of bets players (money). Based on the counter TotalBet.
- 6. Out** - the total number of credits won by the player (in money). Based on the counter TotalWin.
- 7. Drop** - the total amount of cash introduced into the machine through the player terminal.
- 8. Handpay** - the total number of credits the player removed from the machine with the key slot operator.
- 9. Result** - the difference between **In** and **Out**.
- 10. Games** - the total number of games (spins), played by the player.
- 11. Points accumulated** - the total amount of accumulated player PTS.
- 12. Points redeemed** - the total amount of PTS, retired player account PTS and credited to the Cash Account bonus card.
- 13. Total points accumulated** - the total amount of accumulated PTS player from the beginning to the present (excluding the filter).
- 14. Total points redeemed** - the total amount of PTS, retired player account PTS and credited to the Cash Account bonus card from the beginning to the present (excluding filter).
- 15. Points balance** - the amount of PTS, PTS in the accounts of the customer bonus card at the moment.

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 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**».

Player results report

☒ Date ☐ Gaming day

From: 01.01.2013 14:18:23
Nearest gaming day is: [292] 11/14/2012 - 1/31/2013
To: 26.12.2013 14:18:23
Nearest gaming day is: [329] 12/24/2013 -

Load

- If the report will be formed **by calendar dates**, the fields «**From**» and «**To**» using the calendar selected start and end dates of the period. Can also be given time (if checkbox is ticked, while considered to be specified).

Player results report

☒ Date

From: 01.01.2013 14:18:23
Nearest gaming day is: [292] 11/14/2012 - 1/31/2013
To: 26.12.2013 14:18:23
Nearest gaming day is: [329] 12/24/2013 -

Load


Please note that under each set date information is displayed near the bottom of the game on this date.

- If the report will form **the gaming days**, the fields «**From**» and «**To**» from the drop down list to choose the start and end game days period. Can also be given time (if checkbox is ticked, while considered to be specified).


Player results report

☒ Gaming day

From: [320] 5/15/2013 - 5/15/2013 14:18:23
To: [329] 12/24/2013 - 14:18:23

After the specified period, you need to click on . Thus, the data for the specified period will be downloaded in the form table.

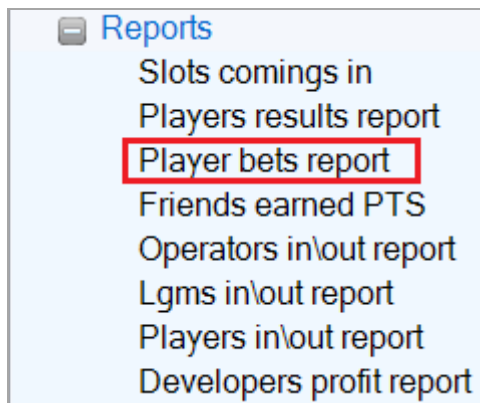
Please note that this form is valid standard filtration system, search, and print the data:

<div> <div>F R </div> <div></div> </div>			
Player nr.	Status	Surname	First name
1	Beginner	Bond	James
2	Обычный	Baldwin	Alec

7.7.6 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.

A screenshot of a window titled 'Player bets report'. The window contains a table with the following columns: 'Player number', 'First name', 'Surname', 'Gaming day', 'Date', 'Slot number', and 'Bet'. The table displays multiple rows of betting data for a player named 'Dirjan Dumitru' on '07.06.2013'. At the bottom of the window, there are filters for 'Start date' and 'End date', both set to '26.12.2013', and a 'Load' button.

Player number	First name	Surname	Gaming day	Date	Slot number	Bet
			526	07.06.2013 0:40	09	0.40000
1344232	Dirjan	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	Dirjan	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	Dirjan	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

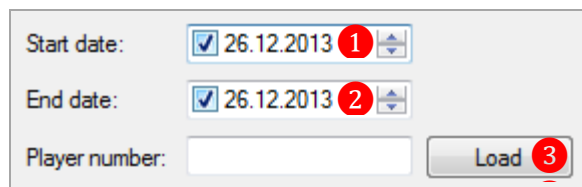
End date: ☒ 26.12.2013

Player number:

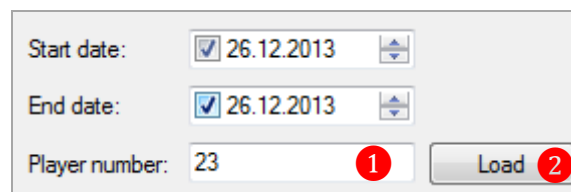
In the report table contains the following data:

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).



7.7.7 «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**».

Operator №	Operator	Operations balance
		-24000
6241	Ратновский Е.	32000
7761	Кузнецов А.	500
7763	Романов С.	3077

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.

Gaming day	Operation date	Lgm №	IN	OUT	Player №	Player
325	5/20/2013 4:57 PM	01	5000.00	0.00	2	Baldwin Alec
325	5/20/2013 4:50 PM	01	0.00	2000.00	82	Глушков Вадим
325	5/20/2013 4:21 PM	01	1500.00	0.00	2	Baldwin Alec
325	5/20/2013 4:05 PM	01	1500.00	0.00	2	Baldwin Alec

Total IN: 8000 Total OUT: 2000
Total IN - total OUT: 6000

➤ To generate a report on operations «In» / «Out» **pressure Equipment** needed in the main menu, select System «Slots» → «Reports» → «Lgms In / Out report».

Lgms IN \ OUT report

Start gaming day: 325 5/20/2013 12/20/2013

End gaming day: 325 5/20/2013 12/20/2013


Load

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.

Lgms IN \ OUT report

Start gaming day: 325 5/20/2013 12/20/2013

End gaming day: 325 5/20/2013 12/20/2013

Load

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

Lgm № 01. Operation type IN.


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».

Player №	Player	Operations balance
0	Anonymous	-19077
1	Bond James	-1000
2	Baldwin Alec	6500
82	Глушков Вадим	2000

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.

Gaming day	Operation date	Lgm №	IN	OUT	Cashier №	Cashier
325	5/29/2013 12:19 PM	01	0.00	2000.00	6240	Панцирева Н.
325	5/29/2013 12:19 PM	01	0.00	1500.00	6240	Панцирева Н.
325	5/28/2013 5:50 PM	01	0.00	1500.00	6240	Панцирева Н.
325	5/28/2013 5:47 PM	12	0.00	5000.00	6240	Панцирева Н.
325	5/23/2013 5:18 PM	01	500.00	0.00	6240	Панцирева Н.
325	5/20/2013 4:57 PM	01	5000.00	0.00	6240	Панцирева Н.
325	5/20/2013 4:54 PM	01	0.00	5000.00	6240	Панцирева Н.
325	5/20/2013 4:21 PM	01	1500.00	0.00	6240	Панцирева Н.
325	5/20/2013 4:05 PM	01	1500.00	0.00	6240	Панцирева Н.

Total IN: 8500 Total OUT: 15000
Total OUT - total IN: 6500

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:

7.7.8 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.

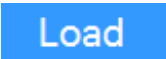
To generate a report is necessary in the main system menu select «**Slots**» → «**Reports**» → «**Friends earned PTS**».

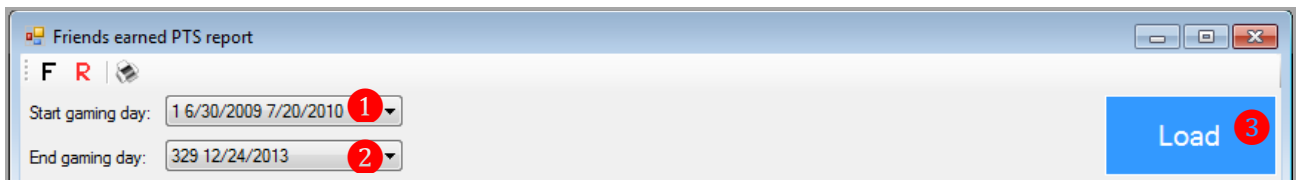
Form opens «**Friends earned PTS report**» the report as a table.

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

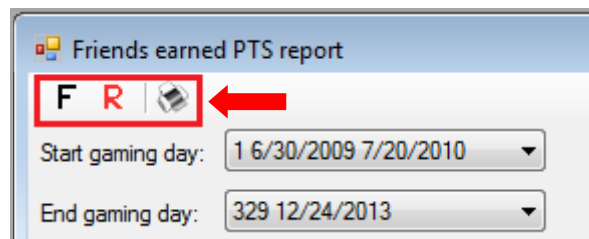
In the report table contains the following data:

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:

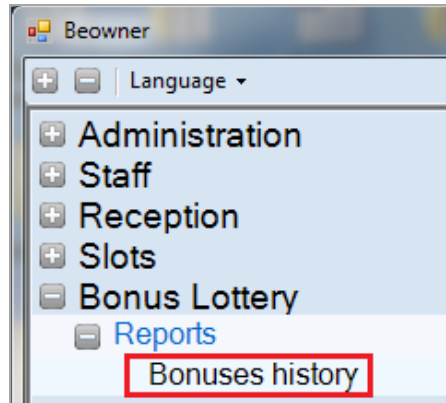


7.7.9 Bonuses history report.

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.

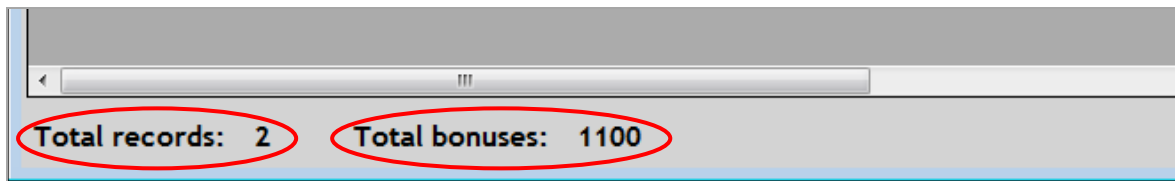
Gaming day	Date	Series	Company	Number	Player Id	First name	Middle name	Last name	Player status	Bonus Source	Bonus reason	Count	Time of game	User	Employee code	Employee name
322	5/16/2013 1:31 PM	TE	SC	6	2	Alec		Baldwin	Обычный	Slot		1000		glam	C176	Пандирева Н.
322	5/16/2013 1:26 PM	TE	SC	6	2	Alec		Baldwin	Обычный	Slot		100		glam	C176	Пандирева Н.

Total records: 2 Total bonuses: 1100

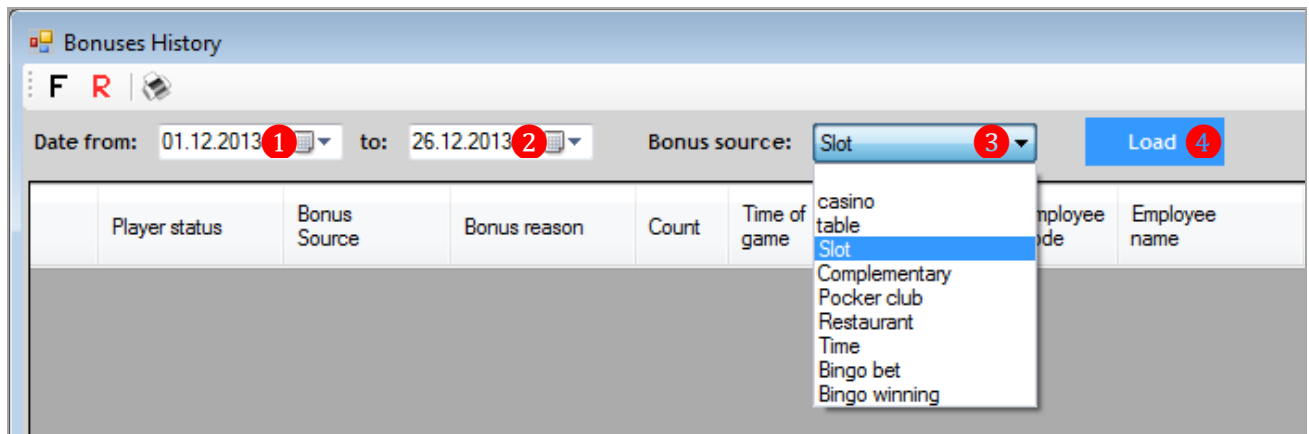
In the report table contains the following data:

- ✓ **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.

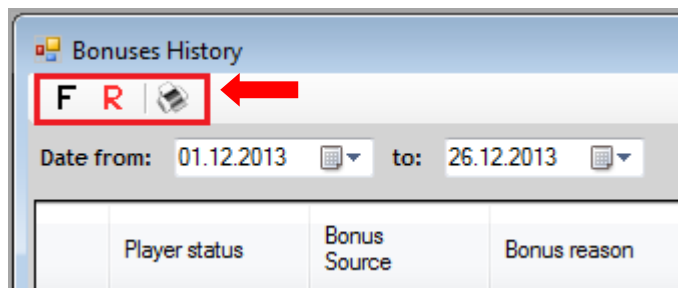
In the bottom of the form displays the total number of records and the total amount of bonuses for the period.



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:



7.8 The financial report on gaming devices for supervisory (SIZ Report).

The financial report (SIZ Report) is the report of profitability of gaming machines, based on the data of mechanical counters and designed for the authorities of Romania. For calculating the profitability, the values of 3 main mechanical counters are in use:

- **Total Bill In** – shows the total cashed-in sum on the terminal via bill-acceptor.
- **Remote In** – shows the total sum of money, cashed-in “with a key” on a terminal.
- **Total Handpay** – shows the total sum of money, cashed-out “with a key”.

The financial report is generated daily automatically on closing the gaming day and is available for viewing in separate files in Excel format.

S.C. SlotLogic S.R.L.

Sediul Social: Bucuresti, Str. Baratiei, Nr. 36, Sector 5, Cod Postal 020168

Nr inreg Registrul Comertului: J30/6108/2002; Cod Unic de Inregistrare: 14985011; Atribut fiscal: RO

IBAN: RO11 RZBR 0000 0500 0670 3436 - Raiffeisen Bank - Sucursala Mosilor

Licenta organizare activitate Slot-Machine: RO0007L000009 / 01.09.2009

Social capital: 1.030.100 lei

Telefon: + 40 212 24 22 75; + 40 32 406 21 41; Fax: + 40 32 406 21 40

E-mail: office@slotlogic.com

Punct de lucru: Alexey Ivanov , nr 13 A, sect 5

Data: 15 iulie 2015

SITUATIA ÎNCĂSĂRIILOR ZILNICE

obținute din activitatea de exploatare a sistemelor de tip slot-machine (lei)

Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de			Diferența indexuri contoare			Solduri	Preț	Încasări
crt.	inventar	Nr. Sistem jackpot	la început (SI)			la sfârșit (SF)			multiplicare			(D) = (Sf×Sfi-Si)			impulsuri	impuls	Acumulare jackpot
			I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	14=11+12-13	lei	lei
0		1	2	3	4	5	6	7	8	9	10	11=5-2	12=6-3	13=7-4	14	15	16=14*15
1	INV-201	SER-201	3276010	4727787	2775164	3276010	2140681	2775164	10		10	0	88,00	0	0	0,10	400,00
2	INV-201	SER-201	5852930	0001804	2958164	5853170	0200002	2958824	10		10	2 400	80,50	6 600	-4 200	0,05	-40,00
3	INV-101	SER-101	1995118	5659694	1645447	1995178	0001804	1645447	10		10	600	280,00	0	600	0,10	179,90
4	INV-101	SER-101	6371312	0400004	791072	6371472	0003310	791072	10		10	1 600	0,00	0	1 600	0,10	-30,00
5	INV-101	SER-101	4726887	0003310	1828694	4727787	0002150	1830544	10		10	9 000	960,00	18 500	-9 500	0,02	650,00
TOTAL SLOT MACHINE																	1 159,90
6	INV-01	SER-01	0000000	2140681	5659694	0000000	2140681	5659694	100	100	100	1 300	1 100	2 500	-1 200	0,20	-240,00
7	INV-01	SER-01	0000001	0200002	0400004	0000001	0200002	0400004	100	100	100	1 300	1 000	100	1 200	0,20	240,00
8	INV-01	SER-01	0002150	0001804	0003310	0002150	0001804	0003310	1	1	1	850	0	0	850	0,20	170,00
TOTAL RULETE																	170,00
TOTAL SALA																	1 329,90
TOTAL JACKPOT																	0,00
TOTAL LEI:															1 329,90		
Întocmit,																	
Numele:																	
Funcția:																	
Semnătura:																	

The total monthly report SIZ Report is also formed automatically based on daily reports.

For a possibility of generating the report SIZ Report in a system «SlotLogic» it is needed to do the following:

- ✓ The report settings.
- ✓ Inputting the **value correlations of the mechanical counters of gaming devices** in a system (Total Bill In, Remote In, Total Handpay) for performing automatically the data for a report later on.

Let's consider the order of setting a report and inputting the basic values of counters in more detail in the following sections of the document.

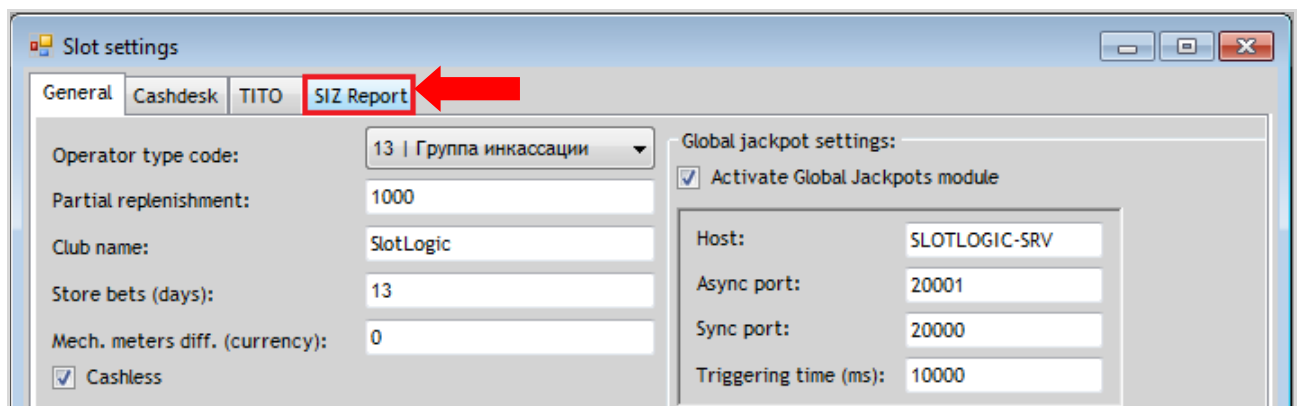
7.8.1 Setting of SIZ Report.

The generated in Excel financial report SIZ Report contains the lines of reports title, as well as the data table, the registration data of the organization, the address and other details.

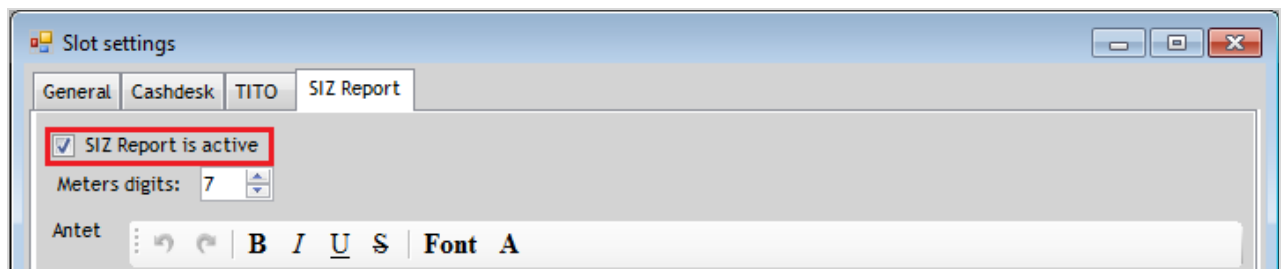
	A	B	C	D	E	F	G	H	I	J	K	L	M
1	S.C. SlotLogic S.R.L.												
2	Sediu Social: Bucuresti, Str. Baratiei, Nr. 36, Sector 5, Cod Postal 020168												
3	Nr inreg Registrul Comertului: J30/6108/2002; Cod Unic de Inregistrare: 14985011; Atribut fiscal: RO												
4	IBAN: RO11 RZBR 0000 0500 0670 3436 - Raiffeisen Bank - Sucursala Mosilor												
5	Licenta organizare activitate Slot-Machine: RO0007L000009 / 01.09.2009												
6	Social capital : 1.030.100 lei												
7	Telefon: + 40 212 24 22 75; + 40 32 406 21 41; Fax: + 40 32 406 21 40												
8	E-mail: office@slotlogic.com												
9	Punct de lucru: Alexey Ivanov , nr 13 A, sect 5												
10	Data: 15 iulie 2015												
11													
12													
13													
14	Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de			Difer
15	crt.	inventar	Nr. Sistem jackpot	la început (Si)			la sfârșit (Sf)			multiplicare			
16				I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	I
17	0		1	2	3	4	5	6	7	8	9	10	11=5-2

On default, the title of a report has already defined in a system, but the information about the organization should be input manually. For displaying the required details within the report, it is necessary to do the following:

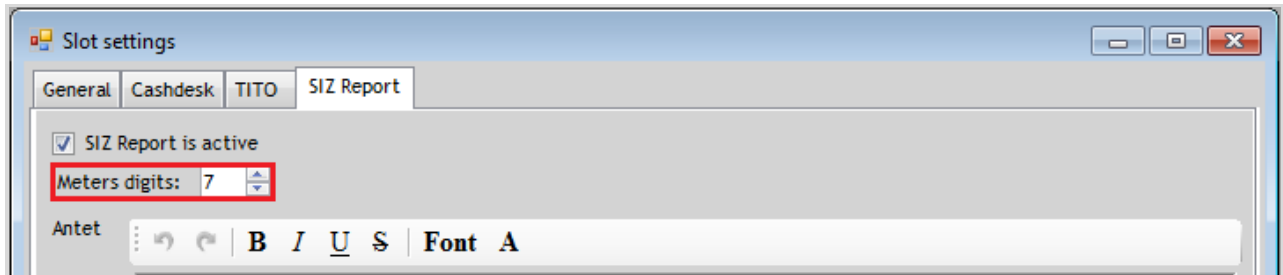
1. In system's main menu «SlotLogic» select «Settings» → «Slots» → «Settings».
2. On the opened form «Slot settings» go to «SIZ Report».



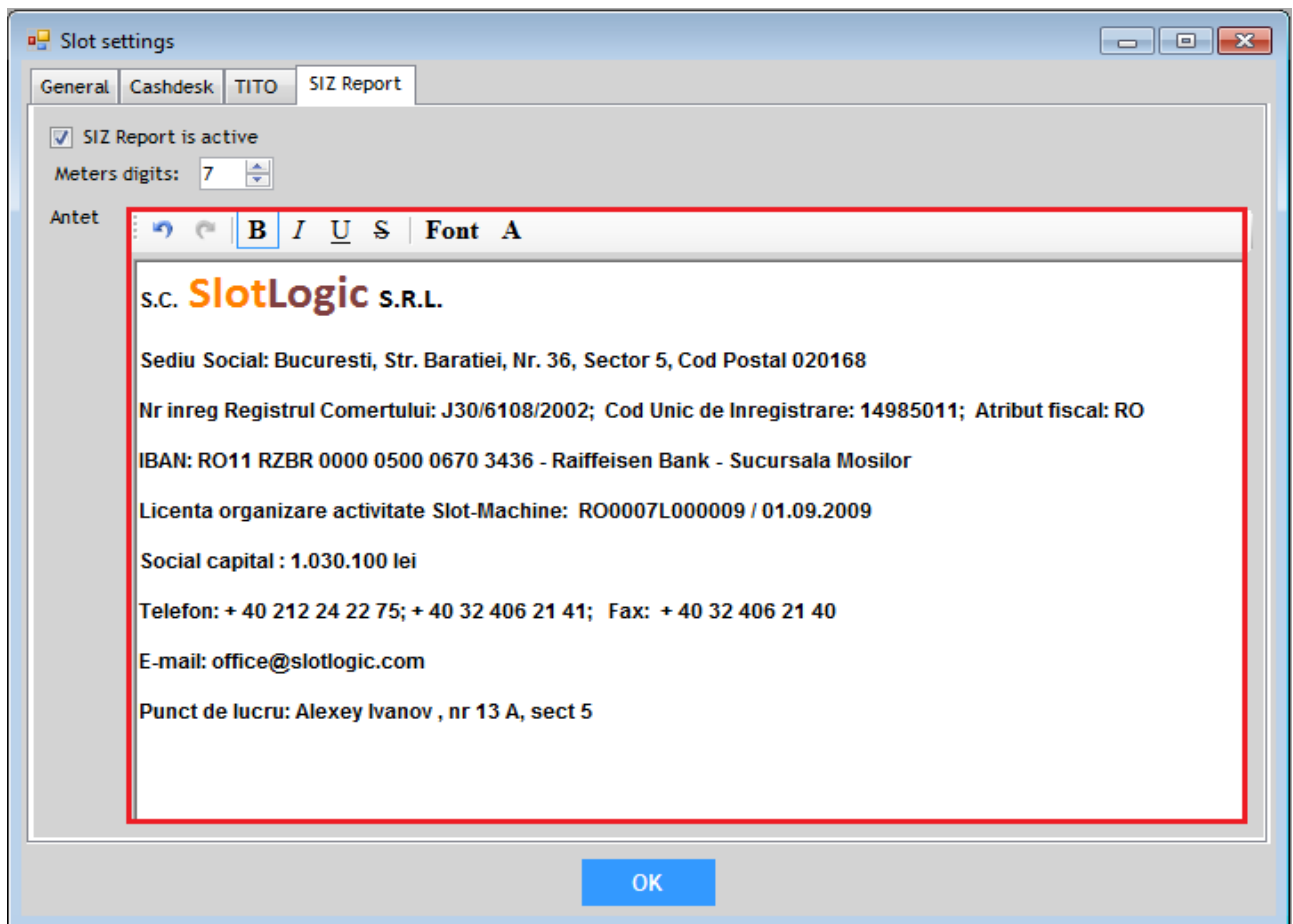
3. On the inset «SIZ Report» set a tick in «SIZ Report is active» for activating the financial report.



4. In a field «Meters digits» specify the quantity of the latest digits in mechanical counters for the report, using the keyboard or arrow buttons (not less than 6).



5. In a field «Antet» input the required parameters of your organization with the help of a keyboard: the name, the data on registration, address, phone numbers, bank accounting etc. One string corresponds to one of the report's string. For changing the font and the text color use the standard tools, located on the panel above the working area.



6. For saving the settings of a report SIZ Report press the button «Ok».

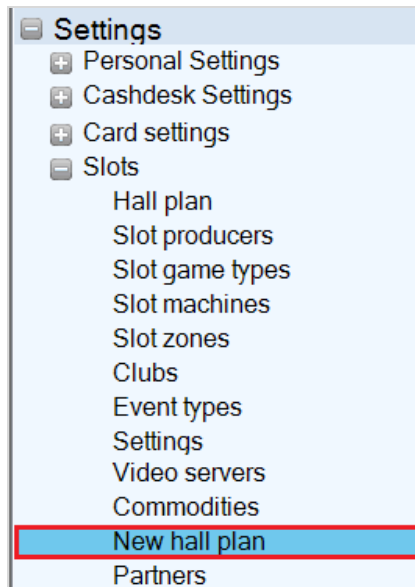
After the saving, the inputted data will be shown in all financial reports SIZ Report. Later, it is possible to edit or delete the settings using that form, if necessary.

7.8.2 Inputting the counters of gaming devices to the system.

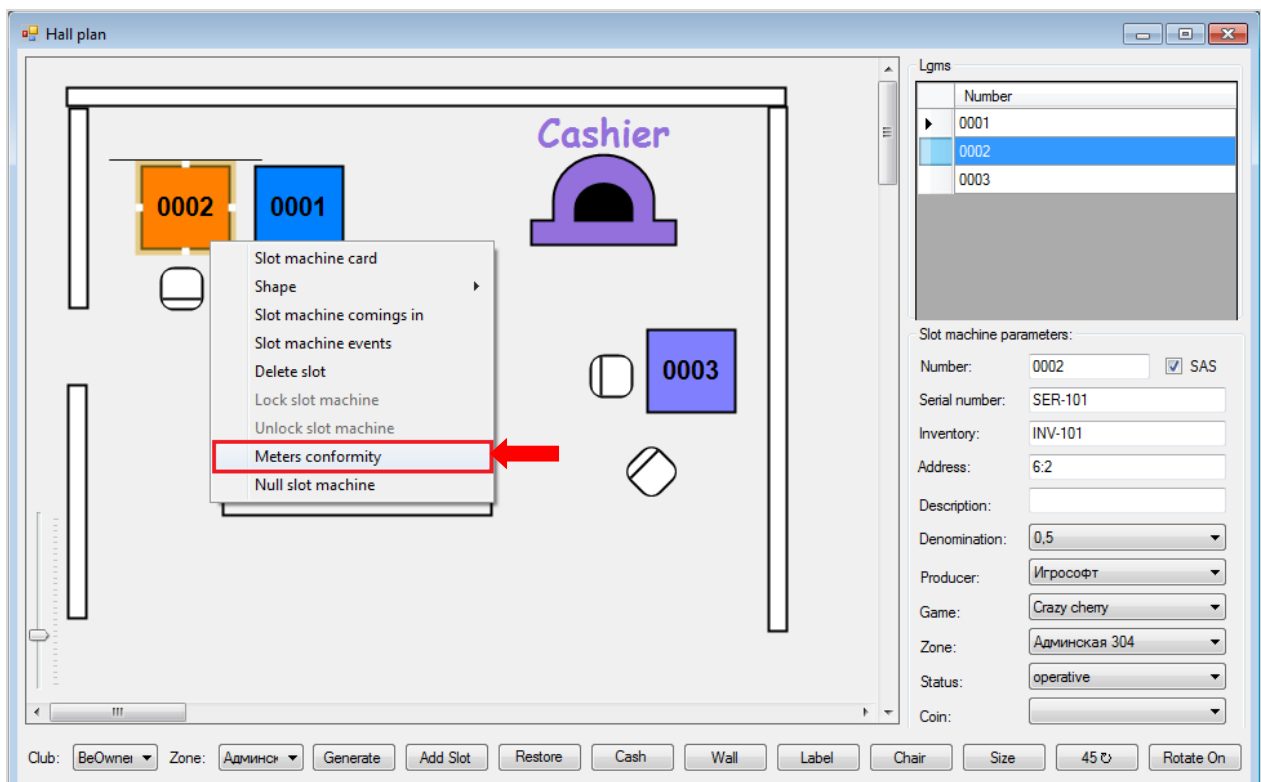
On forming the financial reports SIZ Report the values of the mechanical counters of gaming machines are calculated automatically, concerning the inputted correlation into the system. The inputting of correlation of the mechanical counters, as well as the downloading its values on each of the device are carried out mandatory every time of connecting to the system.

The order of downloading and inputting the correlation of counters value:

1. In system's main menu select «Settings» → «Slots» → «New hall plan».



2. The form «Hall plan» will be opened. The left side of the form presents the hall plan with connected terminals and roulettes to the system. Select the required terminal from a plan, and open the context menu by right-clicking the mouse button. Then select the parameter «Meters conformity».



3. The opened form «**Slot meters conformity**», specified for downloading and inputting the counters of gaming devices, consists of 4 sections:

The screenshot shows the 'Slot meters conformity' window. It has a title bar with a close button. The main area is divided into four sections, each highlighted with a red box and a red circle with a number. Section 1 (Slot info) contains fields for Number (0002), Address (6:2), Serial number (SER-101), Inventory number (INV-101), Producer (NV), Add ID (896), and Serial (37F875000008). Section 2 (Electronical meters) contains fields for Total Bill In (0), Remote In* (1300), Total Handpay (1297), and Denomination (20). A formula is shown: *Remote In = Total Drop - Total Bill In = 1300 - 0 = 1300. A button 'Load electronical meters' is present. Section 3 (Mechanical meters) contains fields for Total Bill In (1000), Remote In (1000), Total Handpay (1000), and Denomination (20). A formula is shown: X: 1. A button 'History' is present. Section 4 (Comment) is a text area. The form also includes buttons for Save and Cancel. The top right shows 'Last sync: 7/10/2015 3:48:11 PM' and 'User: vvasilyev'.

1) **Slot info** – technical information of a terminal.

- ✓ Number – the number of a gaming device, uploaded from a card of the device.
- ✓ Address – the address of a gaming device, uploaded from a card of the device.
- ✓ Serial number – the serial number, uploaded from a card of the device.
- ✓ Inventory number – the inventory number of a gaming device, uploaded from a card of the device.
- ✓ Producer – the manufacturer's name, uploaded from SAS.
- ✓ Add ID – Add ID of a gaming device, uploaded from SAS.
- ✓ Serial – the serial number, uploaded from SAS.

2) **Electronical meters** – the counters value and terminal's denomination, uploaded automatically on SAS-protocol.


- **Total Bill In**
- **Remote In*** (is calculated on formula **Remote In* = Total Drop - Total Bill In**).
- **Total Handpay**
- **Denomination**

3) **Mechanical meters** – the values of mechanical counters of gaming devices, taken from the terminal:

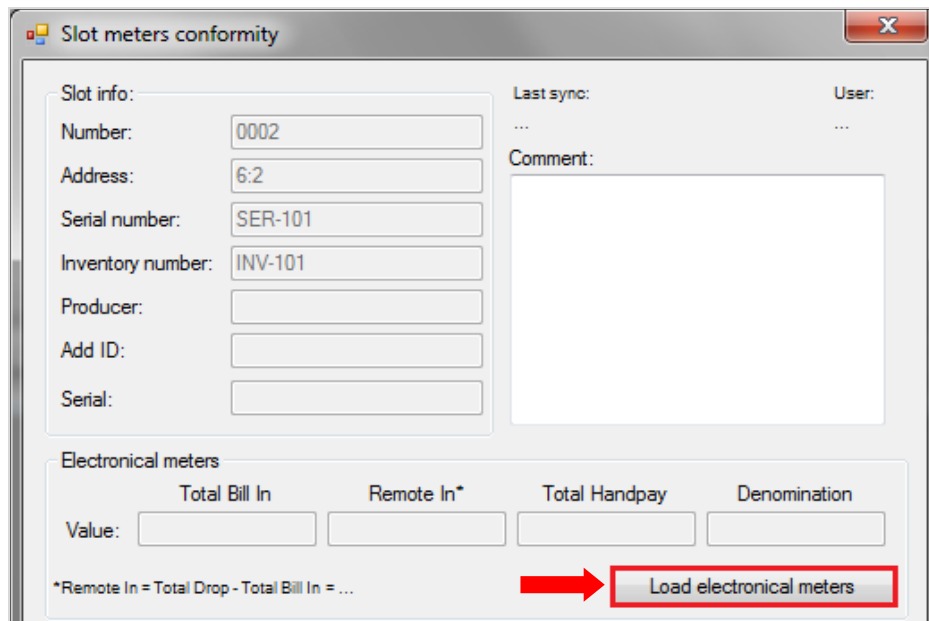
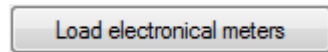
- **Total Bill In**
- **Remote In**
- **Total Handpay**
- **Denomination**

- **X** – the multiplier for counter values **Total Bill In, Remote In and Total Handpay**.

4) **Comment** – the comment or any other note to the procedure (inputted manually).

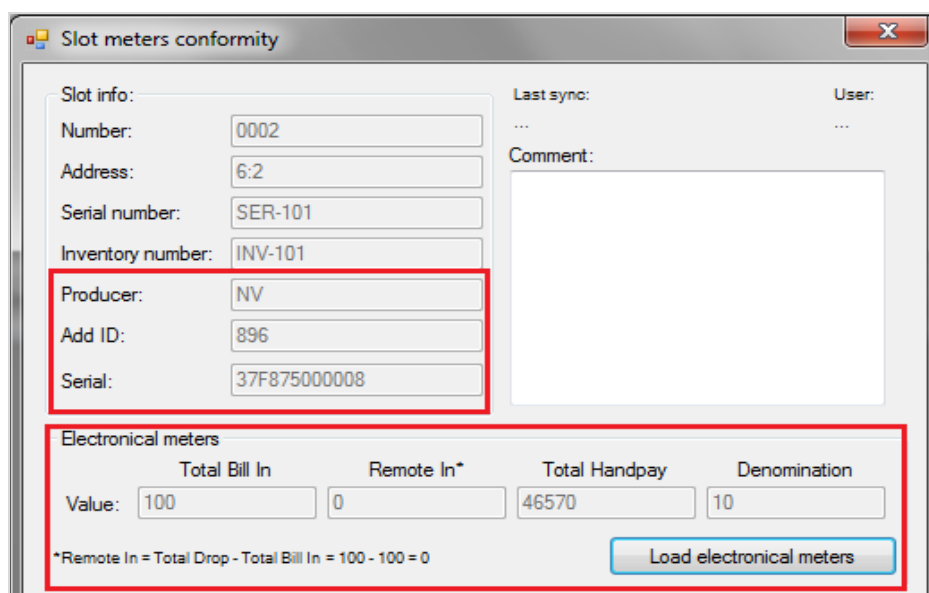
On the presented form press the button  for uploading or inputting the new counter values of gaming machines.

4. For running the uploading of new correlations of electronic counters, press the button



The form is titled "Slot meters conformity". It contains several input fields for "Slot info": Number (0002), Address (6:2), Serial number (SER-101), Inventory number (INV-101), Producer, Add ID, and Serial. To the right, there are fields for "Last sync:", "User:", and a "Comment:" text area. Below these is a section for "Electronical meters" with four columns: "Total Bill In", "Remote In*", "Total Handpay", and "Denomination". Each column has a "Value:" input field. At the bottom right, there is a button labeled "Load electrical meters" which is highlighted with a red rectangle and a red arrow pointing to it. A note at the bottom left states: "*Remote In = Total Drop - Total Bill In = ...".

After finishing, the values of electronic counters and tech.information (Producer, Add ID, Serial), uploaded from the gaming machines on SAS-protocol, will be displayed in a form.



This is the same form as above, but with data entered. The "Slot info" fields now contain: Number (0002), Address (6:2), Serial number (SER-101), Inventory number (INV-101), Producer (NV), Add ID (896), and Serial (37F875000008). The "Electronical meters" section has values entered: Total Bill In (100), Remote In* (0), Total Handpay (46570), and Denomination (10). The "Load electrical meters" button is now highlighted with a blue border. The note at the bottom left now reads: "*Remote In = Total Drop - Total Bill In = 100 - 100 = 0".

5. Next, input the values of mechanical counters, the multiplier for them and the denomination, taken from the terminal, using the keyboard.

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	1000	1000	3000	10
X:	1	1	1	

History Save Cancel

Attention! The value of counters can only be an integer. Any fraction is discarded on more or less.

6. If necessary, put the comment or any other note for the following procedure of loading and inputting the correlation of counters of gaming machines with the help of a keyboard (for example, «The gaming device was connected after being repaired» or «The counters of gaming device were changed»).

Slot meters conformity

Slot info:

Number: 0002
Address: 6:2
Serial number: SER-101
Inventory number: INV-101
Producer: NV
Add ID: 896
Serial: 37F875000008

Last sync: ... User: ...

Comment:
Была произведена замена счётчиков ИА

Electronical meters

	Total Bill In	Remote In*	Total Handpay	Denomination
Value:	100	0	46570	10

*Remote In = Total Drop - Total Bill In = 100 - 100 = 0

Load electronical meters

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	1000	1000	3000	10
X:	1	1	1	


History Save Cancel

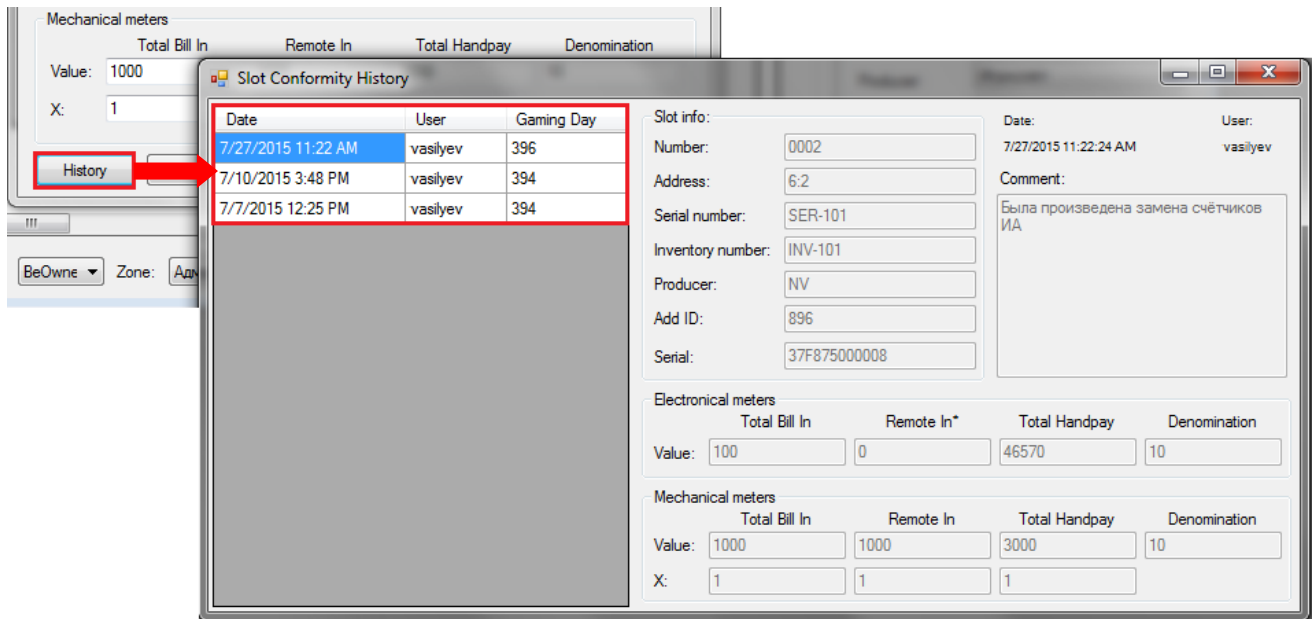
7. For saving the uploaded or inputted data press the button .

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	1000	1000	3000	10
X:	1	1	1	

History Save Cancel

Also, in this form press the button  for opening the «Slot Conformity History», where it is possible to view the information on all procedures of uploading and inputting correlation of counters on the specified terminal.



Date	User	Gaming Day
7/27/2015 11:22 AM	vasilyev	396
7/10/2015 3:48 PM	vasilyev	394
7/7/2015 12:25 PM	vasilyev	394

Slot info:

Number: 0002
Address: 6:2
Serial number: SER-101
Inventory number: INV-101
Producer: NV
Add ID: 896
Serial: 37F875000008

Date: 7/27/2015 11:22:24 AM
User: vasilyev
Comment: Была произведена замена счётчиков ИА

Electronical meters

Total Bill In	Remote In*	Total Handpay	Denomination
Value: 100	0	46570	10

Mechanical meters

Total Bill In	Remote In	Total Handpay	Denomination
Value: 1000	1000	3000	10

X: 1

The left part of a form contains the list of procedures of uploading and inputting the correlation of counters of gaming machines.

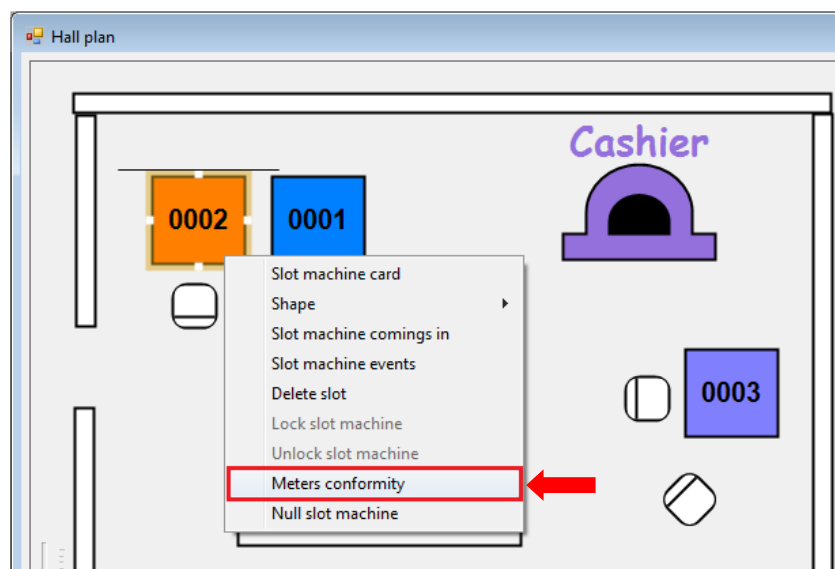
- **Date** – the date and time of performing the procedure.
- **User** – the user's login, which performed the procedure.
- **Gaming Day** – the number of a gaming day, where the procedure was made.

The right part of a form contains the information on electronic and mechanical counters, uploaded and transferred on the selected procedure from a list.

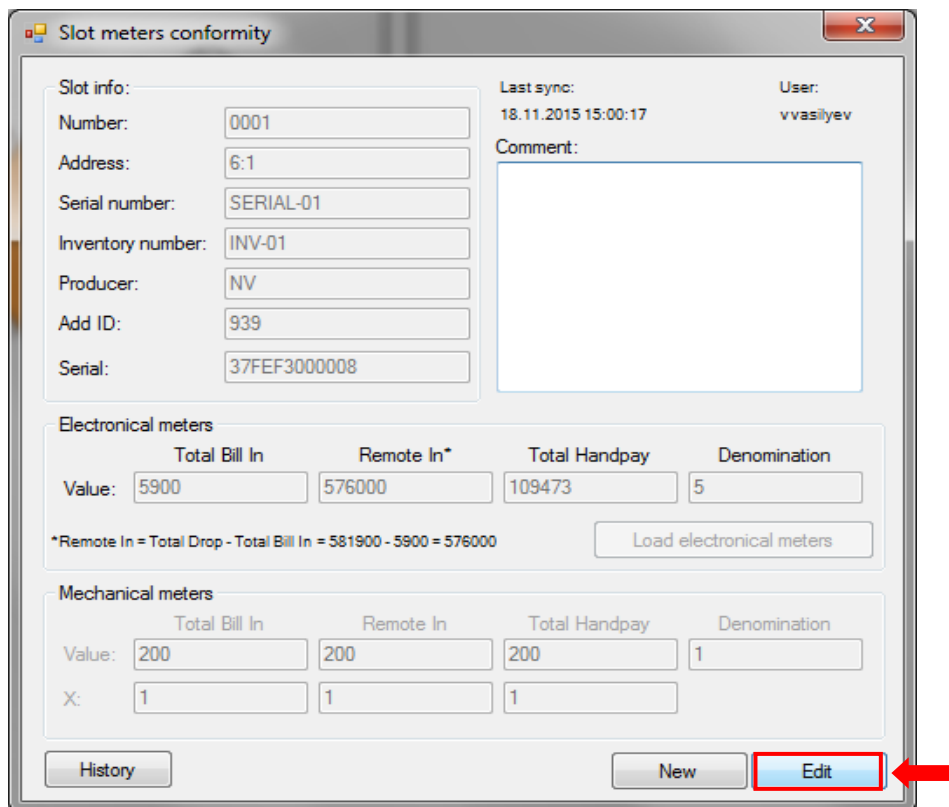
In the system «SlotLogic» there is given an option to edit the electronic and mechanical GD meters correlation, loaded and entered earlier.

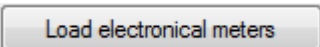
Procedure of editing the values correlations of GDcounters.

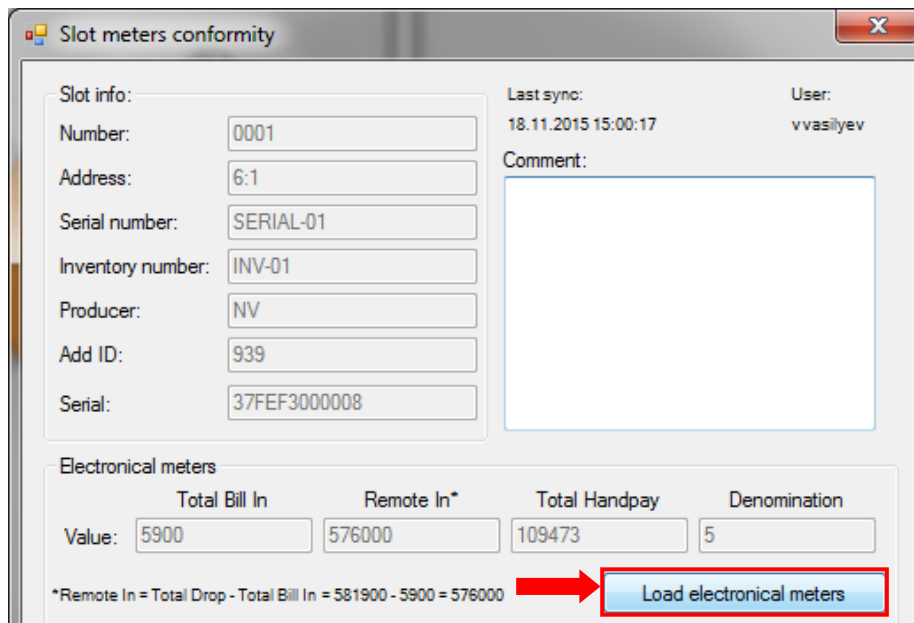
1. On the form «**Hall plan**» choose the required device and with right mouse click open the contextual menu. Then choose there the «**Meters conformity**» item.



2. On the opened form «Slot meters conformity» press the  button.



3. To change the correlations of the electronic meters of GD you should press the  button.



When the upload is complete the electronic meters values and technical information (Producer, Add ID, Serial), loaded from the GD on SAS-protocol, will be updated.

4. Further, if necessary, using your keyboard enter all required changes to the mechanical meters values, multipliers values, denomination values.

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	200	200	200	1
X:	1	1	1	

History Save Cancel

Attention! The mechanical meter value can be only integer. Any fractional part is being reduced and adjusted to the greater or lesser extent.

5. If necessary using a keyboard enter a comment or any note to this procedure.

Slot meters conformity

Slot info:

Number: 0002

Address: 6:2

Serial number: SER-101

Inventory number: INV-101

Producer: NV

Add ID: 896

Serial: 37F875000008

Last sync: ... User: ...

Comment:

Electronical meters

	Total Bill In	Remote In*	Total Handpay	Denomination
Value:	5350	103100	120582	100

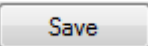
*Remote In = Total Drop - Total Bill In = 108450 - 5350 = 103100

Load electronical meters

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	1	1	1	1
X:	1	1	1	

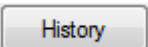
History Save Cancel

6. To save changes press the  button.

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	1000	1000	3000	10
X:	1	1	1	

History Save Cancel

If you press the  button, in the opened form «Slot Conformity History» the note about the procedure of editing GD meters correlations will be green highlighted. In SIZ Report edited GD meters correlations will be rewritten without adding a new line.

Slot Conformity History

Date	User	Gaming Day
18.11.2015 15:00	vvasilyev	414
18.11.2015 14:54	vvasilyev	414
18.11.2015 14:50	vvasilyev	414
18.11.2015 14:46	vvasilyev	414
18.11.2015 14:46	vvasilyev	414
18.11.2015 11:38	vvasilyev	414
18.11.2015 11:37	vvasilyev	414
18.11.2015 11:28	vvasilyev	414
02.09.2015 16:41	vvasilyev	401
24.07.2015 12:29	vvasilyev	396
15.07.2015 14:45	vvasilyev	394
10.07.2015 15:46	vvasilyev	394
06.07.2015 15:32	vvasilyev	394

Slot info:

Number: 0001

Address: 6:1

Serial number: SERIAL-01

Inventory number: INV-01

Producer: NV

Add ID: 939

Serial: 37FEF3000008

Date: 18.11.2015 15:00:17

User: vvasilyev

Comment:

Electronical meters

Total Bill In	Remote In*	Total Handpay	Denomination
Value: 5900	576000	109473	5

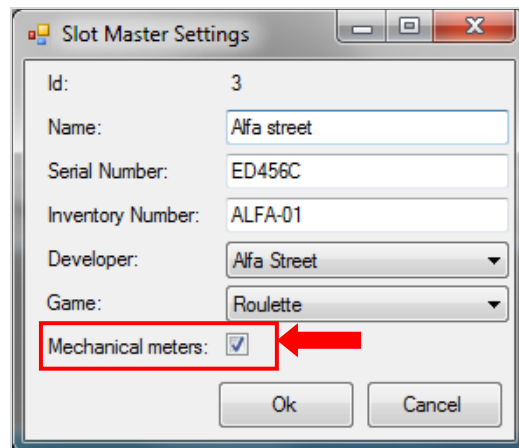
Mechanical meters

Total Bill In	Remote In	Total Handpay	Denomination
Value: 200	200	200	1
X: 1	1	1	

7.8.3 Entering to the correlation system the meters values of the electronic roulettes.

Entering to the correlation system the meters values of the electronic roulettes and also loading the electronic meters values is being held similar to the game devices. Such procedure is required each time when the roulette post is being connected to the system.

If there are posts in the club which are connected to the system through the roulette slot-master (Slot Master), mechanical meters values from the slot-master are taken for the **SIZ Report**. In the slot-master settings should be enabled an option «**Mechanical meters**».



In that case in report **SIZ Report** slot-master will be displayed as a single complex item despite the amount of posts connected to it.

S.C. SlotLogic S.R.L.

Sediu Social: Bucuresti, Str. Baratiei, Nr. 36, Sector 5, Cod Postal 020168

Nr inreg Registrul Comertului: J30/6108/2002; Cod Unic de Inregistrare: 14985011; Atribut fiscal: RO

IBAN: RO11 RZBR 0000 0500 0670 3436 - Raiffeisen Bank - Sucursala Mosilor

Licenta organizare activitate Slot-Machine: RO0007L000009 / 01.09.2009

Social capital : 1.030.100 lei

Telefon: + 40 212 24 22 75; + 40 32 406 21 41; Fax: + 40 32 406 21 40

E-mail: office@slotlogic.com

Punct de lucru: Alexey Ivanov , nr 13 A, sect 5

Data: 21 septembrie 2015

SITUAȚIA ÎNCASĂRILOR ZILNICE

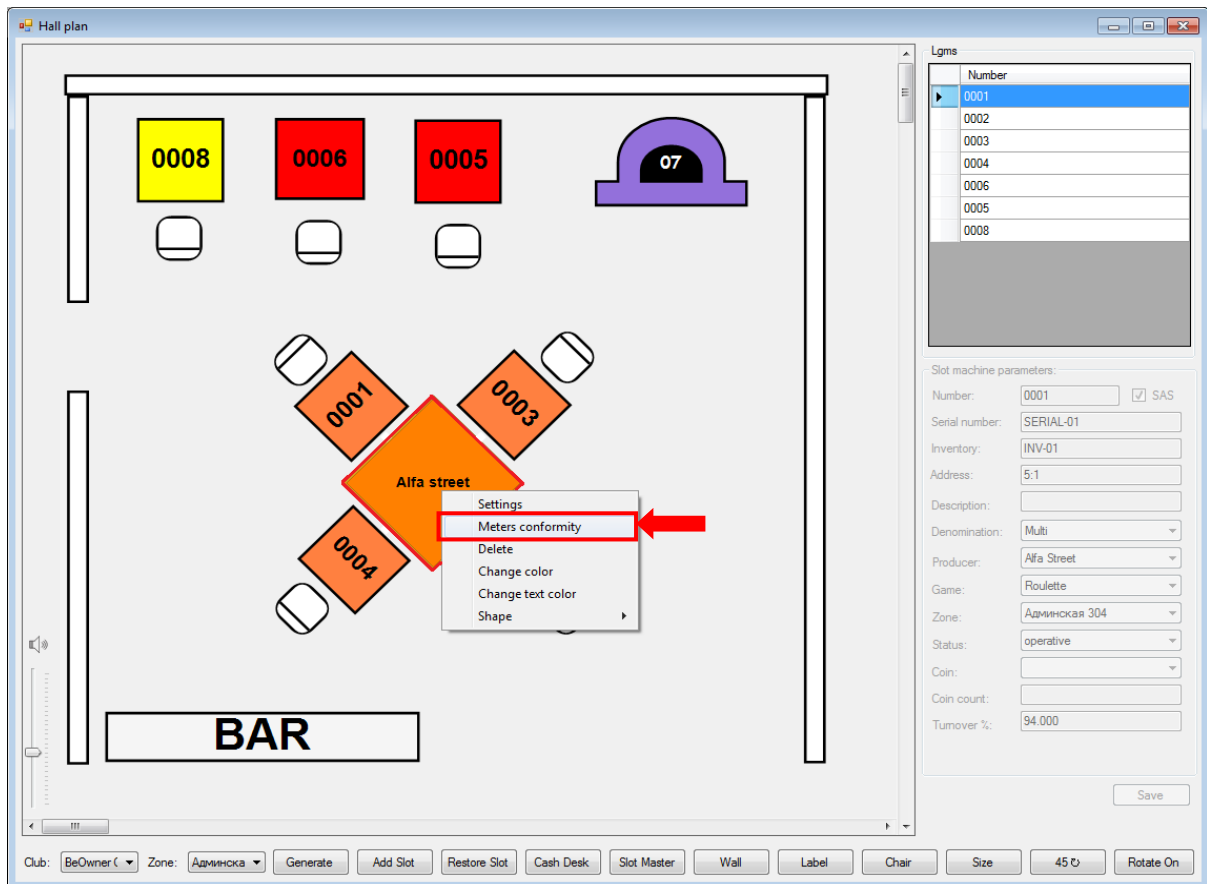
obținute din activitatea de exploatare a sistemelor de tip slot-machine (lei)

Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de			Diferența indexuri contoare		
crt.	inventar	Nr. Sistem jackpot	la început (SI)			la sfârșit (SF)			multiplicare			(D) = (Sfx-SI- SI)		
			I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	I	Ei	Ej
0		1	2	3	4	5	6	7	8	9	10	11=5-2	12=6-3	13=7-4
1	INV-101	SER-101	0004900	0004100	0008418	0004900	0004100	0008418	1	1	1	0	0	0
2	INV-101	SER-101	0000050	0000100	0000200	0000050	0000100	0000200	1	1	1	0	0	0
TOTAL SLOT MACHINE														
3	ALFA-01	ED456C	0000002	0000503	0005111	0000002	0000503	0005111	2	2	2	0	0	0
TOTAL RULETE														
TOTAL SALA														
TOTAL JACKPOT														

If an option «**Mechanical meters**» on the slot-master is disconnected (no tick is set), then the meters values of the roulettes posts are taken directly from the posts, as for the games devices.

Procedure of loading and entering the meters values correlations of the roulette slot-master:

1. On the main system menu select «**Settings**» → «**Slots**» → «**New hall plan Designer**».
2. A form «**Hall plan**» opens. On the hall plan select the required slot-master and with right mouse click open the contextual menu. Then select the item «**Meters conformity**».



3. Opened form «Slot Master meters conformity» serves to enter the correlation meters values of the roulette slot-master and download the values of the electronic values posts, connected to the slot-master.

The screenshot shows the «Slot Master meters conformity» form. The form is divided into sections for Mechanical meters and Slot Number: 0001, 0002, 0003, and 0004. Red boxes and numbers 1 and 2 highlight specific areas. Red box 1 highlights the Mechanical meters section, and red box 2 highlights the Slot Number: 0001 section.

Mechanical meters					History
	Total Bill In	Remote In	Total Handpay	Denomination	
Value:	0	1000	2000	5	New
X:	1	1	1		Edit

Slot Number: 0001					Details
	Total Bill In	Remote In	Total Handpay	Denomination	
Value:	0	12000	10195	5	

Slot Number: 0002					Details
	Total Bill In	Remote In	Total Handpay	Denomination	
Value:	4000	4100	70868	10	

Slot Number: 0003					Details
	Total Bill In	Remote In	Total Handpay	Denomination	
Value:					

Slot Number: 0004					Details
	Total Bill In	Remote In	Total Handpay	Denomination	
Value:					


1) **Mechanical meters** – mechanical meters values and denomination taken from the roulette slot-master.

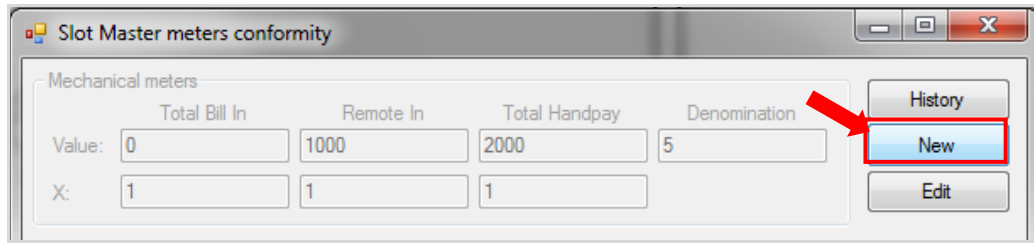
- **Total Bill In**
- **Remote In**
- **Total Handpay**
- **Denomination**
- **X** – multiplier for the meters values **Total Bill In**, **Remote In** and **Total Handpay**.

2. Electronical meters – electronic meters values and roulette posts denomination loaded by SAS-protocol.

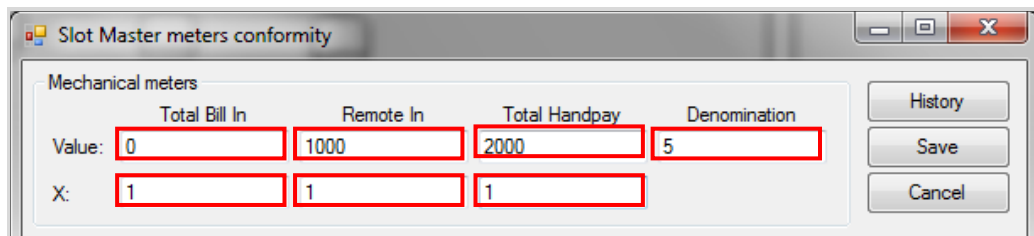
- **Slot Number: XXXX** – roulette post number connected to the slot-master.
- **Value** – electronic meters values and roulette post denomination.

- **Total Bill In**
- **Remote In*** (calculated: $\text{Remote In}^* = \text{Total Drop} - \text{Total Bill In}$).
- **Total Handpay**
- **Denomination**

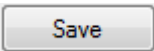
On this form to enter new values of the mechanical slot-master press the button . After the button is pressed fields for entering values will be unblocked.

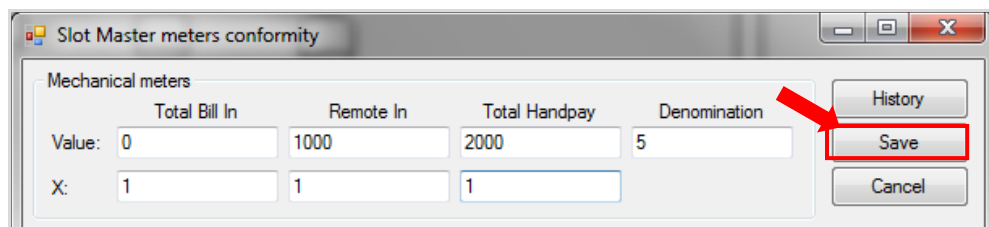


4. Then, using your keyboard, enter the values of the mechanical slot-master meters, their multipliers and denomination.



Attention! The mechanical meter value must be only positive integer. Any fractional part will be reduced and adjusted to the greater or lesser extent.

5. To save data press .



6. Now you should load the values of the electronic posts meters connected to the roulette slot-master. Press the button «**Details**» which is on the right side on the form.

Slot Master meters conformity

Mechanical meters

Total Bill In Remote In Total Handpay Denomination

Value: 0 1000 2000 5

X: 1 1 1

History New Edit

Slot Number: 0001

Total Bill In Remote In Total Handpay Denomination

Value: Details

Slot Number: 0002

Total Bill In Remote In Total Handpay Denomination

Value: Details

Slot Number: 0003

Total Bill In Remote In Total Handpay Denomination

Value: Details

Slot Number: 0004

Total Bill In Remote In Total Handpay Denomination

Value: Details

7. To start the post meters loading on the opened form «**Slot meters conformity**» (the form is similar to the GD loading meters form) press **Load electronical meters** button.

Slot meters conformity

Slot info:

Number: 0001

Address: 5:1

Serial number: SERIAL-01

Inventory number: INV-01

Producer:

Add ID:

Serial:

Last sync: User:

Comment:

Electronical meters

Total Bill In Remote In* Total Handpay Denomination

Value: Details

*Remote In = Total Drop - Total Bill In = ...

Load electronical meters Save

After the load of the electronic meters values is complete, denomination and technical information (Producer, Add ID, Serial) appear on the form.

8. If necessary in the «**Comment**» field enter a comment to this procedure; use a keyboard. To save the loaded and added data press **Save**.

Slot meters conformity

Slot info:

Number: 0001

Address: 5:1

Serial number: SERIAL-01

Inventory number: INV-01

Producer: NV

Add ID: 939

Serial: 37FEF3000008

Last sync: ...

User: ...

Comment:

Electrical meters

	Total Bill In	Remote In*	Total Handpay	Denomination
Value:	0	22000	10195	5

*Remote In = Total Drop - Total Bill In = 22000 - 0 = 22000

Load electrical meters

Save

After saving the data the «Slot meters conformity» form will close. On the «Slot Master meters conformity» form you'll see the loaded values of the roulette posts electronic meters.

Slot Master meters conformity

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	0	1000	2000	5
X:	1	1	1	

History

New

Edit

Slot Number: 0001

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	0	22000	10195	5

Details

Slot Number: 0002

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

Slot Number: 0003

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

Slot Number: 0004

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

9. Repeat the procedure of loading the electronic meters values for other posts connected to roulette slot-master (steps 6-8).

Roulette slot-master synchronization with posts.

When a new post is being connected to the roulette slot-master (or the post is being replaced) in the system you should load new meters values to provide their synchronization. To do this open

the «**Slot Master meters conformity**» form through the slot-master contextual menu and do the following:

1. Press the «**Edit**» button. Fields to enter the values will be unblocked.
2. Using a keyboard enter new values of the mechanical meters, multipliers and slot-master denomination.
3. Press the «**Save**» button to save changes.

Slot Master meters conformity

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	0	1000	2000	5
X:	1	1	1	

History

Save

Edit

4. Load the electronic posts meters connected to the slot-master.

Slot Master meters conformity

Mechanical meters

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	0	1000	2000	5
X:	1	1	1	

History

New

Edit

Slot Number: 0001

	Total Bill In	Remote In	Total Handpay	Denomination
Value:	0	22000	10195	5

Details

Slot Number: 0002

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

Slot Number: 0003

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

Slot Number: 0004

	Total Bill In	Remote In	Total Handpay	Denomination
Value:				

Details

When the load of the meters values through all the posts is complete the form could be closed.

To see the full history about loading and entering the correlations of the roulette slot-master meters use the **History** button. After pressing on this button a «**Slot Master Conformity History**» form will open.

Slot Master meters conformity

Mechanical meters

Total Bill In Remote In Total Handpay Denomination

Value: 0 0 0 1

X: 1 1 1

Slot Number: 0002

History New Edit

Slot Master Conformity History

Date	User	Gaming Day
19.11.2015 10:40	glammy	415
18.11.2015 13:50	vvasilyev	414
18.11.2015 13:49	vvasilyev	414
18.11.2015 11:49	vvasilyev	414
23.09.2015 10:44	glammy	404
22.09.2015 11:03	glammy	404
21.09.2015 15:05	vvasilyev	404
18.09.2015 14:48	vvasilyev	403
18.09.2015 12:28	vvasilyev	403

Mechanical meters

Total Bill In Remote In Total Handpay Denomination

Value: 0 0 0 1

X: 1 1 1

Slot Number: 0002

Total Bill In Remote In Total Handpay Denomination

Value: 5350 103100 120582 100


Details

On the left side of the form you can see a list of all loading and entering the correlations of the slot-master meters procedures.

- **Date** – procedure date and time.
- **User** – user login, that makes the procedure.
- **Gaming Day** – gaming day index number when the procedure was held.

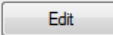
On the right side of the form are given the values of the electronic and mechanical meters which are loaded and entered when the procedure was chosen from the list.

Pay your attention to:

✓ If in the procedure list a line has **white background**, that means that **new** correlations of the slot-master meters were loaded and entered (through the button ). In SIZ Report **new** meters correlations will be written **in a new line**.

Slot Master Conformity History

Date	User	Gaming Day
19.11.2015 10:40	glammy	415
18.11.2015 13:50	vvasilyev	414
18.11.2015 13:49	vvasilyev	414
18.11.2015 11:49	vvasilyev	414

✓ If a line in the procedures list has got **green background**, that means that the slot-master meters correlations were **edited** (after pressing the button ). In SIZ Report **edited** meters correlations will be **rewritten** without adding a new line.

Slot Master Conformity History		
Date	User	Gaming Day
19.11.2015 10:40	glammy	415
18.11.2015 13:50	vvasilyev	414
18.11.2015 13:49	vvasilyev	414
18.11.2015 11:49	vvasilyev	414

Also the history of the procedures of loading and entering slot-master meters correlations are available on form «Slot Club Conformity History» («Slots» → «Monitoring» → «Mechanical Meters Conformity History»).

Date	SlotNumber	User	Gaming Day
19.11.2015 10:40	ED456C	glammy	415
18.11.2015 15:00	0001	vvasilyev	414
18.11.2015 14:54	0001	vvasilyev	414
18.11.2015 14:50	0001	vvasilyev	414
18.11.2015 14:46	0001	vvasilyev	414
18.11.2015 14:46	0001	vvasilyev	414
18.11.2015 13:50	ED456C	vvasilyev	414
18.11.2015 13:49	ED456C	vvasilyev	414
18.11.2015 11:49	ED456C	vvasilyev	414
18.11.2015 11:38	0001	vvasilyev	414
18.11.2015 11:37	0001	vvasilyev	414
18.11.2015 11:28	0001	vvasilyev	414
23.09.2015 10:44	ED456C	glammy	404
22.09.2015 11:03	ED456C	glammy	404

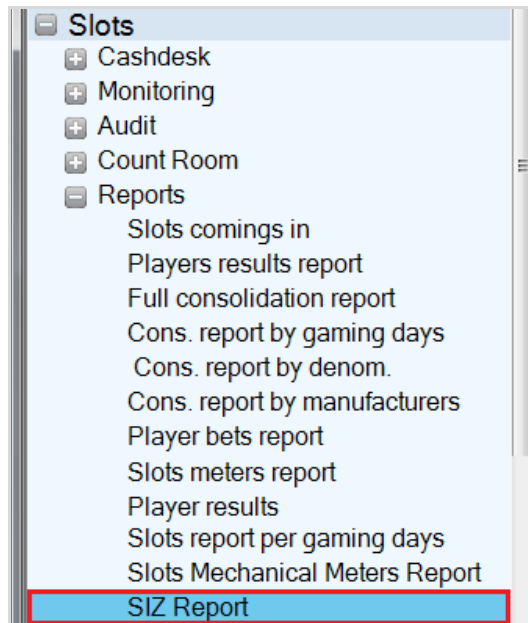
Slot info:		Date:	User:
Number:	0002	07.07.2015 12:25:44	vvasilyev
Address:	6:2	Comment:	
Serial number:	SER-101		
Inventory number:	INV-101		
Producer:	NV		
Add ID:	896		
Serial:	37F875000008		
Electronical meters			
Total Bill In	Remote In*	Total Handpay	Denomination
Value: 0	100	0	20
Mechanical meters			
Total Bill In	Remote In	Total Handpay	Denomination
Value: 1000	2000	3000	20
x:	1	1	1

7.8.4 Viewing and exporting the SIZ Report.

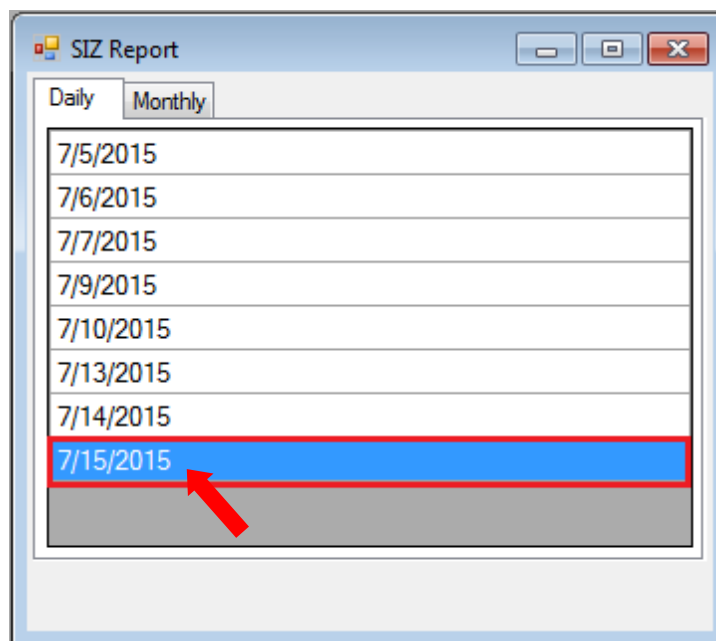
The daily financial report SIZ Report for the current day is available for viewing and exporting in Excel format only when the audit procedure of gaming devices will be completed and the gaming day will be closed.


The procedure for viewing and exporting the financial reports SIZ Report:

1. On finishing the audit of gaming machines and closing the gaming day, select in system's menu «Slots» → «Reports» → «SIZ Report».



2. Next, the form «SIZ Report» will be opened, where the list of all generated **daily financial reports** on dates (month/day/year) will be displayed in the inset «Daily». Choose the report on a specified day from a list and open it by double-clicking the left mouse button on the line.



3. The selected report will be opened in Excel file in a period of seconds, which can be viewed and save by clicking on  in the upper left corner.

«SlotLogic» System User Guide

Version: 7.1

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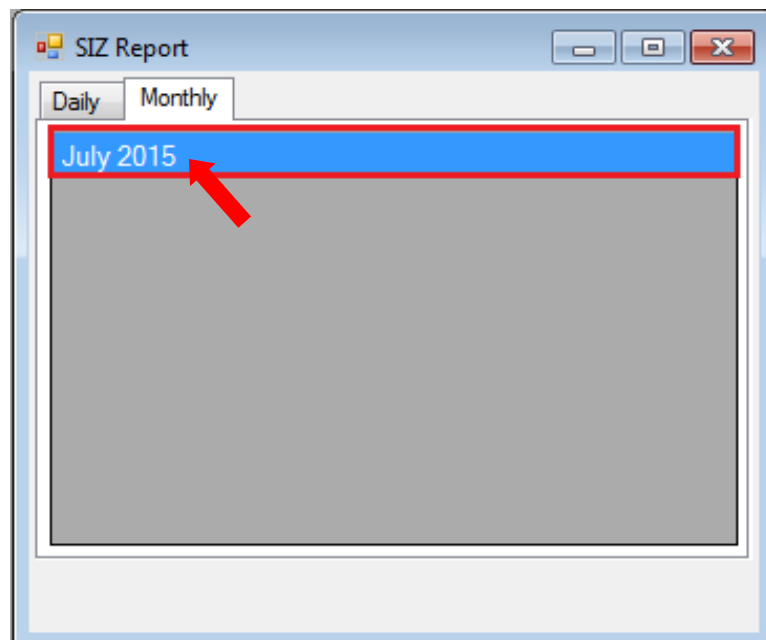
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4. For viewing and exporting the **monthly financial reports** it is necessary to go to «Monthly» in the form «SIZ Report», which will contain SIZ Report in a form of a list on a monthly basis. Choose the required report within a list on a month by double-clicking the left mouse button in a line.



5. The selected monthly report will be opened in Excel file, which can be viewed by pressing the icon  on the upper left part.

«SlotLogic» System User Guide

Version: 7.1

Книга1 - Microsoft Excel

Файл

Главная

Вставка

Разметка страницы

Формулы

Данные

Рецензирование

Вид

Обычный

Разметка страницы

Страничный режим

Представления во весь экран

Линейка

Строка формул

Сетка

Заголовки

Масштаб 100%

Масштаб по выделенному

Новое окно

Упорядочить все

Закрепить области

Разделить

Скрыть

Отобразить

Рядом

Синхронная прокрутка

Восстановить расположение окна

Сохранить рабочую область

Окно

Z50

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1	S.C. SlotLogic S.R.L.																	
2	Sediul Social: Bucuresti, Str. Baratiei, Nr. 36, Sector 5, Cod Postal 020168																	
3	Nr inreg Registrul Comerțului: J30/6108/2002; Cod Unic de Inregistrare: 14985011; Atribut fiscal: RO																	
4	IBAN: RO11 RZBR 0000 0500 0670 3436 - Raiffeisen Bank - Sucursala Mosilor																	
5	Licenta organizare activitate Slot-Machine: RO0007L000009 / 01.09.2009																	
6	Social capital : 1.020.100 lei																	
7	Telefon: + 40 212 24 22 75; + 40 32 406 21 41; Fax: + 40 32 406 21 40																	
8	E-mail: office@slotlogic.com																	
9	Punct de lucru: Alexey Ivanov , nr 13 A, sect 5																	
10	Data: 31 Iulie 2015																	
11																		
12	SITUATIA ÎNCASĂRILOR LUNARE																	
13	obținute din activitatea de exploatare a sistemelor de tip slot-machine (lei)																	
14	Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de multiplicare			Diferența indexuri contoare			Solduri	Preț	Încasări
15	crt.	inventar	Nr. Sistem jackpot	la început (SI)			la sfârșit (SF)			(D) = (SF-SI)			(D) = (SF-SI)			impulsuri	impuls	Acumulare jackpot
16				I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	14=11+12-13	lei	lei
17	0		1	2	3	4	5	6	7	8	9	10	11+5-2	12+6-3	13+7-4	14	15	16=14+15
18	1	INV-101	SER-101	0001000	0003100	0004200	0001000	0003200	0004297	1	1	1	0	100	97	3	0,20	0,60
19	2	INV-101	SER-101	0001000	0001000	0001000	0001000	0001000	0001200	1	1	1	0	0	200	-200	0,20	-40,00
20	TOTAL SLOT MACHINE																	-39,40
21	1		Iv2															405,43
22	2		Iv5															373,72
23	TOTAL JACKPOT																	779,15
24																		
25	S.C. SlotLogic S.R.L.																	
26	Sala: Bd. Alexey Ivanov Nr. 13A																	
27	ASOCIERE MIJLOACE DE JOC CU SC EURO GAMES SRL																	
28	Data Iulie 2015																	
29																		
30	1	INV-01	SER-01	1612057	2140567	5659533	1619258	2140681	5659694	100	100	100	7 201	11 400	16 100	2 501	0,50	1 250,50
31	2	INV-01	SER-01	0000000	0200000	0400000	0001000	0200002	0400004	100	100	100	1 000	200	400	800	0,50	400,00
32	3	INV-01	SERIAL-01	0002150	0001804	0003310	0002150	0001804	0003310	1	1	1	0	0	0	0	0,50	0,00
33	TOTAL RULETE IN ASOCIERE																	1 650,50
34																		
35	HOLDEM SRL																	
36	Data Iulie 2015																	
37																		
38	1	INV-201	SER-201	0000045	0012345	0067890	0000045	0012345	0262668	1	1	1	201 658	0	194 778	6 880	0,50	3 440,00
39	2	INV-201	SER-201	0000100	0000100	0000100	0000100	0000100	0000100	1	1	1	0	0	0	0	0,50	0,00
40	TOTAL SLOT MACHINE IN ASOCIERE																	3 440,00
41																		
42			Întocmit,													TOTAL LEI:		5 051,10
43			Numele:															

7.8.5 The contents of SIZ Report.

Let's view the columns of SIZ Report in detail.

Column's number	Column's name	Description
0	Nr. crt.	The serial number of a report's line.
-	Număr inventar	The manufactured number of a device/roulette
1	Seria mijlocului de joc	The serial number of a device/roulette
	Nr. Sistem jackpot	The name of a jackpot in system
2	Total Bill In [la început (Si)]	The counter value Total Bill In at the beginning of a gaming day in credits.
3	Remote In [la început (Si)]	The counter value Remote In at the beginning of a gaming day in credits.
4	Total Handpay [la început (Si)]	The counter value Total Handpay at the beginning of a gaming day in credits.
5	Total Bill In [la sfârșit (Sf)]	The counter value Total Bill In at the end of a gaming day in credits.
6	Remote In [la sfârșit (Sf)]	The counter value Remote In at the end of a gaming day in credits.
7	Total Handpay [la sfârșit (Sf)]	The counter value Total Handpay at the end of a gaming day in credits.
8	Total Bill In [multiplicare]	The multiplier factor for the counter Total Bill In in credits.
9	Remote In [multiplicare]	The multiplier factor for the counter Remote In in credits.
10	Total Handpay [multiplicare]	The multiplier factor for the counter Handpay in credits.
11	Total Bill In [D] = Total Bill In [Sf] - Total Bill In [Si]	The difference between counters Total Bill In at the start and the end of a gaming day.
12	Remote In [D] = Remote In [Sf] - Remote In [Si]	The difference between counters Remote In at the start and the end of a gaming day.
13	Total Handpay [D] = Total Handpay [Sf] - Total Handpay [Si]	The difference between the counters Total Handpay at the start and the end of a gaming day in credits.
14	Solduri impulsuri [credits] = (Total Bill In [D] + Remote In [D]) - Total Handpay [D]	The result (profit) in credits.
15	Preț impuls (lei)	The denomination of mechanical counters.
16	Încasări / Acumulare jackpot (lei) = Solduri impulsuri [credits] * Preț impuls	The result (profit) in currency (lei).

For convenience, all information of a report is divided in 4 sections on a table:

1. Gaming devices.
2. Roulettes.
3. Total in a club/hall.
4. Jackpots.

Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de		
crt.	inventar	Nr. Sistem jackpot	la început (Si)			la sfârșit (Sf)			multiplicare		
			I	Ei	Ej	I	Ei	Ej	I	Ei	Ej
0		1	2	3	4	5	6	7	8	9	10
1	INV-201	SER-201	3276010	4727787	2775164	3276010	2140681	2775164	10	10	10
2	INV-201	SER-201	5852930	0001804	2958164	5853170	0200002	2958824	10	10	10
3	INV-101	SER-101	1995118	5659694	1645447	1995178	0001804	1645447	10	10	10
4	INV-101	SER-101	6371312	0400004	791072	6371472	0003310	791072	10	10	10
5	INV-101	SER-101	4726887	0003310	1828694	4727787	0002150	1830544	10	10	10
1	TOTAL SLOT MACHINE										
6	INV-01	SER-01	0000000	2140681	5659694	0000000	2140681	5659694	100	100	100
7	INV-01	SER-01	0000001	0200002	0400004	0000001	0200002	0400004	100	100	100
8	INV-01	SER-01	0002150	0001804	0003310	0002150	0001804	0003310	1	1	1
2	TOTAL RULETE										
3	TOTAL SALA										
1	lv1										
2	lv2										
3	lv3										
4	TOTAL JACKPOT										

Note, that in case any terminal was connected to the system once or more times as a new one with uploading and inputting the basic counters' parameters (after the repair, changing of counters, etc.), the same number of times it will be displayed in a separate line in a report.

SITUAȚIA ÎNCASĂRILOR ZILNICE											
obținute din activitatea de exploatare a sistemelor de tip slot-machine (lei)											
Nr.	Număr	Seria mijlocului de joc	Indexul contoarelor			Indexul contoarelor			Factor de		
crt.	inventar	Nr. Sistem jackpot	la început (Si)			la sfârșit (Sf)			multiplicare		
			I	Ei	Ej	I	Ei	Ej	I	Ei	Ej
0		1	2	3	4	5	6	7	8	9	10
1	INV-201	SER-201	3276010	4727787	2775164	3276010	2140681	2775164	10	10	10
2	INV-201	SER-201	5852930	0001804	2958164	5853170	0200002	2958824	10	10	10
3	INV-101	SER-101	1995118	5659694	1645447	1995178	0001804	1645447	10	10	10
4	INV-101	SER-102	6371312	0400004	791072	6371472	0003310	791072	10	10	10
5	INV-101	SER-103	4726887	0003310	1828694	4727787	0002150	1830544	10	10	10
TOTAL SLOT MACHINE											

The resulting lines are marked with **blue** on each section. The values of resulting lines are only displayed in column № 16 (Încasări / Acumulare jackpot) – the profit in currency.

Diferența indexuri contoare			Solduri	Preț	Încasări
(D) = (Sfx+Sfi-Si)			impulsuri	impuls	Acumulare jackpot
I	Ei	Ej	14=11+12-13	lei	lei
11=5-2	12=6-3	13=7-4	14	15	16=14*15
0	88,00	0	0	0,10	400,00
2 400	80,50	6 600	-4 200	0,05	-40,00
600	280,00	0	600	0,10	179,90
1 600	0,00	0	1 600	0,10	-30,00
9 000	960,00	18 500	-9 500	0,02	650,00
					1 159,90
1 300	1 100	2 500	-1 200	0,20	-240,00
1 300	1 000	100	1 200	0,20	240,00
850	0	0	850	0,20	170,00
					170,00
					1 329,90
					218,00
					564,00
					1 307,00
					2 089,00
			TOTAL LEI:		1 329,90

- TOTAL SLOT MACHINE** – is calculated as the income sum on all gaming devices.
- TOTAL RULETE** – is calculated as the income sum on all roulettes.
- TOTAL SALA** = **TOTAL SLOT MACHINE** + **TOTAL RULETE** – the summed up result (profit) on gaming devices with the roulettes in currency.
- TOTAL JACKPOT** – is calculated as the sum of current values of all jackpots within the club/hall.
- TOTAL LEI** = **TOTAL SLOT MACHINE** + **TOTAL RULETE** – the total result (profit) on a club/hall in currency.

The contents of a monthly report SIZ Report are the same as in daily report, with a difference in case if the club/hall has rented gaming devices or roulettes, they will be displayed in a separate list with «ASOCIERE» on them.

SITUAȚIA ÎNCĂȘĂRIILOR LUNARE															
obținute din activitatea de exploatare a sistemelor de tip slot-machine (lei)															
Nr. crt.	Număr inventar	Seria mijlocului de joc	Indexul contoarelor la început (Si)			Indexul contoarelor la sfârșit (Sf)			Factor de multiplicare			Diferența indexuri contoare (D) = (Sfx+Sfi-Si)			Încasări
			I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	I	Ei	Ej	lei
0		1	2	3	4	5	6	7	8	9	10	11=5-2	12=6-3	13=7-4	16=14*15
1	INV-101	SER-101	0001000	0003100	0004200	0001000	0003200	0004297	1	1	1	0	100	97	0,60
2	INV-101	SER-101	0001000	0001000	0001000	0001000	0001000	0001200	1	1	1	0	0	200	-40,00
TOTAL SLOT MACHINE															-39,40
1		lv2													405,43
2		lv5													373,72
TOTAL JACKPOT															779,15
S.C. SlotLogic S.R.L.															
Sala: Bd. Alexey Ivanov Nr. 13A															
ASOCIERE MIJLOACE DE JOC CU SC EURO GAMES SRL															
Data Iulie 2015															
1	INV-01	SER-01	1612057	2140567	5659533	1619258	2140681	5659684	100	100	100	7 201	11 400	16 100	1 250,50
2	INV-01	SER-01	0000000	0200000	0400000	0001000	0200002	0400004	100	100	100	1 000	200	400	400,00
3	INV-01	SERIAL-01	0002150	0001804	0003310	0002150	0001804	0003310	1	1	1	0	0	0	0,00
TOTAL RULETE IN ASOCIERE															1 650,50
HOLDEM SRL															
Data Iulie 2015															
1	INV-201	SER-201	0000045	0012345	0067890	0000045	0012345	0262668	1	1	1	201 658	0	194 778	3 440,00
2	INV-201	SER-201	0000100	0000100	0000100	0000100	0000100	0000100	1	1	1	0	0	0	0,00
TOTAL SLOT MACHINE IN ASOCIERE															3 440,00
TOTAL LEI:														5 051,10	

Then, the total result (profit) on a club/hall will be calculated as:

$$\text{TOTAL LEI} = \text{TOTAL SLOT MACHINE} + \text{TOTAL RULETE} + \text{TOTAL RULETE IN ASOCIERE} + \text{TOTAL SLOT MACHINE IN ASOCIERE}$$

Note: The mark that the gaming device was rented is placed on its card («Settings» → «Slots» → «New hall plan»). In a line «Partner» should be partner.

The monthly financial report SIZ Report is available for viewing in any day of the monthly report and is automatically calculated with higher results based on the data of daily report SIZ Report. For convenience, the reports on a daily basis are included in a file of monthly report on separate lists on dates (the list's number = the number of a month).

38	HOLDEM SRL							
39	Data Iulie 2015							
40								
41	1	INV-201	SER-201	0000045	0012345	0067890	0000045	0012345
42	2	INV-201	SER-201	0000100	0000100	0000100	0000100	0000100
43	TOTAL SLOT MACHINE IN ASOCIERE							
44								
45								
46	Întocmit,							
47	Numele:							
48	Funcția:							
49	Semnătura:							
50								
51								
	5	6	7	9	10	11	12	13
	14	15	20	21	iulie 2015			
	Лист2				Лист3			
	Готово							

7.8.6 The correction of values in counters of gaming devices for SIZ Report.

The data of financial reports SIZ Report is generated based on mechanical values of counters for gaming devices (Total Bill In, Remote In, Total Handpay), uploaded to the system on audit. In case of exclusion of any discrepancy values of these counters, being automatically loaded with the values, taken from the terminal, the SlotLogic system has an ability of manual correction in two ways:

✚ Via the statistics on audit of gaming devices in audit information («Slots» → «Audit» → «Audits statistics»).

✚ Via the selective audit in the form of audit of gaming devices («Slots» → «Audit» → «Slots selective audit»).

7.8.7 The correction of values in counters of gaming devices via audit statistics.

The procedure of correction the mechanical counters of gaming devices:

1. In the system menu select « Slots» → «Audit» → «Audits statistics».
2. In the opened form «Slot statistics» select the audit procedure from a list for value correction, then by double-clicking the mouse button open the detailed form of audit «Audit details».

Slot statistics

Period name	Audit date	Gaming day	Comings in	Employee name
Tuesday	7/21/2015 5:06 PM	396	-10021649.5	Avilova Inna
Tuesday	7/21/2015 5:08 PM	396	0	Avilova Inna
Tuesday	7/21/2015 5:14 PM	396	0	Avilova Inna
Monday	7/27/2015 11:55 AM	396	0	Лигатова Свет...
Monday	7/27/2015 11:57 AM	396	0	Лигатова Свет...
Monday	7/27/2015 1:57 PM	396	0	Лигатова Свет...
Tuesday	7/28/2015 10:11 AM	396	0	Лигатова Свет...
Tuesday	7/28/2015 11:51 AM	396	10967.4	Лигатова Свет...

Audit detail

Number	Address	Serial number	Comings in
0001	5.1	SERIAL-01	7807.000
0002	6.2	SER-101	3160.400

Last counters state:

Denomination	100
JurCanceledMeter	0
CoinInMeter	27974
CoinOutMeter	20167
TotalDropMeter	1
JackpotMeter	0
GamesPlayedMeter	36
Promotional	0
NonCashable	0
TransfersToTheHost	5194
Cashable	13000
Total In	13001
Total Hand Paid	0
Total Out	5194
Total PTS	193556.2
Total Bonus	5167
Progressive Wins Meter	0
True Coin In Meter	0
True Coin Out Meter	0
Token Denom	0
TotalBillIn	1
TotalHandpay	0

Last mechanical counters state:

Drop		
Handpay		
Comment:		
Mechanical meters:		
Total Bill In:	123456789	123456789
Remote In:	1	1
Total Handpay:	1	1
<input type="button" value="Update"/>		

Status: OK

Attention! The corrected data should be inputted in values of mechanical counters of gaming devices, gained on audit at the end of any gaming day. The corrected data, inputted on early periods of audit on a gaming day, will be omitted in SIZ Report.

3. Select the gaming device for correction from a list by clicking left mouse button on a line in the left part of the opened form. Then, the fixed values of mechanical and electronic counters of the selected gaming machine during audit will be shown on the right part of the form.

The 'Audit detail' window contains a table with the following data:

Number	Address	Serial number	Comings in
0001	5:1	SERIAL-01	7807.000
0002	6:2	SER-101	3160.400

A red arrow points from the first row of the table to the 'Last counters state' section on the right. This section lists various counters with input fields, including Denomination (100), JurCanceledMeter (0), CoinInMeter (27974), CoinOutMeter (20167), TotalDropMeter (1), JackpotMeter (0), GamesPlayedMeter (36), Promotional (0), NonCashable (0), TransfersToTheHost (5194), Cashable (13000), Total In (13001), Total Hand Paid (0), Total Out (5194), Total PTS (193556.2), Total Bonus (5167), Progressive Wins Meter (0), True Coin In Meter (0), True Coin Out Meter (0), Token Denom (0), TotalBillIn (1), and TotalHandpay (0). To the right of this is the 'Last mechanical counters state' section, which includes Drop, Handpay, Comment, and Mechanical meters (Total Bill In, Remote In, Total Handpay) with an 'Update' button.

4. For making the data of SIZ Report only the values of mechanical counters Total Bill In, Remote In, Total Handpay are used, so in section «**Mechanical meters**» select the value for correction, and input the proper data in editing form with the help of a keyboard.

The 'Mechanical meters' section shows three rows of input fields. The first row is 'Total Bill In' with two identical fields containing '123456789'. The second row is 'Remote In' with a field containing '1' and another field containing '100', which is highlighted with a red box. The third row is 'Total Handpay' with a field containing '1' and another field containing '300', which is also highlighted with a red box. An 'Update' button is located at the bottom right.

5. For saving the inputted values press on the button «**Update**».

This is a close-up of the 'Mechanical meters' section, showing the same input fields as the previous image. The 'Update' button at the bottom right is now highlighted with a red box, and a red arrow points directly to it.

After the saving, the updated values of mechanical counters will be present in a system, and the data of financial report SIZ Report will be calculated for the gaming day, concerning the inputted information.

7.8.8 The correction of values in counters of gaming devices on selected audit.

The procedure of making the selected audit of gaming devices with correction:

1. On closing the current gaming day in a system, it is necessary to select «Slots» → «Audit» → «Slots selective audit».
2. On the opened form, press the button «Start» for running the procedure of the selected audit.

The screenshot shows a window titled "Selective Audit". It contains a section "Audit statistic:" with the following fields and values:

Field	Value
Start audit date:	-
Audited slots:	0 / 0
Profit:	0
Total In:	0
Total Out:	0

At the bottom of the window, there are four buttons: "Start", "Slots", "Clear", and "Finish". The "Start" button is highlighted with a red box, and a red arrow points to it from the right.

3. Then, press the button «Slots» for opening the form of selected audit.

The screenshot shows the same "Selective Audit" window, but with updated values:

Field	Value
Start audit date:	7/28/2015 10:15:11 AM
Audited slots:	0 / 2
Profit:	0
Total In:	0
Total Out:	0

The buttons at the bottom are "Start", "Slots", "Clear", and "Finish". The "Slots" button is highlighted with a red box, and a red arrow points to it from the left.

4. The form «Slot for Selective Audit» will be opened:

Number	Address	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Progressive Wins	True Coin In	True Coin Out	Token Denom	Profit	Comment	Mech Total Bill In	Mech Remote In	Mech Total Handpay
1	5.1																	
2	6.2																	

Mechanical meters:

Drop:

Handpay:

Comment:

Save

Electronic meters:

Total In:

Total Out:

Total Bet:

Total Won:

Total Games:

Denomination:

Jackpot:

Total Bonus:

Mechanical meters:

Total Bill In:

Remote In:

Total Handpay:

Save

☒ 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

Load Load All

The presented form contains the following elements:

- 1) The list of gaming devices within a club/hall, containing the data:
 - The device's number.
 - The address of a device.
 - Current Credits – the cell for displaying the current credits value on a device.
 - Drop, Handpay – the cells for displaying the mechanical counters.
 - Total In, Total Out, Total Bet, Total Won, Total Games, Progressive Wins, True Coin In, True Coin Out, Token Denom – the cells for displaying the electric counters.
 - The profit on a device.
 - The comments to a machine (are inputted on the right side of a field «**Comment**» if necessary).
 - Total Bill In, Remote In, Total Handpay – the cells for displaying the mechanical counters, used in presenting the SIZ Report.
- 2) The fields for inputting the mechanical counters Drop and Handpay are filled in if necessary, as they do not influence on profit of gaming devices and used mainly for statistics.
- 3) The fields for displaying the uploaded values of electric counters of a device (Total In, Total Out, Total Bet, Total Won, Total Games, Denomination, Jackpot, Total Bonus).
- 4) The fields for displaying the uploaded values of mechanical counters of a device (Total Bill In, Remote In, Total Handpay) with fields for editing.
- 5) The status bar of the selected audit with the symbolic description in a list of gaming machines:
 - ☒ **Slots with loaded meters (CurrentCredits is 0)** – the devices with the uploaded values of counters without credits on them.
 - ☒ **Slots with loaded meters (CurrentCredits isn't 0)** – the devices with the uploaded counters with credits.
 - ☐ **Slots without loaded meters** – the devices without the uploaded values of counters.

TOTAL SLOTS – the total sum of gaming devices in a club/hall.

At this stage, it is necessary to choose the desired terminal from a list (by pressing the left mouse button on any cell line) and press the button «**Load**», which will start the loading of counters value.

Slots for Selective Audit

Number	Address	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Progressive Wins
1	5:1									
2	6:2									

Meters loading. Please wait...

☒ 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

Mechanical meters:

Drop:
 Handpay:
 Comment:
 Save

Electronic meters:

Total In:
 Total Out:
 Total Bet:
 Total Won:
 Total Games:
 Denomination:
 Jackpot:
 Total Bonus:
 Load Load All

5. Once the loading of electric and mechanical counters will be performed, the (Total Bill In, Remote In, Total Handpay) will be displayed in a table and in a form on the right. Also, the device's profit will be calculated as well (the column «**Profit**»).

Slots for Selective Audit

Number	Address	Current Credits	Drop	Handpay	Total In	Total Out	Total Bet	Total Won	Total Games	Progressive Wins
1	5:1	0			13001	5194	27974	20167	36	0
2	6:2									

☒ Slots with loaded meters (CurrentCredits is 0): 1
☐ Slots with loaded meters (CurrentCredits isn't 0): 0
☐ Slots without loaded meters: 1
TOTAL SLOTS: 2

Mechanical meters:

Drop:
 Handpay:
 Comment:
 Save

Electronic meters:

Total In: 13001
 Total Out: 5194
 Total Bet: 27974
 Total Won: 20167
 Total Games: 36
 Denomination: 100
 Jackpot: 0
 Total Bonus: 5167
 Mechanical meters:
 Total Bill In: 123456789 123456789
 Remote In: 1 1
 Total Handpay: 1 1
 Load Load All

6. After the values of counters **Total Bill In**, **Remote In**, **Total Handpay** are loaded in a system, compare them with the values on the terminal. If the values match, press on the button «**Save**» for saving.

The screenshot shows a form titled "Mechanical meters:". It contains three rows of input fields. The first row is "Total Bill In:" with two text boxes, both containing the number "123456789". The second row is "Remote In:" with two text boxes, both containing the number "1". The third row is "Total Handpay:" with two text boxes, both containing the number "1". At the bottom right of the form is a "Save" button, which is highlighted with a red rectangle.


In case any difference occurs, it is necessary to input the correct values of counters in the appropriate line with the help of a keyboard, and press «**Save**» for saving them.

This screenshot is similar to the previous one, but the "Remote In:" row now shows the first text box with "1" and the second text box with "100". The "100" text box and the "Save" button are both highlighted with red rectangles. A small red circle with the number "1" is next to the "100" text box, and a small red circle with the number "2" is next to the "Save" button.

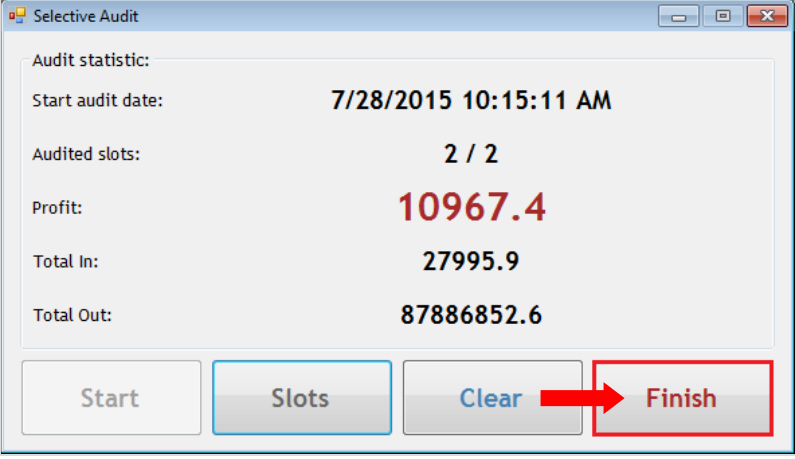
7. Next, optionally, the inputting of values of mechanical counters on **Drop** and **Handpay** is carried out by using the keyboard. In a line «**Comment**» it is possible to leave any comment or note for the procedure. Then, press the button «**Save**» for saving.

The screenshot shows a form titled "Mechanical meters:". It contains three rows of input fields. The first row is "Drop:" with a text box containing "1737118". The second row is "Handpay:" with a text box containing "1232821". The third row is "Comment:" with a large text area. At the bottom right of the form is a "Save" button. Red rectangles highlight the "Drop:" text box, the "Handpay:" text box, the "Comment:" text area, and the "Save" button. Small red circles with numbers "1", "2", "3", and "4" are placed next to each of these elements respectively.

Thus, the loading and inputting of values on counters are carried out on all terminals.

8. On finishing of loading/inputting the counters of gaming devices, close the form of the selected audit by pressing on .

9. After closing, the results of a performed audit will be displayed in «**Selective Audit**» (the date and time, the quantity of terminals, the profit). Press on the button «**Finish**» for completing the audit and saving its results.

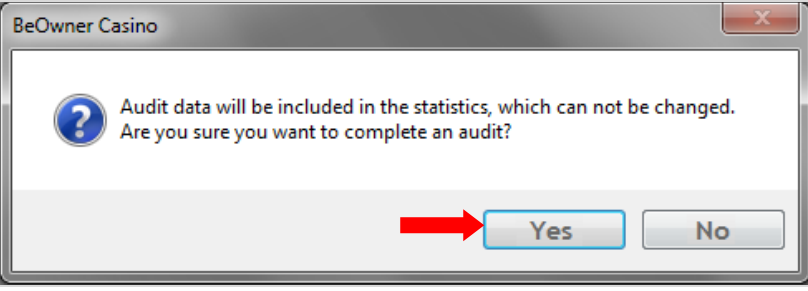


The 'Selective Audit' window displays the following statistics:


Audit statistic:	
Start audit date:	7/28/2015 10:15:11 AM
Audited slots:	2 / 2
Profit:	10967.4
Total In:	27995.9
Total Out:	87886852.6

At the bottom, there are four buttons: 'Start', 'Slots', 'Clear', and 'Finish'. A red arrow points to the 'Finish' button, which is highlighted with a red border.

10. Next, for confirmation the procedure of completing the audit, press the button «Yes» in the opened form.



The confirmation dialog box contains the following text:

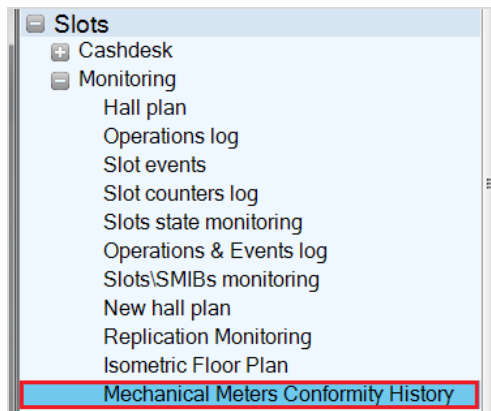
 Audit data will be included in the statistics, which can not be changed.
Are you sure you want to complete an audit?

At the bottom, there are two buttons: 'Yes' and 'No'. A red arrow points to the 'Yes' button.

On pressing the button, the values on counters are considered to be fixed. On closing the gaming day, the financial report SIZ Report («Slots» → «Reports» → «SIZ Report») and others on gaming devices within the club/hall for the current gaming day will be available for viewing and exporting.

7.8.9 The monitoring of inputting the correlation in counters of gaming devices.

For performing the monitoring of inputting the correlation in mechanical counters of gaming devices for club/hall, it is necessary to choose «Slots» → «Monitoring» → «Mechanical Meters Conformity History» in system's main menu.



The form «Slot Club Conformity History» will be opened:

The screenshot shows the 'Slot Club Conformity History' form. It contains a table of gaming device data, a 'Slot info' section, a 'Date' and 'User' section, and two 'Electronical meters' sections. The table has columns: Date, SlotNumber, User, and Gaming Day. The 'Slot info' section has fields for Number, Address, Serial number, Inventory number, Producer, Add ID, and Serial. The 'Date' and 'User' section has fields for Date and User. The 'Electronical meters' sections have fields for Total Bill In, Remote In, Total Handpay, and Denomination.

Date	SlotNumber	User	Gaming Day
19.11.2015 10:40	ED456C	glammy	415
18.11.2015 15:00	0001	vvasilyev	414
18.11.2015 14:54	0001	vvasilyev	414
18.11.2015 14:50	0001	vvasilyev	414
18.11.2015 14:46	0001	vvasilyev	414
18.11.2015 14:46	0001	vvasilyev	414
18.11.2015 13:50	ED456C	vvasilyev	414
18.11.2015 13:49	ED456C	vvasilyev	414
18.11.2015 11:49	ED456C	vvasilyev	414
18.11.2015 11:38	0001	vvasilyev	414
18.11.2015 11:37	0001	vvasilyev	414
18.11.2015 11:28	0001	vvasilyev	414
23.09.2015 10:44	ED456C	glammy	404
22.09.2015 11:03	ED456C	glammy	404

Slot info:

Number: 0002
Address: 6:2
Serial number: SER-101
Inventory number: INV-101
Producer: NV
Add ID: 896
Serial: 37F875000008

Date: 07.07.2015 12:25:44
User: vvasilyev
Comment:

Electronical meters

4 Total Bill In Remote In* Total Handpay Denomination
Value: 0 100 0 20

5 Total Bill In Remote In Total Handpay Denomination
Value: 1000 2000 3000 20
x: 1 1 1

The presented form contains the following:

1. The list of gaming devices within a club/hall, where the inputting of correlation was performed on a date basis.

- **Date** – the date and time of inputting the correlation of mechanical counters.
- **Slot Number** – the number of a gaming device.
- **User** – the user's login, which performed the inputting of correlation.
- **Gaming Day** – the serial number of a gaming day.

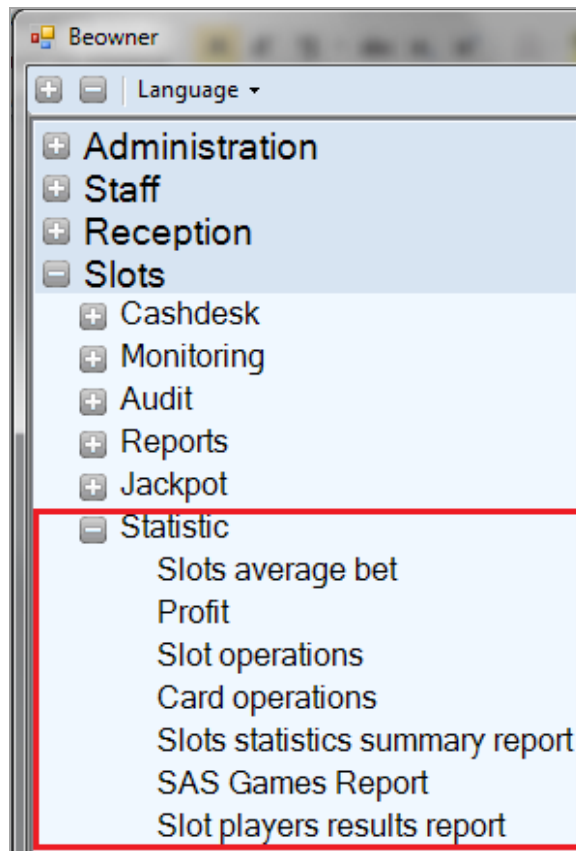
- If in the procedures list a line has got **white background** that means that **new** slot-master counters correlations were downloaded and entered. In SIZ Report **new** counters correlations are written in a **new line**.

- If in the procedures list a line has got **green background** that means that slot-master counters correlations were **edited**. In SIZ Report the **edited** slot-master counters are **rewritten** without adding a new line.

2. The information on a gaming machine.
3. The comments on the terminal, made by user.
4. The value of counters **Total Bill In**, **Remote In***, **Total Handpay** and Denomination, gained on SAS-protocol.
5. The value of counters **Total Bill In**, **Remote In**, **Total Handpay**, Denomination and Multiplier, inputted by user.

7.9 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.

7.9.1 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 a window titled "Average bet" with a toolbar containing "F", "R", and a printer icon. Below the toolbar, there are two radio buttons: "date" (selected) and "gaming day". The "date" section has "From:" and "to:" fields with calendar icons, showing "19 февраля 2013 г." and "27 декабря 2013 г." respectively. The "gaming day" section has "from:" and "to:" fields with up/down arrows, showing "1" and "329" respectively. A blue "Load" button is to the right. Below these fields is a table with 4 columns: "Number", "Producer", "Zone", and "Av. bet". The table contains 6 rows of data. At the bottom, a grey bar displays "Average bet: 1.82".

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

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.

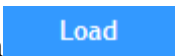
At the bottom of the form displays the value of the average rate on the club.



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**».

This screenshot is similar to the first one, but with red annotations. A red arrow points to the "date" radio button, which is enclosed in a red box. The "gaming day" radio button is also enclosed in a red box. The "From:" and "to:" fields for the date are "19 февраля 2013 г." and "27 декабря 2013 г." respectively. The "from:" and "to:" fields for the gaming day are "1" and "329" respectively. The "Load" button is blue.

- 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 .

- 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:

7.9.2 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».

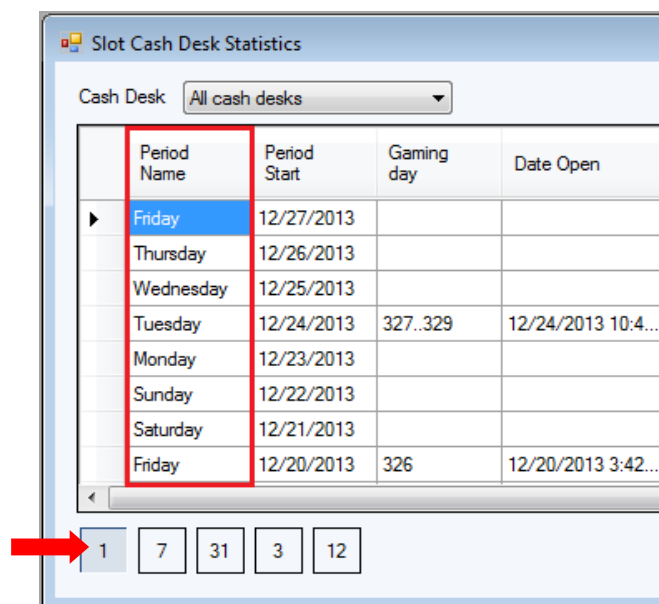
Slot Cash Desk Statistics										
Cash Desk		All cash desks								
	Period Name	Period Start	Gaming day	Date Open	Date Close	Profit	Cash desk operations	Slot-Card operations	Counters profit	
▶	4	10/1/2013	326..329	12/20/2013 3:42...	12/24/2013 11:0...	500.00	500.00	0.00		
	3	7/1/2013				0.00		0.00		
	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:

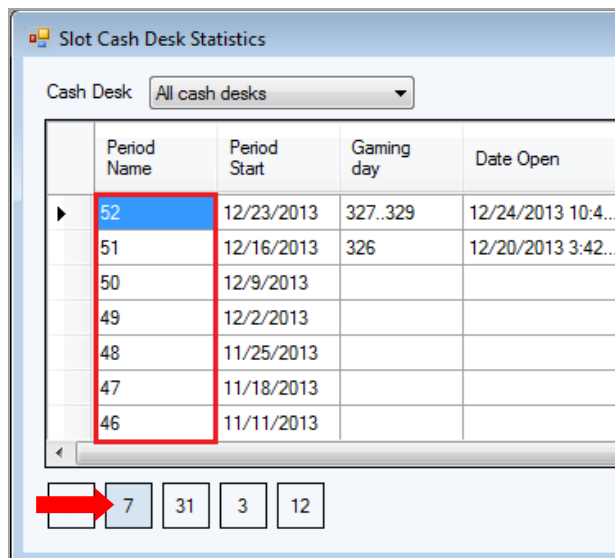
1. Period group data (days, weeks, month, quarter, year).
2. Start date.
3. Number game day.
4. Date and time of the opening game of the day.
5. Date and time of closing of the day's play.
6. The amount of income.
7. Sum of cash transactions.
8. Total value of transactions «Slot → Card» (crediting money 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:

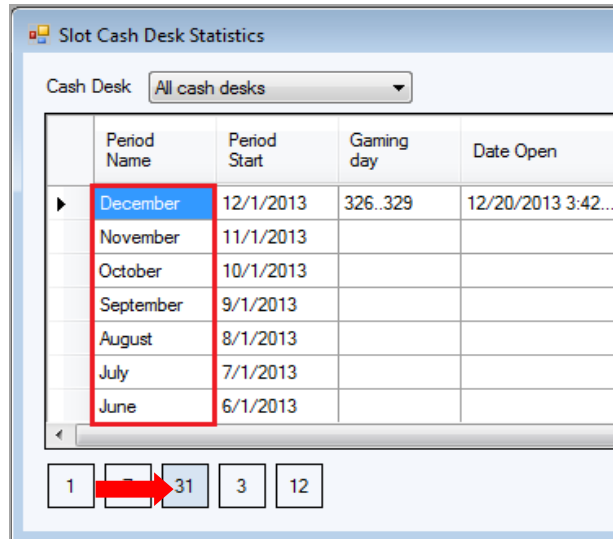
- ✓ On **weekdays**, pressing the button 1.



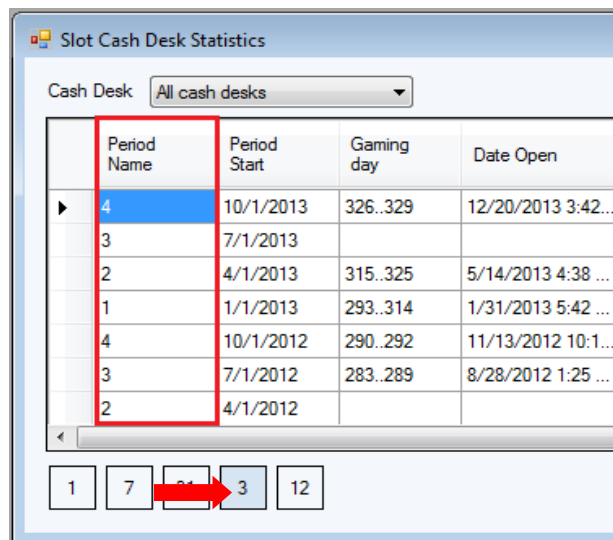
- ✓ **Weekly**, by clicking on the button 7.



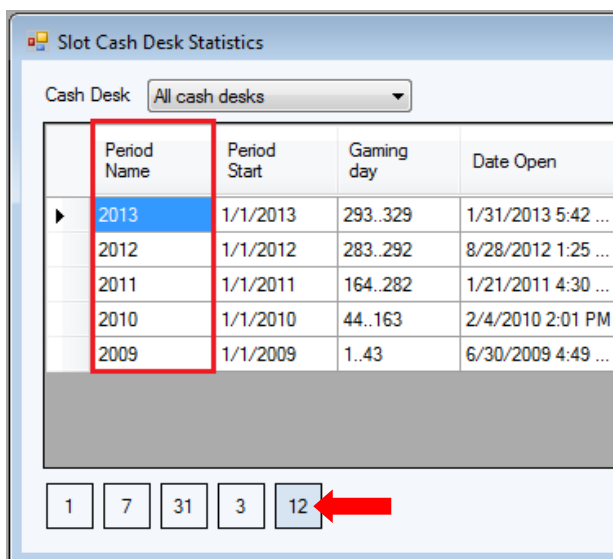
- ✓ **Monthly**, by clicking on the button 31.



✓ **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.

Slot Cash Desk Statistics

Cash Desk: All cash desks

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		
November	11/1/2013				0.00		0.00	
October								
September								
August								
July								
June								

1 7 31

Cash desk operations

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.

Slot Cash Desk Statistics

Cash Desk: All cash desks

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								

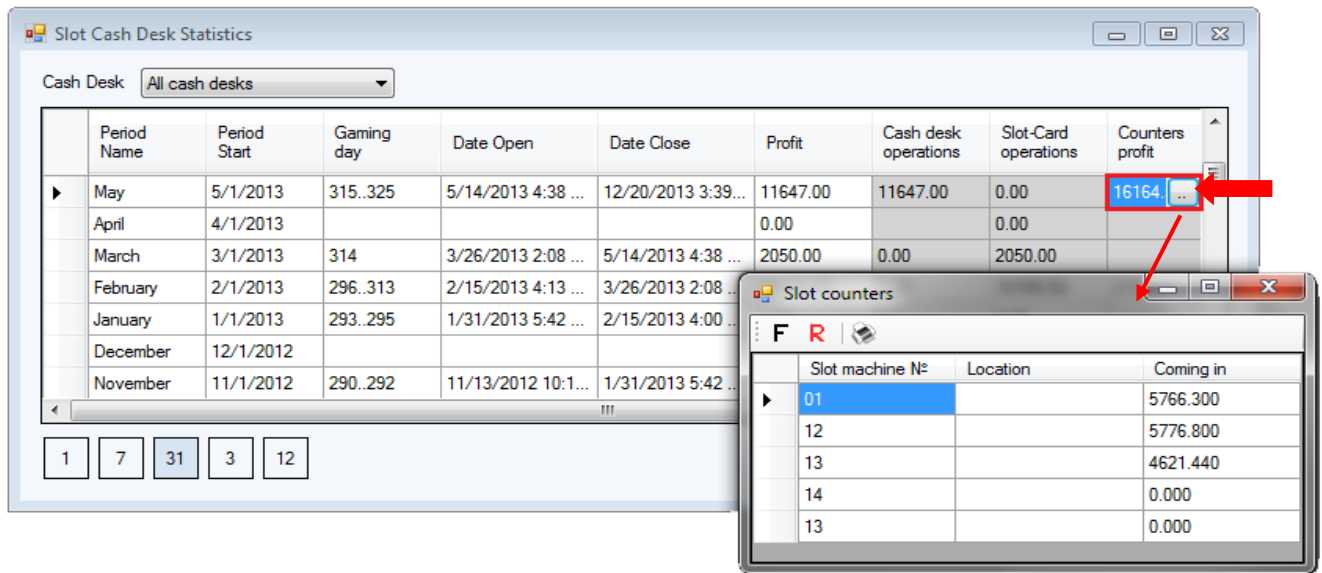
1 7

Card/slot machine operations

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.



Slot Cash Desk Statistics

Cash Desk: All cash desks

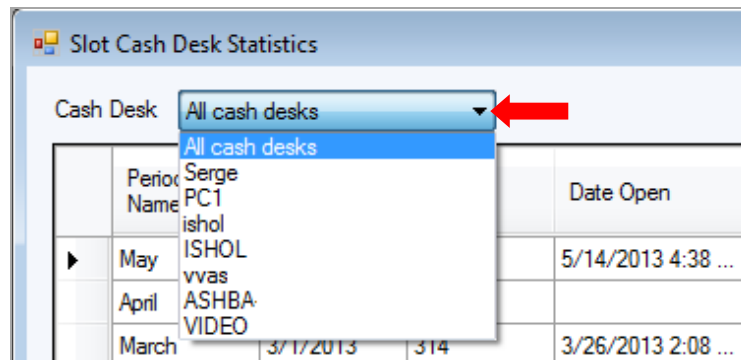
	Period Name	Period Start	Gaming day	Date Open	Date Close	Profit	Cash desk operations	Slot-Card operations	Counters profit
►	May	5/1/2013	315..325	5/14/2013 4:38 ...	12/20/2013 3:39...	11647.00	11647.00	0.00	16164...
	April	4/1/2013				0.00		0.00	
	March	3/1/2013	314	3/26/2013 2:08 ...	5/14/2013 4:38 ...	2050.00	0.00	2050.00	
	February	2/1/2013	296..313	2/15/2013 4:13 ...	3/26/2013 2:08 ...				
	January	1/1/2013	293..295	1/31/2013 5:42 ...	2/15/2013 4:00 ...				
	December	12/1/2012							
	November	11/1/2012	290..292	11/13/2012 10:1...	1/31/2013 5:42 ...				

1 7 31 3 12

Slot counters

	Slot machine №	Location	Coming in
►	01		5766.300
	12		5776.800
	13		4621.440
	14		0.000
	13		0.000

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.



Slot Cash Desk Statistics

Cash Desk: All cash desks

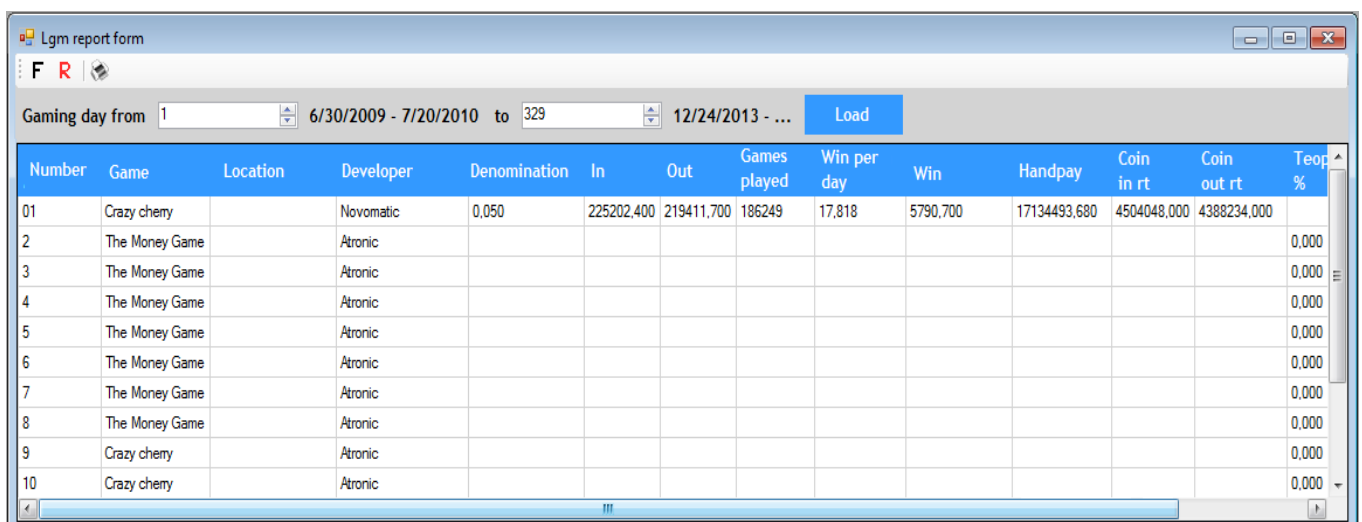
	Period Name	Date Open
►	May	5/14/2013 4:38 ...
	April	
	March	3/26/2013 2:08 ...

Dropdown menu options: All cash desks, Serge, PC1, ishoh, ISHOL, vvas, ASHBA, VIDEO

7.9.3 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».




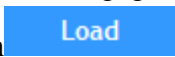
Lgm report form

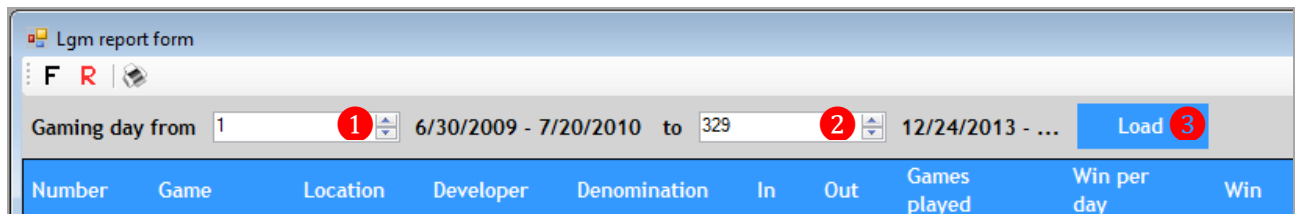
Gaming day from 1 to 329 6/30/2009 - 7/20/2010 to 12/24/2013 - ... Load

Number	Game	Location	Developer	Denomination	In	Out	Games played	Win per day	Win	Handpay	Coin in rt	Coin out rt	Teop %
01	Crazy cherry		Novomatic	0,050	225202,400	219411,700	186249	17,818	5790,700	17134493,680	4504048,000	4388234,000	
2	The Money Game		Atronic										0,000
3	The Money Game		Atronic										0,000
4	The Money Game		Atronic										0,000
5	The Money Game		Atronic										0,000
6	The Money Game		Atronic										0,000
7	The Money Game		Atronic										0,000
8	The Money Game		Atronic										0,000
9	Crazy cherry		Atronic										0,000
10	Crazy cherry		Atronic										0,000

In table form, the following information:

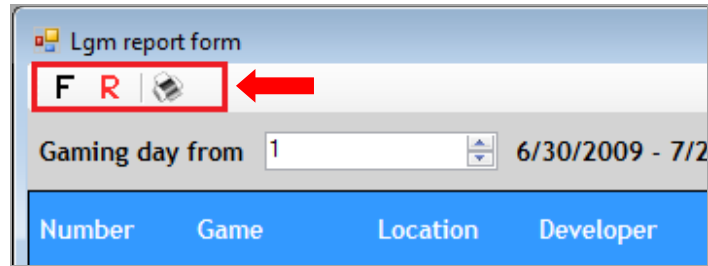
1. The number of a slot machine.
2. Name of the game / games on the device package.
3. Location.
4. The manufacturer of the slot.
5. Denomination installed on the machine.
6. In - the difference between the counter values **CoinIn** at the end and beginning of the period based on the denomination, i.e.: **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:
$$((\text{CoinOut[at the end]} - \text{CoinOut[at the beginning]}) * \text{denomination slot machine [at the end period]}) / ((\text{CoinIn[at the end]} - \text{CoinIn[at the beginning]}) * \text{denomination slot machine [at the end period]}) * 100.$$
16. Actual % - the actual percentage return unit, is calculated as:
$$\text{CoinOut[at the end]} / \text{CoinIn[at the end]} * 100.$$

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 .



Number	Game	Location	Developer	Denomination	In	Out	Games played	Win per day	Win
--------	------	----------	-----------	--------------	----	-----	--------------	-------------	-----

Also, this report provides the standard filtration system, searching and printing:



7.9.4 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.

Players cards operations report

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						

Start gaming day: 1 6/30/2009 7/20/2013
End gaming day: 329 12/24/2013

Player cashbox In operations report

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.

Players cards operations report

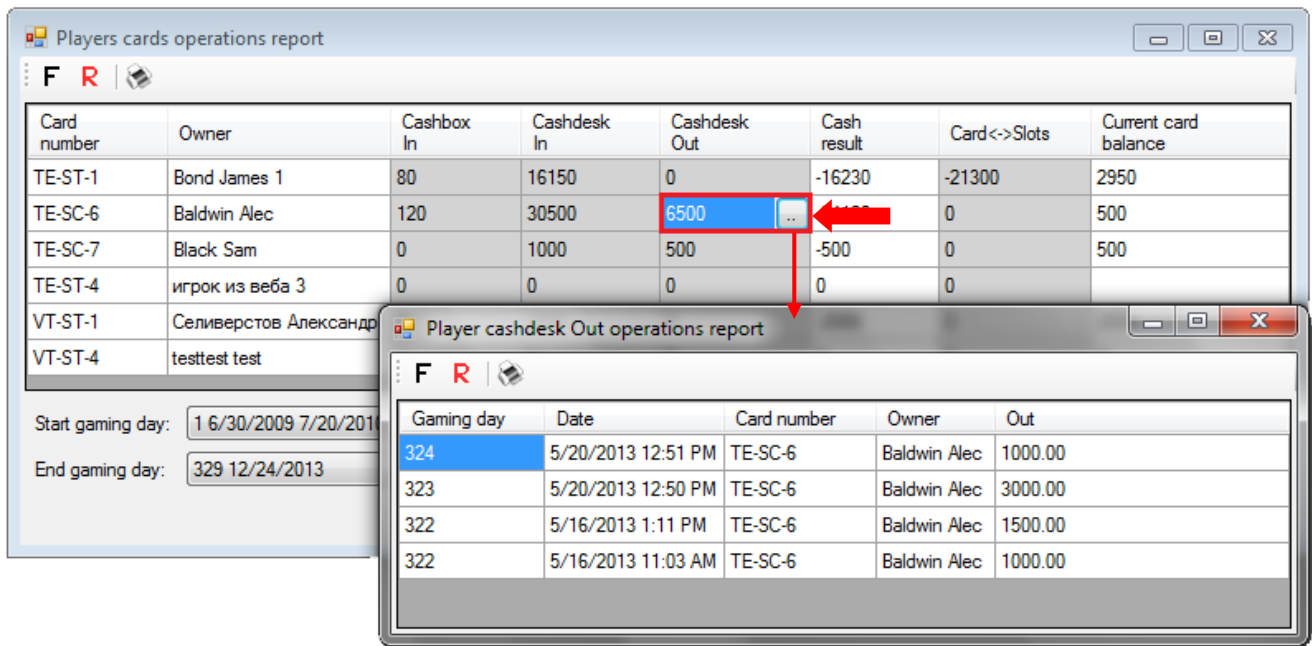
Card number	Owner	Cashbox In	Cashdesk In	Cashdesk Out	Cash result	Card<->Slots	Current card balance
TE-ST-1	Bond James 1	80	16150	0	-16230	-21300	2950
TE-SC-6	Baldwin Alec	120	30500	6500	-24120	0	500
TE-SC-7	Black Sam	0	1000	500	-500	0	500
TE-ST-4	игрок из веба 3	0	0	0	0	0	
VT-ST-1	Селиверстов Алексан						
VT-ST-4	testtest test						

Start gaming day: 1 6/30/2009 7/20/2013
End gaming day: 329 12/24/2013

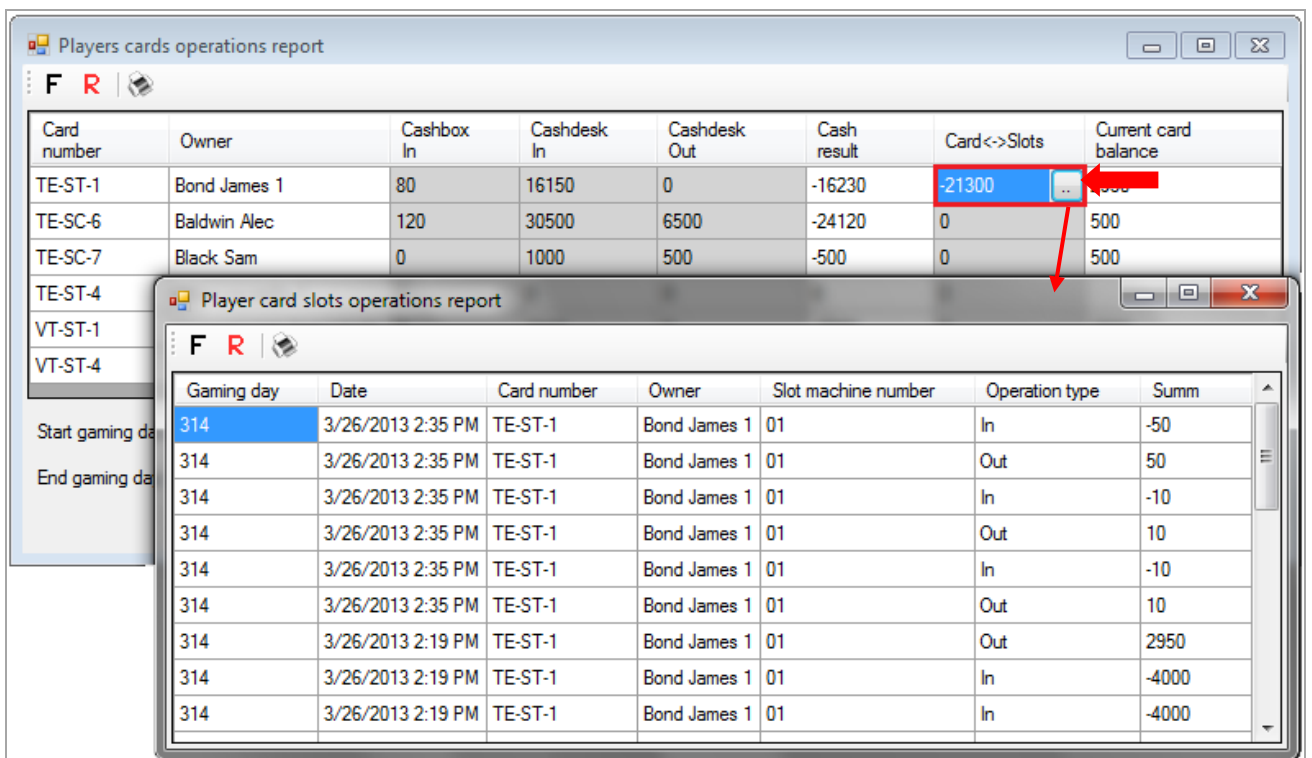
Player cashdesk In operations report

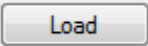
Gaming day	Date	Card number	Owner	In
325	5/29/2013 12:19 PM	TE-SC-6	Baldwin Alec	2000.00
325	5/29/2013 12:18 PM	TE-SC-6	Baldwin Alec	1500.00
325	5/28/2013 5:49 PM	TE-SC-6	Baldwin Alec	1500.00
325	5/28/2013 5:47 PM	TE-SC-6	Baldwin Alec	5000.00
322	5/16/2013 12:42 PM	TE-SC-6	Baldwin Alec	1000.00
322	5/16/2013 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

7.9.5 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

F R 

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 **Load**.

Also in this report are valid standard filtration system, search, and print the data:

7.9.6 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.

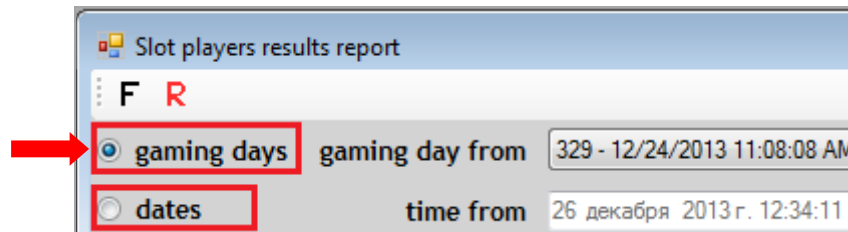
9. Theo win / loss - theoretical win / loss for the period of the player, which is calculated by the formula:

$$\text{Theo win / loss} = \text{Average rate} * \text{Time} * \text{Number of games played} * \\ \% \text{ Average return machines in the hall}$$

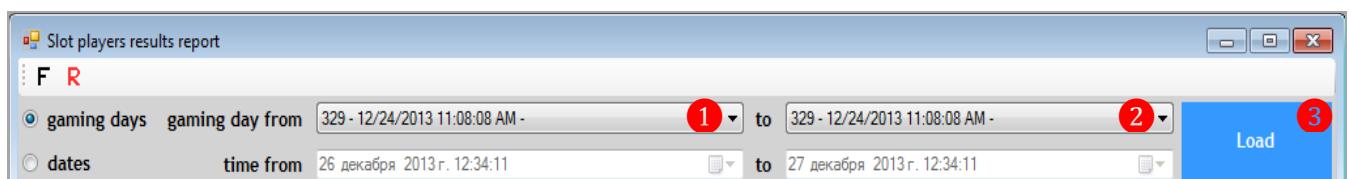
10. PTS earned - PTS player accrued for the period.

11. PTS redeemed - the amount charged for the period PTS player.

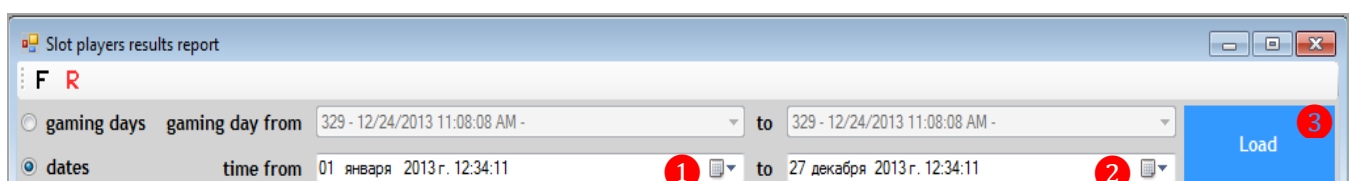
By default, the report data is loaded for the current game day. If you need data for a different period, it is necessary to use filters in the top of the form. The period can be set by **game day**, or by **calendar dates**. To select the period, it is necessary to set the mark in a corresponding line: «Gaming days» or «Dates».



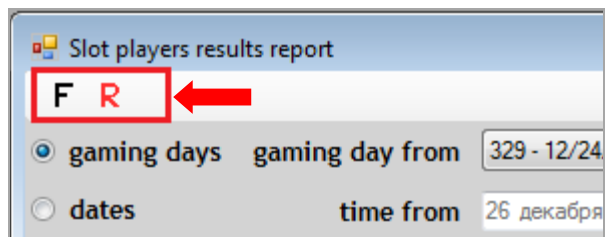
• If the report will form the **gaming days**, the fields «**Gaming day from**» and «**to**» from the drop-down list to choose the starting and ending period of matched days. After period is specified, you need to click on **Load**.



• 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 **Load**.



Note that the form provides the standard filter system and retrieval:



The screenshot shows a web application window titled "Slot players results report". Below the title bar, there is a search bar containing the text "F R", which is highlighted with a red rectangular box. A red arrow points to the right side of this box. 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 field labeled "gaming day from" containing the value "329 - 12/24". To the right of "dates" is a text field labeled "time from" containing the value "26 декабря".

7.9.7 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 has buttons for "Load" and "Print", and radio buttons for "Denomination" (selected) and "Manufacture". The table below is a simplified representation of the data shown in the screenshot.

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	(3 slots)	3610998,00	40092785,00	99999775,00	19999900,00	0,00	652637,00	19776,88	206909,90	18,07
QTD		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 slots)	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
QTD		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	(1 slots)	50,00	5000525,00	25,00	0,00	0,00	50,00	4,55	2,58	100,00
QTD		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 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		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 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		0,80	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 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		39595,50	56630,00			10046749,00	-10024021,00	-5012010,50	1583,82	-25316...

The form table contains the following indicators:

Parameters	Description	Formula
Per	<p>Data grouping periods:</p> <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>

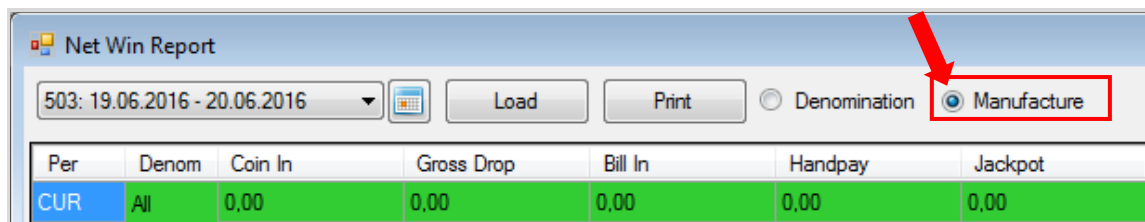
	<ul style="list-style-type: none"> • YTD - from the beginning of the year in which the gaming day started up to the selected gaming day inclusive. • LTD - from the beginning of the club work up to the selected gaming day inclusive. 	
Denom (if «Denomination» is chosen from filter)	<ul style="list-style-type: 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 (if «Manufacture» is chosen from filter)	<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 / \sum 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 = \sumCoin 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.

The screenshot shows a software window titled "Net Win Report". It has a date range selector set to "503: 19.06.2016 - 20.06.2016", and buttons for "Load" and "Print". There are radio buttons for "Denomination" (selected) and "Manufacture". Below is a table with 11 columns: Per, Denom, Coin In, Gross Drop, Bill In, Handpay, Jackpot, Net Win, Net Win/Gd/perSlot, Theo Win, and Hold %. The table contains data for different periods: CUR (All), MTD, QTD (3 slots), YTD, and LTD. The first row (CUR) and the last row (LTD) are highlighted in green.

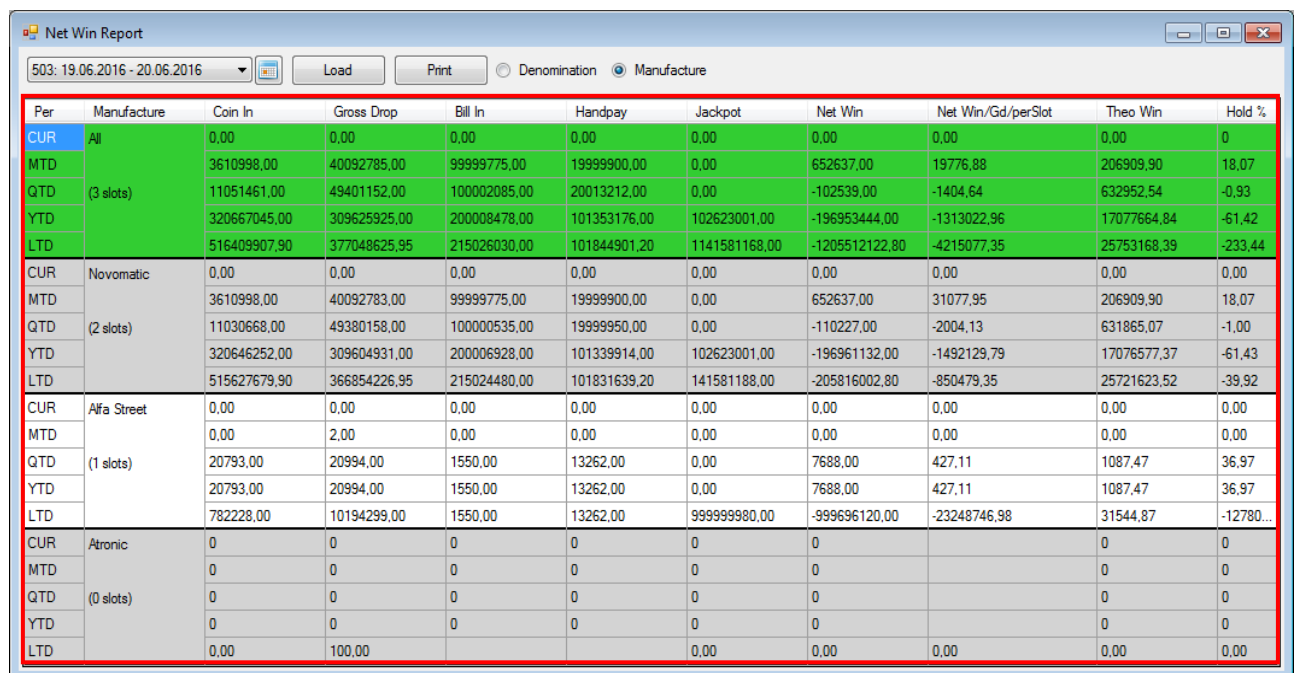
Per	Denom	Coin In	Gross Drop	Bill In	Handpay	Jackpot	Net Win	Net Win/Gd/perSlot	Theo Win	Hold %
CUR	All	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0
MTD		3610998,00	40092785,00	99999775,00	19999900,00	0,00	652637,00	19776,88	206909,90	18,07
QTD	(3 slots)	11051461,00	49401152,00	100002085,00	20013212,00	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.



The screenshot shows the 'Net Win Report' window. At the top, there is a date range dropdown set to '503: 19.06.2016 - 20.06.2016', a calendar icon, and buttons for 'Load' and 'Print'. Below these are two radio buttons: 'Denomination' (unselected) and 'Manufacture' (selected, highlighted with a red box and a red arrow). The table below has columns: Per, Denom, Coin In, Gross Drop, Bill In, Handpay, and Jackpot. The first row shows 'CUR' for 'All' with all values at 0.00.

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.




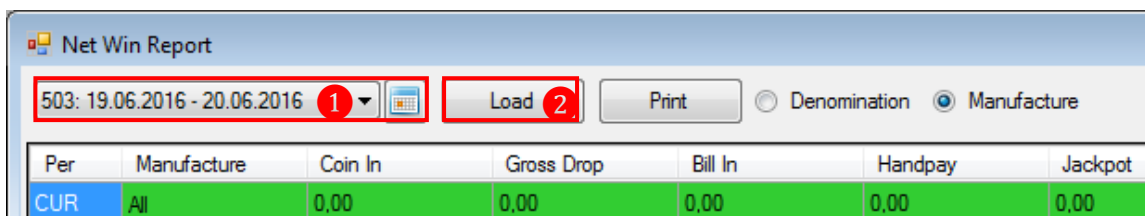
The screenshot shows the 'Net Win Report' window with the 'Manufacture' radio button selected. The table displays data for various manufacturers, grouped by periods: CUR (Current), MTD (Month to Date), QTD (Quarter to Date), YTD (Year to Date), and LTD (Total). The columns are: Per, Manufacture, Coin In, Gross Drop, Bill In, Handpay, Jackpot, Net Win, Net Win/Gd/perSlot, Theo Win, and Hold %. The data is grouped by manufacturer: All, Novomatic, Alfa Street, and Atronic. The first group (All) is highlighted in green, while the others are grey.

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		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	-1404,64	632952,54	-0,93
YTD		320667045,00	309625925,00	200008478,00	101353176,00	102623001,00	-196953444,00	-1313022,96	17077664,84	-61,42
LTD		516409907,90	377048625,95	215026030,00	101844901,20	1141581168,00	-1205512122,80	-4215077,35	25753168,39	-233,44
CUR	Novomatic	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD		3610998,00	40092783,00	99999775,00	19999900,00	0,00	652637,00	31077,95	206909,90	18,07
QTD	(2 slots)	11030668,00	49380158,00	100000535,00	19999950,00	0,00	-110227,00	-2004,13	631865,07	-1,00
YTD		320646252,00	309604931,00	200006928,00	101339914,00	102623001,00	-196961132,00	-1492129,79	17076577,37	-61,43
LTD		515627679,90	366854226,95	215024480,00	101831639,20	141581188,00	-205816002,80	-850479,35	25721623,52	-39,92
CUR	Alfa Street	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD		0,00	2,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
QTD	(1 slots)	20793,00	20994,00	1550,00	13262,00	0,00	7688,00	427,11	1087,47	36,97
YTD		20793,00	20994,00	1550,00	13262,00	0,00	7688,00	427,11	1087,47	36,97
LTD		782228,00	10194299,00	1550,00	13262,00	999999980,00	-999696120,00	-23248746,98	31544,87	-12780...
CUR	Atronic	0	0	0	0	0	0		0	0
MTD		0	0	0	0	0	0		0	0
QTD	(0 slots)	0	0	0	0	0	0		0	0
YTD		0	0	0	0	0	0		0	0
LTD		0,00	100,00			0,00	0,00	0,00	0,00	0,00


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.



The screenshot shows the 'Net Win Report' window. The date range dropdown is set to '503: 19.06.2016 - 20.06.2016' and is highlighted with a red box and a red circle with the number 1. The 'Load' button is also highlighted with a red box and a red circle with the number 2. The table below has columns: Per, Manufacture, Coin In, Gross Drop, Bill In, Handpay, and Jackpot. The first row shows 'CUR' for 'All' with all values at 0.00.

Click  to open the generated report in the new window for printing or saving to your PC in **Excel**, **PDF** or **Word**.

OT4ET

1 of 1

Whole Page

Find | Next

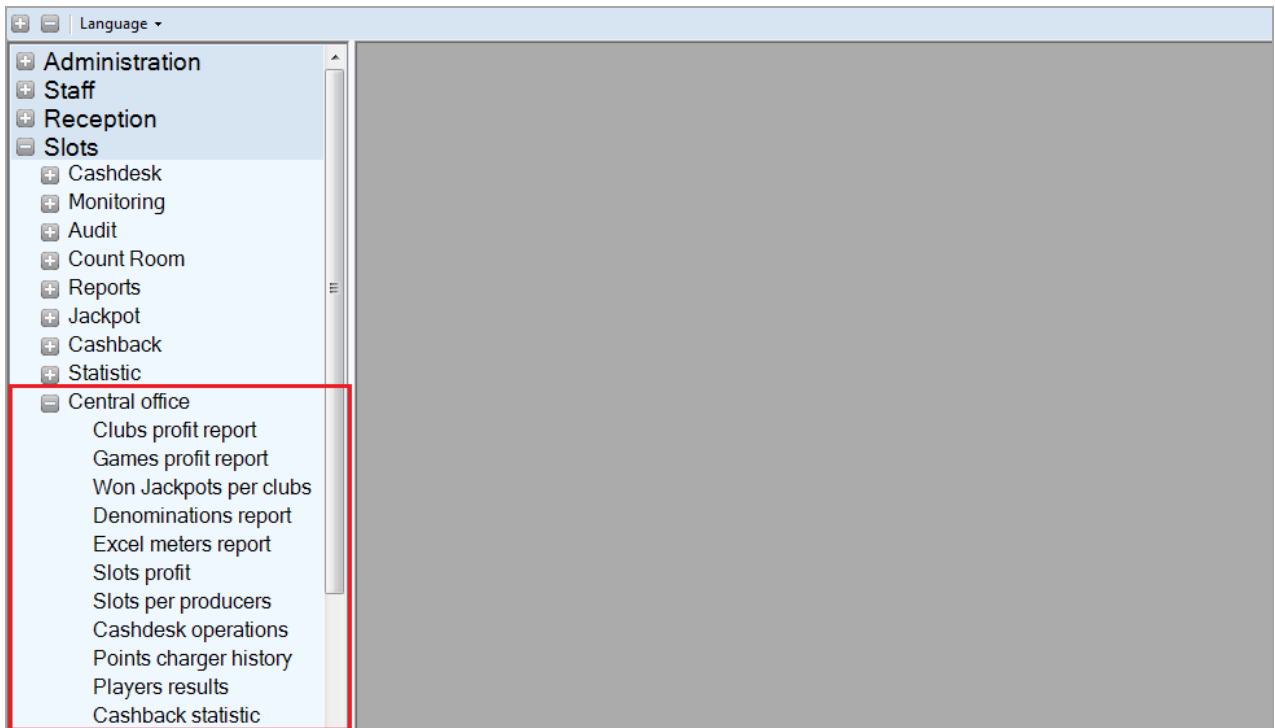
Excel
PDF
Word

Net Win Report
Gaming day: 503

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		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	-1404,64	632952,54	-0,93
YTD		320867045,00	309625925,00	200008478,00	101353176,00	102623001,00	-196953444,00	-1313022,96	17077664,84	-61,42
LTD		516409907,90	377048625,95	215026030,00	101844901,20	1141581168,00	-1205512122,80	-4215077,35	25753168,39	-233,44
CUR	Novomatic	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD		3610998,00	40092783,00	99999775,00	19999900,00	0,00	652637,00	31077,95	206909,90	18,07
QTD	(2 slots)	11030668,00	49380158,00	100000535,00	19999950,00	0,00	-110227,00	-2004,13	631865,07	-1,00
YTD		320846252,00	309604931,00	200006928,00	101339914,00	102623001,00	-196961132,00	-1492129,79	17076577,37	-61,43
LTD		515627679,90	368854226,95	215024480,00	101831639,20	141581188,00	-205816002,80	-850479,35	25721623,52	-39,92
CUR	Alfa Street	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
MTD		0,00	2,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
QTD	(1 slots)	20793,00	20994,00	1550,00	13262,00	0,00	7688,00	427,11	1087,47	36,97
YTD		20793,00	20994,00	1550,00	13262,00	0,00	7688,00	427,11	1087,47	36,97
LTD		782228,00	10194299,00	1550,00	13262,00	999999980,00	-999696120,00	-23246746,98	31544,87	-127801,12
CUR	Atronic	0	0	0	0	0	0		0	0
MTD		0	0	0	0	0	0		0	0
QTD	(0 slots)	0	0	0	0	0	0		0	0
YTD		0	0	0	0	0	0		0	0
LTD		0,00	100,00			0,00	0,00	0,00	0,00	0,00

7.10 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.

7.10.1 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».


A screenshot of the 'Clubs profit report' window in the SlotLogic system. The window has a title bar with the text 'Clubs profit report'. Below the title bar, 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 these fields, there are icons for 'F', 'R', and a printer. The main part of the window 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.

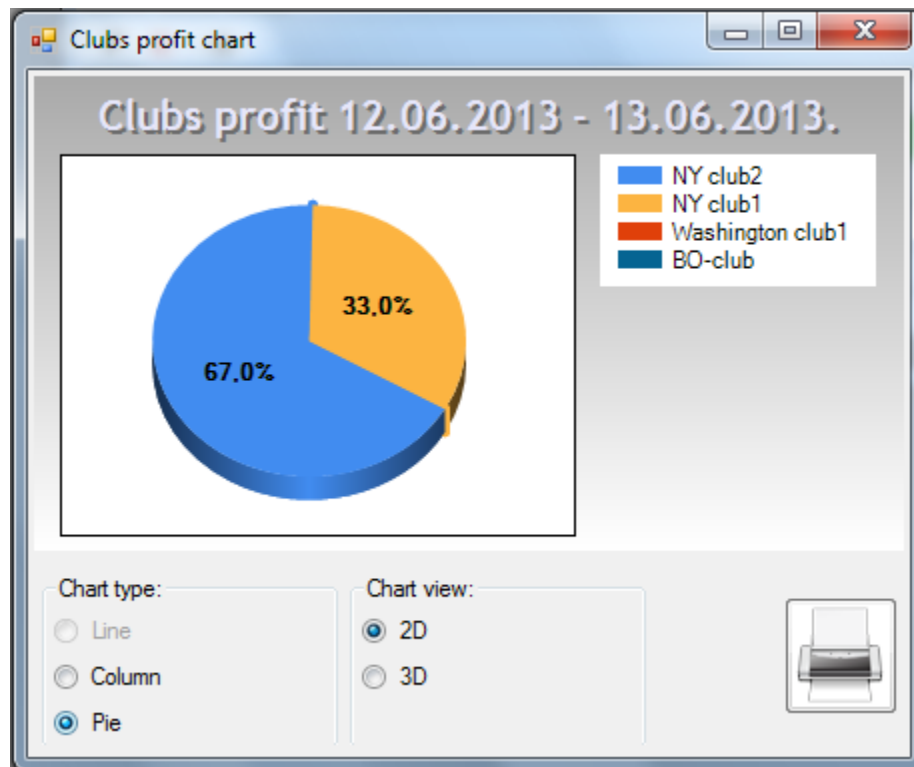
The top line highlighted in **green** denotes the total amount shown on the column «**Profit**».

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.

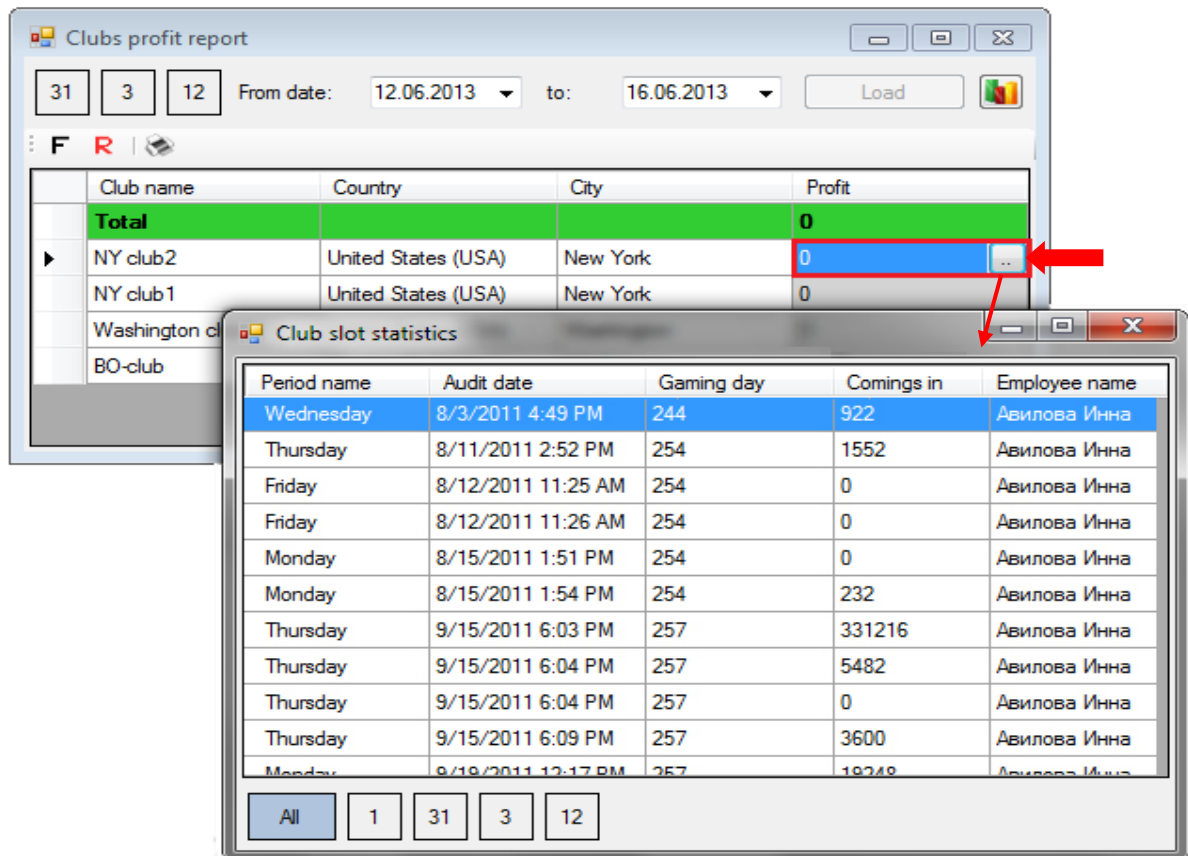
In addition, if you press the button  on the form, the report data will be displayed in a new window as a histogram or pie chart.



To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

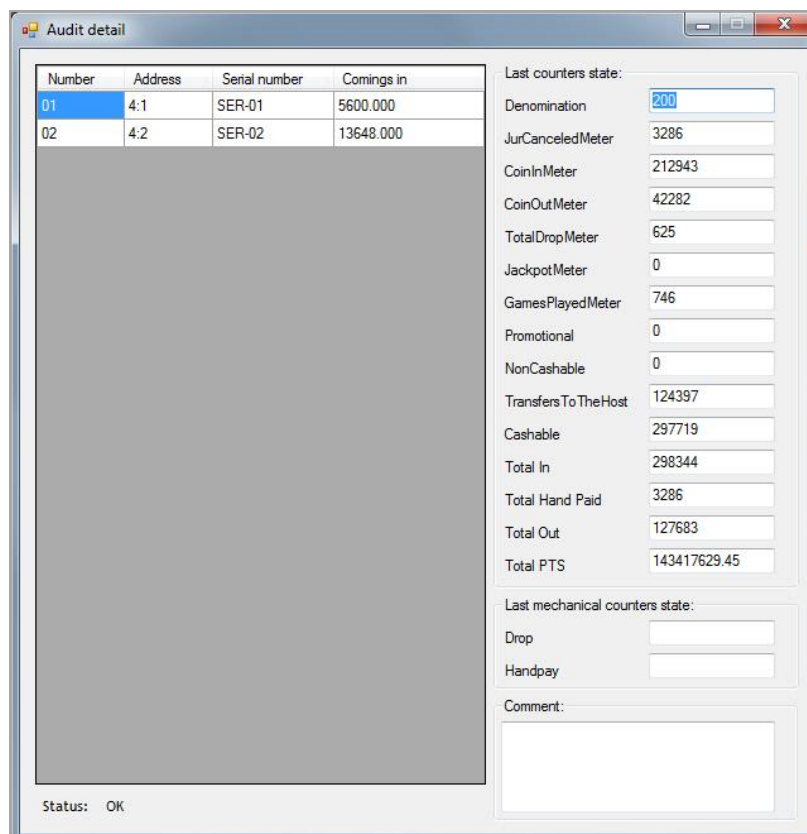
By clicking the button , you can print a graph on paper (if the printer is connected to your computer).

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 1 31 3 12 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.



7.10.2 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.

The screenshot shows the 'Clubs games profit report' window. At the top, there are three buttons labeled 31, 3, and 12. Below them is a 'Club:' dropdown menu which is currently open, showing a list of clubs: All, Central Office, MAXIM BET, NY club, Shalimar, Wafflehouse, and Washington DC. To the right of the club list are two date fields: 'From date:' with the value 01.05.2018 and 'to:' with the value 29.05.2018. A 'Load' button is located to the right of the date fields. Below the date fields, there are two columns: 'Game' and 'Profit'. The 'Game' column is currently empty, and the 'Profit' column is also empty.

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».





The screenshot shows the 'Clubs games profit report' window with the data loaded. The 'Club' dropdown is now closed and shows 'All'. The 'From date' is 01.05.2018 and 'to' is 29.05.2018. The 'Load' button is still visible. Below the date fields, there are two columns: 'Game' and 'Profit'. The table contains the following data:

Game	Profit
Total	499036
Always Hot	0
AP II	0
Columbus	0
SIZZLINGHOT	16161
Xtra Hot CF1	482875


Also in this form are available the standard filtering, searching and printing data system:

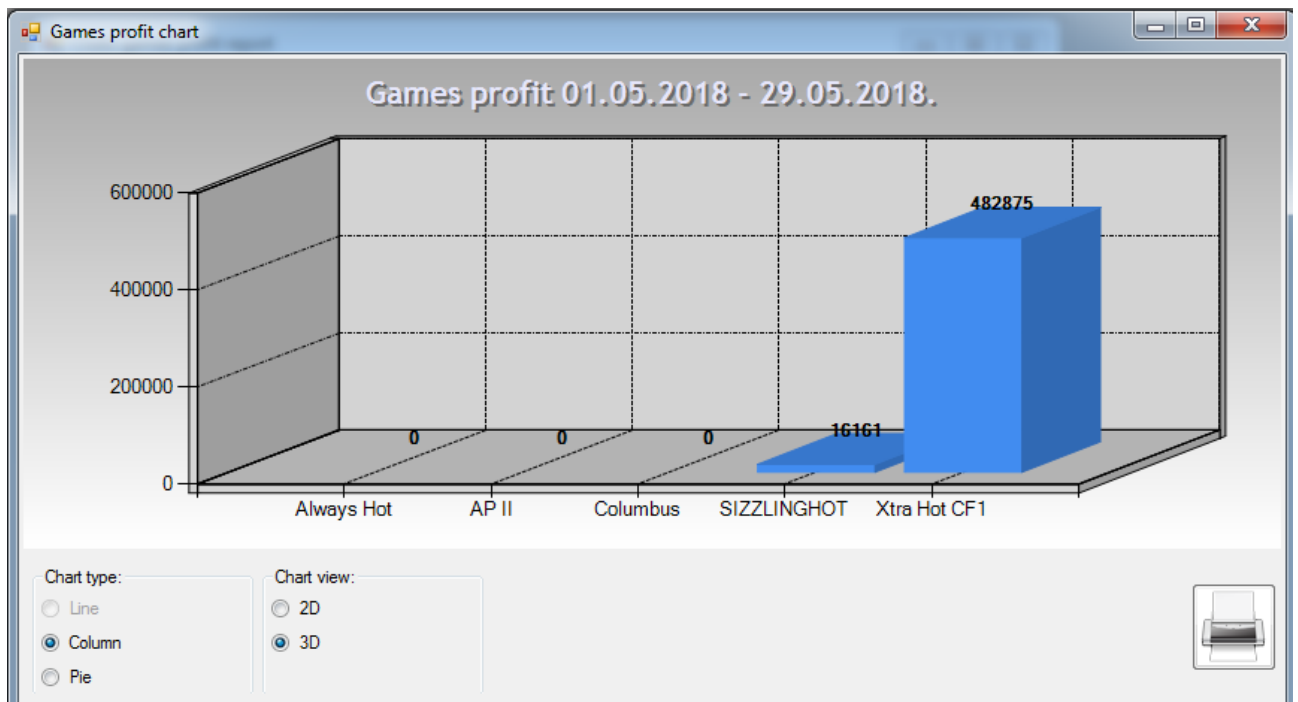
Clubs games profit report

31 3 12 Club: All From date: 01.05.2018 to: 29.05.2018


F R    


Game	Profit
Total	499036

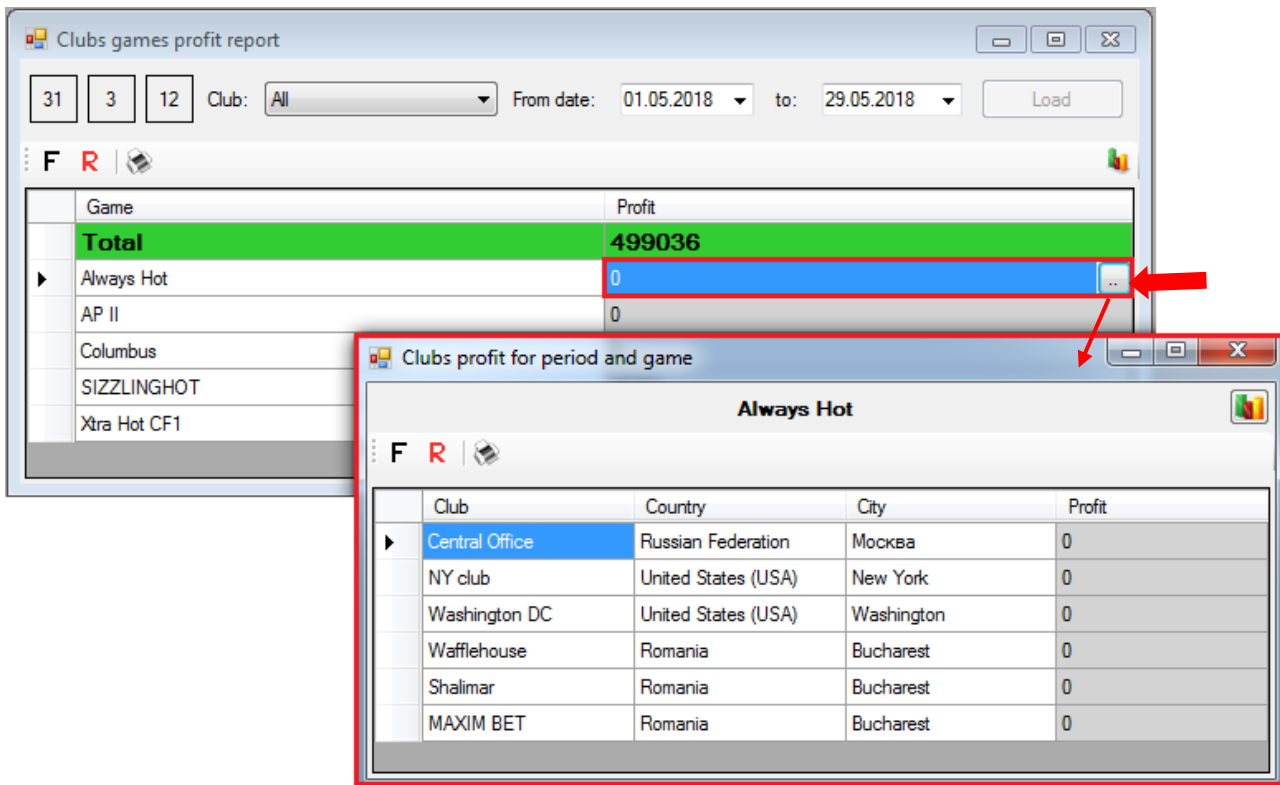
In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.




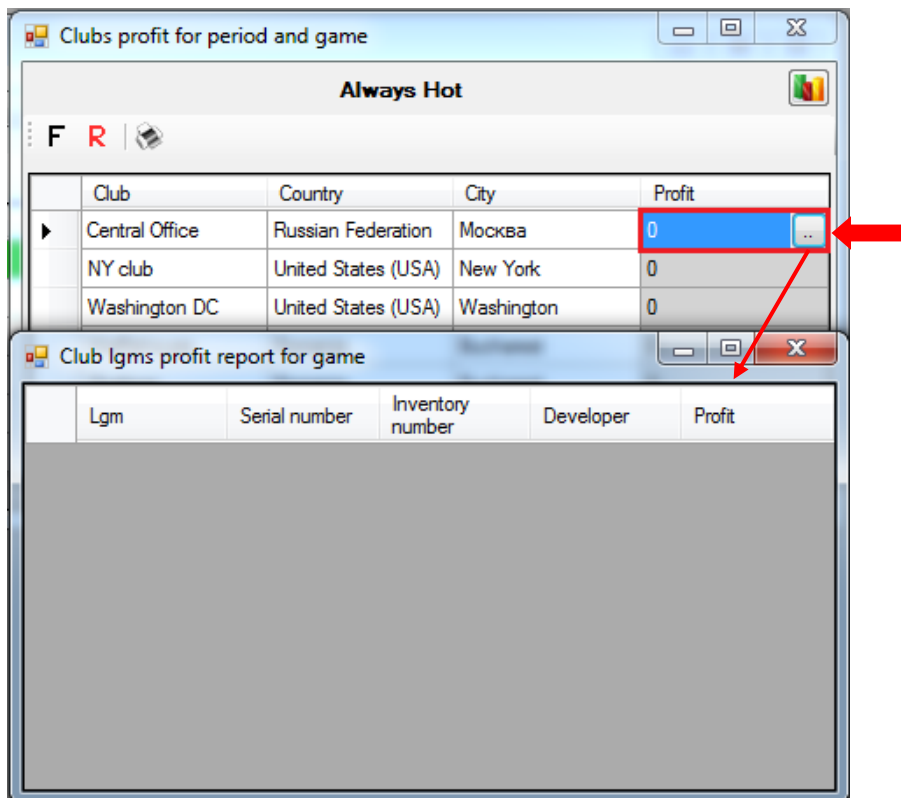
To select the appearance of the graph, you must set the field «**Chart view**» mark in the sense of «**2D**» or «**3D**».

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.



7.10.3 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:

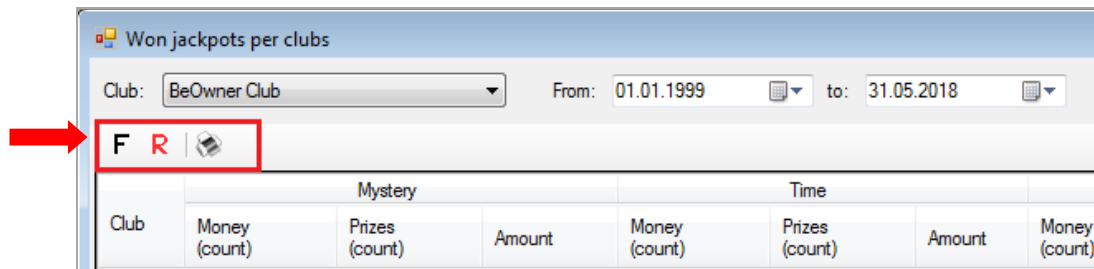
1. In the «Club» field from the drop-down list choose the club for which you need data. Select **All** if you want data for all clubs.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» field using 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.



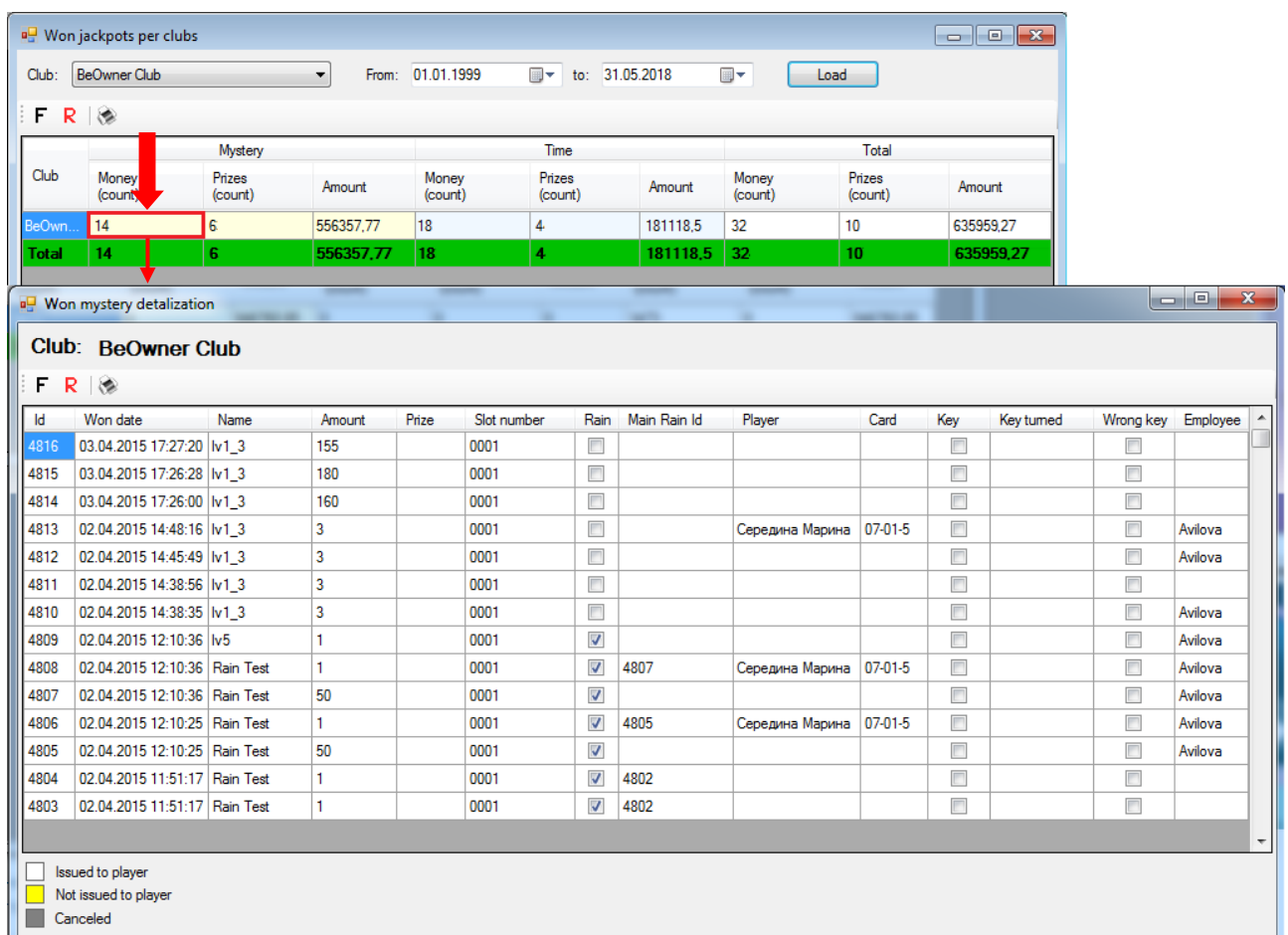
Won jackpots per clubs

Club: BeOwner Club From: 01.01.1999 to: 31.05.2018

F R 


Club	Mystery			Time			Money (count)
	Money (count)	Prizes (count)	Amount	Money (count)	Prizes (count)	Amount	

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.



Won jackpots per clubs


Club: BeOwner Club From: 01.01.1999 to: 31.05.2018 Load

F R 

Club	Money (count)	Mystery		Time			Total		
		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

Won mystery detalization

Club: BeOwner Club

F R 

Id	Won date	Name	Amount	Prize	Slot number	Rain	Main Rain Id	Player	Card	Key	Key turned	Wrong key	Employee
4816	03.04.2015 17:27:20	lv1_3	155		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	
4815	03.04.2015 17:26:28	lv1_3	180		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	
4814	03.04.2015 17:26:00	lv1_3	160		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	
4813	02.04.2015 14:48:16	lv1_3	3		0001	<input type="checkbox"/>		Середи́на Мари́на	07-01-5	<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4812	02.04.2015 14:45:49	lv1_3	3		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4811	02.04.2015 14:38:56	lv1_3	3		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4810	02.04.2015 14:38:35	lv1_3	3		0001	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4809	02.04.2015 12:10:36	lv5	1		0001	<input checked="" type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4808	02.04.2015 12:10:36	Rain Test	1		0001	<input checked="" type="checkbox"/>	4807	Середи́на Мари́на	07-01-5	<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4807	02.04.2015 12:10:36	Rain Test	50		0001	<input checked="" type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4806	02.04.2015 12:10:25	Rain Test	1		0001	<input checked="" type="checkbox"/>	4805	Середи́на Мари́на	07-01-5	<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4805	02.04.2015 12:10:25	Rain Test	50		0001	<input checked="" type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	Avilova
4804	02.04.2015 11:51:17	Rain Test	1		0001	<input checked="" type="checkbox"/>	4802			<input type="checkbox"/>		<input type="checkbox"/>	
4803	02.04.2015 11:51:17	Rain Test	1		0001	<input checked="" type="checkbox"/>	4802			<input type="checkbox"/>		<input type="checkbox"/>	

☐ Issued to player
☒ Not issued to player
☐ Canceled

7.10.4 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 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**.

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:

Denominations report

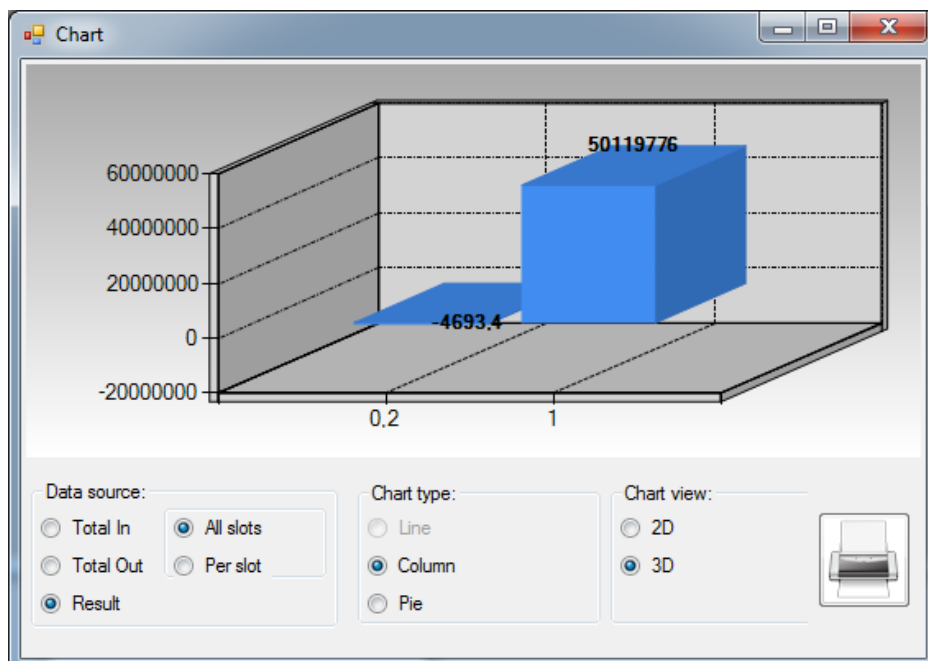
Club: All City: All

From: 01.01.2018 to: 31.05.2018 Take into account denomination Load


F R

Denomination	Slots count	All slots			Per slot		
		Total In	Total Out	Result	Total In	Total Out	Result

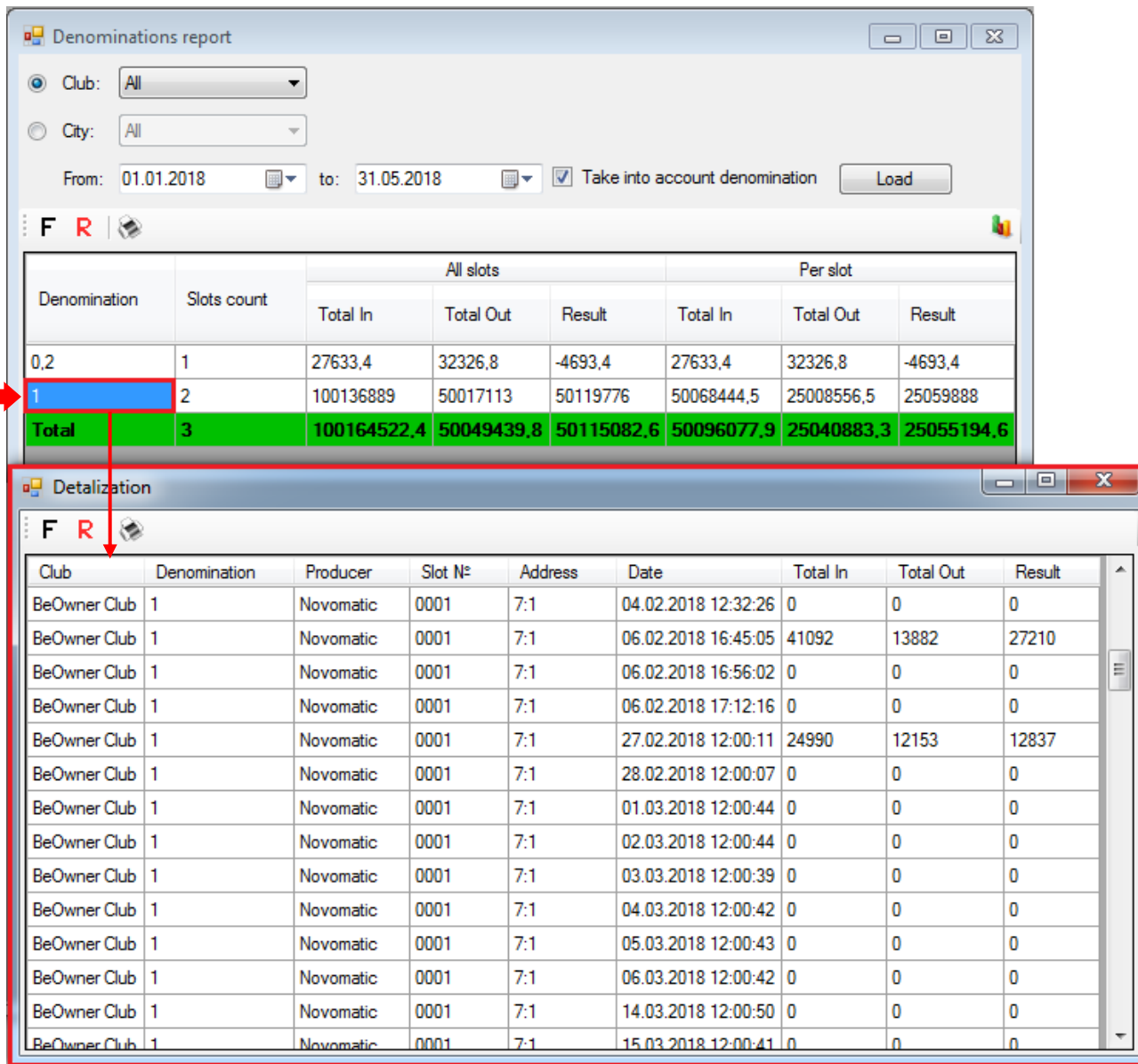
In addition, if you press the button on the form, the report data will be displayed in a new window as a histogram or pie chart.



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.



Denominations report

Club: All
City: All
From: 01.01.2018 to: 31.05.2018 ☒ Take into account denomination

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

Detailization

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.

7.10.5 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.

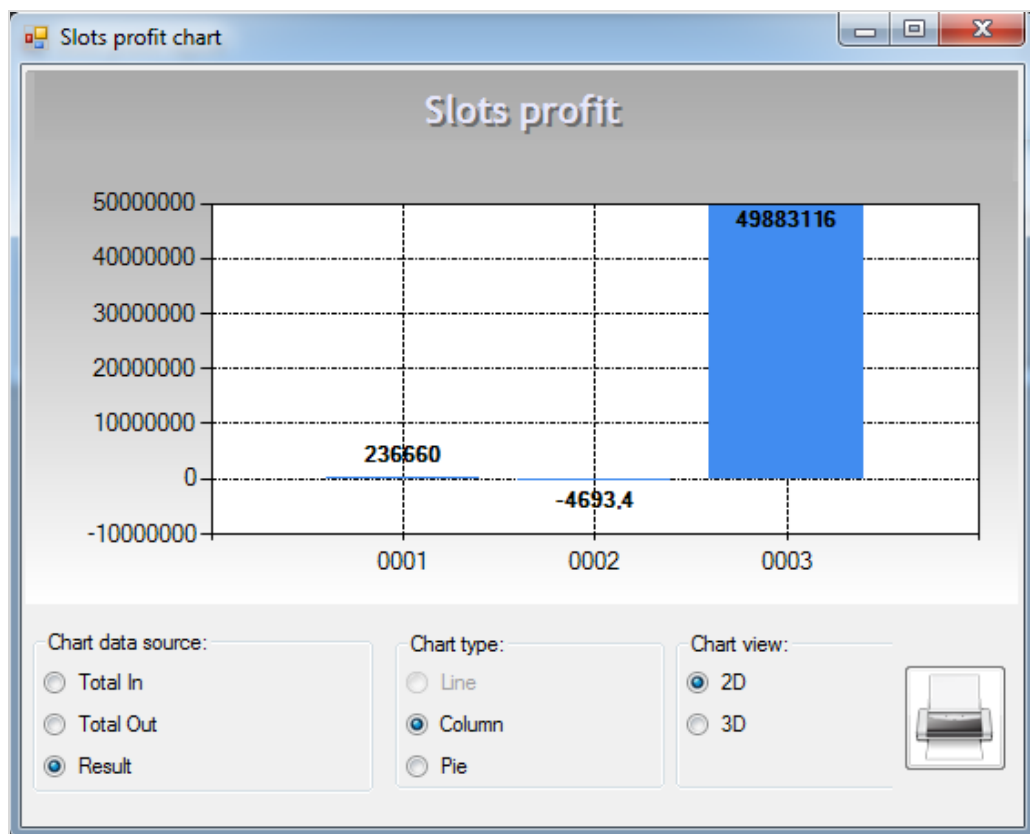
The loaded report will contain the list of gaming machines of the selected club and their profit (**Result**) for the selected period. The bottom line, highlighted in **green**, shows the totals for the columns **Total In**, **Total Out**, **Result**.

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:

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.

Slots profit report

Club: BeOwner Club

From: 01.01.2018 to: 20.06.2018 ☒ Take into account denomination Load

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

Slots profit detalization

Club	Denomination	Producer	Slot №	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.

7.10.6 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.

The screenshot shows the 'Producers report' form. At the top, there are two radio buttons: 'Club' (selected) and 'City'. Next to them are dropdown menus, both showing 'All'. Below these are 'From' and 'to' date fields with calendar icons. The 'From' field shows '01.03.2018' and the 'to' field shows '31.05.2018'. To the right of the date fields is a checkbox labeled 'Take into account denomination' which is checked. Further right is a 'Load' button. Red circles with numbers 1 through 5 point to the 'Club' dropdown, the 'From' date field, the 'to' date field, the 'Take into account denomination' checkbox, and the 'Load' button respectively. Below the form fields is a table with the following structure:

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.

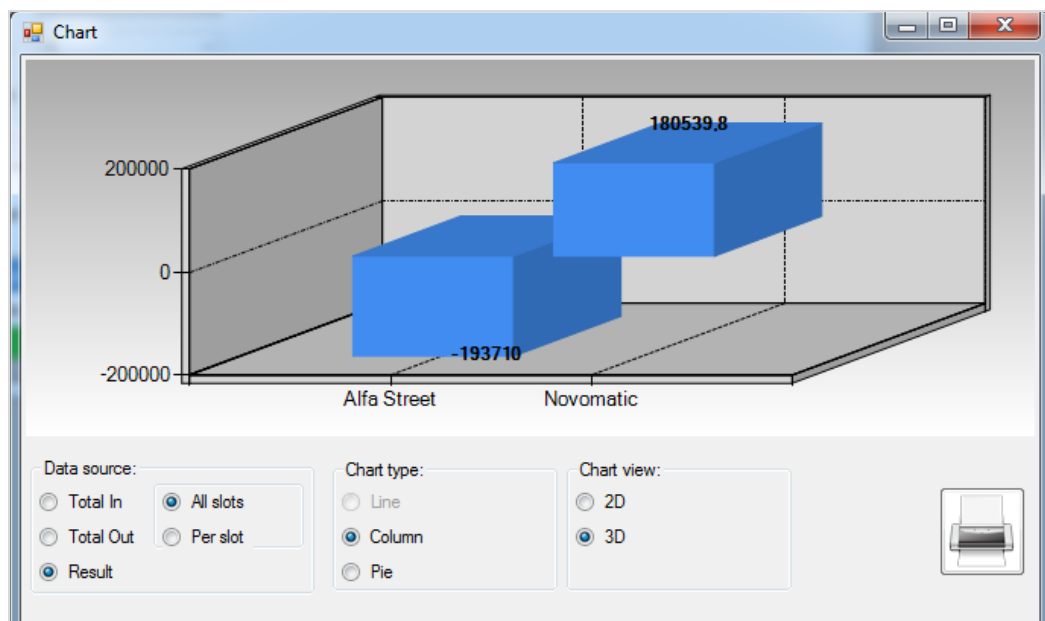
The screenshot shows the 'Producers report' form with the data loaded. The table is as follows:

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:

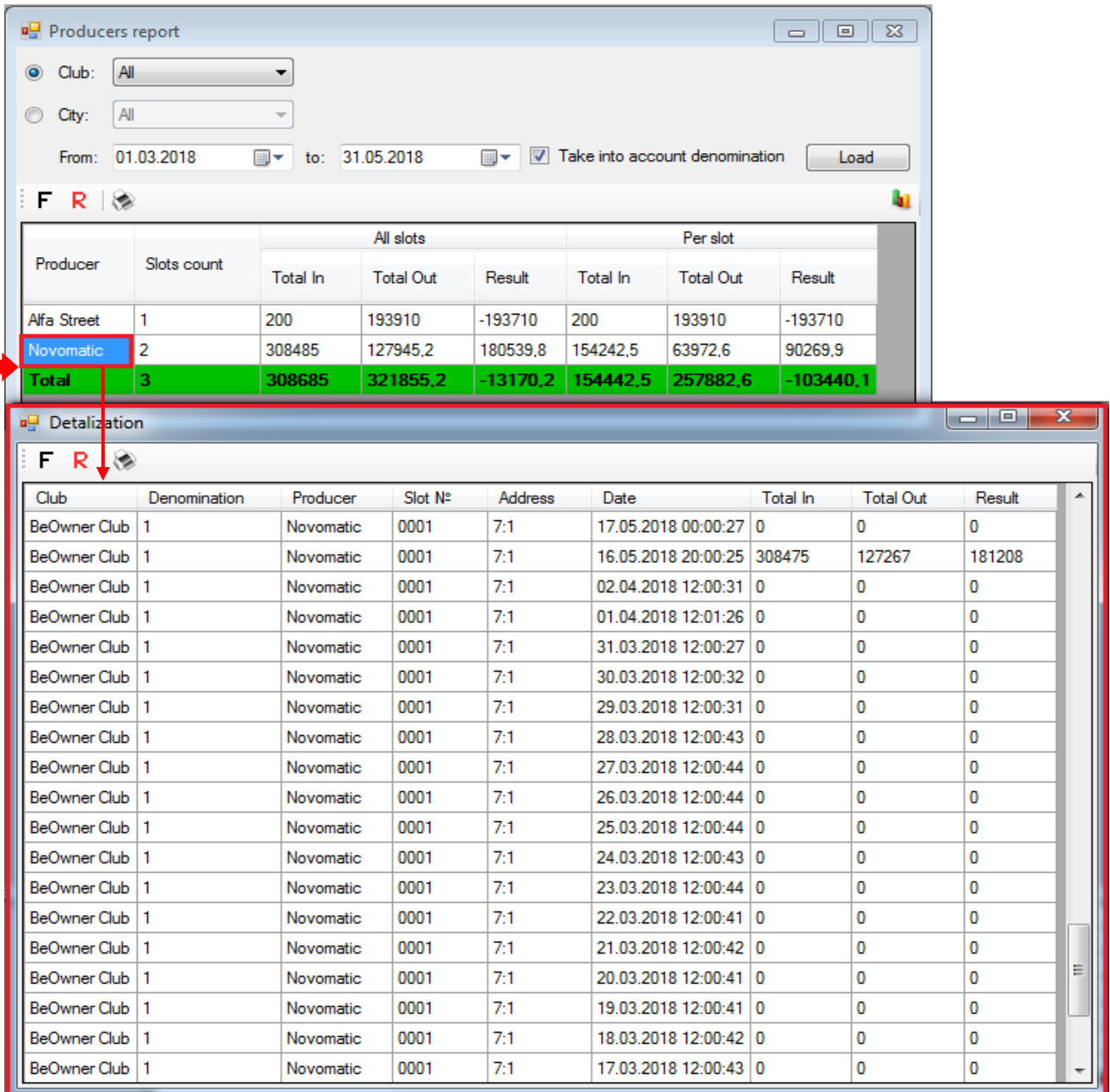
In addition, if you press the  button on the form, the report data will be displayed in a new window as a histogram or pie chart.



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 №	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.

7.10.7 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.

Cash desk operations

Club: BeOwner Club

Cash desk: SLOTLOGIC-SRV

From: 01.03.2018 to: 15.03.2018 Load

Club	Cash desk	Operation ID	Date	Operation Type	Cash amount	PTS amount	PTS price	Slot No	Player Id
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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**.

Cash desk operations

Club: BeOwner Club

Cash desk: SLOTLOGIC-SRV

From: 01.03.2018 to: 15.03.2018 Load

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
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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:

Cash desk operations

Club: BeOwner Club

Cash desk: SLOTLOGIC-SRV

From: 01.03.2018 to: 15.03.2018 Load

F R

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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Version: 7.1

Cash desk operations																				
Club	Cash desk	Operation ID	Date	Operation Type	Cash amount	PTS amount	PTS price	Slot No	Play rld	Play er	Card	Commodity name	Z Shift	Shi ft	Cashi er №	Cashier Name	Operat or №	Operato r Name	Cancell ed By	Date cancell ed
Total					98661,56	-816,5														
BeO wner Club	SLOTLOGIC-SRV	1606	14.03.2018 15:34:21	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789		109	299						
BeO wner Club	SLOTLOGIC-SRV	1605	14.03.2018 15:32:14	PTS -> Cashback	-200	-200	1		3	Petrov2	TE-ST-000789		109	299						
BeO wner Club	SLOTLOGIC-SRV	1604	14.03.2018 15:30:19	PTS -> Cashback	-2,04	-102	0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1603	14.03.2018 15:25:27	PTS -> Cashback	-2,08	-104	0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1602	14.03.2018 15:05:42	Card out	-0,14		0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1601	14.03.2018 15:05:31	Card out	-500		0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1600	14.03.2018 15:05:24	PTS -> Cashback	-4,04	-202	0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1599	14.03.2018 14:58:03	PTS -> Cashback	-2	-100	0,02		36	Панама-рук	07-07-000777		109	299						
BeO wner Club	SLOTLOGIC-SRV	1598	14.03.2018 14:57:51	PTS -> Cashback	-50	-50	1		3	Petrov2	TE-ST-000789		109	299						

7.10.8 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.

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:

Club	Player name	Player surname	Player card	Amount	Operation type
Total				2334,57	

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.

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	Сепрей	Токарев	TE-ST-803	1234,56	Points added	psholokhov	22.05.2018 14:10:28	

7.10.9 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 earned
	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:

ID игрока	Статус	Фамилия	Имя	Отчество	Coin In	Coin Out	Результат = Coin In - Coin Out
1	Gold	Bond	HZ	1	0	99010	-99010

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.

ID игрока	Статус	Фамилия	Имя	Отчество	Coin In	Coin Out	Результат = Coin In - Coin Out	Handpay	Games played	PTS начислено	PTS списано	Всего PTS накоплено	Всего PTS списано	Баланс PTS	Кэш баланс
	Итого				4515	3937479	-3932964	3937479	231	1943920	8422780	39458123779	39072540620	11707,01	305810,5
1	Gold	Bond	HZ	1	0	2079210	-2079210	2079210	0	1420	8404910	210164445	228098070	6	181874
2	Silver	Baldwin	Alec		0	0	0	0	0	210000	0	38088043900	36801477000	10000	0
3	Silver	Petrov2	Evg	Abramovich	147	628677	-628530	628677	126	644700	0	39892520	21000000	506	20802
36	Gold	Паламарчук	Евгений	А	4368	426342	-421974	426342	105	1087800	14700	1045277541	14700	0	0
81	Standard	Середина	Марина		0	803250	-803250	803250	0	0	3150	2074945373	2023950850	1195,01	103334,5

You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

Players results report

Club: BeOwner Club

From: 01.03.2018 to: 31.03.2018 Load

F R

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	Evgeny	Abramovich	336	1436976	-1436640	1436976	288	14736
36	Gold	Паламарчук	Евгений	A	9984	974496	-964512	974496	240	24864
2	Silver	Baldwin	Alec		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

F R

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

F R

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
BeOwner Club	1	Gold	Bond	HZ	1	760	20.03.2018 12:01:50	21.03.2018 12:01:18	0	0	0

7.10.10 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:

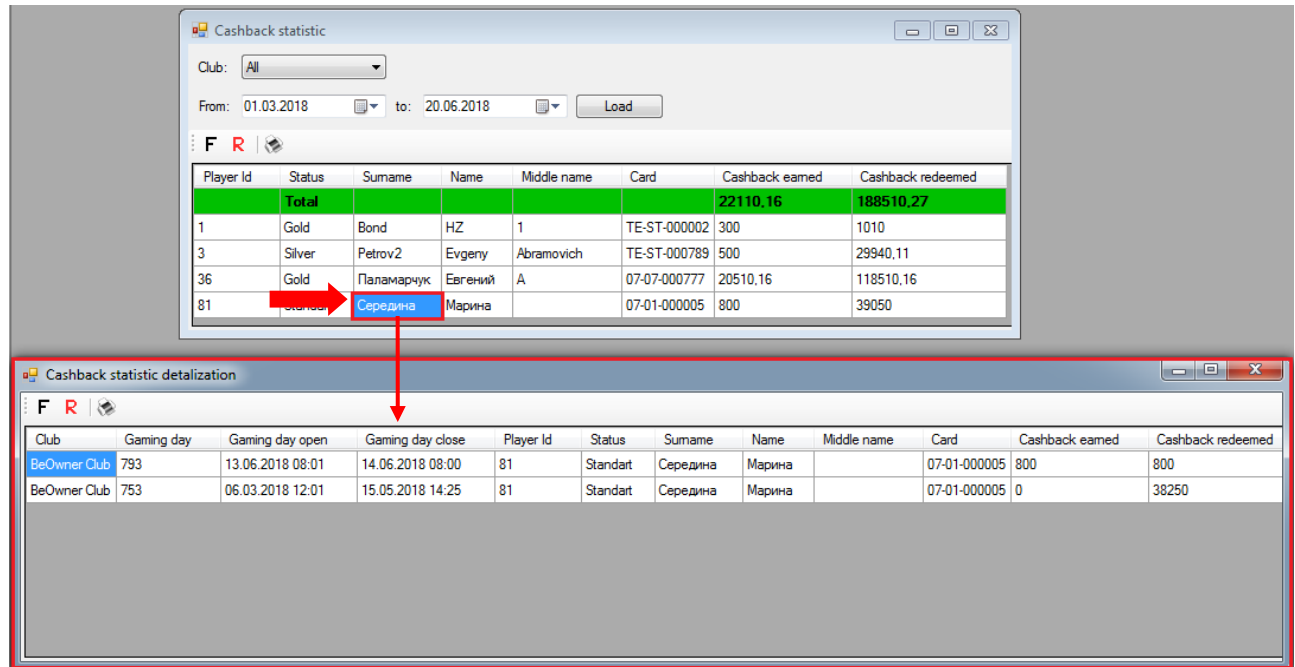
1. In the «Club» field from the drop-down list choose the club for which you need the report. Select **All** if you want the report for all clubs.
2. By default, the report data is loaded for the current day. If you need data for a different period, it is necessary in the top of the form in a «From:» 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 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**.

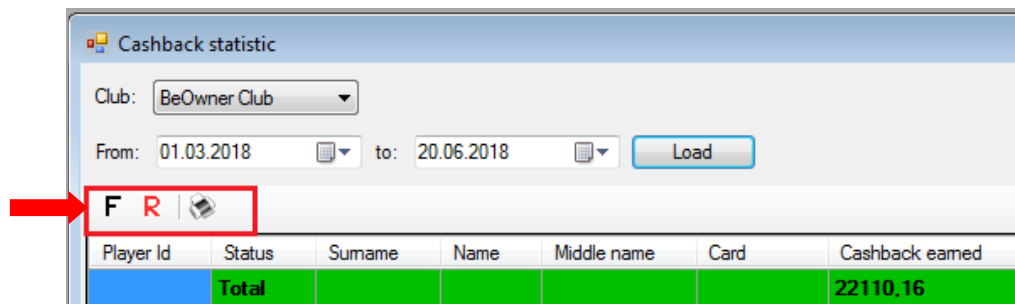
Parameters	Description
Player ID	Player ID-number.
Status	Player status.
Surname	Player surname.
Name	Player name.
Middle name	Player middle name.
Card	Player card number.

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:

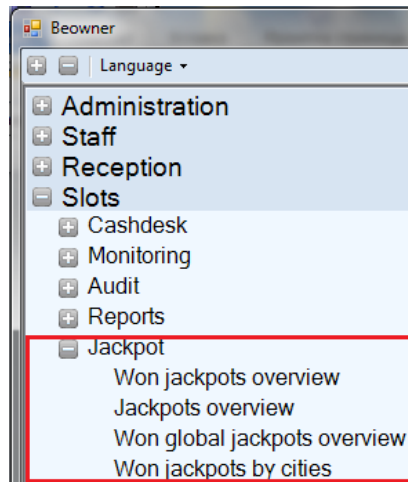


You can also sort the data in columns in ascending / descending order or alphabet by clicking on the cell with the column name.

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.

7.11 «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.

7.11.1 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**».

№	Global	Name	%	Creation	Max value	Min value	Current value	Active	Removed	Template
3	<input type="checkbox"/>	Max JP	100.00	7/4/2011 10:34 AM	4000100.00	4000000.00	3999999.00	<input type="checkbox"/>	<input type="checkbox"/>	Выпавший JP
2	<input checked="" type="checkbox"/>	Medium JP	50.00	7/4/2011 10:32 AM	800.00	700.00	800.00	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
1	<input type="checkbox"/>	Min JP1	50.00	7/4/2011 10:32 AM	300.00	202.00	180.00	<input type="checkbox"/>	<input type="checkbox"/>	

New jackpot

This form contains a table that displays the following parameters in the system already places Mystery jackpots:

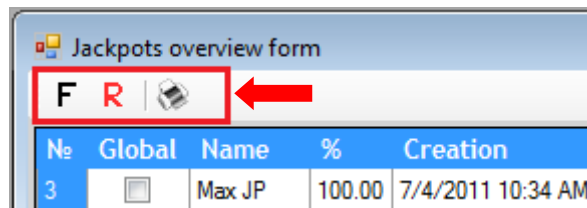
Options	Description
№	Serial number of the jackpot. This number is informative and is created automatically when you create a new jackpot.
Global	If the tick is present - it is a global jackpot. <i>Note: Create/Edit global jackpots done on a central server (more on this in Section «Creating a Global Jackpot»).</i>
Name	Name any convenient jackpot.
%	Percentage of contributions to the jackpot with each bid.
Current value	The current accumulated value of the jackpot.
Min value	The minimum value of the jackpot, which may fall into the unit.
Max value	The maximum value of the jackpot, which may fall into the unit.
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>
Creation	The date and time of the jackpot.
Removed	If the tick is present, the rally is part of the jackpot cannot be made.

Template	<p>This column displays the name of the template that is used to display this jackpot on the big screen.</p> <p><i>Note: See more about the displaying settings of the templates Mystery Jackpots by videosever in «Setting videosever for the jackpots service».</i></p>
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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 and printing data:



7.11.2 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 **New jackpot**.

№	Type	Name	Active	Scheduled	Global	%	Current	Min	Max	Modified	Md. count	Template
12	Money	testNew	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	11	11	111	27.10.2015 11:44:46	0	
11	Money	test	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	1	100	200	29.09.2015 11:52:28	0	
9	Money	GLOBAL JP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	99	100	110	16.10.2015 16:13:11	0	Выпавший JP
8	Rain	Rain Test	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	43	23	99	28.01.2016 13:56:16	3	Rain jackpot won
7	Hidden	Hidden Jackpot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4.23	380	475	768	28.09.2015 14:50:37	0	
6	Prize	Prize Jackpot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	50	100	150	21.01.2016 18:34:59	0	
5	Money	lv5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0.124	396.3	700	1500	13.10.2015 16:31:22	0	Parol Win Gold
4	Money	lv4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	357.5	400	500	09.07.2015 10:46:54	0	
3	Money	lv3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4.23	71.6	300	400	26.11.2015 15:12:05	0	
2	Money	lv2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	600	500	600	21.12.2015 11:25:02	0	
1	Money	lv1_3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8.99	99	100	115	02.02.2016 11:12:10	28	

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 Schedule

1 SLOTS COUNT: 3 2 TOTAL HIT COUNT: 0 3 CURRENT JP VALUE: 1

4 Jackpot name: Test Money Playing slots: 1 5 All Jackpot 6

7 Jackpot type: Money

8 Hit settings: Min. spins count: 1 9 Min. bets amount: 1 9

10 Min: 100 Max: 11 1000

12 Current: 1

13 Renewed: 1 Prize: 14

15 Wins max: 10 Wins count: 0 16

17 Rise percent: 10,00

18 ☐ The jackpot always increases from all bets
☐ 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 Player statuses: ☐ ST ☒ SL ☒ GD ☒ PM

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	You must select one of the items: <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	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.
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 ».

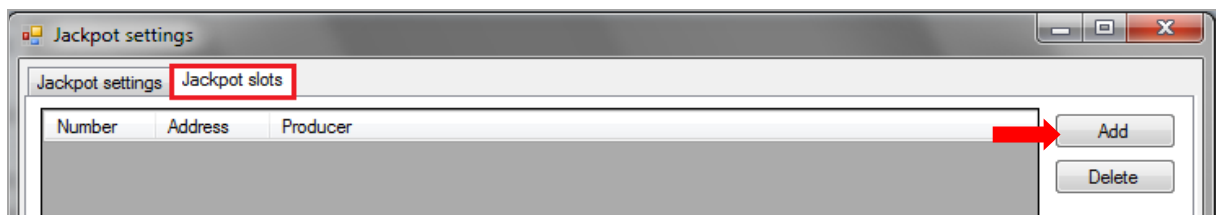
		When slot jackpot on a plasma screen will display the prize specified in this field.
15	Wins max	<p>Number fallout jackpot after which it stops, i.e. becomes inactive (see № 21).</p> <p>If the parameter Wins maximum is not specified, the number of getting is unlimited.</p> <p><i>Note: The presented operation 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	<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 status of the player (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 statuses (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 statuses specified parameter «Player statuses» (see № 20) and / or a range of rates (see № 19).</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	Player statuses	<p>Statuses of players who may fall jackpot and cards which will make contributions to the jackpot.</p> <p>If set to «The jackpot always increases from all bets», then the charges will be made in the jackpot, excluding the player status.</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

		<p>status «Active» will be present, means that the jackpot is playing for the current moment.</p> <p>STOP Active</p> <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. <p>START Inactive</p> <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». <p>STOP Inactive <input checked="" type="checkbox"/> Schedule</p>
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).

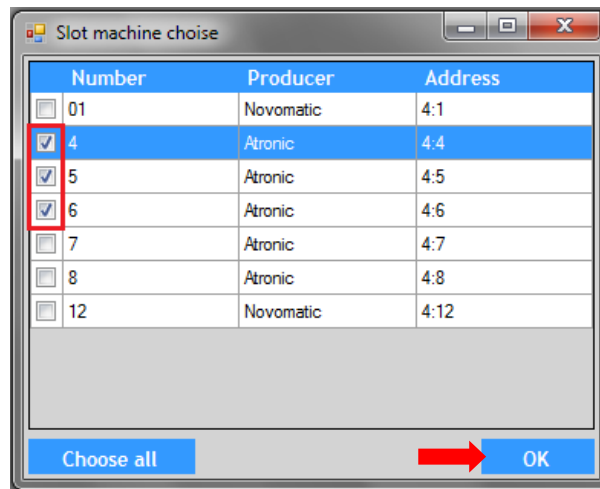
Selection of slot machines for the Jackpot.

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 **Add**.





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.



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 **START** and **STOP** relatively on the form of jackpots settings:

Press for starting a jackpot   

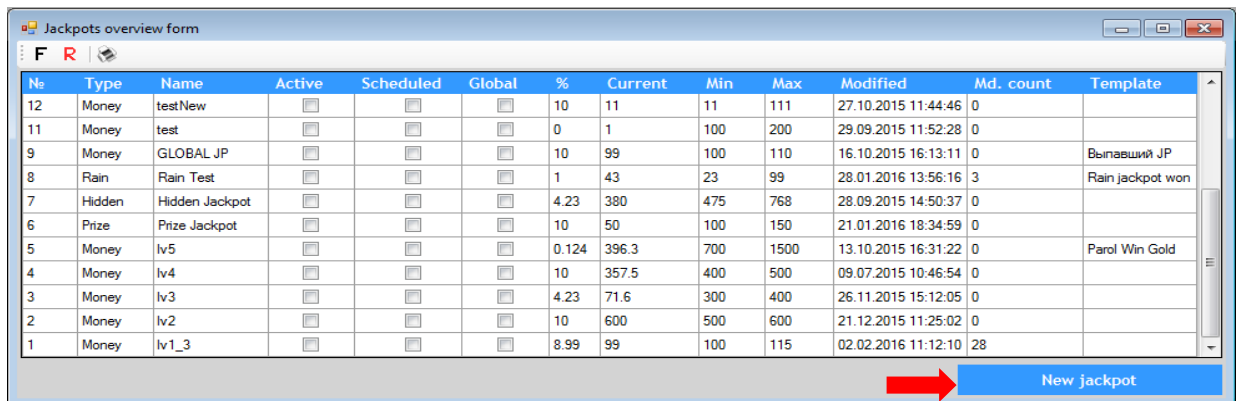
Press for a jackpot to stop   

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»](#)).

7.11.3 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 **New jackpot**.



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.

Jackpot settings

26 **START** Inactive Schedule 27

1 SLOTS COUNT: 3 2 TOTAL HIT COUNT: 0 3 CURRENT JP VALUE: 1

4 Jackpot name: Test Rain Playing slots: 1 5 ☒ All ☐ Jackpot 6

7 Jackpot type: ☒ Rain

8 Min. spins count: 1 9 Min. bets amount:

10 Fix amount: 50 11 Rain type: ☒ Classic ☐ Frozen 12 Extra amount: 1 13 Extra slots: 3 14 Total extra: 3 15 Bets period: 0:00:30 16 Min amount: 53 17 Max amount: 500 18 Current value: 1 19 Renewed value: 0 20 Wins maximum: 10 21 Wins count: 0

22 Rise percent: 10.00

23 ☒ The jackpot always increases from all bets ☐ Winner can be just with correct parameters

24 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.

25 Player statuses: ☐ ST ☐ SL ☐ GD ☐ PM

Apply

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	You must select one of the items: <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	It is necessary to pick the « Rain », in that case the Jackpot includes one main prize and several incentive. <i>Note: The jackpot type is specified only when a new jackpot is created and it can not be changed in the future.</i>
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	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.
10	Fix amount	A fixed amount of Jackpot's main prize (in the club currency).
11	Rain Type	The type of Rain jackpot (set a tick for choosing). <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	The quantity of slot machines, which may gain the optional Jackpot prizes. It is specified with the build-in cell arrow keys.

	(for Rain Classic)	
14	Total extra (for Rain Classic)	The total sum of additional prizes. <i>Total extra = Extra amount * Extra slots</i>
15	Bets period (for Rain Classic)	The period format of time – h./min./sec. 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. <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>
16	Min amount (for Rain Classic)	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 (for Rain Frozen)	The minimum amount of a jackpot, considering the conditions: <i>Min amount ≥ Fix amount</i> <i>Min amount ≤ Max amount</i>
17	Max amount (for Rain Classic)	The maximum amount of a jackpot, to which it can be collected. Should consider the following: <i>Max amount ≥ Min amount</i>
	Max amount (for Rain Frozen)	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

		<p>gaining is unlimited.</p> <p><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></p>
21	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>
22	Rise percent	<p>The percent of contribution to the Jackpot within every bet (more than 0, but not more than 10.00).</p> <p>For instance, if it is specified 10.00, then with a bet of 5\$ the Jackpot will be deducted on 0.5\$.</p>
23	The jackpot always increases from all bets / Winner can be just with correct parameters	<p>✓ If the mark is set on «The jackpot always increases from all bets», then the Jackpot contribution and winning the Jackpot prizes will be made regardless of a player's status (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 statuses (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 status (see № 25). <p>Any players can win the Jackpot's main prizes, regardless of their status and bet rates.</p>
24	Min bet / Max bet	<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>
25	Player statuses	<p>The status of players, which can gain the Jackpot. Their cards' amount will be contributed to the Jackpot win.</p> <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>
26	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.

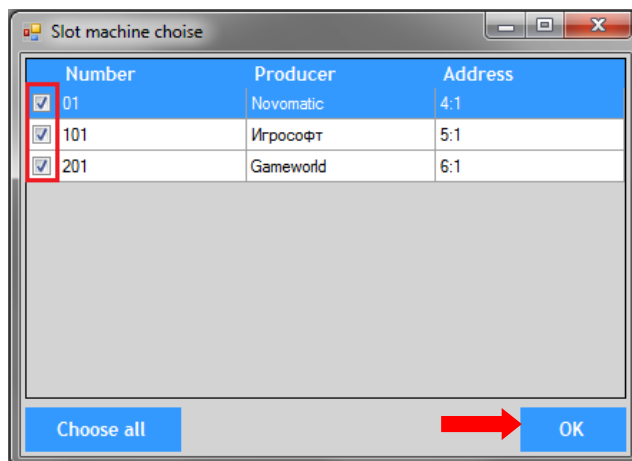
		<div> <div>STOP</div> <div>Active</div> </div> <ul style="list-style-type: none"> • If the jackpot is stopped (the button STOP is pressed), the status «Inactive» is present, means that the jackpot is not playing at this moment. <div> <div>START</div> <div>Inactive</div> </div> <ul style="list-style-type: 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 the schedule on the inset «Schedule». <div> <div>STOP</div> <div>Inactive</div> <div><input checked="" type="checkbox"/> Schedule</div> </div>
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 **Add**.





2. In the opened form «**Slot machine choice**» select the desired devices, pressing on tick mark (or pressing the button **Choose all** for choosing all slots), and press the button **OK**.



The selected machines will be displayed on the tab list.



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  and  relatively on jackpot's settings:

Press for starting a jackpot   

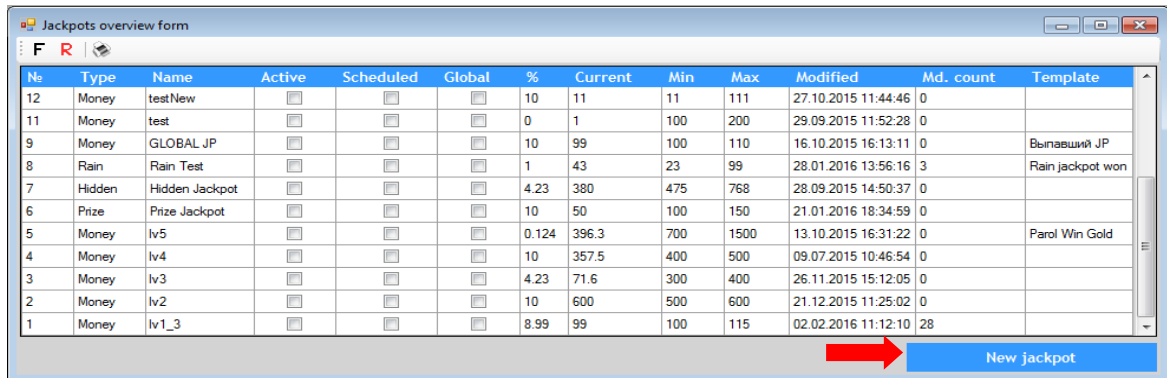
Press for a jackpot to stop   

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»](#)).

7.11.4 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**.



2. A form «**Jackpot settings**», which will include the tab «**Jackpot settings**» with the options for its setting, and the tab «**Jackpot Slots**» with the list of club's slot machines, will be opened. The settings on the inset «**Schedule**» are carried out in case it is necessary to specify the auto-start of a jackpot on the schedule.

Jackpot settings

START N/A Schedule

1 SLOTS COUNT: 0 2 TOTAL HIT COUNT: 0 3 CURRENT JP VALUE: 10

4 Jackpot name: Test Hidden Playing slots: 5 6 All Jackpot

7 Jackpot type: Hidden 8 Min. spins count: 20 9 Min. bets amount: 100

10 Min: 300 11 Max: 1000 12 Current: 10 13 Renewed: Prize: 14 Wins max: 5 15 Wins count: 0 16 Maximum: 500 17 Current hidden: 50 18 Minimum: 50 19 Percentage: 1 20 Use 'Renewed value'

21 Rise percent: 10

22 The jackpot always increases from all bets The jackpot can be increased above the maximum Winner can be just with correct parameters

23 Min bet: 10 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.

24 Player statuses: ST SL GD PM

Apply

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	You must select one of the items: <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	It is necessary to select « Hidden ». <i>Note: The jackpot type is specified only when a new jackpot is created and it can not be changed in the future.</i>
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	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.
10	Minimum value	The minimum value of a Jackpot.
11	Maximum value	Maximum value of a Jackpot to be accumulated.
12	Current	The current value of a Jackpot, which is adjusted automatically during the draw. It is possible to set manually. The Current is duplicated at the top of a form for convenience (see № 3).
13	Renewed	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 . The option Renewed is on with a tick on the string - Use « Renewed value » (see № 20).

		<p>Example: <i>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>Note: <i>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	<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>
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>Example: <i>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> <p style="text-align: center;">Current = Current Hidden + Renewed</p> <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>Example: <i>Minimum=200, Current Hidden=184 – that means, that for the next Jackpot win Current Hidden= -16 (184-200).</i></p>

19	Percentage (Hidden Settings)	The percentage of growing the Current Hidden with every bet. <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>
20	Use «Renewed value» (Hidden Settings)	When the tick is pressed, the option Renewed value is on (see № 13).
21	Rise percent	The percent of contribution to the Jackpot with each bet. (more than 0, but not more than 10.00). For instance, if it is set 10.00, then the bet of \$5 will rise the Jackpot on \$0.5.
22	The jackpot always increases from all bets / The jackpot can be increased above the maximum / Winner can be just with correct parameters	<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 status (see № 24) and the range of bets (see № 23). If the tick is omitted, the jackpot's accrual will be calculated from the players' bets with statuses (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 statuses, set on the parameter «Player statuses» (see № 24) and/or for the range of bets (see № 23).</p>
23	Min bet / Max bet	The range of bets which gain the Jackpot (in the club currency). You must set the minimum and maximum bets. <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>
24	Player statuses	The players' statuses, which gain the Jackpot wins and cards, which will make contributions to the Jackpot. ✓ In case the parameter « The jackpot always increases from all bets » is set, the contributions will be made regardless of the players' statuses.
25	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» is present, means that the jackpot is playing at this moment. <div data-bbox="639 1955 954 2002" data-label="Image"> </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

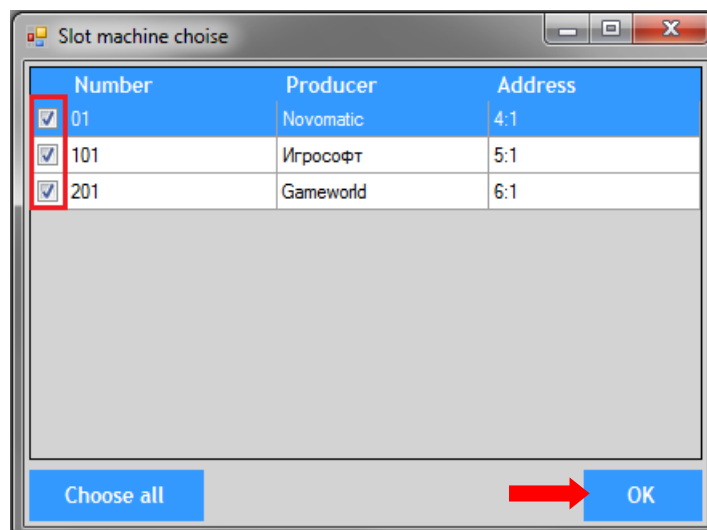
		<p>current moment.</p> <p>START Inactive</p> <ul style="list-style-type: none"> • If the button START is pressed and the status «Inactive» is present, means that the jackpot is started and will be run automatically by a system, according to its schedule on the inset «Schedule». <p>STOP Inactive <input 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 **Add**.





2. In the opened form «**Slot machine choice**» choose the slot machines from the list by ticking on them (or pressing the button **Choose all** in case all the machines are necessary) and press the button **OK**.



The selected devices will be displayed on the tab list.



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»](#)).

7.11.5 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.

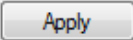
Настройки джекпота

START Inactive ☒ Global

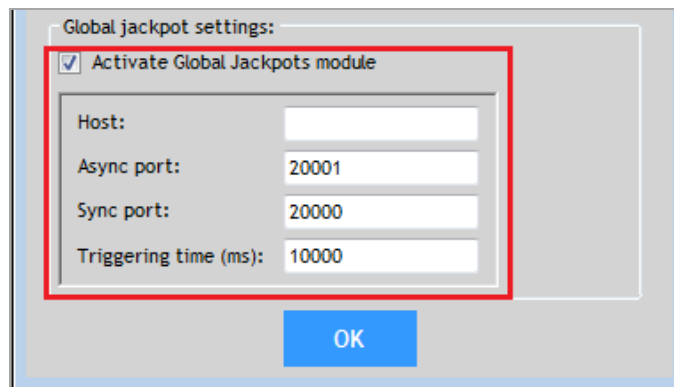
Jackpot settings | Jackpot clubs

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»](#).

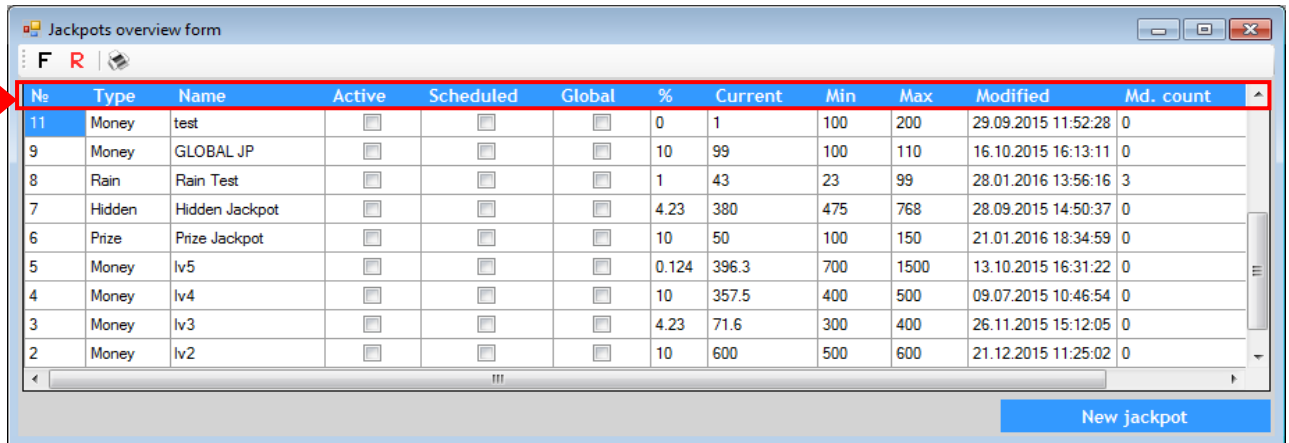


The image shows a dialog box titled "Global jackpot settings:". Inside the dialog, there is a checkbox labeled "Activate Global Jackpots module" which is checked. Below this checkbox, there is a sub-dialog box containing four input fields: "Host:" (empty), "Async port:" (20001), "Sync port:" (20000), and "Triggering time (ms):" (10000). A red rectangle highlights the entire sub-dialog box. At the bottom of the main dialog box, there is a blue "OK" button.

7.11.6 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.

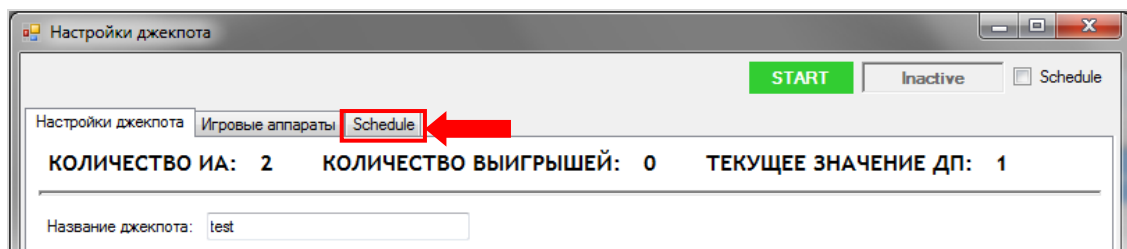


No	Type	Name	Active	Scheduled	Global	%	Current	Min	Max	Modified	Md. count
11	Money	test	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	1	100	200	29.09.2015 11:52:28	0
9	Money	GLOBAL JP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	99	100	110	16.10.2015 16:13:11	0
8	Rain	Rain Test	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	43	23	99	28.01.2016 13:56:16	3
7	Hidden	Hidden Jackpot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4.23	380	475	768	28.09.2015 14:50:37	0
6	Prize	Prize Jackpot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	50	100	150	21.01.2016 18:34:59	0
5	Money	lv5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0.124	396.3	700	1500	13.10.2015 16:31:22	0
4	Money	lv4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	357.5	400	500	09.07.2015 10:46:54	0
3	Money	lv3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4.23	71.6	300	400	26.11.2015 15:12:05	0
2	Money	lv2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	600	500	600	21.12.2015 11:25:02	0

New jackpot

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».



Настройки джекпота

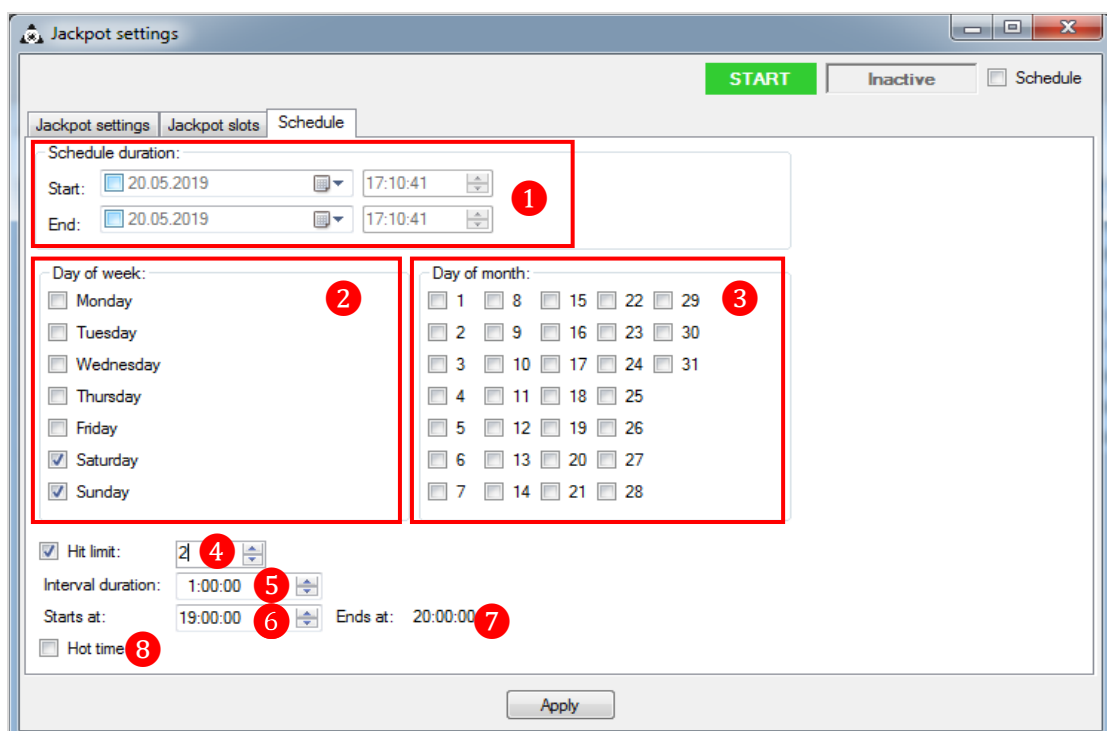
START Inactive ☐ Schedule

Настройки джекпота Игровые аппараты **Schedule**

КОЛИЧЕСТВО ИА: 2 КОЛИЧЕСТВО ВЫИГРЫШЕЙ: 0 ТЕКУЩЕЕ ЗНАЧЕНИЕ ДП: 1

Название джекпота: test

3. Using the parameters of «Schedule», set a graph of starting and stopping a jackpot.



Jackpot settings

START Inactive ☐ Schedule

Jackpot settings Jackpot slots **Schedule**

Schedule duration:

Start: 20.05.2019 17:10:41 **1**

End: 20.05.2019 17:10:41

Day of week: **2**

Monday ☐ Tuesday ☐ Wednesday ☐ Thursday ☐ Friday ☐ Saturday ☒ Sunday ☒

Day of month: **3**

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

Hit limit: 2 **4**

Interval duration: 1:00:00 **5**

Starts at: 19:00:00 **6** Ends at: 20:00:00 **7**

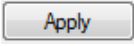
Hot time **8**

Apply

For setting the jackpot's schedule the following parameters are used:

№	Parameters	Description
1	Schedule duration	<p>The period of activity (running) of the presented jackpot.</p> <p>✓ Start – the date and time of the starting period of a jackpot.</p> <p>✓ End – the date and time of ending period of a jackpot.</p> <p>If the period duration is not specified, then the jackpot lasts for unlimited period of time.</p>
2	Day of week	<p>The days of week 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>
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).</p> <p>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 STOP.</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).</p> <p>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 is enabled, 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 not enabled, 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.

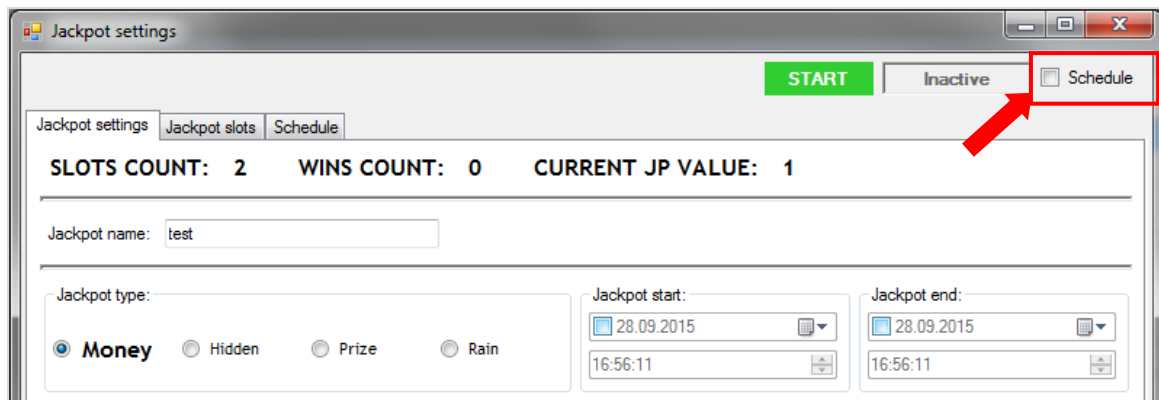
Disabling the jackpot's auto-start.


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.

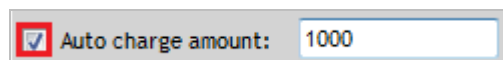
7.11.7 Transferring a Jackpot won to the player account.

The system «SlotLogic» allows 3 options of accruing the jackpot:

- **Automatic.**
- **With a key.**
- **Manual.**

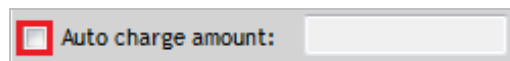
➤ In **automatic mode**, charging the jackpot produced by SAS-protocol via Bonusing. To enable this mode in the settings of gaming machines («Settings» → «Slots» → «Settings») must set the following parameters:

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).



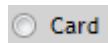
- the mode of auto-accrual is activated. The sum of gained jackpot, which is not higher than in «**Auto charge amount**», will be accrued immediately on the terminal or the client's card.

Note: The gained jackpots with the winning sum being higher than in «Auto charge amount», can only be accrued manually.

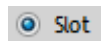


- the mode of auto-accrual is not activated. The terminal will be blocked on getting the jackpot, and the jackpot's sum can only be accrued manually.

2) In the «**Send a jackpot to**»: select the account to which the amount would be credited to win the jackpot:

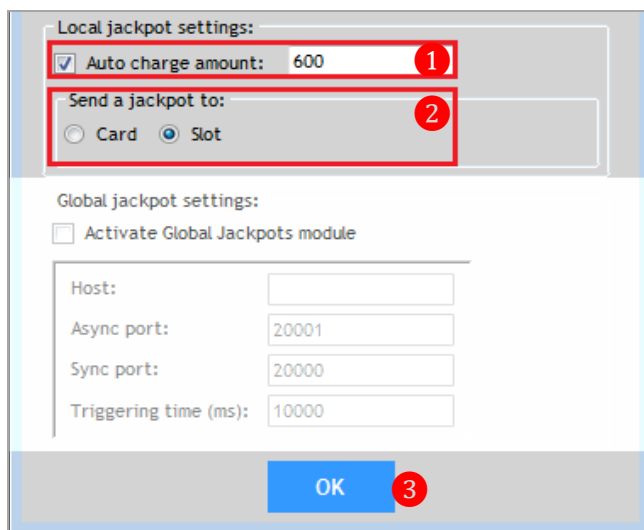


- win the jackpot amount that does not exceed the threshold, would be credited directly to the account **of the client's bonus card** (is available only for «Mystery Jackpots»).



- win the jackpot amount that does not exceed the threshold, will be deposited **in the slot machine**.

3) After the changes, press the button .



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.

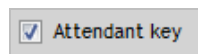
➤ On a mode **with a key** the accrual of a gained jackpot is performed on SAS-protocol via Bonusing, but only when the key was turned on the terminal, which gained the jackpot.

For making the mode active within the system («Settings» → «Slots» → «Settings») 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.

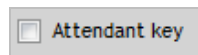
Note: If the tick in «Auto charge amount» is not set, the terminal will be banned on getting the jackpot. Afterwards, when the attendant turns the key, the terminal will be unlocked without accruing the jackpot's sum. In this case, the jackpot's sum can be taken via the cashdesk.

2) In a line «Attendant key» set a tick for activating the mode of accrual with a key.



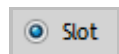
- the mode of accrual with a key is activated. The jackpot's sum, being not higher than in «Auto charge amount», will be accrued on the terminal or a card after the attendant turns the key.

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.

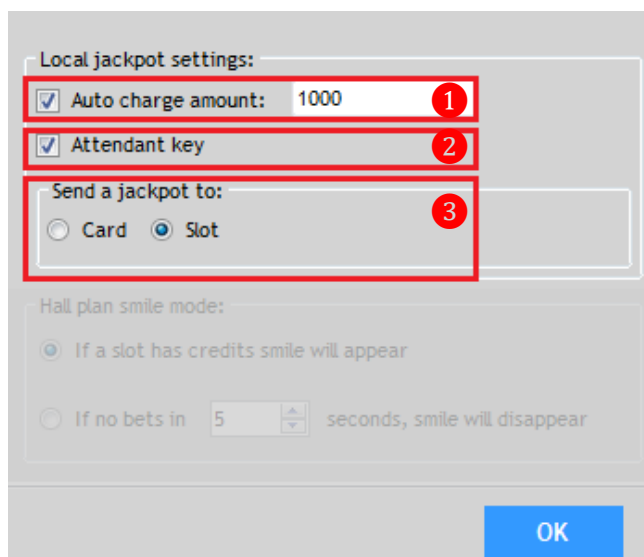


- the mode of accrual with a key is not activated. The jackpot's sum will be accrued automatically or manually, depending on settings.

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 **terminal's 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	Club	City	Key	Key turned	Wrong key	Employee
5107	7/1/2015 3:29:14 PM	lv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova
5106	7/1/2015 3:16:18 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:18 PM	<input type="checkbox"/>	
5105	7/1/2015 3:15:38 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:17 PM	<input type="checkbox"/>	
5104	7/1/2015 3:14:47 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:16 PM	<input type="checkbox"/>	
5103	7/1/2015 3:13:15 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5102	7/1/2015 3:08:10 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5101	7/1/2015 2:37:07 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5100	7/1/2015 1:14:30 PM	lv2	102.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5099	7/1/2015 1:00:38 PM	lv2	102.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5098	6/30/2015 12:13:46 PM	lv1t	256.00		0003	<input type="checkbox"/>						<input type="checkbox"/>		<input checked="" type="checkbox"/>	

Last: 10

Unlock slot Put cash to slot Cancel

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.
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**».

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.

Won jackpots overview form

N°	Winning date	Name	Amount	Prize	Slot number	Rain	Main Rain ID	Player	Card	Club	City	Key	Key turned	Wrong key	Er
5719	12/28/2015 3:23:39 PM	lv1	180.00		0001			Bond HZ 1	TE-ST-1			<input checked="" type="checkbox"/>	12/28/2015 6:19 PM		
5718	12/28/2015 3:22:57 PM	lv1	180.00		0001			Bond HZ 1	TE-ST-1			<input type="checkbox"/>			K.
5717	12/28/2015 3:18:49 PM	lv1	180.00		0001			Bond HZ 1	TE-ST-1			<input type="checkbox"/>			A.
5716	12/23/2015 2:32:44 PM	lv1	130.00		0001			Середина Марина	TE-ST-4			<input type="checkbox"/>			A.
5715	12/23/2015 2:26:24 PM	lv1	120.00		0001							<input type="checkbox"/>			A.
5714	12/23/2015 2:21:26 PM	lv1	170.00		0001							<input type="checkbox"/>			A.

Won jackpot parameters

Jackpot settings | Jackpot slots | Schedule

SLOTS COUNT: 2 WINS COUNT: 0 CURRENT JP VALUE: 120

Jackpot name: lv1

Jackpot type: ☒ Money ☐ Hidden ☐ Prize ☐ Rain

Jackpot start: 30.12.2015 16:08:26

Jackpot end: 30.12.2015 16:08:26

Minimum value: 110 Maximum value: 200

Start value: 80

Current value: 120

Renewed value: 80

Wins maximum:

Prize: 6S BMW X 5

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: 0.01 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

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.

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).

Nº	Winning date	Name	Amount	Prize	Slot number	Rain	Main Rain ID	Player	Card	Club	City	Key	Key turned	Wrong key	Employee
5098	6/30/2015 12:13:46 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	
5111	7/1/2015 3:48:16 PM	Iv1t	256.00		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	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5109	7/1/2015 3:47:18 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5108	7/1/2015 3:47:02 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova
5107	7/1/2015 3:29:14 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova

Last: 10

Unlock slot Put cash to slot Cancel

3) Press the button «Unlock slot».

Nº	Winning date	Name	Amount	Prize	Slot number	Rain	Main Rain ID	Player	Card	Club	City	Key	Key turned	Wrong key	Employee
5098	6/30/2015 12:13:46 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	
5111	7/1/2015 3:48:16 PM	Iv1t	256.00		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	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5109	7/1/2015 3:47:18 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5108	7/1/2015 3:47:02 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova
5107	7/1/2015 3:29:14 PM	Iv1t	256.00		0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova

Last: 10

Unlock slot Put cash to slot Cancel

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».

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	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	Avilova
5111	7/1/2015 3:48:16 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:49 PM	<input type="checkbox"/>	Avilova
5110	7/1/2015 3:47:45 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5109	7/1/2015 3:47:18 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:48 PM	<input type="checkbox"/>	Avilova
5108	7/1/2015 3:47:02 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input checked="" type="checkbox"/>	7/1/2015 3:30 PM	<input type="checkbox"/>	Avilova
5107	6/30/2015 12:13:46 PM	Iv1t	256.00	BMW	0003	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	

Last: 10

Unlock slot Put cash to slot Cancel

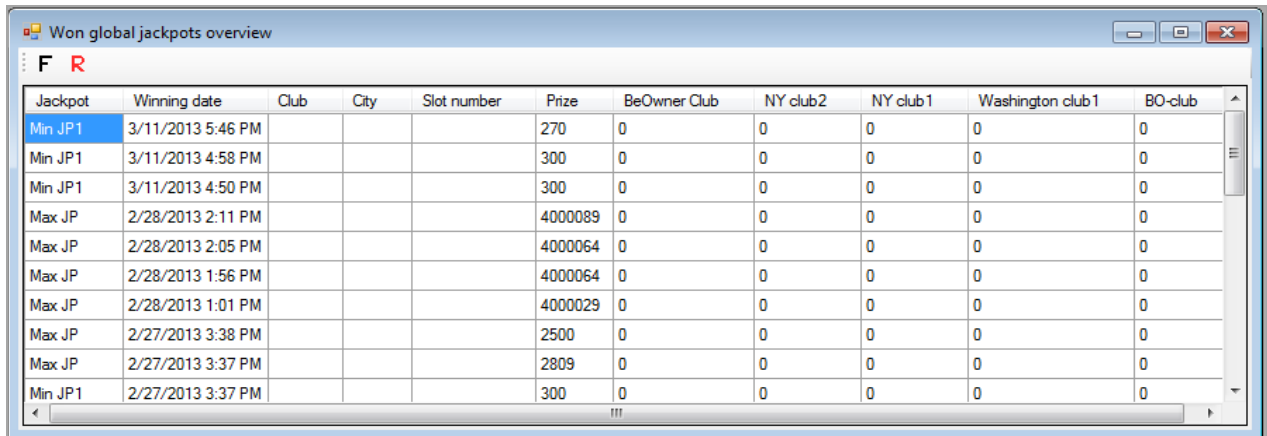
As a result, the terminal will be unlocked, and the jackpot will not be accrued.

7.11.8 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

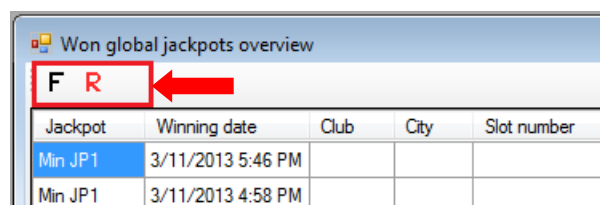
After opening on the form will display a table with the following columns:

- ✓ 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.

Also in the form of a standard operating system to filter and search data:



Jackpot	Winning date	Club	City	Slot number
Min JP1	3/11/2013 5:46 PM			
Min JP1	3/11/2013 4:58 PM			

➤ 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»).

Won jackpots by cities


From date: 13.12.2013 to: 27.12.2013 Load

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 .

Won jackpots by cities

From date: 1 01.01.2012 to: 2 31.12.2012 3 Load


City	Quantity
------	----------

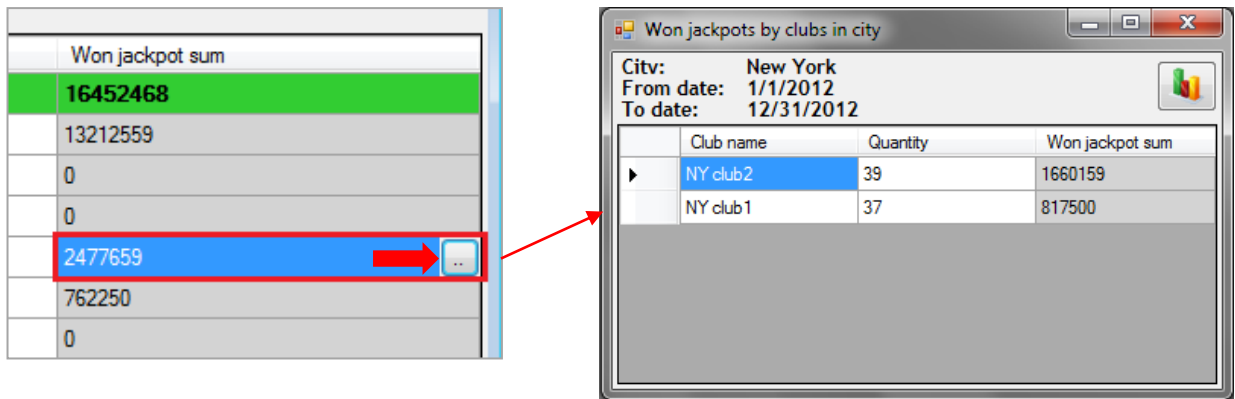
After clicking in the table data will be loaded for the selected period.


Won jackpots by cities

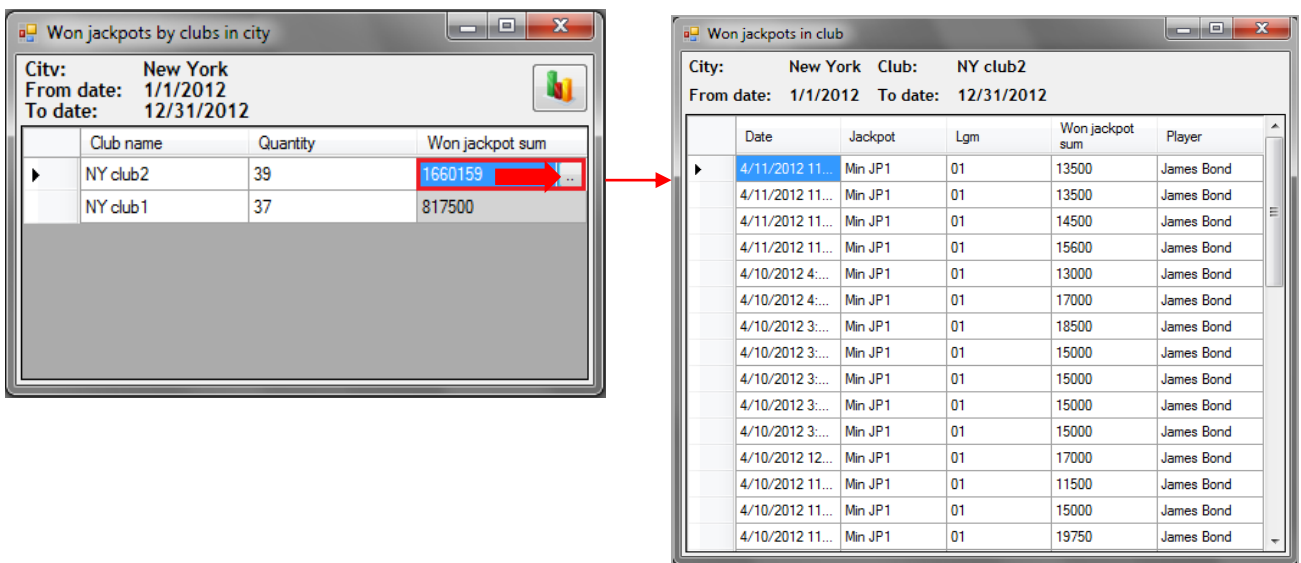
From date: 01.01.2012 to: 31.12.2012 Load


City	Quantity	Won jackpot sum
	294	16452468
Москва	178	13212559
Сочи	0	0
Санкт-Петербург	0	0
New York	76	2477659
Washington	40	762250

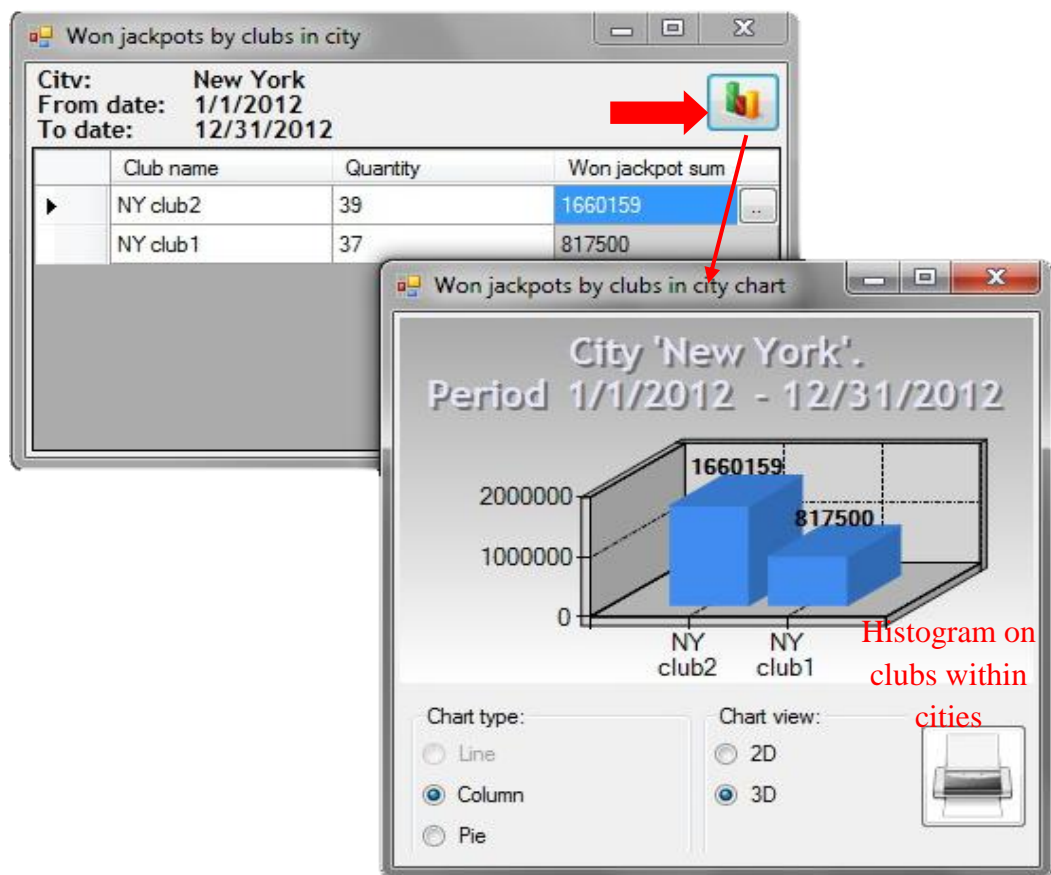
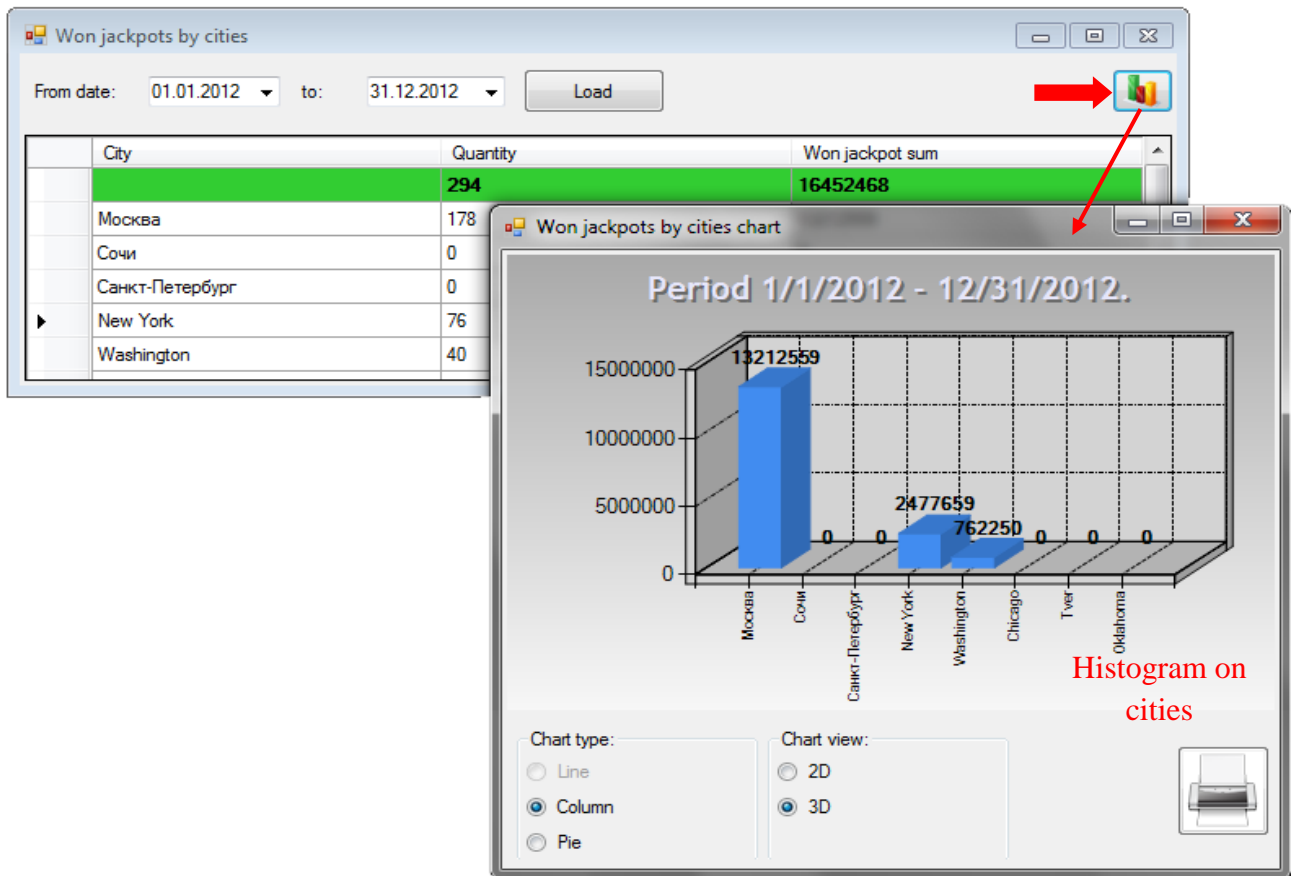
If you press the left mouse button on any cell in the column «**Won jackpot sum**», you will see a button , which when pressed opens the form in which to display the sum of the jackpot in the selected city in the context of the clubs of the city.



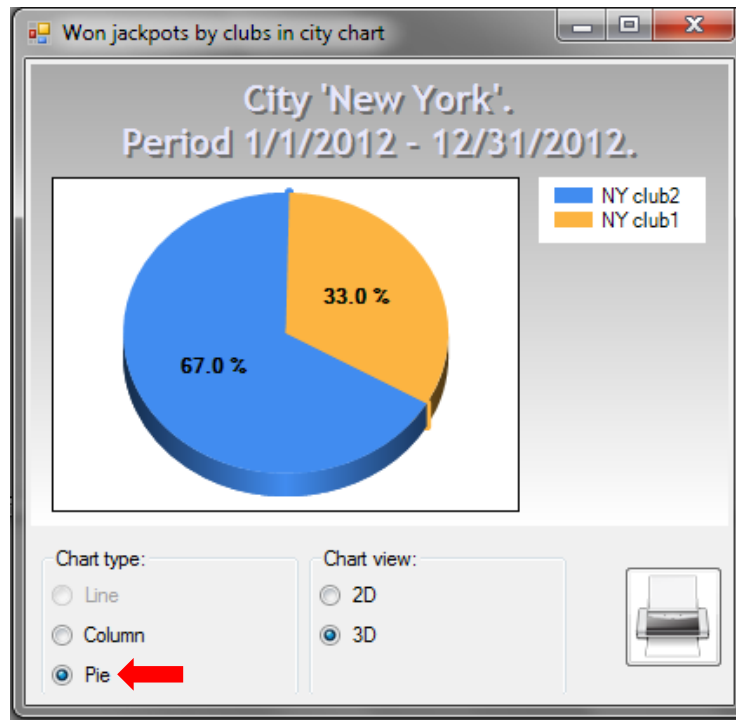
Further, if in the window with the data grouped by the clubs of the city, in a row of a club as the left mouse button on a cell «**Won jackpot sum**», you will see the button , when clicked, opens a form which displays all of the jackpot club for the selected period.



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).

7.12 «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.

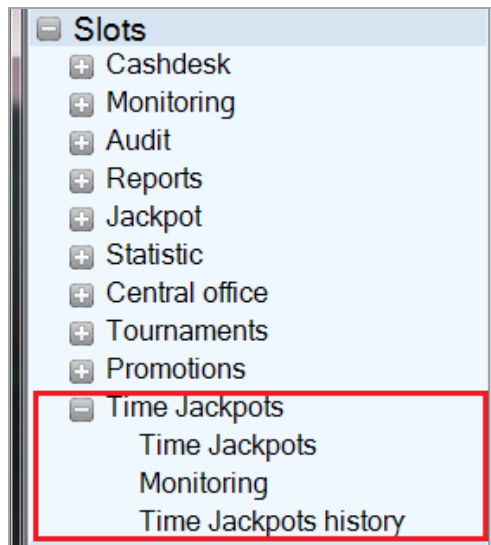
All gained credit Time jackpots are accrued automatically on the terminal, where it was located, or with a key (depending on the settings in «**Settings**» → «**Slots**» → «**Settings**»).

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**».

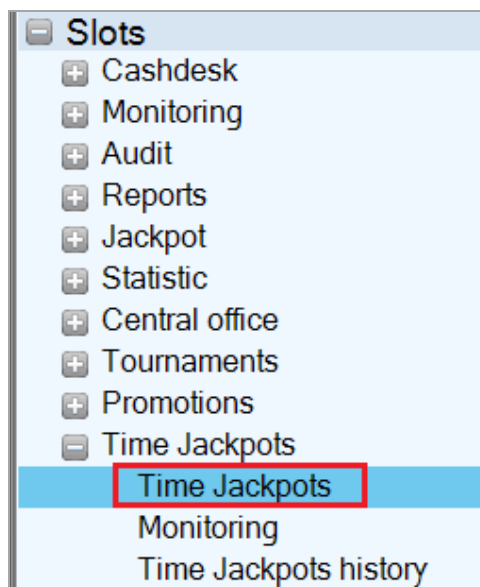



Let's view in detail the procedure of settings of «Time Jackpots» in following sections of the document.

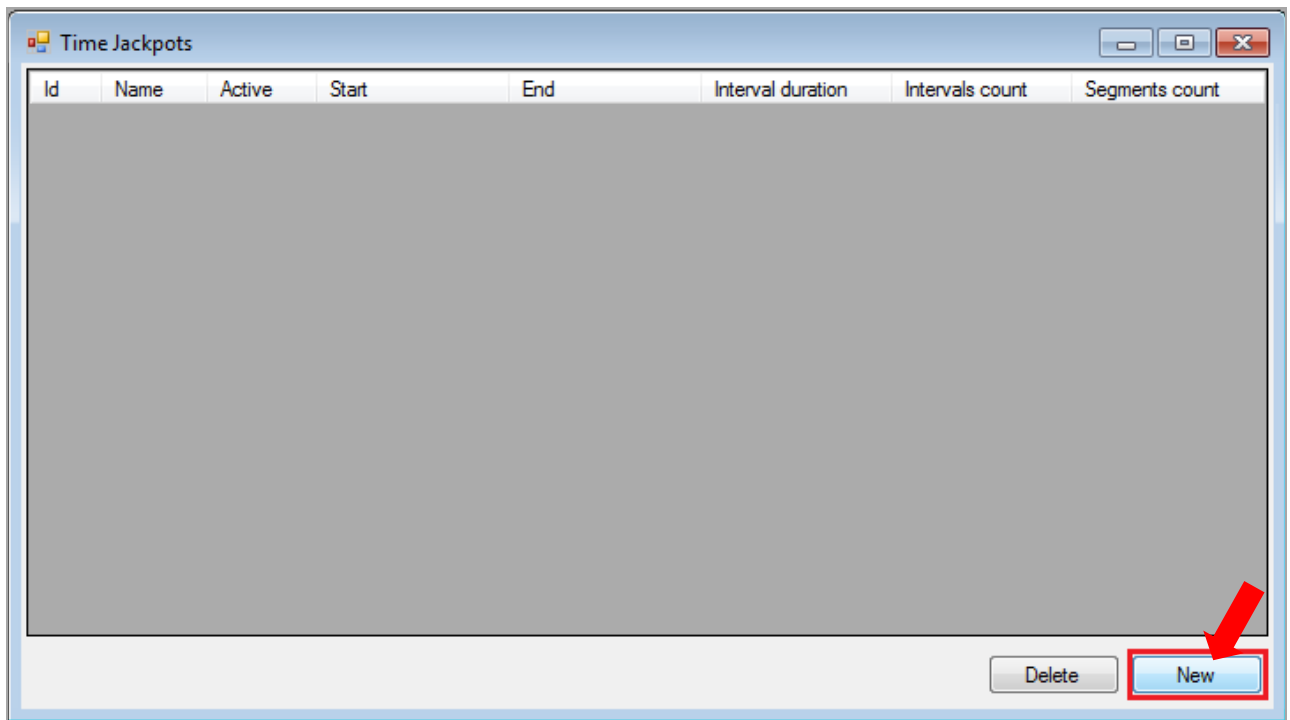
7.12.1 Creating the «Time Jackpots».

For creating the new «Time Jackpots» in a system, it is necessary to do the following:

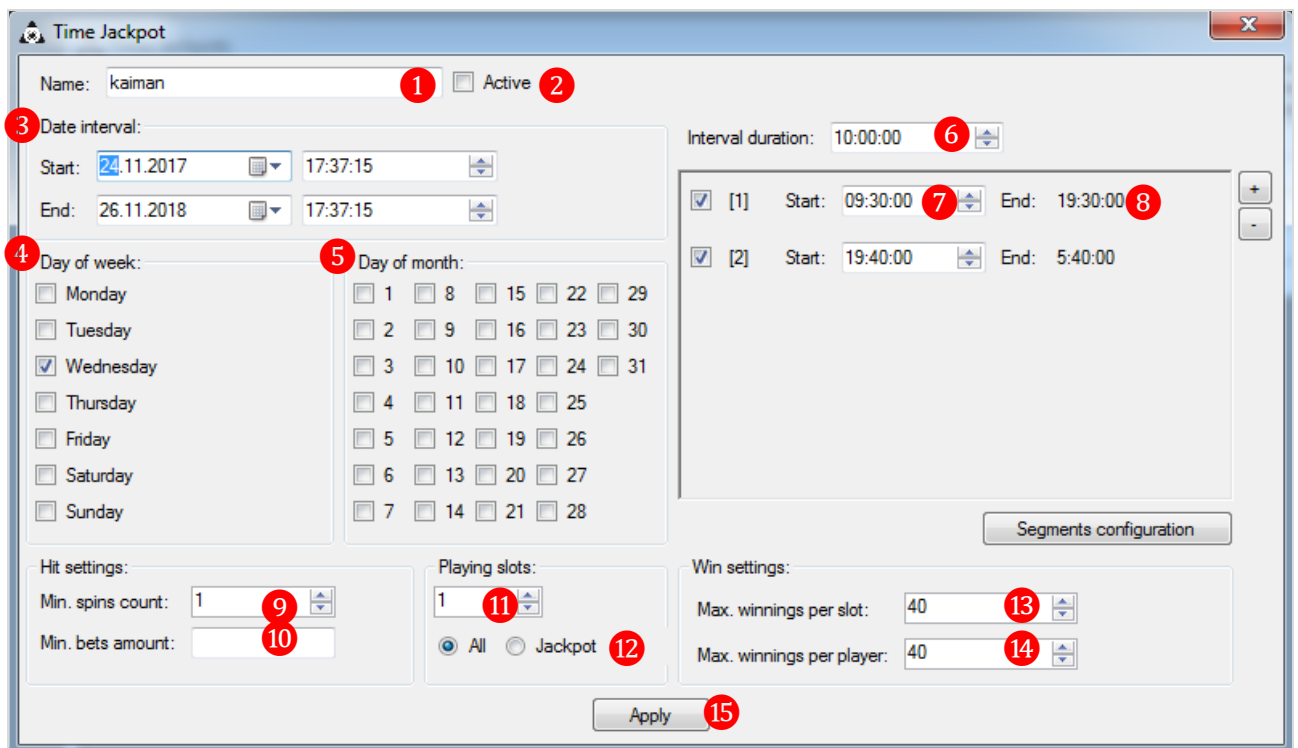
1. In system's main menu select «**Slots**» → «**Time Jackpots**» → «**Time Jackpots**».



2. On the opened form «**Time Jackpots**» press the button , 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.

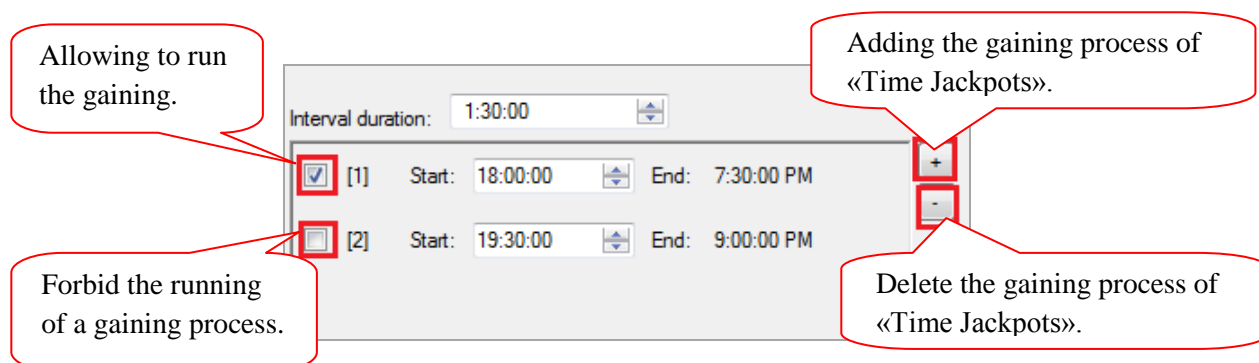
6) Interval duration – the presented line contains the duration for «Time Jackpots» (hours, minutes, seconds).

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).

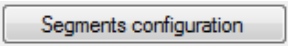
12) All/Jackpot – you must select one of the items:

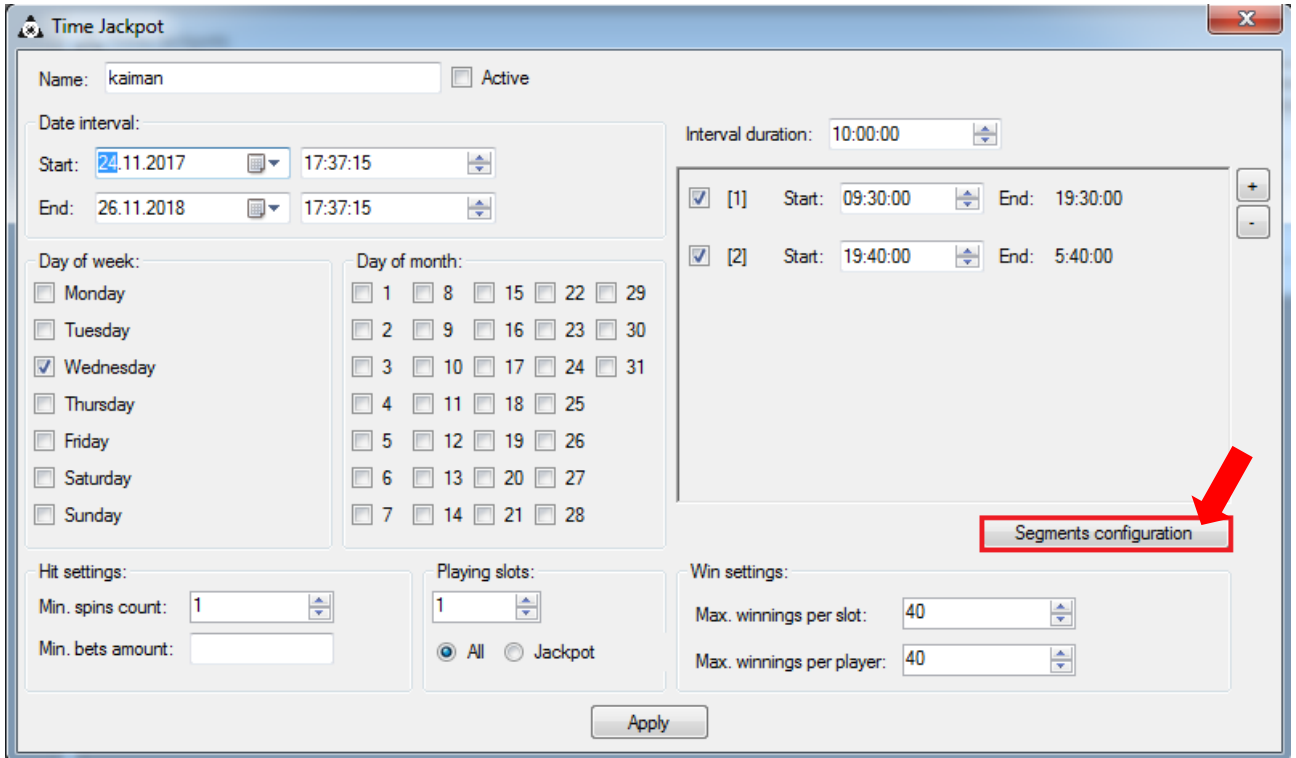
- If the «All» item is selected, then the jackpot prize fund will be accumulated from the bets on all (active) slots in the club.
- If the «Jackpot» item is selected, then the jackpot prize fund will be accumulated only from the bets on the slots selected on the «Slots» tab.

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) For saving the parameters press the button .

4. Next, preparing the settings of stages (segments) of «Time Jackpots». For performing it, press the button .



5. On the opened form «**Segment configuration**» specify the following parameters:

The screenshot shows the 'Segments configuration' window. At the top, it displays 'Interval duration: 10:00:00' and 'Segments count: 3'. Below this, there are three main sections: 'Type of segments' (1) with 'Equal' and 'Manual' radio buttons; 'Segments management' (2) with 'Add' and 'Delete' buttons and a spinner for the number of segments; and 'Min. time interval between hot times' (3) with a time input field. A table (4) shows the segment breakdown: Segment 1 (00:00:00 to 03:20:00), Segment 2 (03:20:00 to 03:20:00), and Segment 3 (06:40:00 to 03:20:00). Below the table, there are settings for 'Segment time' (5), 'Win type' (6) with 'Money' and 'Prize' options, 'Max bet period' (7), 'Money win' (8) with 'Fixed amount' and 'Random amount' options, 'Hot time settings' (9) with three radio button options, 'Bets' (10) with 'Min' and 'Max' input fields, and 'Player with card' (11) with 'Players conditions' including 'Status' (ST, SL, GD, PM), 'Sex' (All, Male, Female), and 'Age' (with a 'Birthday' checkbox). On the right, a 'Slots' table (12) lists slot numbers, addresses, and producers. At the bottom, there are 'Apply' (13) and 'Template' buttons.

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).

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:**

Hot time type — — Segment number
 — Time of segment start after the start of Time Jackpots
 — Segment duration

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».


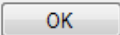
6) Win type – select the jackpot's type: **money** or **prize**.

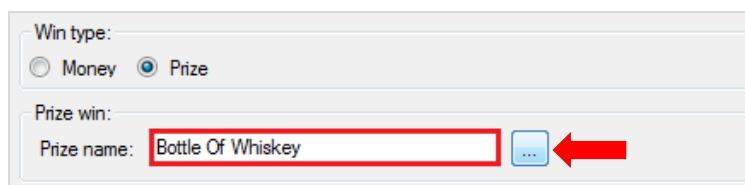
7) Max bet period (seconds) – using the keyboard or buttons, set the period duration (from **00** to **60** seconds after the onset of the hot time), in which the system will take into account the values of the players' bets to determine the winner of the draw. The prize will be awarded to the player 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.

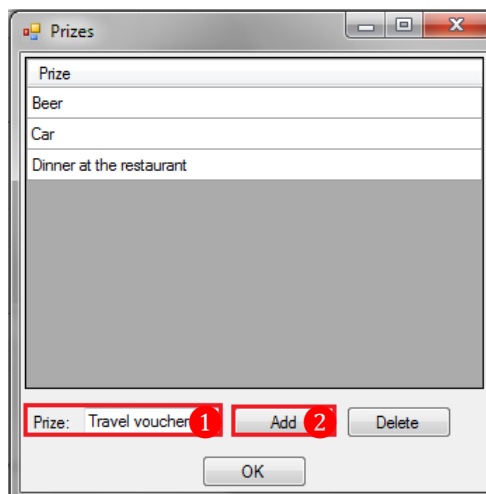
8) Money win (only for monetary jackpots) – jackpot's sum.

- **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



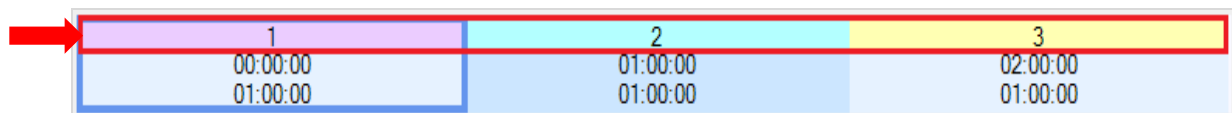
9) Hot time settings – select the condition of jackpot dropping for this segment.

*** 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.



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:

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.

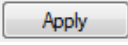
b) Sex (only for players with cards) – the gender of players, for getting the jackpot. It is marked «**All**» by default – for players with cards of any gender.

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.

Segment time:
Segment starts after: 01:00:00
Segment duration: 01:00:00


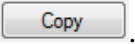
Win type:
☒ Money
☐ Prize

Money win:
☒ Fixed amount: 100.00
☐ Random amount between: 100 and 200

Show on TV: MAGIC BOX

Slots:

	Number	Address	Producer
<input checked="" type="checkbox"/>	0001	7:1	Novomatic

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 .

Segments configuration

Interval duration: **10:00:00** Segments count: **3**

Type of segments: ☒ Equal ☐ Manual

Segments management: Add segments

Min. time interval between hot times:

Segment	Start	End
1	00:00:00	03:20:00
2	03:20:00	03:20:00
3	06:40:00	03:20:00

Segment time: Segment starts after

Win type: ☐ Money ☒ Prize

Prize win: Prize name:

Hot time settings:

- ☒ Hot time will be canceled if no one plays
- ☐ Hot time will be able to be out of the game
- ☐ Hot time win will be added to the total

Bets: Min: Max:

☒ Player with card

Players conditions:

Status: ☐ ST ☒ SL ☒ GD ☒ PM

Sex: ☒ All ☐ Male ☐ Female

Age: - ☐ Birthday

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.

Time Jackpot

Name: ☒ Active

Date interval:

Start:

End:

Max. winnings per slot: Playing slots:

Max. winnings per player:

Interval duration:

Day of week:

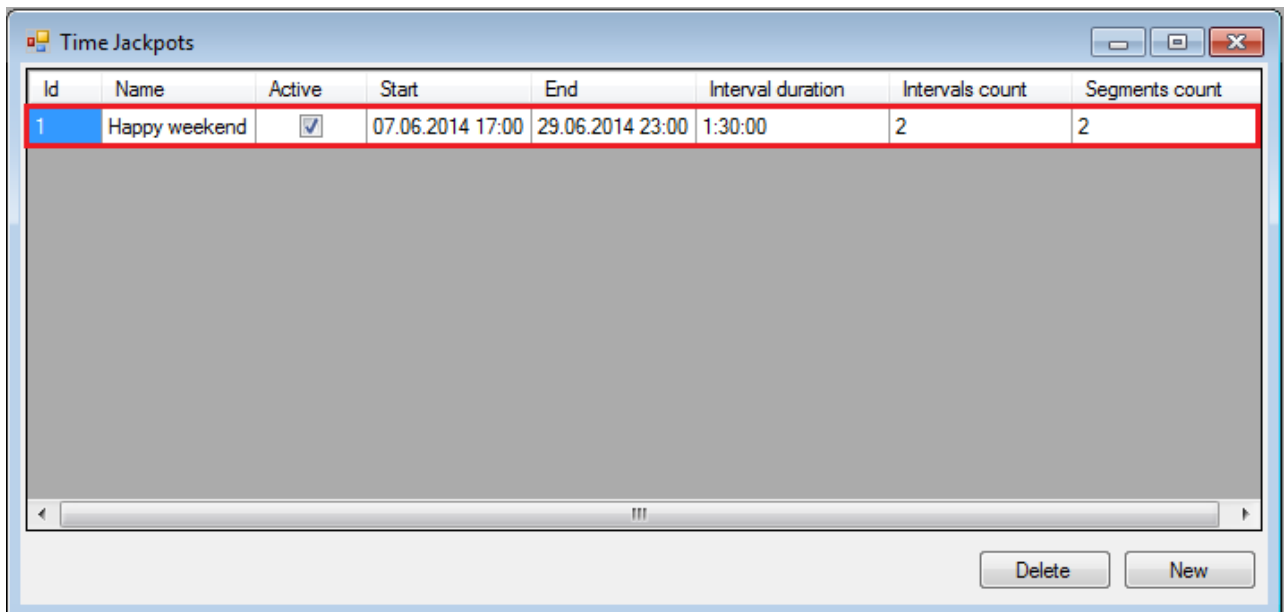
- ☐ Monday
- ☐ Tuesday
- ☒ Wednesday
- ☐ Thursday
- ☐ Friday
- ☐ Saturday
- ☐ Sunday


Day of month:

<input type="checkbox"/> 1	<input type="checkbox"/> 8	<input type="checkbox"/> 15	<input type="checkbox"/> 22	<input type="checkbox"/> 29
<input type="checkbox"/> 2	<input type="checkbox"/> 9	<input type="checkbox"/> 16	<input type="checkbox"/> 23	<input type="checkbox"/> 30
<input type="checkbox"/> 3	<input type="checkbox"/> 10	<input type="checkbox"/> 17	<input type="checkbox"/> 24	<input type="checkbox"/> 31
<input type="checkbox"/> 4	<input type="checkbox"/> 11	<input type="checkbox"/> 18	<input type="checkbox"/> 25	
<input type="checkbox"/> 5	<input type="checkbox"/> 12	<input type="checkbox"/> 19	<input type="checkbox"/> 26	
<input type="checkbox"/> 6	<input type="checkbox"/> 13	<input type="checkbox"/> 20	<input type="checkbox"/> 27	
<input type="checkbox"/> 7	<input type="checkbox"/> 14	<input type="checkbox"/> 21	<input type="checkbox"/> 28	

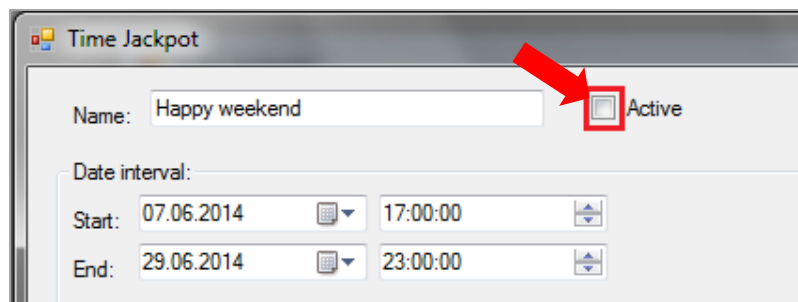
Segment	Start	End
[1]	09:30:00	19:30:00
[2]	19:40:00	5:40:00

The created jackpot gaining will be displayed in a general list in view form «Time Jackpots».




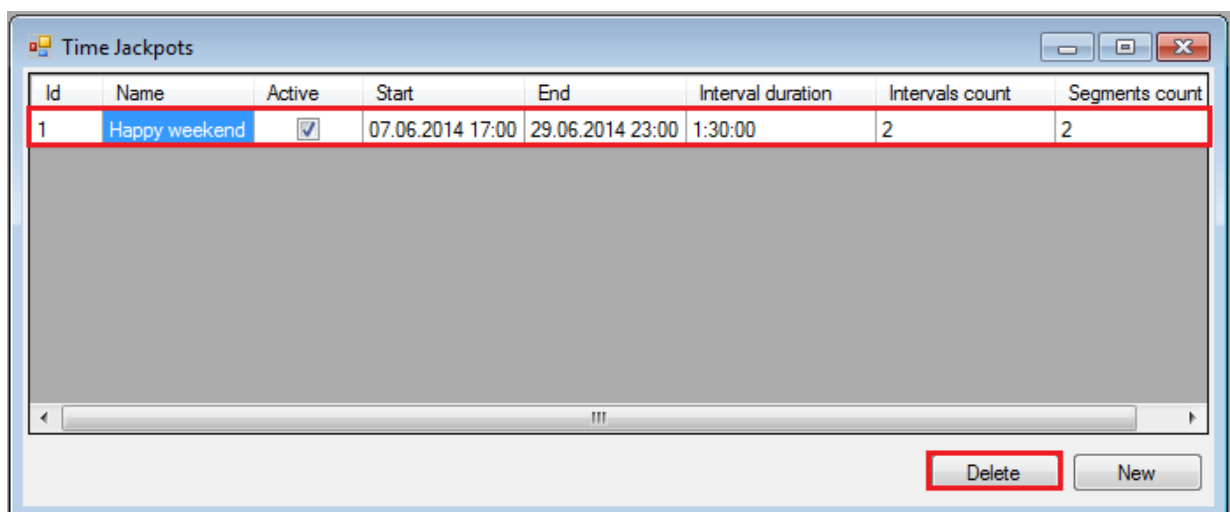
Later, it is possible to edit the settings of «Time Jackpots». For opening the card of playing, it is required to press on the line within a list by double-clicking the left mouse button. After inputting the changes press on . The changes are available only on the next start of «Time Jackpots».

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.

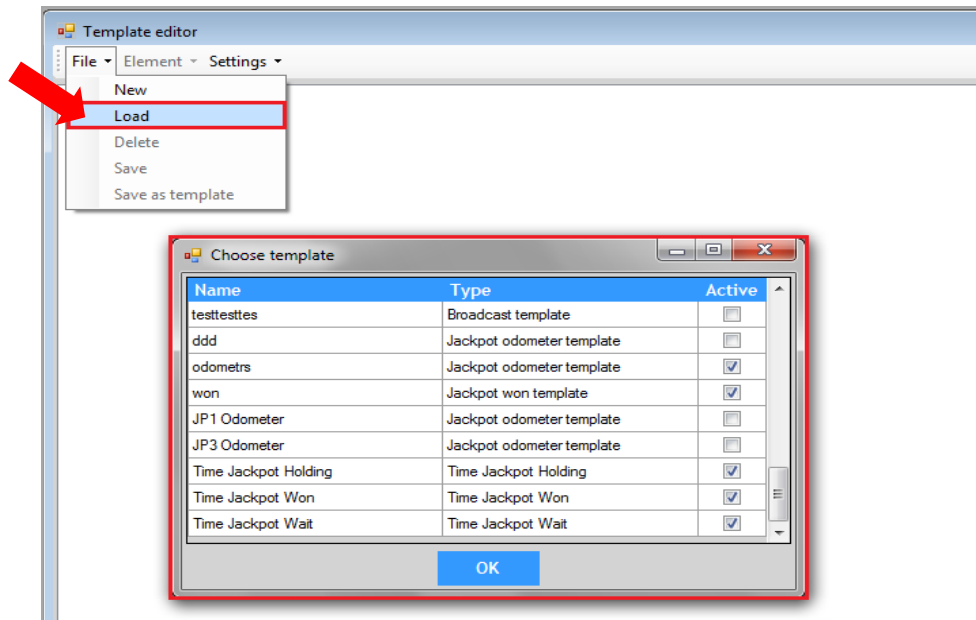
In case it is required to delete any «Time Jackpots» from a system, choose the jackpot from the list and press .



7.12.2 The visualization of «Time Jackpots».

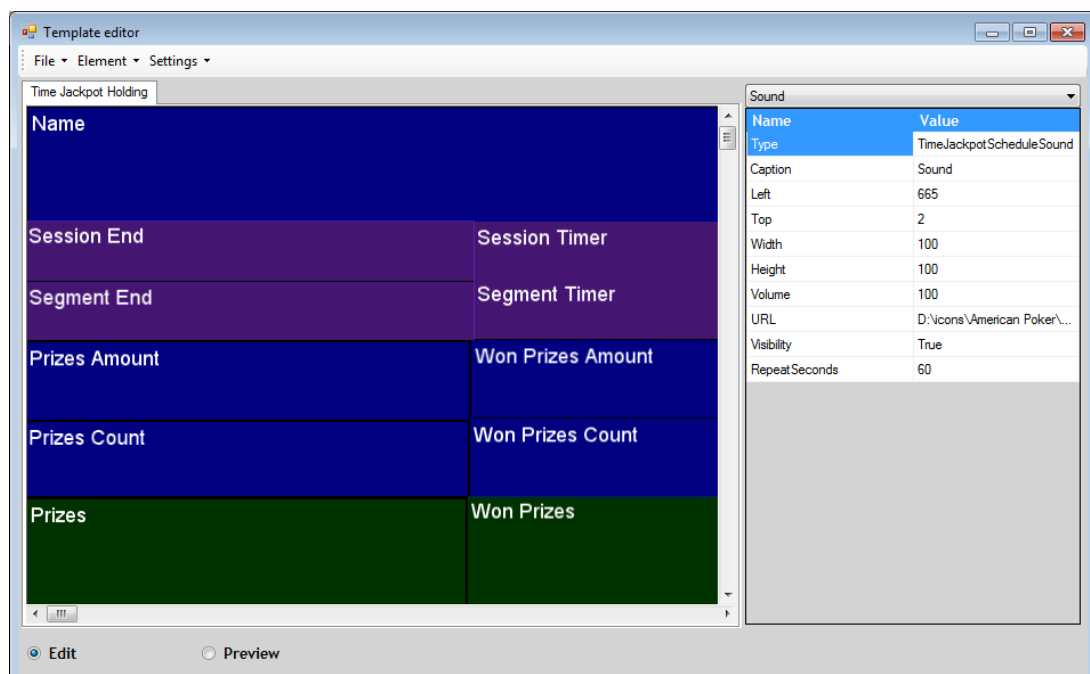
For displaying the results of «Time Jackpots» on club's screens, it is necessary to use the template editor («Settings» → «Video templates editor»).

For uploading the desired template into the editor, select «File» → «Load» 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».

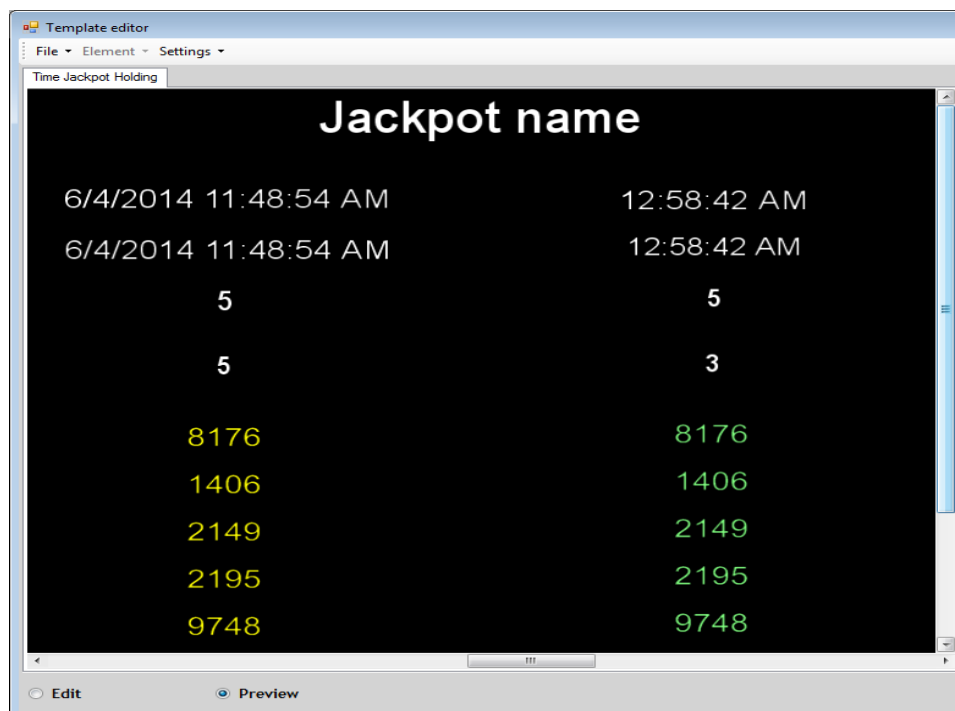
9. Won Prizes Count – displays the total quantity of already taken prizes in the current «Time Jackpots».

10. Prizes – displays the general list of prizes for achieving in the current «Time Jackpots».

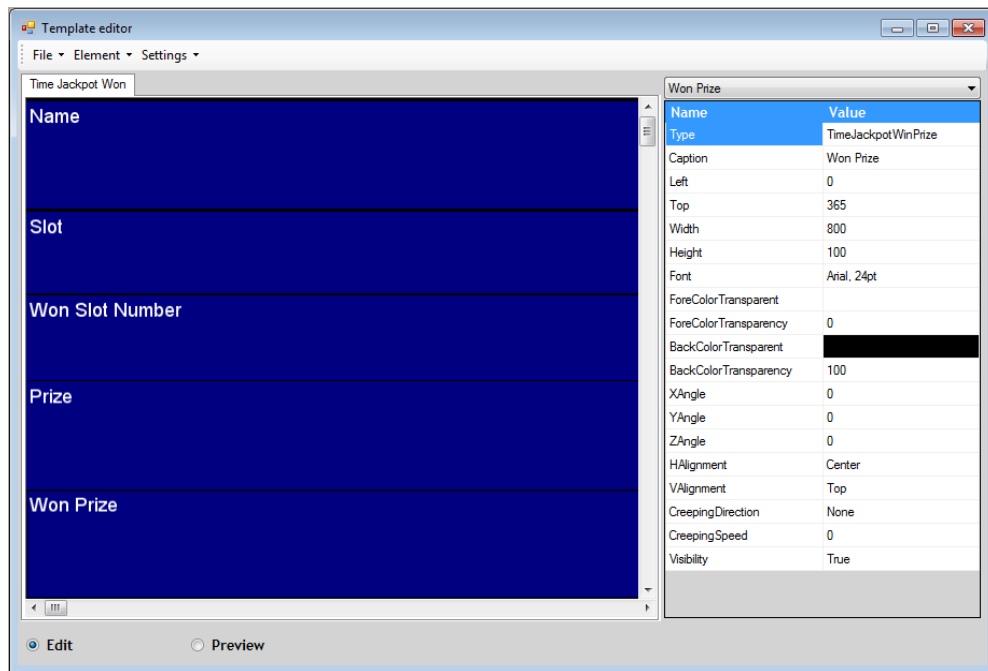
11. Won Prizes – displays the list of already won prizes in the current «Time Jackpots».

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».



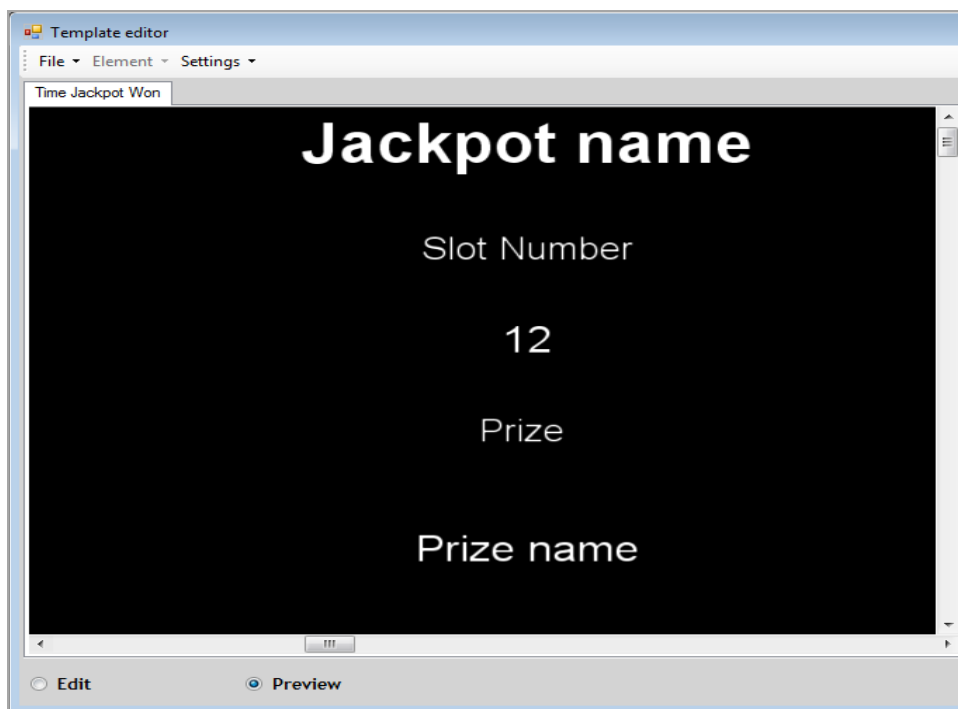
In the presented template it is possible to use the following elements:

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 insetting 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.



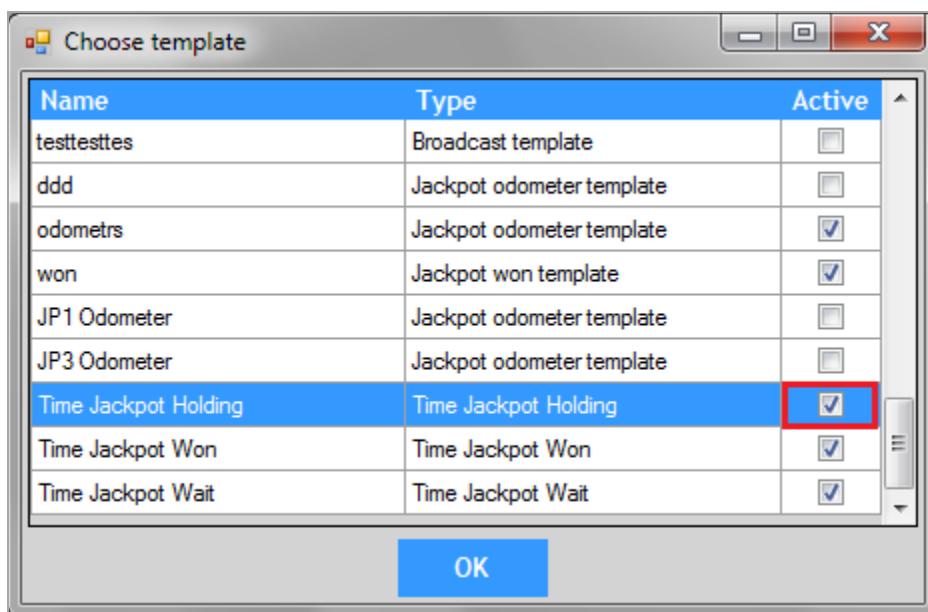
On the starting time of gaining the «Time Jackpots» and for all its duration, the club's screen will display the following picture:



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.

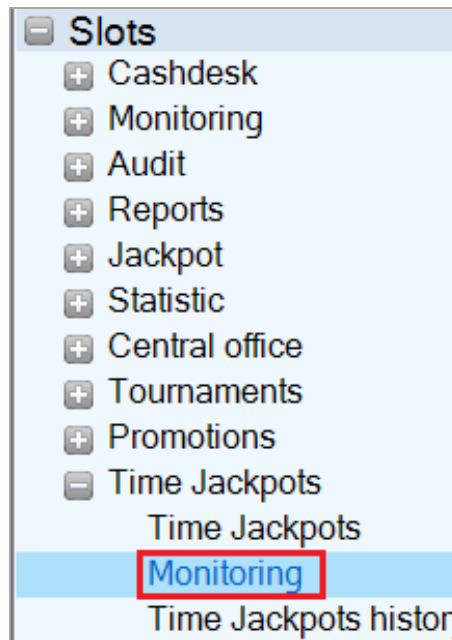
Note: The loading screens (templates) for «Time Jackpots» are displayed in the Video Server application only on gaining the «Time Jackpots».

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.



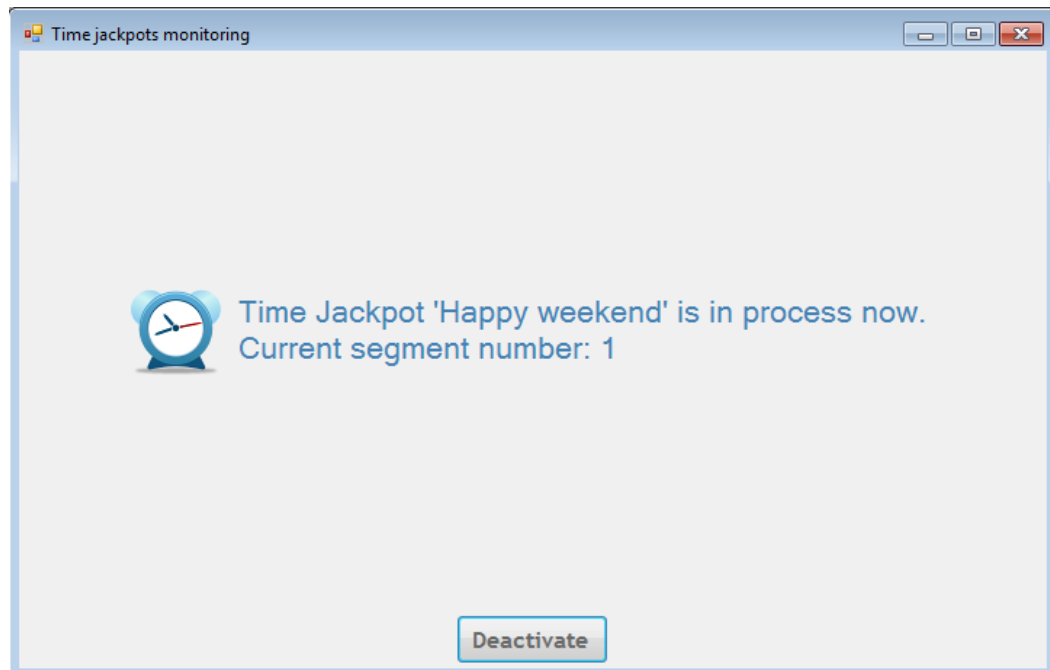
7.12.3 The monitoring of «Time Jackpots».

For opening the form of monitoring the «Time Jackpots» it is necessary to choose «Slots» → «Time Jackpots» → «Monitoring» in system's main menu.



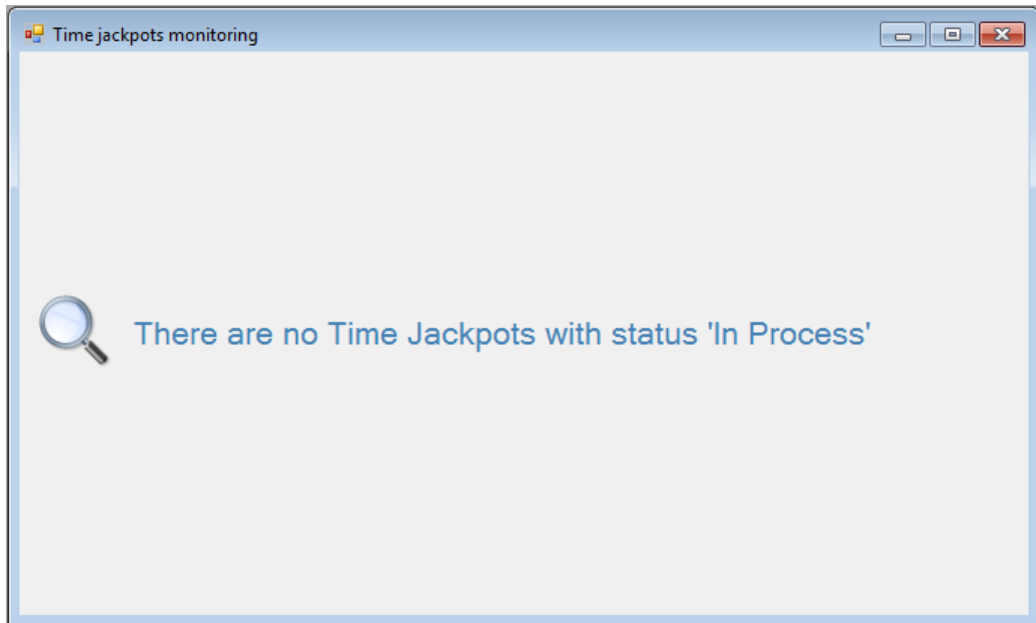
On the period of gaining the «Time Jackpots» in «Time Jackpots monitoring» will be displayed the following information:

- The name of «Time Jackpots».
- The number of a segment, which is run at the current moment.



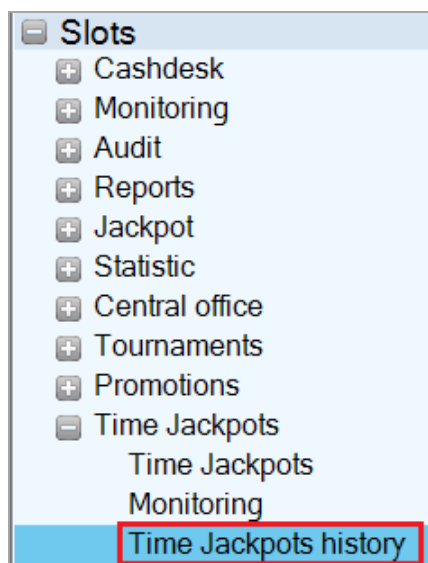
If you press the button **Deactivate** on any period of gaining the “Time Jackpots”, the gaining process will be cancelled – without the possibility to continue. The next launching of «Time Jackpots» will be performed by a system according to the schedule.

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`**».



7.12.4 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.

«SlotLogic» System User Guide
Version: 7.1

Time Jackpots history											
F	R										
Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player	Won card	Won bet	Prize amount
1318	\$\$ Money Cash \$\$	4	9/11/2017 6:01 PM	9/11/2017 6:02 PM	9/11/2017 6:01 PM						
1317	\$\$ Money Cash \$\$	3	9/11/2017 6:01 PM	9/11/2017 6:01 PM	9/11/2017 6:01 PM	9/11/2017 6:01 PM	0001			10.00	
1316	\$\$ Money Cash \$\$	2	9/11/2017 6:00 PM	9/11/2017 6:01 PM	9/11/2017 6:00 PM	9/11/2017 6:01 PM	0001			10.00	10.00
1315	\$\$ Money Cash \$\$	1	9/11/2017 6:00 PM	9/11/2017 6:00 PM	9/11/2017 6:00 PM	9/11/2017 6:00 PM	0001			10.00	10.00
1314	\$\$ Money Cash \$\$	4	9/11/2017 4:58 PM	9/11/2017 4:59 PM	9/11/2017 4:58 PM						
1313	\$\$ Money Cash \$\$	3	9/11/2017 4:58 PM	9/11/2017 4:58 PM	9/11/2017 4:58 PM	9/11/2017 4:58 PM	0001			10.00	100.00
1312	\$\$ Money Cash \$\$	2	9/11/2017 4:57 PM	9/11/2017 4:58 PM	9/11/2017 4:57 PM	9/11/2017 4:58 PM	0001			10.00	
1311	\$\$ Money Cash \$\$	1	9/11/2017 4:57 PM	9/11/2017 4:57 PM	9/11/2017 4:57 PM	9/11/2017 4:58 PM	0001			10.00	10.00
1310	\$\$ Money Cash \$\$	4	9/11/2017 4:56 PM	9/11/2017 4:57 PM	9/11/2017 4:56 PM						
1309	\$\$ Money Cash \$\$	3	9/11/2017 4:56 PM	9/11/2017 4:56 PM	9/11/2017 4:56 PM						
1308	\$\$ Money Cash \$\$	2	9/11/2017 4:55 PM	9/11/2017 4:56 PM	9/11/2017 4:55 PM						
1307	\$\$ Money Cash \$\$	1	9/11/2017 4:55 PM	9/11/2017 4:55 PM	9/11/2017 4:55 PM						
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

Last: 150

☐ issued to player
☒ not issued to player
☐ has no winner
☐ reseted by key
☒ canceled

Refresh

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.

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.

Time Jackpots history

F R

Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player
1318	\$\$ Money Cash \$\$	4	9/11/2017 6:01 PM	9/11/2017 6:02 PM	9/11/2017 6:01 PM			
	\$\$ Money Cash \$\$	3	9/11/2017 6:01 PM	9/11/2017 6:01 PM	9/11/2017 6:01 PM	9/11/2017 6:01 PM	0001	
1316	\$\$ Money Cash \$\$	2	9/11/2017 6:00 PM	9/11/2017 6:01 PM	9/11/2017 6:00 PM	9/11/2017 6:01 PM	0001	
	\$\$ Money Cash \$\$	1	9/11/2017 6:00 PM	9/11/2017 6:00 PM	9/11/2017 6:00 PM	9/11/2017 6:00 PM	0001	
1314	\$\$ Money Cash \$\$	4	9/11/2017 4:58 PM	9/11/2017 4:59 PM	9/11/2017 4:58 PM			
1313	\$\$ Money Cash \$\$	3	9/11/2017 4:58 PM	9/11/2017 4:58 PM	9/11/2017 4:58 PM	9/11/2017 4:58 PM	0001	
1312	\$\$ Money Cash \$\$	2	9/11/2017 4:57 PM	9/11/2017 4:58 PM	9/11/2017 4:57 PM	9/11/2017 4:58 PM	0001	
1311	\$\$ Money Cash \$\$	1	9/11/2017 4:57 PM	9/11/2017 4:57 PM	9/11/2017 4:57 PM	9/11/2017 4:58 PM	0001	
	\$\$ Money Cash \$\$	4	9/11/2017 4:56 PM	9/11/2017 4:57 PM	9/11/2017 4:56 PM			
1309	\$\$ Money Cash \$\$	3	9/11/2017 4:56 PM	9/11/2017 4:56 PM	9/11/2017 4:56 PM			
1308	\$\$ Money Cash \$\$	2	9/11/2017 4:55 PM	9/11/2017 4:56 PM	9/11/2017 4:55 PM			
1307	\$\$ Money Cash \$\$	1	9/11/2017 4:55 PM	9/11/2017 4:55 PM	9/11/2017 4:55 PM			
	\$\$ 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	
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	
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	
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	

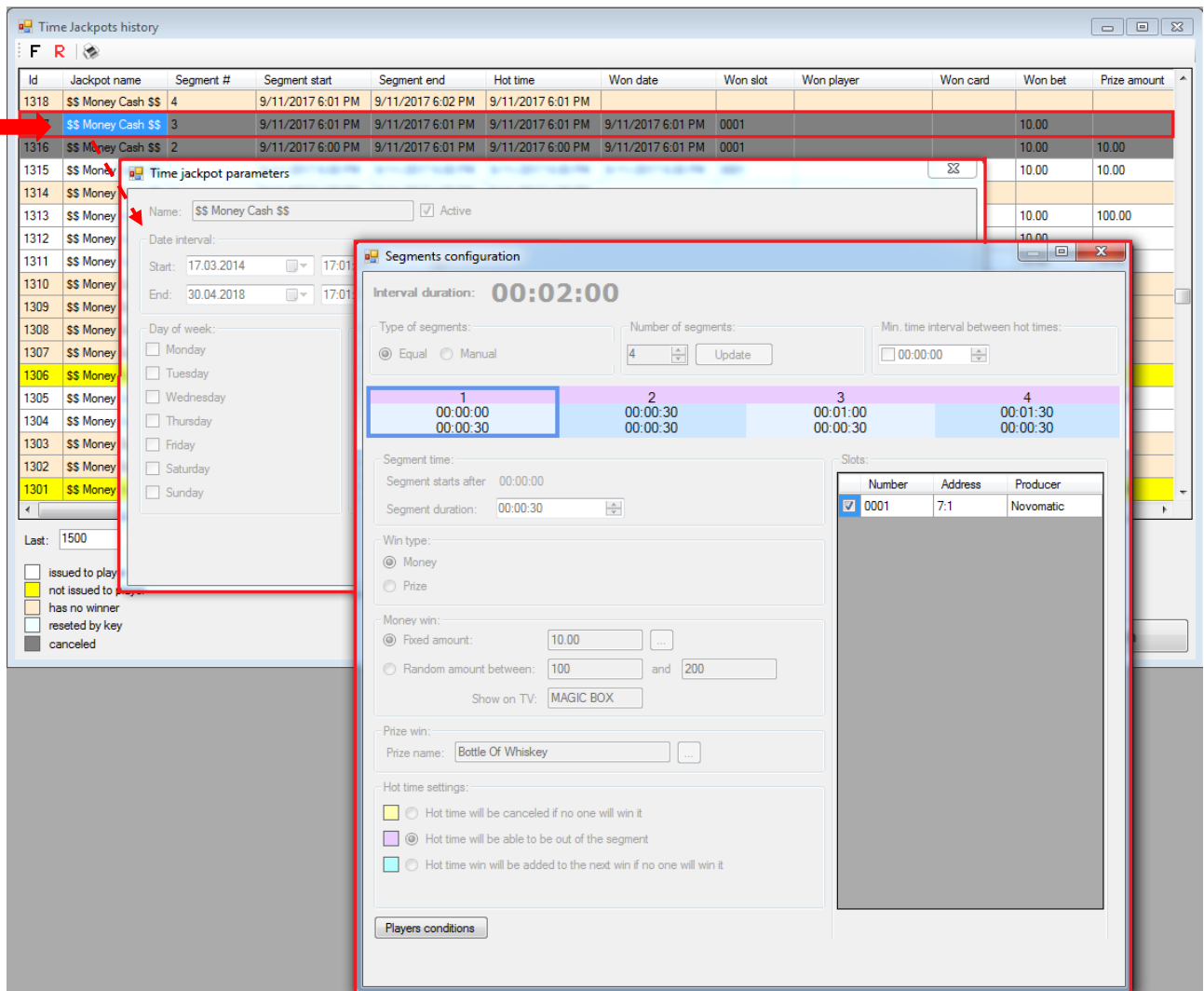
Last: 150

☐ issued to player
☒ not issued to player
☐ has no winner
☐ reseted by key
☐ canceled

- 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 **orange** – 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».


Using the «**Last**» field, you can specify the number of lines that appear in the list of jackpots.

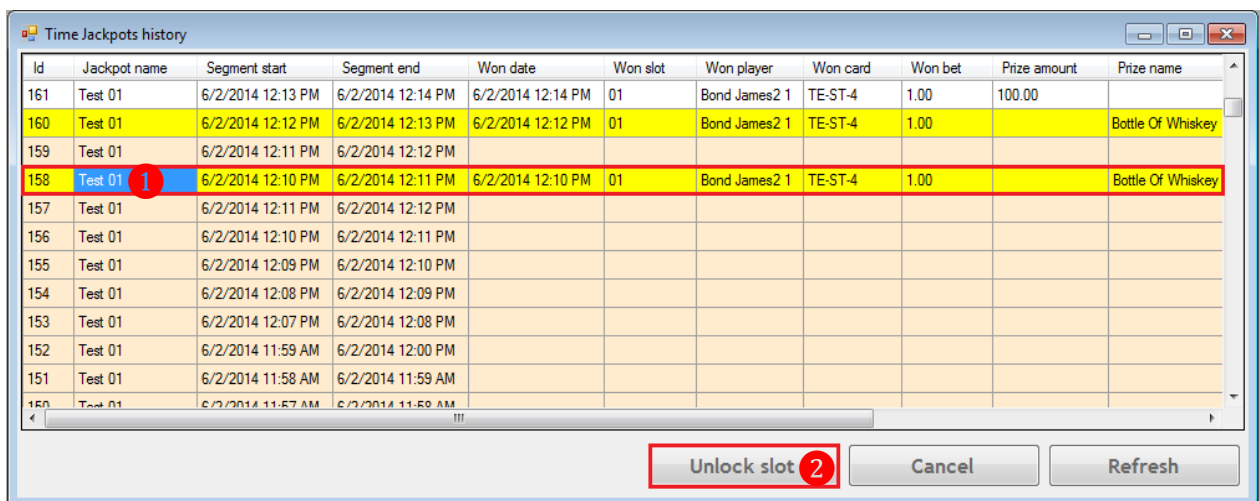
For convenience, double-clicking on the line of any of the jackpots opens a form with the settings of this jackpot in the viewing mode.

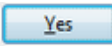


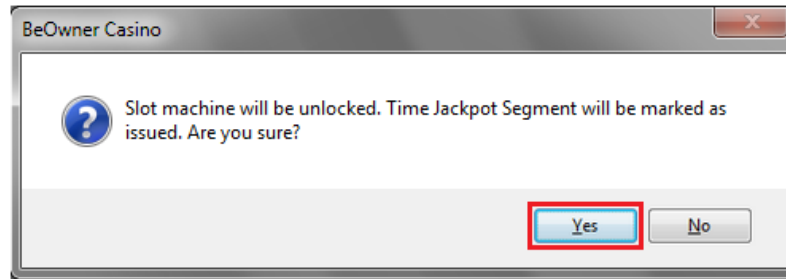
Giving the prize jackpot.

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									

Refresh

Giving the credit jackpot.

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 **Put cash to slot** at the bottom of a page.

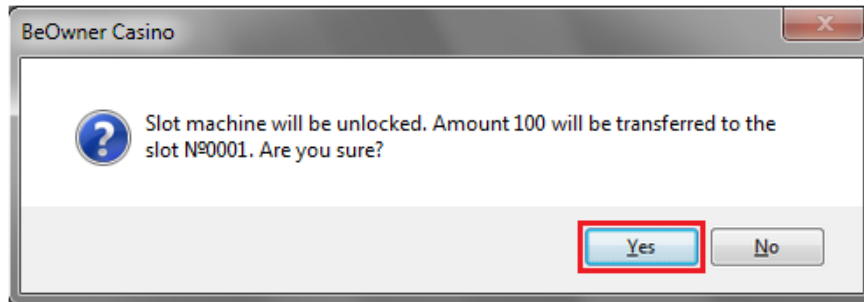
Id	Jackpot name	Segment #	Segment start	Segment end	Hot time	Won date	Won slot	Won player	Won card	Won bet	Prize amount
1306	\$\$ Money Cash \$\$	4	9/11/2017 4:53 PM	9/11/2017 4:54 PM	9/11/2017 4:53 PM	9/11/2017 4:53 PM	0001			10.00	31.10
1305	\$\$ Money Cash \$\$	3	9/11/2017 4:52 PM	9/11/2017 4:53 PM	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

Put cash to slot **2** Cancel Refresh

2. Press **Yes** 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.

Time Jackpots history

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	9/11/2017 4:50 PM	0001				
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, would be less than the sum of a gained jackpot.

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:

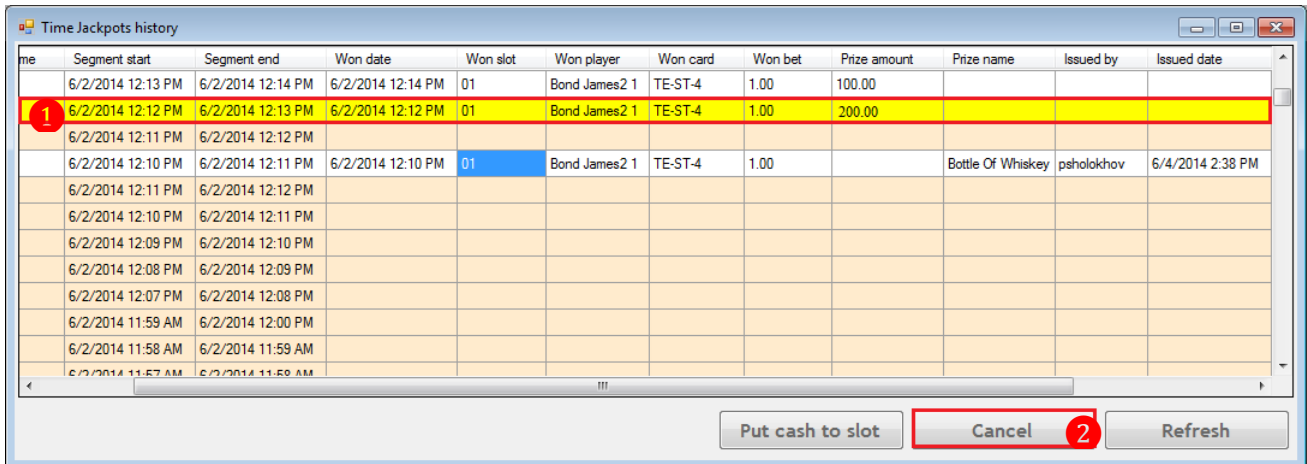
☐ Card ☒ Slot

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.

Cancelling the accrual of a gained jackpot.

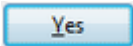
In case it is necessary to cancel the giving of a prize jackpot or not accrued credit jackpot, do the following:

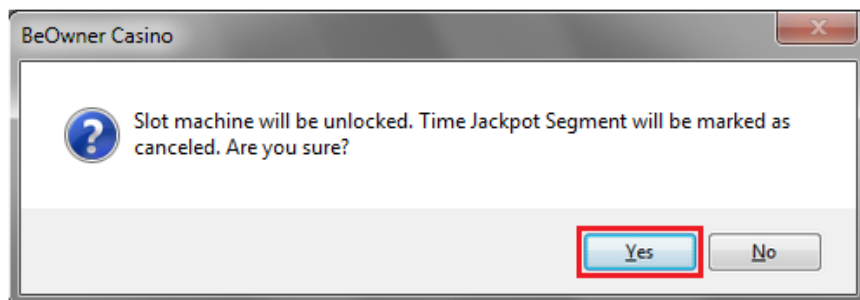
1. In a form «Time Jackpots history» select the line with the appropriate jackpot (marked with yellow) by clicking the left mouse button and press on  at the bottom of the form.



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			
1	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	200.00			
	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									

Buttons: Put cash to slot, Cancel, Refresh

2. Press  for confirmation on the opened dialogue form.

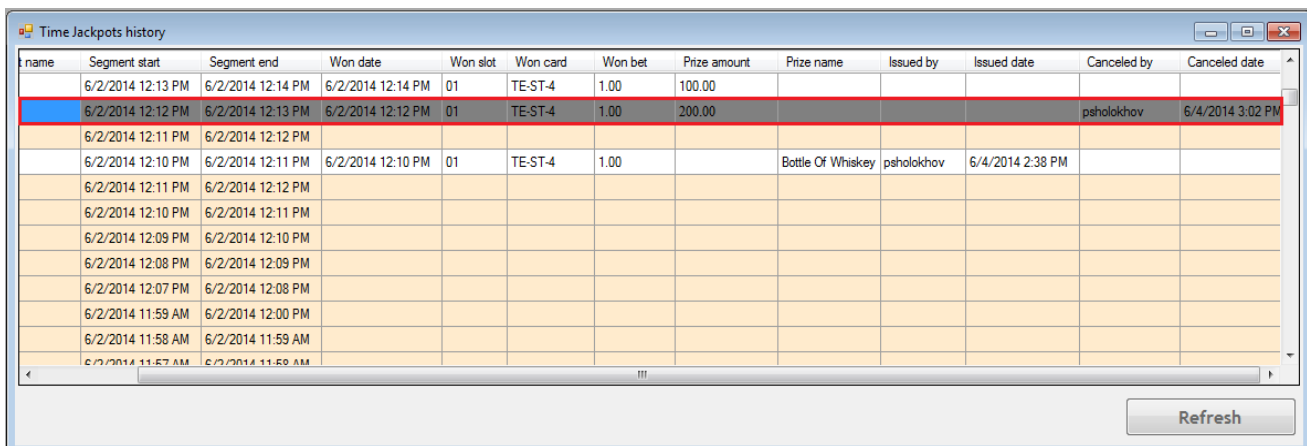


BeOwner Casino

Slot machine will be unlocked. Time Jackpot Segment will be marked as canceled. Are you sure?

Buttons: Yes, No

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.



me	Segment start	Segment end	Won date	Won slot	Won card	Won bet	Prize amount	Prize name	Issued by	Issued date	Canceled by	Canceled date
	6/2/2014 12:13 PM	6/2/2014 12:14 PM	6/2/2014 12:14 PM	01	TE-ST-4	1.00	100.00					
1	6/2/2014 12:12 PM	6/2/2014 12:13 PM	6/2/2014 12:12 PM	01	TE-ST-4	1.00	200.00				psholokhov	6/4/2014 3:02 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 12:10 PM	01	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										

Buttons: Refresh

7.13 «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.

7.13.1 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.

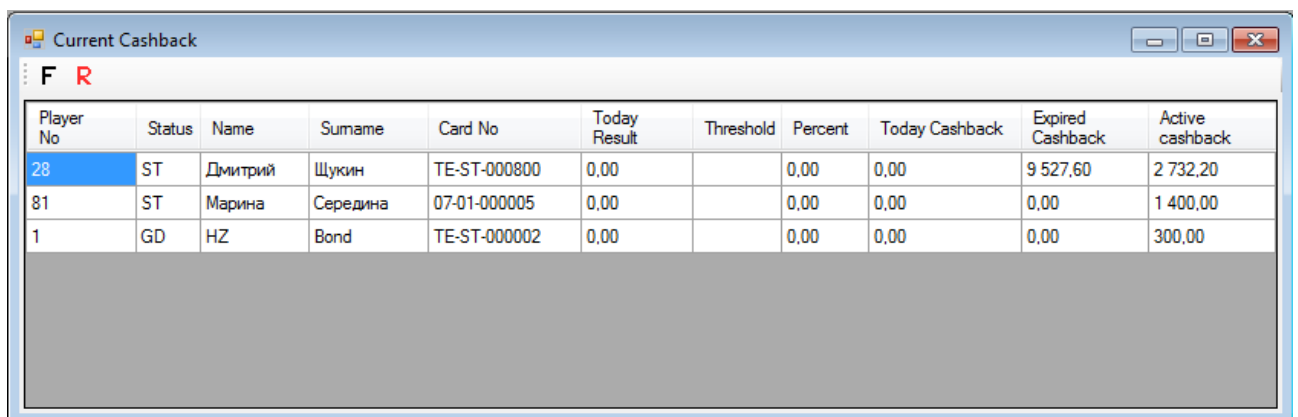
4. The player plays on different gaming machines during the gaming day
5. To use the accrued Cashback, the player with the bonus card comes to the casino/club on the next gaming day.
6. The player comes to the gaming machine, inserts the card (or put) in the reader. Then there are two possible scenarios:

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.

7.13.2 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.



The screenshot shows a window titled "Current Cashback" with a table containing the following data:

Player No	Status	Name	Surname	Card No	Today Result	Threshold	Percent	Today Cashback	Expired Cashback	Active cashback
28	ST	Дмитрий	Щукин	TE-ST-000800	0,00		0,00	0,00	9 527,60	2 732,20
81	ST	Марина	Середина	07-01-000005	0,00		0,00	0,00	0,00	1 400,00
1	GD	HZ	Bond	TE-ST-000002	0,00		0,00	0,00	0,00	300,00

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

Please note that this form has a standard data filtration and search system.

The screenshot shows a window titled "Current Cashback". At the top, there is a search bar containing the text "F R" with a red arrow pointing to it. Below the search bar is a table with the following columns: Player No, Status, Name, and Surname. The table contains two rows of data:

Player No	Status	Name	Surname
1	GD	HZ	Bond
3	SL	Evgeny	Petrov2

Click in the line of any player to open the «**Player Cashback**» form with detailed information about all current Cashbacks of this player.

The first screenshot shows the "Current Cashback" form with a red arrow pointing to the first row of the table (Player No 28). The second screenshot shows the "Player Cashback" form for Player Id: 28. It displays the following information:

Player Id: 28
 Player Name: №28 Дмитрий Щукин
 Active cashback: 2 732,20
 Selected cashback:
 Result: 23 764,00 Percent: 40,00 Cashback: 9 505,60 [Activate] [Cancel]

Below this information is a table with the following columns: Gaming Day, Result, Threshold, Percent, Cashback, Active Cashback, Active, and Login. The table contains four rows of data:

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
745 (04.02.2018 - 27.02.20...	23 764,00	700,00	40,00	9 505,60		<input type="checkbox"/>	
745 (04.02.2018 - 27.02.20...	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev
688 (12.12.2017 - 13.12.20...	2 220,00	700,00	40,00	888,00	888,00	<input checked="" type="checkbox"/>	
687 (11.12.2017 - 12.12.20...	220,00	10,00	10,00	22,00		<input type="checkbox"/>	

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 (for charged)	Active Cashback that will be credited to the GM balance when the player put the card to the reader
Active (for charged)	A mark that this Cashback was activated
Login (for manual)	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: 28

Player Name: №28 Дмитрий Щукин

Active cashback: 2 732,20

Selected cashback

Result: 2 220,00

Percent: 40,00

Cashback: 888,00

Activate

Cancel

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
745 (04.02.2018 - 27.02.20...	23 764,00	700,00	40,00	9 505,60		<input type="checkbox"/>	
745 (04.02.2018 - 27.02.20...	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev
688 (12.12.2017 - 13.12.20...	2 220,00	700,00	40,00	888,00	888,00	<input checked="" type="checkbox"/>	
687 (11.12.2017 - 12.12.20...	220,00	10,00	10,00	22,00		<input type="checkbox"/>	

Player Cashback Detail

Player Id: 28

Player Name: №28 Дмитрий Щукин

Gaming Day: 688

Active: ☒

Percent: 40,00

Result: 2 220,00

Slot	Start	End	Coin In	Coin Out	Jackpot	Result
0002	12.12.2017 12:05	12.12.2017 12:09	3160,00	1120,00	0,00	2040,00
0002	12.12.2017 12:09	12.12.2017 12:10	180,00	0,00	0,00	180,00
0002	12.12.2017 12:10	12.12.2017 12:10	0,00	0,00	0,00	0,00
0002	12.12.2017 12:21	12.12.2017 12:21	0,00	0,00	0,00	0,00
0002	12.12.2017 12:21	12.12.2017 12:21	0,00	0,00	0,00	0,00

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.

Also, this form has a standard data filtration and search system.

F	R		
Slot	Start	End	Total In
0003	4/3/2017 3:26 PM	4/3/2017 3:27 PM	1,000.00
0003	4/3/2017 3:29 PM	4/3/2017 3:30 PM	1,000.00

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.

Current Cashback										
F	R									
Player No	Status	Name	Surname	Card No	Today Result	Threshold	Percent	Today Cashback	Expired Cashback	Active cashback
28	ST	Дмитрий	Шукин	TE-ST-000800	0,00		0,00	0,00	9 527,60	2 832,20
81	ST	Марина	Середина	07-01-000005	0,00		0,00	0,00	0,00	1 400,00
1	GD	HZ	Bond	TE-ST-000002	0,00		0,00	0,00	0,00	300,00

3. In the opened form of «**Player Cashback**», click on the line to select Cashback for activation.

Player Id: 28
Player Name: №28 Дмитрий Шукин
Active cashback: 2 832,20

Selected cashback
Result: 23 764,00 Percent: 40,00 Cashback: 9 505,60

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
Today	Manual				100,00	<input checked="" type="checkbox"/>	glammy
745 (04.02.2018 - 27.02.20...)	Manual	700,00	40,00	9 505,60		<input type="checkbox"/>	
745 (04.02.2018 - 27.02.20...)	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev

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: 28
Player Name: №28 Дмитрий Шукин
Active cashback: 2 832,20

Selected cashback
Result: 23 764,00 Percent: 40,00 Cashback: 9 505,60

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
Today	Manual				100,00	<input checked="" type="checkbox"/>	glammy
745 (04.02.2018 - 27.02.20...)	Manual	700,00	40,00	9 505,60		<input type="checkbox"/>	
745 (04.02.2018 - 27.02.20...)	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev

4) After that, in the dialog box that appears, click «**Yes**» to confirm the operation, after which Cashback will be activated.

BeOwner

Activate cashback?

Activated amounts of the Cashbacks will be highlighted in the list in gray with the status «**Active**».

Player Id: 28
Player Name: №28 Дмитрий Щукин
Active cashback: 12 337,80

Selected cashback
Result: 23 764,00 Percent: 40,00 Cashback: 9 505,60

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
Today	Manual				100,00	<input checked="" type="checkbox"/>	glammy
745 (04.02.2018 - 27.02.2018)	Manual	700,00	40,00	9 505,60	9 505,60	<input checked="" type="checkbox"/>	
745 (04.02.2018 - 27.02.2018)	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev

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 «**Cancel**» button. As a result, Cashback will be permanently removed from the system.

Player Id: 28
Player Name: №28 Дмитрий Щукин
Active cashback: 12 337,80

Selected cashback
Result: 220,00 Percent: 10,00 Cashback: 22,00

Gaming Day	Result	Threshold	Percent	Cashback	Active Cashback	Active	Login
Today	Manual				100,00	<input checked="" type="checkbox"/>	glammy
745 (04.02.2018 - 27.02.2018)	Manual	700,00	40,00	9 505,60	9 505,60	<input checked="" type="checkbox"/>	
745 (04.02.2018 - 27.02.2018)	Manual				1 844,20	<input checked="" type="checkbox"/>	vvasilyev
687 (11.12.2017 - 12.12.2017)	Manual	10,00	10,00	22,00		<input type="checkbox"/>	

Note: From the system can be delete only Cashbacks that have not yet been activated.

You can view the statistics on all charged/received Cashbacks in the form «**Cashback Statistic**» («Slots» → «Cashback» → «Cashback Statistic»).

7.13.3 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.

The screenshot shows the 'Cashback Statistic' window. At the top, there are two date pickers: 'From gaming day' with the value '781: 01.06.2018 - 02.06.201' and 'To gaming day' with the value '807: 27.06.2018 - ...'. To the right of these is a 'Load' button. Below the date pickers are three icons: a red 'F', a red 'R', and a printer icon. The main area of the window contains a table with the following headers: 'Player No', 'Name', 'Surname', 'Nickname', 'Card No', 'Cashback Earned', and 'Cashback Redeemed'. The table is currently empty.

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 screenshot shows the 'Cashback Statistic' window after the 'Load' button has been clicked. The table is now populated with data. The top row is highlighted in green. The data is as follows:

Player No	Name	Surname	Nickname	Card No	Cashback Earned	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	Шукин		TE-ST-000800	100,00	

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 - ... Load

Player No	Name	Surname	Nickname	Card No	Cashback Earned	Cashback Redeemed
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.

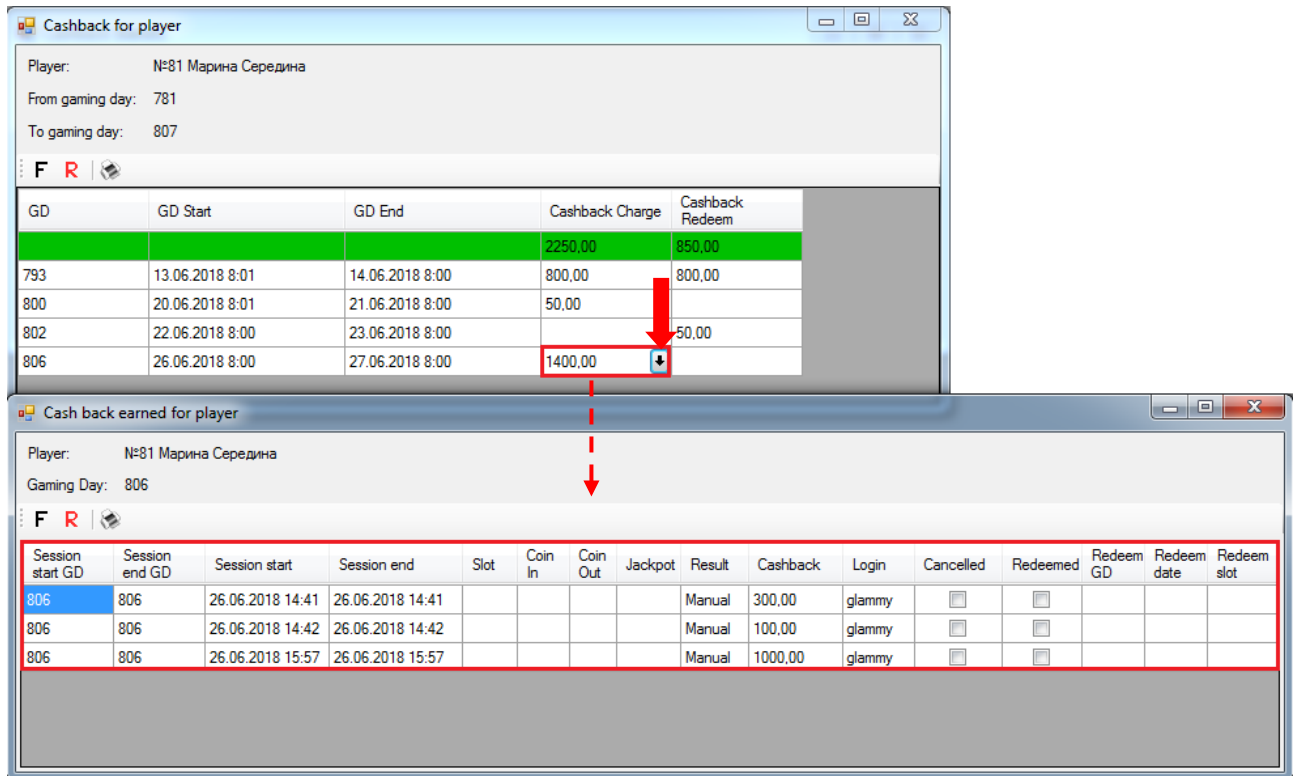
Cashback for player

Player: №81 Марина Середина
From gaming day: 781
To gaming day: 807

F R [Print Icon]

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.



Cashback for player

Player: N#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	


Cash back earned for player

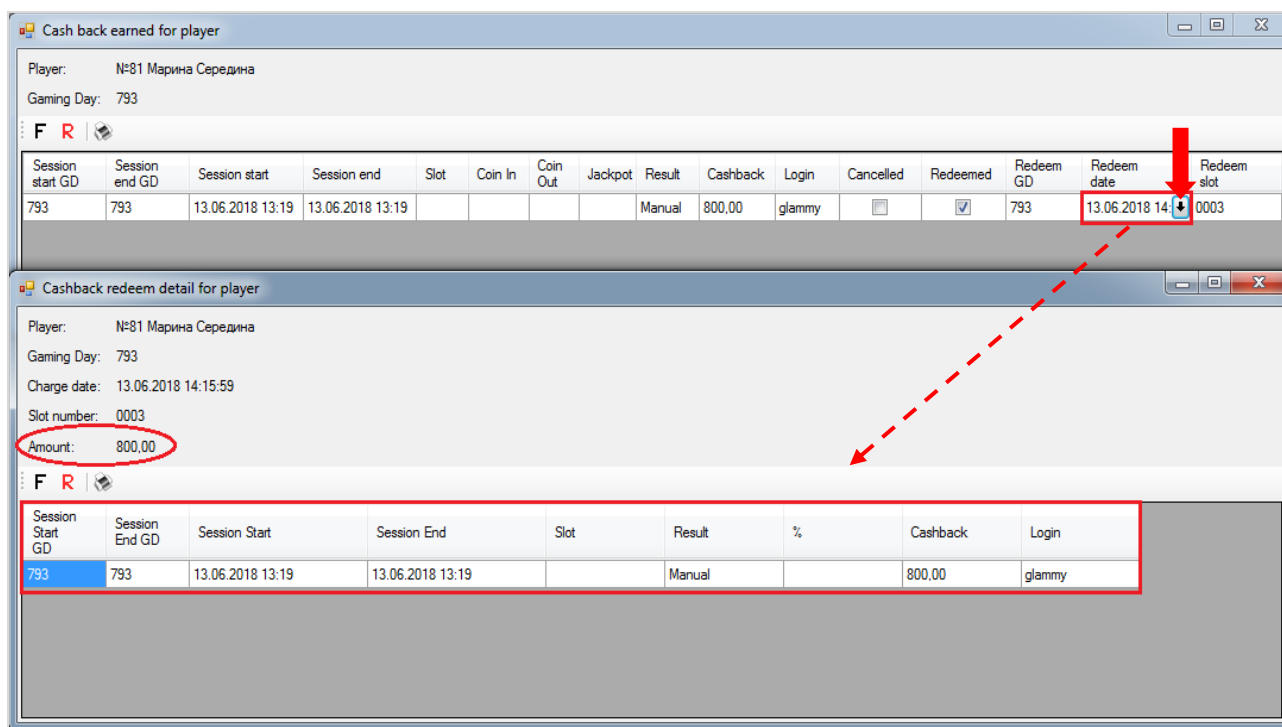
Player: N#81 Марина Середина
Gaming Day: 806

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
806	806	26.06.2018 14:41	26.06.2018 14:41					Manual	300,00	glammy	<input type="checkbox"/>	<input type="checkbox"/>			
806	806	26.06.2018 14:42	26.06.2018 14:42					Manual	100,00	glammy	<input type="checkbox"/>	<input type="checkbox"/>			
806	806	26.06.2018 15:57	26.06.2018 15:57					Manual	1000,00	glammy	<input type="checkbox"/>	<input type="checkbox"/>			

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**».



Cash back earned for player

Player: №81 Марина Середина
Gaming Day: 793


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 14:00	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

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

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: 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 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.

If in the previous form «**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.

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	


Cash back redeem for player

Player: №81 Марина Середина
Gaming Day: 793

Gaming Day	Charge Date	Slot	Amount
			800,00
793	13.06.2018 14:15	0003	800,00

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.

Cash back redeem for player

Player: №81 Марина Середина
Gaming Day: 793

Gaming Day	Charge Date	Slot	Amount
			800,00
793	13.06.2018 14:15	0003	800,00

Cashback redeem detail for player

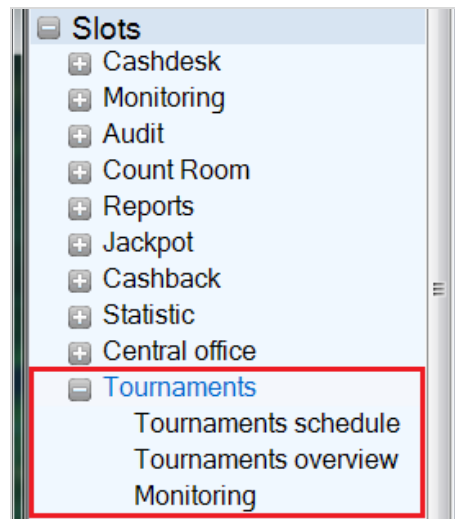
Player: №81 Марина Середина
Gaming Day: 793
Charge date: 13.06.2018 14:15:59
Slot number: 0003
Amount: 800,00

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

7.14 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.

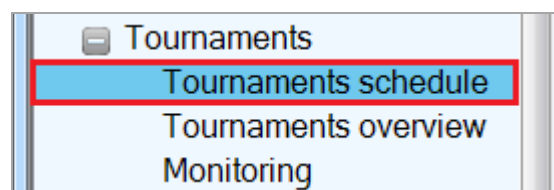
Tournaments can be carried out by the type of championships. For example, several tournaments are held during the month (daily / weekly), and at the end of the month is held the final tournament (e.g. «Tournament in May»), which may engage the winners of all previous tournaments month. The winner of 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.

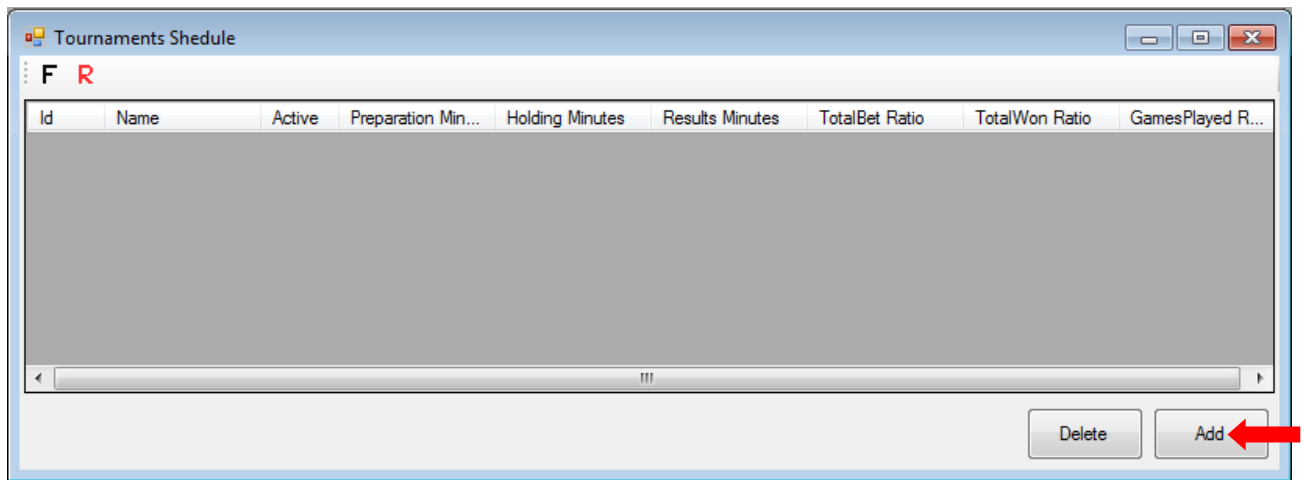
7.14.1 Creating tournament.

To create a new tournament system, proceed as follows:

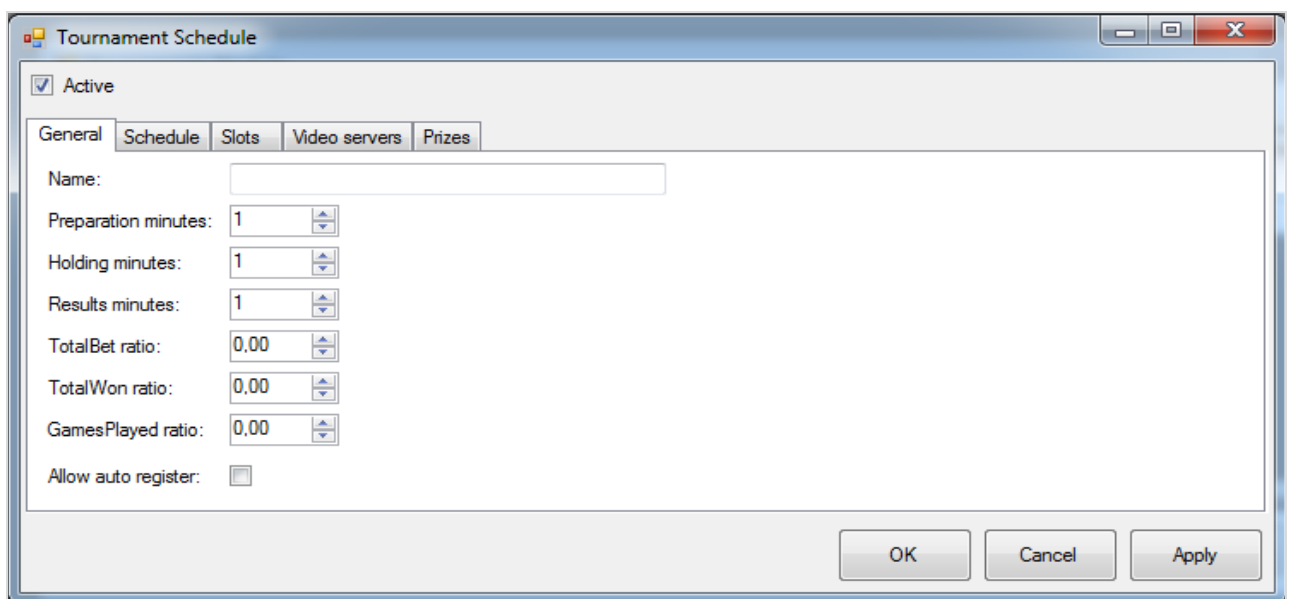
1. Open tournaments survey form by selecting the main menu «Slots» → «Tournaments» → «Tournaments schedule».



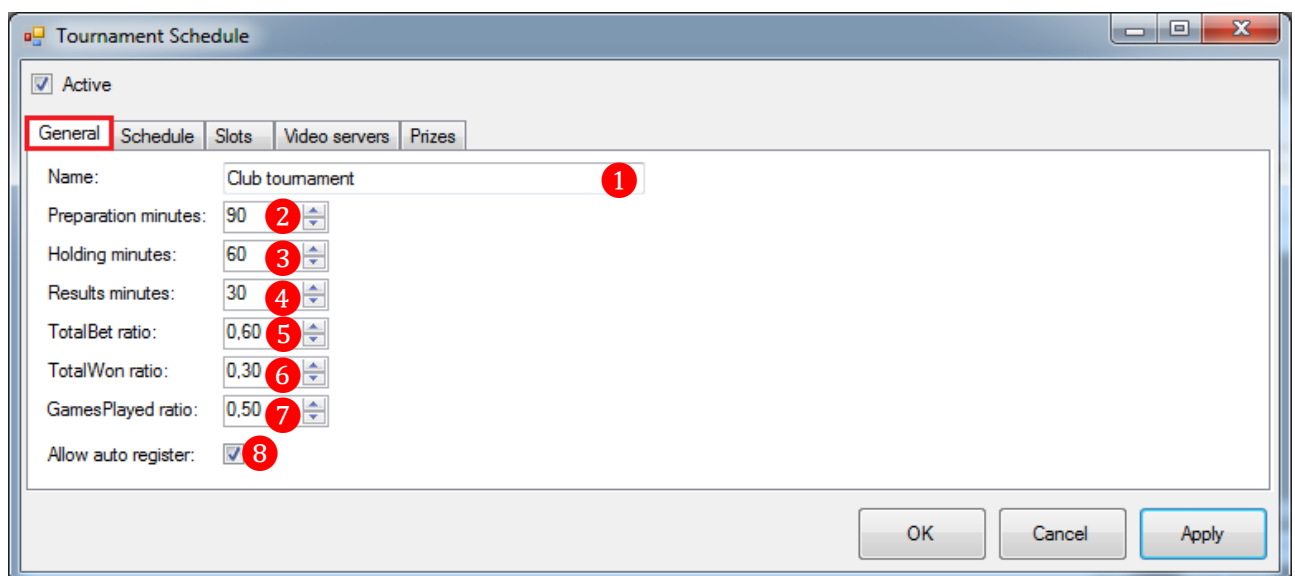
2. In the form «Tournaments Schedule» click on the  button in the lower right corner.



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:



- 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:

$$(\text{Bets Sum}) * k1 + (\text{Wons Sum}) * k2 + (\text{Games Count}) * k3$$

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»**).

➤ On the **«Schedule»** tab, you must specify the following parameters:

The screenshot shows the 'Tournament Schedule' dialog box with the 'Schedule' tab selected. The 'Date range' section (1) includes 'Start' and 'End' date and time pickers. The 'Days of week' (2) and 'Days of month' (3) sections contain grids for selecting specific days and dates. The 'Starts time' (4) section has three rows of time pickers for different start times. The 'Schedule' tab is highlighted with a red box. Red circles with numbers 1 through 4 indicate the key parameters to be configured.

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.

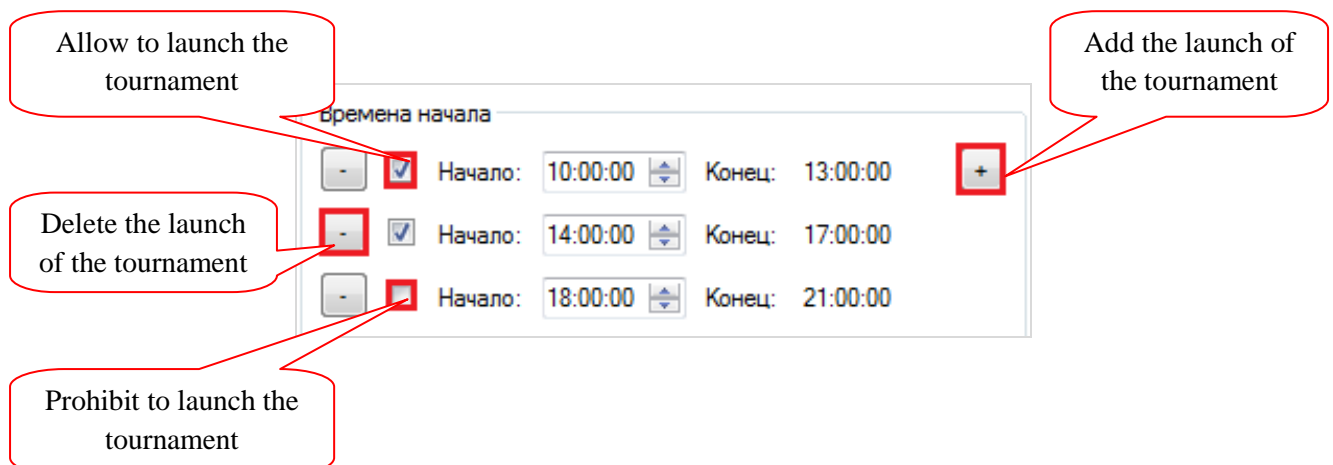
Note: If the «Days of week» and «Days of month» parameters ARE NOT set, the tournament will be started daily during the whole validity period of the schedule at the specified intervals of time.

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.

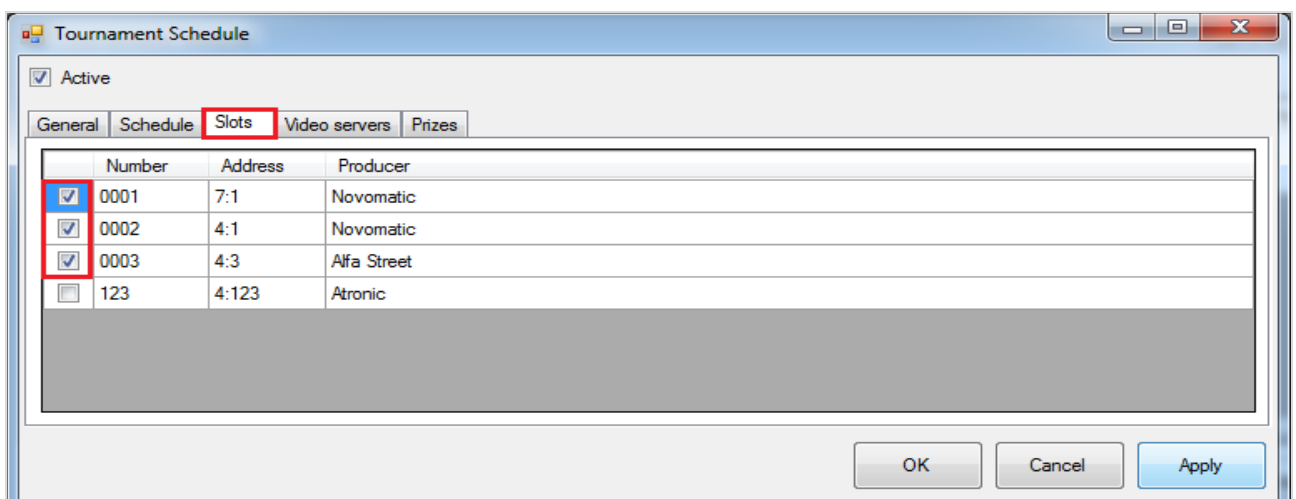


The screenshot shows a window titled "времена начала" (Start Times) with three rows of tournament launch data. Each row has a checkbox on the left, a minus button, a plus button, and two time fields: "Начало:" (Start) and "Конец:" (End). Callouts explain the controls:

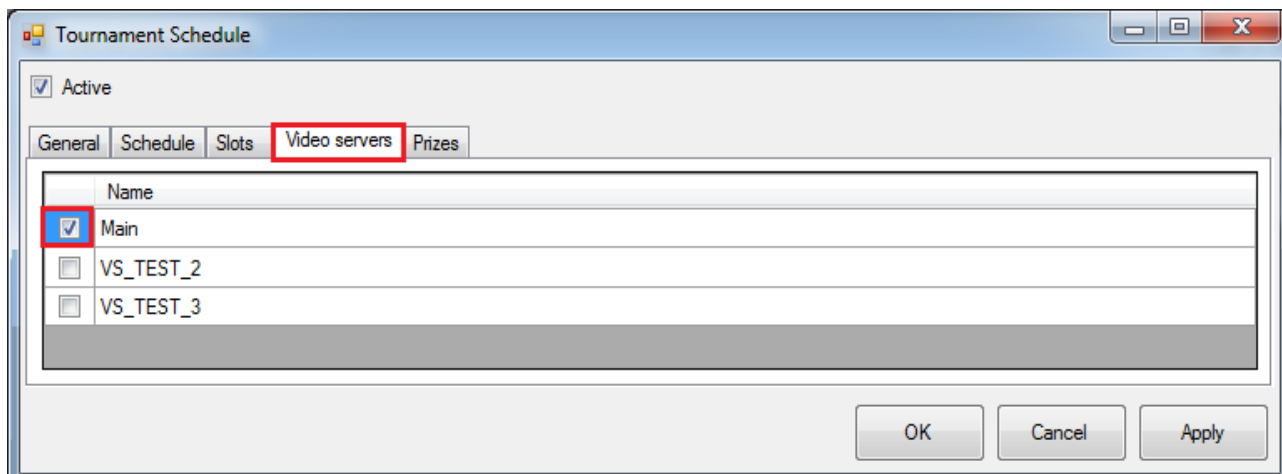
- Allow to launch the tournament**: Points to the checkbox in the first row.
- Delete the launch of the tournament**: Points to the minus button in the second row.
- Prohibit to launch the tournament**: Points to the checkbox in the third row.
- Add the launch of the tournament**: Points to the plus button in the first row.

	Начало:	Конец:
<input checked="" type="checkbox"/> - 	10:00:00	13:00:00
 <input checked="" type="checkbox"/>	14:00:00	17:00:00
 <input type="checkbox"/>	18:00:00	21:00:00

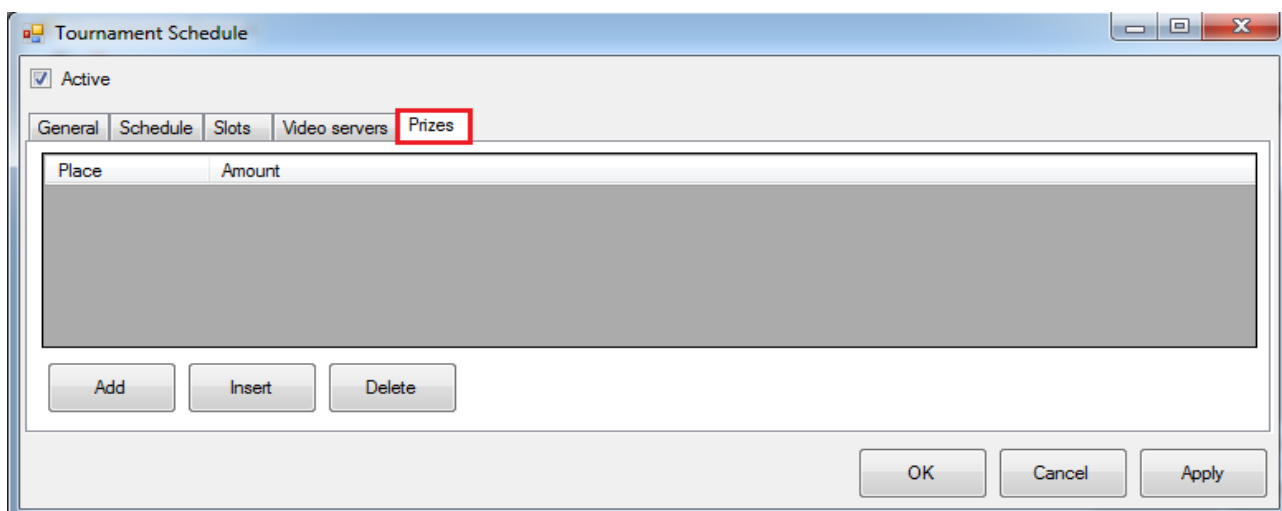
➤ On the «Slots» tab, you must select the slot machines (check the box) that will participate in the tournament.



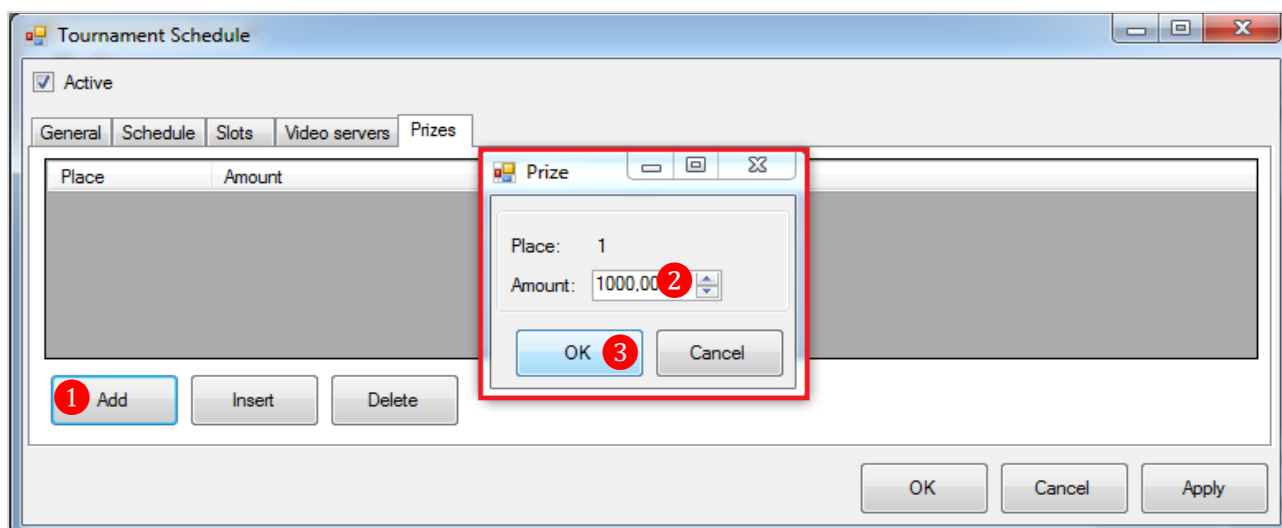
➤ On the «**Video servers**» tab, you must select a video server (check the box) on the screens which will display screen (templates) tournament with a list of participants and the results.



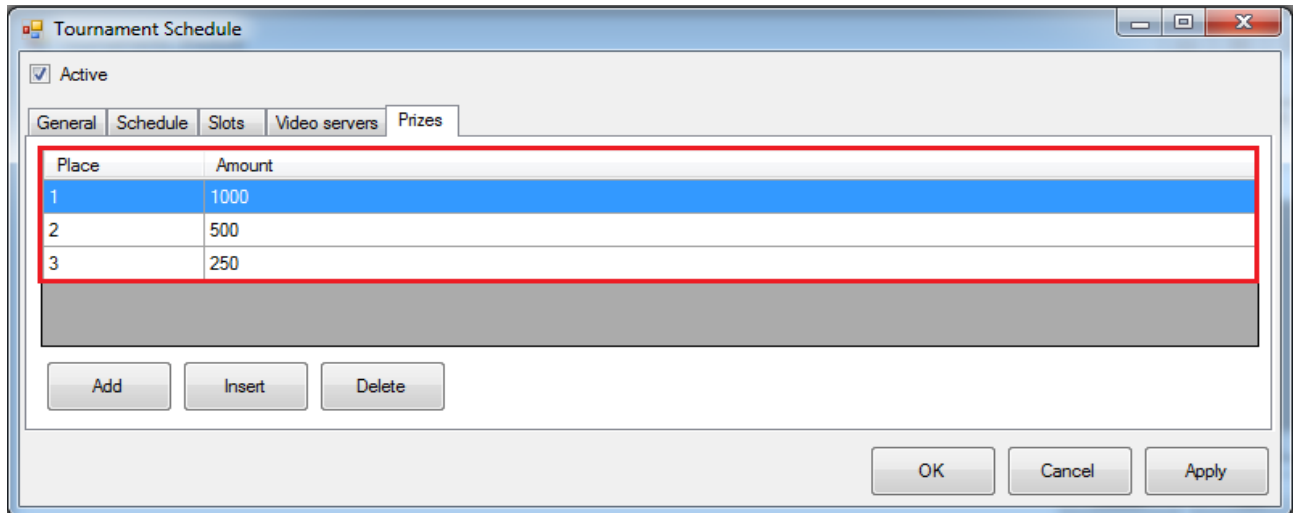
➤ On the «**Prizes**» tab, you must specify the amount of the prize for the winner / winners of the tournament.



- 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.



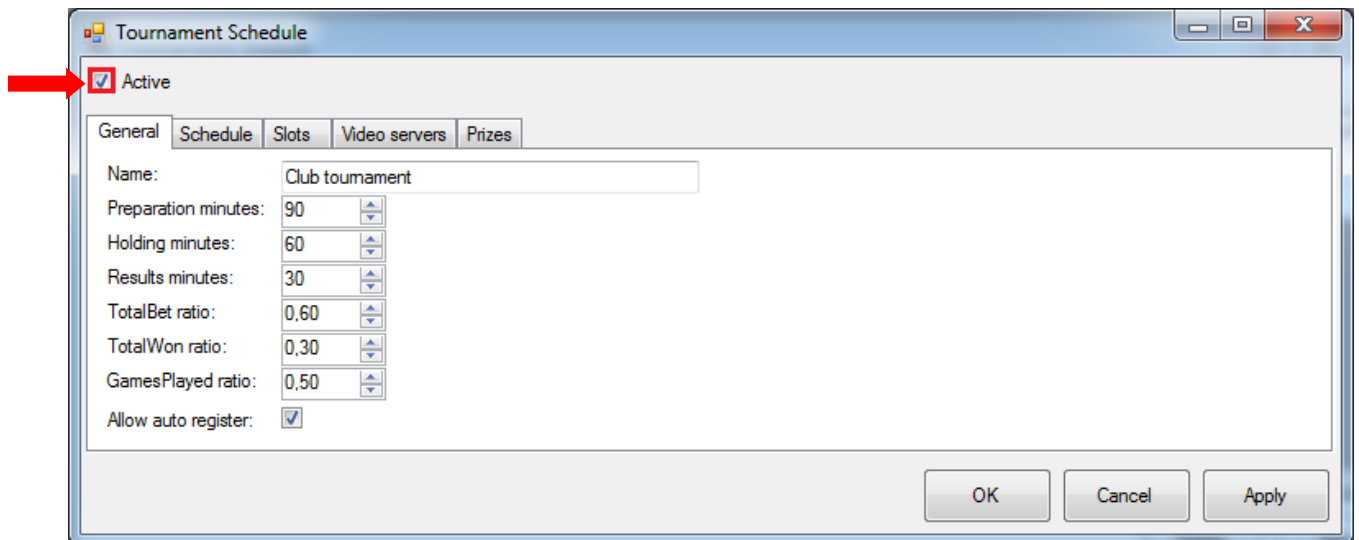
As a result, the added prize will appear in the table. In this way, you can configure any number of top places and prizes for the tournament.



Place	Amount
1	1000
2	500
3	250

- 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**».

4. 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.



☒ Active

Name: Club tournament

Preparation minutes: 90

Holding minutes: 60

Results minutes: 30

TotalBet ratio: 0.60

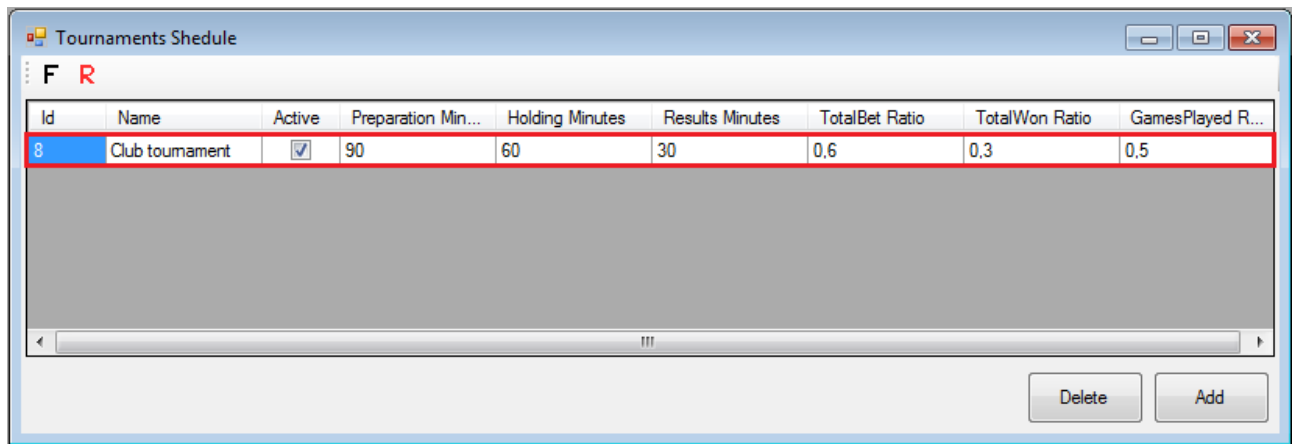
TotalWon ratio: 0.30


GamesPlayed ratio: 0.50

Allow auto register: ☒

5. 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:



To create a new tournament schedule in the system, you must use the  button.

7.14.2 Tournaments Monitoring.

All tournaments are established and carried out in the system include 3 stages:

1. **Preparation.**
2. **Holding.**
3. **Results.**

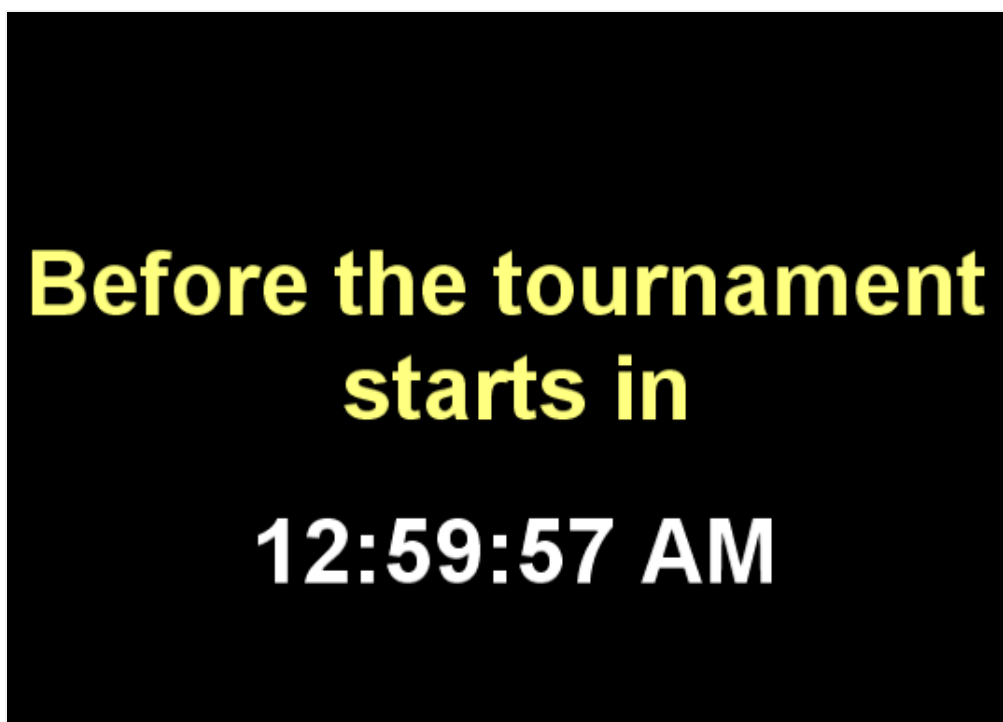
Consider the stages of the tournament details.

➤ **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.

Monitoring

Step №1 Preparation

Name: Club tournament
Start date: 23.10.2018 14:10:00
Preparation minutes: 90
Holding minutes: 60
Results minutes: 30
TotalBet ratio: 0,6
TotalWon ratio: 0,3
GamesPlayed ratio: 0,5
Slots: 3
Holding date:
Results date:

Number	Address	Producer	Player	Card
0001	7:1	Novomatic		
0002	4:1	Novomatic		
0003	4:3	Alfa Street		

2 Add player Unregister

Next step will start at: 23.10.2018 15:40:00

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.

Player selection

☐ Player with card

Series Company Number Search Clear

Player ID:

Player name: Player 1

Cancel OK

After clicking the button, the tournament participant will be registered; the specified name will be displayed in the «**Player**» column.

Monitoring

Step №1 Preparation

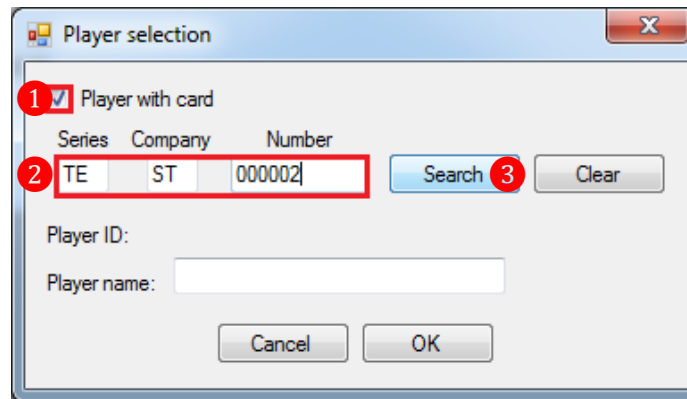
Name: Club tournament
Start date: 23.10.2018 14:10:00
Preparation minutes: 90
Holding minutes: 60
Results minutes: 30
TotalBet ratio: 0,6
TotalWon ratio: 0,3
GamesPlayed ratio: 0,5
Slots: 3
Holding date:
Results date:

Number	Address	Producer	Player	Card
0001	7:1	Novomatic	Player 1	
0002	4:1	Novomatic		
0003	4:3	Alfa Street		

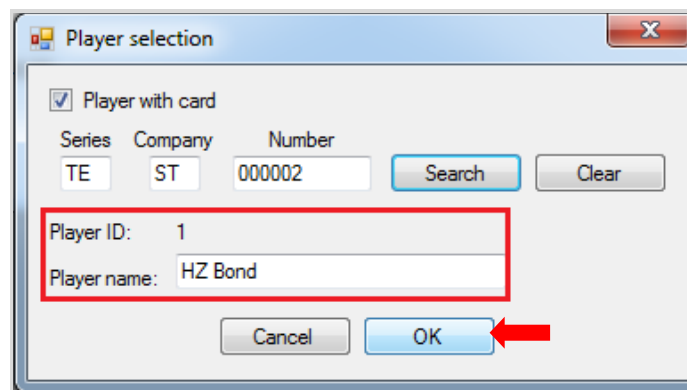
Add player Unregister

Next step will start at: 23.10.2018 15:40:00


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.

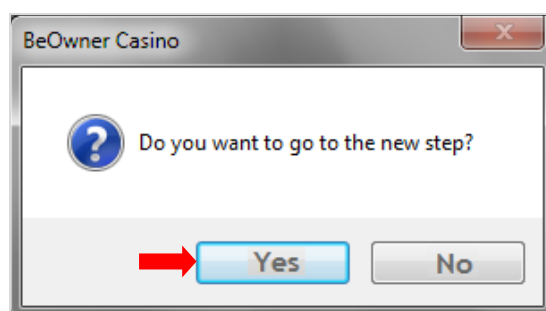


If a player with the specified bonus card number is found in the system, his ID number and name will be displayed on the form. To confirm the player's registration, click «**OK**».



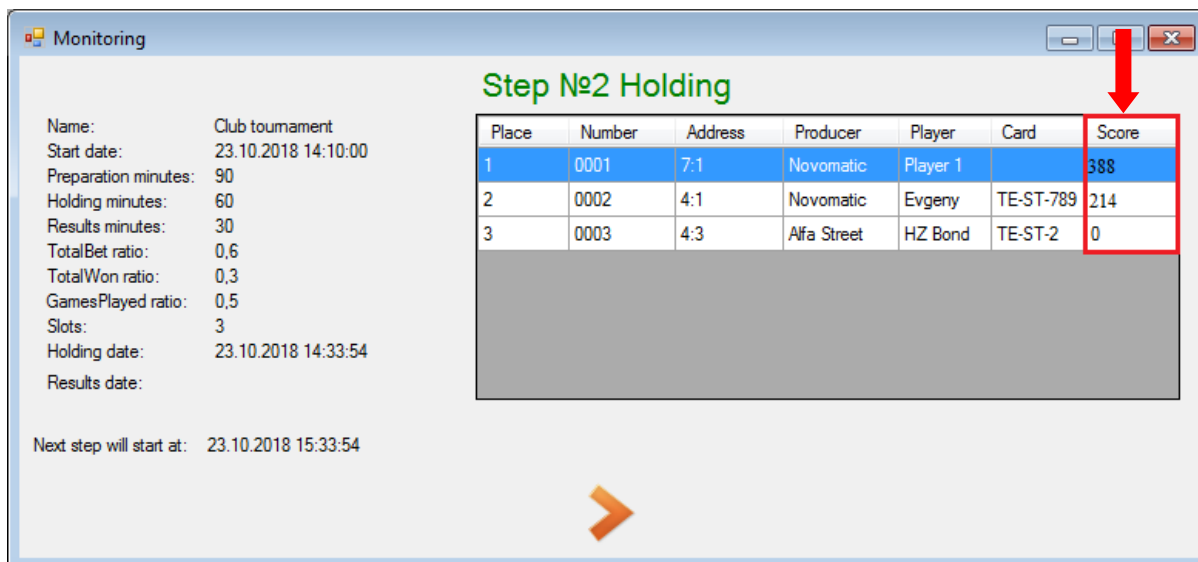
At the end of the time set for the prepare phase, will automatically start the next stage of the tournament - a holding.

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»](#)).

Club tournament			
№	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»](#)).

Monitoring

Step №3 Results

Name: Club tournament
Start date: 23.10.2018 14:10:00
Preparation minutes: 90
Holding minutes: 60
Results minutes: 30
TotalBet ratio: 0,6
TotalWon ratio: 0,3
GamesPlayed ratio: 0,5
Slots: 3
Holding date: 23.10.2018 14:33:54
Results date: 23.10.2018 14:37:30

Place	Number	Address	Producer	Player	Card	Score	Charge	Prize
1	0001	7:1	Novomatic	Player 1		5687	<input type="checkbox"/>	1000
2	0002	4:1	Novomatic	Evgeny	TE-ST-789	4574	<input type="checkbox"/>	500
3	0003	4:3	Alfa Street	HZ Bond	TE-ST-2	3015	<input type="checkbox"/>	250

Charge Cancel

Next step will start at: 23.10.2018 15:07:30

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.

Monitoring

Next tournament will start at:

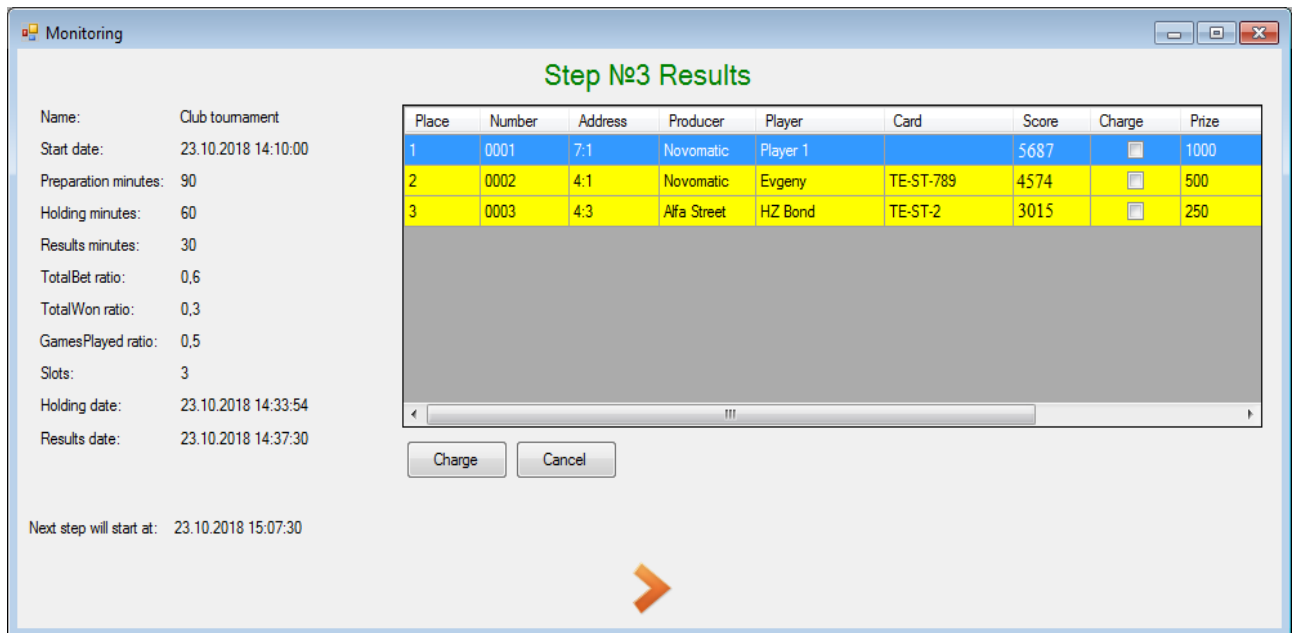
23.10.2018 14:00:00

7.14.3 Charge of prizes to participants of the tournament.

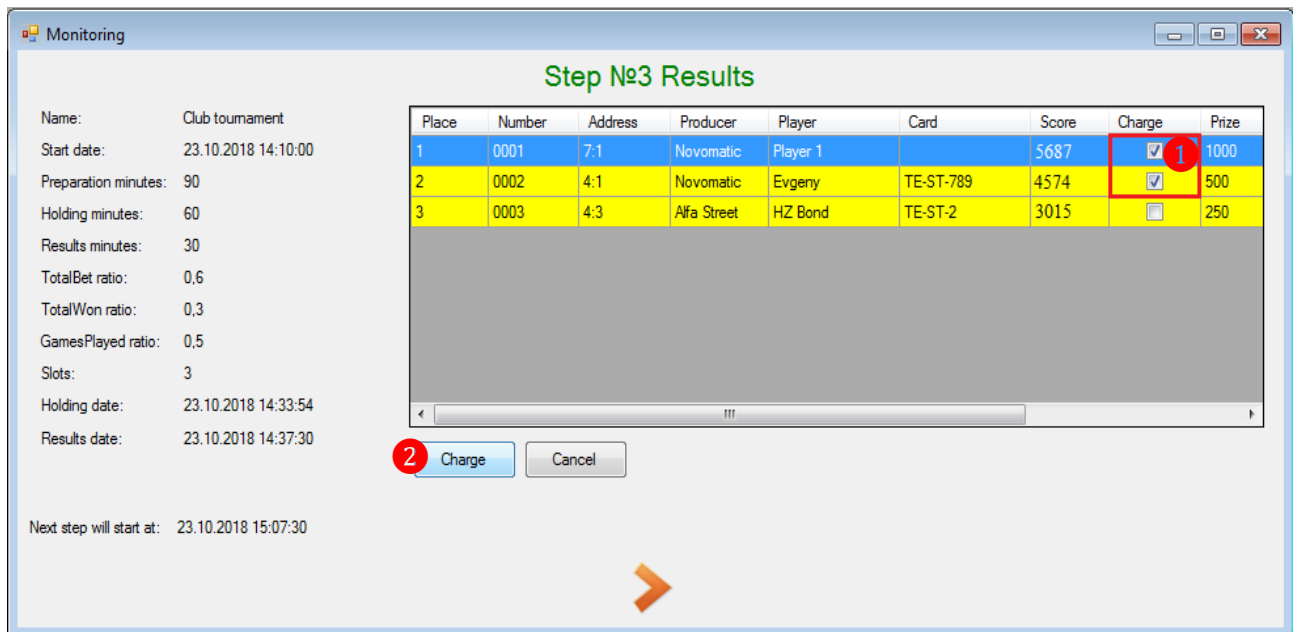
The charging of prize amounts to participants of the tournament or their cancellation is carried out on the form of monitoring the tournament at the stage of displaying the results of the tournament.

Procedure for charging of the prize:

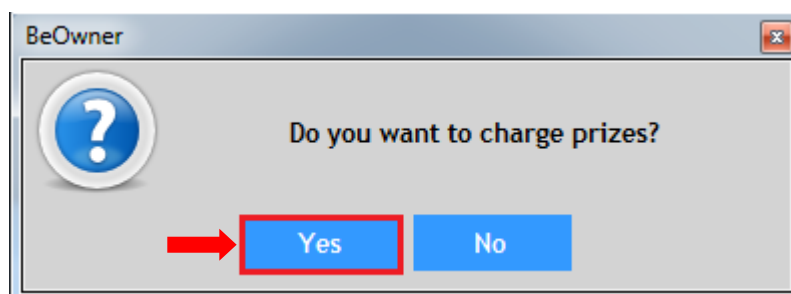
1. Open the tournament monitoring form during the display of the tournament results («Slots» → «Tournaments» → «Monitoring»). **Yellow** background in the list of tournament participants of the marked by players who have not yet received prizes.



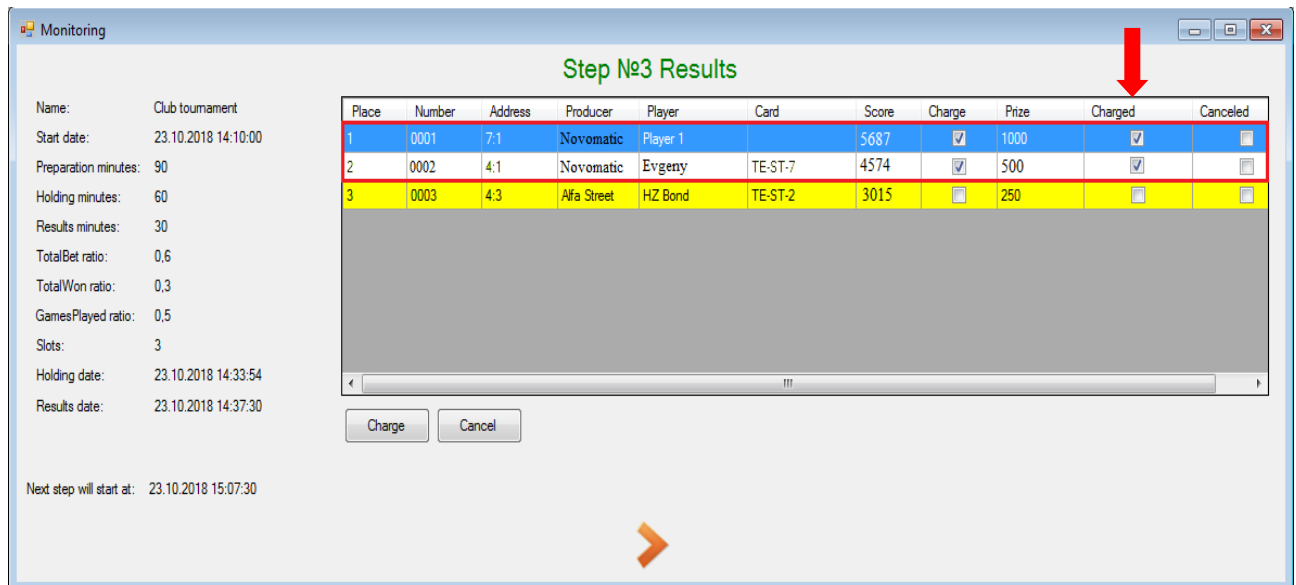
2. In the list of tournament participants, check the boxes in the columns for those players to whom you want to charge a deserved prize, and click the «Charge» button.



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.



Monitoring

Step №3 Results

Name: Club tournament
Start date: 23.10.2018 14:10:00
Preparation minutes: 90
Holding minutes: 60
Results minutes: 30
TotalBet ratio: 0,6
TotalWon ratio: 0,3
GamesPlayed ratio: 0,5
Slots: 3
Holding date: 23.10.2018 14:33:54
Results date: 23.10.2018 14:37:30
Next step will start at: 23.10.2018 15:07:30

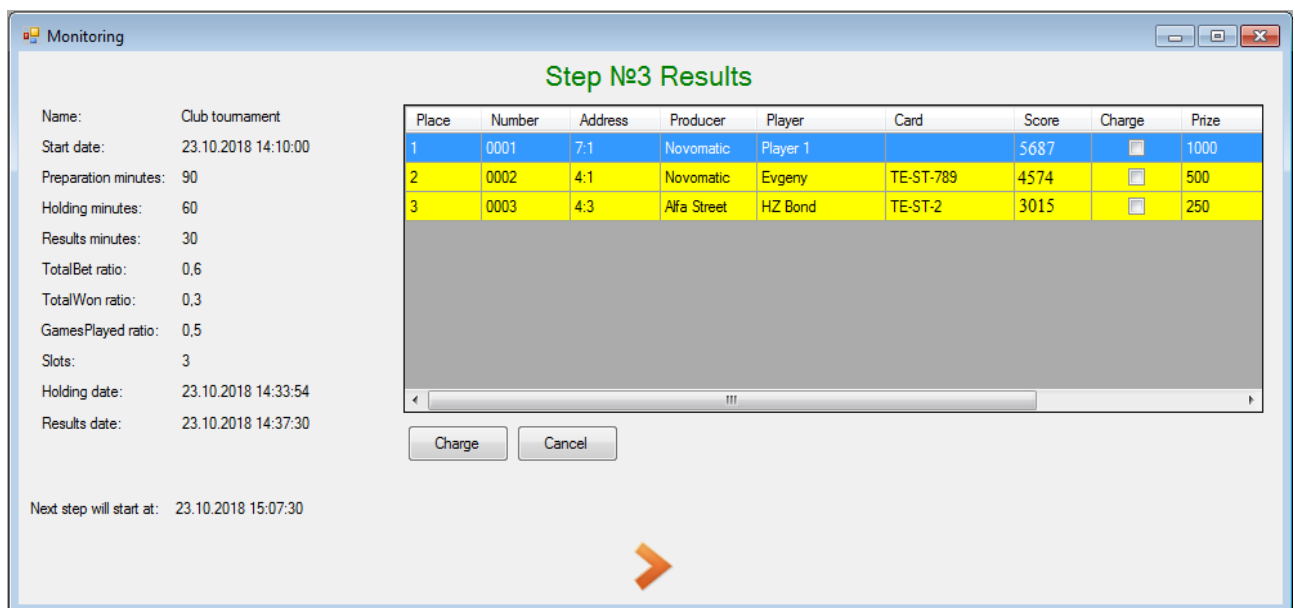
Place	Number	Address	Producer	Player	Card	Score	Charge	Prize	Charged	Canceled
1	0001	7:1	Novomatic	Player 1		5687	<input checked="" type="checkbox"/>	1000	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	0002	4:1	Novomatic	Evgeny	TE-ST-7	4574	<input checked="" type="checkbox"/>	500	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	0003	4:3	Alfa Street	HZ Bond	TE-ST-2	3015	<input type="checkbox"/>	250	<input type="checkbox"/>	<input type="checkbox"/>

Charge Cancel

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.



Monitoring

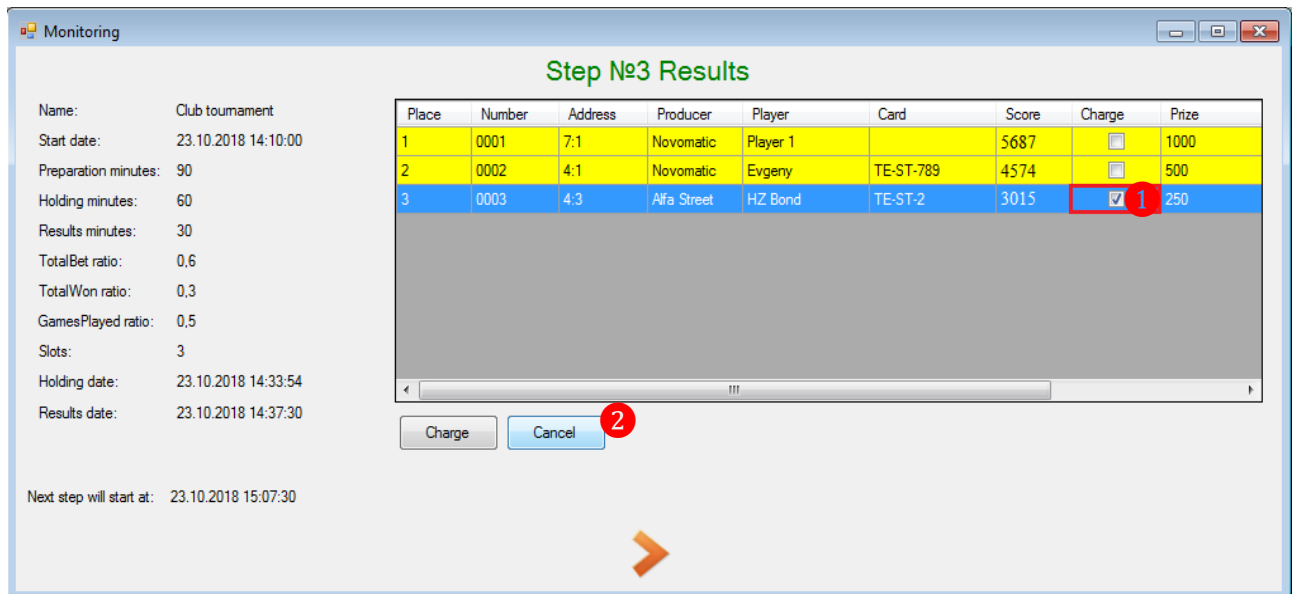
Step №3 Results

Name: Club tournament
Start date: 23.10.2018 14:10:00
Preparation minutes: 90
Holding minutes: 60
Results minutes: 30
TotalBet ratio: 0,6
TotalWon ratio: 0,3
GamesPlayed ratio: 0,5
Slots: 3
Holding date: 23.10.2018 14:33:54
Results date: 23.10.2018 14:37:30
Next step will start at: 23.10.2018 15:07:30

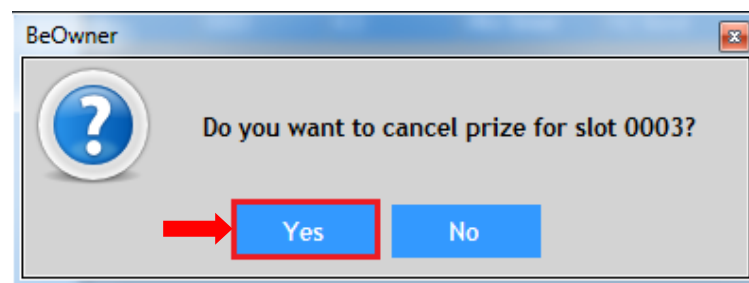
Place	Number	Address	Producer	Player	Card	Score	Charge	Prize	Charged	Canceled
1	0001	7:1	Novomatic	Player 1		5687	<input type="checkbox"/>	1000	<input type="checkbox"/>	<input type="checkbox"/>
2	0002	4:1	Novomatic	Evgeny	TE-ST-789	4574	<input type="checkbox"/>	500	<input type="checkbox"/>	<input type="checkbox"/>
3	0003	4:3	Alfa Street	HZ Bond	TE-ST-2	3015	<input type="checkbox"/>	250	<input type="checkbox"/>	<input type="checkbox"/>

Charge Cancel

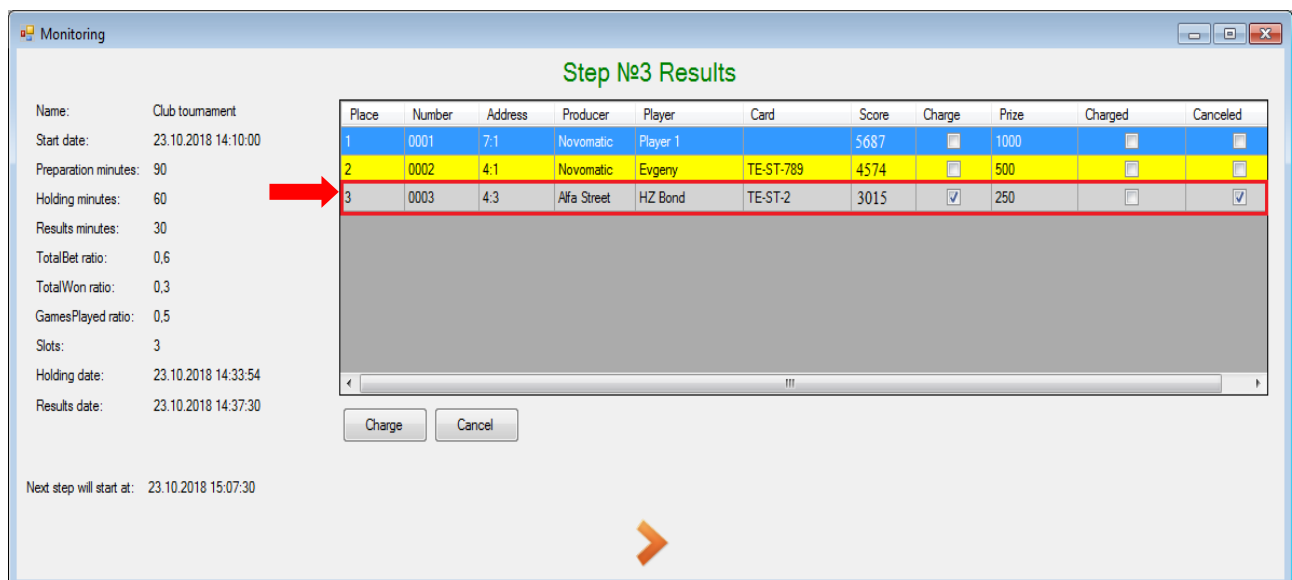
2. In the list of participants of the tournament, check the boxes in the columns for those players to whom you do not want to award a prize, and click «Cancel».




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.

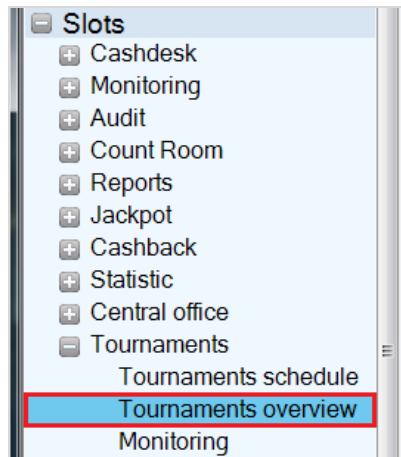


If all the necessary accrual of prizes to the tournament participants are completed, then you can complete the stage of displaying the results of the tournament ahead of time by clicking . In the dialog box that appears, click «Yes» to confirm.

The history and results of all tournaments are available for viewing in the tournaments overview form («Slots» → «Tournaments» → «Tournaments overview»).

7.14.4 View tournaments history.

To view the history and results of all tournaments, select in the main system menu «**Slots**» → «**Tournaments**» → «**Tournaments overview**».



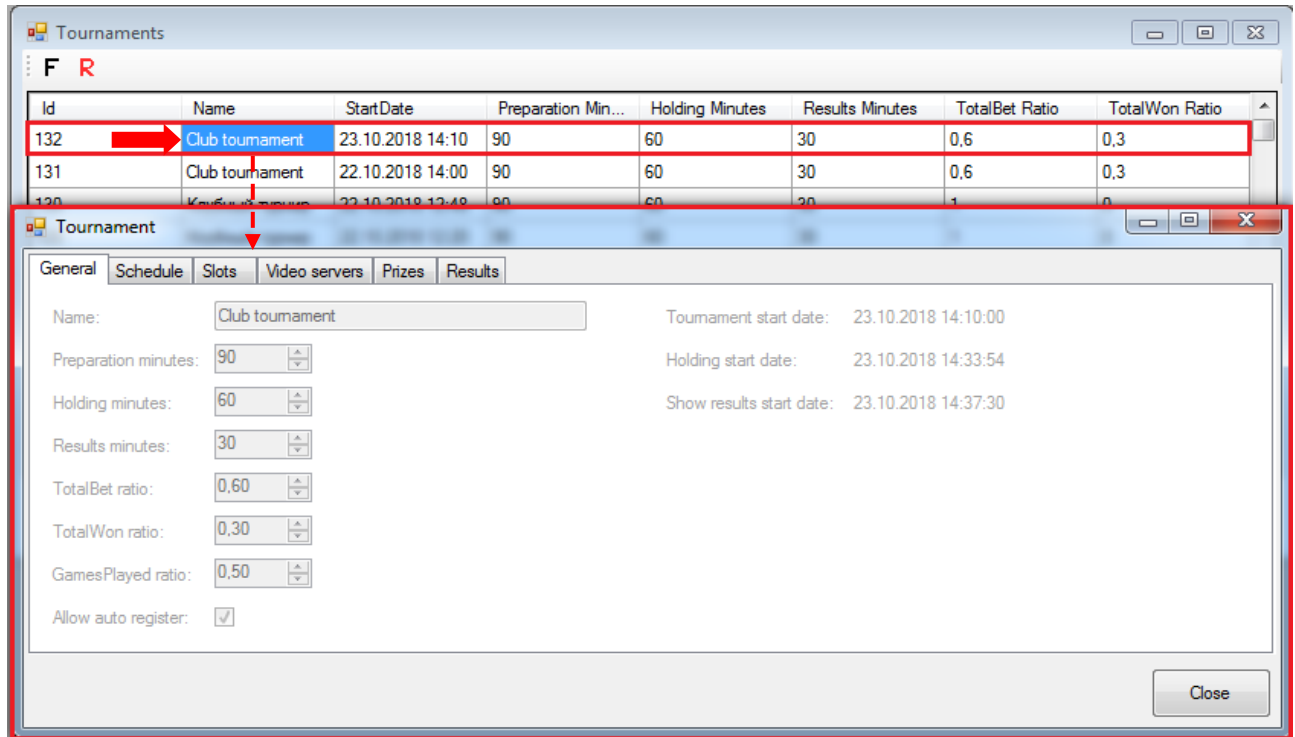
The «**Tournaments**» form will open, displaying a list of all completed tournaments. If there is currently an active tournament in the club, it will be displayed at the very top of the list with the status **Countdown**, **In process**, or **Summing-up**.

Tournaments										
Id	Name	StartDate	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio	GamesPlayed R...	Status	Holding Start Date
131	Club tournament	22.10.2018 14:00	90	60	30	0,6	0,3	0,5	In process	22.10.2018 15:30
130	Клубный турнир	22.10.2018 12:48	90	60	30	1	0	0	Finished	22.10.2018 12:49
129	Клубный турнир	22.10.2018 12:20	90	60	30	1	0	0	Finished	22.10.2018 12:34
128	Клубный турнир	19.10.2018 14:00	90	60	30	0,6	0,3	0,5	Finished	19.10.2018 15:30
127	Клубный турнир	19.10.2018 10:30	90	60	30	0,6	0,3	0,5	Finished	19.10.2018 12:00
126	Клубный турнир	18.10.2018 16:56	90	60	30	0,6	0,3	0,5	Finished	18.10.2018 16:57
125	Клубный турнир	18.10.2018 15:10	90	60	30	0,6	0,3	0,5	Finished	18.10.2018 15:43
124	Турнир	15.10.2018 11:14	90	90	90	0,6	0,3	0,5	Finished	15.10.2018 12:44
123	Турнир	14.10.2018 11:14	90	90	90	0,6	0,3	0,5	Finished	14.10.2018 12:44
122	Турнир	13.10.2018 11:14	90	90	90	0,6	0,3	0,5	Finished	13.10.2018 12:44

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"> • <i>Countdown</i> (Preparation stage) • <i>In process</i> (Holding stage) • <i>Summing-up</i> (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 .

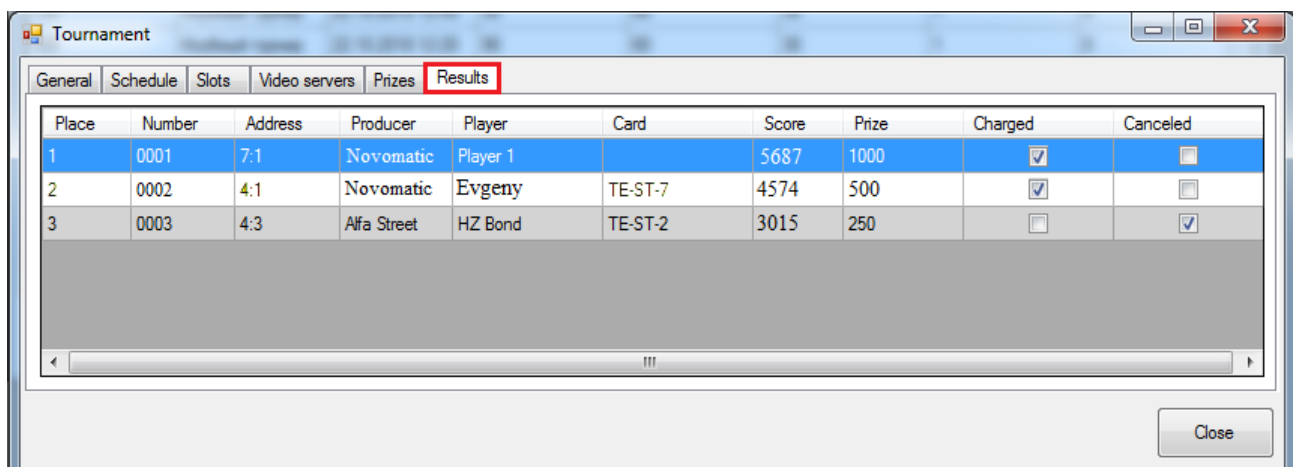
To view detailed information and results of any tournament, you must double-click the left button on the string of the selected tournament.



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:



- ☐ – 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

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 and filtering data.

Tournaments

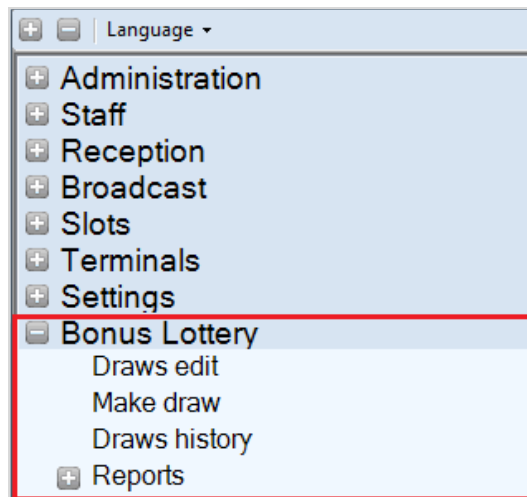
F R

Id	Name	StartDate	Preparation Min...	Holding Minutes	Results Minutes	TotalBet Ratio	TotalWon Ratio
132	Club tournament	23.10.2018 14:10	90	60	30	0,6	0,3
131	Club tournament	22.10.2018 14:00	90	60	30	0,6	0,3
130	Клубный турнир	22.10.2018 12:48	90	60	30	1	0
129	Клубный турнир	22.10.2018 12:20	90	60	30	1	0
128	Клубный турнир	19.10.2018 14:00	90	60	30	0,6	0,3
127	Клубный турнир	19.10.2018 10:30	90	60	30	0,6	0,3
126	Клубный турнир	18.10.2018 16:56	90	60	30	0,6	0,3

Close

7.15 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.

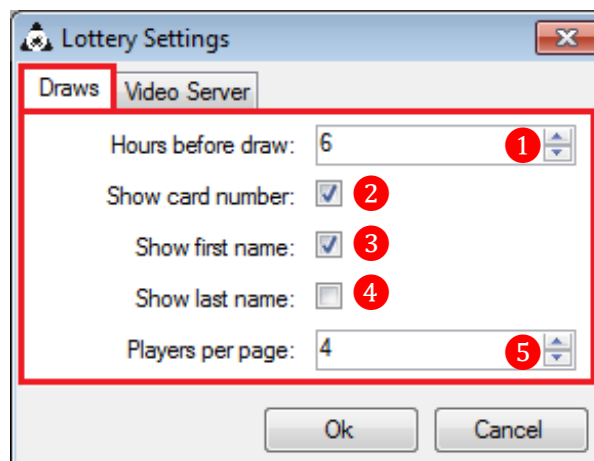
Draws can be held with any frequency: one-time, daily, monthly or annually. In addition, it is possible to conduct draws both within the framework of one club and in the network of clubs.

The system also provides for viewing the results of past draws and achievements of players. If necessary, you can generate, upload and print reports.

7.15.1 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.

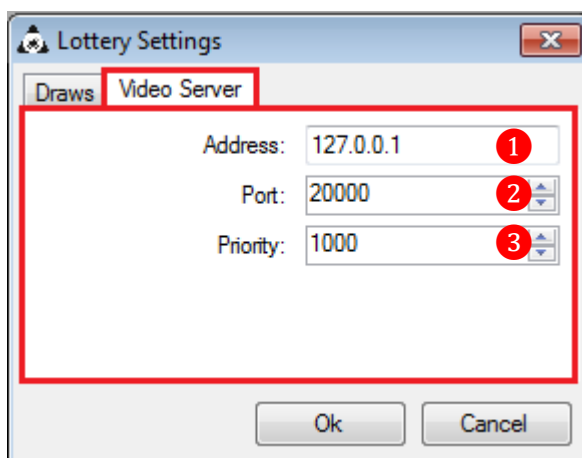
2) Show card number – check the box to allow displaying the number of the participant's membership card on the video server.

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.**

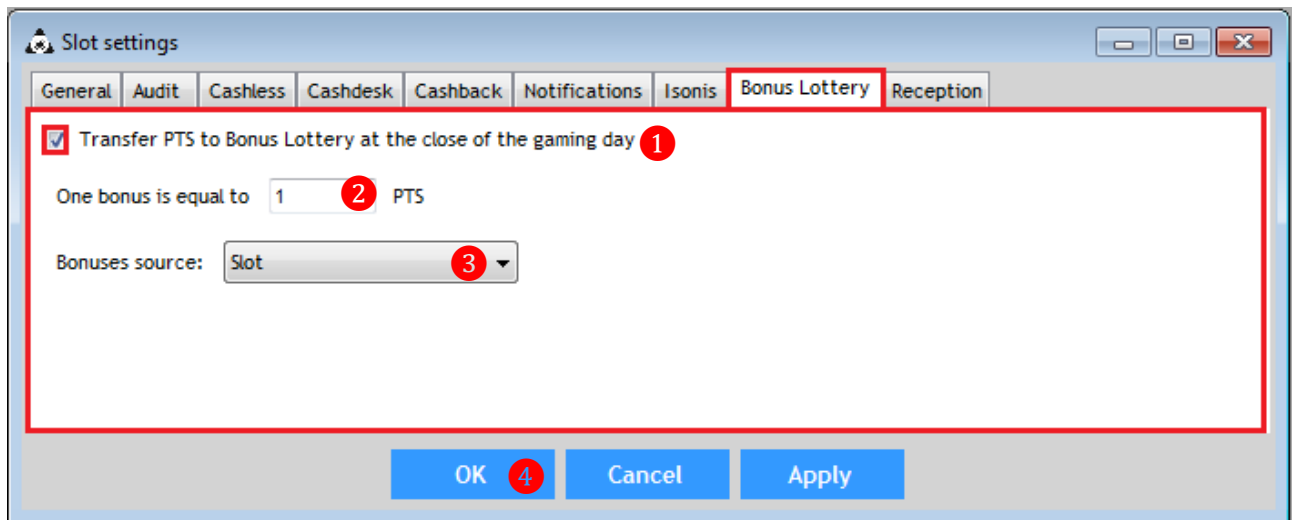
To enable the conversion of PTS points into bonuses, open the «**Slot settings**» form («**Settings**» → «**Slots**» → «**Settings**») and on the «**Bonus Lottery**» tab do the following:

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.

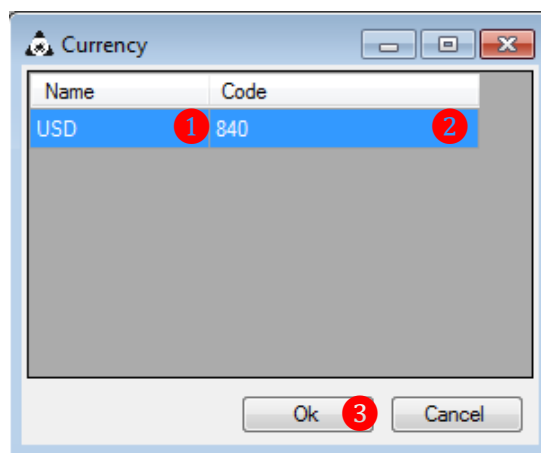
3. Select the source of bonuses after conversion (for a club with gaming machines, usually **Slot**).

4. Click the «**Ok**» button to save the settings.

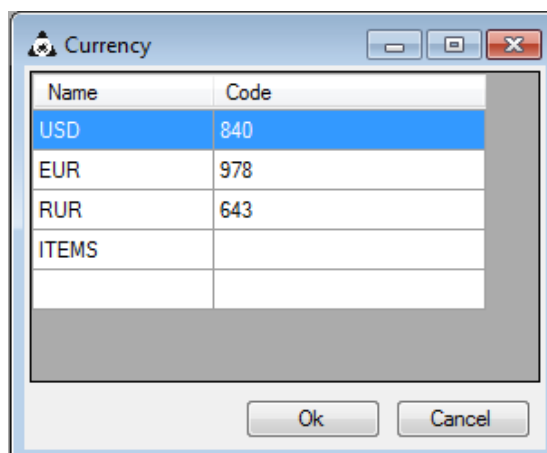


Also in the system, you need to add currency types to set up prizes in the draws. To do this, open the «**Currency**» form («Settings» → «Lottery» → «Currencies») and do the following:

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.



7.15.2 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.

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
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

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.

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
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

2. Then the form of the draw settings will open:

Draw parameters

Name: Mega Lottery **1**

Managed: ☒ **2**

Type: monthly **3**

Draw start date: 07.12.2018 13:30 **4**

Bonuses from date: 01.01.2018 0:00 **5**

Bonuses to date: 07.12.2018 15:00 **6**

Registration date: 01.12.2018 0:00 **7**

Registration required: ☐ **8**

Min bonuses: 2500 **9**

Max bonuses: 0 **10**

Rate: 1 **11**

Bonuses sources: ☒ casino **12**
☐ table
☒ Slot
☐ Complementary
☐ Pocker club

Bonuses clubs: ☒ Club **13**

Description: **14**

Show on terminal: ☒ **15**

Attach rules file **16**

Prizes

Name	Currency	Price	Minimum bonuses
BMW	USD	5000	2500

Add Prize Delete Prize

Ok Cancel

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.

The screenshot shows the 'Draw' application window with a 'Prize' dialog box open. The 'Draw' window has the following fields: Name (Mega Lottery), Managed (checked), Type (monthly), Draw start date (07.12.201), Bonuses from date (01.01.201), Bonuses to date (07.12.201), Registration date (01.12.201), Registration required (unchecked), Min bonuses (2500), Max bonuses (0), Rate (1), Bonuses sources (casino, table, Slot, Complementary, Pocker club, Restaurant, Time, Bingo bet), Bonuses clubs (Club), Description, and Show on terminal (checked). The 'Prize' dialog box has the following fields: Name (BMW), Currency (USD), Price (10000), Minimum bonuses (2500), Maximum bonuses (0), Bonuses sources (casino, table, Slot, Complementary, Pocker club, Restaurant, Time, Bingo bet), Prize template (Default), and Winning template (Default). Red numbers 1 through 9 are placed next to the following fields: 1) Name, 2) Currency, 3) Price, 4) Minimum bonuses, 5) Maximum bonuses, 6) Bonuses sources, 7) Prize template, 8) Winning template, and 9) Ok button. A red arrow points to the 'Add Prize' button in the 'Draw' window.

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.

Draw parameters

Name: Mega Lottery

Managed: ☒

Type: monthly

Draw start date: 07.12.2018 13:30

Bonuses from date: 01.01.2018 0:00

Bonuses to date: 07.12.2018 15:00

Registration date: 01.12.2018 0:00

Registration required: ☒

Min bonuses: 2500

Max bonuses: 0

Rate: 1

Bonuses sources: ☐ casino ☐ table ☒ Slot ☐ Complementary ☐ Pocker club

Bonuses clubs: ☒ Club

Description:

Show on terminal: ☒

Attach rules file

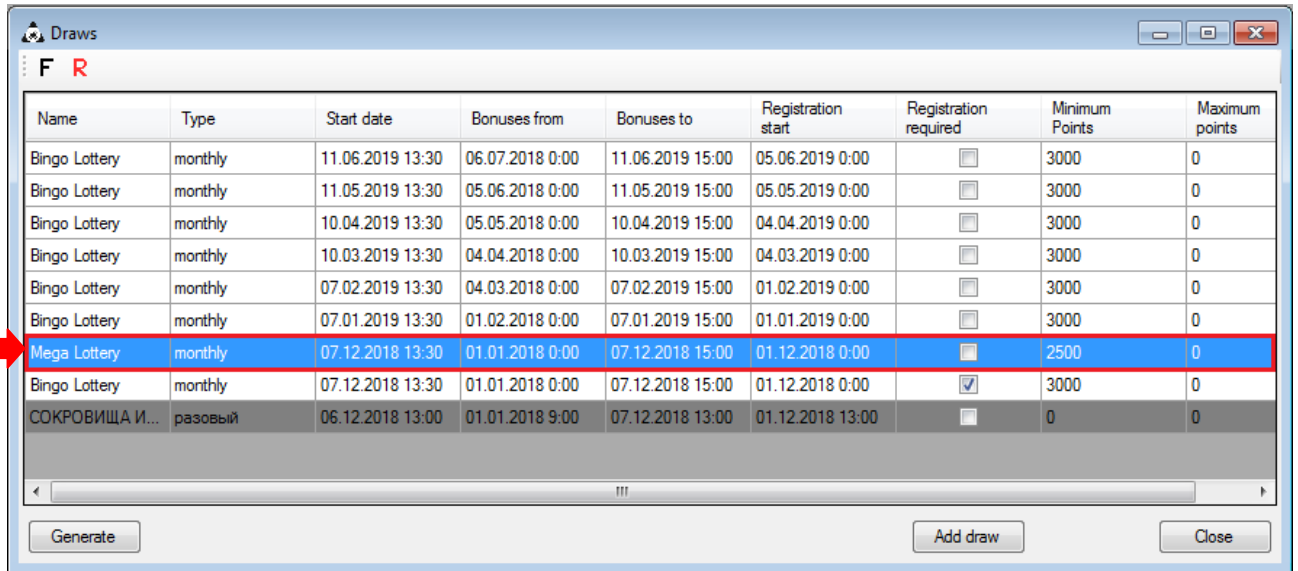
Prizes

Name	Currency	Price	Minimum bonuses
BMW	USD	5000	2500

Add Prize Delete Prize

Ok Cancel

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

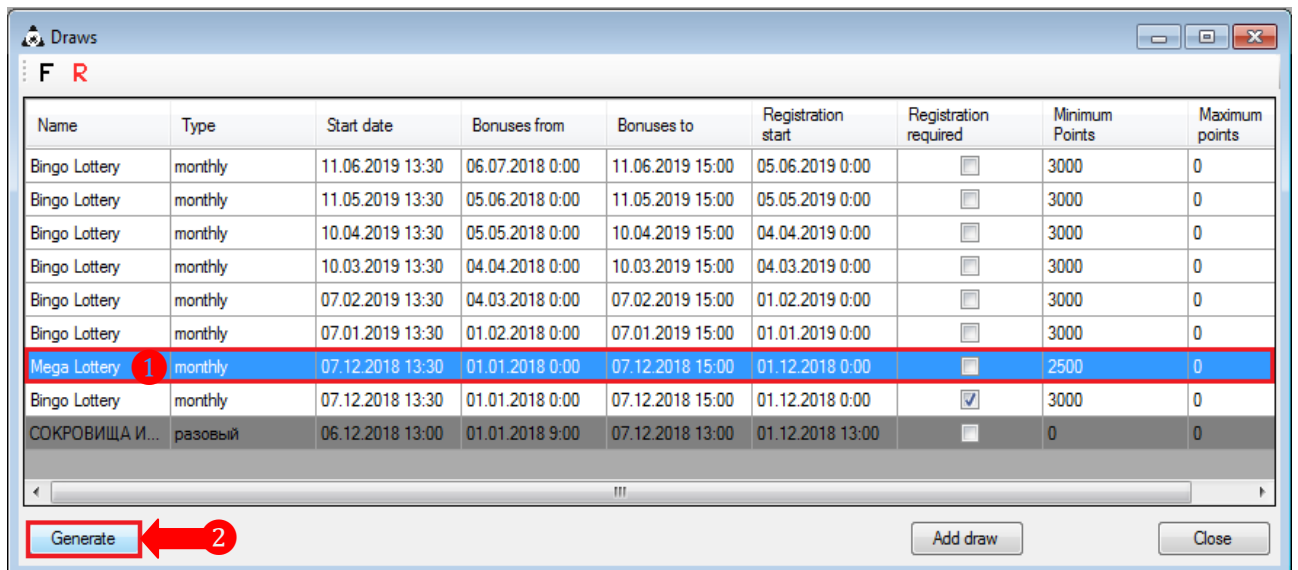
Generate Add draw Close

➤ 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

Generate Add draw Close

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.

Draw parameters

Name: Mega Lottery

Managed: ☒

Type: monthly

Draw start date: 07.01.2019 13:30

Bonuses from date: 01.01.2019 0:00

Bonuses to date: 07.01.2019 15:00

Registration date: 01.01.2019 0:00

Registration required: ☐

Min bonuses: 2500

Max bonuses: 0

Rate: 1

Bonuses sources: ☐ casino ☐ table ☒ Slot ☐ Complementary ☐ Pocker club

Bonuses clubs: ☒ Club

Description:

Show on terminal: ☒

Attach rules file

Schedule

From date: 1 января 2019 г.

To date: 31 марта 2019 г.

Periodic: ☒

Interval: 31

By days of week: ☐

☐ Monday ☐ Tuesday ☐ Wednesday ☐ Thursday ☐ Friday ☐ Saturday ☐ Sunday

Copy current prizes: ☒

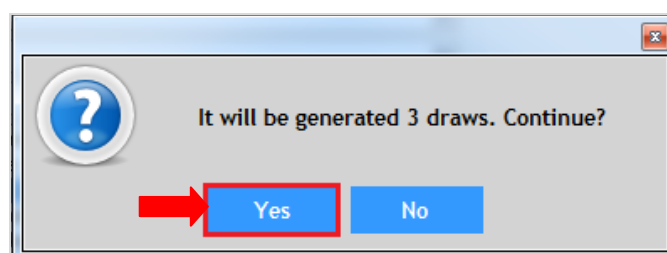
Will be generated: 3

Generate

Close

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.

Draws

F

R

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

Generate

Add draw

Close

7.15.3 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.

No	Surname	First name	Middle name	Nickna...	Sex	Birth	Photo	Presence	Status	Bonuses total	Average ch...	Card serie
1	Bond	HZ	1	Phil	Man	07.04.1986		<input checked="" type="checkbox"/>	GD	281307	31256	TE
2	Baldwin	Alec			Man	06.02.2013		<input checked="" type="checkbox"/>	SL			TE
3	Petrov2	Evgeny	Abramovich		Woman	03.07.1962		<input type="checkbox"/>	SL			TE
4	Васильев	Виктор		vvasilyev	Man	14.12.1900		<input checked="" type="checkbox"/>	SL			07
5	Black	Sam			Man	08.02.2018		<input checked="" type="checkbox"/>	ST			

Buttons: New player, Send e-mail, Twins, Pit results, Players for inc. status, Absent all, Send SMS, Search, Credits, Players for dec. status, Tournaments, Drawing (2), Promotional, Presents, Register all on draw

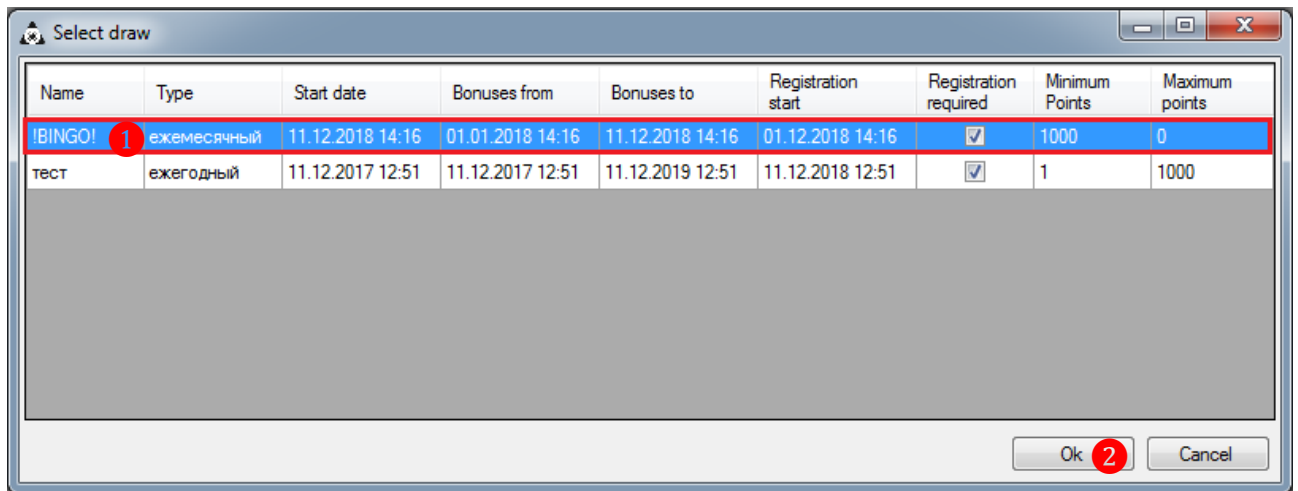
2. In the opened registration form for the draws, click on the line to select the draw to which you want to register the player, and click the «**Register**» button.

Name	Type	Start date	End date	Registration date	Limit min	Limit max
IBINGC 1	ежемесячный	01.01.2018 14:16	11.12.2018 14:16	01.12.2018 14:16	1000	0
тест	ежегодный	11.12.2017 12:51	11.12.2019 12:51	11.12.2018 12:51	1	1000

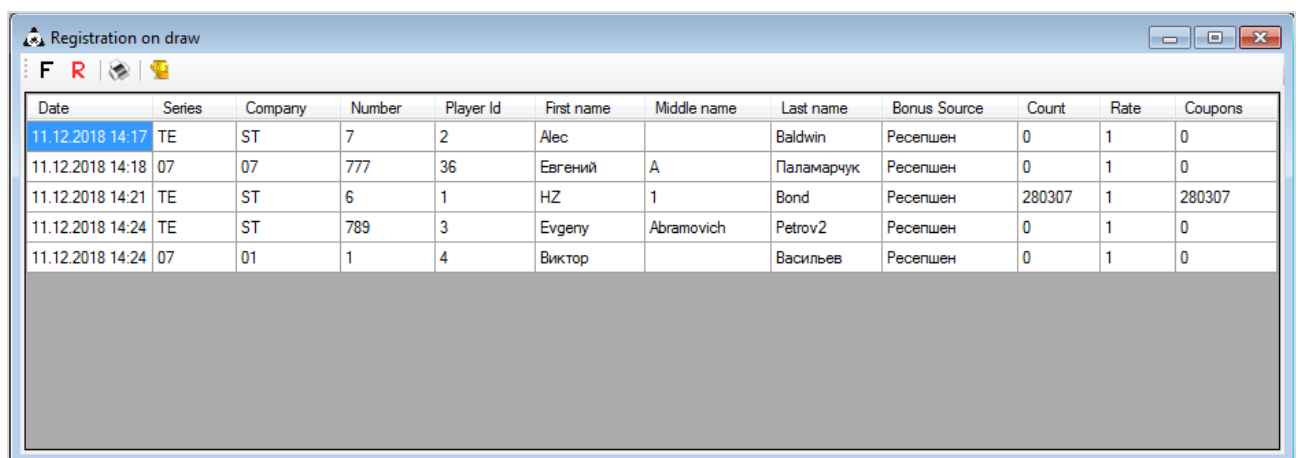
Register (2)

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	Player number in the system
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.

Players overview

From date: 30.06.2009 To date: 11.12.2018 Load COUNT: 277

№	Surname	First name	Middle name	Nickna...	Sex	Birth	Photo	Presence	Status	Bonuses total	Average ch...	Card serie
1	Bond	HZ	1	Phil	Man	07.04.1986		<input checked="" type="checkbox"/>	GD	281307	31256	TE
2	Baldwin	Alec			Man	06.02.2013		<input checked="" type="checkbox"/>	SL			TE
3	Petrov2	Evgeny	Abramovich		Woman	03.07.1962		<input type="checkbox"/>	SL			TE
4	Васильев	Виктор		vvasilyev	Man	14.12.1900		<input checked="" type="checkbox"/>	SL			07
5	Black	Sam			Man	08.02.2018		<input checked="" type="checkbox"/>	ST			

New player Send e-mail Twins Pit results Players for inc. status
 Absent all Send SMS Search Credits Players for dec. status
 Tournaments Drawings Promotional Presents Register all on draw

2. In the draws list that opens, select the desired draw and click the «Ok» button.

Draw choice

Name	Draw type	Start date	End date	Registration ...	Limit min	Limit max
IBINGO!	ежемесячный	01.01.2018 14:16	11.12.2018 14:16	01.12.2018 14:16	1000	0
тест	ежегодный	11.12.2017 12:51	11.12.2019 12:51	11.12.2018 12:51	1	1000

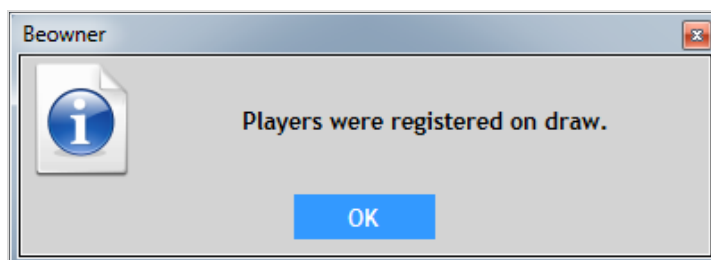
Cancel OK

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».

Player №	Surname	First name	Nickname	Photo	Player card	Register	Bonuses for draw	Rate	Coupons
2	Baldwin				TE-ST-7	<input checked="" type="checkbox"/>	0	1	0
3	Petrov2				TE-ST-789	<input checked="" type="checkbox"/>	0	1	0
4	Васильев		vvasilyev		07-01-1	<input checked="" type="checkbox"/>	0	1	0
36	Паламарчук				07-07-777	<input checked="" type="checkbox"/>	0	1	0

Register **Players to register 4.** Select all

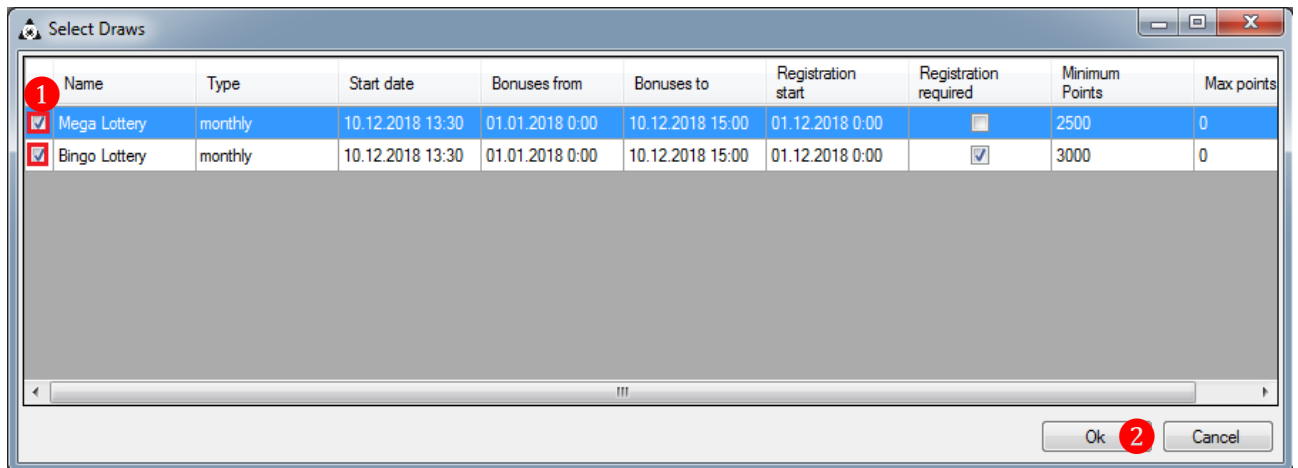
After clicking the button, players will be registered on the selected draw. A notification about successful registration will appear on the screen.



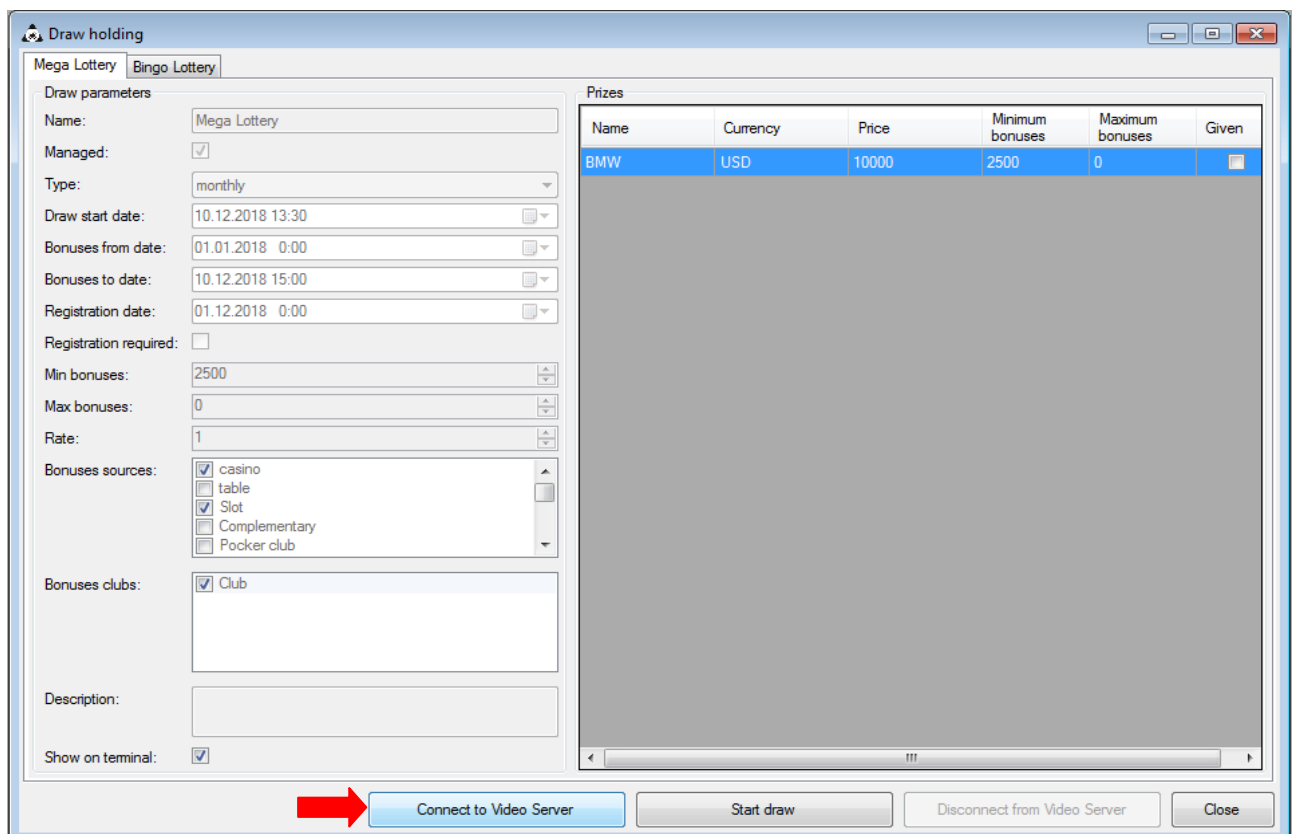
Note: To cancel the registration of the player on the draw impossible. When holding the managed draw, you can manually exclude players who, for whatever reason, you want to remove from the draw. When holding the unmanaged draw, the prizes will be played by default among all participants registered on the draw, regardless of their presence / absence.

7.15.4 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.*

7.15.5 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.

The 'Draw holding' window is divided into two main sections. The left section, titled 'Draw parameters', contains various input fields for configuring a draw, including Name, Managed status, Type, Draw start date, Bonuses from/to dates, Registration date, Registration required, Min/Max bonuses, Rate, Bonuses sources (casino, table, Slot, Complementary, Pocker club), Bonuses clubs, Description, and Show on terminal. The right section, titled 'Prizes', displays a table of available prizes. The table has columns for Name, Currency, Price, Minimum bonuses, Maximum bonuses, and Given. The third row of the table is highlighted in red and marked with a red circle containing the number '1'. At the bottom of the window, there are four buttons: 'Connect to Video Server', 'Start draw' (highlighted with a red box and a red circle containing the number '2'), 'Disconnect from Video Server', and 'Close'.

Name	Currency	Price	Minimum bonuses	Maximum bonuses	Given
3000	USD	3000	3000	0	<input type="checkbox"/>
1000	USD	1000	3000	0	<input type="checkbox"/>
500	USD	500	3000	0	<input type="checkbox"/>

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.

The 'Prize' window is divided into three main sections. The left section, titled 'Manage', displays the 'Prize name' as 500 and 'Cards count' as 26. It includes a 'Start' button and four buttons with icons: 'Prize screen', 'Prize name', 'Draw screen', and 'Make draw'. The middle section, titled 'Draw parameters', contains the same configuration fields as the 'Draw holding' window. The right section, titled 'Prize parameters', displays the selected prize details: 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 bonus, Комбинации). A 'Close' button is located at the bottom right of the window.

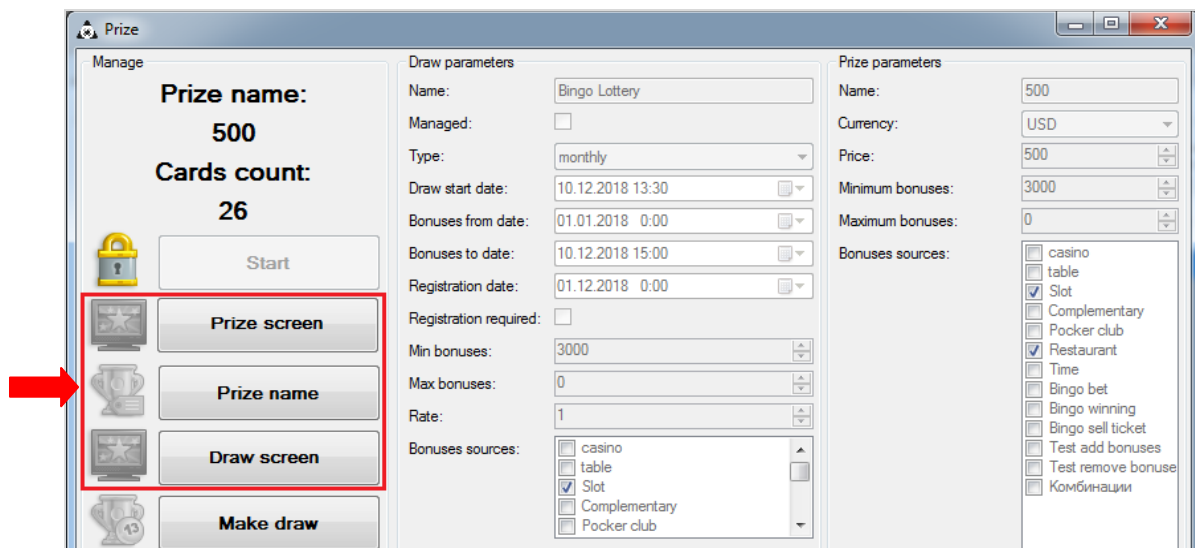
Steps to draw a prize:

1. In the «Prize» form in the «Manage» section, click the «Start» button.

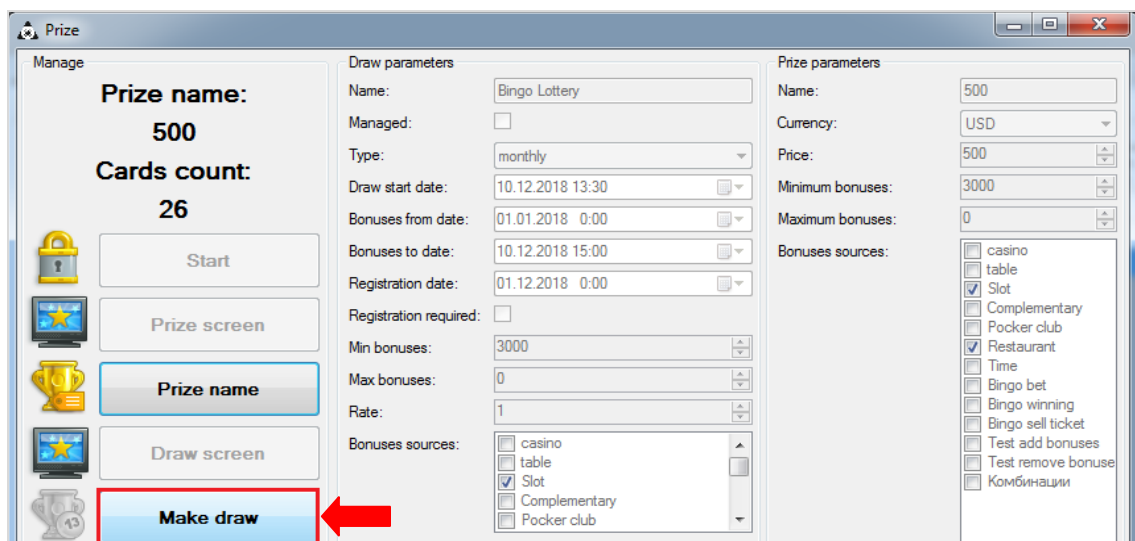
After pressing, the rest of the draw control buttons will unlock.

- **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.

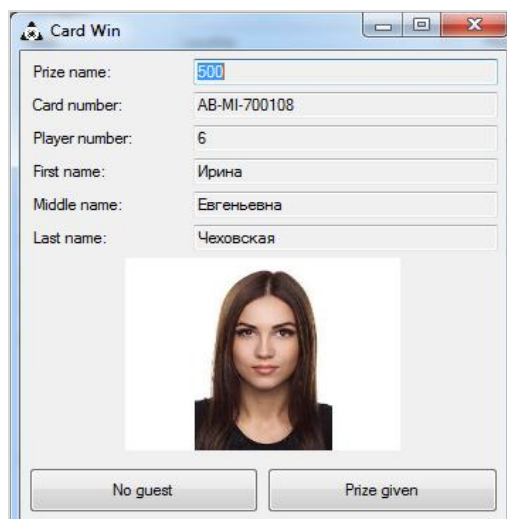
2. If the draw is held with screensavers on the video server, then to display them on the screen, press the corresponding buttons one by one: кнопки: **Prize screen**, **Prize name** и **Draw screen**.



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.

The 'Draw holding' window is divided into two main sections. The left section, 'Draw parameters', contains fields for Name (Bingo Lottery), Managed (checkbox), 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 (checkbox), Min bonuses (3000), Max bonuses (0), Rate (1), Bonuses sources (casino, table, Slot, Complementary, Poker club), and Bonuses clubs (Club). The right section, 'Prizes', contains a table with columns: Name, Currency, Price, Minimum bonuses, Maximum bonuses, and Given. The table lists three prizes: 3000 USD, 1000 USD, and 500 USD. The 500 USD prize row is highlighted with a red border, and a red arrow points to the 'Given' column for this prize, which contains a checkmark.

Name	Currency	Price	Minimum bonuses	Maximum bonuses	Given
3000	USD	3000	3000	0	<input type="checkbox"/>
1000	USD	1000	3000	0	<input type="checkbox"/>
500	USD	500	3000	0	<input checked="" type="checkbox"/>

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.

The 'Draws history' window displays a table with columns: Name, Type, Start date, Bonuses from, Bonuses to, Registration start, Registration required, Minimum Points, and Maximum points. The table lists several draws, including Bingo Lottery and Mega Lottery. The row for the Bingo Lottery draw on 10.12.2018 is highlighted with a red border, and a red arrow points to this row, indicating it is the completed draw.

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	10.12.2018 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

7.15.6 Holding managed draw.

After connecting to the video server, you need to press the «**Start draw**» button on the draw control form.

Name	Currency	Price	Minimum bonuses	Maximum bonuses	Given
BMW	USD	10000	2500	0	<input type="checkbox"/>

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.

Series	Company	Number	Player Id	Photo	First name	Last name	Bonuses	Presence	Prize
AB	Im	007154	647		Леонид	Кайрович	3107	<input type="checkbox"/>	
AB	MI	500056	13		Александр	Маликин	3000	<input checked="" type="checkbox"/>	
AB	MI	700199	2		Анатолий	Селезнев	3000	<input checked="" type="checkbox"/>	
AB	MI	700108	6		Ирина	Чеховская	3000	<input checked="" type="checkbox"/>	
AB	MI	006033	261		Азат	Салимов	2773	<input type="checkbox"/>	
AB	Im	007391	573		Александр	Торотько	2704	<input type="checkbox"/>	
AB	MI	500137	4		Владимир	Прилучий	2500	<input checked="" type="checkbox"/>	

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:

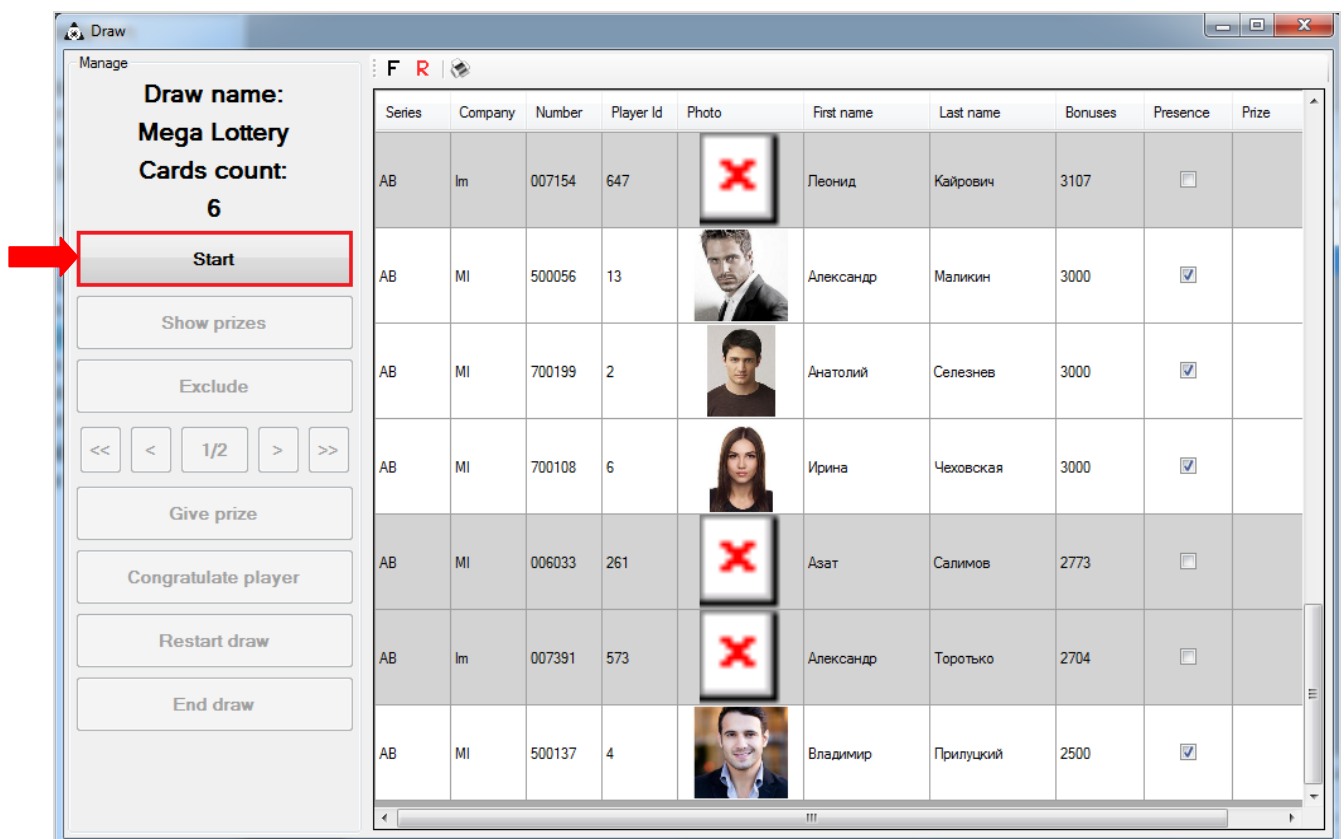
- **Start** – starting the prize draw, unlocking the remaining control buttons.
- **Show prizes** - display on the video server a list of prizes.
- **Exclude** - make the exclusion of participants (see below).
- **Show players** - display the list of participants. In case the player lists are too large, 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:

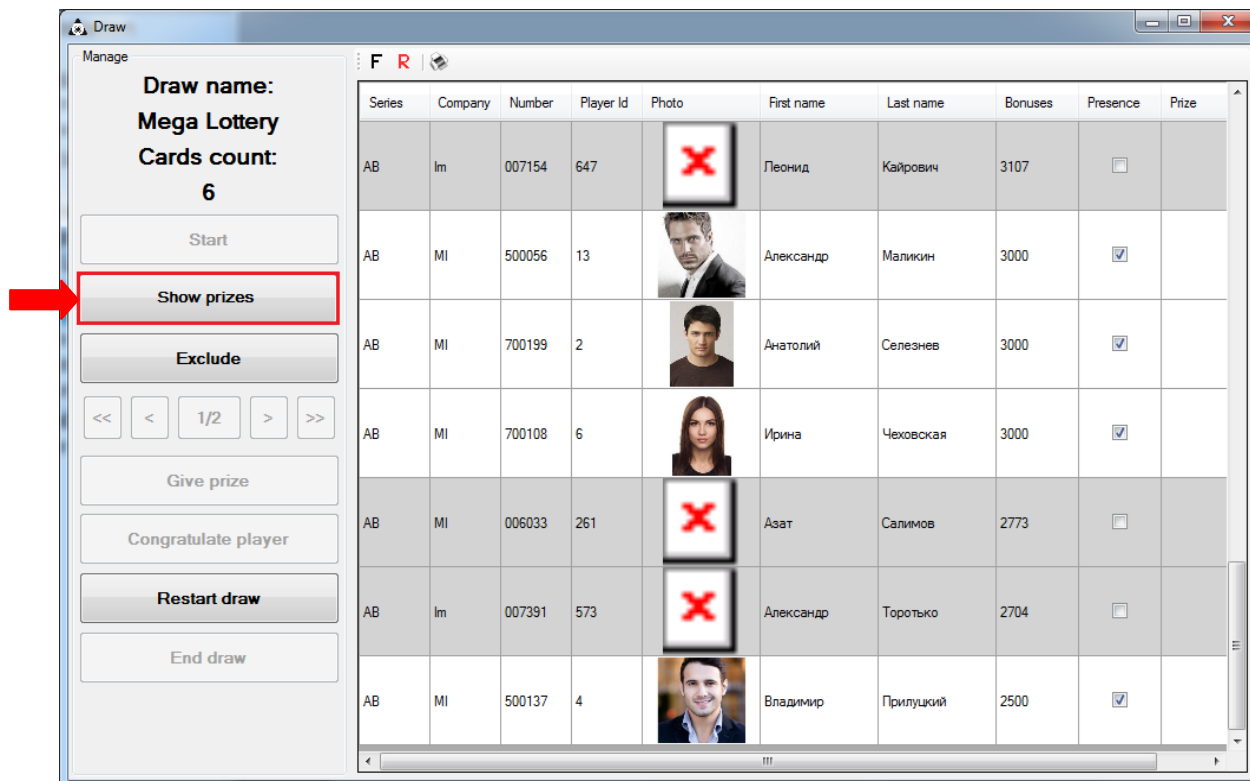
- Start the draw
- Exclusion of participants
- Give the prize
- End the draw

➤ **Start the draw:**

1. In the «**Manage**» section, click the «**Start**» button, after which the rest of the draw control buttons will be unlocked.

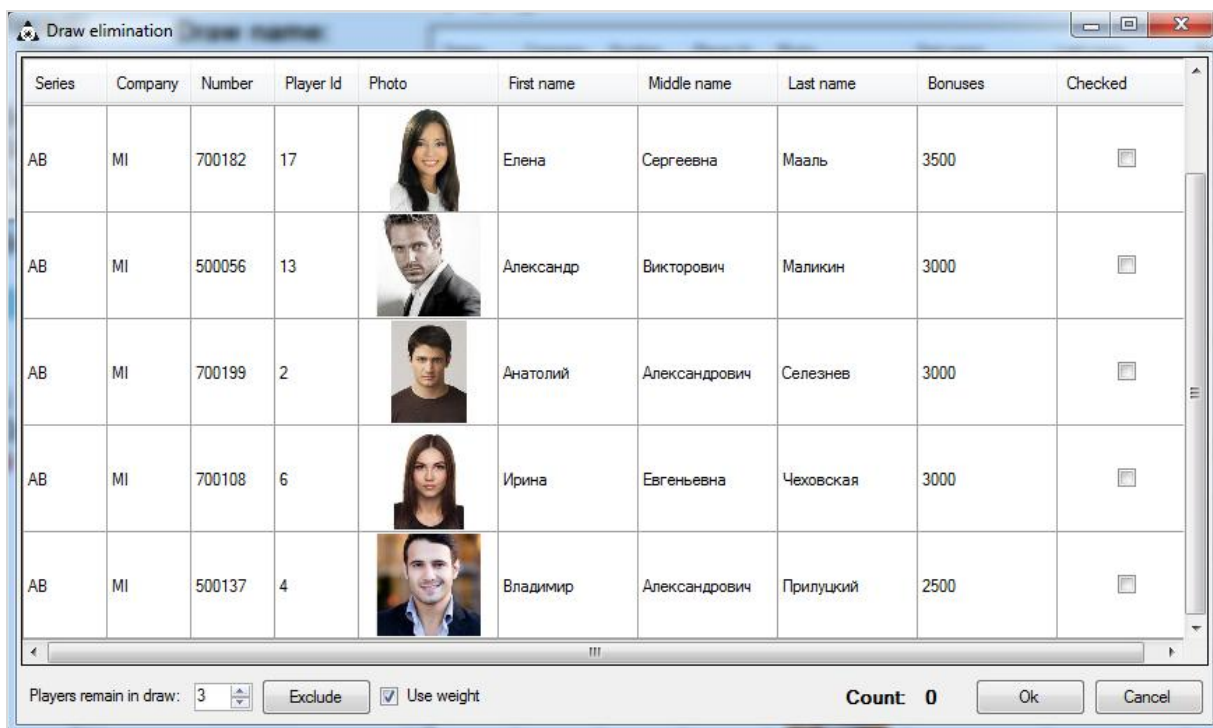


2. If the drawing of prizes is performed with the visualization of screensavers on the video server, then to display them on the screen, click the button «**Show prizes**».



➤ 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.

Series	Company	Number	Player Id	Photo	First name	Middle name	Last name	Bonuses	Checked
AB	MI	500003	74				Удалить	4256	<input type="checkbox"/>
AB	MI	700182	17		Елена	Сергеевна	Мааль	3500	<input type="checkbox"/>
AB	MI	500056	13		Александр	Викторович	Маликин	3000	<input type="checkbox"/>
AB	MI	700199	2		Анатолий	Александрович	Селезнев	3000	<input type="checkbox"/>
AB	MI	700108	6		Ирина	Евгеньевна	Чеховская	3000	<input type="checkbox"/>
AB	MI	500137	4		Владимир	Александрович	Прилуцкий	2500	<input type="checkbox"/>

Players remain in draw: **3** **1** Exclude **3** ☒ Use weight **2** Count: 0 Ok Cancel

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.

Series	Company	Number	Player Id	Photo	First name	Middle name	Last name	Bonuses	Checked
AB	MI	700182	17		Елена	Сергеевна	Мааль	3500	<input type="checkbox"/>
AB	MI	500056	13		Александр	Викторович	Маликин	3000	<input checked="" type="checkbox"/>
AB	MI	700199	2		Анатолий	Александрович	Селезнев	3000	<input checked="" type="checkbox"/>
AB	MI	700108	6		Ирина	Евгеньевна	Чеховская	3000	<input type="checkbox"/>
AB	MI	500137	4		Владимир	Александрович	Прилуцкий	2500	<input checked="" type="checkbox"/>

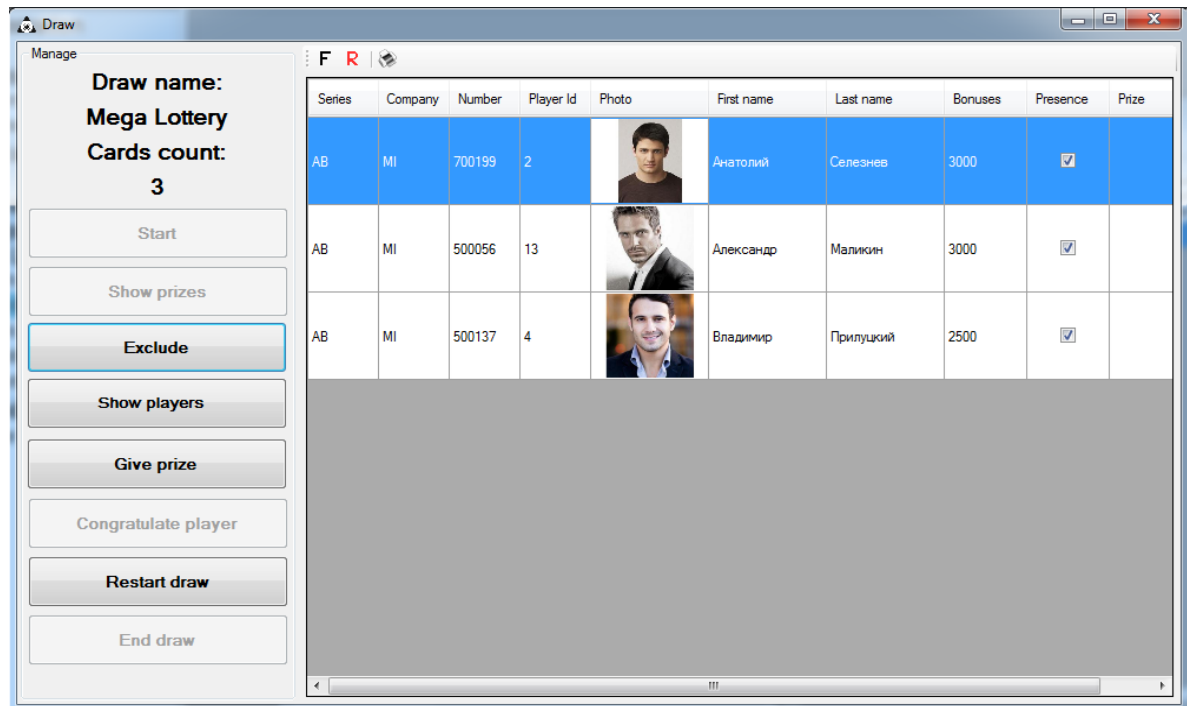
Players remain in draw: 3 Exclude ☒ Use weight Count: 3 **Ok** Cancel

3) In the dialog box that appears, click «Yes» to confirm.

3 players remain in draw. Continue?

Yes No

After confirmation, all participants who have not been ticked «**Checked**» will be excluded from the drawing.

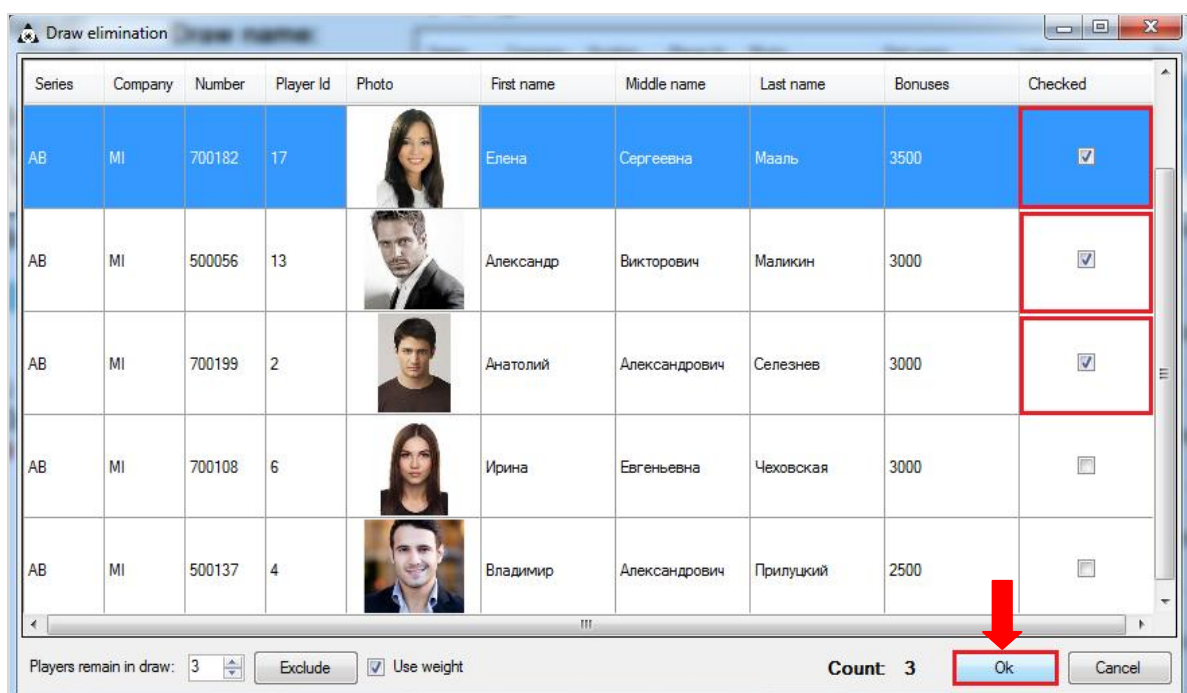


The exclusion of players can be performed once or several times, but according to the results in the list there should be a number of participants, not less than the number of prizes in the draw (in our example, 1 prize).

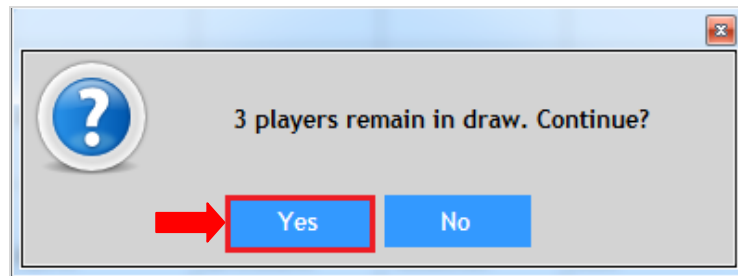
After exclusion, you can click the «**Show players**» button, as a result of which a list of the remaining participants of the draw will be displayed on the video server screen.

- **Manual exclusion mode:**

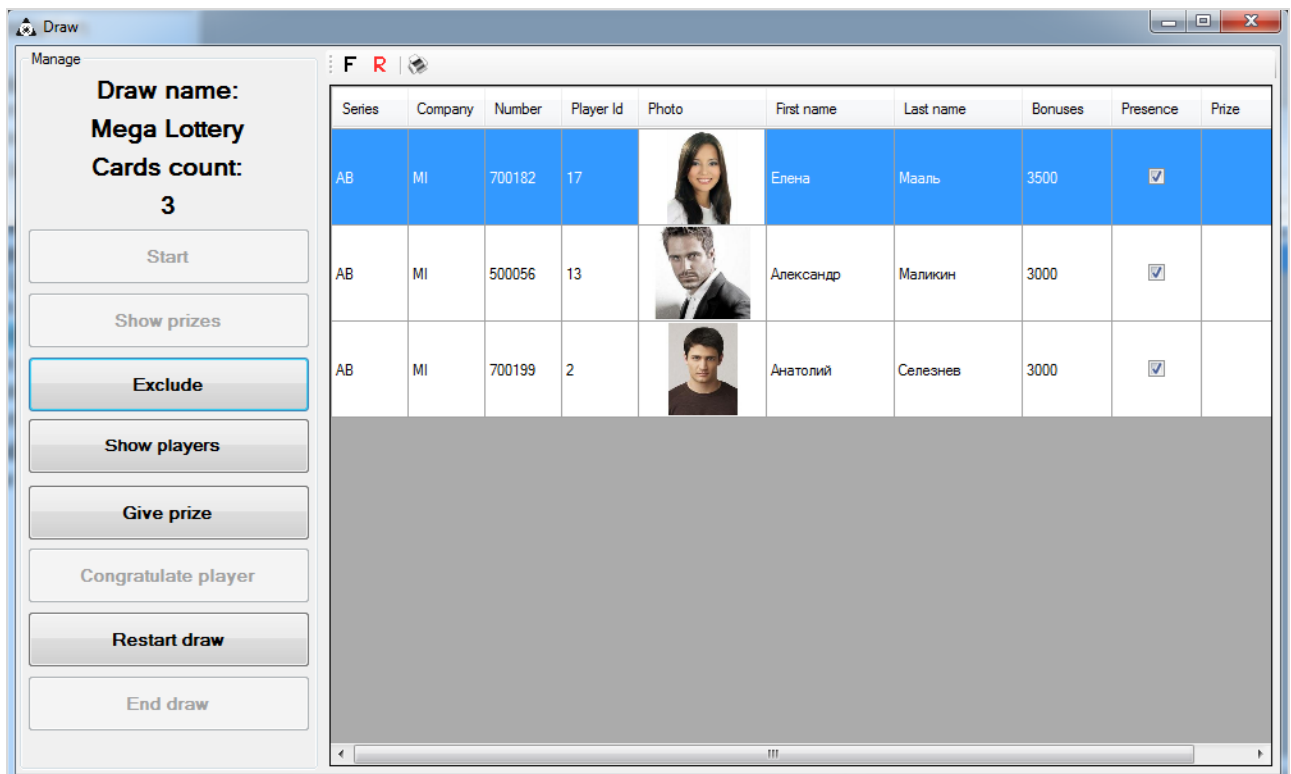
1) Manual exclusion of participants is available at any time during the exclusion phase. The operator can independently set or uncheck the «**Checked**» column for any player in the list. In the «**Count**» field will display the number of selected participants. After completing the selection, you must 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**».

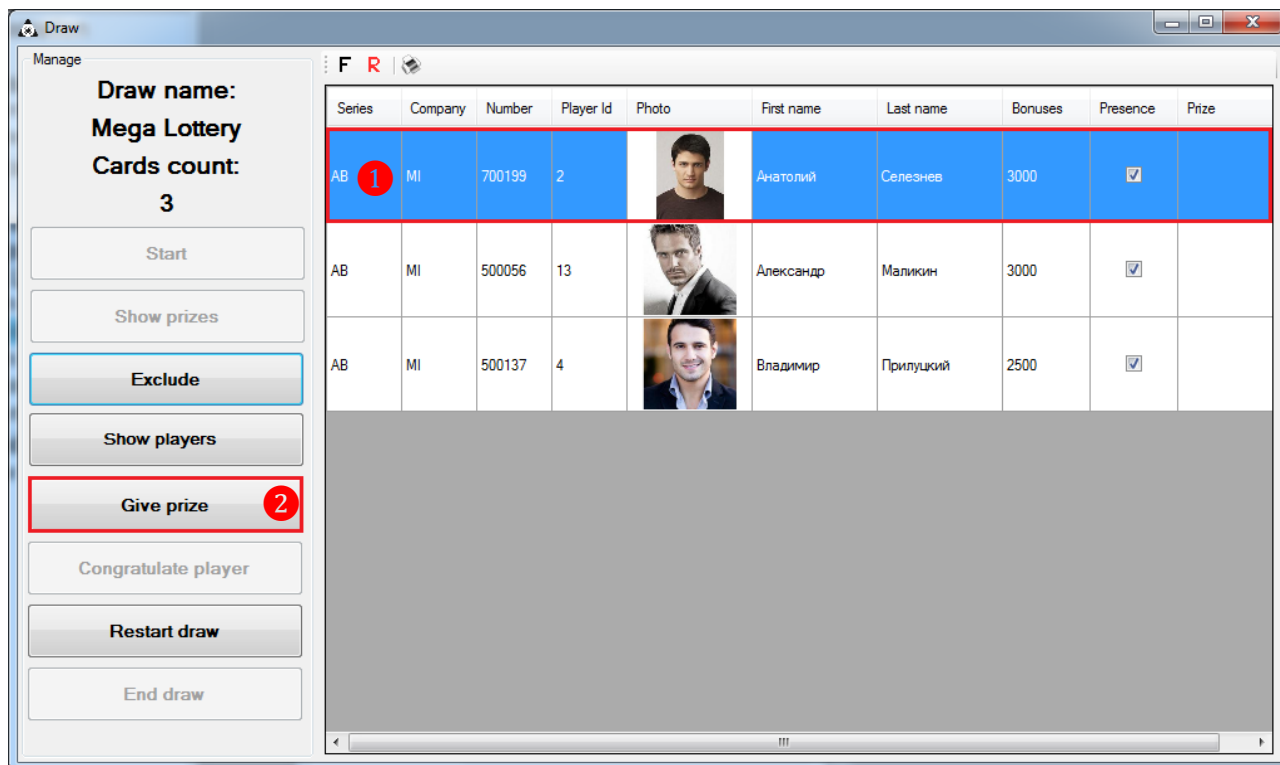


The procedure for manual exclusion of players can also be performed once or several times, but according to the results in the list there should remain the number of participants, not less than the number of prizes in the draw (in our example, 1 prize).

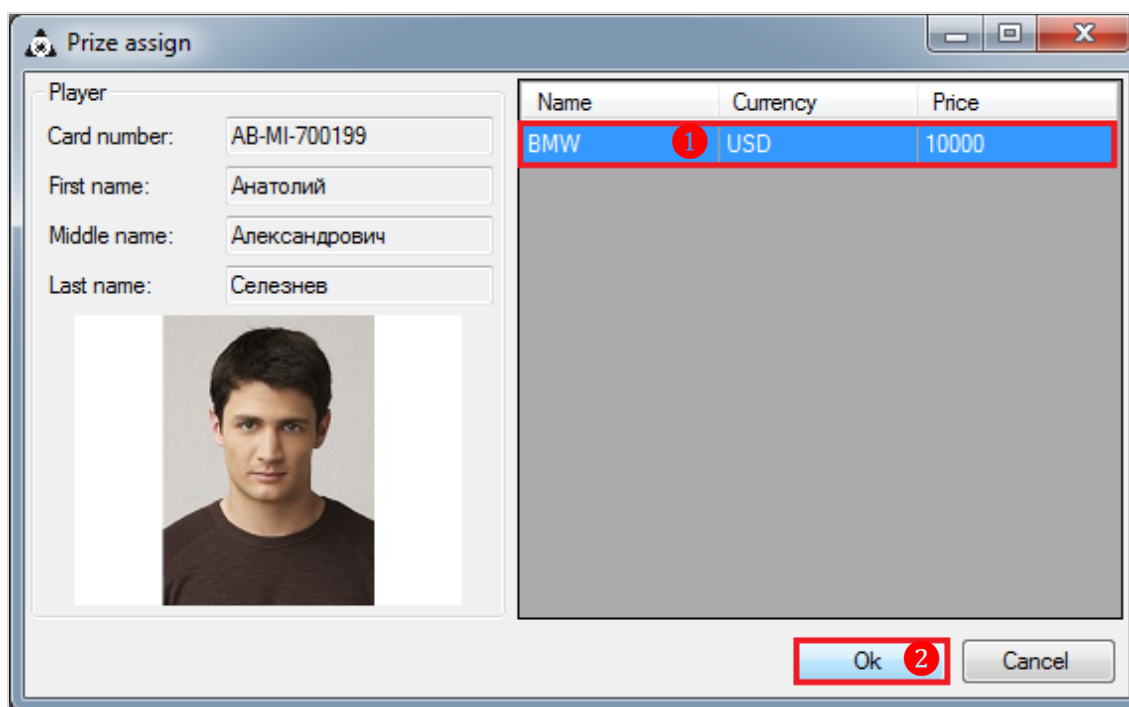
After exclusion, you can click the «**Show players**» button, as a result of which a list of the remaining participants of the draw will be displayed on the video server screen.

➤ **Give the prize:**

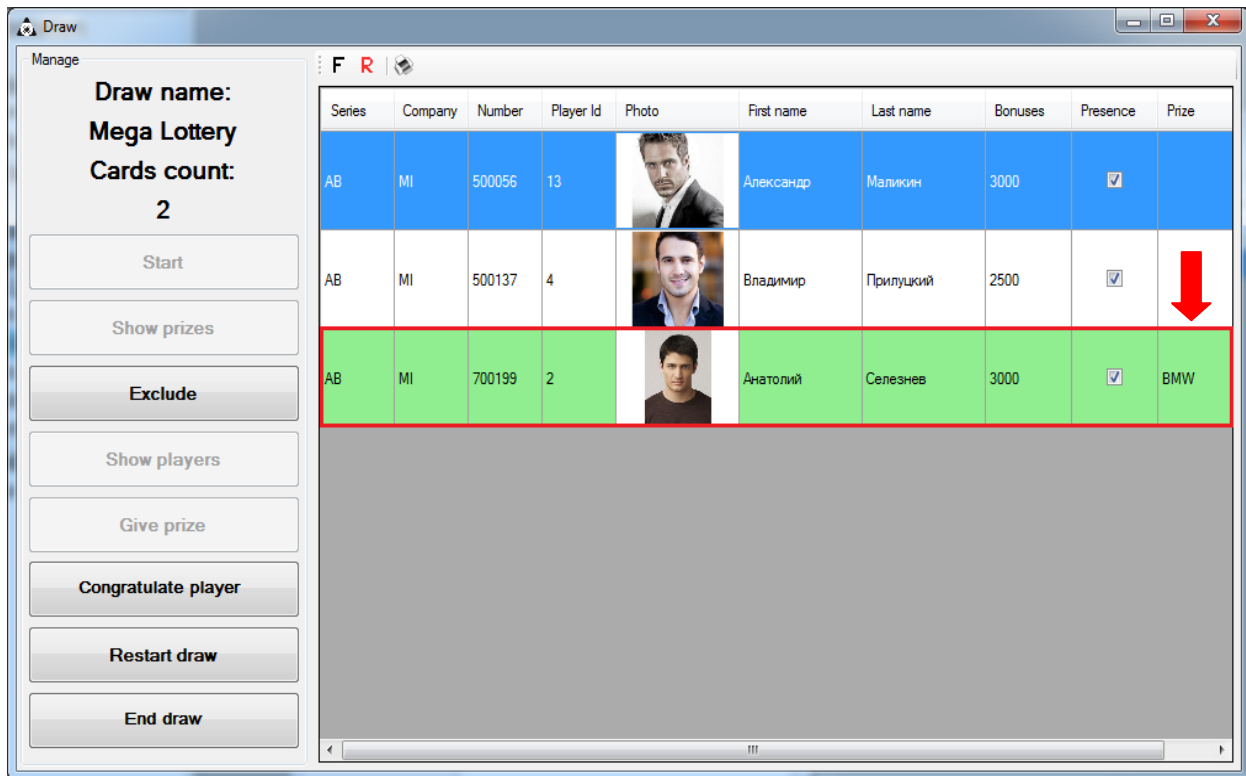
1) At this stage, select in the list the participant to whom you want to award a prize, and click the «**Give prize**» button.



3) As a result, a window will open to choose 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.

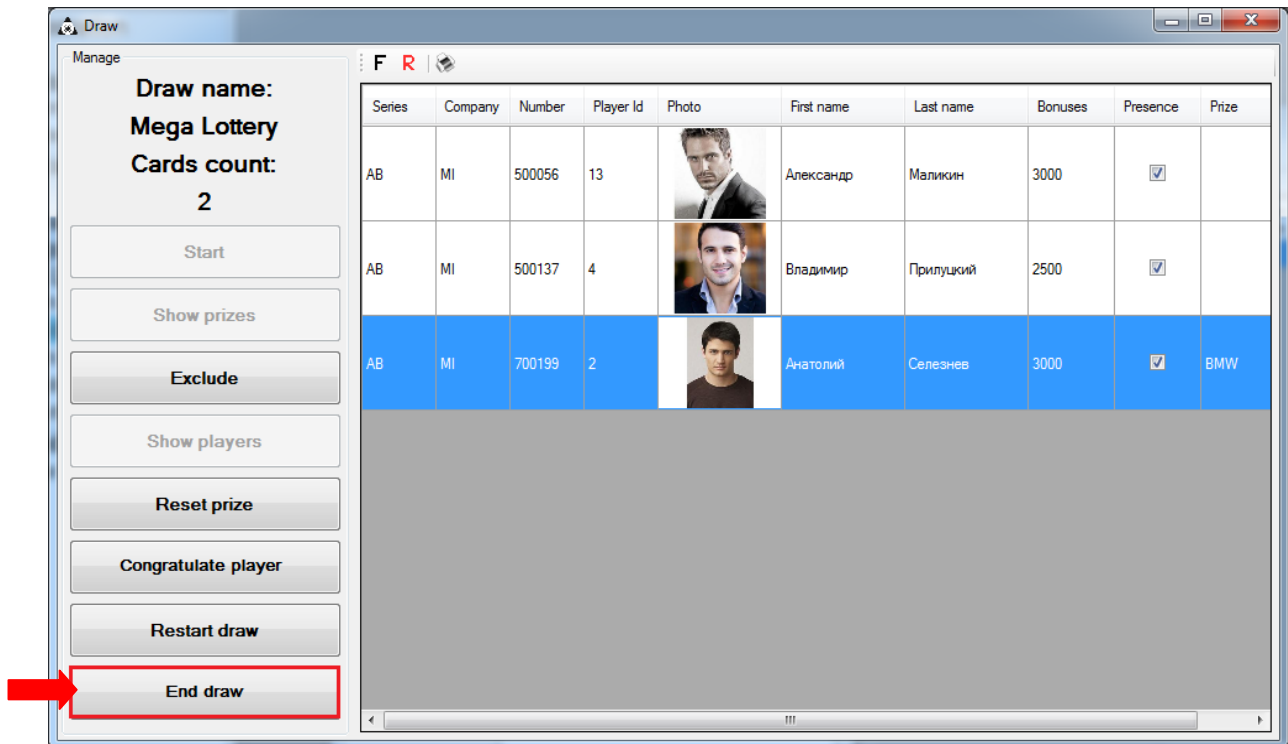


To display the information on the winning player on the video server screen, click the «**Congratulate player**» button.

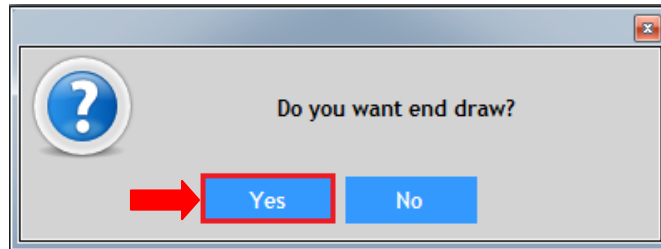
Repeat the procedure of awarding the remaining prizes. After giving all prizes, the «**Give prize**» button will cease to be inactive.

➤ **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.



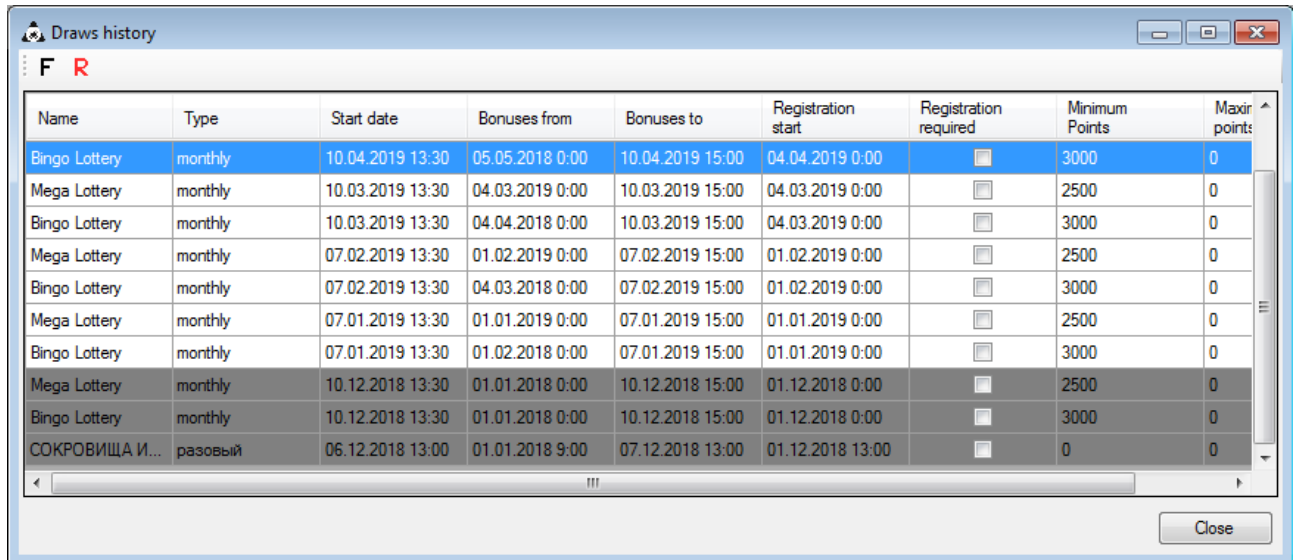
After confirmation, this draw will be completed and will become unavailable for holding. On the «**Draws history**» («Bonus Lottery» → «Draws history»), the completed draw will be marked with a **gray** background.

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

Close

7.15.7 Viewing the history of the draws Bonus Lottery.

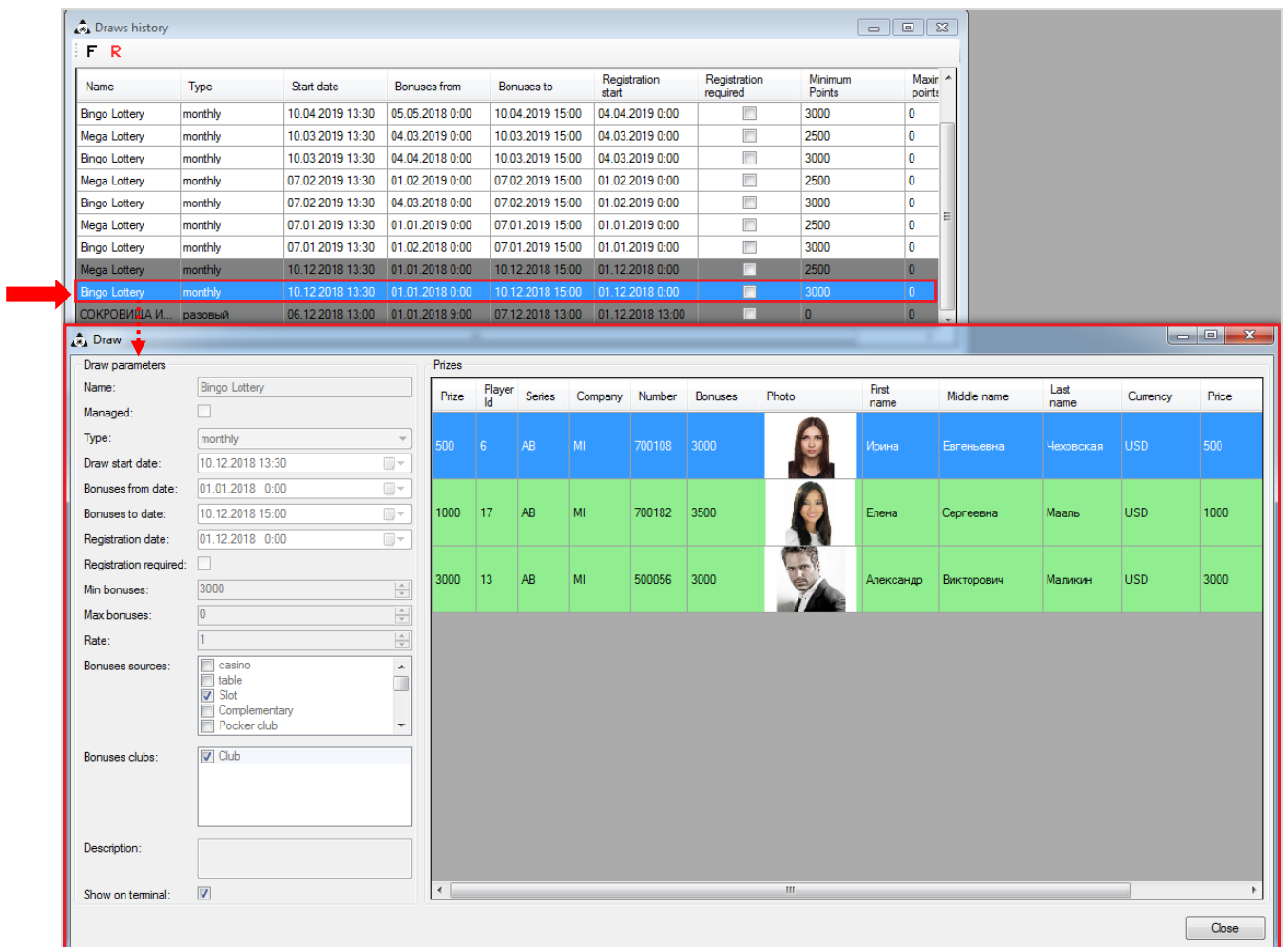
To view the history and results of all the draws Lottery Bonus, select «**Bonus Lottery**» → «**Draws history**» in the main menu of the system. As a result, the «**Draws history**» form will open, which will display a list of all the draws ever created in the current club. Already completed draws are highlighted with a **gray** background.



The screenshot shows the 'Draws history' window with a table of lottery draws. The table has columns: Name, Type, Start date, Bonuses from, Bonuses to, Registration start, Registration required, Minimum Points, and Max points. The rows show various draws, with the last row highlighted in gray.

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Max 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

To view detailed information and results of any draw, you must double-click the left mouse button on the line of the selected draw.



The screenshot shows the 'Draw' window with detailed information for a selected draw. The window is divided into two main sections: 'Draw parameters' on the left and 'Prizes' on the right. A red arrow points to the selected draw in the 'Draws history' window, which is highlighted in gray.

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, ☐ Poker 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	Евгеньевна	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

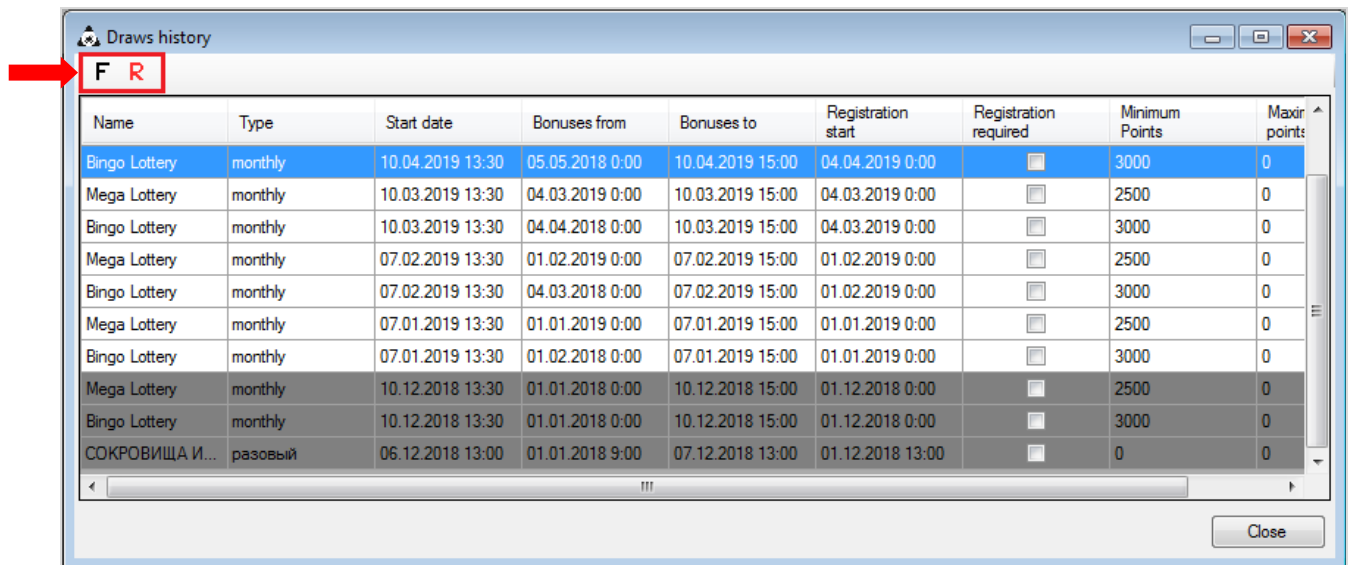
To open the form with detailed information about the prize, double-click on the line with the name of this prize.

The screenshot shows two overlapping windows. The background window is titled 'Draw' and contains 'Draw parameters' (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) and a 'Prizes' table. The 'Prizes' table has columns: Prize, Player Id, Series, Company, Number, Bonuses, Photo, First name, Middle name, Last name. It contains three rows of prize data. The first row is highlighted in blue and has a red arrow pointing to it. The foreground window is titled 'Prize' and shows 'Prize parameters' (Name: 500, Currency: USD, Price: 0, Minimum bonuses: 3000, Maximum bonuses: 0, Bonuses sources: casino, table, Slot, Complementary, Poker club, Restaurant, Time, Bingo bet, Bingo winning) and 'Player' information (Card number: AB-MI-700108, First name: Ирина, Middle name: Евгеньевна, Last name: Чеховская). It also features a photo of the player and 'Close' buttons.

Prize	Player Id	Series	Company	Number	Bonuses	Photo	First name	Middle name	Last name
500	6	AB	MI	700108	3000		Ирина	Евгеньевна	Чеховская
1000	17	AB	MI	700182	3500		Елена	Сергеевна	Мааль
1000							Александр	Викторович	Маликин

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

Name	Type	Start date	Bonuses from	Bonuses to	Registration start	Registration required	Minimum Points	Maxim 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

7.15.8 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.

Club	Gaming day	Date	Series	Company	Number	Player Id	First name	Middle name	Last name	Player status	Bonus Source	Bonus reason	Count
Club	571	07.12.2018 13:10	AB	MI	500003	74	Ирина	Викторовна	Серова	Silver	Slot		4256
Club	571	07.12.2018 13:03	AB	MI	700182	17	Елена	Сергеевна	Мааль	Silver	Slot		3500
Club	571	07.12.2018 13:03	AB	MI	500056	13	Александр	Викторович	Маликин	Gold	Slot		3000
Club	571	07.12.2018 13:03	AB	MI	700108	6	Ирина	Евгеньевна	Чеховская	Silver	Slot		3000
Club	571	07.12.2018 13:03	AB	MI	500137	4	Владимир	Александрович	Прилуцкий	Standart	Slot		2500
Club	571	07.12.2018 13:02	AB	MI	700199	2	Анатолий	Александрович	Селезнев	Standart	Slot		3000

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.

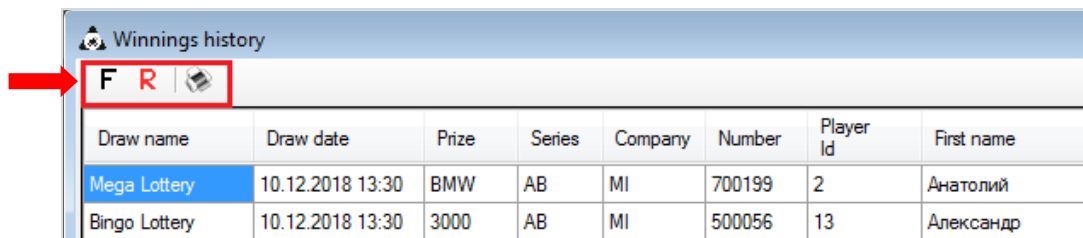
➤ Winnings history:

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.

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.



➤ Cards, retired from the draw:

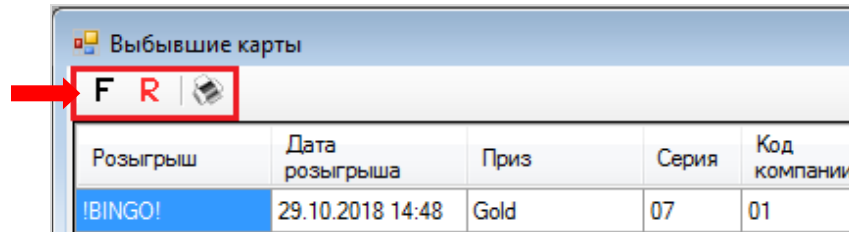
In the main system menu, select «**Bonus Lottery**» → «**Reports**» → «**No duplicate history**». In the report that opens, you will see data about players who were removed from the draws as a result of the exclusion. Data is displayed for all the time of the club.

No duplicate history									
F R [Printer Icon]									
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		Захаров1
Bingo Lottery	10.12.2018 13:30	500	AB	MI	6020	252			КАРТЕЛЬ
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	

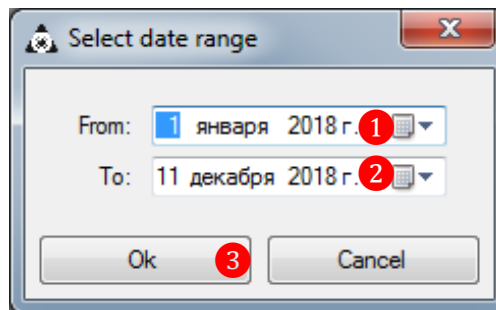
Player Id	Player number in the system
First name	The name of the player
Middle name	
Last name	

Please note that this form has a standard system for filtering, searching and printing data.

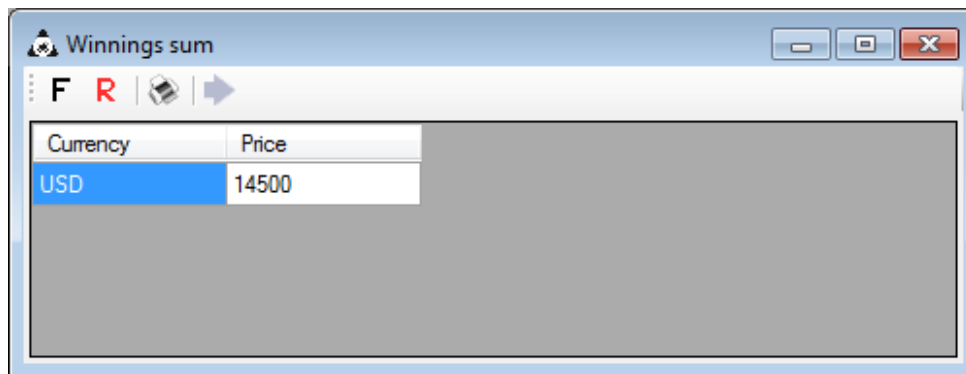


➤ **Budget (winnings amount):**

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

7.16 «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.

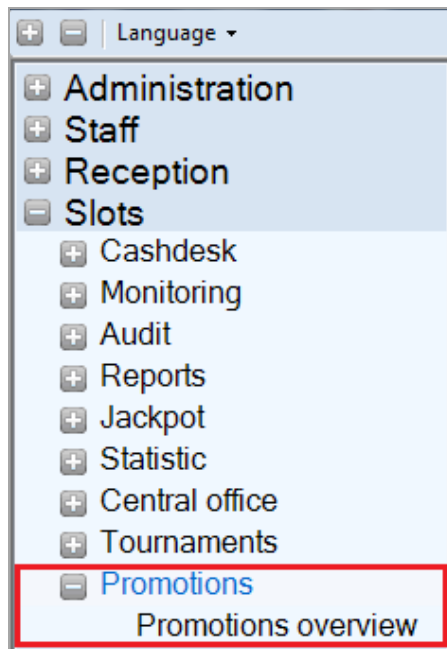
For each promotion can be selected certain categories (statuses) players, on which it will be distributed. For example, only for beginners or just regular players and players VIP. If a player, depending on the status, becomes a contender not one, but several incentives, the percentage of interest on 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.

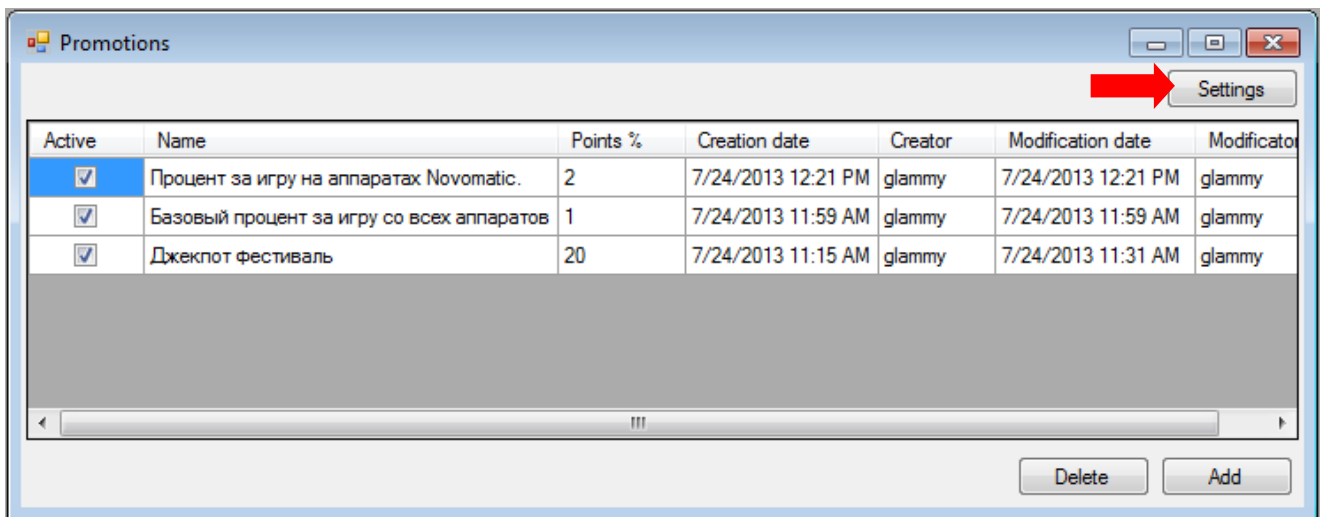
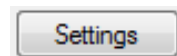
Setup and management of promotions carried out in the menu section «Slots» → «Promotions».



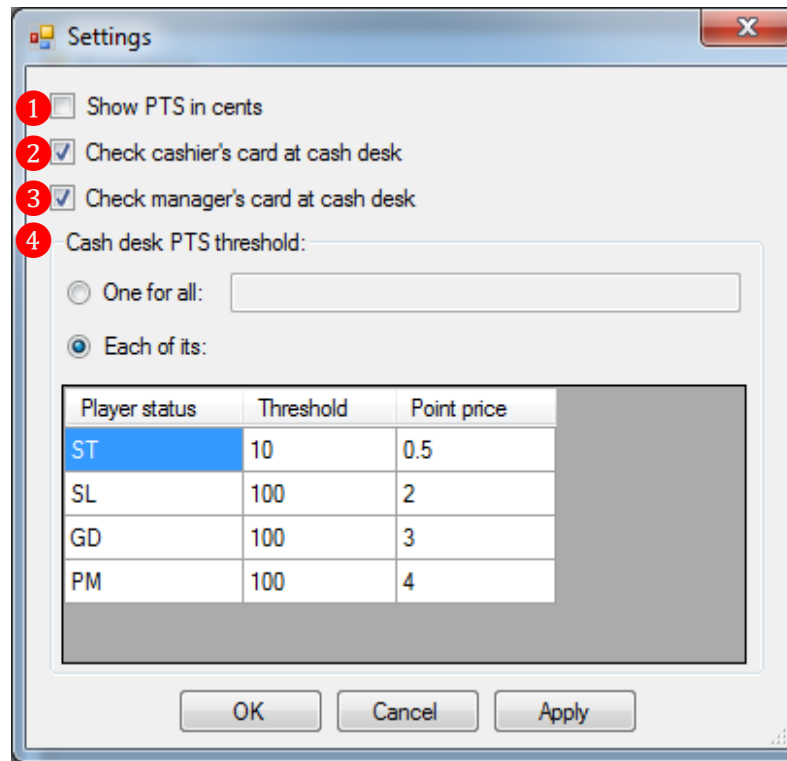
Let us consider how to configure the module and create incentives in the following sections of this document.

7.16.1 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:

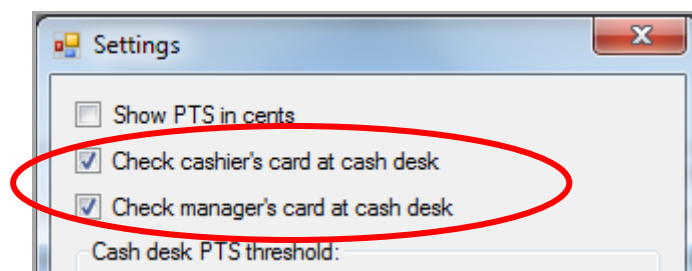


1. Show PTS in cents – to establish a tick if you want to amount of remuneration (bonuses), credited to the personal card players displayed in cents.

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.

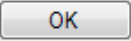
- **Threshold** – click the left mouse button in the cell of the column and enter the value of the write-off threshold PTS for different player`s statuses.

- **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

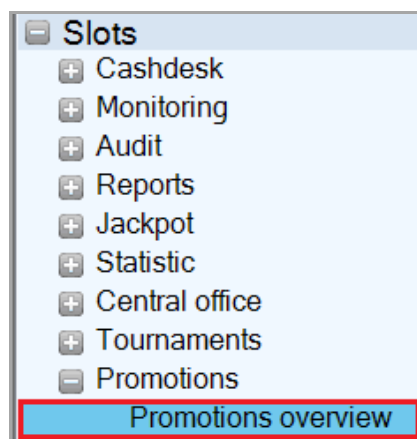
Note: If the PTS price is not specified, the default is 1 PTS = 1 (in club currency).

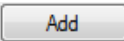
After installation of module parameters incentives must click .

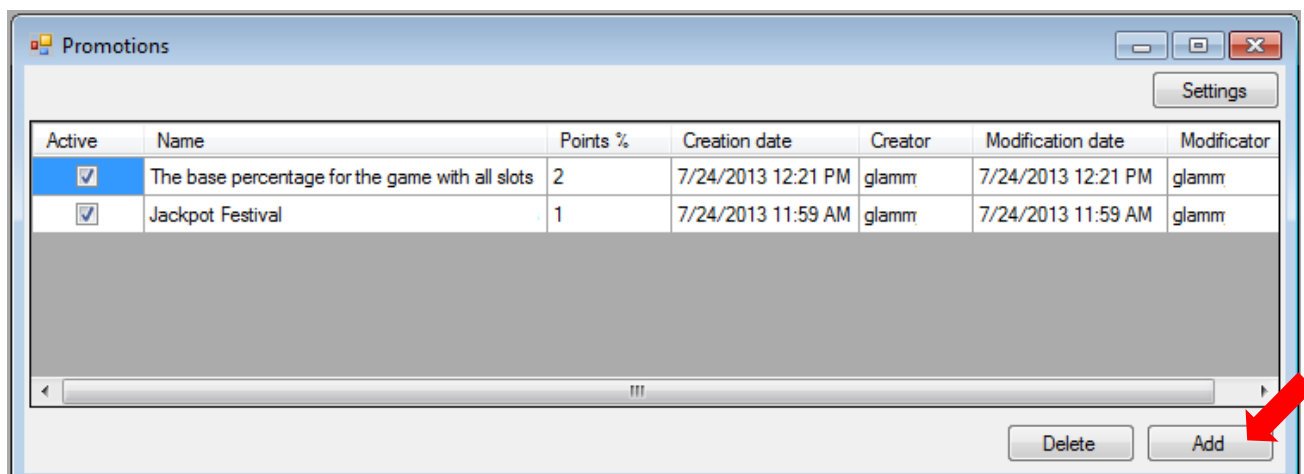
7.16.2 Creating the promotion.

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. Inside, there's a section for 'Active' with a checked checkbox. Below it, the 'Name' field is filled with 'Jackpot Festival' and the 'Description' field with 'Promotion of winning thw jackpot'. The 'Points %' field is set to '20'. To the right, under 'Conditions', there are several unchecked checkboxes: 'Player status', 'Slots', 'Jackpot', 'Day of month', 'Day of week', 'Time period', 'Player attribute', 'Date range', and 'Game activity'. At the bottom, there are three buttons: 'OK', 'Cancel', and 'Apply'.

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, but with the 'Player status' checkbox in the 'Conditions' section checked. A red box and a red circle with the number 1 highlight this checkbox. Below the 'Conditions' section, a new section titled 'Player status' has appeared, containing a list of player statuses: '(ST) Standart', '(SL) Silver', '(GD) Gold', and '(PM) Platinum'. The checkboxes for '(SL) Silver', '(GD) Gold', and '(PM) Platinum' are checked. A red box and a red circle with the number 2 highlight this entire list.

➤ **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.

The screenshot shows the 'Promotion card' form. The 'Active' checkbox is checked. The 'Name' field contains 'Jackpot Festival' and the 'Description' field contains 'Promotion of winning thw jackpot'. The 'Points %' field is set to 20. In the 'Conditions' section, 'Player status' and 'Slots' are checked, while 'Date range', 'Game activity', 'Jackpot', 'Day of month', 'Day of week', 'Time period', and 'Player attribute' are unchecked. A red box labeled '1' highlights the 'Slots' checkbox. Below the conditions, the 'Player status' tab is selected, and a red box labeled '2' highlights the 'Slots' sub-tab. A table of slot machines is displayed:

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

➤ **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.

The screenshot shows the 'Promotion card' form with the 'Jackpot' condition selected. The 'Active' checkbox is checked. The 'Name' field contains 'Jackpot Festival' and the 'Description' field contains 'Promotion of winning thw jackpot'. The 'Points %' field is set to 20. In the 'Conditions' section, 'Player status', 'Slots', and 'Jackpot' are checked, while 'Date range', 'Game activity', 'Day of month', 'Day of week', 'Time period', and 'Player attribute' are unchecked. A red box labeled '1' highlights the 'Jackpot' checkbox. Below the conditions, the 'Jackpot' sub-tab is selected. A red box labeled '2' highlights the 'Jackpot name' list, which contains:

- ☒ GLOBAL JP
- ☒ Rain Test
- ☒ Hidden Jackpot
- ☒ Prize Jackpot

A red box labeled '3' highlights the 'Send points to:' section, which has two radio buttons: 'Cash balance' (unchecked) and 'Points balance' (checked).

➤ **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.

The screenshot shows the 'Promotion card' window. The 'Active' checkbox is checked. The 'Name' field contains 'Jackpot Festival' and the 'Description' field contains 'Promotion of winning thw jackpot'. The 'Points %' field is set to 20. In the 'Conditions' section, 'Player status', 'Slots', 'Jackpot', and 'Day of month' are checked. 'Date range', 'Game activity', 'Day of week', 'Time period', and 'Player attribute' are unchecked. A red circle with the number 1 points to the 'Day of month' checkbox. Below the conditions, a table is displayed with columns: Player status, Slots, Jackpot, and Day of month. The 'Day of month' column is highlighted with a red box. The table contains the following data:

Player status	Slots	Jackpot	Day of month
<input checked="" type="checkbox"/> 1	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 11	<input type="checkbox"/> 16
<input checked="" type="checkbox"/> 2	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 12	<input type="checkbox"/> 17
<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 13	<input type="checkbox"/> 18
<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 9	<input checked="" type="checkbox"/> 14	<input type="checkbox"/> 19
<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 15	<input type="checkbox"/> 20
			<input type="checkbox"/> 21
			<input type="checkbox"/> 22
			<input type="checkbox"/> 23
			<input type="checkbox"/> 24
			<input type="checkbox"/> 25
			<input type="checkbox"/> 26
			<input type="checkbox"/> 27
			<input type="checkbox"/> 28
			<input type="checkbox"/> 29
			<input type="checkbox"/> 30
			<input type="checkbox"/> 31

A red circle with the number 2 points to the 'Day of month' column header.

➤ **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.

The screenshot shows the 'Promotion card' window. The 'Active' checkbox is checked. The 'Name' field contains 'Jackpot Festival' and the 'Description' field contains 'Promotion of winning thw jackpot'. The 'Points %' field is set to 20. In the 'Conditions' section, 'Player status', 'Slots', 'Jackpot', and 'Day of week' are checked. 'Date range', 'Game activity', 'Day of month', 'Time period', and 'Player attribute' are unchecked. A red circle with the number 1 points to the 'Day of week' checkbox. Below the conditions, a table is displayed with columns: Player status, Slots, Jackpot, and Day of week. The 'Day of week' column is highlighted with a red box. The table contains the following data:

Player status	Slots	Jackpot	Day of week
<input checked="" type="checkbox"/> Monday			
<input checked="" type="checkbox"/> Tuesday			
<input checked="" type="checkbox"/> Wednesday			
<input checked="" type="checkbox"/> Thursday			
<input checked="" type="checkbox"/> Friday			
<input type="checkbox"/> Saturday			
<input type="checkbox"/> Sunday			

A red circle with the number 2 points to the 'Monday' checkbox.

➤ **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.

Promotion card

☒ Active

Name: Jackpot Festival

Description: Promotion of winning thw jackpot

Points %: 20

Conditions

☒ Player status ☐ Date range

☒ Slots ☐ Game activity

☒ Jackpot

☐ Day of month

☒ Day of week

☒ Time period

☐ Player attribute

Player status Slots Jackpot Day of week Time period

Start time: 8:00:00

End time: 15:00:00

► **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.

Promotion card

☒ Active

Name: Jackpot Festival

Description: Promotion of winning thw jackpot

Points %: 20

Conditions

☒ Player status ☐ Date range

☒ Slots ☐ Game activity

☒ Jackpot

☐ Day of month

☒ Day of week

☐ Time period

☒ Player attribute

Player status Slots Jackpot Day of week Player attribute

Sex

☒ All ☐ Male ☐ Female

Age range:

Age: 25 - 45

Birthday settings:

☒ Birthday

Days before birthday: 3

Days after birthday: 3

► **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.

The screenshot shows the 'Promotion card' dialog box. The 'Active' checkbox is checked. The 'Name' field contains 'Jackpot Festival' and the 'Description' field contains 'Promotion of winning thw jackpot'. The 'Points %' field is set to 20. The 'Conditions' section on the right has several options: 'Player status' (checked), 'Slots' (checked), 'Jackpot' (checked), 'Day of month' (unchecked), 'Day of week' (unchecked), 'Time period' (unchecked), 'Player attribute' (checked), 'Date range' (checked and highlighted with a red box and a red circle with the number 1), and 'Game activity' (unchecked). At the bottom, there are tabs for 'Player status', 'Slots', 'Jackpot', 'Player attribute', and 'Date range'. The 'Date range' tab is selected and highlighted with a red box. It shows 'Start date' as 18.06.2018 (highlighted with a red circle with the number 2) and 'End date' as 30.06.2018 (highlighted with a red circle with the number 3). The time range is set from 8:00:00 to 23:59:00.

These conditions can be combined with each other in any way. Quantity of promotions is not limited.

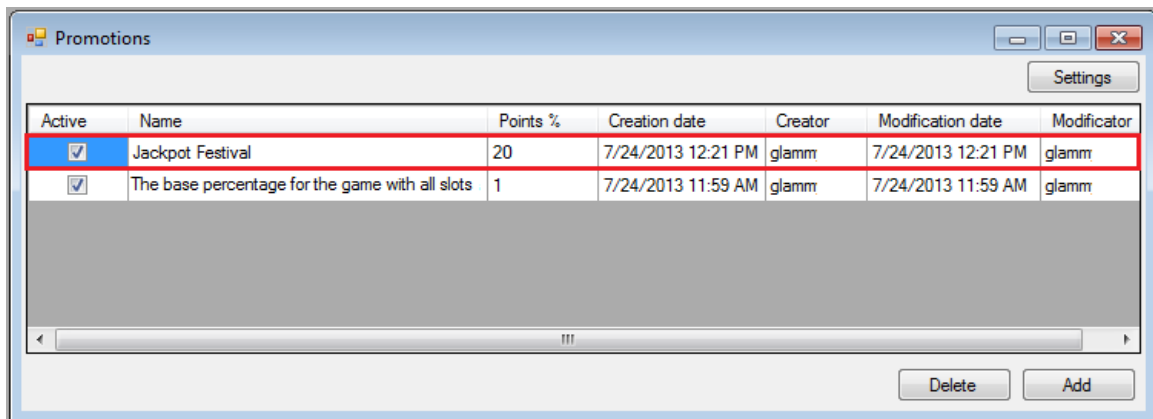
Thus, choosing and setting conditions can be controlled promotions, creating a unique loyalty program.

***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.

The screenshot shows the 'Promotion card' dialog box with the 'Player status' tab selected. The 'Conditions' section on the right has 'Player status' (checked), 'Slots' (checked), 'Jackpot' (checked), 'Day of month' (unchecked), 'Day of week' (unchecked), 'Time period' (unchecked), 'Player attribute' (checked), 'Date range' (checked), and 'Game activity' (unchecked). The 'Player status' tab is selected and highlighted with a red box. It shows a list of player status options: '(ST) Standart' (unchecked), '(SL) Silver' (checked), '(GD) Gold' (checked), and '(PM) Platinum' (checked). At the bottom, there are buttons for 'OK', 'Cancel', and 'Apply'. A red arrow points to the 'OK' button, which is also highlighted with a red box.

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.

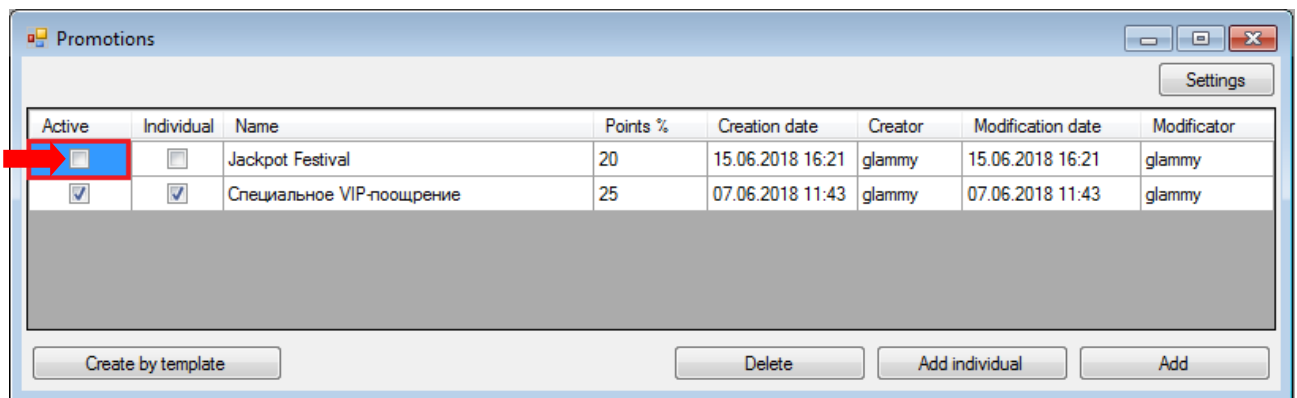


In the future, you can edit the promotion.

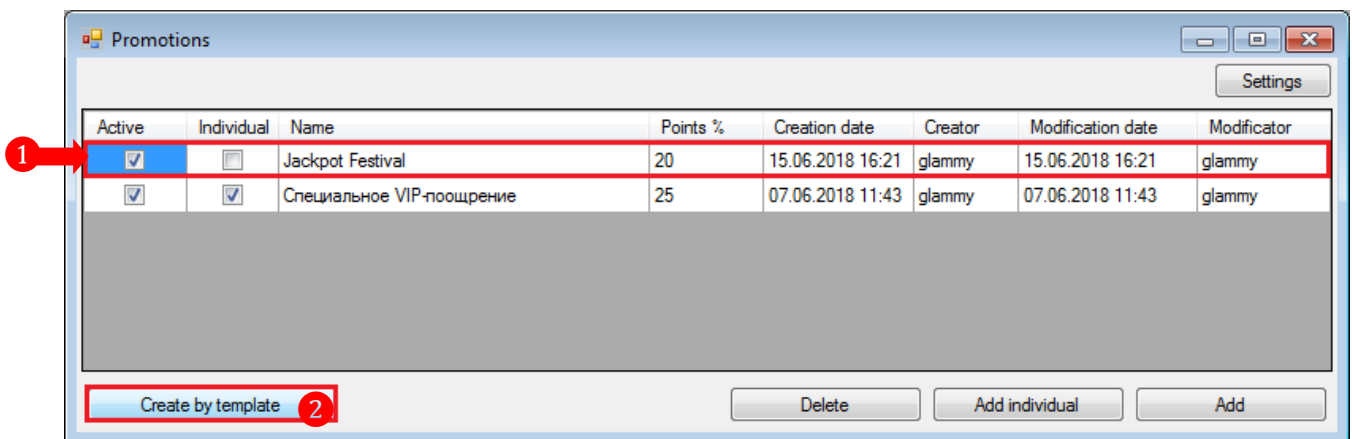
Actions with promotions:

➤ 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.

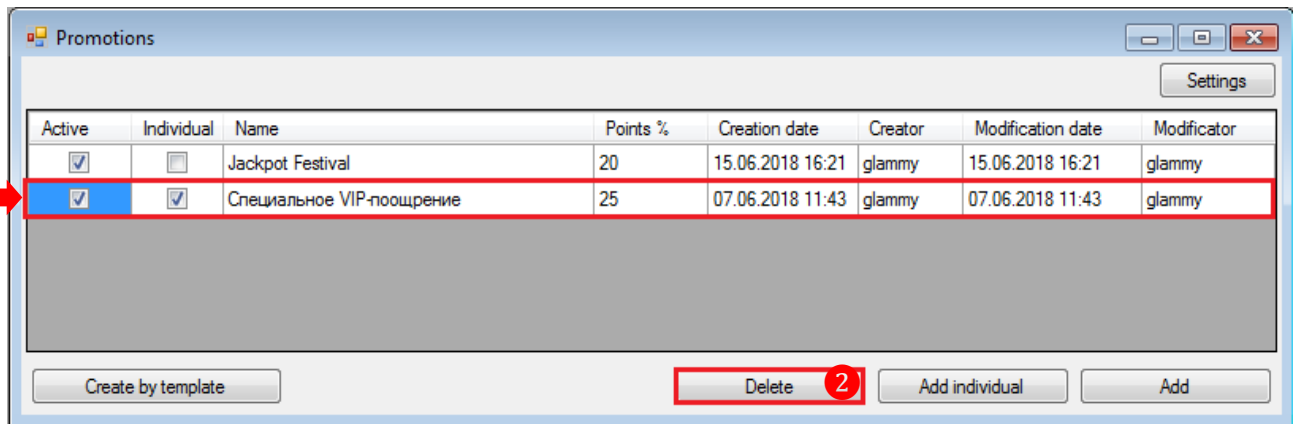
➤ If you want to temporarily disable any promotion, it is necessary to take off the tick in «Active». To activate the promotion, set a tick again.



➤ 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.



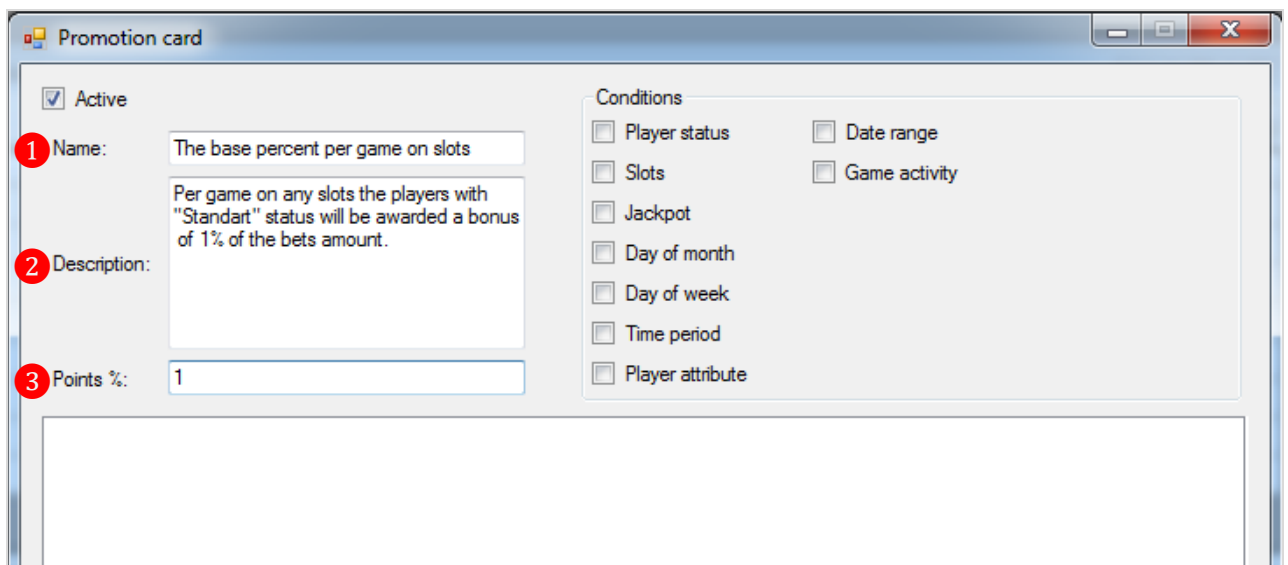
➤ In case you want to remove from the promotion system, you must select it in the list and click on the «**Delete**» button.



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»).

Promotion card

☒ Active

Name: The base percent per game on slots

Description: Per game on any slots the players with "Standart" status will be awarded a bonus of 1% of the bets amount.

Points %: 1

Conditions

☒ Player status ☐ Date range

☐ Slots ☐ Game activity

☐ Jackpot

☐ Day of month

☐ Day of week

☐ Time period

☐ Player attribute

Player status

☒ (ST) Standart

☐ (SL) Silver

☐ (GD) Gold

☐ (PM) Platinum

4. To save the promotion, press button, after which the promotion will be created in the list.

Promotions

Settings

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

Create by template

➤ **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.

Promotion card

☒ Active

1 Name: Promotion of the game on the Novomatic s

2 Description: Per playing on the Novomatic slots the players with «Gold» status will be awarded a bonus of 2% of bets amount

3 Points %: 2

Conditions

- ☐ Player status
- ☐ Date range
- ☐ Slots
- ☐ Game activity
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☐ Player attribute

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»).

Promotion card

☒ Active

Name: Promotion of the game on the Novomatic s

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

- 1 ☒ Player status
- ☐ Date range
- ☐ Slots
- ☐ Game activity
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☐ Player attribute

Player status

Player status
<input type="checkbox"/> (ST) Standart
<input type="checkbox"/> (SL) Silver
2 <input checked="" type="checkbox"/> (GD) Gold
<input type="checkbox"/> (PM) Platinum

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).

Promotion card

☒ 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
- ☒ Slots
- ☐ Date range
- ☐ Game activity
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☐ Player attribute

Player status | Slots

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.

Promotions

Settings

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

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.

Promotion card

☒ Active

1 Name: Per active playing on the birthday

2 Description: 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.

3 Points %: 5

Conditions

- ☐ Player status
- ☐ Slots
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☐ Player attribute
- ☐ Date range
- ☐ Game activity

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**».

Promotion card

☒ Active

Name: Per active playing on the birthday

Description: 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

Conditions

- ☐ Player status
- ☐ Slots
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☒ Player attribute
- ☐ Date range
- ☐ Game activity

1

Player attribute

Sex

☒ All ☐ Male ☐ Female

Age range:

Age: -

Birthday settings:

2 ☒ Birthday

Days before birthday: 0

Days after birthday: 0

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%).

Promotion card

☒ Active

Name:

Description:

Points %:

Conditions:

- ☐ Player status
- ☐ Slots
- ☐ Jackpot
- ☐ Day of month
- ☐ Day of week
- ☐ Time period
- ☒ Game activity (1)
- ☒ Player attribute

Player attribute | **Game activity**

Extra points cost: (2)

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.

Promotions

Settings

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

Create by template | Delete | Add individual | Add

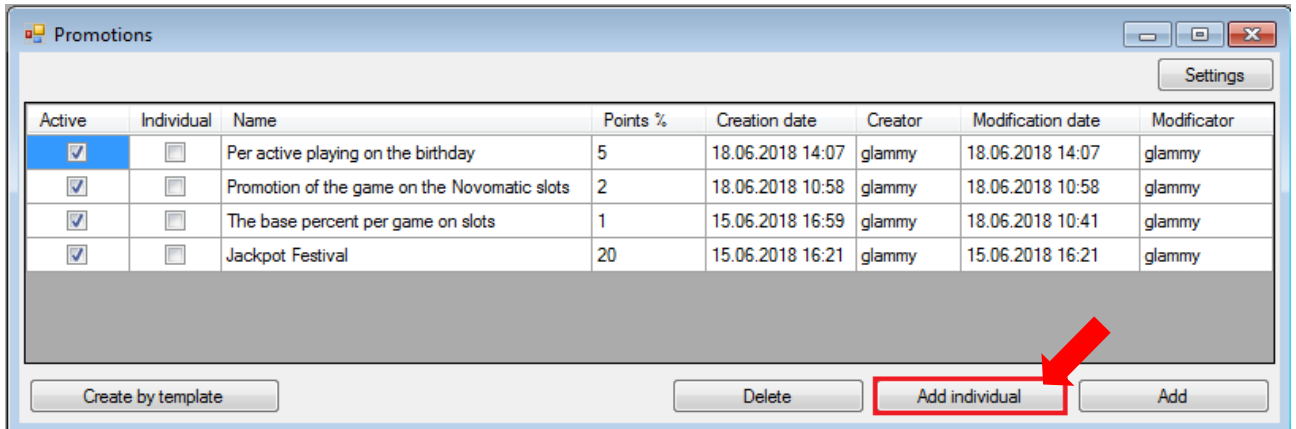
Attention! Promotion per active game will not work if the club does not have any other active promotions, as the accumulation of points by the players necessary to receive a reward is impossible in this case.

7.16.3 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.

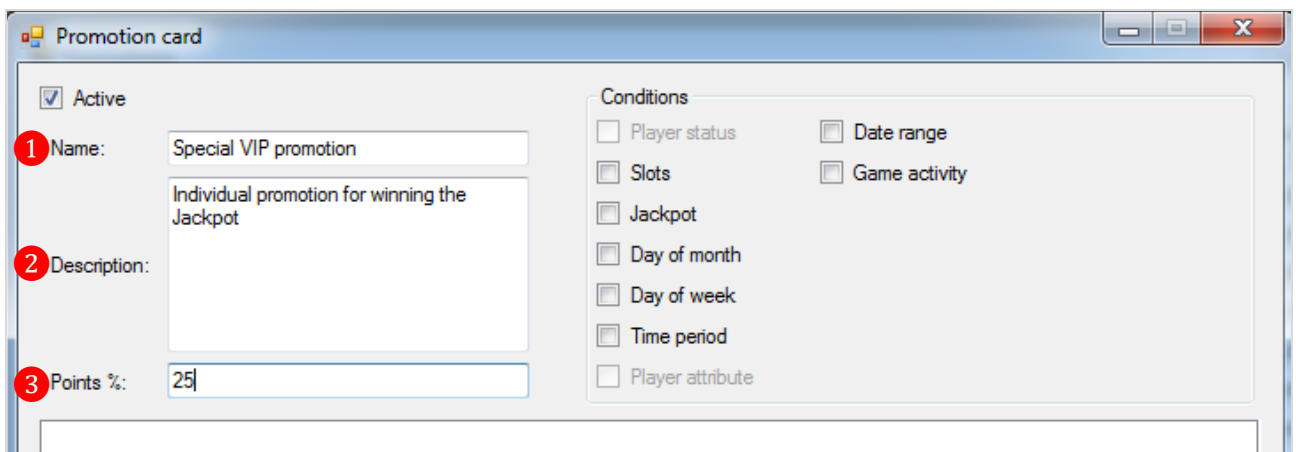
To create a new individual promotion, you need to do the following:

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.

The screenshot shows the 'Promotion card' window. The 'Active' checkbox is checked. The 'Name' field contains 'Special VIP promotion' and the 'Description' field contains 'Individual promotion for winning the Jackpot'. The 'Points %' field is set to 25. In the 'Conditions' section, the 'Slots' checkbox is checked and highlighted with a red box and a red circle with the number 1. Below the conditions, the 'Slots' tab is selected, showing a table with 4 rows of slot data. The first row is highlighted with a red box and a red circle with the number 2.

Number	Address	Producer
0001	7:1	Novomatic
0002	7:2	Novomatic
0003	7:3	Alfa Street
123	4:123	Atronic

Buttons: Unselect all, Select all

➤ **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.

The screenshot shows the 'Promotion card' window with the 'Jackpot' condition selected. The 'Active' checkbox is checked. The 'Name' field contains 'Special VIP promotion' and the 'Description' field contains 'Individual promotion for winning the Jackpot'. The 'Points %' field is set to 25. In the 'Conditions' section, the 'Jackpot' checkbox is checked and highlighted with a red box and a red circle with the number 1. Below the conditions, the 'Jackpot' tab is selected, showing a list of jackpots. The first row is highlighted with a red box and a red circle with the number 2. To the right of the list, the 'Send points to:' section has the 'Points balance' radio button selected, highlighted with a red box and a red circle with the number 3.

Jackpot name
GLOBAL JP
Rain Test
Hidden Jackpot
Prize Jackpot

Send points to:

- ☐ Cash balance
- ☒ Points balance

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.

Promotion card

☒ Active

Name: Special VIP promotion

Description: Individual promotion for winning the Jackpot

Points %: 25

Conditions

- ☐ Player status
- ☒ Slots
- ☒ Jackpot
- ☒ Day of month
- ☐ Day of week
- ☐ Time period
- ☐ Player attribute
- ☐ Date range
- ☐ Game activity

Slots Jackpot Day of month

<input checked="" type="checkbox"/> 1	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 11	<input checked="" type="checkbox"/> 16	<input checked="" type="checkbox"/> 21	<input checked="" type="checkbox"/> 26	<input checked="" type="checkbox"/> 31
<input checked="" type="checkbox"/> 2	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 12	<input checked="" type="checkbox"/> 17	<input checked="" type="checkbox"/> 22	<input checked="" type="checkbox"/> 27	
<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 13	<input checked="" type="checkbox"/> 18	<input checked="" type="checkbox"/> 23	<input checked="" type="checkbox"/> 28	
<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 9	<input checked="" type="checkbox"/> 14	<input checked="" type="checkbox"/> 19	<input checked="" type="checkbox"/> 24	<input checked="" type="checkbox"/> 29	
<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 15	<input checked="" type="checkbox"/> 20	<input checked="" type="checkbox"/> 25	<input checked="" type="checkbox"/> 30	

➤ **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.

Promotion card

☒ Active

Name: Special VIP promotion

Description: Individual promotion for winning the Jackpot

Points %: 25

Conditions

- ☐ Player status
- ☒ Slots
- ☒ Jackpot
- ☐ Day of month
- ☒ Day of week
- ☐ Time period
- ☐ Player attribute
- ☐ Date range
- ☐ Game activity

Slots Jackpot Day of week

- ☒ Monday
- ☒ Tuesday
- ☒ Wednesday
- ☒ Thursday
- ☒ Friday
- ☐ Saturday
- ☐ Sunday

➤ **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.

The screenshot shows the 'Promotion card' window. On the left, the 'Active' checkbox is checked. The 'Name' field contains 'Special VIP promotion' and the 'Description' field contains 'Individual promotion for winning the Jackpot'. The 'Points %' field is set to 25. On the right, the 'Conditions' section has several checkboxes: 'Player status', 'Date range', 'Slots' (checked), 'Jackpot' (checked), 'Day of month', 'Day of week' (checked), 'Time period' (checked and highlighted with a red box and a red circle with the number 1), and 'Player attribute'. Below the conditions, there are tabs: 'Slots', 'Jackpot', 'Day of week', and 'Time period' (highlighted with a red box). Under the 'Time period' tab, there are two time pickers: 'Start time' set to 11:00:00 (highlighted with a red box and a red circle with the number 2) and 'End time' set to 23:00:00 (highlighted with a red box and a red circle with the number 3).

➤ **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.

The screenshot shows the 'Promotion card' window. On the left, the 'Active' checkbox is checked. The 'Name' field contains 'Special VIP promotion' and the 'Description' field contains 'Individual promotion for winning the Jackpot'. The 'Points %' field is set to 25. On the right, the 'Conditions' section has several checkboxes: 'Player status', 'Date range' (checked and highlighted with a red box and a red circle with the number 1), 'Slots' (checked), 'Jackpot' (checked), 'Day of month', 'Day of week' (checked), 'Time period' (checked), and 'Player attribute'. Below the conditions, there are tabs: 'Slots', 'Jackpot', 'Day of week', 'Time period', and 'Date range' (highlighted with a red box). Under the 'Date range' tab, there are two date and time pickers: 'Start date' set to 01.06.2018 (highlighted with a red box and a red circle with the number 2) and 'End date' set to 30.06.2018 (highlighted with a red box and a red circle with the number 3). Both date pickers have a calendar icon to their right. The time pickers are set to 8:00:00 and 0:00:00 respectively.

➤ **«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.

Promotion card

☒ Active

Name: Special VIP promotion

Description: Individual promotion for winning the Jackpot

Points %: 25

Conditions

☐ Player status ☒ Date range

☒ Slots ☒ Game activity

☐ Jackpot

☐ Day of month

☒ Day of week

☒ Time period

☐ Player attribute

Slots Day of week Time period Date range Game activity

Extra points cost: 100

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.

Promotion card

☒ Active

Name: Special VIP promotion

Description: Individual promotion for winning the Jackpot

Points %: 25

Conditions

☐ Player status ☒ Date range

☒ Slots ☐ Game activity

☒ Jackpot

☐ Day of month

☒ Day of week

☒ Time period

☐ Player attribute

Slots Jackpot Day of week Time period Date range

Start date: 01.06.2018 8:00:00

End date: 30.06.2018 0:00:00

OK Cancel Apply

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.

The 'Promotions' window displays a table with the following columns: Active, Individual, Name, Points %, Creation date, Creator, Modification date, and Modifier. The first row is highlighted in red.

Active	Individual	Name	Points %	Creation date	Creator	Modification date	Modifier
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Special VIP promotion	25	25.06.2018 16:44	glammy	25.06.2018 17:11	glammy
<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

Buttons at the bottom: Create by template, Delete, Add individual, Add.

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:

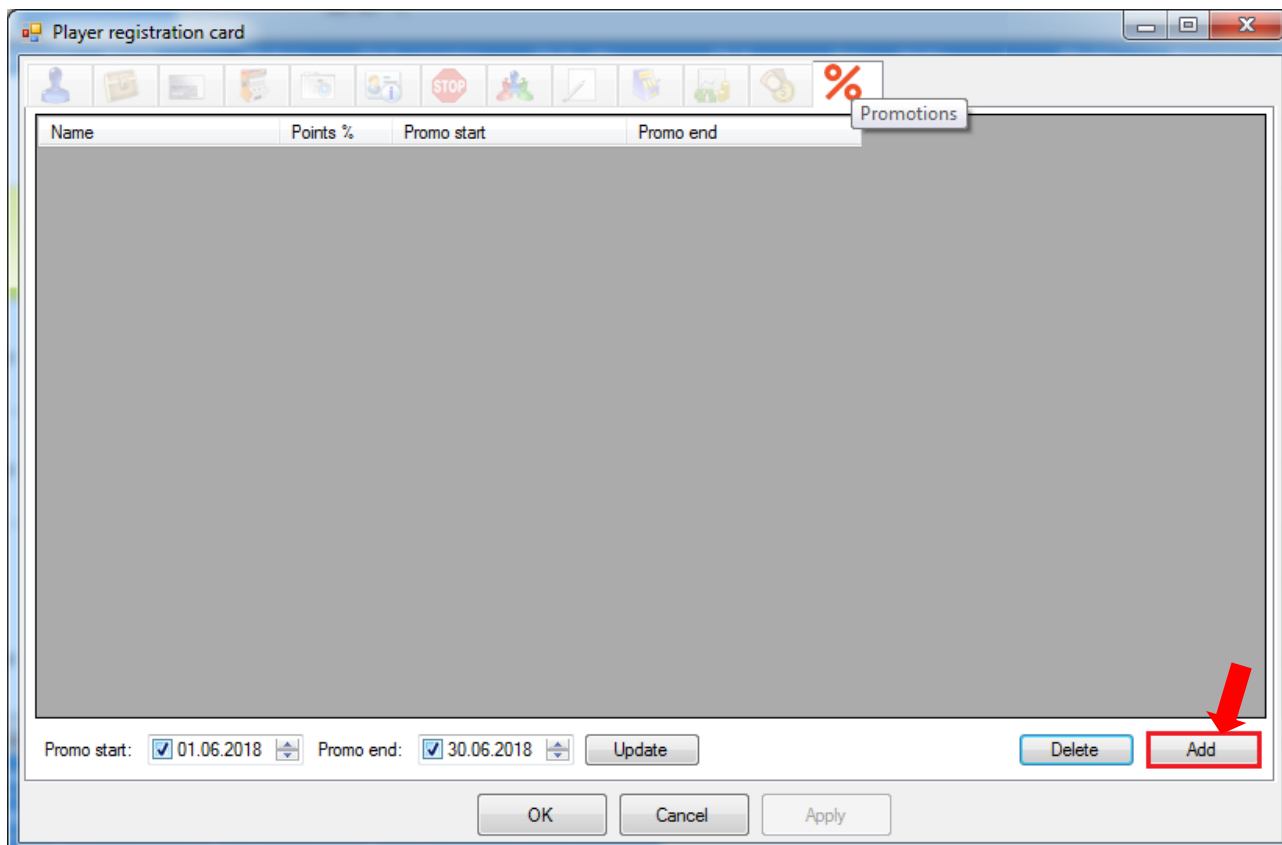
1. To select a player, you need to open the **Players overview form** by selecting «Reception» → «Players overview».
2. In the overview form, find the right player and open his registration card with a double click of the mouse.

The 'Players overview' window shows a table with columns: №, Surname, First name, Middle name, Nickna..., Club country, Club city, Club, Sex, Natio..., Birth, Photo, Presence, Status, and Bonuse. The first row is highlighted in red. A red arrow points to the first row.

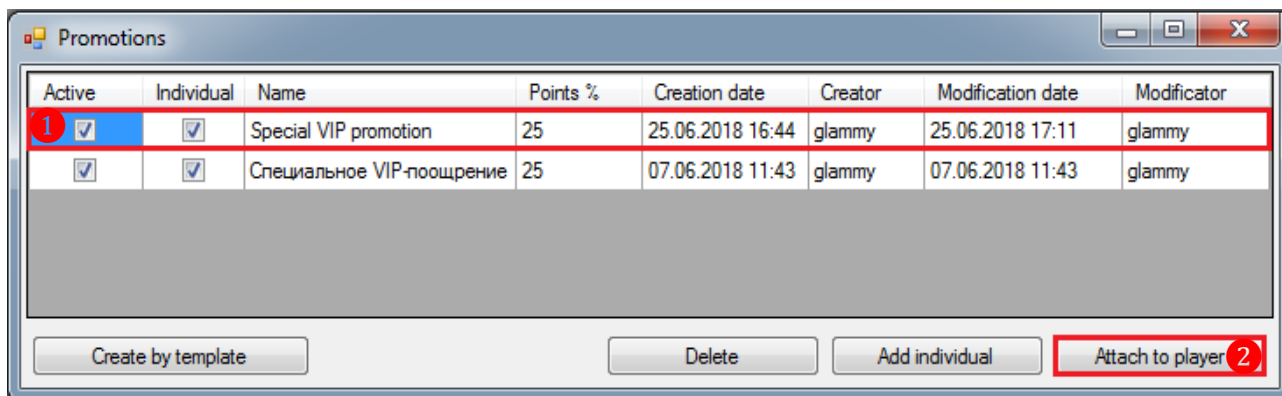
№	Surname	First name	Middle name	Nickna...	Club country	Club city	Club	Sex	Natio...	Birth	Photo	Presence	Status	Bonuse
1	Bond	HZ	1	Phil	Russian Federation	Москва	Central Office	Man		07.04.1986		<input checked="" type="checkbox"/>	GD	1600
2	Baldwin	Alec			United States (U...	New York	BeOwner Club	Man	Русский	06.02.2013		<input checked="" type="checkbox"/>	SL	200
3	Petrov2	Evgeny	Abramovich		United States (U...	New York	BeOwner Club	Woman	Русский	03.07.1962		<input checked="" type="checkbox"/>	SL	800
4	Васильев	Виктор		vvasilyev	United States (U...	New York	BeOwner Club	Man	Русский	14.12.1900		<input type="checkbox"/>	SL	
5	Black	Sam			United States (U...	New York	NY club	Man		08.02.2018		<input type="checkbox"/>	ST	
6	Анатолий	Вадим	1111		United States (U...	New York	BeOwner Club	Man		01.01.2000		<input type="checkbox"/>	SL	
8	Токарев	Сергей			United States (U...	New York	BeOwner Club	Man		28.04.1983		<input type="checkbox"/>	ST	

Buttons at the bottom: New player, Send e-mail, Twins, Pit results, Players for inc. status, Absent all, Send SMS, Search, Credits, Players for dec. status, Tournaments, Drawings, Promotional, Presents, Register all on draw.

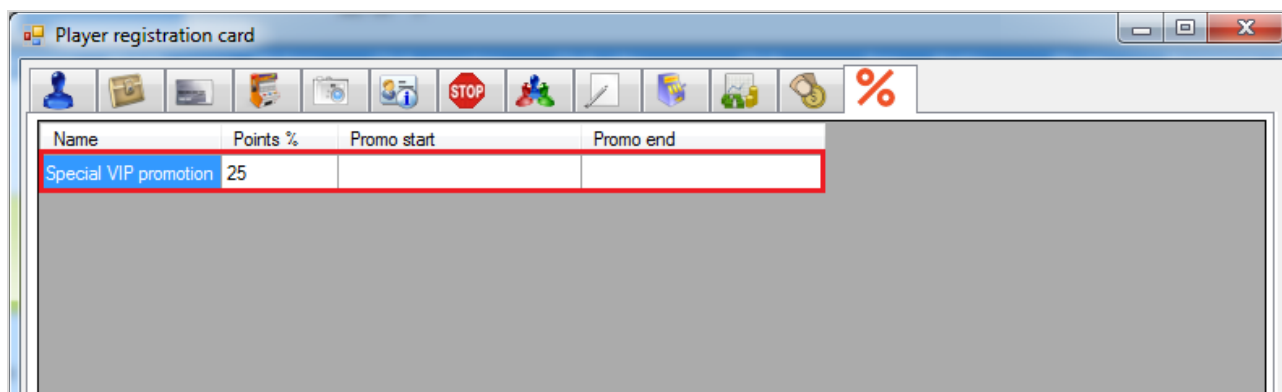
3. In the **Player's registration card**, go to the «Promotions» tab and click the «Add» button located in the lower right corner of the form.



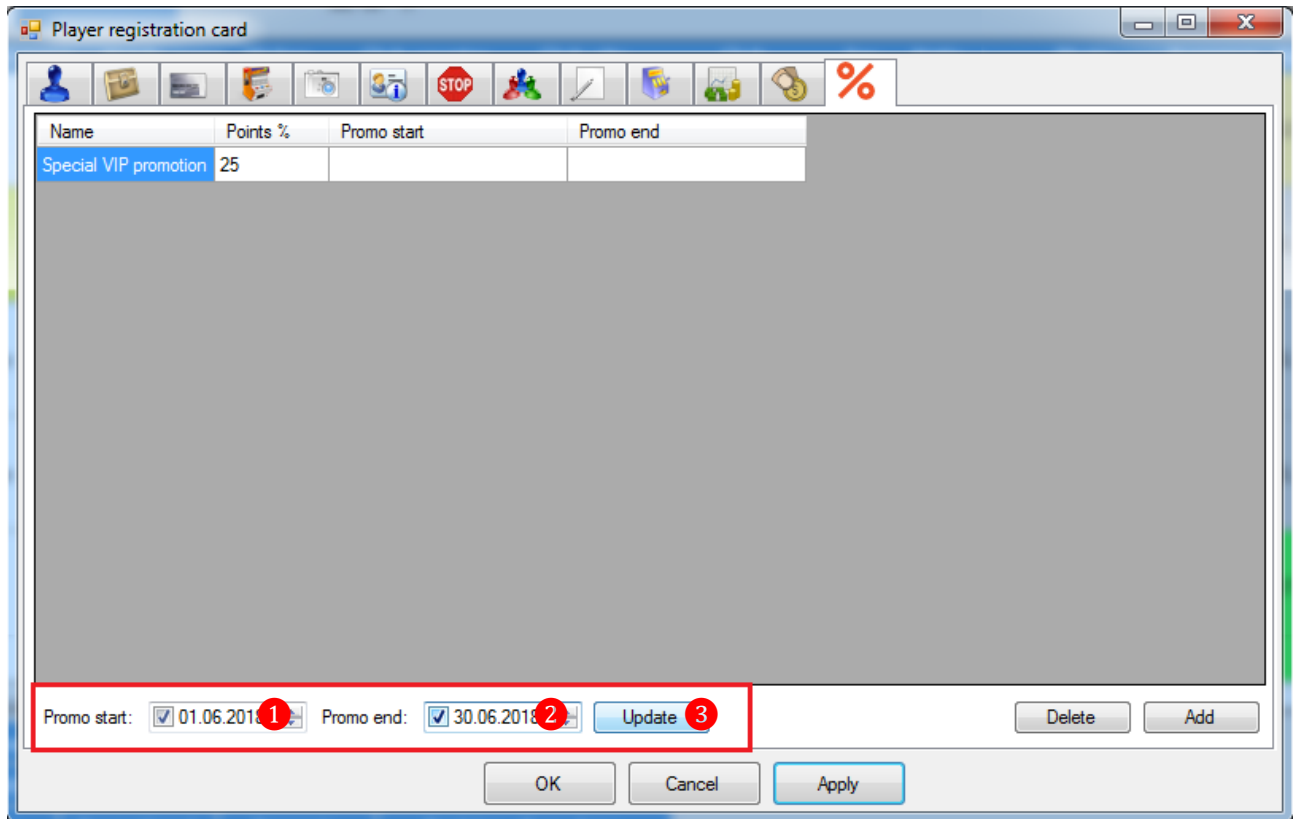
4. In the overview form with a list of individual promotions created in the club, click on the desired promotion (should be active) and click the «**Attach to player**» button. If you want to create a new individual promotion, then click «**Add Individual**».



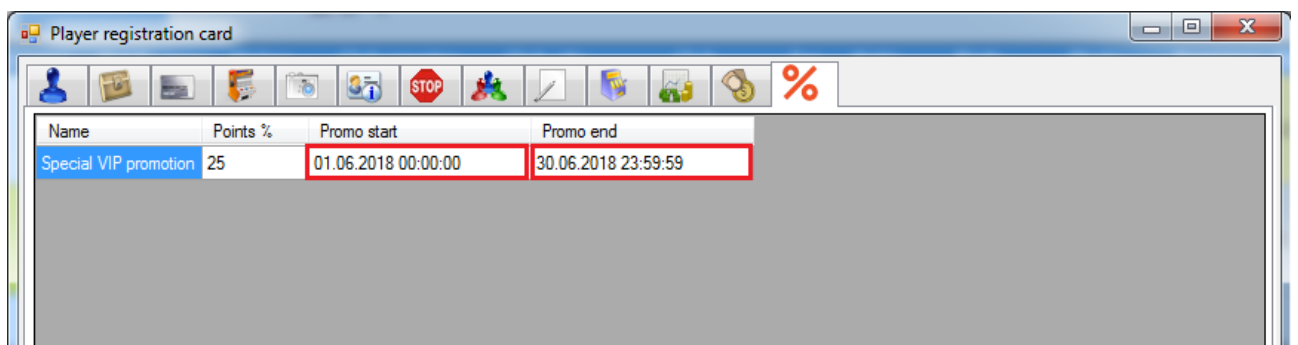
5. The selected individual promotion will be displayed in the tab in the **Player's registration card**.



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.

Name	Points %	Promo start	Promo end
Special VIP promo	25	01.06.2018 00:00:00	30.06.2018 23:59:59

Promo start: 01.06.2018 Promo end: 30.06.2018

Buttons: Update, Delete, Add, OK, Cancel, Apply

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**).

Date & time	Workstation	Login	Segment	Id	String Id	Info	Level
26.06.2018 13:27	ADMIN-PC	glammy	Beowner.Casino....	0		[PlayerRegCard] Promotion validity has been cha...	Information
26.06.2018 13:10	ADMIN-PC	glammy	Beowner.Casino....	0		[PlayerRegCard] Promotion has been added	Information
26.06.2018 12:56	ADMIN-PC	glammy	Beowner.Casino....	0		[PlayerRegCard] Promotion has been deleted	Information
26.06.2018 12:48	ADMIN-PC	glammy	Beowner.Casino	0		User logged in	Information
26.06.2018 10:22	ADMIN-PC	glammy	Beowner.Casino	0		User logged out	Information
26.06.2018 10:21	ADMIN-PC	glammy					Information
25.06.2018 17:27	ADMIN-PC	glammy					Information
25.06.2018 12:18	ADMIN-PC	glammy					Information
25.06.2018 11:34	SEMENENKO-V	vsemene					Information
25.06.2018 11:32	SEMENENKO-V	vsemene					Information
22.06.2018 16:42	ADMIN-PC	glammy					Information
22.06.2018 16:02	ADMIN-PC	glammy					Information
22.06.2018 14:10	ADMIN-PC	glammy					Information

Log entry dialog box details:

- Date & time: 26.06.2018 12:56:19
- Workstation: ADMIN-PC
- Login: glammy
- Segment: Beowner.Casino.Players.PlayerRegistrationCard.Promotions
- Id: 0
- String Id: [empty]
- Info: [PlayerRegCard] Promotion has been deleted
- Parameters: Promotion info, player_id: 1, promotion_id: 8

7.17 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.

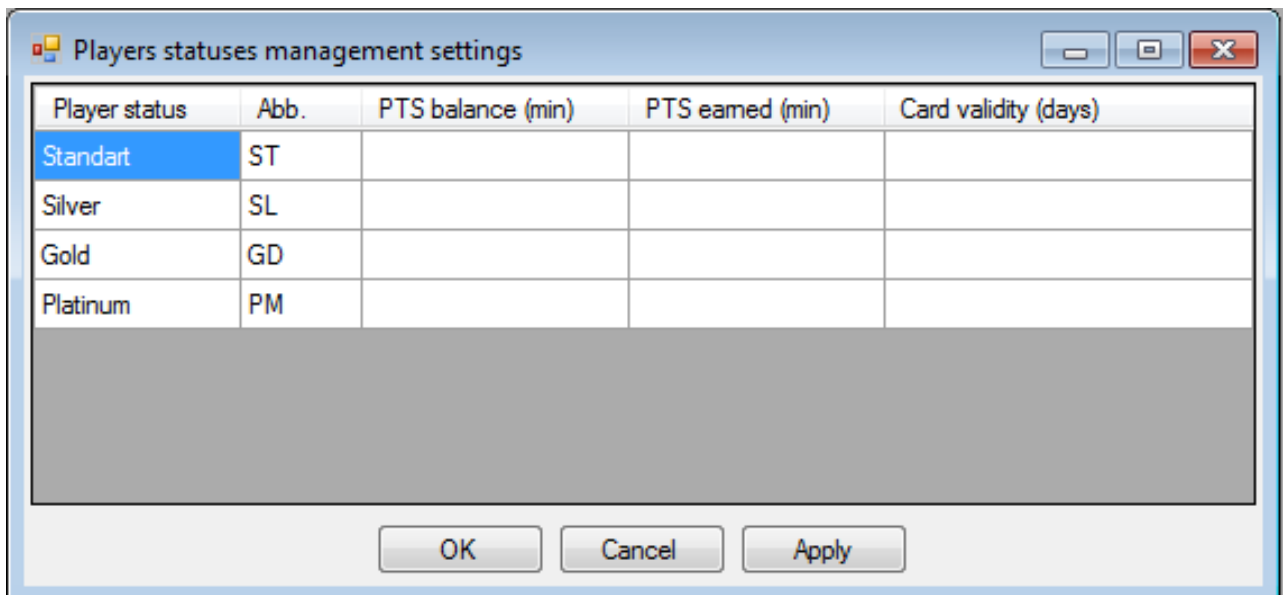
Example: The bonus balance of the personal card of the Standart player reached the threshold of 5000 bonus points and his status was upgraded to Silver. If after 12 months with an active game the player earns at least 20000 bonus points and his bonus balance reaches the threshold of 10000 bonus points, 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»](#)).

7.17.1 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»).

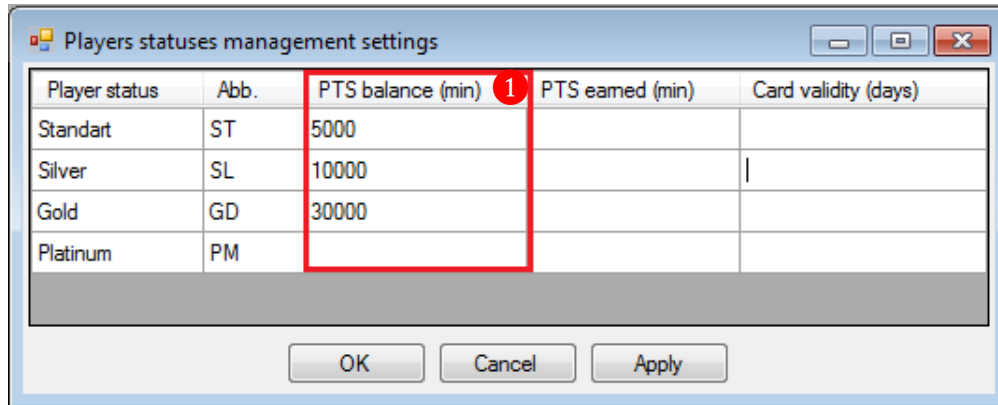


Player status	Abb.	PTS balance (min)	PTS earned (min)	Card validity (days)
Standart	ST			
Silver	SL			
Gold	GD			
Platinum	PM			

OK Cancel Apply

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):

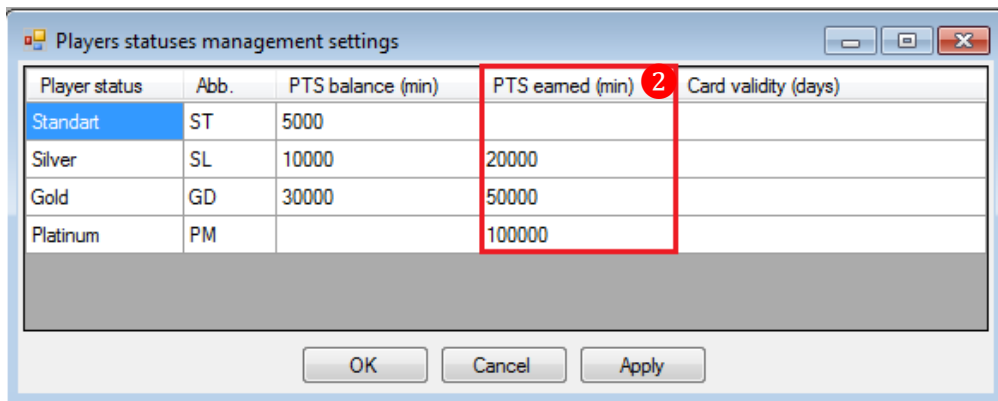
1. PTS balance (min) – specify the minimum number of bonus points on the current PTS balance of the player's personal card, necessary to increase his current status (card). This parameter affects **the player's status rise** (↑): if the player fulfills this condition, then his current status can be upgraded to the next. If you do not need to raise any status, then the field is left blank.



Player status	Abb.	PTS balance (min)	PTS earned (min)	Card validity (days)
Standart	ST	5000		
Silver	SL	10000		
Gold	GD	30000		
Platinum	PM			

OK Cancel Apply

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.

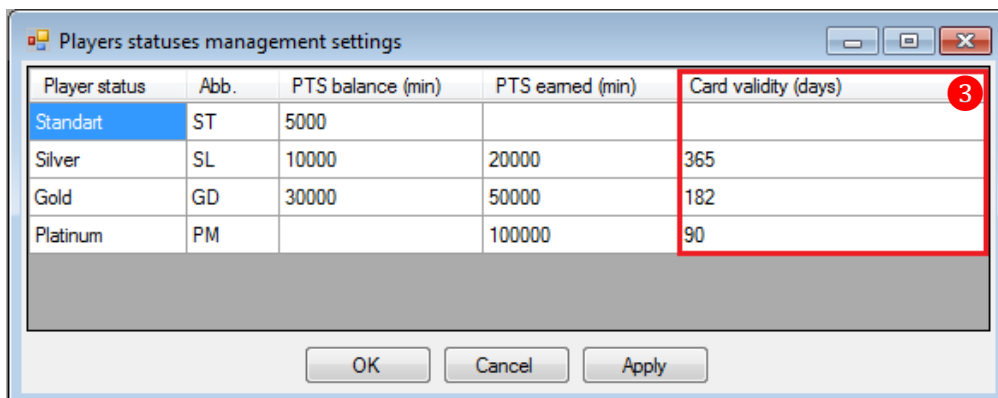


Player status	Abb.	PTS balance (min)	PTS earned (min)	Card validity (days)
Standart	ST	5000		
Silver	SL	10000	20000	
Gold	GD	30000	50000	
Platinum	PM		100000	

OK Cancel Apply

***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.



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

When settings are complete, click «**Apply**» (to save settings) or «**OK**» (to save and close).

7.17.2 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»).

With this form you can generate two types of report:

- 4) Report «**Increase status**».
- 5) Report «**Decrease status**».

Procedure for generating the report:

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"/>

F R

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**.

Player registration card

First name: Mari
Middle name:
Surname: Fredrikson
Nickname:
Date of birth: 07.04.1903
Status: **Silver**
Company: Silver
Position: Gold
Age group:
Constitution:
Glasses:
Group:
Hair:
Hair color:
Hair length:
Hair on the face:
Stature:
Sex: ☐ Man ☒ Woman
Resident: ☐ Yes ☒ No
Advice:
OK Cancel Apply

Player number: 337

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.

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 (↓)

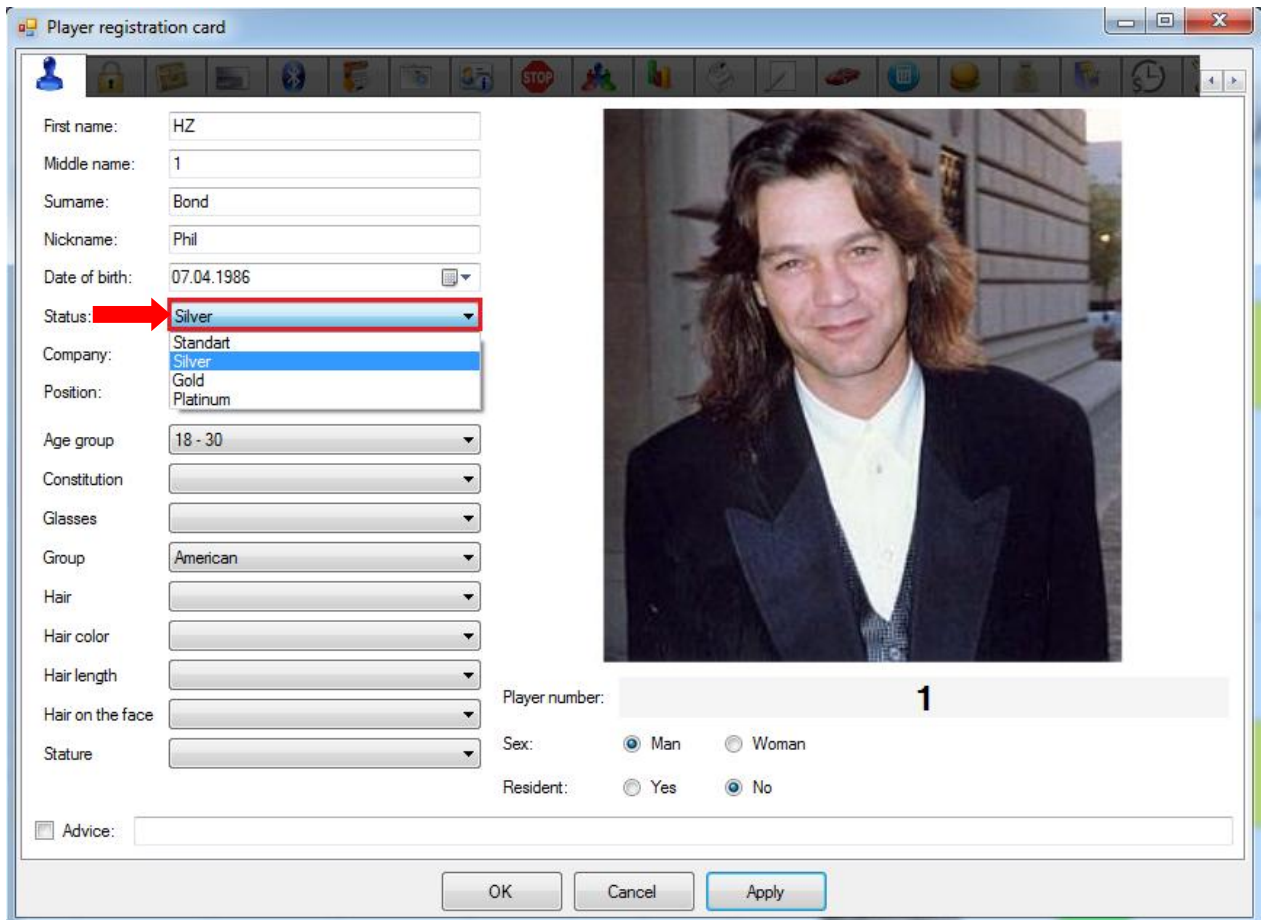
After the extension of cards, we reloaded the «**Increase status**» report and see that now there are two players in the list with the **Gold** status, who have reached the level for decrease their status; that is, for a set period of time (182 days), players did not earn the set amount of PTS (50000) 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"/>

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**.



The screenshot shows the 'Player registration card' window. The 'Status' dropdown menu is open, showing options: Standart, Silver, Gold, and Platinum. A red arrow points to 'Silver'. The player's name is HZ 1 Bond, nickname Phil, date of birth 07.04.1986. A photo of a man with long hair is shown. Player number is 1. Sex is Man, Resident is No.

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.

7.18 «Optimization» module.

Scope of online casinos and clubs in recent years, growing at a rapid pace, causing a lot of competition between the gaming establishments. In order to survive in this competition, you need to know the tricks of increasing profitability gaming establishments. And this requires optimal positioning slot machines in the game room from different manufacturers and with different denomination. Prerequisite for the optimal selection of these parameters is the analysis. The main tools used for analysis - is different accounting reports, statistical systems, as well as market research, surveys owners of gambling halls that provide data for the most effective selection of slots.

Developers «SlotLogic» offer a simple and effective tool to optimize the scope of the use of gaming machines within the club - the module «**Optimization**» («Slots» → «Optimization»). With this module you will be able to select and analyze the most profitable options to combine slot machines for your club. In this case you will not need to collect numerous accounting and statistical reports, conduct any research, surveys, etc.

The system «SlotLogic» optimization algorithm built according to research by an American business analyst Christopher Ghazarian (University of Nevada, Las Vegas). In determining the optimal variant of combination slot machines are taken into account main indicators showing their profitability - is the sum of rates and profits. Thus, the calculations for the two models include: «**Coin-in**» and «**Win**».

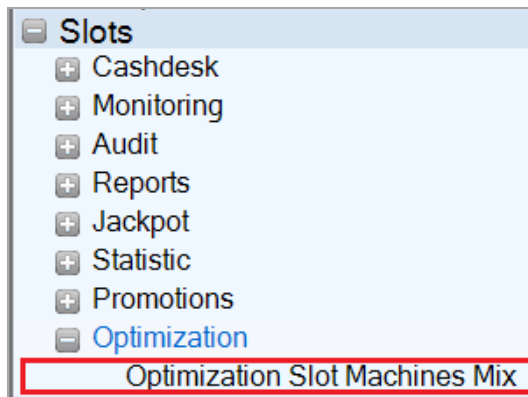
- The purpose of the model «**Coin-in**» to achieve an optimum combination of slot machines, which aims at maximizing the total amount of bets per day - **Total CPD**. In this case, the calculations used indicator **CPUPD** (Coin-in Per Unit Per Day) - average value of bets per day for one unit of each type.

- The purpose of the model «**Win**» is to achieve an optimal combination of slot machines, which aims to maximize total profits - **Total WPD - PLPUPD**. In this case, the indicators used in the calculations **WPUPD** (Win Per Unit Per Day) - the average profit margin per day for one unit of each type and **PLPUPD** (Promo Liability Per Unit Per Day) - average value of accrued players PTS per day for one unit of each type.

Let us consider all the indicators used to analyze and determine the optimal combination of vehicles for each model, in the next paragraph of this section.

7.18.1 Optimization Slot Machines Mix.

To analyze and determine the optimal combination of gaming machines need to the menu system select «Slots» → «Optimization» → «Optimization Slot Machines Mix».



Next, open the form «Slot Machines Mix», containing the data table.

Slot Machines Mix

123456789

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0.01	5403	71	0	0	0	0	0	0.00%	3238	0	0.00%
N2	000	0.01	2240	142	0	1	1	3	3	200.00%	75	3	200.00%
N2	848	0.01	1616	99	0	5	3	7	3	-40.00%	-547	3	-40.00%
NV	020	0.01	2288	87	0	2	1	4	4	100.00%	123	1	-50.00%
NV	021	0.01	2502	-3	0	1	1	3	3	200.00%	337	1	0.00%
NV	337	0.05	1708	101	0	3	1	5	1	-66.67%	-455	1	-66.67%
NV	337	0.10	2239	112	0	1	1	3	3	200.00%	74	3	200.00%
NV	363	0.01	2049	35	0	2	1	4	1	-50.00%	-115	1	-50.00%
NV	363	0.02	2092	50	0	7	5	9	5	-28.57%	-72	5	-28.57%
NV	363	0.10	2542	196	0	1	1	3	3	200.00%	377	3	200.00%
NV	480	0.01	1353	75	0	1	1	3	1	0.00%	-811	1	0.00%
NV	480	0.02	1792	91	0	1	1	3	1	0.00%	-371	1	0.00%
NV	533	0.01	2164	120	0	4	2	6	5	25.00%	0	6	50.00%
NV	533	0.02	1999	168	0	4	2	6	2	-50.00%	-164	6	50.00%
NV	533	0.05	1368	75	0	7	5	9	5	-28.57%	-795	5	-28.57%
VI	000	0.01	3405	139	0	3	1	5	5	66.67%	1240	5	66.67%
VI	HBS	0.01	1441	82	0	11	9	13	9	-18.18%	-722	9	-18.18%
Total Machines						54			54	0.00%		54	0.00%
Total CPD						101514			111609	9.94%		109904	8.26%
Total WPD						5025			5308	5.63%		5846	16.34%
Total PLPD						0			0	0.00%		0	0.00%
Total WPD - PLPD						5025			5308	5.63%		5846	16.34%

The first column contains the characteristics of gaming machines:

- 1. Developer** - manufacturer code gaming machine.
- 2. Game** - model code sets.
- 3. Denomination** - the coefficient of the denomination specified for this type of gaming machine.

Followed by indicators of the average yield of gaming machines designed structured method, i.e. indicators are calculated for each type of devices, depending on the manufacturer, model and installed on devices coefficient denomination.

- 4. CPUPD** (Coin-in Per Unit Per Day) - average value of bets per day for one unit of each type.

$$CPUPD_i = \text{Total Bet}_i / \text{Count}_i / \text{Days Count}_i$$

i - the type of gaming machine (determined by the characteristics Developer, Game, Denomination).

Total Bet_i - the total amount of bets on devices such as i .

Count_i - the number of gaming machines type i , installed in the hall in the analyzed period.

Days Count_i - the number of days that gaming machines type i , installed in the hall.

5. WPUPD (Win Per Unit Per Day) - the average profit margin per day for one unit of each type.

$$\text{WPUPD}_i = (\text{Total Bet}_i - \text{Total Win}_i) / \text{Count}_i / \text{Days Count}_i$$

Total Win_i - total amount of winnings on gaming machines such as i .

6. PLPUPD (Promo Liability Per Unit Per Day) - average value of accrued players PTS per day for one unit of each type.

$$\text{PLPUPD}_i = \text{Total PTS}_i / \text{Count}_i / \text{Days Count}_i$$

Total PTS_i - the total amount of PTS, assessed players on gaming machines such as i .

These figures are displayed in the currency of the club and are calculated from the values of counters of gaming machines for the last 6 months.

For example, from the data in the table that the value of the average rate per day (CPUPD) for a gaming machine manufacturer Novomatic (NV) model 337 with the established denominations coefficient is 0.05 in 1780, while the value of the average profit per day (WPUPD) 101.

Slot Machines Mix						
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count
EG	VV	0,01	5403	71	0	0
N2	000	0,01	2240	142	0	1
N2	848	0,01	1616	99	0	5
NV	020	0,01	2288	87	0	2
NV	021	0,01	2502	-3	0	1
NV	337	0,05	1708	101	0	3
NV	337	0,10	2239	112	0	1

If a table does not (equal to 0) the average figure assessed PTS players a day for one unit (**PLPUPD**), which means that for this type of equipment, not having been charged or PTS was credited with very little, or in the system settings option charges players PTS disabled.

7. Count - the number of gaming machines of this type in the hall according to a recent audit.

8. Min Count – lower limit of the allowable number of gaming machines of this type. When necessary, the values in this column can be changed manually (click the mouse to change). Default **Min Count** is calculated by subtracting **10%** of the current gaming machines.

$$\text{Min Count} = \text{Count} - (\text{Count} * 10\%)$$

In case the room number of gaming machines of this type is **less than 20**, then

$$\begin{aligned} \text{Min Count} &= \text{Count} - 2, \text{ or} \\ \text{Min Count} &= 1, \text{ if } \text{Count} \leq 2, \end{aligned}$$

Min Count = 0, if Count = 0

9. Max Count – upper limit of the number of gaming machines of this type. When necessary, the values in this column can be changed manually (click the mouse button to change). **Max Count** default is calculated by adding **10%** of the current gaming machines.

Max Count = Count + (Count *10%)

In case the room number of gaming machines of this type **is less than 20**, then

Max Count = Count + 2

In the bottom of the table, under the column lines **Count** shows the total value of the listed parameters.

Slot Machines Mix						
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count
EG	VV	0,01	5403	71	0	0
N2	000	0,01	2240	142	0	1
N2	848	0,01	1616	99	0	5
NV	020	0,01	2288	87	0	2
NV	021	0,01	2502	-3	0	1
NV	337	0,05	1708	101	0	3
NV	337	0,10	2239	112	0	1
NV	363	0,01	2049	35	0	2
NV	363	0,02	2092	50	0	7
NV	363	0,10	2542	196	0	1
NV	480	0,01	1353	75	0	1
NV	480	0,02	1792	91	0	1
Total Machines		1				54
Total CPD		2				101514
Total WPD		3				5025
Total PLPD		4				0
Total WPD - PLPD		5				5025

1. Total Machines - the total number of gaming machines in the hall (the sum of the column «Count»).

2. Total CPD - the total amount of bets per day with all the slot machines in the hall.

3. Total WPD - the total revenue per day from all gaming machines in the hall.

4. Total PLPD - total assessment PTS players per day on all gaming machines in the hall.

5. Total WPD - PLPD - total revenue per day from all gaming machines in the hall net total assessed players PTS (**Total WPD - Total PLPD**).

The following table columns are designed for direct selection possible combinations of gaming machines by model: «Coin-in» and models «Win».

Slot Machines Mix

«Coin-in»

«Win»

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0.01	5403	71	0	0	0	0	0	0.00%	3238	0	0.00%
N2	000	0.01	2240	142	0	1	1	3	3	200.00%	75	3	200.00%
N2	848	0.01	1616	99	0	5	3	7	3	-40.00%	-547	3	-40.00%
NV	020	0.01	2288	87	0	2	1	4	4	100.00%	123	1	-50.00%
NV	021	0.01	2502	-3	0	1	1	3	3	200.00%	337	1	0.00%
NV	337	0.05	1708	101	0	3	1	5	1	-66.67%	-455	1	-66.67%
NV	337	0.10	2239	112	0	1	1	3	3	200.00%	74	3	200.00%
NV	363	0.01	2049	35	0	2	1	4	1	-50.00%	-115	1	-50.00%
NV	363	0.02	2092	50	0	7	5	9	5	-28.57%	-72	5	-28.57%
NV	363	0.10	2542	196	0	1	1	3	3	200.00%	377	3	200.00%
NV	480	0.01	1353	75	0	1	1	3	1	0.00%	-811	1	0.00%
NV	480	0.02	1792	91	0	1	1	3	1	0.00%	-371	1	0.00%
NV	533	0.01	2164	120	0	4	2	6	5	25.00%	0	6	50.00%
VI	000	0.01	3405	139	0	3	1	5	5	66.67%	1240	5	66.67%
VI	HBS	0.01	1441	82	0	11	9	13	9	-18.18%	-722	9	-18.18%
Total Machines						54			54	0.00%		54	0.00%
Total CPD						101514			111609	9.94%		109904	8.26%
Total WPD						5025			5308	5.63%		5846	16.34%
Total PLPD						0			0	0.00%		0	0.00%
Total WPD - ...						5025			5308	5.63%		5846	16.34%

We consider in detail the methodology of calculations for each model in the following paragraphs of this section.

7.18.2 «Coin-in» optimization model.

As a result of model calculations «Coin-in» determined how many units of each type (CPUPD Count) is necessary in order to measure the value of **Total CPD** (total bets per day) was higher, while the total number of gaming machines in the room will be the same (**Total Machines**).

Slot Machines Mix													
										1	2	3	
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3238	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	75	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-547	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	123	1	-50,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	337	1	0,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-455	1	-66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	74	3	200,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	-115	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	-72	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	377	3	200,00%
NV	480	0,01	1353	75	0	1	1	3	1	0,00%	-811	1	0,00%
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-371	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	5	25,00%	0	6	50,00%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1240	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-722	9	-18,18%
Total Machines						54			54	0,00%		54	0,00%
Total CPD						101514			111609	9,94%		109904	8,26%
Total WPD						5025			5308	5,63%		5846	16,34%
Total PLPD						0			0	0,00%		0	0,00%
Total WPD - ...						5025			5308	5,63%		5846	16,34%

Indicators and calculations:

1. CPUPD Count – the optimum amount of gaming machines of this type, in which the maximum value is reached the indicator **Total CPD**. Values in this column are calculated automatically by the system, based on the index **CPUPD** for each type of gaming machines. When calculations are taken into account values **Min Count** and **Max Count**.

. The green cell indicates that the value of the lower boundary coincides with the allowable number of gaming machines **Min Count**. In this case, the selection of optimal variants of combinations of devices to add or remove devices of this type a new value must specify the number of columns in the cell **Min Count**. After changes in the cell counting **CPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
0	0	0	0	0,00%
1	1	3	3	200,00%
5	3	7	3	-40,00%
2	1	4	4	100,00%

• Red cells indicate that the value coincides with the upper limit allowable number of gaming machines **Max Count**. In this case, the selection of optimal variants of combinations of devices to add or remove devices of this type a new value must specify the number of columns in the cell **Max Count**. After changes in the cell counting **CPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
0	0	0	0	0,00%
1	1	3	3	200,00%
5	3	7	3	-40,00%
2	1	4	4	100,00%

• White cell indicates that the figure does not coincide with the lower or upper bound to the allowable number of gaming machines, and has an intermediate value. When selecting the optimal combination of options to add devices or remove devices of this type a new value must specify the number of columns in the cell **Min Count** or **Max Count** depending on to what value it closer. After changes in the cell counting **CPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
0	0	0	0	0,00%
4	2	6	5	25,00%
5	3	7	3	-40,00%
2	1	4	4	100,00%

In this example, to add or remove the device, the new value should be specified in the cell columns **Max Count**.

2. CPUPD Percent – value indicating the percentage (%) increase or decrease the amount of each type of gaming machines in these variant combinations.

$$\text{CPUPD Percent} = (\text{CPUPD Count} * 100 / \text{Count}) - 100$$

In our example, we see that for the proposed variant combining the percentage increase in the number of devices manufacturer **N2** model **000** with 1 to 3 sets of **200%**, and producer **NV** model **020** with 2 to 4 units will be **100%**.

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%

3. CPD on +1 – value indicating how much change indicator **Total CPD**, if proposed by optimally combining gaming machines to add or remove one unit of any type.

When you add one machine: **Total CPD = Total CPD current + CPD on +1**

When you remove one machine: **Total CPD = Total CPD current - CPD on +1**

Total CPD - the projected value of the index **Total CPD** after the addition or removal of one machine.

Total CPD current – the current value of the index **Total CPD**.

Please note that column **CPD on +1** will be present in the table only if the selected optimal combination of apparatuses in the embodiment, the column contains **CPUPD Count** intermediate values (white cells). Thus it will be seen by reducing the number of devices which can increase the number of other devices to achieve the best combination. For convenience, the cheapest options are highlighted.

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3238
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	75
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-547
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	123
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	337
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-455
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	74
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	-115
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	-72
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	377
NV	480	0,01	1353	75	0	1	1	3	1	0,00%	-811
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-371
NV	533	0,01	2164	120	0	4	2	6	5	25,00%	0
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-164
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-795
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1240
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-722
Total Machines						54			54	0,00%	
Total CPD						101514			111609	9,94%	

➤ **Example 1:** According to the table number of producer devices NV Model 533 with this embodiment, the power coupling 5 (**CPUPD Count = 5**) and an intermediate value. Number of devices manufacturer model NV 480 0.01 denomination is 1, and if you remove one such device, the indicator **Total CPD** increase by 811 (**CPD on +1 = -811**).

Slot Machines Mix											
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3238
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	75
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-547
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	123
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	337
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-455
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	377
NV	480	0,01	1353	75	0	1	1	3	1	0,00%	-811
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-371
NV	533	0,01	2164	120	0	4	2	6	5	25,00%	0
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-164
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-795
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1240
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-722
Total Machines						54			54	0,00%	
Total CPD						101514			111609	9,94%	

Reduce the number of devices manufacturer NV model 480 with 0.01 per denomination (**CPUPD Count = 0**) by changing the lower limit of the eligible number of devices of this type (**Min Count = 0**). After changing this value in the table will automatically be recalculated. As a result, the number of vehicles model NV 533 will increase by one (**CPUPD Count = 6**) and the index of **Total CPD** increase by 811 (**111609 - (-811) = 112420**) or is 10,74% (**CPUPD Percent = 10,74**). The total number of gaming machines will remain the same (**Total Machines = 54**).

Slot Machines Mix												
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	1	0,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	2	-33,33%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%
Total Machines						54			54	0,00%	54	0,00%
Total CPD						101514			112420	10,74%	110259	8,61%
Total WPD						5025			5354	6,55%	5873	16,88%

Note that in this embodiment, a combination of devices in the table is no longer displayed column indices **CPD on +1**, which means that the method of optimizing the hall of gaming machines by model: «Coin-in» this is the best option.

In case you do not want to stay on this version and try to find another combination, you can continue to make changes to the structure of slot machines on the models «Win» or apply the model «Coin-in», but not focusing on the figure **CPD on +1**, and by the average rate per day for one unit of each type (**CPUPD**). Consider this in the following example.

➤ **Example 2:** As a result of selecting the best combination of slot machines by removing / adding machines, focusing on indicators column **CPD on +1**, had predicted the next best option, where the value is **112420 Total CPD**.

Slot Machines Mix										
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%
Total Machines						54			54	0,00%
Total CPD						101514			112420	10,74%

Further analyze the data in column **CPUPD**. The table shows that the maximum value of the average amount of the rates per day for one unit owned devices manufacturer **EG** model **VV** (**CPUPD = 5403**) and the minimum apparatus **NV** model **533** with denomination **0.05** (**CPUPD = 1368**). Thus, you can try by reducing the number of devices **NV** model **533** with **0.05** denomination increase the number of vehicles the manufacturer **EG** model **VV**, which should give an increase in the total amount of bets per day (**Total CPD**).

Slot Machines Mix									
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count
EG	VV	0,01	5403	71	0	0	0	0	0
N2	000	0,01	2240	142	0	1	1	3	3
N2	848	0,01	1616	99	0	5	3	7	3
NV	020	0,01	2288	87	0	2	1	4	4
NV	021	0,01	2502	-3	0	1	1	3	3
NV	337	0,05	1708	101	0	3	1	5	1
NV	337	0,10	2239	112	0	1	1	3	3
NV	363	0,01	2049	35	0	2	1	4	1
NV	363	0,02	2092	50	0	7	5	9	5
NV	363	0,10	2542	196	0	1	1	3	3
NV	480	0,01	1353	75	0	1	0	3	0
NV	480	0,02	1792	91	0	1	1	3	1
NV	533	0,01	2164	120	0	4	2	6	6
NV	533	0,02	1999	168	0	4	2	6	2
NV	533	0,05	1368	75	0	7	5	9	5
VI	000	0,01	3405	139	0	3	1	5	5
VI	HBS	0,01	1441	82	0	11	9	13	9
Total Machines						54			54
Total CPD						101514			112420

Now delete one gaming machine **NV** model **533** which denomination **0.05** by changing the lower limit of the allowable number of devices of this type (**Min Count = 4**), which would entail a change in the structure of an optimal combination of selected machines (**CPUPD Count = 4**).

Slot Machines Mix											
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	409
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	-42
NV	363	0,02	2092	50	0	7	5	9	6	-14,29%	0
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92
NV	533	0,05	1368	75	0	7	4	9	4	-42,86%	-723
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650
Total Machines						54			54	0,00%	
Total CPD						101514			113143	11,46%	

While also increasing the rate **Total CPD** (**Total CPD = 113143**), and table column appeared **CPD on +1**, according to which it is seen that the addition of one unit in the room **EG** model **VV** give us an increase in **Total CPD** another 3310 (**CPD on +1 = 3310**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	409
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	-42
NV	363	0,02	2092	50	0	7	5	9	6	-14,29%	0
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92
NV	533	0,05	1368	75	0	7	4	9	4	-42,86%	-723
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650
Total Machines						54			54	0,00%	
Total CPD						101514			113143	11,46%	

Add one to the gaming machine **EG** model **VV** by changing the upper limit of the allowable number of devices of this type (**Max Count = 1**), whereby **Total CPD** rate increase by 3310 (**1134143 + 3310 = 1164254**) or is 14,72% (**CPUPD Percent = 14, 72**). Recall that the previous calculations, to replace one unit by another, the value of **Total CPD** was 112,420 (10.74%).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	1	1	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%
NV	533	0,05	1368	75	0	7	4	9	4	-42,86%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%
Total Machines						54			54	0,00%
Total CPD						101514			116454	14,72%

Thus, with the form, changing the structure of slot machines by adding / removing devices of a particular type, you will see how the projected rate of return for the chosen variant combinations and which option is most advantageous.

Also do not forget about yet another factor influencing the profitability hall slot machines - the coefficient of the denomination. According to our table for the optimization can be seen as a denomination affects the profitability of gaming machines of the same type.

➤ **Example 3:** The average size of bets per day and per machine manufacturer **NV 337** model with a denomination of **0,05** in 1708 (**CPUPD = 1708**), and with a denomination of **0,10** -

2239 (**CPUPD = 2239**). Thus, it is possible without changing the type of gaming machine, it increased the mean value of bets per day, which accordingly will lead to increased rates of total (**Total CPD**).

Slot Machines Mix										
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%
Total Machines						54			54	0,00%
Total CPD						101514			112420	10,74%

According to the table in the proposed version of the combination in the room should be set 1 machine **NV** model **337** denomination **0.05** (**CPUPD Count = 1**) and 3 machine **NV** model **337** denomination **0.10** (**CPUPD Count = 3**).

Slot Machines Mix										
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...
Total Machines						54			54	0,00%
Total CPD						101514			112420	10,74%

To see how to change the yield to a new version of the combination does not change any settings in the denomination on gaming machines, you just need to change their table number: 1 remove the unit from with a denomination **0.05** and add it to devices with a denomination of **0.10**.

To do this, set a lower bound for the allowable number of devices with a denomination of **0.05**, equal to 0 (**Min Count = 0**) and for devices with a denomination to **0.10** equal 4 (**Min Count = 4**). After changing these values in the table will automatically recalculate. As a result, the number of machines **NV** model **337** with a denomination **0.10** will increase by one (**CPUPD Count = 4**), and the rate of increase **Total CPD** 531 (**112951 - 112420 = 531**) compared with the value in the previous version

Slot Machines Mix										
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%
NV	337	0,05	1708	101	0	3	0	5	0	-100,0...
NV	337	0,10	2239	112	0	1	1	4	4	300,00%
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%
Total Machines						54			54	0,00%
Total CPD						101514			112951	11,27%

This method of determining the optimal combination of slot machines, without changing their type, and applies the model calculations «Win», on the devices to increase the average amount of profit per day (**WPUPD**), which consequently lead to an increase in total profits (**Total WPD - PLPD**) .

7.18.3 «Win» optimization model.

As a result of model calculations «Win» determined how many units of each type (**WPUPD Count**) is necessary in order to measure the value of **Total WPD - PLPD** (total profits) was higher, while the total number of gaming machines in the room will be the same (**Total Machines**).

Slot Machines Mix

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	1	0,00%	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	2	-33,33%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%	10
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	1	-50,00%	-65
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%	-19
Total Machines						54			54	0,00%	54	0,00%	
Total CPD						101514			112420	10,74%	110259	8,61%	
Total WPD						5025			5354	6,55%	5873	16,88%	
Total PLPD						0			0	0,00%	0	0,00%	
Total WPD - ...						5025			5353	6,53%	5872	16,86%	

In addition, when calculating the optimal combination of vehicles by model «Win» added the following limitation: the total amount of accrued PTS players per day on all gaming machines (**Total PLPD**) cannot be more than 30% of the total profits of the day with all gaming machines (**Total WPD**).

$$\text{Total PLPD} \leq \text{Total WPD} * 30\%$$

In our example, the indicator **Total PLPD** is always 0, as in the system settings option charges players PTS disabled.

Indicators and calculations:

1. **WPUPD Count** – the optimum amount of gaming machines of this type, in which the maximum value is reached the indicator **Total WPD - PLPD**. Values in this column are calculated automatically by the system based on indicators **WPUPD** and **PLPUPD** for each type of gaming machines. When calculations are taken into account values **Min Count** and **Max Count**.

- The green cell indicates that the value of the lower boundary coincides with the allowable number of gaming machines **Min Count**. In this case, the selection of optimal variants of combinations of devices to add or remove devices of this type a new value must specify the number of columns in the cell **Min Count**. After changes in the cell counting **WPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
0	0	0	0	0,00%	3310	0	0,00%
1	1	3	3	200,00%	148	3	200,00%
5	3	7	3	-40,00%	-475	3	-40,00%
2	1	4	4	100,00%	195	1	-50,00%

- **Red** cells indicate that the value coincides with the upper limit allowable number of gaming machines **Max Count**. In this case, the selection of optimal variants of combinations of devices to add or remove devices of this type a new value must specify the number of columns in the cell **Max Count**. After changes in the cell counting **WPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
0	0	0	0	0,00%	3310	0	0,00%
1	1	3	3	200,00%	148	3	200,00%
5	3	7	3	-40,00%	-475	3	-40,00%
2	1	4	4	100,00%	195	1	-50,00%

- White cell indicates that the figure does not coincide with the lower or upper bound to the allowable number of gaming machines, and has an intermediate value. When selecting the optimal combination of options to add devices or remove devices of this type a new value must specify the number of columns in the cell **Min Count** or **Max Count** depending on to what value it closer. After changes in the cell counting **WPUPD Count** automatically.

Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
0	0	0	0	0,00%	3310	0	0,00%
1	1	3	3	200,00%	148	3	200,00%
5	3	7	3	-40,00%	-475	3	-40,00%
3	1	5	1	-66,67%	-383	3	0,00%

In this example, to add or remove the device, the new value should be specified in the cell columns **Max Count**.

1. WPUPD Percent – value indicating the percentage (%) increase or decrease the amount of each type of gaming machines in these variant combinations.

$$\text{WPUPD Percent} = (\text{WPUPD Count} * 100 / \text{Count}) - 100$$

In our example, we see that for the proposed variant combining the percentage change in the number of devices manufacturer **N2** model **000** with 1 to 3 sets of **200%**, and producer **NV 020** model from 2 to 1 the device will be **-50%**.

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	409	1	0,00%	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	3	0,00%	0

2. WPD on +1 – value indicating how much change indicator **Total WPD - PLPD**, if proposed by optimally combining gaming machines to add or remove one unit of any type.

When you add a one machine:

$$\text{Total WPD} - \text{PLPD} = \text{Total WPD} - \text{PLPD current} + \text{WPD on +1}$$

When you remove one machine:

$$\text{Total WPD} - \text{PLPD} = \text{Total WPD} - \text{PLPD current} - \text{WPD on +1}$$

Total WPD – PLPD - the projected value of the index **Total WPD - PLPD** after the addition or removal of one machine.

Total WPD – PLPD current – the current value of the index **Total WPD – PLPD**.

Please note that the **WPD on +1** column is present in the table only if the selected optimal combination of apparatuses in the embodiment, the column contains **WPUPD Count** intermediate values (white cells). Thus it will be seen by reducing the number of machines which can increase the number of other machines to achieve the best combination. For convenience, the cheapest options are highlighted in **yellow**.

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	1	0,00%	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	2	-33,33%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%	10
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	1	-50,00%	-65
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%	-19
Total Machines						54			54	0,00%	54	0,00%	
Total CPD						101514			112420	10,74%	110259	8,61%	
Total WPD						5025			5354	6,55%	5873	16,88%	
Total PLPD						0			0	0,00%	0	0,00%	
Total WPD - ...						5025			5353	6,53%	5872	16,86%	

➤ **Example 1:** According to the table the number of vehicles the manufacturer model NV 337 0.05 denomination in this variant of the combination is equal to 2 (**WPUPD Count = 2**), and an intermediate value. Number of devices manufacturer NV model 021 is 1, and if you remove one such device, the indicator **Total WPD - PLPD** increase by 104 (**WPD on +1 = -104**).

Slot Machines Mix													
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	1	3	3	200,00%	1	0,00%	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	2	-33,33%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%	10
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	1	-50,00%	-65
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%	-19
Total Machines						54			54	0,00%	54	0,00%	
Total CPD						101514			112420	10,74%	110259	8,61%	
Total WPD						5025			5354	6,55%	5873	16,88%	
Total PLPD						0			0	0,00%	0	0,00%	
Total WPD - ...						5025			5353	6,53%	5872	16,86%	

Decreasing the number of producer devices NV model 021 to one (**WPUPD Count = 0**) by changing the lower limit allowable number of devices of this type (**Min Count = 0**). After changing this value in the table will automatically be recalculated. As a result, the number of vehicles model NV 337 denomination 0.05 will increase by one (**WPUPD Count = 3**) and the index of **Total WPD - PLPD** increase by 104 (**5872 - (-104) = 5977**) or is 18,95% (**WPUPD Percent = 18,95**). The total number of gaming machines will remain the same (**Total Machines = 54**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	0	-100,0...	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	3	0,00%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%	10
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	1	-50,00%	-65
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%	-19
Total Machines						54			54	0,00%	54	0,00%	
Total CPD						101514			112420	10,74%	109465	7,83%	
Total WPD						5025			5354	6,55%	5978	18,97%	
Total PLPD						0			0	0,00%	0	0,00%	
Total WPD - ...						5025			5353	6,53%	5977	18,95%	

Continuing optimization. After the conversion amount machines of producer NV model 337 with a denomination equal to 0.05 3 (**WPUPD Count = 3**), and this is still an intermediate value. Number of devices manufacturer model NV 363 denomination with 0.01 to 1, and if you remove one such device, the indicator **Total WPD - PLPD** increase by 65 (**WPD on +1 = -65**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	0	-100,0...	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	3	0,00%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	3	200,00%	10
NV	363	0,01	2049	35	0	2	1	4	1	-50,00%	1	-50,00%	-65
NV	363	0,02	2092	50	0	7	5	9	5	-28,57%	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	9	-18,18%	-19
Total Machines						54			54	0,00%	54	0,00%	
Total CPD						101514			112420	10,74%	109465	7,83%	
Total WPD						5025			5354	6,55%	5978	18,97%	
Total PLPD						0			0	0,00%	0	0,00%	
Total WPD - ...						5025			5353	6,53%	5977	18,95%	

Reduce the number of devices manufacturer NV model 363 with 0.01 per denomination (**WPUPD Count = 0**) by changing the lower limit of the allowable number of devices of this type (**Min Count = 0**). After changing this value in the table will automatically be recalculated. As a result, the number of vehicles model NV 337 0.05 denomination will increase by one (**WPUPD Count = 4**) and the index of **Total WPD - PLPD** increase by 65 (**5977 - (-65) = 6043**) or is 20,26% (**WPUPD Percent = 20,26**).

Slot Machines Mix														
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%	-29
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%	41
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%	-2
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%	-14
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...	-104
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	4	33,33%	0
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%	10
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...	-65
NV	363	0,02	2092	50	0	7	5	9	6	-14,29%	0	5	-28,57%	-51
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%	95
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...	-26
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%	-10
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%	19
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92	6	50,00%	66
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-723	5	-28,57%	-25
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312	5	66,67%	38
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650	9	-18,18%	-19
Total Machines						54			54	0,00%		54	0,00%	
Total CPD						101514			112463	10,79%		109124	7,50%	
Total WPD						5025			5368	6,83%		6044	20,28%	
Total PLPD						0			0	0,00%		0	0,00%	
Total WPD - ...						5025			5367	6,81%		6043	20,26%	

Next remove the device manufacturer model NV 363 with one denomination 0.02 (**WPUPD Count = 4**) by changing the lower limit allowable number of devices of this type (**Min Count = 4**). After scaling the number of devices NV model 337 denomination 0.05 increase for one (**WPUPD Count = 5**) and indicator **Total WPD - PLPD** increase by 51 (**6043 - (-51) = 6095**) or is 21,29% (**WPUPD Percent = 21,29**).

Slot Machines Mix													
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...
NV	363	0,02	2092	50	0	7	4	9	6	-14,29%	0	4	-42,86%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92	6	50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-723	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650	9	-18,18%
Total Machines						54			54	0,00%		54	0,00%
Total CPD						101514			112463	10,79%		108741	7,12%
Total WPD						5025			5368	6,83%		6095	21,29%
Total PLPD						0			0	0,00%		0	0,00%
Total WPD - ...						5025			5367	6,81%		6095	21,29%

Note that in this embodiment, a combination of devices in the table is no longer displayed column indices **WPD on +1**, which means that the method of optimizing the hall of gaming machines by model: «Win» this is the best option.

In case you do not want to stay on this version and try to find another combination, you can continue to make changes to the structure of slot machines on the models «Coin-in» or apply the model «Win», but not focusing on the figure **WPD on +1**, and by the average profit per day for one unit of each type (**WPUPD**). Consider this in the following example.

➤ **Example 2:** As a result of selecting the best combination of slot machines by removing / adding machines, focusing on indicators column **WPD on +1**, had predicted the next best option, in which the value of **Total WPD - PLPD** is 6095.

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...
NV	363	0,02	2092	50	0	7	4	9	6	-14,29%	0	4	-42,86%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92	6	50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-723	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650	9	-18,18%
Total Machines						54			54	0,00%		54	0,00%
Total CPD						101514			112463	10,79%		108741	7,12%
Total WPD						5025			5368	6,83%		6095	21,29%
Total PLPD						0			0	0,00%		0	0,00%
Total WPD - ...						5025			5367	6,81%		6095	21,29%

Further analyze the data in column **WPUPD**. The table shows that the maximum average profit margin per day for one machines **NV** model **363** with a denomination **0,10** (**WPUPD = 196**), and the minimum apparatus **NV** model **363** with a denomination **0,02** (**CPUPD = 50**). Thus, you can try by reducing the number of devices **NV** model **363** with **0,02** denomination increase the number of machines **NV** models **363** denomination with **0,10**, which should give an increase in the total amount of profit per day (**Total WPD - PLPD**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...
NV	363	0,02	2092	50	0	7	4	9	6	-14,29%	0	4	-42,86%
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%

Now delete one gaming machine **NV** model **363** with **0,02** denomination by changing the lower limit of the allowable number of devices of this type (**Min Count = 3**), which would entail a change in the structure of an optimal combination of selected devices (**WPUPD Count = 3**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%	-27
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%	43
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	4	-20,00%	0
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%	-11
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...	-102
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%	2
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%	13
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...	-63
NV	363	0,02	2092	50	0	7	3	9	6	-14,29%	0	3	-57,14%	-49
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%	97
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...	-24
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%	-8
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%	21

While also increasing the rate **Total WPD - PLPD** (**Total WPD - PLPD = 6144**), and appeared in the table column **WPD on +1**, according to which it is seen that the addition of one unit in the room **NV 363** model with a denomination of **0,10** will give us increase **Total WPD - PLPD** another 97 (**CPD on +1 = 97**).

Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent	WPD on +1
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%	-27
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%	43
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	4	-20,00%	0
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%	-11
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...	-102
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%	2
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%	13
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...	-63
NV	363	0,02	2092	50	0	7	3	9	6	-14,29%	0	3	-57,14%	-49
NV	363	0,10	2542	196	0	1	1	3	3	200,00%	449	3	200,00%	97
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...	-24
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%	-8
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%	21
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92	6	50,00%	68
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-723	5	-28,57%	-23
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312	5	66,67%	40
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650	9	-18,18%	-17
Total Machines						54			54	0,00%		54	0,00%	
Total CPD						101514			112463	10,79%		108265	6,65%	
Total WPD						5025			5368	6,83%		6144	22,27%	
Total PLPD						0			0	0,00%		0	0,00%	
Total WPD - P...						5025			5367	6,81%		6144	22,27%	

Add 1 gaming slot **NV** model **363** denomination with **0,10** (**Max Count = 4**), whereby the indicator **Total WPD - PLPD** increase by 97 (**6144 + 97 = 6241**) or is 24,20% (**WPUPD Percent = 24,20**) . Recall that the previous calculations, to replace one unit by another, the value of **Total WPD - PLPD** was 6095 (21,29%).

«SlotLogic» System User Guide
Version: 7.1

Slot Machines Mix													
Developer	Game	Denomin	CPUPD	WPUPD	PLPUPD	Count	Min Count	Max Count	CPUPD Count	CPUPD Percent	CPD on +1	WPUPD Count	WPUPD Percent
EG	VV	0,01	5403	71	0	0	0	0	0	0,00%	3310	0	0,00%
N2	000	0,01	2240	142	0	1	1	3	3	200,00%	148	3	200,00%
N2	848	0,01	1616	99	0	5	3	7	3	-40,00%	-475	3	-40,00%
NV	020	0,01	2288	87	0	2	1	4	4	100,00%	195	1	-50,00%
NV	021	0,01	2502	-3	0	1	0	3	3	200,00%	409	0	-100,0...
NV	337	0,05	1708	101	0	3	1	5	1	-66,67%	-383	5	66,67%
NV	337	0,10	2239	112	0	1	1	3	3	200,00%	147	3	200,00%
NV	363	0,01	2049	35	0	2	0	4	0	-100,0...	-42	0	-100,0...
NV	363	0,02	2092	50	0	7	3	9	5	-28,57%	0	3	-57,14%
NV	363	0,10	2542	196	0	1	1	4	4	300,00%	449	4	300,00%
NV	480	0,01	1353	75	0	1	0	3	0	-100,0...	-738	0	-100,0...
NV	480	0,02	1792	91	0	1	1	3	1	0,00%	-299	1	0,00%
NV	533	0,01	2164	120	0	4	2	6	6	50,00%	72	6	50,00%
NV	533	0,02	1999	168	0	4	2	6	2	-50,00%	-92	6	50,00%
NV	533	0,05	1368	75	0	7	5	9	5	-28,57%	-723	5	-28,57%
VI	000	0,01	3405	139	0	3	1	5	5	66,67%	1312	5	66,67%
VI	HBS	0,01	1441	82	0	11	9	13	9	-18,18%	-650	9	-18,18%
Total Machines						54			54	0,00%		54	0,00%
Total CPD						101514			112912	11,23%		109190	7,56%
Total WPD						5025			5515	9,75%		6242	24,22%
Total PLPD						0			0	0,00%		0	0,00%
Total WPD - ...						5025			5514	9,73%		6241	24,20%

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.

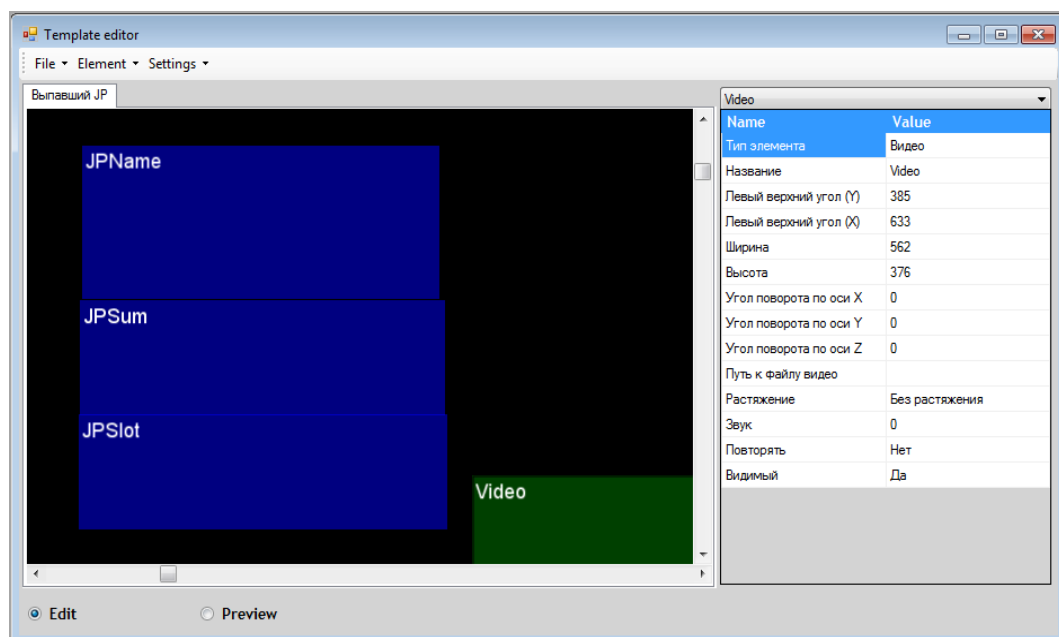


Visualization module supports the following media formats: AVI, MPEG, FLASH, MP3, JPEG, etc.

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».

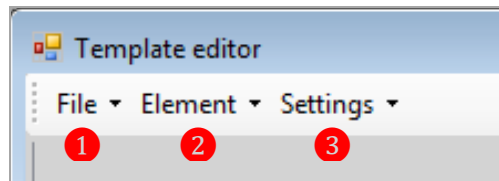
All screensavers (templates) to display on the screens are created and configured using the form «Template editor» («Settings» → «Video templates editor»).



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.

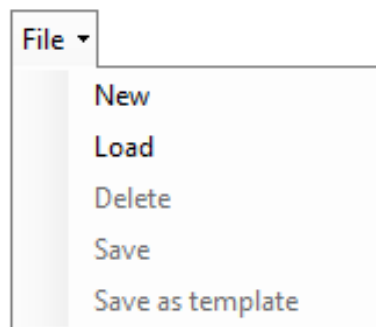
8.1 Templates Management.

Menu Template Editor includes the following tools:



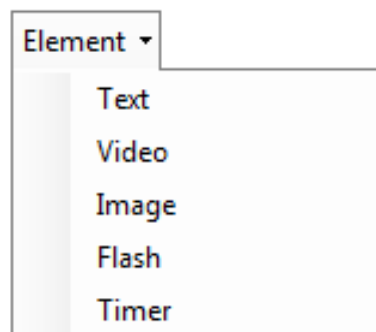
1. «File» - menu button to work with templates.

- **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.

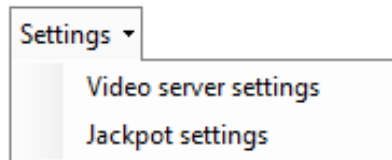
- **Text** - add text to the template.
- **Video** - adding video to the template.
- **Image** - add a picture to the template.
- **Flash** - flash-adding video into the template.
- **Timer** - adding a timer (hours) to the template.
- and more.



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.

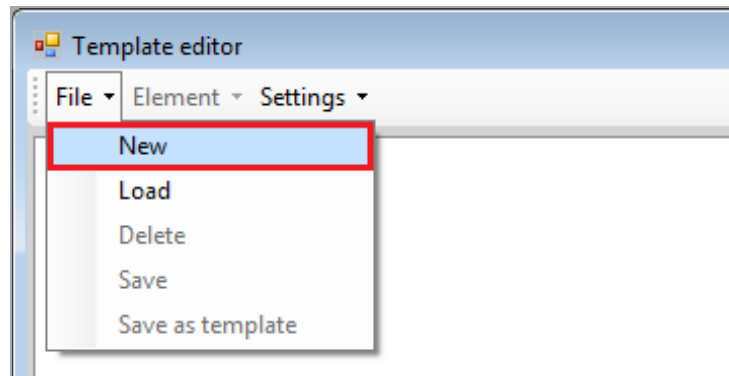
- **Jackpot settings** - opens the Settings window service status monitoring jackpot.



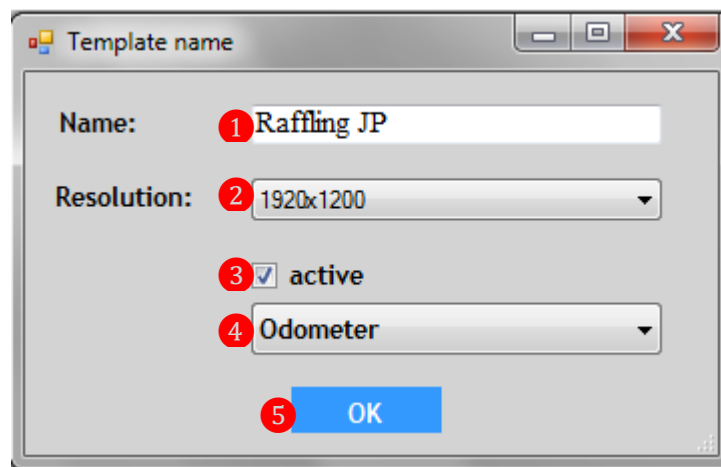
8.1.1 Creating Template.

To create a template for displaying on the screen of the jackpot, you must do the following:

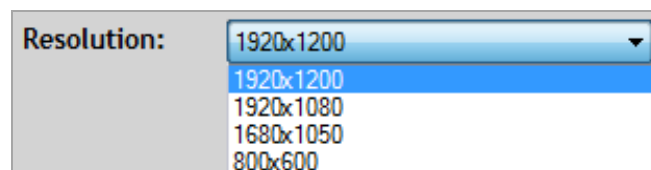
1. In the form of «**Template editor**» select the menu «**File**» → «**New**».



2. In the window with the settings to specify the template parameters:



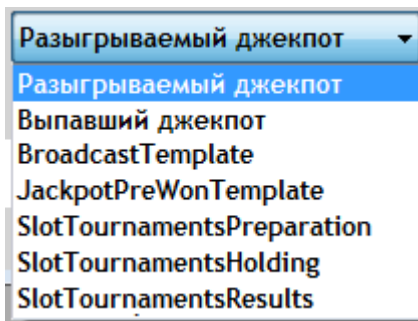
- 1) In the field «**Name**» to enter a descriptive name for the template (for example, Raffling JP).
- 2) In line «**Resolution**» from the drop down list to select a resolution for the template.



- 3) Line «**Active**» install tick if created template will be active.

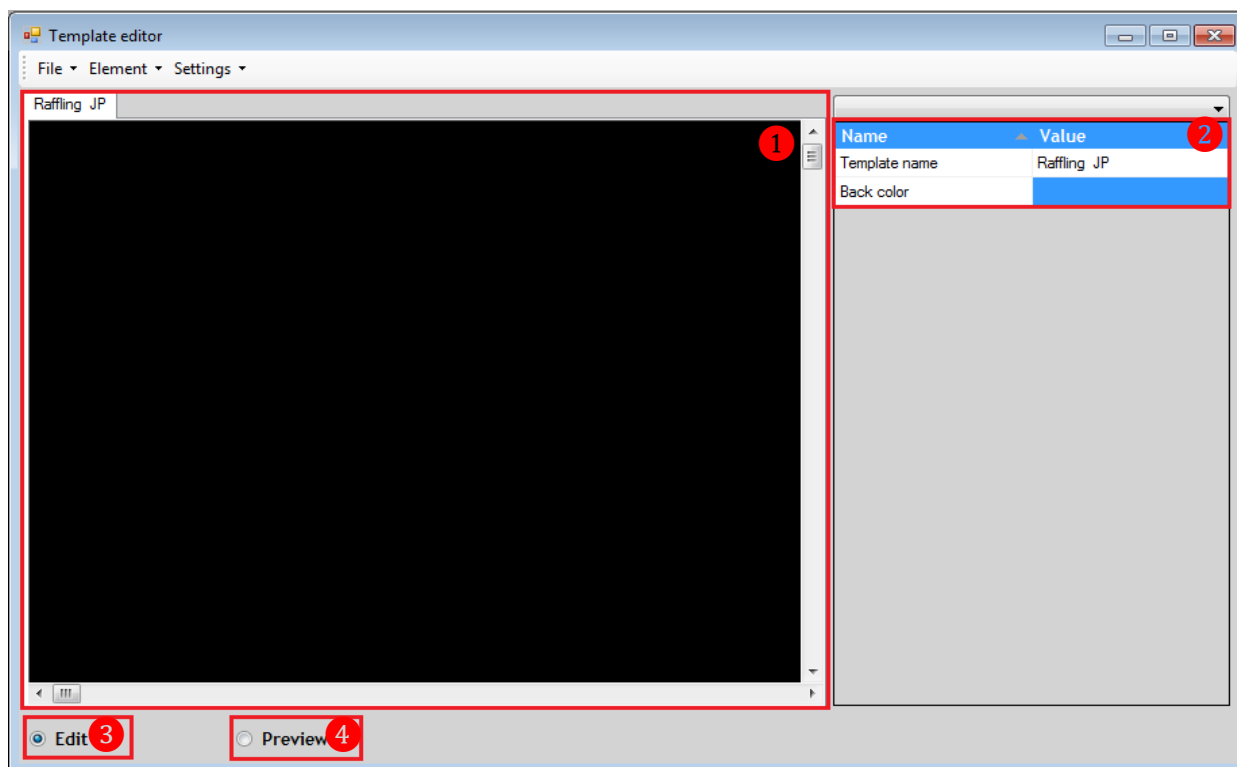
Note: Can be active only one template for each type.

- 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.

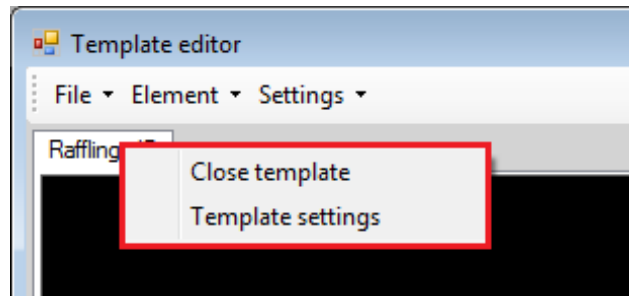
Template is available in two modes:

- 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:

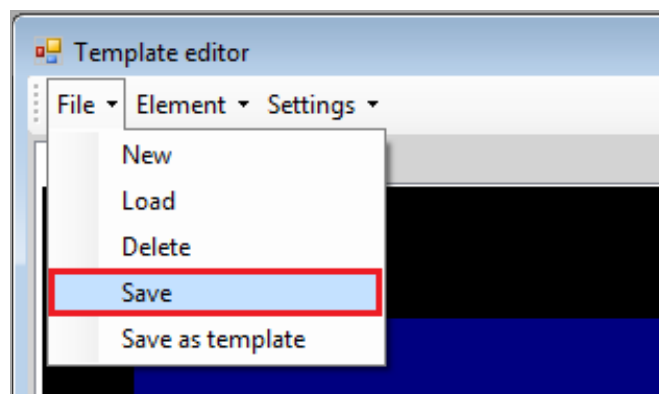
- ✓ **Close template** – close the template.

- ✓ **Template settings** – open the template settings.

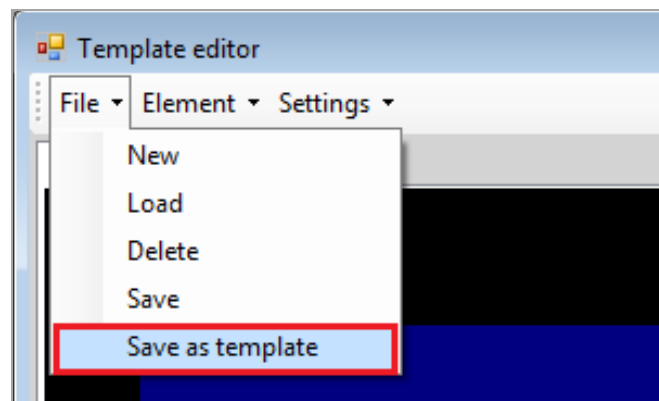


8.1.2 Saving Template.

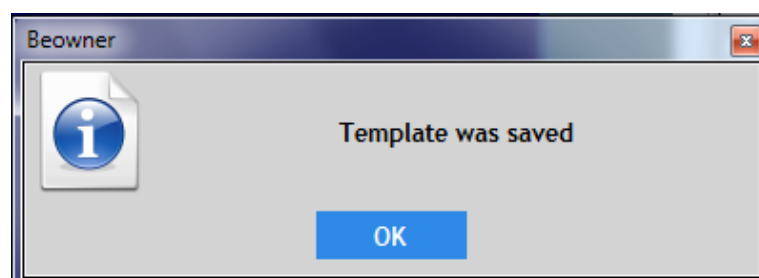
- To save the new template or template after you edit it, you need to select the menu «**File**» → «**Save**».



- To save the current template as a new (copy), you must select the men «**File**» → «**Save as template**».

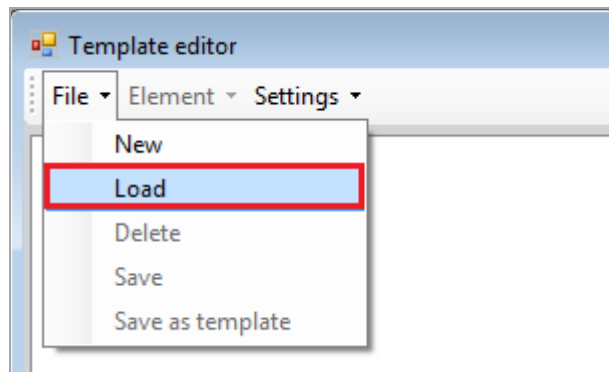


After saving a message box appears that the template has been saved, in which you must click **OK** to confirm.

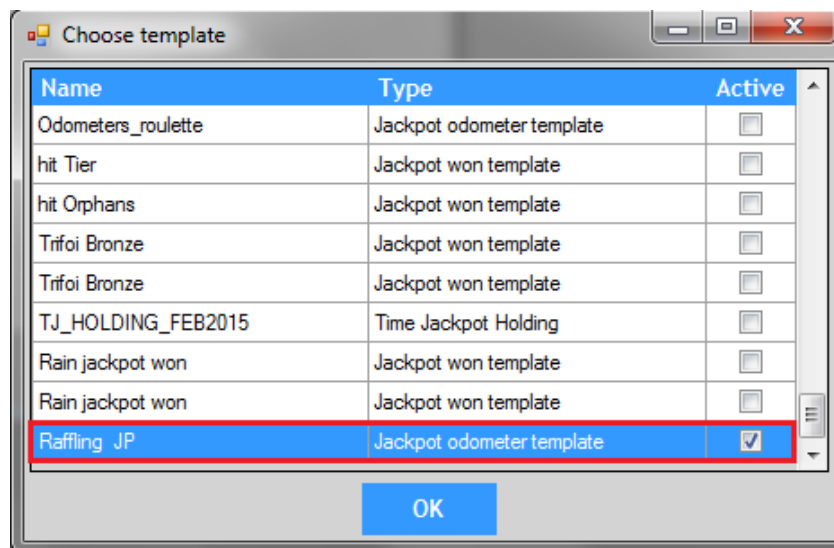


8.1.3 Loading existing Template.

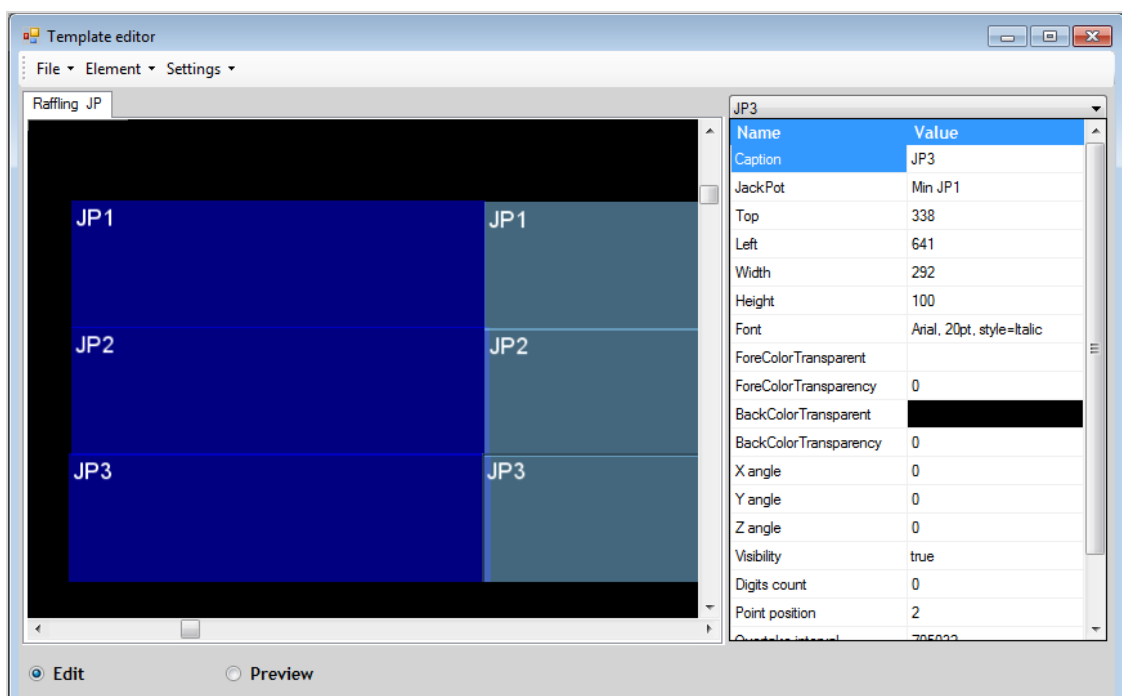
To load an existing template editor, go to the menu «File» → «Load».



From the list select the required template (click the left mouse button) and click OK to download it.

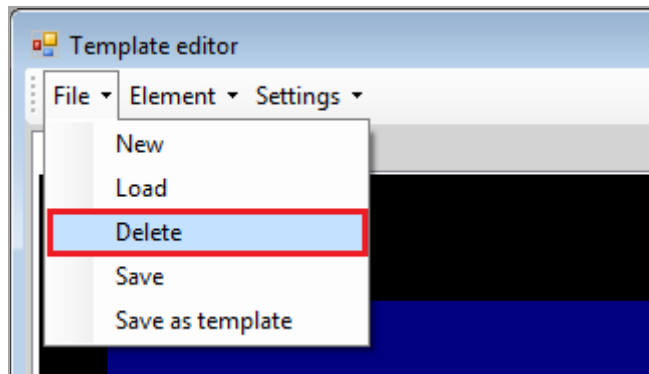


The selected template opens in the template editor for editing and viewing.



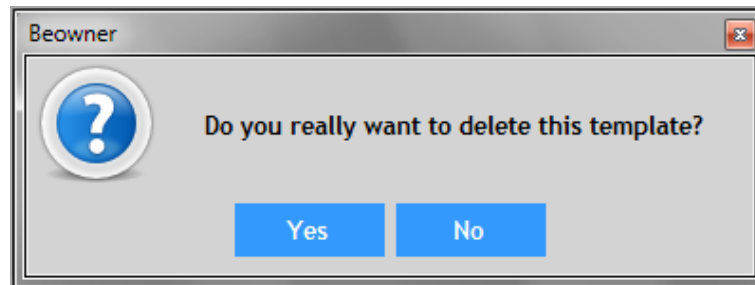
8.1.4 Deleting the Template.

In case you want to remove from the system a template, you must open it in the editor and select the menu «**File**» → «**Delete**».



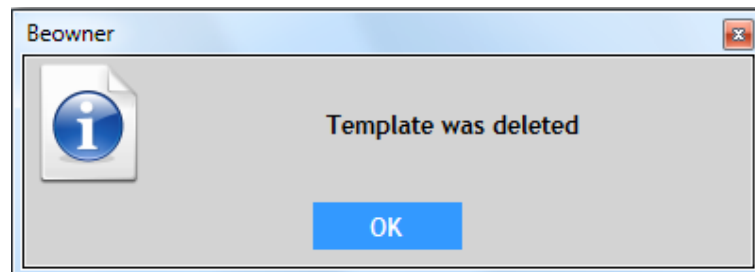
A window appears asking you to confirm the deletion of the template by clicking

Yes



Next window will appear with a message about removing the template in which you must click

OK

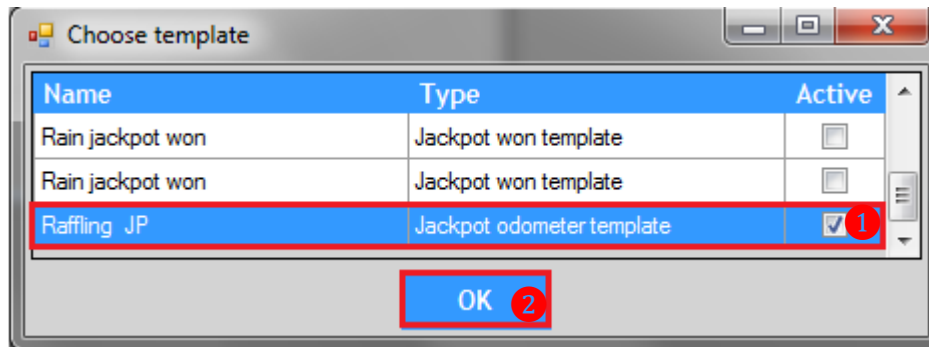


8.1.5 Displaying results on the screen.

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:

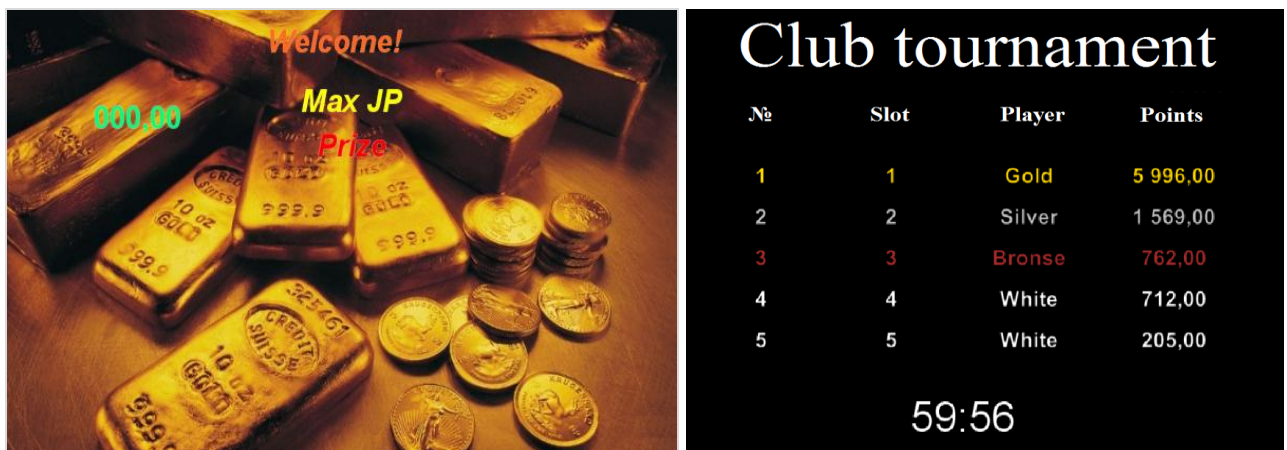
1. Open **Template editor** («**Settings**» → «**Video templates editor**»).
2. Upload editor active pattern to be played on the screen («**File**» → «**Load**»).




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.

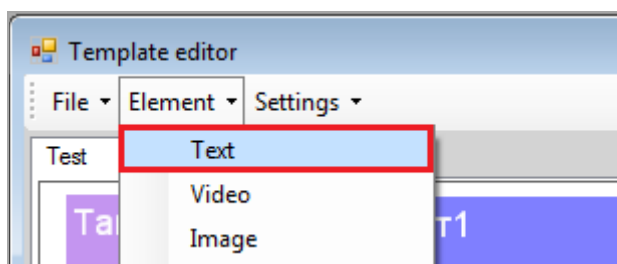
Example: The below screen saver contains elements such as text, image and prizes jackpot.



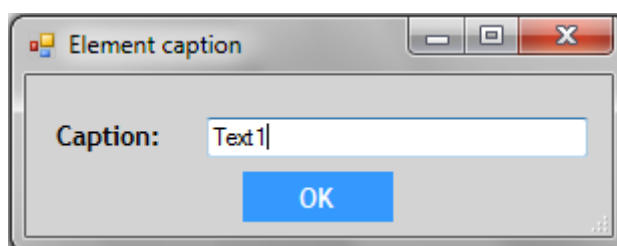
A detailed description of all the elements and their properties presented in the following paragraphs of this section.

8.2.1 «Text».

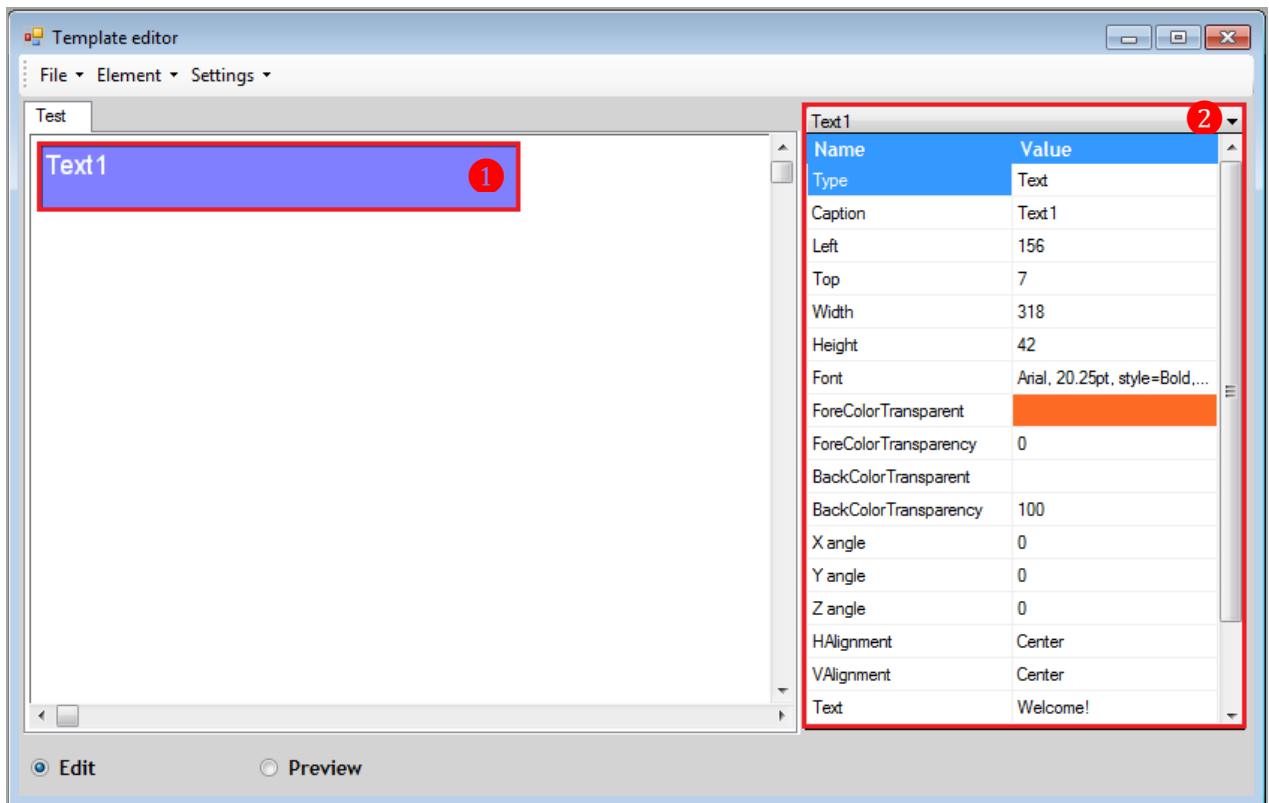
To add a splash of any template text, you must select the menu **«Element»** → **«Text»**.



Then enter the name of the form that item and click **OK**.



Thus, the element **«Text»** will be added to the template **1**.



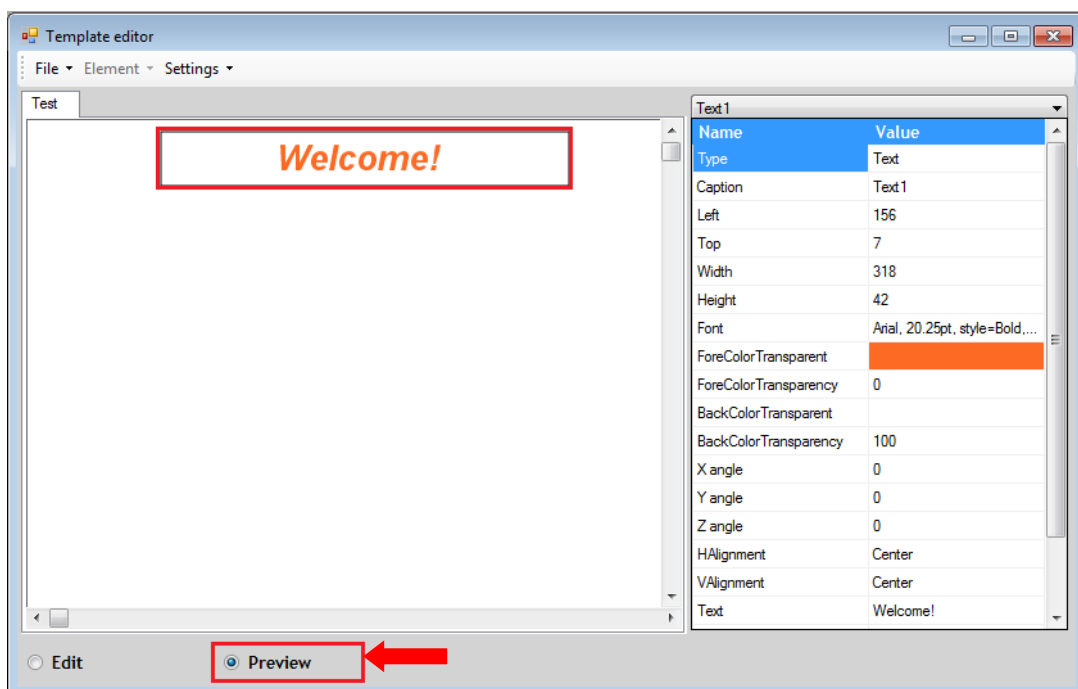
In the right part of the editor displays a list of properties (parameters) of the element **2**. Double-click mouse button on the value of the property or a form field is activated for editing.

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.

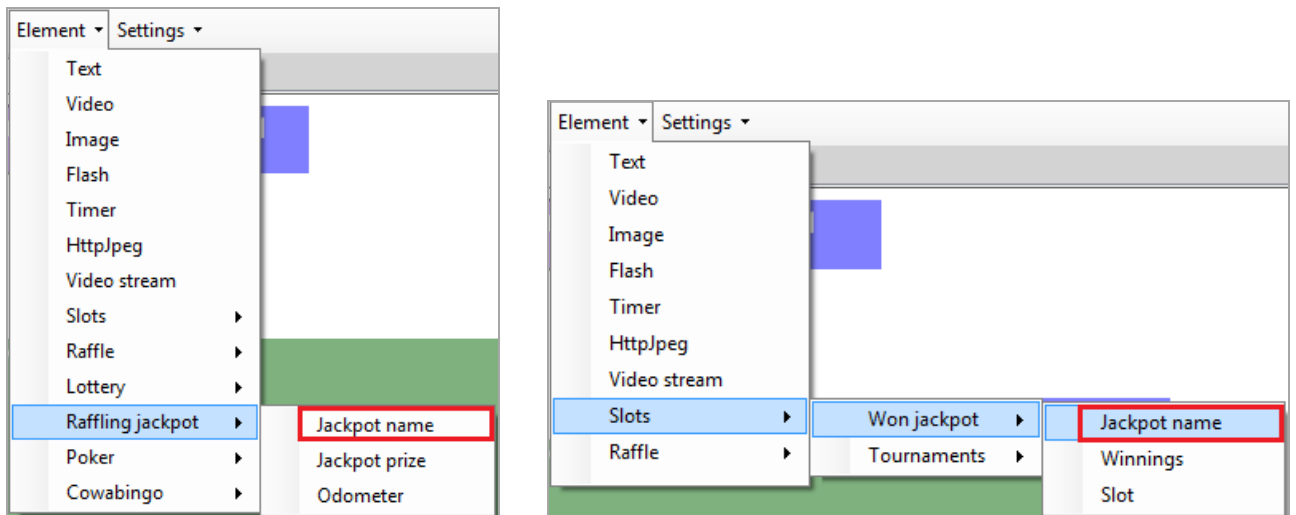
After setting the properties of to show you must set the mark in a string **«Preview»**. Introduced and customized text displayed in the template.

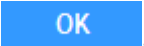


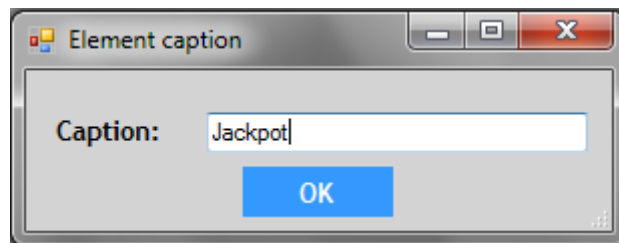
8.2.2 «Jackpot name».

To add a name to the template screen saver jackpot, you must select in the menu:

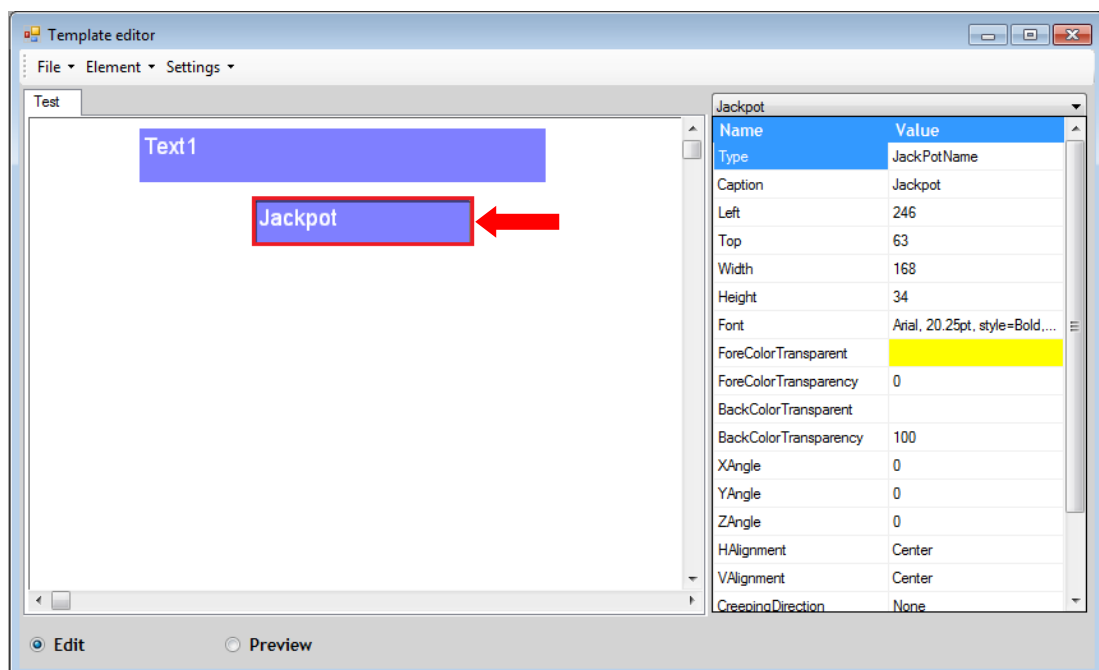
- For the raffling jackpot - **«Element»** → **«Raffling jackpot»** → **«Jackpot name»**.
- For the winning jackpot - **«Element»** → **«Slots»** → **«Won jackpot»** → **«Jackpot name»**.



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.

Name	Creation	Percentage	Max value	Min value	Active	Removed
Max JP	7/4/2011 10:34 ...	100.00	4000100	4000000	<input type="checkbox"/>	<input type="checkbox"/>
Medium JP	7/4/2011 10:32 ...	50.00	800	700	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Min JP1	7/4/2011 10:32 ...	50.00	300	202	<input type="checkbox"/>	<input type="checkbox"/>

Select jackpot (e.g., Max JP) and click **OK**.

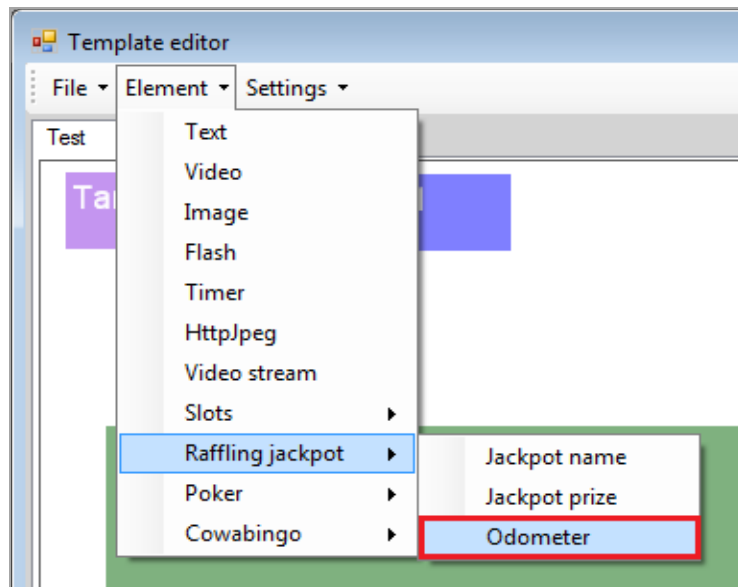
➤ If the current template is of type «**Won jackpot**», do something to bind a particular jackpot is not necessary.

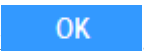
After setting the properties to show you must set the mark in a string «**Preview**». Title jackpot is displayed in the template.

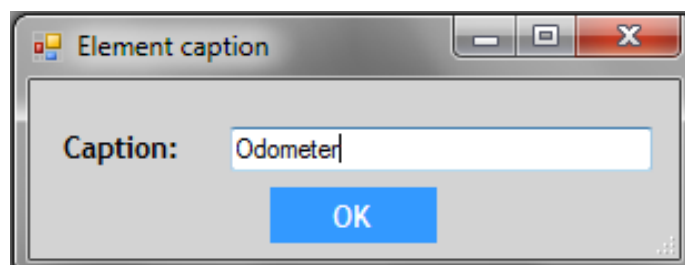
8.2.3 «Odometer».

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.

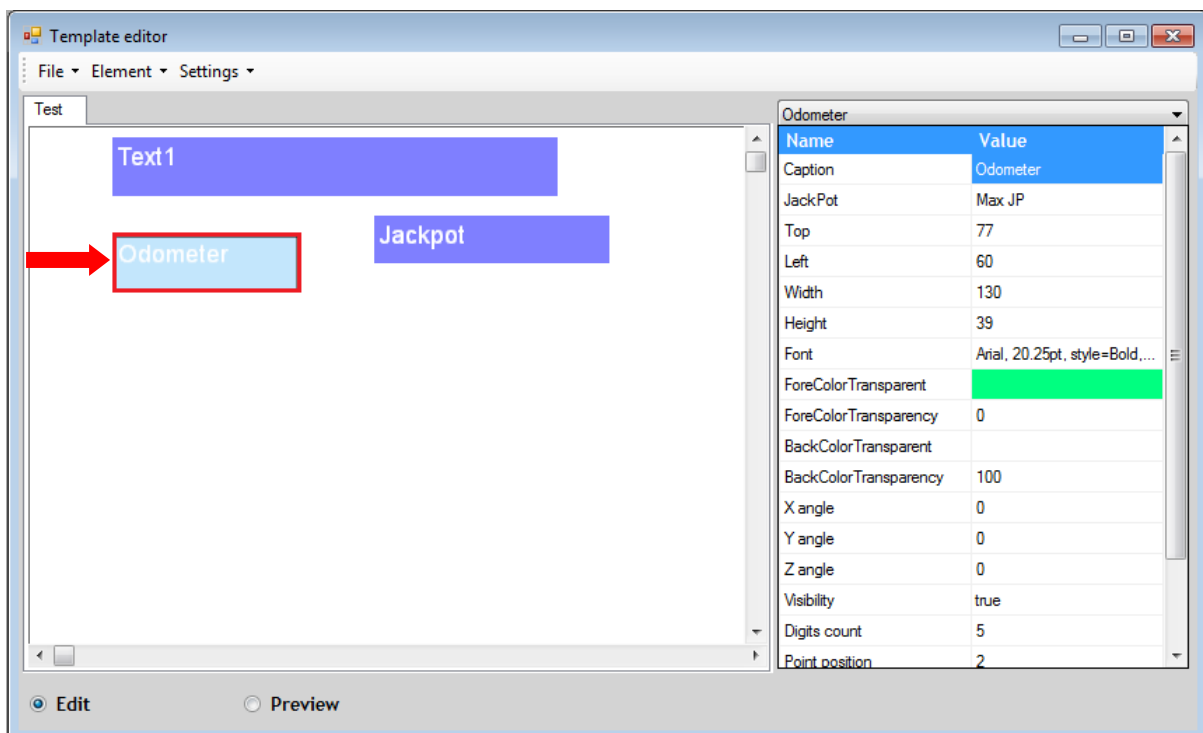
To add a splash pattern element «Odometer», you must select the menu «**Element**» → «**Raffling jackpot**» → «**Odometer**».



Then enter the name of the form that element (e.g., Odometer) and click .



Thus, the element «**Odometer**» will be added to the template.

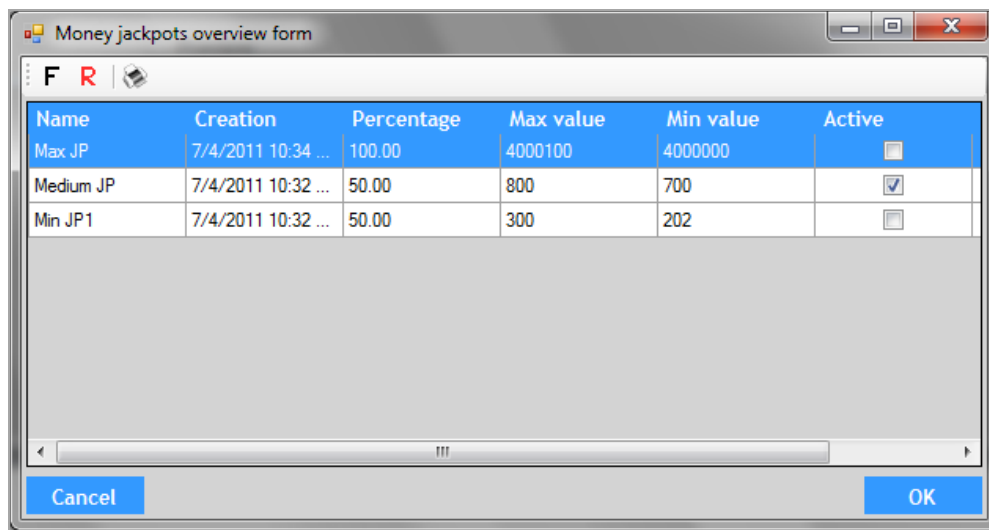


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Element properties «**Odometer**» similar properties on the «**Text**» ([«Text»](#)), except for the following:

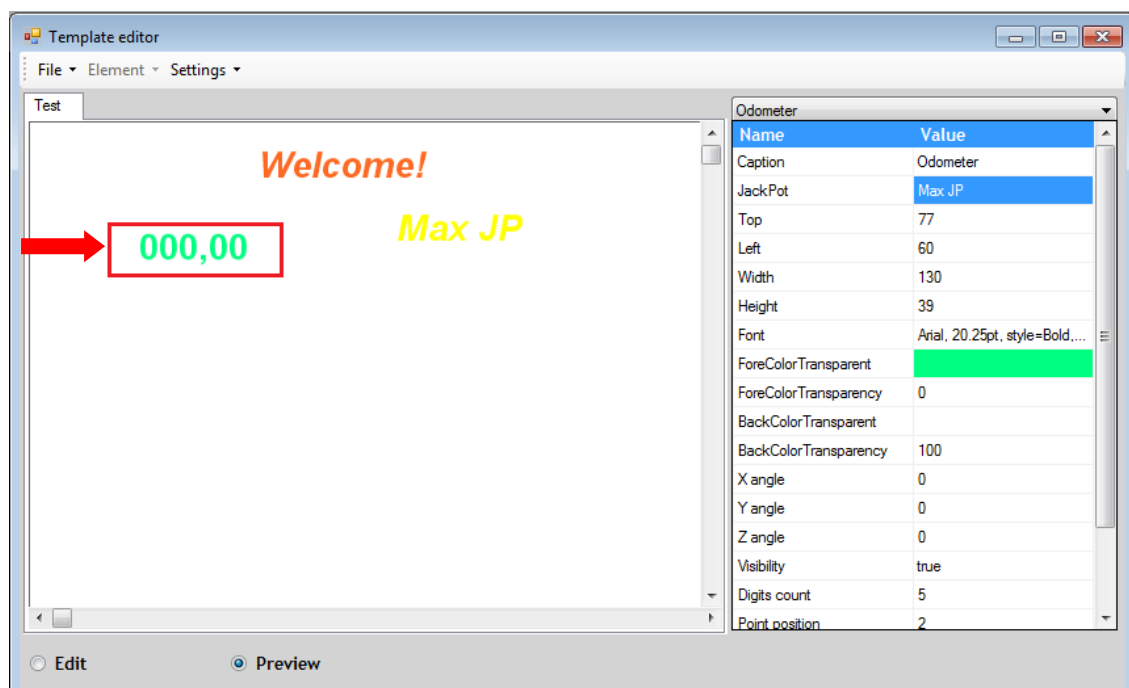
Properties	Description
JackPot	Jackpot is associated with this element. Selected value of the jackpot is displayed in the cell.
Digits count	Number of digits of the value of the jackpot, which will be displayed in the cell.
Point position	The number of digits to be displayed after the decimal point. 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**.

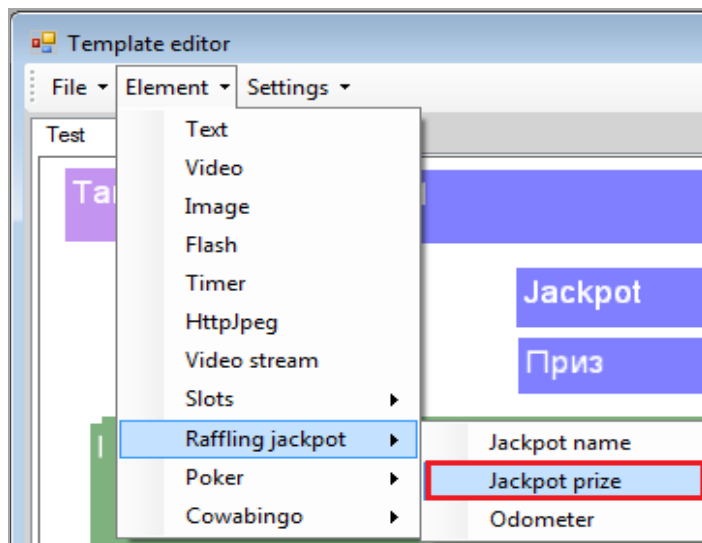
After setting the properties of to show you must set the mark in a string «**Preview**». The current amount of the jackpot is displayed in the selected template (if any).

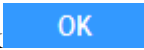


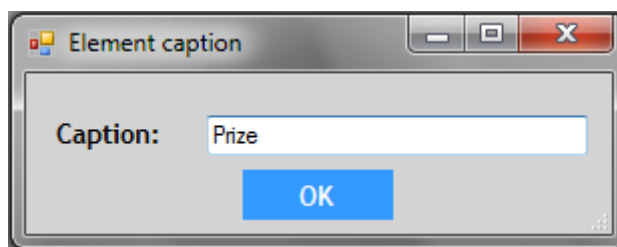
8.2.4 «Jackpot Prize».

Note: Element «Jackpot prize» is used only in the template type «Raffling jackpot».

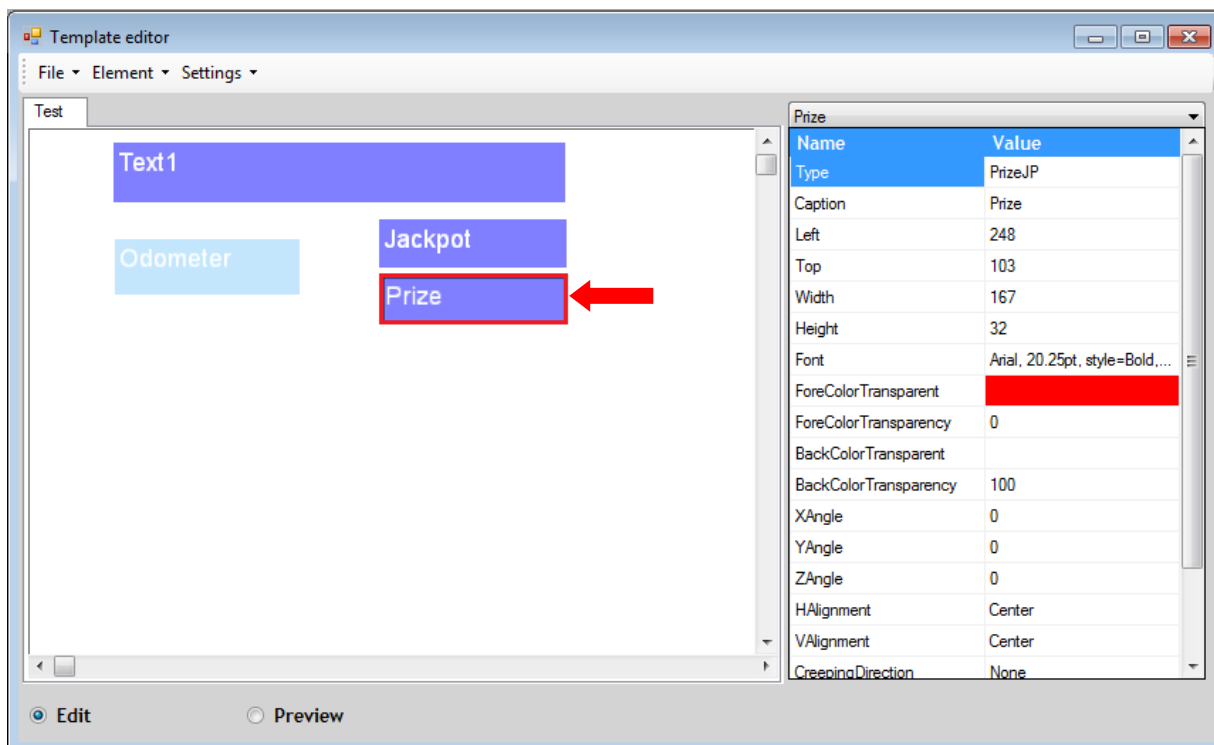
To add a splash pattern jackpot prize, you must select the menu «Element» → «Raffling jackpot» → «Jackpot prize».



Then enter the name of the form that element (e.g., Prize) and click .



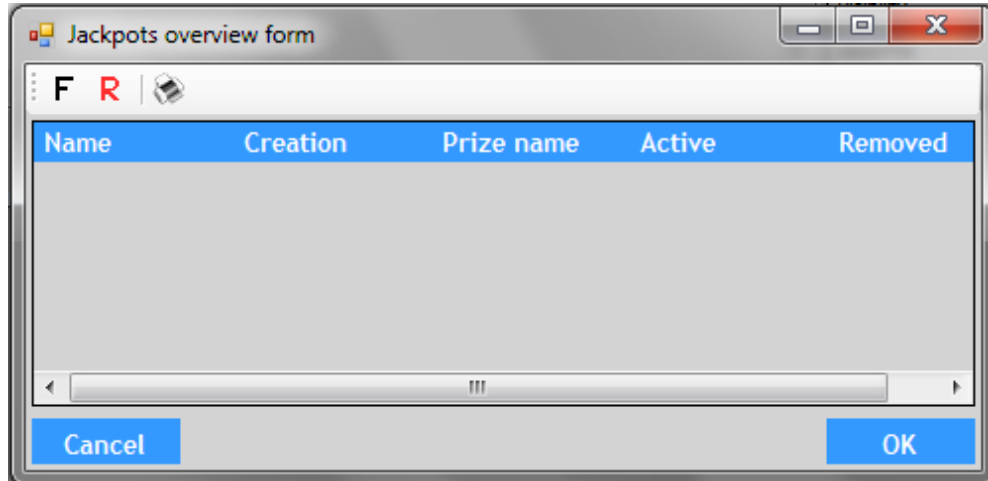
Thus, the element «**Jackpot prize**» will be added to the template.

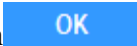


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

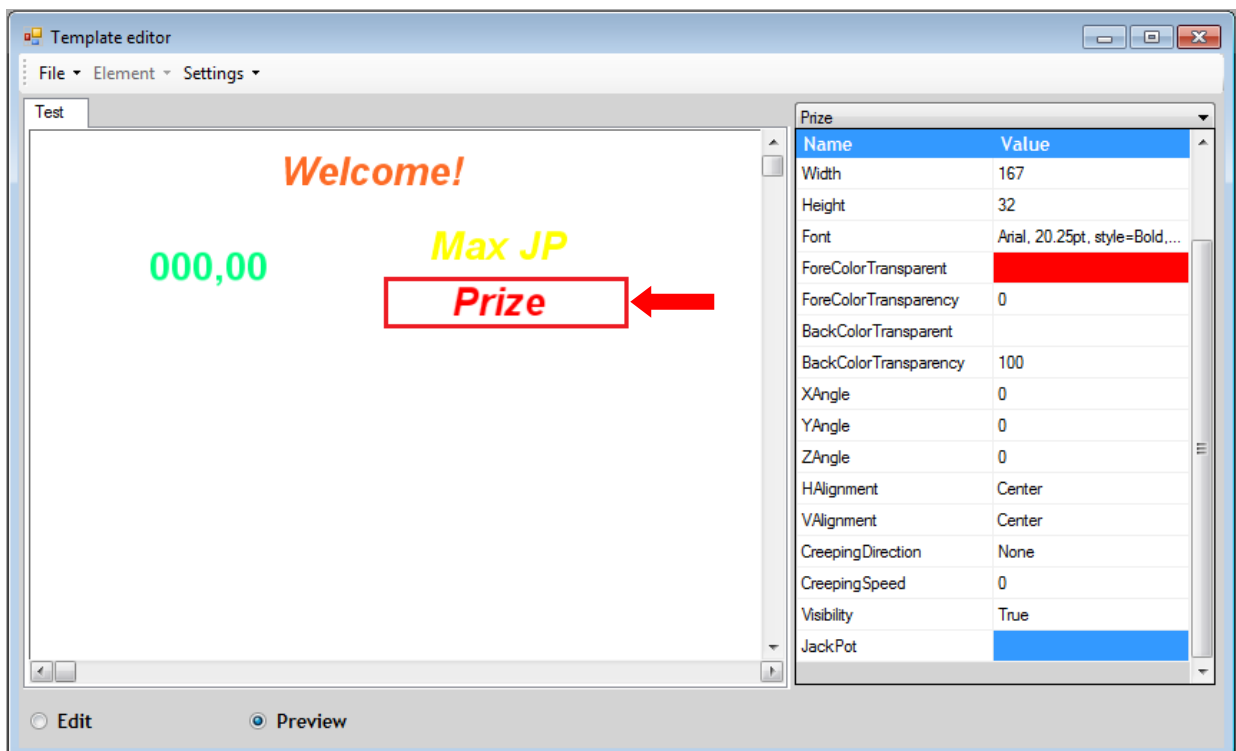
Element properties «**Jackpot prize**» similar properties on the «**Text**» («[Text](#)»), except for one - **JackPot**, which in this case sets the amount of the jackpot prize.

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.



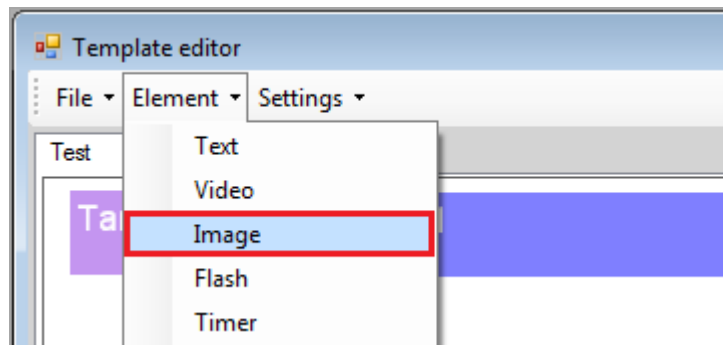
Select a jackpot prize and click on the button .

After setting the properties you must set the mark in a string «**Preview**». Sum selected prize jackpot is displayed in the template (if any).

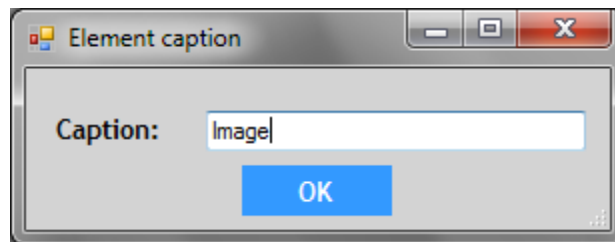


8.2.5 «Image».

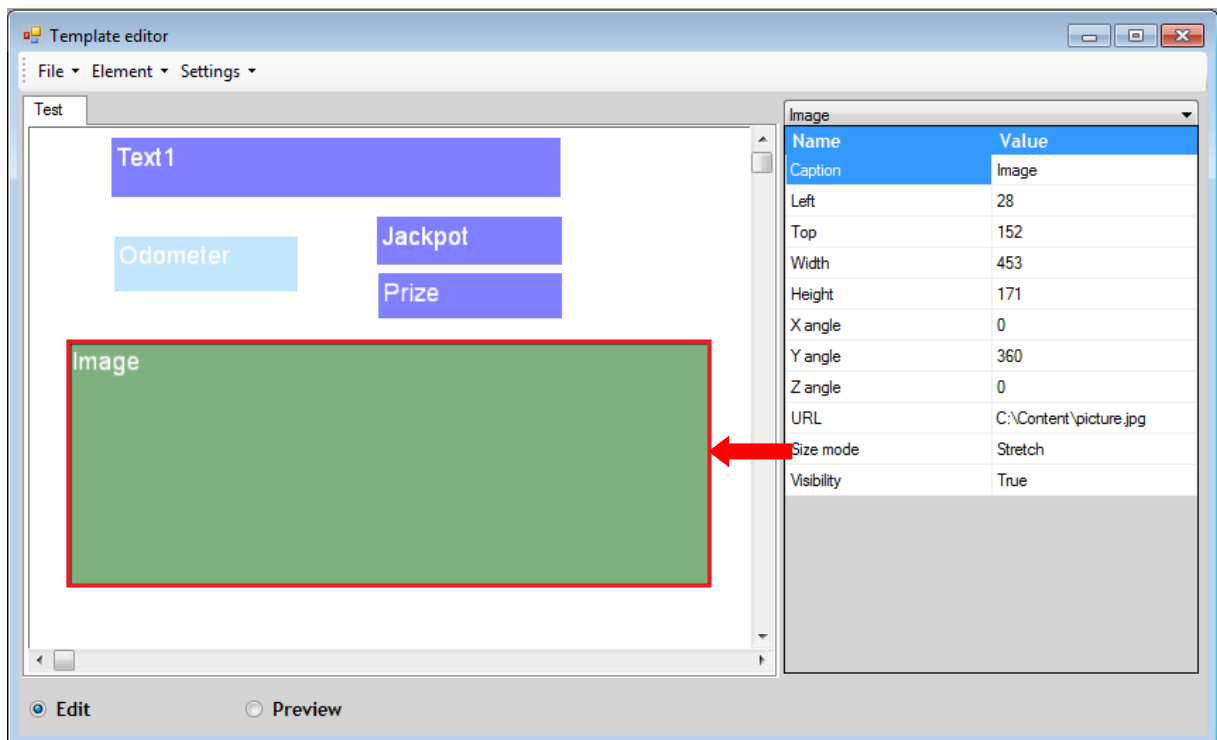
To add an image on a template, you must select the menu «**Element**» → «**Image**».



Then enter the name of the form that element (e.g., Image) and click .



Thus, the element «**Image**» will be added to the template.

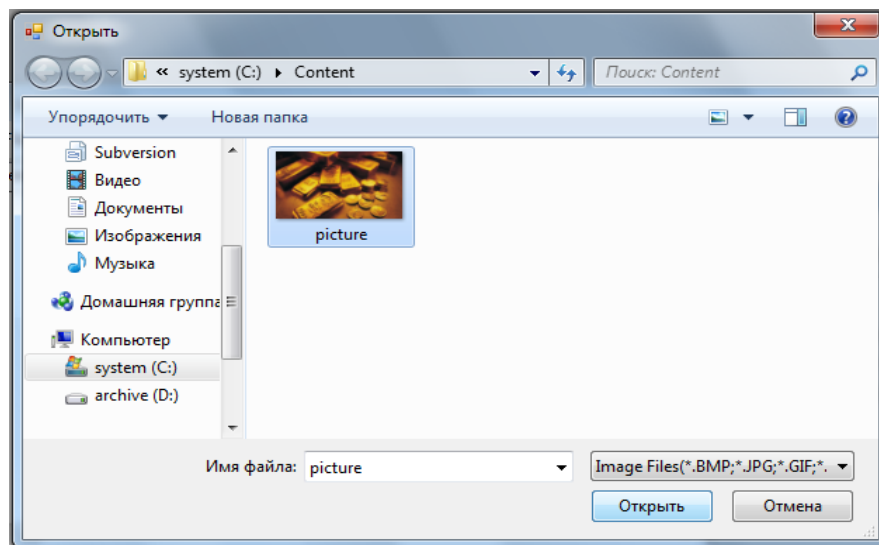


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

Some properties of the «**Image**» similar properties on the «**Text**» ([«Text»](#)), except for the following:

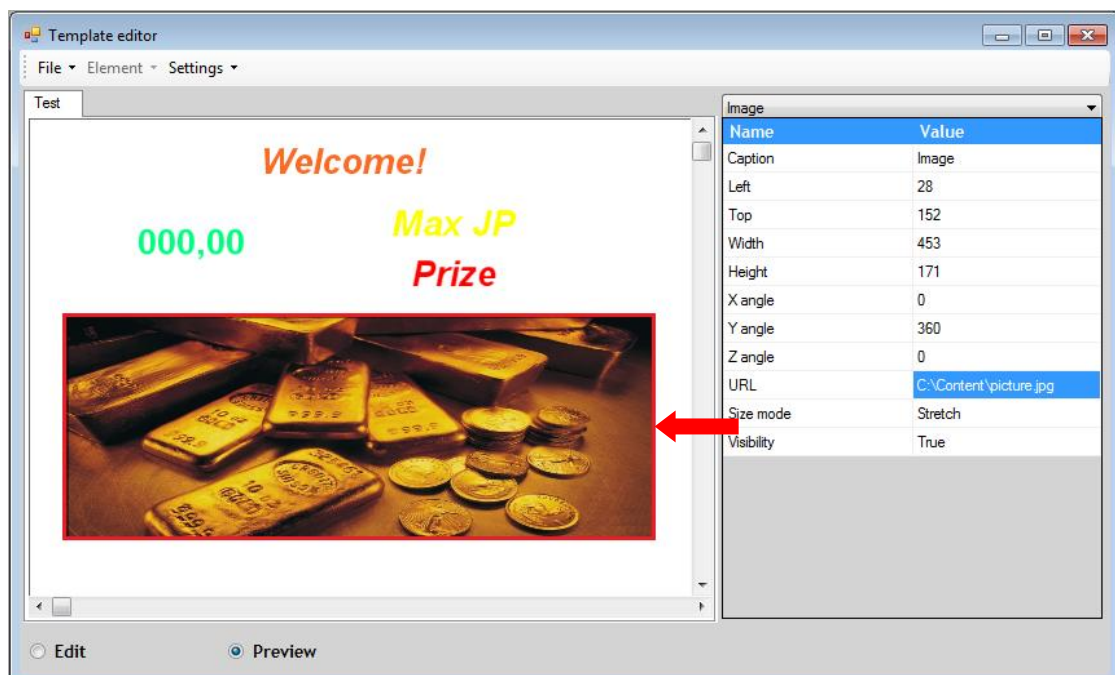
Properties	Description
URL	Network path to the displayed image file. Supported formats: bmp, jpg, jpeg, gif, png.
Size mode	Parameter stretch the image: <ul style="list-style-type: none"> • Normal. • Stretch. • Center. • Zoom.

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»).

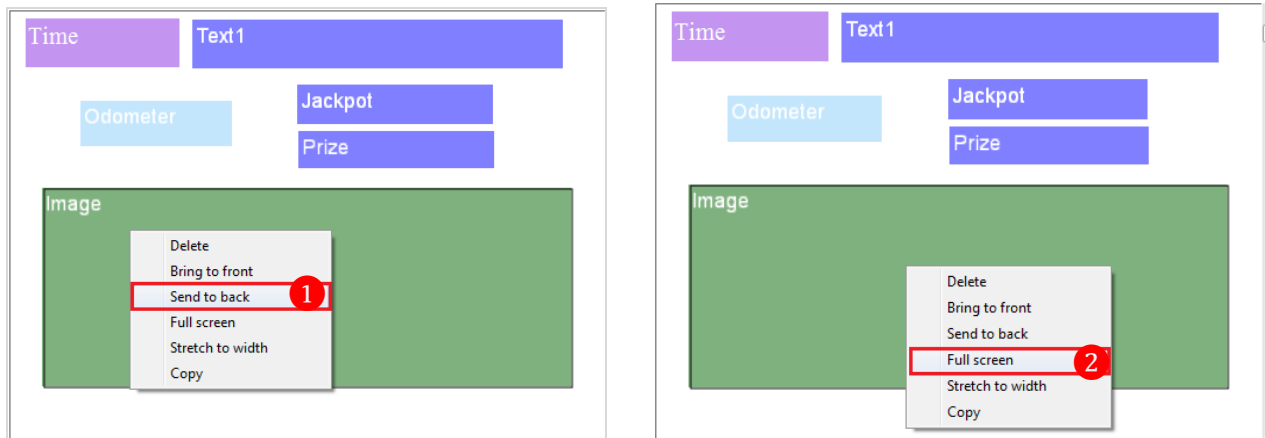


Select the desired image file and click **Открыть**.

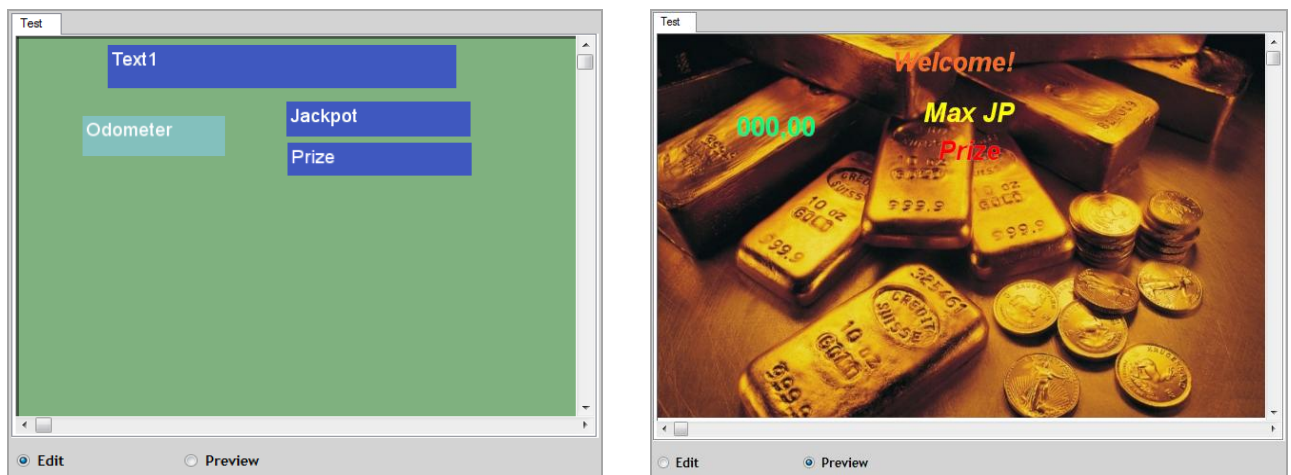
After setting the properties of to show you must set the mark in a string «**Preview**». The uploaded image will be displayed in the template.



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).



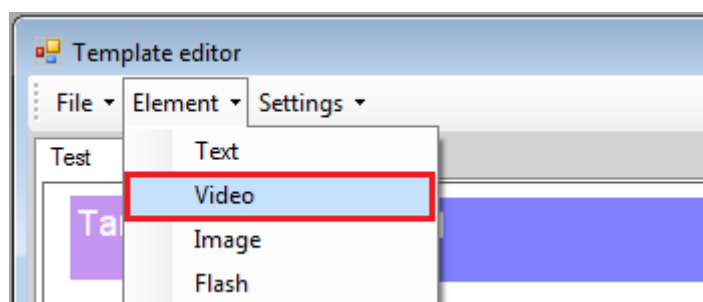
The result should look like this:



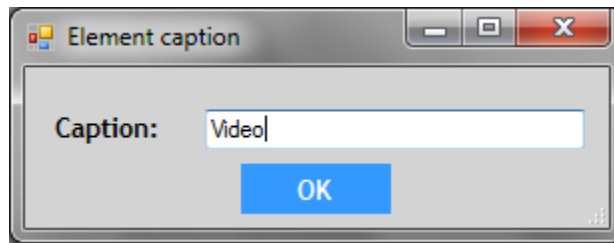
Note: In order for any elements of the template, located in front of the picture will appear without his background (frame), set the properties of these elements for «BackColorTransparency» (Transparent background color) must be set to 100.

8.2.6 «Video».

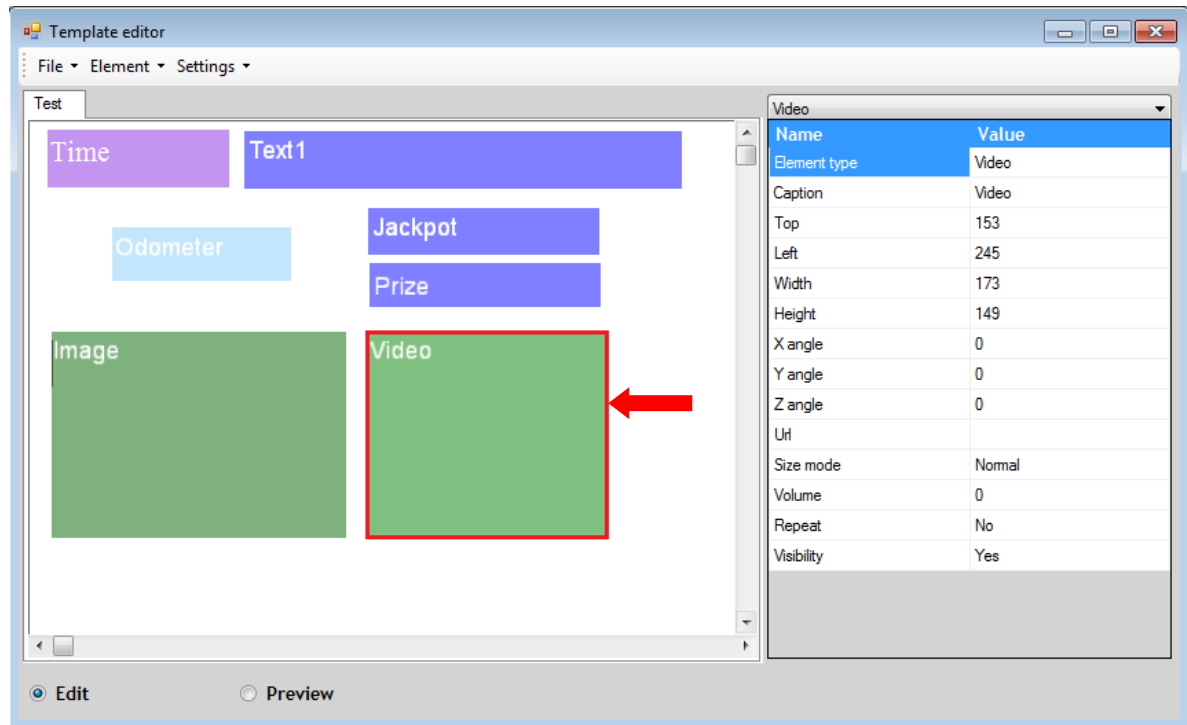
To add a template video, you need to select the menu **«Element»** → **«Video»**.



Then enter the name of the form that element (e.g., Video) and click **OK**.



Thus, the element «**Video**» will be added to the template.

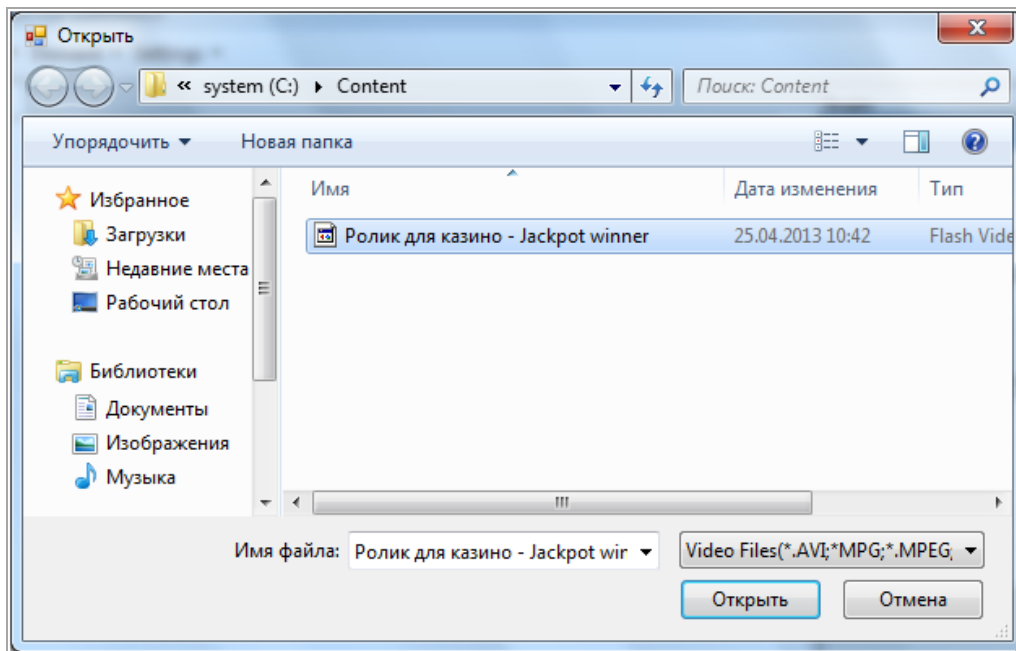


In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

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**»).

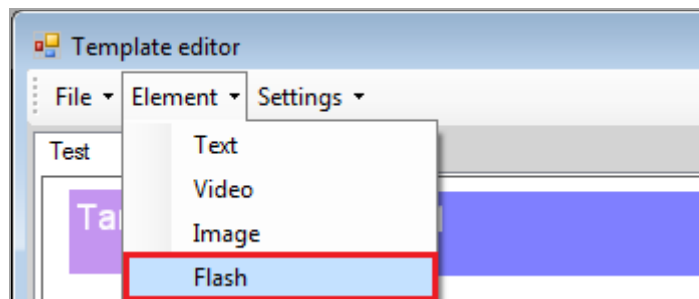


Select the desired video file and click .

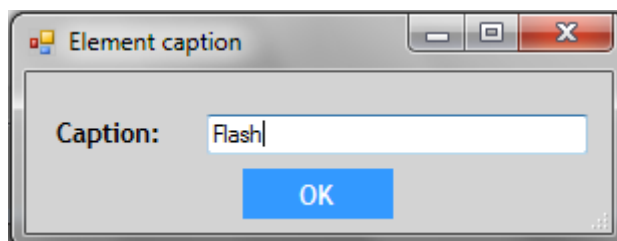
After setting the properties of to show you must set the mark in a string «**Preview**». Downloaded video will be displayed in the template.

8.2.7 «Flash».

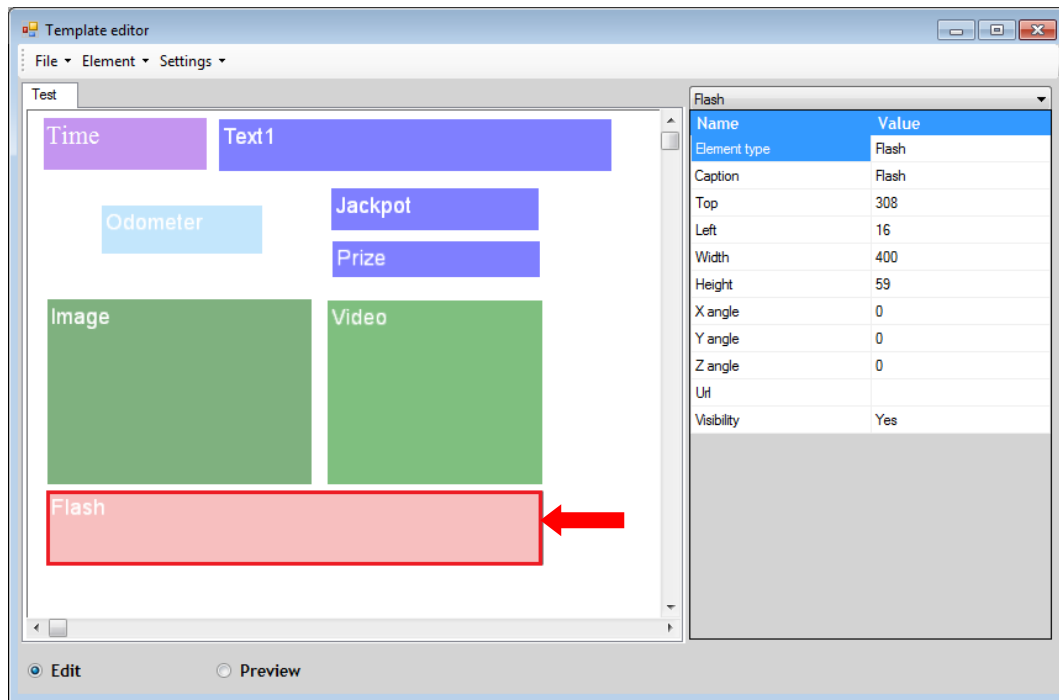
To add a template Flash-movie, you must select the menu «**Element**» → «**Flash**».



Then enter the name of the form that element (e.g., Flash) and click .



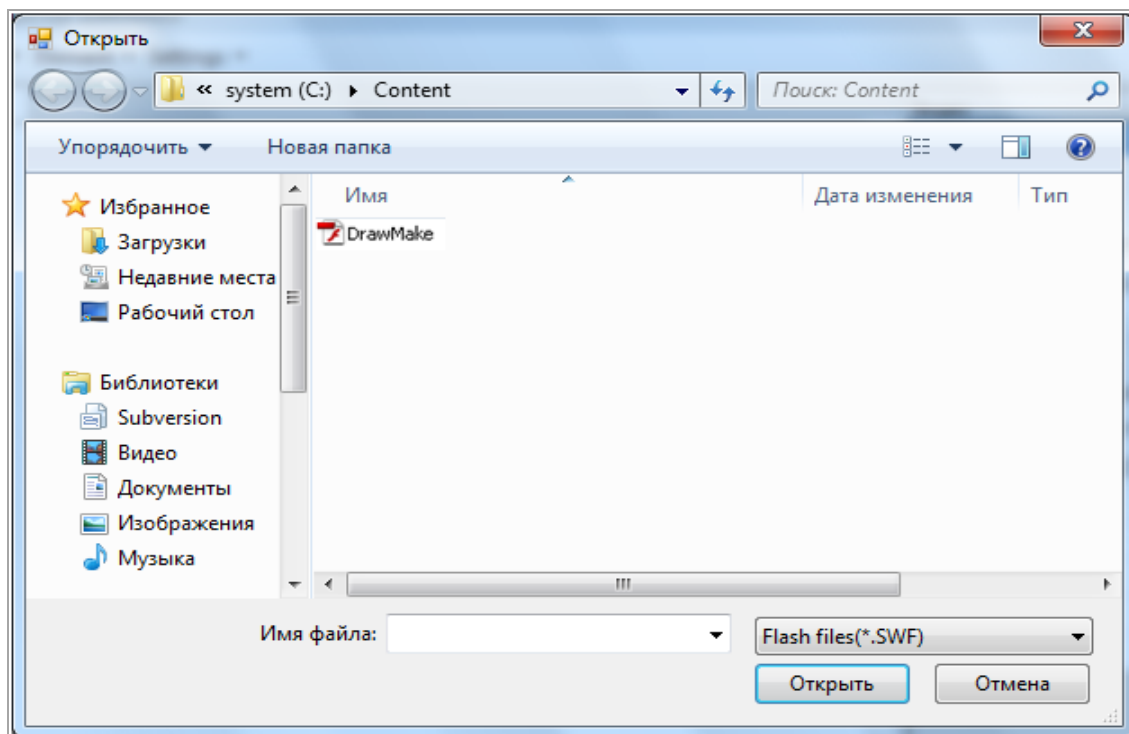
Thus, the element «**Flash**» will be added to the template.



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»).

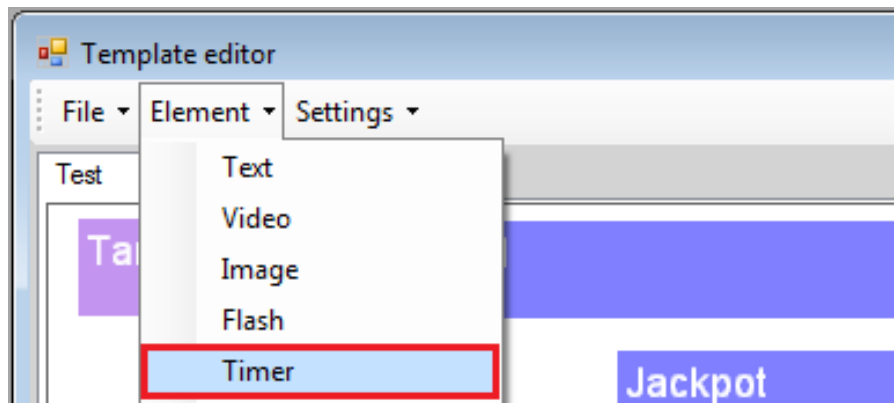


Select the Flash file and click on the button .

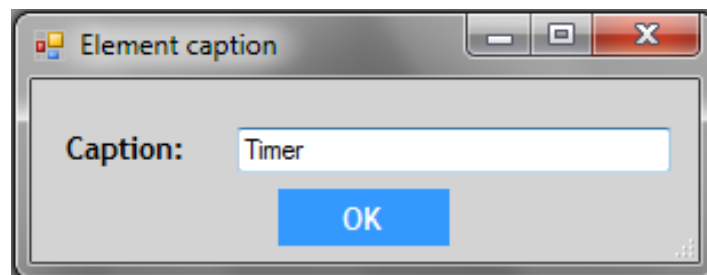
After setting the properties of to show you must set the mark in a string «Preview». Flash-loaded clip is displayed in the template.

8.2.8 «Timer».

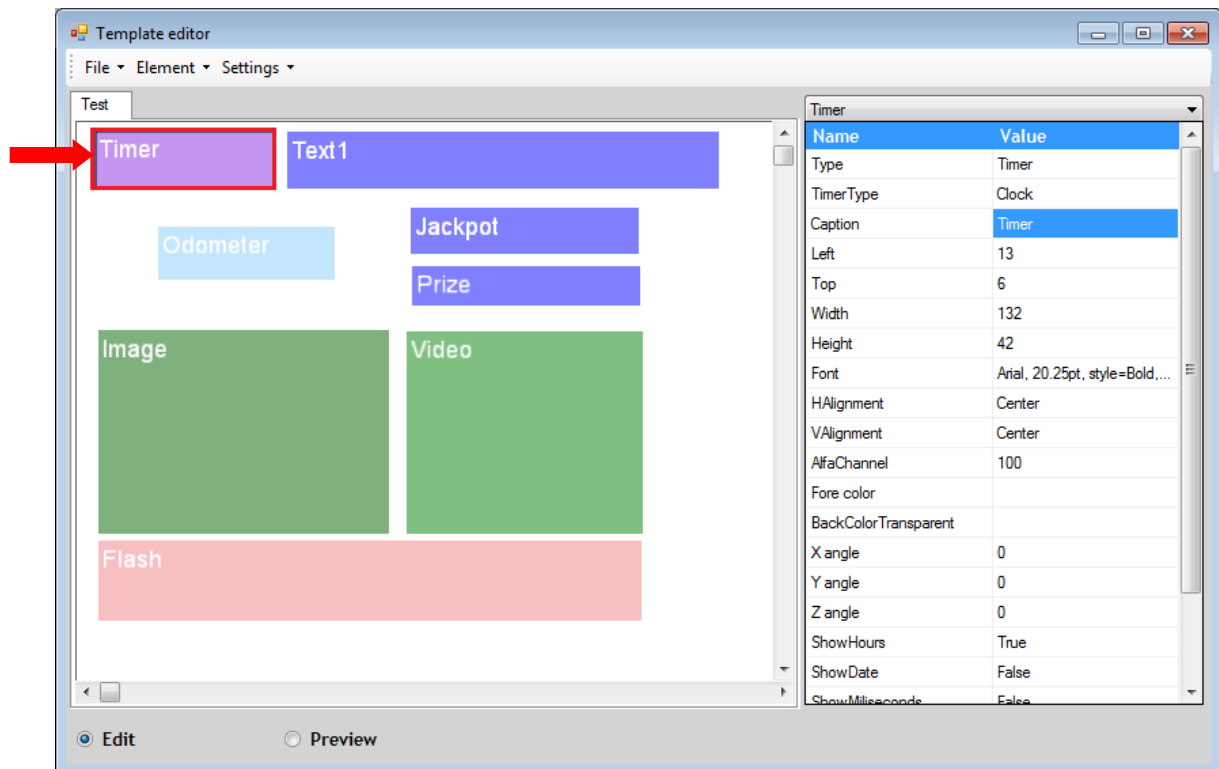
To add a template timer (time), select from the menu **«Element»** → **«Timer»**.



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.



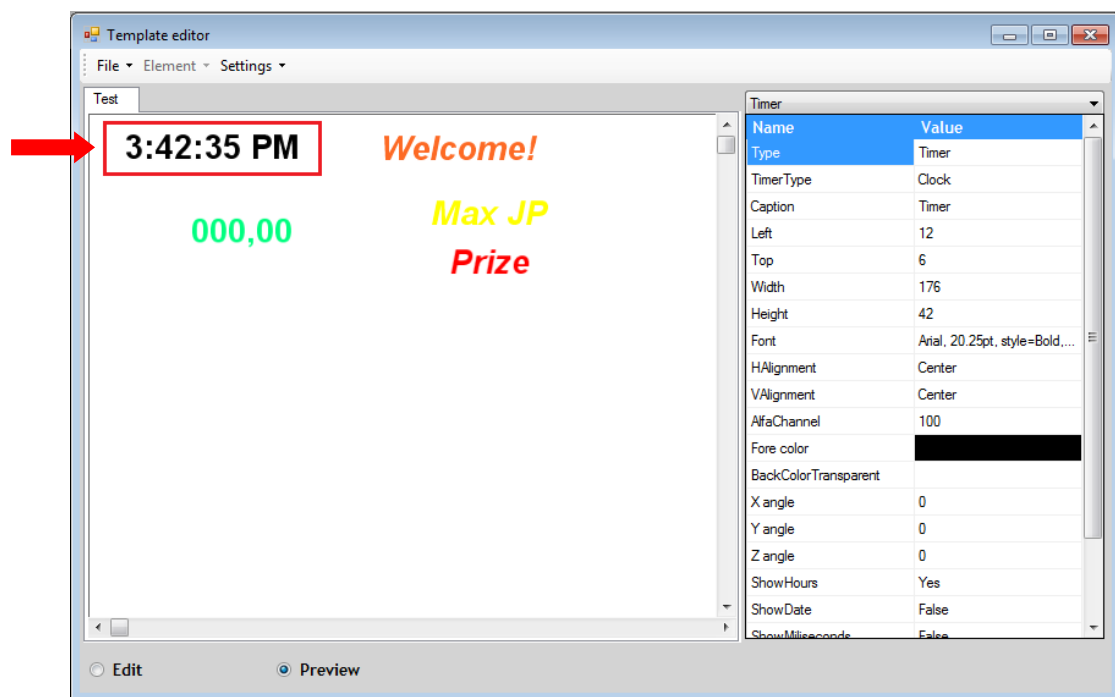
In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

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.

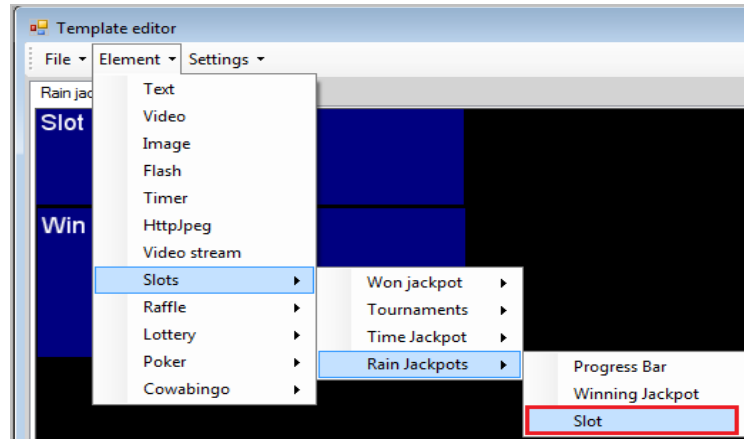


8.2.9 «Slot».

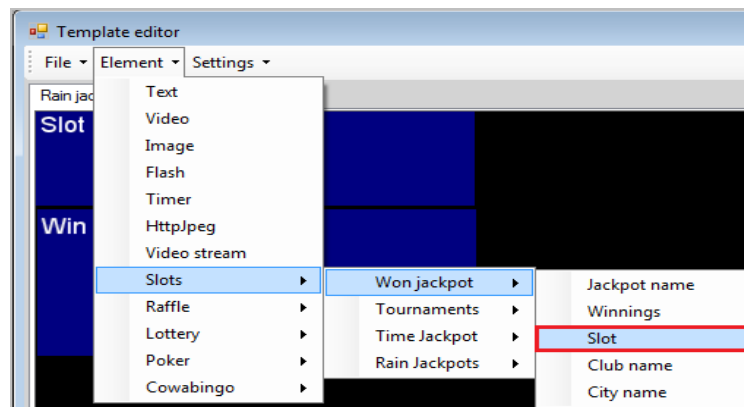
Note: Element «Slot» is used only in the template type «Won jackpot».

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».

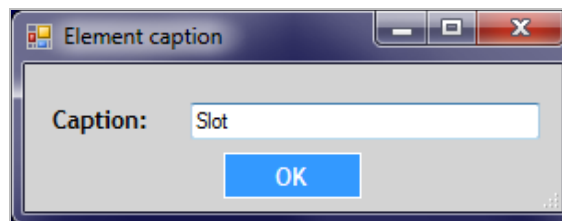


- for other Jackpots - «Element» → «Slots» → «Won jackpot» → «Slot».

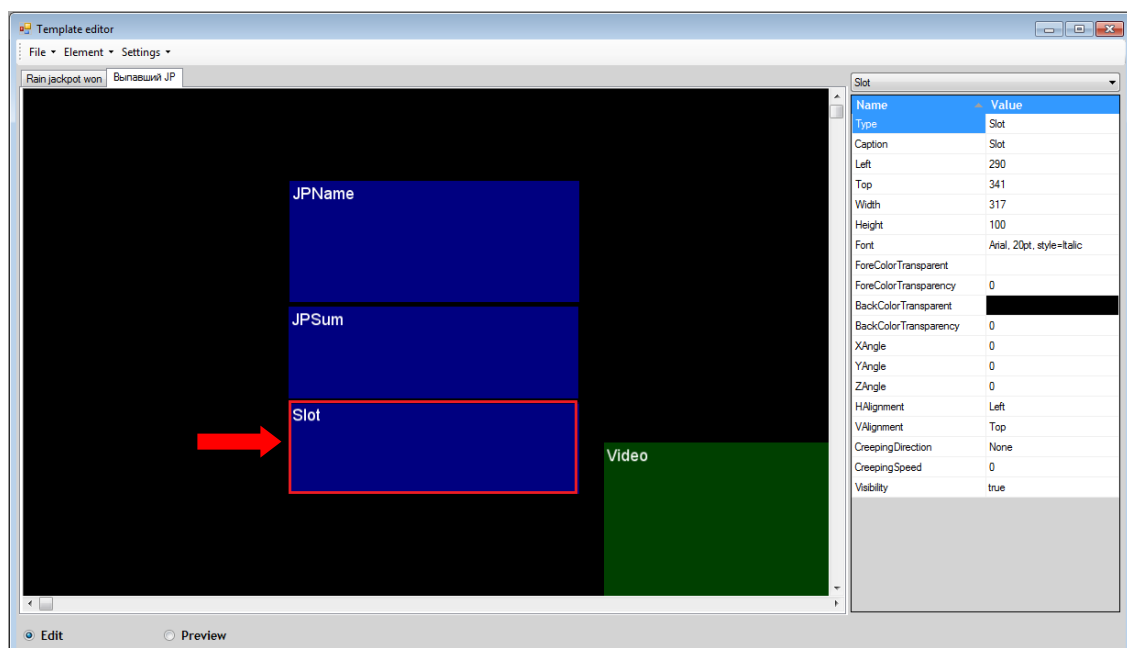


Then enter the name of the form that element (e.g., Slot) and click on the button

OK



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»](#)).

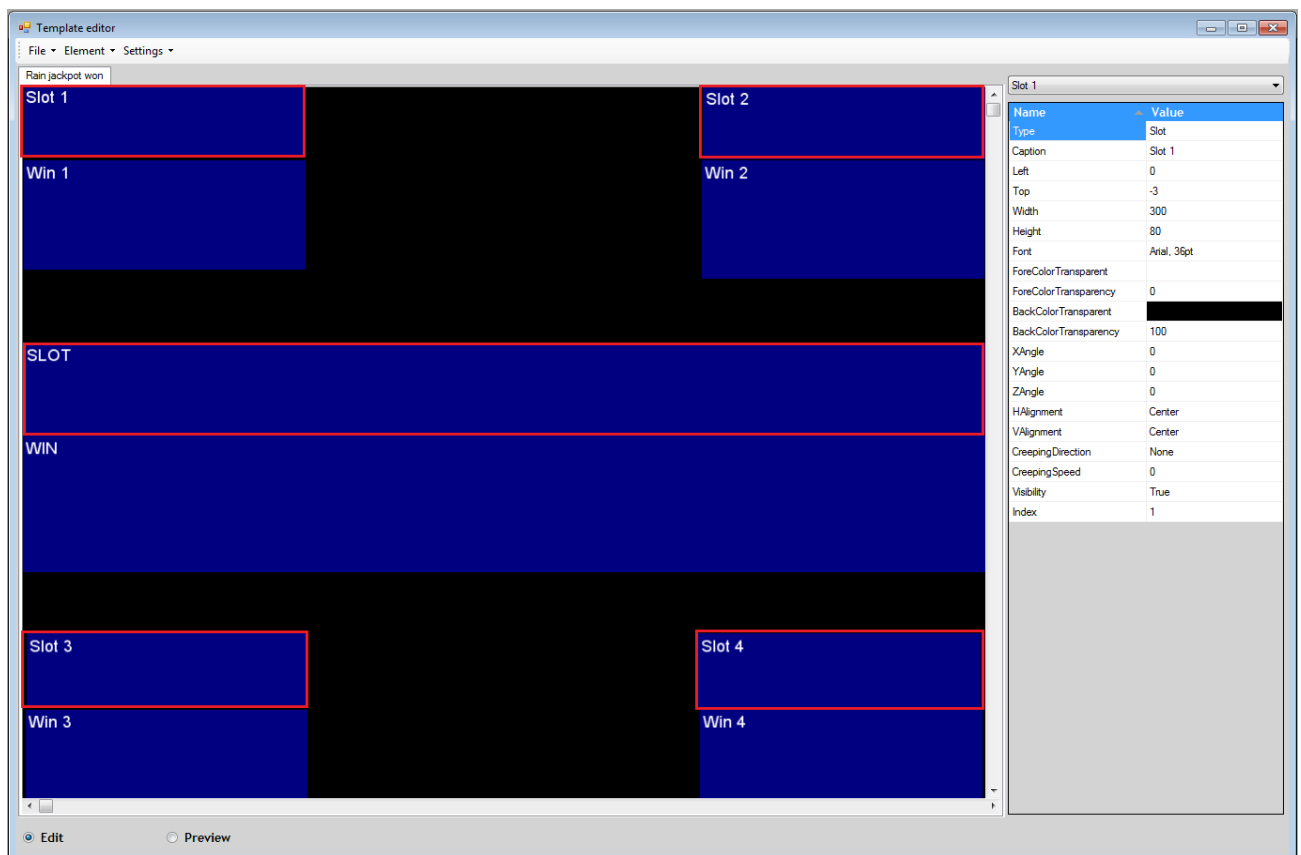
After setting the properties of «Slot», when winning the jackpot, the screen displays the unit number on which he fell.

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).

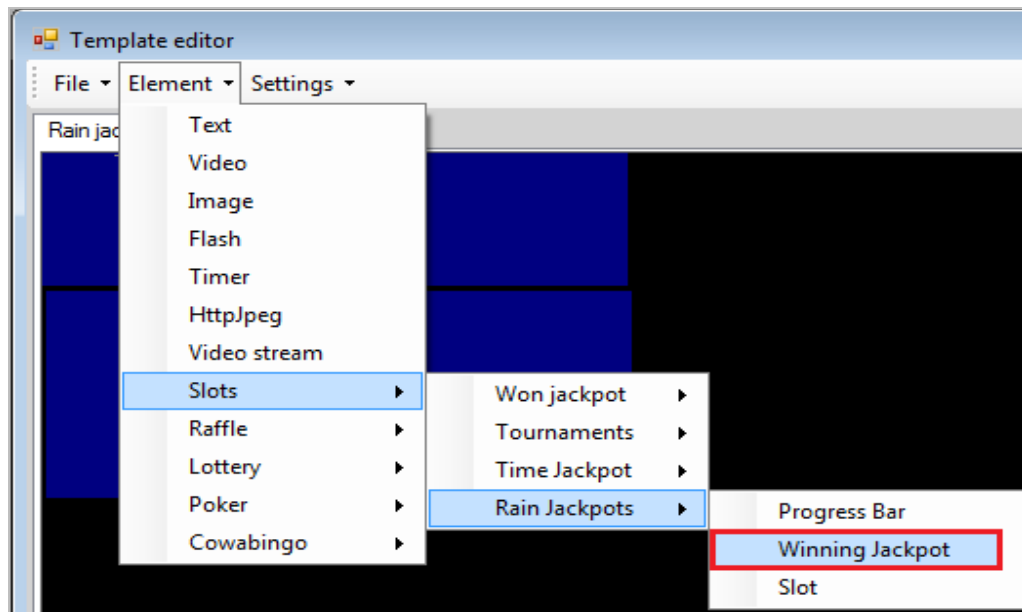


8.2.10 «Winnings».

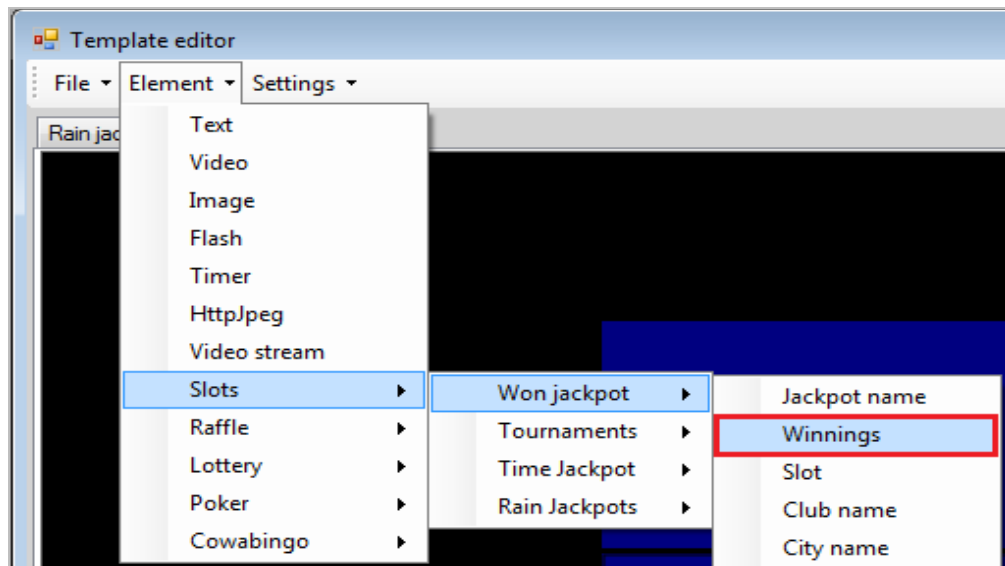
Note: Element «Winnings» is used only in the template type «Won jackpot» to display winning the won jackpot.

To add a splash pattern mapping win the jackpot, you must select the menu:

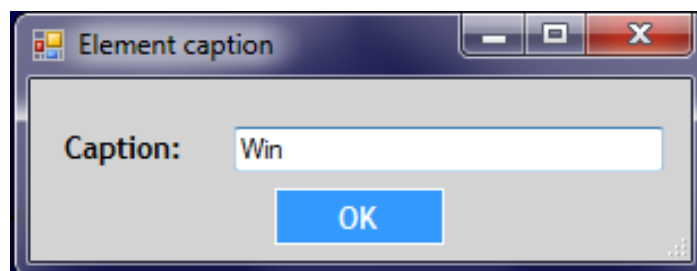
- for the Jackpot **Rain** – «Element»→«Slots» → «Rain Jackpots» → «Winning Jackpot».



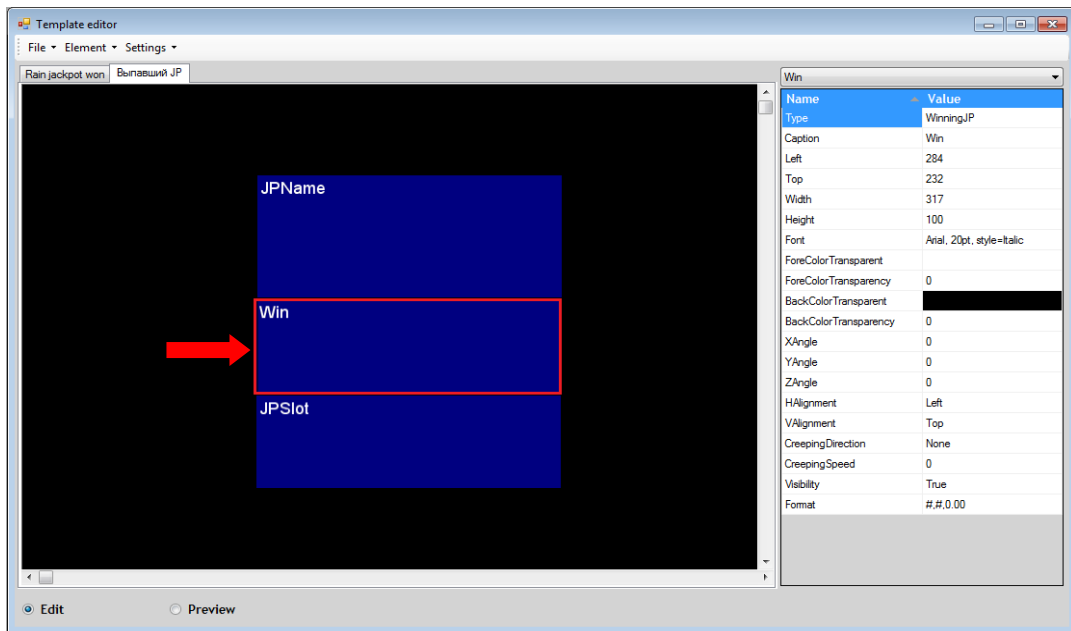
- for other Jackpots «Element» → «Slots» → «Won jackpot» → «Winnings».



Then enter the name of the form that element (e.g., Win) and click **OK**.



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»](#)).

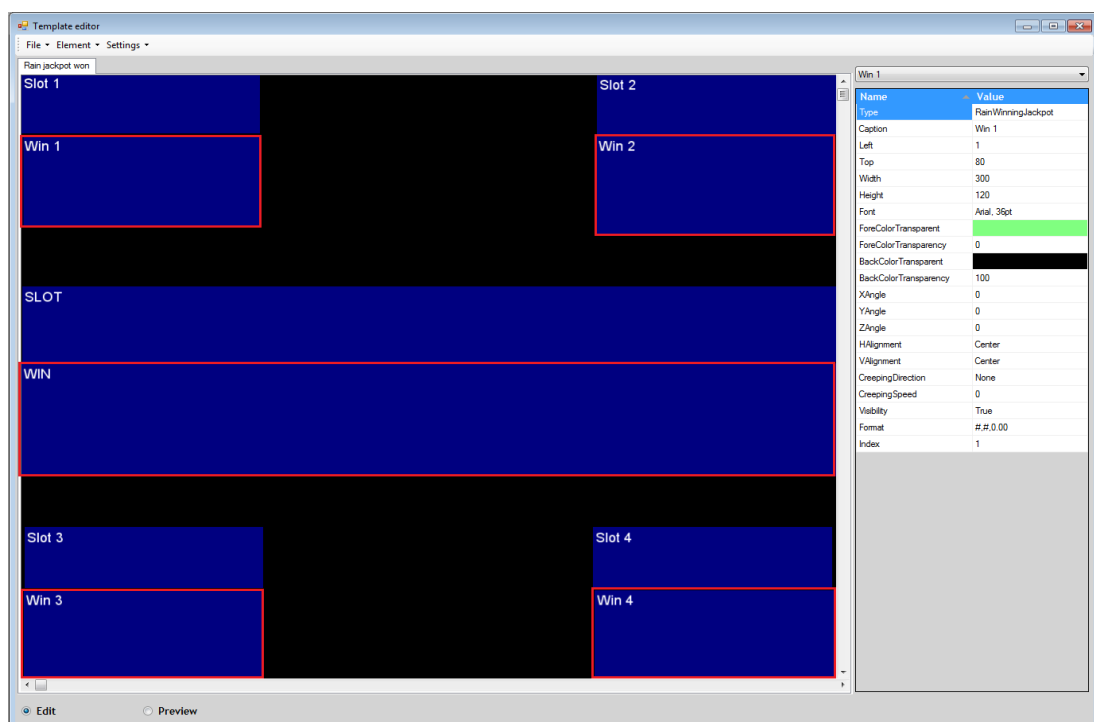
After setting the properties of «**Winnings**», when winning the jackpot prize, the screen displays the name of the prize, if not the jackpot prize - winning amount.

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.



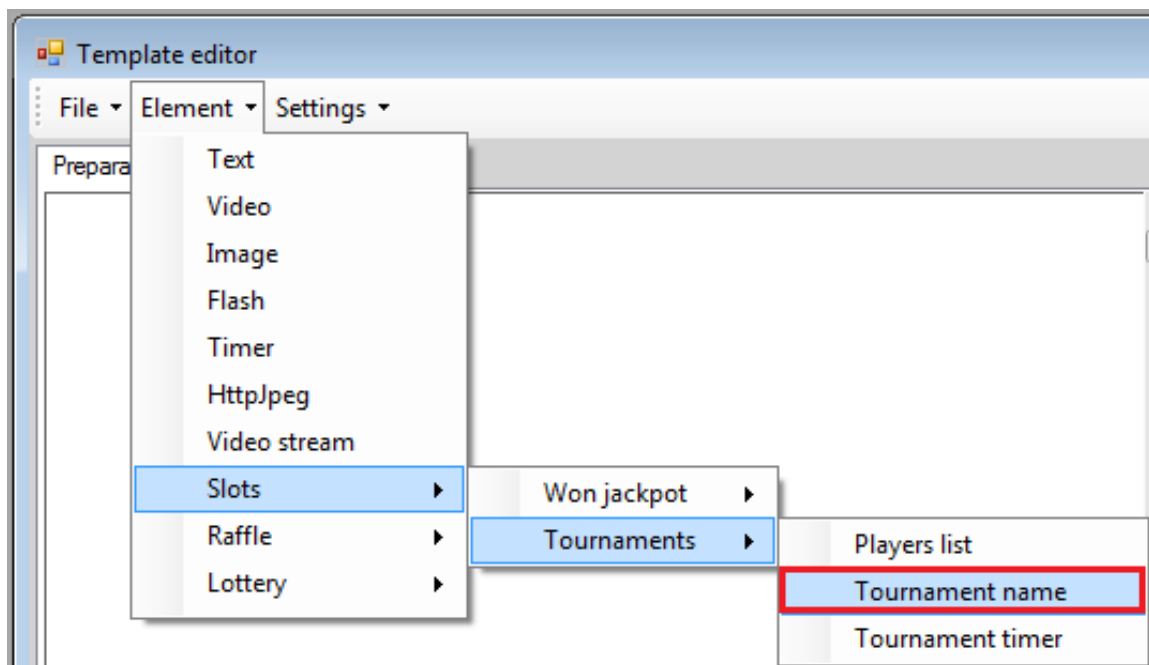
Also, for the **Rain** Jackpot in element settings «**Winning Jackpot**» for additional prizes, one more element should be put:

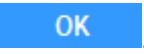
Property	Description
Index	Specifies the number of winnings the additional Jackpot prizes in order of gaining. Possible values: 0 - for the main prize from 1 to more - for the additional prizes.

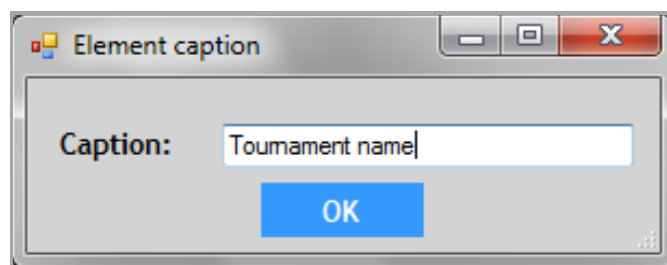
8.2.11 «Tournament name».

Note: Element «Tournament name» is used only in the templates for the tournament and is intended to show the name of the tournament.

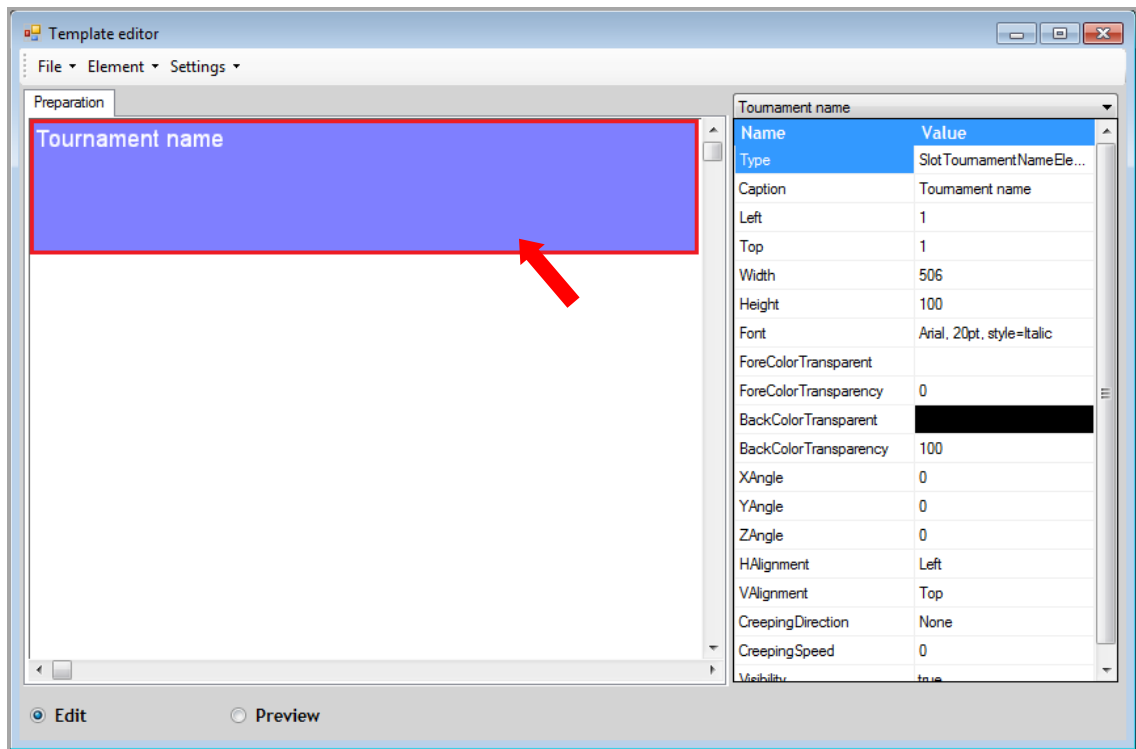
To add a splash pattern name of the tournament, you must select the menu «**Element**» → «**Slots**» → «**Tournaments**» → «**Tournament name**».



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.

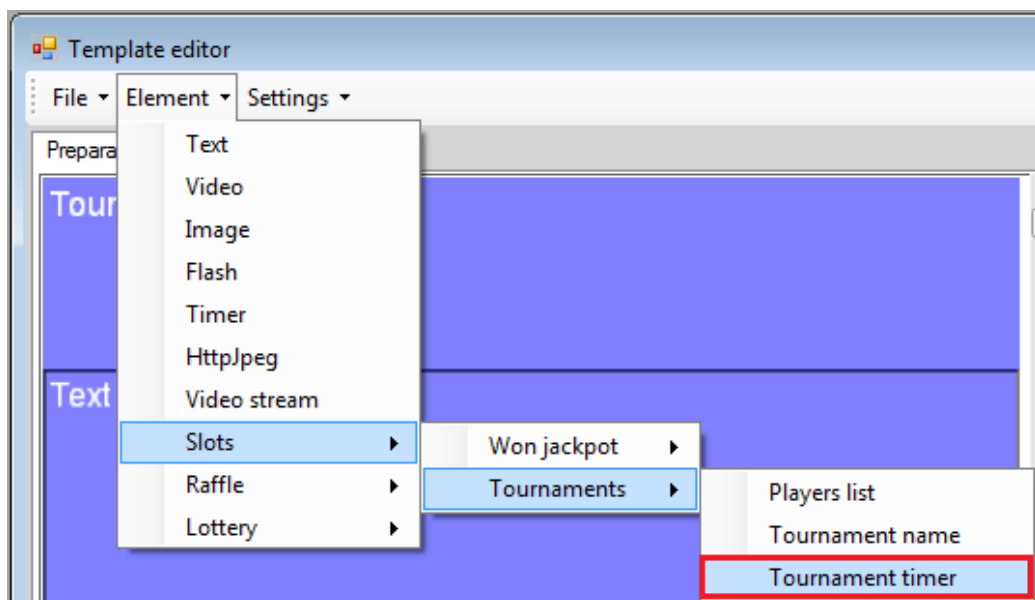
Element properties «**Tournament name**» are similar to the properties on the «**Text**» ([«Text»](#)).

After setting the properties of «**Tournament name**», when any stage of the tournament starts, the screen displays the name of the tournament.

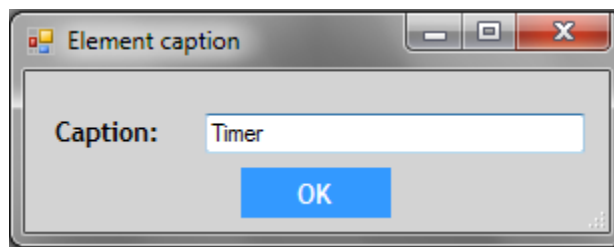
8.2.12 «Tournament timer».

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.

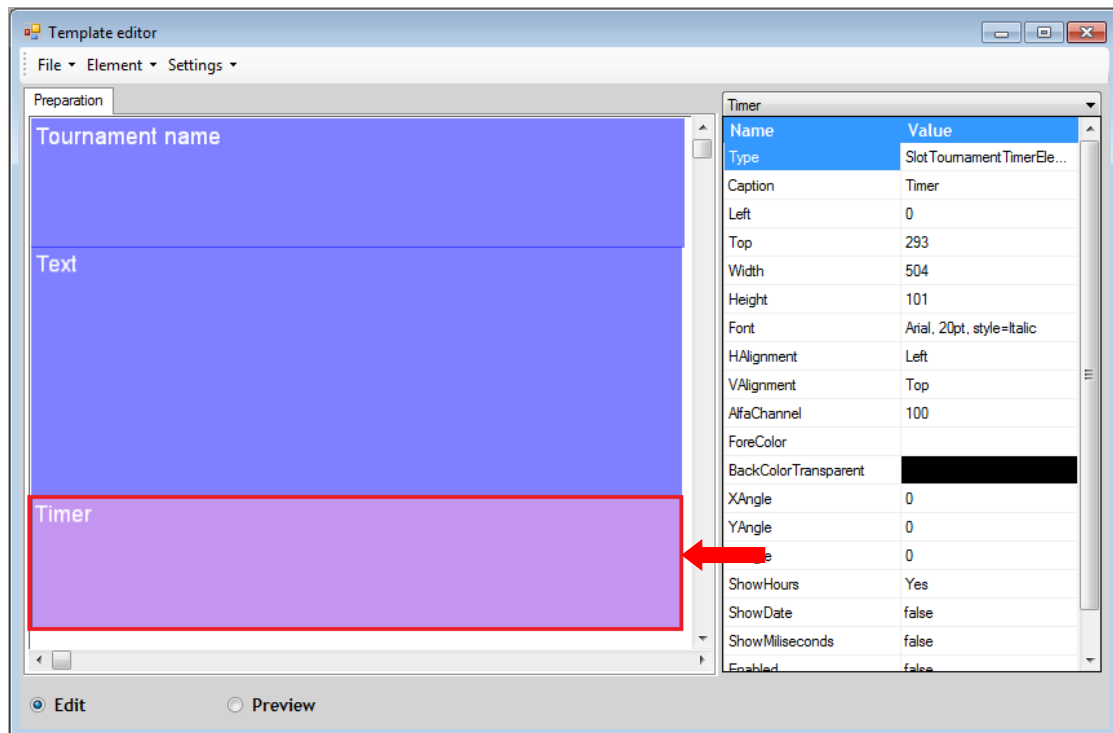
To add a template tournaments timer (time), you must select the menu «**Element**» → «**Slots**» → «**Tournaments**» → «**Tournament timer**».



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.



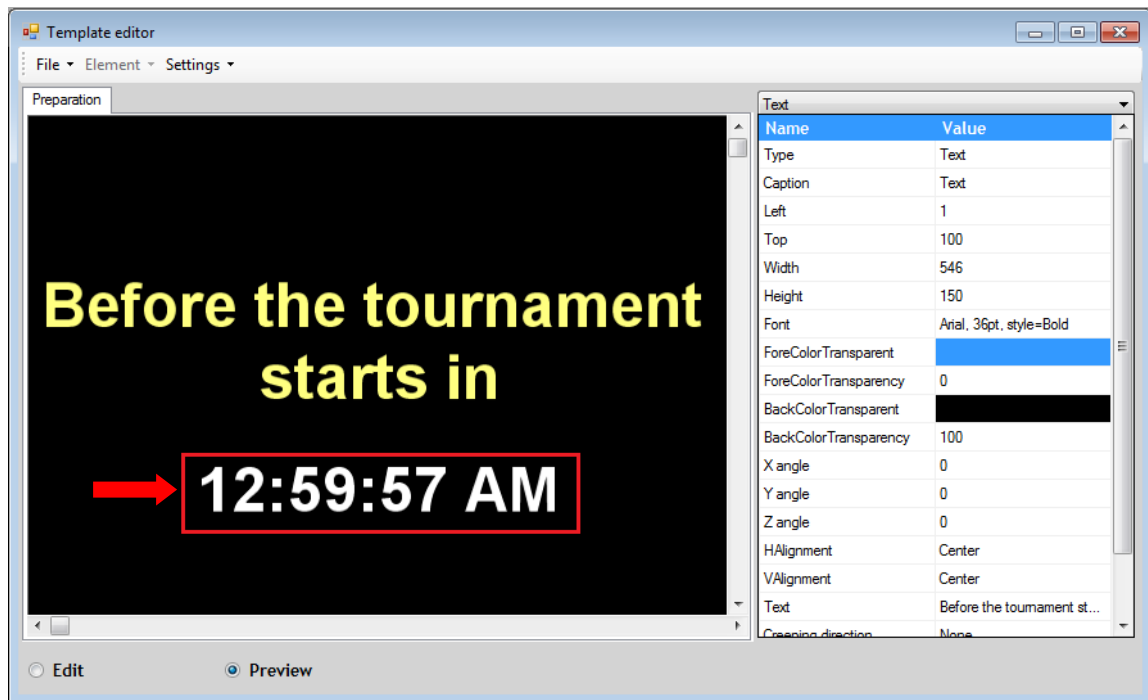
In the right part of the editor also displays a list of properties (parameters) of the element. Double-click mouse button on the value of the property or a form field is activated for editing.

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).

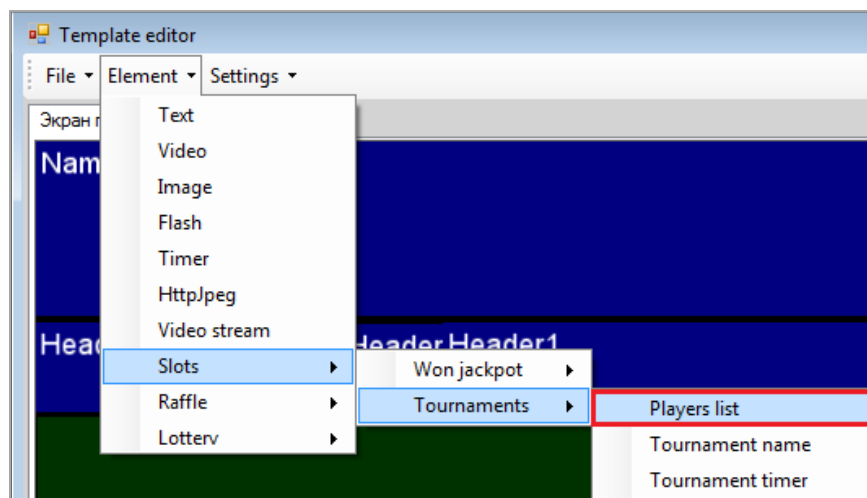
After setting the properties of to show you must set a tick in a string «Preview». The created timer (clock) is displayed in the template.



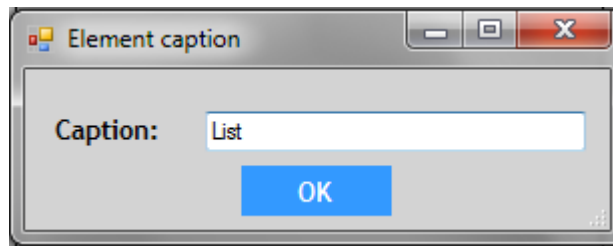
8.2.13 «Players list».

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».

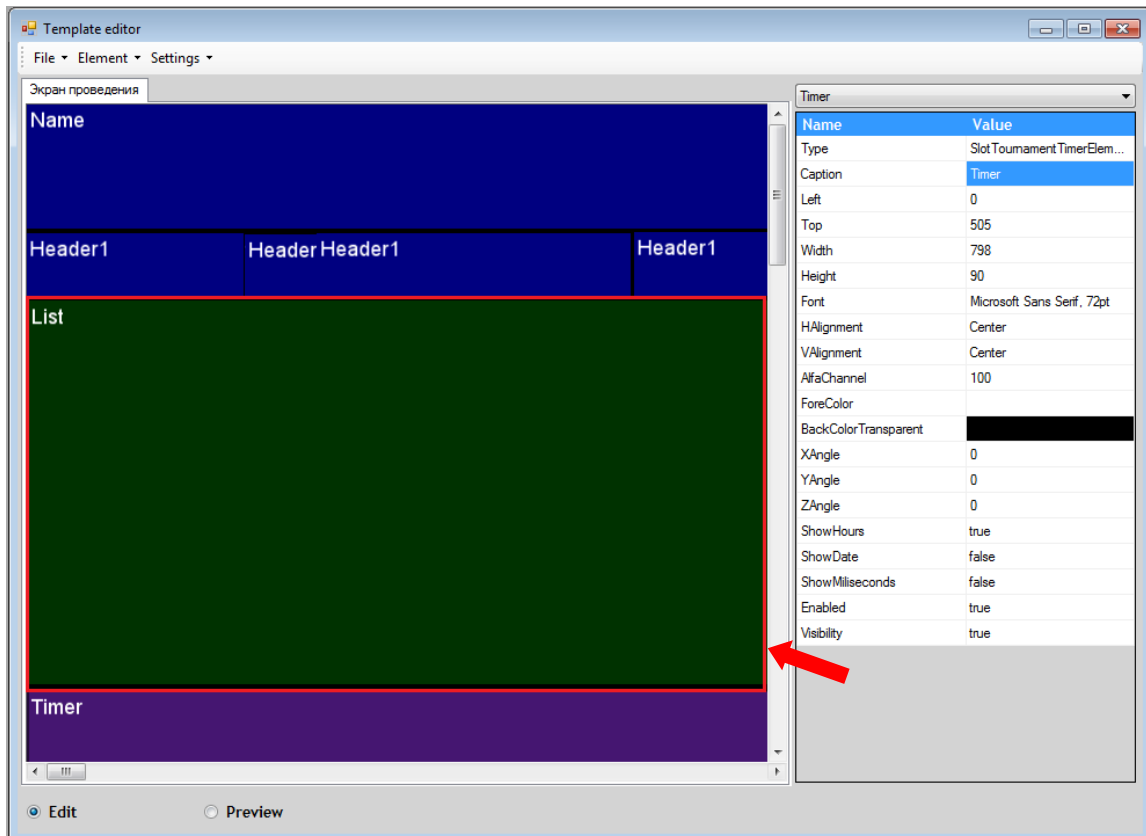
To add a splash pattern name of the tournament, you must select the menu «Element» → «Slots» → «Tournaments» → «Players list».



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.



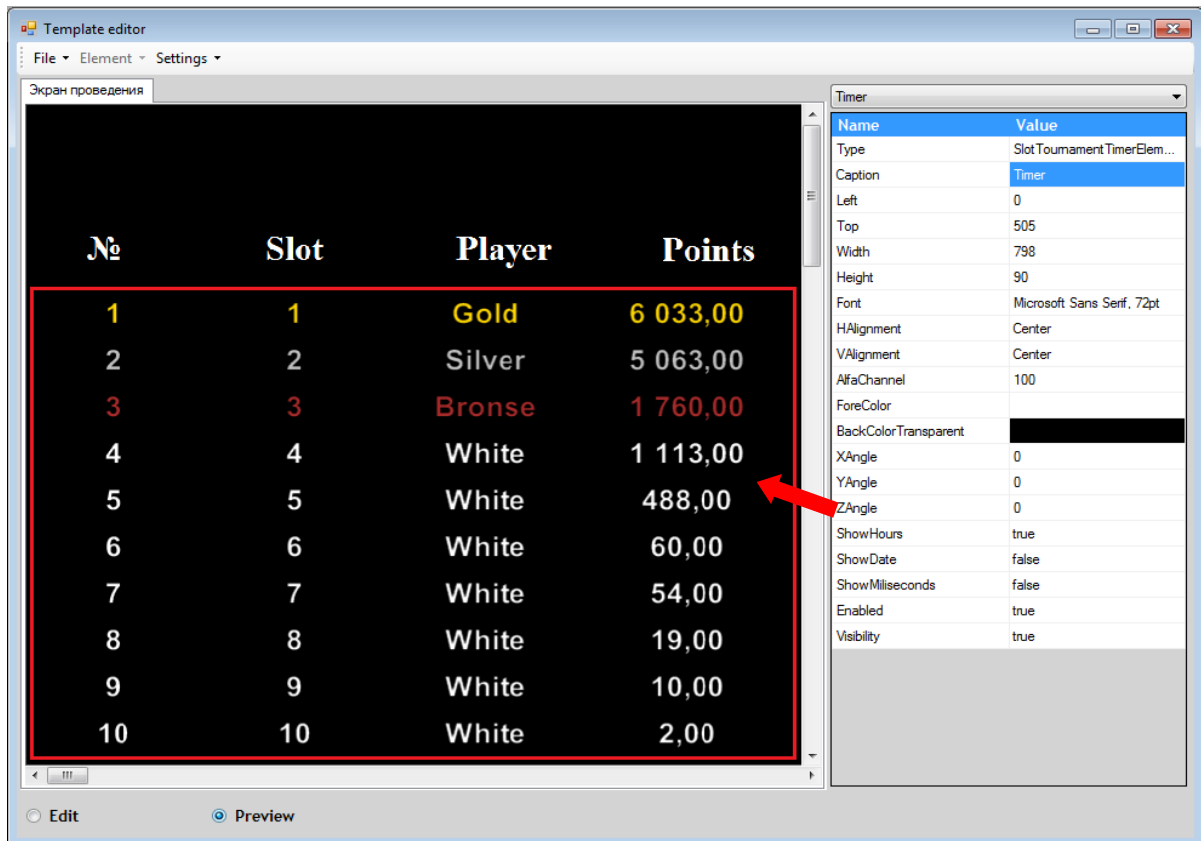
In the right part of the editor also displays a list of properties (parameters) of the element. Double-clickin the mouse button on the value of the property or a form field is activated for editing.

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.

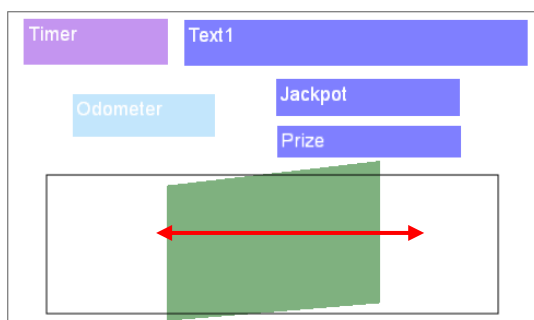


Note: The list of columns (header) are created and signed separately by using the «Text».

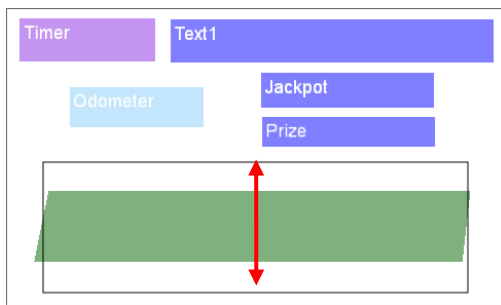
8.2.14 Rotation of Element.

In the template editor it is possible to change the angle of any element by turning the axes X, Y, Z.

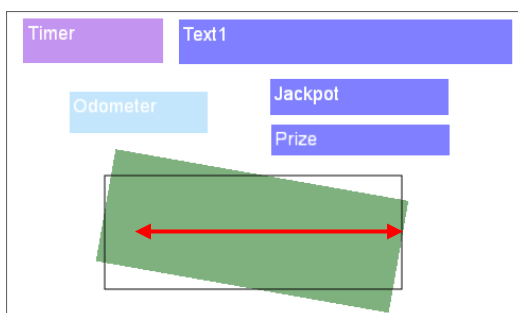
➤ **Rotation of the element X** - selects an item by clicking the left mouse button while holding the **CTRL** key and move the mouse left / right turning element to the desired angle.



➤ **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.



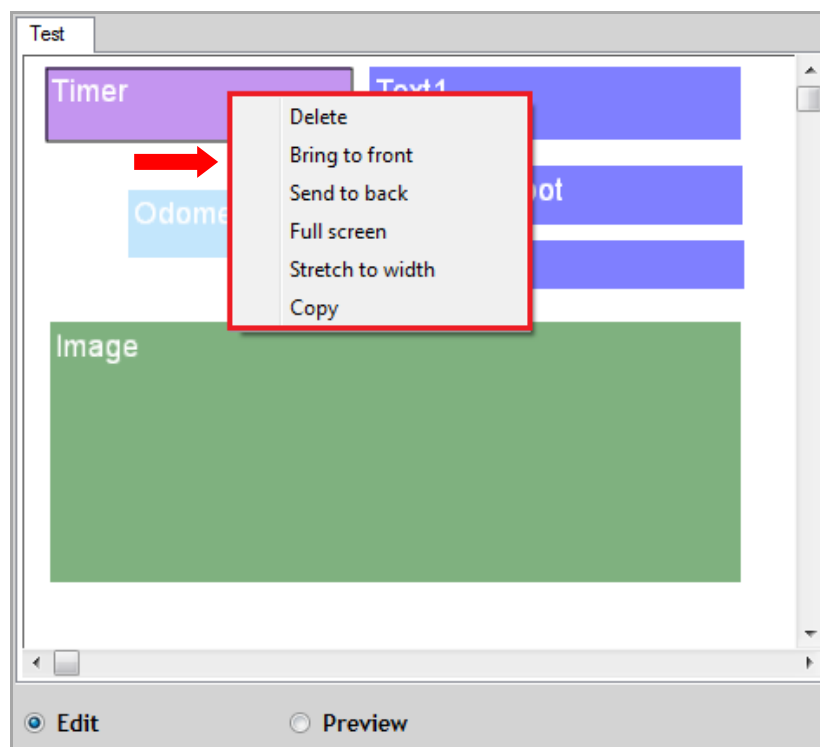
➤ **Rotation of the element Z** - selects an item by clicking the left mouse button while holding the **ALT** key and move the mouse left / right turning element to the desired angle.



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.

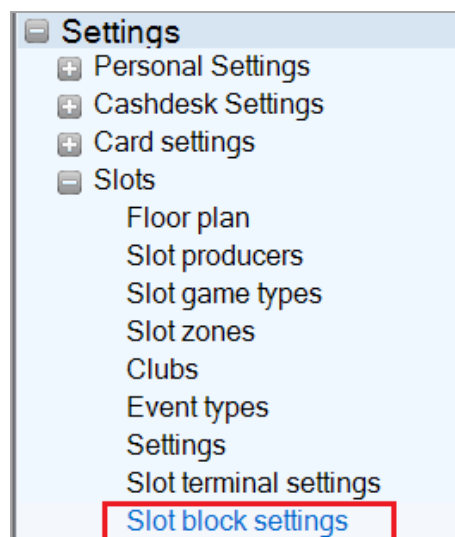
Time blocking devices and other parameters are set in the reservation system «SlotLogic».

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 .

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"/> II				
<input type="checkbox"/> V111				
<input checked="" type="checkbox"/> V2	90	10	4	50.00
<input type="checkbox"/> B				

Save

Thus, we obtain the following results:

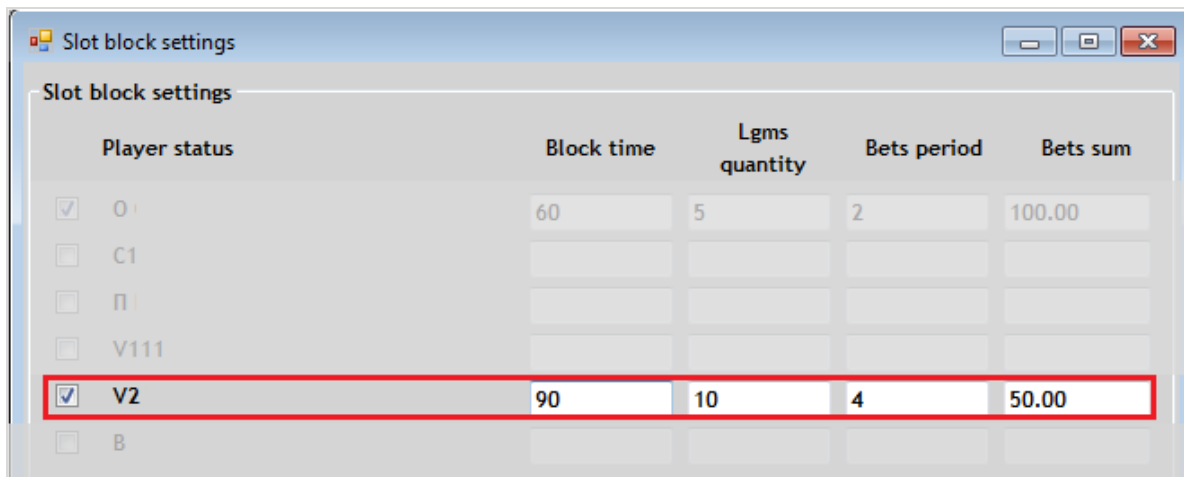
- If the amount of betting the player with the status «O» for **2 minutes** to reach the sum of **100**, before the end of this period, he has the opportunity to book a slot machines (no more than **5**) for **60 minutes**. Thus:

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.

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"/> II				
<input type="checkbox"/> V111				
<input checked="" type="checkbox"/> V2	90	10	4	50.00
<input type="checkbox"/> B				

- 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.

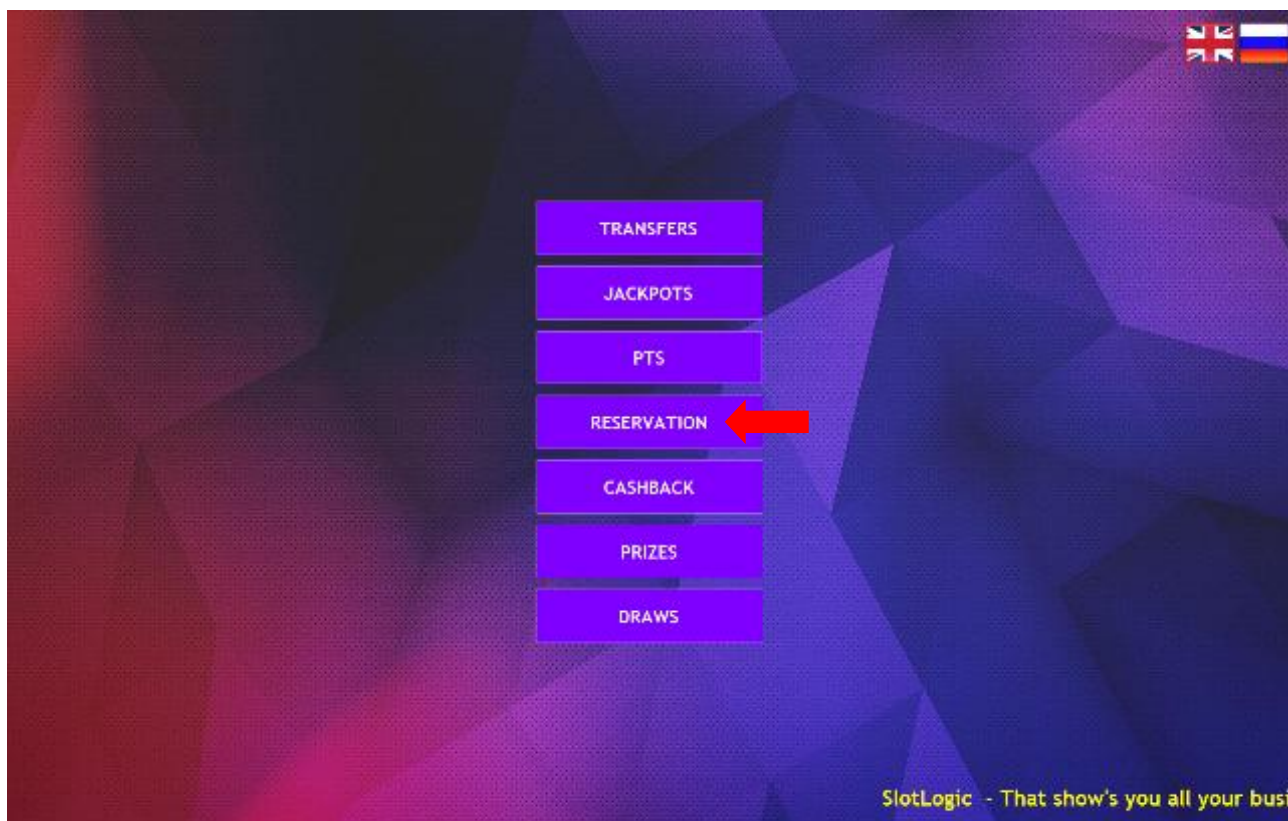


Player status	Block time	Lgms quantity	Bets period	Bets sum
<input checked="" type="checkbox"/> O	60	5	2	100.00
<input type="checkbox"/> C1				
<input type="checkbox"/> П				
<input type="checkbox"/> V111				
<input checked="" type="checkbox"/> V2	90	10	4	50.00
<input type="checkbox"/> B				

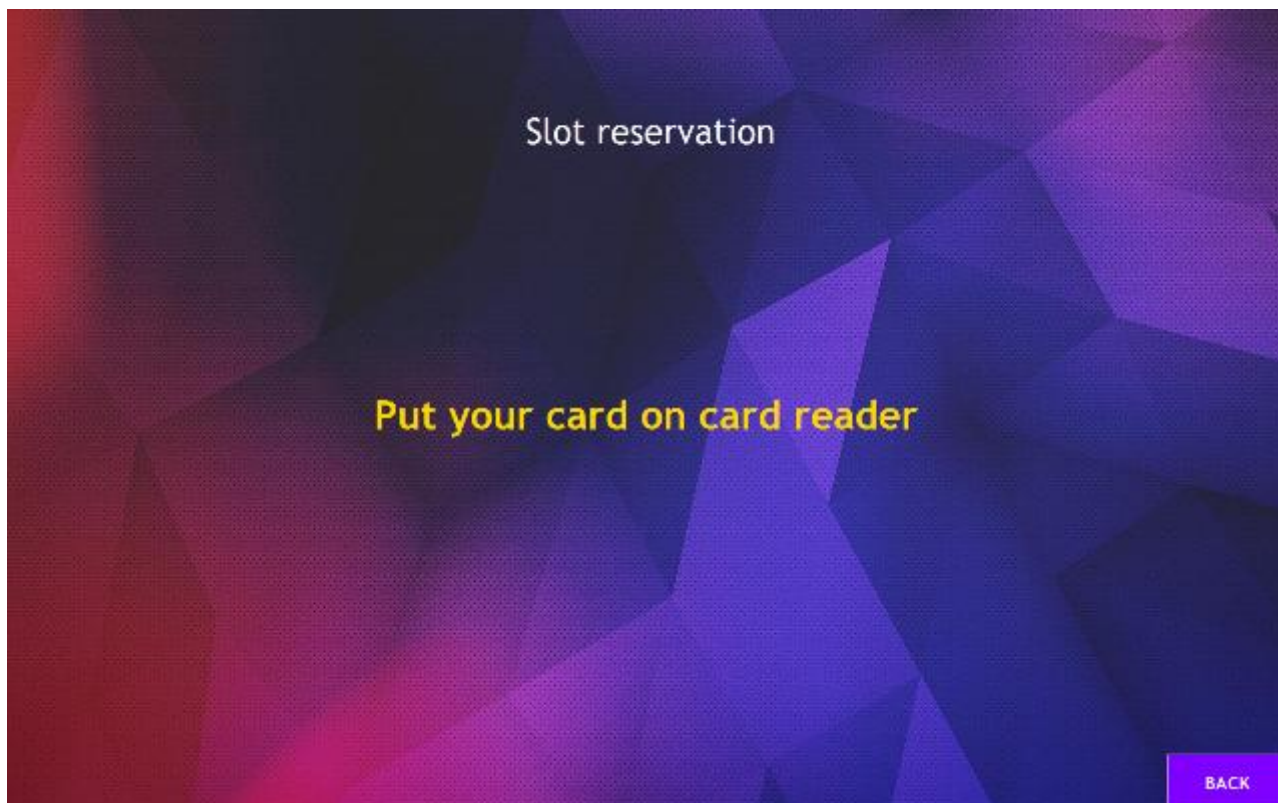
9.2 Slot reservation.

To reserve a slot machine (or several machines), the player must do the following:

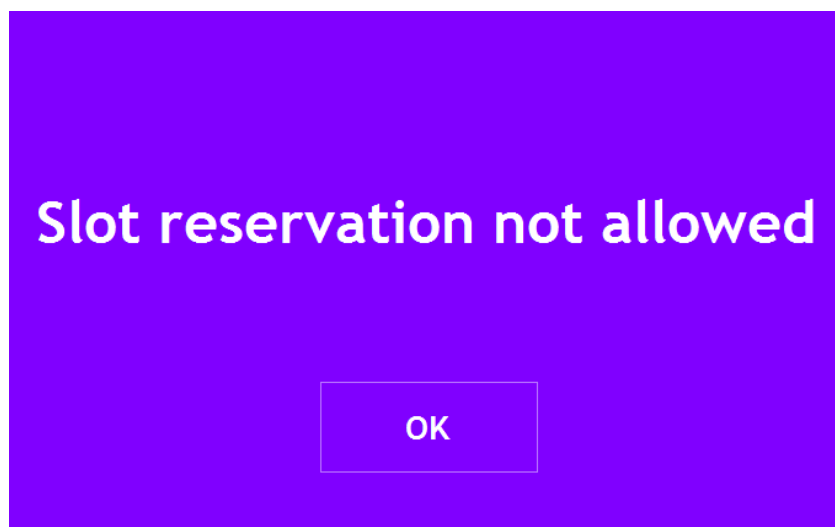
1. On the information terminal in the main menu, press the «**Reservation**» button.




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**».

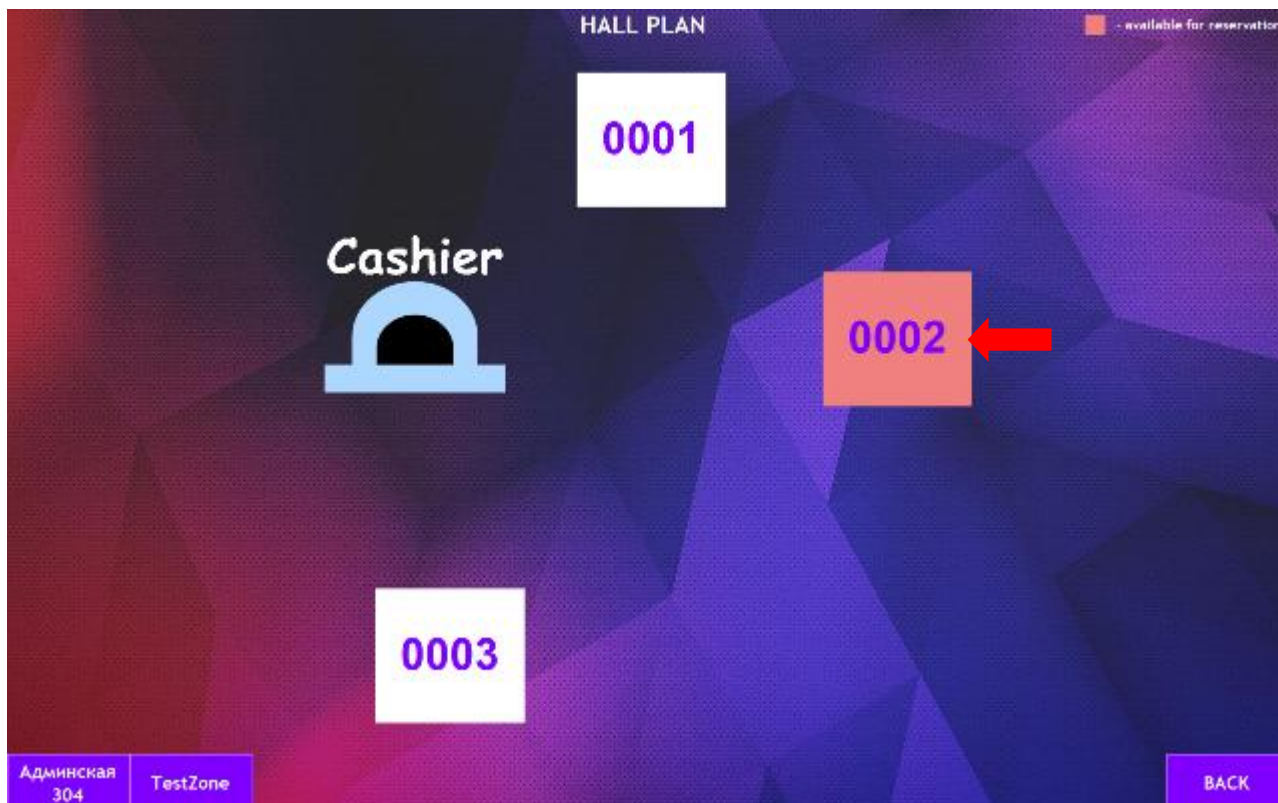


3. Upon successful authentication on the terminal window appears with the layout of slot machines.

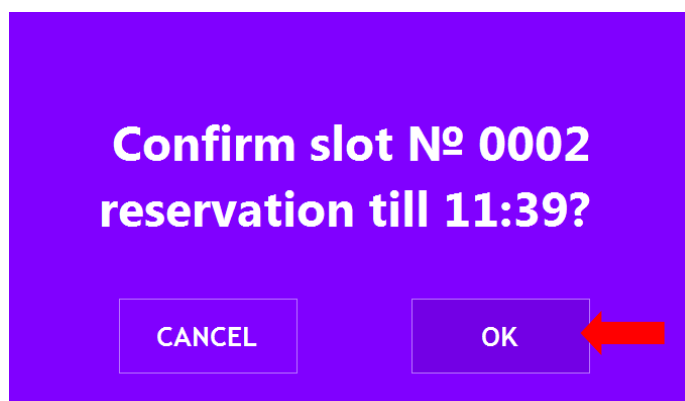
 - red color marked machines are available for reservation, on which the player played last.

 - 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.

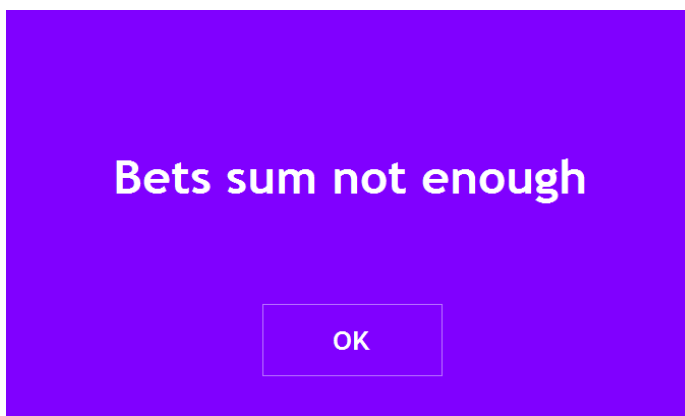


4. After clicking, a window appears and will asking you to confirm the slot reservation «Confirm slot № 00002 reservation till 11:39?». Then you must click «OK».



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.

