Minimum Technical Requirements for
Electronic Monitoring System

of the

Gambling Act (Class 4 Gambling Equipment)

Minimum Standard 2004

23 May 2006

- Local Area Communications Gaming Machine Communications Protocol "QCOM"
- Local Area EGM Communications Protocol – Site Controller Protocol Operating Procedures
- Gaming Venue Electronic Meter Access
- Gaming machine program Signature Algorithms
Minimum Technical Requirements for Electronic Monitoring System

3 Local Area Communications Gaming Machine Communications
Protocol “QCOM”*

3.1 The specifications ‘Local Area Gaming Machine Communications Protocol “QCOM” Version 1.5.5 Revised 19 December, 2001 and QCOM Protocol New-Zealand Modification (v 3.0) Revised 18 February 2002’ as published by The State of Queensland, Queensland Office of Gaming Regulation, is incorporated subject to the following exclusions, amendments and additions.

3.2 Where a conflict exists between the above-incorporated “QCOM” document and a minimum equipment standard requirement:

(a) “QCOM” is to be considered the overriding standard unless;

(i) Specified NS standards are independent of “QCOM”, for example, CRESCANLIM, MAXHOPPER, and the Hopper Refill procedure and/or;
(ii) Specified NS standards are derived from specific statutory or regulatory requirements, for example, maximum win, maximum wager and other harm prevention and minimisation requirements.

(b) QCOM protocol implementations currently implemented and/or approved prior to 1 June 2006 may have requirements that do not comply with:

(i) Requirement 3.4
(ii) Requirement 8.1.14
(iii) Requirement 8.1.15
(iv) Requirement 15.7.1

3.3 The following are exclusions, amendments and additions to the specification described in 3.1. The exclusions, amendments and additions follow section

* Note to Standard: Health or safety matters or legislative requirements administered by other regulatory bodies such as for electrical wiring and of radio frequency emission etc are the domain and responsibility of the manufacturer, purchaser and operator of the equipment. Each of these parties is required to assure themselves of such matters. Particular note should be taken of any Laser/LCD technology that is to be present in any gambling equipment.

Where an incorporated document uses terms and abbreviations applicable in the jurisdiction of issue then the terms and abbreviations that apply are those used in New Zealand. For example Electronic Gaming Machine (EGM) means Gaming Machine (GM) and Central Monitoring System (CMS) means Electronic Monitoring System (EMS) in accordance with the terms and abbreviations used in New Zealand.

Where an incorporated document makes reference to the authority in the jurisdiction of issue then this is to be interpreted as the Secretary for Internal Affairs. That is Queensland Office of Gaming Regulation (QOGR) is to be interpreted as the Secretary for Internal Affairs.

This Standard is unique to the New Zealand jurisdiction and the numbering system does not have cross-references to the Australian/New Zealand Gaming Machine National Standard.
headings that reflect those used in the incorporated document. Where a section or subsection is excluded this means that the New Zealand monitor and site controller will not make use of the functionality. Providing there is no impact on the normal operation of the gaming machine or site controller, it is not necessary to disable or remove the functionality from gaming machine software.*

1.1 Other Related Documents

This subsection is excluded and the following sentence inserted:

“All applicable documents are as specified in relevant Minimum Standards.”

8. EGM Defaults

8.1.13

This subsection is excluded and the following sentence inserted:

“The EGM must default to accept only $5, $10 and $20 notes of New Zealand legal tender. **”

8.1.14

The following subsection is excluded and the following paragraph inserted:

“The EGM must assume EGM Parameter poll defaults of:

An operator ID of 0
$1,500 for large win lockup
$10,000 for the credit acceptance limit
5 for the maximum number of double-up/gambles
$500 for the Double-Up/Gamble limit in accordance with minimum standard requirement DIA3.2 MAXNPWIN”

8.1.15

This subsection is excluded and the following paragraphs inserted:

“$200 for the Hopper Collect Limit
$200 for the refill hopper amount

* It is the intent of this section to minimise modification of the standard QOGR QCOM software implementation.
* * Note that this requirement is complied with if the Bank Note Acceptor software cannot be programmed or configured to accept other than $5, $10 and $20 notes.
EGMs must provide, in either test or audit mode, the ability to adjust the default hopper collect amount and refill hopper amount.”

9.2 On-The-Fly (or Hot) Switching of Game Variations

This subsection is excluded and the following sentence inserted:

“Game variation changes are only permitted following a RAM clear via the “Game Configuration Poll” only and providing the Secretary of Internal Affairs has issued a Licence Amendment.”

10 Progressive Gaming Machines

This section is excluded

12.3.1 Group 0 Meters

The following meter is added to the Group 0 Meter list:

<table>
<thead>
<tr>
<th>Meter ID</th>
<th>Meter Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x0D</td>
<td>Total EGM Download Jackpot Wins*</td>
</tr>
<tr>
<td>0x0A...0x0C</td>
<td>Reserved (do not send)</td>
</tr>
<tr>
<td>0x1E and 0x0F</td>
<td>Reserved (do not send)</td>
</tr>
</tbody>
</table>

This meter records all jackpots downloaded direct to the gaming machine by an approved jackpot controller and protocol. The transfer of a downloaded jackpot is also recorded by Group 1 Meter 0x14 & Group Meter 0 0x05.”

12.3.2 Group 1 Meters

The Meter Description for the following meter is amended as follows:

<table>
<thead>
<tr>
<th>Meter ID</th>
<th>Meter Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x14</td>
<td>Total EGM cashless credit in (including all EGM Download Jackpot wins)*</td>
</tr>
</tbody>
</table>

15.5.4 EGM Variation Change

This subsection is excluded.

* Refers to note in section 12.3 of the incorporated standard. Any increment of Meter 0x14 will also increment associated meter 0x05 (Total EGM Cents In (Coins/Tokens, Notes and Cashless In)
15.5.7 System Lockup Request
This subsection is excluded.

15.5.8 Cancelled Credit Lockup Request
This subsection is excluded

15.5.14 Linked Progressive Award Acknowledged
This subsection is excluded

15.5.15 EGM General Reset
This subsection is excluded

15.5.17 EGM Tower Light Maintenance
This subsection is excluded

15.6.5 EXTD: SITE DETAILS
This subsection is excluded.

15.7.1 General Status Response
The STATE 1 byte hex unused values are defined as:

“0x13 Download Jackpot
0x14 PID Display”

16 Electronic Credit Transfers and Cashless operation
This section is excluded.

17 Downloaded System Awards (DLSA)
This section is excluded.
3.4 Electromechanical Hard Meter Requirements

All hard meters must comply with NS Standard requirements. All hard meters must also comply with QCOM functionality as follows.

(i)  7.8.1 Fault conditions insert:

Event Code: 0x000E
Event Text: EGM Mechanical Meters Disconnected
Description: The EGM detected a disconnection of one or more pulsed mechanical meters. Only applicable if the EGM was expecting the mechanical meters to be present. It is recommended the EGM auto-detect their presence at RAM clear, if found, then the EGM should always expect to see them else this fault condition will be generated."

(ii) 7.8.3 Advisory Events insert in the group of door open/close advisory events and immediately following event 0x2028:

“0x2029 “EGM Pwr Off Mechanical Meter Door Access”
Optional
0x204A “EGM Mechanical Meter Door Opened”
0x204B “EGM Mechanical Meter Door Closed”

(iii) 15.7.1 General Status Response
FLGA 1 byte hex. EGM current state – doors bits 6-7 are defined as:

“bit 6  EGM Mechanical Meter Door
bit 7  Reserved = 0”

(iv) 15.7.8 EGM Configuration Response
FLGA Flags byte, 1 byte hex bit 0 is defined as:

“bit 0 1 = Mechanical Meters detected”

* Note that the site controller for logging and reporting purposes may not recognise all of these.
Local Area Communications Protocol*

The specification ‘Local Area Electronic Gaming Machine Communications Protocol Site Controller Protocol Operating Procedures Version 1.5.3 Revised 5 July 2000’ as published by The State of Queensland, Queensland Office of Gaming Regulation, is incorporated subject to the following exclusions, amendments and additions.

The following are exclusions, amendments and additions to the specification described in 4.1. The exclusions, amendments and additions follow section headings reflective of those used in the incorporated document.

1.1 Off-line Operation

This subsection is excluded and the following inserted:

“A SC may continue normal operations when disconnected from the host computer for as long as its event and meter logs are not full, it can maintain the minimum percentage return to player (i.e. w.r.t WAN jackpots). The following exception applies:

EGMs which are required to be RAM cleared may not be reset/initialised until the last received meters and events from the EGM prior the RAM clear are stored in the central computer.

The site controller is not required to open and close the site at the correct licensed gaming hours.”

* Note to Standard: Health or safety matters or legislative requirements administered by other regulatory bodies such as for electrical wiring and of radio frequency emission etc are the domain and responsibility of the manufacturer, purchaser and operator of the equipment. Each of these parties is required to assure themselves of such matters. Particular note should be taken of any Laser/LED technology that is to be present in any gambling equipment.

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Where an incorporated document makes reference to the authority in the jurisdiction of issue then this is to be interpreted as the Secretary for Internal Affairs. That is Queensland Office of Gaming Regulation (QOGR) is to be interpreted as the Secretary for Internal Affairs.

This Standard is unique to the New Zealand jurisdiction and the numbering system does not have cross-references to the Australian/New Zealand Gaming Machine National Standard.
7.4 EGM Variation Change Poll
This subsection is excluded

7.5 EGM Parameters
The first two paragraphs of this subsection are excluded and the following paragraph inserted in their place:

“The SC must configure the EGM with Parameter poll defaults of:

- An operator ID of 0
- $1,500 for large win lockup
- $10,000 for the credit acceptance limit
- 5 for the maximum number of double-up/gambles
- $500 for the Double-Up/Gamble limit in accordance with minimum standard requirement DIA3 2 MAXNPWIN”

The final paragraph of this subsection is excluded.

7.7 System Award Lockup Request
This subsection is excluded

7.8 Cancel Credit Lockup Request
This subsection is excluded.

7.11 Purging EGM Events
The final paragraph of this subsection is excluded and the following sentence inserted in its place:

“When section 14 “Autonomous Mode” is activated, section 14, where applicable, takes precedence over this subsection.”

7.12 DLSA Configuration Poll
This subsection is excluded.
7.13  DI.SA Lockup Acknowledgment poll
This subsection is excluded.

7.15  Hopper/Ticket Printer Maintenance
The first paragraph of this subsection is excluded and the following inserted in its place:

"$200 for the Hopper Collect Limit
$200 for the refill hopper amount"

The final paragraph of this subsection is excluded.

7.16  Linked Progressive Award Acknowledged
This subsection is excluded.

7.18  Specific Promotional/Advisory Message
The first sentence of this subsection is excluded.

7.19  EGM Tower Light Maintenance
This subsection is excluded.

7.21.1  Linked Progressive Current Amounts
This subsection is excluded.

8  QCOM Linked Progressive
This section is excluded.

10  ECT
This section is excluded.
11.6 EGM Event Responses

The last paragraph of this subsection is excluded.

11.6.5 SC Event log Full Procedure

The third paragraph of this subsection is excluded and the following paragraph inserted in its place:

"If a site controller’s event log should ever become full and the "Autonomous Mode” is not activated, the site controller must disable the affected EGMs under it via the global broadcast message and stop polling all EGMs (broadcast messages must still be sent), until such time as its event log is purged and space becomes available."

11.7.1 EGM Meter Increment Reasonableness Test

The fifth paragraph of this subsection is excluded and the following sentence inserted in its place:

"All the valid increments must be easy to change parameters in the monitoring system."

11.7.2 EGM Linked Progressive Contribution Meter Reasonableness Test

This subsection is excluded.

11.7.3 Multi-Game/Variation Meters Response

The third paragraph of this subsection is excluded.

11.7.4 Progressive Meters Response

This subsection is excluded.

11.8 DLSA Response

This subsection is excluded.

11.9 DLSA Hit Event

This subsection is excluded.
12 SC Generated Events

The last sentence of this section is excluded.

12.1 SC Generated EGM Events

The following events are not required to be generated by the site controller and are excluded:

“SC-EGM Excessive Events”

“SC-EGM Unreasonable Multi-Game Meter Incr.”

13 I.G.T. EGM Protocol operating Procedures

This section is excluded.

4.3 The following sections are inserted following section 13.

“14 Autonomous Mode

In the event of the central EMS (including the disaster recovery system) not being available, whether it is due to a natural disaster, communications failure or any other reason, the site controller at any venue must be switched automatically to an autonomous mode of operation. The action of switching site controllers to autonomous mode must be permanently recorded within the site controller and reported to the central EMS during the next polling session.

14.1 SC Operation in Autonomous Mode: The site controller must be able to store EGM data (meter & events), in the primary storage (non-volatile media), for a minimum of 31 days before the EMS host successfully polls the site controller for the data and allows the site controller to purge the event queues. Once the NV-RAM storage is nearing its capacity (99% full) and there is no communication with host, the site controller must automatically move the older set of data (event & meter snapshots) files to the hard disk, in order to make primary file storage available for the latest event or meter data. This event is recorded in the site controller’s event file and will be transmitted to the EMS host when the communication is restored.

EGM operation in Autonomous Mode: When the event queue in an EGM becomes full, the site controller receives an ‘EGM Event Log full’ message. The site controller will attempt to transmit this alarm to the EMS host. If the transmission is successful, the site controller does not enter in Autonomous Mode and awaits EMS command or polling session, in order to purge the events from EGM. If the transmission fails, the site controller enters automatically in Autonomous Mode and purges the events from the EGM queue (these events have
been already saved in the site controller’s storage). This event is recorded in site controller’s event file and will be transmitted to the EMS host when the EMS host communication is restored.

14.2 Whilst in autonomous mode all fault conditions, other than site controller ‘Event Log full’, ‘Meter Log full’ or ‘EGM Event Log full’, must result in the same actions by the site controller as would occur in the non-autonomous mode.

14.3 Autonomous mode is enabled when SC NV-RAM used to store meter and event data is 99% full. Sufficient NV-RAM is to be provided such that 31 days meter, event and snapshot data from up to 30 gaming machines can be stored.

14.4 The event data calculation is based on the following minimum limits per EGM per day:

Up to 255 gaming machine events per day including QCOM mandated snapshot data depending on type of event.

Up to 24 snapshots per gaming machine per day.

15 Out-Of-Hours Operation

The site controller must be able to detect gaming activity on selected venues outside designated hours of operation on demand.”
5 Gaming Venue Electronic Meter Access

5.1 Electronic Meter Access for Sites

The site controller must provide a RS-232 serial interface to allow a venue Personal Computer (PC) to request and retrieve electronic meter data for all EGMs and any hand-pay jackpot connected to the site controller.*

5.2 Requesting Meters and Meters to Report

The Site Controller has one serial port dedicated for the communication with the Venue PC. The EMA exe application must upon request:

- Get the current QCOM machine meters (group 0 & 1) file for all gaming machines of the SC.

* Note to Standard: Health or safety matters or legislative requirements administered by other regulatory bodies such as for electrical wiring and of radio frequency emission etc are the domain and responsibility of the manufacturer, purchaser and operator of the equipment. Each of these parties is required to assure themselves of such matters. Particular note should be taken of any Laser/LED technology that is to be present in any gambling equipment.

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* * Note to Standard 5.1 It is assumed that the venue has its own PC or equivalent with a spare serial port (no modem), running either a Microsoft Windows 2000 or XP operating system, and with a serial cable and connectors in accordance with RS-232 specification to connect the venue PC to the venue site controller interface. It must be possible for the venue to connect and retrieve current meters from the EGMs and hand-pay jackpot system.

Earlier versions of Microsoft Windows operating systems are not supported.

The EMS monitor will provide, on application by the venue, software to be installed on the venue PC to enable electronic meter access. The software, EMA exe (Electronic Meter Access application), is used to request and retrieve QCOM Group 0 and Group 1 meters and required jackpot meters where Fortune, Translux or Mikohn hand-pay (Cancelled Credit) jackpot controllers are in operation.

Where a venue chooses not to use the Electronic Meter Access application to request and retrieve electronic meters then

1 EGM meters can be accessed and recorded manually in EGM Audit mode
2 If jackpot meters are not directly accessible by a venue PC connected directly to the jackpot controller, the jackpot manufacturer or their authorised agent will need to be contacted to electronically retrieve and record these meters.
- Get the current jackpot pool display values file for all levels of the Venue Jackpot Controllers.
- Get the daily jackpot wins file starting from 02:00 of the current day until the file request time.
- Get the current jackpot gross turnover meters file for all gaming machines that participate in the specific jackpot.

A limit may be imposed on user file access requests but should not be less than 20 daily requests per file.

After a request is made, the file requested must be received by the venue PC within 2 minutes.

The meters must be current at least to the time of the request. If, for example, one or more gaming machines are not responding at the time, then the last known meters must be returned instead for those gaming machines.

5.3 EGM Meters to Report and File Format

The EGM meters to be reported are meter groups 0 and 1 as defined in the amendment to the Gambling Act (Class 4 Gambling Equipment) Minimum Standard, Minimum Technical Requirements for Electronic Monitoring System. When requested, the meters must be placed in an ASCII text file located in the current (or a designated) directory on the gaming venue's PC, with the following format:

1. The file name must be: "GMMETER_SSSSSS_YYYYYMMDDHHMMSS.csv"

Where:
- SSSSSS is the Venue ID (6 digits zero padded as it is defined in the EMS application).
- YYYYMMDDHHMMSS is a date and timestamp of when the request was made.

If the file already exists, then it will not automatically be overwritten but the application will ask the user for confirmation.

2. The first line contains the headers:

"Date / Hour,Serial Number,Turnover (cents played)(1),Wins added to credit meter (in cents)(1),Cancel credit (in cents)(1),Not used(1),Cents In (in cents)(1),Cents Out (in cents)(1),Not used(1),Not used(1),Not used(1),Not used(1),Downloaded Jackpot Wins(1),Not used(1),Not used(1),Hopper Refills(1),Coins/Tokens in(1),Coins/Tokens out(1),Coins/Tokens to Cash box(1),Cashless credit in(1),Cashless credit out(1),Note acceptor cents in(1),Notes in(1),Residual Credit Removal Turnover(1),Residual Credit Removal Wins(1)"
3. After the 1st line, there must be x lines in the text file, where ‘x’ is the current number of EGMs being monitored at the licensed gaming venue.

4. Each line appended must contain the following CSV text:

- “dd/mm/yyyy hh mm ss,SerialNo,GroupID00,GroupID01,,GroupID02,..,,GroupID031”

Where:

‘,‘ is the delimiter.

“dd/mm/yyyy hh mm ss” is the date and time stamp of the meters for the EGM denoted by SerialNo. Each field in the date and time stamp must be 2 digits (except for the year which is four digits) and zero padded. The date and time must be separated by a space. The value of the time stamp must be equal to the time of the last meter update received from the EGM by the monitoring system as denoted by the ‘SerialNo’ in the following text field (e.g. if an EGM has been switched off for two days then the time stamp for that EGMs meter will be at least two days old).

SerialNo is the EGM Manufacturers ID number (MID) (two digits zero padded), followed by the EGMS serial number (6 digits, zero padded), (i.e. a total of 8 digits).

GroupIDxx. The remaining fields (0-31 inclusive) correspond to the current values of the QCOM group 0 & 1 meters in the order as listed in the minimum standard for the EGM denoted by the MID & Serial Number on the same line. Each meter must be a 10 digit zero-padded decimal number.

Reserved meters must be set at zero. The 32 reported meters are the following:

<table>
<thead>
<tr>
<th>Meter SN</th>
<th>Meter Description - Refer Relevant Minimum Standard for Complete Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Group 0 Meters 0</td>
<td>Total EGM Stroke</td>
</tr>
<tr>
<td>1</td>
<td>Total EGM Turnover</td>
</tr>
<tr>
<td>2</td>
<td>Total EGM Wins added to credit meter</td>
</tr>
<tr>
<td>3</td>
<td>Total EGM Cancel credit</td>
</tr>
<tr>
<td>4</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>5</td>
<td>Total EGM Cents In</td>
</tr>
<tr>
<td>6</td>
<td>Total EGM Cents Out</td>
</tr>
<tr>
<td>7</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>8</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>9</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>10 (0x0A)</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>11 (0x0B)</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>12 (0x0C)</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>13 (0x0D)</td>
<td>Total EGM Download Jackpot Wins</td>
</tr>
<tr>
<td>14 (0x0E)</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>15 (0x0F)</td>
<td>Not used (always zero)</td>
</tr>
<tr>
<td>Group 1 Meters</td>
<td>Total EGM Hopper Refills</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>16 (0x10)</td>
<td></td>
</tr>
<tr>
<td>17 (0x11)</td>
<td>Total EGM Coins/Tokens in (excl. refills)</td>
</tr>
<tr>
<td>18 (0x12)</td>
<td>Total EGM Coins/Tokens out (i.e. hopper collects, excl. extra coins paid)</td>
</tr>
<tr>
<td>19 (0x13)</td>
<td>Total EGM Coins/Tokens to Cash box (i.e. in cents, excluding notes in)</td>
</tr>
<tr>
<td>20 (0x14)</td>
<td>Total EGM cashless credit in</td>
</tr>
<tr>
<td>21 (0x15)</td>
<td>Not Used (always zero)</td>
</tr>
<tr>
<td>22 (0x16)</td>
<td>Total EGM Note acceptor</td>
</tr>
<tr>
<td>23 (0x17)</td>
<td>Total EGM Notes in (count)</td>
</tr>
<tr>
<td>24 (0x18)</td>
<td>Total Residual Credit Removal Turnover</td>
</tr>
<tr>
<td>25 (0x19)</td>
<td>Total Residual Credit Removal Wins</td>
</tr>
<tr>
<td>26 - 31</td>
<td>Not used (always zero)</td>
</tr>
</tbody>
</table>

This following sequence defines the communication specification between the SC and the Venue PC, regarding the transfer of machine meters:

- **Step 1:** The Client Application (running on the venue PC) starts by requesting the Available Groups from the SC Server Application (after a connection has been established with the SC).

- **Step 2:** The Venue PC Thread (running on the SC) will then execute a scan to find the number of Available groups.

- **Step 3:** The EGM Thread (running on the SC) will return the number of groups to the Venue PC Thread.

- **Step 4:** The Venue PC Thread will return to the Client Application the total number of groups.

- **Step 5:** The Client Application will make a request to receive the number of EGMs connected to the SC.

- **Step 6:** The Venue PC Thread accepts the request and performs a “search” for the available EGMs.

- **Step 7:** The EGM thread will return to the Venue PC Thread the total number of existing EGMs.

- **Step 8:** The Venue PC thread will return to the Client Application the total number of existing EGMs.

- **Step 9:** The Client Application will then request from the SC to prepare the meter values for all EGMs.

- **Step 10:** The Venue PC Thread will request from the EGM Thread to load the data from the SC memory.

- **Step 11:** The Venue PC thread will receive the available data.
• **Step 12:** The Venue PC Thread will reply to the Client Application that the meters are ready to be received.

• **Step 13:** The Client Application will request the meter values from the SC.

• **Step 14:** The SC will return the meter values to the Client Application.

• **Step 15:** When all processes are complete, the Client Application will save the data to an (ASCII) file.

The above message sequence is depicted in the following diagram:
5.4 Jackpot Wins Meters to Report and File Format

This file includes the daily jackpot wins (starting from 02:00 of current day up to the request time), with the following format:

1. The file name must be: "JCPWIN_SSSSSS_YYYYMMDDHHMMSS.csv"

Where:
- SSSSSS is the Venue ID (6 digits zero padded as it is defined in the EMS application).
- YYYYMMDDHHMMSS is a date and timestamp of when the request was made

If the file already exists, then it must not automatically be overwritten but the application will require user verification.

2. There must be x lines in the text file, where ‘x’ is the number of Jackpot Wins (starting from 02:00 in the morning).

3. Each line appended must contain the following CSV text:

   - "Timestamp,SerialNo,JackpotId,JackpotLevel,WinAmount"

Where:

`,' is the field delimiter

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp</td>
<td>The timestamp that the jackpot win has occurred</td>
<td>19 character with the format “dd/mm/yyyy hh:mm:ss”</td>
</tr>
<tr>
<td>SerialNo</td>
<td>the EGM Manufacturers ID number (MID) (two digits zero padded), followed by the EGMs serial number (6 digits, zero padded). (i.e. a total of 8 digits).</td>
<td>8 digits</td>
</tr>
<tr>
<td>JackpotId</td>
<td>Unique Identification Number (as it is defined by the EMS)</td>
<td>6 digits right padded with zeroes</td>
</tr>
<tr>
<td>JackpotLevel</td>
<td></td>
<td>2 digits right padded with zeroes</td>
</tr>
<tr>
<td>WinAmount</td>
<td>The Jackpot win amount in cents</td>
<td>10 digits right padded with zeroes</td>
</tr>
</tbody>
</table>

5.5 Jackpot Turnover Meters to Report and File Format

This file includes the current jackpot turnover meters for all gaming machines that participate in the specific jackpot, with the following format:
1. The file name must be: "JCPTURN_SSSSSS_YYYYMMDDHHMMSS.csv"

Where:
- SSSSSS is the Venue ID (6 digits zero padded as it is defined in the EMS application).
- YYYYMMDDHHMMSS is a date and timestamp of when the request was made.

If the file already exists, it will not automatically be overwritten but the application will require user verification.

2. There must be x lines in the text file, where ‘x’ is the number of EGMs that participate in the jackpot (or jackpots).

3. Each line appended must contain the following CSV text:
   - "SerialNo,JackpotId,JIN,JcpTurnover"

Where:

‘,’ is the field delimiter

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>SerialNo</td>
<td>the EGM Manufacturers ID number (MID) (two digits zero padded), followed by the EGMs serial number (6 digits, zero padded). (i.e. a total of 8 digits).</td>
<td>8 digits</td>
</tr>
<tr>
<td>JackpotId</td>
<td>Unique Identification Number (as it is defined by the EMS)</td>
<td>6 digits right padded with zeroes</td>
</tr>
<tr>
<td>JIN</td>
<td>Identifies the port on the Jackpot Controller that the EGM is connected to</td>
<td>3 digits right padded with zeroes</td>
</tr>
<tr>
<td>JcpTurnover</td>
<td>The total turnover that the jackpot controller has received from the specific gaming machine (in cents)</td>
<td>10 digits right padded with zeroes</td>
</tr>
</tbody>
</table>

5.6 Jackpot Pool Display Values to Report and File Format

This file includes the current display values for all levels of the Venue Jackpot Controllers, with the following format:

1. The file name must be: "JCPDISP_SSSSSS_YYYYMMDDHHMMSS.csv"

Where:
- SSSSSSS is the Venue ID (6 digits zero padded as it is defined in the EMS application).
• *YYYYMDDHHMMSS* is a date and timestamp of when the request was made.

If the file already exists, it will not automatically be overwritten but the application will require user verification.

2. There must be *x* lines in the text file, where *'x'* is the number of Jackpot Levels in the venue.

3. Each line appended must contain the following CSV text:

   "JackpotId,JackpotLevel,DispValue"

   Where:

   ‘,’ is the field delimiter

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>JackpotId</td>
<td>Unique Identification Number (as it is defined by the EMS)</td>
<td>6 digits right padded with zeroes</td>
</tr>
<tr>
<td>JackpotLevel</td>
<td></td>
<td>2 digits right padded with zeroes</td>
</tr>
<tr>
<td>DispValue</td>
<td>The current display value for the specific jackpot level (in cents)</td>
<td>10 digits right padded with zeroes</td>
</tr>
</tbody>
</table>

5.7 Other

5.7.1 There must be error checking on the report download of at least CRC-16 Standard.

5.7.2 Consideration should be given to access and security of the link.

5.7.2 The site's PC must not be required to be dedicated only to the Electronic meter Access service. That is, venues must still be able to run other applications.
6.1 The specification "EGM Program Signature Algorithms Version 1.2 Revised 12 February 2001" as published by The State of Queensland, Queensland Office of Gaming Regulation, is incorporated.

* Note to Standard: Health or safety matters or legislative requirements administered by other regulatory bodies such as for electrical wiring and radio frequency emission etc are the domain and responsibility of the manufacturer, purchaser and operator of the equipment. Each of these parties is required to assure themselves of such matters. Particular note should be taken of any Laser/LED technology that is to be present in any gambling equipment.

Where an incorporated document uses terms and abbreviations applicable in the jurisdiction of issue then the terms and abbreviations that apply are those used in New Zealand. For example Electronic Gaming Machine (EGM) means Gaming Machine (GM) and Central Monitoring System (CMS) means Electronic Monitoring System (EMS) in accordance with the terms and abbreviations used in New Zealand.

Where an incorporated document makes reference to the authority in the jurisdiction of issue then this is to be interpreted as the Secretary for Internal Affairs. That is Queensland Office of Gaming Regulation (QOGR) is to be interpreted as the Secretary for Internal Affairs.

This Standard is unique to the New Zealand jurisdiction and the numbering system does not have cross-references to the Australian/New Zealand Gaming Machine National Standard.