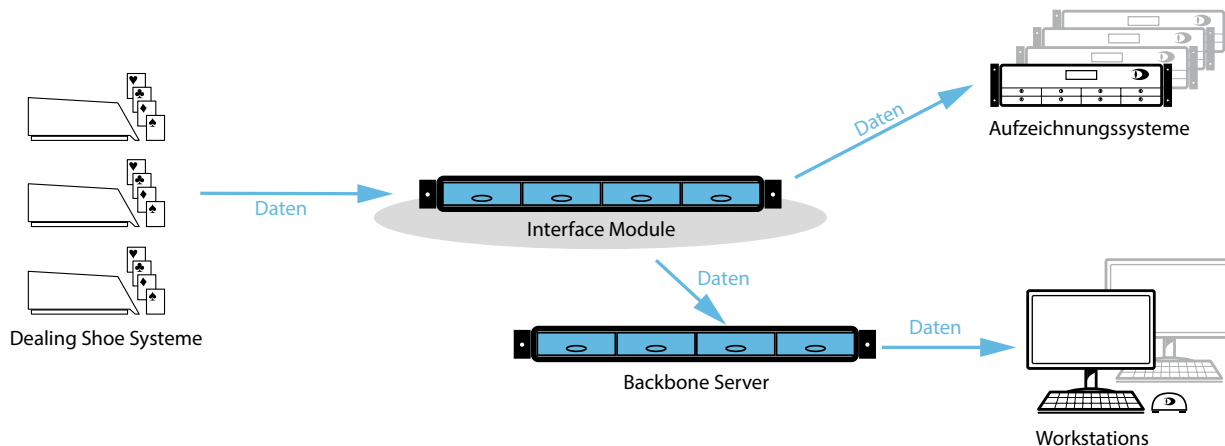


# SeMSy® Interface für Baccarat



Überblick der Dealing Shoe Systeme und die Ereignisse/Alarmer, die in einem HEMISPHERE® SeMSy® Security and Business Management System verarbeitet werden

Das HEMISPHERE® SeMSy® Interface Module bietet eine Schnittstelle zu externen Geräten in einem SeMSy® Security and Business Management System. Das Modul empfängt Daten von externen Geräten (z. B. Kasse, Zugangskontrolle, Kartenschuh) über Ethernet und speichert sie in der integrierten Datenbank. Die empfangenen Daten können verarbeitet und an verschiedene Systeme weitergeleitet werden, um eine Aktion auszulösen.



Das Baccarat-Interface ist ein Protokoll für die Verbindung von Dealing Shoe-Systemen mit dem HEMISPHERE® SeMSy® Interface Module. Die Daten der Dealing Shoe Ereignisse und Alarmer werden mit den Videodaten verknüpft und in der integrierten Datenbank gespeichert. Die Auswertung der Ereignis-, Alarm- und Videodaten erfolgt bequem und übersichtlich mit den zur Verfügung gestellten Applikationen (Inboxen, Interfaces Prozess-Client, Video-Viewer in Surveillance Tabs) auf einer HEMISPHERE® SeMSy® Workstation.

## Features

- Datenbank für Kartenschuh-Daten integriert
- Kennzeichnung relevanter Aufnahmen (Tag)
- Suche nach Kriterien (Spielergebnis, First Card Advantage, etc.)
- Report-Funktion integriert (PDF und XLS)
- Ständige Überwachung von Dealer und Player
- Überprüfung des Spieler- und Dealer-Verhaltens (Schuhwechsel, Auszahlungen, etc.)
- Dokumentation der Spiele für spätere Analysen
- Automatisches Erkennen von Unregelmäßigkeiten
- Kompatibel mit dem Dallmeier CAT-System
- Inkrementelle Datenbank-Backups
- Kartenschuh Simulations-Tool für Inbetriebnahme und Wartung

## Kompatibilität

- AngelEye
- USPC Bee
- Anpassungen für weitere Kartenschuh-Systeme und Versionen optional

## Funktionen:

Hersteller	Modell (Version)	Video Tag	Datenbank-Suche	On-Screen Alarmer	Live Kamera Umschaltung	Daten-Analyse
AngelEye	AngelEye II, AngelEye III, Super AngleEye	x	x	x	x	x
USPC Bee	USPC Bee Shoe (Models 928, 938)	x	x	x	x	x

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Sehen Sie in den folgenden Tabellen, welche Dealing-Schuh-Events empfangen und gespeichert werden können.

Baccarat Dallmeier Alarmer	
Name	Beschreibung
AEAlarm: Pair bet advantage play vulnerability	Pair bet advantage play vulnerability
AEAlarm: Repetitive Sequence	Alarm if current sequence of cards is a repetition, of what was drawn within the last X cards.
AEAlarm: Pair Slugs	Alarm if current sequence of (card rank) is a repetition, of what was drawn within the last X cards
AEAlarm: Perfect Pair Slugs	Alarm if current sequence of (card rank+suit) is a repetition, of what was drawn within the last X cards.
AEAlarm: Consecutive wins	If there is a sequence of consecutive "player wins" game results on a table exceeding a pre-configured value an alarm will be raised. The same applies to "banker wins" and "tie".
AEAlarm: Tie slugs	If picture cards J, Q, K or tens are drawn in a consecutive sequence, exceeding the pre-configured parameter, an alarm is raised.
AEAlarm: Nine x eight	An 8 deck-shoe contains 416 cards (13 numbers x4 suits x8 pack of cards). 9x8 detects if a card of a particular number and suit is drawn the 9th, 10th, ... time. On card burn the card-counters for this shoe/table are reset. On each shoe an alarm is only generated on the first 9x8 occurrence.
AEAlarm: Reset	If the shoe is reset an alarm is generated.
AEAlarm: Switch off	If the shoe is switched off during live-game-mode an alarm is generated when the shoe is turned back on again.
AEAlarm: Cards in order	An un-shuffled deck of cards triggers an alarm. Depending on the configuration.
AEAlarm: False shuffle	Dealt decks of cards that are returned into the shoe without being shuffled are recognized. The sequence size can be configured and the history size of drawn cards can also be defined.

Baccarat Native Shoe Events	
Name	Beschreibung
Delivery Player	Every time a card is drawn for a player an event is created.
Delivery Banker	Every time a card is drawn for the banker an event is created.
Discard	"Burning" cards or discarding of cards after a shoe change.
First card (discard) / Burn card mode	Event from shoe when "Burning" cards
Number of discards	Event from shoe when "Burning" cards
Lock Mode	When shoe is locked by key
Error Mode	When shoe has an error
Setting Mode	When shoe enters setting mode
No Error	No Error
Reading Error	Not possible to read the card drawn
Card Code Error	Card Code Error
Not yet set up Card Cord	Not yet set up Card Cord
Delivery Player (retransmit) / Card pulled (Player)	Interrupt text is issued to transmit the valid card information, which is for the over-drawn card during Error mode, for the next game.
Delivery Banker (retransmit) / Card pulled (Banker)	Interrupt text is issued to transmit the valid card information, which is for the over-drawn card during Error mode, for the next game.
Discard (retransmit)	"Burning" cards or discarding of cards after a shoe change.
Delivery Player (Card Info) / Game cards (Player)	Draw the 5th card or transition for the confirmation of the game result, ANGEL EYE transmit the card information for the game result. (Only for the Game Card Information Transmit setting is "After confirmation of the game result")
Delivery Banker (Card Info) / Game cards (Banker)	Draw the 5th card or transition for the confirmation of the game result, ANGEL EYE transmit the card information for the game result. (Only for the Game Card Information Transmit setting is "After confirmation of the game result")
Shoe Change / New shoe	Indicates the end of the shoe, just before it needs changing. Managed by the cutting card.
Can not read error / Alert: Card feed alarm	Not possible to read the card drawn
Overdraw error / Alert: Overdraw alarm	If the game is finished and another card is drawn, an alarm is generated
Indication button error	Indication button error
Reverse run (exit)	Card being pushed back during draw

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Überblick der Dealing Shoe Systeme und die Ereignisse/Alarmer, die in einem HEMISPHERE® SeMSy® Security and Business Management System verarbeitet werden



Baccarat Native Shoe Events (continued)	
Name	Description
Reverse run (on the way)	Card being pushed back during draw
Card Code error / Alert: Fast feed alarm	Card Code error / Alert: Fast feed alarm. Invalid card barcode
Timeout drawing action / Alert: Card draw timer alarm	Timeout drawing action / Alert: Card draw timer alarm
Reverse run (complete on the way) / Alert: Card reverse alarm	Reverse run (complete on the way) / Alert: Card reverse alarm
Cancel error (can not read) / Alert cleared	Cancel error (can not read) / Alert cleared
Cancel error (overdraw) / Alert cleared	Cancel error (overdraw) / Alert cleared
Cancel error (indication button)	Cancel error (indication button)
Cancel error (reverse run - exit)	Cancel error (reverse run - exit)
Cancel error (reverse run - way)	Cancel error (reverse run - way)
Cancel error (card code) / Alert cleared	Cancel error (card code) / Alert cleared
Cancel error (timeout drawing action) / Alert cleared	Cancel error (timeout drawing action) / Alert cleared
Cancel error (reverse run - complete) / Alert cleared	Cancel error (reverse run - complete) / Alert cleared
Card Information (do not use over drawn card)	Card Information (do not use over drawn card)
Unlocked	Shoe unlocked by key
Locked	Shoe lock by key
Lid Close / Alert cleared	Shoe lid closed
Lid Open / Alert message (Lid Alarm)	Shoe lid opened
Change Preset Value	Change Preset Value
Start of Communication	Power on the Shoe
Stand By	Pressing of the Standby / game result button
Reset	If the shoe is reset an alarm is generated.
Cutting Card drawn / Cut Card Reached	Cutting Card drawn / Cut Card Reached
Positive Acknowledgement from Shoe	Positive Acknowledgement from Shoe
Negative Acknowledgement from Shoe	Negative Acknowledgement from Shoe
Shoe is in Interrupt Transmission Mode	Shoe is in Interrupt Transmission Mode
AE: ERROR: 02: DEALING ERROR – GAME COMPLETED	Dealing error game completed overdrawn card
AE: ERROR: 03: MOREDRAW	Indication button error
AE: ERROR: 05: MISTAKE DEALING 2	Reverse run (on the way)
AE: ERROR: 07: MISTAKE DEALING 1	Timeout drawing action / Alert: Card draw timer alarm
AE: ERROR: 08: CAN NOT READ 2	Not yet set up card cord
AE: ERROR: 09: MISTAKE DEALING 3	Reverse a card on the way of the drawing
AE: ERROR: 10: UNSHUFFLE ERROR	Card sequence is in order such as 1,2,3,4
AE: ERROR: 12: UNSHUFFLE ERROR	Same card sequence as previous 52 cards
AE: ERROR: 13: UNSHUFFLE ERROR	Same card sequence as previous shoe
AE: ERROR: 14: MISTAKE DEALING 4	Card drawn when shifting to start option mode
AE: ERROR: 16: DEALING ERROR – SHOE CHANGE	Card drawn when shoe change timing

