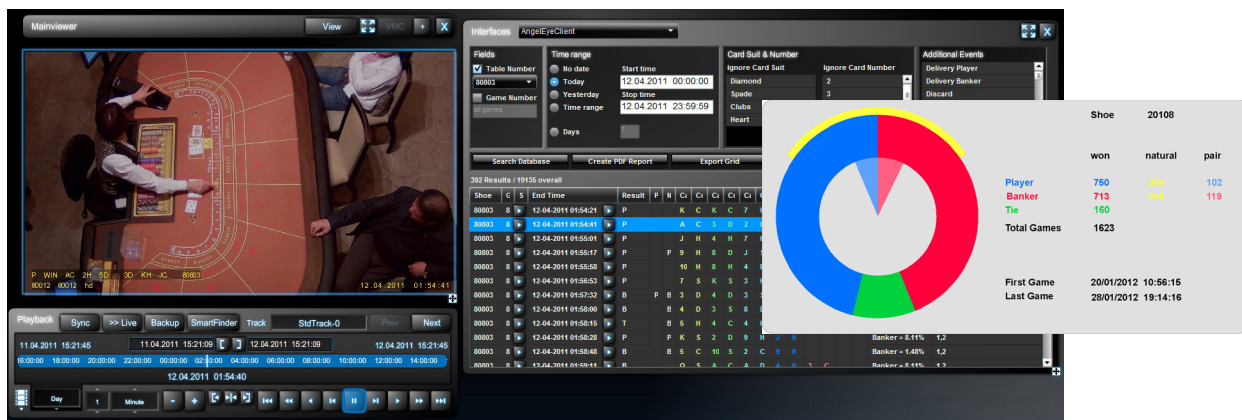


SeMSy® III Gaming Interface

Protokoll zur Anbindung von Kartenschuh-Systemen an SeMSy® III

SeMSy® III

SeMSy® III ist ein hochperformantes und zukunftssicheres Videomanagementsystem mit höchstem Bedienkomfort. Es bietet umfangreiche Funktionen, die von der Darstellung von Livebildern, vielfältigen Suchmöglichkeiten in den Aufzeichnungen über die Steuerung von PTZ-Kameras bis zu einer einfachen Archivierung relevanter Sequenzen reichen.



Die SeMSy® III Interface Server Software bildet eine Schnittstelle zwischen externen Geräten und einem SeMSy® III Videomanagementsystem. Die Schnittstellensoftware nimmt Daten von externen Geräten (z. B. Kartenschuh, Spielautomat, Banknotenzähler, Casino RFID Chip System) über das Ethernet entgegen und speichert sie in der integrierten Datenbank.

Das SeMSy® III Gaming Interface ist ein Protokoll zur Anbindung von Kartenschuh-Systemen an die SeMSy® III Interface Server Software. Die Daten der Kartenschuh-Ereignisse werden mit den Videodaten verknüpft und in der integrierten Datenbank gespeichert. Die Auswertung der Kartenschuh- und Videodaten erfolgt bequem und übersichtlich mit dem Interfaces Module der SeMSy® III Workstation Software.

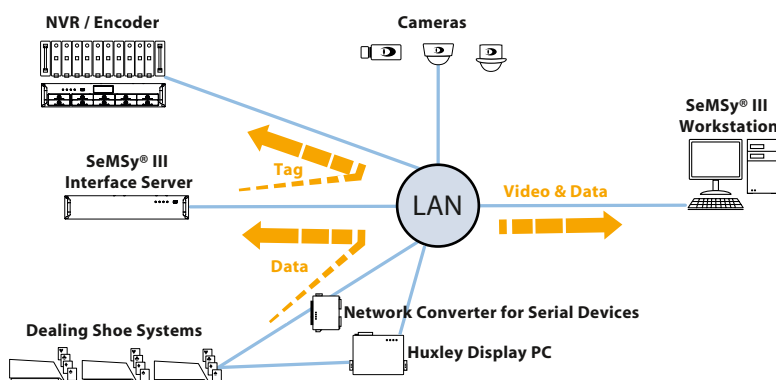
Features

- 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
- IGT
- GPI
- Bally
- Glory
- Giesecke & Devrient
- Anpassungen für weitere Kartenschuh-Systeme und Versionen optional

System



Funktionen

Hersteller	Typ	Modell (Version)	Video Tag	Datenbank Suche	On-Screen Alarme	Live Camera Umschaltung
AngelEye	Dealing Shoe (Baccarat)	AngelEye II, AngelEye III, Super AngleEye	X	X	X	X
USPC Bee	Dealing Shoe (Baccarat)	USPC Bee Shoe (Models 928, 938)				
IGT	Slot Machine	IGT Advantage (9.2 sbX / ABS), ADI (45.4.x), ABS (9.x)	X	X	X	X
GPI	RFID Chip Inventory	GPI CIS (2.x, 3.x / SMART / Magellan technology)	X	X	X	X
Bally	Slot Machine	Bally SDS	X	X	X	X
IGT / G Tech	Slot Machine	IGT / G Tech Spielo	X	X	X	X
Glory	Money Counting	USF-50 Series	X	X	X	X
Giesecke & Devrient	Money Counting	BSP C4, BSP M5	X	X	X	X

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Baccarat Dallmeier Alarms

Name	Description
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	Description
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
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

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Baccarat Native Shoe Events (Fortsetzung)

Name	Description
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

IGT Slotmachines Events

Event	Category
Cancel credit pending	Cancelled Credit
Cancel credit pending W-2G Request (IRS form w/ wins = \$1200.00).	Cancelled Credit
Illegal drop door opened.	Door Open
Illegal fill door opened.	Door Open
Illegal logic cage door opened	Door Open
Belly door opened	Door Open
Illegal Belly door open	Door Open
Power off slot door access	Door Open
Cash box door opened	Door Open
Main door opened	Door Open
Illegal cash box door opened	Door Open
Logic cage opened	EPROM Verification
Jackpot pending.	Jackpot
Jackpot pending W-2G request (IRS form w/ wins = \$1200.00).	Jackpot
Progressive jackpot pending W-2G (IRS form w/ wins = \$1200.00).	Jackpot
Mystery jackpot pending W-2G Request (IRS form w/ wins = \$1200.00).	Jackpot
Bonus handpay pending W-2G (IRS form w/ wins = \$1200.00).	Jackpot
Bill acceptor removed	Note Stacker Removed
Illegal machine door opened	Note Stacker Removed
Abandoned Player card inserted	Patron Alert
Bad Loc Player card inserted	Patron Alert
Banned Player card inserted	Patron Alert
First Visit Player card inserted	Patron Alert
Invalid Player card inserted	Patron Alert
New Member Player card inserted	Patron Alert
Player card inserted	Patron Alert
Pre-Player card inserted	Patron Alert
Self-limited Player card inserted	Patron Alert
Employee card inserted	Staff Alerts
Ticket rejected. Out of cycle.	TITO Double Entry
Ticket rejected by host system.	TITO Double Entry
Ticket rejected. Number does not match.	TITO Double Entry
Ticket rejected. Bad transfer.	TITO Double Entry
Ticket rejected. Bad amount.	TITO Double Entry
Ticket rejected. Amount is not equal to voucher amount.	TITO Double Entry
Ticket rejected. Host system unable to accept transfer.	TITO Double Entry

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IGT Slotmachines Events (Fortsetzung)

Event	Category
BE2 reset	BE2
Machine link up	BE2
Machine link down	BE2
Drop door closed	Door
Game power on	Machine
Audit card inserted.	Card
Coin drop card inserted.	Card
Cash drop card inserted.	Card
Combined drop (both soft and coin) card inserted.	Card
Card removed3	Card
Belly door closed	Door
OP changed	Machine
Cash out button pressed	Machine
Display meters entered	Machine
Display meters exited	Machine
Self test entered	Machine
Self test exited	Machine
The belly door was illegally opened.	Machine
Cancel credit reset	Jackpot
Node on line	ABS
Node off line	ABS
BE2 Online	ABS
BE2 Offline	ABS
Celebration bonus paid	Jackpot
MJT bonus paid	Jackpot
Mystery bonus paid	Jackpot
Progressive bonus paid	Jackpot
Return play bonus paid	Jackpot
Cash box closed - Bill door closed - Bill acceptor do	Bill acceptor
Cash box opened - Bill door opened - Bill acceptor do	Bill acceptor
Bonus paid	Jackpot
Progressive jackpot	Jackpot
Set Mystery jackpot	Jackpot
Logic cage closed	Door
Cash box door closed	Door
Main door closed	Door

GPI RFID Casino Chips

Event	Description
AMOUNT_THRESHOLD_EXCEEDED	If chip values amount has exceeded a threshold value there will be a PGuard alarm.

Glory Banknote Counter

Event	Description
CounterfeitNotes	Counterfeit Note(s) detected
UnreadableNotes	Unreadable or damaged (e.g. crinkled or buckled) Note(s) detected
NoteJam	There is a note jam in the machine.
SystemInformation	Machine has just started and sent System Information.
CountResult	Sent when user has pressed the "Accept" button.
CountResultExpanded	Sent when user has pressed the "Accept" button.
Mode	Current mode of the machine.
Currency	Machine has just started and sent Currency Information.
CurrencyExpanded	Machine has just started and sent Currency Information.
ProcessResult	Machine is counting a note.
Status	Current status of the machine
CounterfeitLevel	Fit level changed
FitLevel	Counterfeit level changed
MachineIPAddress	Machine has just started and sent its IP address.
ServerIPAddress	Machine has just started and sent the IP address it is sending data to.
ServerName	Machine has just started and sent the Server Name it is sending data to.

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Glory Banknote Counter (Fortsetzung)

Event	Description
DNSServerIPAddress	Machine has just started and sent the DNS Server IP address.
TransactionResult	End of transaction
RequestCommand	When requiring a command.
SerialNumberImage	Triggered when End of counting

Giesecke & Devrient Banknote Counter

Event	Description
Start Notes counting	Machine has started counting notes
Notes counted	Machine has finished counting notes
Keep Alive	Keep Alive message