GBG The Gambling Business Group

Meeting:	GBG Tech Forum
Date:	January 18, 2023
Venue:	Online Teams Meeting
Attendees:	Rob Wheeler, Rimini Systems (Chair)
	Steve Brownlow, Blueprint Ops
	Mark Gibson, Luxury Leisure
	Drago Grekulovic, JCM
	Gerwyn Griffiths, Novo Gaming UK
	Stephen McFarland, Light & Wonder
	Jorg Gartner, Gauselmann
	Ant Moore, Blueprint
	Hofstetter, SWA
	Paul Deed, GPT
	Adam Jaunbocus, Merkur UK
	James Armstrong, Playsafe
	Nigel Davies, Merkur UK
	Howard Gan, IHL
	Alan Claypole, Blueprint

Ref	Item	Action
1	**GBG TITO: PROCESSING CASH TICKETS PURCHASED USING EPS**	
	Reviewed v.2.3 [Draft 1].	
	Discussion on how machine handles winnings from a game spin part funded by EPS funds and cash funds with decision that the winnings to be added to the cash bucket.	
	For cash match promotions the machine is expected to track the source of cash funds used to unlock cash match promo funds and add any winnings from promo funds to the relevant bucket.	
	Added an EPS Fund Threshold parameter to TITO specific Powerup Registration parameters returned by System Host so that if the funds held within DC/PW cash buckets fall below the threshold then the machine host moves the balance across into the Cash bucket.	
	Added additional meters for DC Cash Ticket in, DC Cash Ticket Out, PW Cash Ticket In, PW Cash Ticket Out.	
	Rob W to issue final draft for review and if not additional comments received by end of play Friday Jan 27 then the document status to be changed the Approved and posted on GBG Tech Forum drop box area.	**Rob W**

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2	**SESSION TIMEOUTS** Modifications to Machine Data Capture to support the additional game play session as well as the existing Machine Credit Session. - Additional General Event Codes defined in Appendix 2. - Session Timeout parameter added to parameters returned by the MDC System Host as part of the Powerup Registration. Revised draft to be circulated for review including other changes detailed in sections 3 & 4.	Rob W
3	**MACHINE DATA CAPTURE – GAME ID** Request from Rob W for a Game ID parameter to be added to the Play Event data sent, by the machine host, after a single or aggregated set of game plays. Optional for machine manufacturer to include the unique Game ID of the game that was played. No objections to request and Rob W to make changes to the draft that will be circulated for review.	**Rob W**
4	**MACHINE DATA CAPTURE – HOPPER & RECYCLER EVENTS** Request from Rob W for the Float Level Monitoring to be enhanced so that the following Transaction Event Codes are to be included within Appendix 3 - [B9] Coin in diverted to hopper - [B10] Note in diverted to recycler - [B11] Coin in transfer from hopper (to cash box) - [B12] Note in transfer from recycler (to note stacker) B11 transaction code required if machine fitted with an ITL Smart Coin Hopper where all coins in go thru the hopper and either retained or diverted to cash box. B12 transaction code is required if note recycler has capability to move notes in float to stacker. Consideration needs to be given for active and passive float monitoring, assumption for current version that float tracking by machine is active. No objections to request and Rob W to make changes to the draft that will be circulated for review.	**Rob W**
5	**MACHINE DATA CAPTURE: VOLUNTARY SESSION TIMEOUT EXTENDED** James Armstrong raised a request for additional General Event Codes that allow the machine host to report to the system host when a voluntarily extended play session has timed out. Mark Gibson suggested using an existing set of industry codes. Mark to forward the codes to Rob W so that they can be included within the draft to be circulated for review.	**Mark G**

GBG Technical Standards Meeting - Weds, Jan 18 2023

Ref	Item	Action
5	**DATE OF NEXT MEETING** Wednesday, February 22, 2023 @ 2pm. Rob W to send out a Teams invite	**Rob W**