

Meeting:	GBG Tech Forum
Date:	February 21, 2024
Venue:	Online Teams Meeting
Attendees:	<p>Rob Wheeler, Rimini Systems (Chair)</p> <p>Steve Brownlow, Blueprint Ops</p> <p>Mark Gibson, Luxury Leisure</p> <p>Drago Grekulovic, JCM</p> <p>Gerwyn Griffiths, Novo Gaming UK</p> <p>Ant Moore, Blueprint</p> <p>Paul Deed, GPT</p> <p>James Armstrong, Playsafe</p> <p>Nigel Davies, Merkur UK</p> <p>Howard Gant, Boomerang Digital</p> <p>Paul Weston, Link4Pay</p> <p>Ashley Molloy, Game Nation</p> <p>Jorg Gartner, Merkur</p> <p>Pete Fagg, Boomerang Digital</p>

Ref	Item	Action
1	<p>TITO: v.2.4 processing of DC and PW Tickets by versions less than 2.3.</p> <p>If system host receives a DC or PW Ticket via a TITO web service that is less than v.2.3 then the system should return an Invalid Ticket response code so that the machine returns the ticket to the player. Update the narrative within v.2.4 (rename to v.2.4a)</p> <p>Update v.2.3 document so that it states that this version has been superseded by v.2.4a.</p>	Rob W
2	<p>TITO: method of returning funds from DC Ticket to bank account</p> <p>Clarified by attendees who are from the Payment Card Industry that to return the full value of a ticket the card payment system would undertake an OCT transaction.</p>	
3	<p>SSL CERTIFICATES – replacement of expired certificates</p> <p>Self-signed certificates used by one or more system suppliers are due to expire on March 31, 2024.</p> <p>Some game manufacturers store the system hosts certificates locally within the games certificate library, and these are used to verify that the system host is valid. For these machines the new/replacement certificate needs to be added to the game certificate library.</p>	

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	<p>This will be an ongoing issue for these machines when the certificates for other system suppliers will have to be renewed/replaced.</p> <p>It is recommended that the relevant game manufacturers enhance their remote game software download function so that new/replacement certificates can be deployed easily by the operator.</p>	
4	<p>PLAY SESSION QR CODE</p> <p>Request for the display of a QR code on the game screen that is displayed when player selects a reserved 'Player Club' button on the main menu.</p> <p>This would be an optional feature that would be enabled/disabled via the GBG-MDC protocol, Powerup Registration response issue by the system host.</p> <p>GBG MDC would be enhanced so that a new unique QR code that would be delivered via the Network Heartbeat when a play session has been closed.</p> <p>Rob W to provide a draft version of the GBG-MDC for review at the next GBG Tech Forum.</p>	Rob W
5	<p>MANAGEMENT OF DEFAULT PLAYER LIMIT SETTINGS</p> <p>Requirement is for the system host to manage the default limit settings used by the machine for each play session, so that there is continuity across the gaming operation.</p> <p>Base level limit settings are Time (of play session) and Spend (deposited funds).</p> <p>Recommend that the System Host response to the Powerup Registration process for GBG-MDC protocol is enhanced to include Time and Spend limit settings.</p> <p>These would be the default limit settings used by the machine that can be overridden by the player when they start a play session.</p> <p>Add the following events to GBG-MDC that are sent by the machine host when a limit threshold has been exceeded.</p> <ul style="list-style-type: none"> - Player Limit: customer continued to play. - Player Limit: customer stopped play. <p>Recommendation for system to support limit settings by category, which would require the machine to identify its category whenever it performs a Powerup Registration.</p> <p>Rob W to draft a new version of the GBG-MDC to support the above features, which will be reviewed at the next GBG Tech Forum.</p>	Rob W
7	<p>DATE OF NEXT MEETING</p> <p>Wednesday, March 26, 2024 @ 2pm.</p> <p>Teams invite has already been sent out. Individuals to let Rob W know if they need to be included or have the invite resent to them.</p>	