

# Jackpot controller User manual

Project Document  
Version 1.3 Date:06-05-2022



## Revision History

Issue	Date	Comments	Author
1.0	01-24-2020	Initial document	Patrick Gouw
1.1	02-17-2020	Adjusted styling	Patrick Gouw
1.2	07-20-2020	Added jackpot level chapter	Patrick Gouw
1.3	06-05-2022	Update figure 2	TB

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# 1. Introduction

Gaming Support's Jackpot Controller can be supplied in a number of versions. The most common models are the Progressive Jackpot and the Mystery Jackpot version. The type of Jackpot Controller can be recognized by the label on the bottom of the Jackpot Controller (fig.1).

fig.1

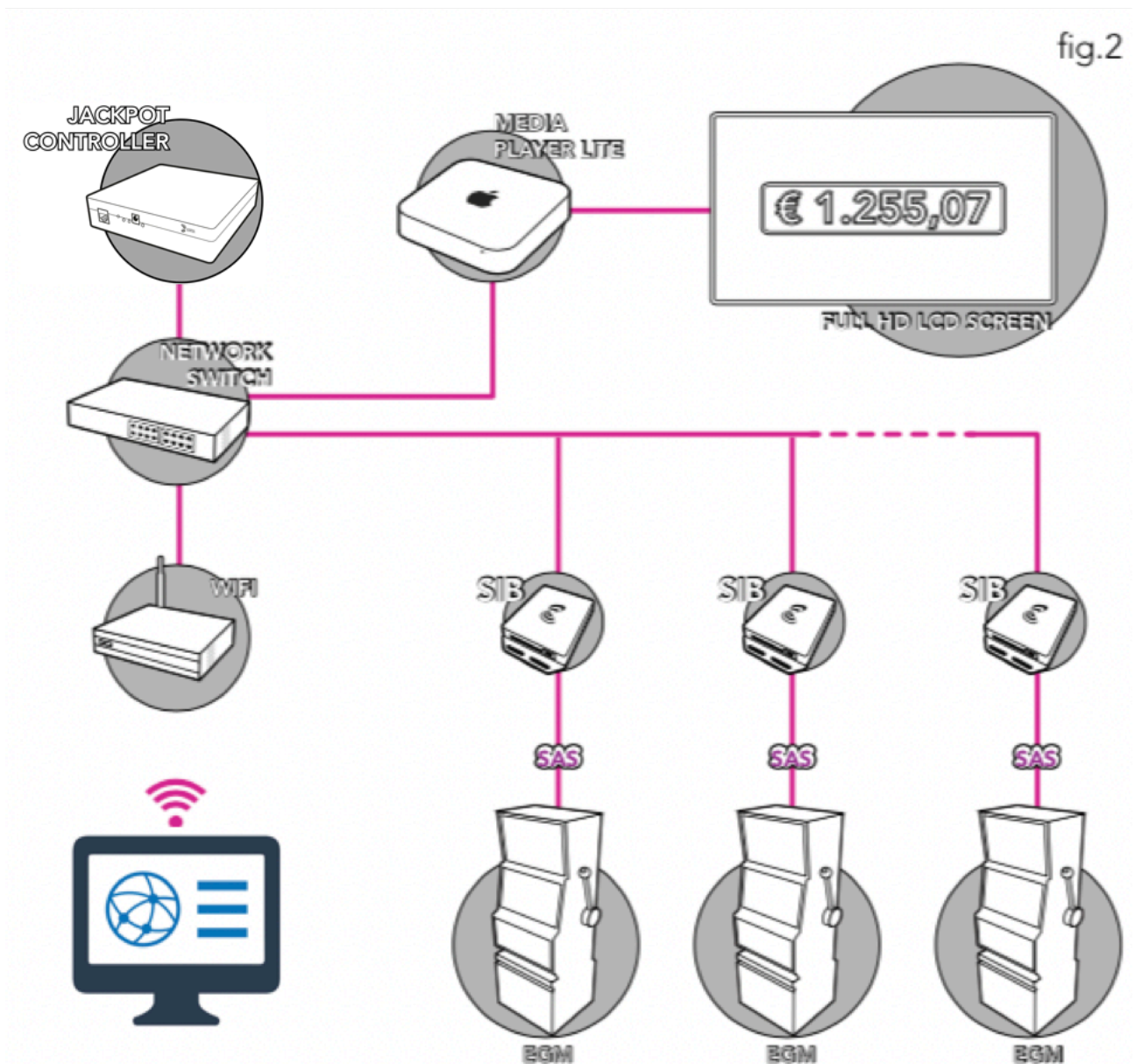


The Gaming Support Jackpot Controller (JPC) operates in conjunction with the Gaming Support Serial Interface Boards (SiB) which is connected to the SAS port of the Electronic Gaming Machine (EGM). Credits played on the EGM are reported by SAS to the SiB and will increment the jackpot(s) of the Jackpot Controller.

To display the jackpot values optionally a Media Player can be connected or in case of a progressive jackpot the jackpot values are available for the connected EGM's.

## 2. System set-up

A typical Jackpot Controller Set-up is shown in fig. 2, showing a number of EGM's with their respective SiB's, Jackpot Controller, WiFi access point / switch to connect to the web interface and optionally a Media Player can be connected to show the jackpot values. A free / dedicated SAS port is required.



### 3. Configuration

The *General* tab (fig.3) provides a quick overview of the general settings of the Jackpot Controller. This tab allows you to configure the name as well as the amount of jackpot levels of the controller.

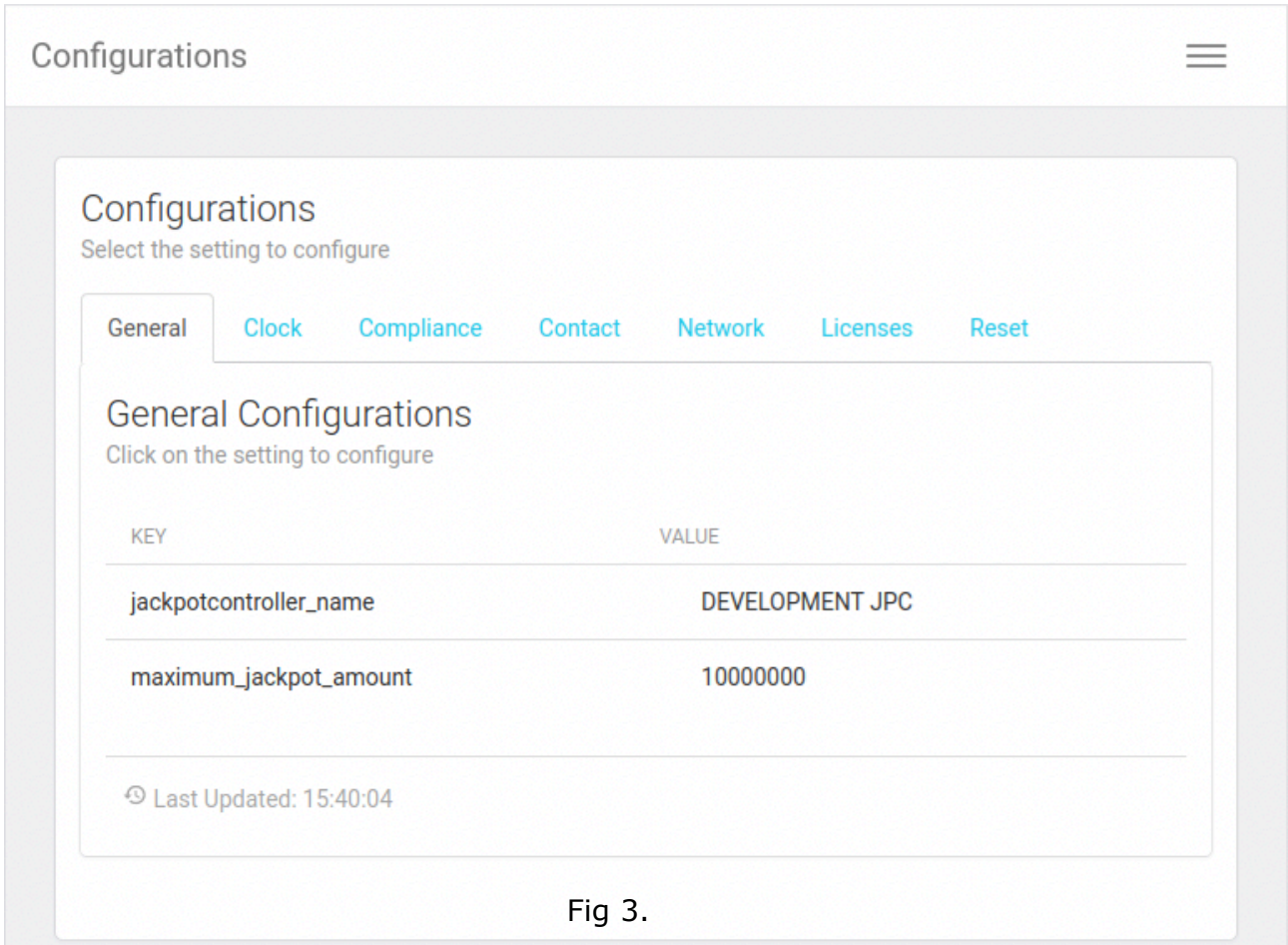


Fig 3.

In order to modify these values, click on the setting, type in the new value and click the "save changes" button to submit the change (fig.4).

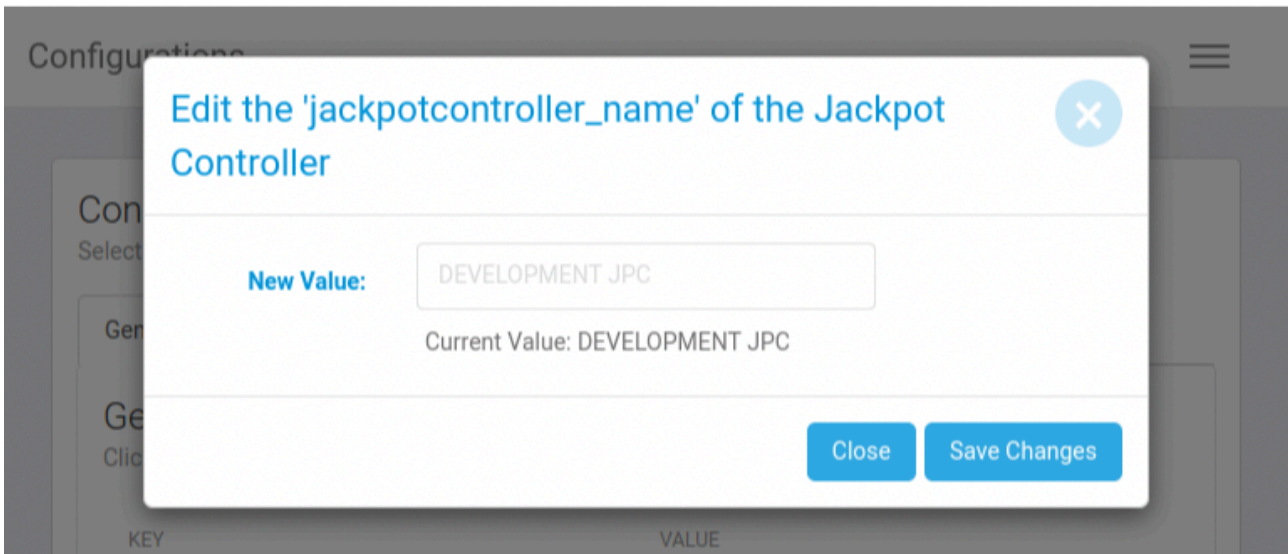
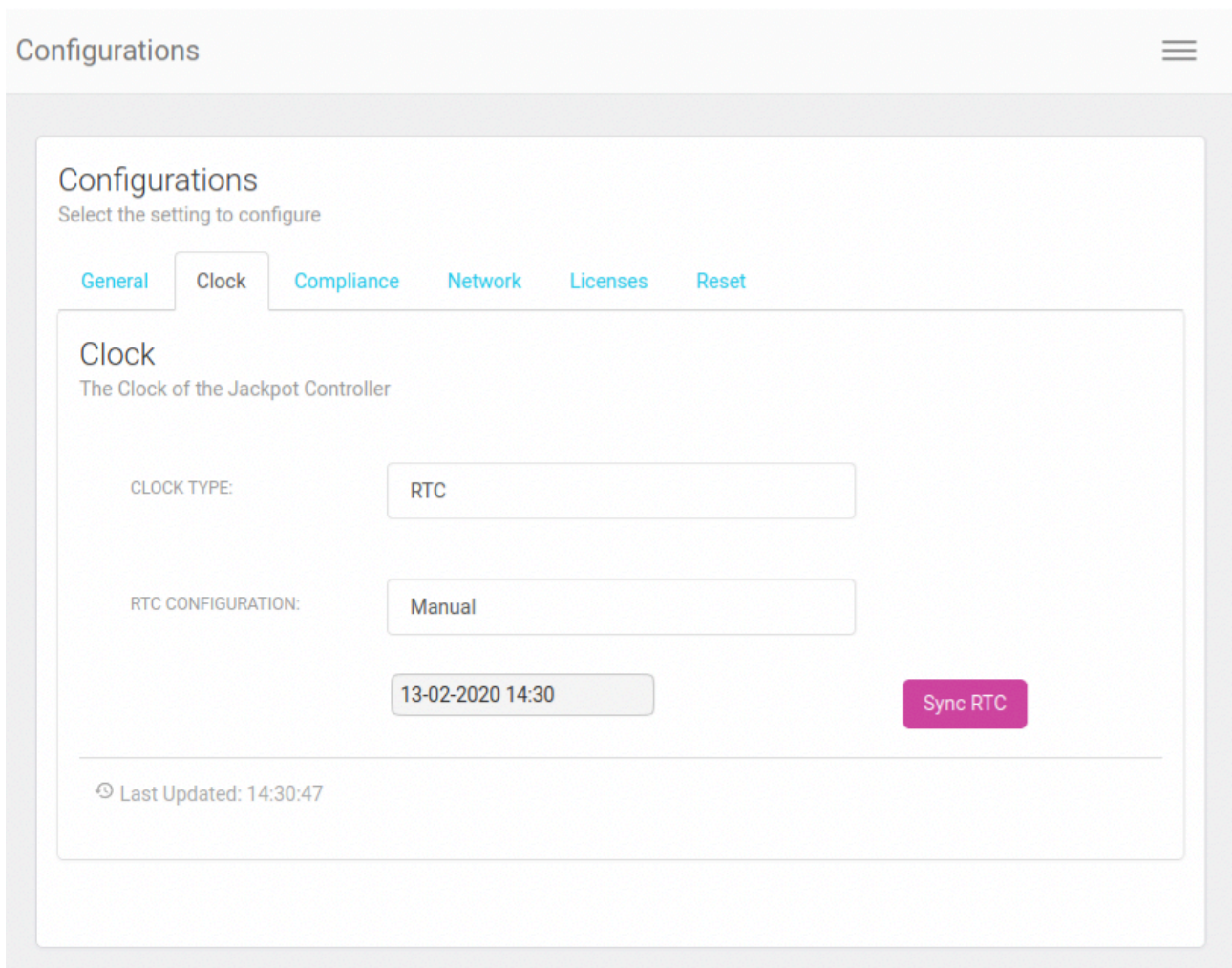


Fig 4.

The *Clock* tab (fig.5) allows you to configure the type of clock that is used for the Jackpot Controller. You can choose between “RTC” (Real-Time Clock) and “NTP” (Network Time Protocol):

- **RTC:** The JPC will use it’s hardware clock to keep track of the current time. The current time can either be set automatically or manually. If automatic syncing is chosen, the JPC will sync the time of the clock with the local time of your system. If manual is chosen, you can set a specific time for the clock.
- **NTP:** The JPC will communicate with a time server via a protocol in order to keep track of the current time.

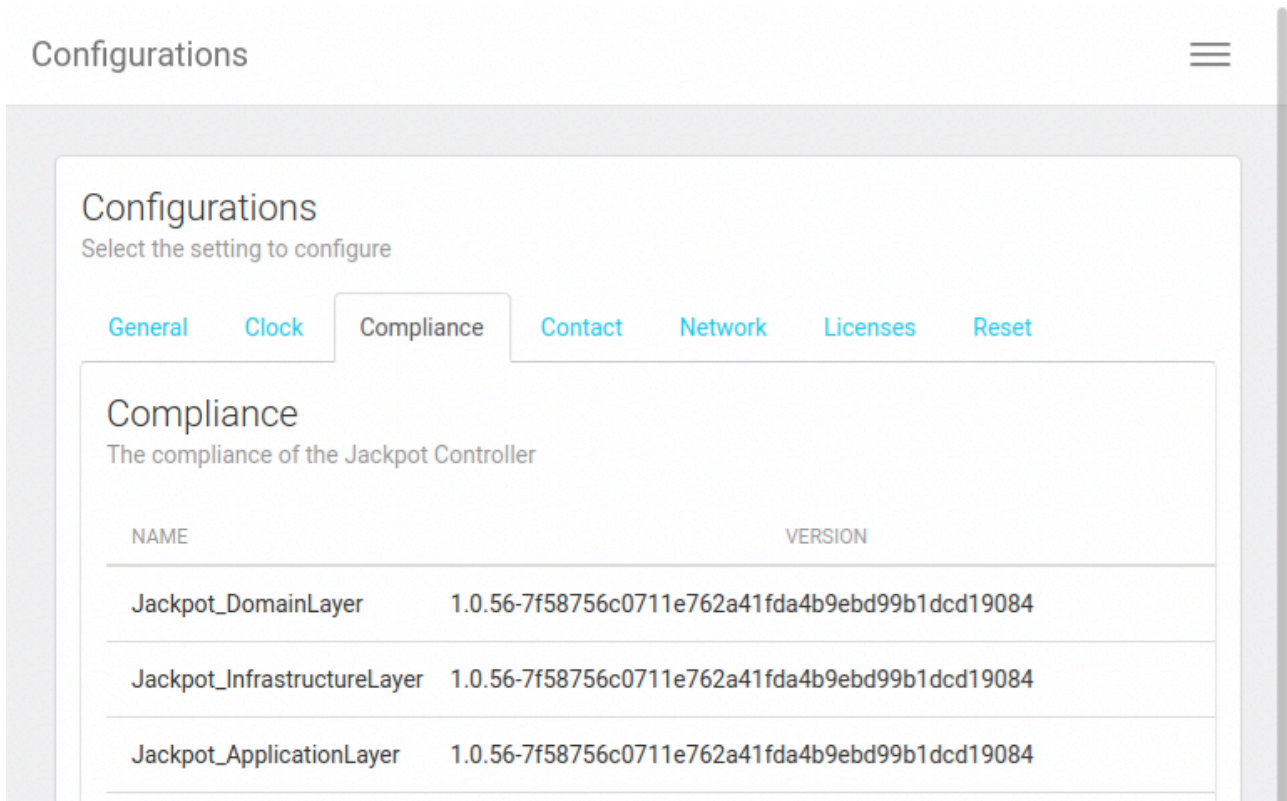


The screenshot shows a web interface for configuring the Jackpot Controller. The main heading is "Configurations" with a hamburger menu icon on the right. Below this, there's a sub-heading "Configurations" and a prompt "Select the setting to configure". There are five tabs: "General", "Clock", "Compliance", "Network", "Licenses", and "Reset". The "Clock" tab is selected. Under the "Clock" tab, the title is "Clock" and the subtitle is "The Clock of the Jackpot Controller". There are three input fields: "CLOCK TYPE:" with "RTC" selected, "RTC CONFIGURATION:" with "Manual" selected, and a time field showing "13-02-2020 14:30". A purple button labeled "Sync RTC" is positioned to the right of the time field. At the bottom left, there's a refresh icon and the text "Last Updated: 14:30:47".

Fig 5.



The *Compliance* tab (fig.6) provides the specifications of the Jackpot Controller’s software and hardware components. You can use this tab to verify if the JPC conforms with the given regulations.



Configurations

Configurations  
Select the setting to configure

General Clock **Compliance** Contact Network Licenses Reset

Compliance  
The compliance of the Jackpot Controller

NAME	VERSION
Jackpot_DomainLayer	1.0.56-7f58756c0711e762a41fda4b9ebd99b1dcd19084
Jackpot_InfrastructureLayer	1.0.56-7f58756c0711e762a41fda4b9ebd99b1dcd19084
Jackpot_ApplicationLayer	1.0.56-7f58756c0711e762a41fda4b9ebd99b1dcd19084

Fig 6.

The *Network* tab (fig.7) allows you to configure the network interfaces of the Jackpot Controller. The tab contains a table with a row per interfaces. Each interface is configurable. By clicking the edit button, you can either set it's the DHCP value to true and let the interface use a dynamic IP address, or set the value to false and set a custom static IP address.

### Configurations

Select the setting to configure

General
Clock
Compliance
Network
Licenses
Reset

### Network

The network configurations of the Jackpot Controller

ADAPTER NAME	MAC ADDRESS	IP ADDRESS	GATEWAY	SUBNET MASK	DHCP	ACTION
eth0	DC:A6:32:29:A9:AB	192.168.10.81	192.168.10.1	255.255.255.0	false	

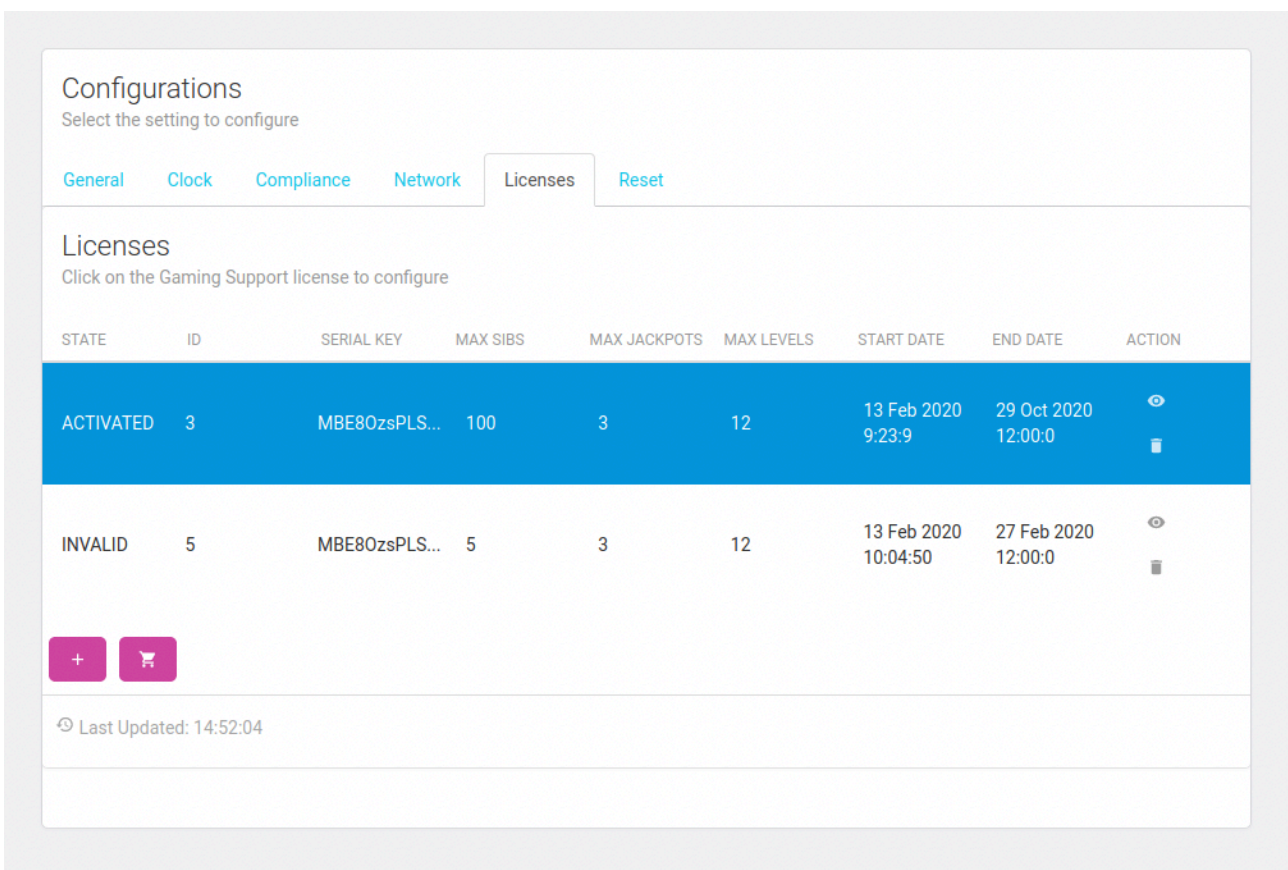
🕒 Last Updated: 14:52:04

Fig 7.

The *Licenses* tab (fig.8) provides an overview of all the applied licenses to the Jackpot Controller. The tab contains a table with a row per license. The table specifies the detail of the license including its state which can be:

- **ACTIVATED**: License is active
- **NOT\_ACTIVATED**: Initial state of the license when it is added to the JPC. The state of the license is still being processed
- **EXPIRED**: License has exceeded its expiration date
- **INVALID**: License key is not valid





On the corresponding row, a license can be deleted by pressing the trashcan icon, and its full serial key can be displayed by pressing the eye icon. In order to add a new license, press the + button underneath the table, which will prompt you to select the corresponding '.lic' file. In order to request such a file, you can press the shopping-cart button at the right of the + button. This will generate a text file which you would need to send to your contact person at Gaming Support.





Configurations  
Select the setting to configure

General Clock Compliance Network Licenses Reset

Licenses  
Click on the Gaming Support license to configure

STATE	ID	SERIAL KEY	MAX SIBS	MAX JACKPOTS	MAX LEVELS	START DATE	END DATE	ACTION
ACTIVATED	3	MBE80zsPLS...	100	3	12	13 Feb 2020 9:23:9	29 Oct 2020 12:00:0	 
INVALID	5	MBE80zsPLS...	5	3	12	13 Feb 2020 10:04:50	27 Feb 2020 12:00:0	 

Last Updated: 14:52:04

Fig 8.

The *reset* tab (fig.9) allows you to reset a specific aspect of the Jackpot Controller. You can press one of the following five buttons:

- **Reset EGMs:** This will reset all the content you can find in the EGM Manager page, the EGMs data, their configurations, their mapping and their turnover
- **Reset Turnover:** This will only reset the turnover of the EGMs
- **Reset Jackpots:** This will reset all the content you can find in the Jackpot Manager page, the Jackpot data, their levels and the EGM jackpot mappings
- **Reset Logs:** This will reset all the previously recorded logs
- **Factory Reset:** This will reset the Jackpot Controller to its initial state.

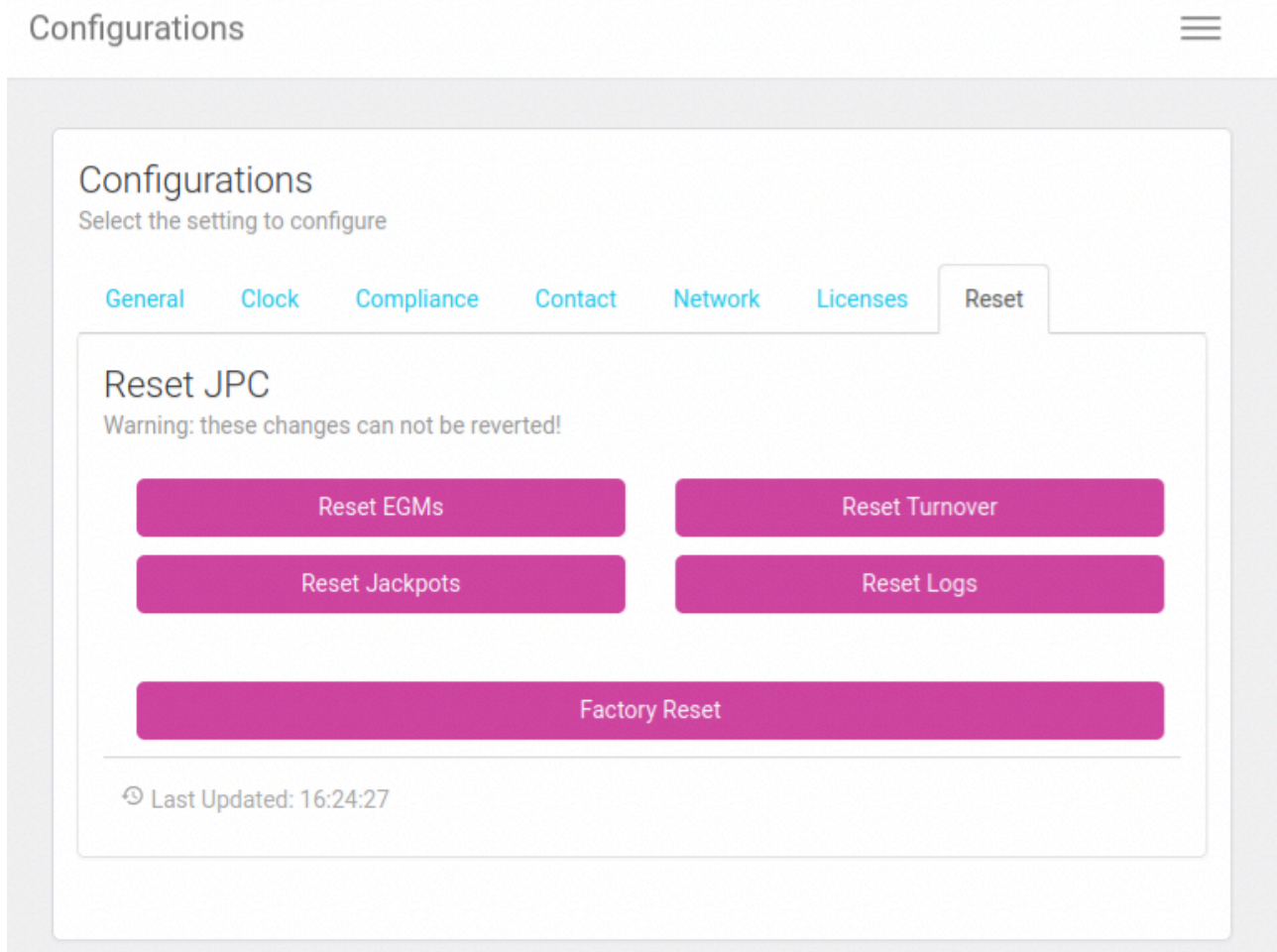


Fig 9.

## 4. Users

The Jackpot Controller supports two kinds of users :

- **Admin:** Can configure the Jackpot Controller, manage users and configure EGMs and Jackpots in their respective pages.
- **Attendant:** Allowed to monitor the Jackpot Controller. He is allowed access to the *Dashboard, Logs and Reports* page, as well as a more restricted version of both the *EGM Manager* and *Jackpot Manager* page. The *Users* page (fig.10) allows an Admin to create, delete and promote/demote an user.

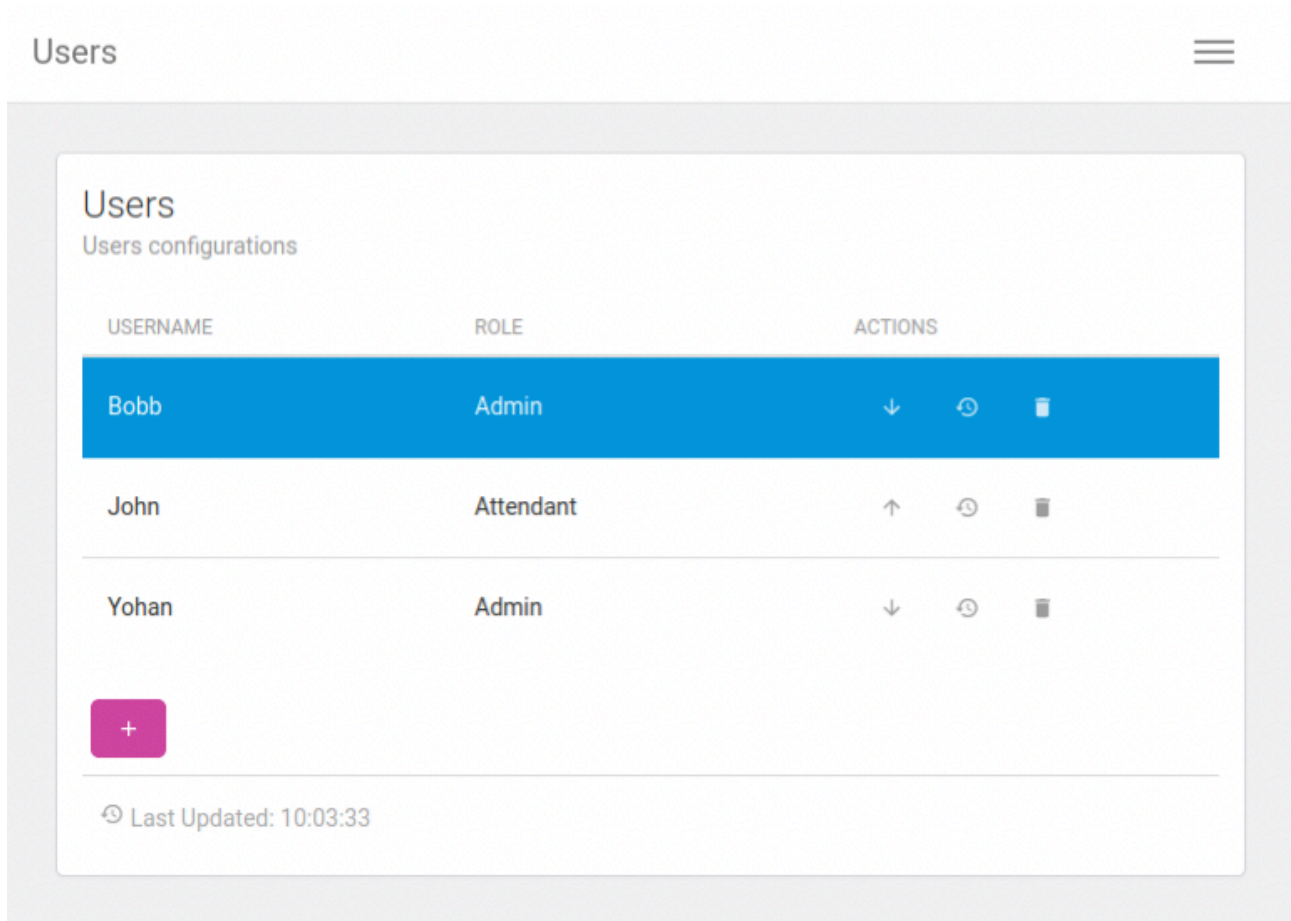
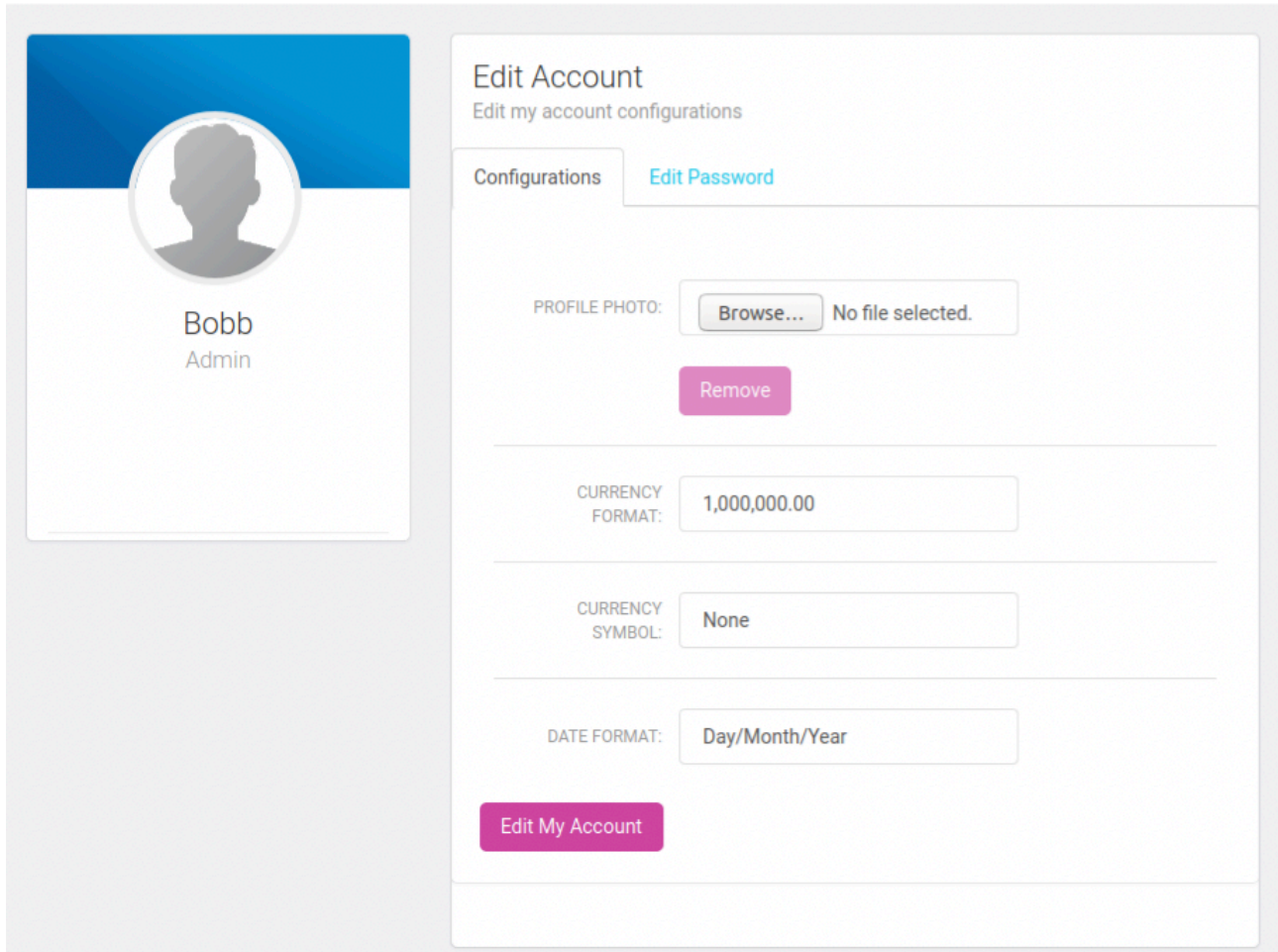


Fig 10.

Each user also has a personal *My Account* page (fig.11) which allows him to configure user specific settings such as preferred currency format, currency symbol and date format as well as modifying its account password.



**Edit Account**  
Edit my account configurations

Configurations [Edit Password](#)

PROFILE PHOTO:  No file selected.

CURRENCY FORMAT:

CURRENCY SYMBOL:

DATE FORMAT:

Fig 11.

## 5. Dashboard

The *Dashboard* page (fig.12) provides at-a-glance views of key performance indicators divided into three tabs:

- **JP Controller:** This tab provides a general overview of the state of the Jackpot Controller
- **EGMs:** This tab provides an overview of the state and performance of the EGMs
- **Jackpots:** This tab provides an overview of the state and performance of the Jackpots

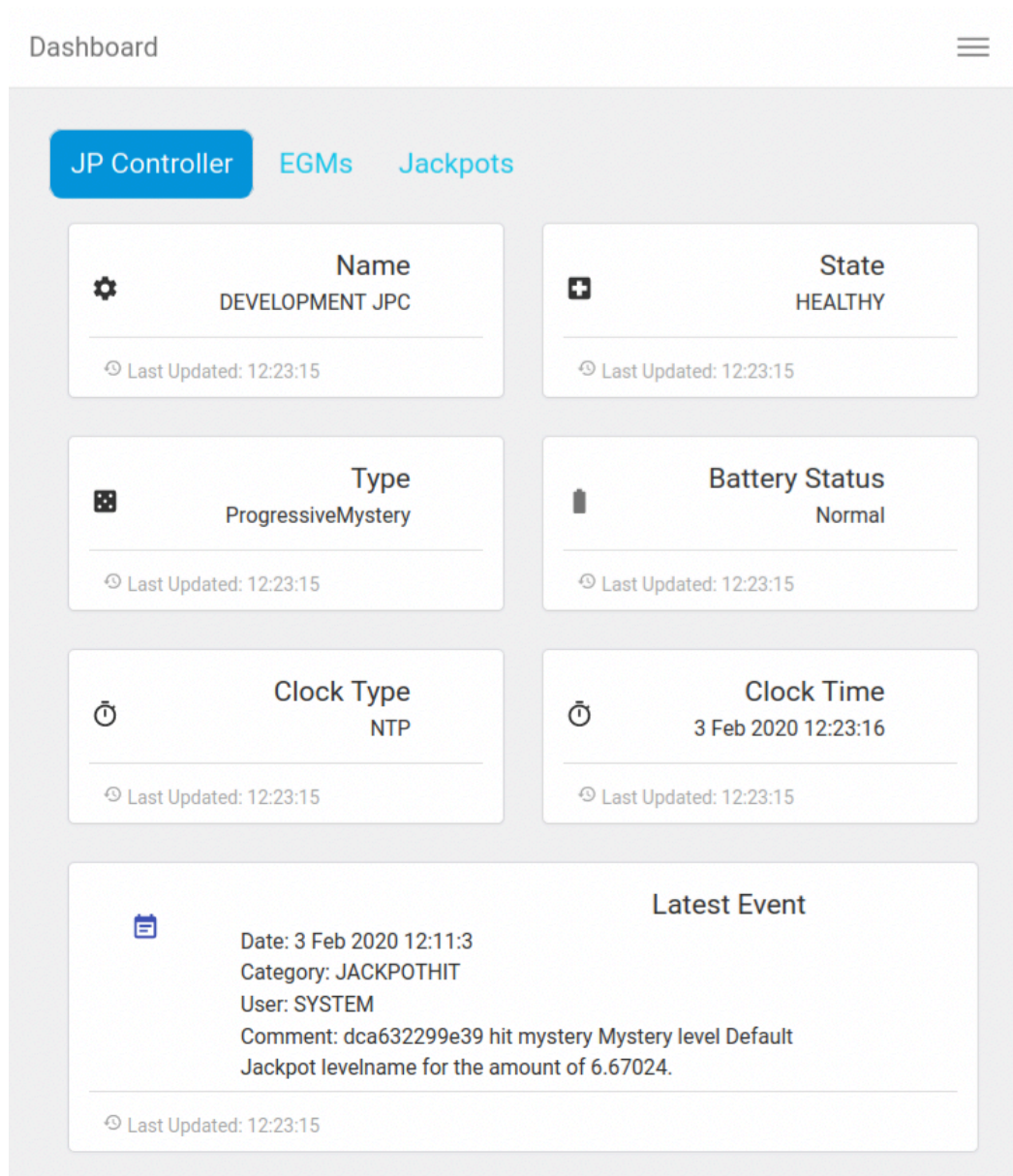
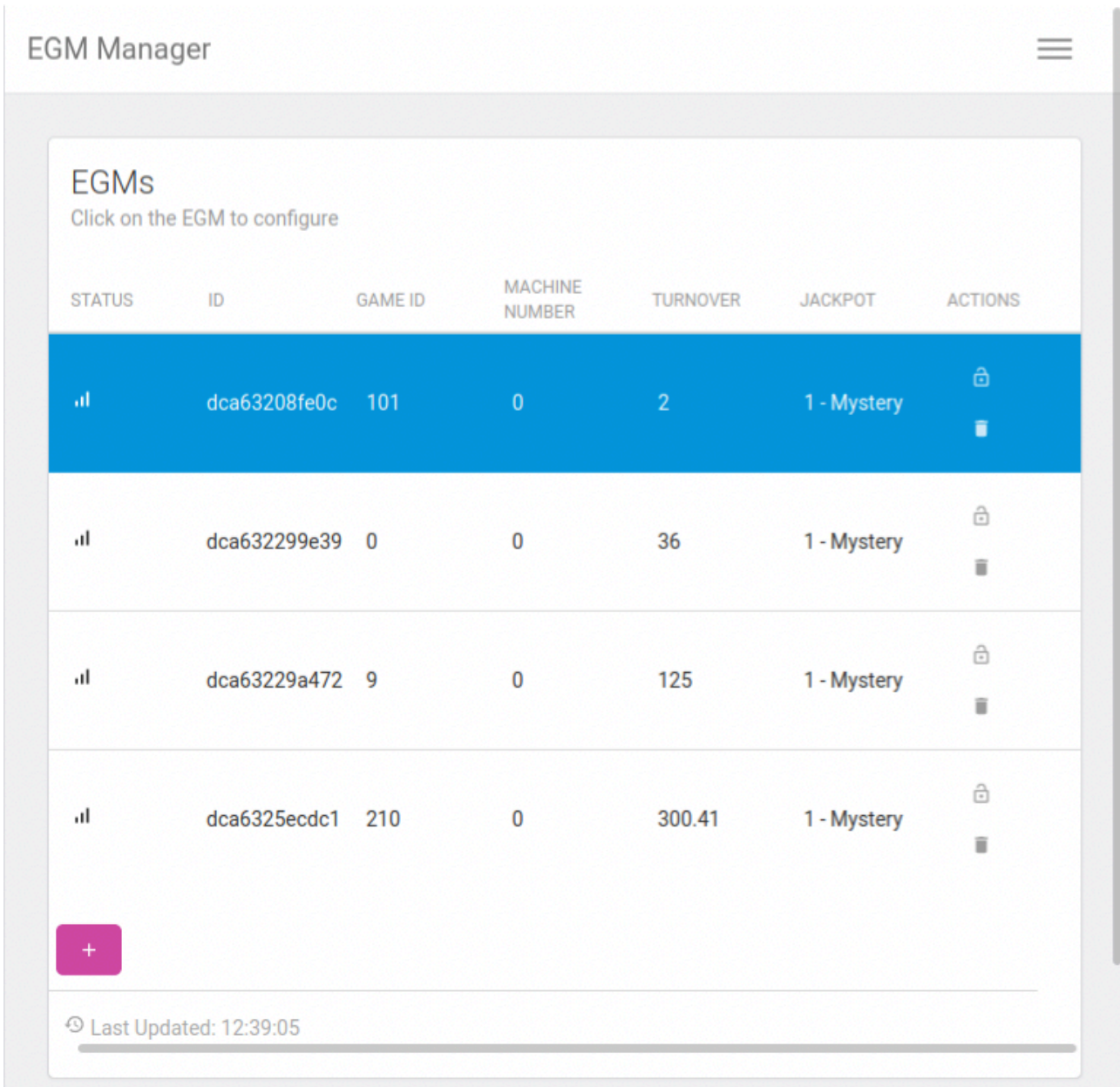


Fig 12.

## 6. EGM Manager

The *EGM Manager* page allows you to create, delete and configure the EGMs. The page is composed of three different tables.

The first table (fig.13), titled *EGMs*, provides an overview of all the EGMs and their primary specifications. Clicking on a row allows you to select a specific EGM and update the other two tables of the page. An EGM can be locked/unlocked by pressing the lock/unlock button on its specific row. It can be deleted by pressing the trashcan button on its specific row. In order to add a new EGM, press the '+' button underneath the table.



EGM Manager

EGMs  
Click on the EGM to configure

STATUS	ID	GAME ID	MACHINE NUMBER	TURNOVER	JACKPOT	ACTIONS
..l	dca63208fe0c	101	0	2	1 - Mystery	🔒 🗑️
..l	dca632299e39	0	0	36	1 - Mystery	🔒 🗑️
..l	dca63229a472	9	0	125	1 - Mystery	🔒 🗑️
..l	dca6325ecdc1	210	0	300.41	1 - Mystery	🔒 🗑️

+

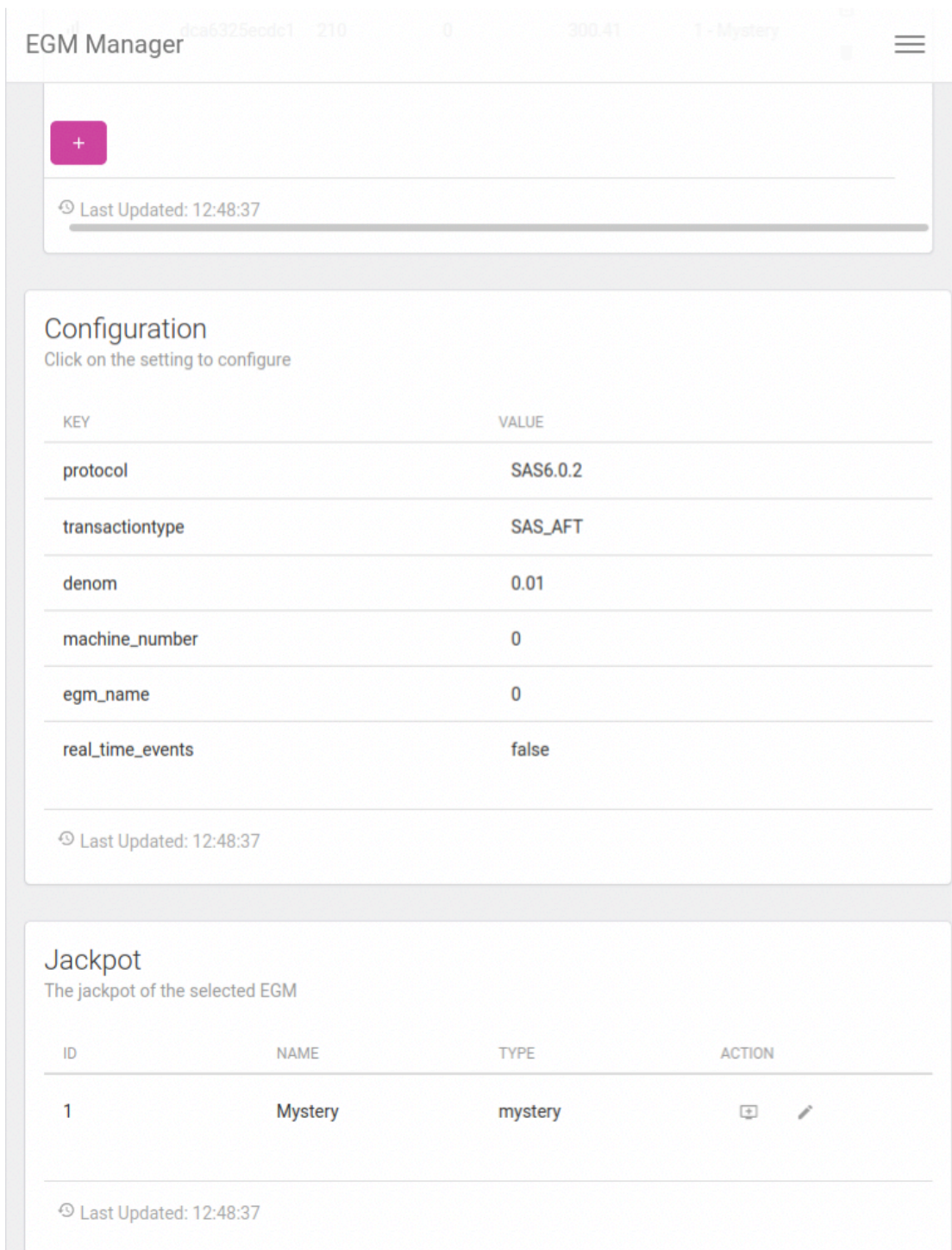
🕒 Last Updated: 12:39:05

Fig 13.



The second table (fig. 14), titled *Configuration*, provides an overview of the configurations of the selected EGM. Each setting can be configured by clicking on its row.

The third table (fig.14), titled *Jackpot*, allows for a jackpot to be mapped/unmapped to the EGM by pressing the pen button. In order to un-map a jackpot to an EGM, select 'None' in the list of available jackpots when pressing the mapping button. This table also allows for manual jackpot hits to be generated on one of the available levels of a jackpot mapped to an EGM. This can be done by pressing the '+' button next to the mapped jackpot.



The screenshot shows the EGM Manager interface. At the top, there's a header with 'EGM Manager' and some status information. Below that, there's a section with a pink '+' button and a clock icon indicating 'Last Updated: 12:48:37'. The main content is divided into two sections: 'Configuration' and 'Jackpot'.

**Configuration**  
Click on the setting to configure

KEY	VALUE
protocol	SAS6.0.2
transactiontype	SAS_AFT
denom	0.01
machine_number	0
egm_name	0
real_time_events	false

⌚ Last Updated: 12:48:37

**Jackpot**  
The jackpot of the selected EGM

ID	NAME	TYPE	ACTION
1	Mystery	mystery	⊕ ✎

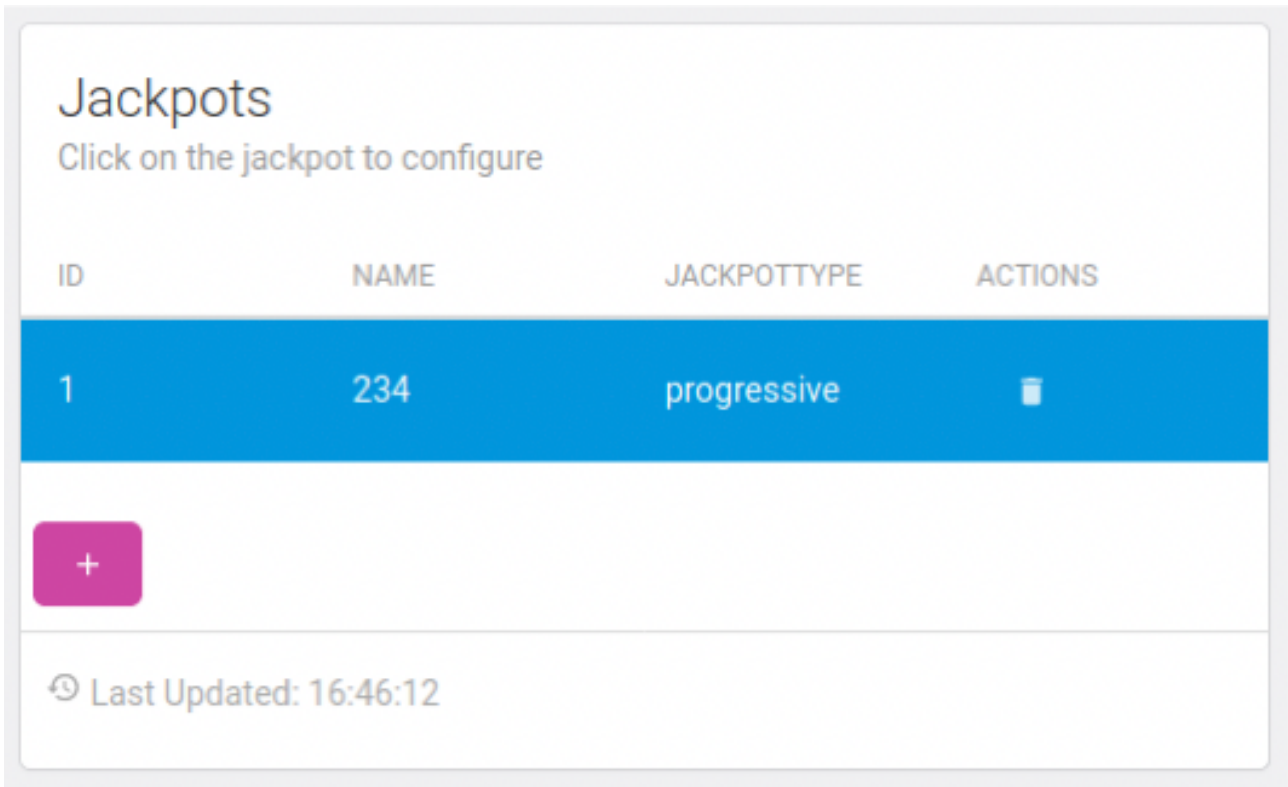
⌚ Last Updated: 12:48:37


Fig 14.


## 7. Jackpot Manager

The *Jackpot Manager* page allows you to create, delete and configure the Jackpots. The page is composed of three different tables.

The first table (fig.15), titled *Jackpots*, provides an overview of all the Jackpots and their primary specifications. Clicking on a row allows you to select a specific Jackpot and update the other two tables of the page. A jackpot can be deleted by pressing the trashcan button on its specific row. In order to add a new Jackpot, press the '+' button underneath the table. The Game IDs in the 'Create a new jackpot' form can be set by pressing 'enter' after each added tag.



ID	NAME	JACKPOTTYPE	ACTIONS
1	234	progressive	




 Last Updated: 16:46:12

Fig 15.

The second table (fig. 16), titled *Configuration*, provides an overview of the configurations of the selected Jackpot. Each setting can be configured by clicking on its row.

Configuration	
Click on the setting to configure	
KEY	VALUE
game_filter	false
max_bet_limit	12345
max_bet_exceeded	true
max_bet_exceeded_consequence	all_jackpots
game_ids	
jackpotname	234
🕒 Last Updated: 16:46:33	

Fig 16.

The third table (fig.17), titled *Levels*, allows for the levels of the selected Jackpot to be configured. Each row in this table represents a Level. The following actions can be performed on a level:

- **Enable/Disable:** this can be done by pressing the play/pause button under the actions column
- **Edit level configurations:** this can be done by pressing the pen button under the actions column
- **Delete:** this can be done by pressing the trashcan button under the actions column












Levels						
The levels of the selected jackpot						
LEVEL	NAME	ACTIVE	CURRENT VALUE	HIDDEN VALUE	LAST HIT	ACTIONS
1	1	✓	2.04	0.00	122.00	  
2	3	✓	2.00	0.00	233.00	  
5	12	×	2.00	0.00	-	  
						
 Last Updated: 16:46:51						

Fig 17.

To create a new jackpot level you simply press on the '+' (see Fig 18)

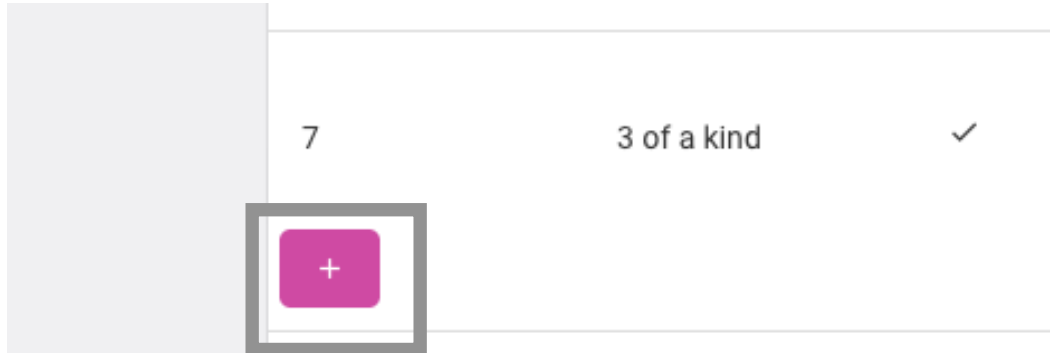


Fig 18.

To adjust an existing jackpot level you can simply press on the 'Pencil' symbol (see Fig 19)

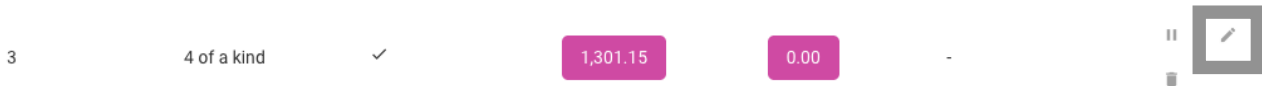


Fig 19.

- **Level Name:** In this field you can specify the jackpot level's name. This name will be visible in the whenever a jackpot hit is triggered
- **Start Value:** In this field you can specify the starting value of the jackpot
- **Maximum value:** In this field you can specify the maximum value from a jackpot. When this value is reached the second increment ratio will be used to slow down the increments on this level.
- **Increment ratio 1:** This ratio will be applied when the current value is lower than the maximum value. (the range that can be used is 0 ... 100%)
- **Increment ratio 2:** This ratio will be applied when the current value is higher than the maximum value. (the range that can be used is 0 ... 100%)
- **Hidden value:** This ratio will be applied to the hidden value (when its enabled)

•**Number of jackpot hits limit:** In this field you can specify how many times the jackpot hit can trigger on a level. After the limit is reached the level will be automatically disabled.

<b>Level Name</b>	<input type="text" value="3 of a kind"/>
	Name of the level
<hr/>	
<b>Start Value</b>	<input type="text" value="100"/>
	The start value of the level
<hr/>	
<b>Maximum Value</b>	<input type="text" value="150"/>
	The maximum value of the new level
<hr/>	
<b>Increment Ratio 1</b>	<input type="text" value="10"/> %
<b>Increment Ratio 2</b>	<input type="text" value="1"/> %
<b>Hidden Ratio</b>	<input type="text" value="1"/> %
	The increment ratios of the new level
<hr/>	
<b>Number of jackpot hits limit</b>	<input type="text" value="Disable"/> <input type="text" value="99999999"/>
	The amount of jackpot that can land on the level before it becomes inactive

## 8. Logs

The *Logs* page allows you to view, filter and export (either in CSV and PDF format) a detailed system log. There can be chosen how to filter its content either by date or by searching for a specific search term in the search field. There is also the option to organize the log content by using the category column filters(right above log content) (fig.18).

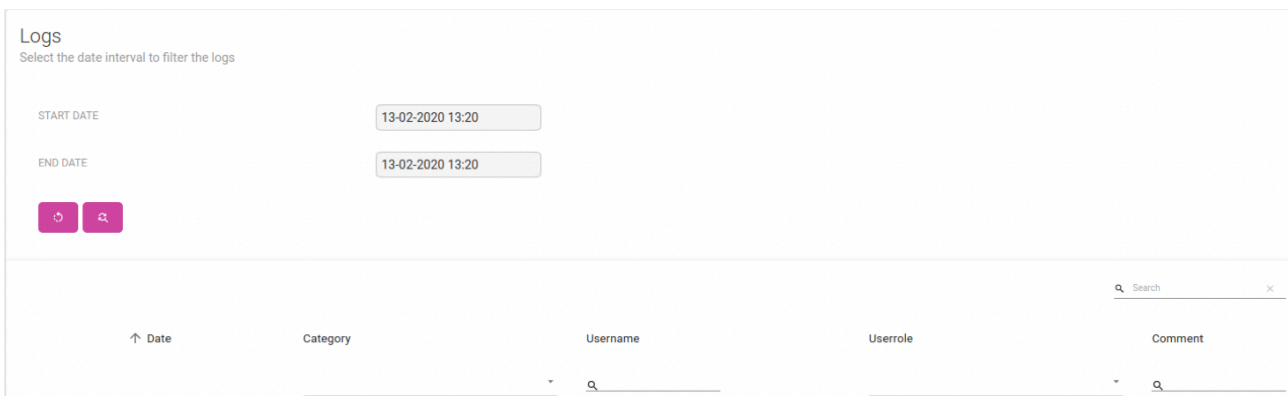


Fig 20.

The option to export logs in either CSV or PDF format can be done by clicking on their respective buttons(located next to the search field). There is also a refresh button which can be used to pull in newly emitted events that may have occurred while browsing the logs page(fig.19).

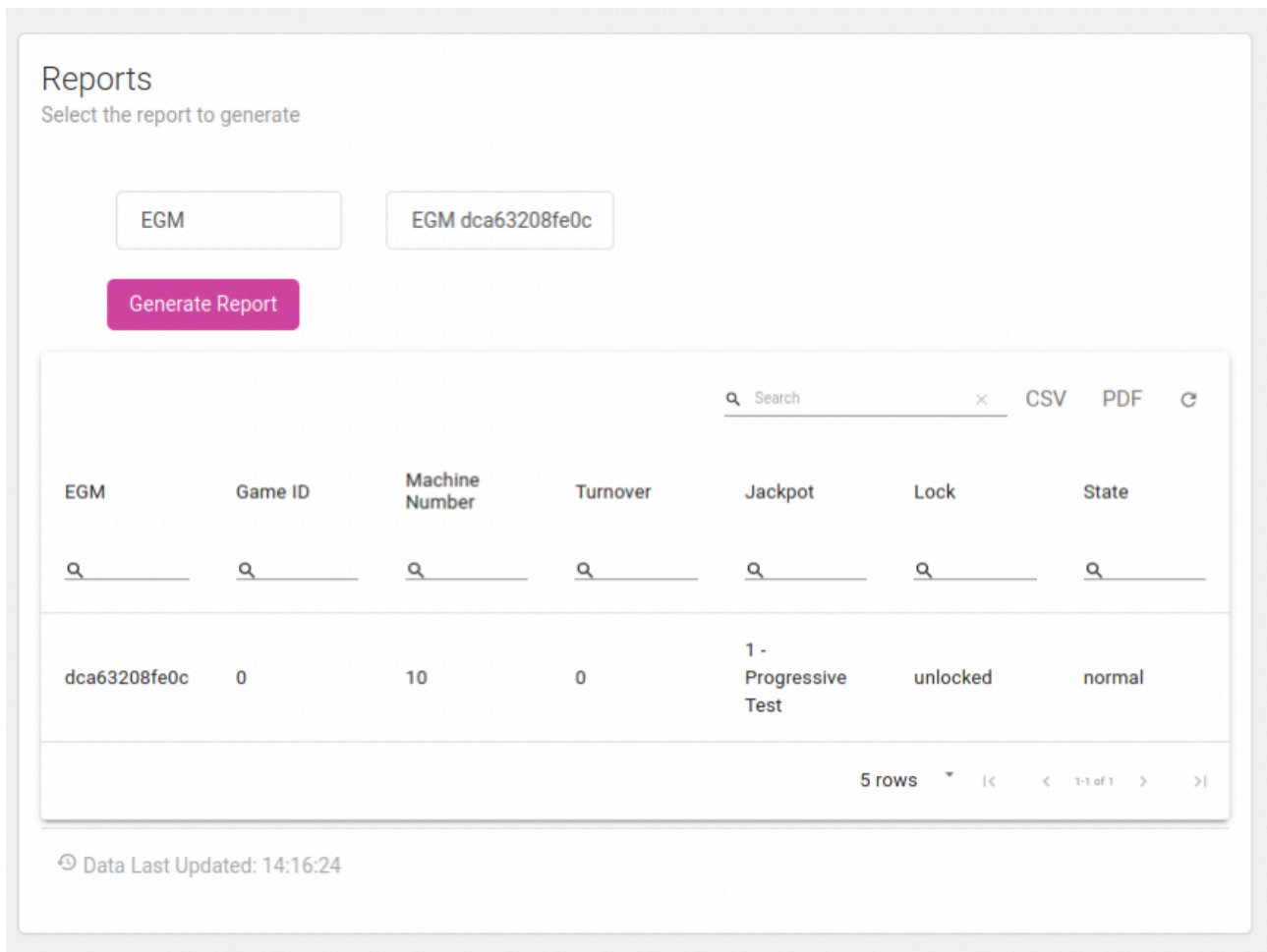


Fig 21.

## 9. Reports

The *Reports* page allows you to generate reports for monitoring performance and state concerning either EGM`s or Jackpots and can be filtered to either display all or a single EGM/jackpot.

This can be achieved by filtering to the desired information and then clicking the **generate Report** button. Similar to the log page you can find the same options for organizing the displayed content in the generated reports content, as well as the options to export the report in CSV or PDF format(fig.20)



Reports  
Select the report to generate

EGM      EGM dca63208fe0c

Generate Report

EGM	Game ID	Machine Number	Turnover	Jackpot	Lock	State
dca63208fe0c	0	10	0	1 - Progressive Test	unlocked	normal

5 rows | 1-1 of 1

Data Last Updated: 14:16:24

Fig 22.