# Glossary

**AGS:** Amaya Gaming System aka Casino Gaming System  
(See also: CGS)

**Casino 1:** Flash/Actionscript 1 client gaming framework using the V1 protocol. No longer actively developed against.

**Casino 2:** Flash/Actionscript 1 client gaming framework using the V2 protocol. No longer actively developed against.

**Casino 3:** Flash/Actionscript 3 client gaming framework using the V2 protocol. No longer actively developed against.

**Casino 4:** Flash/ActionScript 3 client gaming framework using the V2 protocol and RGF.

**Casino 5:** HTML5/JavaScript client gaming framework using the V2 protocol and RGF.

**CGS:** Casino Gaming System aka Amaya Gaming System  
(See also: AGS)

**Client Development Harness:** aka “Harness”. A client-side component of an RGF project that allows for high-frequency development and testing cycles. Allows the client to run using its local files (code and graphics) using either mock XML response files or by sending requests to a remote server running the server-side implementation of the game.

**Harness:** See “Client Development Harness”

**Live Mode:** Live Mode is one of two ways of building and running the Client Development Harness. In Live Mode, the client code and static files (jpg, png, swf, xml, json etc) are sourced from the local project. Any requests made are sent to a configured remote AGS server that has the server-side of the game installed.

**Mock CGS:** A lightweight server that stands in for a full implantation of the AGS. Mainly used by server developers when building the server-side implementation of an RGF game.

**Remote Game:** A game developed and deployed using the Remote Game Framework.

**RGC:** Remote Game Container. The RGC is a separate server which host games develop using the RGF.

**RGF:** Remote Game Framework. The RGF is component of the AGS which allows games to be developed and run as isolated webapps.

**RGF1:** Remote Game Framework version 1. This is the legacy format of RGF game projects which support only Flash clients

**RGF2:** Remote Game Framework version 2. This is the current format of RGF game projects which support Flash and HTML5 clients.

**Standalone Mode:** Standalone Mode is one of two ways of building and running the Client Development Harness. In Standalone Mode, the client code and static files (jpg, png, swf, xml, json etc) are sourced from the local project. Any requests made are serviced by a built-in system that retrieves the response from a mapped list of XML files, each defining one response.

**V1 Protocol:** aka “V1”. Refers to the first-generation client-server XML-based messaging protocol. This protocol is no longer actively developed against.

**V2 Protocol:** aka “V2”. Refers to the second-generation client-server XML-based messaging protocol. This protocol is currently used for developing single-player games in Flash and HTML5.

**V3MP Protocol:** aka “V3MP”. Refers to the third-generation multiplayer client-server XML-based messaging protocol. This protocol is currently used for developing multi-player games in Flash.