

**PORTUGAL HOST-IGS**

**SYSTEM PASS-THRU**

**Message Format Specifications 1.0**

March, 2017

|  |  |
| --- | --- |
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|  |  |  |  |
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# Introduction and Summary

## About This Document

This document specifies messages formats between IGS and pass-thru system (Millennium) of Portugal SCML.

## Management Summary

The purpose of this document is to define the software requirements of the communication between IGS and Terminal thru system Millennium.

## Intended Audience

This document is intended for SCML/DISTI development, QA and management personnel who must develop the system to the agreed upon functional requirements.

## Associated Documents

This document is part of a series of Software Design documentation.

Additional software documentation will consist of GOLS “Terminal Message Formats\_X.X.doc”.

## Definitions, Acronyms and Abbreviations

The following definitions, acronyms and abbreviations are contained in this document.

|  |  |
| --- | --- |
| **ABP** | Advanced Betting Platform. Central system of game Placard. |
| **BLGS** | Back office of LGS. |
| **Central** | Host Millennium. |
| **CDC** | Continuous Day Count date. |
| **DISTI** | Information Technology and Systems Department of SCML. |
| **DJSCML** | Game Department of SCML. |
| **Host** | See **Central**. |
| **IGS** | Integration Gateway Server in between Host and ABP. |
| **LGS** | Legacy Gaming System. Multigame central system of games Euromilhões, Chuva de Milionários and M1lhão. |
| **NIB** | Portuguese Bank Identification Number. It has 21 digits in the format:  bbbb ssss cccc cccc cccx x  where,  b – bank code number  s – bank branch number  c – bank account number  x – check digits |
| **NIF** | Portuguese VAT Identification Number of the player. It has 9 digits. |
| **SCML** | Santa Casa da Misericórdia de Lisboa. |
| **Terminal** | Terminal Altura GT1200. |
| **Validation (Inquiry)** | The process of verifying that a ticket is eligible to receive a prize. |

## Common Field Descriptions

Each request from central system is composed by the fields below and must be returned unchanged in the response by IGS system. These fields constitute the header of all requests.

|  |  |
| --- | --- |
| **Agent Number** | Agent ID making the request. |
| **Cross Reference Number** | MessageQ Sequence Number set in Host. |
| **Buffer Number** | Slot ID of the request set in Host. |
| **CDC Date** | Continuous Day Count date. |
| **Terminal Number** | Terminal ID making the request. |

## Summary of Message Types Central ⇨ IGS

**Type 14 = Integration Gateway Server Request**

Subtype 0 = IGS Wager

Subtype 1 = IGS Cancellation

Subtype 2 = IGS Validation (Inquiry)

Subtype 3 = IGS Payment

Subtype 4 = IGS Game Programme Report

**Type 8 = Reprint Request**

Subtype 1 = Last Transaction

Subtype 2 = Last Wager

Subtype 4 = Last Payment

**Type 6 = Report Request**

**Subtype 3**  = **Financial Reports**

Class 1 = **Total Summary**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 2 = **Total On-Line Sales**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 4 = **Total On-Line Validations**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 8 = **Total On-Line Remunerations**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

## Summary of Message Types IGS ⇨ Central

**Type 14 = Integration Gateway Server**

Subtype 0 = IGS Wager

Subtype 1 = IGS Cancellation

Subtype 2 = IGS Validation (Inquiry)

Subtype 3 = IGS Payment

Subtype 4 = IGS Game Programme Report

Subtype 14 = IGS Game Command Request

Subtype 15 = IGS Error

**Type 8 = Reprints**

**Subtype 12** = **Last IGS Transaction**

Reprint Type 1 = Last Wager

Reprint Type 2 = Last Payment

Reprint Type 3 = Last Cancel

**Type 6 = Report**

**Subtype 3** = **Financial Reports**

Class 1 = **Total Summary**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 2 = **Total On-Line Sales**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 4 = **Total On-Line Validations**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

Class 8 = **Total On-Line Remunerations**

Subclass 0, 1-7, 8 = Today, Monday - Sunday, Week to Date

## Summary of IGS Game Types

18 = Oddset (Sports Betting)

## Summary of IGS Games

Placard (game type = 18 and game index = 1)

# IGS Wagers

## Placard Wager Request Central ⇨ IGS

The message size ranges between 53 bytes (one selection only) to 109 bytes (maximum selections selected).

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 0 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Statistics (see below) | |
| 20 | 20 | 1 | Game Type = 18 | |
| 21 | 21 | 1 | Game Index = 1 | |
| 22 | 25 | 4 | Agent Number | |
| 26 | 33 | 8 | Message Id | |
| 34 | 34 | 1 | ABP Game Id | |
| 35 | 36 | 2 | Subtype Id | |
| 37 | 40 | 4 | Player NIF | |
| 41 | 44 | 4 | Unit Stake of the Bet (wager units) | |
| 45 | 45 | 1 | Number of Selections | |
| 46 | 46+N-1 | N | Selections | |

Selections are repeated for the *Number of Selections*. The table below illustrates the elements of a selection. The size of each selection is 8 bytes.

| **TestByte** | | **Size** | **Selection Fields** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Programme Template Id |
| 3 | 4 | 2 | Event Index |
| 5 | 6 | 2 | Market Type Period Index |
| 7 | 8 | 2 | Outcome Index |

**Statistics Flags:**

x80 Simulator Transaction x08 Not defined 0x00 Not defined

x40 Reader Entry x04 Not defined

x20 Coupon Edited x02 Not defined

x10 Not defined x01 Not defined

**Note:** If *Reader Entry* flag is not set, it means *Manual Entry*.

**ABP Game Id:**

Oddset game ID in the ABP system platform.

1 = 1X2

**Subtype Id:**

ID representing the bet type: Simple, Combined or Multiple.

* If *Subtype Id* = 1, then Simple bet has been selected.
* If *Number of Selections* = *Subtype Id* and *Subtype Id > 1*, then *Combined* bet has been selected.
* If *Number of Selections* > *Subtype Id*, then *Multiple* bet has been selected*.*

**Player NIF:**

Portuguese VAT Identification Number of the player.

**Unit Stake of the Bet:**

Monetary value of the stake in cents.

**Number of Selections:**

Number of boards selected. The range is 1 to 8.

**Selections:**

Each selection is composed by 4 fields: Programme Template Id, Event Index, Market Type Period Index and Outcome Index.

**Programme Template Id:**

Coupon ID in the ABP system platform.

**Event Index:**

Event index on the programme.

**Market Type Period Index:**

ID of the market and period selected.

**Outcome Index:**

ID of the prognostic selected.

## Placard Wager Response IGS ⇨ Central

The message size ranges between 81 bytes (one bet only) to 242 bytes (maximum number of bets).

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 0 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 31 | 11 | Bet Slip Reference Number | |
| 32 | 35 | 4 | Bet Slip Creation Date | |
| 36 | 38 | 3 | Bet Slip Creation Time | |
| 39 | 42 | 4 | Last Event Date | |
| 43 | 43 | 1 | ABP Game ID | |
| 44 | 45 | 2 | Subtype ID | |
| 46 | 49 | 4 | Unit Stake | |
| 50 | 53 | 4 | Total Stake | |
| 54 | 57 | 4 | Maximum Possible Returns | |
| 58 | 58 | 1 | Number of Bets | |
| 59 | 59+N-1 | N | Bets | |

Bets are repeated for the *Number of Bets*. The table below illustrates the elements of a bet. Each one has 23 bytes.

| **TestByte** | | **Size** | **Bet Fields** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 3 | 3 | Event ID |
| 4 | 6 | 3 | Event Path ID Country |
| 7 | 9 | 3 | Event Path ID Sport |
| 10 | 12 | 3 | Event Path ID Competition |
| 13 | 15 | 3 | Home Opponent ID |
| 16 | 18 | 3 | Away Opponent ID |
| 19 | 21 | 3 | Odd (Unsigned I3 with 2 decimals) |
| 22 | 23 | 2 | Handicap Value (Signed I2 with 2 decimals) |

**Bet Slip Reference Number:**

Reference Number of the bet slip, generated by ABP system platform, in the format yymmdd-gg-ssssssssss-ccc.

| **TestByte** | | **Size** | **Bet Slip Reference Number Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Last Two Digits of the Year of the Bet (yy) |
| 2 | 2 | 1 | Month of the Bet (mm) |
| 3 | 3 | 1 | Day of the Bet (dd) |
| 4 | 4 | 1 | Game Code (gg)\* |
| 5 | 9 | 5 | Serial Number (ssssssssss) |
| 10 | 11 | 2 | Check Digits (ccc) |

(\*) Game Code for Placard 1X2 is 12.

**Bet Slip Creation Date:**

Bet registration date in the ABP system platform in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Bet Slip Creation Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Bet Slip Creation Time:**

Bet registration time in the ABP system platform in the format hh24:mi:ss.

| **TestByte** | | **Size** | **Bet Slip Creation Time Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Hour (hh24) |
| 2 | 2 | 1 | Minute (mi) |
| 3 | 3 | 1 | Second (ss) |

**Last Event Date:**

Date of the last event of the bet in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Last Event Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Handicap Value:**

It serves to provide handicap information for the events. Depending on the market the meaning of the handicap value field is different:

* 1X2 DV – Disadvantage - result at the end of the TR, taking into account that one of the teams, or athletes, starts the event with a disadvantage/advantage in goals or points;
* Mais/Menos – +/- than a certain number of goals/points at the end of the TR.

# IGS Cancellations

## Placard Cancellation Request Central ⇨ IGS

The message size is 44 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 1 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Statistics (see below) | |
| 20 | 20 | 1 | Game Type = 18 | |
| 21 | 21 | 1 | Game Index = 1 | |
| 22 | 25 | 4 | Agent Number | |
| 26 | 33 | 8 | Message ID | |
| 34 | 44 | 11 | Bet Slip Reference Number | |

**Statistics Flags:**

x80 Simulator Transaction x08 Not defined x00 Not defined

x40 Reader Entry x04 Not defined

x20 Not defined x02 Not defined

x10 Not defined x01 Not defined

**Note:** If *Reader Entry* flag is not set, it means *Manual Entry*.

**Bet Slip Reference Number:**

Bet to cancel in the ABP system platform.

## Placard Cancellation Success Response IGS ⇨ Central

The message size is 42 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 1 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 31 | 11 | Cancellation Reference Number | |
| 32 | 35 | 4 | Cancellation Date | |
| 36 | 40 | 3 | Cancellation Time | |
| 41 | 42 | 4 | Refund Amount (wager units) | |

**Cancellation Reference Number:**

Reference Number of the cancellation, generated by ABP system platform, in the format yymmdd-gg-ssssssssss-ccc.

| **TestByte** | | **Size** | **Cancellation Reference Number Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Last Two Digits of the Year of the Cancellation (yy) |
| 2 | 2 | 1 | Month of the Cancellation (mm) |
| 3 | 3 | 1 | Day of the Cancellation (dd) |
| 4 | 4 | 1 | Game Code (gg) (\*) |
| 5 | 9 | 5 | Serial Number (ssssssssss) |
| 10 | 11 | 2 | Check Digits (ccc) |

(\*) Game Code for Placard 1X2 is 12.

**Cancellation Date:**

Bet cancellation date in the ABP system platform in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Cancellation Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Cancellation Time:**

Bet cancellation time in the ABP system platform in the format hh24:mi:ss.

| **TestByte** | | **Size** | **Cancellation Time Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Hour (hh24) |
| 2 | 2 | 1 | Minute (mi) |
| 3 | 3 | 1 | Second (ss) |

**Refund amount (wager units):**

Cancel amount in cents.

## Placard Cancellation Error Response IGS ⇨ Central

The message size is 264 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 15 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Request Type = 14 | Request Subtype = 1 |
| 22 | 22 | 1 | System Code | |
| 23 | 31 | 9 | System Error Code Description | |
| 32 | 264 | 233 | System Error Description | |

**System Error Code Description (these relate to functional errors):**

RPM-00301 = Already Cancelled

RPM-00341 = Time Limit Exceeded

RPM-00344 = Maximum Number of Cancellations by Day Reached

RPM-00346 = Wrong Terminal

# IGS Validations (Inquiry)

## Placard Validation Request Central ⇨ IGS

The message size is 44 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 2 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Statistics (see below) | |
| 20 | 20 | 1 | Game Type = 18 | |
| 21 | 21 | 1 | Game Index = 1 | |
| 22 | 25 | 4 | Agent Number | |
| 26 | 33 | 8 | Message ID | |
| 34 | 44 | 11 | Bet Slip Reference Number | |

**Statistics Flags:**

x80 Simulator Transaction x08 Not defined x00 Not defined

x40 Reader Entry x04 Not defined

x20 Not defined x02 Not defined

x10 Not defined x01 Not defined

**Note:** If *Reader Entry* flag is not set, it means *Manual Entry*.

**Bet Slip Reference Number:**

Bet to validate in the ABP system platform.

## Placard Validation Success With Prize Response IGS ⇨ Central

The message size is 45 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 2 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Fiscal Identification Confirmation Needed | |
| 22 | 25 | 4 | Player NIF | |
| 26 | 29 | 4 | Validation Date | |
| 30 | 32 | 3 | Validation Time | |
| 33 | 36 | 4 | Prize Amount (validation units) | |
| 37 | 40 | 4 | Tax Amount (validation units) | |
| 41 | 44 | 4 | Net Prize Amount (validation units) | |
| 45 | 45 | 1 | Payment Mode Inquiry | |

**Fiscal Identification Confirmation Needed:**

0 = No fiscal identification confirmation needed

1 = Fiscal identification confirmation needed

**Player NIF:**

Portuguese VAT Identification Number of the player.

**Relation of Net Prize Amount, Prize Amount and Tax Amount:**

Net Prize Amount = Prize Amount – Tax Amount

**Validation Date:**

Bet validation date in the ABP system platform in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Validation Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Validation Time:**

Bet validation time in the ABP system platform in the format hh24:mi:ss.

| **TestByte** | | **Size** | **Validation Time Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Hour (hh24) |
| 2 | 2 | 1 | Minute (mi) |
| 3 | 3 | 1 | Second (ss) |

**Payment Mode Inquiry:**

0 = Cash Payment (Only) Inquiry

1 = Bank Transfer (Only) Inquiry

2 = Cash Payment or Bank Transfer Inquiry

## Placard Validation Error Response IGS ⇨ Central

The message size is 264 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 15 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Request Type = 14 | Request Subtype = 2 |
| 22 | 22 | 1 | System Code | |
| 23 | 31 | 9 | System Error Code Description | |
| 32 | 264 | 233 | System Description | |

**System Error Code Description (these relate to functional errors):**

RPM-00302 = Already Cashed

RPM-00305 = Results Not Confirmed

RPM-00306 = No Such Ticket

RPM-00308 = No Results Yet or Not a Winner

RPM-00321 = Cash at Lottery

# IGS Payments

## Placard Payment Request Central ⇨ IGS

The message size ranges between 45 bytes to 60 bytes (when bank transfer data is present).

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Statistics (see below) | |
| 20 | 20 | 1 | Game Type = 18 | |
| 21 | 21 | 1 | Game Index = 1 | |
| 22 | 25 | 4 | Agent Number | |
| 26 | 33 | 8 | Message ID | |
| 34 | 44 | 11 | Bet Slip Reference Number | |
| 45 | 45 | 1 | Payment Mode | |
| 46 | 46+N-1 | N | Payment Data = based on Payment Mode | |

**Statistics Flags:**

x80 Simulator Transaction x08 Not defined x00 Not defined

x40 Reader Entry x04 Not defined

x20 Not defined x02 Not defined

x10 Not defined x01 Not defined

**Note:** If *Reader Entry* flag is not set, it means *Manual Entry*.

**Bet Slip Reference Number:**

Prized bet.

**Payment Mode:** **Payment Data to follow:**

0 = Cash Payment Not Applicable

1 = Bank Transfer 1 byte Player ID Type +

4 bytes Player ID +

10 bytes Player NIB

**Player ID Type:**

0 = Telephone Number

1 = Player Card Number

**Player ID:**

Value of Telephone Number or Player Card Number.

**Player NIB:**

| **TestByte** | | **Size** | **Player NIB Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Bank Branch |
| 3 | 4 | 2 | Bank Office |
| 5 | 9 | 5 | Account Number |
| 10 | 10 | 1 | Check Digits |

## Placard Payment Success With Prize Response IGS ⇨ Central

The message size is 54 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 24 | 4 | Player NIF | |
| 25 | 35 | 11 | Payment Reference Number | |
| 36 | 39 | 4 | Payment Date | |
| 40 | 42 | 3 | Payment Time | |
| 43 | 46 | 4 | Prize Amount (validation units) | |
| 47 | 50 | 4 | Tax Amount (validation units) | |
| 51 | 54 | 4 | Net Prize Amount (validation units) | |

**Player NIF:**

Portuguese VAT Identification Number of the player.

**Payment Reference Number:**

Reference Number of the prize payment, generated by ABP system platform, in the format yymmdd-gg-ssssssssss-ccc.

| **TestByte** | | **Size** | **Payment Reference Number Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Last Two Digits of the Prize Payment (yy) |
| 2 | 2 | 1 | Month of the Prize Payment (mm) |
| 3 | 3 | 1 | Day of the Prize Payment (dd) |
| 4 | 4 | 1 | Game Code (gg) (\*) |
| 5 | 9 | 5 | Serial Number (ssssssssss) |
| 10 | 11 | 2 | Check Digits (ccc) |

(\*) Game Code for Placard 1X2 is 12.

**Payment Date:**

Prize payment date in the ABP system platform in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Payment Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Payment Time:**

Prize payment time in the ABP system platform in the format hh24:mi:ss.

| **TestByte** | | **Size** | **Payment Time Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Hour (hh24) |
| 2 | 2 | 1 | Minute (mi) |
| 3 | 3 | 1 | Second (ss) |

**Relation of Net Prize Amount, Prize Amount and Tax Amount:**

Net Prize Amount = Prize Amount – Tax Amount

## Placard Payment With No Prize Response IGS ⇨ Central

The message size is 264 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 15 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Request Type = 14 | Request Subtype = 3 |
| 22 | 22 | 1 | System Code | |
| 23 | 31 | 9 | System Error Code Description | |
| 32 | 264 | 233 | System Error Description | |

**System Error Code Description (these relate to functional errors):**

RPM-00302 = Already Cashed

RPM-00305 = Results Not Confirmed

RPM-00306 = No Such Ticket

RPM-00308 = No Results Yet or Not a Winner

RPM-00322 = Cash at Lottery

# IGS Game Programme Reports

## Placard Media Programme Report Request Central ⇨ IGS

Where the report would exceed 256 bytes the message will be segmented and requested by terminal on a segment-by-segment basis.

The message size is 49 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 4 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 24 | 4 | Agent Number | |
| 25 | 32 | 8 | Message Id | |
| 33 | 33 | 1 | Segment Number (1st segment = 0x01) | |
| 34 | 37 | 4 | Media ID | |
| 38 | 41 | 4 | Programme Template ID | |
| 42 | 49 | 8 | Media Version (1st segment = 0) | |

**Media ID:**

5 = Próximos Eventos

6 = Futebol Português

7 = Futebol Mundial

8 = Ténis

9 = Basquetebol

10 = Competições Europeias

11 = Espanha / Inglaterra

12 = Itália / Alemanha

13 = França / Holanda

14 = Turquia / Rússia

15 = Mais Ligas Europeias

16 = Seleções Nacionais

## Placard Media Programme Report Response IGS ⇨ Central

The report data is of variable size. It begins with *Number of Competitions* (byte 38). Each terminal message starts at byte 15 and whenever it exceeds 256 bytes the message is segmented. Each terminal segment is filled as near 256 bytes as possible, which means the message of IGS to Central can have 270 bytes at maximum.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 4 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 24 | 4 | Report Date | |
| 25 | 27 | 3 | Report Time | |
| 28 | 28 | 1 | Number of Segments | |
| 29 | 29 | 1 | Segment Number (1st segment = 0x01) | |
| 30 | 37 | 8 | Media Version | |

**Report Data:**

|  |  |  |  |
| --- | --- | --- | --- |
| 38 | 39 | 2 | Number of Competitions = C |

Repeat the following for the *Number of Competitions* = *C* (each competition has *E* events),

| **TestByte** | | **Size** | **Competition *c*** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 3 | 3 | Event Path ID Country |
| 4 | 6 | 3 | Event Path ID Sport |
| 7 | 9 | 3 | Event Path ID Competition |
| 10 | 11 | 2 | Number of Events = E |

Repeat the following for the *Number of Events* = *E* (each event has *M* markets),

| **TestByte** | | **Size** | **Event *e*** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Event Index |
| 3 | 5 | 3 | Home Opponent ID |
| 6 | 8 | 3 | Away Opponent ID |
| 9 | 12 | 4 | Event Date |
| 13 | 15 | 3 | Event Time |
| 16 | 17 | 2 | Number of Markets = M |

Repeat the following for the *Number of Markets* = *M* (each market has *O* outcomes),

| **TestByte** | | **Size** | **Market *m*** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 3 | 3 | Market Type ID |
| 4 | 6 | 3 | Period ID |
| 7 | 8 | 2 | Handicap Value (Signed I2 with 2 decimals) |
| 9 | 10 | 2 | Number of Outcomes = O |

Repeat the following for the *Number of Outcomes* *O*,

| **TestByte** | | **Size** | **Outcome *o*** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Outcome Index |
| 2 | 4 | 3 | Odd (Signed I3 with 2 decimals) |

**Outcome Index:**

It relates to the index of the outcome in the market.

For example if the market is 1X2:

* Odd for Home team, Outcome Index is 1;
* Odd for Tie team, Outcome Index is 2;
* Odd for Away team, Outcome Index is 3.

**Printing odd not available (ND):**

If an outcome index is missing from the message for the market considered, the missing odd can be printed as “ND” in the ticket. If an Odd field is less or equal than 0, then that Odd will be printed as “ND”.

**Flow of information on media programme report transaction:**

1. First segment request for media programme from the terminal with Segment Number = 1 and Media Version = 0;
2. Response from ABP with first segment and Media Version = XX;
3. Subsequent segment requests from terminal are made with Media Version = XX.

**Note:** The header, up until and including the media version field will always be the same size. The field *Number of Competitions* will only be sent in the first segment.

**Empty Media Programme Report:**

If Number of Segments = 1 and Number of Competitions = 0, then the media programme report is empty.

**Report Date:**

Date when the report was made available in IGS in the format yyyy/mm/dd.

| **TestByte** | | **Size** | **Report Date Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 2 | 2 | Year (yyyy) |
| 3 | 3 | 1 | Month (mm) |
| 4 | 4 | 1 | Day (dd) |

**Report Time:**

Time when the report was made available in IGS in the format hh24:mi:ss.

| **TestByte** | | **Size** | **Report Time Field** |
| --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 1 | 1 | Hour (hh24) |
| 2 | 2 | 1 | Minute (mi) |
| 3 | 3 | 1 | Second (ss) |

# IGS Game Commands

## Totobola Normal Matches Cancellation Request IGS ⇨ Central

The message size is 64 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number (\*) | |
| 5 | 8 | 4 | Cross Reference Number (\*) | |
| 9 | 10 | 2 | Host Buffer Number (\*) | |
| 11 | 12 | 2 | Host CDC Date (\*) | |
| 13 | 14 | 2 | Terminal Number (\*) | |
| 15 | 15 | 1 | Control (\*) | Sequence (\*) |
| 16 | 16 | 1 | Type = 14 | Subtype = 14 |
| 17 | 18 | 2 | Checksum (\*) | |
| 19 | 19 | 1 | Game Type = 2 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 24 | 4 | Agent Number (\*) | |
| 25 | 32 | 8 | Message ID | |
| 33 | 36 | 4 | Command Number | |
| 37 | 40 | 4 | Command Value | |
| 41 | 44 | 4 | Command Source | |
| 45 | 48 | 4 | Command Data 1 | |
| 49 | 52 | 4 | Command Data 2 | |
| 53 | 56 | 4 | Command Data 3 (\*) | |
| 57 | 60 | 4 | Command Data 4 (\*) | |
| 61 | 64 | 4 | Command Data 5 (\*) | |

(\*) Field not applicable. Filled with 0’s.

**Command Number:**

1 = Matches Cancellation

**Command Value:**

Bitmap of matches to cancel.

x80000000 = Match 1

x40000000 = Match 2

x20000000 = Match 3

x10000000 = Match 4

x08000000 = Match 5

x04000000 = Match 6

x02000000 = Match 7

x01000000 = Match 8

x00800000 = Match 9

x00400000 = Match 10

x00200000 = Match 11

x00100000 = Match 12

x00080000 = Match 13

x00040000 = Match S14

Other masks are not applicable.

**Command Source:**

Character sequence of four ASCII characters. Indicates the origin of the request.

BLGS = Back office of LGS

**Command Data 1:**

Totobola Normal draw week.

**Command Data 2**:

Totobola Normal draw year.

**Remarks**:

This message is not checksummed.

## Totobola Extra Matches Cancellation Request IGS ⇨ Central

The message size is 64 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number (\*) | |
| 5 | 8 | 4 | Cross Reference Number (\*) | |
| 9 | 10 | 2 | Host Buffer Number (\*) | |
| 11 | 12 | 2 | Host CDC Date (\*) | |
| 13 | 14 | 2 | Terminal Number (\*) | |
| 15 | 15 | 1 | Control (\*) | Sequence (\*) |
| 16 | 16 | 1 | Type = 14 | Subtype = 14 |
| 17 | 18 | 2 | Checksum (\*) | |
| 19 | 19 | 1 | Game Type = 2 | |
| 20 | 20 | 1 | Game Index = 3 | |
| 21 | 24 | 4 | Agent Number (\*) | |
| 25 | 32 | 8 | Message ID | |
| 33 | 36 | 4 | Command Number | |
| 37 | 40 | 4 | Command Value | |
| 41 | 44 | 4 | Command Source | |
| 45 | 48 | 4 | Command Data 1 | |
| 49 | 52 | 4 | Command Data 2 | |
| 53 | 56 | 4 | Command Data 3 (\*) | |
| 57 | 60 | 4 | Command Data 4 (\*) | |
| 61 | 64 | 4 | Command Data 5 (\*) | |

(\*) Field not applicable. Filled with 0’s.

**Command Number:**

1 = Matches Cancellation

**Command Value:**

Bitmap of matches to cancel.

x80000000 = Match 1

x40000000 = Match 2

x20000000 = Match 3

x10000000 = Match 4

x08000000 = Match 5

x04000000 = Match 6

x02000000 = Match 7

x01000000 = Match 8

x00800000 = Match 9

x00400000 = Match 10

x00200000 = Match 11

x00100000 = Match 12

x00080000 = Match 13

x00040000 = Match S14

Other masks are not applicable.

**Command Source:**

Character sequence of four ASCII characters. Indicates the origin of the request.

BLGS = Back office of LGS

**Command Data 1:**

Totobola Extra draw week.

**Command Data 2**:

Totobola Extra draw year.

**Remarks**:

This message is not checksummed

# IGS Error Messages

## Placard Error Response IGS ⇨ Central

The message size is 264 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 14 | Subtype = 15 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Request Type | Request Subtype |
| 22 | 22 | 1 | System Code | |
| 23 | 31 | 9 | System Error Code Description (\*) | |
| 32 | 264 | 233 | System Error Description (\*) | |

(\*) See Appendix A – IGS Return Error Codes for details.

**System Code:**

1 = Millennium

2 = IGS

3 = ABP

**System Error Code Description:**

Character Field.

**System Error Description:**

The error description field is a dynamic field and will only occupy the message space it needs to represent the error message given, so the transaction length can be smaller than 250 bytes.

The error description field will contain the exact message provided by the system of origin, having only one exception:

* In the case that the message provided by the system of origin is larger than the defined error description field, then it will be truncated in order to fit within the maximum message length defined.

# Reprints

## Placard Reprint Request Central ⇨ IGS

The message size is 32 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 8 | Subtype (see below) |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 24 | 4 | Agent Number | |
| 25 | 32 | 8 | Message ID | |

**Subtypes:**

1 = Last Transaction

2 = Last Wager

4 = Last Payment

## Placard Wager Reprint Response IGS ⇨ Central

The message size is 63 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 8 | Subtype = 12 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Reprint Type = 1 | |
| 22 | 32 | 11 | Bet Slip Reference Number | |
| 33 | 36 | 4 | Bet Slip Creation Date | |
| 37 | 39 | 3 | Bet Slip Creation Time | |
| 40 | 43 | 4 | Last Event Date | |
| 44 | 44 | 1 | ABP Game Id | |
| 45 | 46 | 2 | Subtype ID | |
| 47 | 50 | 4 | Unit Stake | |
| 51 | 54 | 4 | Total Stake | |
| 55 | 58 | 4 | Maximum Possible Returns | |
| 59 | 59 | 1 | Number of Bets | |
| 60 | 63 | 4 | Player NIF | |

**Reprint Type:**

1 = Last Wager

## Placard Payment Reprint Response IGS ⇨ Central

The message size ranges between 67 bytes to 82 bytes (when bank transfer data is present).

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 8 | Subtype = 12 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Reprint Type = 2 | |
| 22 | 25 | 4 | Player NIF | |
| 26 | 36 | 11 | Payment Reference Number | |
| 37 | 40 | 4 | Payment Date | |
| 41 | 43 | 3 | Payment Time | |
| 44 | 47 | 4 | Prize Amount (validation units) | |
| 48 | 51 | 4 | Tax Amount (validation units) | |
| 52 | 55 | 4 | Net Prize Amount (validation units) | |
| 56 | 66 | 11 | Bet Slip Reference Number | |
| 67 | 67 | 1 | Payment Mode | |
| 68 | 68+N-1 | N | Payment Data to follow = based on Payment Mode | |

**Reprint Type:**

2 = Last Payment

## Placard Cancellation Reprint Response IGS ⇨ Central

The message size is 54 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 8 | Subtype = 12 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 21 | 1 | Reprint Type = 3 | |
| 22 | 32 | 11 | Cancellation Reference Number | |
| 33 | 36 | 4 | Cancellation Date | |
| 37 | 39 | 3 | Cancellation Time | |
| 40 | 43 | 4 | Refund Amount (wager units) | |
| 44 | 54 | 11 | Bet Slip Reference Number | |

**Reprint Type:**

3 = Last Cancel

**Note:** Currently, if terminal requests the last transaction and being the last one a cancellation, host responds with the cancel reprint message and terminal does not print the receipt – terminal acts if nothing has been requested.

# Reports

## Financial Reports

### Placard Total Summary Report Request/Response ⬄ IGS

The message size is 110 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 6 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 28 | 8 | Message ID | |
| 29 | 31 | 3 | Time | |
| 32 | 32 | 1 | System Availability Flags | Class = 1 |
| 33 | 33 | 1 | Subclass = 0-8 | |
| 34 | 34 | 1 | Report Type | |
| 35 | 36 | 2 | CDC Date | |
| 37 | 40 | 4 | Agent Number | |
| 41 | 41 | 1 | Clerk Number (in Today Report) | |
| 42 | 42 | 1 | Options Flag | |
| 43 | 46 | 4 | Cancels Count (\*) | |
| 47 | 50 | 4 | Cancels Amounts (wager units) (\*) | |
| 51 | 54 | 4 | Net Sales Count (\*) | |
| 55 | 58 | 4 | Net Sales Amount (\*) | |
| 59 | 62 | 4 | Cash Count (\*) | |
| 63 | 66 | 4 | Cash Amount (validation units, including refunds) (\*) | |
| 67 | 70 | 4 | Instant Sales Count | |
| 71 | 74 | 4 | Instant Sales Amount | |
| 75 | 78 | 4 | Instant Cash Count | |
| 79 | 82 | 4 | Instant Cash Amount | |
| 83 | 86 | 4 | Misc Sales Count | |
| 87 | 90 | 4 | Misc Sales Amount | |
| 91 | 94 | 4 | Petty Cash Count | |
| 95 | 98 | 4 | Petty Cash Amount | |
| 99 | 102 | 4 | Total Cash Count (\*) | |
| 103 | 110 | 8 | Total Cash Amount (\*) | |

(\*) The corresponding Placard value is added to this field.

**System Availability Flags:**

x1 LGS System Not Available

x2 ABP System Not Available

x4 Not defined

x8 Not defined

**Report Type:**

0 = Regular

1 = Specific Agent (AFT or Priv.)

2 - 4 = Not Applicable

**Subclass:**

0 = Today

1 - 7 = Monday - Sunday

8 = Weekly

**Option Flag:**

0x80 = More Flag

0xFF = Last Segment

### Placard Total On-Line Sales Report Request/Response ⬄ IGS

The message size is 198 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 6 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 28 | 8 | Message ID | |
| 29 | 31 | 3 | Time | |
| 32 | 32 | 1 | Class = 2 | |
| 33 | 33 | 1 | Subclass = 0-8 | |
| 34 | 34 | 1 | Report Type | |
| 35 | 36 | 2 | CDC Date | |
| 37 | 40 | 4 | Agent Number | |
| 41 | 41 | 1 | Options byte | |
| 42 | 42 | 1 | Number of games sent = K | |
| 43 | 43+N-1 | K\*2=N | Byte array of game type byte and game index byte for number of games | |
| 43+N | 46+N | 4 | Net Sales Count for Game 1 | |
| 47+N | 50+N | 4 | Net Sales Amount for Game 1 (wager units) | |
| … | | | | |
| M | M+3 | 4 | Net Sales Count for Game K | |
| M+4 | M+7 | 4 | Net Sales Amount for Game K (wager units) | |

If game index field = 0 then total is sent for that type. Net Sales Count and Net Sales Amount are repeated for active game.

|  |  |  |  |
| --- | --- | --- | --- |
| M+8 | M+11 | 4 | Total Sales Count |
| M+12 | M+19 | 8 | Total Sales Amount (I8 wager units) |

|  |  |  |  |
| --- | --- | --- | --- |
| M+20 | M+23 | 4 | Return Count for Passive 1 |
| M+24 | M+27 | 4 | Return Amount for Passive 1 |
| M+28 | M+31 | 4 | Return Count for Passive 2 |
| M+32 | M+35 | 4 | Return Amount for Passive 2 |
| M+36 | M+39 | 4 | Total Return Count |
| M+40 | M+43 | 4 | Total Return Amount |

**Report Type:**

0 = Regular

1 = Specific Agent (AFT or Priv.)

2 - 4 = Not Applicable

**Subclass:**

0 = Today

1 - 7 = Monday - Sunday

8 = Weekly

**Games sent:**

| **##** | **Game Name** | **Game Type** | **Game Index** |
| --- | --- | --- | --- |
| 1 | Euromilhões (\*) | 17 | 1 |
| 2 | M1lhão (\*) | 19 | 2 |
| 3 | Placard (\*) | 18 | 1 |
| 4 | Totobola Normal | 2 | 1 |
| 5 | Totoloto | 1 | 1 |
| 6 | Totobola Extra 2 | 2 | 2 |
| 7 | Loto2 | 1 | 2 |
| 8 | Joker | 4 | 1 |
| 9 | Totoloto Sábado (Totoloto Quarta included) | 1 | 3 |
| 10 | Lotaria Clássica | 16 | 1 |
| 11 | Lotaria Popular | 16 | 2 |
| 12 | Totobola Extra 1 | 2 | 3 |

(\*) The Game Index value is set to x0F if total on-line sales are unavailable.

### Placard Total On-Line Validations Report Request/Response ⬄ IGS

The message size is 182 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 6 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 28 | 8 | Message ID | |
| 29 | 31 | 3 | Time | |
| 32 | 32 | 1 | Class = 4 | |
| 33 | 33 | 1 | Subclass = 0-8 | |
| 34 | 34 | 1 | Report Type | |
| 35 | 36 | 2 | CDC Date | |
| 37 | 40 | 4 | Agent Number | |
| 41 | 41 | 1 | Options byte | |
| 42 | 42 | 1 | Number of games sent = K | |
| 43 | 43+N-1 | K\*2=N | Byte array of game type byte and game index byte for number of games | |
| 43+N | 46+N | 4 | Cash Count for Game 1 | |
| 47+N | 50+N | 4 | Cash Amount for Game 1 (validation units) | |
| … | | | | |
| M | M+3 | 4 | Cash Count for Game K | |
| M+4 | M+7 | 4 | Cash Amount for Game K (validation units) | |

If game index field = 0 then total is sent for that type. Cash Count and Cash Amount are repeated for active game.

|  |  |  |  |
| --- | --- | --- | --- |
| M+8 | M+11 | 4 | Cash Count for Instant Validations |
| M+12 | M+15 | 4 | Cash Amount for Instant Validations |
| M+16 | M+19 | 4 | Total Count |
| M+20 | M+27 | 8 | Total Amount (I8 validation units) |

**Report Type:**

0 = Regular

1 = Specific Agent (AFT or Priv.)

2 - 4 = Not Applicable

**Subclass:**

0 = Today

1 - 7 = Monday - Sunday

8 = Weekly

**Games sent:**

| **##** | **Game Name** | **Game Type** | **Game Index** |
| --- | --- | --- | --- |
| 1 | Euromilhões (\*) | 17 | 1 |
| 2 | M1lhão (\*) | 19 | 2 |
| 3 | Placard (\*) | 18 | 1 |
| 4 | Totobola Normal | 2 | 1 |
| 5 | Totoloto | 1 | 1 |
| 6 | Totobola Extra 2 | 2 | 2 |
| 7 | Loto2 | 1 | 2 |
| 8 | Joker | 4 | 1 |
| 9 | Totoloto Sábado (Totoloto Quarta included) | 1 | 3 |
| 10 | Lotaria Clássica | 16 | 1 |
| 11 | Lotaria Popular | 16 | 2 |
| 12 | Totobola Extra 1 | 2 | 3 |

(\*) The Game Index value is set to x0F if total on-line validations are unavailable.

### Placard Total On-Line Remunerations Report Request/Response ⬄ IGS

The message size is 170 bytes.

| **TestByte** | | **Size** | **Field Contents** | |
| --- | --- | --- | --- | --- |
| **Start** | **End** |
| 1 | 4 | 4 | Agent Number | |
| 5 | 8 | 4 | Cross Reference Number | |
| 9 | 10 | 2 | Host Buffer Number | |
| 11 | 12 | 2 | Host CDC Date | |
| 13 | 14 | 2 | Terminal Number | |
| 15 | 15 | 1 | Control | Sequence |
| 16 | 16 | 1 | Type = 6 | Subtype = 3 |
| 17 | 18 | 2 | Checksum | |
| 19 | 19 | 1 | Game Type = 18 | |
| 20 | 20 | 1 | Game Index = 1 | |
| 21 | 28 | 8 | Message ID | |
| 39 | 31 | 3 | Time | |
| 32 | 32 | 1 | Class = 8 | |
| 33 | 33 | 1 | Subclass = 0-8 | |
| 34 | 34 | 1 | Report Type | |
| 35 | 36 | 2 | CDC Date | |
| 37 | 40 | 4 | Agent Number | |
| 41 | 41 | 1 | Options byte | |
| 42 | 42 | 1 | Number of games sent = K | |
| 43 | 43+N-1 | K\*2=N | Byte array of game type byte and game index byte for number of games | |
| 43+N | 50+N | 8 | Remuneration Amount for Game 1 (I8 wager units) | |
| … | | | | |
| M | M+7 | 8 | Remuneration Amount for Game K (I8 wager units) | |
| M+8 | M+15 | 8 | Total Amount (I8 wager units) | |

**Report Type:**

0 = Regular

1 = Specific Agent (AFT or Priv.)

2 - 4 = Not Applicable

**Subclass:**

0 = Today

1 - 7 = Monday - Sunday

8 = Weekly

**Games sent:**

| **##** | **Game Name** | **Game Type** | **Game Index** |
| --- | --- | --- | --- |
| 1 | Euromilhões (\*) | 17 | 1 |
| 2 | M1lhão (\*) | 19 | 2 |
| 3 | Placard (\*) | 18 | 1 |
| 4 | Totobola Normal | 2 | 1 |
| 5 | Totoloto | 1 | 1 |
| 6 | Totobola Extra 2 | 2 | 2 |
| 7 | Loto2 | 1 | 2 |
| 8 | Joker | 4 | 1 |
| 9 | Totoloto Sábado (Totoloto Quarta included) | 1 | 3 |
| 10 | Lotaria Clássica | 16 | 1 |
| 11 | Lotaria Popular | 16 | 2 |
| 12 | Totobola Extra 1 | 2 | 3 |

(\*) The Game Index value is set to x0F if total on-line remunerations are unavailable.

# Appendix A – IGS Return Error Codes

|  |  |  |
| --- | --- | --- |
| **Description** | **Code** | **Terminal Message** |
| General IGS exception | 000000001 | Ocorreu um erro. Por favor tente mais tarde. |
| Error when validating message checksum | 000000002 | Ocorreu um erro. Por favor tente mais tarde. |
| No deserializer found for the message content | 000000003 | Ocorreu um erro. Por favor tente mais tarde. |
| No serializer found for the message header/content | 000000004 | Ocorreu um erro. Por favor tente mais tarde. |
| Error when trying to dispatch the message to the JMS queue | 000000005 | Ocorreu um erro. Por favor tente mais tarde. |
| Error when converting to/from JSON | 000000006 | Ocorreu um erro. Por favor tente mais tarde. |
| Error when handling arrays | 000000007 | Ocorreu um erro. Por favor tente mais tarde. |
| Error while trying to deserialize | 000000008 | Ocorreu um erro. Por favor tente mais tarde. |
| Error while trying to serialize | 000000009 | Ocorreu um erro. Por favor tente mais tarde. |
| Current transaction is supressed | 000000010 | A função solicitada encontra-se suprimida. |
| Error in Media Programme Report Cache | 000000011 | Ocorreu um erro na Media Programme Report Cache. |
| Media Programme Report Cache segment not found | 000000012 | Não foi encontrado o segmento pedido. |
| Platform error, caused by timeout or response error | 000000013 | A plataforma de jogo solicitada encontra-se indisponível. |
| Financial Report Class doesnt exist | 000000014 | O relatório solicitado não existe. |
| Payment Mode not found | 000000015 | Ocorreu um erro. Por favor tente mais tarde |
| Received Reprint Subtype Invalid | 000000016 | Ocorreu um erro. Por favor tente mais tarde |
| Media Programme Report Cache programme or media id not found | 000000017 | Não foi encontrado o relatório pedido. |
| Media Programme Report Cache media version not found | 000000018 | Não foi encontrado o relatório pedido. |
| The event list is empty | 000000019 | De momento não existem eventos &#10;disponíveis para esta lista. |

# 

# Appendix B – Generic Values

## Game Types Currently Explored by DJSCML

|  |  |
| --- | --- |
| **Game Type** | **Game Type Description** |
| 1 | Lotto |
| 2 | Sports |
| 4 | Kicker |
| 14 | Intant Lottery |
| 16 | Passive Lottery |
| 17 | Euromillions |
| 18 | Oddset |
| 19 | Raffle |

## Game Names Currently Explored by DJSCML

|  |  |  |
| --- | --- | --- |
| **Game Name** | **Game Type** | **Game Index** |
| Totobola Normal | 2 | 1 |
| Joker | 4 | 1 |
| Totoloto Sábado | 1 | 3 |
| Totoloto Quarta | 1 | 4 |
| Lotaria Clássica | 16 | 1 |
| Lotaria Popular | 16 | 2 |
| Totobola Extra | 2 | 3 |
| Lotaria Instantânea | 14 | 1 |
| Euromilhões | 17 | 1 |
| Placard | 18 | 1 |
| Chuva de Milionários | 19 | 1 |
| M1lhão | 19 | 2 |

**Remarks:**

Joker game is a dependent game, i. e., joker is not played standalone.

Joker can be played with Totobola Normal, Totoloto Sábado, Totoloto Quarta and Euromilhões.

Joker is still attached to Totobola Normal, contrarily to what happens with the other games.

## Range of Integer Values

| **Integer** | **Signed Integer** | | **Unsigned Integer** | |
| --- | --- | --- | --- | --- |
| **Size (\*)** | **Min.** | **Max.** | **Min.** | **Max.** |
| 0,5 (\*\*) | -8 | 7 | 0 | 15 |
| 1 | -128 | 127 | 0 | 255 |
| 2 | -32.768 | 32.767 | 0 | 65.535 |
| 3 | -8.388.608 | 8.388.607 | 0 | 16.777.215 |
| 4 | -2.147.483.648 | 2.147.483.647 | 0 | 4.294.967.295 |
| 5 | -549.755.813.888 | 549.755.813.887 | 0 | 1.099.511.627.775 |
| 8 | -9.223.372.036.854.775.808 | 9.223.372.036.854.775.807 | 0 | 18.446.744.073.709.551.615 |

(\*) Number of bytes

(\*\*) Nibble

## Range of Currency Values with Two Decimals

| **Integer** | **Signed Integer** | | **Unsigned Integer** | |
| --- | --- | --- | --- | --- |
| **Size (\*)** | **Min.** | **Max.** | **Min.** | **Max.** |
| 0,5 (\*\*) | -0,08 | 0,07 | 0,00 | 0,15 |
| 1 | -1,28 | 1,27 | 0,00 | 2,55 |
| 2 | -327,68 | 327,67 | 0,00 | 655,35 |
| 3 | -83.886,08 | 83.886,07 | 0,00 | 167.772,15 |
| 4 | -21.474.836,48 | 21.474.836,47 | 0,00 | 42.949.672,95 |
| 5 | -5.497.558.138,88 | 5.497.558.138,87 | 0,00 | 10.995.116.277,75 |
| 8 | -92.233.720.368.547.758,08 | 92.233.720.368.547.758,07 | 0,00 | 184.467.440.737.095.516,15 |

(\*) Number of bytes

(\*\*) Nibble