



BCC 13.1

User Release Notes

Intended Audience

- Casino Management
- Casino Operations
- Regulators

SMS

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Revision

Date	Author	Approvals	Descriptions
29 AUG 2014	Kshama Shastry	Rajesh Swarna Roy Weaver Usha Subramanian	New document.

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Chapter 1

Executive Summary

Overview

The Bally Command Center (BCC) application manages software packages for download and configuration in EGMs and iVISTA devices.

The BCC system consists of the following servers and applications:

- **BCC Main Server:** This is the main server in BCC installation where the core processing happens. It comprises of major components such as the BCC engine, GAT engine, content server, the Activity Service, and database.
- **Database Server:** The database can be installed on any one of the following:
 - Property's database server (which matches BCC Database specifications)
 - Separate server
 - BCC main server
- **Bally Host Server:** This server facilitates message exchange between BCC and multiple machines.
- **BCC UI Application:** This is installed on the BCC main server or on a workstation.

The **Bally Instrumentation Tool** component is installed with the BCC application.

The **Content Server** (referred as **Site Server** in the earlier versions) consists of the G2S proxy, Bally Routing Service, and Content (Package Library) Server.

Release Overview

- New wizards have been added to enable and disable themes.
- **EGM List** filters have been enhanced to improve usability.
- The EGM **Machine Details** screen has been enhanced to display the game themes on the EGM.
- The **EGM OS/SRM Wizard** has been enhanced to download multiple types of modules (such as OS, License module, and so on) to the EGM.
- iVISTA Host performance has been improved.
- Duplicate entries have been eliminated in the cache.

Hardware and Software Requirements

The following tables provide the minimum hardware and software requirements to support the BCC application.

BCC Main Server

The minimum requirements for the BCC Main server are listed in the following table:

Hardware	Software
<p>Rack-mount server with the following minimum requirements:</p> <ul style="list-style-type: none"> • Processor: Quad Core • RAM: Varies with each application server. Need 8 GB depending on the deployment size. • Hard disk: 300 GB 7200 RPM/SATA/SCSI hard disk. • Communications: Dual-port Gigabit Ethernet NIC <p>The number of NIC depends on the casino networks:</p> <p>2 - if floor and backend network are deployed</p> <p>1 - if the network is used and floor and backend communications are separated by a firewall.</p>	<p>OS: Windows Server 2008 R2 (x64), Standard Edition with Service Pack 1.</p> <ul style="list-style-type: none"> • .NET Framework 4.5. • IBM software is needed if SMS Sync is installed for connectivity to an ACSC system. • Ext2IFS_1_11a.exe, imdiskinst.exe to mount UNIX file systems on Windows Server. • Redis server 2.4.6.0.

Bally Host Server

The minimum requirements for the Bally Host server are listed in the following table:

Hardware	Software
<p>Rack-mount server with following minimum requirements:</p> <ul style="list-style-type: none"> • Processor: Quad Core • RAM: Varies with each application server. Need 8 GB depending on the deployment size. • Hard disk: 80 GB 7200 RPM/SATA/SCSI hard disk. • Cards: Two NIC. <p>The number of NIC depends on the casino networks:</p> <p>2 - if floor and back-end network are deployed</p> <p>1 - if the network is used and floor and back-end communications are separated by a firewall.</p>	<p>OS: Windows Server 2008 R2 (x64), Standard Edition with Service Pack 1.</p> <ul style="list-style-type: none"> • .NET Framework 4.5.

Database Server

The BCC database can be installed on the main server, a separate database server, or on an existing database server. With minimum configuration, all databases can reside on one server. However, they are redundant in a cluster environment. The minimum configuration requirements per server are listed in the following table:

Hardware	Software
<p>Rack-mount servers configured with Microsoft Clustering (This is optional):</p> <ul style="list-style-type: none"> • Processor: Quad Core • RAM: 8 GB if x86 or x64 • Disk Drives: Choose the appropriate data storage for the deployment size. • Card: One NIC. 	<p>OS: Windows Server 2008 R2 (x64) Standard Edition with Service Pack 1.</p> <ul style="list-style-type: none"> • SQL 2008 R2 SP1 Standard Edition (x64)

BCC UI Workstation

The **Bally Command Center** application can be installed on a server or a workstation. The minimum configurations per workstation are listed in the following table:

Hardware	Software
<ul style="list-style-type: none"> • Processor: 2 GHz • RAM: 2 GB • Hard disk: 16 GB • Monitor: 1024 X 768 or better • Card: One NIC <p>2 - If floor and back-end network are deployed and BCC used to access iVISTA logs.</p> <p>1 - if the network is used and floor and back-end communications are separated by a firewall.</p>	<p>OS: Windows 7 and above with Service Pack 1.</p> <ul style="list-style-type: none"> • .NET Framework 4.5.

Site /Content Server

Hardware	Software
<p>Rack-mount server with following minimum requirements:</p> <ul style="list-style-type: none"> • Processor: Quad Core • RAM: 4GB • Hard disk: 300 GB 7200 RPM/SATA/SCSI hard disk. • Card: Two NIC <p>The number of NIC depends on the casino networks:</p> <p>2 - if floor and back-end network are deployed</p> <p>1 - if the network is used and floor and back-end communications are separated by a firewall.</p>	<p>OS: Windows Server 2008 R2 (x64), Standard Edition with Service Pack 1.</p> <ul style="list-style-type: none"> • .NET Framework 4.5.

Chapter 2

BCC13.1

This chapter describes the new features and enhancements included in this release.

New Features

Enable and Disable Wizards

Two new wizards, **Disable Theme Wizard** and **Enable Theme Wizard**, have been added to the **Configure** options in the **EGM List** tab. Game themes running on a slot machines can be disabled or enabled for a game play using the theme wizards.

Affected Components

- BCC UI
- BCC Engine

Enhancements

EGM List

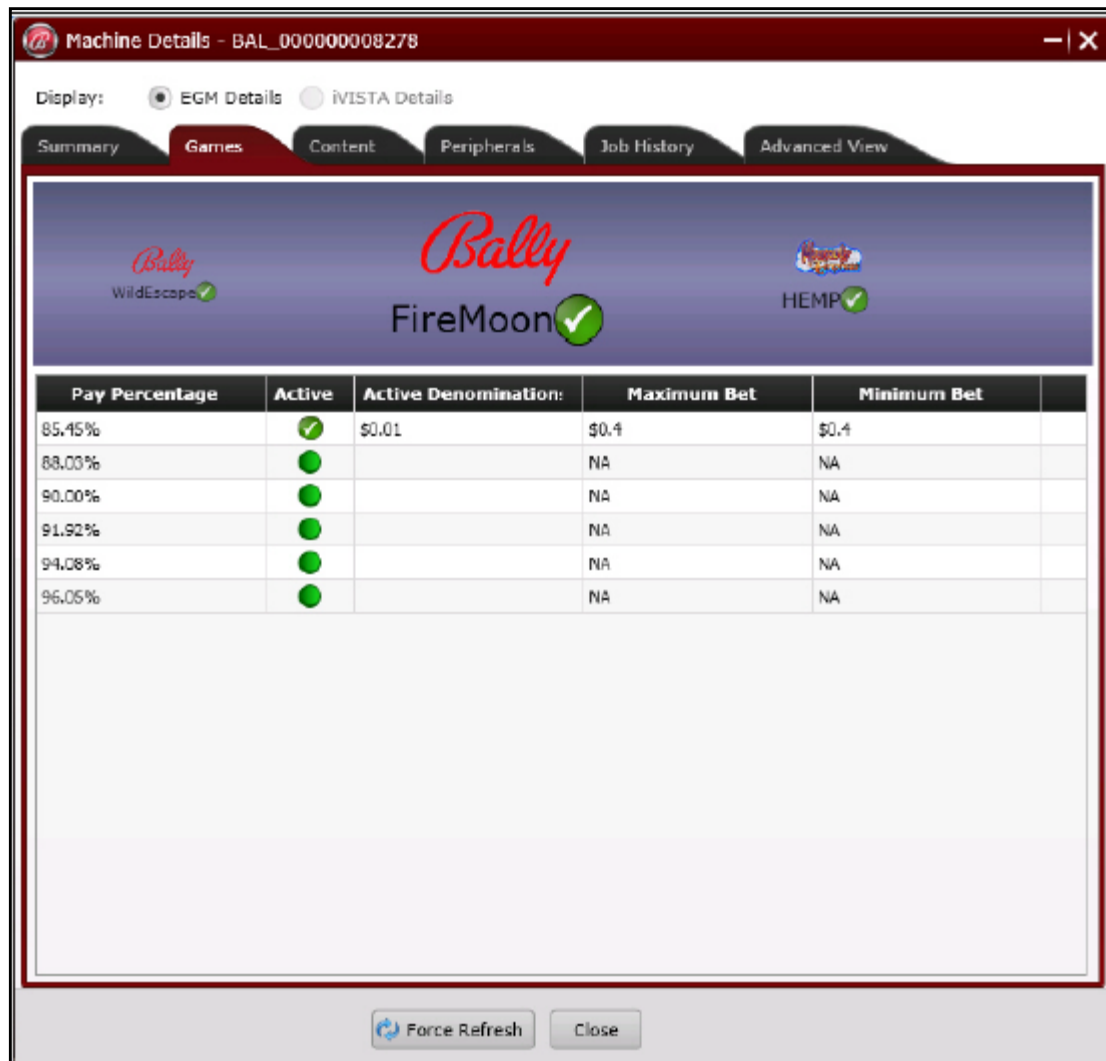
A **Multi-game Status** column has been added to the **EGM List** screen in **Floor Management** tab. This is for a future release of BCC that will support download and configuration of multiple game themes on a single EGM. The **EGM Filters** screen has been modified for usability improvements.

Affected Components

- BCC UI

Machine Details

A new tab, **Games**, has been added to the EGM **Machine Details** screen. It displays the configuration of all games available in the EGM and the list of bet parameters.



Affected Components

- BCC UI

EGM OS/SRM Download Wizard

The EGM OS/SRM Download Wizard has been enhanced to display multiple types of packages along with the EGM OS. It allows users to select game packages such as Game Art, Media services, Ideck, License Manager, or EGM OS with all validations enforced.

Affected Components

- BCC UI
- BCC Engine
- Database

iVISTA Host Performance

The iVISTA Host has been enhanced to reduce the sync time needed for every discovery interval.

Affected Components

- PTMHostservices
- Site Server
- Database

iVISTA Host Cache

When iVISTA connects to the BCC application, iVISTA host maintains an entry in a cache for each iVISTA. The code has been modified to maintain one entry for each iVISTA in the cache. Earlier, duplicate entries were created and stored in the cache due to incorrect validation against the existing entries.

Affected Components

- PTMHostservices

