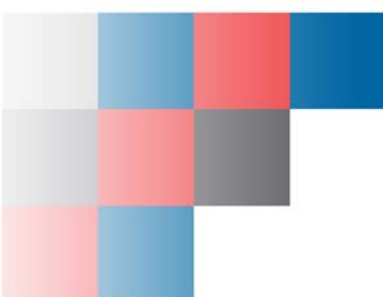


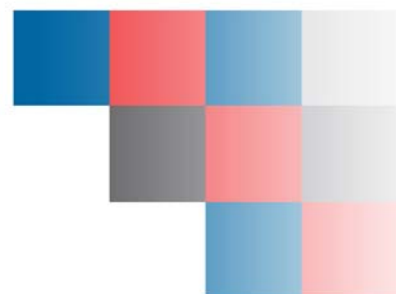


Intended Audience



CMP
16.0 SP1

User Release Notes



Casino Personnel
IT Personnel
Installation Personnel
Marketing Team



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REVISION



SEP 12, 2019

Date	Author	Approved By	Description
SEP 12, 2019	Saranya Thiagarajan	Sridhar Thiagarajan Puneet Jain Shantha Kumar K M	Removed the following CRs: 253613, CMP-269, 1-2010267951, CMP-159, and CMP-181. Included a note in the Overview chapter.
JAN 29, 2019	Saranya Thiagarajan	Sridhar Thiagarajan Puneet Jain Shantha Kumar K M	New document.



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Retrofitted Items

This document describes the modifications included in CMP 16.0 SP1 release.



The six digit asset number support is an existing feature of CMP but supported only from the version 16.0 release, for products SDS 16.0 , IVIEW 23.1, EBS 23.1 , and MC350.20.1 etc.

Snapshot

■ Enhancements

- CMP-573 – Scanned Player Details Updated Based on PLScan Storage Setting
- CMP-156 – Email ID Field Modified as Mandatory Across Screens
- CMP-675 – Employees Allowed to Perform Transactions to PC Banned Players
- CMP-168 – New Job Introduced to Clear Pending ePromo Transactions

■ Modifications

- CMP-405 – Players Selected or Discarded for Promotion on Pick Random Player Screen
- CMP-870 – Masked SSN Number in TAX ID Field
- 1-748172801 – IsAdjustable Option Included in Edit Casino Record Screen
- CMP-685 – Location Code Modified on Report Points Journal
- CMP-188 – Pit Marker Voucher Supports Country-Specific Promissory Notes
- CMP-200 – Job Status Details Not Displayed on Activity Monitor Screen
- CMP-251 – Performance of Player Awards Screen Optimized

■ Resolved Issues

SEP 12, 2019

- CMP-836 – Modified Player PIN Details Not Updated in Report Player PIN
- CMP-217 – Issue with Print Player Win/Loss Statement Voucher
- CMP-245 – Incorrect Search Results Displayed for Find Players Options
- CMP-222 – Marker's Deposit Date Modified on Player Credit History Screen
- CMP-243 – CreatedDtm Updated for Tag Code Promo Offer = "Prize Code"
- CMP-236 – Delete Expired Player Tags Job Failed
- CMP-211 – Track 2 Prefix Not Printed on Non-SDS Card
- CMP-208 – Employees Created in User Matrix Not Updated in CMP
- CMP-286, CMP-216 - Incorrect Front Money Balance Displayed on Player Credit History Screen
- CMP-209 – Optimized Player Search Process on Find Players Overall Action Screen
- CMP-161 – Incorrect Action Days Displayed on Player Comp Evaluation Screen
- CMP-320 – Issue Cage Markers Vouchers Printed Incorrectly
- CMP-155 – Card-In Promotions Not Awarded based on Criteria Set on Promotions Screen
- CMP-233 – Credit Limit and Trip Limit Values Not Validated on Set Credit Limits Screen
- CMP-223 – Mismatch in Accum and Player Transaction Tier Points
- CMP-224 – Time Out Issue with Vouchers Print on BOCA Printers
- CMP-225 – Different Bank ID Displayed in Maintain Banks Screen
- CMP-232 – Player Period Totals Screen Optimization
- CMP-239 – Refused Name Account Screen Performance Optimization
- CMP-153 – Tax Reports Issue
- CMP-190 – Slot Message Auto-Process Failed
- CMP-170 – Prize Details Not Displayed on Maintain Tags /Offers Screen
- CMP-172 – Purging when Modifying Archived Records
- CMP-192 – Multiple Instances of Maintain Utility Jobs Stopped
- CMP-194 – Players Not Upgraded/Downgraded Based on Player Types without Rules
- CMP-167 – No Rules Configured for Club Level Upgrade or Downgrade
- CMP-193 – Players with Incorrect Club Levels not Upgraded or Downgraded
- CMP-169 – AutoCommit Setting Required for Upgrade or Downgrade
- CMP-185 – ClubState Qualifying Date Updated for Players with No Change Status
- CMP-182 – Fixed Window Downgrade Job Failed to Select Last Evaluation Period
- CMP-158 – Input Option Entry Removed from Club Level Initial Evaluation Job
- CMP-171 – Player ClubState Expiry Date for Fixed Window

- CMP-157 – Fixed Window Player Club State Expiry Date by Player Types for Upgrade
- CMP-177 – AutoCommit Changes in Club Level Initial Evaluation Job
- CMP-184 – Upgrade or Downgrade Failed if there was no Previous Evaluation Schedule
- CMP-187 – Include Adjustment of Tier Points for Upgrade or Downgrade
- CMP-164 – Players with Club Lock Selected for Upgrade or Downgrade
- CMP-175 – Player Club State Expiry Date by Player Type Level Required for Sliding Window
- CMP-162 – Zero Out Tier Points Job for Evaluation Period by Player Type
- CMP-183, CMP-213 – Zero Out Tier Points for Downgrade Job
- BCLC160TSP2-48 – Incorrect Shortcut Key to Access Authorize Tier Points and Settle Items Screens
- CMP-230, CMP-274, CMP-257 – Negative Player Balance After Merge
- CMP-277 – Player Balance Not Zeroed on Zero Players Balances Screen
- CMP-234 – Incorrect Stub Balance on Day Points Activity Tab of Player Awards Screen
- CMP-242 – Unable to Void Award in MICROS
- CMP-288 – Incorrect Writeoff Count Displayed in Player Credit History Screen
- CMP-258 – Arithmetic Overflow Exceptions on Tier Point Adjustments



Ensure to set the value as 16 for the storage setting, **AlertGrid** (Application > Alert Grid > Version) in the **Storage** screen (Tools > Storage).



For the steps to install this patch, refer the CMP 16.0 SP1 Installation and Configuration Guide.

Enhancements

SEP 12, 2019

Scanned Player Details Updated Based on PLScan Storage Setting

Version Affected	CMP 16.0 SP1
SR Number	NA
JIRA Number	CMP-573
Application Area	CMP
Functional Area	Players

The scanned information of a player are automatically populated on the **Setup Player Account** or **Edit Player Profile Data** screens, and stored in the CMP database based on the following storage settings added to the **Tools > Storage**:

KeyType	KeyData	KeyName	DataVal
PLScan	XXX	Address	0 - The address details are not scanned. 1 - Address details are scanned.
PLScan	XXX	Address Name	0 - The player image is not scanned. 1 - The player image is scanned.
PLScan	XXX	Birth Date	0 - The birth date of the player is scanned. 1 - The birth date of the player is not scanned.
PLScan	XXX	City	0 - The city where the player is residing is scanned. 1 - The city where the player is residing is scanned.

KeyType	KeyData	KeyName	DataVal
PLScan	XXX	Expiry Date	0 - The expiry date of the player card is not scanned. 1 - The expiry date of the player card is scanned.
PLScan	XXX	Eye Color	0 - The eye color of the player is not scanned. 1 - The eye color of the player is scanned.
PLScan	XXX	Gender	0 - The gender of the player is not scanned. 1 - The gender of the player is scanned.
PLScan	XXX	Hair Color	0 - The hair color of the player is not scanned. 1 - The hair color of the player is scanned.
PLScan	XXX	Height	0 - The height of the player is not scanned. 1 - The height of the player is scanned.
PLScan	XXX	Issue Date	0 - The issue date of the player card is not scanned. 1 - The issue date of the player card is scanned.
PLScan	XXX	Middle Name	0 - The middle name of the player card is not scanned. 1 - The middle name of the player card is scanned.
PLScan	XXX	Player Identity	0 - The identity of the player is not scanned. 1 - The identity of the player is scanned.
PLScan	XXX	Player Image	0 - The image of the player is not scanned. 1 - The image of the player is scanned.
PLScan	XXX	State	0 - The state where the player is residing is not scanned. 1 - The state where the player is residing is scanned.
PLScan	XXX	Weight	0 - The weight of the player is not scanned. 1 - The weight of the player is scanned.
PLScan	XXX	Zip	0 - The zip code of the state where the player is residing is not scanned. 1 - The zip code of the state where the player is residing is scanned.

For example, when the storage setting, **City** is set as 0 and on scanning an ID proof of a player, the city details are not scanned.

When the storage setting, **City** is set a 1, the city detail of a player is scanned from the ID proof of the player. The scanned details are automatically populated in the relevant fields on the **Setup Player Account** or **Edit Player Profile Data** screens, and stored in the CMP database.

Earlier, all the information of a player that was scanned were displayed in the **Setup Player Account** or **Edit Player Profile Data** screens, and stored in the CMP database without any restrictions.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**. The **Storage** screen is displayed.
- 03** Search for and select **PLScan** in the **Choose Section** field.
- 04** Set the values as 0 for a setting that are listed in the Scanned Player Details Updated Based on PLScan Storage Setting section. For example, **City**.
- 05** Go to **Application > Players**.
- 06** Search for and select a player.
- 07** Select or type **Setup Player Account** in the **Jump To** menu and click **Go**.
- 08** Click **Scan ID**. The **Player Picture Identification** screen is displayed.
- 09** Insert the ID proof of the player in the scanner. For example, Driver License.
- 10** Take out the driving license from the scanner.
- 11** Verify that the field, **City** is disabled in the **Player Picture Identification** screen since the field, **City** in the storage setting, **PLScan** is set as 0.
- 12** Click **Store All** to store both data and image, or **Store Data** or **Store Image** to store only data or image respectively. The relevant information are automatically updated in the required fields on the **Setup Player Account** screen.
- 13** Click **Submit**. Verify that the player information other than the **City** related information are stored in the CMP database.
- 14** Go back to **Application > Tools > Storage**.

- 15 Set the values as 1 for a setting that are listed in the Scanned Player Details Updated Based on PLScan Storage Setting section. For example, City.
- 16 Go to **Application > Players**.
- 17 Search and select for a player.
- 18 Select or type **Edit Player Profile Data** in the **Jump To** menu and click **Go**. The **Edit Player Profile Data** screen is displayed.
- 19 Click **Scan ID**. The **Player Picture Identification** screen is displayed.
- 20 Insert the ID proof of the player in the scanner. For example, Driver License.
- 21 Take out the driving license from the scanner.
- 22 Verify that the field, **City** is enabled and the city where the player is residing is scanned and updated in the **Player Picture Identification** screen since the field, **City** in the storage setting, **PLScan** is set as 1.
- 23 Click **Store All** to store both data and image, or **Store Data** or **Store Image** to store only data or image respectively. The relevant information are automatically updated in the required fields on the **Edit Player Profile Data** screen.
- 24 Click **Submit**. Verify that the player information including the **City** details are stored in the CMP database.

Email ID Field Modified as Mandatory Across Screens

Version Affected	CMP 16.0 SP1
SR Number	1-1478642171
JIRA Number	CMP-156
Application Area	CMP
Functional Area	Players

Modifications have been made to ensure that the **Email ID** field is a mandatory field across all applicable screens in the CMP, Kiosk, Patron360 API, and MPR applications. Additionally, validation is included to verify the email ID duplication and formatting.

When a user enters an email ID, the following factors are validated for verifying the format:

- Uppercase and lowercase letters, A to Z and a to z

Enhancements

- Digits, 0 to 9
- Special characters, !#\$%&'*+/-=?^_`{|}~
- Period(.), must not be provided as the first or last character.

The following factors are applicable for a domain (a list of dot-separated DNS labels):

- Uppercase and lowercase letters, A to Z and a to z
- Digits, 0 to 9
- Hyphen (-), must not be provided as the first or last character

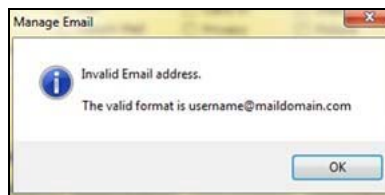
To support these features, the following storage settings are included in the **Application > Tools > Storage**:

KeyType	KeyData	KeyName	DataVal
PlayerEdit	ManageEmail	DuplicateCheck	0 - Disables the Email ID duplication check. 1 - Enables the Email ID duplication check.
PlayerEdit	ManageEmail	EmailNoEmail	0 - Enables the Email field across all applicable screens. 1 - Disables the Email field across all applicable screens.

When a user enters a duplicate email ID on any applicable screen, for example, **Edit Player Profile Data** screen and clicks **Submit**, The following error message is displayed:



When a user enters an email ID that does not follow the email guidelines, the following error message is displayed:



Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.

- 03** Assign the value as 1 for the storage setting, **Duplicate Check** to enable the duplicate check.
- 04** Assign the value as 1 for the storage setting, **EmailNoEmail** to enable the Email field across all applicable screens.
- 05** Go to **Application > Players**.
- 06** Search for and select a player.
- 07** Select or type **Edit Player Profile Data** in the **Jump To** menu and click **Go**.
- 08** Verify the following:
 - The error message, Duplicate Email ID found. Try with another email address., is displayed when a user enters a duplicate email ID.
 - The error message, Invalid Email address. The valid format is username@maildomain.com, is displayed when a user enters an email ID that does not include the following factors:
 - A** Uppercase and lowercase letters, A to Z and a to z
 - B** Digits, 0 to 9
 - C** Special characters, !#\$%&'*+,-/=/?^_`{|}~
 - D** Period (.), must not be provided either as the first or last character.
 - E** Hyphen (-), must not be provided either as the first or last character

Similarly, verify in all applicable screens across the CMP, Kiosk, Patron360 API, and MPR applications.

Employees Allowed to Perform Transactions to PC Banned Players

Version Affected	CMP 16.0 SP1
SR Number	NA
JIRA Number	CMP-675
Application Area	CMP
Functional Area	Players

A new security code, AllowPostPrecommitmentBannedPlayer has been added in the **Application > Tools > Security** to enable or disable an employee from posting transactions to the Pre-Commitment banned players. This feature can be enabled or disabled based on the values set in the following storage setting included in the **Application > Tools > Storage**.

KeyType	KeyData	KeyName	DataVal
Casino	CasinoCode	IsPCSegregationEnabled	0 - Disables the user from posting the transaction to Pre-Commitment players. 1 - Allows the user from posting the transactions to Pre-Commitment players.

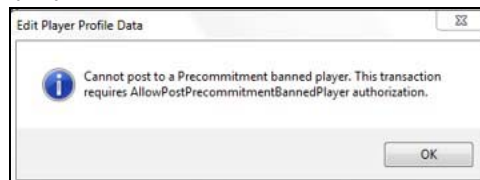


Ensure to clone the storage setting, **Casino Code**. For example, XXX.

The following list of transactions can be performed by the employee assigned with the security code, AllowPostPrecommitmentBannedPlayer to the Pre-Commitment banned players:

- Author Memo
- Make Player (Allow Print Card Enabled)
- Issue Prize (Allow Player to Use Award Enabled)
- Player edit/Change PIN
- Author Note
- Make Player (Allow Print Card disabled)
- Issue Prize (Allow Player to Use Award disabled)
- TAG Processing

Else, the following error message is displayed:



The following TableView-related transactions can be performed by the employees assigned with the security code, AllowPostPrecommitmentBannedPlayer to the Pre-Commitment banned players:

- Starting / Updating player ratings
- Redeeming MGA CPV
- Issue Comps/ Print Points
- Assign player
- Pending ratings update

Similarly, the following CMP Kiosk-related transactions can be performed by the employees assigned with the security code, AllowPostPrecommitmentBannedPlayer to the Pre-Commitment banned players:

- ChangePIN
- RedeemAward
- DoAwardCMSPrize
- RedeemKioskCompbalance

- Saveplayer
- Kiosk Dynamic Promotions

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Security**.
- 03** Assign the new security code, AllowPostPrecommitmentBannedPlayer, to an employee role.

Players with this security code only can post transactions to the Pre-Commitment banned players.

- 04** Go to **Application > Tools > Storage**.
- 05** Set the required value for the following storage setting:

KeyType	KeyData	KeyName	DataVal
Casino	CasinoCode	IsPCSegregationEnabled	0 - Disables the user from posting transactions to the Pre-Commitment players. 1 - Allows the user to post transactions to the Pre-Commitment players.

- 06** Verify the following:
 - An employee with the security code, AllowPostPrecommitmentBannedPlayer, can perform the following CMP-related transactions:
 - Author Memo
 - Make Player (Allow Print Card Enabled)
 - Issue Prize (Allow Player to Use Award Enabled)
 - Player edit/Change PIN
 - Author Note
 - Make Player (Allow Print Card disabled)
 - Issue Prize (Allow Player to Use Award disabled)
 - TAG Processing
 - An employee with the security code, AllowPostPrecommitmentBannedPlayer, can perform the following TableView-related transactions:
 - Starting / Updating player ratings
 - Assign player
 - Redeeming MGA CPV
 - Pending ratings update
 - Issue Comps/ Print Points
 - An employee with the security code, AllowPostPrecommitmentBannedPlayer, can perform the following CMP Kiosk-related transactions:
 - ChangePIN
 - DoAwardCMSPrize

- RedeemAward ■ RedeemKioskCompbalance
- Saveplayer ■ Kiosk Dynamic Promotions

New Job Introduced to Clear Pending ePromo Transactions

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-168
Application Area	CMP
Functional Area	Players

A new job, Remove Pending epromo has been included in the Maintain Utility application. When the Remove Pending epromo is run, the pending ePromo transactions are cleared from the **Clear Pending ePromo Transaction** screen.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Select or type **Clear Pending ePromo Transaction** in the **Jump To** menu and click **Go**.
- 04** Verify that the pending ePromo transactions are cleared from the **Clear Pending ePromo Transaction** screen.

Modifications

Pick Random Player Modifications

Version Affected	CMP 16.0 SP1
SR Number	NA
JIRA Number	CMP-405
Application Area	CMP
Functional Area	Players

The following modifications have been made to the **Pick Random Player** screen:

- 1 A new button, **Discard** is clicked by the user for discarding the players that are already selected for promotion and to list the next set of players to be eligible for promotion.
- 2 A new field, **Club Status** is added to display the club level details of a player in the grid.

The screenshot shows the 'SG Pick Random Players' window. It features a table with the following data:

Acct	Player	Club Status	VIP	Type	Area	Location
2390106	Sreeni Guru	PromoPlayer	V	BCG...	L990	KPC...
2390198	Situ CH	Diamond		BCG...	CSG...	CSG...
2390182	Rich D	PromoPlayer		BCG...	194	TEG...
2390156	Mr Joy Joy	Diamond		BCG...	CSG...	CSG...

Below the table, there are input fields for 'Directed Message' and 'Remarks'. At the bottom, there is a form with the following fields: 'Location' (CRC-BOOTH), 'Area' (CRC-OPS), 'Casino' (CRC), 'Date' (27-Jan-2019), 'Shift' (1), 'Domain' (casino.bclc), 'Employee' (pervage), and 'Password'. The 'Discard' button is highlighted with a red box.

A user can select the same players or restricted from selecting the same players based on the following storage setting added to the **Application > Tools > Storage**:

KeyType	KeyData	KeyName	DataVal
---------	---------	---------	---------

Modifications

Casino	XXX	AllowPicksSameDay	The available values are: <ul style="list-style-type: none"> 1 - Users cannot select the same players for promotion. 0 - User can select the same players for promotion.
--------	-----	-------------------	--



Ensure to clone the storage setting, **AllowPicksSameDay**. For example, XXX.

For auditing purpose, the list of players that are selected or discarded in the **Pick Random Player** screen are displayed on the **Report Random Picks** datasheet.

Report Random Picks Datasheet

Employee	Document	Status	Remark 1	Remark 2	Player	Casino ID	Acct	VIP	Avg Day Bet	Random Day Bet	LTD Bet	Club Status	Type ID	Post Dtm	Location
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Ajay Raj	CSG	2390168		\$1,166.67	\$0.00	\$2,333.33	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Ajay Raj	CSG	2390168		\$1,166.67	\$0.00	\$2,333.33	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Ajay Raj	CSG	2390168		\$1,166.67	\$0.00	\$2,333.33	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Ajay Raj	CSG	2390168		\$1,166.67	\$0.00	\$2,333.33	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Ajay Raj	CSG	2390168		\$1,166.67	\$0.00	\$2,333.33	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	XX	YY	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alex Mars	CSG	2390157		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alvin Monkin	CSG	2390153		\$22.92	\$0.00	\$45.83	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alvin Monkin	CSG	2390153		\$22.92	\$0.00	\$45.83	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Submitted	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Alvin Monkin	CSG	2390153		\$22.92	\$0.00	\$45.83	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Submitted	SSS	SSS36	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:31 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Andrew Russel	CSG	2390111		\$71,236.84	\$166.67	\$2,208,341.90	PromoPlayer	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Submitted	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	XX	YY	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Submitted	1	2	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:29 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	XX	YY	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Submitted	XX	YY	ban ban	CSG	2390144		\$0.00	\$0.00	\$0.00	Diamond	BCGOLD	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	XX	YY	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	SSS	SSS36	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Submitted	1	2	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:29 A	BOOTH
70670	Twentyfive	Submitted	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Discarded	XX	YY	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:30 A	BOOTH
70670	Twentyfive	Discarded	TwentyfiveTwentyfive	TwentyfiveTwentyfiveTwentyfive	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:33 A	BOOTH
70670	Twentyfive	Submitted	XX	YY	Bob Marley	CSG	2390113		\$286.20	\$0.00	\$558.60	PromoPlayer	Promo	Wed,23-Jan 7:30 A	BOOTH

A check box, **Playing** is displayed on the **Player Directory Search** screen. Users with the security code, AllowViewPlayingCheckBox enabled can select this check box to view the list of active players playing in the casino. Users can select the random players from the list of active players for promotion.

Player Directory Search Screen - Playing Check Box

The screenshot shows the 'Directory Search' interface. At the top, there are search filters for 'Player' and 'Matching'. A red box highlights the 'Playing' checkbox, which is checked. Below the filters is a table of player data. The table has columns for Player, City, Prov, Country, Club Status, Age, Len, Rate, Casino, Locn, Type, Area, Group, Pts Bal, VIP, Play, and Del. The table lists several players, including Sr. Curious George, Sr. Test George-VEC, Dr. SMOKE HOLLY, aut HELEN HUNT, Alisa Lang, Alisa Lang1, and Alisa Lana2. At the bottom, there is a 'Record' section showing '1' of 36 records, and a 'Total' of 52,257 Points. A footer note states 'Last KAC online slot rating posted on Friday, October 12, 2012 06:32:22 PM'.

Player	City	Prov	Country	Club Status	Age	Len	Rate	Casino	Locn	Type	Area	Group	Pts Bal	VIP	Play	Del
Sr. Curious George	Vancouver	BC	CAN	Double Diamond	35	1		KAC	KACPIT01	KACPIT01		0				
Sr. Test George-VEC	Vernon	BC	CAN	Gold	35	1		KAC	KACK03001	L3001		3,348				
Dr. SMOKE HOLLY	KAMLOOPS	BC	CAN	Diamond	45	1		KAC	KACK03014	S3014		20,398				
aut HELEN HUNT	VANCOUVER	BC	CAN	Gold	61	1		KAC	KACK03001	L3001		5,238				
Alisa Lang	KAMLOOPS	BC	CAN	Diamond	28	1		KAC	KACK02008	S2008		333				
Alisa Lang1	KAMLOOPS	BC	CAN	Diamond	28			KAC				0				
Alisa Lana2																

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Players**.
- 03 Search for and select players.
- 04 Select or type **Pick Random Players** in the **Jump To** menu and click **Go**.
- 05 Select a set of random players for promotion.
- 06 Enter or select the relevant information from the required fields.
- 07 Verify that the new field, **Club Level** displays the club level information of the selected players.
- 08 Click **Discard** to discard the selected players. The next set of players are displayed in the grid.
- 09 Select or type **Report Random Picks** in the **Jump To** menu and click **Go**.
- 10 Enter or select the relevant information from the required fields and click **Submit** to generate the datasheet or listbox.

- 11 Verify that the list of players that were selected and discarded are displayed in the generated datasheet or listbox.

Masked SSN Number in TAX ID Field

Version Affected	CMP 16.0 SP1
SR Number	NA
JIRA Number	CMP-870
Application Area	CMP
Functional Area	Players

The SSN number of a player displayed in the **TAX ID** field is masked such as XXX-XXXX in all the applicable screens and reports. To support this feature, a new field, **TAX ID**, is included in the **Data Masking Role Maintenance** screen. Assign the field, **TAX ID** to a user role and select the required check box (**Restrict For View**, **Restrict For Filter**, and **Restrict For Report**) to mask the **TAX ID** field in the applicable screens and reports.

Data Masking Role Maintenance * - Mandatory

Role Code: ITAdmin

Masking Field Name	Restrict For View <input type="checkbox"/>	Restrict For Filter <input type="checkbox"/>	Restrict For Report <input type="checkbox"/>
NickName	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
No Mail Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Occupation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Physical Description	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Picture Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Preferred Property	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Privacy Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Promo 1 Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Promo 2 Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Redemable Point Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Return Mail Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sign Up Property	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
State/Prov	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tax ID	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Telephone Number - Mobile and Home	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ticket Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tier Point Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
VIP Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wedding Date	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Whale Flag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Submit Cancel Clone

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Tools > Data Masking Role Maintenance**.
- 03 Select a role for which data masking is applied from the **Role Code** drop-down list. All columns in the grid are enabled.
- 04 Select **TAX ID** field.
- 05 Click to select the required check box, **Restrict For View**, **Restrict For Filter**, and **Restrict For Report**. For example, Restrict For Report.
- 06 Click **Submit**. A message, Data updated successfully, is displayed.
- 07 Click **OK**.

08 Go to **Application > Players**.

09 Select or type **Report MTL/CTR Thresholds** in the **Jump To** menu and click **Go**.

Report MTL/CTR Thresholds

Gaming Date 30-Oct-2018, MTL/CTR reporting limit is \$0.00

Gaming Dt: 30-Oct-2018

XXX-XXX 500066 Tax ID : XXX-XXX XXX-XXX 99-99-9999to99-99-9999
 XXX-XXX Physical Description : XXX-XXX
 XXX-XXX Height : Weight : XXX Hair : XXX-XXX Eyes : XXX-XXX
 XXX-XXX XXX-XXX XXX-XXX
 XXX-XXX

Document	Gaming Dt	Tran Code	Locn	Acct	Player	Auth	Cash In	Cash Out	Tran #	Casino
	30-Oct-2018 / 2	TABLA CTN	TableM	500066	XXX-XXX	madhu2	\$100.00	\$0.00	10000006717	WIN
		500066		Balance: \$100.00			\$100.00	\$0.00		

10 Verify that the SSN number of a player is masked in the **TAX ID** field.

IsAdjustable Option Included in Edit Casino Record Screen

Version Affected	CMP 16.0 SP1
SR Number	1-748172801
JIRA Number	NA
Application Area	CMP
Functional Area	Players

A new check box, IsAdjustable is included in the **Edit Casino Record** screen (**Tools > Geography**) to prevent the players from adjusting the promotional bucket balance. A promotional bucket that is associated with the bucket group such as RotMad with the IsAdjustable option enabled is displayed in the screens related to adjustments such as Adjust Points.

The screenshot shows the 'Edit Casino Record' window with the 'Promotional Bucket Detail' tab selected. On the left, there are two dropdown menus: 'Bucket Type' (set to 'Point') and 'Bucket Group' (set to 'RotMAD'). To the right is a table with the following data:

Bucket Type	Bucket Group Na	Operational Mod	Is Included	Is Redeemabl	IsAdjustable	Priorit
Point	RotMAD	3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	2

At the bottom of the window are 'Submit' and 'Cancel' buttons.

[Adjust Points](#)

Adjust Points

Acct: 500011 ☐ VIP Birthday: 05-06-1956
 tara2 thorn Type: *****
 Atlantic City NV USA Group: *****

Bucket Group: **RotMAD**


Points Balance: 0 Add Points: 0 Subtract Points: 0 Remaining: 0

Document:
 Remarks:

* Location: XXX-XBOOTH Area: XXX-XOPS Casino: XXX Date: 17-Jan-2019 Shift: 1 Domain:
 Employee: casino Password:

 Check here ☐ to demand a voucher.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Geography**. The **Geography** screen is displayed.
- 03** Click **Modify** to modify the existing casinos. The **Edit Casino Record** screen is displayed.
- 04** Click on the **Promotional Bucket Detail** tab.
- 05** Select the bucket type and expand the **Bucket Type**  icon.
- 06** Select the **IsAdjustable** option.
- 07** Go to **Application > Players**.
- 08** Search for and select the player.
- 09** Select or type **Adjust Points** in the **Jump To** menu and click **Go**. The **Adjust Points** screen is displayed.
- 10** Verify that the promotional bucket type that is associated with the bucket group, RotMad is displayed in the **Bucket Group** drop-down list.

Location Code Modified on Report Points Journal

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-685
Application Area	CMP
Functional Area	Reports

Modifications have been made to ensure that the location on the **Report Points Journal** is displayed based on the following storage setting:

KeyType	KeyData	KeyName	DataVal
Report	Report Points Journal	IsShowSlotRatingLocation	<p>The available values are:</p> <ul style="list-style-type: none"> ■ 1 - The corresponding slot location where the rating is posted is displayed. ■ 0 - The slot location provided for the storage setting, Casino > SDSTemplateLocnID is displayed.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Ensure that the default value is set as 1 for the storage setting, IsShowSlotRatingLocation.
- 04** Go to **Application > Players**.
- 05** Search for and select a player.
- 06** Post slot machine rating for multiple slot locations.
- 07** Select or type **Report Points Journal** in the **Jump To** menu and click **Go**.
- 08** Enter the relevant information in the required fields and click **Submit**.
- 09** Verify that corresponding slot location where the rating is posted is displayed on the **Locn** field of the **Report Action Journal**.

Pit Marker Voucher Supports Country-Specific Promissory Notes

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-188
Application Area	CMP
Functional Area	Vouchers

Modifications have been made to print the **Issue Cage Marker** and **Issue Pit Marker** vouchers based on a player's bank account and nationality such as Brazil, Uruguay, Chile, and Argentina. To support this, the following storage setting has been added in the **CMP > Application > Tools > Storage**:

KeyType	KeyData	KeyName	DataVal
Casino	HRC	PrintPromissoryNote	<p>The available values are:</p> <ul style="list-style-type: none"> ■ 1 - The Issue Cage Marker and Issue Pit Marker are generated based on the nationality and bank account. The report names are appended with the country name such as, <i>rptVoucherMarker_LASER_Hp_Uruguay</i>. ■ 0 - The Issue Cage Marker and Issue Pit Marker are generated and not appended with the country name.

The following files have been added in both CMP and Cage databases:

- rptVoucherMarker_LASER_Hp_Uruguay
- rptVoucherMarker_LASER_Hp_Argentina
- rptVoucherMarker_LASER_Hp_Chile
- rptVoucherMarker_LASER_Hp_Brazil

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Ensure that the storage setting, **PrintPromissoryNote**, is configured as 1.
- 04** Go to **Application > Players**.

- 05** Search for and select the player.
- 06** Ensure that the bank and the nationality details of a player are relevant to the country that the application is launched.
- 07** Perform the Issue Pit Marker transaction.
- 08** Verify that the printed voucher supports the Promissory Note of the countries, Brazil, Argentina, Chile, and Uruguay.

Job Status Details Not Displayed on Activity Monitor Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-200
Application Area	CMP
Functional Area	Maintain Utility

Modifications have been made to ensure that the job status is displayed for each job on the **Activity Monitor** screen. Earlier, the job status was displayed only for a few jobs on the **Activity Monitor** screen.

Testing Instructions

- 01** Log on to Maintain Utility.
- 02** Go to **File > Activity Monitor**. The **Activity Monitor** screen is displayed.
- 03** Select a job from the left navigation pane.
- 04** Verify that the job status is displayed for each job on the **Activity Monitor** screen.

Performance of Player Awards Screen Optimized

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-251
Application Area	CMP
Functional Area	Players

Modifications have been made to ensure that the performance of the **Player Awards** screen is optimized.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Select or type **Player Awards** in the **Jump To** menu and click **Go**.
- 04** Verify that the performance of the **Player Awards** screen is optimized.

Resolved Issues

Modified Player PIN Details Not Updated in Report Player PIN

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-836
Application Area	CMP
Functional Area	Reports

Issue

When a player's PIN was modified, the modified PIN information was not displayed on the following reports:

- Report Player PIN Changes by Date
- Report Player PIN Changes by Employee
- Report Player PIN Changes by Player Account
- Report Player PIN Changes by Workstation

Solution

Modifications have been made to ensure that the modified PIN details of a player are displayed in the following reports:

- Report Player PIN Changes by Date
- Report Player PIN Changes by Employee
- Report Player PIN Changes by Player Account

■ Report Player PIN Changes by Workstation

A new security code, Allow Secondary Approval PIN Change Report, has been included in the Security screen. Users with the security code, Allow Secondary Approval PIN Change Report enabled can access the reports relevant to the Report Player PIN Changes.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Security**.
- 03** Enable the security code, Allow Secondary Approval PIN Change Report.

Players with the security code, Allow Secondary Approval PIN Change Report enabled can access the reports relevant to the Report Player PIN Changes.

- 04** Go to **Application > Players**.
- 05** Search for and select a player.
- 06** Select or type **Edit Player Profile Data** in the **Jump To** menu and click **Go**.
- 07** Click on the **PIN** tab.
- 08** Modify the PIN information of a player. The PIN details are updated for that player.
- 09** Select or type **Report Player PIN Changes by Date** in the **Jump To** menu and click **Go**.
- 10** Enter the required details and click **Submit** to generate the report.
- 11** Verify that the modified PIN information of a player is displayed in the report.
- 12** Similarly, select or type the following reports in the **Jump To** menu and click **Go**:
 - Report Player PIN Changes by Employee
 - Report Player PIN Changes by Player Account
 - Report Player PIN Changes by Workstation
- 13** Enter the required details and click **Submit** to generate the report.
- 14** Verify that the modified PIN information of a player is displayed in the generated reports.

Issue with Print Player Win/Loss Statement Voucher

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-217
Application Area	CMP
Functional Area	Reports

Issue

An error message was displayed when a user printed the player win/loss statement voucher from the **Print Player Win/Loss Statement** screen.

Solution

Modifications have been made to ensure that the user can print the player win/loss statement voucher from the **Print Player Win/Loss Statement** screen. [Testing Instructions](#)

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Select or type **Print Player Win/Loss Statement** in the **Jump To** menu and click **Go**.
- 04** Enter the required details and click **Submit**.
- 05** Verify that the voucher is printed successfully.

Incorrect Search Results Displayed for Find Players Options

Version Affected	CMP 16.0 TSP1
SR Number	1-1292707737
JIRA Number	CMP-245
Application Area	CMP
Functional Area	Players

Issue

SEP 12, 2019

When a user searched for the players with expired tags using the **Find Players** options in the **Jump To** menu, incorrect search results were displayed.

Solution

Modifications have been made to display the correct results when a user searches for the players with expired tags using the **Find Players** options in the **Jump To** menu.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search and select a player with a tag attached that expires in **30** minutes.
- 04** Select or type **Find Players, Any One, Action** in the **Jump To** menu and click **Go**.
- 05** Verify that the players with expired tags are not included and displays appropriate search results.
- 06** Similarly, verify in the following screens:
 - Find Players, Any One, CrCol
 - Find Players, Fast
 - Find Players, Overall, Action
 - Find Players, Overall, CrCol

Marker's Deposit Date Modified on Player Credit History Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-222
Application Area	CMP
Functional Area	Marker

Issue

SEP 12, 2019

When a Partial Pay Marker or Transfer Marker transaction was performed, the actual marker's deposit date was modified on the **AR** tab of the **Player Credit History** screen.

Solution

Modifications have been made to ensure that when a Partial Pay Marker or Transfer Marker transaction is performed, the actual marker's deposit date is displayed on the **AR** tab of the **Player Credit History** screen.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select a player.
- 04** Select or type **Issue Cage Marker** in the **Jump To** menu and click **Go**.
- 05** Select appropriate tenders.
- 06** Modify the gaming date to 10 days prior to the current gaming date.
- 07** Click **Submit**. The Issue Cage Marker transaction is performed for an amount, for example, \$300.
- 08** Select or type **Pay Cage Marker** in the **Jump To** menu and click **Go**.
- 09** Perform a partial payment, for example, \$150.
- 10** Select the open marker.
- 11** Modify the gaming date to yesterday's date from the current gaming date.
- 12** Click **Submit**.
- 13** Select or type **Player Credit History** in the **Jump To** menu and click **Go**.
- 14** Verify that the actual deposit date is displayed in the **DepositDt** field on the **AR** tab of the **Player Credit History** screen for the transactions performed.

CreatedDtm Updated for Tag Code Promo Offer = “Prize Code”

Version Affected	CMP 16.0 TSP1
SR Number	1-1845529361
JIRA Number	CMP-243
Application Area	CMP
Functional Area	Players

Issue

A player was attached with the tag code, Promo Offer = “Prize Code” along with the other tag codes. When the player inserted the card, the card-in prize was awarded to the player and the tag code, Promo Offer = “Prize Code” was detached from the player. Once the player was awarded with the prize, the **CreatedDtm** was modified for the other tag codes except for the tag code, Promo Offer = “Prize Code”, in the tPlayerTag file in the CMP database.

Solution

Modifications have been made to ensure that the date and time in the **CreatedDtm** field in the tPlayerTag file is not modified for all the tag codes except for the tag code, Promo Offer = “Prize Code”.

Testing Instructions

- 01 Insert the card of the player with the tag code, Promo Offer = Prize Code along with other tag codes in a slot machine.
- 02 Ensure that the player is awarded with the prize and tag is detached for that player. Also, verify that the date and time in the **CreatedDtm** field in the tPlayerTag file is not modified for all the other tag codes except for the tag code, Promo Offer = “Prize Code”.

Delete Expired Player Tags Job Failed

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-236

Application Area	CMP
Functional Area	Maintain Utility

Issue

The Delete Expire Player Tags job failed when the job was run from the Maintain Utility application.

Solution

Modifications have been made to ensure that the Delete Expired Player Tags job runs successfully from the Maintain Utility application.

Testing Instructions

- 01 Log on to Maintain Utility.
- 02 Select and run the Delete Expired Player Tags job.
- 03 Verify that the job runs successfully.

Track 2 Prefix Not Printed on Non-SDS Card

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-211
Application Area	CMP
Functional Area	Players

Issue

When a card of Non-SDS type was printed from the card reader, the value configured in the storage setting, **Track2Prefix** was not printed.

Solution

Modifications have been made to ensure that the value configured in the storage setting, **Track2Prefix** is printed on the non-SDS card that is printed from the card reader. Ensure that the following storage settings are set in the **Storage** screen (**Application > Tools > Storage**):

KeyType	KeyData	KeyName	DataVal
Casino	WIN	Track2Prefix	Set a prefix value, for example, 15.
Casino	WIN	Track	2 - Sets the track number as 2.
Casino	WIN	Track2NONSDSCard	1 - Uses non-standard IATA Datacard format.
Casino	WIN	MultipleCardSupport	1 - To record an entry in the <i>tPlayerCardDtl</i> table.
Application	FlexibleMagStripe	Enabled	0 - Disables the magstripe format.
Application	PrinterDriverMode	Enabled	1 - Enables the printer driver mode.
Application	PrinterDriverMode	StartsSentinel	~2 - Enables the track number 2.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Ensure that the following storage settings are configured as follows:

KeyType	KeyData	KeyName	DataVal
Casino	WIN	Track2Prefix	Set a prefix value, for example, 15.
Casino	WIN	Track	2 - Sets the track number as 2.
Casino	WIN	Track2NONSDSCard	1 - Uses non standard IATA Datacard format.
Application	FlexibleMagStripe	Enabled	0 - Disables the magstripe format.
Application	PrinterDriverMode	Enabled	1 - Enables the printer driver mode.
Application	PrinterDriverMode	StartsSentinel	~2 - Enables the track number 2.

- 04** Click **Submit**.
- 05** Go to **Application > Players**.
- 06** Search for and select a player from the **Player Directory Search** screen.
- 07** Print the player card of Non-SDS type from the card reader.

- 08** Verify that the card is printed with the value set in the storage setting, **Track2Prefix**.

Employees Created in User Matrix Not Updated in CMP

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-208
Application Area	CMP, Cage, and User Matrix
Functional Area	CMP, Cage, User Matrix

Issues

- 1 When a user logged on to CMP, Cage, or TableView or performed any transaction, more time was taken to retrieve the access level and casino information from User Matrix.
- 2 A large amount of disk space was consumed due to huge data in the log files.
- 3 The information of an employee who was added, removed, and again added in User Matrix was not updated in CMP. **Solution**

Modifications have been made to ensure the following:

- 1 When a user logs in to CMP or TableView or performs any transaction in TableView, less time is taken to retrieve the access level and casino information from User Matrix.
- 2 A large amount of data is not stored in the log files so that much disk space is not consumed.
- 3 The information of an employee who is re-added to User Matrix is updated in CMP. **Testing**

Instructions

- 01** Log on to User Matrix.
- 02** Create a user.
- 03** Log on to CMP with the details of the employee who was created in User Matrix.
- 04** Ensure that the employee logged in to CMP without any delay. And, ensure that huge data is not stored in log files so that large disk space is not consumed.
- 05** Go back to User Matrix.

- 06** Delete the employee created in Step 02 from User Matrix.
- 07** Create a new employee with the same domain name of the deleted employee but different product login.
- 08** Assign the same roles of the deleted employee.
- 09** Log on to CMP with new employee login credentials.
- 10** Ensure that the new role assigned to the employee is updated.

Incorrect Front Money Balance Displayed on Player Credit History Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-286, CMP-216
Application Area	CMP
Functional Area	Players

Issue

Incorrect Front Money balance was displayed on the **Player Credit History** screen after voiding the Pit Markers.

Solution

Modifications have been made to ensure that the correct Front Money balance is displayed on the **Player Credit History** screen after voiding the Pit Markers. To support this, a new storage setting is included:

KeyType	KeyData	KeyName	DataVal
Casino	CasinoID	SubtractFMBalforPitMarker	<ul style="list-style-type: none"> ■ 1 – Subtracts the Front Money balance when a Pit Marker was issued. ■ 0 – Issues Pit Marker.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Tools > Storage**.

- 03 Ensure that the value for the setting, **SubtractFMBalforPitMarker** is set as 1.
- 04 Go to **Application > Players**.
- 05 Select or create a new player with a 200 credit limit.
- 06 Deposit Front Money for \$100.
- 07 Deposit Front Money once again for \$200.
- 08 Issue Pit Marker for \$300.
- 09 Select or type **Player Credit History** in the **Jump To** menu and click **Go**.
- 10 Verify that Front Money balance is subtracted from the available player balance when a Pit Marker is issued. Hence, correct **Front Money Balance** as 0 and the **Credit/Trip Limit** available balance as \$200 are displayed.
- 11 Void the issued Pit Marker.
- 12 Verify that correct **Front Money Balance**, \$300.00 is displayed.

Optimized Player Search Process on Find Players, Overall Action Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-209
Application Area	CMP
Functional Area	Players

Issue

When a user searched for players attached with the tag code, Now Playing, in the **Find Players, Overall Action** screen, more time was taken to retrieve and display the results.

Solution

Modifications have been made to ensure that less time is taken to display the results when a user searches for the players attached with the tag code, Now Playing, in the **Find Players, Overall Action** screen.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select a player.
- 04** Select or type **Find Players, Overall Action** in the **Jump To** menu and click **Go**.
- 05** Search for the players attached with the tag code, Now Playing.
- 06** Verify that the time taken to retrieve and display the results is optimized.

Incorrect Action Days Displayed on Player Comp Evaluation Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-161
Application Area	CMP
Functional Area	Ratings

Issue

An incorrect value was displayed in the **Action Days** field on the **Player Comp Evaluation** screen after issuing the slot rating twice and table rating once subsequently.

Solution

Modifications have been made to ensure that the correct value is displayed in the **Action Days** field on the **Player Comp Evaluation** screen after issuing the slot rating twice and table rating once subsequently.

Testing Instructions

- 01** Issue a slot rating. A new trip is created and an entry is recorded in the tAccumQueue table with **ActionDays** as 1.

- 02** Issue another slot rating for the same player and an entry is recorded in the tAccumQueue table with **ActionDays** as 1.
- 03** Issue a table rating for the same player and an entry is recorded in the tAccumQueue table.
- 04** Log on to CMP.
- 05** Go to **Application > Players**.
- 06** Search for and select the same player for whom the slot rating and table rating were issued.
- 07** Search and select **Player Comp Evaluation** on the **Jump To** menu and click **Go**.
- 08** Select the **Department** as Table.
- 09** Verify that the value is displayed as 1 in the **Action Days** field.

Issue Cage Markers Vouchers Printed Incorrectly

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-320
Application Area	CMP
Functional Area	Players

Issue

The Issue Cage Markers vouchers were printed incorrectly. The fonts displayed in the voucher were enlarged that resulted in an incorrect alignment of the voucher. The player's signature section was not displayed in the marker.

Solution

Modifications have been made to ensure that the Issue Cage Markers vouchers are printed correctly. The voucher displays correct font size and the alignment is correct. The player's signature section is also displayed in the marker.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.

- 03 Search for and select a player from the **Player Search** screen.
- 04 Perform the Issue Cage Marker transaction. The **Issue Cage Marker Voucher** is printed.
- 05 Verify that there is no font and alignment issue on the data printed in the voucher.

Card-In Promotions Not Awarded based on Criteria Set on Promotions Screen

Version Affected	CMP 16.0 TSP1
SR Number	1-1635290121
JIRA Number	CMP-155
Application Area	CMP
Functional Area	Promotions

Issue

The card-in promotions were not awarded to the players based on the criteria set with the **AvgDailyTheorWin** value on the **Advanced Player Eligibility** tab of the **Promotions** screen.

Solution

Modifications have been made to ensure that the card-in promotions are awarded to the player when the criteria with the **AvgDailyTheorWin** on the **Advanced Player Eligibility** tab of the **Promotions** screen is

exceeded.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Promotions**. The **Promotions** screen is displayed.
- 03 Create a card-in promotion with **AvgDailyTheorWin** value on the **Players Eligibility** tab.
- 04 Set the criteria on the **Advanced Player Eligibility** tab.
- 05 Click **Submit**.

- 06 Insert the card into the slot machine.
- 07 Play for sometime until the **AvgDailyTheorWin** value set on the **Players Eligibility** tab of the **Promotions** screen exceeds.
- 08 Verify that the card-in promotion is awarded to the player.

Credit Limit and Trip Limit Values Not Validated on Set Credit Limits Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-233
Application Area	CMP
Functional Area	Players

Issue

The trip limit entered for an employee role on the **Set Credit Limits** screen were not validated against the transaction limits configured for the **LIMITS** trancode on the **Managerial Approval (Application > Tools > Employee Roles)** screen.

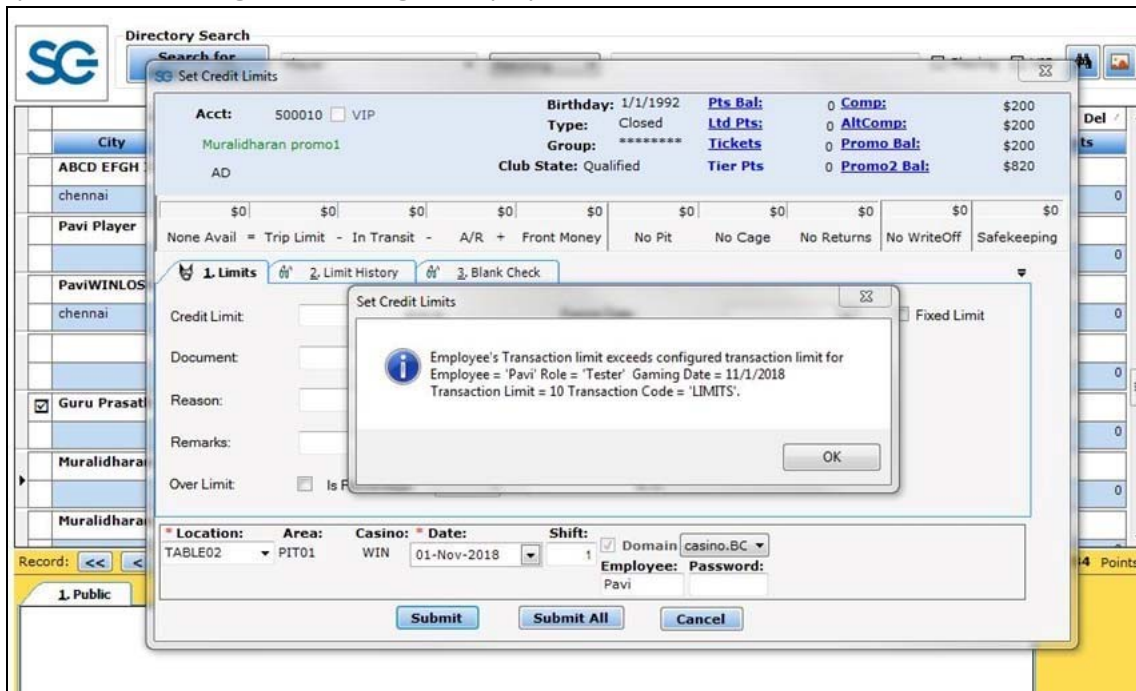
Solution

Modifications have been made to ensure that the value entered on **Credit Limit** and **Trip Limit** fields on the **Set Credit Limit** screen are validated against the transaction limits configured for the **LIMITS** trancode on the **Managerial Approval** screen. When the transaction limits are not provided in the **Managerial Approval** screen, then the value entered on **Credit Limit** and **Trip Limit** fields on the **Set Credit Limit** screen are validated against the value set in the **Credit Limit** field on the **Employee Roles** screen.

Testing Instructions

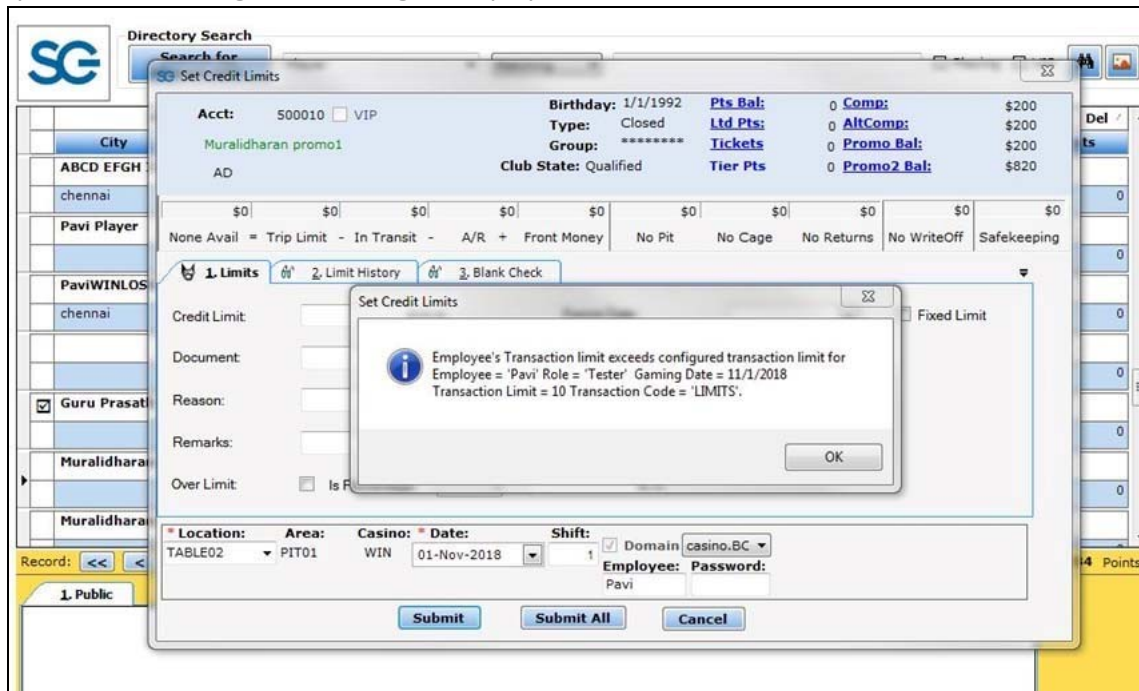
- 01 Log on to CMP.
- 02 Go to **Application > Tools > Employee Roles**.
- 03 Select the required roles and enter the required details in the relevant fields.
- 04 Set the credit limit in the **Credit Limit** field.

- 05 Go to **Applications > Set Credit Limits**. The **Set Credit Limits** screen is displayed.
- 06 Set the **Credit Limit** and **Trip Limit** greater than the value set in the **Credit Limit** field on the **Employee Roles** screen.
- 07 Verify that the following error message is displayed:



- 08 Go to **Application > Tools > Employee Roles**.
- 09 Select the required roles and enter the required details in the relevant fields.
- 10 Click **Secondary Approval**. The **Managerial Approval** screen is displayed.
- 11 Select the option, LIMITS, in the **TranCode** field.
- 12 Set the transaction limit.
- 13 Click **Submit**.
- 14 Go to **Applications > Set Credit Limits**. The **Set Credit Limits** screen is displayed.
- 15 Set the **Credit Limit** and **Trip Limit** greater than the value set for the **LIMITS** trancode on the **Employee Roles** screen.

16 Verify that the following error message is displayed:



Mismatch in Accum and Player Transaction Tier Points

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-223
Application Area	CMP
Functional Area	Players

Issue

There was a mismatch between the **Accum Tier Points** (tAccum1DayPts table) and **Player Transaction Tier Points** (tPlayerPoints table) columns.

Solution

Modifications have been made to ensure that the data in the **Accum Tier Points** (tAccum1DayPts table) and **Player Transaction Tier Points** (tPlayerPoints table) columns matches.

Testing Instructions

Case 1 – Partial Tier Point rounded off and not updating tAccum tables.

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Points/Comps/Tickets**.
- 03** Set the bet as \$10 to earn 1 tier point.
- 04** Go to **Application > Players**.
- 05** Search for and select a player.
- 06** Post a machine rating for a \$12 bet.
- 07** Post another machine rating for a \$19 bet.
- 08** Select or type **Player Awards** in the **Jump To** menu and click **Go**.
- 09** Select the **Tier Points** tab.
- 10** Verify that the player has received 3 tier points.

Case 2 - Tier points not earned if base points earning not configured.

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Points/Comp/Tickets**.
- 03** Set the bet as \$10 to earn 1 tier point.
- 04** Go to **Application > Players**.
- 05** Search for and select a player.
- 06** Post a machine rating for a \$12 bet.
- 07** Post another machine rating for a \$19 bet.
- 08** Void the machine rating for a \$12 bet as mentioned in Step 06.
- 09** Select or type **Player Awards** in the **Jump To** menu and click **Go**.
- 10** Select the **Tier Points** tab.

- 11 Verify that the player has received 1 tier point.

Time Out Issue with Vouchers Printed on BOCA Printers

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-224
Application Area	CMP
Functional Area	Players

Issue

There was a time-out issue observed when the vouchers with large volume of data were printed from the BOCA printers.

Solution

Modifications have been made to ensure that the vouchers are printed successfully from the BOCA printers when a large volume of data was involved.

Testing Instructions

- 01 Log on to CMP.
- 02 Search for and select a player.
- 03 Go to **Application > Players**.
- 04 Print any voucher with large volume of data from the BOCA printer.
- 05 Verify that the voucher is printed successfully.

Different Bank ID Displayed in Maintain Banks Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-225

Application Area	CMP
Functional Area	Players

Issue

A different bank ID was displayed on the **Maintain Banks** screen when a bank ID was selected and the **Bank** button was clicked from the **Edit Player Profile Data** screen.

Solution

Modifications have been made to ensure that the same bank ID that is selected from the **Edit Player Profile Data** screen is displayed on the **Maintain Banks** screen.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select a player.
- 04** Select or type **Edit Player Profile Data** in the **Jump To** menu and click **Go**.
- 05** Click on the **Banks** tab.
- 06** Select a bank ID and click on the **Banks** button. The **Maintain Banks** screen is displayed.
- 07** Verify that the bank ID selected in the **Edit Player Profile Data** screen is displayed in the **Maintain Banks** screen.

Player Period Totals Screen Optimization

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-232
Application Area	CMP
Functional Area	Players

Issue

SEP 12, 2019

The **Player Period Totals** screen took a longer time to load the results.

Solution

Modifications have been made to ensure that less time is taken to display the data in the **Player Period Totals** screen.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Players**.
- 03 Search for and select a player.
- 04 Select or type **Player Period Totals** in the **Jump To** menu and click **Go**.
- 05 Verify that less time is taken to display the data in the **Player Period Totals** screen.

Refused Name Account Screen Performance Optimization

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-239
Application Area	TableView
Functional Area	Refused Patrons

Issue

The **Refused Name Account** screen in TableView took a longer time to display the results when a large volume of data was involved.

Solution

Modifications have been made to ensure that less time is taken to display the results in the **Refused Name Account** screen in TableView. [Testing Instructions](#)

- 01 Log on to TableView.

- 02** Go to **Seating View**.
- 03** Tap the **Refused Patron** button, for example, the account with 10000 refused patron accounts list is retrieved.
- 04** Verify that less time is taken to display the results on the **Refused Name Account** screen.

Tax Reports Issue

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-153
Application Area	CMP
Functional Area	Players

Issue

The data on the Export W2G and Export 1042S reports were retrieved based on the date and time the transactions were posted, and the gaming date instead of the Jackpot DTM. This resulted in discrepancies with the end of year tax filing process.

Solution

Modifications have been made to ensure that tax reports retrieve data based on the Jackpot DTM.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search and select a player.
- 04** Generate the following reports: ■ Export 1042S Data, ■ Export W2G Data.
- 05** Verify that the results are retrieved based on the Jackpot DTM.

Slot Message Auto-Process Failed

Version Affected	CMP 16.0 TSP1
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SR Number	NA
JIRA Number	CMP-190
Application Area	CMP
Functional Area	Players

Issue

The automatic re-processing of the slot messages failed.

Solution

Modifications have been made to ensure that automatic re-processing of the slot messages occurs successfully.

Testing Instructions

Prerequisites

- Set the number of attempts for reprocessing in **Storage > Application > Gateway > AutomaticRetryCount**.
- Set the time interval for reprocessing in **Storage > Application > Gateway > RetryInterval** (Time interval in minutes).
- Update the table tSlotGatewayExceptionConfig with the exceptions that need to be reprocessed.

- 01** Log on to CMP.
- 02** Go to **Tools > Storage**.
- 03** Set the value for the storage setting, MaxCoinWonPerMinute (**SDS > Receive**) to 0.
- 04** Go to **Application > Players**.
- 05** Search for and select a player.
- 06** Perform the Card In transaction for a player.
- 07** Verify that an exception, Rating not posted. Coin Won Per Minute is Greater than MaxCoinWonPerMinute, is displayed in the tSlotGatewayReceive table.

An entry for this exception is recorded in the tSlotGatewayExceptionConfig table.

- 08** Modify the value for the storage setting, MaxCoinWonPerMinute to a value greater than the input coin value.
- 09** Start the CMP AppServer.
- 10** Verify that the unprocessed slot messages are re-processed and the message is automatically modified from the unprocessed state to the processed state and recorded as, IsProcessed = 1, in the tSlotGatewayReceive table.

Prize Details Not Displayed on Maintain Tags /Offers Screen

Version Affected	CMP 16.0 TSP1
SR Number	1-1922104401
JIRA Number	CMP-170
Application Area	CMP
Functional Area	Prize

Issue

The prize details for players were not displayed in the **Maintain Tags / Offers screen (F11)** when retrieved for the current day. However the details were displayed in the F4 screen.

Solution

Modifications have been made to ensure that the prize details of players are displayed for the current day in the **Maintain Tags / Offers screen (F11)** screen.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Tag Codes**.
- 03** Create a tag code for a player.
- 04** Go to **Application > Tools > Prizes**.
- 05** Create a prize and attach the tag code created in Step 03.
- 06** Go to **Application > Players**.

- 07 Search for and select the player assigned with the tag code attached to a prize code.
- 08 Select or type **Player Recap : {F11}** in the **Jump To** menu and click **Go**. The **Player Recap** screen is displayed.
- 09 Select or enter the required details.
- 10 Click **Tag/Offers**. The **Maintain Tag / Offers** screen is displayed.
- 11 Select the tag category in the **Tag Cat** field on the **Player Tag** tab of the **Maintain Tags / Offers** screen.
- 12 Select the tag category in the **Tag Cat** field, and the tag code that was attached to the prize code in Step 07 in the **Tag Code** field on the **Tag Manifest** tab.
- 13 Verify that the relevant prize details are displayed on the **Maintain Tags / Offers** screen.

Purging when Modifying Archived Records

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-172
Application Area	CMP
Functional Area	Players

Issue

The configured purge job failed to purge archived records that were modified, and instead deleted them. This occurred when the LMS Void Award transaction failed to find the **Reservation ID (Award Tran ID)** in the CMP database, thereby randomly deleting the player record.

Solution

Modifications have been made to ensure that the modified archive player records are not deleted and are purged as expected.

Testing Instructions

- 01 Run the Archive job in the CMP database.
- 02 Post the LMS Void Award transaction from LMS for players that did not have **RequestorID** mapped to Reservation.

- 03** Run the Purge Tables job in the CMP database.
- 04** Verify that the archived player records are purged and not deleted from the CMP database.

Multiple Instances of Maintain Utility Jobs Stopped

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-192
Application Area	CMP
Functional Area	Maintain Utility

Issue

The archival jobs were run more than once a day. The issue occurred when multiple instances of the Maintain Utility jobs were ran at the same time.

Solution

Modifications have been made to stop multiple instances of the Maintain Utility jobs running simultaneously.

Testing Instructions

- 01** Log on to Maintain Utility.
- 02** Verify that multiple instances of the Maintain Utility jobs are not running simultaneously.

Players Not Upgraded/Downgraded Based on Player Types without Rules

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-194
Application Area	CMP
Functional Area	Players

Issue

When no rules were set for the player type, players belonging to those player types were not upgraded or downgraded.

Solution

Modifications have been made to ensure that the rules set for template player types are used when rules are not defined for any player type.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Assign rules to the template player type.
- 04** Go to **Application > Tools > Types**.
- 05** Create a new player type.
- 06** Create a player with the new player type and clubstate as 30.
- 07** Log on to the CMP database.
- 08** Go to the tPlayer table.
- 09** Update the **ClubStateExpiryDate** column.
- 10** Post a rating for the newly created player.
- 11** Ensure that the player earns some tier points such that the player is eligible for the upgrade process.
- 12** Log on to Maintain Utility.
- 13** Go to the **Club Level Initial Evaluation** job.
- 14** Configure the required parameters.
- 15** Click **Run Now** to start the upgrade process.
- 16** Verify that the created player is upgraded to the next clubstate level.

No Rules Configured for Club Level Upgrade or Downgrade

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-167
Application Area	CMP
Functional Area	Players

Issue

Players were upgraded or downgraded even if no rules were defined for a club level for a player.

Solution

Modifications have been made to ensure that if no rules are defined for a club level, players are not upgraded or downgraded. [Testing Instructions](#)

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Delete all rules configured for the clubstate 50 in the template player type.
- 04** If an upgrade rule for clubstate 50 is missing, players were upgraded to the highest available clubstate level.
- 05** Log on to Maintain Utility.
- 06** Go to the Club Level Initial Evaluation job.
- 07** Configure the required parameters.
- 08** Click **Run Now** to start the upgrade process.
- 09** Go to **Application > Players**.
- 10** Search for and select a few players with clubstate 40.
- 11** Post ratings for the selected players.
- 12** Ensure that the selected players earn some ratings and the clubstate is updated to 60.

- 13 Log on to the CMP database.
- 14 Go to the tPlayer table.
- 15 Verify that the clubstate value is updated for the selected players in the **ClubStateExpiryDate** column.
- 16 Verify that the players with clubstate 60 are not upgraded to the next clubstate level.

Players with Incorrect Club Levels not Upgraded or Downgraded

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-193
Application Area	CMP
Functional Area	Players

Issue

Players with incorrect club levels were not upgraded or downgraded.

Solution

Modifications have been made to ensure that the correct club level is assigned to the player's clubstate level. The clubstate level is evaluated and then the players are upgraded or downgraded.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Tools > Player Type Rule Maintenance**.
- 03 Assign a rule to the template player type.
- 04 Go to **Application > Tools > Types**.
- 05 Create a new player type.
- 06 Create a player with the new player type and clubstate as 30.

- 07 Log on to the CMP database.
- 08 Go to the tPlayer table.
- 09 Update the **ClubStateExpiryDate** column as 31st Dec 2017.
- 10 Post a rating for the newly created player.
- 11 Ensure that the player earns some tier points such that the player is eligible for the upgrade process.
- 12 Log on to the CMP database.
- 13 Go to the tPlayer table.
- 14 Update the **ClubLevelID** field with some incorrect value, for example, 7.
- 15 Log on to Maintain Utility.
- 16 Go to the Club Level Initial Evaluation job.
- 17 Configure the required parameters.
- 18 Click **Run Now** to start the upgrade process.
- 19 Verify that the selected player is upgraded to the next clubstate level.

AutoCommit Setting Required for Upgrade or Downgrade

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-169
Application Area	CMP
Functional Area	Players

Issue

Users could not run the upgrade job with the **AutoCommit** option and downgrade job with the **Review** option. The CMP application considered only one option for the upgrade or downgrade process.

Solution

SEP 12, 2019

Modifications have been made to ensure that a user can run the upgrade job with the **AutoCommit** option and the downgrade job with the **Review** option. The following storage settings have been added in

CMP > Application > Tools > Storage to select different options for the upgrade or downgrade process:

KeyType	KeyData	KeyName	DataVal
Company	ClubStates	AutoCommitUpgradeJob	0 - Enable the AutoCommit option for the Upgrade process. 1 - Disable the AutoCommit option for the Upgrade process.
Company	ClubStates	AutoCommitDowngradeJob	0 - Enable the Review option for the Downgrade process. 1 - Disable the Review option for the Downgrade process.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Configure the following storage settings:
 - AutoCommitUpgradeJob - 1
 - AutoCommitDowngradeJob - 0
- 04** Click **Submit**.
- 05** Log on to Maintain Utility.
- 06** Configure and run the upgrade job.
- 07** Configure and run the downgrade job.
- 08** Go to **Application > Players**.
- 09** Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 10** Select **Ready for Review** from the **Schedule Status Type** drop-down list.
- 11** Verify that the downgrade job schedule is displayed.
- 12** Select **Review Complete** from the **Schedule Status Type** drop-down list.
- 13** Verify that the upgrade job schedule is displayed under the **Complete** section.
- 14** Verify that the user is allowed to complete the downgrade job schedule.

ClubState Qualifying Date Updated for Players with No Change Status

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-185
Application Area	CMP
Functional Area	Players

Issue

For a player with the status, No Change, in the upgrade job schedule, the player's clubstate qualifying date was modified.

Solution

Modifications have been made to ensure that for the players with the status, No Change, in the upgrade job schedule, the player's clubstate qualifying date is not modified.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Assign a rule to the template player type.
- 04** Go to **Application > Tools > Types**.
- 05** Create a new player type.
- 06** Create a player with the new player type and clubstate as 30.
- 07** Log on to the CMP database.
- 08** Go to the tPlayer table.
- 09** Update the **ClubStateExpiryDate** column as 31st Dec 2017.

- 10 In CMP, post a rating for the created player so that the player earns lesser tier points as compared to the previous gaming days.
- 11 Update the system date to any future date.
- 12 Go to **Application > Accounting**.
- 13 Type or select **Set Shift** in the **Jump To** menu and click **Go**.
- 14 Update the new system date.
- 15 Click **Submit**.
- 16 Log on to Maintain Utility.
- 17 Go to the Club Level Initial Evaluation job.
- 18 Configure the required parameters.
- 19 Click **Run Now** to start the upgrade job.
- 20 Verify that the player's clubstate qualifying date is not modified and also the players are not upgraded to the next clubstate level.

Fixed Window Downgrade Job Failed to Select Last Evaluation Period

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-182
Application Area	CMP
Functional Area	Players

Issue

When the Fixed Window Downgrade job was run after 2 days from the new evaluation period, it did not retrieve the player's points details for the last evaluation period.

Solution

SEP 12, 2019

Modifications have been made to ensure that the Fixed Window Downgrade job retrieves the player's points details based on the last evaluation period.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Assign a rule to the template player type.
- 04** Go to **Application > Tools > Types**.
- 05** Create a new player type.
- 06** Create a player with the new player type and **clubstate** as 30.
- 07** Log on to the CMP database.
- 08** Go to the tPlayer table.
- 09** Update the **ClubStateExpiryDate** column as 31st Dec 2017.
- 10** Post a rating for the newly created player.
- 11** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.
- 12** Log on to Maintain Utility.
- 13** Go to the Clubstate Upgrade job.
- 14** Configure the required parameters.
- 15** Click **Run Now** to start the upgrade job.
- 16** Modify the system time.
- 17** Modify the gaming date as 3 days succeeding the player expiration date.
- 18** Go to the Clubstate Downgrade job.
- 19** Configure the required parameters.
- 20** Click **Run Now** to start the downgrade job.

- 21** Verify that the selected player is downgraded to the next clubstate level.

Input Option Entry Removed from Club Level Initial Evaluation Job

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-158
Application Area	CMP
Functional Area	Maintain Utility

Issue

The Club Level Initial Evaluation job failed when users selected **Both** as the input parameter to upgrade and downgrade players.

Solution

Modifications have been made to ensure that the input parameter, **Both**, has been removed from the Club Level Initial Evaluation job.

Testing Instructions

- 01** Log on to Maintain Utility.
- 02** Search for and select the Club Level Initial Evaluation job.
- 03** Verify that **Both** is not displayed as an input parameter.

Player ClubState Expiry Date for Fixed Window

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-171
Application Area	CMP

Functional Area	Players
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Issue

The player's club state expiry date was not updated as the end date of the evaluation period after an upgrade when the **Fixed Window** option was selected in the **Club State Rule Maintenance** screen. The player's club state expiry date was calculated based on the number of expiry days as configured in the storage setting from the date, the player was upgraded.

Solution

Modifications have been made to ensure that the player's club state expiry date is calculated by adding the valid days from the club level to the current date and then rounded off to the end date of the evaluation period in which the calculated date falls.

For example, the fixed window evaluation periods are 01st Jan to 30th Jun and 01st Jul to 31st Dec and the club level valid days is set as 180 days.

If the current date is 19th Jan 2018, then the expiry date will be 31st Dec 2018. In that case, the current date must be added with 180 days, which falls between 01st Jul to 31st Dec. Hence, it considers the end date of the period as the expiration date. This is applicable only for the upgrade process.

The downgrade job expiration date is different from the upgrade job. If the current date is 19th Jan 2018, then the expiry date will be 30th Jun 2018 for the downgrade job. The downgrade job considers the current evaluation period end date as the expiration date.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Assign a rule to the template player type.
- 04** Go to **Application > Tools > Types**.
- 05** Create a new player type.
- 06** Create a player with the new player type and **clubstate** as 30.
- 07** Post a rating for the newly created player.
- 08** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.

- 09 Log on to Maintain Utility.
- 10 Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for upgrade.
- 11 Go to **Application > Players**.
- 12 Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 13 Verify that the expiration date is displayed as the end date of the next evaluation period.
- 14 Log on to the CMP database.
- 15 Go to the tPlayer table.
- 16 Update the **ClubStateExpiryDate** column.
- 17 Log on to Maintain Utility.
- 18 Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for downgrade.
- 19 Go to **Application > Players**.
- 20 Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 21 Verify that the expiration date is displayed as the end date of the current evaluation period.

Fixed Window Player Club State Expiry Date by Player Types for Upgrade

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-157
Application Area	CMP
Functional Area	Players

Issue

SEP 12, 2019

The clubstate expiration by player level was not available for various player types when the **Fixed Window** option was selected in the **Club State Rule Maintenance** screen.

Solution

Modifications have been made to ensure that the **Player Club State Expiry Date** is calculated by adding the expiration month from the **Player Type** (storage setting) with the current date. The evaluation period is verified and checked to ascertain in which evaluation period the calculated date resides. The end date of that period is considered as the expiry date for the upgrade job. The following storage setting has been added in the **CMP > Application > Tools > Storage** to address the above mentioned issue:

KeyType	KeyData	KeyName	DataVal
PlayerType	Template	DefaultClubExpiryMonths	<ul style="list-style-type: none"> ■ 1 - The given expiration month is considered for calculating the Player Club State Expiry Date. ■ 0 - The expiration month from the template player type is considered for calculating the Player Club State Expiry Date. If the Template Player Type is set as <i>0</i>, then it will consider the club level valid days. <p>Users must clone the above mentioned storage setting to add different expiry dates for a specific player type.</p>

Testing Instructions

- 01** Log on to CMP.
 - 02** Go to **Application > Tools > Storage**.
 - 03** Configure the following storage setting:
 - DefaultClubExpiryMonths - 12 **04**
- Click **Submit**.
- 05** Go to **Application > Tools > Player Type Rule Maintenance**.
 - 06** Assign a rule to the tourist player type.
 - 07** Go to **Application > Tools > Types**.
 - 08** Create a player with the tourist player type and **clubstate** as 30.
 - 09** Post a rating for the newly created player.

- 10** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.
- 11** Log on to Maintain Utility.
- 12** Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for upgrade.
- 13** Go to **Application > Players**.
- 14** Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 15** Verify that the expiration date is displayed as the end date of the next evaluation period.

AutoCommit Changes in Club Level Initial Evaluation Job

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-177
Application Area	CMP
Functional Area	Players

Issue

When the **AutoCommit** feature was enabled, the commit process was not configured as part of the initial evaluation. The Club Level Commit Evaluation job was configured.

Solution

Modifications have been made to ensure that the commit process has been configured in the Club Level Initial Evaluation job. The following storage setting has been updated to enable the **AutoCommit** feature:

KeyType	KeyData	KeyName	DataVal
Company	ClubStates	AutoCommitInInitialEvaluationJob	0 - Disables the Commit feature in the <i>Club Level Initial Evaluation</i> job. 1 - Enables the Commit feature in the <i>Club Level Initial Evaluation</i> job.

Testing Instructions

- 01** Log on to CMP.

- 02** Go to **Application > Tools > Storage**.
- 03** Configure the following storage settings:
 - AutoCommitInitialEvaluationJob - 1
 - AutoCommitUpgradeJob
- 1 **04** Click **Submit**.
- 05** Go to **Application > Tools > Player Type Rule Maintenance**.
- 06** Assign a rule to the template player type.
- 07** Go to **Application > Tools > Types**.
- 08** Create a new player type.
- 09** Create a player with the new player type and **clubstate** as 30.
- 10** Post a rating for the newly created player.
- 11** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.
- 12** Log on to Maintain Utility.
- 13** Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for upgrade.
- 14** Verify that the upgrade jobs are displayed with the status, Complete.

Upgrade or Downgrade Failed if there was no Previous Evaluation Schedule

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-184
Application Area	CMP
Functional Area	Players

Issue

SEP 12, 2019

Players were not upgraded or downgraded if no previous successful evaluation schedule was available.

Solution

Modifications have been made to ensure that players are upgraded or downgraded even if there is no previous successful evaluation schedule.

Testing Instructions

- 01** Log on to the CMP database.
- 02** Delete the entries from the tEvaluationSchedule table.
- 03** Log on to Maintain Utility.
- 04** Go to the Club Level Initial Evaluation job.
- 05** Configure the required parameters.
- 06** Click **Run Now** to start the upgrade or downgrade process.
- 07** Log on to CMP.
- 08** Navigate to **Application > Players**.
- 09** Select or type **Player Club Evaluation** in the **Jump To** menu and click **Go**.
- 10** Verify that the records are displayed.

Include Adjustment of Tier Points for Upgrade or Downgrade

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-187
Application Area	CMP
Functional Area	Players

Issue

Users were allowed to include the adjustments of tier points by enabling the configuration settings when a player was upgraded or downgraded.

Solution

Modifications have been made to ensure that the adjustments of tier points values are included without considering the configuration settings in the upgrade or downgrade job. The following storage setting has been removed from the **CMP > Application > Tools > Storage** to address this issue:

KeyType	KeyData	KeyName	DataVal
ClubStateUpgrade	Upgrade	IncludeAdjustments	Information Required

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Delete the following storage setting:
 - IncludeAdjustments **04**
- Click **Submit**.
- 05** Go to **Application > Tools > Player Type Rule Maintenance**.
- 06** Assign a rule to the template player type.
- 07** Go to **Application > Tools > Types**.
- 08** Create a player with the new player type and **clubstate** as 30.
- 09** Post a tier points adjustment for the newly created player.
- 10** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.
- 11** Log on to Maintain Utility.
- 12** Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for upgrade.
- 13** Go to **Application > Players**.
- 14** Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.

- 15 Verify that the player is upgraded to the next clubstate level.
- 16 Go to **Application > Tools > Types**.
- 17 Post a negative tier points adjustment for the same player.
- 18 Ensure that the player does not earn enough tier points and is eligible for the clubstate downgrade.
- 19 Log on to Maintain Utility.
- 20 Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for downgrade.
- 21 Go to **Application > Players**.
- 22 Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 23 Verify that the player is downgraded to the next clubstate level.

Players with Club Lock Selected for Upgrade or Downgrade

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-164
Application Area	CMP
Functional Area	Players

Issue

The upgrade and downgrade jobs considered players for whom the clubstate was locked to be upgraded or downgraded.

Solution

Modifications have been made to ensure that players with the locked clubstate are not upgraded or downgraded.

Testing Instructions

- 01 Log on to CMP.

- 02** Go to **Application > Tools > Player Type Rule Maintenance**.
- 03** Assign a rule to the template player type.
- 04** Go to **Application > Tools > Types**.
- 05** Create a player with the new player type and **clubstate** as 30.
- 06** Go to **Application > Players** and select the same player.
- 07** Type or select **Edit Player Profile Data** in the **Jump To** menu and click **Go**.
- 08** Lock the player's clubstate level.
- 09** Post some ratings for the created player.
- 10** Ensure that the player earns enough points to be upgraded to the next clubstate level.
- 11** Log on to Maintain Utility.
- 12** Schedule and run the Club Level Initial Evaluation job for upgrade.
- 13** Go to **Application > Players**.
- 14** Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 15** Verify that the created player is not selected for the upgrade or downgrade process.

Player Club State Expiry Date by Player Type Level Required for Sliding Window

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-175
Application Area	CMP
Functional Area	Players

Issue

SEP 12, 2019

The clubstate expiration by player level was not available for various player types when the **Sliding Window** option was selected in the **Club State Rule Maintenance** screen.

Solution

Modifications have been made to ensure that the **Player Club State Expiry Date** is calculated by adding the expiration month from the **Player Type** (storage setting) with the current date.

The following storage setting has been added in the **CMP > Application > Tools > Storage** to address the above mentioned issue:

KeyType	KeyData	KeyName	DataVal
PlayerType	Template	DefaultClubExpiryMonths	<p>1 - The given expiration month is considered for calculating the Player Club State Expiry Date.</p> <p>0 - The expiration month from the template player type is considered for calculating the Player Club State Expiry Date. If the Template Player Type is set as <i>0</i>, then it will consider the club level valid days.</p>

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Configure the following storage setting:
 - DefaultClubExpiryMonths - 12 **04**
- Click **Submit**.
- 05** Go to **Application > Tools > Player Type Rule Maintenance**.
- 06** Assign a rule to the tourist player type.
- 07** Go to **Application > Tools > Types**.
- 08** Create a player with the tourist player type and **clubstate** as 30.
- 09** Post a rating for the newly created player.
- 10** Ensure that the player earns enough tier points to be upgraded to the next clubstate level.
- 11** Log on to Maintain Utility.

- 12 Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for upgrade.
- 13 Go to **Application > Players**.
- 14 Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 15 Verify that the expiration date is displayed as 12 months from the current date.
- 16 Log on to the CMP database.
- 17 Go to the tPlayer table.
- 18 Update the **ClubStateExpiryDate** column as some previous date.
- 19 Log on to Maintain Utility.
- 20 Schedule and run the Club Level Initial Evaluation and the Club Level Commit Evaluation jobs for downgrade.
- 21 Go to **Application > Players**.
- 22 Type or select **Player Club Evaluation** in the **Jump To** menu and click **Go**. The **Player Club Evaluation** screen is displayed.
- 23 Verify that the expiration date is displayed as 12 months from the current date.

Zero Out Tier Points Job for Evaluation Period by Player Type

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-162
Application Area	CMP
Functional Area	Players

Issue

The **Zero Out Tier Points** feature was not available for the selected player types and time period.

Solution

SEP 12, 2019

Modifications have been made to ensure that a new job, Club Level Zero Out Tier Points has been added for the selected player types, which resets the tier points earned in the evaluation period to zero. The evaluation start and end dates are provided as the inputs for the job, which performs a negative adjustment of tier points. It considers the **End Date** as the gaming date and posts the transaction with comments as retrieved from the job for that gaming date.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select players from the player directory.
- 04** Post an Adjust Tier Point transaction of 1000 tier points for all selected players.
- 05** Log on to Maintain Utility.
- 06** Schedule and run the Club Level Zero Out Tier Points job.
- 07** Go to **Application > Players**.
- 08** Search for and select a player.
- 09** Type or select **Player Awards** in the **Jump To** menu and click **Go**. The **Player Awards** screen is displayed.
- 10** Select the **Tier Point > Transaction** tab.
- 11** Verify that the negative adjustment is posted for the gaming date, 31st Dec 2017 that is considered as the end date by the job.

Zero Out Tier Points for Downgrade Job

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-183, CMP-213
Application Area	CMP
Functional Area	Players

Issue

The downgrade job did not zero out the tier points of the selected players based on the specified evaluation period.

Solution

Modifications have been made to ensure that the tier points are zeroed out from the players for the evaluation period for which the player clubstate expiration date is specified in the downgrade job. The downgrade job posts the transaction to the evaluation period end date as the gaming date.

The following storage setting has been added in the **CMP > Application > Tools > Storage** to enable the zero-out tier points of the players by the downgrade job:

KeyType	KeyData	KeyName	DataVal
Company	ClubStates	AutoEnableZeroOutTier	0 - Disables the zero out tier points of the players by the downgrade job. 1 - Enables the zero out tier points of the players by the downgrade job.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Storage**.
- 03** Configure the following storage setting:
 - AutoEnableZeroOutTier - 1 **04**
- Click **Submit**.
- 05** Go to **Application > Tools > Player Type Rule Maintenance**.
- 06** Assign a rule to the template player type.
- 07** Go to **Application > Tools > Types**.
- 08** Create a player with the tourist player type and **clubstate** as 60.
- 09** Log on to the CMP database.
- 10** Go to the tPlayer table.
- 11** Update the ClubStateExpiryDate column as 31st Dec 2017.

- 12 Post a machine rating of \$100 for the created player for the gaming date, 01st Nov 2017.
- 13 Log on to Maintain Utility.
- 14 Schedule and run the downgrade job.
- 15 Go to **CMP > Application > Players**.
- 16 Type or select **Player Awards** in the **Jump To** menu and click **Go**. The **Player Awards** screen is displayed.
- 17 Go to the **Tier Points** tab.
- 18 Verify that the negative adjustment is posted for 10 tier points (\$10 is equivalent to 1 tier point).

Incorrect Shortcut Key Used to Access Authorize Tier Points and Settle Items Screens

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	BCLC160TSP2-48
Application Area	CMP
Functional Area	Players

Issue

Incorrect shortcut key, Shift + F9 was used to access the **Authorize Tier Points** and **Settle Items** screens.

Solution

Modifications have been made to ensure that Shift + F1 is used to access the **Authorize Tier Points** screen and Shift + F9 to access the **Settle Items** screen.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Players**.
- 03 Press Shift + F5.

- 04 Verify that the **Authorize Tier Points** screen is displayed.
- 05 Press Shift + F1.
- 06 Verify that the **Settle Items** screen is displayed.

Negative Player Balance After Merge

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-230, CMP-27, CMP-257
Application Area	CMP
Functional Area	Players

Issue

When a player's points, promo, and/or stub balances were voided/expired after a merge, a negative balance was observed in the corresponding FIFO tables on the CMP database. The merge scenarios included the following:

- Refused account with refused account
- Refused account with permanent account

Also, when a user transferred the player balance from a source account to a destination account, a negative balance was observed in the corresponding FIFO table on the CMP database.

Solution

Modifications have been made to ensure that the corresponding FIFO tables are updated with correct values on the CMP database when:

- a player's points, promo, and/or stub balances are voided/expired after a merge.
- a user transferred the player balance from a source account to a destination account.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Players**.
- 03 Create a few permanent and refused player accounts.

- 04 Configure the earning rules as required for points, comps, promo1, promo2, and tiers under **Application > Tools > Point Comps Tickets**.
- 05 Configure the expiry for points, comps, promos, and stubs for the player types under **Application > Tools > Types**.
- 06 Create a quick draw promotion for table games so that a player earns stubs.
- 07 Create mad multiplier and flexi promotions and activate all promotions.
- 08 Post table ratings for one of the refused player accounts (for example, Refused Patron A) for a previous gaming date such that the player earns points, comps, and promos.
- 09 Void one of the ratings.
- 10 Merge Refused Patron A with another refused player account, for example, Refused Patron B.
- 11 Post table ratings for another refused player account (for example, Refused Patron C) for a previous gaming date such that the player earns points, comps, and promos.
- 12 Void one of the ratings.
- 13 Merge Refused Patron C with another permanent player account, for example, Permanent Player A.
- 14 Expire the players' points, comps, and promo1, promo 2, and stubs.
- 15 Verify that the corresponding FIFO tables are correctly updated and a negative balance is not observed.
- 16 Also, verify that the player balance and the balance in the FIFO tables are the same.
- 17 Repeat Steps 02 - 04.
- 18 Create a quick draw promotion for table games so that a player earns stubs.
- 19 Create mad multiplier and flexi promotions and activate all promotions.
- 20 Post slot (interval and machine) ratings and table ratings for a player. For example, Player A.

Ensure that the balance (points, comps, promo1, promo2, and stubs) of Player A is greater than Player B.
- 21 Perform the Redemption transaction for Player B such that the balance is reduced from points, comps, promo1, promo2, and stubs.
- 22 Transfer balances from Player A to Player B.

- 23** Expire the player's points, comps, and promo1, promo 2, and stubs.
- 24** Verify that the corresponding FIFO tables are updated with correct values and there is no negative balance is observed.
- 25** Similarly, transfer balances from one player to another player.
- 26** Verify that the corresponding FIFO tables are updated with correct values and there is no negative balance is observed.

Player Balance Not Zeroed on Zero Players Balances Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-277
Application Area	CMP
Functional Area	Promotions

Issue

The player balance of the players selected on the **Zero Players Balances** screen did not display the value as zero.

Solution

Modifications have been made to ensure that the value for the player balance of the players selected on the **Zero Players Balances** screen is displayed as zero.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select multiple players in the **Player Directory Search** screen.
- 04** Select or type **Zero Player Balances** in the **Jump To** menu and click **Go**.
- 05** Select **Points Bucket**.

06 Click **Submit All**.

07 Verify that the value for the player points balance is displayed as zero.

Incorrect Stub Balance on Day Points Activity Tab of Player Awards Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-234
Application Area	CMP
Functional Area	Players

Issue

An incorrect stub balance was displayed on the **Day Points Activity** tab of the **Player Awards** screen.

Solution

Modifications have been made to ensure that the correct stub balance is displayed on the **Day Points Activity** tab of the **Player Awards** screen.

Testing Instructions

Prerequisite:

Create quick draw promotion to earn **1** stub for \$10 bet.

01 Log on to the CMP database.

02 Go to **Application > Players**.

03 Create a player.

04 Post a machine rating or table rating for \$6.

05 Repeat Step 04.

06 Select or type **Player Awards : Shift {F10}** in the **Jump To** menu and click **Go**.

- 07** Verify that the stub balance is 1 on the **Day Points Activity** tab of the **Player Awards** screen.

Unable to Void Award in MICROS

Version Affected	CMP 16.0 TSP1
SR Number	NA
JIRA Number	CMP-242
Application Area	CMP
Functional Area	Players

Issue

An error message was sent from CMP AppServer to MICROS when a user voided an award and performed the Award Settle by List transaction from MICROS.

Solution

Modifications have been made to ensure that the user can void the award and perform the Award Settle by List transaction to settle the award.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Tools > Prizes**.
- 03** Create a prize, for example, Prize A.
- 04** Go to **Application > Players**.
- 05** Search for and select a player, for example, Player A.
- 06** Award Prize A to Player A.
- 07** Launch MICROS.
- 08** Void Prize A.
- 09** Perform the Award Settlement by List transaction.

- 10 Verify that the user can void the award.

Incorrect Writeoff Count Displayed in Player Credit History Screen

Version Affected	CMP 16.0 TSP1
SR Number	NA
CR Number	251704
JIRA Number	CMP-288
Application Area	CMP
Functional Area	Players

Issue

The **Writeoff** count for the voided Writeoff marker was displayed as 1 in the **Player Credit History** screen.

Solution

Modifications have been made to display the Writeoff count for the voided Writeoff markers as 0 in the **Player Credit History** screen.

Testing Instructions

- 01 Log on to CMP.
- 02 Go to **Application > Players**.
- 03 Search for and select a player.
- 04 Perform the Void Writeoff transaction.
- 05 Go to **Application > Accounting**.
- 06 Select or type **Player Credit History** in the **Jump To** menu and click **Go**.
- 07 Select the Void Writeoff transaction.
- 08 Verify that the **Writeoff** count for the voided Writeoff markers is displayed as 0.

Arithmetic Overflow Exceptions on Tier Point Adjustments

Version Affected	CMP 16.0 TSP1
SR Number	NA
CR Number	CMPEP-1
JIRA Number	CMP-258
Application Area	CMP
Functional Area	Players

Issue

When a user performed the Adjust Tier Points transaction for a greater value, such as 2,20,000, the following issues were observed:

- An arithmetic overflow exception occurred.
- The partial points were not calculated correctly. [Solution](#)

Modifications have been made to ensure that:

- The arithmetic overflow exception does not occur when a tier point adjustment is performed on the player's account.
- The partial points are calculated and displayed correctly.

Testing Instructions

- 01** Log on to CMP.
- 02** Go to **Application > Players**.
- 03** Search for and select a player.
- 04** Select or type **Adjust Tier Points** in the **Jump To** menu and click **Go**. The **Adjust Tier Points** screen is displayed.
- 05** Post a Tier Points Adjustment transaction for 220,0000.
- 06** Click **Submit**.
- 07** Select or type **Player Awards** in the **Jump To** menu and click **Go**. The **Player Awards** screen is displayed.

- 08** Go to the **Transaction** tab.
- 09** Verify that the correct player's base point and partial points are displayed.
- 10** Log on to SQL Server Management Studio.
- 11** Click **New Query**. The **New Query** screen is displayed.
- 12** Run the following query:

```
select top 1 * from tPlayerPoints order by ModifiedDtm desc
```
- 13** Verify that the correct base points and partial points are updated in the tPlayerPoints table for the selected player.

Retrofitted Items

The following table lists the items that have been included in the earlier versions and available in this version also:

Version No.	JIRA Number	Description
CMP 13.2.2	CMP-233	<u>Credit Limit and Trip Limit Values Not Validated on Set Credit Limits Screen</u>
CMP 13.0 SP6 PF 1.0	CMP-224	<u>Time Out Issue with Vouchers Printed on BOCA Printers</u>
CMP 13.0 SP6 PF 1.0	CMP-225	<u>Different Bank ID Displayed in Maintain Banks Screen</u>
CMP 13.0 SP6 PF 1.0	CMP-232	<u>Player Period Totals Screen Optimization</u>
CMP 13.0 SP6 PF 1.0	CMP-239	<u>Refused Name Account Screen Performance Optimization</u>
CMP 13.0 SP6 PF 1.0	CMP-153	<u>Tax Reports Issue</u>
CMP 13.0.1 SP7 EP1	CMP-320	<u>Issue Cage Markers Vouchers Printed Incorrectly</u>
CMP 13.0.1 SP7 EP1	CMP-170	<u>Prize Details Not Displayed on Maintain Tags /Offers Screen</u>
CMP 13.0.1 SP7 EP1	CMP-155	<u>Card-In Promotions Not Awarded based on Criteria Set on Promotions Screen</u>
CMP 13.0.1 SP7 EP1	CMP-172	<u>Purging when Modifying Archived Records</u>
CMP 13.0.1 SP7 EP1	CMP-192	<u>Multiple Instances of Maintain Utility Jobs Stopped</u>

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