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***Lotto New Zealand Project 2019***

**IGT Command Configuration Guide**

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**Table of Contents**

Contents

[1 Introduction 7](#_Toc13025751)

[1.1 Purpose 7](#_Toc13025752)

[1.2 Scope 7](#_Toc13025753)

[1.3 Audience 10](#_Toc13025754)

[1.4 Related Documents 10](#_Toc13025755)

[1.5 Customer Specific Definitions, Acronyms and Abbreviations 10](#_Toc13025756)

[1.6 Overview Description 10](#_Toc13025757)

[1.7 Assumptions and Dependencies 12](#_Toc13025758)

[1.8 Risks 12](#_Toc13025759)

[2 HOME [In Progress] 13](#_Toc13025760)

[3 ADMIN 15](#_Toc13025761)

[3.1 SYSTEM [in-progress] 15](#_Toc13025762)

[3.1.1 Currencies [Approved] 15](#_Toc13025763)

[3.1.2 Languages [Approved] 16](#_Toc13025764)

[3.1.3 Ewallet [draft][INTERNAL] 16](#_Toc13025765)

[3.1.4 Countries [APPROVED] 50](#_Toc13025766)

[3.1.5 Player Configuration 51](#_Toc13025767)

[3.1.6 Notification [draft] 56](#_Toc13025768)

[3.1.7 Campaign [NOT APPLICABLE] 58](#_Toc13025769)

[3.2 GAMING [draft] 59](#_Toc13025770)

[3.2.1 Configuration [draft] [INTERNAL] 59](#_Toc13025771)

[3.2.2 Accounting [NOT APPLICABLE] 98](#_Toc13025772)

[3.2.3 Management [INTERNAL] 99](#_Toc13025773)

[3.3 Organization [APPROVED] 101](#_Toc13025774)

[3.3.1 Brand – Partner [APPROVED] 101](#_Toc13025775)

[3.4 SETTINGS 103](#_Toc13025776)

[3.5 SECURITY 105](#_Toc13025777)

[3.6 INTERNAL CONFIGURATION 107](#_Toc13025778)

[3.6.1 Registration Level [PERR-REVIEW] 108](#_Toc13025779)

[3.6.2 Technical Configuration [IN PROGRESS / INTERNAL / TBD] 114](#_Toc13025780)

[4 Monitoring [IN PROGRESS] 205](#_Toc13025781)

[4.1 Create Flightboard Event Type 205](#_Toc13025782)

[5 Notifications [TO DO] 206](#_Toc13025783)

[5.1.1 Manage Templates [In Progress] 206](#_Toc13025784)

[5.1.2 Precompiled Messages [In Progress] 207](#_Toc13025785)

[5.1.3 Header Footer Templates [In Progress] 207](#_Toc13025786)

[6 Rewards [Not Applicable] 208](#_Toc13025787)

[6.1 Loyalty [Not Applicable] 208](#_Toc13025788)

[6.1.1 Rewards->Loyalty->Game Domains [Not Applicable] 208](#_Toc13025789)

[6.1.2 Rewards->Loyalty->Transaction Types [Not Applicable] 208](#_Toc13025790)

[6.1.3 Rewards->Loyalty->Programs [Not Applicable] 208](#_Toc13025791)

[6.1.4 Rewards->Loyalty->Partner Financials [Not Applicable] 208](#_Toc13025792)

[6.2 Campaigns [Not Applicable] 208](#_Toc13025793)

[6.2.1 Rewards->Campaigns->Communications [Not Applicable] 208](#_Toc13025794)

[6.2.2 Rewards->Campaigns->Promo Codes [Not Applicable] 208](#_Toc13025795)

[6.2.3 Rewards->Campaigns->Blacklist Management [Not Applicable] 208](#_Toc13025796)

[6.2.4 Rewards->Campaigns->Campaign Management [Not Applicable] 208](#_Toc13025797)

[7 Payments 209](#_Toc13025798)

[8 ilottery [IN PROGRESS] (waiting for customization) 210](#_Toc13025799)

[8.1 PackagePlay Configuration [IN PROGRESS] 210](#_Toc13025800)

[9 System Parameters [NOT APPLICABLE] 211](#_Toc13025801)

[9.1.1 Player minimum age verification server side [Not applicable] 211](#_Toc13025802)

[9.1.2 Player Identification Type [Not applicable] 211](#_Toc13025803)

[10 Glossary of terms [IN PROGRESS] 213](#_Toc13025804)

[11 Player wallet lifecycle and states [IN PROGRESS] 214](#_Toc13025805)

[12 Campaign lifecycle and statuses [NOT APPLICABLE] 215](#_Toc13025806)

[13 Player available balance [IN PROGRESS/INTERNAL] 216](#_Toc13025807)

# Introduction

## Purpose

This document defines the configurable parameters identified for IGT Command Player Platform configuration for Lotto New Zealand installation hosted in Auckland. These configurations are subject to review and approval by the IGT project delivery team and by Lotto New Zealand team. Upon acceptance by both Lotto New Zealand and IGT, all changes to this document (and therefore the project scope) shall be subject to the IGT Change Control process.

This configuration guide serves the following purpose:

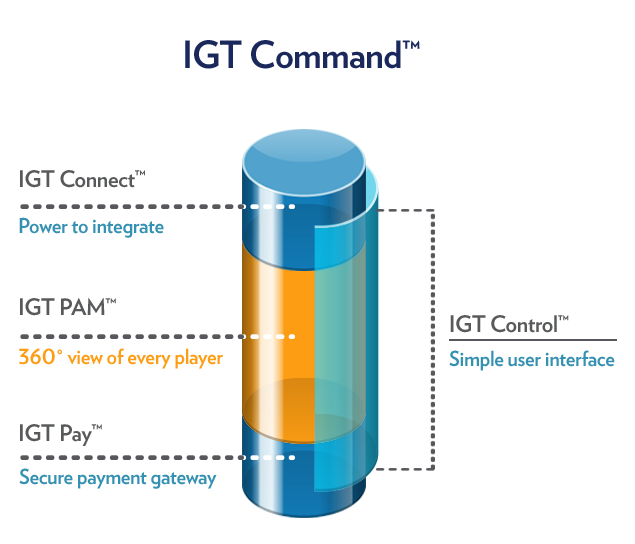
* To ensure that all configurations are fully documented and explained to Lotto New Zealand and that there is agreement on the Business configuration values chosen
* To serve as the basis for all testing & QA activities, including customer acceptance testing (CAT)

Post go-live, on Production, we strongly recommend that Lotto New Zealand restrict write / edit access to these configurations to those members of the team who are suitably trained on IGT Command Platform. Unsolicited changes to any of these configurations may have detrimental impact on your player experience, your gross gaming revenue and may even invalidate any Product Warranty & Support arrangements you have with IGT.

## Scope

The configurations outlined in this document relate to the components of IGT Player Platform (market name IGT Command TM) that are included in scope of this installation. Please read below for an introduction of the IGT Command Product scope as relevant to this project.

**IGT Command™** is the next generation IGT Omni channel Player Management CRM platform that helps Lottery & Gaming Operators understand, engage and grow their consumer base by combining all player life-cycle events, behavioral transactions, rewards and financial information to create a unique 360-degree player profile. It is a comprehensive solution built around player and operator needs. The IGT Command™ platform is designed for Marketing, CRM teams, Customer Support, Fraud & Security, Payment Processing, and Analytics personnel. In addition to that, it can be accessed by external auditors and regulators, all set with role-based permissions.



IGT Command™ comprises of a complete suite of modular products, all aimed at Lotteries and Gaming operators who wish to provide excellent customer service, expand the consumer base within a responsible regulatory framework and provide their players with exciting new game content across all channels. Each modular product within IGT Command is further summarized below.

**IGT Connect™** is a fully compliant integration platform within IGT Command™ providing open and immediate access to a broader multi-channel games portfolio requiring minimal site-specific configurations. IGT Connect™ has been architected to perform three main roles in the IGT Product portfolio. Firstly, as an integration platform it is designed to handle integrations between IGT and/or third-party game systems on one end and any Player Account Management (PAM) System on the other. The benefit of this is that the Game Systems integrate once with IGT Connect™ and the license holder is spared the incremental effort of repeating end-to-end testing when new content is brought onboard. While fundamentally being an ‘integration layer’, IGT Connect™ has key CRM features that are the future of any business wanting to acquire, retain and grow its consumer. These are contained in the cross-game services layer providing features on top of pure Content offering (Bonus Bags, Play-for-fun, Loyalty points, Free Spins, Recommendations, Achievements, etc.). Finally, IGT Connect™ is also the Content Aggregation layer to provide superset of games coming from legacy GTECH, legacy IGT and other providers (Partners) thereby providing an extended portfolio to the customer.

**IGT PAM™** is the core of the player account platform and has all the functionality around collecting, recording and managing player account information, including the player’s real money wallet, cash bonus and responsible gaming limits of deposits and wager. Player personal information collected during account opening and additional information collected during KYC (Know your Customer) verifications are all recorded in IGT PAM™.

**IGT Pay™** is the building block of interactive gaming solutions that implements processing of payment transactions via the integrated Payment Service Providers (PSP) and managing of customers’ payment instructions. Integration-friendly design of IGT Pay™ allows the operator to choose preferred Payments Service Providers (PSP) to benefit from lowest payment processing fees and local support (e.g. local acquirers or local and regional alternative payment methods). Through the existing set of payment integration modules, IGT Pay™ provides cost-effective extension of the gaming operator’s palette of supported payment methods. As a PA-DSS certified application, IGT Pay™ simplifies PCI DSS certification for any level of the PCI DSS exposure, facilitating at the same time network segmentation and isolation of the in-scope parts of the gaming solution. IGT Pay™ includes a sophisticated rule-based fraud-screening schema. Implemented rules include checks of limits, thresholds and ratios, a range of velocity check types and other internal validations, as well as integrations with 3rd party services as WorldPay RiskGuardian, Iovation terminal reputation checks or IP geolocation by Geo I/O.

**IGT Control™** is your primary tool to administer IGT Command™ Platform; a modern responsive web console that provides a single point of reference for the configuration of the modules as well as the real-time monitoring and governance of your customer base. Easy to be personalized, IGT Control™ offers the opportunity to fit the user experience according to your business needs. This is achieved with the use of built-in widgets and dashboards, all role-based and the ability to add pages as your favourites. These elements of personalization are remembered and applied by the Platform every time you log in.

## Audience

This document is intended for suitably trained Lotto New Zealand personnel and members of the IGT Project Team.

## Related Documents

The following is a list of related documents:

* Statement of work (SOW)
* LNZ Interactive Suite 2019 Scope and Goals v1.0 Final
* LNZ - PlayerRegistration + Player Processes v2.11
* LNZ-IGT IS19 Notifications Details V1.0
* LNZ-IGT Command RBAC Matrix – Draft

## Customer Specific Definitions, Acronyms and Abbreviations

The definitions, acronyms and abbreviations used in this document are defined in section 10.

## Overview Description

This document defines the configurations for setting up the IGT Command Player Platform as per Lotto New Zealand’s business rules and serves as the initial setup for the Player Platform Hosted Central Services in Auckland. Any subsequent changes to the platform configuration must be maintained under version control and clearly articulated in the document history section. Not all section/sub-section contained in this document are candidates for review by Lotto New Zealand; few are system internal configurations meant for IGT Project team only. The Lotto New Zealand team will have access to the entire document but will be invited to review only those which are marked as ‘Peer Reviewed’. IGT will publish duly filled in sections of this document iteratively (in accordance with dates previously shared with LNZ) and invite LNZ to approve those relevant sections.

Each section / sub-section within this document is individually marked with the approval status and in that context the following statuses will be used.

|  |  |
| --- | --- |
| **Configuration Status** | **Description of the Status** |
| In Progress | Contents of this section/sub-section are being drafted and therefore, work in progress. Once completed, this will be moved into ‘Draft’ status; till such time, contents that are in progress are not subject to reviews. |
| Draft | Contents of this section/sub-section have been drafted and are yet to be peer reviewed; therefore, not finalized. IGT Project Team will be responsible for creating sections & sub-sections in this configuration guide and thus only members of the IGT Project Team will assign ‘Draft’ status. |
| Peer Reviewed | Contents of this section/sub-section have been peer reviewed and are yet to be approved by Lotto New Zealand team; therefore, not finalized. The peer review process will be conducted by IGT Project Team(s) for all sections / sub-sections which are in draft state and this will serve as a quality overview of the contents prior to the document being passed on to Lotto New Zealand for review. Only members of the IGT Project Team will assign ‘Peer Reviewed’ status to a section/sub-section and only those requirements in ‘Peer Reviewed’ status ought to be reviewed by Lotto New Zealand. |
| Approved | Contents of this section/sub-section have been approved by either Lotto New Zealand (for Business related configurations) or by IGT Project Team (for Technical / System related configurations). Approved requirements are in final state and cannot be changed outside of the formal Change Request process. |
| Deferred | Contents of this section/sub-section have been deferred for a future release. All statuses can be transitioned into deferred state. |
| Not Applicable | Contents it this section/sub-section are not relevant to this Lottery or Operator installation and therefore not subject to any approvals. |

## Assumptions and Dependencies

* None identified.

## Risks

* None identified in this iteration of this document.

# HOME [In Progress]

This is the landing page for all IGT Control users immediately after providing their login credentials. The following key performance indicators are a standard measure of activities on the Player Platform and visible on the landing page. All users of the Command portal get the same set of KPIs – it is per partner and cannot be configured per user.

| **Dashboard KPIs** | **Description** | **Default Value / Range** | **Source** |
| --- | --- | --- | --- |
| Registration | Count of all successful registrations across all channels & devices | Today vs Yesterday | Tableau |
| Update Player Detail | Count of all unique player accounts that have had one or more player attributes changed | Today vs Yesterday | Tableau |
| Login | Count of all successful player logins across all channels & devices | Today vs Yesterday | Tableau |
| Logout | Count of all successful player logouts | Today vs Yesterday | Tableau |
| Deposit | Sum total of all successful deposits amounts (not count) | Today vs Yesterday | Tableau |
| Withdrawal | Sum total of all successful withdrawal amounts (not count) | Today vs Yesterday | Tableau |
| Cancelled Withdrawal | Sum total of all cancelled withdrawal amounts (not count) | Today vs Yesterday | Tableau |
| Wager | Sum total of all successful wager amounts (not count) | Today vs Yesterday | Tableau |
| Balance Enquiry | Count of all balance enquiries on player wallet (unique player count only) | Today vs Yesterday | Tableau |

# ADMIN

## SYSTEM [in-progress]

This section contains a set of tools to configure various parameters such as active currencies to support, active languages for communications, player’s real money wallet settings & responsible gaming limits, manage player alerts for lifetime events, virtual wallet setup for play for fun and a host of other configurations. System has following sub-functions:

* Currency
* Languages
* Ewallet
* Player configuration
* Countries
* Notification
* Campaign

### Currencies [Approved]

This section shows the list of currencies supported by the system with current active currencies allowed in the system. Following are the various configurations of the fields present:

|  |  |  |
| --- | --- | --- |
| PARAMETERS | DESCRIPTION | VALUE |
| Active Currencies | List of currencies currently active in the system | New-Zealand Dollars (NZD) |

* **Can the currency list be altered on the go: No**

### Languages [Approved]

This section shows the list of languages supported by the system with current active currencies allowed in the system. Following are the various configurations of the fields present:

|  |  |  |  |
| --- | --- | --- | --- |
| PARAMETER | DESCRIPTION | DEFAULT VALUE / RANGE | SOURCE |
| Language | Language in which all admin screens will be made available | English-NZ | IGT Control |

* **Can the language list be altered on the go: No**

### Ewallet [draft][INTERNAL]

#### Provider

##### Channel [in-progress]

This section contains a list of supported channels via which monetary transactions are permitted throughout the system. In order to get a better overview of which channels players prefer when interacting with their wallet (and therefore be able to offer better, safer environments), the concept of wallet channels has been designed on the Player Platform. New channels may be added to an installation in the future (i.e. post go-live).

The table below lists the Channels that will be configured on the Lotto New Zealand installation.

| **PARAMETER** | **DESCRIPTION** | **DEFAULT VALUE / RANGE** | **LNZ VALUE** | **OPEN POINTS** |
| --- | --- | --- | --- | --- |
| Internet | This is the channel indicating desktop browsers | Internet |  | To be confirmed |
| m-site iOS | This is the mobile site for iOS devices | m-site iOS |  | To be confirmed |
| m-site Android | This is the mobile site for Android devices | m-site Android |  | To be confirmed |
| Mob\_iOS | This is the downloadable mobile app for iOS devices | mob\_iOS |  | To be confirmed |
| Mob\_Android | This is the downloadable mobile app for Android devices | mob\_Android |  | To be confirmed |
| Campaign | This is the internal Campaign engine which reserves the right to debit or credit funds from the player wallet | Campaign |  | To be confirmed |

##### Pocket Type [in-progress]

This section provides details regarding various pocket/wallet types supported and currently active in the system. The player’s eWallet mirrors the structure of a real wallet that any person would carry around with for day-to-day expenditure, i.e. compartmentalizing the wealth for ease of use (Debit Cards, Credit Cards, Loyalty Cards, Cash, Coins etc.). Similarly, on the IGT Player Platform, although the player is only ever allowed one real money wallet, this wallet can further be divided into compartments where real cash, bonus cash, iLottery only bonus, deposits, wins etc. are held in separate pockets. These ‘pockets’ allow the back-office greater flexibility in setting up rules around earning, spending, withdrawing and refunding for the players.

The following are the configurations for the player wallet pockets:

* **ID** – Unique identifier of the pocket type, system generated value
* **Pocket Type Name** – Pocket name as configured during installation and visible to back office user (not player); is mandatory and can support a maximum of 150 chars.
* **Minimum Threshold** – the minimum value will be used to validate a player’s transaction, which will not go through if the outcome of that transaction results in a new balance in that pocket lower than the threshold value. This is mandatory but will accept a zero value.
* **Maximum Threshold** – the maximum value will be used to validate a player’s transaction, which will not go through successfully if the outcome of that transaction results in a new balance in that pocket higher than the threshold value. This is mandatory but will accept a zero value (although a zero for maximum is not advisable as that renders this parameter unusable).
* Note: Minimum and Maximum Thresholds are monitored per transaction and not cumulatively over a period of time. When the min or max threshold validation fails, the system generates an error message.
* **External Systems** – This associates a pocket to an external system / module (IGT and / or 3rd party) such as specific game engines of Bingo, Poker, Casino, Lottery, Sports and by way of this association, the respective games’ available balance is ‘computed’. During configuration, the External Systems drop down shows only those systems and modules that are integrated on this installation of the Platform and there is no standard list – it all depends on each specific Business (license holder) and what engines you have asked IGT to integrate with at the Platform level. Adding new integrations in the future will impact this part of the setup.
* **Withdrawable** – a flag used to specify if contents of this pocket can be withdrawn during the life time of the player’s account
* **Withdrawable Closure** – a flag used to specify if the contents of this pocket can be withdrawn at the point when the player’s account is being closed. In other words, marking a pocket as Withdrawable closure ‘No’ means when the player closes his account, any remaining balances in this pocket are forfeited. Be sure to keep your Operations teams informed of any such forfeiture so that player enquiries can be dealt with accordingly. If you have an online page or brochure on T&Cs of account closure that is where you would want to explain about these funds being forfeited.
* **Refundable** – a flag used to denote if this pocket can act as a container for any refund operation. Not all operations are refundable, for example, money spent on wagers or losses incurred are not refunded by the game engine back into the player’s pocket but some operations can be refunded. A refund in this scenario is not synonymous with a refund claimed by the player – this refund is a case of the External System or game engine returning player’s unused funds when a game is cancelled. For example, a player pays upfront and secures a place in a forthcoming Lottery draw. The player’s available balance will be debited with this entry fee but technically this money is not used up and it still belongs to the player. It has been set aside. If this drawn is now cancelled, the player must be recompensed. Flagging the ‘iLottery’ Pocket as refundable means the unused funds will be available in this pocket again and show up in the player’s available balance. Use of the refundable flag is determined by how you operate your Business and you must consult your Business teams prior to this configuration.
* **Negative** – a flag used to denote if the pocket can go into negative balance. This configuration is mostly used in installations where Sports Betting is allowed and applied to situations where player(s) may have been awarded wins after an event (like a horse race) and subsequently decisions taken offline (such as a horse being disqualified or the race declared as rigged) lead to a reversal in the wins. In such situations, the operators may need to withdraw any winnings already given to the players which could result in a negative balance.

| **POCKET TYPE** | **DESCRIPTION** | **MIN VALUE** | **LNZ MAX VALUE** | **EXTERNAL SYSTEMS** | **WITHDRAWABLE** | **WITHDRAWABLE AT CLOSURE** | **REFUNDABLE** | **NEGATIVE ALLOWED** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Deposit | LNZ requested to have only one pocket for this project. | 0 | 999 | None | Yes | Yes | Yes | No |
| Winning | This pocket holds the winning amount of the player (real money as opposed to virtual currency) | 0 |  | none | Yes | Yes | No | No |
|  |  |  |  |  |  |  |  |  |

##### External Systems [in-progress]

In order to secure the player wallet, personal information and funds at all times, the concept of External Systems has been designed on IGT Player Platform. Only programs and components identified as External Systems in this configuration can read or write from / to the player’s wallet. In this context, external system can be an internal component or module of the player platform or a game engine or even a 3rd party product that needs to access the wallet.

| **EXTERNAL SYSTEM** | **DESCRIPTION** |
| --- | --- |
| PAD | Abbreviation for Portal Adaptor API, the **PAD** is standard set of APIs which is responsible for exposing player information to external player facing interfaces such as web portal, mobile applications, m-sites etc. Apart from fetching existing player data from the platform, the PAD APIs are also responsible for acting as the interface between the Portal / Mobile during registration process when player is submitting key information and / or subsequently when player is checking his latest balance information. Thus, the PAD is identified as an external System with a set of operations are assigned to PAD, using which PAD can communicate with the Player Platform. |
| GOV | Abbreviation for IGT Control, this is the set of functions performed by the back office administrative users in their daily activities of managing player accounts. |
| CMP | Abbreviation for Campaign, this is the internal Campaign engine which reserves the right to debit or credit funds from the player wallet |
| DLV | Abbreviation for Delivery, this is the internal Delivery module of the player platform which although does not directly debit or credit funds from the player wallet, does need to read player balances from the wallet for automated notifications. For example, if there is an automated notification configured to inform the player every time a deposit is made to his wallet, it is the job of the DLV module to dispatch the notification and the contents of the email will quote the wallet balance information – hence DLV needs to be added as an external system. |
| LOY | Abbreviation for Loyalty, this is the native loyalty program module of IGT player platform which needs to be able to access the player wallet; also for crediting cash bonuses in the wallet when player converts loyalty points to bonus. Loyalty points are not stored in the player wallet. |
| COS | Abbreviation for core orchestration system, this is an internal module that performs several operations on the player account ranging from wallet activation, account opening, crediting bonuses. In future generations of the Player Platform this external system will be removed since it is been replaced by other set of operations. |
| PRV | Abbreviation for provisioning, this is an internal pluggable set of operations for asynchronous processing that can be used to perform one or more functions within plug-ins. This is one such external system which helps IGT extend the capabilities of the player platform and tailor (via plug-ins) additional processing atypical to the license holders’ needs. These set of operations do not debit from or credit to the player’s wallet. |
| HAS | Abbreviation for HelpSi Adaptor, IGT’s Trouble Ticketing product which is designed to work as a standalone Product as well as part of the IGT Command stack. This external system associated with the wallet allows HelpSi to:   * retrieve player transactions list * retrieve player balance * give a bonus to player (from operator) * retrieve player responsible gaming information * retrieve a master list of all operations that are permitted on a specific wallet |
| ONP | Abbreviation for IGT Pay, this are the set of operations through which the IGT Payment Gateway interacts with the player’s wallet |
| SMS | Abbreviation for Subscriber Management System, this external system stands for our centralized component where all the player personal information is stored. |
| JAVAME | This external system is for providing services to the handheld terminals |
| PORTAL | This external system is for iLottery related Portal services, including web portal as well as Lottery mobile applications |
| WC | This external system is for providing services to the WaveCrest payment provider integration |
| CLPS | This external system is for providing services to the GLPS/GIS modules of iLottery services |
| CAP | This external system is for the Claims and Payments module to invoke in order to credit low and mid-tier lottery wins to the wallet. In some jurisdictions, a player can pick to get high tier wins (running through CAP) auto paid to his wallet. |
| ADMIN | This group of external services are invoked by the PDAdmin (legacy Player Direct Platform) console, embedded within IGT Control and used for legacy iLottery related functionality |
| Instant Game | This external service refers to all IGT Casino based games, for example, IGT RGS content plus any 3rd party games like NetEnt, SGI etc. Therefore, when any of these game engines needs to ask for funds from Player wallet, the set of operations associated with this external system must be called. |

Note: Generally ‘Generic’ operations are not configured on a live installation; they are mostly used for test purposes.

The table below lists the various operations assigned to the PAD and the PAD must always use one of these operations when interfacing with the Player Platform and must do so in the context of a single player. DO WE HAVE TO ADD THE SAME FOR ESA API?

| **Operations assigned to PAD** | **Description** |
| --- | --- |
| E-Wallet Activation | The player wallet can be activated by calling this operation. By default, when a new player account is created, the corresponding player wallet is in a pre-active state. A player cannot withdraw real money from his pre-active wallet. Therefore, to give the player withdrawal functionality, this operation must be called and the wallet is moved from pre-active to active state. |
| Balance Request | This operation if called will return the overall available balance of the player from his wallet (including available cash and available bonus). This operation can be called in the following two ways, and the available balance value returned will vary depending on the call –   * query the balance for all pockets which returns a list of pockets with associated balance amount * query game platform specific balance; for example, if Casino Platform calls this operation, only available casino balance (including both cash and bonus) is returned in the response   Note: To better understand the concept of player available balance refer to section 13 |
| Account Statement Request | This operation needs to be called if the requestor is interested in having full player transaction list from the wallet. When called with a date range this returns wallet transactions within that date, default is one day.  This does not include game related transactions. |
| E-Wallet Suspension | This operation if invoked will suspend the player’s wallet. Suspensions can happen for variety of reason and may be triggered by the player requesting to go into exclusion or contacting customer support with a chargeback request or informing of an account security violation or stolen card. The player himself cannot suspend his own account – the action is always taken by an operations user with the appropriate privileges. A suspended wallet does not respond to debit or credit requests. |
| Cancel Request | This internal operation is invoked to cancel a reserve transaction (be it debit or credit). This operation will accept as parameter the reserve operation ID that needs to be cancelled. The IGT Player Platform is based on the concept of a two-phase commit where the first phase is always a ‘reserve’ operation by which, the funds are not actually debited or credited but checked for availability. Once the reserve operation returns a favorable response, the next operation is either a ‘confirm’ (to make the actual debit / credit) or a ‘cancel’ (to roll back the ‘reserve’ transaction). |
| Check Existence of Active E-Wallet | This operation if invoked will return with confirmation about the status of the eWallet. To learn more about eWallet statuses refer to section 11 |
| E-Wallet Opening | This operation is called when a wallet needs to be initiated / created for a player. When created, the default state of the wallet is pre-active. |
| Request E-Wallet Details | This operation returns the wallet details in terms of its state, wallet responsible gaming profile and available player balance corresponding to the platform that requested this information. For better understanding on player available balance per platform, refer to section 13. For better understanding on wallet responsible gaming profile, refer to section **Error! Reference source not found.** |
| Profile Insertion | This operation is used to associate a new responsible game profile into the player wallet – it is a service. For example, the profile of daily game wager limit may not have been applied to player wallets but by calling this service, it can be done so for a single player (not mass update). |
| Pending Transactions Request | This operation returns a list of all player transactions that are in pending state. Transactions can be pending for a variety of reasons. Some common reasons are the payment provider not having responded back with a confirmation of deposit request or withdrawal request and therefore the player’s transaction is held in a pending state. The primary reason for having this pending state is to make sure the player’s available balance is correctly computed excluding any pending funds |
| E-Wallet pre-activation | This operation when invoked moves the player wallet to pre-active state. A pre-active wallet allows player to place wagers and receive wins but is not withdrawable.  Worth noting, that this transaction of pre-activating a player wallet will be visible to the back office operator but not visible to the player via player-facing front-end. |
| Check Credit feasibility | This operation is usually called before any credit operation, in case the caller system first needs to check if a credit operation is allowed on the particular wallet. This is an internal call and not reflected on the player transaction view, either to the back office operator or the player himself. |
| Check Debit feasibility | This operation is usually called before any debit operation, in case the caller system first needs to check if a debit operation is allowed on the particular wallet. This is an internal call and not reflected on the player transaction view, either to the back office operator or the player himself. |
| Approve Reserve Profile | This operation approves the request for an increase to any responsible gaming limit. This is triggered following a manual action by the operations user as is explained in operation ‘Confirm reserved Profile, cool off period expired’ (below). The ‘Approve Reserve Profile’ internally invokes the ‘Confirm reserved Profile, cool off period expired’ operation.  None of these 4 Profile related operations leave a visible trace on the transactions history visible to either back office user or player himself. Should the PGCB be interested in this information we can take any one of the following approaches –   1. Build a custom PGCB Regulatory adaptor (usually built per jurisdiction) to return all profile change related transactions, or 2. Call the service called ‘getEditProfileRequestLog’ to return all transactions for profiles |
| Cancel Reserve Profile | This operation cancels any player request for increasing any responsible gaming limit. While decreases to responsible gaming limits are immediately applied, increases take time because the request goes into a hold state and stays there till the configured cool-off period passes. During this cool-off period the player (or operations user on behalf of player) may decide not to proceed with this new increased limit. Such situations need a call to this operation and the pending profile request will be cancelled |
| Confirm reserved Profile, cool off period expired | This operation confirms and applies the new increased profile following the cool-off period. Depending on the jurisdictional regulations, this increased profile may automatically be applied to players responsible limits as soon as the cool-off period (this is mostly the case); however, it is also possible that regulation prohibits system from automatically applying the increased limits until player contacts Customer Support again, after the cool-off period has passed and repeats his decision to move forward (this is the case in the UK). Therefore, this operation may also be triggered on Operations user (from Customer Support team) explicitly clicking the button or checkbox to explicitly invoke this operation, signifying player confirmation. In the event of this being a deliberate trigger from the operator, this operation will be invoked internally by the ‘Approve Reserve Profile’ operation mentioned above |
| Reserve Profile waiting for confirmation expired | This operation is automatically invoked when, the cool-off period has passed and yet no calls have been made to the ‘Approve Reserve Profile’ operation – mostly because the player has not made any contact with the Customer Support. The invocation is via an automated scheduler which runs at periodic intervals to check for all such expired profiles and performs a cleanup by calling this operation and cancelling the pending request.  This operation is invoked when according to regulatory asks, the increased limit is only applicable, if after cool-off period, the player again contacts Customer Support and repeats his decision to move forward – but the player chooses not to do this final step. In such scenarios, the system waits for a pre-configured period of time and then the scheduler decides to cancel the player’s pending request for an increase to his limit. |
| Request related Transactions | This operation is called when the system is requested for all associated transactions. For example, if a request is made for all transactions associated with the ‘Reserve’ operation, then this operation can be called and it will return the associated ‘Confirm’ transaction in a two-phase commit scenario. However, the ‘Reversal’ transaction is not included in this definition of a two-phase commit. |
| Request total user Operations | This operation returns the aggregated wallet values of the player per profile configured on this installation. For example, if Daily Deposit and Daily Wager limit profiles have been configured on this installation, a call to this operation (per player) will return the aggregated totals of player deposits and player wagers for that day. Likewise, if monthly deposit and monthly wager limits have been configured on this installation, a call to this operation (per player) will return the aggregated totals of player deposits and player wagers for that month, and so on. |
| Request user wallet details | This operation retrieves and returns the player wallet state along with the date of wallet creation |
| Self-exclusion | This operation initiates self-exclusion on the player account. A self-exclusion may be triggered by the player himself (from any player-facing portal website or mobile site) or by an operations user (with the appropriate privileges). The net effect of a self-exclusion is that the player no longer has the ability to play for a duration and neither can he interact with his wallet, like make deposits or withdrawals. Noteworthy that this does not affect the player wallet status. |
| Request generic top-up | This operation requests permission from the eWallet to perform a generic deposit and be able to credit funds into the deposit pocket of the players’ wallet. A deposit is ‘generic’ if it is not associated to, or prohibited-for-use, in any specific game vertical, but rather is available as funds for use in any game vertical, across any channel / device. |
| Confirm generic top-up | This operation confirms the actual credit transaction that was requested via the operation called ‘Request generic top-up’ |
| Request generic withdrawal | This operation requests permission from the eWallet to perform a debit transaction and to withdraw funds from the wins pocket of the players’ wallet. A most common scenario for this operation is when player submits a request to withdraw his winnings to his registered bank or payment method. Via this request operation, the fund availability is first checked. After execution of this operation, the player balance is affected – available balance decreases since the reserved funds are no longer ‘available’ to the player. Actual balance however, remains the same since the funds are yet to move out of the gaming wallet into his registered bank. For example, let’s say player has $300 in his wins pocket and wishes to withdraw $100. When the request operation is executed, his actual balance remains $300 but the available balance is reduced to $200. |
| Confirm generic withdrawal | This operation confirms the actual debit transaction that was requested via the operation called ‘Request generic withdrawal’. After successful execution of this operation, the player balance is affected. Actual balance is now same as available balance, therefore, continuing with the example above, at this point both actual and available balance will show $200. |
| Reversal generic withdrawal | This is a write-off or rollback operation which cancels the ‘Confirm generic withdrawal’ operation and credits funds backs to the player’s pocket, to the corresponding pocket where it was taken from. For the same example above, if the reversal operation is invoked, the player will see his available and actual balance go back up to $300 again. |
| Reserve generic bonus | This operation is the 1st phase of the two-phase commit whereby the requesting system is reserving generic bonus, i.e. bonus in the generic pocket. This is a credit operation which gives bonus to the player. |
| Confirm generic bonus | This operation is the 2nd phase of the two-phase commit whereby the requesting system is confirming generic bonus, i.e. bonus in the generic pocket. This is a credit operation. |
| Reversal generic bonus | This is a write-off or rollback operation which cancels the ‘Confirm generic bonus’ operation and debits funds out of the player’s pocket, thereby cancelling the effect of the earlier confirm transaction. |
| Request generic game debit | Via this operation the games request funds from a player’s generic pocket, i.e. these funds are used for wagering by any game because they are generic and therefore not tied to any game vertical like Poker, Bingo or Casino. Pocket priority is Wins, Deposits, Generic Bonus and operation = ‘Game Debit’ |
| Confirm generic game debit | This operation is the 2nd phase of the two-phase commit whereby the debit request is granted and the funds are taken from the wallet to fund the wager. |
| Reversal generic game debit | This is a write-off or rollback operation which cancels the ‘Confirm generic game debit’ operation and the funds taken earlier and credited back into the player’s wallet (to the corresponding pocket from where it was taken). |
| Request generic winning credit | This operation is phase-1 of the two-phase commit that credits wins to the player’s wins pocket, i.e. these funds are usually associated with Wins pocket only. |
| Confirm generic winning credit | This operation is the 2nd phase of the two-phase commit whereby the request transaction is now confirmed and the credited wins are made available to the player. |
| Request generic cost withdrawals | Sometimes, depending on the payment provider’s fee model or depending on the need for forex conversions, withdrawals made by player incur a commission / a fee. ‘Request generic cost withdrawals’ is a debit operation on the wallet which deducts this fee. Because withdrawals are working on the wins pocket, this operation too normally checks for fund availability from the same wins pocket. But, this operation checks if after deduction of fees the player wins will be left with enough funds to meet his withdrawal request. If the check returns a no, this operation debits from the deposit pocket instead. This pocket priority is configurable. |
| Confirm generic cost withdrawals | This operation is the 2nd phase of the two-phase commit whereby the request generic cost withdrawals transaction is now confirmed and the deducted fees are visible to the player. |
| Reversal generic cost withdrawals | This is a write-off or rollback operation which cancels the ‘Confirm generic cost withdrawals’ operation and the fees deducted earlier and credited back into the player’s wallet (to the corresponding pocket from where it was taken). |
| Request generic cost recharge | Like the ‘Request generic cost withdrawal’, sometimes deposits made by player incur a cost / a fee that pays for the wire transfer charges imposed on transactions. ‘Request generic cost recharge’ is a debit operation on the wallet which deducts this fee. This operation is supported on the platform but seldom used anywhere since Operators and Lotteries do not wish to charge players when making deposits. |
| Confirm generic cost recharge | This operation is the 2nd phase of the two-phase commit whereby the request generic cost recharge transaction is now confirmed and the deducted fees are visible to the player. |
| Reversal generic cost recharge | This is a write-off or rollback operation which cancels the ‘Confirm generic cost recharge’ operation and the fees deducted earlier and credited back into the player’s wallet (to the corresponding pocket from where it was taken). |
| Writeoff overdraft confirm | Operation dedicated to allow eWallet to reach negative balances. This is done via this ‘writeoff’ operation converting any current negative balance into positive. |
| Reserve Purchase Bet | This operation is identical to ‘generic game debit’ but dedicated to WagerWise (IGT Sports Betting platform) |
| Confirm Purchase Bet |  |
| Reversal Purchase Bet |  |
| Reserve re-buy Purchase Bet | Identical to generic game debit but dedicated to Cash Table (needs to be confirmed if this is still in use) |
| Confirm re-buy Purchase Bet |  |
| Reversal re-buy Purchase Bet |  |
| Reserve refund win bet | This Operation will debit the player’s wallet to take away any winnings that was given to him earlier and later deemed incorrect (perhaps because Regulator disapproved) |
| Confirm refund win bet |  |
| Reversal refund win bet |  |
| Reserve win bet | Dedicated to WagerWise; credits the win to the player |
| Confirm win bet |  |
| Reversal win bet |  |
| Reserve bonus bet | Dedicated to WagerWise |
| Confirm bonus bet |  |
| Reversal bonus bet |  |
| Request deposit SEPA Credit Transfer |  |
| Confirm deposit SEPA Credit Transfer |  |
| Reversal deposit SEPA Credit Transfer |  |
| Gift Credit Reserve | Paper gift card purchased at retailer, and topped up. Later the player goes online and enters the code to receive the funds into his wallet. |
| Gift Credit Confirm |  |
| Void Gift Credit Confirm | Once the player enters the code, after scratching the card, the card code is now deemed ‘used’ and no longer usable – hence this operation is called to mark that the card has been used. |
| Gift Refund Reserve |  |
| Gift Refund Confirm |  |
| Void Gift Refund Confirm |  |
| Gift Refund Admin Reserve |  |
| Gift Refund Admin Confirm |  |
| Void Gift Refund Admin Confirm |  |

The table below lists the various operations assigned to the GOV (also known as IGT Control) and the GOV must always use one of these operations when interfacing with the Player Platform and must do so in the context of a single player.

| **Operations assigned to GOV** | **Description** |
| --- | --- |
| E-Wallet Activation | The player wallet can be activated by calling this operation. |
| Balance Request | This operation if called will return the overall available cash balance of the player from his wallet (not including any bonuses) |
| Account Statement Request | This operation needs to be called if the requestor is interested in having full balance of the wallet, including bonuses held in the various pockets |
| E-Wallet Suspension | This operation if invoked, will suspend the player’s wallet. Suspensions can happen for variety of reason and may be triggered by the player requesting to go into exclusion or contacting customer support with a chargeback request or informing of an account security violation or stolen card. The player himself cannot suspend his own account – the action is always taken by an operations user with the appropriate privileges. A suspended wallet does not respond to debit or credit requests. |
| E-Wallet Reactivation | This operation, if invoked, will reactivate a suspended player wallet. Reactivations will be initiated by the operations user (with appropriate privileges) once he is satisfied the player wallet no longer needs to be suspended. Reactivations will also happen automatically at the end of self-exclusion. |
| Cancel Request |  |
| Check Existence of Active E-Wallet | This operation if invoked will return back with confirmation about the status of the ewallet. What are the different status of the wallet? |
| E-Wallet Opening | This operation is called when a wallet needs to be initiated / created for a player. |
| Request E-Wallet Details |  |
| Profile Insertion |  |
| Pending Transactions Request | This operation returns a list of all player transactions that are in pending state. Transactions can be pending for a variety of reasons. Some common reasons are the payment provider not having responded back with a confirmation of deposit request or withdrawal request and therefore the player’s transaction is held in a pending state. The primary reason for having this pending state is to make sure the player’s available balance is correctly computed excluding any pending funds |
| E-Wallet pre-activation |  |
| Check Credit feasibility |  |
| Check Debit feasibility |  |
| Approve Reserve Profile |  |
| Cancel Reserve Profile |  |
| Confirm reserved Profile, cool off period expired |  |
| Reserve Profile waiting for confirmation expired |  |
| Request related Transactions |  |
| Request total user Operations |  |
| Request user wallet details |  |
| Self-exclusion |  |
| Request generic top-up | This operation requests permission from the eWallet to perform a generic deposit and be able to credit funds into the deposit pocket of the players’ wallet. A deposit is ‘generic’ if it is not associated to, or prohibited-for-use, in any specific game vertical, but rather is available as funds for use in any game vertical, across any channel / device. |
| Confirm generic top-up | This operation confirms the actual credit transaction that was requested via the operation called ‘Request generic top-up’ |
| Request generic withdrawal |  |
| Confirm generic withdrawal |  |
| Reversal generic withdrawal |  |
| Reserve generic bonus |  |
| Confirm generic bonus |  |
| Reversal generic bonus |  |
| Request generic game debit |  |
| Confirm generic game debit |  |
| Reversal generic game debit |  |
| Request generic winning credit |  |
| Confirm generic winning credit |  |
| Request generic cost withdrawals |  |
| Confirm generic cost withdrawals |  |
| Reversal generic cost withdrawals |  |
| Request generic cost recharge |  |
| Confirm generic cost recharge |  |
| Reversal generic cost recharge |  |
| Writeoff overdraft confirm |  |
| Reserve Purchase Bet |  |
| Confirm Purchase Bet |  |
| Reversal Purchase Bet |  |
| Reserve re-buy Purchase Bet |  |
| Confirm re-buy Purchase Bet |  |
| Reversal re-buy Purchase Bet |  |
| Reserve refund win bet |  |
| Confirm refund win bet |  |
| Reversal refund win bet |  |
| Reserve win bet |  |
| Confirm win bet |  |
| Reversal win bet |  |
| Reserve bonus bet |  |
| Confirm bonus bet |  |
| Reversal bonus bet |  |
| Request deposit SEPA Credit Transfer |  |
| Confirm deposit SEPA Credit Transfer |  |
| Reversal deposit SEPA Credit Transfer |  |
| Gift Credit Reserve |  |
| Gift Credit Confirm |  |
| Void Gift Credit Confirm |  |
| Gift Refund Reserve |  |
| Gift Refund Confirm |  |
| Void Gift Refund Confirm |  |
| Gift Refund Admin Reserve |  |
| Gift Refund Admin Confirm |  |
| Void Gift Refund Admin Confirm |  |

#### Cache Refresh [in-progress]

#### Operations

##### Operation Group [in-progress]

Self-Excluded Group – For Lotto New Zealand, this group will be created and permitted operations added. Regulation states, that if a player is self-excluded, while all privileges like wagering can be prohibited, the player will not be prevented from withdrawing. To meet this requirement, a group called Self Exclusion will be created and all operations that are not allowed will be mapped to this group.

##### Operations List [in-progress]

This section explains the concept of ‘Operations’ in the context of the Player Platform. An ‘Operation’ is an action on the player’s account or wallet either by the player himself (request from player via portal or game client), by the Operator (request from the back office) or by another Game Client of External System (internal system request for funds from Poker Client or Casino download client).

The Player eWallet allows a set of ‘Operations’ that can perform functions on the wallet or make requests such as, wallet activation, balance check requests, game debits, credit, deposits and withdrawals amongst a few. These operations are integral to the Player’s game account and allow management of Business objectives. Together with the ‘Priority Matrix’ the Operations List orchestrate rules around fund movement to / from the players’ real money wallet and provides important information to requesting systems such as Web Portals, Game Clients and back office administration features.

In the context of the Lotto New Zealand project, the following operations will be configured on IGT Command.

| **OPERATIONS CONFIGURED FOR LNZ** | **DESCRIPTION** |
| --- | --- |
| E-Wallet Activation | The player wallet needs to be activated by calling this operation. By default, when a new player account is created, the corresponding player wallet is in a pre-active state. A player cannot withdraw real money from his pre-active wallet. Therefore, to give the player withdrawal functionality, this operation must be called and the wallet is moved from pre-active to active state.  Note: For better understanding of wallet states, refer to section 11 |
| Balance Request | This operation returns the overall available balance of the player from his wallet (including available cash and available bonus). This operation can be called in the following two ways, and the available balance value returned will vary depending on the call –   * query the balance for all pockets which returns a list of pockets with associated balance amount * query game platform specific balance; for example, if Casino Platform calls this operation, only available casino balance (including both cash and bonus) is returned in the response   Note: To better understand the concept of player available balance refer to section 13 |
| Account Statement Request | This operation needs to be called if the requestor is interested in having full player transaction list from the wallet. When called with a date range this returns wallet transactions within that date, default is one day.  This does not include game related transactions. |
| E-Wallet Suspension | This operation if invoked will suspend the player’s wallet. Suspensions can happen for variety of reason and may be triggered by the player requesting to go into exclusion or contacting customer support with a chargeback request or informing of an account security violation or stolen card. The player himself cannot suspend his own account – the action is always taken by an operations user with the appropriate privileges. A suspended wallet does not respond to debit or credit requests. |
| Cancel Request | This operation is invoked to cancel a reserve transaction (be it debit or credit). The IGT Player Platform is based on the concept of a two-phase commit where the first phase is always a ‘reserve’ operation by which, the funds are not actually debited or credited but checked for availability. Once the reserve operation returns a favourable response, the next operation is either a ‘confirm’ (to make the actual debit / credit) or a ‘cancel’ (to rollback the ‘reserve’ transaction). |
| Check Existence of Active E-Wallet | This operation if invoked will return with confirmation about the status of the eWallet. To learn more about eWallet statuses refer to section 11 |
| E-Wallet Opening | This operation is called when a wallet needs to be initiated / created for a player. When created, the default state of the wallet is pre-active. |
| Request E-Wallet Details | This operations returns the wallet details in terms of its   * state, * currency * available wallet balance corresponding to the platform that requested this information, and * all wallet responsible gaming profiles including profile name, description, profile action type, profile data type, min/max/default values, reserve profile information, associated operation groups, cool off period, reserve expiry time and refresh frequency   For better understanding on player available balance per platform, refer to section 13. For better understanding on wallet responsible gaming profile, refer to section 3.6.3.1.8 |
| Profile Insertion | This operation is used to associate a new responsible game profile into the player wallet – it is a service. For example, the profile of daily game wager limit may not have been applied to player wallets but by calling this service, it can be done so for a single player (not mass update). |
| Pending Transactions Request | This operation returns a list of all player transactions that are in pending state. Transactions can be pending for a variety of reasons. Some common reasons are the payment provider not having responded back with a confirmation of deposit request or withdrawal request and therefore the player’s transaction is held in a pending state. The primary reason for having this pending state is to make sure the player’s available balance is correctly computed excluding any pending funds |
| E-Wallet pre-activation | This operation when invoked moves the player wallet to pre-active state. A pre-active wallet allows player to place wagers and receive wins but is not withdrawable.  Worth noting, that this transaction of pre-activating a player wallet will be visible to the back office operator but not visible to the player via player-facing front-end. |
| Check Credit feasibility | This operation is usually called before any credit operation. In case the caller system first needs to check if a credit operation is allowed on the particular wallet. This is an internal call and not reflected on the player transaction view, either to the back office operator or the player himself. |
| Check Debit feasibility | This operation is usually called before any debit operation. In case the caller system first needs to check if a debit operation is allowed on the particular wallet. This is an internal call and not reflected on the player transaction view, either to the back office operator or the player himself. |
| Approve Reserve Profile | This operation approves the request for an increase to any responsible gaming limit. This is triggered following a manual action by the operations user as is explained in operation ‘Confirm reserved Profile, cool off period expired’ (below). The ‘Approve Reserve Profile’ internally invokes the ‘Confirm reserved Profile, cool off period expired’ operation.  None of these 4 Profile related operations leave a visible trace on the transactions history visible to either back office user or player himself. Should the PGCB be interested in this information we can take one of the following approaches –   1. Build a custom PGCB Regulatory adaptor (usually built per jurisdiction) to return all profile change related transactions, or 2. Call the service called ‘getEditProfileRequestLog’ to return all transactions for profiles |
| Cancel Reserve Profile | This operation cancels any player request for increasing any responsible gaming limit. While decreases to responsible gaming limits are immediately applied, increases take time because the request goes into a hold state and stays there till the configured cool-off period passes. During this cool-off period the player (or operations user on behalf of player) may decide not to proceed with this new increased limit. Such situations need a call to this operation and the pending profile request will be cancelled |
| Confirm reserved Profile, cool off period expired | This operation confirms and applies the new increased profile following the cool-off period. Depending on the jurisdictional regulations, this increased profile may automatically be applied to player’s responsible limits as soon as the cool-off period (this is mostly the case); however, it is also possible that regulation prohibits system from automatically applying the increased limits until player contacts Customer Support again, after the cool-off period has passed and repeats his decision to move forward (this is the case in the UK). Therefore, this operation may also be triggered on Operations user (from Customer Support team) explicitly clicking the button or checkbox to explicitly invoke this operation, signifying player confirmation. In the event of this being a deliberate trigger from the operator, this operation will be invoked internally by the ‘Approve Reserve Profile’ operation mentioned above |
| Reserve Profile waiting for confirmation expired | This operation is automatically invoked when, the cool-off period has passed and yet no calls have been made to the ‘Approve Reserve Profile’ operation – mostly because the player has not made any contact with the Customer Support. The invocation is via an automated scheduler which runs at periodic intervals to check for all such expired profiles and performs a cleanup by calling this operation and cancelling the pending request.  This operation is invoked when according to regulatory asks, the increased limit is only applicable, if after cool-off period, the player again contacts Customer Support and repeats his decision to move forward – but the player chooses not to do this final step. In such scenarios, the system waits for a pre-configured period of time and then the scheduler decides to cancel the player’s pending request for an increase to his limit. |
| Request related Transactions | This operation is called when the system is requested for all associated transactions. For example, if a request is made for all transactions associated with the ‘Reserve’ operation, then this operation can be called and it will return the associated ‘Confirm’ transaction in a two-phase commit scenario. However, the ‘Reversal’ transaction is not included in this definition of a two-phase commit. |
| Request total user Operations | This operation returns the aggregated wallet values of the player per profile configured on this installation. For example, if Daily Deposit and Daily Wager limit profiles have been configured on this installation, a call to this operation (per player) will return the aggregated totals of player deposits and player wagers for that day. Likewise, if monthly deposit and monthly wager limits have been configured on this installation, a call to this operation (per player) will return the aggregated totals of player deposits and player wagers for that month, and so on. |
| Request user wallet details | This operation retrieves and returns the player wallet state along with the date of wallet creation |
| Self-exclusion | This operation initiates self-exclusion on the player account. A self-exclusion may be triggered by the player himself (from any player-facing portal website or mobile site) or by an operations user (with the appropriate privileges). The net effect of a self-exclusion is that the player no longer has the ability to play for a duration and neither can he interact with his wallet, like make deposits or withdrawals. Noteworthy that this does not affect the player wallet status. |
| Request generic top-up | This operation requests permission from the eWallet to perform a generic deposit and be able to credit funds into the deposit pocket of the players’ wallet. A deposit is ‘generic’ if it is not associated to, or prohibited-for-use, in any specific game vertical, but rather is available as funds for use in any game vertical, across any channel / device. |
| Confirm generic top-up | This operation confirms the actual credit transaction that was requested via the operation called ‘Request generic top-up’ |
| Request generic withdrawal | This operation requests permission from the eWallet to perform a debit transaction and be able to withdraw funds from the wins pocket of the players’ wallet. A most common scenario for this operation is when player submits a request to withdraw his winnings to his registered bank or payment method. Via this operation, the fund availability is first checked. After execution of this operation, the player balance is affected – balance decreases since the reserved funds are no longer ‘available’ to the player. |
| Confirm generic withdrawal | This operation confirms the actual debit transaction that was requested via the operation called ‘Request generic withdrawal’. After successful execution of this operation, the player balance is affected. |
| Reversal generic withdrawal | This is a write-off operation which cancels the ‘Confirm generic withdrawal’ operation and credits funds backs to the player’s wins pocket. It is noteworthy, that this operation does not rollback a withdrawal after it has taken effect and monies have been moved out of the player wallet into his bank; rather it intervenes before the ‘Confirm generic withdrawal’ operation can successfully complete. |
| Reserve generic bonus | This operation is the 1st phase of the two-phase commit whereby the requesting system is reserving generic bonus, i.e. bonus in the generic pocket. |
| Confirm generic bonus | This operation is the 2nd phase of the two-phase commit whereby the requesting system is confirming generic bonus, i.e. bonus in the generic pocket. |
| Reversal generic bonus |  |
| Request generic game debit |  |
| Confirm generic game debit |  |
| Reversal generic game debit |  |
| Request generic winning credit |  |
| Confirm generic winning credit |  |
| Request generic cost withdrawals |  |
| Confirm generic cost withdrawals |  |
| Reversal generic cost withdrawals |  |
| Request generic cost recharge |  |
| Confirm generic cost recharge |  |
| Reversal generic cost recharge |  |
| Writeoff overdraft confirm |  |
| Reserve Purchase Bet |  |
| Confirm Purchase Bet |  |
| Reversal Purchase Bet |  |
| Reserve re-buy Purchase Bet |  |
| Confirm re-buy Purchase Bet |  |
| Reversal re-buy Purchase Bet |  |
| Reserve refund win bet |  |
| Confirm refund win bet |  |
| Reversal refund win bet |  |
| Reserve win bet |  |
| Confirm win bet |  |
| Reversal win bet |  |
| Reserve bonus bet |  |
| Confirm bonus bet |  |
| Reversal bonus bet |  |
| Request deposit SEPA Credit Transfer |  |
| Confirm deposit SEPA Credit Transfer |  |
| Reversal deposit SEPA Credit Transfer |  |
| Gift Credit Reserve |  |
| Gift Credit Confirm |  |
| Void Gift Credit Confirm |  |
| Gift Refund Reserve |  |
| Gift Refund Confirm |  |
| Void Gift Refund Confirm |  |
| Gift Refund Admin Reserve |  |
| Gift Refund Admin Confirm |  |
| Void Gift Refund Admin Confirm |  |

##### Priority Matrix [in-progress]

The Priority Matrix provides an operator with added flexibility and prepares for fluctuating Markets without necessitating a System deployment or down-time. Depending on the Business needs, the administrator will be able to apply different set of rules for different operations (pre-requisite would be to define the Operations and the Pockets first). For example, a Lottery Operator may like to offer the Lottery players a protracted social play experience without forcing them to deposit often and one way to achieve this would be to define rules such that, when the player wagers on, the funds are first withdrawn from his available bonus balance and the remainder is funded from his available cash balance. If this rule is coupled with another rule such that any wins from Lottery are used to first top-up the bonus balance and then the cash balance; these two rules together would allow a Lottery player to keep playing for a longer period of time using bonus without the need to constantly top-up his cash balance via deposit methods.

An Operator may like to offer wins as immediately withdrawable cash, in which case, the wins would not be used to top-up the bonus balance but would be immediately available to the player as cash balance, ready to withdraw or wager in another game. All these rules around fund movement to/from the player’s eWallet are set within the Matrix Priority screen.

#### Limit Configuration

##### Associated Profile B/P [in-progress]

This section shows the responsible gaming limit defaults that apply to a Brand / Partner combination. In this case, Lotto New Zealand is “Brand” and myLotto is “Partner”. Unless overwritten, every Brand / Partner on the installation inherits the same set of default responsible gaming limits values. However, if a particular Partner wishes to change the defaults then the partner specific values must be set in this section of the Admin module.

For the Brand / Partner combination of Lotto New Zealand / mylotto, the following defaults are to be associated with the respective responsible gaming profiles.

| **NAME** | **DESCRIPTION** | **VALUE** | **ASSOCIATED FLAG** |
| --- | --- | --- | --- |
| DAILY\_DEP | The amount of real money deposit a player can make in his wallet in a day |  | Yes |
| DAILY\_GAME | The amount of real money a player can wager on games in one day (across all games not per game) where day runs from 00:00:00 |  | Yes |
| DAILY\_GAME\_LOSS | The amount of real money a player can lose on games in one day (across all games he played that day) |  | Yes |
| WEEKLY\_DEP | The amount of real money a player can deposit across all games he played in one week (weekly cycle starts on first day of week) |  | Yes |
| WEEKLY\_GAME | The amount of real money a player can wager on games in one week (across all games) where week cycle starts on first day of week | 150 | Yes |
| WEEKLY\_GAME\_LOSS | Amount a player can lose on games in one week (across all games he played that week) where the weekly cycle starts on first day of week |  | Yes |
| MONTHLY\_DEP | The amount of real money aplayer can deposit in his wallet in a calendar month |  | Yes |
| MONTHLY\_GAME | The amount of real money a player can wager on games in one calendar month (across all games) |  | Yes |
| MONTHLY\_GAME\_LOSS | The amount of real money a player can lose on games in one calendar month (across all games) |  | Yes |
| TRANSACTION\_GAME | The amount of real money a player is can wager in a single game transaction |  | Yes |
| SESSION\_LIMIT | This profile records the duration (in minutes) a player can spend logged in to a single continuous player session. This value is exposed to the game engines and Portal (i.e. front end) and can be used to monitor how long a player has been playing for. The type is numeric and there is no reserve, min, max, default or cool off period for this profile |  | Yes |

|  |  |  |  |
| --- | --- | --- | --- |
| **LNZ VALUES** | **IGT VALUES** | **DESCRIPTION** | **VALUE (in NZD)** |
| WGSL | WEEKLY\_GAME | Weekly global spend limit | $150 |
| MGSL | MONTHLY\_GAME | Monthly global spend limit | $500 |
| MDSL |  | Monthly draw based games spend limit | $0- $500 |
| WDSL |  | Weekly draw based games spend limit | $0- $150 |
| WISL |  | Weekly instant play based games spend limit | $0- $50 |
| WDST |  | Weekly draw-based games spend to date | $0- WDSL |
| WIST |  | Weekly instant play based games to spend to date | $0- WISL |
| MDST |  | Monthly draw-based games spend to date | $0- MDSL |
| MIST |  | Monthly instant play games spend to date | $ (sum(WIST for all the weeks in the month)) |
| DS |  | Draw based game spend (wager) | $ wager |
| IS |  | Instant play game spend (debit) | $ debit |

##### Profiles Data Type [draft]

### Countries [APPROVED]

This section is for configuring all countries from where players will be allowed to participate in online lottery or gaming.

| **Country name** | **Enabled flag** | **Invalid Flag** | **ISO-2** | **ISO-3** |
| --- | --- | --- | --- | --- |
| New Zealand | Yes | No | NZ | NZ |

To navigate to this configuration, go to Admin->System->Countries.

### Player Configuration

#### Player Note Types [PEER-REVIEWED]

A “Note Type” is way of categorizing notes entered against a player. This section shows the notes types that will be configured on the installation Most commonly, note types are indicative of what note description follows and aids the back-office operators.

The table below shows the values that will be configured for the Lotto New Zealand installation.

| **NOTE NAME** | **DESCRIPTION** | **STATUS** |
| --- | --- | --- |
| Player Servicing | Indicates that this note relates to the topic of Player Services | Active |
| Fraud & Security | Indicates that this note relates to the topic of Fraud and Security | Active |
| Payment Operations | Indicates that this note relates to the topic of Payment Operations | Active |
| Product Marketing | Indicates that this note relates to the topic of Product Marketing | Active |
| Data Privacy | Indicates that this note relates to the topic of Data Privacy | Active |
| Compliance | Indicates that this note relates to the topic of Regulatory Compliance | Active |

#### System Service Parameter [IN PROGRESS][INTERNAL]

This section is a catalog of all micro services available on IGT Command and the associated parameters. To navigate to this section, go to Admin->System->Player Configuration->System Service Parameters.

| **Service Name** | **Service Description** | **Associated Parameter** | **Parameter Description** |
| --- | --- | --- | --- |
| Player Account | This is a service available / offered to each player | Email Verification | This denotes presence of a flag indicating if the player, on this installation, is required to verify his email address |
| Registration Promo Code | Used by Campaign Engine to give rewards to players based on the voucher / code value as inserted by player in registration phase |
| Terms and Conditions PA Flag | This denotes presence of a flag indicating if the player, on this installation, is required to accept and sign Terms and Conditions as a pre-requisite to player holding an interactive account |
| Player Account ID | Player Account Identifier |
| Heard About Us | Used to store how the player came to know about the site (eg. ads, friend, newpapers, etc.) |
| Welcome Voucher | Used by Campaign Engine to award bonus based on the voucher entered by player during registration |
| Confirm\_you\_are\_over\_18\_years | This denotes presence of a flag via which the player is required to confirm his legal age is over the allowable limit during registration. The name of the parameter does not assume age will always be checked for 18+; it is merely a name and actual legal age in configurable per jurisdiction |
| Player dynamic attributes | The presence of this service indicates every player, on this installation will have additional player attributes recorded against his player account. |  |  |
| Player Account Notifications | Service associated to the player notification | Preferred Language | This service is invoked by the program / module that needs to know player preferred language for communication, such as en\_US, if returned by this service would denote the player preferred language is US English |
| Player Account Terms and Conditions | This service returns information about a specific player’s terms and conditions | Terms and Conditions flag | This flag value indicates if the player has accepted his account T&Cs. In jurisdictions where it is mandated by regulations or adopted as a best practice, a player may not receive full service on his interactive account till such time as he has accepted the T&Cs – the presence of this flag indicates his acceptance of such T&Cs to the System |
| Mobile Terms and Conditions flag | This flag value indicates if the player has opted for wagering via mobile. Using this flag, Lotteries and Operators can choose whether player needs to explicitly opt in for mobile based wagering when registering with their mobile number or if it is to be made applicable by default for all players |
| Player Account Skill Games | This service returns the player nickname as stored in Connect | Nickname | This parameter stores the player’s nickname which is used by Skill Games |
| Player Account Regulator | This service stores and retrieves regulator information |  |  |
| Player Portal Service | This service holds and returns information about a player’s login | Security Hints failed attempts | This parameter keeps track of the number of failed attempts (at answering the security questions) made by player and returns the number so that player account can be locked when it exceeds the maximum permitted number of failed attempts |
|  |  | First Login done | This service confirms whether this player has done his first login |
|  |  | Security Hints failed last attempt time | This service returns the date time when the player last provided incorrect answers to security questions |
|  |  |  |  |

#### Player Banned Usernames [Approved]

One or more usernames if placed on a ban list implies these usernames are not allowed to register and open an account. The Lotto New Zealand installation will not be pre-loaded with a list of banned usernames; over a period of time, members of the Lotto New Zealand operations team may choose to ban players by adding their usernames to this section (perhaps because the player is known to the Lottery as a trouble maker and therefore needs to be banned from Interactive platform too). Adding a player by his username to this list is a manual activity that can be done for a single username or multiple (via a bulk file upload mechanism). However, if the operator erroneously tries to ban a username that is already a registered player on the platform, he will not receive any error stating username is already in use.

### Notification [draft]

#### Manage Events [IN PROGRESS]

This acts as a repository of all templates for sending automated system-driven messages to player need to be configured. Automated notifications are triggered based on system events. For example, when the player’s responsible limits are changed on system this generates a specific event and if, in the installation, a template is configured for this event, then this template will be used to send the communication to this player following the event.

Using this section, the operator can view, create, update or delete event notification templates. The following parameters are defined:

|  |  |  |
| --- | --- | --- |
| PARAMETERS | DESCRIPTION | VALUES (if any) |
| Event Name | Name of the event |  |
| Description | Description of the event |  |
| Notification Type | Type of notification associated |  |
| Required | Specifies if it is mandatory to trigger the notification for the event |  |
| Enabled | Specifies if the notification is currently active for the event |  |
| Template | Template of the notification for the event |  |

Currently identified list of events and associated notifications for LNZ is mentioned below.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| EVENT NAME | DESCRIPTION | NOTIFICATION TYPE | REQUIRED | ENABLED | TEMPLATE |
| AccountActivationMail | generated AccountActivationMail template | Maintenance | TRUE | TRUE | AccountActivationMail |
| AddPaymentOption | generated AddPaymentOption template | Maintenance | TRUE | TRUE | AddPaymentOption |
| AddToBlacklist | generated AddToBlacklist template | Maintenance | TRUE | TRUE | AddToBlacklist |
| AlterLimit | generated AlterLimit template | Maintenance | TRUE | TRUE | AlterLimit |
| ContactVerificationMail | generated ContactVerificationMail template | Maintenance | TRUE | TRUE | ContactVerificationMail |
| DEPOSIT\_PROBLEM | generated DEPOSIT\_PROBLEM template | Maintenance | TRUE | TRUE | DEPOSIT\_PROBLEM |
| DepositLimitsExceeded | generated DepositLimitsExceeded template | Maintenance | TRUE | TRUE | DepositLimitsExceeded |
| Deposits | Deposits Alert me when my deposit is complete | Alert | FALSE | TRUE | Deposits |
| InsufficientFunds | generated InsufficientFunds template | Maintenance | TRUE | TRUE | InsufficientFunds |
| LimitsExceeded | generated LimitsExceeded template | Maintenance | TRUE | TRUE | LimitsExceeded |
| PasswordChange | generated PasswordChange template | Maintenance | TRUE | TRUE | PasswordChange |
| PasswordForgotten | generated PasswordForgotten template | Maintenance | TRUE | TRUE | PasswordForgotten |
| PersonalInfo | generated PersonalInfo template | Maintenance | TRUE | TRUE | PersonalInfo |
| PersonalInfoEmailChangeNewEmail | generated PersonalInfoEmailChangeNewEmail template | Maintenance | TRUE | TRUE | PersonalInfoEmailChangeNewEmail |
| PlayerDataAccuracy | generated PlayerDataAccuracy template | Alarm | TRUE | TRUE | PlayerDataAccuracy |
| PlayerSelfExclusion | generated PlayerSelfExclusion template | Maintenance | TRUE | TRUE | PlayerSelfExclusion |
| PocketLimitsExceeded | generated PocketLimitsExceeded template | Maintenance | TRUE | TRUE | PocketLimitsExceeded |
| RemoveFromBlacklist | generated RemoveFromBlacklist template | Maintenance | TRUE | TRUE | RemoveFromBlacklist |
| SessionLimitsExceeded | generated SessionLimitsExceeded template | Maintenance | TRUE | TRUE | SessionLimitsExceeded |
| SessionLimitsUpdate | generated SessionLimitsUpdate template | Maintenance | TRUE | TRUE | SessionLimitsUpdate |
| SUBSCRIPTION\_CANCELLATION | generated SUBSCRIPTION\_CANCELLATION template | Maintenance | TRUE | TRUE | SUBSCRIPTION\_CANCELLATION |
| SUBSCRIPTION\_CREATION | generated SUBSCRIPTION\_CREATION template | Maintenance | TRUE | TRUE | SUBSCRIPTION\_CREATION |
| SUBSCRIPTION\_ENDING | generated SUBSCRIPTION\_ENDING template | Maintenance | TRUE | TRUE | SUBSCRIPTION\_ENDING |
| SUBSCRIPTION\_TERMINATION | generated SUBSCRIPTION\_TERMINATION template | Maintenance | TRUE | TRUE | SUBSCRIPTION\_TERMINATION |
| UpdateProfile | generated UpdateProfile template | Maintenance | TRUE | TRUE | UpdateProfile |
| Withdrawals | Withdrawals Alert me when my withdrawal is completed | Alert | FALSE | TRUE | Withdrawals |

The fall list of available notifications can be found into the document: LNZ-IGT IS19 Notifications Details.

### Campaign [NOT APPLICABLE]

#### Reload Plugins [NOT APPLICABLE]

This feature provide the reload (if present) of extensions deployed on campaign module in case of new versions deployment or maintenance activities.

For LNZ there are no custom plugins planned for Campaign.

## GAMING [draft]

This section contains functionalities to enable changes to various gaming aspects such as configurations, accounting and management. The following sub-menus are present under Gaming:

* Configuration
* Accounting
* Management

### Configuration [draft] [INTERNAL]

Configuration has following functionalities:

* Module
* Gis Module
* Platform
* EBO Manager
* Currencies

#### Module [draft]

This section is for configuring all the end points for invoking web services, RMI calls and URLs that are used to communicate between the modules of IGT Command.

| **MODULE** | **PARAMETER** | **VALUE** | **NOTES** |
| --- | --- | --- | --- |
|  | JNDI\_LOCAL\_EJB\_B2C\_ADAPTER | local/B2CAdapterFacade | Name jndi of local ejb of B2C Adapter |
|  | JNDI\_EJB\_B2C\_ADAPTER | ejb/B2CADAPTERService | Jndi name of ejb of B2C Adapter |
|  | B2C\_ADAPTER\_PROVIDER\_URL | remote://this-gns:4647 | Url of ejb of B2C Adapter |
|  | INITIAL\_CONTEXT\_FACTORY | org.jboss.naming.remote.client.InitialContextFactory | Constant that holds the name of the environment property for specifying the initial context factory to use |
|  | ONP\_MANAGER\_PROVIDER\_URL\_RMI | remote://onp-url:4747 | ONP\_MANAGER\_PROVIDER\_URL\_RMI |
|  | URL\_PKG\_PREFIXES | jboss.naming.client.ejb.context | Constant that holds the name of the environment property for specifying the list of package prefixes to use when loading in URL context factories |
|  | B2C\_ONP\_REMOTE\_JNDI |  | B2C\_ONP\_REMOTE\_JNDI |
|  | ONP\_ENDPOINT\_URL | http://onp-url:8380/onePayDomain/OnePayGeneric | ONP\_ENDPOINT\_URL |
|  | JMS\_QUEUE\_CONNECTION\_FACTORY | B2C\_CRM13QueueConnectionFactory | Name of connection factory for jms queuesName of connection factory for jms queues |
|  | JNDI\_EJB\_UMS\_SERVICE | ejb/UMSService | Name jndi of ums ejb |
|  | UMS\_PROVIDER\_URL | remote://this-gns:4647 | Url of ejb of ums |
|  | FIDELITY\_ENDPOINT\_URL | http://this-gns:8280/FidelityContext/fp-engine/FidelityBean | Url of fidelity service |
|  | B2C\_LTM\_PROVIDER\_URL | remote://this-gns:4647 | Url for b2c ltm ejb |
|  | B2C\_LTM\_JNDI\_EJB\_SERVICE | ejb/B2CLTMManagerService | Jndi name for b2c ltm service ejbJndi name for b2c ltm service ejb |
|  | JNDI\_EJB\_E\_WALLET | ewallet.WalletFacade | Jndi name for ewallet ejb |
|  | E\_WALLET\_PROVIDER\_URL | jnp://gms4-ewl-url:4547 | Url for ewallet ejb |
|  | E\_WALLET\_EXTERNAL\_SYSTEM\_ID | 24 | Id for ewallet external system id |
|  | JNDI\_EJB\_SMS\_AUTH | sms.AuthenticationManager | Jndi name for authenticate service of sms |
|  | JNDI\_EJB\_SMS\_USER | sms.UserManager | Jndi name for user service of sms |
|  | JNDI\_EJB\_SMS\_SERVICE | sms.ServiceManager | Jndi name for service of sms |
|  | SMS\_PROVIDER\_URL | remote://gms4-sms-url:4547 | Url for sms ejb |
|  | B2C\_UPDATE\_EBOPLUGIN\_JNDI\_EJB\_SERVICE | ejb/B2CAdapterServiceUpdate | Jndi name for B2C Adapter service EBO |
|  | JMS\_DESTINATION\_B2C\_ACG | queGNS\_ACG | Queue name for b2c ltm |
|  | JNDI\_EJB\_TMS\_SERVICE | ejb/TmsService | Jndi name Tms Service |
|  | JNDI\_EJB\_CRM\_FACADE | ewallet.CRMFacade | Jndi name for crm facade ejb |
|  | JNDI\_EJB\_TMS\_FACADE | ejb/SGPTmsFacadeManagement | Jndi name Tms Facade |
|  | SMS\_USERMANAGER\_WS | http://sms-url:8180/SMS-WEB-WS/UserManagerWS | Url for sms web service |
|  | BONUS\_WEB\_SERVICE\_ENDPOINT\_URL | http://bonus-service-url:18201/wsAccreditoBonus/B2CGestioneContoPortTypeBndPort | Endpoint url for bonus service |
|  | ERC\_PROVIDER\_URL | remote://this-gns:4647/ | Endpoint for ERC webservice |
|  | B2C\_ADAPTER\_BBM\_JNDI\_SERVICE | ejb/B2CAdapterBbmService | Jndi name for b2cAdapter |
|  | ERC\_JNDI\_EJB\_EXTERNAL\_SERVICE | ejb/ExchangeRatesServiceEJB | JNDI provider service |
|  | UMS\_JMS\_DESTINATION\_EVENTS | queGNS\_UMS\_Events | Queue name for ums |
|  | WEB\_SERVICE\_WALLET\_ENDPOINT\_URL | http://ewallet-url:8180/walletfacade/WalletFacade | Endpoint url for ewallet webserviceEndpoint url for ewallet webservice |
|  | WEB\_SERVICE\_CRM\_ENDPOINT\_URL | http://crm-url:8180/crmfacade/CRMFacade | Endpoint url for crm webservice  Endpoint url for crm webservice |
|  | OIS\_WEBSERVICE\_URL | http://this-ois:8280/OperatorIntegrationService/OperatorIntegrationService/OperatorIntegrationSystemBean | Endpoint for OIS services |
|  | WEB\_SERVICE\_GET\_USER\_MANAGER\_ENDPOINT\_URL | http://sms-url:8180/SMS-WEB-WS/GetUserManagerWS | Endpoint url for sms GetUserManager serviceEndpoint url for sms GetUserManager service |
|  | WEB\_SERVICE\_USER\_MANAGER\_ENDPOINT\_URL | http://sms-url:8180/SMS-WEB-WS/UserManagerWS | Endpoint url for sms UserManager serviceEndpoint url for sms UserManager service |
|  | WEB\_SERVICE\_AUTHENTICATION\_MANAGER\_ENDPOINT | http://sms-url:8180/SMS-WEB-WS/AuthenticationManagerWS | Endpoint url for sms Authentication serviceEndpoint url for sms Authentication service |
|  | B2C\_ADAPTER\_PFF\_PROVIDER\_URL | remote://this-gns:4647 | Url for b2c adapter pff provider urlUrl for b2c adapter pff provider url |
|  | WEB\_SERVICE\_SERVICE\_MANAGER\_ENDPOINT\_URL | http://sms-url:8180/SMS-WEB-WS/ServiceManagerWS | Endpoint url for sms ServiceManager |
|  | JNDI\_B2CADAPTER\_CASH\_PFF\_SERVICE | ejb/B2CAdapterPffService | Jndi name for b2cadapter cash service |
|  | B2C\_ADAPTER\_CASH\_PFF\_PROVIDER\_URL | remote://this-gns:4647 | Url for b2c adapter cash ejb |
|  | JNDI\_B2CADAPTER\_PFF\_SERVICE | ejb/B2CAdapterPffService | Jndi name for b2cadapter serviceJndi name for b2cadapter service |
|  | JNDI\_EJB\_PFF\_E\_WALLET | ewn/ewl-core-export-api/EwlWalletFacade!it.lottomatica.gms.ewl.core.service.api.wallet.WalletFacade | Jndi name for pff ewallet serv…  Jndi name for pff ewallet service |
|  | E\_WALLET\_PFF\_PROVIDER\_URL | jnp://gms4-ewn-url:4747 | Url for pff ewallet ejb |
|  | JNDI\_EJB\_PFF\_CRM\_FACADE | ewn/ewl-core-export-api/EwlCRMFacade!it.lottomatica.gms.ewl.core.service.api.crm.CRMFacade | Jndi name for crm play for fun facade ejbJndi name for crm play for fun facade ejb |
|  | E\_WALLET\_PFF\_CRM\_PROVIDER\_URL | jnp://gms4-ewn-url:4747 | Url for pff ewallet crm ejb |
|  | B2C\_TOTOSI\_PROVIDER\_URL | remote://this-gns:4647 | Url for b2c totosi service |
|  | B2C\_TOTOSI\_JNDI\_EJB\_SERVICE | ejb/B2CTOTOSIManagerService | Jndi name for b2c totosi ejb |
|  | JNDI\_EJB\_TMS\_CASH\_FACADE | ejb/TmsCashFacade | Jndi name Tms Cash Facade |
|  | JNDI\_EJB\_TMS\_DP\_FACADE | ejb/TmsDpService | Jndi name for tms direct purchase facade ejb |
|  | JNDI\_EJB\_UMS\_CONF\_SERVICE | ejb/UMSConfService | Jndi name for ejb ums facade |
|  | EBO LTM CALLER ONEPAY | http://gms4-opay-url:${gms4.opay.http.port}/o/G2PGNotifyAPI?wsdl | url of service onepay |
|  | CONNECTIVITY\_SUPPLIER\_CODE | 2 | Connectivity supplier code |
|  | TRANSMITTING\_CONCESSIONAIRE\_CODE | 15017 | Code of the transmitting concessionaire |
|  | PROFILING\_PROVIDER\_URL | remote://this-gns:4647 | Url for profiling service |
|  | AMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for ams service |
|  | AMS\_FACADE\_JNDI | ejb/AMSFacadeBean | Jndi name for ams facade |
|  | PROFILING\_JNDI | ejb/SGP\_PmgmFacadeManagement | Jndi name for profiling service  Jndi name for profiling service |
|  | AMS\_SCHEDULER\_ACTION\_JNDI | ejb/AMSSchedulerActionsBean | Jndi name for ams scheduler |
|  | GMS\_FACADE\_JNDI | ejb/GMSFacade | Jndi name for gms facade |
|  | GMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for gms service |
|  | JNDI\_WPMS\_FACADE | ejb/WPMSFacadeService | Jndi name for wpms facade |
|  | WPMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for wpms service |
|  | JNDI\_EJB\_PMS\_SERVICE | ejb/SkillGamesProtocol | Jndi name for pms service |
|  | PMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for pms ejb |
|  | JMS\_DESTINATION\_SGA\_WPMS | queGNS\_SGA\_WPMS | Queue for messages between sga and wpmsQueue for messages between sga and wpms |
|  | JMS\_DESTINATION\_AMS\_EVENTS | queGNS\_AMS\_Events | Queue for ams events |
|  | JMS\_AMS\_DESTINATION\_DISCARDED | queGNS\_AMS\_Discarded | Queue of discarded mesages for amsQueue of discarded mesages for ams |
|  | JMS\_DESTINATION\_AMS\_FPP | queGNS\_AMS\_ALL\_Events | Queue for ams fpp management |
|  | JMS\_TOPIC\_CONNECTION\_FACTORY | java:B2C\_CRM13TopicConnectionFactory | Name of the connection factory for jms topicsName of the connection factory for jms topics |
|  | JMS\_TOPIC\_REFRESH\_CODICEGIOCO | tpcGNS\_CACHE\_CODICE\_GIOCO\_REFRESH | Topic for gameAccount refresh |
|  | MAIL\_TO | test | List of email addresses to send notification messagesList of email addresses to send notification messages |
|  | MAIL\_FROM | gns\_noreply | Email address that sends notification messagesEmail address that sends notification messages |
|  | MAIL\_BOX | mailhost | Mailbox for notification messages sent by emailMailbox for notification messages sent by email |
|  | MAIL\_SUBJECT | Allarme AMS - GNS | Email notification subject |
|  | JMS\_TOPIC\_DESTINATION\_AMS\_REFRESH\_LIVELLI\_ALLARME | tpcGNS\_CACHE\_LIVELLI\_ALLARME\_REFRESH | Topic of ams for refreshing alarms levelsTopic of ams for refreshing alarms levels |
|  | JNDI\_EJB\_UMS\_FACADE\_MSG | ejb/UMSFacadeMsg | Jndi name for ums facade msg ejbJndi name for ums facade msg ejb |
|  | JNDI\_EJB\_UMS\_FACADE | ejb/UMSFacadeBean | Jndi name for ums facade ejb |
|  | CMS\_SCHEDULER\_PROVIDER\_URL | remote://this-gns:4647 | Url for cms scheduler |
|  | CMS\_SCHEDULER\_JNDI | ejb/CMSScheduler | Jndi name for cms scheduler |
|  | JNDI\_AMS\_SERVICE\_ACCOUNTING | ejb/AMSServiceAccountingDataBean | Jndi name for accounting ams serviceJndi name for accounting ams service |
|  | JMS\_DESTINATION\_AMS\_ESTERNI | queGNS\_AMS\_Esterni | Queue name for ams external |
|  | TOTOSI\_MSG\_SERVICE | http://this-gns:8280/B2CTotosiFacadeService/B2CTotosiFacadeMsg | Url for b2c totosi facade msg serviceUrl for b2c totosi facade msg service |
|  | JMS\_DESTINATION\_WPMS | queGNS\_WPMS\_Events | Queue name for wpms events |
|  | JMS\_DESTINATION\_GMS | queGNS\_GMS\_Events | Queue name for gms events |
|  | JMS\_DESTINATION\_GTS | queGNS\_GTS\_Events | Queue name for gts events |
|  | KING\_PROPONENT\_CONCESSIONAIRE | 15128 | Proponent concessionaire code for KingProponent concessionaire code for King |
|  | PROPONENT\_CONCESSIONAIRE | 15017 | Proponent concessionaire code for LottomaticaProponent concessionaire code for Lottomatica |
|  | JNDI\_EJB\_CMS\_SERVICE | ejb/CMSService | Jndi name for cms ejb service |
|  | CMS\_PROVIDER\_URL | remote://this-gns:4647/ | Url for cms ejb |
|  | JMS\_DESTINATION\_WPMS\_GMS | queGNS\_WPMS\_GMS | Queue name for messages between GMS and WPMSQueue name for messages between GMS and WPMS |
|  | JMS\_DESTINATION\_SGA\_GMS | queGNS\_SGA\_GMS | Queue name for messages between GMS and SGAQueue name for messages between GMS and SGA |
|  | JMS\_GMS\_DESTINATION\_DISCARDED | queGNS\_GMS\_Discarded | Queue name for gms discarded messagesQueue name for gms discarded messages |
|  | JMS\_GMS\_DESTINATION\_RETRY | queGNS\_GMS\_Retry | Queue name for gms retry |
|  | JMS\_TOPIC\_DESTINATION\_REFRESH\_COD\_RETE | tpcGNS\_CACHE\_CODICE\_RETE\_REFRESH | Topic name for network code refreshTopic name for network code refresh |
|  | JNDI\_EJB\_GTS\_SERVICE | ejb/GTSService | Jndi name for gts service |
|  | GTS\_PROVIDER\_URL | remote://this-gns:4647 | Url for gts service |
|  | COMMON\_GAME\_CODE | 0 | Common game code |
|  | COMMON\_GAME\_TYPE\_CODE | 0 | Common game type code |
|  | JMS\_DESTINATION\_GTS\_RETRY\_RESULT | queGNS\_GTS\_FE | Queue name for gts retry resultQueue name for gts retry result |
|  | JMS\_DESTINATION\_GTS\_RETRY | queGNS\_GTS\_Retry | Queue name for gts retry |
|  | JMS\_DESTINATION\_GTS\_ADAPTER\_B2C | queGNS\_GTS\_B2CAdapter | Queue name for messages between gts and b2c adapterQueue name for messages between gts and b2c adapter |
|  | SKILL\_GAME\_CONFIG\_PATH | skillGame.config.path | Server path for gns configurationServer path for gns configuration |
|  | JNDI\_EJB\_GMS\_SERVICE | ejb/SGPGMSService | Jndi name for gms service ejb |
|  | JNDI\_EJB\_GMS\_FACADE | ejb/SGPGMSFacade | Jndi name for gms facade ejb |
|  | SOGEI\_ADDRESS | sogei-address | Sogei services ip address |
|  | SOGEI\_END\_POINT | /GiochiDiAbilitaV2\_1/ServletFactoryFirma\_TR | Sogei services endpoint |
|  | JMS\_DESTINATION\_RMS\_CMP | queGNS\_RMS\_PSE | Queue name for messages between rms and cmpQueue name for messages between rms and cmp |
|  | JMS\_DESTINATION\_RMS\_AIS | queGNS\_AIS\_RMS | Queue name for messages between ais and rms |
|  | JMS\_DESTINATION\_RMS\_AMS | queGNS\_RMS\_AMS | Queue name for messages between ams and rms |
|  | JMS\_RMS\_DESTINATION\_DISCARDED | queRMSDiscarded | Queue name for rms discarded messages  Queue name for rms discarded messages |
|  | JMS\_DESTINATION\_GMS\_RMS | queGNS\_GMS\_RMS | Queue name for mesaages between gms and rms |
|  | PLATFORM\_CHECK\_ITALY\_GAME | 0 | If '1' district players checks are enabled. Otherwise ('0') checks are disabledIf '1' district players checks are enabled. Otherwise ('0') checks are disabled |
|  | JMS\_DESTINATION\_GTS\_RMS | queGNS\_GTS\_RMS | Queue name for messages between gts and rmsQueue name for messages between gts and rms |
|  | GNS\_CONF\_PROVIDER\_URL | remote://this-gns:4647 | Provider URL for gns conf ejb |
|  | JMS\_DESTINATION\_SGA\_RMS | queGNS\_SGA\_RMS | Queue name for messages between sga and rmsQueue name for messages between sga and rms |
|  | ENABLE\_REGULATOR\_PLAYER\_NICKNAME | 1 | If '1' the real player's nickname is sent to regulator. If '0' send a default nicknameIf '1' the real player's nickname is sent to regulator. If '0' send a default nickname |
|  | JMS\_DESTINATION\_UMS\_RMS | queGNS\_UMS\_RMS | Queue name for messages between ums and rmsQueue name for messages between ums and rms |
|  | JMS\_DESTINATION\_WPMS\_RMS | queGNS\_WPMS\_RMS | Queue name for messages between wpms and rms |
|  | FOR\_FUN\_CURRENCY | XXX | ForFun currency. it must be defined at installation time and should be not changedForFun currency. it must be defined at installation time and should be not changed |
|  | SYSTEM\_CURRENCY | USD | System currency. it must be defined at installation time and should be not changed |
|  | AMS\_ACCOUNTING\_ENDPOINT\_URL | http://this-gns:8280/AMSService/AMSServiceAccountingDataBean/AMSServiceAccountingDataBean | Endpoint for accounting ams serviceEndpoint for accounting ams service |
|  | TMS\_ENDPOINT\_URL | http://this-gns:8280/SGPTmsContext/TmsService/TmsServiceBean | Endpoint to tms service webserviceEndpoint to tms service webservice |
|  | TMS\_FACADE\_ENDPOINT\_URL | http://this-gns:8280/SGPTmsContext/SGPTmsFacadeManagement/TmsFacadeBean | Endpoint to tms facade webserviceEndpoint to tms facade webservice |
|  | JMS\_TMS\_DESTINATION\_ALL\_EVENTS | queGNS\_TMS\_Events | Queue name for messages from tmsQueue name for messages from tms |
|  | TMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for tms ejb |
|  | JMS\_WPMS\_DESTINATION\_DISCARDED | queGNS\_WPMS\_Discarded | Queue name for wpms discarded messages |
|  | JMS\_DESTINATION\_GMS\_WPMS | queGNS\_GMS\_WPMS | Queue name for messages between gms and wpmsQueue name for messages between gms and wpms |
|  | JMS\_DESTINATION\_FPP\_RETRY | queGNS\_WPMS\_FPP\_RETRY | Queue name for epms fpp retry |
|  | JNDI\_EJB\_B2C\_ADAPTER\_FPP | ejb/B2CAdapterFppService | Jndi name for b2c adapter fpp |
|  | JNDI\_AMS\_CASH\_FACADE | ejb/AMSCFacade | Jndi name for ams cash facade ejbJndi name for ams cash facade ejb |
|  | JNDI\_B2CADAPTER\_CASH\_FACADE | ejb/B2CCashAdapterFacade | Jndi name for b2c adapter cash facadeJndi name for b2c adapter cash facade |
|  | B2C\_ADAPTER\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for b2c adapter cash ejb |
|  | JMS\_AMS\_CASH\_DESTINATION\_DISCARDED | queGNSCASH\_AMS\_Discarded | Queue name for discarded messages of ams cash moduleQueue name for discarded messages of ams cash module |
|  | JMS\_CASH\_DESTINATION\_WPMS | queGNSCASH\_WPMS\_Events | Queue name for wpms cash |
|  | JMS\_CASH\_DESTINATION\_GMS | queGNSCASH\_GMS\_Events | Queue name for gms cash |
|  | JMS\_CASH\_DESTINATION\_GTS | queGNSCASH\_GTS\_Events | Queue name gor gts cash |
|  | PMS\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for protocol cash games ejbUrl for protocol cash games ejb |
|  | JNDI\_EJB\_PMS\_CASH\_SERVICE | ejb/CashGamesProtocol | Jndi name for cash protocol service |
|  | JNDI\_EJB\_PMS\_CASINO\_SERVICE | ejb/CasinoGamesProtocol | Jndi name for casino protocol serviceJndi name for casino protocol service |
|  | PMS\_CASINO\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for protocol casino games ejbUrl for protocol casino games ejb |
|  | AMS\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for ams cash ejb |
|  | JMS\_CASH\_DESTINATION\_DP\_GMS\_RMS | queGNSDP\_GMS\_RMS | Queue name for messages between GMS and RMS Direct purchaseQueue name for messages between GMS and RMS Direct purchase |
|  | JMS\_CASH\_DESTINATION\_GTS\_RMS | queGNSCASH\_GTS\_RMS | Queue name for messages between GTS and RMS CashQueue name for messages between GTS and RMS Cash |
|  | JMS\_CASH\_DESTINATION\_DP\_WPMS\_RMS | queGNSDP\_WPMS\_RMS | Queue name for messages between WPMS and RMS Direct purchaseQueue name for messages between WPMS and RMS Direct purchase |
|  | JMS\_CASH\_DESTINATION\_MP\_GMS\_RMS | queGNSMP\_GMS\_RMS | Queue name for messages between GMS MultiPlayer and RMS Direct purchaseQueue name for messages between GMS MultiPlayer and RMS Direct purchase |
|  | JMS\_RMS\_CASH\_DESTINATION\_DISCARDED | queRMSDiscarded | Queue name for discarded messages of rms cash moduleQueue name for discarded messages of rms cash module |
|  | JMS\_CASH\_DESTINATION\_GMS\_RMS | queGNSCASH\_GMS\_RMS | Queue name for messages between GMS and RMS CashQueue name for messages between GMS and RMS Cash |
|  | JMS\_CASH\_DESTINATION\_WPMS\_RMS | queGNSCASH\_WPMS\_RMS | Queue name for messages between WPMS and RMS Cash |
|  | TMS\_SERVICE\_DP\_ENDPOINT\_URL | http://this-gns:8280/SGPTmsContext/TmsDpService | Endpoint to tms service for d Endpoint to tms service for dp webservice  Endpoint to tms service for dp webservice |
|  | JMS\_RMS\_CASH\_DESTINATION\_DISCARDED\_FINAL | queRMSCashDiscardedFinal | Queue name for final discarded messages of rms cash moduleQueue name for final discarded messages of rms cash module |
|  | SOGEI\_CANNOT\_BE\_REACHED | DISABLED | response after contacting Sogei. Possible choices are enabled and disabledresponse after contacting Sogei |
|  | SOGEI\_CASINO\_CANNOT\_BE\_REACHED | DISABLED | CASINO response after contacting Sogei. CASINO response after contacting SogeiPossible choices are enabled and disabledresponse after contacting Sogei |
|  | MAIL\_FROM\_CASH | gmsPokerCash\_noreply | Email address that sends notification messages for Cash modulesEmail address that sends notification messages for Cash modules |
|  | MAIL\_SUBJECT\_CASH | MAIL FROM GMS\_POKER\_CASH. | Email notification subject for Cash modulesEmail notification subject for Cash modules |
|  | JMS\_DESTINATION\_ALARM | queGNSCASH\_AMS\_Events | Queue for ams alarms |
|  | JMS\_GMS\_CASH\_DESTINATION\_RETRY | queGNSCASH\_GMS\_Retry | Queue name for gms cash retry |
|  | JMS\_TOPIC\_DESTINATION\_GMS\_CASH\_REFRESH\_CODICE\_GIOCO | tpcGNS\_CACHE\_CODICE\_GIOCO\_REFRESH | Topic for gameAccount refre Topic for gameAccount refresh, for GMS CASH moduleTopic for gameAccount refresh, for GMS CASH module |
|  | JMS\_TOPIC\_DESTINATION\_GMS\_REFRESH | tpcGNS\_CACHE\_CODICE\_RETE\_REFRESH | Topic for GMS CASH refresh |
|  | ANTE\_CASINO | 0 | property casino |
|  | BIG\_BLIND\_CASINO | 0 | Value of the big blind for casino  Value of the big blind for casino |
|  | LIMIT\_TYPE\_CASINO | ENABLED | Sets the limit for casino |
|  | MIN\_BET\_CASINO | 0 | Minimum bet for casino |
|  | MAX\_RAKE\_CASINO | 0 | Maximum rake for casino |
|  | MAX\_RAKE\_PERCENTAGE\_CASINO | 0 | Maximum percentage rake for casinoMaximum ercentage rake for casino |
|  | MAX\_SEAT\_CASINO | 1 | maximum number of participants |
|  | CIRCUIT\_CODE | 1 | Circuit code set in gms cash moduleCircuit code set in gms cash module |
|  | NUM\_MIN\_PARTICIPANTS | 1 | minimum number of participants |
|  | PROPONENT\_CODE | 15017 | Proponent code |
|  | JMS\_DESTINATION\_GMS\_DP | queGNSDP\_GMS\_Events | Queue name for gms direct purchase |
|  | TIMEOUT\_REQUEST\_MILLISECONDS | 5000 | Time in milliseconds for timeout  Time in milliseconds for timeout error |
|  | JMS\_DESTINATION\_GMS\_MP | queGNSMP\_GMS\_Events | Queue name for gms multiplayer direct purchase |
|  | LOYALTY\_POINTS\_PAYMENT\_ENABLED | 1 | If '1' loyalty points payment is enabled on platform. Otherwise ('0') payment is disabledIf '1' loyalty points payment is enabled on platform. Otherwise ('0') payment is disabled |
|  | GMS\_CASH\_FACADE\_JNDI | ejb/CASHGMSFacade | Jndi name for gms cash facade |
|  | DISABLE\_STORE\_PLAYER\_INFO | 0 | If the property is '1' the player attribute are not stored, otherwise all attribute are stored |
|  | JMS\_DESTINATION\_GTS\_DP | queGNS\_GTS\_DP\_EVENTS | Queue name for gts direct purchaseQueue name for gts direct purchase |
|  | JMS\_DESTINATION\_GTS\_WALLET\_EVENTS | queGNSDP\_GTS\_EWallet | Queue name for messages between GTS and EWallet Direct purchase |
|  | JMS\_DESTINATION\_GTS\_CASH\_RETRY | queGNSCASH\_GTS\_Retry | Queue name for gts cash retry |
|  | JNDI\_EJB\_GTS\_CASH\_SERVICE | ejb/GTSCASHService | Jndi name for gts cash service |
|  | JNDI\_EJB\_GTS\_CASH\_CASINO | ejb/GTSCasinoService | Jndi name for gts cash casino |
|  | JNDI\_GTS\_GMS\_CASH | ejb/CASHGMSService | Jndi name for gts cash service |
|  | JNDI\_GTS\_GMS\_CASINO | ejb/CasinoGMSService | Jndi name for gts casino service |
|  | JNDI\_GTS\_GMS\_DP | ejb/DirectPurchaseGMSService | Jndi name for gts dp service |
|  | SKILL\_GAME\_CASH\_CONFIG\_PATH | skillGameCash.config.path | Server path for gns cash configuration |
|  | JNDI\_EJB\_GMS\_DP\_FACADE | ejb/DirectPurchaseGMSFacade | Jndi name for gms direct purchasefacade, wpms cashJndi name for gms direct purchasefacade, wpms cash |
|  | JMS\_DESTINATION\_WPMS\_DP\_EVENTS | queGNSDP\_WPMS\_Events | Jndi name for wpms dp service |
|  | JMS\_DESTINATION\_WPMS\_CASH\_RETRY | queGNSCASH\_WPMS\_Retry | Queue name for wpms cash retry |
|  | B2CADAPTER\_TO\_CASH\_STRATEGY | 1 | scelta del strategia per gms cash: 0=disabled 1 = enabldedscelta del strategia per gms cash: 0=disabled 1 = enablded |
|  | JMS\_DESTINATION\_FPP\_CSH\_RETRY | queGNS\_WPMS\_CSH\_FPP\_RETRY | Queue name for wpms cash fpp retry |
|  | B2CADAPTER\_TO\_TOURNAMENT\_STRATEGY | 1 | scelta del strategia per tournament: 0=disabled 1 = enablded scelta del strategia per tournament: 0=disabled 1 = enablded |
|  | B2CADAPTER\_TO\_DP\_STRATEGY | 1 | scelta del strategia per dp: 0=disabled 1 = enablded |
|  | CONNECT\_RATIO\_PER\_UNIT | 10000 | Value used for represent 1 unit. Example: if set 10000 it means that 1 euro is represented as 10000 Value used for represent 1 unit. Example: if set 10000 it means that 1 euro is represented as 10000 |
|  | CASH\_PLATFORM\_ID | 3 | Platform id for gns cash |
|  | GMS\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for gms cash ejb |
|  | AMS\_GAMECODE\_PLUGIN\_URL | remote://this-gns:4647 | Endpoint for AMS game code pluginEndpoint for AMS game code plugin |
|  | AMS\_GAMECODE\_PLUGIN\_JNDI\_NAME | ejb/AMSGameCodePluginBean | Jndi name for AMS game code pluginEndpoint for AMS game code plugin |
|  | SOGEI\_END\_POINT\_CASH | /GiochiDiAbilitaV2\_1/ServletFactoryFirma\_SH | Sogei services endpoint for cashSogei services endpoint for cash |
|  | SOGEI\_END\_POINT\_780\_CASH | /GiochiDiAbilitaV2\_1/ServletFactoryFirma\_780 | Sogei services endpoint for cash |
|  | JMS\_PROVIDER\_URL | t3://connect-activemp-host:61616 | Provider url for the JMS server |
|  | SOGEI\_END\_POINT\_580\_CASH | /GiochiDiAbilitaV2\_1/ServletFactoryFirma\_580 | Sogei services endpoint for cash  Sogei services endpoint for cash |
|  | JMS\_INITIAL\_CONTEXT | weblogic.jndi.WLInitialContextFactory | Initialcontext for the JMS server |
|  | EWN\_JNDI\_DETAIL\_FACADE | ejb:ewn/ewl-core-export-api/EwlWalletDetailFacade!it.lottomatica.gms.ewl.core.service.api.walletdetail.WalletDetailFacade | Jndi name for ewn detail façade service (called by getCredits) |
|  | JMS\_TOPIC\_CONFIGURATIONS | tpcCONF | Topic for module platform refresh configurationsTopic for module platform refresh configurations |
|  | GMS\_EWL\_LTM\_PROVIDER\_URL | remote://gms4-ewl-url:4547 | GMS EWallet LTM provider url |
|  | GMS\_EWL\_LTM\_WALLET\_FACADE\_JNDI\_NAME | ewallet.WalletFacadeService | GMS EWL LTM Wallet facade jndi nameGMS EWL LTM Wallet facade jndi name |
|  | GMS\_EWL\_LTM\_CRM\_FACADE\_ENDPOINT\_URL | http://gms4-ewl-url:8180/wallet/EwlCRMFacade | GMS EWL LTM CRM facade endpoint URL |
|  | GMS\_EWL\_LTM\_WALLET\_FACADE\_ENDPOINT\_URL | http://gms4-ewl-url:8180/wallet/EwlWalletFacade | GMS EWL LTM Wallet facade endpoint URLGMS EWL LTM Wallet facade endpoint url |
|  | GMS\_SMS\_LTM\_PROVIDER\_URL | remote://gms4-sms-url:4547 | GMS SMS LTM provider url |
|  | GMS\_SMS\_LTM\_USER\_MANAGER\_ENDPOINT\_URL | http://gms4-sms-url:8180/sms-ejb-facade/UserManagerIntWS | GMS SMS LTM User manager endpoint url |
|  | GMS\_SMS\_LTM\_SERVICE\_MANAGER\_ENDPOINT\_URL | http://gms4-sms-url:8180/sms-ejb-facade/ServiceManagerIntWS | GMS SMS LTM Service manager endpoint URL |
|  | VCS\_PACKET\_JNDI\_EJB\_SERVICE | ejb/VCSService | Jndi name for VCS EJB |
|  | GMS\_SMS\_LTM\_GET\_USER\_MANAGER\_ENDPOINT\_URL | http://gms4-sms-url:8180/sms-ejb-facade/UserManagerIntWS | GMS SMS LTM Get User manager endpoint URL |
|  | VCS\_PACKET\_WS\_SERVICE | http://this-gns:8280/VCSService/VCSService/VirtualCurrencyStoreService | Web service endpoint for VCS |
|  | GMS\_SMS\_LTM\_AUTHENTICATION\_MANAGER\_ENDPOINT\_URL | http://gms4-sms-url:8180/sms-ejb-facade/AuthenticationManagerIntWS | GMS SMS LTM Authentication manager endpoint URL |
|  | VCS\_PROVIDER\_URL | remote://this-gns:4647 | Url for vcs module |
|  | JMS\_DESTINATION\_VCS\_RMS | queGNS\_VCS\_RMS | Destination queue for messages between VCS and RMS |
|  | TLMC\_EXTENSION\_FILE\_REPORT | .txt | Extension file report for tlm cashExtension file report for tlm cash |
|  | JMS\_DESTINATION\_VCS | queGNS\_VCS\_Events | Destination queue for VCS |
|  | B2CADAPTER\_TO\_VCS\_STRATEGY | it.lottomatica.gns.tns.eboadapter.ejb.service.vcs.AdapterVcsWS | scelta del strategia per conttatare vcs |
|  | VCS\_ENDPOINT\_URL | http://this-gns:8280/VCSService/VCSService?wsdl | end point ws per vcs |
|  | TMS\_CASH\_ENDPOINT\_URL | http://this-gnsc:8280/SGPTmsContext/SGPTmsFacadeManagement/TmsFacadeBean | Endpoint to tms cash service webserviceEndpoint to tms cash service webservice |
|  | VCS\_INVOCATION\_TYPE | 0 | Invocation type for VCS |
|  | JNDI\_EJB\_GMS\_CASH\_SERVICE | ejb/CASHGMSService | Jndi name for Gms Cash Service |
|  | VCS\_COOL\_OFF\_ENABLE | Y | Cool-off enable for VCS (Y or N) |
|  | VCS\_COOL\_OFF\_PERIOD | 7 | Cool-off period for VCS (hours) |
|  | GMS\_DLV\_LTM\_PROVIDER\_URL | remote://gms4-dlv-url:4747 | GMS DLV LTM provider url |
|  | JNDI\_EJB\_RGS\_SERVICE | ejb/RGSService | Jndi name for rsg service ejb |
|  | RGS\_PROVIDER\_URL | remote://this-gns:4647/ | Url for rsg ejb |
|  | GMS\_SMS\_LTM\_CONTRACT\_MANAGER\_ENDPOINT\_URL | http://gms4-sms-url:8180/sms-ejb-facade/ContractManagerIntWS | GMS SMS LTM Contract manager endpoint url |
|  | OIS\_JNDI\_EJB\_SERVICE | ejb:OIS/ois-ejb/OperatorIntegrationService!com.gtech.gns.gis.ois.ejb.service.OperatorIntegrationSystemWS | Jndi name for OIS EJB |
|  | BONUS\_COS\_WEB\_SERVICE\_ENDPOINT\_URL | http://gms4-cos-url:8180/cos-core/B2CPlayerAccountManagementImpl | Endpoint for COS webservice |
|  | JNDI\_EJB\_CMP\_VAUCH | cmp.VoucherManager | Jndi name of cmp\_vauch service |
|  | BONUS\_LTM\_WEB\_SERVICE\_ENDPOINT\_URL | http://bonus-service-url-ltm:18201/wsAccreditoBonus/B2CGestioneContoPortTypeBndPort | Endpoint URL for bonus service LTM  Endpoint URL for bonus service LTM |
|  | PLUGIN\_WAGERWISE\_FILE\_PATH | fms.plugin.wagerwise.path | Default path for the rounds to close elaboration made by FMS Wager Wise PluginDefault path for the rounds to close elaboration made by FMS Wager Wise Plugin |
|  | CMP\_PROVIDER\_URL | remote://gms-cmp:4847 | Provider ulr of cmp\_vauch serviceProvider ulr of cmp\_vauch service |
|  | BONUS\_TOTOSI\_WEB\_SERVICE\_ENDPOINT\_URL | http://bonus-service-url-totosi:8280/wsAccreditoBonus/B2CGestioneContoPortTypeBndPort | Endpoint URL for bonus service TOTOSIEndpoint URL for bonus service TOTOSI |
|  | COS\_PROVIDER\_URL | remote://cos-url:4547 | Provider url for cos service |
|  | GTS\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for gts cash |
|  | JNDI\_EJB\_COS | cos.B2CPlayerAccountManagement | Jndi name for cos ejb |
|  | JMS\_DESTINATION\_DP\_GTS\_CLOSE\_ROUND | queGNSDP\_GTS\_Rounds | Jndi name for queue used by GTS DP Scheduler processing rounds to closeJndi name for queue used by GTS DP Scheduler processing rounds to close |
|  | BDMS\_SERVICE\_JNDI\_NAME | ejb/BDMSService | Jndi name for BDMS Service |
|  | DETAIL\_WEB\_SERVICE\_ENDPOINT\_URL | http://gms4-ewl-url:8180/wallet/EwlWalletDetailFacade | Endpoint url for ewallet service  Endpoint url for ewallet service |
|  | FMS\_ENDPOINT\_URL | remote://this-gns-133:4647 | Url of File Management Service endpoint |
|  | JNDI\_EJB\_FMS\_SERVICE | ejb/FileManagementServiceBean | JNDI name of File Management Notification serviceJNDI name of File Management Notification service |
|  | SATELLITE\_CREDITED\_ENABLE | N | If value is N satellite doesn’t credited amount otherwise credited amount of satellite win |
|  | TLMC\_PROVIDER\_URL | remote://this-gnsc:4647 | Url for tlm cash ejb |
|  | WPMS\_CASH\_PROVIDER\_URL | remote://this-gnsc:4647 | Provider url for wpms cash service  Provider url for wpms cash service |
|  | TLMC\_JNDI\_EJB | ejb/TLMService | Jndi name for tlm cash service |
|  | JMS\_DESTINATION\_COUNTRY\_UPDATE | tpcCOUNTRY\_UPDATE | Name of tpc for country enable update |
|  | JMS\_DESTINATION\_IPADDRESS\_UPDATE | tpcIPADDRESS\_UPDATE | Name of tpc for ipaddress enable updateName of tpc for ipaddress enable update |
|  | USE\_NICKNAME | 1 | Boolean that indicate if environment have nickname for the player 1 or not 0 |
|  | OIS\_ADAPTER\_VERSION | 134 | Ois adapter version |
|  | JMS\_DESTINATION\_RGS\_REFUND | queRGS\_RestoreRefundTournament | Name of queue for refund in responsible game |
|  | OIS\_JNDI\_EJB\_SERVICE\_IT | ejb:OIS/ois-ejb/OperatorIntegrationService!it.lottomatica.gns.gis.ois.ejb.service.OperatorIntegrationSystemWS | Jndi name for OIS EJB 134 |
|  | JMS\_WPMS\_DP\_DESTINATION\_RETRY | queGNSDP\_WPMS\_Retry | Queue for direct purchase payments retry |
|  | B2C\_ADAPTER\_UMS\_JNDI\_SERVICE | ejb/EBOAdapterUmsService | Jndi name for B2CAdapterUMSService EJB |
|  | JMS\_DESTINATION\_B2C\_ADAPTER | tpcGNS\_B2C\_MAN | Topic name for b2c adapter |
|  | JNDI\_EJB\_WPMS\_SERVICE | ejb/WPMSService | Jndi name for WPMS service |
|  | USE\_GNS\_DISTRIBUTED\_CACHE | 0 | Enable or Disable distributed cache |
|  | JNDI\_EJB\_UMS\_FACADE\_TEMP | ejb/UMSFacadeBeanTemp | Remote interface for UMS ban service |
|  | JNDI\_EJB\_WPMS\_DP\_FACADE | ejb/WPMSDpFacade | Jndi name for wpms direct purchase façade EJB |
|  | GMS\_EWL\_WALLET\_OP\_ACCOUNT\_ENDPOINT\_URL | http://gms4-ewl-url:8180/ewl/OperationsAccountManagerFacadeBean | Endpoint url for ewallet webservice |
|  | JMS\_DESTINATION\_DP\_GTS\_WPMS | queGNSDP\_GTS\_WPMS | Queue name for direct purchase events from GTS to WPMS |
|  | JMS\_DESTINATION\_DP\_GTS\_GMS | queGNSDP\_GTS\_GMS | Queue name for direct purchase events from GTS to GMSQueue name for direct purchase events from GTS to GMS |
|  | GMS\_EWL\_WALLET\_ACC\_MANAGER\_FACADE\_ENDPOINT\_URL | http://gms4-ewl-url:8180/ewl/AccountManagerFacadeBean | Endpoint url for ewallet webservice |
|  | JMS\_DESTINATION\_RGS\_NETWORK | queGNS\_RGS\_LIMIT | Name of queue for RGS Network Limits messages |
|  | JNDI\_EJB\_EWL\_OP\_ACC | ewl.AccountManagerFacade | Jndi name for Ewl Account Manager EJB |
|  | JNDI\_AMS\_CASH\_SERVICE\_FACADE | ejb/AMSCFacadeService | Jndi name for ams cash facade service ejb (new translated implementation)Jndi name for ams cash facade service ejb (new translated implementation) |
|  | JNDI\_AMS\_SERVICE\_FACADE | ejb/AMSFacadeServiceBean | Jndi name for ams facade |
|  | CHECK\_ADD\_CREDIT\_SATELLITE | N | Check add credits for satellite tournament |
|  | CMP\_CORE\_SERVICE\_JNDI | cmp.CoreEngine | Jndi campaign core service |
|  | ERC\_AVAILABLE\_ALL | 1 | ERC AVAILABLE 0=no 1=yes |
|  | CMP\_DECODER\_SERVICE\_JNDI | cmp.Decoder | Jndi campaign decoder service |
|  | CMP\_MANAGER\_SERVICE\_JNDI | cmp.CampaignManager | Jndi campaign manager service |
|  | GMS\_CASINO\_FACADE\_JNDI | ejb/CasinoGMSFacade | JNDI name GMS Casino Facade |
|  | JNDI\_EJB\_GMS\_CASINO\_SERVICE | ejb/CasinoGMSService | Jndi name for Gms Casino Service |
|  | B2C\_BBM\_PROVIDER\_URL | remote://this-gns:4647 | Url for b2c bbm ejb |
|  | MAIL\_FROM\_TLM | default@mail.it | Mail from used for send mail on table log processingMail from used for send mail on table log processing |
|  | B2C\_BBM\_JNDI\_EJB\_SERVICE | ejb/BBMServiceBean | Jndi name for b2c bbm service |
|  | MAIL\_TO\_TLM | default@mail.it | Sender mail used for send mail on table log processing |
|  | MAIL\_SUBJECT\_TLM | SUBJECT MAIL | Subject mail used for send mail on table log processing |
|  | FOR\_FUN\_PLAYER\_ENABLED | DISABLED | For fun abilitation on the platform '1' = true, '0' = false |
|  | JMS\_DESTINATION\_TLM\_780 | queGNSCASH\_TLM\_780 | Queue destination for TLM message 780 |
|  | JMS\_DESTINATION\_TLM\_790 | queGNSCASH\_TLM\_790 | Queue destination for TLM message 790  Queue destination for TLM message 790 |
|  | NUMBER\_OF\_MESSAGE\_TO\_SENT | 10 | Number of message to regulator in jmxMessageNumber of message to regulator in jmxMessage |
|  | NUMBER\_OF\_TABLE\_IN\_MESSAGE | 25 | Number of table to regulator in jmxMessageNumber of table to regulator in jmxMessage |
|  | SEND\_REPORT\_ENABLE | 0 | Enable to send mail in tlm scheduler processing, value accept 1 for send, 0 for not sendEnable to send mail in tlm scheduler processing, value accept 1 for send, 0 for not send |
|  | PTMS\_TICKET\_JNDI\_EJB\_SERVICE | ejb/PTMSService | Jndi name for PTMS EJB |
|  | PTMS\_TICKET\_WS\_SERVICE | http://this-gns:8280/PTMSService/PTMSService/PlayerManagementTicketService | Web service endpoint for PTMS |
|  | PTMS\_PROVIDER\_URL | remote://this-gns:4647 | Url for ptms module |
|  | Destination queue for PTMS | queGNS\_PTMS | Web service endpoint for PTMS |
|  | EXTERNAL\_SYSTEM\_ID | 1 | External id for free ticket |
|  | DELIVERY\_ENDPOINT\_URL\_WS | http://gms4-dlv-url:8380/dlv/NotificationsService | Url of delivery module for webservice  Url of delivery module for webservice |
|  | DELIVERY\_ENDPOINT\_URL\_RMI | remote://gms4-dlv-url:4747 | Url of delivery module for RMI |
|  | JMS\_DESTINATION\_PTMS\_RMS | queGNS\_RMS\_PTMS | Destination queue for messages between PTMS and RMSDestination queue for messages between PTMS and RMS |
|  | JMS\_REQUEUE\_DISCARD\_PTMS\_RMS | queGNS\_RMS\_PTMS\_Discarded | Destination queue for discarded messages from PTMS  Destination queue for discarded messages from PTMS |
|  | JNDI\_DELIVERY\_NOTIFICATION\_SERVICE | dlv.Notifications | JNDI name of delivery notification module for RMIJNDI name of delivery notification module for RMI |
|  | SSG\_PROVIDER\_URL | remote://this-gns:4647 | Url for protocol simulator ejb |
|  | JNDI\_EJB\_SSGS | ejbSkillSimulator/DataAccessModule | Jndi name for protocol simulator ejb |
|  | REFUND\_WIN\_AMOUNT\_ENABLE | Y | Name of queue for WPMS refund messagesName of queue for WPMS refund messages |
|  | AUTOMATIC\_REFUND | Y | Name of queue for WPMS refund messages |
|  | GNS\_FIDELITY\_JNDI\_NAME | fp-engine | Fidelity Jndi Name |
|  | JNDI\_EJB\_RMS\_SERVICE | ejb/RMSService | Jndi name for Rms service |
|  | RMS\_WEBSERVICE\_URL | http://this-gns:8280/RMSService/RMSService/RmsServiceBean | Web service url for rms service  Web service url for rms service |
|  | RMS\_PROVIDER\_URL | remote://this-gns:4647/ | Url for rms ejb |

#### Gis Module [draft]

This section is for configuring all the end points for invoking

Need to know these acronyms for modules

* PIS (Poker Integration System)
* PIS\_CASH (Poker Integration System Cash)
* DPS (or DPIS stands for Direct Purchase Integration System)
* AIS (Account Integration System)
* OIS (Operator Integration System)
* SIS (System Integration System)

| **MODULE** | **PARAMETER** | **VALUE** | **NOTES** |
| --- | --- | --- | --- |
| PIS | LOCK\_SIT\_AND\_GO\_TIMELIMIT | 900000 | The value for which the Sitnull sar marks the current tournament as blocked. (When it is not configured the default value is 900000 (15 minutes))The value for which the Sitnull sar marks the current tournament as blocked. (When it is not configured the default value is 900000 (15 minutes)) |
| PIS | POKER\_MONITORING\_SCHEDULER\_REFRESH\_TIME | 60000000 | Refresh time for poker monitoring scheduler |
| PIS | NUM\_PRIZE\_PLANS\_TO\_PROCESS | 10 | Number of prize plans loaded when the procedure starts up. To not have limits the value has to be set to 0 |
| PIS | POKER\_PRIZEPLAN\_SCHEDULER\_REFRESH\_TIME | 60000000 | Refresh time for poker prize plan scheduler |
| PIS | NUM\_MINUTES\_MARGIN | 45 | The difference in minutes between the current date and the tournament recovery date The difference in minutes between the current date and the tournament recovery date |
| PIS | POKER\_TOURNAMENTCANCELLATION\_REFRESH\_TIME | 900000 | Refresh time for poker tournament cancellation scheduler |
| PIS | CALL\_TYPE\_PIS\_SERVICE | DISABLED | Call service pis call RMI value is 1 or call WS value is 2 |
| PIS | JNDI\_EJB\_RMS\_SERVICE | ejb/RMSService | Jndi name for RMS services |
| PIS | RMS\_WEBSERVICE\_URL | http://this-gns::8280/RMSService/RMSService/RmsServiceBean | Endpoint for RMS webservices |
| PIS | JNDI\_EJB\_WPMS\_SERVICE | ejb/WPMSFacadeService | Jndi name for WPMS Service |
| PIS | PIS\_FLAG\_ERROR\_INVALID\_PRIZE\_PLAN | N | If 'Y' PIS module returns KO on invalid prize plan. Otherwise PIS module return OKIf 'Y' PIS module returns KO on invalid prize plan. Otherwise PIS module return OK |
| PIS | PIS\_CODE\_PREFIX |  | Game code prefix for tournament  Game code prefix for tournament |
| PIS | OPERATOR\_SUBSCRIPTION\_TOKEN | SUBSCRIPTIONBYOPERATOR | Token value used with player subscription by operator  Token value used with player subscription by operator |
| PIS | PIS\_CALLER\_SYSTEM | 2 | Caller system for poker |
| PIS | CANCELLED\_STARTED\_TOURNAMENT\_ALM\_MAIL\_SUBJ | Alarm on the tournament cancellation | Email subject for errors in tournament cancellationEmail subject for errors in tournament cancellation |
| PIS | IS\_CONSOLE\_MSG | N | Send prize plan ignoring tournament state (Y enable, N disable) |
| PIS | NUM\_WINNERS\_PFF | 1 | Number of winners fo PFF tournament prize plan (minimum 1)  Number of winners fo PFF tournament prize plan (minimum 1) |
| PIS | MAX\_RESIDUAL\_PRIZE\_POOL | 30 | Max amount of residual price amount  Max amount of residual price amount |
| PIS | CHECK\_TOURNAMENT\_ROOT\_SAT | N | If value is 'Y' tournament registration check existence of parentId tournament |
| PIS | ENABLE\_TOURNAMENT\_REFUND | false | Enable/disable automatic management of tournament refund for prize plan communication error |
| PIS | TOURNAMENT\_STEP\_ERROR\_ALM\_MAIL\_SUBJ | Alarm on the tournament management | Email subject for errors in tournament managment  Email subject for errors in tournament managment |
| PIS | TOURNAMENT\_TYPE | 0 | Tournament Type |
| PIS | PIS\_PRESUMED\_END\_DATE\_OFFSET | 7 | It indicates how many days should be add to actual date in order to define tournament presumed end date (0 if the date is the same of tournament start)It indicates how many days should be add to actual date in order to define tournament presumed end date (0 if the date is the same of tournament start) |
| PIS | ENABLE\_SATELLITE\_ID | Y | Enable/disable satellite tournament management |
| PIS | CHECK\_TOKEN | SATELLITE\_ENROLLMENT | Token value used in case of subscription to a satellite tournament |
| PIS | SIGNED\_DATA\_MAX\_LENGTH | 3500 | It should have the same length of SIGNED\_DATA field of PKR\_PIS\_PRIZE\_PLAN\_LOG tableIt should have the same length of SIGNED\_DATA field of PKR\_PIS\_PRIZE\_PLAN\_LOG table |
| PIS | PIS\_SIGNATURE\_ENABLED | DISABLED | '1' if the signature verification is enabled ; '0' otherwise'1' if the signature verification is enabled ; '0' otherwise |
| PIS | PIS\_FORBIDDEN\_BUY\_OPERATORS | 6570; | Ratailer for what was inhibited to sale (If there are multiple operators use a ';' in order to divide an operator from another)Ratailer for what was inhibited to sale (If there are multiple operators use a ';' in order to divide an operator from another) |
| PIS | PIS\_PASSWORD\_JMX | 5f4dcc3b5aa765d61d8327deb882cf99 | Password for pis jmx console |
| PIS | USER\_LOGIN\_CODED\_USER |  |  |
| PIS | ROOT\_URL | http://www...... |  |
| PIS | SESSION\_REQ\_URL |  |  |

#### Platform [draft]

TBD

#### EBO Manager [draft]

TBD

#### Currencies [APPROVED]

The operator can access the section “Currencies” by navigating the path: Admin> Gaming> Configuration> Currencies

This section lists the default currencies that will be made available for this installation. A single installation of IGT Player Platform can support multiple currencies. Currencies, once configured on an installation, cannot be changed for the lifetime of the installation.

The following currencies will be configured for the Lotto New Zealand installation.

| **Parameter** | **Description** | **Default Value / Range** |
| --- | --- | --- |
| Player Currency | The currency in which player can request to see his financial transactions (includes wagers, wins, withdrawals and deposits). The Player Platform internally records every transaction in the System Currency and if Player Currency is different from System Currency, the Platform does a conversion before displaying anything to the player | NZD |
| Game Currency | The currency in which any game engines must request funds from the Player Platform (applies to wagers, wins/losses) | NZD |
| System Currency | The internal currency in which the Player Platform stores all transactions | NZD |

NOTE: Only NZD currency will be configured. No conversion between different monetary systems will be configured.

### Accounting [NOT APPLICABLE]

This section deals with Bonus-Bag and various configurations associated with it. This item is currently not agreed with LNZ and thus not in scope of this document.

#### Bonus Bag [NOT APPLICABLE]

##### Bonus Bag- Bonus Bag Transactions (NOT APPLICABLE)

This functionality enables the operator to view types of bonus bag transactions performed by a player. Operator needs to provide the “Player ID” along with optional “Bag State” to perform the search based on bonus bag transactions.

##### Show Bonus Bag (NOT APPLICABLE)

This functionality allows the operator to view specific details of types of bags associated with a player. The operator needs to mandatorily provide the player ID and other optional inputs to perform the search. The search results would be generated under various headers as shown below.

##### Seller Priority (NOT APPLICABLE)

TBD

##### Pocket Priority (NOT APPLICABLE)

TBD

##### Create Bonus Bag (NOT APPLICABLE)

This functionality allows the operator to create a new bonus bag. The required information to create a new bag would be split under the following headers:

* General Info
* Game Params
* Bonus Info
* Qualifying Requirements

##### Configuration (NOT APPLICABLE)

TBD

### Management [INTERNAL]

##### Tournament Tickets (NOT APPLICABLE)

This section deals with Tickets and various configurations associated with it. This item is currently not agreed with LNZ and thus not in scope of this document.

This section provides operators ability to look for tickets, types of tickets and other associated information. For LNZ, this menu items is not applicable since it applies to Poker and LNZ does not offer Poker games.

###### Connected Tickets (NOT APPLICABLE)

###### Active Tickets (NOT APPLICABLE)

This functionality enables the operator to search for active tickets based on search parameters- Contract ID, Game List, Game Modes, Real Money. For LNZ, this menu items is not applicable since it applies to Poker and LNZ does not offer Poker games.

###### Get Ticket Details (NOT APPLICABLE)

##### IP Addresses (NOT APPLICABLE)

In this section, it is possible to block/unblock IP Addresses, in order to prevent poker client access to players with certain IP address combinations.

This feature is not applicable for LNZ, poker is out of scope.

##### Bulk Ticket Creation (NOT APPLICABLE)

This functionality allows the operator to create bulk tickets for current system against player(s) with a defined validity, currency, amount and granularity. The same can also be linked to external platform tournaments. To create bulk tickets, operators need to provide mandatory configuration values along with any other optional values. This menu is not applicable to LNZ installation since Poker is not a game offering and this relates to Poker only.

This feature is not applicable for LNZ, poker is out of scope.

##### Geo IP Configuration (IN PROGRESS) (NOT APPLICABLE)

This functionality enables the operator to define geographical boundaries for the system to validate and operate. The classification can be done either country based or specific IP address based. The system maintains a list of countries under “Enabled Countries” and “Disabled Countries”. If required, the list can be altered.

##### Player Management

###### Cancel Pending Subscriptions (NOT APPLICABLE)

###### Network Nicknames Blacklist (NOT APPLICABLE)

###### Platform Nicknames Blacklist (NOT APPLICABLE)

This functionality enables to operator to view blacklisted nicknames per game. In the IS19 project, this menu is not applicable to LNZ since LNZ is not offering Bingo to its players.

###### Player BAN (Approved)

This functionality enables the user to search for banned list of players based on – game contract ID and ban type (permanent or temporary). Additionally, the operator may also perform “Mass Add Ban” and “Add Network Ban” by clicking on “Actions”.

To perform a mass addition to banned list, operator needs to provide details such as game domain, ban type (temporary or permanenet), type (of ban actions) and list of affected users.

LNZ does not require at installation time (at the writing of this document) a predefined list of Contract ID to be banned.

##### Game Families (NOT APPLICABLE)

Game Families are used in some campaign promotions scenarios,

##### Bonus Bag Templates (NOT APPLICABLE)

This functionality enables the operator to create, modify and search for available bonus bags in the system. Operator may look for available bonus bags based on search filters.

## Organization [APPROVED]

### Brand – Partner [APPROVED]

This is the configuration of the organization structure on the installation and is defined in Brands and Partners. A single installation of IGT Command can contain multiple brands and each brand in turn can consist of multiple partners. A Brand is a logical set of partners in IGT terminology and configurations done at brand level are inherited by all its partners. Here configuration refers to settings such as notification templates for player messaging, reports, promotional campaigns aimed at players and bonus money management.

| **PARAMETER** | **DESCRIPTION** | **LNZ VALUE** |
| --- | --- | --- |
| Brand | A logical grouping of Partners who inherit the same configurations and the Brand represents the license holder’s identity | 1 |
| Partner | A sub-organization within a Brand that is used to divide players into business units. | 40 |

Only qualified IGT technicians can alter these values directly on the database and must do so for the following tables –

* BAM\_${userSuffix}.SMS\_BRANDS
* BAM\_${userSuffix}.SMS\_PARTNERS

For Brand list, following are the configurations shown

|  |  |  |
| --- | --- | --- |
| PARAMETER | DESCRIPTION | Value |
| Name | Name of the brand | Lotto NZ |
| Description | Associated details | Lotto NZ |
| Network | true or false | True |
| PAM | true or false | True |

For Partner list, following are the configurations shown:

|  |  |  |
| --- | --- | --- |
| PARAMETER | DESCRIPTION | Value |
| Name | Name of the brand | Lotto NZ |
| Description | Associated details | Lotto NZ |
| Network | true or false | False |
| PAM | true or false | True |
| Provider |  | 1 |
| Brand Id |  | 40 |

## SETTINGS

#### External Account Management (NOT APPLICABLE)

This functionality enables the operator to view the list of external account associated along with ability to edit existing accounts and adding new accounts.

#### Email Settings [APPROVED]

This configuration is done at deploy time. UI is used to change the values. Configuration of Email server is not reported in this document because it is reserved.

#### External Menu [NOT APPLICABLE]

This functionality enables the operator to link any external websites needed to host on the system. The operator could see the list of existing external links with options to further add more, edit or remove existing ones.

#### Channels List [IN PROGRESS]

#### GDPR Management [draft]

One mandatory consent only will be configured, named “LNZ\_TermsAndConditions”. No processes will be linked to the mandatory consent.

This is the list of configuration parametner for the consent (T&C):

Consent Detail

|  |  |
| --- | --- |
| Consent Type Id | *1* |
| Name | LNZ\_TermsAndConditions |
| Description | *Terms&Condition* |
| Creation Date | *01/07/2019* |
| Update Date | *01/07/2030* |
| Status | *ENABLED* |
| Mandatory | *true* |
| Removable Personal Info | *false* |
| Notification Enabled | *false* |
| Withdrawn Template | *NA* |
| Given Template | *NA* |
| Personal Info Associated | *none* |
| Processes Associated | *none* |

## SECURITY

#### Limit Configuration [draft]

This functionality enables the operator to view and update the applicable limit configuration for various parameters. Following are identified to be configured for LNZ:

* TBD
* TBD

#### Auditing [Approved]

This section allows the operator to generate reports based on requirements which then can be exported. The following configuration and values are available. No configuration available for this feature.

#### Users [Approved]

Users will be imported from LNZ system using manual operation.

#### Security Settings [Approved]

This functionality enables the operator to set up password setting to be applicable throughout the system. Operator can decide on various configurations a password to be implemented such as complexity, length, attempts, days for password change, etc.

|  |  |
| --- | --- |
| **PARAMETERS** | **VALUES** |
| Password Complexity | 3 |
| Password History Length | 30 (MAX: LNZ does not check for this) |
| Max Password Failed Attempt | 5 |
| Min days before change password | 900 ( MAX, LNZ does not requires password to expire) |
| Min length Password | 8 |

#### Roles [IN PROGRESS]

This functionality enables the operator to define various roles for users to be implemented in the system. Operator can view the list of current roles as well as add new roles to the system using “Add” functionality. Each user on the system would have a defined role.

LNZ Roles will be configured as following:

* **Admin**
* **Operations**: Everything but not Admin
* **Finance**
  + Player: Can view, can't edit info of the player
  + Manage ewallet
  + IGTPay
* **HelpDesk**
  + Players: can view can edit information
  + Player: does not manage ewallet
* **Marketing**:
  + Players: can view can edit information
  + Notification: can do templates

Detailed roles access control matrix will be stored in a separate file.

The operator would also have the ability to add or create a new role in the system. For this, the operator needs to define various parameters to specific orders.

|  |  |
| --- | --- |
| PARAMETERS | DESCRIPTION |
| Name | Name of the role |
| Description | Description of the role |
| Can view PI | TBD |
| Is Administration Role | Defines if the role is of administrative in nature |
| Money Transaction Approver | TBD |
| Widget Configuration | TBD |
| Pages and Actions | A tree structured layout of the system from which access can be assigned to the role |

For detailed configuration please refer to the document: LNZ-IGT Command RBAC Matrix – Draft

#### External Apps Profiles (NOT APPLICABLE)

There are no requirement for this feature from LNZ.

#### Login IP Rules (NOT APPLICABLE)

There are no requirement for this feature from LNZ.

## INTERNAL CONFIGURATION

The following list of configurations are set at deployment time but are not accessible using any menus on IGT Control. These are mentioned here in order to seek sign-off/approval from LNZ and also by way of explaining some of the key configurations.

### Registration Level [PERR-REVIEW]

A registration level identifies a list of fields mandatory and optional fileds that can be used for registering a player.

For LNZ one registration level will be defined.

Table below lists the information that will be required from player during registration:

|  |  |  |  |
| --- | --- | --- | --- |
| **Registration Level fields** | **Mandatory** | **Business Rule Applicable** | **Additional Rules from LNZ that are not applicable** |
| First Name | Yes | * 1. Allowed characters are a-z   A-Z   *<space> - ‘*(space, hyphen and apostrophe)   2. Must start with a letter   3. Maximum 30 characters |  |
| Last Name | Yes | * 1. Allowed characters are a-z   A-Z   *<space> - ‘*   2. (space, hyphen and apostrophe) and must start with a letter   3. Maximum 30 characters |  |
| Email | Yes | * 1. Minimum 5 characters   2. Maximum 50 characters   3. Allowed characters are: a-z A-Z 0-9 @  . - \_ ! # $ % & ' \* +  / \ = ? ^  ` { | } ~ (at-sign, dot, hyphen, underscore, exclamation mark, hash, dollar sign, percentage sign, ampersand, apostrophe, star, plus, forward slash, back slash, equals sign, question mark, caret, back tick, open curly brackets, vertical bar, closed curly brackets and tilde)   4. Email character for . (dot, period, full stop) can’t be the first or last character (e.g. [name@.com](mailto:name@.com) or .name@example.com are not valid)   5. Email character for . (dot, period, full stop) can’t appear two or more times consecutively (e.g. [John..Doe@example.com](mailto:John..Doe@example.com) is not valid) | * 1. Validate for common errors such as "gnail", "homtail" etc. [Examples here](https://github.com/mailcheck/mailcheck). |
| Password | Yes | * 1. Must not be same as e-mail address   2. Minimum 8 characters   3. Maximum 30 characters   4. Must include minimum **Three** of the following:      1. Lowercase characters      2. Uppercase characters      3. Non-alpha characters      4. Special characters   5. Must not contain: :;/\$ *<space>* (colon, semi-colon, forward slash, back slash, dollar sign, space) | * 1. There must be a visibility toggling option available |
| DOB | Yes |  |  |
| Region (Residence Level 1) | Yes |  |  |
| City/Town (Residence Level 2) | Yes | Only letters and ' (apostrophe) are allowed, Words can be separated with space or hyphen (-) |  |
| Address (Residence Address 2) | No | Letters, digits, slash (/), backslash (\), dot (.), comma (,), hyphen (-), space are allowed. |  |
| Street Number (Residence Address 1) | no | Letters, digits, slash (/), backslash (\), dot (.), comma (,), hyphen (-), space are allowed. |  |
| Post Code | no | Only digits |  |
| Po Box (Residence Address 3) | no | Only digits |  |
| Gender | Yes | Only 3 value admitted M/F/N M=Male  F=Female  N=NotApplicable |  |
| Auto accepted T&C’s | yes | NOTE: T&C management is implemented using CMO |  |
| Mobile phone | NO | * 1. Should contain a valid prefix for mobile or area e.g. 021 or 09 ([full list here](https://en.wikipedia.org/wiki/Telephone_numbers_in_New_Zealand))   2. Should be numerical only   3. Should have a total length between 7 - 15 digits       NOTE:  Mobile Phone becomes mandatory when the bank account is provided. Mobile phone will be checked in the bank account add flow, so that it will be always requested if not yet given at first step of the registration. |  |
| Fixed-Line phone | no | * 1. Should contain a valid prefix for mobile or area e.g. 021 or 09 ([full list here](https://en.wikipedia.org/wiki/Telephone_numbers_in_New_Zealand))   2. Should be numerical only   3. Should have a total length between 7 - 15 digits |  |
| NEW Field:  Preferred Name  -Not Unique  -Searchable | no | Up to 30 characters  Allowed characters a-z   A-Z 0-9  *<space>*. |  |
| Age Verification | No | TRUE / FALSE | FALSE |

**Fields not exposed to Registration Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **Registration Level fields** | **Mandatory** | **Business Rule Applicable** | **Comment** |
| Username | yes | Username is equal to Email | LNZ Players access using mail + password |
| Nick Name | Yes | Nickname equals to "NN"+contractid | This is not used now, but could be used in future project. Nickname has a default value for now. |
| SSN | Yes | SSN equal to "First Name +Last Name +DOB + contractid | SSN is not currently used, but could be object of future enhancement |

**Fields that are baseline Mandatory and are set to default for all players**

* Security Questions must be removed.
* Phone numbers (both fixed line and mobile) must be optional, but Mobile phone will be checked by add bank account flow
* field:"language": fixed to English (English NZ)
* field:"state": "New Zealand"
* field:"isoCountryCode": Default for all player to "NZ"
* Favorite currency: NZD

**OUT OF SCOPE FOR REGISTRATION FLOW:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Email notifications | yes | |  |  | | --- | --- | | Notification Settings | The following e-mail notifications are available to a registered Lotto player:   * + Jackpot Reminders   + Results for Powerball, Lotto & Strike   + Promotions & Special Draws   + Instant Kiwi   + Instant Play Games | | LNZ will manage this options, this become out of the scope of our registration flow.  Mantaining this row just to track this decision. |

# Monitoring [DRAFT][INTERNAL]

Monitoring enables the operator to get a snapshot of system behavior overview as well as snapshot of various individual functionalities enabled within it. It is possible to create event type for the flightboard.

## Create Flightboard Event Type

This functionality enables the operator to define specific system behavior for a particular user action. This functionality can further be extended to specific user groups depending upon requirements.

At the moment of writing there are no specific configuration to pre-configure.

# Notifications [TO DO]

### Manage Templates [In Progress]

This section is where all templates for sending automated system-driven messages to player need to be configured. Automated emails are triggered based on system events. For example, when the player’s responsible limits are changed on system this generates a specific event and if, on your installation, you have setup the AlterLimit template, this template will be used to send the communication to this player following the event. It is noteworthy that for each template the following can be defined –

**Channel** – This refers to the communications channel(s) that will be usable for this specific template. A single template may be associated with multiple Channel(s); however, this configuration must be completed with an appreciation of the template contents because readable area available to players on mobile devices for instance, is less than readable area available on desktop. For example, configuring to send the LoyaltyMonthlyStatement template via andoid\_push channel will make little sense since an entire month’s loyalty statement will not be very readable on a small device; in this scenario, an email would be better fit.

**Language** – This refers to the language in which the template will be created. For installations where player communications must be supported in multiple languages, a specific template when defined will be replicated in multiple languages. While sending communications, the platform will check for the template that matches the language of the player configuration and dispatch that appropriate language template. Allowable language will already have been configured in section **Error! Reference source not found.**.

**Content Type** – This refers to the content body and the drop down allows for selection from either text/html or text/plain.

**Subject** – This parameter is the name of the template which will be visible to the player.

**From Address** – This parameter captures the from address which will be visible to the player upon receipt of the communication

Types of player notifications recommended are as follows –

* TBD

### Precompiled Messages [In Progress]

Like templates, precompiled messages are also pre-defined formats for player communications; however, precompiled messages are not sent automatically based on system events. Precompiled messages are the ones that are available to send ad-hoc messages to the player from the player profile menu.

### Header Footer Templates [In Progress]

This sub-section is for defining branded materials using images, URLs, company logos etc. which can be attached to Managed Templates.

# Rewards [Not Applicable]

## Loyalty [Not Applicable]

### Rewards->Loyalty->Game Domains [Not Applicable]

| **Name** | **Description** |
| --- | --- |
| iLottery | iLottery |
| Instant Games | Instant Games |

### Rewards->Loyalty->Transaction Types [Not Applicable]

### Rewards->Loyalty->Programs [Not Applicable]

### Rewards->Loyalty->Partner Financials [Not Applicable]

## Campaigns [Not Applicable]

### Rewards->Campaigns->Communications [Not Applicable]

### Rewards->Campaigns->Promo Codes [Not Applicable]

### Rewards->Campaigns->Blacklist Management [Not Applicable]

### Rewards->Campaigns->Campaign Management [Not Applicable]

# Payments

Payments are covered at much detail in the solution design of IGT PAY

# ilottery [IN PROGRESS] (waiting for customization)

## PackagePlay Configuration [IN PROGRESS]

# System Parameters [NOT APPLICABLE]

This section specifies those system parameters which are invisible to the user of IGT Control and must be configured deeper within the Product.

### Player minimum age verification server side [Not applicable]

No age verification at registration time is required by LNZ registration process.

Additional age verification will be orchestrated by LNZ and the outcome stored in the profile of player.

~~Apart from client-side validation of player age, the server also validates player age – server-side age validations are done prior to creating a player account and prior to making any calls to external ID/Age verification systems such as Idology or Experian.~~

~~For age verification, the following two fields are to be configured on GMS\_SYS\_PROPS~~

~~customize           check.legal.age global    gms        true~~

~~customize           legal.age              global    gms        21~~

### Player Identification Type [Not applicable]

No check on identity is done during the registration

~~During registration, player is required to provide an identification number, which for US based installations is SSN number. However, not all players will provide SSN (either because they do not have the number at hand during registration or they are foreign players who do not have an SSN or in that country SSN is being replaced by a different from of unique identifier like Denmark uses NemID); but the platform must still be able to perform registration. Another hidden system parameter known as ‘SSN Type’ is used to indicate whether the identification number in this installation is SSN (social security number) or some other form of identifier. Identification Type can be set to one of the two following values as when defining the registration level.~~

~~SSN Type flag = 0 indicates the SSN number may or may not be entered by player~~

~~SSN Type flag = 1 indicates the SSN number will be entered by player~~

# Glossary of terms [IN PROGRESS]

| **Term** | **Description** |
| --- | --- |
| IGT Command | IGT Player Platform |
| Bonus Bag |  |
| iLottery |  |
| …. |  |

# Player wallet lifecycle and states [IN PROGRESS]

Additional information on IGT Command statuses for LNZ are reported in the Visio file, please check reference document.

# Campaign lifecycle and statuses [NOT APPLICABLE]

# Player available balance [IN PROGRESS/INTERNAL]

The configuration of the ewallet include only one pocket for this project. So Available Balance consideration are not applicable.

Player available balance and total balance are different concepts within the Player Platform. Take the following illustration as an example of the eWallet pocket configuration.

|  |  |  |  |
| --- | --- | --- | --- |
| **Pocket** | **Funds in player’s pocket ($)** | **Withdrawable** | **Withdrawable Closure** |
| General Bonus | 10 | no | no |
| Deposit | 11 | no | yes |
| Wins | 10 | yes | yes |
| iLottery Bonus | 5 | no | no |
| Instant Win Bonus | 3.5 | no | no |

The player needs to see his available balance at any point so he is aware how much he has available, at hand. In this example, the player’s available account balance will be as follows –

* Withdrawable balance = $10.00 [Wins]
* Available balance for use in iLottery = $36 [General Bonus + Deposit + Wins + iLottery Bonus]
* Available balance for use in Instant Win = $34.50 [General Bonus + Deposit + Wins + Instant Win Bonus]
* Withdrawable balance at account closure = $21.00 [Deposit + Wins]

It is important to recognize that while you may have configured 5 pockets on your installation, it is not necessary to show all 5 different balances to player via front-end. In fact, it is detrimental to do so as it leads to confusion and stands in the way of player transparency. Display of available player balances must be carefully managed at the front-end.