



# GAMING SIMULATOR

Agilysys

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# Prerequisites

To run the simulator, these prerequisites must be met:

1. InfoGenesis 4.5.1 SP2 or later
2. InfoGenesis Service Manager 2.2.1.22102.
  - a. Documentation for downloading and configuring can be found at <http://dv7info.infogenesis.com/infodev/service%20manager/Service%20Manager%20Documents/Forms/AllItems.aspx>. Log in with your AD credentials to access the document: “Installing InfoGenesis Service Manager 1.9 and 2.2”.
  - b. The documentation will provide instructions for installing InfoGenesis Service Manager based on two versions: 1 and 2. Follow the install instructions for version 2.
3. CMPCasinoManagementAdapter 2.5.0.20014.
  - a. Documentation for downloading and configuring can be found at <http://dv7info.infogenesis.com/infodev/service%20manager/Service%20Manager%20Documents/Forms/AllItems.aspx?RootFolder=%2Finfodev%2Fservice%20manager%2FService%20Manager%20Documents%2FAdapter%20Interface%20Documentation%2FCasino%20Management&FolderCTID=0x0120005185794C9D8A2E40AC91E5A568DD791E&View=%7BB033609B%2D620D%2D4558%2D89A3%2DF5E944E8FE5C%7D> Log in with your AD credentials to access the document: “Bally CMP Interface with InfoGenesis POS”.
  - b. Follow the instructions to install and configure the CMP adapter, **in the documentation there are some missing steps. When configuring CMP in service manager, the documentation will instruct to add 3 fields, but there will need to be 5 fields total:**

inoManagementService]	Assembly	InfoGenesis.ServiceManager.ServiceAdapter.Casin...
	Name	CMP Casino Management Adapter
	Version	2.5.0.20014
Adapter Configuration		
	Name	Value
	Context	
	Inherited	
	Configured	
	CMP.encryptionKey	Default
	CMP.encryptionKeySA...	Default
	CMP.licensingKey	agilysys
	CMP.requestingSystem	agilysys
	CMP.url	http://localhost:8080

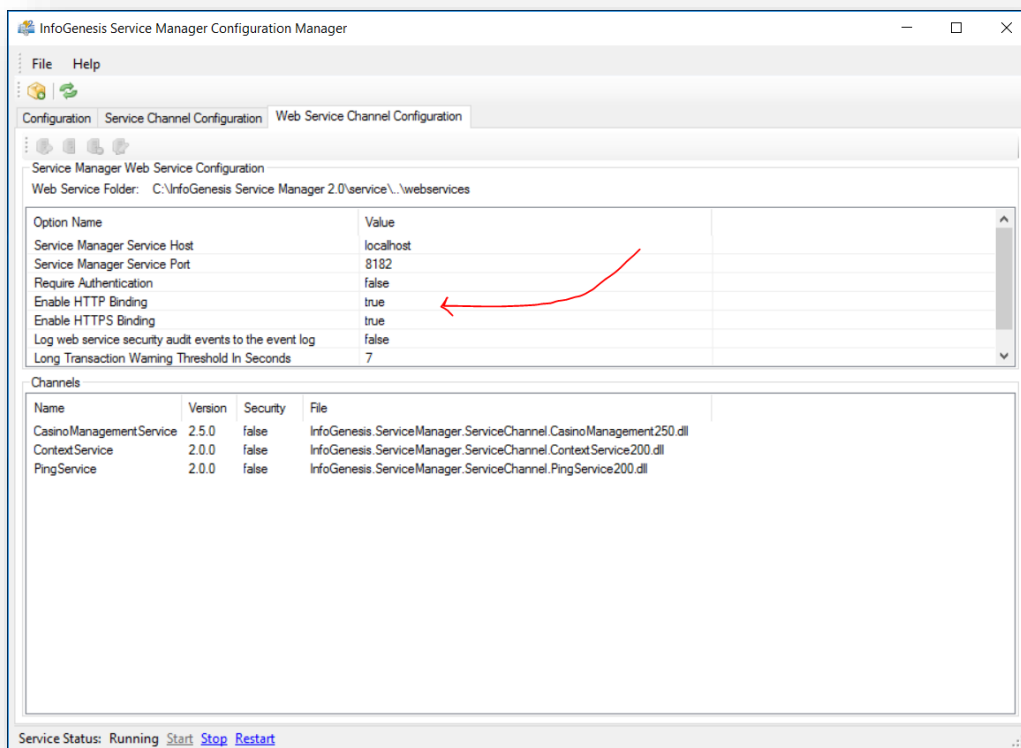
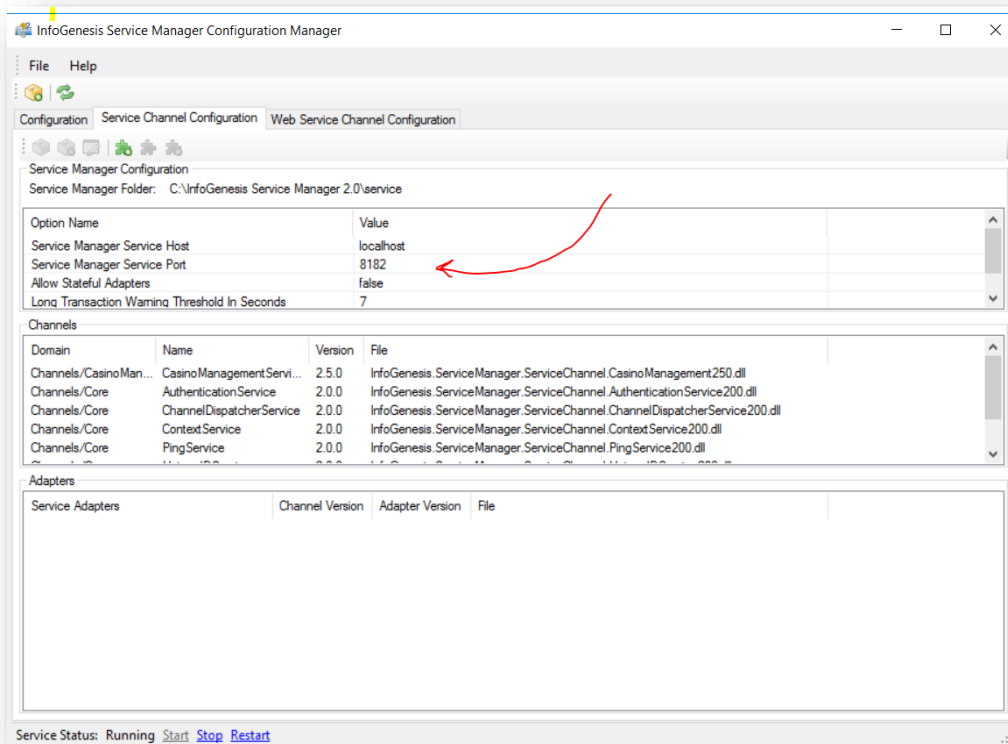
- c. CMP documentation is also missing steps for configuration to the service channel and web service channel. Click on Service Channel Configuration and ensure that **Allow Stateful Adapters** is **false**.

Then click on the Web Service Channel Configuration tab at the top and ensure that the following properties are set as followed:

**Require Authentication: false**

**Enable HTTP Binding: true**

**Enable HTTPS Binding: false**



- d. **When configuring CMP through InfoGenesis, the documentation will provide instructions on configuring tenders for CMP, but there are some missing and cut off steps. In total, there will be 5 set up tenders:**
- i. **CMP Inquiry**
  - ii. **CMP Offers**
  - iii. **CMP Coupons**
  - iv. **Comp Points**
  - v. **Patron Points** (player points)

**Note: The images in the next page provide the configuration for the missing steps in the Bally's documentation. Note that the card code is CASE SENSITIVE.**

Name	ID
American Express	4
Carte Blanche	7
Cash	1
CMP Coupon	10
CMP Offer	9
Comp Points	11
Diners Club	6
Discover	5
JCB	8
Master Card	3
Patron Points	12
Visa	2

MainPostingsTranslationShow Layouts

ID11

Tender NameComp Points

Button Text 1Comp

Button Text 2Points

Verification Code98. Casino Points

Allow Manual Entry

Information

Franking Code:(none)

Overtender:No

Open Drawer:No

Security Level:Server

Discount:(none)

Tender Class:(none)

Overrides

Check Type:(none)

Price Level:(none)

Miscellaneous

Currency Rate:1.00

Receipts to Print:1

Limit Amount:\$21,474,836.47

Additional Check ID:(none)

Card Code:Comp points

Toggles

☐ Amount required

☐ Auto remove tax

☐ Bypass PDS/rGP card input

☐ Comp (Ent. Tax)

☐ Exclusive

☒ IRS reporting

☐ Prompt for Alpha data

☐ Prompt for CVV

☐ Prompt for extra data

☐ Prompt for postal code

☐ Restricted

☐ Save to archive

☐ Signature Capture

☒ Earn eligible

Name	ID
American Express	4
Carte Blanche	7
Cash	1
CMP Coupon	10
CMP Offer	9
Comp Points	11
Diners Club	6
Discover	5
JCB	8
Master Card	3
Patron Points	12
Visa	2

MainPostingsTranslationShow Layouts

ID12

Tender NamePatron Points

Button Text 1Patron

Button Text 2Points

Verification Code98. Casino Points

Allow Manual Entry

Information

Franking Code:(none)

Overtender:No

Open Drawer:No

Security Level:Server

Discount:(none)

Tender Class:(none)

Overrides

Check Type:(none)

Price Level:(none)

Miscellaneous

Currency Rate:1.00

Receipts to Print:1

Limit Amount:\$21,474,836.47

Additional Check ID:(none)

Card Code:Patron points

Toggles

☐ Amount required

☐ Auto remove tax

☒ Bypass PDS/rGP card input

☐ Comp (Ent. Tax)

☐ Exclusive

☒ IRS reporting

☐ Prompt for Alpha data

☐ Prompt for CVV

☐ Prompt for extra data

☐ Prompt for postal code

☐ Restricted

☐ Save to archive

☐ Signature Capture

☒ Earn eligible

# Installing the Simulator

To install the simulator, extract the contents of the zip to a folder in the desired install path.



# Running the Simulator

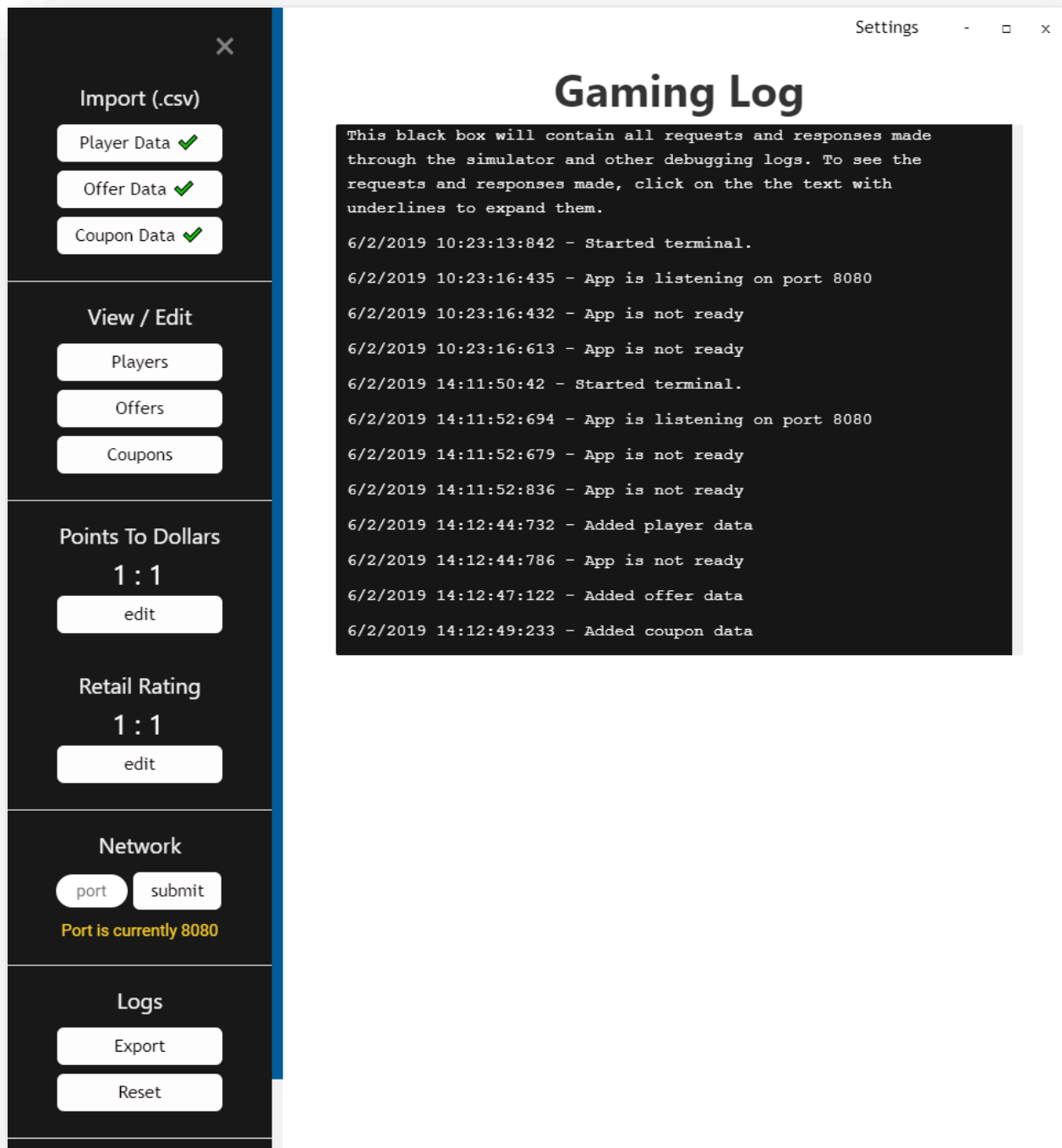
Before running the Simulator, make sure the configured service manager is running, otherwise the simulator will not interface with IG.

To run the simulator, run **Gaming Simulator.exe**.

If desired, a shortcut can be made to the desktop by right clicking Gaming Simulator.exe and click Create Shortcut. The shortcut can then be dragged to the desktop or the task bar.

# Interface Overview

The main interface will be split into two sections:



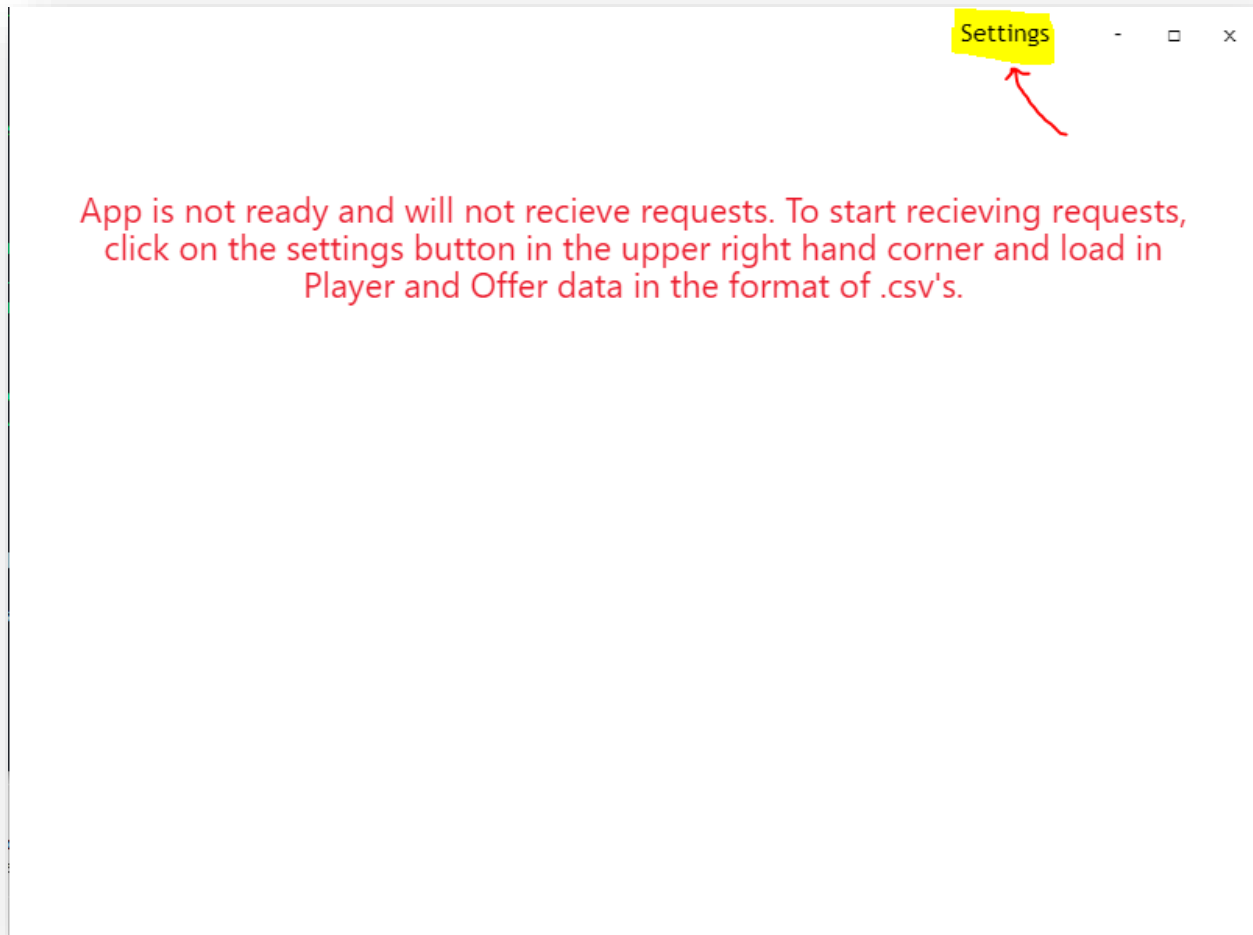
The **left-hand side** of the app (which is expandable and closable with the settings button in the upper right corner or the x in the sidebar) called the **sidebar** will contain all configuration settings for the app. From here, data can be imported by csv. Data can also be viewed and edited (Players, Offers, Coupons). Configuration data such as retail rating, player points, and network can be configured as well. There are also settings to export and reset logs. At the very bottom (sidebar can be scrolled through), there is also a button to reset data that is imported or set in the simulator.

The **main screen** of the simulator (white screen with black box in the center) is used to display activity within the simulator. If Players, Offers, or Coupons is selected with the View / Edit section of the sidebar, the main screen will be replaced with a table to edit/add data.

# Getting the Simulator Ready to Run

When the simulator is first open, it will show a white screen with red text alerting the user to import data. Since the simulator can not transport and manipulate player info with players, it requires at least Player and Offer data to be loaded.

## Loading in Data to the Simulator



To start loading in data to the simulator, click the settings button in the top right corner of the app. From there the **sidebar** will open and it will present options to import data.

There are two ways to start loading in data to the simulator:

**If you still see the red error message, that means players and/or offers do not exist and the app is not ready.**

## Batch Import

If entering multiple number of player or offer data, the user can import by using .csv files.

**Note: There are templates available in the install directory of the simulator in the folder called csvtemplates. Templates will include the header row and some example data.**

## Player data

To import player data by csv, click on the **Player Data button in the sidebar under Import (.csv)**.

After clicking on the button, a window will open where the user can select a .csv file from the directory of their choosing.

**The csv must be formatted in the following way:**

The first row will need to contain the following cells –

1. firstName
2. lastName
3. accountNumber
4. phoneNumber
5. cardNumber
6. tierLevel
7. dateOfBirth
8. pointBalance
9. compBalance
10. promo2Balance
11. isBanned
12. isInactive
13. isPinLocked

**Note: csv should be case sensitive**

From then on, each following row can be filled in for player info.

The simulator will expect the format each column as such:

1. firstName – Any characters
2. lastName – Any characters
3. accountNumber – Digits only
4. phoneNumber – Digits only (optional, can leave blank)
5. cardNumber – Digits only (optional, can leave blank)
6. tierLevel – Any characters
7. dateOfBirth – Digits only in the format of MM/DD/YYYY
8. pointBalance – Digits only
9. compBalance – Digits only
10. promo2Balance – Digits only
11. isBanned – TRUE or FALSE
12. isInactive - TRUE or FALSE
13. isPinLocked - TRUE or FALSE

### *Offer Data*

To import player data by csv, click on the **Offer Data button in the sidebar under Import (.csv)**.

After clicking on the button, a window will open where the user can select a .csv file from the directory of their choosing.

**The csv must be formatted in the following way:**

The first row will need to contain the following cells –

1. AccountName
2. OfferCode
3. OfferName
4. OfferValue
5. OfferStartDate
6. OfferEndDate

From then on, each following row can be filled in for offer info.

The simulator will expect the format each column as such:

1. AccountName – Digits only
2. OfferCode – Any characters up to 8 characters
3. OfferName – Any characters
4. OfferValue – Digits only
5. OfferStartDate – Digits in the format MM/DD/YYYY HH:MM:SS
6. OfferEndDate - Digits in the format MM/DD/YYYY HH:MM:SS

**Note: IG will not accept the offer if the OfferEndDate date is before the OfferStartDate**

### *Coupon Data*

**Note: Simulator can run without coupon data. This simply means that the system does not have any coupons available for players.** InfoGenesis expects at least players and off

To import player data by csv, click on the **Coupon Data button in the sidebar under Import (.csv)**.

After clicking on the button, a window will open where the user can select a .csv file from the directory of their choosing.

**The csv must be formatted in the following way:**

The first row will need to contain the following cells –

1. CouponNumber
2. Balance

From then on, each following row can be filled in for coupon info.

The simulator will expect the format each column as such:

1. CouponNumber – Digits only
2. Balance – Digits only

## Manually Adding Data

Instead of batch importing, it is possible to add data through the simulator.

To do so, click on the settings button in the top right to open the side bar. From there, click on either **Players, Offers, or Coupons** under **View / Edit**.

After the button is clicked, the sidebar will close and a table containing current data will occupy the main screen. From here, click on **Add a New Player, Add New Offer, and Add New Coupon**.

From then on, after filling out the information and clicking save, the data will be saved to the simulator and can be used and viewed.

**Note: At least one player and one offer must be saved for the Simulator to run. The simulator is programmed to lock up if required data is not provided as a safeguard to IG.**

### Add New Player

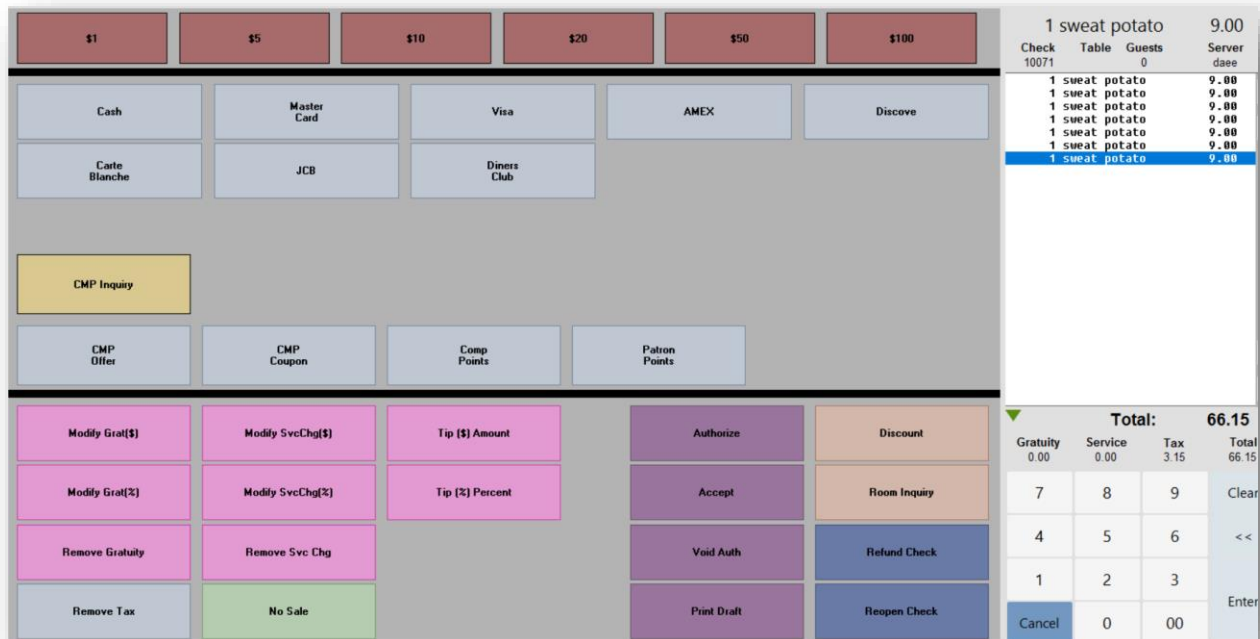
First Name	<input type="text" value="First Name.."/>
Last Name	<input type="text" value="Last Name.."/>
Account Number	<input type="text" value="Account Number.."/>
Tier Level	<input type="text" value="Tier Level.."/>
Point Balance	<input type="text" value="Point Balance.."/>
Comp Balance	<input type="text" value="Comp Balance.."/>
Promo2 Balance	<input type="text" value="Promo2 Balance.."/>
Date of Birth	<input type="text" value="mm/dd/yyyy"/>
Is InActive	<input type="text" value="FALSE"/>
Is Banned	<input type="text" value="FALSE"/>
Is Pin Locked	<input type="text" value="FALSE"/>
<div><div>Save</div><div>Close</div></div>	



# Working With IG

Once the data has been set up, Ig will be ready to interface with the simulator.

Make sure the simulator is running in the background and Service Manager is running as well.



After following the documentation for the CMP adapter, the tender screen should have the following buttons: **CMP Inquiry, CMP Offer, Comp Points, Patron Points**

## CMP Inquiry

When a user clicks on CMP Inquiry, they will be prompted with a window to either click on Account Number, Card Number, or Phone Number. Depending on the player data in the simulator (card number and phone number are optional values), they can click on one of those buttons to look up by a value.

After following the prompt in IG, an information box will pop up displaying pulled information on the player.

**Note:** If the information box does not display offers, that means that the player does not have any offers associated to his account.

#10656



## CMP Account Inquiry

Name: Kang,Daee

Account ID: 1

Tier: Platinum

Age: 22

### Points:

Type	Points	\$ Amt	\$ Limit
<hr/>			
Patron points	48111.00	24055.50	0.00
Comp points	0.00	40.00	0.00
Promo points	0.00	88.00	0.00

### OFFERS:

Free Movie

ID: @12RT70U Exp: 2019-12-31

\$80 Buffet

ID: @19RR69R Exp: 2019-01-30

Print

Done

## CMP Offer

An offer will hold values for a name, amount and expiration date. An offer can only be tied to one account. For InfoGenesis, if a user were to have an open check with a remaining balance, using an offer would lower the balance by amount of coupon and can even tender out the check.

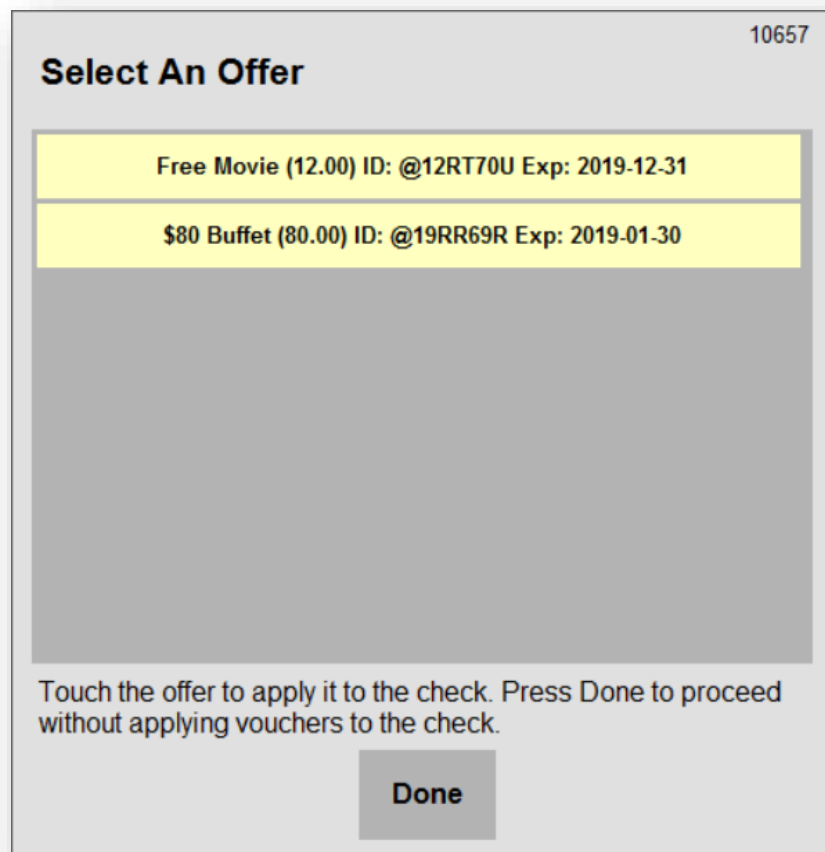
Examples:

The check balance is \$80. Using an offer that has a value of \$100 will tender out the check.

The check balance is \$80. Using an offer that has a value of \$60 will leave the balance at \$20.

Because of the behavior of the check, if an offer is used and there is a remaining balance on the offer, the **offer will be deleted as it is single use**.

To use an offer in IG, ensure that there is a check balance and then click on CMP Offer in tenders. A window should show up that lists all the available offers to the account.



Offers will be listed as such:

**[Offer Name] (Value) ID: [Offer Code] Exp: [Expiration date]**

**Note: Offer name is just used to display the offer on the window, it is not used in IG for anything else.**

Click on the offer and IG will do the calculations and subtract from the balance and the simulator will delete the offer from its database.

## CMP Coupon

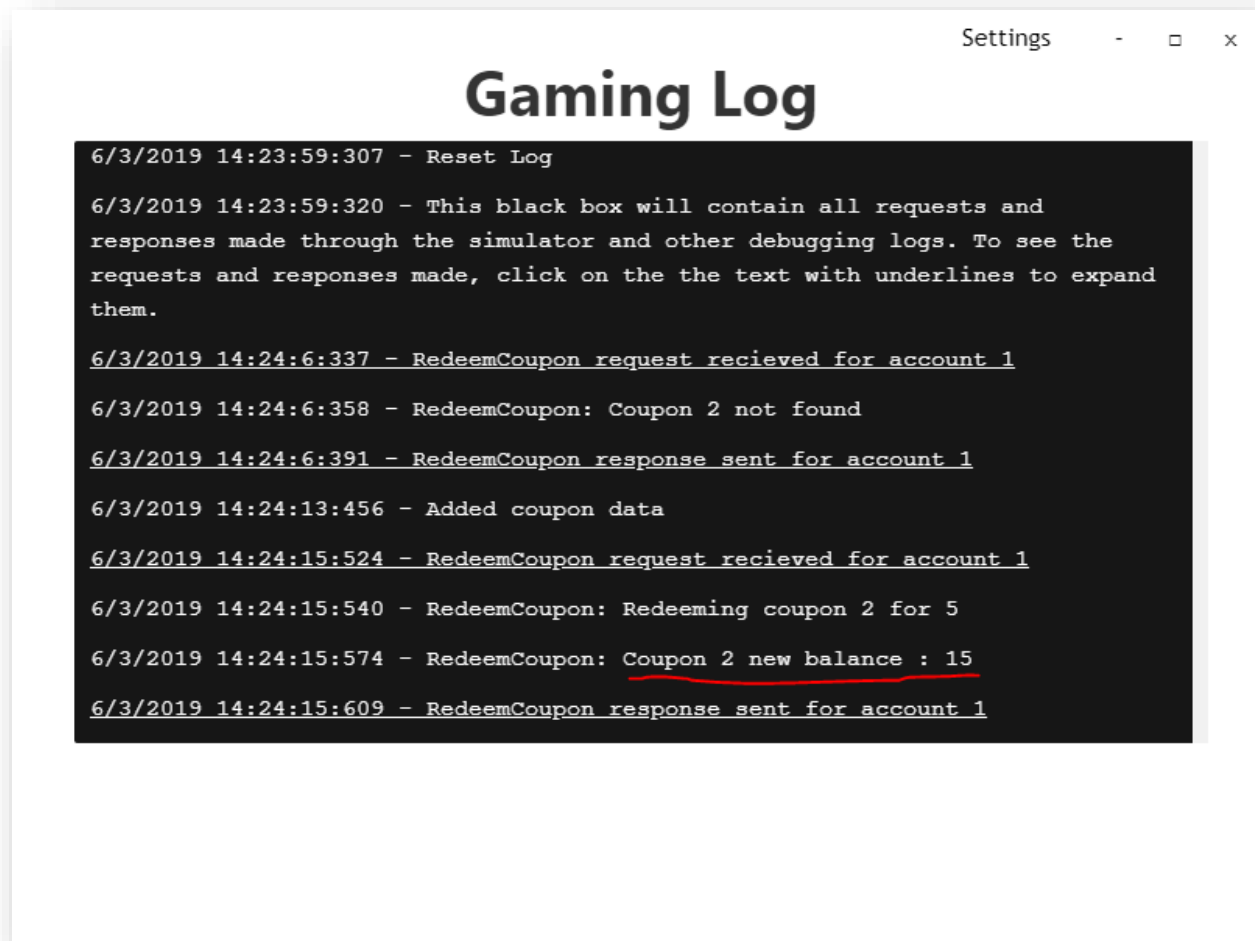
A coupon will effectively work the same way as an offer does with key differences:

1. Coupons will hold onto remaining balances (like a gift card)
2. Coupons can be access by any player (coupons are accessed with their ID)

To use a coupon, ensure that there is a balance in the check and click on CMP Coupon. A window will open prompting for an amount and this will be an amount in dollars. After clicking enter, it will prompt for a coupon ID. After filling out the prompt and hit enter, the requested coupon amount will be subtracted from the check and from the coupon.

To check what the remaining balance of the coupon, the user can go back to the Simulator application. In the main screen, the log viewer will have a log entry of how much the coupon was redeemed for and another entry for the new balance.

**Note: If a coupon has a balance of 0, the coupon will be deleted from the database.**



## Comp Points

To tender a check with comp points, click on Comp Points in IG. For the simulator, each comp point is worth 1 point to 1 dollar. **IG will attempt to tender out the balance of the check with however many points a player has.** Clicking on Comp Points will not open a window asking for an amount. If a player has equal or more comp points to tender the check, IG will use all the points required to do so. However, if a player has less than the total check amount, IG will use all available comp points for the player to reduce the check.

## Patron Points

Patron points are player points with a different name. Player points will behave the same way as comp points except that the **ratio of points to dollar can be configured**. The ratio can be configured via the sidebar.

To tender a check with player points, click on Patron Points on the tender screen. Just like Comp Points, IG will attempt to zero out the check. IG will use player points equivalent to the check balance (this equivalency is checked via the points to dollar ratio) and either tender the entire check if the points balance is greater or equal than the check balance, or use all points available to reduce the check balance.

# Configuration

## Configuring Points to Dollars

Click the settings button in the upper right-hand corner to open the sidebar. In the third section under View / Edit, there will be a label "Points to Dollars". Under the label, it will display the current points to dollar ratio (default set at 1:1). To edit, click the edit button under that ratio and the displayed ratio will be replaced with two inputs, left hand side for points and right-hand side for dollars. Click save after filling out the inputs and the new ratio will be displayed (also displayed in log viewer on main page).

**Note: The save button will be disabled if there are invalid characters (non-digits) or if a field is empty.**

The screenshot displays the application's configuration sidebar on the left and the Gaming Log on the right. The sidebar includes sections for Offer Data, Coupons Data, View / Edit (with buttons for Players, Offers, and Coupons), Points To Dollars (showing a 4.00 : 1 ratio with an edit button), Retail Rating (with points and dollars inputs and a save button), and Network (with an 8080 input and a submit button). The Gaming Log on the right shows a series of events, including a reset log, a description of the log's purpose, and several RedeemPoints requests and responses, with some values underlined to indicate expandable text.

Offer Data ✓

Coupons Data 🐾

View / Edit

Players

Offers

Coupons

Points To Dollars

4.00 : 1

edit

Retail Rating

points : dollars

save

Network

8080 submit

Settings - □ x

## Gaming Log

6/3/2019 14:18:38:366 - Reset Log

6/3/2019 14:18:38:382 - This black box will contain all requests and responses made through the simulator and other debugging logs. To see the requests and responses made, click on the the text with underlines to expand them.

6/3/2019 14:18:40:757 - RedeemPoints request recieved for account 1

6/3/2019 14:18:40:796 - RedeemPoints: Redemed 400 points/100.00 in dollars

6/3/2019 14:18:40:824 - RedeemPoints: Old balance (5000) is now 4600

6/3/2019 14:18:40:847 - RedeemPoints response sent for account 1

### Configuring Retail Rating

Players can earn player points by spending money through IG. **This can only be done for a check if the user clicks CMP Inquiry and a player is paired to the check.**

Name: Kang,Daee

Check	Table	Guests	Server
10073		0	daee
1	sweat	potato	9.00
1	sweat	potato	9.00
1	sweat	potato	9.00
1	sweat	potato	9.00
1	sweat	potato	9.00

-----GUEST INFO-----

ID: 1

Name : Kang,Daee

Total: 47.25

Gratuity	Service	Tax	Total
0.00	0.00	2.25	47.25

Retail rating defines the ratio of how many points a player will earn for each dollar they spend.



This can be configured the same way as points to dollars. Click the setting button in the upper right-hand corner and the sidebar will open. Under View / Edit and under Points to Dollars, there will be a label "Retail Rating". To edit, click the edit button under that ratio and the displayed ratio will be replaced with two inputs, left hand side for points and right-hand side for dollars. Click save after filling out the inputs and the new ratio will be displayed (also displayed in log viewer on main page).

**Note: The save button will be disabled if there are invalid characters (non-digits) or if a field is empty.**

## Network

By default, the simulator will be listening on <http://localhost:8080>.

To change the port, simply click the settings button in the upper right-hand corner and the sidebar will open. In the sidebar in the Network section, there will be an input and submit button. Type in the preferred port (must be between 0 and 65536) in the input box and click submit.

## Editing the Database

To edit any of the data for players, offers, or coupons, click the settings button in the right corner to open the sidebar. From there, click on either Players, Offers, or Coupons in the View / Edit section. A new page will open with a table of information. To edit a property for any data, click on the text in the table cell of the property that needs to be edited. The cell will then turn into an input where the user could type in the desired new property. Then click save and the data will be edited.

## Resetting the Database

To reset the database, click the settings button in the right corner to open the sidebar. From there, on the very bottom of the sidebar there will be a red button named **Reset Database**. Click the button and the database will reset.

## Exporting and Resetting Logs

To have the logs exported to a txt file, click on the settings button in the right corner to open the sidebar. From there, near the bottom of the sidebar will be a section titled Logs. There will be two buttons, one labeled Export and one Reset. Click Export, it will open a new window which will prompt the user to save to a desired location of choice. Give the file a desired name in the bottom **followed by ".txt"**

To reset the logs, click on the **Reset** button located in the same Logs section in the sidebar.