Monaco Key – User Manual – 2.3.0.3

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# 1. Quick Start

Download the tools from Team City. See Monaco Platform / Monaco Key Tools (Trunk)

To get started, run MonacoKeyGenerator.exe. Both the Debug and Release version are included from the Team City download. It is recommended to use the Release version.   
  
A screenshot of a video game

Description automatically generated

Now insert some USB drive(s) you would like to turn into USB Keys. You should see something like this:

A screenshot of a computer

Description automatically generated

I inserted 2 USB drives. Notice that one of them has the FORMAT check box checked, and it is grey so I cannot uncheck it. This is because the USB is not in the correct format to be a USB Key. As pictured above, the USB in drive D will be formatted, and the USB in drive E will not be formatted. Both USBs will become USB keys. The USB in drive D just requires an extra step.  
  
Notice the PRODUCTION READY column for both USB’s is “No”. That means these USB have not yet been signed/encrypted to become USB Keys.

Select the Command and Type under the Command Selection. The available options for Type are determined by the RSA keys you have in your file directory. Next to the MonacoKeyGenerator.exe there should be a directory named Keys. Inside the Keys directory, you can have as many directories as you like, named whatever you like. At a minimum, you need at least 1 directory, which contains the RSA key files, which are two files, named public.rsa and private.rsa. In this example my directory structure is like this:

* MonacoKeyGenerator.exe
* Keys
  + Development
    - private.rsa
    - public.rsa

In production, you will probably have a structure like this:

* MonacoKeyGenerator.exe
* Keys
  + Retail
    - private.rsa
    - public.rsa

Once you have selected the command and type, make sure the USB drive(s) you want to generate are selected as well. The checkbox on the far left of each USB drive is how to enable or disable a USB drive. The enabled drives will be generated when you click generate.

Click generate. Then you should see something like this:

A screenshot of a video game

Description automatically generated

That’s it. Remove your USB keys, and you’re done.

# 2. Monaco Key Generator – Extra Features

Please read section 1 first, the Quick Start guide. There is no duplicate info here.

Non-Core Features of the Monaco Key Generator

* The USB Drive Details section is collapsible if you click the up/down arrow button on the far right of the USB Drive Details header. It is helpful to collapse this section if you are using more than 4 USB drives at the same time.
* If you need to check if a USB Drive is already a validly signed/encrypted USB Key, then simply plug it it, and check the USB Drives section. The “CURRENT COMMAND” will tell you what is loaded on the drive. **The “PRODUCTION READY” will tell you if the USB is signed properly, with the currently selcted Command Selection Type. This can be a bit tricky if you aren’t aware of the details.** 
  + Suppose you have both Development Keys and Retail Keys available in the Command Selection Type.
  + If you toggle between Devlopment Keys and Retail Keys, then you may notice the “PRODUCTION READY” status change on the USB Drives. This is because the “PRODUCTION READY” status depends on the “Type”. The Type is selecting which RSA keys are used for encryption.
* If you insert a USB drive with less than 64GB of memory, then you will not be able to generate a USB key with it. Some commands require large amounts of space, so this is a precaution to ensure the commands will execute correctly in the field.
* The button to the left of the GENERATE button allows you to open up the selected command in a text editor. If you edit the script in the text editor, the changes are not saved in the Monaco Key Generator. You cannot change the actual script that will be executed for a given USB Key. You can read it though, if you like.
* Click File > About for more info. When you do this, the link to the confluence help page is automatically copied to your clipboard.

# 3. Monaco Key Executor

There isn’t much that the user needs to know to use the Executor. The only user input is from the command line parameters passed to the MonacoKeyExecutor.exe at startup. Otherwise, you just open the logic door on an EGM, insert a valid USB key, then reboot the EGM.

**MonacoKeyExecutor.exe Command Line Options**

(-k=<privateKeyPath> | --key=<privateKeyPath>)

[-s | --skipdoor]

[-d=<driveLetter> | --drive=<driveLetter>]

**Option Details**

**-**k --key = <privateKeyPath> Define path to RSA private key, a file stored in PEM key format. This is the only required argument.

-s --skipdoor Skip the Logic Door Check. Otherwise, the logic door must be open to execute a key.

-d –drive = [driveLetter] Drive letter of the USB Key to execute. Forces only this drive letter to be accepted. Otherwise, the first validly signed key is chosen and executed.

**Examples**

MonacoKeyExecutor.exe -k D:/privateKey.rsa

MonacoKeyExecutor.exe -s -k “D:/keys/myPrivateKey.rsa”

MonacoKeyExecutor.exe --skipdoor --drive F --key “D:/keys/privateKey.rsa”