# Add Instant Games to Host

To add instant games to host, follow the example below. The highlighted portions are where user entry is required.

1. Log into ESTE server
2. Navigate to iinv directory…
3. Enter command iinv\_game\_create – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/iinv/bin

6: iinv\_game\_create

INV\_GAME\_CREATE 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        What is the jurisdiction code? [0] >

        What product identifier do you wish to use? [100] >00730 **NOTE:** Enter product ID

        -----> File to create: /oltp1/proips/iinv/files/IPS00730.S00

        What supplier identifier do you wish to use? [1] >

         What is the actual number of digits in game number? [5] >

         What is the actual number of digits in pack number? [7] >

         What is the actual number of digits in ticket number? [3] >

         What is the actual number of digits in virn number? [10] >

         What is the actual number of digits in pin number? [3] >

        Please enter the product name: [Test Product Name] >Diamonds Steel **NOTE:** Product Name

        Please enter the product abbreviation: [FOOFOO] >DSTDST **NOTE:** Product abbrev

        How many pieces are in a unit? [200] >

        -----> Product Types:

               1 - Instant Game

               2 - Quantity Chargeable

               3 - Quantity Non-Chargeable

               4 - Serialized Non-Chargeable

               5 - Promotion Coupons

        Please enter the product type (1-5) [1] >

        What is the play style for this game? [1] >

        What is the theme for this game? [1] >

        What is the ticket size for this game? [1] >

        What is the color this game? [1] >

        What is the play feature for this game? [1] >

        Please enter the piece length

          This value should be multiplyed by 10000,

            so if you want 2.5 inches, enter 25000:  [25000] >75000 **NOTE:** Enter ticket length here

        Is the piece length value in Inches(1) or Millimeters(2)? [1] >

        What is the UNIT value(In Pennies)

          This is the UNIT price, so enter the

          (ticket price \* unit\_size \* 100)  [20000] >200000 **NOTE:** Enter ticket price here

**Ticket prize = 10 \* 200 \*100**

        What is the first serial number? >1

        Is this product using serialized PIECES of inventory? [1] >

        What is starting piece number? [1] >

        Is this product using unique carton numbers? [1] >

        What is the first carton number? [1] >

         Are cartons Swiss Cheese (1) or  Full (2)? [1] >2

        How many units contained within a carton? [20] >

        How many units to create? [1000] >

        Omit unit every X units. X= [25] >

        What is the series number? [0] >

        What is the gleps discount(In Pennies)? [0] >

        What is the unit weight (In Ounces)

          This value should be multiplyed by 10000,

            so if you want 2.5 ounces, enter 25000:  [25000] >

         Good inventory units created =      960

         Void inventory units created =       40

-------------------End of task------------------

1. Enter command iinv\_game\_load – see below
   1. Use the same product ID that was used in the creating the game

[ibm247:/oltp1:oltp1]:/oltp1/proips/iinv/bin

8: iinv\_game\_load

INV\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        Enter load mode (verify,load): [verify] >

        Enter product identifier: [100] >00730

Inventory Import Program has been started for product 730, Mode is verify {Info059:19998}

        -----> File to read: /oltp1/proips/iinv/files/IPS00730.S00

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

        Verifying file contents... Please wait!

        Please review the game load report (/oltp1/proips/iinv/reports/inv\_load\_00730\_verify\_c14081.rep). **NOTE:** Review this report for

authorization code

-------------------End of task------------------

1. In the iinv\_game\_load function, a game load report is created. View the game load report using VI in order to obtain the necessary authorization code.
2. Enter command “vi “ and highlight the report name and right click
3. Press enter to view report
4. Scroll to the bottom and write down the Authorization code
   1. If there is no authorization code, check the report for errors and contact and IPS engineer
5. Enter command iinv\_game\_load – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/iinv/bin

11: iinv\_game\_load

INV\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

       Enter load mode (verify,load): [verify] >load

        Enter product identifier: [100] >00730

Inventory Import Program has been started for product 730, Mode is load {Info 05

        -----> File to read: /oltp1/proips/iinv/files/IPS00730.S00

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

        Commission Class         : [1]

        Load Warehouse           : [401]

        What is the authorization code?  [1] >193534 **NOTE:** Copy authorization code here

        Loading file contents...

        (07:13:43) loading of data records started...

        Please review the game load report (/oltp1/proips/iinv/reports/inv\_load\_

----------------------End of task-----------------------

1. Move to ival bin directory with command “cd ival/bin”
2. Run command ival\_game\_create – see below
   1. TAKE NOTE: First create Low Tier winning tickets

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

13: ival\_game\_create

IVAL\_GAME\_CREATE 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        What game identifier do you wish to use? [100] >00730

        What supplier identifier do you wish to use? [1] >

        -- Algorithm Types --

            0 = None

            1 = GTECH Type 1

            2 = GTECH Type 2A

            3 = GTECH Type 3A/Q1

            4 = GTECH Type 4

            5 = GTECH Type 2B

            6 = GTECH Type 3B/Q1

            7 = GTECH Type 3A/Q2

            8 = GTECH Type 3B/Q2

            9 = Other Vendor

        What Algorithm Format do you wish to use? [2] >

        What date was file created (yyyymmdd)? [20120101] >

        What Jurisdiction? [0] >

        Do you wish to create a (0) Low Tier or (1) High Tier file? [0] >

        Create an output file for QA [Y] >

        -----> Creating APL files: /oltp1/proips/ival/reports/simnet\_00730\_lt\_virns.prn

        -----> Creating QA files: /oltp1/proips/ival/reports/qa\_lt\_00730.fil

        How many low tier winning packs do you want to create? [1000] >

        What is the starting pack number? [1] >

         Example Percentage:

                 25%  would be entered as 025000000

        What is the prize payout percentage? [25000000] >

         How many tiers do you wish to define? [1] >95

         Automatically create tiers [N] >Y **NOTE:** Unlesscreating winning tickets

        Enter starting tier number: [1] > with various prizes, this will be Y. See

        Enter starting tier value (pennies): [100] > NOTE at bottom if more than one tier

        How many low tier winners per pack? [150] > of low-tier winners is necessary.

\*\*\*\*\*\* Max Winners Per Pack:     150

   \*\*\*\*      Blocking Factor:       8

   \*\*\*\*          Record Size:    2267

   \*\*\*\*          Buffer Size:   18136

        -----> File to create: /oltp1/proips/ival/files/IPS00730.L00

----------------------End of task-----------------------

1. Run ival\_game\_create again, this time creating high tier winners – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

14: ival\_game\_create

IVAL\_GAME\_CREATE 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        What game identifier do you wish to use? [100] >00730

        What supplier identifier do you wish to use? [1] >

        -- Algorithm Types --

            0 = None

            1 = GTECH Type 1

            2 = GTECH Type 2A

            3 = GTECH Type 3A/Q1

            4 = GTECH Type 4

            5 = GTECH Type 2B

            6 = GTECH Type 3B/Q1

            7 = GTECH Type 3A/Q2

            8 = GTECH Type 3B/Q2

            9 = Other Vendor

        What Algorithm Format do you wish to use? [2] >

        What date was file created (yyyymmdd)? [20120101] >

        What Jurisdiction? [0] >

        Do you wish to create a (0) Low Tier or (1) High Tier file? [0] >1

        Create an output file for QA [Y] >

        -----> Creating APL files: /oltp1/proips/ival/reports/simnet\_00730\_ht\_virns.prn

        -----> Creating QA files: /oltp1/proips/ival/reports/qa\_ht\_00730.fil

        How many high tier winning tickets do you want to create? [1000] >

        Example Percentage:

                 25%  would be entered as 025000000

        What is the prize payout percentage? [25000000] >

        How many tiers do you wish to define? [1] >**4**

**Automatically create tiers [N] >Y**

        Enter starting tier number: [1] >**96** **NOTE:** As only one low tier was created, the

next tier is tier 2.

        Enter the starting ticket number for high tier winners [151] >

        -----> File to create: /oltp1/proips/ival/files/IPS00730.H00

 ---------------------End of task-------------------------

1. Run ival\_game\_load – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

15: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        Is the file a Low Or High Tier?(low, high) [low] >

        What load mode do you wish to use?(verify,fast) [verify] >

        What game identifier do you wish to use? [100] >00730

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

        -----> File to read: /oltp1/proips/ival/files/IPS00730.L00

        Verifying file contents...

        Verification of file contents has completed.

        Please review the game load report (/oltp1/proips/ival/reports/ival\_lt\_load\_00730\_verify\_c14081.rep). **NOTE:** Get auth code from here

        Number of times throttling required: 0

        Largest delay : 0

        Largest number of retries for a single request: 0

        Number of records to be manually inserted : 0

------------------End of task------------------

1. In the ival\_game\_load function, a game load report is created. View the game load report using VI in order to obtain the necessary authorization code.
2. Enter command “vi “ and highlight the report name and right click
3. Press enter to view report
4. Scroll to the bottom and write down the Authorization code
   1. If there is no authorization code, check the report for errors and contact and IPS engineer
5. Enter command ival\_game\_load – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

17: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        Is the file a Low Or High Tier?(low, high) [low] >

        What load mode do you wish to use?(verify,fast) [verify] >fast

        What game identifier do you wish to use? [100] >00730

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

        -----> File to read: /oltp1/proips/ival/files/IPS00730.L00

        File Access Function set to gtech\_lt\_access.

        File Open Function set to gtech\_lt\_open.

        \*\*\*\*\*\* FRONT Barcode Types \*\*\*\*\*\*

        [4] 14 digits (GGGGPPPPPPTTTC) **NOTE:** In ESTE 5.1, the Back Barcode is

        [2] 22 digits (GGGPPPPPPTTTVVVVVVVVCC) selection 3 (24 digits) and the Front is

        [1] 24 digits (GGGGGPPPPPPTTTVVVVVVVVVC) selection 5 (27 digits). These numbers

        [3] 27 digits (44SSGGGGPPPPPPTTTMMMMMMMMMC) are from a 4.3 example.

        Which barcode ID do you wish to use for the BACK barcode? >3

        Which barcode ID do you wish to use for the FRONT barcode? >5

        User set FRONT Barcode Id to 3 (44SSGGGGPPPPPPTTTMMMMMMMMMC).

        Default commission class set to 1.

        What is the authorization code? [1] >813021 **NOTE:** Copy auth code here

        Loading file contents using FAST LOAD...

        Waiting 1 second(s) for product to be loaded into memory

Replicate this file on another node?  [N] >

        Waiting 1 second(s) for base book to be loaded into memory

    1000 packs loaded

        Game status has been updated to LOADED - Game 730

        Loading of LOW TIER file contents has completed.

        Please review the game load report (/oltp1/proips/ival/reports/ival\_lt\_load\_00730\_fast\_c14081.rep).

        Number of times throttling required: 0

        Largest delay : 0

        Largest number of retries for a single request: 0

        Number of records to be manually inserted : 0

-------------------End of task-------------------

1. Run ival\_game\_load again this time for high tiers – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

18: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        Is the file a Low Or High Tier?(low, high) [low] >high

        What load mode do you wish to use?(verify,fast) [verify] >

        What game identifier do you wish to use? [100] >00730

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

        -----> File to read: /oltp1/proips/ival/files/IPS00730.H00

        Verifying file contents...

        Verification of file contents has completed.

        Please review the game load report (/oltp1/proips/ival/reports/ival\_ht\_load\_00730\_verify\_c14081.rep). **NOTE:** Get auth code from here

         Number of times throttling required: 0v

        Largest delay : 0

        Largest number of retries for a single request: 0

        Number of records to be manually inserted : 0

 ----------------------End of task------------------------

1. In the ival\_game\_load function, a game load report is created. View the game load report using VI in order to obtain the necessary authorization code.
2. Enter command “vi “ and highlight the report name and right click
3. Press enter to view report
4. Scroll to the bottom and write down the Authorization code
   1. If there is no authorization code, check the report for errors and contact and IPS engineer
5. Enter command ival\_game\_load – see below

[ibm247:/oltp1:oltp1]:/oltp1/proips/ival/bin

20: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2015 GTECH Corporation. All rights reserved.

        Is the file a Low Or High Tier?(low, high) [low] >high

        What load mode do you wish to use?(verify,fast) [verify] >fast

        What game identifier do you wish to use? [100] >00730

Loading Template [game\_load\_rep\_english], Version (200) 200-00000000-000000

         -----> File to read: /oltp1/proips/ival/files/IPS00730.H00

         What is the authorization code? [1] >42559 **NOTE:** Copy auth code here

        Loading High Tier Winners to Data Base.....

        Loading High Tier Records to Data Base...

        Loading High Tier Pool Records to Data Base...

        Loading of HIGH TIER file contents has completed.

        Please review the game load report (/oltp1/proips/ival/reports/ival\_ht\_load\_00730\_fast\_c14081.rep)

        Number of times throttling required: 0

        Largest delay : 0

        Largest number of retries for a single request: 0

        Number of records to be manually inserted : 0firmware issue on 28 bin from RI project. new bin

---------------------End of task-----------------------

1. After this is finished, wait for the system to dayend before the games become active in Navigator.