**STEPS TO CREATE AN IPS GAME, FOR MISSOURI, 7/27/2017**By Irvin Navarrete

1: cd iinv

/oltp/proips/iinv

[ibm459:/oltp:prosys]:/oltp/proips/iinv

2: cd bin

/oltp/proips/iinv/bin

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

3: ls

core.10609 file\_cleanup.dat iinv\_financial\_upds\* iinv\_pmsrv\* libiinv\_sec\_funcs\_rtl.la\* core.1076 iinv\_auto\_settle\* iinv\_force\_checkpoint\* iinv\_prgcfg\_dump\_report\* libiinv\_sec\_funcs\_rtl.so@core.12924 iinv\_auto\_soldout\* iinv\_game\_balance\_rep\* iinv\_prgsts\_dump\_report\* libiinv\_sec\_funcs\_rtl.so.0@ core.14332 iinv\_bal\_itop\* iinv\_game\_close\* iinv\_prog\_config\*

libiinv\_sec\_funcs\_rtl.so.0.0.0\* core.19605 iinv\_broadcast\_params\* iinv\_game\_create\* iinv\_pvision\* libiinv\_side\_efft\_rtl.la\*

core.21280 iinv.cfg iinv\_game\_load\* iinv\_qrysrv\* libiinv\_side\_efft\_rtl.so@ core.21282 iinv\_change\_ownership\* iinv\_interface\_util\* iinv\_return\_extract\* libiinv\_side\_efft\_rtl.so.0@ core.21975 iinv\_create\_daily\_files\* iinv\_invlocn\_rep\* iinv\_rtlr\_inv\_xml\* libiinv\_side\_efft\_rtl.so.0.0.0\* core.22966 iinv\_create\_serial\_file\* iinv\_invrecon\_rep\* iinv\_rules\_config\* libiinv\_test\_cond\_rtl.la core.24023 iinv\_dailytran\_rep\* iinv\_invstlc\_rep\* iinv\_save\_daily\_trans\_file\* libiinv\_test\_cond\_rtl.so@ core.24802 iinv\_dayprep\* iinv\_invsumm\_rep\* iinv\_setup\* libiinv\_test\_cond\_rtl.so.0@ core.32653 iinv\_demo\_tape\_load\* iinv\_ips\_gxtmir\* iinv\_spy\* libiinv\_test\_cond\_rtl.so.0.0.0\*

core.4178 iinv\_disp\_bitmap\* iinv\_ips\_trans\_vol\* iinv\_sum\_iinv\* prod\_kill\* core.8044 iinv\_display\_smap\* iinv\_kvputil\* iinv\_tape\_load@ prod\_start\* core.9457 iinv\_endprep\* iinv\_load\_mem\* iinv\_test\_interface\* prod\_startover\*

ets\_build\_games\* iinv\_eod\_balance\* iinv\_load\_padhist\* iinv\_tlrutil\* prog\_config.dat ets\_create\* iinv\_errdef.da iinv\_main\_create\_core\_sections\* iinv\_transrv\* qry\_iinv.mibets\_load\* iinv\_file\_cleanup\* iinv\_mainpro\* iinv\_trmbal\_rep\* qry\_iinv.mtd

ets\_load\_games\* iinv\_fill\_agt\_counts\* iinv\_opsrv\* iinv\_trm\_loc\_upd\* ets\_verify\* iinv\_fill\_prod\_sales\* iinvpcf.fil iinv\_trmutil\*

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

4: iinv\_game\_create

INV\_GAME\_CREATE 1.00 Copyright 2017 GTECH Corporation. All rights reserved.

What is the jurisdiction code? [0] >02

What product identifier do you wish to use? [100] >101

-----> File to create: /oltp/proips/iinv/files/IPS00101.S00

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

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

What is the actual number of digits in pack number? [6] >

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] >Irvin Test Game

Please enter the product abbreviation: [FOOFOO] >itg

Enter a string 6 characters long or ^D to exit

Please enter the product abbreviation: [FOOFOO] >irvint

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] >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] >

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] >

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] >

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

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

5: ls

core.10609 file\_cleanup.dat iinv\_financial\_upds\* iinv\_pmsrv\* libiinv\_sec\_funcs\_rtl.la\* core.1076 iinv\_auto\_settle\* iinv\_force\_checkpoint\* iinv\_prgcfg\_dump\_report\* libiinv\_sec\_funcs\_rtl.so@core.12924 iinv\_auto\_soldout\* iinv\_game\_balance\_rep\* iinv\_prgsts\_dump\_report\* libiinv\_sec\_funcs\_rtl.so.0@ core.14332 iinv\_bal\_itop\* iinv\_game\_close\* iinv\_prog\_config\*

libiinv\_sec\_funcs\_rtl.so.0.0.0\* core.19605 iinv\_broadcast\_params\* iinv\_game\_create\* iinv\_pvision\* libiinv\_side\_efft\_rtl.la\*

core.21280 iinv.cfg iinv\_game\_load\* iinv\_qrysrv\* libiinv\_side\_efft\_rtl.so@ core.21282 iinv\_change\_ownership\* iinv\_interface\_util\* iinv\_return\_extract\* libiinv\_side\_efft\_rtl.so.0@ core.21975 iinv\_create\_daily\_files\* iinv\_invlocn\_rep\* iinv\_rtlr\_inv\_xml\* libiinv\_side\_efft\_rtl.so.0.0.0\* core.22966 iinv\_create\_serial\_file\* iinv\_invrecon\_rep\* iinv\_rules\_config\* libiinv\_test\_cond\_rtl.la core.24023 iinv\_dailytran\_rep\* iinv\_invstlc\_rep\* iinv\_save\_daily\_trans\_file\* libiinv\_test\_cond\_rtl.so@ core.24802 iinv\_dayprep\* iinv\_invsumm\_rep\* iinv\_setup\* libiinv\_test\_cond\_rtl.so.0@ core.32653 iinv\_demo\_tape\_load\* iinv\_ips\_gxtmir\* iinv\_spy\* libiinv\_test\_cond\_rtl.so.0.0.0\*

core.4178 iinv\_disp\_bitmap\* iinv\_ips\_trans\_vol\* iinv\_sum\_iinv\* prod\_kill\* core.8044 iinv\_display\_smap\* iinv\_kvputil\* iinv\_tape\_load@ prod\_start\* core.9457 iinv\_endprep\* iinv\_load\_mem\* iinv\_test\_interface\* prod\_startover\*

ets\_build\_games\* iinv\_eod\_balance\* iinv\_load\_padhist\* iinv\_tlrutil\* prog\_config.dat ets\_create\* iinv\_errdef.da iinv\_main\_create\_core\_sections\* iinv\_transrv\* qry\_iinv.mibets\_load\* iinv\_file\_cleanup\* iinv\_mainpro\* iinv\_trmbal\_rep\* qry\_iinv.mtd

ets\_load\_games\* iinv\_fill\_agt\_counts\* iinv\_opsrv\* iinv\_trm\_loc\_upd\* ets\_verify\* iinv\_fill\_prod\_sales\* iinvpcf.fil iinv\_trmutil\*

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

6: iinv\_game\_load

INV\_GAME\_LOAD 1.00 Copyright 2017 GTECH Corporation. All rights reserved.

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

Enter product identifier: [1] >101

Inventory Import Program has been started for product 101, Mode is verify {Info 059:19998}

-----> File to read: /oltp/proips/iinv/files/IPS00101.S00

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

Verifying file contents... Please wait!

Please review the game load report (/oltp/proips/iinv/reports/inv\_load\_00101\_verify\_c08633.rep).

End of task

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

7: more /oltp/proips/iinv/reports/inv\_load\_00101\_verify\_c08633.rep

*game\_load 1.00 M I S S O U R I L O T T E R Y*

*Page: 1*

*CDC:08633 / Sat Jan-11-2014 Inventory Load - Process Mode: verify Thu Jul-27-*

*2017 16:27:49*

*-----------------------------------------------------------------------------------------------------------------------*

*-----------*

*New product to be inserted. Product identification = 101*

*Jurisdiction Code : [2]*

*Product name : [Irvin Test Game ]*

*Product abbreviation : [irvint]*

*Product Type : [1]*

*Play Style : [1]*

*Theme : [1]*

*Size : [1]*

*Color : [1]*

*Play Feature : [1]*

*Serialized inventory flag: [1]*

*Unit size : [200]*

*Unit value : [20000] (unit 200.00, piece 1.00)*

*Unit weight : [25000] (unit 2.50000 ounces, piece 0.01250 ounces)*

*Serialized pieces flag : [1]*

*Starting serial number : [1]*

*Unique carton number flag: [1]*

*GLEPS Discount : [0]*

*Piece Length : [25000] ( 2.50000)*

*Piece Length Measurement : [1]*

*Digit in Game : [3]*

*Digit in Pack : [6]*

*Digit in Ticket : [3]*

*Digit in Virn : [10]*

*Digit in Pin : [3]*

*------ Summary Load Information ------*

*Trailer Record Total Data records = 1000*

*Total Data records read = 1000*

*Total Good Inventory Units = 960*

*Total Void Inventory Units = 40*

*\*\*\*\*\* Load Authorization Code = 197406 \*\*\*\*\**

*\*\*\* END OF REPORT \*\*\**

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

8: iinv\_game\_load

INV\_GAME\_LOAD 1.00 Copyright 2017 GTECH Corporation. All rights reserved.

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

Enter product identifier: [1] >101

Inventory Import Program has been started for product 101, Mode is load {Info 059:19998}

-----> File to read: /oltp/proips/iinv/files/IPS00101.S00

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

Commission Class : [1]

Load Warehouse : [19]

What is the authorization code? [1] >197406

Loading file contents...

(13:43:37) loading of data records started...

Please review the game load report (/oltp/proips/iinv/reports/inv\_load\_00101\_load\_c08633.rep).

End of task

[ibm459:/oltp:prosys]:/oltp/proips/iinv/bin

9: cd ival/bin

/oltp/proips/ival/bin

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

10: ls

core.15574 ival\_create\_serial\_file\* ival\_ivaltopprz\_rep\* libival\_algorithm\_rtl.so@ core.16295 ival\_ctbackup\* ival\_keyless\_status\_change\_rep\* libival\_algorithm\_rtl.so.0@core.20280 ival\_ctbackup\_cfg\* ival\_load\_mem\* libival\_algorithm\_rtl.so.0.0.0\* core.22557 ival\_ctrestore\* ival\_main\_create\_core\_sections\* libival\_sec\_funcs\_rtl.la\* core.2290 ival\_dayprep\* ival\_mainpro\* libival\_sec\_funcs\_rtl.so@ core.22990 ival\_display\_ltfile\* ival\_opsrv\* libival\_sec\_funcs\_rtl.so.0@ core.23486 ival\_display\_smap\* ivalpcf.fil libival\_sec\_funcs\_rtl.so.0.0.0\*core.23496 ival\_dumpchkpnt\* ival\_pmsrv\* libival\_side\_efft\_rtl.la\* core.3308 ival\_endprep\* ival\_prgcfg\_dump\_report\* libival\_side\_efft\_rtl.so@core.8855 ival\_eod\_balance\* ival\_prgsts\_dump\_report\* libival\_side\_efft\_rtl.so.0@ core.9349 ival\_errdef.dat ival\_prog\_config\* libival\_side\_efft\_rtl.so.0.0.0\* ets\_build\_ht\_winners\* ival\_file\_cleanup\* ival\_pvision\* libival\_test\_cond\_rtl.la\* ets\_build\_lt\_winners\* ival\_fill\_agt\_counts\* ival\_qrysrv\* libival\_test\_cond\_rtl.so@

ets\_create\_ht\* ival\_fill\_prod\_sales\* ival\_rules\_config\* libival\_test\_cond\_rtl.so.0@ ets\_create\_lt\* ival\_financial\_upds\* ival\_save\_daily\_trans\_file\* libival\_test\_cond\_rtl.so.0.0.0\* ets\_load\_ht\* ival\_force\_checkpoint\* ival\_sched\_task\_util\* libival\_winner\_access\_rtl.la\*

ets\_load\_ht\_winners\* ival\_game\_create\* ival\_setup\* libival\_winner\_access\_rtl.so@ ets\_load\_lt\* ival\_game\_interface\_xml\* ival\_spy\* libival\_winner\_access\_rtl.so.0@ ets\_load\_lt\_winners\* ival\_game\_load\* ival\_sum\_ival\* libival\_winner\_access\_rtl.so.0.0.0\* ets\_verify\_ht\* ival\_histsrv\* ival\_tape\_load@ prod\_kill\* ets\_verify\_lt\* ival\_ips\_gxtmir\* ival\_tlrutil\* prod\_start\* file\_cleanup.dat ival\_ips\_trans\_vol\* ival\_trm\_loc\_upd\* prod\_startover\* ival\_bal\_itop\* ival\_ivalblock\_rep\* ival\_trmutil\* prog\_config.dat ival\_broadcast\_params\* ival\_ivalgamact\_rep\* ival\_winner\_awareness\_interface\* qry\_ival.mib ival.cfg ival\_ivalliab\_rep\* kill\_histsrv\* qry\_ival.mtd

ival\_create\_daily\_files\* ival\_ivalsumm\_rep\* libival\_algorithm\_rtl.la\* start\_histsrv\* [ibm459:/oltp:prosys]:/oltp/proips/ival/bin

11: ival\_game\_create

IVAL\_GAME\_CREATE 1.00 Copyright 2017 GTECH Corporation. All rights reserved.

What game identifier do you wish to use? [100] >101

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] >7

What date was file created (yyyymmdd)? [20120101] >20140111

What Jurisdiction? [0] >02

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: /oltp/proips/ival/reports/simnet\_00101\_lt\_virns.prn

-----> Creating QA files: /oltp/proips/ival/reports/qa\_lt\_00101.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] >10

Automatically create tiers [N] >

Enter tier number: [1] >

Enter cross-reference number: [1] >

Enter tier type: [1] >

Enter prize amount (pennies): [100] >

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >one dollar

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [2] >

Enter cross-reference number: [2] >

Enter tier type: [1] >2

Enter prize amount (pennies): [200] >500

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >five dollars

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [3] >

Enter cross-reference number: [3] >

Enter tier type: [1] >3

Enter prize amount (pennies): [300] >1000

Enter cash portion amount (pennies): [100] >200

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$2cash+other

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [4] >

Enter cross-reference number: [4] >

Enter tier type: [1] >3

Enter prize amount (pennies): [400] >1000

Enter cash portion amount (pennies): [100] >500

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$5cash+other

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [5] >

Enter cross-reference number: [5] >

Enter tier type: [1] >4

Enter prize amount (pennies): [500] >2000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >20 dollars

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [6] >

Enter cross-reference number: [6] >

Enter tier type: [1] >5

Enter prize amount (pennies): [600] >3000

Enter cash portion amount (pennies): [100] >500

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$5cah+other

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [7] >

Enter cross-reference number: [7] >

Enter tier type: [1] >6

Enter prize amount (pennies): [700] >4000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >40 dollars

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [8] >

Enter cross-reference number: [8] >

Enter tier type: [1] >8

Enter prize amount (pennies): [800] >1000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$10 tshit

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [9] >

Enter cross-reference number: [9] >

Enter tier type: [1] >9

Enter prize amount (pennies): [900] >1000

Enter cash portion amount (pennies): [100] >3000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$10+$30

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

Enter tier number: [10] >

Enter cross-reference number: [10] >

Enter tier type: [1] >

Enter prize amount (pennies): [1000] >5000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$50

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is this a GLEPS game?(1=yes,0=no): [0] >

How many low tier winners per pack? [150] >

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

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

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

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

-----> File to create: /oltp/proips/ival/files/IPS00101.L00

End of task

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

12: ival\_game\_create

IVAL\_GAME\_CREATE 1.00 Copyright 2017 GTECH Corporation. All rights reserved.

What game identifier do you wish to use? [100] >101

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] >7

What date was file created (yyyymmdd)? [20120101] >20140111

What Jurisdiction? [0] >02

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: /oltp/proips/ival/reports/simnet\_00101\_ht\_virns.prn

-----> Creating QA files: /oltp/proips/ival/reports/qa\_ht\_00101.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] >3

Automatically create tiers [N] >

Enter tier number: [1] >11

Enter tier type: [1] >

Enter prize amount (pennies): [110000] >200000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$2000

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is Tax in prize amount?(1=yes,0=no): [0] >

Enter tier number: [12] >

Enter tier type: [1] >

Enter prize amount (pennies): [120000] >400000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$4,000

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is Tax in prize amount?(1=yes,0=no): [0] >

Enter tier number: [13] >

Enter tier type: [1] >

Enter prize amount (pennies): [130000] >5000000

Please enter the tier description: [\*\*\* Cash Prize \*\*\*] >$50,000 moneys

Example Odds:

1:4 = .25 would be entered as 02500000000000

1:1000 = .001 would be entered as 00010000000000

Odds of winning: [02500000000000] >

Is Tax in prize amount?(1=yes,0=no): [0] >

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

-----> File to create: /oltp/proips/ival/files/IPS00101.H00

End of task

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

13: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2017 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? [1] >101

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

-----> File to read: /oltp/proips/ival/files/IPS00101.L00

Verifying file contents...

..

Verification of file contents has completed.

Please review the game load report (/oltp/proips/ival/reports/ival\_lt\_load\_00101\_verify\_c08633.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

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

14: more /oltp/proips/ival/reports/ival\_lt\_load\_00101\_verify\_c08633.rep

*game\_load 1.10 M I S S O U R I L O T T E R Y*

*Page: 1*

*CDC:08633 / Sat Jan-11-2014 Validation Load - Process Mode: verify Thu Jul-27-*

*2017 17:05:00*

*-----------------------------------------------------------------------------------------------------------------------*

*-----------*

*Jurisdiction Code: 002*

*Game Identifier: 101*

*Phase: verify*

*Prize Payout %: 25.000000 Max LT: 150 Commission: 0*

*Vendor Key: 0 Game Seed: 0 Pool Size: 0*

*Load Number: 1*

*Supplier ID: 1*

*File Tier Record*

*Chance*

*Tier Tier Type LMH Tier Description Tier Value Prize Count Prize Count Difference Duplicates of*

*Winning*

*1 Cash Prize Low one dollar 1.00 15000 15000 0 0*

*0.25000000000000*

*2 Free Ticket Low five dollars 5.00 15000 15000 0 0*

*0.25000000000000*

*3 Cash/Free Prize Low $2cash+other 10.00 15000 15000 0 0*

*0.25000000000000*

*Combination Prize Cash Portion Amount = 2.00*

*4 Cash/Free Prize Low $5cash+other 10.00 15000 15000 0 0*

*0.25000000000000*

*Combination Prize Cash Portion Amount = 5.00*

*5 Entry Ticket Low 20 dollars 20.00 15000 15000 0 0*

*0.25000000000000*

*6 Cash/Entry Prize Low $5cah+other 30.00 15000 15000 0 0*

*0.25000000000000*

*Combination Prize Cash Portion Amount = 5.00*

*7 Free/Entry Prize Low 40 dollars 40.00 15000 15000 0 0*

*0.25000000000000*

*8 Merchandise Prize Low $10 tshit 10.00 15000 15000 0 0*

*0.25000000000000*

*9 Cash/Merchandise PriLow $10+$30 10.00 15000 15000 0 0*

*0.25000000000000*

*Combination Prize Cash Portion Amount = 30.00*

*10 Cash Prize Low $50 50.00 15000 15000 0 0*

*0.25000000000000*

*----------- ----------- ---------- ---------*

*Game Totals 150000 150000 0 0*

*-----------------------------------------------------------------------------------------------------------------------*

*----------*

*File Contents Pool Record Contents*

*Pool Tier Prize Count Prize Count Difference*

*1 1 15000 15000 0*

*1 2 15000 15000 0*

*1 3 15000 15000 0*

*1 4 15000 15000 0*

*1 5 15000 15000 0*

*1 6 15000 15000 0*

*1 7 15000 15000 0*

*1 8 15000 15000 0*

*1 9 15000 15000 0*

*1 10 15000 15000 0*

*--------- --------- --------*

*Pool Totals 150000 150000 0*

*Total Records Processed: 1020*

*Total Records From File: 1020*

*Authorization Number : 812229*

*\*\*\* END OF REPORT \*\*\**

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

15: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2017 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? [1] >101

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

-----> File to read: /oltp/proips/ival/files/IPS00101.L00

File Access Function set to gtech\_lt\_access.

File Open Function set to gtech\_lt\_open.

Algorithm Function set to gtech\_type3A2.

BACK Barcode Id set to 4 (GGGPPPPPPTTTCC).

FRONT Barcode Id set to 3 (44SSGGGPPPPPPTTTMMMMMMMMMC).

Default commission class set to 0.

What is the authorization code? [1] >812229

Loading file contents using FAST LOAD...

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

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

1000 packs loaded

Game status has been updated to LOADED - Game 101

Loading of LOW TIER file contents has completed.

Please review the game load report (/oltp/proips/ival/reports/ival\_lt\_load\_00101\_fast\_c08633.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

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

16: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2017 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? [1] >101

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

-----> File to read: /oltp/proips/ival/files/IPS00101.H00

Verifying file contents...

.....

Verification of file contents has completed.

Please review the game load report (/oltp/proips/ival/reports/ival\_ht\_load\_00101\_verify\_c08633.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

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

17: more /oltp/proips/ival/reports/ival\_ht\_load\_00101\_verify\_c08633.rep

*game\_load 1.10 M I S S O U R I L O T T E R Y*

*Page: 1*

*CDC:08633 / Sat Jan-11-2014 Validation Load - Process Mode: verify Thu Jul-27-*

*2017 17:12:09*

*-----------------------------------------------------------------------------------------------------------------------*

*-----------*

*Jurisdiction Code: 002*

*Game Identifier: 101*

*Phase: verify*

*Prize Payout %: 25.000000 Max LT: 0 Commission: 0*

*Vendor Key: 0 Game Seed: 0 Pool Size: 0*

*Load Number: 1*

*Supplier ID: 1*

*File Tier Record*

*Chance*

*Tier Tier Type LMH Tier Description Tier Value Prize Count Prize Count Difference Duplicates of*

*Winning*

*11 Cash Prize Hgh $2000 2000.00 334 334 0 0*

*0.25000000000000*

*12 Cash Prize Hgh $4,000 4000.00 333 333 0 0*

*0.25000000000000*

*13 Cash Prize Hgh $50,000 moneys 50000.00 333 333 0 0*

*0.25000000000000*

*----------- ----------- ---------- ---------*

*Game Totals 1000 1000 0 0*

*-----------------------------------------------------------------------------------------------------------------------*

*----------*

*File Contents Pool Record Contents*

*Pool Tier Prize Count Prize Count Difference*

*1 11 334 334 0*

*1 12 333 333 0*

*1 13 333 333 0*

*--------- --------- --------*

*Pool Totals 1000 1000 0*

*Total Records Processed: 1006*

*Total Records From File: 1006*

*Authorization Number : 42141*

*\*\*\* END OF REPORT \*\*\**

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

18: ival\_game\_load

IVAL\_GAME\_LOAD 1.00 Copyright 2017 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? [1] >101

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

-----> File to read: /oltp/proips/ival/files/IPS00101.H00

What is the authorization code? [1] >42141

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 (/oltp/proips/ival/reports/ival\_ht\_load\_00101\_fast\_c08633.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

[ibm459:/oltp:prosys]:/oltp/proips/ival/bin

19: rep

[ibm459:/oltp:prosys]:/oltp/proips/ival/reports

20: vi qa\_lt\_00101.fil

*GGG PPPPPP TTT GGGPPPPPPTTTCC 4402GGGPPPPPPTTTVVVVVVVVVC LVL BCCHK MNCHK MVIRN*

*101 000001 001 10100000100183 44021010000010019235520785 2 0 0 9235520785001 L*

*101 000001 002 10100000100280 44021010000010026070779619 3 0 0 6070779619002*

*101 000001 003 10100000100377 44021010000010038609895940 4 0 0 8609895940003*

*101 000001 004 10100000100474 44021010000010048275779038 5 0 0 8275779038004*

*101 000001 005 10100000100571 44021010000010058340213951 6 0 0 8340213951005*

*101 000001 006 10100000100668 44021010000010068551386887 7 0 0 8551386887006*

*101 000001 007 10100000100765 44021010000010073661554925 8 0 0 3661554925007*

*101 000001 008 10100000100862 44021010000010088139852479 9 0 0 8139852479008*

*101 000001 009 10100000100959 44021010000010096329774747 10 0 0 6329774747009*

*101 000001 010 10100000101056 44021010000010102600572741 1 0 0 2600572741010*

*101 000001 011 10100000101153 44021010000010113332537920 2 0 0 3332537920011 L*

*101 000001 012 10100000101250 44021010000010123611269072 3 0 0 3611269072012*

*101 000001 013 10100000101347 44021010000010133238080188 4 0 0 3238080188013*

*101 000001 014 10100000101444 44021010000010140979490777 5 0 0 0979490777014*

*101 000001 015 10100000101541 44021010000010154422851296 6 0 0 4422851296015*

*101 000001 016 10100000101638 44021010000010160830534041 7 0 0 0830534041016*

*101 000001 017 10100000101735 44021010000010179636596332 8 0 0 9636596332017*

*101 000001 018 10100000101832 44021010000010186301927782 9 0 0 6301927782018*

*101 000001 019 10100000101929 44021010000010195034046474 10 0 0 5034046474019*

*101 000001 020 10100000102026 44021010000010208282685304 1 0 0 8282685304020*

*101 000001 021 10100000102123 44021010000010212073069103 2 0 0 2073069103021 L*

*101 000001 022 10100000102220 44021010000010220578651770 3 0 0 0578651770022*

*101 000001 023 10100000102317 44021010000010238425309959 4 0 0 8425309959023*

*101 000001 024 10100000102414 44021010000010247249676169 5 0 0 7249676169024*

*101 000001 025 10100000102511 44021010000010251552178916 6 0 0 1552178916025*

*101 000001 026 10100000102608 44021010000010261668179995 7 0 0 1668179995026*

*101 000001 027 10100000102705 44021010000010277911919413 8 0 0 7911919413027*

*101 000001 028 10100000102802 44021010000010282267333123 9 0 0 2267333123028*

*101 000001 029 10100000102996 44021010000010295307087500 10 0 0 5307087500029*

*101 000001 030 10100000103093 44021010000010305388876455 1 0 0 5388876455030*

*101 000001 031 10100000103190 44021010000010316566384723 2 0 0 6566384723031 L*

*101 000001 032 10100000103287 44021010000010324237408540 3 0 0 4237408540032*

*101 000001 033 10100000103384 44021010000010331079299400 4 0 0 1079299400033*

*101 000001 034 10100000103481 44021010000010349011946895 5 0 0 9011946895034*

*101 000001 035 10100000103578 44021010000010350462620596 6 0 0 0462620596035*

*101 000001 036 10100000103675 44021010000010363431264450 7 0 0 3431264450036*

*101 000001 037 10100000103772 44021010000010376876802184 8 0 0 6876802184037*

*101 000001 038 10100000103869 44021010000010386617360819 9 0 0 6617360819038*

*101 000001 039 10100000103966 44021010000010399419524452 10 0 0 9419524452039*

*"qa\_lt\_00101.fil" 167001L, 14713079C*