

Data Requirements for Monitored EGMs

Version 2.55

For the transfer of data between OLGR and Licensed
Monitoring Operators

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Change History

Superseded. Refer to Detailed Revision History (section 0) for change history.

OLGR External Version Control

Version	Date	Author	Reason for Revision
V0.8 (eDOCS 1295879 v1M)	23/07/12	OLGR	Initial DRAFT request for comment by the industry
V0.92 (eDOCS 1295879 v1P)	28/08/12	OLGR	2 ND DRAFT for request for comment by the industry
V0.93 (eDOCS 1295879 v1T)	26/09/12	OLGR	Release Candidate 1 to the industry
V1.0 (eDOCS 1295879 v2)	02/10/12	OLGR	Formal Release 1.0
V1.1 (eDOCS 1295879 v2A,B) A=track changes B= committed changes	09/10/12	OLGR	Changes to the following sections: 6.36 LM _n file: 1 new field; 1 deleted field Changes to the following sections: 6.37 LA _n file: 1 new field; 1 deleted field 6.11 SC _n file: change SC0->SC1 for SCN Char(60) change that was not highlighted previously 6.9 JS _n file: additional SAP option 6.34 WA _n file: Added additional field 6.33 WM _n file: Changed name to WD _n 6.35 WM _n file: Introduced a new file VR _n file has been made obsolete 6.38 JR _n file: Added 2 new fields 6.38 JR _n file: Removed JP approv no. field
V1.2 (eDOCS 1295879 v2C,D)	12/10/12	OLGR	Changes to the following sections: 6.9 JS _n file: Removal of some SAP options, Min Max EGMs changes, Removal of WALP field 6.27 MM _n file: Changes to METER ID 0x02 & 03
V1.3 (eDOCS 1295879 v2E,F)	29/10/12	OLGR	Changes to the following sections: 5.0 Addition of Site Types DC _n , VM _n , DM _n , MA _n , MM _n , GM _n JR _n files have the DEN field length changed to 5 to cater for \$100 notes
V1.4 (eDOCS 1295879 v2G,H)	23/11/12	Simon	4.1.2 filename case clarification Section 5 Job Types reverted to v 2.04 types 6.8 Relationship between TOK and DEN 6.9 JS _n file: Change to Denom meaning for JS _n 6.21 DC0 renamed to DC1

			6.25-6.27 DMn MAn MMn: addition of "Cash Ticket In" field 6.34 WAn file: +1 to Adjustment fields length 6.38 JRn file: clarifications 6.8,6.21,6.23,6.25,6.26,6.27,6.28,6.38 STn DCn VMn DMn MAn MMn GMn JRn files: Change tokenization to Num(5) 8.3 File addition
V1.41 (eDOCS 1295879 v2I)	05/02/13	Simon	6.29 Note 2 addition 8.2 correction to WM0 file name
V1.42 (eDOCS 1295879 v2J,K)	05/02/13	David Sun	Changes for SAP wins anomaly with DR2.04 Spec. 6.25 DMn: Addition of v2.04 field Total SAP wins 6.26 MAn: Addition of v2.04 field Total SAP wins 6.27 MMn: Addition of v2.04 field Total SAP wins
V2.5 (eDOCS 1295879 v2L,M) L=track changes M= committed changes	28/06/13	OLGR	- Corrected Sect 8.3 MCn description - Changes document revision number to map to Software Release DR2.5 revision - Title change - Red font removed in V2.04 field changes - Updated MID 8
V2.51 (eDOCS 1295879 v2N,O) N=track changes O= committed changes	09/08/13	Simon	- Incorporated TU comments - Updated for Release DR2.51 (Red Tape Reduction) <ul style="list-style-type: none"> - deprecate SJR(JRn) SJA(JAn) files - update DC1 to DC2 with Hardware Identifier Number field - Legacy EIO Plate ID field from DR2.51 - Candidate for formal release to OLGR website
V2.53 (eDOCS 1634217 v1)	16/12/16	OLGR	- Include support for QCOM 3 machines namely GVN and Protocol version. Refer to section 0 for a summary of changes. - Updated to use new template
V2.54 (eDOCS 2006820 v1)	DRAFT	OLGR	Refer to detailed revision history
Closed 2021. Refer to section 0 for change history			

Distribution List

OLGR External Distribution

Version	Date	Distributed To
V0.8	23/07/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V0.92	27/08/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V0.93	26/09/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.0	02/10/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.1	09/10/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.2	12/10/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.3	29/10/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.4	23/11/12	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V1.42	06/02/13	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft
V2.5	28/06/13	Internal review
V2.51	09/08/13	Maxgaming, Odyssey, Tasmanian Dept Treasury, Network Gaming, Bytecraft, OLGR Website
V2.53	16/12/16	Internal Review, Industry Review
V2.55	11/4/25	Internal Review, Industry Review

Introduction

This document describes the minimum data requirements and access methods that this Office expects to be able to utilise to assist in the performing of its regulatory role under the various Queensland Gaming Acts. Further, additional information may be requested by OLGR staff at any time to support this document, as required.

Section 0 and 0 defines the data that is to be transferred between the Licensed Provider's Systems and this Office and between this Office and Licensed Providers.

Section 0 defines the minimum data that is to be directly accessible by the Office staff via an on-line connection to the host system.

Document Control

Version control for this document is based on major and minor revision numbers. Significant changes to the document, such as changes in methodologies, etc. will require a change to the major revision number. Minor changes, such as additions to fields, etc. will require a minor revision number change.

Major revision changes will go through a consultation phase with all parties involved, resulting in one or more draft minor revisions. Minor revisions may or may not use the consultation phase with draft revisions. Table name versions will not be changed until the consultation phase is complete.

A revision history will be kept as part of the document.

Definitions

CMCS	Central Monitoring & Control System
EGM	Electronic Gaming Machine
LMO	Licensed Monitoring Operator; An example of a Licensed Provider
LP	Linked Progressive Jackpot
MID	Manufacturer ID (Assigned by OLGR)
MS	The entire Monitoring System (from CMCS to EGMs)
NA	Not Applicable
OLGR	Office of Liquor and Gaming Regulation
PSD	Program Storage Device (e.g. EPROM, CDROM)
SAP	Stand Alone Progressive
SC	Site Controller
SFTP	Secure file transfer protocol
QCOM	Queensland Communication Protocol
Software Set	A software set defines all approved PSD combinations that may operate in an EGM. This may include games, shell, I/O, etc. PSDs.

Linked Jackpot Group ID	A unique number defined in the MS to denote each separate jackpot group, including both EGM and System jackpots
Jackpot Group Level	A number from 0 to 7 defining the level in a jackpot group to which the game is contributing. 0 is always the highest level.
Regulatory Jackpot	The jackpot forms part of the regulatory minimum percentage return to player.
Promotional Jackpot	The jackpot does not form part of the regulatory minimum percentage return to player.
Deterministic Jackpot	Jackpots where the trigger is dependent on previous events (e.g. a counter reaching a predetermined value).
Random Jackpot	Jackpots where the trigger is independent of previous events.
Commissioning	The EGM commissioning date is the date when patron game play is permitted to commence for the first time. The only activity permitted on an un-commissioned EGM is for testing purposes (e.g. check if responding to the MS, inserting / collecting a few coins to ensure it is working correctly - but nothing to affect Metered Win). All metering for the purpose of taxation is to commence only after the EGM has been commissioned.

General Requirements

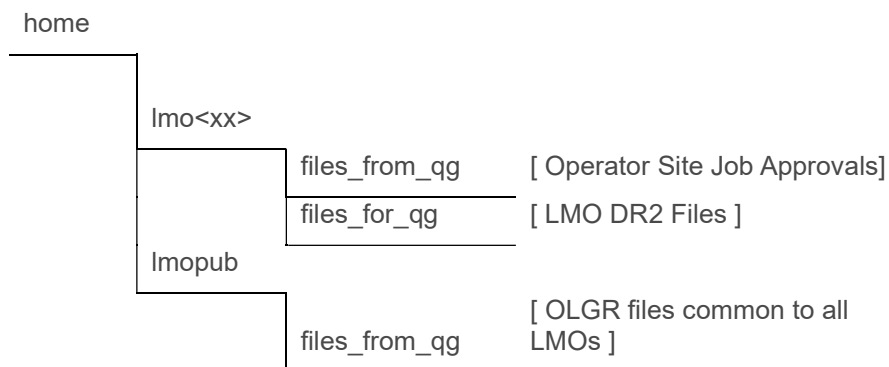
The office is to have access to each Licensed Providers Data using secure data file transfer.

Data Transfer

Data is to be transferred between the Provider & OLGR in specific formats & frequencies by the Provider.

The medium for data transfer will be by the use of SFTP, to a Unix based SFTP server located at OLGR. Private and public keys will be setup by the provider, and connection will be via the internet. Details will be provided to each Licensed Provider on request. There is no special Virtual Private Network tunneling client application required.

On the SFTP server, there is a common directory, where files common to all Licensed Providers will be held, in addition to every Licensed Provider having a directory of its own. Under each directory, there is a files_from_qg directory, and a files_for_qg directory, as follows:



Each Licensed Provider will only have restricted access to its own directory and the public directory.

The frequency of data transfer is dependent on the data period required i.e. daily, weekly, monthly or as required/requested.

Data Transferred from OLGR

Data will be updated and made available on the SFTP site for Licensed Providers to download at regular intervals.

The data placed on the sftp server shall be: 1) a zipped file containing individual files, as outlined in Section 0 and 0 (The ZIP algorithm used is PKZIP (See www.pkware.com)), and 2) an md5 text file containing only the generated md5 of the zipped file. Regarding the OLGR files contained within the ZIP file, the naming convention is qgaaaaaa.zip, where aaaaaa is a sequential number. For Provider specific files, the convention is LLaaaaaa.zip where LL is the 2 character Licensed Provider ID provided by OLGR.

Data Transferred to OLGR

Data transferred to OLGR is required in the format, and at the frequency specified in Section 0 and 0. Files are to be downloaded to the OLGR secure site from each Licensed Provider, as soon as the quality of the data can be assured, but within the timeframe specified for each file.

Data transferred to the SFTP server by the Licensed Provider shall be: 1) a zipped file containing individual files, as outlined in Section 0 and 0 (The ZIP algorithm used is PKZIP (See www.pkware.com)), and 2) an md5 text file containing only the generated md5 of the zipped file. As per the Licensed Provider files contained within the ZIP file, the naming convention is LLaaaaaa.zip, where LL is the OLGR assigned Licensed Provider ID number, and aaaaaa is a sequential number. All files (zip files and files contained within the zip files) must be named in lower case for all characters including the extensions.

A Provider generated File Transfer List file details what files have been transferred to OLGR. The file is to be generated and transmitted as a file within the zipped file. The FTL is used to process all files sent by the Provider (i.e. if a file is not present in the FTL, or the file details do not match the FTL contents, it will not be processed or will be immediately rejected). A file will be completely rejected if any portion of the data contained within fails validation.

As soon as all files have been processed, the Provider will be automatically informed, by email, of the success/ failure of each file in the FTL. The Provider MUST check this email to confirm the successful processing of the files. If any file has been rejected by the OLGR system (e.g. bad data in file), the Provider must correct the problem and regenerate the file from the Provider's database - the new file must have a new sequence number and a new file transfer list must be generated.

If the Provider needs to replace a file with a newer version, the Provider must first send an email to OLGRFinance@justice.qld.gov.au, stating the original filename, the replacement filename, the date(s) the file was for, and a brief explanation of what was wrong with the file. If problems in the Data Requirements processing have been found, an email should be sent to OLGRFinance@justice.qld.gov.au

Ownership of Data

OLGR reserves the right to utilise data received from a Licensed Provider either by OLGR or on behalf of OLGR by a third party, subject to the legislative confidentiality provisions and subject to any action of OLGR not being detrimental to the operations of the Licensed Provider.

Retention of Data

All files sent to OLGR must be retained by the Provider for a minimum of seven (7) years after the date of transmission in order to be available for retransmissions. It is required that any file must be able to be regenerated up to six months after its initial creation.

Data Structures

Conventions

Date fields are stored as YYYYMMDD, and time fields are stored as HHMMSS in 24 hour format.

Fields that will return unsigned numeric values will be described as Num(xx) where xx is the number of characters. Fields that may be character or numerical will be described as Char(xx). Numerical values that may be negative will be described as SNum(xx) (signed numeric). In this case the first character will be a negative, '-', or for positive numbers a space, ' ', character.

All data to and from OLGR is to be in fixed length ASCII format, and to be left padded with '0' (ASCII 0x30) for numerical values, and right padded with 'space' (ASCII 0x20) for characters and character representations of hexadecimal values unless stated otherwise. The field types and sizes are specified in Section 0 and 0, and are separated by a comma ','.

Each record is to be terminated by a Carriage Return and Line Feed (ASCII 0x0D and ASCII 0x0A).

Hexadecimal values in tables are represented as characters e.g. the single byte hexadecimal value 0x1D would be represented by the 2 ASCII characters "1" and "D"

The Field Type/Size columns define whether a field is numerical or character based & the length of the field.

Superscript numbers in the Field Type/Size column indicate the order of sorting.

Values in the field name columns (where they exist) of the data files are derived from variables defined in the OLGR EGM protocol. If there is no value, the variable must be derived from elsewhere.

If EGMs operate using a non-QCOM protocol, and an equivalent field does not exist in the protocol (e.g. Game Variation), it will be indicated with a * and the field should be populated with spaces (ASCII 0x20) or zeros (ASCII 0x30), unless it can be otherwise created.

Approval Status

All hardware items or software items, or hardware/software combinations will have a current status. The value of the status determines what actions must be taken:

Status	Definition	Description
APP	Item Approved	The item is approved & may be used in licensed gaming sites.
AWN	Approval Withdrawn	The item has had its approval withdrawn (e.g. due to bugs). The EGMs are to be disabled immediately and a retrofit program will be initiated as soon as possible.

PRE	Previously Approved	This item is no longer available for purchase - a new version is now available. There is no need to retrofit out.
NFA	Not for Allocation	The item is no longer available for purchase & there is no new version available. There is no need to retrofit out.
PRO	Provisional Approval	The item is approved for use, but with specific conditions attached.
OUT	To be Retrofitted Out	This item has a problem & needs to be retrofitted with an updated version as soon as possible. An item with this status must not be commissioned.
NAP	Not Available for Purchase	The item is approved, but the manufacturer is currently with-holding release for purchase.
TST	Integration Testing Only	The item is for integration testing with the Monitoring System only and must not be commissioned.

All licenses sites will have one of the following statuses:

Status	Definition	Description
ISS	License Issued	EGMs may operate at this site
APP	License Approved	The licensee has been approved by Commission but the licence is yet to be formally issued to the site. Operational EGMs are not yet permitted.
COMP	Completed	All integrity checks have been completed & the licence application is ready for approval by the Commission. Operational EGMs are not yet permitted.
CAN	Licence Cancelled	The licence has been cancelled by the Commission. All EGMs must be disabled immediately, and removed as soon as convenient.
SUR	License Surrender	The licensee has surrendered its licence. All EGMs must be disabled immediately, and removed as soon as convenient.
SUS	License Suspended	The licensee has been suspended by the Commission. All EGMS must be disabled immediately, until the cause of the suspension has been resolved or the licence cancelled.
REF	License Refused	The application for licence has been refused by the Commission.
EXPI	Licensed Expired	The licence has expired without renewal by the licensee. Please contact OLGR Licensing to confirm if all EGMs should be disabled.
STOR	Storage Only	The site is not licensed to conduct gaming, but is an approved location to store EGMs.
NEGS	NonEGM Gaming Site	The site is not licensed to conduct EGM gaming, but other approved forms of gaming are permitted (e.g. keno, wagering, etc.).

QCOM 3 Machines

This section provides an overview of the changes that Licensed Providers must be aware of concerning data file support of QCOM 3 machines.

GVN/BVN Fields

For backward compatibility GVN and BVN fields have been added to the QCOM 3 specification. However, systems must stop using these fields as soon as possible and instead use the following respective QCOM 3 equivalent replacement fields:

- the *gameuid* game property (replaces GVN); and
- the `qcom.cAuditCommonResults()` return value's *uid** table entries (replaces BVN).

Software Component Name

Refer Software Set Contents section 0.

For QCOM 3 machines the only software component are games (see previous sub-section). Accordingly the *Software Component Name* field for game available on QCOM 3 machines will be set to the corresponding QCOM 3 defined *gameuid* value.

If the *gameuid* field is too large to fit into the *Software Component Name* field then it is truncated.

Protocol Version

With respect to all files in this document containing the *Protocol Version* field; for a QCOM 3 Machine the Protocol Version must be set to **30**

QCOM 3 “Advanced Jackpots”

QCOM 3 “Advanced Jackpots” are not currently supported by datafiles at this time.

Meter Clarifications

The *Cents In* (ID: 0x05) and *Cents Out* (ID: 0x06) meters do not exist in QCOM 3 and must be derived and populated in applicable file types from other meters as follows:

- Cents In = Coins/Tokens In + Banknotes In and Cashless In (excluding Cash Ticket In)
- Cents Out = Coins/Tokens Out + Cashless Out (Not including Cancelled or Cash Ticket out meters and extra coins paid re hopper runaways/overpays.)

The total SAP wins meter (ID: 0x0C) also does not exist in QCOM 3 and must be derived and populated in applicable file types from all individual SAP level win meters in the machine. Also note that with respect to Daily Jackpot Meters (refer section 0) this file type has been clarified and must now also include all EGM SAP level meters and not just QCOM Custom SAP meters.

The following meters are also removed in QCOM 3 and the provider must populate these fields with 0 in all applicable file types.

- PID Accessed (0x0A)
- RCRF Turnover (0x18)
- RFRF Wins (0x19)
- Coins Cleared (0x1D)
- Notes Cleared (0x1E)

New Meters

- ticketincount
- ticketoutcount

QCOM 3 includes the above new meters. These meters are not to be reported by datafiles at this time.

EGM Program Hash List

Refer EGM Program Hash List, section 0.

QCOM 3 machines will not appear in this list. For QCOM 3 machine program hashes, refer to the latest version of the OLGR publication: “*Data Requirements for QCOM 3 Machines*”.

Entity Relationships

OLGR will be receiving data from multiple Licensed Providers. Each Provider will gather information from multiple sites via one or more Site Controllers at that site. Each Site Controller will control multiple EGMs. Each EGM will have at least one game operating on it (which can be up to 255) and each game may have up to 8 different variations installed at any particular point in time.

EGMs may also operate with a jackpot system. The jackpot system may either be:

- an integrated part of the monitoring system using QCOM protocol. (Protocol Driven Linked Jackpot)
- an integrated part of the monitoring system not using the QCOM protocol. (Non -Protocol Driven Linked Jackpot)
- a unit operating independently of the Monitoring System e.g. standalone controller (Also Non-Protocol Driven Linked Jackpot)

The jackpot can be triggered by either the EGM informing the jackpot controller of a win (e.g. by obtaining a winning combination) or the jackpot controller informing the EGM of a win (either random or deterministic type jackpots).

OLGR must have access to all data relating to these entity relationships.

All numbering systems assigned by OLGR have unique values e.g. all approval numbers are unique, all identifier numbers are unique, etc.

In an EGM, there will be a set of approved software (a software set).

A software set will be given an identification number which will remain the same for all versions of this software set. Each version of the software set will have a unique approval number (e.g. changing the version of the shell software will change the approval number, but not the identification number).

Each software set will consist of one or more software components (e.g. the software set may consist of shell software, I/O software, and game software, or, it may all be combined into one component), stored in one or more PSDs. Each component is allocated an identification number which is linked to the software set identification number, and will remain the same value, irrespective of the version of the component.

The PSDs may or may not align with the software components (e.g. the shell software may be on separate PSDs to the game software, or it may be on the same PSD).

Individual PSDs may be used in multiple software sets (e.g. the shell software PSDs may be operating in software sets for 2 different games).

For EGMs using the QCOM protocol (up to v1.6), each game in an EGM will have a GVN (Game Version Number) and the software shell or BIOS (if present) will have a BVN (Base Version Number). In a single game EGM the GVN & BVN may be the same. These are assigned by the manufacturer & are programmed into the PSD.

These numbers are unique to the manufacturer in that any time that any part of the relevant software changes, the GVN or BVN must be changed to a new number that has not been used before. However, if the software is only being relinked into a different software set, then the number may remain the same.

For example, a software set contains a Shell, Game A, and Game B, each with a unique GVN/BVN. If game A is updated (e.g. after a bug fix), its GVN has to be updated to a new value. However, there is no need for the GVN/BVN for the shell or Game B to change.

A site is an actual location, while a licence holder is the person/organisation who is licensed to conduct gaming. A licence holder may operate gaming at multiple sites. A site will only have a single licence (however, in a month, a site may have more than one licence as a result of a change in licence holder).

A site will be of the following types:

Type	Definition
HOT	Hotel
TAV	Tavern
RES	Resort
BC	Bowls Club
GC	Golf Club
PSC	Principle Sporting Club
RC	Registered Club
WWC	Workingmans/WorkingWomans Club
EEC	ExServiceman/ExServiceWoman Club
MISC	Miscellaneous
CAS	Casino
WARE	Warehouse
SERV	Service Contractor
OTH	Other
PGC	Private Golf Course
RCS	Race Course
C	Club
FIN	Financier
TAB	TAB

Note: Caution should be exercised when using these OLGR assigned site types. They are liable to change without notice as site type usage changes over time particularly when liquor licence usage is taken into account.

A device is approved to operate in a designated market. The following codes represent those markets:

Code	Market
CLUB	Club
AD2+	Activedata 2+
QCAS	QCOM Casino
REEF	Reef Casino
JUP	Jupiters Casino
JAD	Jupiters using ActivData
TRS	Treasury Casino
BRW	Townsville Casino

Each file transmitted is to conform to the following naming convention
i.e. LLaaaaaa.XYZ where:

- XYZ is the filename identifier (Z is a numerical version number)
- LL is the OLGR assigned Licensed Provider ID,
- Aaaaaa is a sequential number for this file (increments each time the file is sent, starting from 1). This is to be left padded with 0 (ASCII 0x30)

Note: Each file sequence number must be unique even if OLGR requests a retransmission of a monthly file, for example.

If a file has no records, it is at the Provider's discretion to transmit it.

The data files provided to OLGR by Providers can be separated in to three types: Configurations Files, Meter Based Files, and Application Files.

Configuration Files

Configuration files are to provide a full configuration of every device controlled by the provider at the time the file was created. The file is to be created at a consistent time every day, and while there are no configuration changes in progress. The Provider is to ensure that all information is accurately compiled - i.e. no changes to configuration are to be skipped. To ensure this, there should be no opportunity for human error (i.e. an automated process, instead of manual entry of parameters, etc.)

Meter Based Files

Meter based files are generated after the close of gaming for all sites. Any sites that operate 24 hour gaming are to reach an agreement with the LMO for an arbitrary and consistent closing time for gaming.

Meter based files are to only include meters for EGMs that have been commissioned. If an EGM is installed on the MS, but no gaming has commenced on it (i.e. un-commissioned), there is to be no record for the EGM in any meter files.

If a commissioned EGM is non-responsive to polls, a record must still be sent for the EGM for that day, but the record sent must have zero values for all meters. When the EGM resumes responding, then the next daily meter file will have the sum of the meters for that day and all the days the EGM was un-responsive. If the system cannot sum the meters (i.e. it stores the end of day meters separately), then transmission of the DEM file may be deferred until all meters have been collected, or it may have to be retransmitted.

Application Files

There is only one Application file currently used when jobs are being scheduled at gaming sites. In this case, the Provider will request data from OLGR via these files, & OLGR will respond with corresponding files.

The definition of Job Types used in this Site Job Request file are as follows:

- | | |
|----|---|
| CI | - Connection (Increase) |
| CR | - Connection (Replacement) |
| CT | - Connection (Operator Transfer) |
| CN | - Connection (New Site) |
| CO | - Connection (Other) |
| CY | - Connection after DY, without relocation |
| DD | - Disconnect (Decrease) |
| DR | - Disconnect (Replacement) |
| DT | - Disconnect (Operator Transfer) |

DS - Disconnect (Surrender)
DO - Disconnect (Other)
DY - Temporary Disconnection without relocation
PA - Plan Amendment
RL - Relocation
JC - Cancel Previous Job (use previous OpRefNum)

On receiving the request, OLGR will either approve or reject the request (at an EGM level) and return the EGM job approval number.

Files Provided by OLGR

Licensing & Site Information

This information is extracted from the OLGR licensing system. It has information about the sites licensed for gaming, as well as approved locations for storage of EGMs (licence number of 0, and a status of STOR), and other sites related to Qld Gaming. Only Issued licences (status of ISS) are allowed to have operational EGMs. Other status types are listed to give a history of previous licences, give notice of future sites, or indicate that a site is to have EGMs turned off.

Filename: *qgaaaaaa.LS1*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record per EGM site licence or other gaming site*

Field Type/Size	Field Description	Notes
Num(10)	Site Number	OLGR assigned number for site
Num(10)	Licence Number	OLGR assigned
Char(60)	Licensee Name	The licence holder of the site
Char(60)	Premises Name	The name of the premises
Char(40)	Premises Address1	
Char(40)	Premises Address2	
Char(40)	Premises Address3	
Char(40)	Premises Address4	
Char(40)	Suburb	
Char(10)	Postcode	
Char(2)	Country Code	ISO3166 Alpha2
Char(20)	Phone Number	
Char(20)	Fax Number	
Num(10)	Approved EGM numbers	
Char(4)	Site Type	As previously defined
Char(4)	Licence Status	As previously defined
Num(8)	Licence Commencement Date	YYYYMMDD
Num(8)	Expiry Date	YYYYMMDD
Char(40)	Contact Name	
Char(4)	Statistical Division	Based on Bureau of Statistics Statistical Division

Approved Site Operational Hours

A licensed site must have its operational hours approved by the Queensland Gaming Conditions. Gaming is not permissible outside of the gaming hours detailed in this file.

Note that a site's closing time for any particular day may occur the following day. For example, the opening and closing times for Monday for a site that opened on Monday 10:30AM & closed 1:30AM Tuesday would be 103000 and 013000 respectively.

Filename: qgaaaaaa.OH0
Location: lmopub / files_from_qg
Frequency: On Approval
Record Info: One record per Licensed Site

Field	Field Description	Notes
Num(10)	Site Number	
Num(10)	Licence Number	
Num(6)	Opening Time - Monday	HHMMSS*
Num(6)	Closing Time - Monday	HHMMSS*
Num(6)	Opening Time - Tuesday	HHMMSS*
Num(6)	Closing Time - Tuesday	HHMMSS*
Num(6)	Opening Time -	HHMMSS*
Num(6)	Closing Time -	HHMMSS*
Num(6)	Opening Time - Thursday	HHMMSS*
Num(6)	Closing Time - Thursday	HHMMSS*
Num(6)	Opening Time - Friday	HHMMSS*
Num(6)	Closing Time - Friday	HHMMSS*
Num(6)	Opening Time - Saturday	HHMMSS*
Num(6)	Closing Time - Saturday	HHMMSS*
Num(6)	Opening Time - Sunday	HHMMSS*
Num(6)	Closing Time - Sunday	HHMMSS*

* Note that an absence of times in these fields indicates that no gaming hours have been approved for that day and all EGMs must remain disabled.

The following days have special gaming hours for all Clubs & Hotels, which over-ride the above table:

Good Friday	No gaming permitted
ANZAC Day	Gaming only permitted between 1PM and 12AM
Christmas Day	No gaming permitted
New Year's Day	extended hours - 10AM to 2.30AM

Approved Hardware List

These details are controlled by the Technical Unit Section of OLGR, and contain information about what EGMs are approved for use in Queensland.

EGM configurations that may impact upon the fairness or integrity of the operating software are considered to be a different EGM type (e.g. if a progressive game requires a progressive display).

Filename: *qgaaaaaa.HLO*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record per Approved EGM Type per market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Char(30)	Hardware Product Name	Manufacturer Assigned
Num(10)	Hardware Identifier Number	OLGR Assigned
Num(10)	Hardware Approval Number	OLGR Assigned
Char(3)	Approval Status	As previously defined
Char(4)	Market	As previously defined

Approved Software Set

These details are controlled by the Technical Unit Section of OLGR, and contain details about software set approvals.

Filename: *qgaaaaaa.SS1*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record per Approved Software Set per market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Char(80)	Software Set Name	Manufacturer Assigned
Num(10)	Software Set Identifier Number	OLGR Assigned
Num(10)	Software Set Approval Number	OLGR Assigned
Char(2)	Protocol Version	The comms software the EGM uses, as reported by the EGM in the QCOM protocol, or FF for IGT Protocol (Hexadecimal). For QCOM 3 machines report: 03
Char(3)	Approval Status	As previously defined
Char(15)	Manufacturer Version ID	
Num(8)	Approval Date	YYYYMMDD As previously defined
Char(4)	Market	As previously defined
Char(80)	Denomination ¹	A string denoting one or more denominations. Multiple denominations are sorted from lowest to highest. Units are cents. Adjacent values are delimited by a ' ' (pipe) character (ascii 0x7C) e.g. "1 2 5 10 20 50 100" denotes 1c, 2c, 5c, 10c, 20c, 50c & \$1 'ALL' is a special case meaning that the record is applicable to the following denominations: 1c, 2c, 5c, 10c, 20c, 50c, \$1, \$2, \$5, \$10, \$20, \$50 & \$100 'ALL' can be postfixed by a ' ', if applicable to all above mentioned denominations as well as other denominations. 'ALL' will precede custom denominations. For example "ALL 4 25" would mean 1c, 2c, 5c, 10c, 20c, 50c, \$1, \$2, \$5, \$10, \$20, \$50, \$100, 4c & 25c.

Approved Software Set PSDs

These details are controlled by the Technical Unit Section of OLGR, and detail what PSDs are used in an approved software set.

¹ Note: this field was in the SG1 file in the previous release document

Filename: *qgaaaaaa.SP0*
Location: *lmopub / files_from_qg*
Frequency: *On update*
Record Info: *One record per PSD in an Approved Software Set per market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	Software Set Approval Number	OLGR Assigned
Num(10)	PSD Identifier Number	OLGR Assigned
Char(4)	Market	As previously defined

Approved PSD List

These details are controlled by the Technical Unit Section of OLGR, and contain information about what PSDs are approved for use in Queensland. One or more PSDs may be involved (e.g. 4 EPROMs to make up a “shell”). All PSD labels will be unique per manufacturer.

Filename: *qgaaaaaa.PL1*
Location: *lmopub / files_from_qg*
Frequency: *On update*
Record Info: *One record per Approved PSD*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	PSD Identifier Number	OLGR Assigned
Char(30)	PSD Label	Manufacturer Assigned
Char(30)	PSD Name	General Description of PSD
Char(15)	PSD Type	e.g. EPROM type, CD
Char(4)	PSD Position	Location of PSD on EGM CPU board
Char(20)	PSD Hash Type	Hash Algorithm
Char(64)	PSD Hash	e.g. checksum (not to be confused with PS1 file)

Approved Software Set Denominations

This file is no longer used and is obsolete.

These details are controlled by the Technical Unit Section of OLGR, and detail what denominations are available for each approved software set.

Filename: *QTaaaaaa.SD0*
Frequency: *On update*
Record Info: *One record per approved denomination per Approved Software Set per market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	Software Set Approval Number	OLGR Assigned

Num(4)	Denomination (Betting Unit)	Value of each credit (cents)
Num(4)	Tokenisation Value	Value of coin/token inserted (cents)
Char(3)	Approval Status	As Previously Defined
Char(4)	Market	As Previously Defined

Approved Software Set Tokenisation Value

These details are controlled by the Technical Unit Section of OLGR, and detail what tokenisation values are available for each approved software set.

Filename: *qgaaaaaa.ST0*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record / approved tokenization value / Approved Software Set / market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	Software Set Approval Number	OLGR Assigned
Num(5)	Tokenisation Value ^{Note}	Value of coin/token inserted (cents)
Char(3)	Approval Status	As Previously Defined
Char(4)	Market	As Previously Defined

Note: There is no specific support for the relationship between the Tokenisation Value and Denomination fields i.e. approved denominations and tokens.

Jackpot Software Configuration

These details are controlled by the Technical Unit Section of OLGR, and detail all approved jackpot components that form a part of a games regulatory percentage return.

Filename: *qgaaaaaa.JS1*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record / Jackpot Level /Approved Jackpot /market*

Field Type/Size	Field Description	Notes
Num(10)	Jackpot Approval Number	OLGR Assigned
Char(60)	Jackpot Group Name	Assigned by Manufacturer
Char(2)	Jackpot Level Number	00... .07 (00 is highest Jackpot)
Char(60)	Jackpot Level Name	e.g. maxi / mini / etc.
Char(1)	Standalone (SAP)	Y - Yes N – No
Num(8)	Percentage Increment	From 00.00000 to 99.99999 – include decimal point
Num(10)	Startup Value	Cents or Credit Value based on Cents or Credit flag *
Num(10)	Ceiling Value	Cents or Credit Value based on Cents or Credit flag *
Num(10)	Auxillary Startup	Cents or Credit Value based on Cents or Credit flag *
Num(8)	Auxillary Increment	From 00.00000 to 99.99999 – include decimal point
Char(80)	Jackpot Conditions	
Num(8)	Increment to fund startup	From 00.00000 to 99.99999 – include decimal
Char(3)	Approval Status	As Previously Defined
Char(4)	Market	As Previously Defined
Num(3)	Jackpot Set Number ^{Note 1}	
Num(3)	Minimum Number of EGMs on Linked Progressive	1 if SAP
Num(8)	Maximum Number of EGMs on Linked Progressive	1 if SAP
Num(2)	Manufacturer ID (MID)	
Char(1)	Cents or Credit Values	D – Cents C – Credits *
Char(80)	Denomination	A string denoting one or more denominations. Multiple denominations are sorted from lowest to highest. Units are cents. Adjacent values are delimited by a ' ' (pipe) character (ascii 0x7C) e.g. "1 2 5 10 20 50 100" denotes 1c, 2c, 5c, 10c, 20c, 50c & \$1 'ALL' is a special case meaning that the record is applicable to all

		denominations i.e, is independent of the game denomination. Typically, the 'Cent or Credit Value' will be 'D' when 'ALL' is specified.
Char(1)	Linked Progressive	Y - Yes N – No
Char(1)	External Progressive	Y - Yes N – No U – Unknown **

* When the 'Cent or Credit Value' is 'C', the value of 'Startup Value', 'Ceiling Value' 'Auxiliary Startup' should be multiplied by the denomination.

** U – Unknown – This data was not captured under Data Requirements 2.04, therefore there is no way of determining if this progressive level can operate as this type of progressive. Refer to approval correspondence before commissioning any progressive of type U.

Note 1: A Linked Jackpot game may have a number of approved linked jackpot variations which it may be operated on. These link jackpot variations are denoted by the jackpot Set number. When a game is configured to operate with a regulatory jackpot, all jackpot levels must have the same Jackpot Set Number.

Approved EGM Jackpots

These details are controlled by the Technical Unit Section of OLGR, and detail which approved EGM triggered regulatory jackpot components may operate on a particular game.

Filename: *qgaaaaaa.EJ1*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record / Approved Jackpot /market / SSAN / VAR*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	Software Set Approval Number	OLGR Assigned
Num(10)	Software Component Identifier Number	OLGR Assigned
Num(10)	Jackpot Approval Number	OLGR Assigned
Char(3)	Approval Status	As Previously Defined
Char(4)	Market	As Previously Defined
Char(2)	Game Variation Number (VAR)	Manufacturer Assigned (Hexadecimal)

Software Set Contents

These details are controlled by the Technical Unit Section of OLGR, and detail what software is in a particular software set (e.g. game, shell, I/O names, etc.).

Filename: *qgaaaaaa.SC1*

Location: *lmopub / files_from_qg*

Frequency: *On update*

Record Info: *One record per Software Component in an approved Software Set per market*

Field Type/Size	Field Description	Notes
Num(2)	MID	
Num(10)	Software Set Identifier Number	OLGR Assigned
Char(60)	Software Component Name ^{Note 1}	Manufacturer Assigned
Num(10)	Software Component Identifier Number	OLGR Assigned
Char(4)	Software Component Type	SHEL - Shell Software SWIO - I/O Software SPRG - Progressive Controller Software SGAM - Game Software SMSC - Misc Software SCMB -Shell & Game Combined SMUL -Multigame SOSY – Operating System SFIR - Firmware
Char(4)	Market	As Previously Defined

Note 1: For QCOM 3 machines, refer to section 0.

Software Set GVN/BVN/VARs

These details are controlled by the Technical Unit Section of OLGR, and detail what GVN and VARs are in an approved software set. This table refers only to games which run on the QCOM protocol.

Note: GVN and VARs relate to game software, while BVNs relate to shell software (no VARs or % Returns involved). For BVN components the "VAR" and "% Return to player" fields will be filled with "0". If a software set does not have a separate base/shell, then there will not be a record for a BVN. In this case, the BVN is the same as the GVN. For more details on GVN/BVN/VARs, please refer to the QCOM Protocol Document.

Filename: *qgaaaaaa.SG0*
Location: *lmopub / files_from_qg*
Frequency: *On update*
Record Info: *One record per GVN-BVN / VAR / Software Set combination / market*

Field	Field Description	Notes
Num(2)	MID	
Num(10)	Software Component Identifier Number	OLGR Assigned
Num(10)	Software Set Approval Number	OLGR Assigned
Char(4)	Version Number (GVN/BVN) ^{Note 1}	Manufacturer Assigned (Hexadecimal)
Char(2)	Game Variation Number (VAR)	Manufacturer Assigned (Hexadecimal)
Num(5)	%Return to Player	Manufacturer Assigned (Includes Decimal Point)
Char(3)	Approval Status	As Previously Defined
Char(4)	Market	As Previously Defined

Note 1: For GVN/BVN in QCOM 3 machines refer to section 0.

Approved Hardware / Software Set Combinations

These details are controlled by the Technical Unit Section of OLGR, and detail what hardware / software combinations are approved for use in Queensland.

Filename: *qgaaaaaa.HS0*
Location: *lmopub / files_from_qg*
Frequency: *On update*
Record Info: *One record per Approved Hardware - Software Combination / market*

Field	Field Description	Notes
Num(2)	MID	
Num(10)	Hardware Identifier Number	Taken from Approved Hardware List
Num(10)	Software Set Approval Number	Taken from Approved Software List
Char(1)	Cabinet Type (Artwork Style)	H - High Top

		L - Low Boy C - Casino Top S - Scallop Top R - Round Top T - Slant B - Super Low Boy M - Midway D - LCD Casino Top G - Game Specific
Char(1)	Progressive Controller Present ^{Note 1}	Y, N, X (see below)
Char(1)	Touch Screen Present ^{Note 1}	Y, N, X (see below)
Char(1)	Ticket Printer Present ^{Note 1}	Y, N, X (see below)
Char(1)	Coin/Token Acceptor Present	Y, N, X (see below)
Char(1)	Hopper Present	Y, N, X (see below)
Char(1)	Note Acceptor Present	Y, N, X (see below)
Char(3)	Combination Approval Status ^{Note 2}	As Previously Defined
Char(4)	Market	As Previously Defined

Note 1: For the progressive controller, touch screen, ticket printer, coin acceptor, hopper and note acceptor fields the values are defined as follows:

- “Y” The component must be installed in the EGM for the combination to be approved.
- “N” The component must not be installed in the EGM for the combination to be approved.
- “X” The combination is approved when the component is both present and not present.

Note 2: When a hardware/software combination is assigned the Combination Approval Status of “AWN” all EGM’s operating that combination must be disabled immediately. For all other Combination Approval Status’s the EGM can remain operational.

Monthly Seed List

These details are controlled by the Technical Unit Section of OLGR, and contain EGM program hash algorithm seeds for one month. Even if the month has less than 31 days, there will still be 31 days of seeds - ignore the additional seeds. For EGMs that use 16 bit algorithms, only the least significant bits are used.

Filename: *qgaaaaaaa.SL1*
Location: *lmopub / files_from_qg*
Frequency: *Monthly (2 files – current month & next month)*
Record Info: *One record*

Field Size/Type	Field Description	Notes
Num(4)	Year	YYYY
Num(2)	Month	MM
Char(64)	Seed for Day 1 ^{Note 1}	Hexadecimal
Char(64)	Seed for Day 2	Hexadecimal
	

Char(64)	Seed for Day 30	Hexadecimal
Char(64)	Seed for Day 31	Hexadecimal

Note 1: The hexadecimal values in the above table for SL1 version files and later has changed to **least significant byte first**, right padded to full field width with '0' (i.e. no spaces). (Previous version SL0 files were **most significant byte** first left padded to full field width with '0')

EGM Program Hash List

These details are controlled by the Technical Unit Section of OLGR, and contain one month (31 days) of EGM software set hashes for approved software sets. For EGMs that use 16 bit algorithms, only the least significant bits are used (the most significant bits will be 0).

Filename: *qgaaaaaa.PS1*

Location: *lmopub / files_from_qg*

Frequency: *On update (2 files-current month & next month)*

Record Info: *One record per approved software set*

Field Size/Type	Field Description	Notes
Char(80)	Software Set Name	
Num(2)	Manufacturer ID	
Num(4)	Year	YYYY
Num(2)	Month	MM
Num(10)	Software Set Approval Number	OLGR Assigned
Char(64)	Hash Day 1 ^{Note 1}	Hexadecimal
Char(64)	Hash Day 2	Hexadecimal
	
Char(64)	Hash Day 30	Hexadecimal
Char(64)	Hash Day 31	Hexadecimal

Note 1: The hexadecimal values in the above table for PS1 version files and later has changed to **least significant byte first**, right padded to full field width with '0' (i.e. no spaces). (Previous version PS0 files were **most significant byte** first left padded to full field width with '0').

Note 2: QCOM 3 machines will not appear in this list. Refer to section 0 for more information.

EGM Information

These details are controlled by the Gaming Services Section of OLGR. Before a new EGM is commissioned, Gaming Services assigns an OLGR ID plate to it, which lasts for the life of the EGM. Any EGM which is destroyed or sold interstate the OLGR ID plate must be returned to OLGR.

Filename: *qgaaaaaa.EI0*
Location: *lmopub / files_from_qg*
Frequency: *On Update*
Record Info: *One record per EGM commissioned*

Field Name	Field	Field Description	Notes
	Num(10)	OLGR ID Plate Number <small>Note 1 & 2</small>	Legacy field
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	Manufacturer Assigned
	Num(10)	Hardware Identifier Number	OLGR Assigned

Note 1: This field will be padded with zeros in DR2.51 for EGMS new to OLGR since DR2.51 release.

Note 2: This field will contain the historical OLGR ID Plate Number for EGMs in the system prior to DR2.51.

EGM Manufacturer Information

These details are controlled by the OLGR's Technical Unit. This file contains limited details about approved EGM manufacturers. Other licensees may appear in this file only if they are approved by OLGR to submit products for approval i.e. progressive parameters.

Filename: *qgaaaaaa.MI0*
Location: *lmopub / files_from_qg*
Frequency: *On Update*
Record Info: *One record per EGM Manufacturer*

Field Name	Field Size/Type	Field Description	Notes
MID	Num(2)	Manufacturer ID	Refer to the latest OLGR MI0 file for a complete list of Manufacturer IDs
	Char(30)	Manufacturer Name	
	Char(20)	Manufacturer Phone Number	

Site Job Approval

This file is no longer used and is obsolete from DR2.51.

After a Site Job Request (see below) has been received, and processed, this details whether the job has been approved or not.

Filename: *LLaaaaaa.JA0*
Location: *lmo<xx> / files_from_qg*
Frequency: *On Approval*
Record Info: *One record per EGM modification*

Field	Field Description	Notes
Num(10)	Operator Reference Number	Operator Assigned
Num(10)	Job Approval Number	OLGR Assigned (0 if not approved)
Num(10)	OLGR ID Plate Number	ID plate number if new EGM, 0 if non-EGM related job

Files Provided to OLGR by Licensed Provider

Note: All files (zip files and files contained within the zip files) must be named in lower case for all characters including the extensions. (Upper case examples below are for clarity purposes)

File Transfer List

This contains details of files that have been transferred to OLGR in this batch. This file is to be generated only after all other files have been generated for transmission.

Filename: *LLaaaaaa.TL0*
Location: *lmo<xx> / files_for_qg*
Frequency: *Whenever files are sent*
Record Info: *One record per file transferred*

Field Type/Size	Field Description	Notes
Char(12)	Filename	LLaaaaaa.XYZ
Num(8)	Date File Made Available ^{Note 1}	YYYYMMDD
Num(8)	Date File Contains Data For ^{Note 1}	YYYYMMDD
Num(6)	Number of Records in File	

Note 1: Where a file contains data for a month the “DD” section of the “YYYYMMDD” field should be set to “0”.

Non-Commissioned EGMs

This table is to track the physical location and ownership of all EGMs controlled by the LMO that are not currently commissioned. EGMs in this table include non-operational EGMs located at any gaming site, EGMs stored in an LMO's warehouse, etc.

Note: For the purpose of this document, any EGM located at, or stored by a site (whether operating on the LMO monitoring system or not) is considered to be 'controlled' by the LMO monitoring that site.

Filename: *Llaaaaaa.LO0*
Location: *lmo<xx> / files_for_qg*
Frequency: *On Update (Daily)*
Record Info: *One Record Per non-commissioned EGM*

Field	Field Type/Size	Field Description	Notes
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
	Num(10)	Site Number	
	Num(8)	EGM Configuration Date	YYYYMMDD
	Char(4)	EGM Owner	for OLGR owned OLGR for site owned SITE for financier owned FIN for operator owned LMxx (where xx is the OLGR assigned ID no.)

Daily EGM Configuration

This file provides information on each configuration of every commissioned EGM that operated on the LMOs monitoring system during the day.

Filename: LLaaaaaa.DC2

Location: lmo<xx> / files_for_qg

Frequency: Daily

Record Info: One record per commissioned EGM / per configuration ^{Note 1}

Field Name	Field Type/Size	Field Description	Notes
MID	Num(2) ¹	Manufacturer ID	
SER	Num(6) ²	EGM Serial Number	
	Num(10)	Site Number	
	Char(4)	EGM Owner	for OLGR owned OLGR for site owned SITE for financier owned FIN for operator owned LMxx (where xx is the OLGR assigned ID no.)
	Char(2)	Protocol Version	The comms. software the EGM uses, as reported by the EGM in the QCOM protocol, or IGT Protocol (Hexadecimal). For QCOM 3 machines report 03 here.
	Char(1)	Progressive Controller Present	Y / N
	Char(1)	Touch Screen Present	Y / N
	Char(1)	Ticket Printer Present	Y / N
	Char(1)	Coin / Token Acceptor Present	Y / N
	Char(1)	Hopper Present	Y / N
	Char(1)	Note Acceptor Present	Y / N
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
	Char(1)	Cabinet Type	H / L / C / S / R / T / B
	Char(1)	Player Tracking Installed	Y / N
	Num(10)	Software Set Approval Number	
	Num(8)	Date of EGM Configuration	YYYYMMDD
	Num(6)	Time of EGM Configuration	HHMMSS
	Char(3)	EGM Enable Status ^{Note 2}	ENA - EGM enabled for play DIS - EGM disabled
	Num(10)	Hardware Identifier Number ^{Note 3}	

Note 1: If an EGM was to change configuration during the day e.g. downloadable, there will be multiple entries per EGM serial number.

Note 2: this field is to determine when the EGM is enabled/disabled for play at the host system end. However, it is not to include when the EGM is disabled due to a failure of the EGM/Site Controller/Communications, or when site is closed for play at night.

Note 3: This field was in the JR*n* file prior to DR2.51.

Game Variation Configuration

This file provides information on each enabled game variation configurations of every commissioned EGM that operated on the LMOs monitoring system during the day.

EGMs using the IGT protocol must also be recorded in this file. In these cases, the records will have the GVN & VARs set to '0000' and '00' respectively.

Filename: *LLaaaaaa.VC1*

Location: *lmo<xx> / files_for_qg*

Frequency: *Daily*

Record Info: *One Record / enabled EGM GVN / enabled Game Variation / SSAN / commissioned EGM^{Note 1}.*

Field Name	Field Type / Size	Field Description	Notes
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
GVN	Char(4)	Game Version Number ^{Note 2}	Hexadecimal
VAR	Char(2)	Game Variation	Hexadecimal
	Num(10)	Software Set Approval Number	
	Num(8)	Date Game Enabled	YYYYMMDD
	Num(6)	Time Game Enabled	HHMMSS

Note 1: If an EGM was to change configuration/games during the day e.g. downloadable, there will be multiple entries per EGM serial number.

Note 2: For GVN in QCOM 3 machines refer to section 0.

Net Daily Game / Variation Meters

This contains daily net metering information for all games/variation for each day, **before** any meter adjustments have been made. This file should be provided the next financial day.

Filename: LLaaaaaa.VM0

Location: lmo<xx> / files_for_qg

Frequency: Daily

Record Info: One Record per configuration operational during day

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Site Number	
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
	Num(10)	Software Set Approval Number	
GVN	Char(4)	Game Version Number ^{Note 4}	Hexadecimal
VAR	Char(2)	Game Variation	Hexadecimal
STR	SNum(11) ^{Note 2}	Stroke	Games Played
TURN	SNum(11)	Turnover	Cents
WIN	SNum(11)	Wins Added to Credit Meter ^{Note 1}	Cents
PWIN	SNum(11)	Total LP wins (inc PowerCash)	Cents
GWIN	SNum(11)	Games Won (QCOMv1.6+)	

Note 1: This meter includes SAP wins, but excludes LP wins

(QCOMv1.6+) For QCOM Protocol v1.5.x machines, the provider must populate these fields with 0

Note 2: It is possible for an EGM to report negative net meters due to an EGM malfunction (meter rollback), hence SNum(11) for meters.

Note 3: For EGMs that change games during the day, there must be a record for each game not just the last game commissioned.

Note 4: For GVN in QCOM 3 machines refer to section 0.

Net Daily Game/Variation Meters Adjustments

This contains adjustments that have been made to game/variation day meters (e.g. after a meter runaway). Supporting documentation stating the reason must be physically provided when requested, referring to the Document Reference Number (in the table). Only the value of any adjustments (positive or negative) is to be stated.

Filename: LLaaaaaa.VA0

Location: lmo<xx> / files_for_qg

Frequency: On Update (Daily max)

Record Info: One Record per Adjusted configuration during day

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
	Num(8)	Date of Adjusted Meters	YYYYMMDD
	Num(10)	Site Number	
	Num(10)	Document Reference Number	
	Num(10)	Software Set Approval Number	
GVN	Char(4)	Game Version Number ^{Note 3}	Hexadecimal
VAR	Char(2)	Game Variation	Hexadecimal
STR	SNum(11)	Adjustments to Stroke	Games Played
TURN	SNum(11)	Adjustments to Turnover	Cents
WIN	SNum(11)	Adjustments to Wins Added to Credit Meter ^{Note 1}	Cents
PWIN	SNum(11)	Adjustments to Total LP wins (inc PowerCash)	Cents
GWIN	SNum(11)	Adjustments to Games Won ^{Note 2} (QCOMv1.6+)	

Note 1: This meter includes SAP wins, but excludes LP wins

Note 2: (QCOMv1.6+) For QCOM Protocol v1.5.x machines, the provider must populate this field with 0

Note 3: For GVN in QCOM 3 machines refer to section 0.

Net Daily EGM Meters

This contains daily net metering information for all EGMs for each day, before any meter adjustments have been made. This file should be provided the next financial day.

Filename: LLaaaaaa.DM1

Location: lmo<xx> / files_for_qg

Frequency: Daily

Record Info: One Record per configuration operational during day

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Site Number	
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6) ^{Note 5}	EGM Serial Number	
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
	Num(10)	Software Set Approval Number	
METER ID 0x00	SNum(11) ^{Note 4}	Stroke	Games Played
METER ID 0x01	SNum(11)	Turnover	Cents
METER ID 0x02	SNum(11)	Wins Added to Credit Meter ^{Note 1}	Cents
METER ID 0x03	SNum(11)	Cancel Credits ^{Note 2}	Cents
METER ID 0x04	SNum(11)	Cash Ticket Printer Out	Cents
METER ID 0x05	SNum(11)	Total Cents In ^{Note 6}	Cents
METER ID 0x06	SNum(11)	Total Cents Out ^{Note 6}	Cents
METER ID 0x07	SNum(11)	Total SAP Wins ^{Note 3}	Cents
METER ID 0x08	SNum(11)	Total LP wins (inc PowerCash)	Cents
METER ID 0x09	SNum(11)	Cash Ticket In (QCOMv1.6+)	Cents
METER ID 0x0A	SNum(11)	PID Accessed (QCOMv1.6+) ^{Note 7}	
METER ID 0x0B	SNum(11)	Games Won (QCOMv1.6+)	
METER ID 0x0C	SNum(11)	QCOM SAP Wins (QCOMv1.6+)	Cents
METER ID 0x0D	SNum(11)	Reserved	Report 0
METER ID 0x0E	SNum(11)	Reserved	Report 0
METER ID 0x0F	SNum(11)	Reserved	Report 0
METER ID 0x10	SNum(11)	Hopper Refills	Cents
METER ID 0x11	SNum(11)	Coins In	Cents
METER ID 0x12	SNum(11)	Coins Out	Cents
METER ID 0x13	SNum(11)	Coins to Cashbox	Cents
METER ID 0x14	SNum(11)	Cashless In	Cents
METER ID 0x15	SNum(11)	Cashless Out	Cents
METER ID 0x16	SNum(11)	Notes In (cents)	Cents
METER ID 0x17	SNum(11)	Number of Notes In	
METER ID 0x18	SNum(11)	Residual Credit Removal Turnover ^{Note 7}	Cents
METER ID 0x19	SNum(11)	Residual Credit Removal Wins ^{Note 7}	Cents
METER ID 0x1A	SNum(11)	Rejected Enabled Notes (QCOMv1.6+)	
METER ID 0x1B	SNum(11)	EGM Gamble Turnover (QCOMv1.6+)	Cents
METER ID 0x1C	SNum(11)	Gamble Wins (QCOMv1.6+)	Cents

METER ID 0x1D	SNum(11)	Coins/Tokens Cleared (QCOMv1.6+)Note 7	
METER ID 0x1E	SNum(11)	Notes Cleared (QCOMv1.6+) Note 7	
METER ID 0x1F	SNum(11)	Reserved	Report 0
METER ID 0x20	SNum(11)	Number of \$5 Notes In	
METER ID 0x21	SNum(11)	Number of \$10 Notes In	
METER ID 0x22	SNum(11)	Number of \$20 Notes In	
METER ID 0x23	SNum(11)	Number of \$50 Notes In	
METER ID 0x24	SNum(11)	Number of \$100 Notes In	

Note 1: This meter includes SAP wins, but excludes LP wins

Note 2: This meter excludes cash ticket printer out

Note 3: This meter is used by the old IGT Protocol SAP game EGMs. QCOM machines do not use this meter. Instead, they use meter ID 0x0C for SAP wins. This arrangement resulted because this meter (0x07) is used in the calculation of gaming tax which would not be correct for QCOM machines as they already add SAP wins to meter ID 0x02 (IGT EGMs do not)

(QCOMv1.6+) For IGT protocol machines and QCOM v1.5.x machines, the provider must populate these fields with 0. Reporting of meters 0x1D & 0x1E to the OLGR is optional for Queensland.

Note 4: It is possible for an EGM to report negative net meters due to an EGM malfunction (meter rollback), hence SNum(11) for meters.

Note 5: For EGMs that change games during the day, there must be a record for each game not just the last game commissioned.

Note 6: The Cents In and Cents out meters do not exist in QCOM 3 but must be derived from other meters. Refer Section 0

Note 7: For QCOM 3 machines these meters no longer exist and the system must populate these fields with 0. Refer Section 0

Net Daily EGM Meters Adjustments

This contains adjustments that have been made to EGM day meters (e.g. after a meter runaway). Supporting documentation stating the reason must be physically provided when requested, referring to the Document Reference Number (in the table). Only the value of any adjustments (positive or negative) is to be stated.

Filename: LLaaaaaa.MA1

Location: lmo<xx> / files_for_qg

Frequency: On Update (Daily max)

Record Info: One Record per Adjusted configuration during day

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
	Num(8)	Date of Adjusted Meters	YYYYMMDD
	Num(10)	Site Number	
	Num(10)	Document Reference Number	
	Num(10)	Software Set Approval Number	
METER ID 0x00	SNum(11)	Adjustments to Stroke	Games Played
METER ID 0x01	SNum(11)	Adjustments to Turnover	Cents
METER ID 0x02	SNum(11)	Adjustments to Wins Added to Credit Meter ^{Note 1}	Cents
METER ID 0x03	SNum(11)	Adjustments to Cancel Credits ^{Note 2}	Cents
METER ID 0x04	SNum(11)	Adjustments to Cash Ticket Printer Out	Cents
METER ID 0x05	SNum(11)	Adjustments to Total Cents In ^{Note 4}	Cents
METER ID 0x06	SNum(11)	Adjustments to Total Cents Out ^{Note 4}	Cents
METER ID 0x07	SNum(11)	Adjustment to Total SAP Wins ^{Note 3}	Cents
METER ID 0x08	SNum(11)	Adjustments to Total LP wins (inc PowerCash)	Cents
METER ID 0x09	SNum(11)	Adjustment to Cash Ticket In ^(QCOMv1.6+)	Cents
METER ID 0x0A	SNum(11)	Adjustments to PID Accessed ^(QCOMv1.6+) ^{Note 5}	
METER ID 0x0B	SNum(11)	Adjustments to Games Won ^(QCOMv1.6+)	
METER ID 0x0C	SNum(11)	Adjustments to QCOM SAP Wins ^(QCOMv1.6+) ^{Note 5}	Cents
METER ID 0x0D	SNum(11)	Adjustments to Reserved	Report 0
METER ID 0x0E	SNum(11)	Adjustments to Reserved	Report 0
METER ID 0x0F	SNum(11)	Adjustments to Reserved	Report 0
METER ID 0x10	SNum(11)	Adjustments to Hopper Refills	Cents
METER ID 0x11	SNum(11)	Adjustments to Coins In	Cents
METER ID 0x12	SNum(11)	Adjustments to Coins Out	Cents
METER ID 0x13	SNum(11)	Adjustments to Coins to Cashbox	Cents
METER ID 0x14	SNum(11)	Adjustments to Cashless In	Cents
METER ID 0x15	SNum(11)	Adjustments to Cashless Out	Cents
METER ID 0x16	SNum(11)	Adjustments to Notes In (cents)	Cents

METER ID 0x17	SNum(11)	Adjustments to Number of Notes In	
METER ID 0x18	SNum(11)	Adjustments to Residual Credit Removal Turnover ^{Note 5}	Cents
METER ID 0x19	SNum(11)	Adjustments to Residual Credit Removal Wins ^{Note 5}	Cents
METER ID 0x1A	SNum(11)	Adjustments to Rejected Enabled Notes (QCOMv1.6+)	
METER ID 0x1B	SNum(11)	Adjustments to Gamble Turnover (QCOMv1.6+)	Cents
METER ID 0x1C	SNum(11)	Adjustments to Gamble Wins (QCOMv1.6+)	Cents
METER ID 0x1D	SNum(11)	Adjustments to Coins/Tokens Cleared (QCOMv1.6+) ^{Note 5}	
METER ID 0x1E	SNum(11)	Adjustments to Notes Cleared (QCOMv1.6+) ^{Note 5}	
METER ID 0x1F	SNum(11)	Adjustments to Reserved	Report 0
METER ID 0x20	SNum(11)	Adjustments to Number of \$5 Notes Adjustments to In	
METER ID 0x21	SNum(11)	Adjustments to Number of \$10 Adjustments to Notes In	
METER ID 0x22	SNum(11)	Adjustments to Number of \$20 Notes In	
METER ID 0x23	SNum(11)	Adjustments to Number of \$50 Notes In	
METER ID 0x24	SNum(11)	Adjustments to Number of \$100 Notes In	

Note 1: This meter includes SAP wins, but excludes LP wins

Note 2: This meter excludes cash ticket printer out.

Note 3: This meter is used by the old IGT Protocol SAP game EGMs. QCOM machines do not use this meter. Instead, they use meter ID 0x0C for SAP wins. This arrangement resulted because this meter (0x07) is used in the calculation of gaming tax which would not be correct for QCOM machines as they already add SAP wins to meter ID 0x02 (IGT EGMs do not)

(QCOMv1.6+) For QCOM v1.5.x machines, the provider must populate these fields with 0. Reporting of meters 0x1D, 0x1E & 0x1F to OLGR is optional for Queensland.

Note 4: The Cents In and Cents out meters do not exist in QCOM 3 but must be derived from other meters. Refer Section 0

Note 5: For QCOM 3 machines these meters no longer exist and the system must populate these fields with 0. Refer Section 0

Net Monthly EGM Meters

This contains net monthly metering information for all EGMs (including any different configurations) for the month just completed. These meters are supplied to OLGR by the fifth day of the following month after any

meter adjustments have been made. Note Additional fields may be added at any stage due to additions to the EGM protocol.

Filename: LLaaaaaa.MM1

Location: lmo<xx> / files_for_qg

Frequency: Monthly

Record Info: One Record per configuration operational during month

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Site Number	
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
	Num(10)	Software Set Approval Number	
METER ID 0x00	Num(10)	Stroke	Games Played
METER ID 0x01	Num(10)	Turnover	Cents
METER ID 0x02	Num(10)	Wins Added to Credit Meter ^{Note 1}	Cents
METER ID 0x03	Num(10)	Cancel Credits ^{Note 2}	Cents
METER ID 0x04	Num(10)	Cash Ticket Printer Out	Cents
METER ID 0x05	Num(10)	Total Cents In ^{Note 5}	Cents
METER ID 0x06	Num(10)	Total Cents Out ^{Note 5}	Cents
METER ID 0x07	Num(10)	Total SAP Wins ^{Note 4}	Cents
METER ID 0x08	Num(10)	Total LP wins (inc PowerCash)	Cents
METER ID 0x09	Num(10)	Cash Ticket In (QCOMv1.6+)	Cents
METER ID 0x0A	Num(10)	PID Accessed (QCOMv1.6+) ^{Note 6}	
METER ID 0x0B	Num(10)	Games Won (QCOMv1.6+)	
METER ID 0x0C	Num(10)	QCOM SAP Wins (QCOMv1.6+) ^{Note 6}	Cents
METER ID 0x0D	Num(10)	Reserved	Report 0
METER ID 0x0E	Num(10)	Reserved	Report 0
METER ID 0x0F	Num(10)	Reserved	Report 0
METER ID 0x10	Num(10)	Hopper Refills	Cents
METER ID 0x11	Num(10)	Coins In	Cents
METER ID 0x12	Num(10)	Coins Out	Cents
METER ID 0x13	Num(10)	Coins to Cashbox	Cents
METER ID 0x14	Num(10)	Cashless In	Cents
METER ID 0x15	Num(10)	Cashless Out	Cents
METER ID 0x16	Num(10)	Notes In (cents)	Cents
METER ID 0x17	Num(10)	Number of Notes In	
METER ID 0x18	Num(10)	Residual Credit Removal Turnover ^{Note 6}	Cents
METER ID 0x19	Num(10)	Residual Credit Removal Wins ^{Note 6}	Cents
METER ID 0x1A	Num(10)	Rejected Enabled Notes (QCOMv1.6+)	
METER ID 0x1B	Num(10)	Gamble Turnover (QCOMv1.6+)	Cents
METER ID 0x1C	Num(10)	Gamble Wins (QCOMv1.6+)	Cents
METER ID 0x1D	Num(10)	Coins/Tokens Cleared (QCOMv1.6+) ^{Note 6}	
METER ID 0x1E	Num(10)	Notes Cleared (QCOMv1.6+) ^{Note 6}	

METER ID 0x1F	Num(10)	Reserved	Report 0
METER ID 0x20	Num(10)	Number of \$5 Notes In	
METER ID 0x21	Num(10)	Number of \$10 Notes In	
METER ID 0x22	Num(10)	Number of \$20 Notes In	
METER ID 0x23	Num(10)	Number of \$50 Notes In	
METER ID 0x24	Num(10)	Number of \$100 Notes In	
	Num(3)	Operational Days ^{Note 3}	

Note 1: This meter includes SAP wins, but excludes LP wins

Note 2: This meter excludes cash ticket printer out

Note 3: Where an EGM configuration changes, operational days are to include the day the EGM changes to this configuration, but not the day the EGM changes from this configuration (otherwise an EGM may have a combined operational days of 32 days per month)

Note 4: This meter is used by the old IGT Protocol SAP game EGMs. QCOM machines do not use this meter. Instead, they use meter ID 0x0C for SAP wins. This arrangement resulted because this meter (0x07) is used in the calculation of gaming tax which would not be correct for QCOM machines as they already add SAP wins to meter ID 0x02 (IGT EGMs do not)

(QCOMv1.6+) For QCOM v1.5.x machines, the provider must populate these fields with 0. Reporting of meters 0x1D, 0x1E & 0x1F is optional for Queensland LMOs.

Note 5: The Cents In and Cents out meters do not exist in QCOM 3 but must be derived from other meters. Refer Section 0

Note 6: For QCOM 3 machines these meters no longer exist and the system must populate these fields with 0. Refer Section 0

Net Monthly Game Meters

This is the net meters for all games operating within each EGM at a site for the month just completed. This is to be supplied to OLGR by the fifth day of the following month after any meter adjustments (e.g. Meter runaway) have been made.

EGMs operating with the QCOM protocol can automatically supply this information. EGMs using the IGT protocol must also be recorded in this file. In these cases, the records will have the GVN's & VARs set to '0000' and '00' respectively.

Filename: *Llaaaaaa.GM1*

Location: *lmo<xx> / files_for_qg*

Frequency: *Monthly*

Record Info: *One Record per GVN / Game Variation per EGM*

Field Name	Field Type/Size	Field Description	Notes
	Num(10)	Site Number	
	Num(10)	Licence Number	
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
	Num(10)	Software Set Approval Number	
GVN*	Char(4)	Game Version Number ^{Note 2}	Hexadecimal
VAR*	Char(2)	Game Variation Number	Hexadecimal
DEN	Num(5)	Denomination (Betting Unit)	Cents
TOK	Num(5)	Tokenisation Value	Cents
STR	Num(10)	Stroke	games played
TURN	Num(10)	Turnover	Cents
WIN	Num(10)	Wins Added to Credit Meter	Cents
PWIN	Num(10)	Linked Progressive Wins	Cents
GWIN	Num(10)	Games Won ^(QCOMv1.6+)	
	Num(3)	Operational days ^{Note 1}	

Note 1: Where an EGM configuration changes, operational days are to include the day the EGM changes to this configuration, but not the day the EGM changes from this configuration (otherwise an EGM may have a combined operational days of 32 days per month)

(QCOMv1.6+) For QCOM v1.5.x machines, the provider must populate these fields with 0

Note 2: For GVN in QCOM 3 machines refer to section 0.

Jackpot Level Information

This file provides a daily snapshot of all Jackpot Levels, and includes QCOM LP, QCOM custom SAP ^{Note 1} and licenced monitoring system controlled LP and SAP.

Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, but preferred.

Filename: *LLaaaaaa.JL1*
Location: *lmo<xx> / files_for_qg*
Frequency: *Daily*
Record Info: *One Record per Linked Jackpot Level*

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	See Note 2 below
Char(2)	Basic Jackpot Level Number	See Note 2 below. 00=highest jackpot prize in
Num(2)	Manufacturer ID (MID)	From JSn file
Char(80)	Jackpot Level Name	
Num(10)	Startup Value	Cents
Num(10)	Ceiling Value	Cents
Num(8)	% Increment	from 00.00000 to 99.99999 include dec point
Num(8)	% Increment to fund startup value	from 00.00000 to 99.99999 include dec point
Num(8) ^{Note 4}	%Auxiliary Increment 1	from 00.00000 to 99.99999 include dec point
Num(8) ^{Note 4}	%Auxiliary Increment 2	from 00.00000 to 99.99999 include dec point
Num(8) ^{Note 4}	%Auxiliary Increment 3	from 00.00000 to 99.99999 include dec point
Num(10) ^{Note 4}	Level Odds A	See Note 3 below
Num(10) ^{Note 4}	Level Odds B	See Note 3 below
Num(10)	Reset Amount	Cents
Char(1)	Regulatory/Promotional	R/P
Char(1)	Deterministic/Random	D/R
Char(1)	Hidden	Y/N
Char(1)	Progressive	Y/N
Char(1)	EGM/System Triggered Jackpot Amount	E/S
Char(1)	Jackpot Type	Wide-area link (W) / Local-area link (L) / Customisable SAP (C) / SAP (S)
Num(8)	Date Commissioned	YYYYMMDD
Num(6)	Time Commissioned	HHMMSS
Char(3)	Enable Status ^{Note 5}	ENA - Jackpot enabled for play DIS - Jackpot disabled

Note 1: Note for SAP jackpots that only the reporting of QCOM 1.6x SAPs are mandatory in the file. QCOM v1.5.x SAP machines are not required to be reported in this file as the information is not available in QCOM v1.5.x SAP machines.

Note 2: The Basic Jackpot Level ID / Basic Jackpot Level Number combination is used to identify an individual Jackpot Level, and hence, must be unique. For convenience, the Basic Jackpot Level ID may correspond directly to the Jackpot Group ID, or PGID from the QCOM protocol, and the Basic Jackpot Level

Number may correspond directly to Level Number of the Jackpot Group. There must be equivalent records in the JGn file.

Note 3: These two fields 'Level Odds A' and 'Level Odds B' are only applicable to system triggered jackpots and describe the probability of winning the jackpot. They represent a patron having 'Level Odds A' chances in 'Level Odds B' of winning the jackpot per cent bet.

Note 4: Depending on the type of jackpot being reported some of the above fields will be not applicable. All non-applicable fields are to be filled with '0'.

Note 5: This field is to determine when the jackpot is enabled/disabled for play by either the host system or the Site (via site controller). However, it is not to include when the jackpot is disabled due to a failure of the Site Controller/Communications, or when site is closed for play at night.

Jackpot Group Configuration

This file provides a daily snapshot of all jackpot Groups by mapping the Jackpot Levels detailed in the JL0 file across to their final configuration. Refer to Section 0 for more details of Jackpot Groups.

Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, must be included if included in the JL0 file.

Filename: *LLaaaaaa.JG1*
Location: *lmo<xx> / files_for_qg*
Frequency: *Daily*
Record Info: *One Record per Jackpot Level*

Field Type/Size	Field Description	Notes
Char(8) ¹	Basic Jackpot Level ID	From JLn
Char(2) ²	Basic Jackpot Level Number	From JLn
Char(80)	Mapped Jackpot Name	
Char(8)	Mapped Jackpot Group ID	
Char(2)	Mapped Jackpot Group Level Number	
Num(10)	Jackpot Approval Number	If Regulatory, Otherwise 0
Num(3)	Jackpot Set Number	If Regulatory, Otherwise 0
Num(10)	Site Number	If local area, otherwise 10 spaces (ASCII 0x20)
Num(8)	Date Mapped Jackpot Installed	YYYYMMDD
Num(6)	Time Mapped Jackpot Installed	HHMMSS
Char(3)	Jackpot Enable Status ^{Note 1}	ENA – Enabled DIS – Disabled

Note 1: this field is to determine when the jackpot is enabled/disabled for play by either the host system or the Site (via site controller). However, it is not to include when the jackpot is disabled due to a failure of the Site Controller/Communications, or when site is closed for play at night.

EGM Jackpot Configurations

This file provides a daily snapshot of all EGMs connected to Jackpots and includes QCOM LP, QCOM custom SAP ^{Note 1} and licenced monitoring system controlled LP and SAP. If multiple games on an EGM are connected to jackpots, additional records will be required.

Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, but preferred.

Filename: *LLaaaaaa.JC0*
Location: *lmo<xx> / files_for_qg*
Frequency: *Daily*
Record Info: *One Record per EGM connected to a jackpot*

Field	Field	Field Description	Notes
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
	Num(10)	Software Component ID Number	'0000000000' if for all games
	Char(8)	Mapped Jackpot Group ID (Mapped)	From JGn file
	Num(8)	Date EGM Jackpot Changed	YYYYMMDD
	Num(6)	Time EGM Jackpot Changed	HHMMSS

Note 1: Note for SAP jackpots that only the reporting of QCOM 1.6x SAPs are mandatory in the file. QCOM v1.5.x SAP machines are not required to be reported in this file as the information is not available in QCOM v1.5.x SAP machines.

Note 2: Any EGM not connected to a jackpot does not need to be included in this file.

Daily Jackpot Meters

This file provides a daily snapshot of all Jackpot Level meters and includes QCOM LP, QCOM SAP ^{Note 1} and licenced monitoring system controlled LP and SAP at the end of each operational day and after any meter adjustments are made.

Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, but preferred.

Filename: LLaaaaaa.JM1

Location: lmo<xx> / files_for_qg

Frequency: Daily

Record Info: One Record per Linked Jackpot Level

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn
Char(2)	Basic Jackpot Level Number	From JLn
Num(2)	Manufacturer ID	
Num(10)	Opening Amount (including overflow)	Cents
Num(10)	Closing Amount (including overflow)	Cents
Num(10)	Opening Overflow Amount	Cents
Num(10)	Closing Overflow Amount	Cents
Num(10)	Main Contributions During Period ^{Note 2}	Cents
Num(10)	Extra contributions to fund Simultaneous Wins during period ^{Note 5}	Cents
Num(10)	Extra Contributions ^{Note 6}	Cents
Num(10)	Contributions to fund Startup during period ^{Note 2}	Cents
Num(10)	Auxiliary Contributions/Prizes 1 during period ^{Note 3}	Cents
Num(10)	Auxiliary Contributions/Prizes 2 during period ^{Note 3}	Cents
Num(5)	Total Hits during period (including simultaneous wins)	
Num(5)	Simultaneous Hits during period ^{Note 7}	
Num(10)	Total Win during period	Cents
Num(8)	Date Jackpot configuration Commissioned	YYYYMMDD
Num(6)	Time Jackpot Configuration Commissioned	HHMMSS
Num(8)	Date Jackpot Configuration De-Commissioned ^{Note 4}	YYYYMMDD
Num(6)	Time Jackpot Configuration De-Commissioned ^{Note 4}	HHMMSS

Note 1: Note for SAP jackpots that only the reporting of QCOM 1.6x SAPs are mandatory in the file. QCOM v1.5.x SAP machines are not required to be reported in this file as the information is not available in QCOM v1.5.x SAP machines.

Note 2: Contributions are the actual amount contributed to that jackpot level, not the turnover on which it is based, rounded to the nearest cent.

Note 3: The Auxiliary Contributions / Prizes fields are reserved for future jackpot systems

Note 4: Blank if jackpot still operational

Note 5: Normally the progressive component of a LP prize is fully funded by banking that prize level's percentage increment (there is no surplus or deficit like when funding a fixed prize component), however when a jackpot system elects to pay all eligible winners in a simultaneous win situation in full (as opposed to sharing the progressive component among the eligible winners), theoretically speaking additional funds will be required to cover the cost, this field represents how much additional funds would be required in this regard.

Note 6: Includes all positive contributions made to the Jackpot, such as a result of another Jackpot being terminated. All other adjustments, such as the result of malfunctions or incorrectly invalidated wins, are to use the LAn file.

Note: $\text{Open Amount} + \text{Main, Auxiliary, \& Simultaneous Wins Contributions} + (\text{Total Hits}) \times \text{Startup} - \text{Wins} = \text{Closing Amount}$

Note 7: The 'Simultaneous Hits' field must be implemented as per "NUMSWIN" as detailed in the OLGR "QCOM Site Controller Operating Procedure Document".

Daily Multi-site Jackpot Contributions

This is a summary of how much a site contributes to each multi-site regulatory jackpot for an operational day.

Filename: *LLaaaaaa.WD0* ^{Note 1}

Location: *lmo<xx> / files_for_qg*

Frequency: *Daily*

Record Info: *One Record per Linked Jackpot Level at a Site*

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn
Char(2)	Basic Jackpot Level Number	From JLn
Num(10)	Site Number	From LSn
Num(10)	Licence Number	From LSn
Num(10)	Total Contributions During Period	Cents
Num(10)	Contributions to fund startup	Cents
Num(10)	Auxiliary Contributions	Cents
Num(10)	EGM Turnover contributing to jackpot level	Cents
Num(5)	Total Hits during period	
Num(10)	Total Win during period	Cents

Note 1: this file was previously named LLaaaaaa.MC0.

Daily Multi-site Jackpot Contributions Adjustment

This contains adjustments that have been made to daily multi-site jackpot contributions. Supporting documentation stating the reason must be physically provided when requested, referring to the Document Reference Number (in the table). Only the value of any adjustments (positive or negative) is to be stated.

Filename: *LLaaaaaa.WA0*

Location: *lmo<xx> / files_for_qg*

Frequency: *Daily*

Record Info: *One Record per Linked Jackpot Level at a Site*

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn
Char(2)	Basic Jackpot Level Number	From JLn
Num(10)	Site Number	From LSn
Num(10)	Licence Number	From LSn
Num(8)	Date of Adjustment	YYYYMMDD
Num(10)	Document Reference Number	
SNum(11)	Adjustments to Total Contributions During Period	Cents
SNum(11)	Adjustments to Contributions to fund startup	Cents
SNum(11)	Adjustments to Auxillary Contributions	Cents
SNum(11)	Adjustments to EGM Turnover contributing to jackpot level	Cents
SNum(6)	Adjustments to Total Hits during period	
SNum(11)	Adjustments to Total Win during period	Cents

Monthly Multi-site Jackpot Contributions

This is a monthly summary of how much a site contributes to each multi-site regulatory jackpot for the month just completed after any adjustments. This is to be supplied to OLGR by the fifth day after the end of the month.

Filename: *LLaaaaaa.WM0*

Location: *lmo<xx> / files_for_qg*

Frequency: *Monthly*

Record Info: *One Record per Linked Jackpot Level at a Site*

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn
Char(2)	Basic Jackpot Level Number	From JLn
Num(10)	Site Number	From LSn
Num(10)	Licence Number	From LSn
Num(10)	Total Contributions During Period	Cents
Num(10)	Contributions to fund startup	Cents
Num(10)	Auxiliary Contributions	Cents
Num(10)	EGM Turnover contributing to jackpot level	Cents
Num(5)	Total Hits during period	
Num(10)	Total Win during period	Cents

Monthly Jackpot Meters

This is a financial summary of the all jackpot systems and includes QCOM LP, QCOM custom SAP ^{Note 1} and licenced monitoring system controlled LP and SAP for the month just completed, after any adjustments. This is to be supplied to OLGR by the fifth day after the end of the month.

Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, but preferred.

Filename: *LLaaaaaa.LM1*
Location: *lmo<xx> / files_for_qg*
Frequency: *Monthly*
Record Info: *One Record per Jackpot Level*

	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn file
Char(2)	Basic Jackpot Level Number	From JLn file
Num(2)	Manufacturer ID	
Num(10)	Opening Amount (including overflow)	Cents
Num(10)	Closing Amount (including overflow)	Cents
Num(10)	Opening Overflow Amount	Cents
Num(10)	Closing Overflow Amount	Cents
Num(10)	Main Contributions During Period ^{Note 2}	Cents
Num(10)	Extra contributions to fund Simultaneous Wins during period ^{Note 2 & Note 5}	Cents
Num(10)	Extra Contributions ^{Note 7}	Cents
Num(10)	Contributions to fund Startup during period ^{Note 2}	Cents
Num(10)	Auxiliary Contributions/Prizes 1 during period ^{Note 3}	Cents
Num(10)	Auxiliary Contributions/Prizes 2 during period ^{Note 3}	Cents
Num(5)	Total hits during period (including simultaneous wins)	
Num(5)	Simultaneous Hits during period ^{Note 6}	
Num(10)	Total Win during period	Cents
Num(8)	Date Jackpot configuration Commissioned	YYYYMMDD
Num(6)	Time Jackpot Configuration Commissioned	HHMMSS
Num(8)	Date Jackpot Configuration De-Commissioned ^{Note 4}	YYYYMMDD
Num(6)	Time Jackpot Configuration De-Commissioned ^{Note 4}	HHMMSS

Note 1: Note for SAP jackpots that only the reporting of QCOM 1.6x SAPs are mandatory in the file. QCOM v1.5.x SAP machines are not required to be reported in this file as the information is not available in QCOM v1.5.x SAP machines.

Note 2: Contributions are the actual amount contributed to that jackpot level, not the turnover on which it is based, rounded to the nearest cent.

Note 3: The Auxiliary Contributions / Prizes fields are reserved for future jackpot systems

Note 4: Blank if jackpot still operational

Note 5: Normally the progressive component of a LP prize is fully funded by banking that prize level's percentage increment (there is no surplus or deficit like when funding a fixed prize component), however when a jackpot system elects to pay all eligible winners in a simultaneous win situation in full (as opposed to sharing the progressive component among the eligible winners), theoretically speaking additional funds will be required to cover the cost, this field represents how much additional funds would be required in this regard.

Note: $\text{Open Amount} + \text{Main, Auxiliary, \& Simultaneous Wins Contributions} + (\text{Total Hits}) \times \text{Startup} - \text{Wins} = \text{Closing Amount}$

Note 6: The 'Simultaneous Hits' field must be implemented as per "NUMSWIN" as detailed in the OLGR "QCOM Site Controller Operating Procedure Document".

Note 7: Includes all positive contributions made to the Jackpot, such as a result of another Jackpot being terminated. All other adjustments, such as the result of malfunctions or incorrectly invalidated wins, are to use the LAn file.

Jackpot Adjustments (Linked and Customisable SAP)

This is any daily adjustments made to jackpot systems and includes QCOM LP, QCOM custom SAP ^{Note 1} and licenced monitoring system controlled LP and SAP (e.g. after a meter runaway). Supporting documentation stating the reason must be physically provided when requested, referring to the Document Reference Number (in the table). Only the value of any adjustments (positive or negative) is to be stated. Note that only the reporting of Regulatory jackpots is mandatory in this file. Reporting of Promotional jackpots is optional, but must be included if included in the LMn file.

Filename: *LLaaaaaa.LA1*

Location: *lmo<xx> / files_for_qg*

Frequency: *On Update (Daily Max)*

Record Info: *One Record per Linked Jackpot Level adjusted during period*

Field Type/Size	Field Description	Notes
Char(8)	Basic Jackpot Level ID	From JLn file
Char(2)	Basic Jackpot Level Number	From JLn file
SNum(11)	Adjustments to Opening Amount (including overflow)	Cents
SNum(11)	Adjustments to Closing Amount (including overflow)	Cents
SNum(11)	Adjustments to Opening Overflow Amount	Cents
SNum(11)	Adjustments to Closing Overflow Amount	Cents
SNum(11)	Adjustments to Main Contributions	Cents
SNum(11)	Adjustments to Extra contributions to fund simultaneous wins	Cents
SNum(11)	Adjustments to Extra Contributions	Cents
SNum(11)	Adjustments to contributions to fund startup	Cents
SNum(11)	Adjustments to Auxiliary Contributions/Prizes 1	Cents
SNum(11)	Adjustments to Auxiliary Contributions/Prizes 2	Cents
SNum(6)	Adjustments to Total Hits (inc simultaneous wins)	
SNum(6)	Adjustments to Simultaneous Hits	
SNum(11)	Adjustments to Total Win	Cents
Num(10)	Document Reference Number	
Num(8)	Date of Adjustment	YYYYMMDD

Note 1: Note for SAP jackpots that only the reporting of QCOM 1.6x SAPs are mandatory in the file. QCOM v1.5.x SAP machines are not required to be reported in this file as the information is not available in QCOM v1.5.x SAP machines.

Site Job Request

This file is no longer used and is obsolete from DR2.51.

By legislation, it is only permissible to change a game's configuration once per prescribed period without prior approval by OLGR. (See Section 282, 283 Gaming Machine Act and as other OLGR Approvals). More frequent changes to the games configuration must be requested via this data file. In addition, this data file is a request to perform work at a site where movement of EGMs is involved (except interchanges). Before any work (related to EGMs) can be performed at a site, information about the change must be submitted. OLGR will approve or reject the application by returning the Site Job Approval file with an approval number. The Operator Reference Number must be unique (including with respect to the Operator Reference Number used in the Game Variation Change Request file).

Filename: *LLaaaaaa.JR1*

Location: *lmo<xx> / files_for_qg*

Frequency: *As Required*

Record Info: *Once Record Per EGM to be modified/ per Additional EGM Game Variation Change / SSAN*

	Field	Field Description	Notes
	Num(10)	Operator Reference Number	Must be completely unique
	Num(10)	Site Number	Location where job is to be performed
MID	Num(2)	Manufacturer ID	
SER	Num(6)	EGM Serial Number	
	Char(2)	Job Type	See Section 5 Application Files
	Num(10)	Hardware Identifier Number	
	Num(10)	Software Set Approval Number	
GVN	Char(4) *	Game Version Number	Hexadecimal 0 if no game / variation change
VAR	Char(2) *	New Game Variation	Hexadecimal 0 if no game / variation change
	Char(1) †	New Cabinet Type	Ref HS _n
	Char(1) †	New Player Tracking Installed	Y / N
	Char(1) †	New Progressive Controller Present	Y / N
	Char(1) †	New Touch Screen Present	Y / N
	Char(1) †	New Ticket Printer Present	Y / N
	Char(1) †	New Coin / Token Acceptor Present	Y / N
	Char(1) †	New Hopper Present	Y / N
	Char(1) †	New Note Acceptor Present	Y / N
DEN	Num(5) †	New Denomination (Betting Unit)	Cents
TOK	Num(5)	New Tokenisation value	Cents
	Char(1)	Disconnect to / Connect from Location	Note 1
	Num(8)	Approximate Job Date	YYYYMMDD
	Num(10)	Service Contractor Licence Number	Indicates where ID plates are to be sent for new EGMs

- Interchanges to approved locations within a site do not require a Site Job Request

- A site to site movement would require a Disconnection (DD, DR, etc.) from the first site, and a Connection (CI, CR, etc.) to the new site
- A change to any field marked † only do not require an SJR
- A job type of CO or DO will require an email to LMO_JOB@qagr.qld.gov.au (this section is now obsolete), providing further information of the job. Plans must be provided with Relocation & Plan amendment Jobs.
- For jackpot disconnections, the remaining EGMs on the link are to be included in the disconnection request i.e. if initially ten EGMs were approved to be installed and at a later date two EGMs were requested to be disconnected, the remaining eight EGMs on the link are to be included with the two disconnection requests, e.g., eight entries with CJ denoting the eight remaining jackpot connection and two entries with DJ denoting the two jackpot disconnections.
- If a change affects multiple GVN's, there shall be a record for each GVN. For example, if one variation was to change in a multi-game arrangement, then only an entry for that GVN would be required. If all variations were to change in a multi-game machine, then there should be a record for all GVN's. Each Site Job Request shall have a corresponding Site Job Approval.
- See first paragraph description

Note 1:

The definition of Disconnect from / Connect to Locations used in the Site Job Request file are as follows:

L - Another Site (for connection & disconnection jobs)

S - Storage at current site (for connection & disconnection jobs)

M - Manufacturer (for connection & disconnection jobs)

O - LMO (for connection & disconnection jobs)

F - Finance Company (for connection & disconnection jobs)

T - Operator Transfer (for connection & disconnection jobs)

R - Relocation (for connection, disconnection & relocation jobs)

N - New EGM (for connection jobs only)

X - EGM to be destroyed/moved out of state (for disconnection jobs only)

P - Plan Amendment (for plan amendment jobs only)

Daily Site Operating Hours

This file must denote all date and times where a monitoring system actually opens / close gaming at any given gaming site, for a given gaming license. (e.g. for machine gaming, the source of the data populating this file must be programmatically linked to any change in state of the QCOM Protocol Site Enabled flag (SEF))

The file must include events as a result of licensed gaming hours, faults (e.g. Site Controller queue full) and manual overrides, however, only those events that actually physically enable/ disable gaming must be included e.g. a venue's licensed gaming hours commence for a given a day, but gaming does not actually enable because a fault or manual override ^{Note 1}

Filename: *LLaaaaaa.S00*
Location: *lmo<xx> / files_for_qg*
Frequency: *Daily as required*
Record Info: *One record per event (i.e. open / close)*

Field	Field Description	Notes
Num(10)	Site Number	
Num(10)	Licence Number	
Char (1)	Event: Open / Close	"O" / "C"
Num(8)	Date of the above event	YYYYMMDD
Num(6)	Time of the above event	HHMMSS

Note 1: e.g. some monitoring systems do not automatically start gaming until an authorized venue employee also manually starts the gaming day on the monitoring system gaming venue computer.

Linked Jackpots

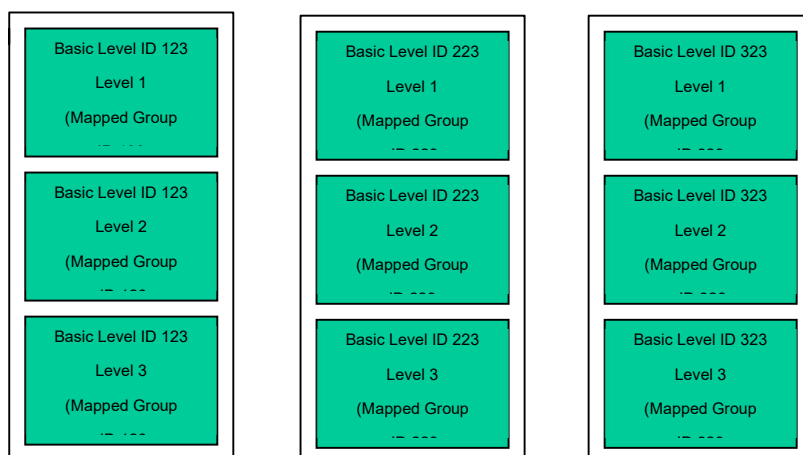
This section details how OLGR requires Linked Jackpots and their configurations to be reported. The JLn & the JGn files detail Basic Jackpot Levels and how they are mapped across to form a jackpot group, respectively.

There are many methods of configuring Linked Jackpots. The following describes each of the approved methods of reporting jackpot configurations to OLGR in the relevant data requirements files (Note: a shaded box denotes a jackpot level, a solid border denotes a directly mapped group, & a dashed box denotes an indirectly mapped group. The mapping details are in parenthesis). Note that the EGMs are connected to the mapped jackpot groups, and jackpot meters relate to the Basic Jackpot Level.

For QCOM 3 machines more complicated LP arrangements must now be supported which can be along of the lines of method 4 below. QCOM 3 game properties reported by QCOM 3 machine always indicate what levels may be linked to LP levels in other QCOM 3 games.

Method 1 – Direct Mapping of Jackpot Levels

Each jackpot group is totally independent of others. The Basic Jackpot Level ID corresponds to the Mapped Jackpot Group ID, and the Basic Jackpot Level Number corresponds to the Mapped Jackpot Level Number. For example, 3 independent jackpot groups each with 3 levels:



The JLn file would have 9 records, detailing the 9 Basic Jackpot Levels.
The JGn file would have 9 records, mapping:

Basic Jackpot Level 123 Level 1 to Mapped Jackpot Group 123 Level 1
 Basic Jackpot Level 123 Level 2 to Mapped Jackpot Group 123 Level 2
 Basic Jackpot Level 123 Level 3 to Mapped Jackpot Group 123 Level 3
 Basic Jackpot Level 223 Level 1 to Mapped Jackpot Group 223 Level 1
 Basic Jackpot Level 223 Level 2 to Mapped Jackpot Group 223 Level 2
 Basic Jackpot Level 223 Level 3 to Mapped Jackpot Group 223 Level 3
 Basic Jackpot Level 323 Level 1 to Mapped Jackpot Group 323 Level 1
 Basic Jackpot Level 323 Level 2 to Mapped Jackpot Group 323 Level 2
 Basic Jackpot Level 323 Level 3 to Mapped Jackpot Group 323 Level 3

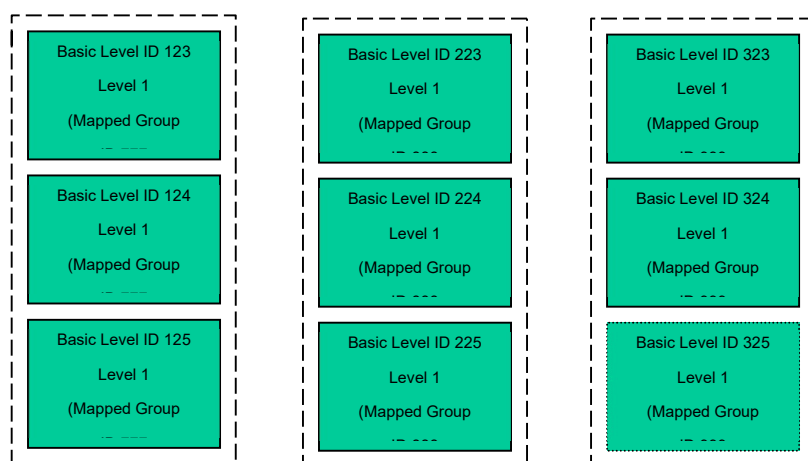
The JCN File would detail the EGMs that are connected to the 3 Mapped Jackpot Groups.
The LMn & JMn files would contain 9 records, detailing meters for the 9 Basic Jackpot Levels.

The MCn file would only have records for any Basic Jackpot Levels which are multisite.
The JAn would only have records for any Basic Jackpot Level that had been adjusted.

Method 2 – Indirect mapping of Jackpot Levels

This is similar to Method 1, except that the Basic Jackpot Level ID and Basic Jackpot Level Number from the JLn file do not directly correspond to the Mapped Jackpot Group ID and Mapped Jackpot Level Number.

For example, 3 jackpot groups each with 3 levels can be formed from 9 Basic Jackpots Levels:



The JLn File would contain 9 entries, detailing the 9 Basic Jackpot Levels.

The JGn file would have 9 entries creating 3 jackpot groups, mapping:

Basic level 123 Level 1 to Mapped Jackpot Group 777 Level 1
 Basic level 124 Level 1 to Mapped Jackpot Group 777 Level 2
 Basic level 125 Level 1 to Mapped Jackpot Group 777 Level 3
 Basic level 223 Level 1 to Mapped Jackpot Group 888 Level 1
 Basic level 224 Level 1 to Mapped Jackpot Group 888 Level 2
 Basic level 225 Level 1 to Mapped Jackpot Group 888 Level 3
 Basic level 323 Level 1 to Mapped Jackpot Group 999 Level 1
 Basic level 324 Level 1 to Mapped Jackpot Group 999 Level 2
 Basic level 325 Level 1 to Mapped Jackpot Group 999 Level 3

The JcN File would detail the EGMs that are connected to the 3 Mapped Jackpot Groups.

The LMn & JMn files would contain 9 records, detailing meters for the 9 Basic Jackpot Levels.

The MCn file would only have records for any Basic Jackpot Levels which are multisite.

The JAn would only have records for any Basic Jackpot Level that had been adjusted.

Method 3 – Shared Jackpot Levels

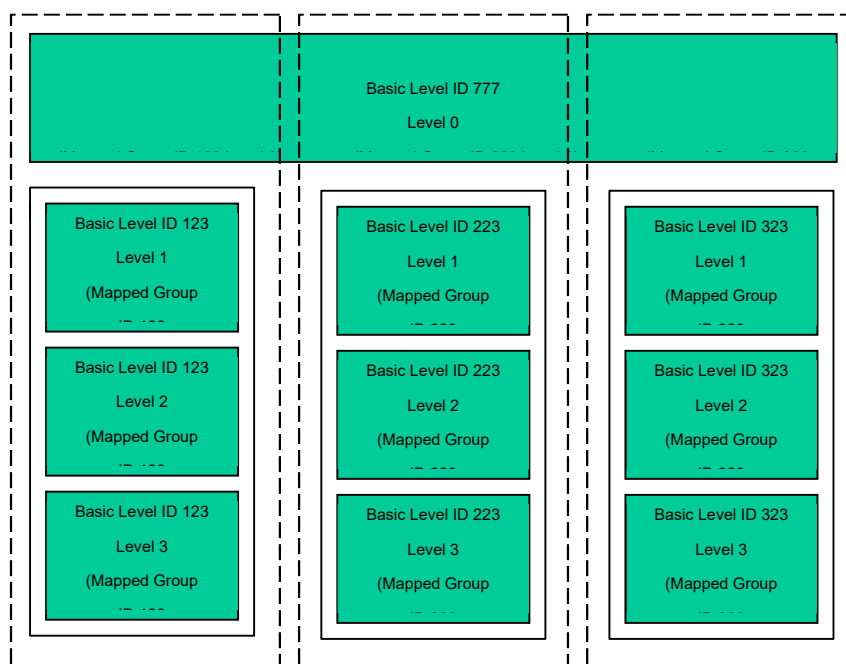
Many multiple level jackpot groups operate independently, except for one (or more) level which is common to all jackpots. Some examples are:

- A large site with several jackpots operating with a common top jackpot level.
- Multiple sites operating with independent jackpots, also contributing to a multisite jackpot.

For the non-shared levels, the Basic Jackpots Level IDs correspond to the Mapped Jackpot Group ID and the Basic Jackpot Level Numbers correspond to the Mapped Jackpot Level Number. For the shared level, its Basic Jackpot Level ID correspond to each Mapped Jackpot Group ID for each jackpot group it is shared for, with a common Mapped Jackpot Level Number.

For example, 3 jackpot groups each with 3 levels and 1 single level jackpot acting as a shared jackpot level to the other 3 groups:

The JLn File would contain 10 records, detailing the 10 Basic Jackpot Levels.



The JGn file would have 12 records creating 3 shared jackpot groups, mapping:

Basic Jackpot 777 Level 0 to Mapped Jackpot Group 123 Level 0
 Basic Jackpot 123 Level 1 to Mapped Jackpot Group 123 Level 1
 Basic Jackpot 123 Level 2 to Mapped Jackpot Group 123 Level 2
 Basic Jackpot 123 Level 3 to Mapped Jackpot Group 123 Level 3
 Basic Jackpot 777 Level 0 to Mapped Jackpot Group 223 Level 0
 Basic Jackpot 223 Level 1 to Mapped Jackpot Group 223 Level 1
 Basic Jackpot 223 Level 2 to Mapped Jackpot Group 223 Level 2
 Basic Jackpot 223 Level 3 to Mapped Jackpot Group 223 Level 3
 Basic Jackpot 777 Level 0 to Mapped Jackpot Group 323 Level 0
 Basic Jackpot 323 Level 1 to Mapped Jackpot Group 323 Level 1
 Basic Jackpot 323 Level 2 to Mapped Jackpot Group 323 Level 2
 Basic Jackpot 323 Level 3 to Mapped Jackpot Group 323 Level 3

The JCN File would detail the EGMs that are connected to the 3 Mapped Jackpot Groups.

The LMn & JMn files would contain 10 records, detailing meters for the 10 Basic Jackpot Levels.

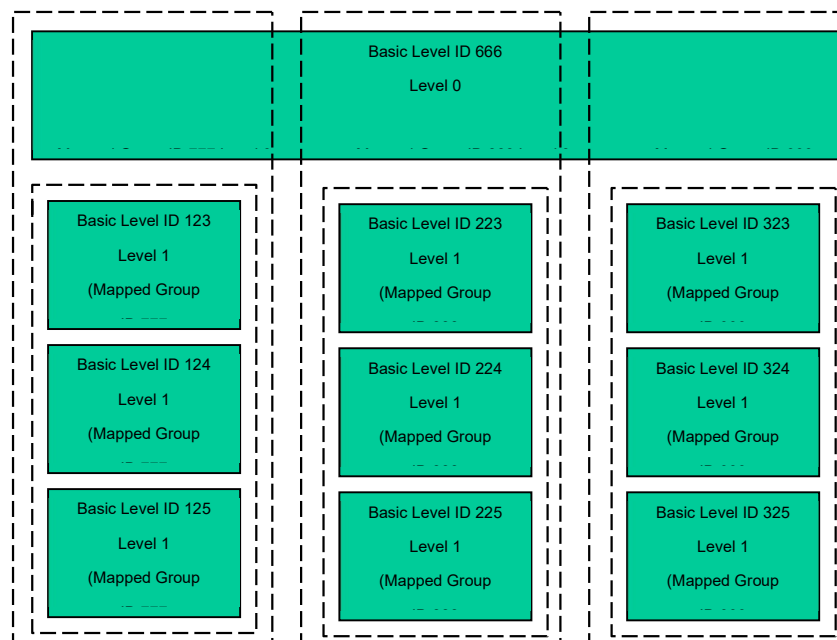
The MCn file would only have records for any Basic Jackpot Levels which are multisite.

The JAn would only have records for any Basic Jackpot Level that had been adjusted.

Method 4 – Indirect mapping with shared levels

This is similar to Method 3, except that the Basic Jackpot Level ID and Basic Jackpot Level Number from the JLn do not directly correspond to the Mapped Jackpot Group ID and Mapped Jackpot Level Number for the non-shared levels

For example, 3 jackpot groups each with 3 levels can be formed from 9 Basic Jackpots Levels, with a tenth Basic Jackpot Level shared between the three joined jackpots:



The JLn File would contain 10 records, detailing the 10 Basic Jackpot Level.

The JGn file would have 12 records creating 3 jackpot groups, mapping:

- Group 666 Level 0 to Group 777 Level 0
- Group 123 Level 1 to Group 777 Level 1
- Group 124 Level 1 to Group 777 Level 2
- Group 125 Level 1 to Group 777 Level 3
- Group 666 Level 0 to Group 888 Level 0
- Group 223 Level 1 to Group 888 Level 1
- Group 224 Level 1 to Group 888 Level 2
- Group 225 Level 1 to Group 888 Level 3

Group 666 Level 0 to Group 999 Level 0
 Group 323 Level 1 to Group 999 Level 1
 Group 324 Level 1 to Group 999 Level 2
 Group 325 Level 1 to Group 999 Level 3

The JCn File would detail the EGMs that are connected to the 10 Mapped Jackpot Groups.

The LMn & JMn files would contain 10 records, detailing meters for the 10 Basic jackpot Levels.

The MCn file would only have entries for any Basic Jackpot Levels which are multisite.

The JAn would only have records for any Basic Jackpot Level that had been adjusted.

File Changes

This section details the file changes.

Obsolete File Types

File Type	Reason	Date
AEJ	Replaced by EJ0	31st Dec 2000
AHL	Replaced by HL0	31st Dec 2000
AHS	Replaced by HS0	31st Dec 2000
AJS	Replaced by AJS	31st Dec 2000
APL	Replaced by PL0	31st Dec 2000
ASD	Replaced by SD0	31st Dec 2000
ASL	Replaced by ASS	30th Nov 1999
ASP	Replaced by SP0	31st Dec 2000
ASS	Replaced by SS0	31st Dec 2000
CLJ	Replaced by LJ0	31st Dec 2000
CR	Replaced by CR0	31st Dec 2000
CSN	Obsolete	30th Jun 2000
DEM	Replaced by DM0	31st Dec 2000
DSC	Obsolete	30th May 1999
DSM	Obsolete	30th May 1999
ECP	Replaced by DC0	31st Dec 2000
EEC	Replaced by DC0	31st Dec 2000
EGM	Replaced by EI0	31st Dec 2000
EJC	Replaced by EJ0	31st Dec 2000
EL	Replaced by LO0 & DC0	31st Dec 2000

EO	Replaced by LO0 & DC0	31st Dec 2000
GVC	Replaced by VC0	31st Dec 2000
JCJ	Obsolete	30th Nov 1999
LJC	Replaced by CLJ	30th Nov 1999
LSI	Replaced by LS1	31st Dec 2000
MEC	Replaced by DC0	31st Dec 2000
ROC	Replaced by CR	30th Nov 1999
RSM	Obsolete	30th May 1999
SC	Replaced by DC0	31st Dec 2000
SSC	Replaced by SC0	31st Dec 2000
SSG	Replaced by DG0	31st Dec 2000
SD0	Obsolete	2nd October 2012
CR0	Obsolete	2nd October 2012
ET0	Obsolete	2nd October 2012
VR0	Obsolete	2nd October 2012
JR1	Obsolete	9 September 2013
JA0	Obsolete	9 September 2013

New File Types

File Type	Description	Date
VM0	Net Daily Game / Variation Meters - This file will contain the daily game/variation meters. The creation of this file allows the capture of more precise game/variation metering information in line with the current game technologies. This file will exist along with the daily EGM meters file.	2nd October 2012
VA0	Net Daily Game / Variation Meters Adjustments - This is the adjustment file for the new VM0 file above.	2nd October 2012
WA0	Daily Multi-site Jackpot Contribution Adjustments - This is the adjustment file for the WD0 file (formally known as the MC0 file).	2nd October 2012
SO0	Site Operating Hours - This file will contain the actual open/close gaming at a given gaming site.	2nd October 2012
ST0	Approved Software Set Tokenisation Value - This file describes what tokenisation values are available for each approved software set.	2nd October 2012
WM0	Monthly Multi-site Jackpot Contribution - This is a monthly summary of how much a site contributes to each multi-site regulatory jackpot for the month just completed after any adjustments.	2nd October 2012

Changed File Types

File Type	Description	Date
VC0	Changed to VC1	2nd October 2012

	Added the SSAN field to ensure game uniqueness.	
VR0	Changed to VR1 Added the SSAN field to ensure game uniqueness.	2nd October 2012
DM0	Changed to DM1 Added 12 new QCOMv1.6 fields.	2nd October 2012
MA0	Changed to MA1 Added the SSAN and 12 new QCOMv1.6 fields.	2nd October 2012
MM0	Changed to MM1 Added 12 new QCOMv1.6 fields.	2nd October 2012
GM0	Changed to GM1 Added 2 new QCOMv1.6 fields.	2nd October 2012
JL0	Changed to JL1 Added three fields: 1. MID; 2. Jackpot Approval Number; and 3. Jackpot Set Number. Also note that more jackpot configuration option are now to be reported in the Jackpot Type field either Wide-area link (W) / Local-area link (L) / Customisable SAP (C) / SAP (S).	2nd October 2012
JM0	Changed to JM1 Added 14 fields to correspond to the fields currently in the Monthly Jackpot meters file. Clarified that the Closing Amount includes overflow amounts.	2nd October 2012
MC0	Changed to WD0 Added new fields: 1. Jackpot Approval Number; and 2. Jackpot Set Number. Note the file has changed its name to WM0.	2nd October 2012
LM0	Changed to LM1 Added 5 fields: 1. MID; 2. Jackpot Approval Number; 3. Jackpot Set Number; 4. Opening Amount Overflow Amount; and 5. Closing Amount Overflow Amount; These fields were added to ensure correct Jackpot reconciliation	2nd October 2012
LA0	Changed to LA1 This is the adjustment file for the Monthly Jackpot Meters file above.	2nd October 2012
JR0	Changed to JR1 Added two fields for game / variation change request to incorporate fields from the Obsolete VR0 file.	2nd October 2012
PL0	Changed to PL1 Made obsolete PSD size Added PSD signature type	2nd October 2012
JS0	Changed to JS1 Made obsolete Jackpot Variation Number Added additional SAP values, Jackpot Set Number, Min max number of EGMs, MID, denominations, Progressive Jackpots	2nd October 2012
EJ0	Changes to EJ1 Added Version Number, Game Variation Number, denomination	2nd October 2012
HS0	Added additional Cabinet Types	2nd October 2012
PS1	Changed Software Set Name size and signature dayn size	2nd October 2012

MI0	Added additional Manufacturer IDs	2nd October 2012
SC0	Changed to SC1 Changed Software Component Name to Char(60)	2nd October 2012
SS1	Changed Software Set Name size	2nd October 2012
JG0	Changed to JG1 Added Jackpot Set Number Removed Jackpot Variation Number	2nd October 2012
DC0	Changed to DC1 Denomination change to Num(5)	2nd October 2012
DC1	Changed to DC2 Addition of Hardware Identifier Number field	9 September 2013

Information Required

The following information is required to be accessible via online connection to each LMO's Monitoring System, in an intuitive GUI configuration.

Site & EGM Configuration

This is to show the current configuration of everything controlled by the LMO. This includes site and site controller configuration, linked jackpot configuration, EGM configuration (including game variations, ownership, etc.), and the current enable/disable status of each (e.g. Game disable, EGM disable, etc.). As well as the ability to access each directly, it would be preferable to have drill down access also.

Meters

Meters for online systems to be viewed include:

- current meters (i.e. EGM meters at that point in time).
- last known correct meters (e.g. before RAM clear or meter corruption).
- all gross EGM meter reads stored in the host, as per the 'Monitoring System Technical Requirements'.
- net meters, if available.

Meters for dialup systems to be viewed include:

- meters for every meter poll
- current meters (OLGR must be able to initiate a meter poll - e.g. request by phone/fax/email)
- net meters, if available

Events

Please refer to the Event Reporting Requirements in the OLGR publication "Monitoring System Minimum Technical Requirements".²

² See

http://www.olgr.qld.gov.au/resources/gamDocs/mon_sys/MonitoringSystemMinimumTechnicalRequirementsV3_1.pdf

Jackpot Configuration

This must show all jackpot configurations as well as the current values.

Site Open/Close Times

The open/close times for each site must be viewable.

Querying Tool

OLGR staff must be able to receive results of ad-hoc queries on the above data. This can be done by providing a querying tool, or the LMO can perform the query & pass the results onto OLGR.

It must be possible to print all data / reports to a local file in PDF document format, which can be uploaded to OLGR. All data is to be held online, and viewable for at least three months. After three months, the data must be retrieved and viewable within 24 hours, for up to five years. Data retrieved from backup does not need to be restored into the 'live' database – a temporary database / file is acceptable.

Explanation of OLGR processes

Processing of LMO Files

Processing of files will occur automatically every 30 minutes during business hours.. Files received after business hours will be processed the following day. Each LMO will be automatically emailed results after the processing of the LMOs files, indicating success or failure of each file.

Before a file is read into the OLGR system, an integrity check is performed. If for some reason a file fails this, then the filename is marked in the system as rejected, and the contents are not loaded into the database. Once a filename has been used, that filename CANNOT be re-used. All files are moved from the sftp server after being processed.

Note: Rejection of the Entire Fileset due to Errors

Because there are so many EGMs operating, if only the incorrect records were rejected, each record would have to be flagged & sent back to the LMO, indicating success or failure. This would create substantial work for both OLGR and the LMO to process these records. Hence the entire fileset is rejected.

FileTransfer Lists

The OLGR system relies on the TLn file to determine which files are to be processed. If the TLn file is incorrect, it will not be processed, and neither will the files listed in the TLn.

- If a transmitted file is not in the TLn, it will not get processed
- If the TLn specifies that a file has a different size to the actual size, the system will assume a corruption and the filename is flagged as rejected.
- If the TLn states that a file is for an incorrect date, the filename is flagged as rejected.

Site Job Requests

Unique reference numbers are used in the JRn to uniquely identify a single job on an EGM. If OLGR has processed a particular Operator Reference Number without any validation errors against the JRn, that Reference Number cannot be used again, with the exception of a cancellation of that job.

Delivery of EGMs to sites with Previously Approved Software

In most cases, it is only permissible to install the most recently approved software in an EGM. However, there is the rare occurrence of an EGM being installed at a site with software that has just been upgraded (i.e. the status has changed from Approved, after it left the factory). If the software has changed to Previously Approved, then the software may be enabled. If the software changed to Retrofit Out, or Approval Withdrawn, the software must remain disabled, until the latest software is installed.

However, there is a time limit between when the software status changed to when the software may be installed. If the most recently approved software (with APP status) has been approved for over one calendar month, this software must be used, otherwise the Previously Approved software may still be used.

Meter Files

Daily meter (DMn) files contain net meters for a day, before any adjustments have been made. Adjustments to actual meters must be provided in the MA0 files, and not by resubmitting DMns. Summation of the DMn and the MAnS must produce the same value as what is in the MMn file.

The only reason that a DMn file should be resubmitted is if the process on the Monitoring System has created incorrect values. In this case, the LMO must request from the OLGR IT section via email to OLGRFinance@justice.qld.gov.au for a new DMn to be resubmitted due to a corruption occurring. OLGR will then delete the previous meter. This must be done prior to the 5th of the following month, as must any resubmission of monthly meter (MMn) files.

After OLGR has received the LMO's data by the 5th, the Finance Section of OLGR will perform integrity checks on the LMO's data, and will calculate the relevant taxes, & sweep the licensees accounts. If the LMO realises that a meter file corruption has occurred after the 5th, new files are NOT to be retransmitted, unless requested by OLGR.

Site Information

While a site remains at the same address, the OLGR Site Number should remain the same, except in very rare circumstances. If a site does change Site Number, OLGR Licensing should be contacted to check the circumstances, and if any actions should be taken. Licence Numbers change on a regular basis, especially for hotels.

The LSn will occasionally not have an Issued licence status for a site that is currently active. This is usually as a result of the site not having renewed its licence before it has expired, or the site is in the middle of having a licence transfer. Once again, OLGR Licensing should be contacted to check the circumstances, and if any actions should be taken.

Incorrect EGM Details

Previously, if an LMO had detected an EGM having an incorrect serial number, the CSN file was to be used. However, there are multiple scenarios that can occur with incorrect serial numbers, and a single file will not be able to cover them all. Therefore, in such a situation, instead of sending a CSN, the LMO should send an email to OLGRFinance@justice.qld.gov.au, detailing as much information as possible (e.g. serial number on the manufacturers plate, the serial number entered

into the EGM or CMCS, plate numbers, etc.), and OLGR will take the appropriate action to correct the problem.

Similarly, if an EGM is assigned an incorrect hardware type in the EGM file, an email should be sent to the above address detailing the serial number, the current hardware type & the new hardware type. OLGR will correct the file.

Detailed Revision History

Version	Changes	Who	Release Date	Incept Date
2.55	See below	JA	30/05/2025	NA
<ul style="list-style-type: none"> QCOM 3 machine specific – Protocol version changed from 03 to 30. Incorrect Field Type for Cash Ticket In (0x09) meter in MM1 file. Changed to Num(10) from SNum(10). MI0 file - Removed Manufacturer IDs details. Instead, now refers to the contents of the MI0 file for a complete list. This is to support any new manufacturers without the need to update this document. Updated to new Departmental template 				
2.54	See below	JA/RL	20/09/2021	NA
<ul style="list-style-type: none"> QCOM 3 machine specific – Added GVN and BVN field support. Updated revision history to current MTR template 				

Releases under older revision history template: (related: Section 0)

Release 2.53 (External)

No changes made. Clarification of the document's detailed revision history (removed draft).

Release 2.53 (External) DRAFT

This includes support for QCOM 3 Machines, notably clarifications to GVN/BVN fields and Protocol Version. Refer to section 0 for a summary of changes.

Updated document template.

Release 2.52 (External) 12/04/16

This is revisioned as Release 2.52 for external distribution of the formal release of the new document title Data Requirements For Monitored EGMs released to LMOs. This release utilises the new JAG document template and contains an updated copyright statement.

Release 2.51 (External) 09/08/13

This is revisioned as Release 2.51 for external distribution of the formal release of the new document title Data Requirements For Monitored EGMs released to LMOs. It specifies the new Data Requirements for DR 2.51. This minor revision incorporates the changes to support the Red Tape Reduction (RTR) initiative by the Queensland Government.

Updates to sections as described in the change history section.

Release 2.5 (Internal) 19/07/13

This is revisioned as Release 2.5 for internal distribution and comment of the formal release of the new document title Data Requirements For Monitored EGMs released to LMOs. It specifies the

new Data Requirements for DR 2.5. There was a desire by the Project Sponsor to map the revision of this document to the Production Release of the B2GDE DR2.5 that was effective 13/05/13. The previous release was V1.42.

Updates to sections as described in the change history section.

Release 1.4 (External) 22/11/12

This is revisioned as Release 1.4 for external distribution of the formal release of the new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs. It specifies the new Data Requirements for DR 2.5.

Updates to sections as described in the change history section.

Release 1.3 (External) 29/10/2012

This is revisioned as Release 1.3 for external distribution of the formal release of the new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs. It specifies the new Data Requirements for DR 2.5.

Updates to sections as described in the change history section.

Release 1.2 (External) 12/10/2012

This is revisioned as Release 1.2 for external distribution of the formal release of the new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs. It specifies the new Data Requirements for DR 2.5.

Updates to sections as described in the change history section.

Release 1.1 (External) 09/10/2012

This is revisioned as Release 1.1 for external distribution of the formal release of the new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs. It specifies the new Data Requirements for DR 2.5.

Updates to sections as described in the change history section.

Release 1.0 (External) 02/10/2012

This is revisioned as Release 1.0 for external distribution of the formal release of the new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs. It specifies the new Data Requirements for DR 2.5.

Release 2.5 Draft (Internal) 26/09/2012

Release 0.93 Draft (External) Release Candidate 1 Released 26/09/2012

This is revisioned as Release 0.93 for external distribution of the initial release of new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs for comment. Based on Release 2.5 of the original Data Requirements for Monitored EMGs v2.04.

Updates to most sections (shown by track changes from Release 0.92)

Note: Significant change is denom field removed from the SG1 file to the SS1 file
Note: Obsolete fields are now completely removed from the files

Release 2.5 Draft (Internal) 27/08/2012
Release 0.92 Draft (External) Released 27/08/2012

This is revisioned as Release 0.92 for external distribution of the initial release of new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs for comment. Based on Release 2.5 of the original Data Requirements for Monitored EMGs v2.04.

Updates to most sections (shown by track changes from Release 0.8)

Release 2.5 Draft (Internal) 23/07/2012
Release 0.8 Draft (External) Released 23/07/2012

This is revisioned as Release 0.8 for external distribution of the initial release of new document title Business 2 Government Data Exchange for the Gaming Industry Requirements released to LMOs for comment. Based on Release 2.5 of the original Data Requirements for Monitored EMGs v2.04.

Updates to most sections
Changes to most file types
Additional fields are in red font in Section 6
New and changed files are listed in Section 8
Obsolete files are listed in Section 8

Release 2.04 Released 16/02/2001

Site Job Request – changes to the number of connection / disconnection job types available / addition of the "connect to / disconnect from location", "service contractor licence number" and "approximate job date" fields

Release 2.03 Released 27/10/2000 as working version

Site Job Request – new structure / new job types
More details on operation hours
Non-Commissioned EGM – removed date field
Approved PSD List – new PSD information included
Game Variation Configuration – corrected text / removed enable status field
EGM Jackpot Configuration – only 1 jackpot per record / new filename
Daily Multisite Jackpot Contribution – included turnover
Link Jackpot Adjustments – new filename / new fields
Reporting of Regulatory Jackpots mandatory / Promotional optional

Release 2.02 Released 01/08/2000 to industry for comment

Simplified Jackpot Requirements
Added Approved Site Operational Hours
Increment meters in files now Num(8) instead of Num(7)

Release 2.01 Released 17/07/2000 internally to OLGR

Added Open & Close Times
Jackpot Merging & Clustering now referred to as Sharing & Joining
All files now use the new naming convention
Config files are to be created at a consistent time every day
Market no longer in EIO

LO0 no longer requires move time, just date
Added % increment to fund startup in LJ0
MC0 now differentiates different types of contributions & includes licence number
LM0 now differentiates different type of contributions & simultaneous hits
ET0 now includes site number

Release 2.00 Released 30/06/2000 to OLGR IT only

Brought generic text into line with other OLGR Requirements documents
Requirements now incorporate other gaming markets (e.g. Casinos)
Added Document Control Section
Added Jackpot Joining & Sharing
Reduced time restriction for file transmission
Provided additional OLGR contract details
Removed data relationship diagram
Delta Configuration files have been replaced by Full Daily configuration files
Non-responsive EGMs must report zero meters, instead of not being reported at all
Postcode now char(10) to allow for international postcodes in LS0
Country code added to allow for international sites in LS0
Added Market to HL0, SS0, SP0, SD0, JS0, EJ0, SC0, SG0, HS0, EI0
Added Approval Status to JS0, EJ0, SG0
Added Increment to Fund Startup to JS0
Replaced EL, EO, SC, ECP, EEC with DC0 & LO0
VC0, LJ0, EJ0 are full daily configuration, not delta
Meters in DM0 are SNum(11) to allow for EGM meter rollbacks
Changed Auxillary Contributions 3 to Extra Contributions to Fund Simultaneous Wins in LM0,JA0
Added JM0
Detailed obsolete files
Removed CSN & put details in Explanation of OLGR Processes

Release 1.6 No officially Released 26/10/99

Clarified some details on the transfer and processing of files.
Corrected Jackpot Level Number in JSC, as previously mentioned in email.
Added Super Low Boy (B) to AHS, EEC, MEC & SJR.
'Don't Know' status in ECP, MEC file to be no longer valid.
Confirmed MGM file to include IGT protocol EGMs.
Removed 'odd' characters previously inserted by Word97.
Removed details for files no longer supported. Moved headers to end of document.
Re-ordered files into more logical groupings.
Added further Site Information

Release 1.05 Released 30/03/99

Formal Release
Added new table – MEC
Added requirements for retransmission of data
Corrected numerous spelling & grammatical errors
Net meters for Online connection

Release 1.04 Released 11/02/99

Released to industry for comment only
Updated PSC to JSC
Spawned AEJ from PSC
Retirement of DUCMS related files
Added Number of EGMs in contract to CR
Removed PGID from GVC & reserved field

Added EJC

Changed Jackpot Group Level from Char(2) to Num(2) in CLJ

Any overflows in LJM to be added to opening / closing amount

Added Document Reference Number to LJA

Removed Jackpot Group ID from SJR (made reserved)

Retired JCJ

Release 1.03 Released 18/12/98

Released to industry for comment only

Further clarifications and corrections

Added Link Jackpot Adjustment Table.

Updated PSC

Added to Appendix 4

Release 1.02 Released 04/12/98

Released to OLGR for comment only

Converted from WordPerfect 6.1 to MS Word97

Incorporated changes from 2 Clarification Documents

More clarifications on Data Transfer

More clarifications on Entity Relationships

ASL file replaced with ASS

Included Progressive Software Configuration

More clarifications on GVN / BVN

ROC file replaced with CR

Changed frequency of EL, EO, ECP, EEC, SC, GVC, GVR

LJC file replaced with CLJ

SJR file modified according to Gaming Services letter

Added CSN table

Added Appendix 4

Release 1.01 Released 15/05/98

Corrected Table Numbering

More Info on Data Transfer Medium

Clarified a few issues- e.g. jackpots, GVN/BVN, File Transfer List

Indicated fields which may be left blank

Renamed Approved Software List to Approved Software Set List

Renamed Approved Hardware/Software Combination to Approved/Hardware Software Set Combination

Renamed EGM Type Information to EGM Information

Corrected Filenames for

Site Job Approval,

DUCMS Site Configuration,

EGM External Components

Table Changes

AHL - Added Approval Status

ASL - Added Protocol Version, Approval Status, Manufacturer Version ID

SSC - Added Software Component Type

DSC - Added Site Number, Owner

EO - Enforced code for Operator Ownership

GVC - Increased size of jackpot group

LJC - Increased size of jackpot group, added site number

SJR - Allowed for cancellation of Job, Added Approx Job Date

New Tables - Game Variation Change Request

Daily Multisite Jackpot Contributions
Jackpot Connection Job
Delete Table- Licence Invoice Data - OLGR will create from other data supplied
Moved Status Definitions to beginning of Appendix 2 - More Details
Monthly Seeds - 31 Days of Seeds for every Month - Ignore extra days when required.

Release 1.00 Released 19/03/98

Added Software Set GVNs/VARs
Taxation Rate for Hotels is still 50%
Further details on Data Transfer
Clarified Licensing Issues
Unapproved Hardware/software will not be included yet
Clarified Data to be Transferred
Added Software component number
Clarified seeds/signatures
Updated Entity Relationships
Updated Data Structure Definitions
Added PSD Identifier
Added Site Job Approvals
Added DUCMS Site Config

Added DUCMS Site Meters
Added Daily Linked Jackpot Meter
Added S/W Component Identifier Number
Clarified some Data Structure Sizes
Removed Amount Licensee Taxed From Licensee Invoice Data
Added Player Tracking field
Added Level Odds A
Added Level Odds B

Draft 0.05 Released 06/03/98

Added Approved Hardware/Software & explanations
Included Site Number to Licensed Site Information
Updated EGM Program Signature List
Updated EGM Type Information
Added EGM Manufacturer Information
Moved File Received List to File Transfer List
Split EGM Configuration & Parameter into 2 tables
Removed Metered Win Exceptions - will be calculated by OLGR
Removed Approved Premises - Now included in Licence Information
Clarified ownership of data
Changed Several Filenames
Clarified Data Structures - removed Delta file types
Clarified many minor points, corrected field sizes, etc.
Added Residual Credit meters as per QCOM protocol 1.5
Removed duplicate Link progressive meters
Clarified Site Invoice Data
Added Site Number to Meter Information
Added Denomination Table
Added Ownership Table
Added Register of Contracts

Draft 0.04 Released 27/01/98

Released to Industry for comment
Added Definitions
Removed events requirements
Clarified Deltas
Defined Field Type/Sizes
Removed EGM owner from EGM type info
Added cabinet type to EGM Config

Clarified Approved Premises
Removed Filesize from header
Clarified Game Config
Clarified Operational Days
Clarified Invoicing
Removed EGM Rental
Clarifies Online Requirements

Draft 0.03 Released 27/01/98

Released to OLGR for comment
Put in online requirements
Removed Site Controller Info
Inserted Site Commissioning info (then took it out again)
Revised Jackpot Info
Moved Site Open/Close Info to Online Requirements
Inserted File Received List
Inserted Seed & Signature Info
Inserted Operator Warehouse
Changed Unmonitored EGMS to EGM location
Redefined many Table Structures
Record Types/Sizes still undefined -Try Draft 0.04

Draft 0.02 Released 18/09/97

Released to OLGR for comment

Draft 0.01 Released 16/09/97. Created from scratch - just a bunch of ideas

