



US009270733B2

(12) **United States Patent**  
**Ruppert et al.**

(10) **Patent No.:** **US 9,270,733 B2**  
(45) **Date of Patent:** **\*Feb. 23, 2016**

(54) **DOWNLOAD PROGRESS MANAGEMENT GAMING SYSTEM**

(75) Inventors: **Ryan Ruppert**, Reno, NV (US);  
**Geethanand Vellore**, Reno, NV (US);  
**Christopher P. Arbogast**, Reno, NV (US)

(73) Assignee: **Bally Gaming, Inc.**, Las Vegas, NV (US)

(\* ) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 1028 days.  
This patent is subject to a terminal disclaimer.

(21) Appl. No.: **13/405,146**

(22) Filed: **Feb. 24, 2012**

(65) **Prior Publication Data**

US 2012/0157213 A1 Jun. 21, 2012

**Related U.S. Application Data**

(63) Continuation of application No. 12/113,095, filed on Apr. 30, 2008, now Pat. No. 8,135,793, which is a continuation-in-part of application No. 11/938,121, filed on Nov. 9, 2007, said application No. 12/113,095 is a continuation-in-part of application No. 11/938,228, filed on Nov. 9, 2007, now abandoned,

(Continued)

(51) **Int. Cl.**

**G06F 15/16** (2006.01)  
**H04L 29/08** (2006.01)  
**H04L 29/06** (2006.01)  
**H04L 12/18** (2006.01)

(52) **U.S. Cl.**

CPC ..... **H04L 67/06** (2013.01); **H04L 67/26** (2013.01); **H04L 67/34** (2013.01); **H04L 67/38** (2013.01); **H04L 12/18** (2013.01)

(58) **Field of Classification Search**

CPC ..... H04L 67/06; H04L 67/26; H04L 67/34; H04L 67/38

USPC ..... 709/207  
See application file for complete search history.

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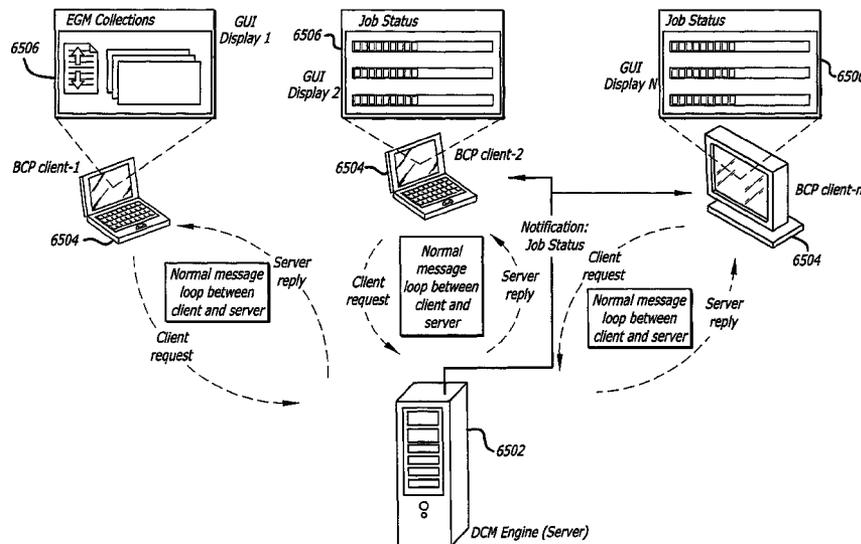
Primary Examiner — Douglas Blair

(74) Attorney, Agent, or Firm — Brooke W. Quist; Marvin A. Hein; Philip J. Anderson

(57) **ABSTRACT**

A modified form of the UDP multicast protocol is disclosed to implement a one-way download progress notification system between a server and one or more clients. The UDP multicast download progress notification system enables UDP messages to be sent only to registered clients, not broadcasted to all clients. This architecture minimizes network traffic and enhances system security, since only registered clients receive the UDP message. The configuration of the UDP multicast download progress notification system does not require the configuration of network devices in order to support a UDP multicast. Furthermore, any number of the clients may be on a different network domain than the DCM engine.

**27 Claims, 104 Drawing Sheets**



**Related U.S. Application Data**

and a continuation-in-part of application No. 11/938,155, filed on Nov. 9, 2007, now Pat. No. 8,631,501, and a continuation-in-part of application No. 11/938,190, filed on Nov. 9, 2007, and a continuation-in-part of application No. 11/938,163, filed on Nov. 9, 2007, now Pat. No. 8,191,121.

(60) Provisional application No. 60/865,332, filed on Nov. 10, 2006, provisional application No. 60/865,550, filed on Nov. 13, 2006.

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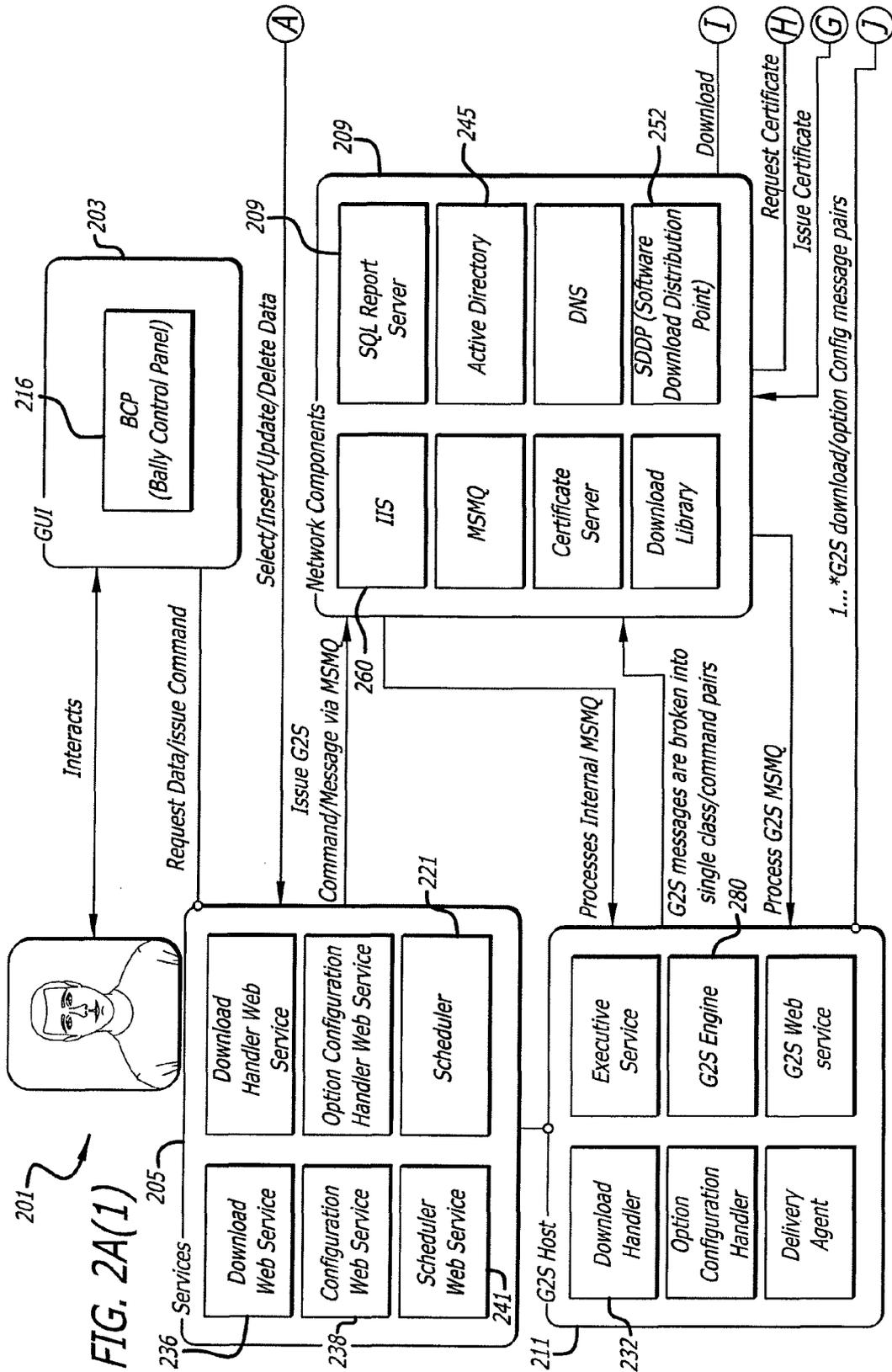
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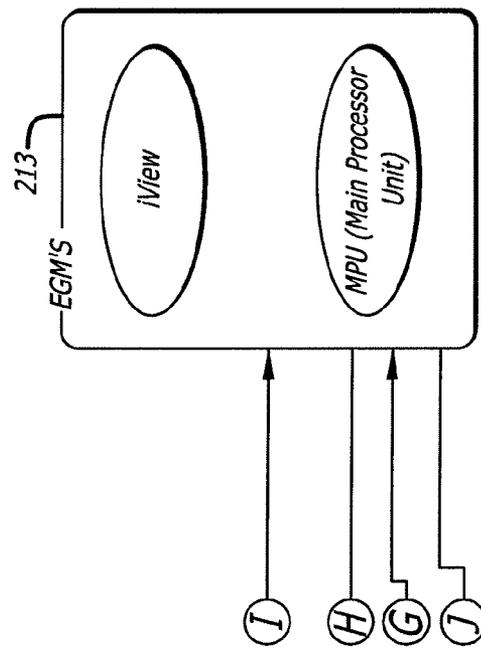
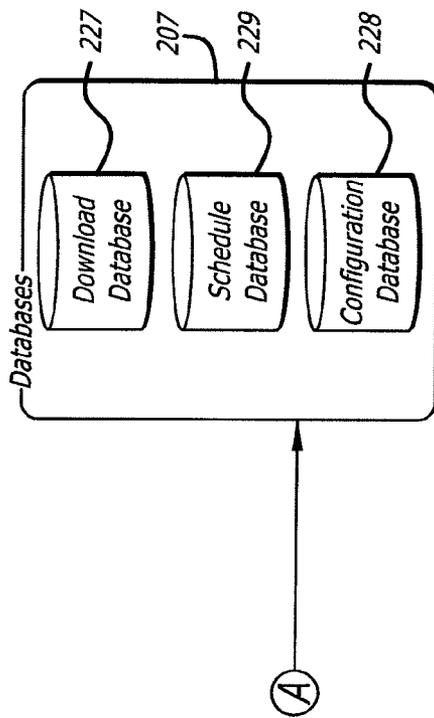


FIG. 2A(2)



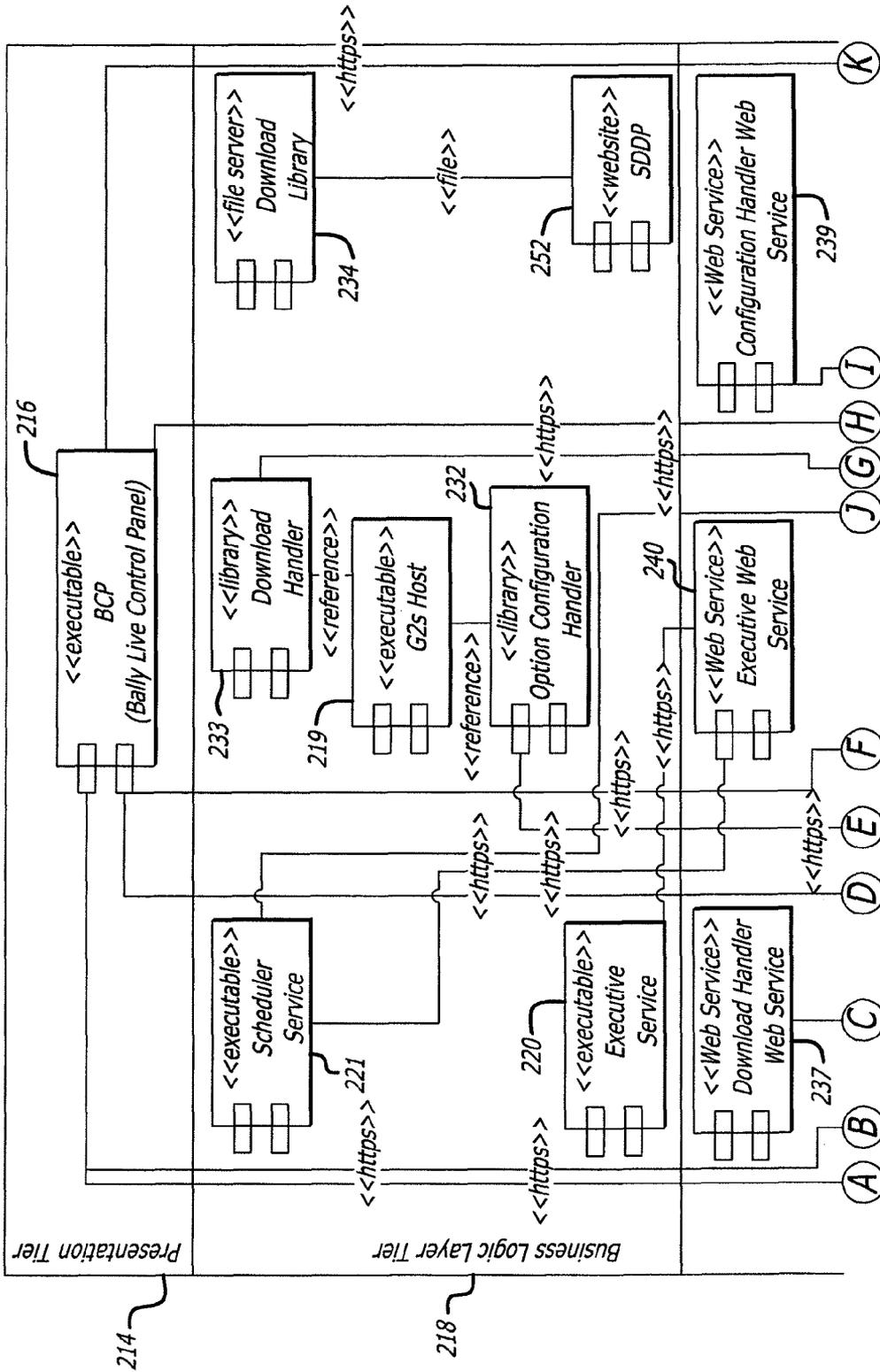


FIG. 2C(1)

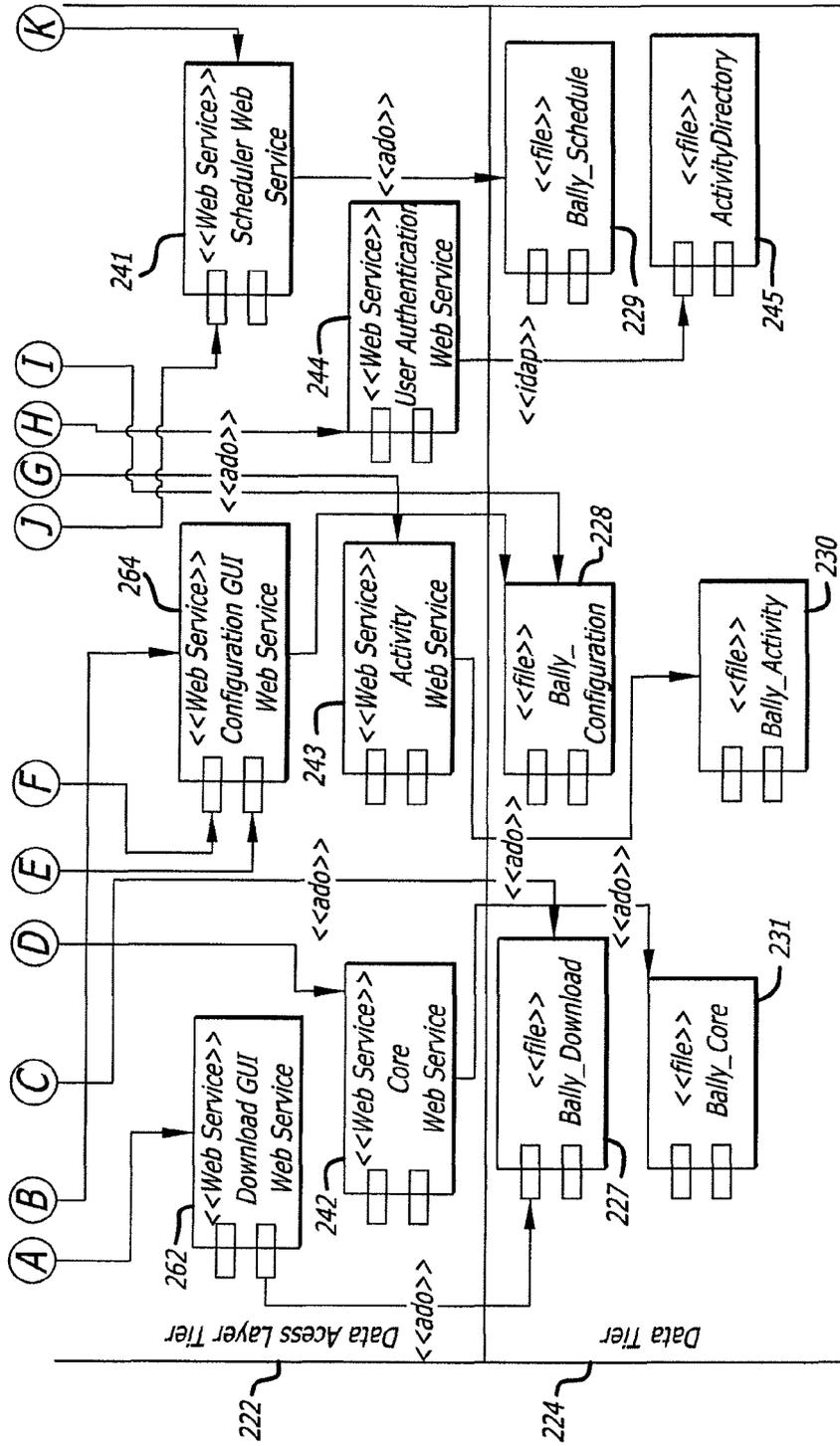


FIG. 2C(2)

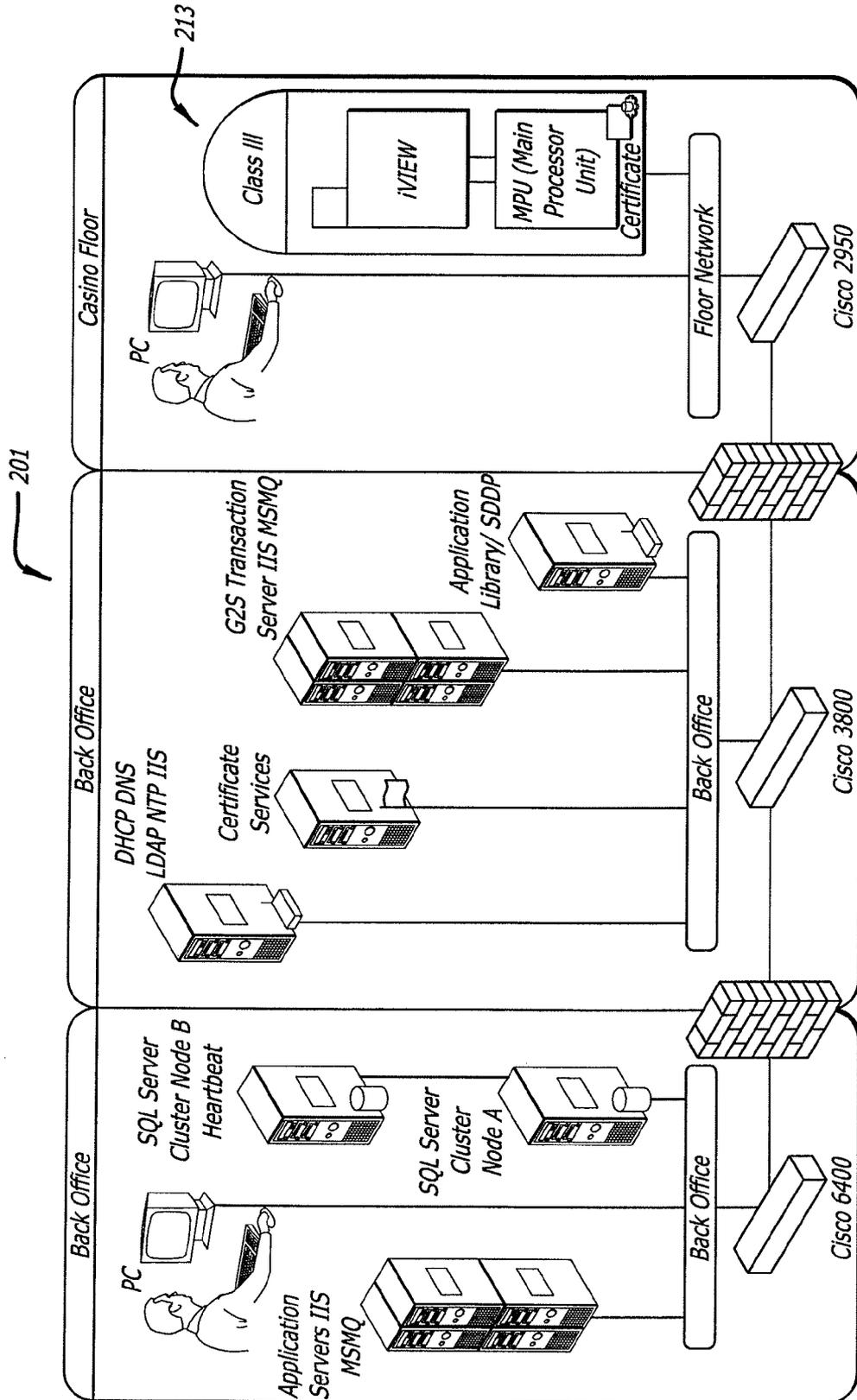


FIG. 2D

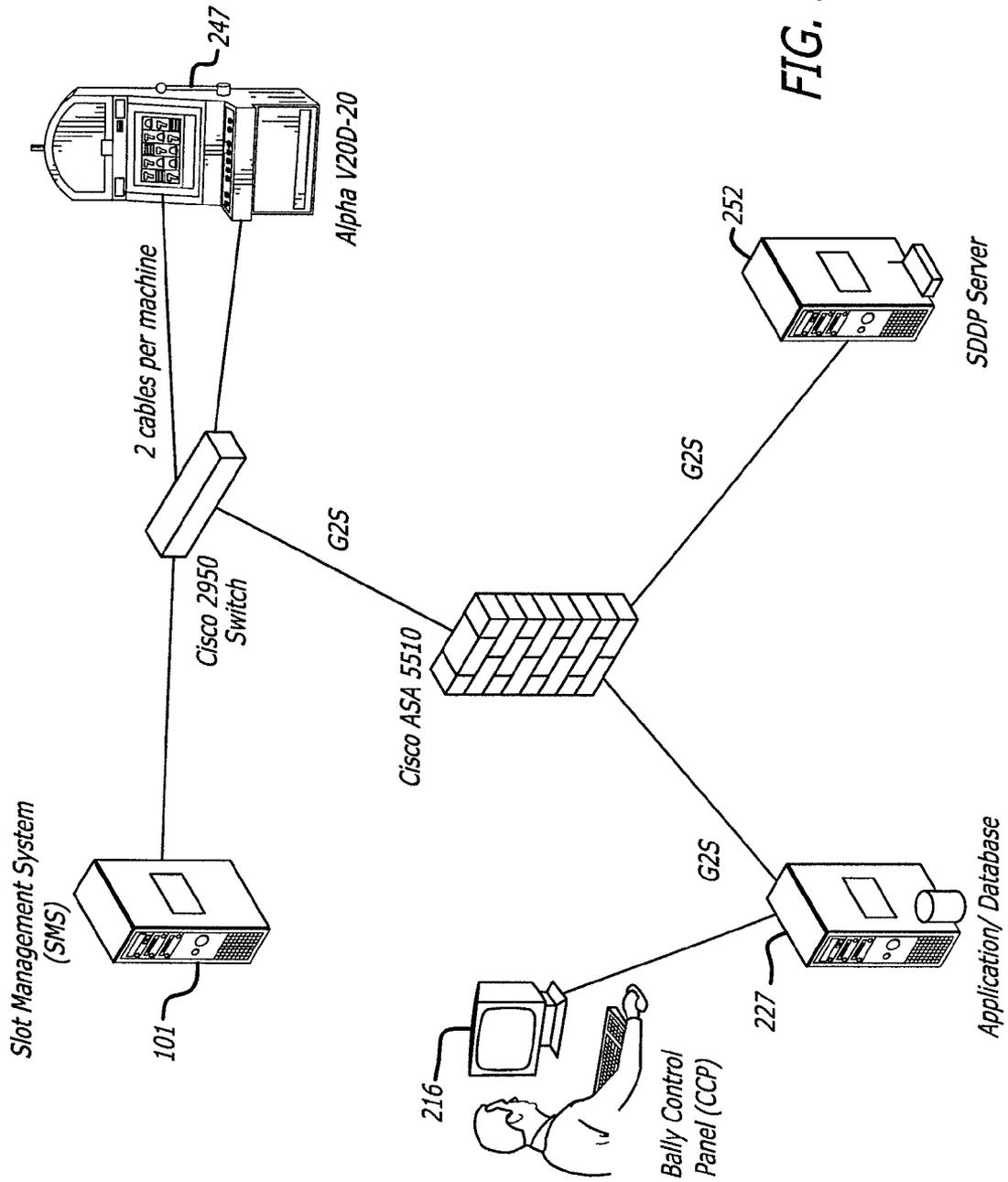


FIG. 2E

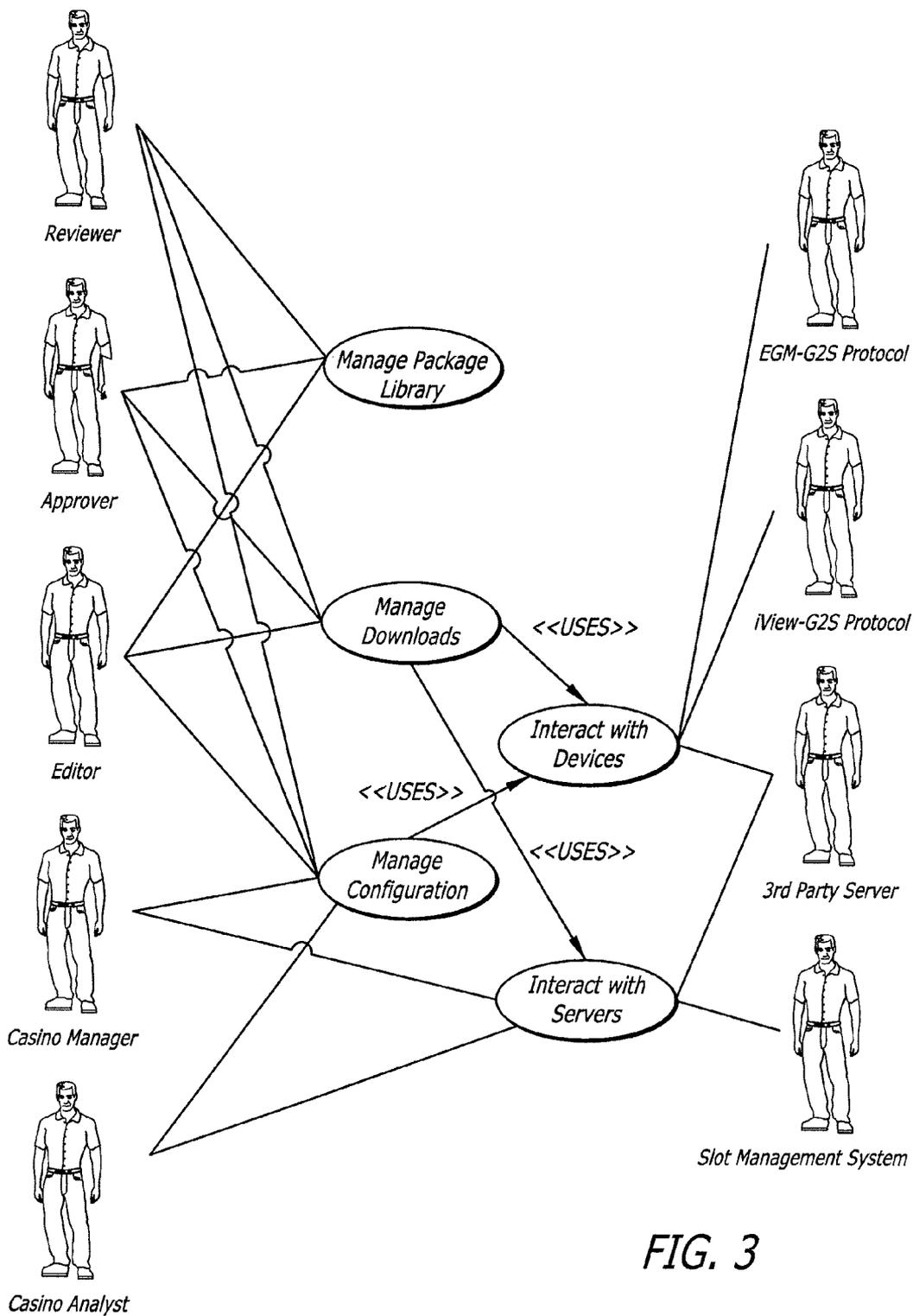


FIG. 3

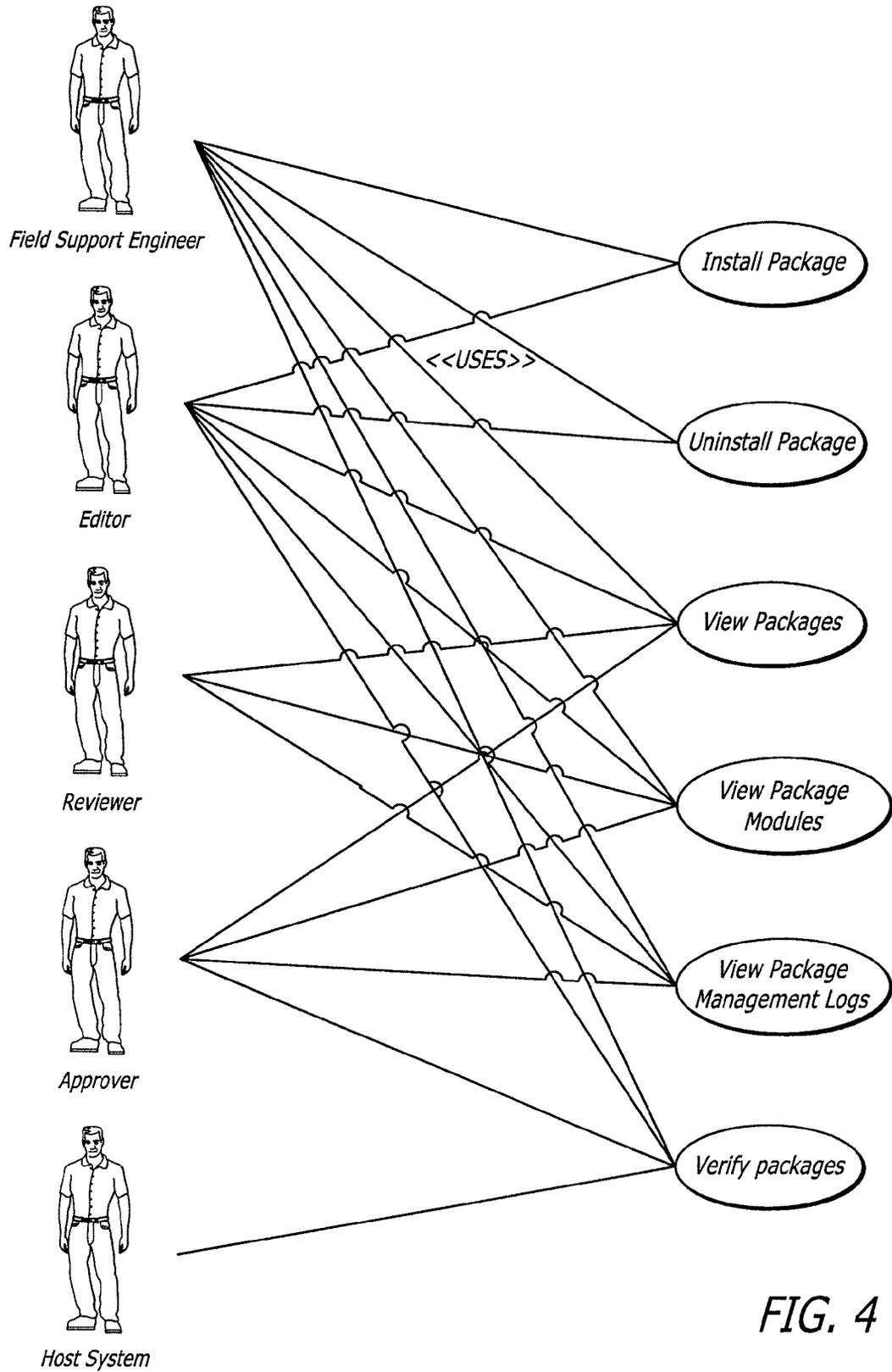


FIG. 4

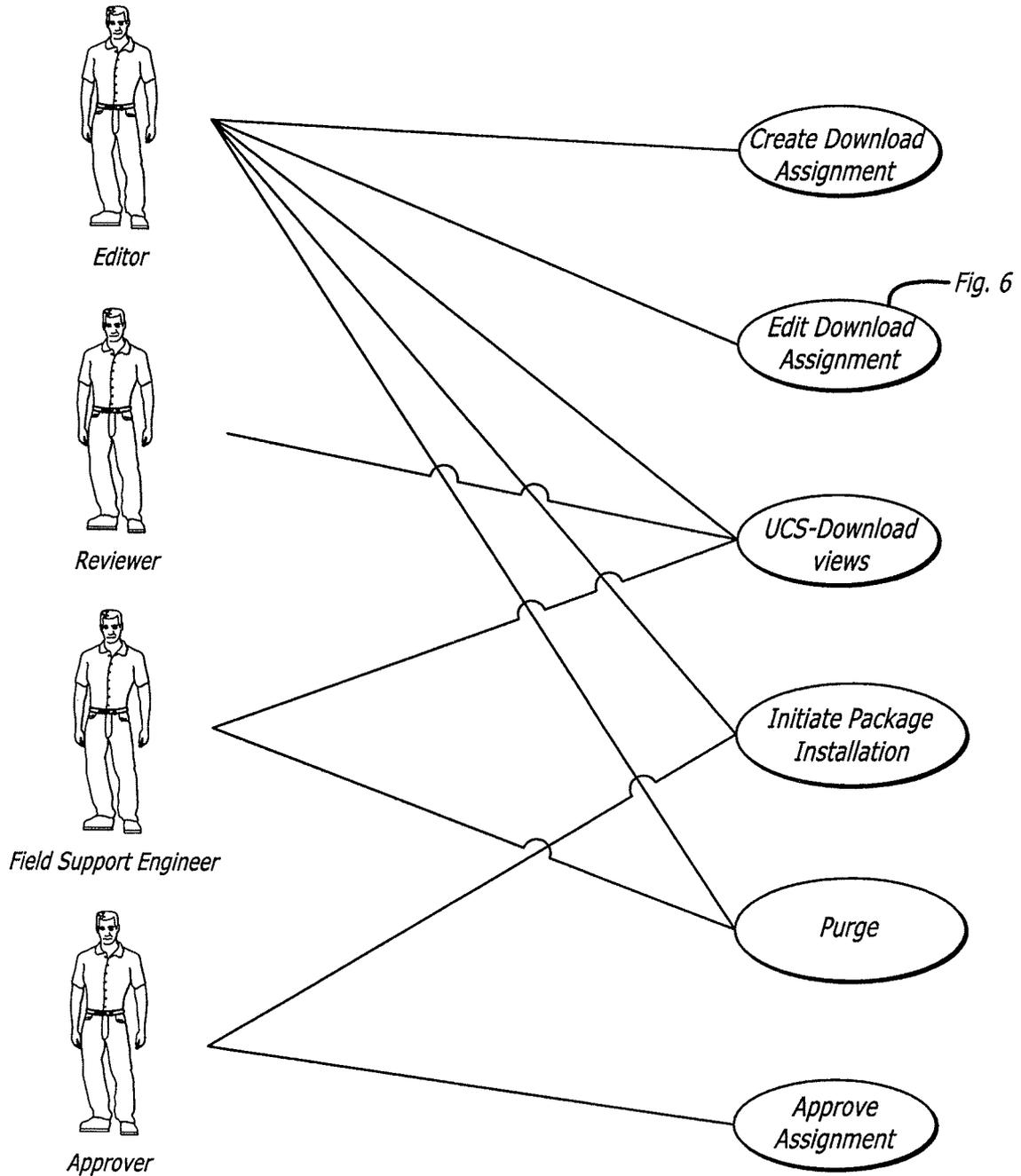


FIG. 5

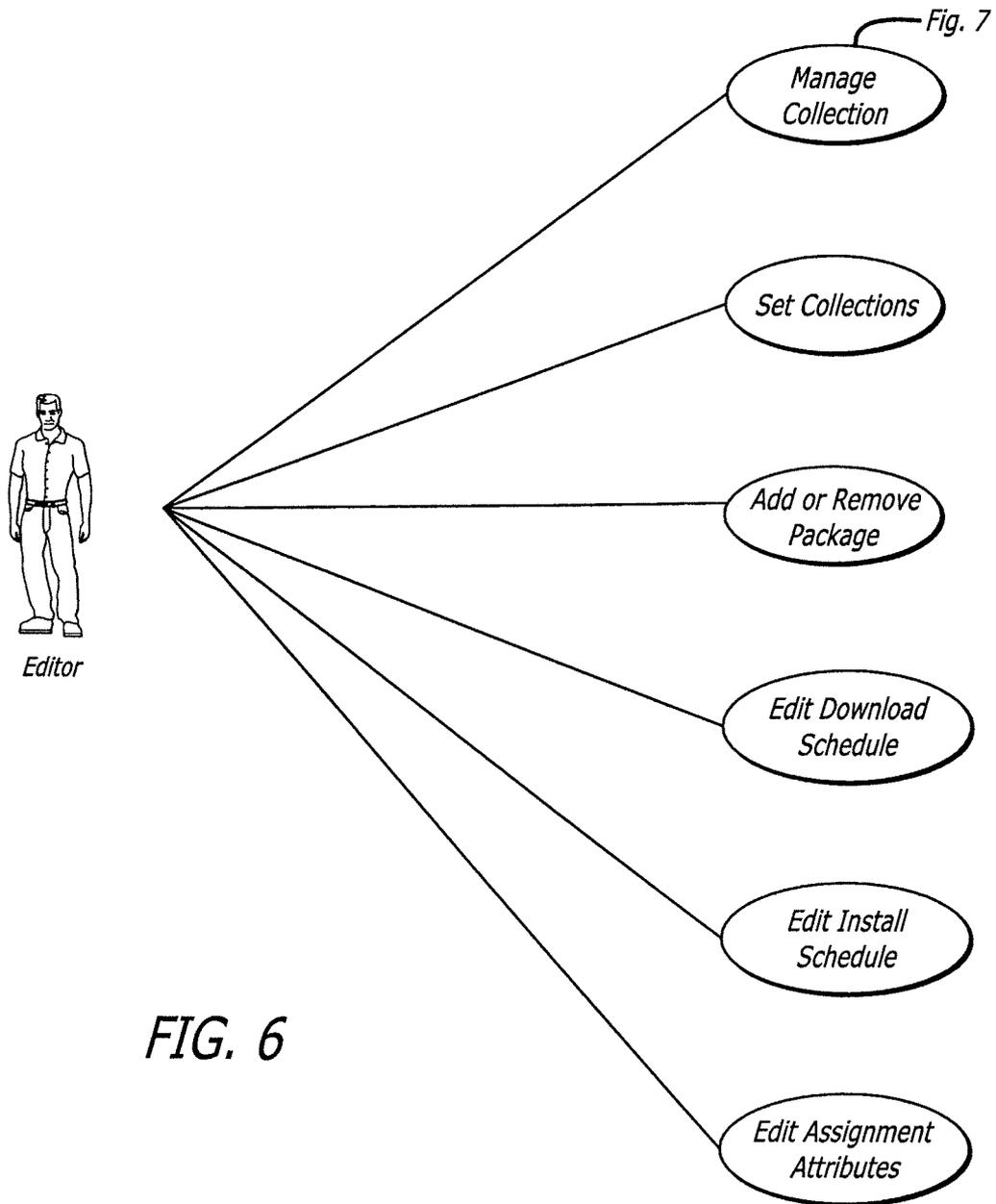


FIG. 6

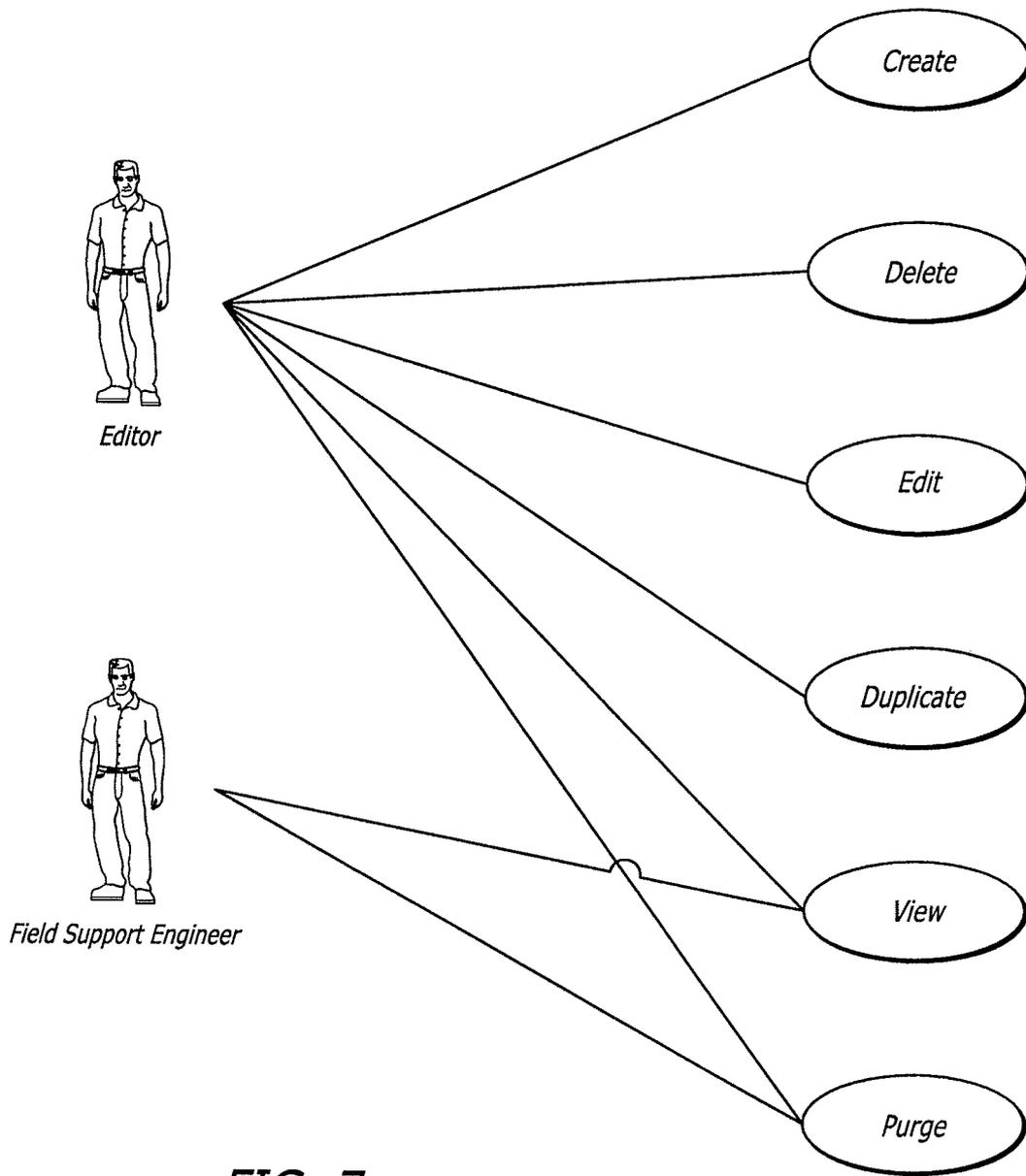


FIG. 7

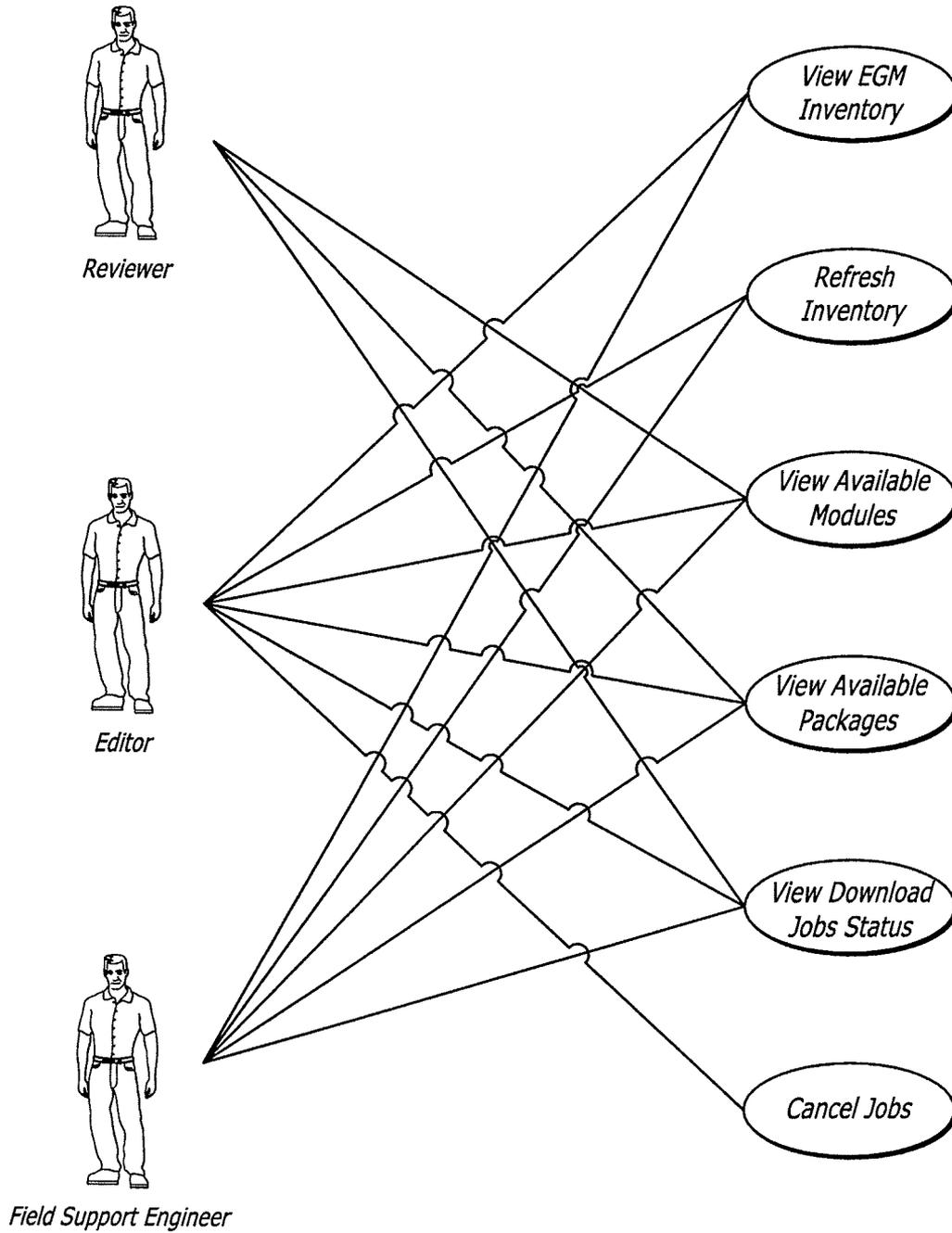


FIG. 8

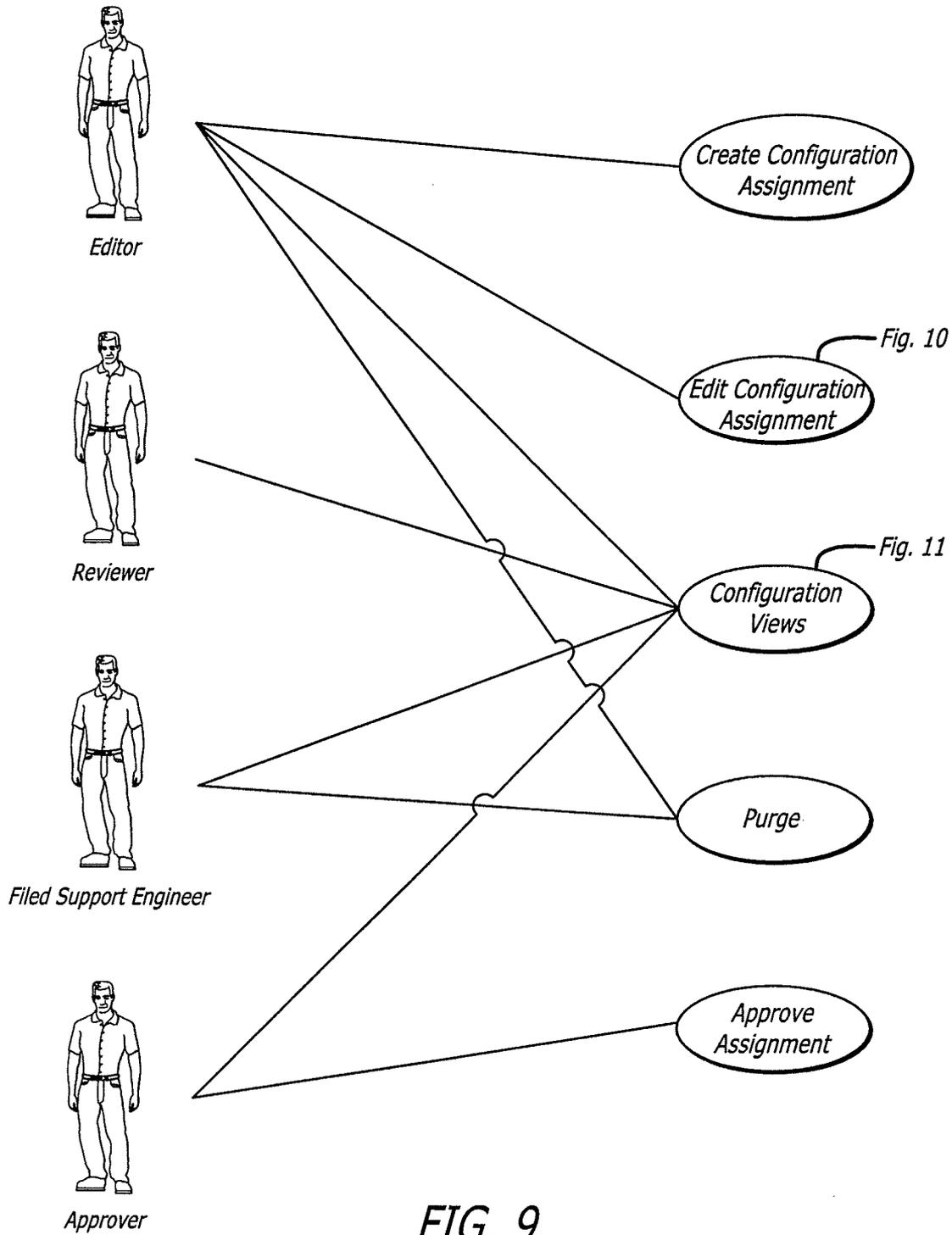


FIG. 9

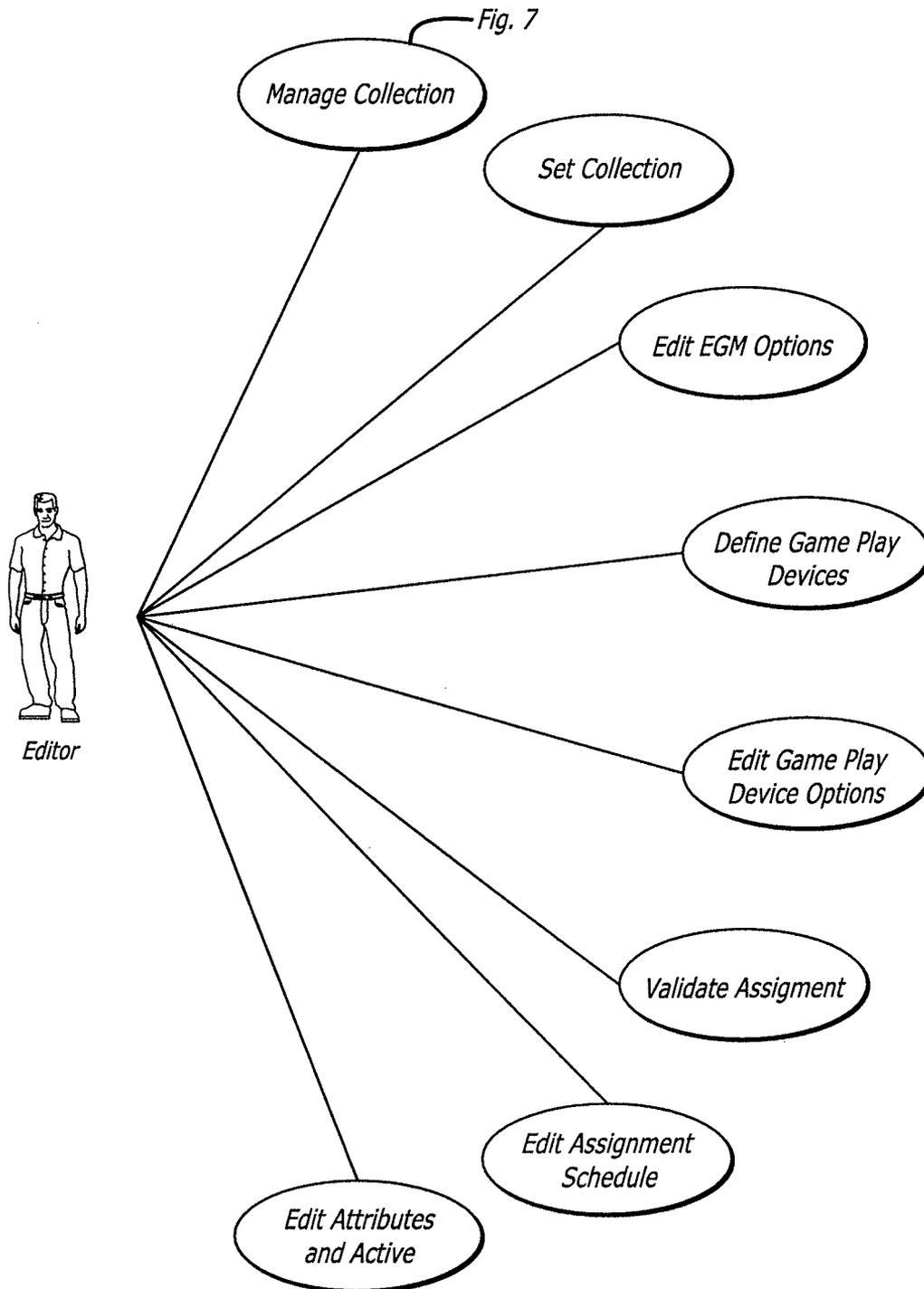


FIG. 10

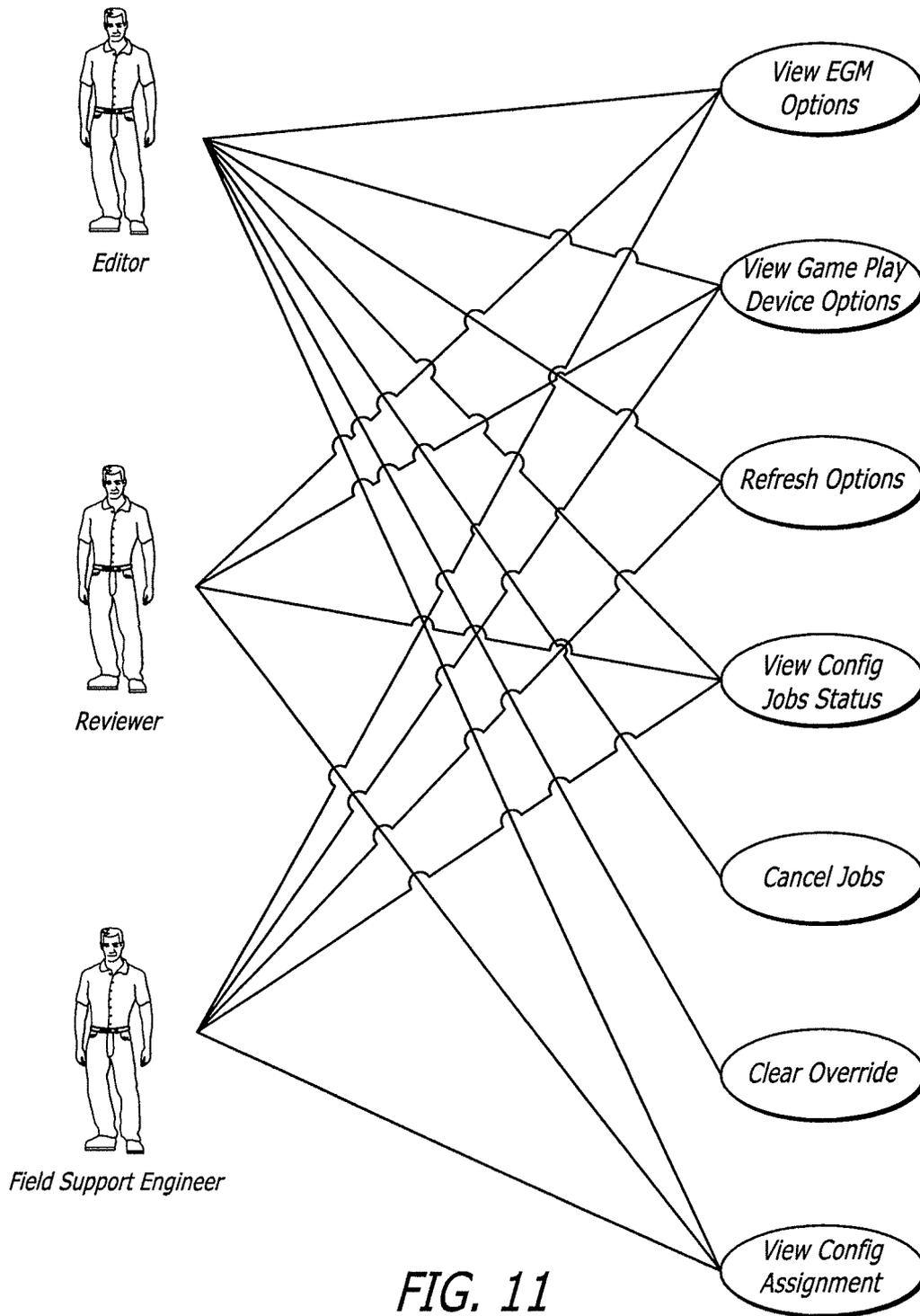


FIG. 11

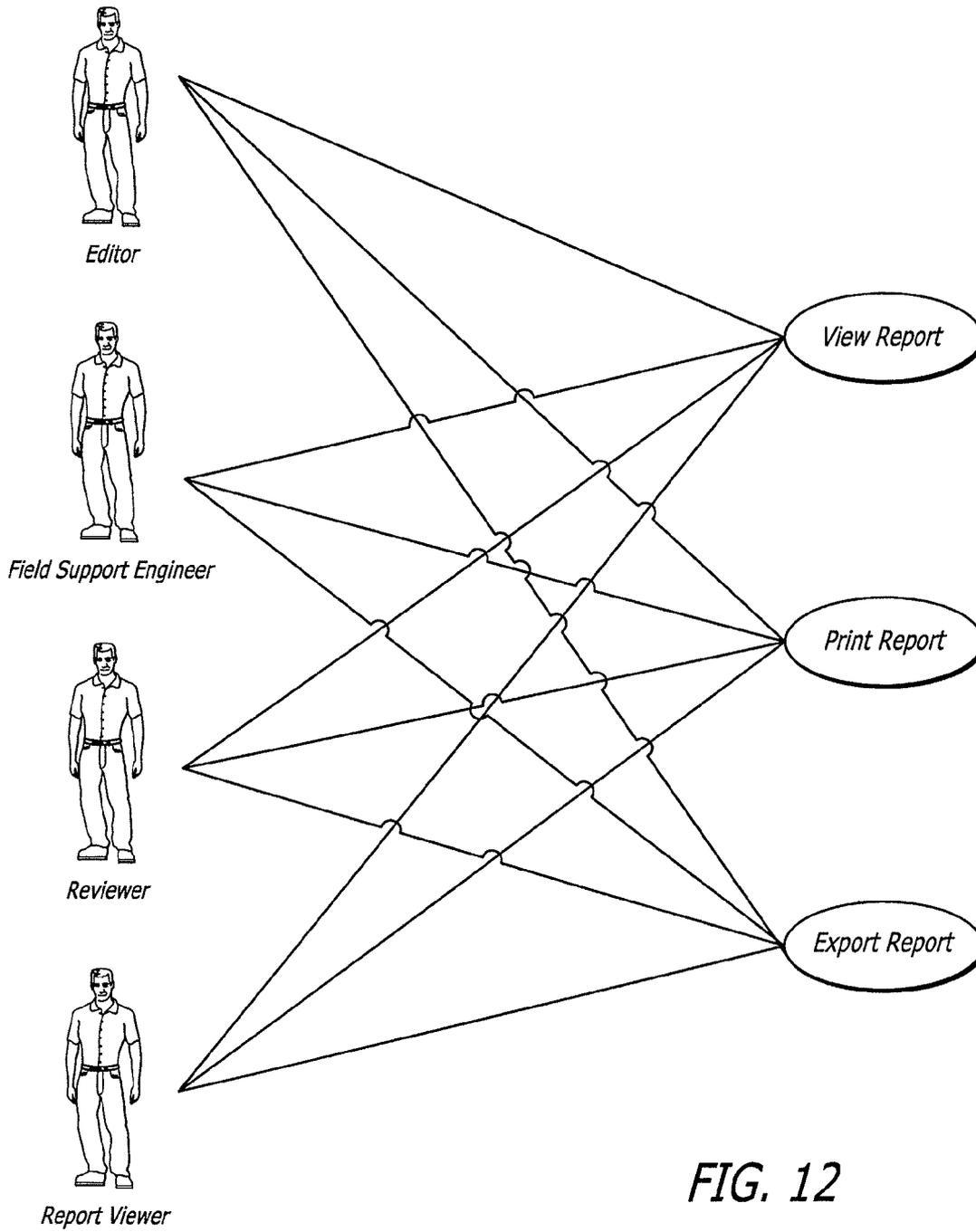
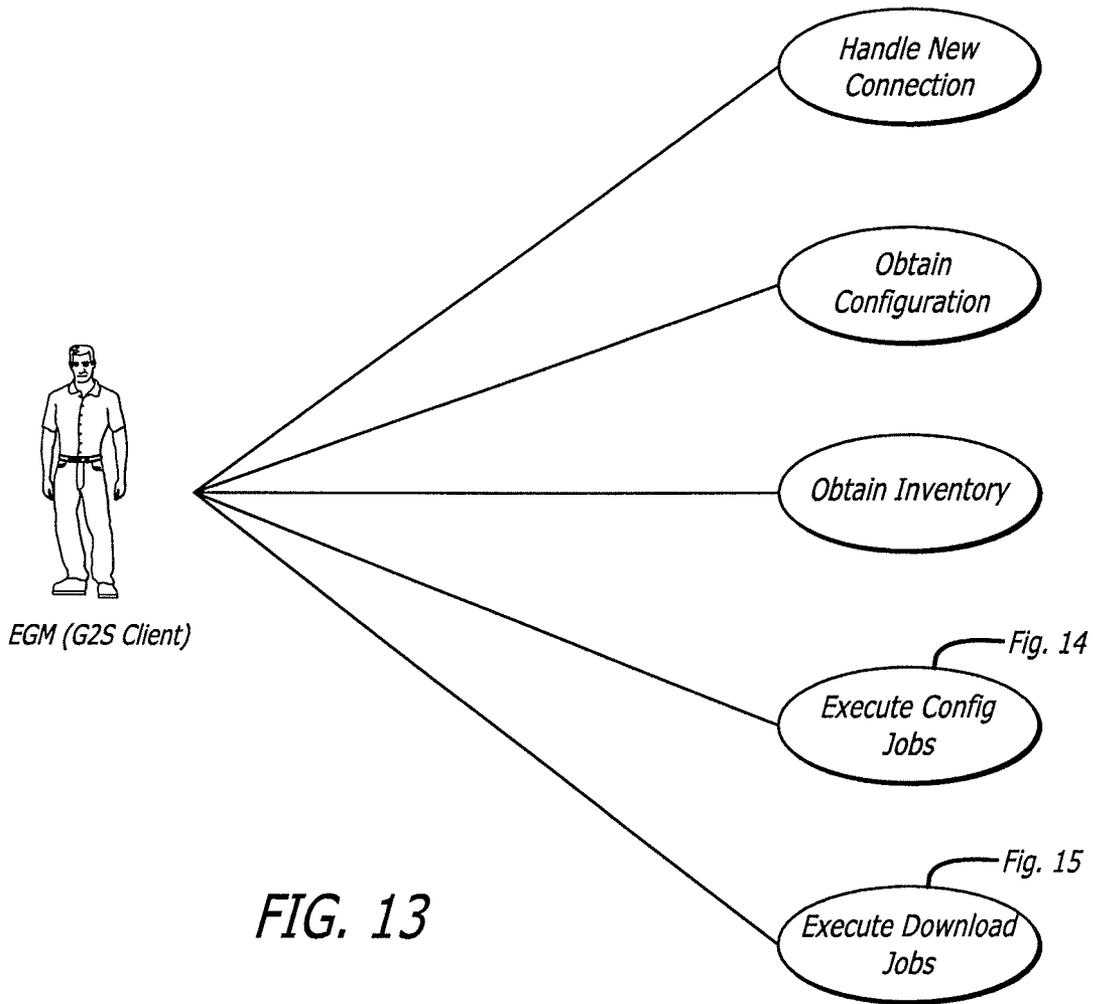
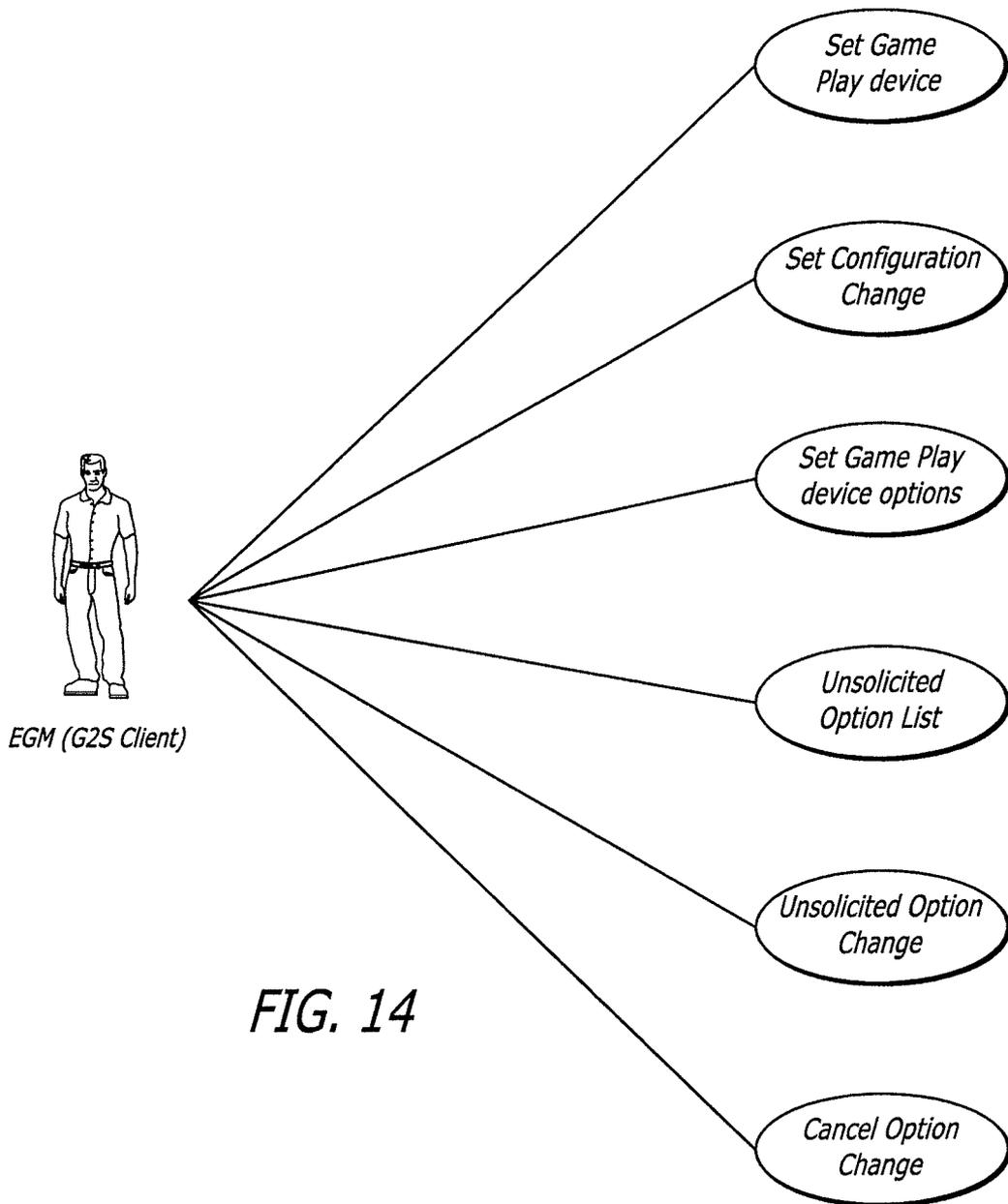


FIG. 12



**FIG. 13**



**FIG. 14**

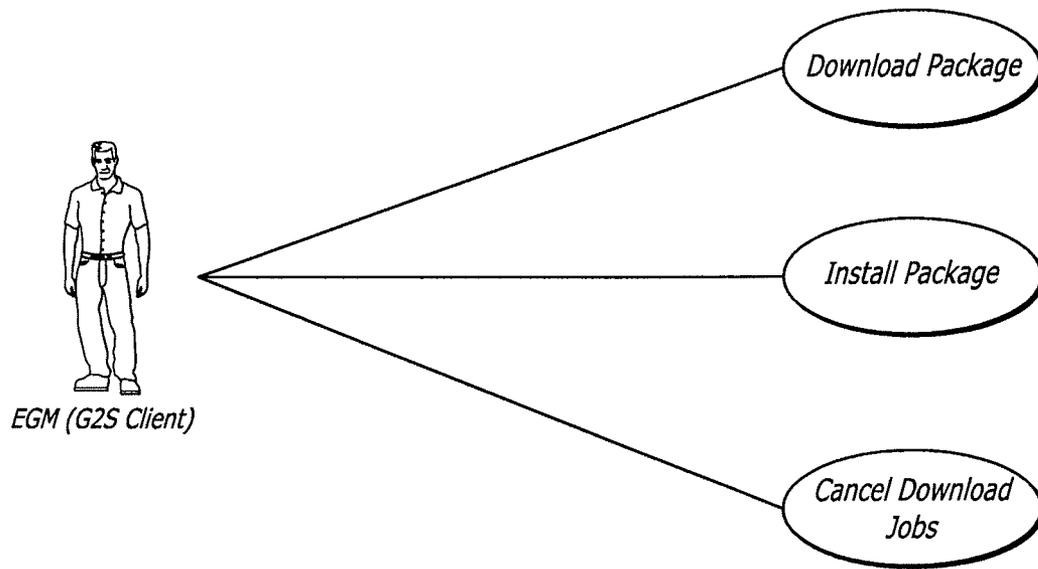


FIG. 15

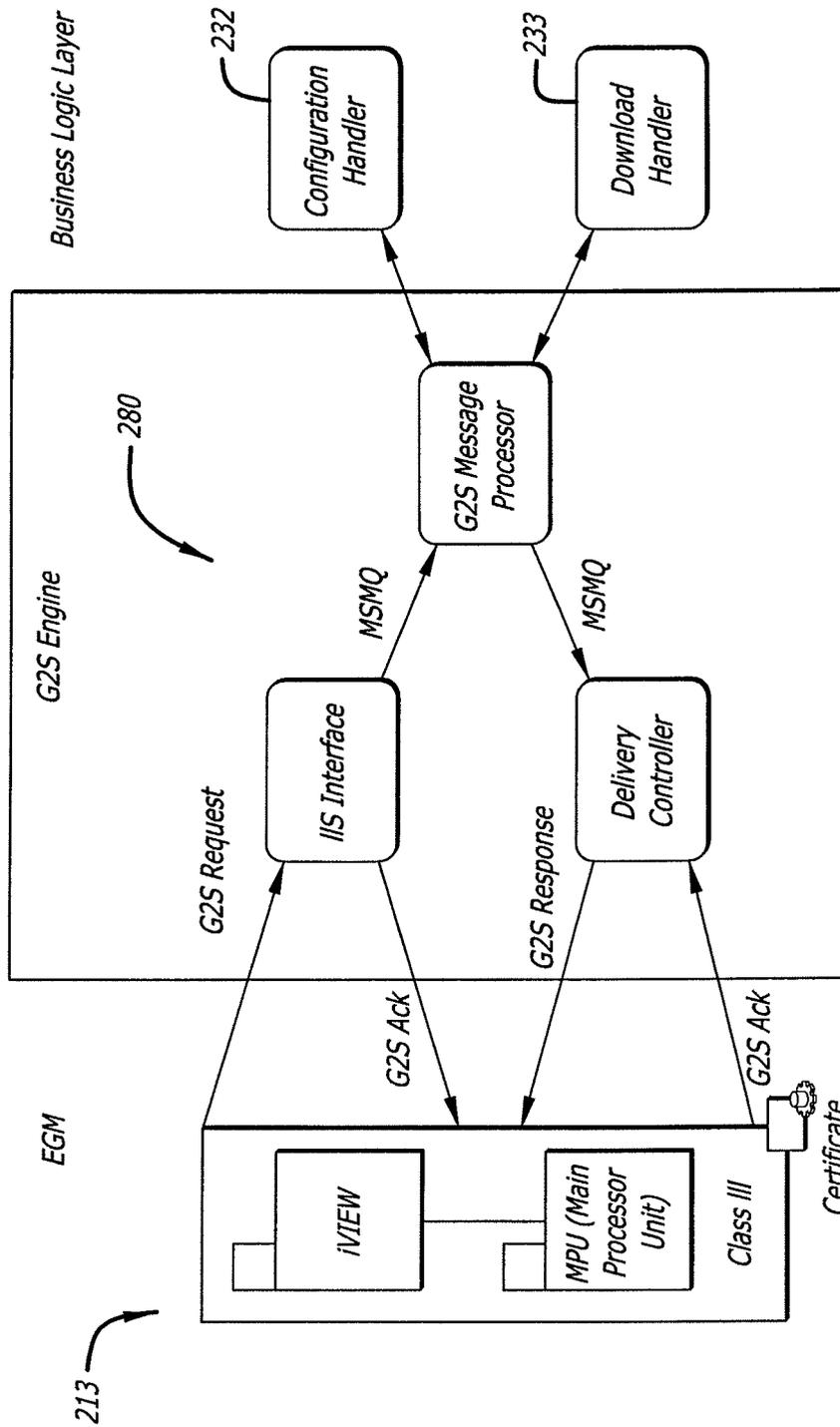


FIG. 16

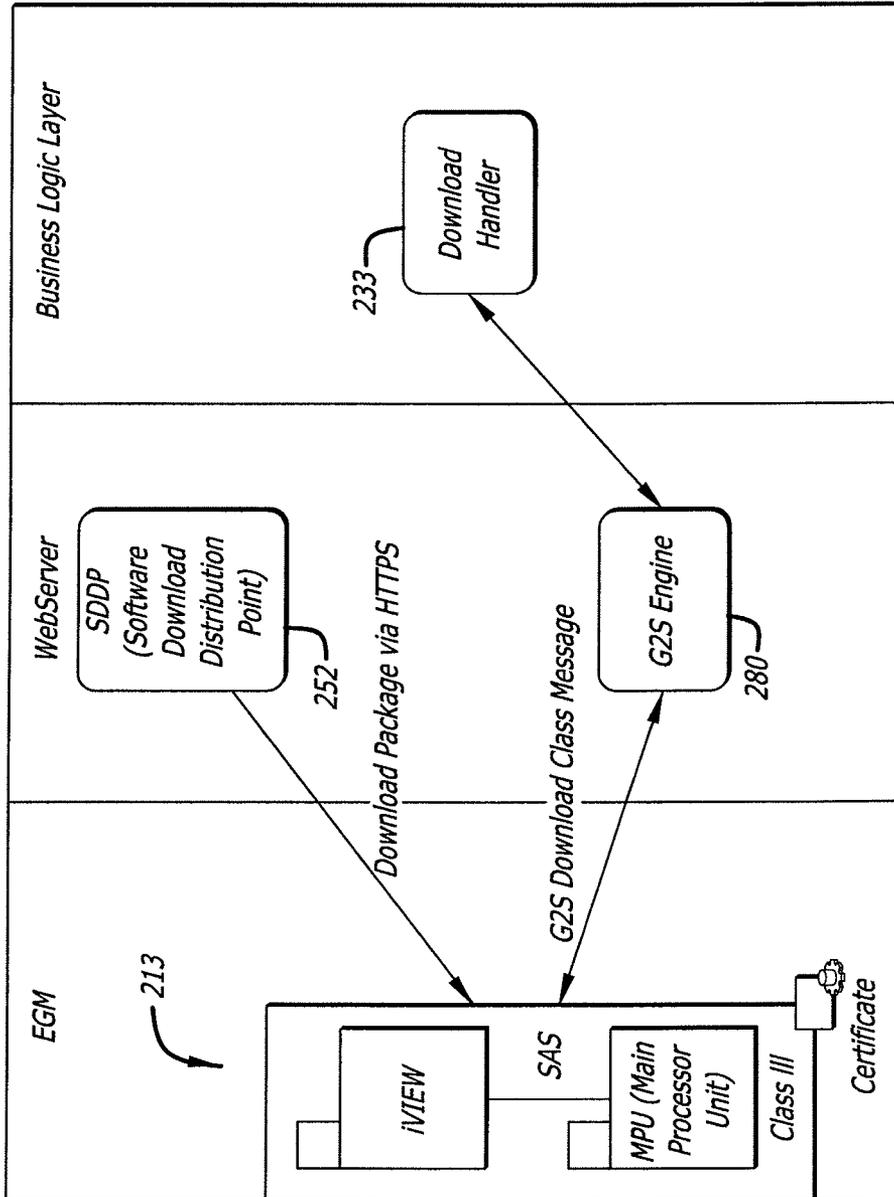


FIG. 17

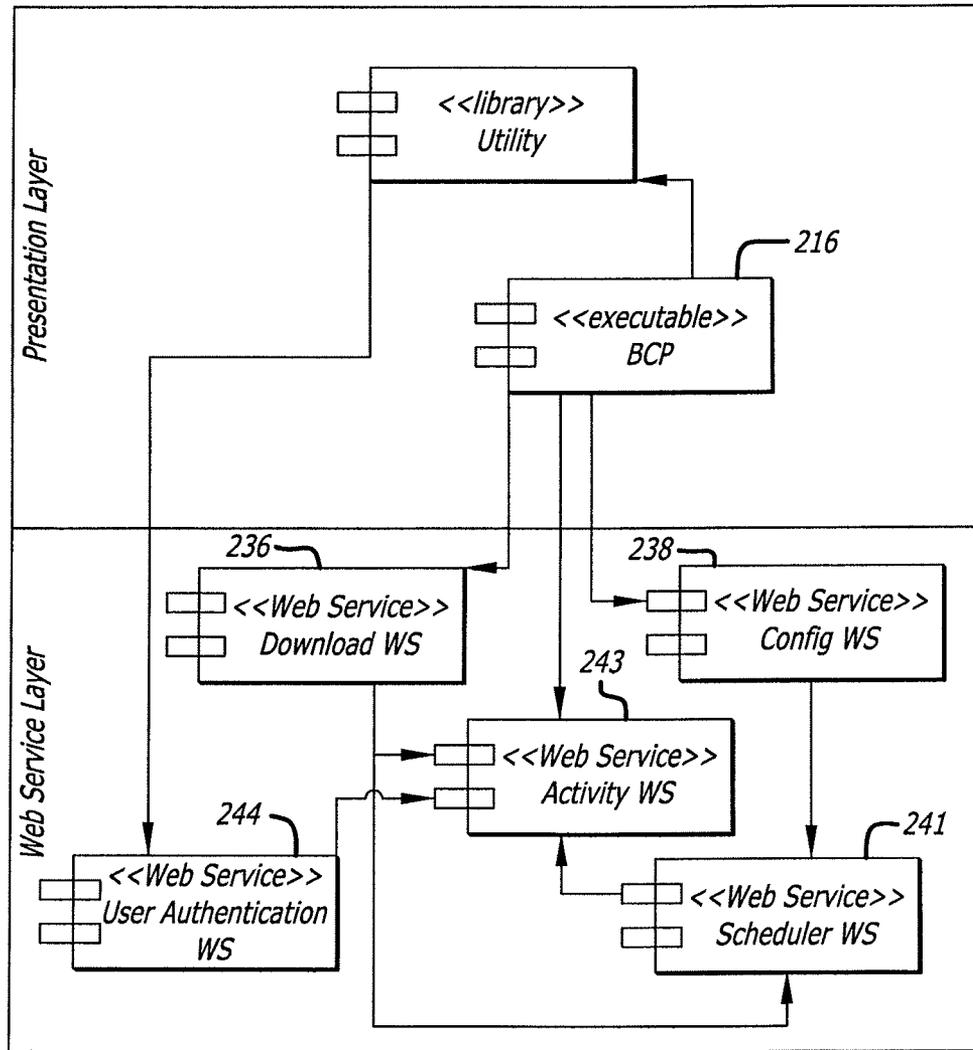


FIG. 18

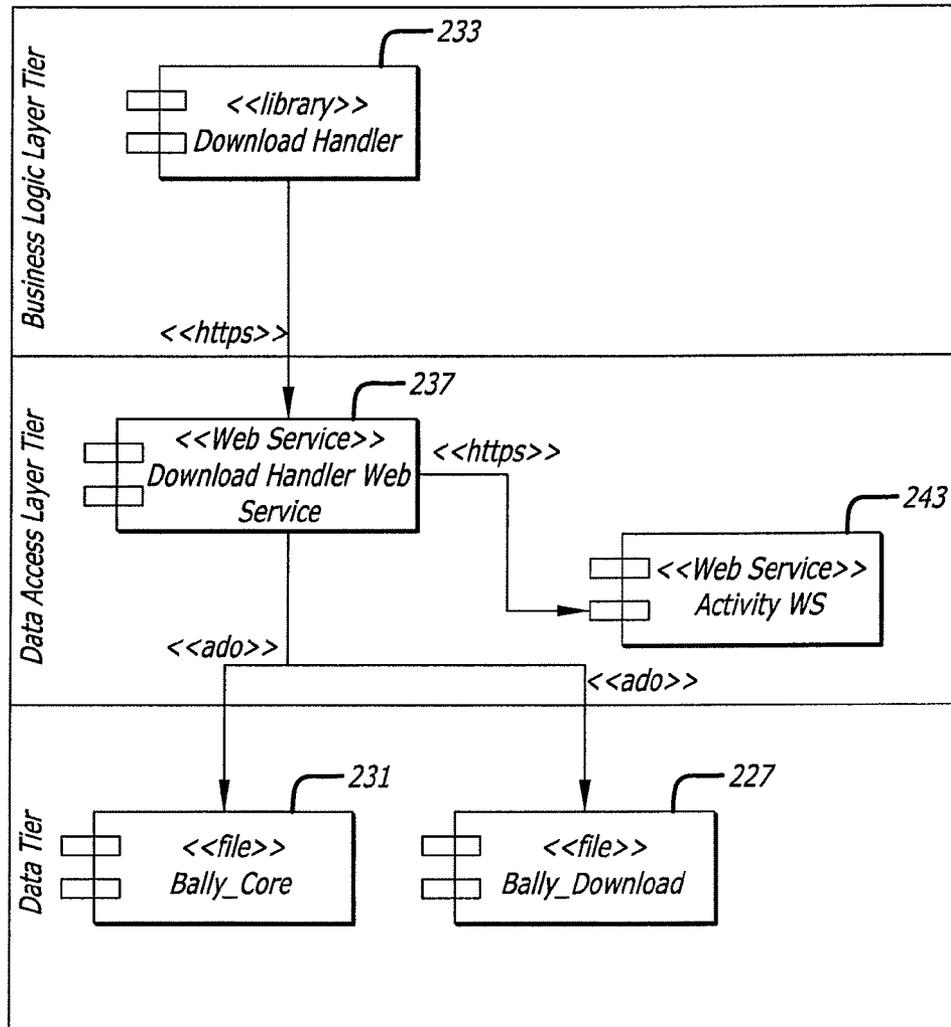


FIG. 19

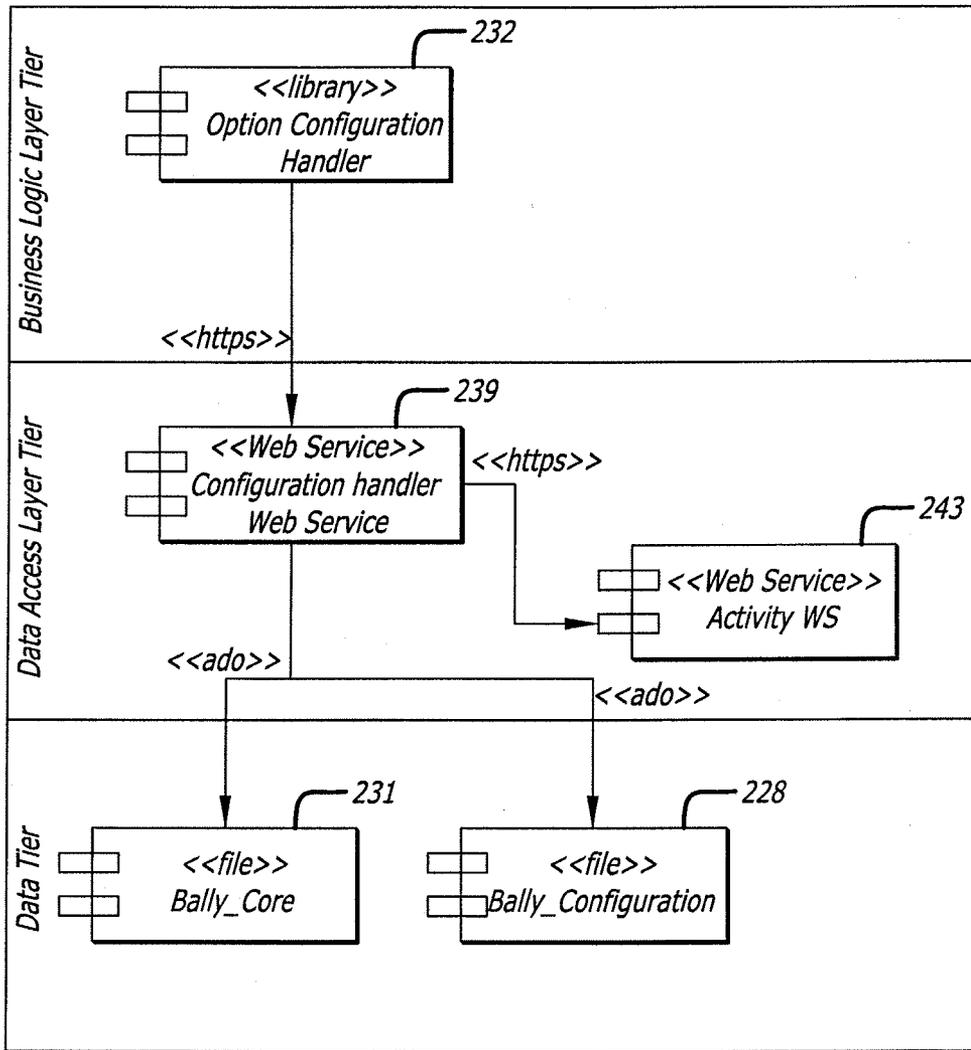


FIG. 20

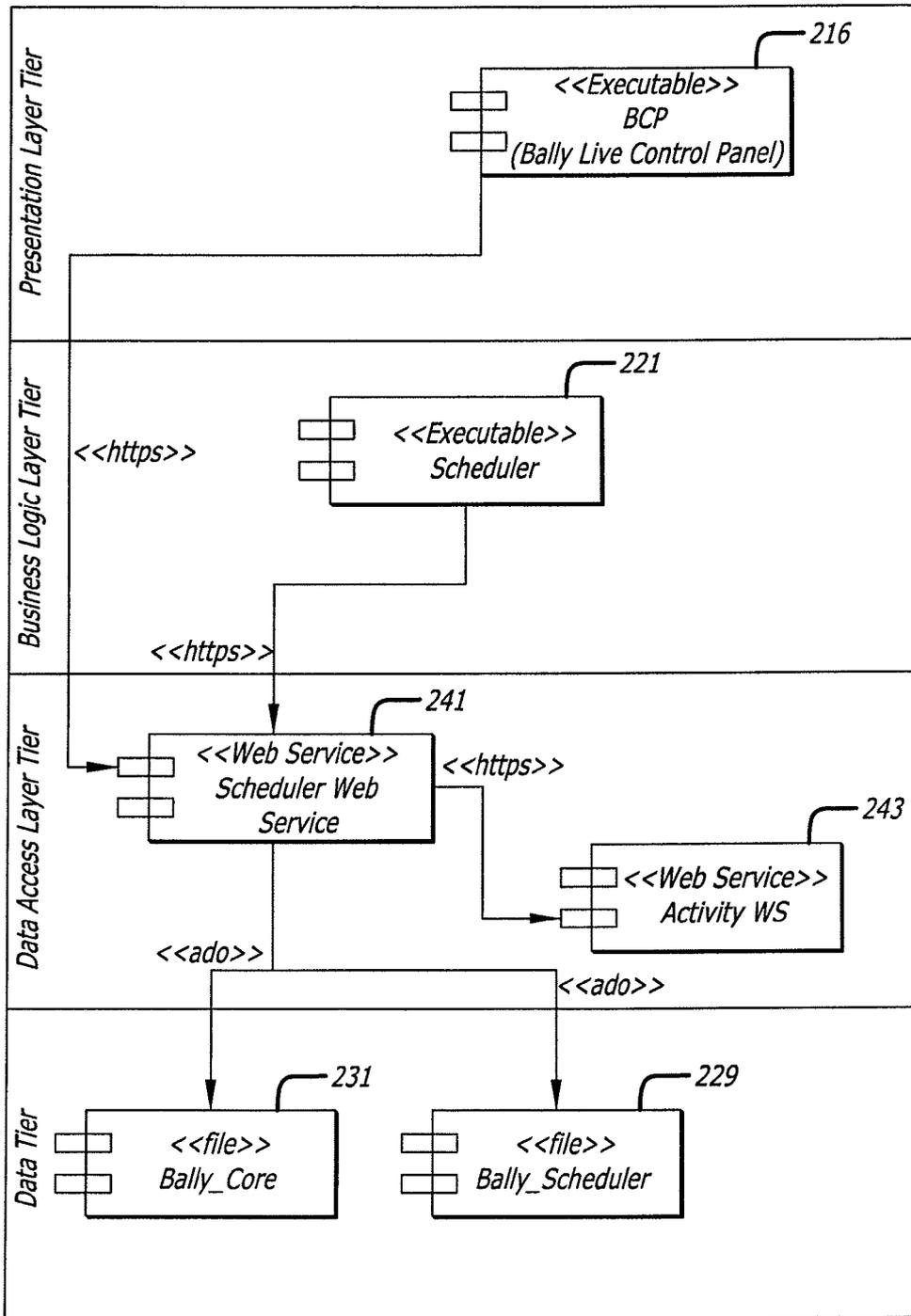


FIG. 21

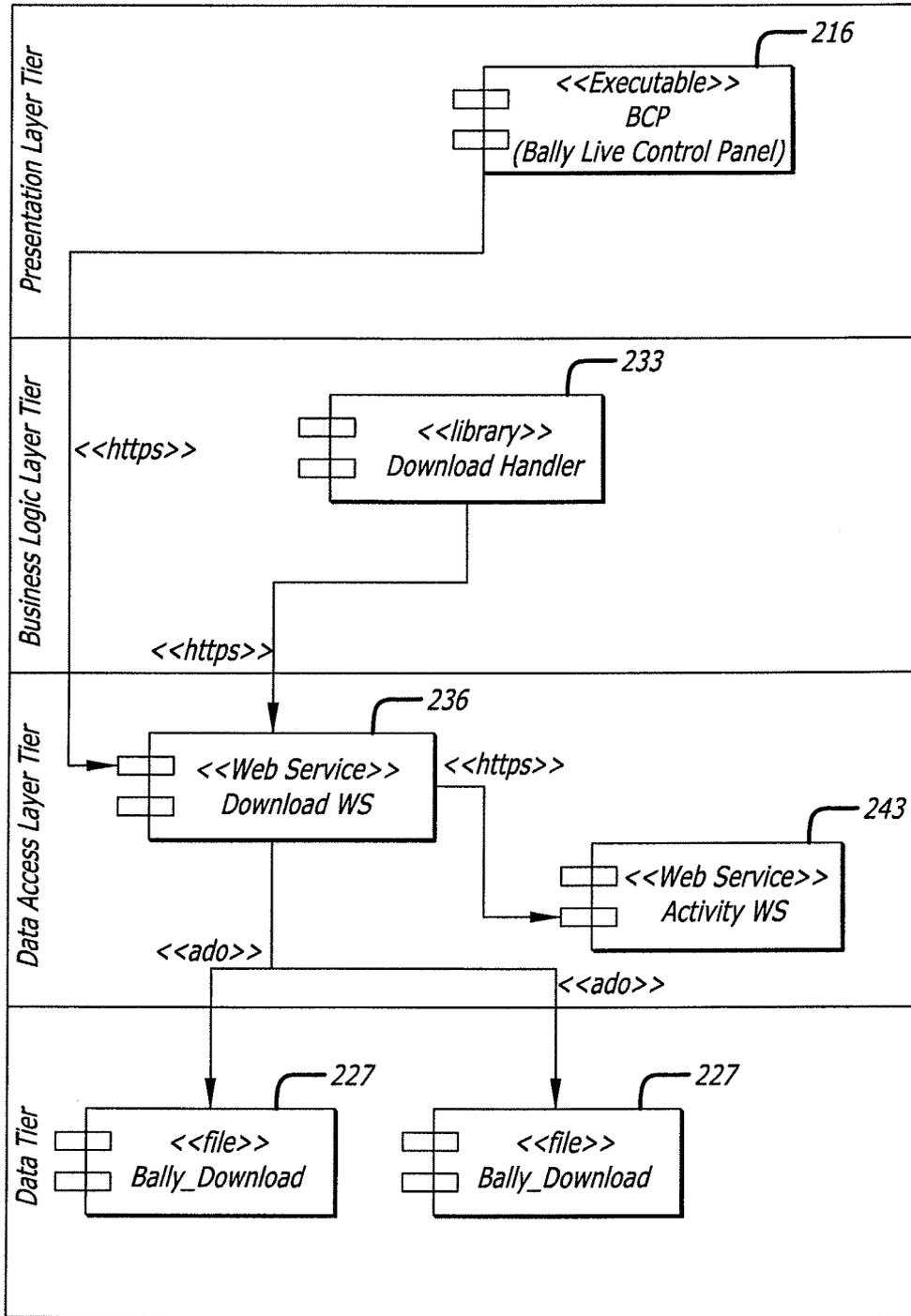


FIG. 22

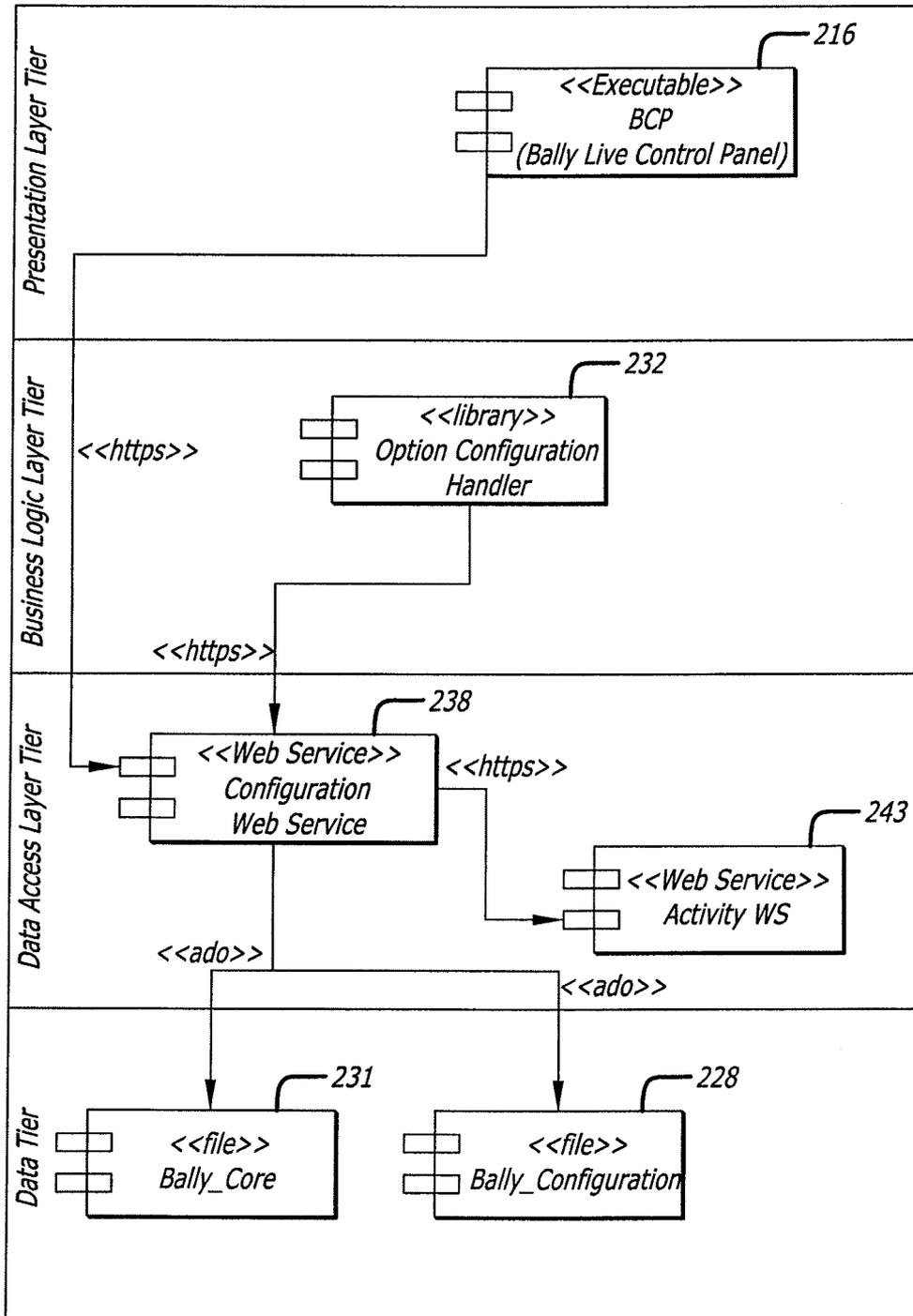


FIG. 23

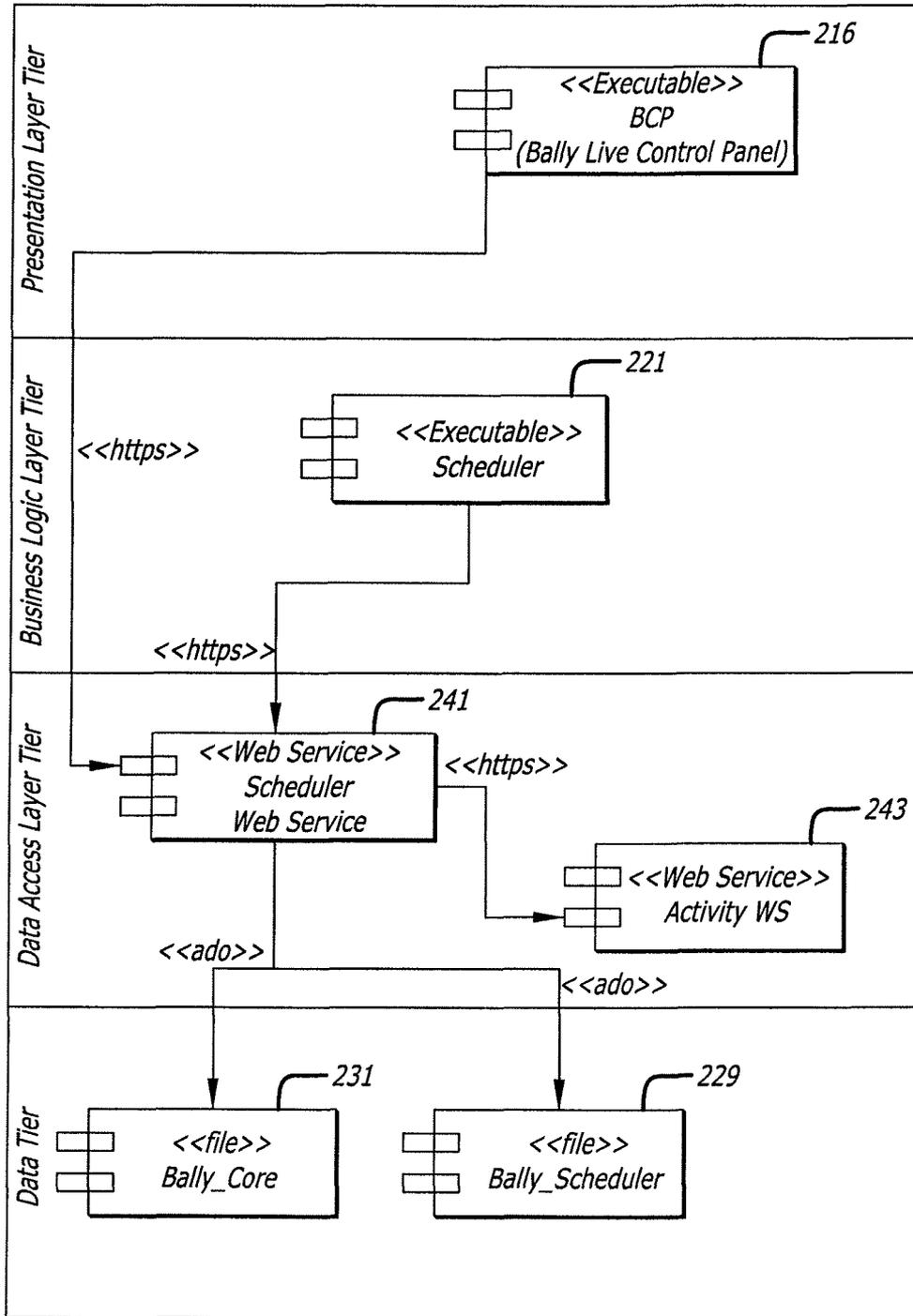


FIG. 24

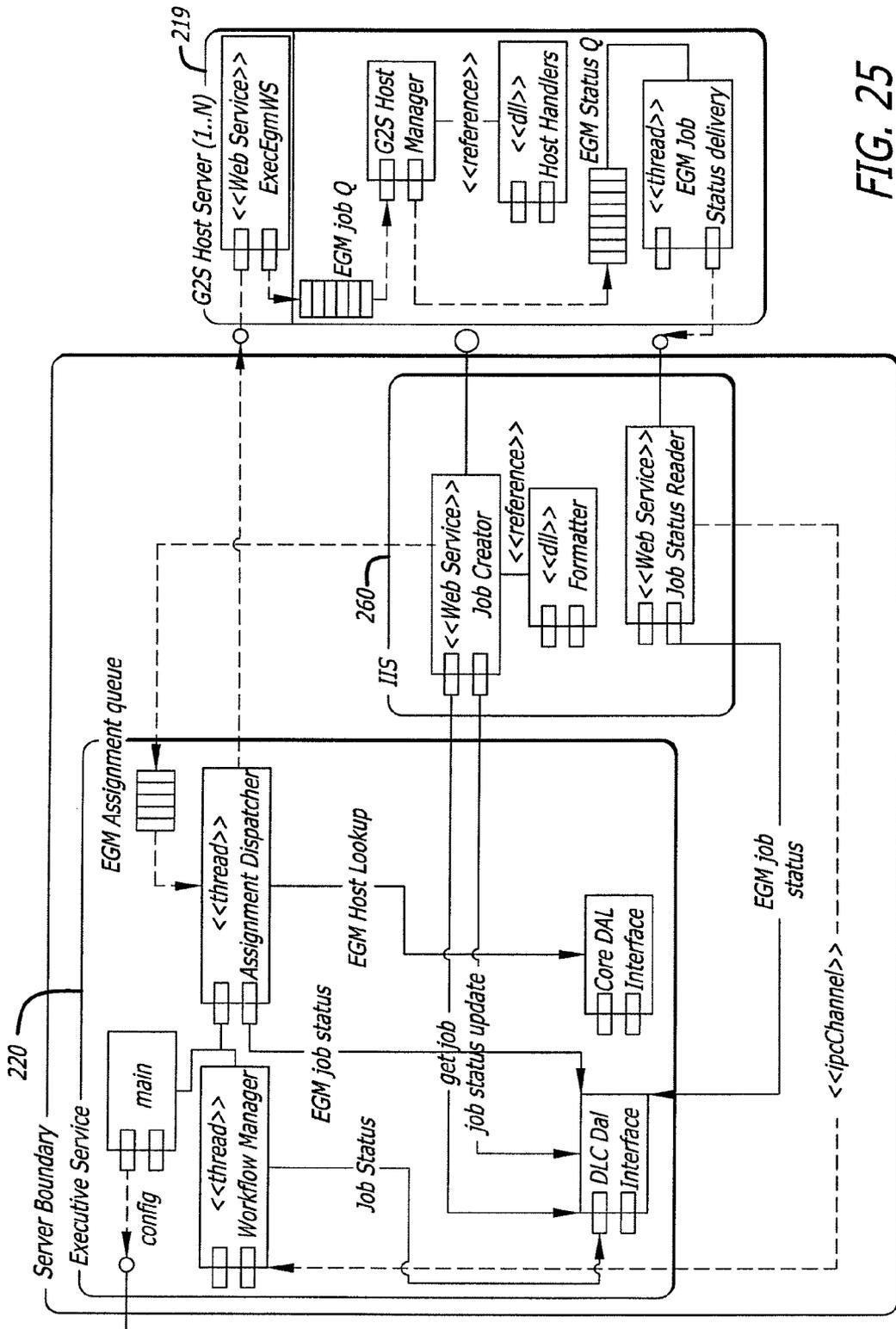


FIG. 25

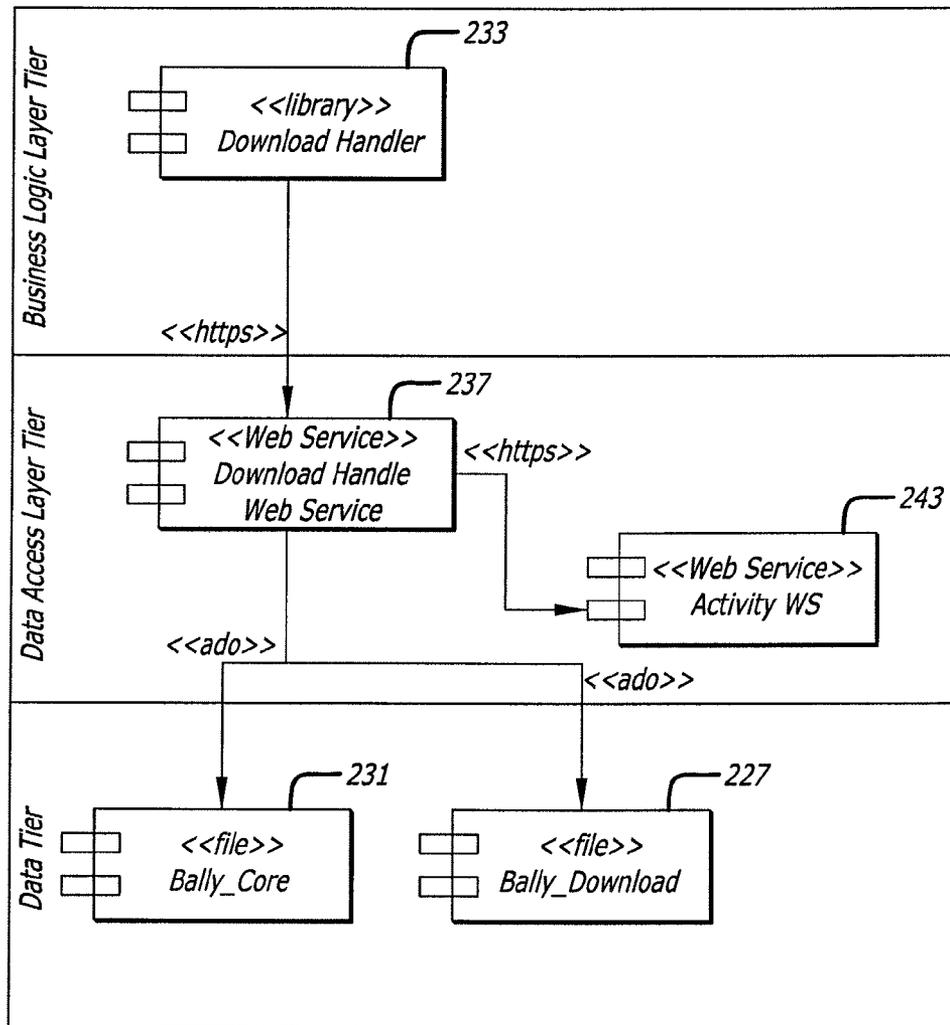


FIG. 26

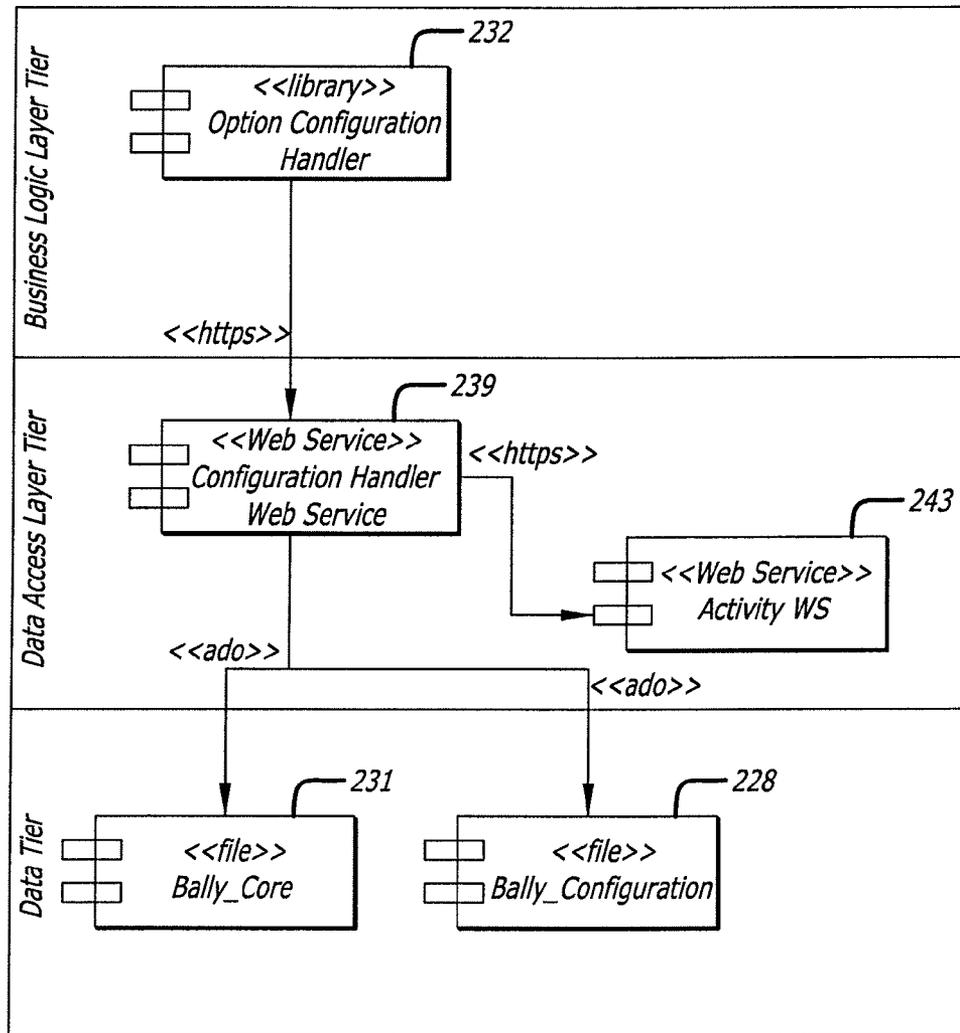


FIG. 27

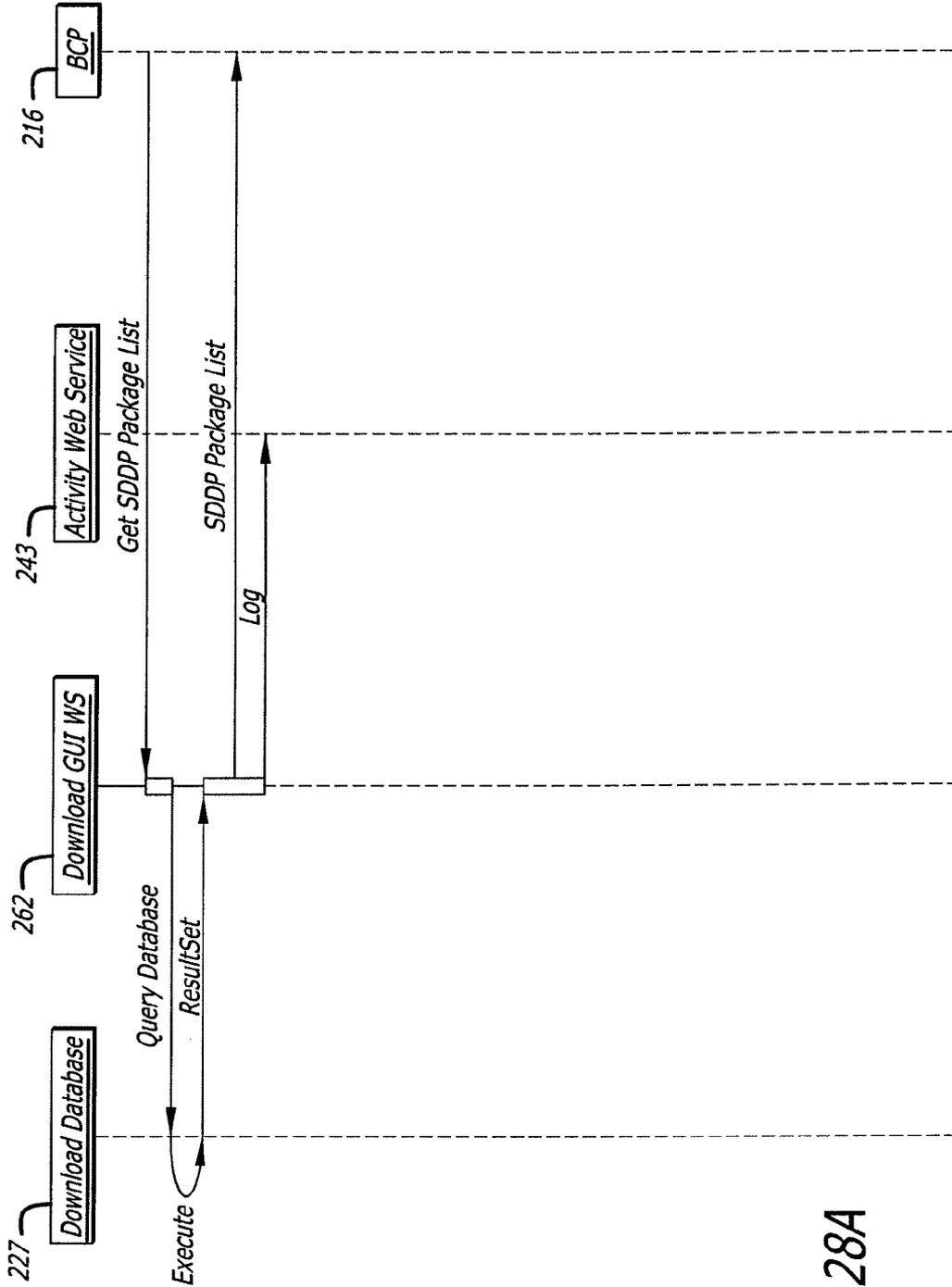


FIG. 28A

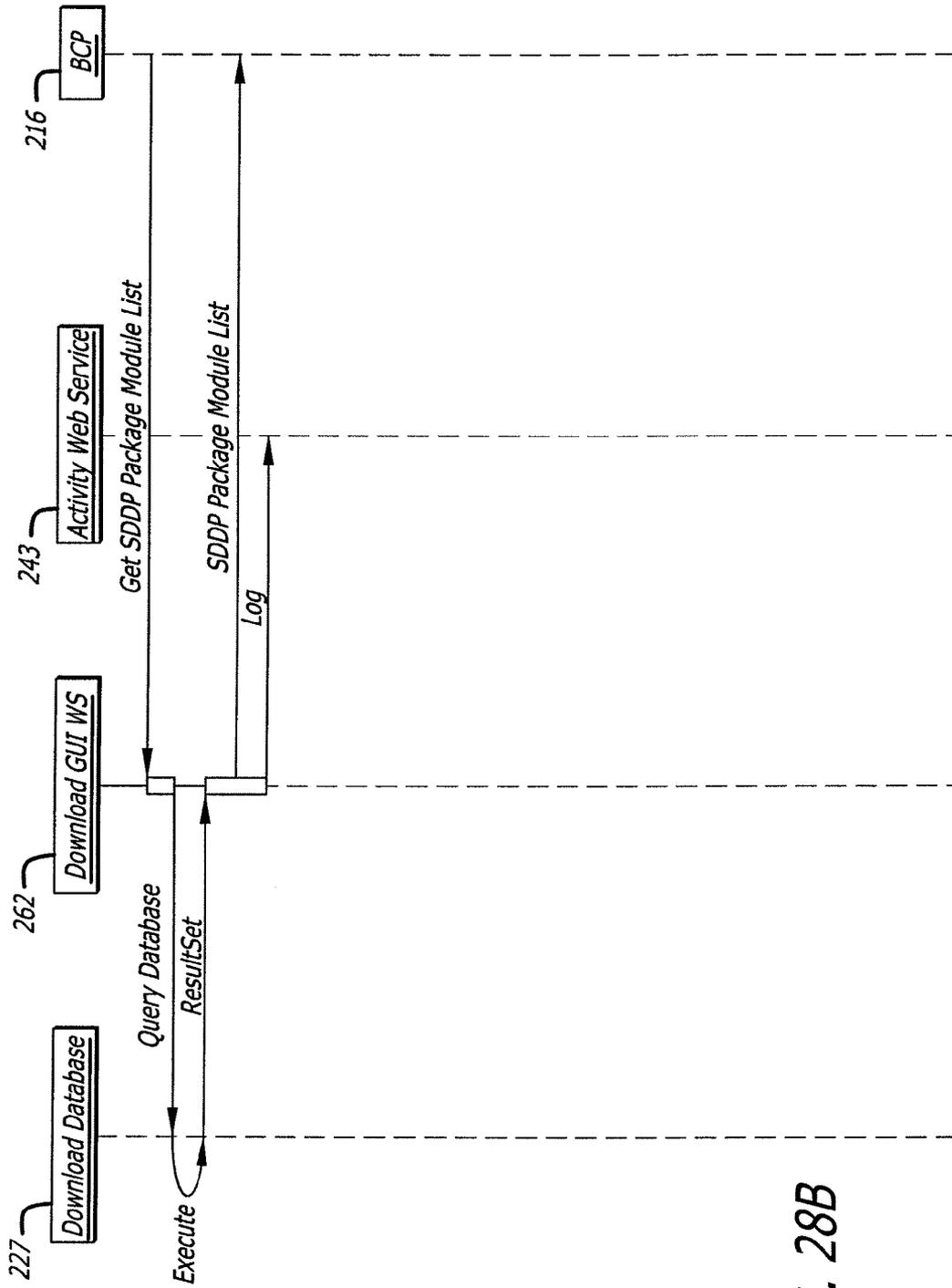


FIG. 28B

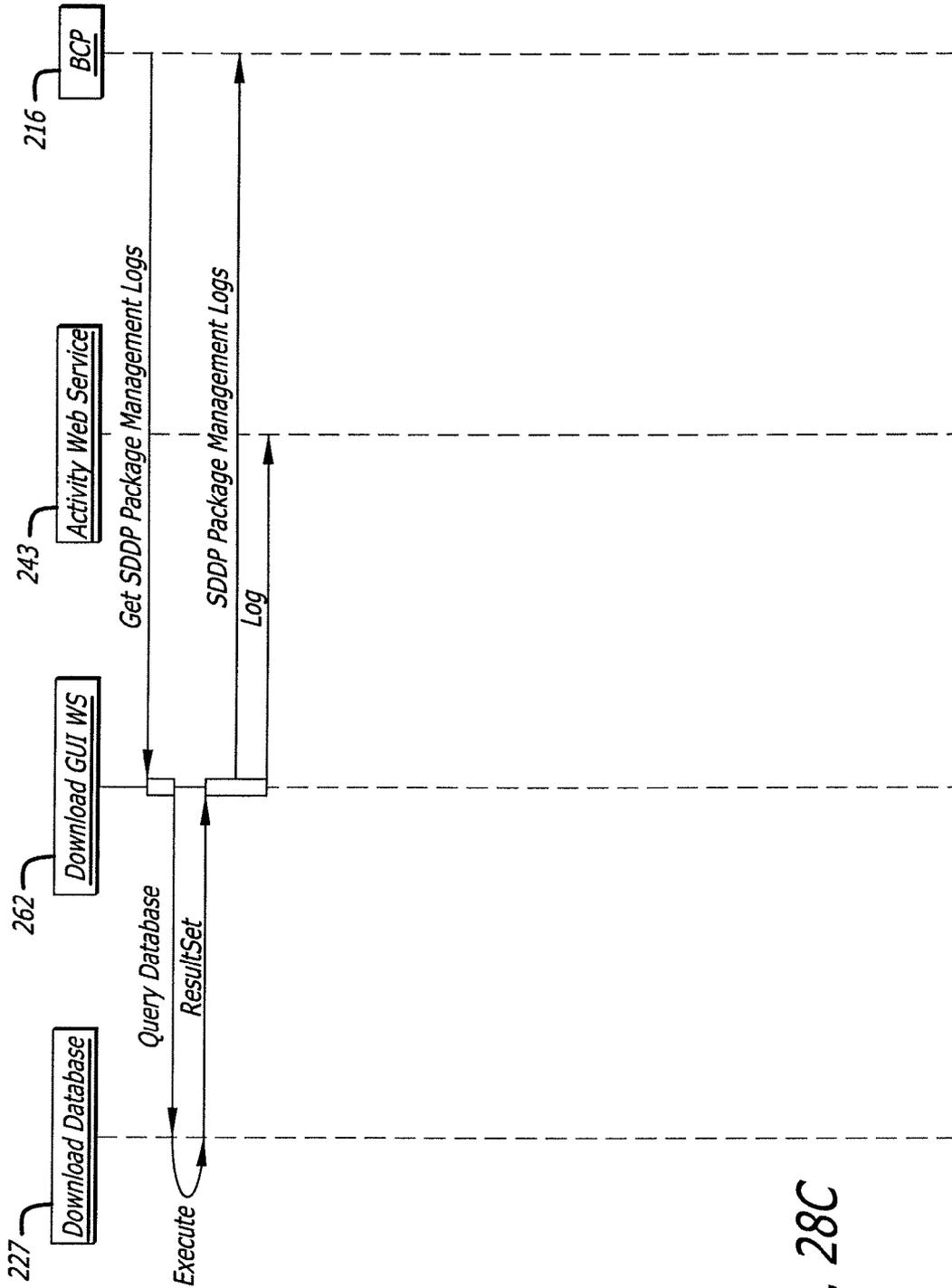


FIG. 28C

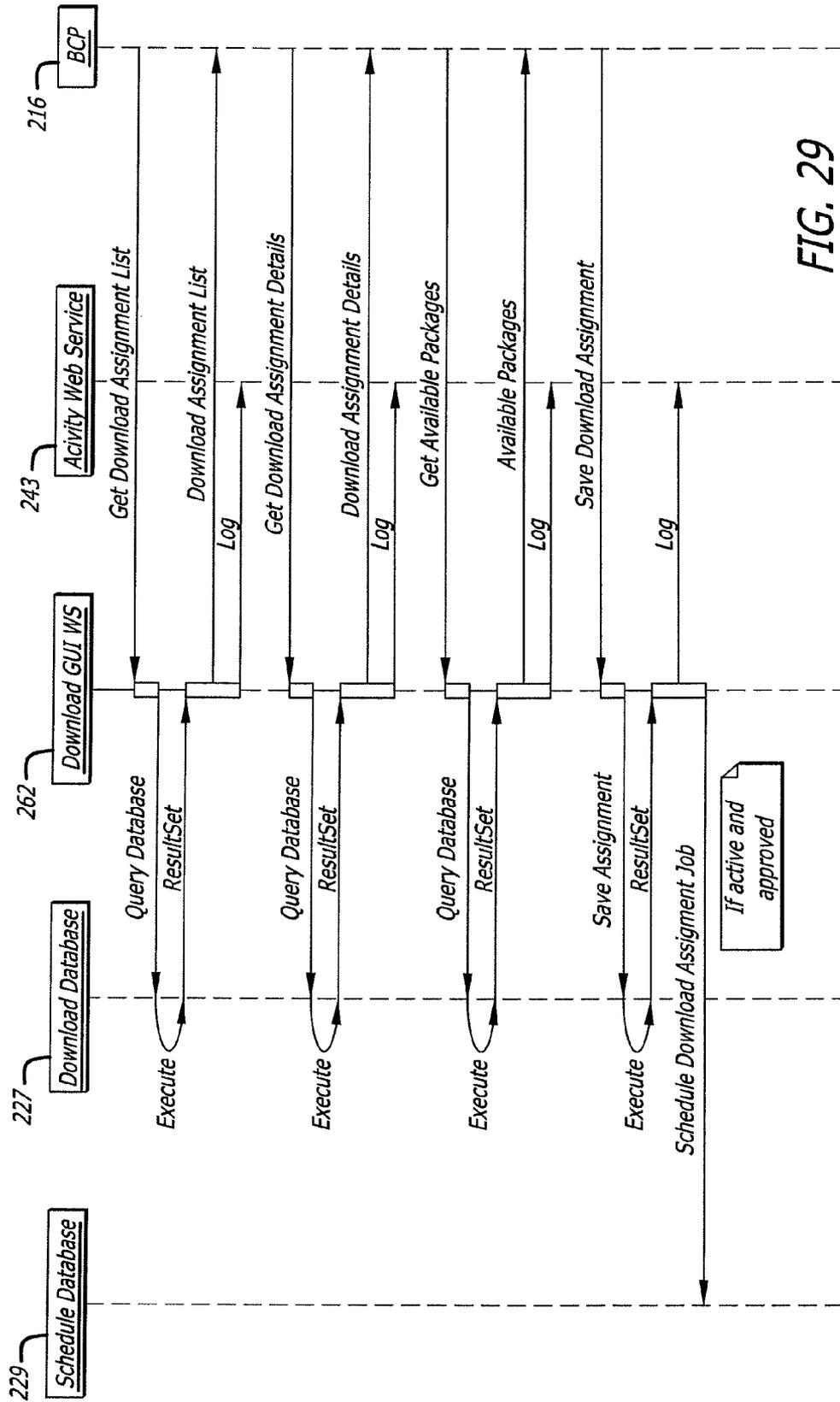


FIG. 29

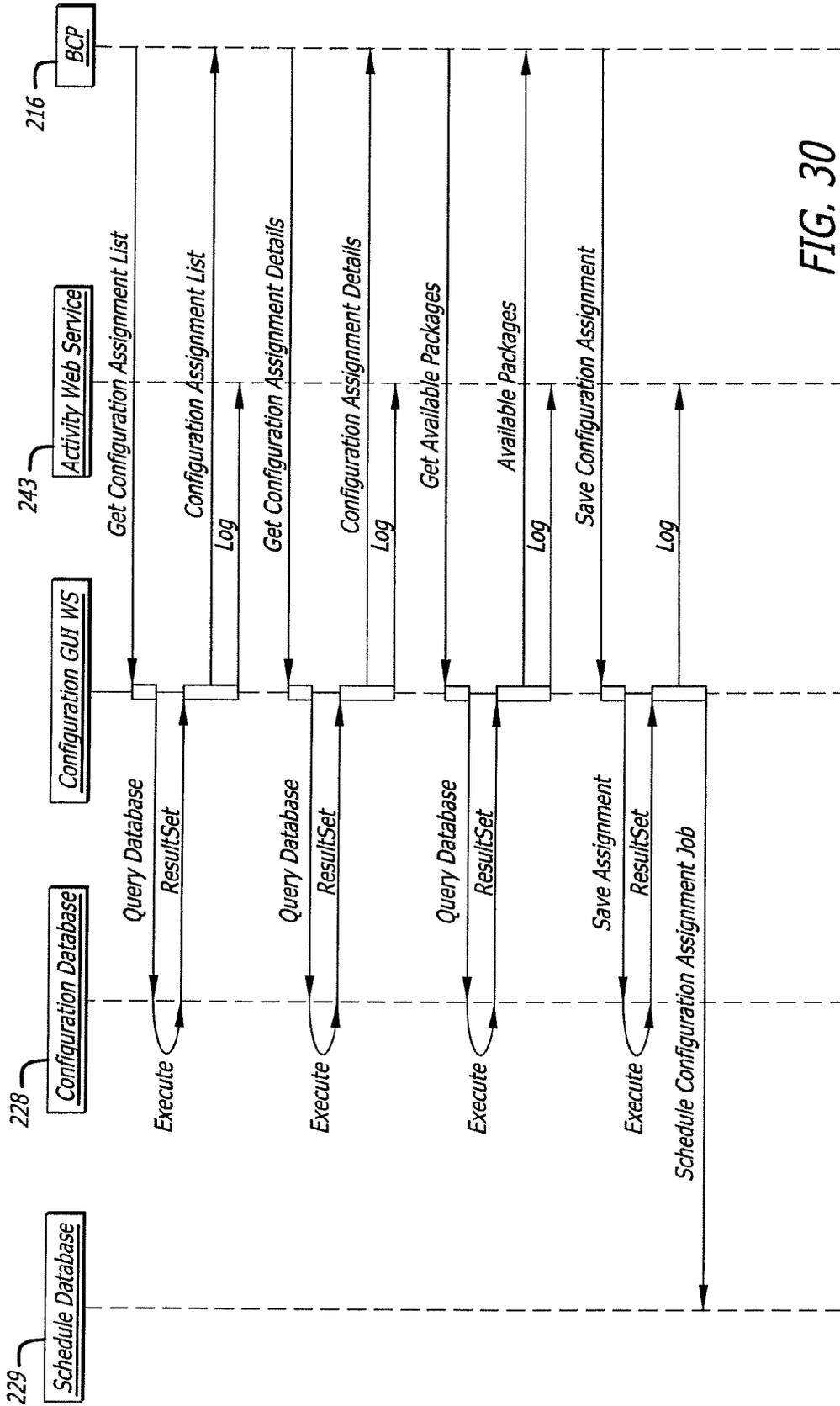


FIG. 30

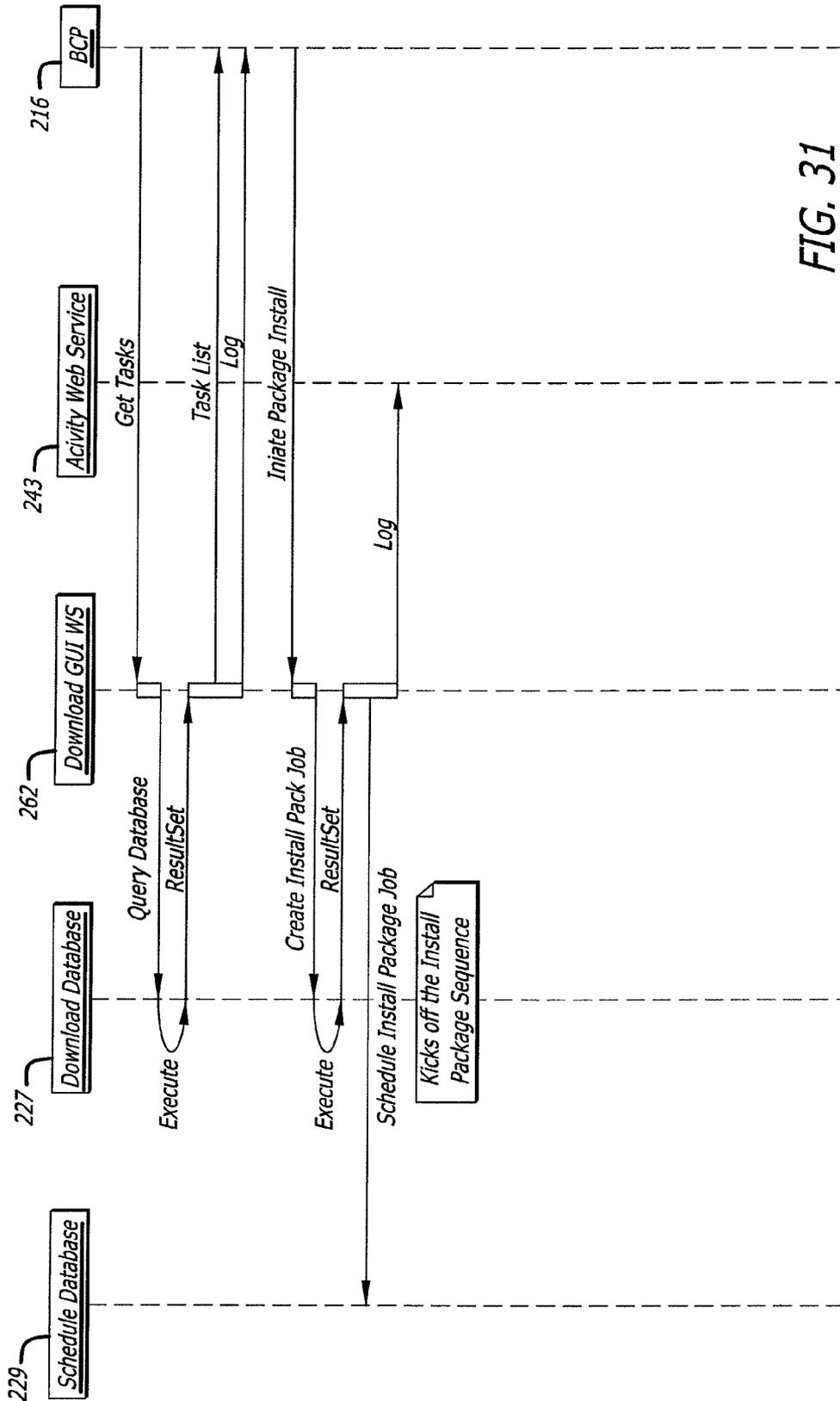


FIG. 31

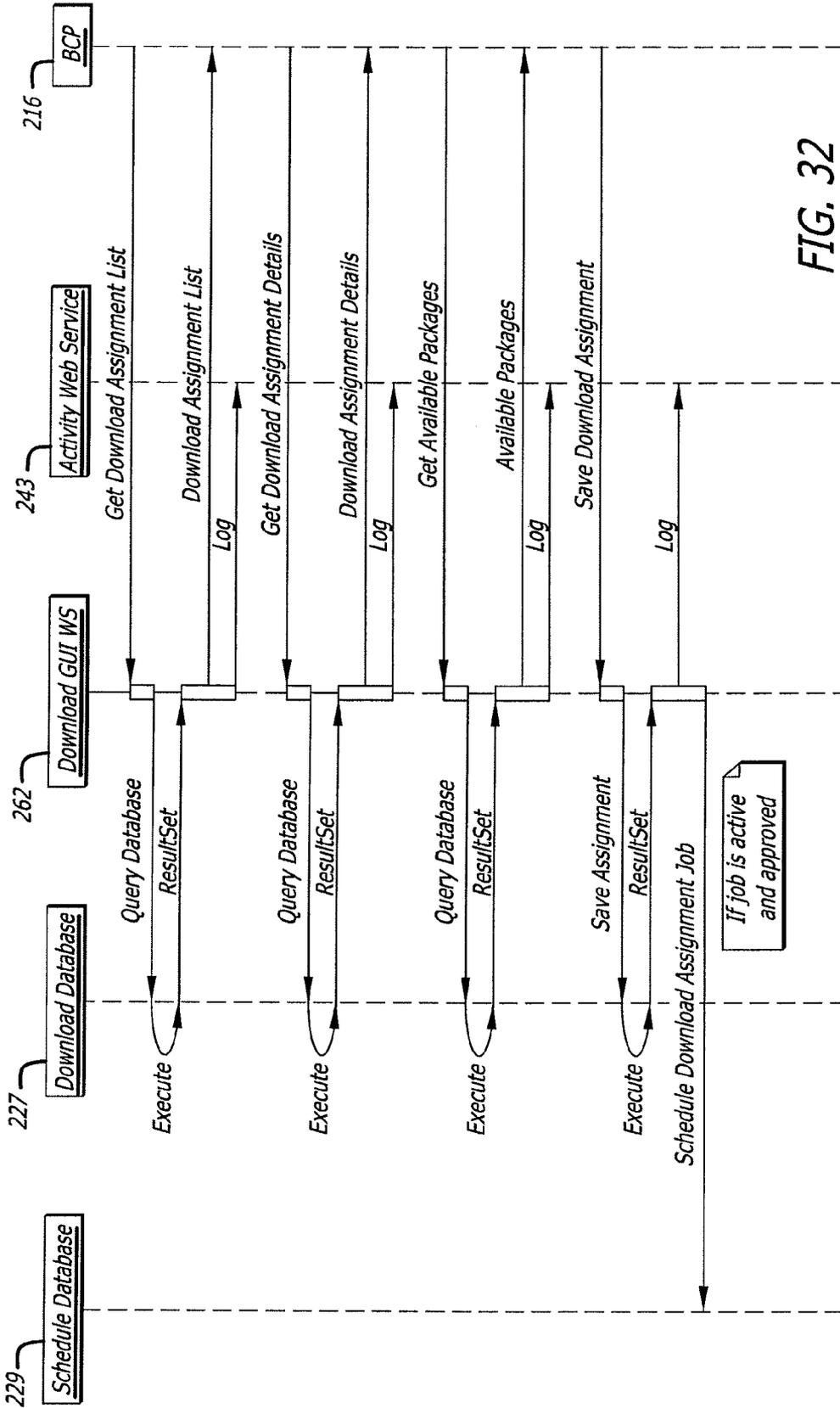


FIG. 32

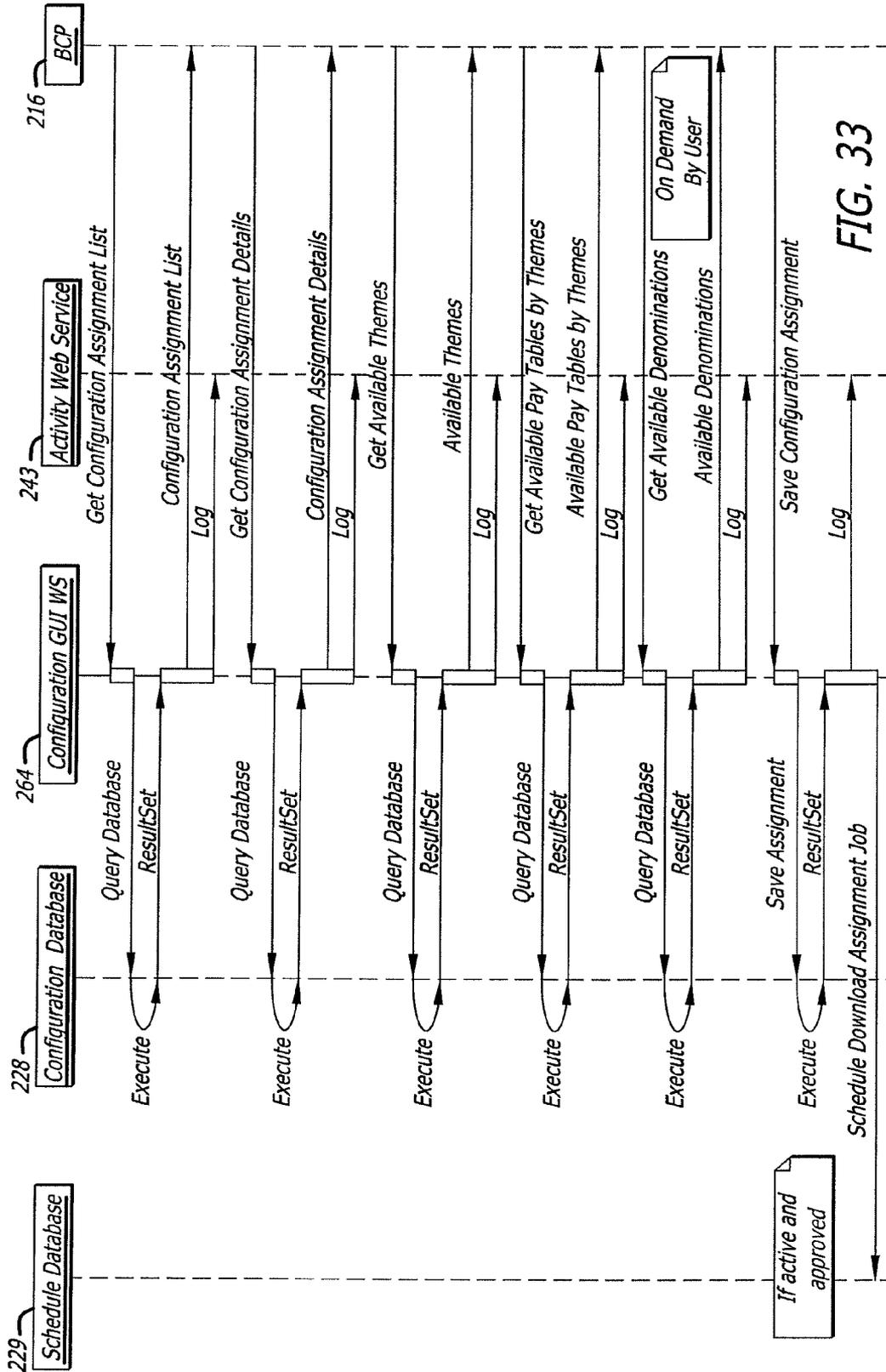


FIG. 33

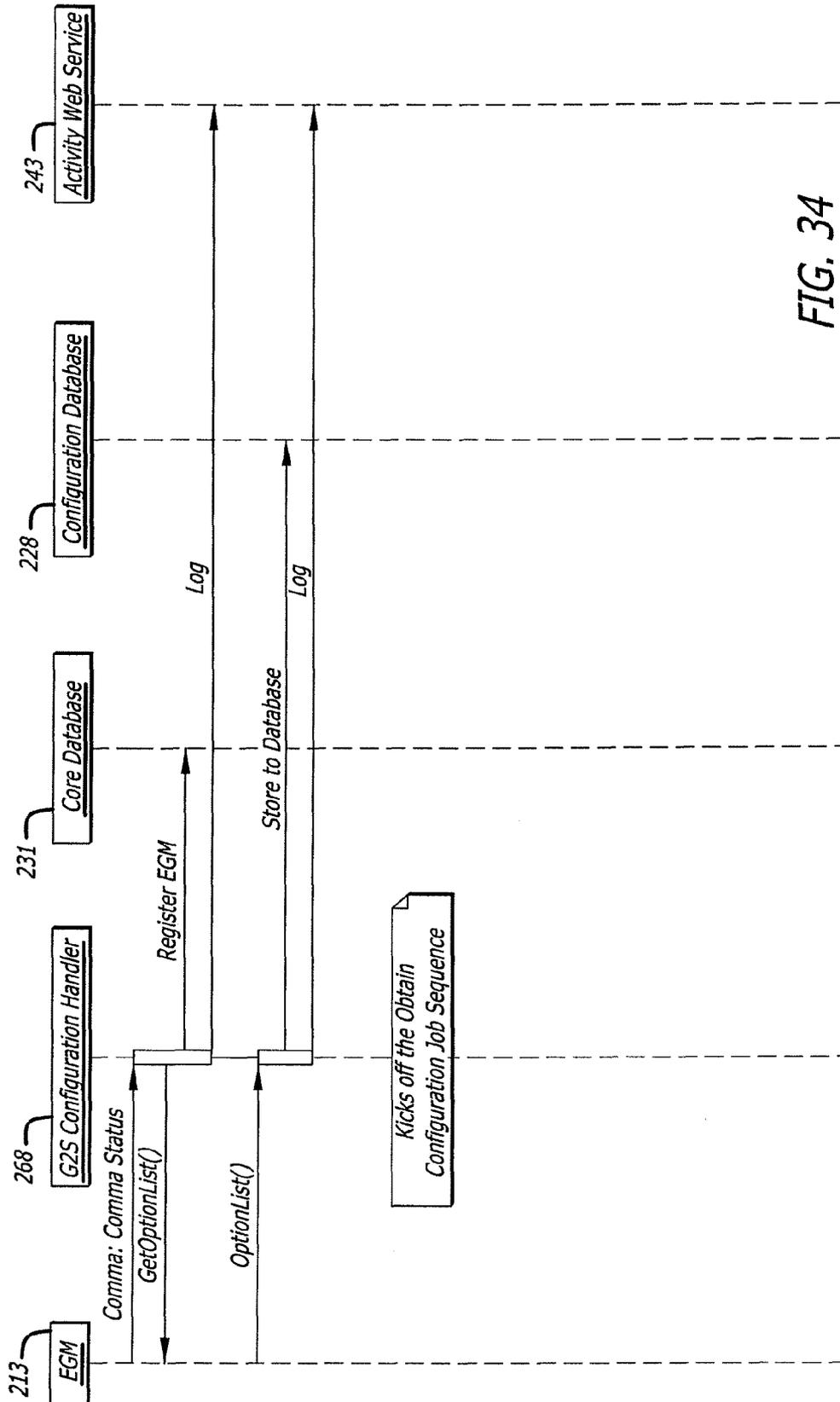


FIG. 34

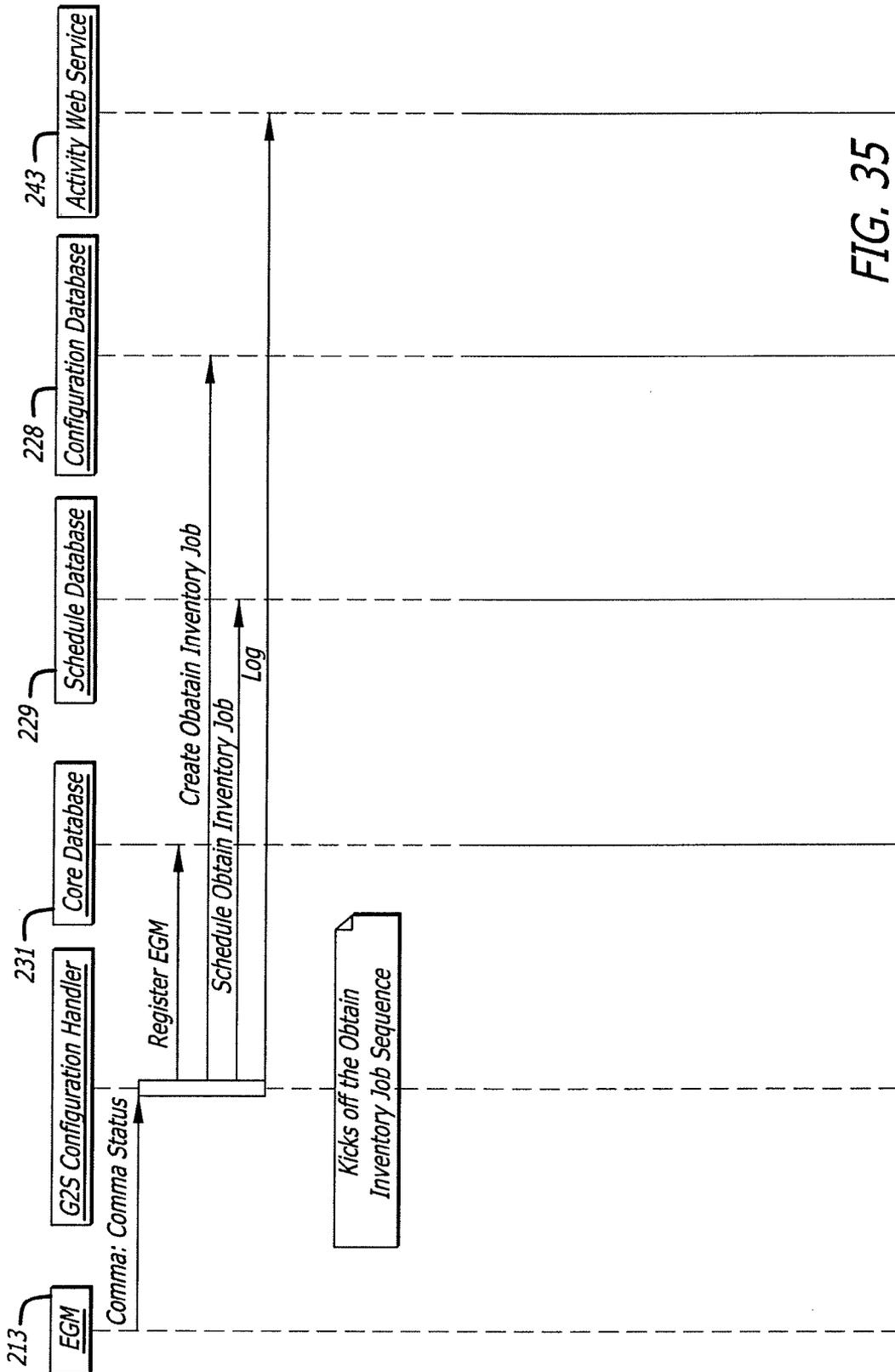


FIG. 35



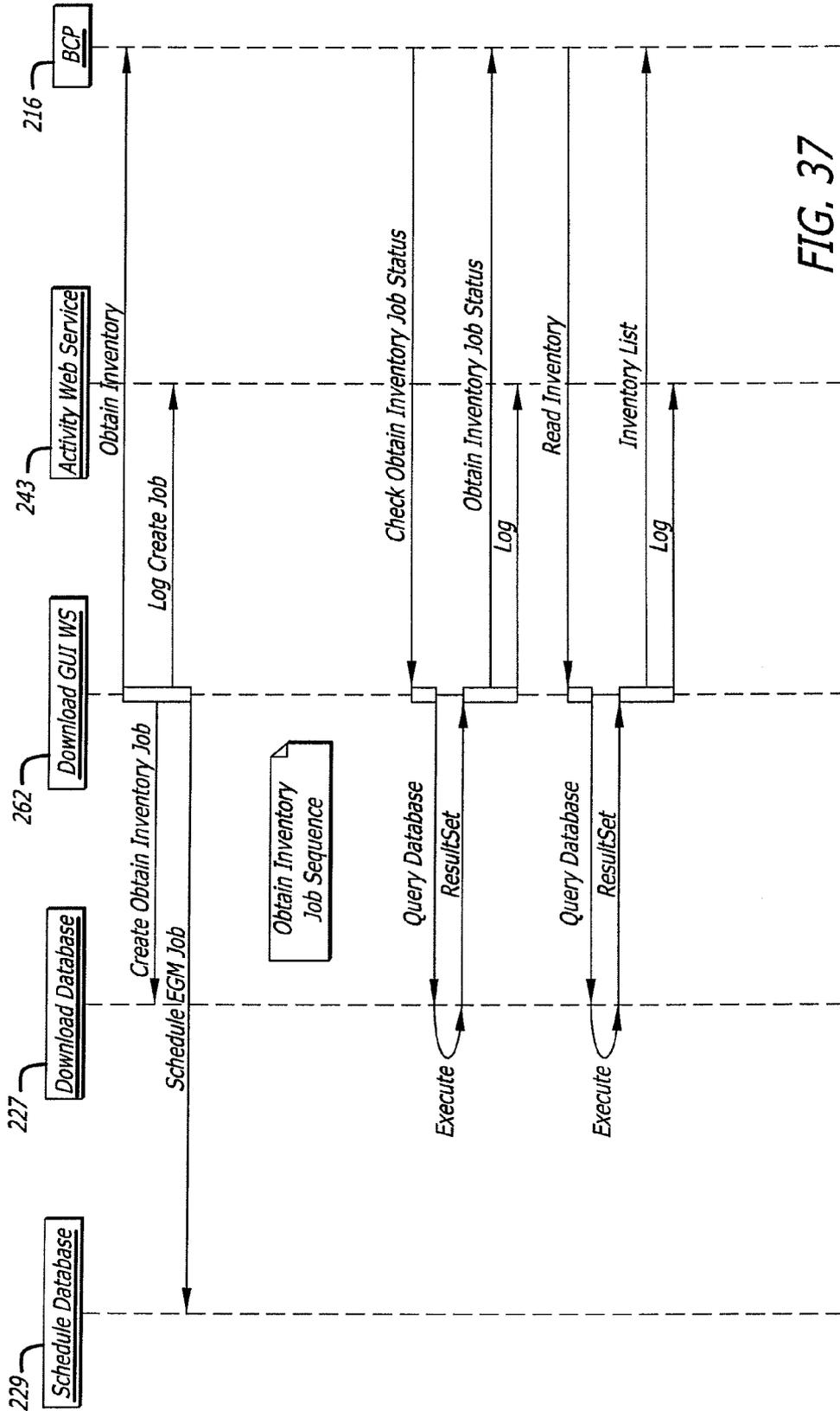


FIG. 37

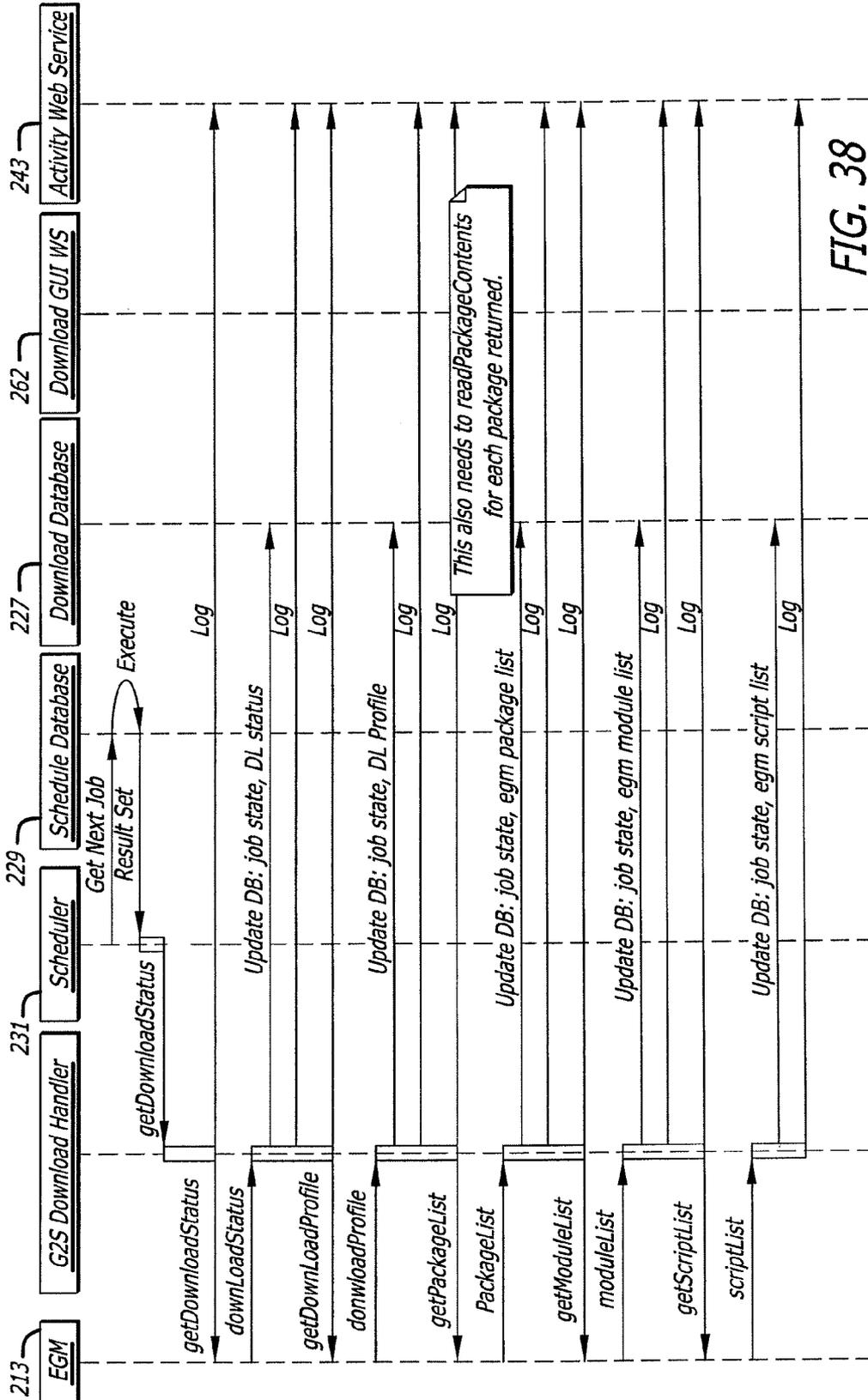


FIG. 38

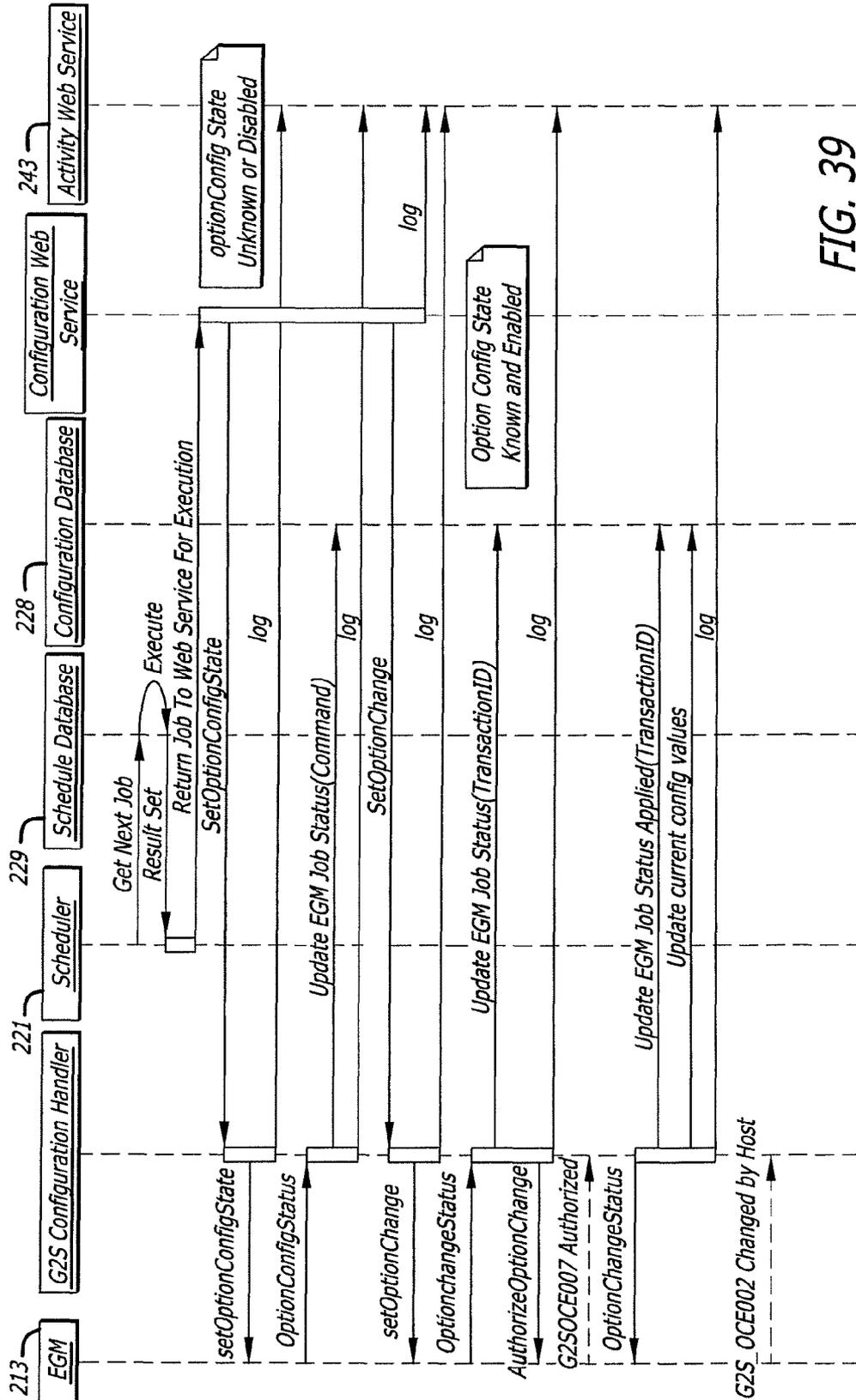


FIG. 39

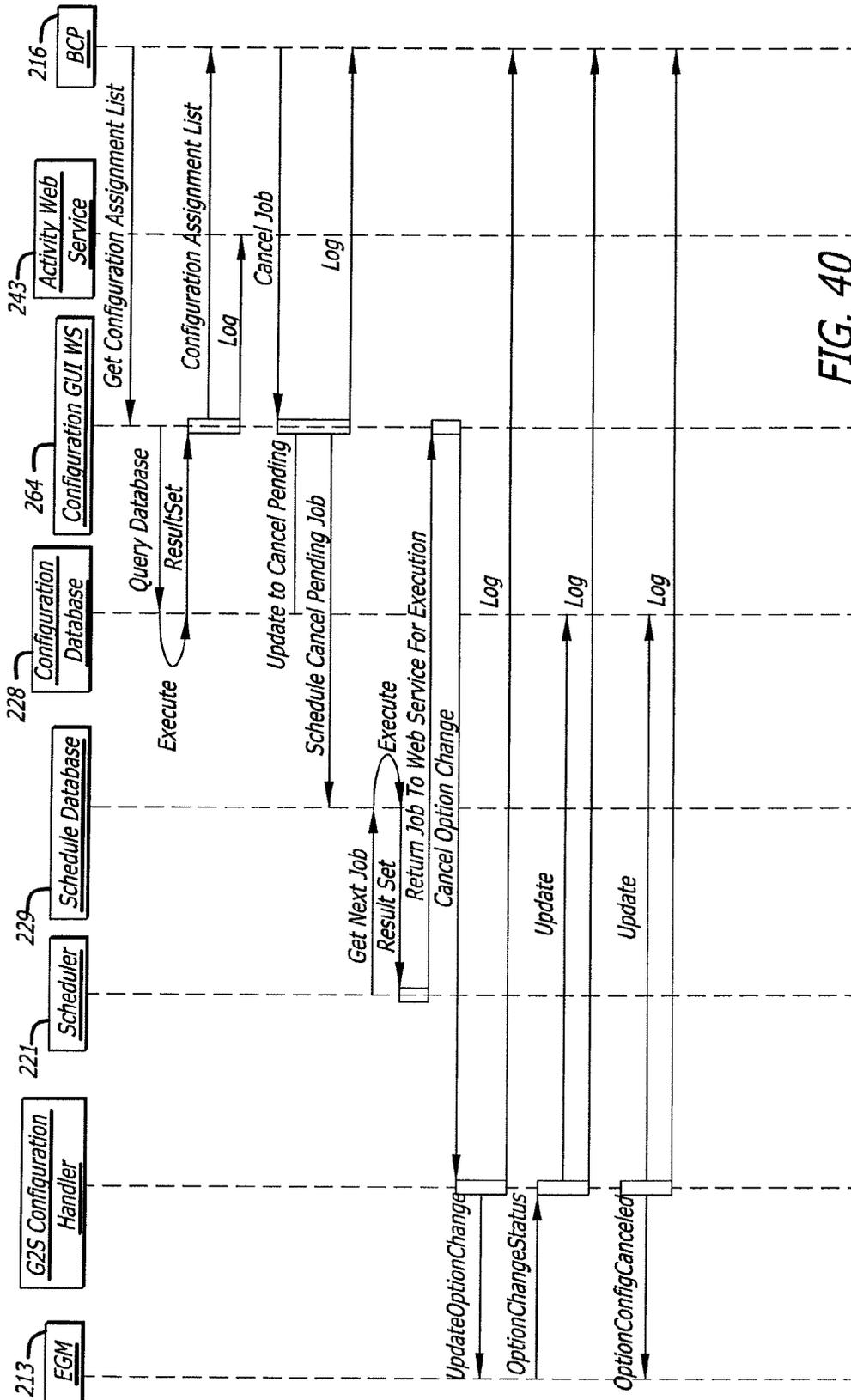


FIG. 40

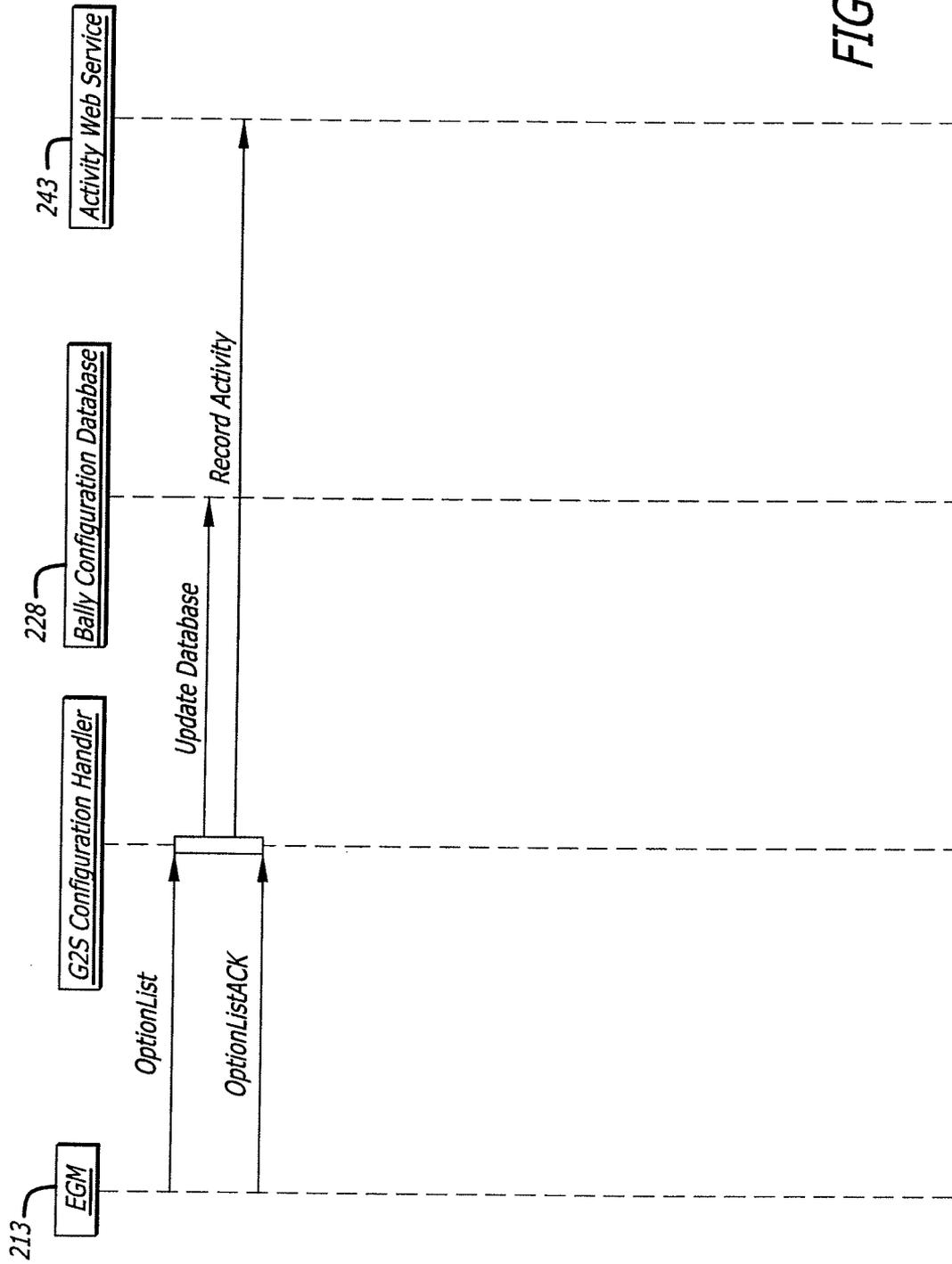


FIG. 41

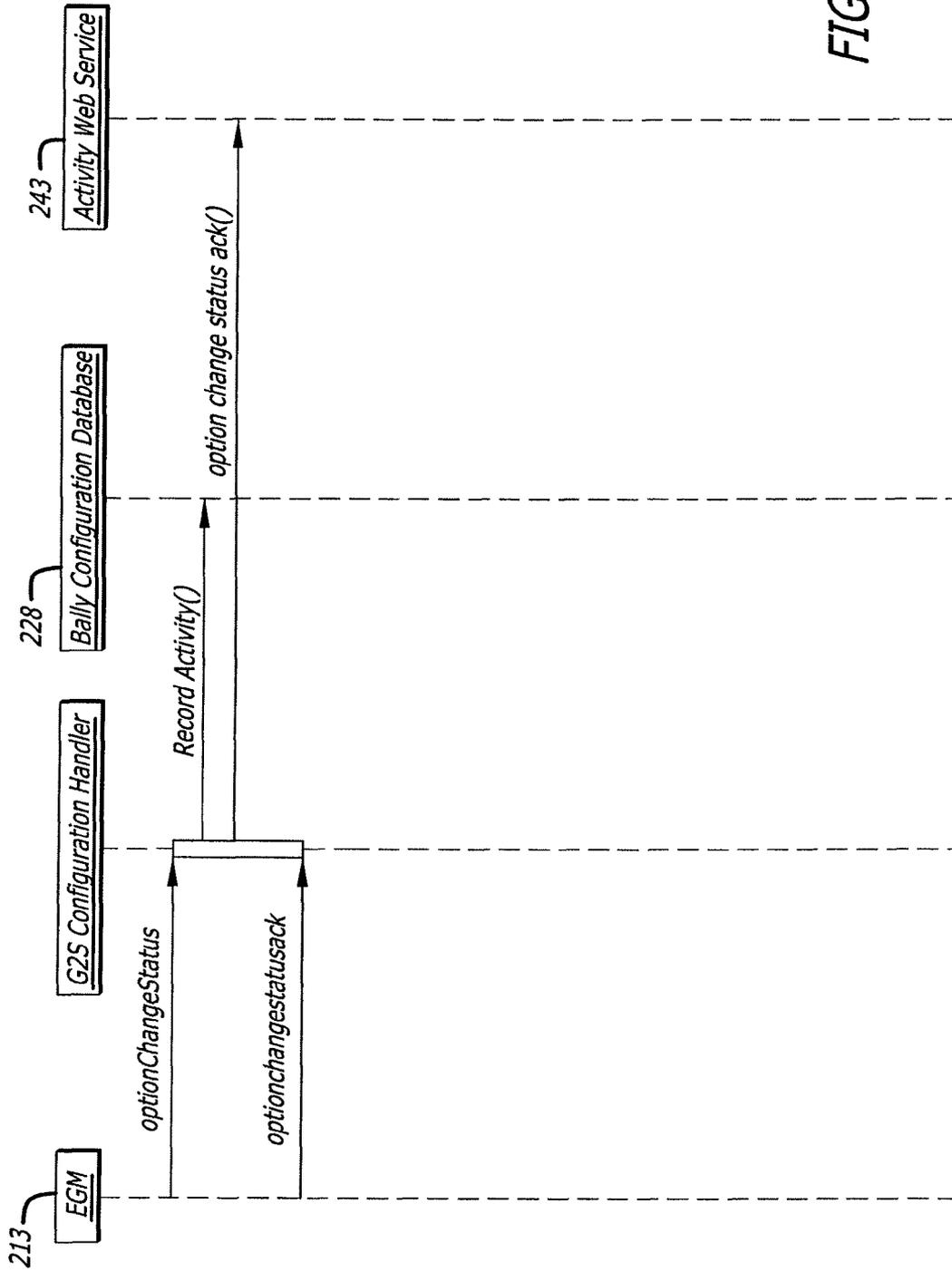


FIG. 42

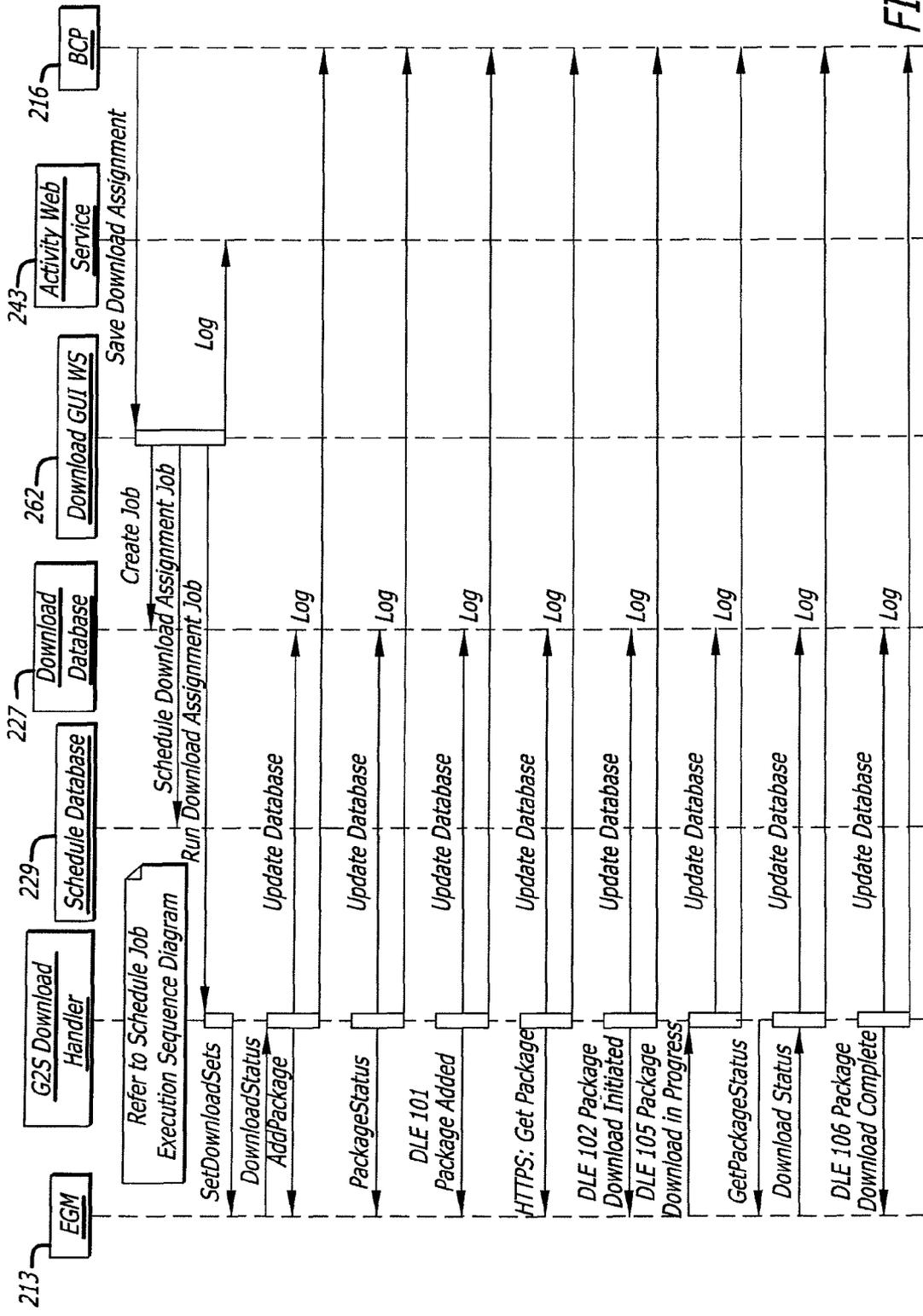
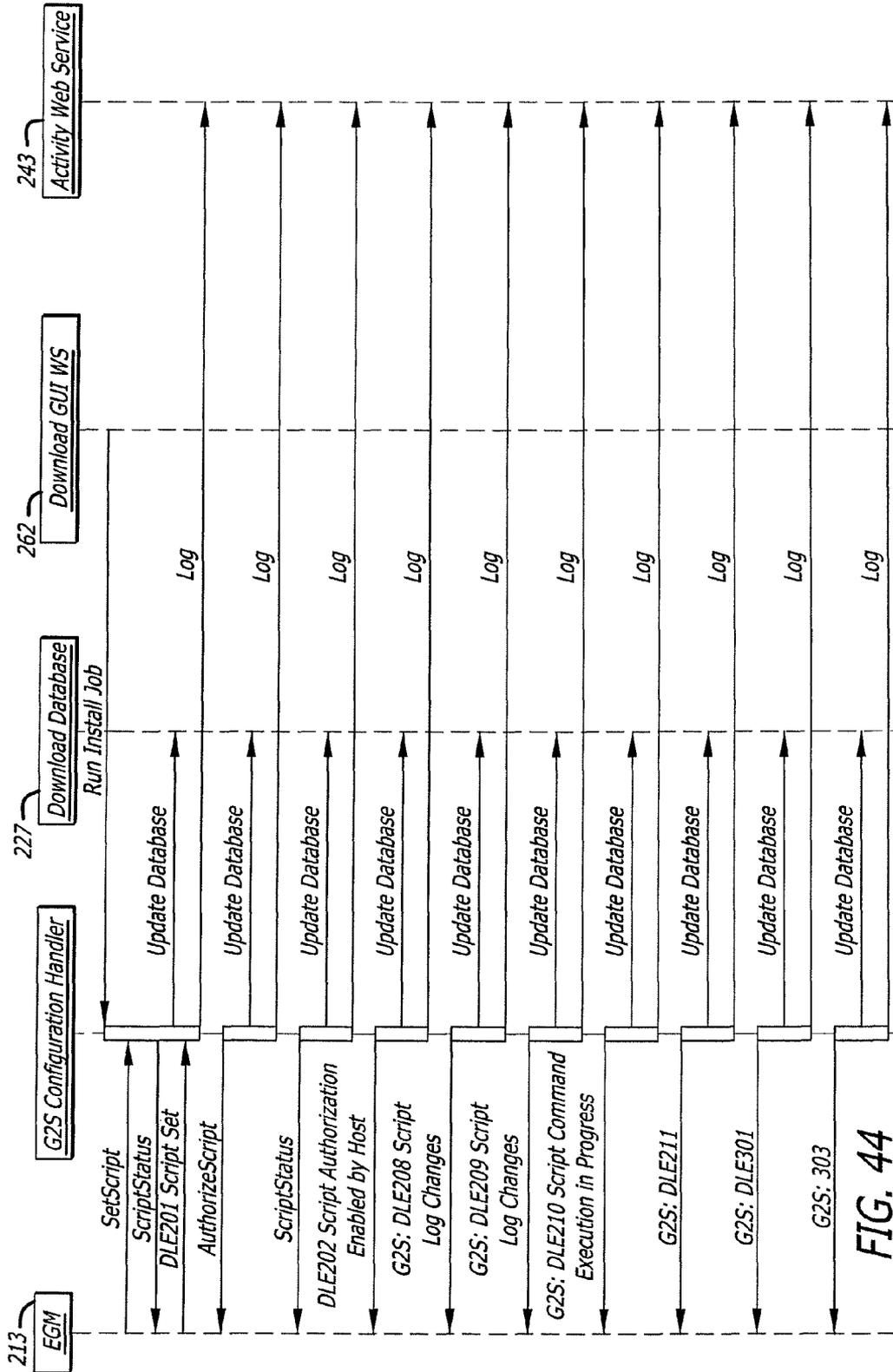


FIG. 43



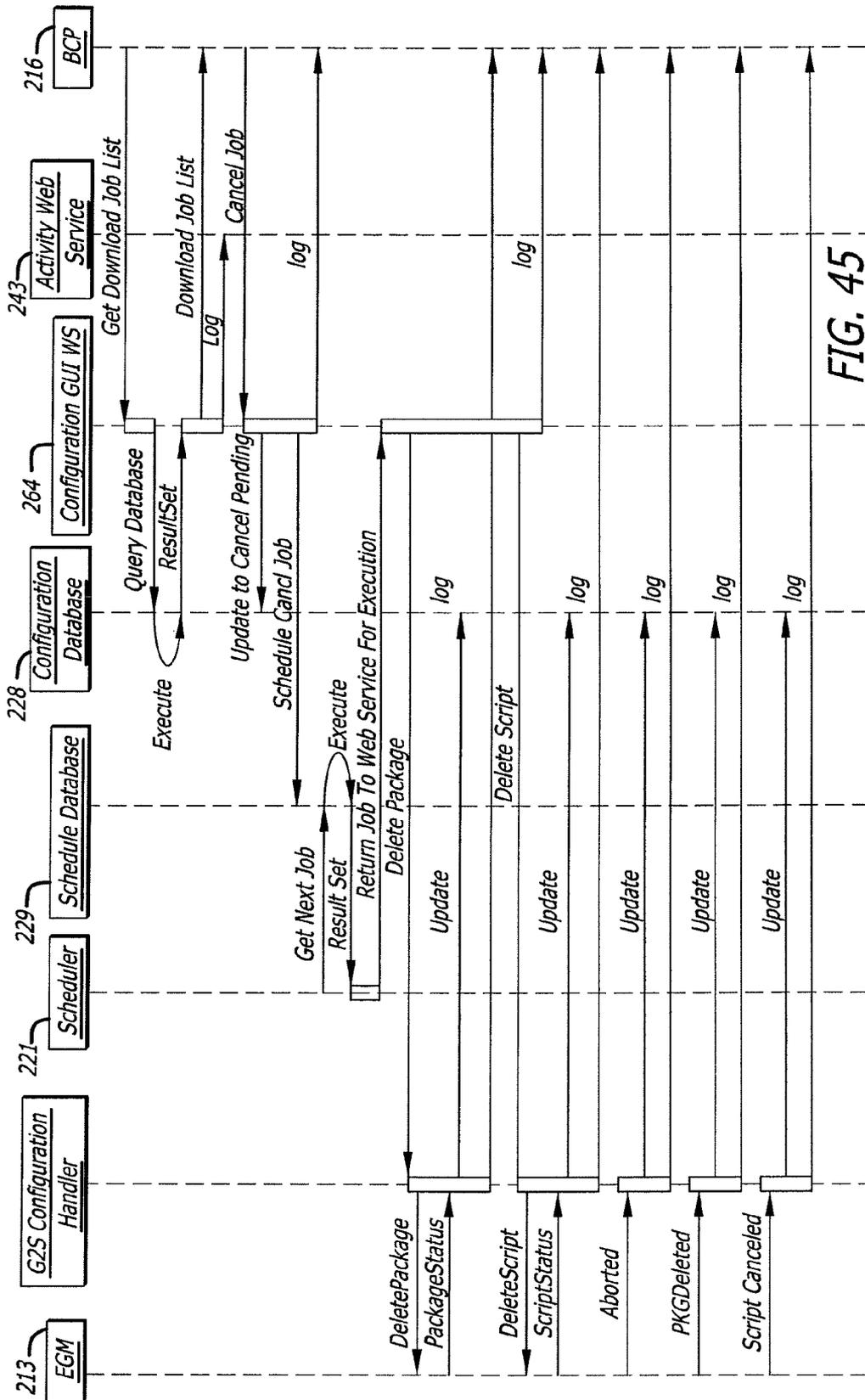


FIG. 45

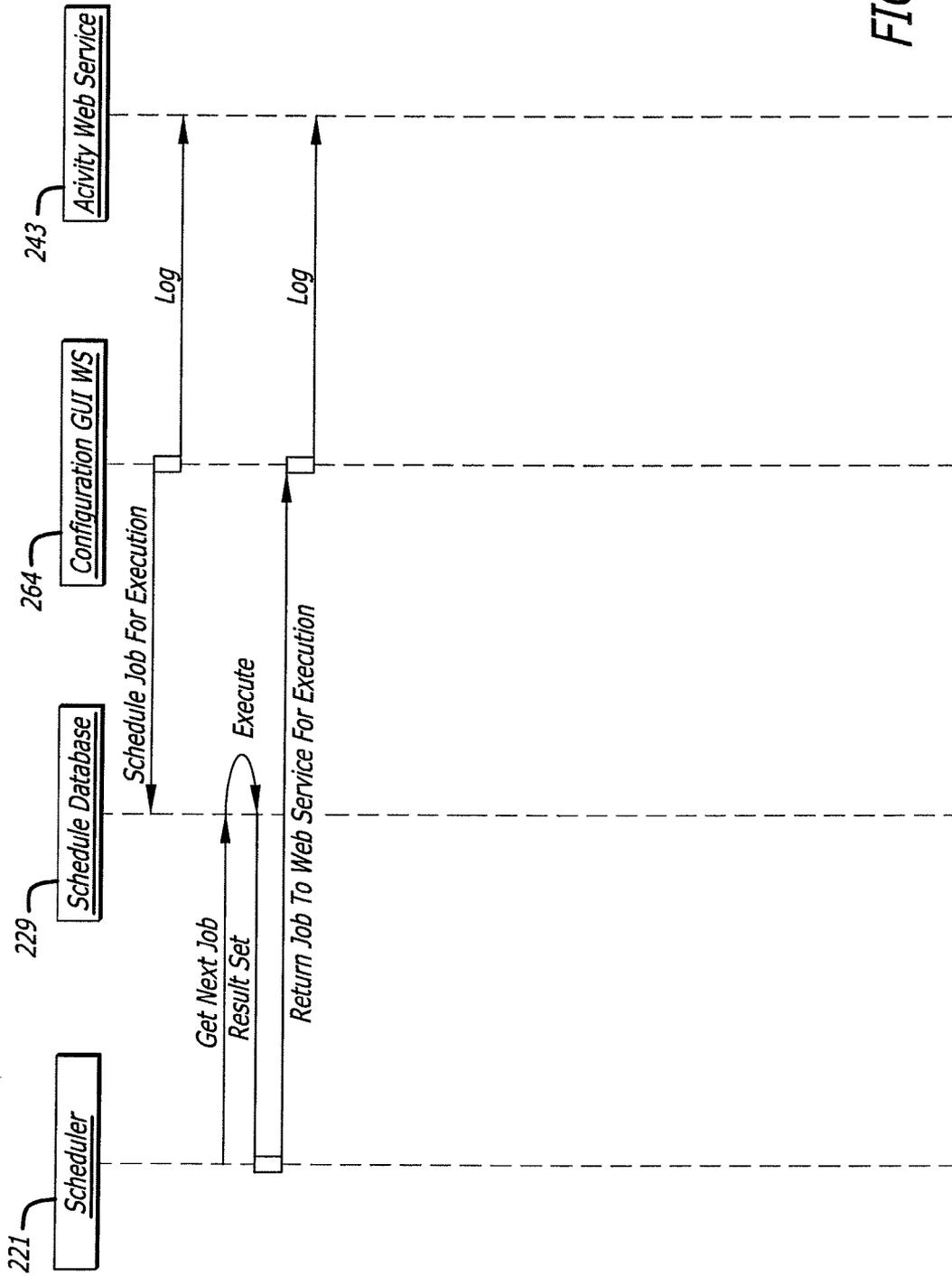


FIG. 46

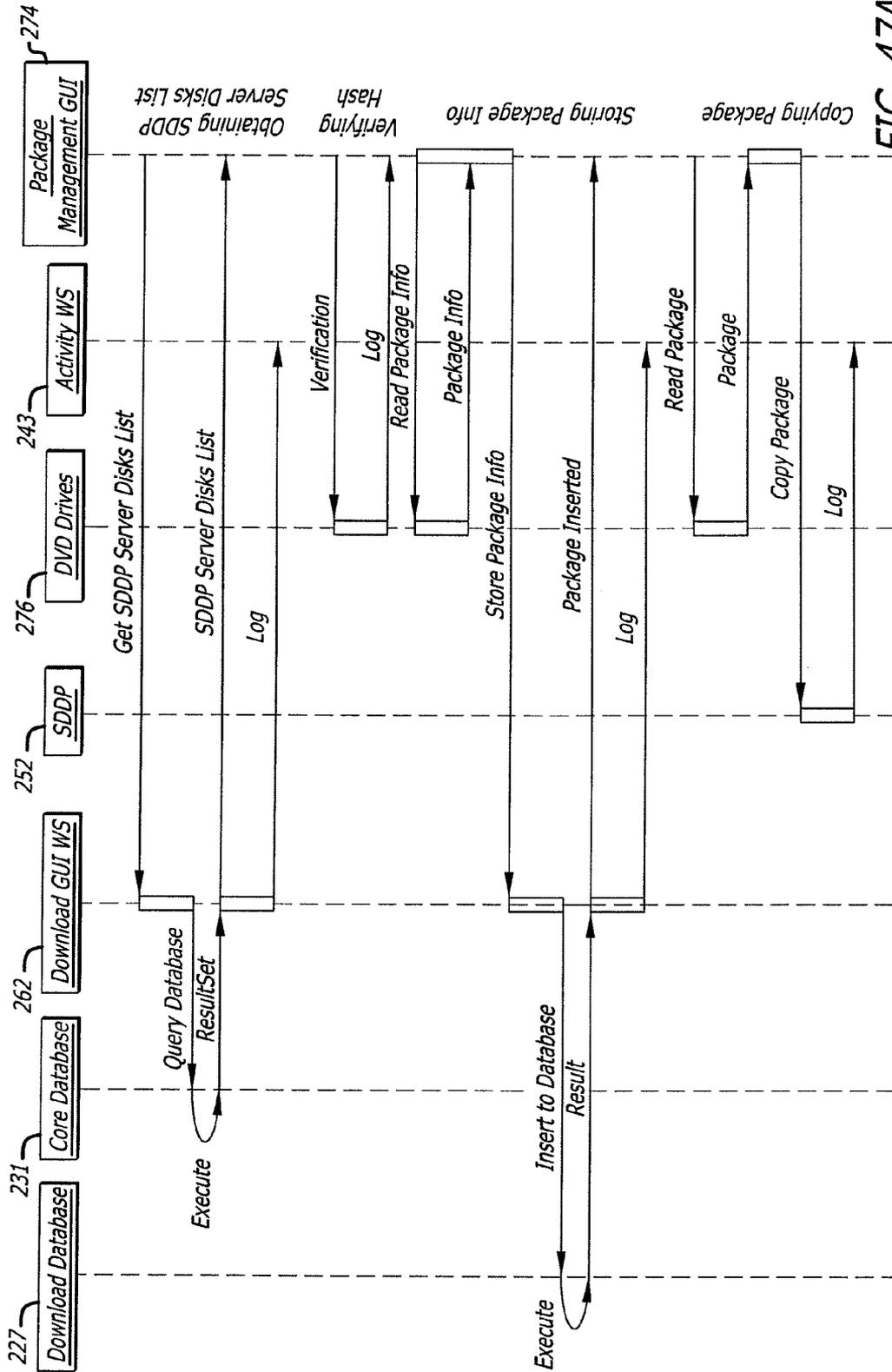


FIG. 47A

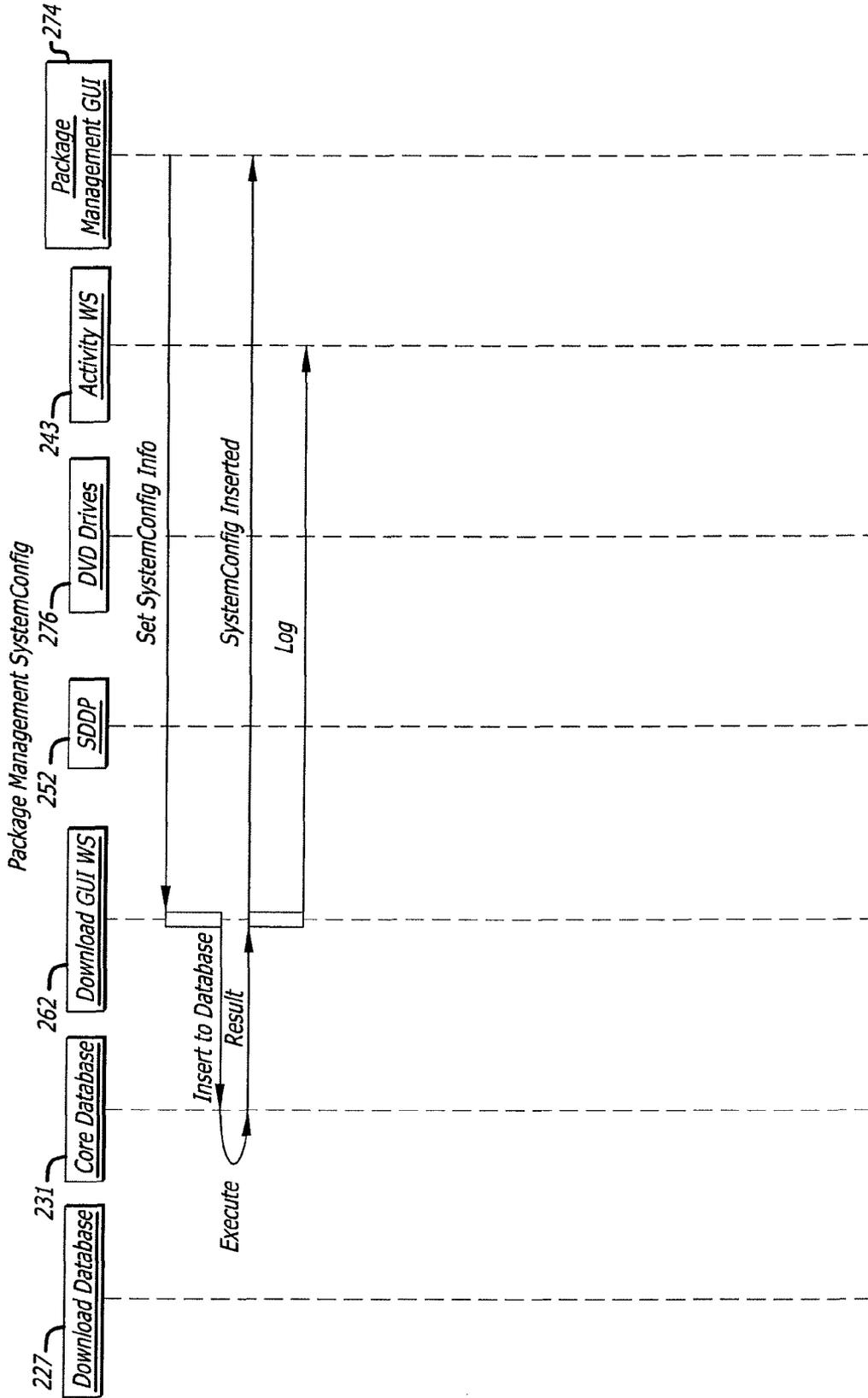


FIG. 47B

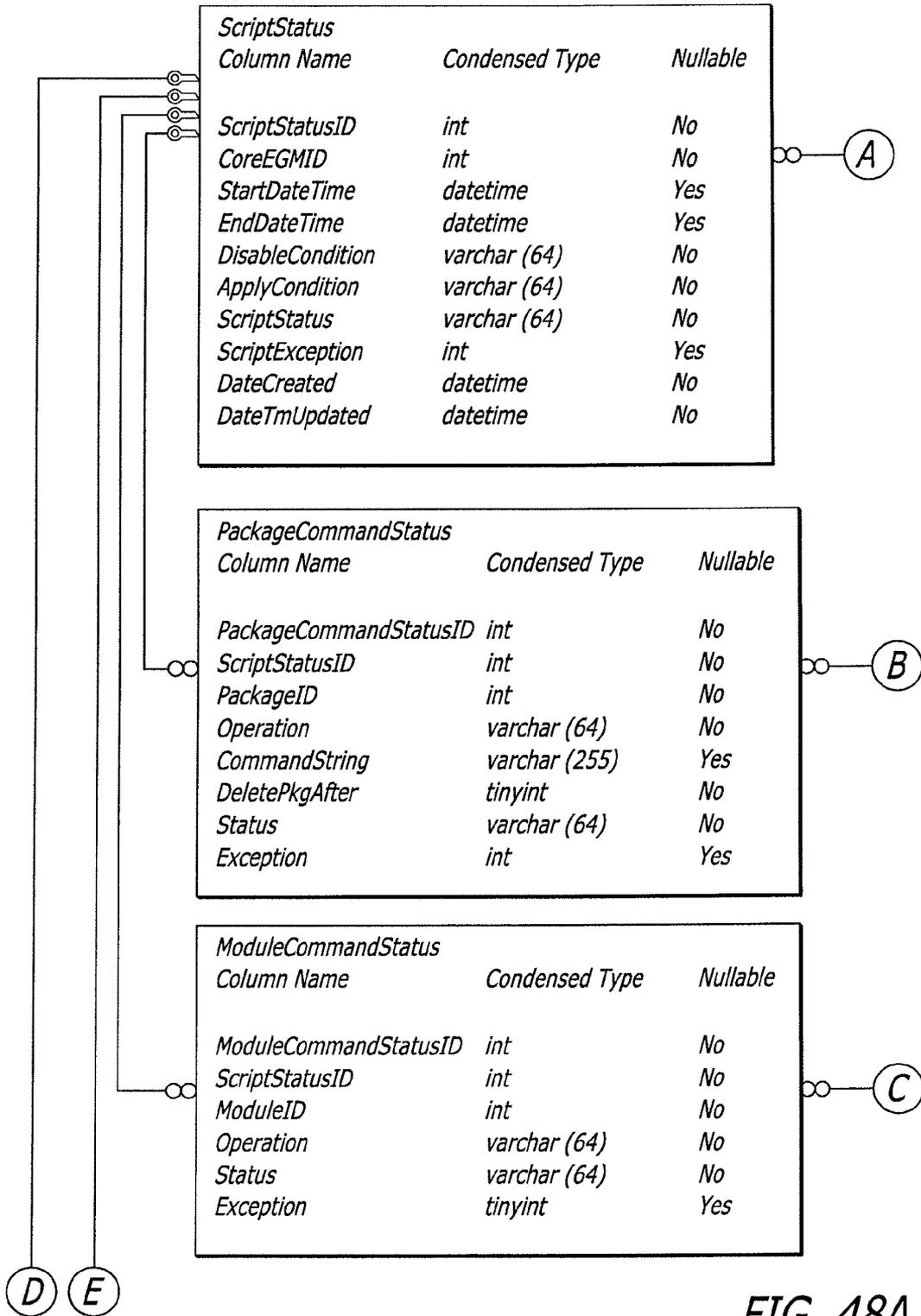


FIG. 48A

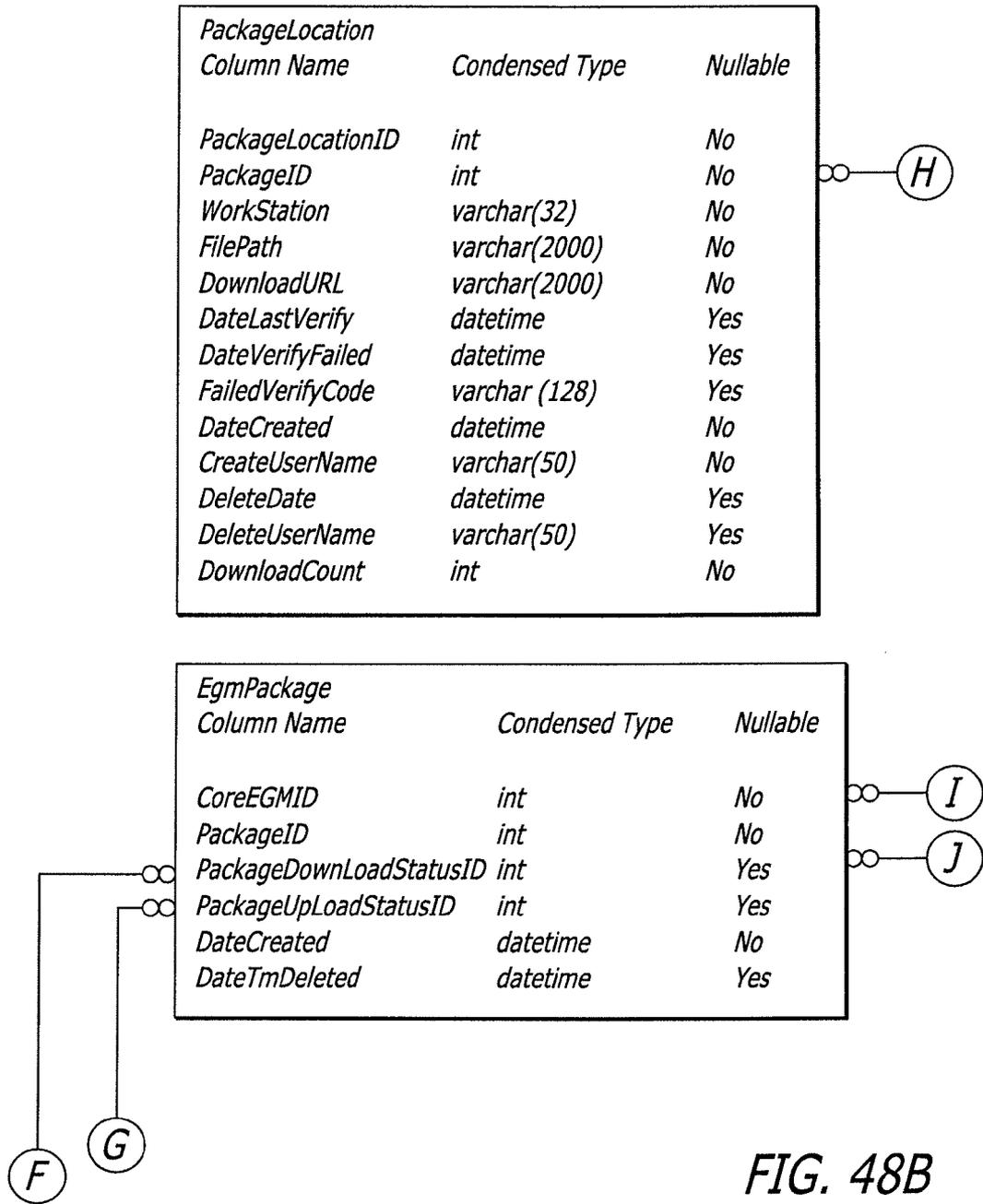


FIG. 48B

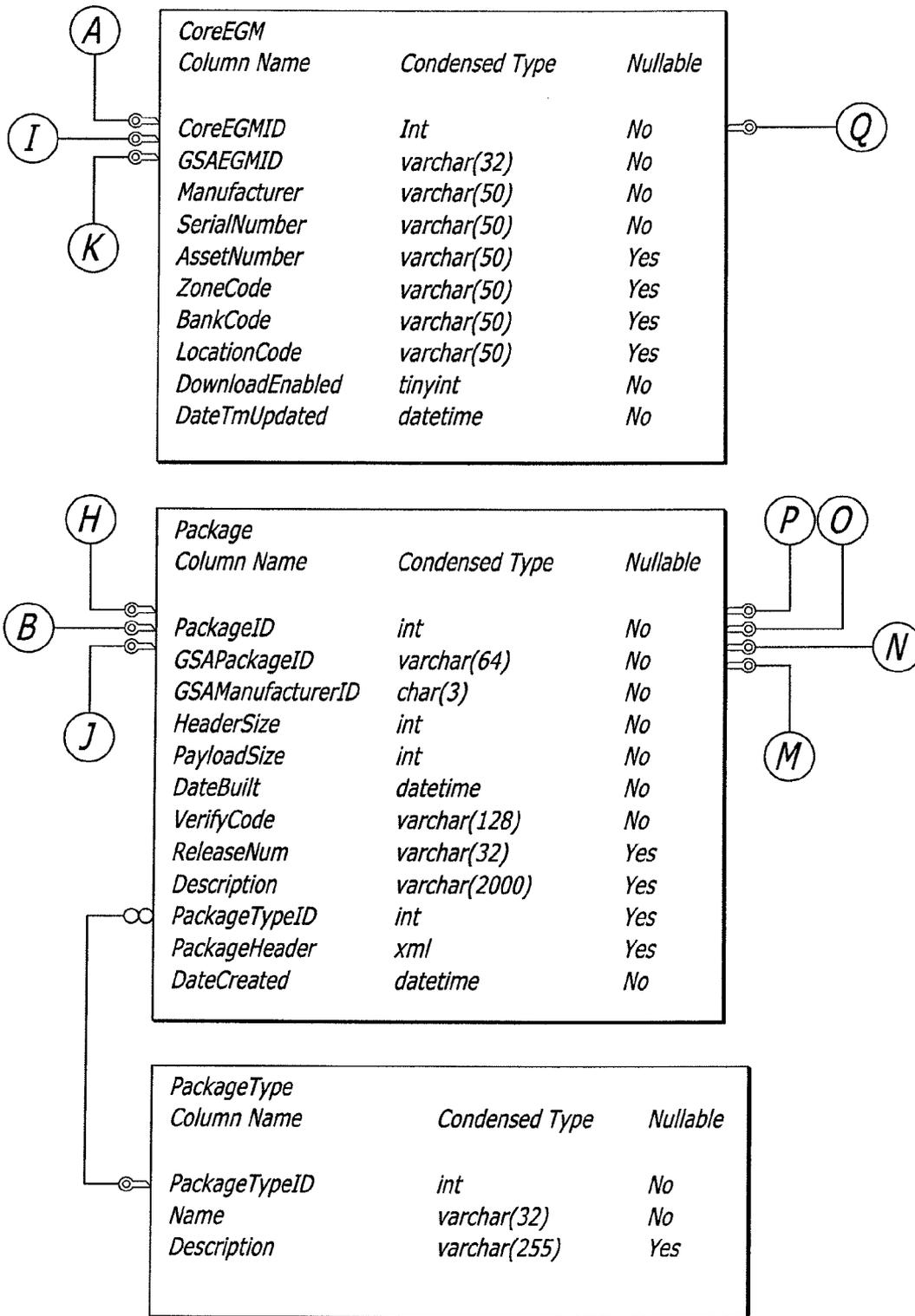


FIG. 48C

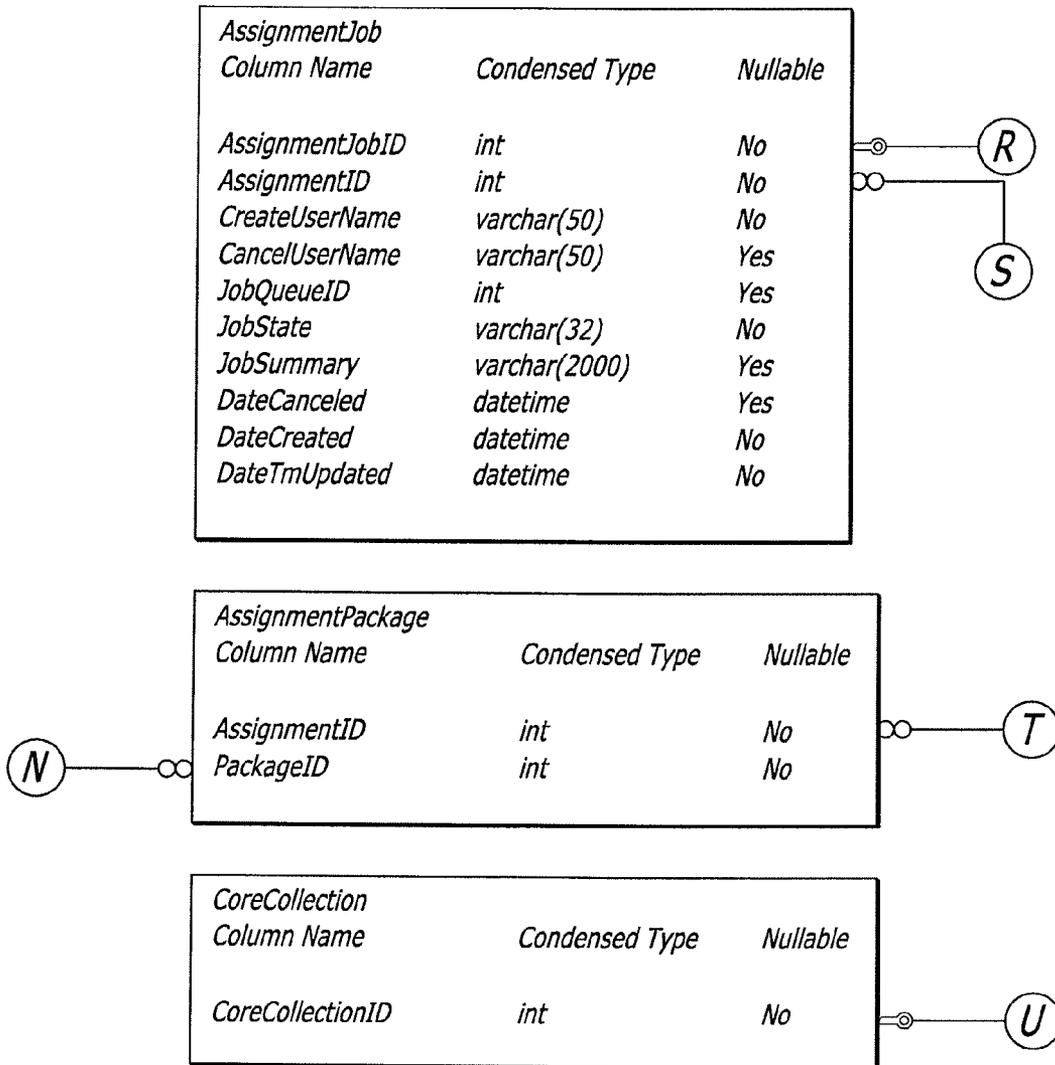


FIG. 48D

<i>EGMJob</i>	<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>
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	<i>AssignmentJobID</i>	<i>int</i>	<i>Yes</i>
	<i>CoreEGMID</i>	<i>int</i>	<i>No</i>
	<i>CreateUserName</i>	<i>varchar(50)</i>	<i>No</i>
	<i>CancelUserName</i>	<i>varchar(50)</i>	<i>Yes</i>
	<i>JobQueueID</i>	<i>int</i>	<i>Yes</i>
	<i>JobState</i>	<i>varchar(32)</i>	<i>No</i>
	<i>JobCompleteState</i>	<i>varchar(32)</i>	<i>Yes</i>
	<i>JobSummary</i>	<i>varchar(2000)</i>	<i>Yes</i>
	<i>CommandID</i>	<i>bigint</i>	<i>Yes</i>
	<i>TransactionID</i>	<i>bigint</i>	<i>Yes</i>
	<i>JobData</i>	<i>xml</i>	<i>Yes</i>
	<i>DateTmCanceled</i>	<i>datetime</i>	<i>No</i>
	<i>DateCreated</i>	<i>datetime</i>	<i>No</i>
	<i>DateTmUpdated</i>	<i>datetime</i>	<i>No</i>

FIG. 48E

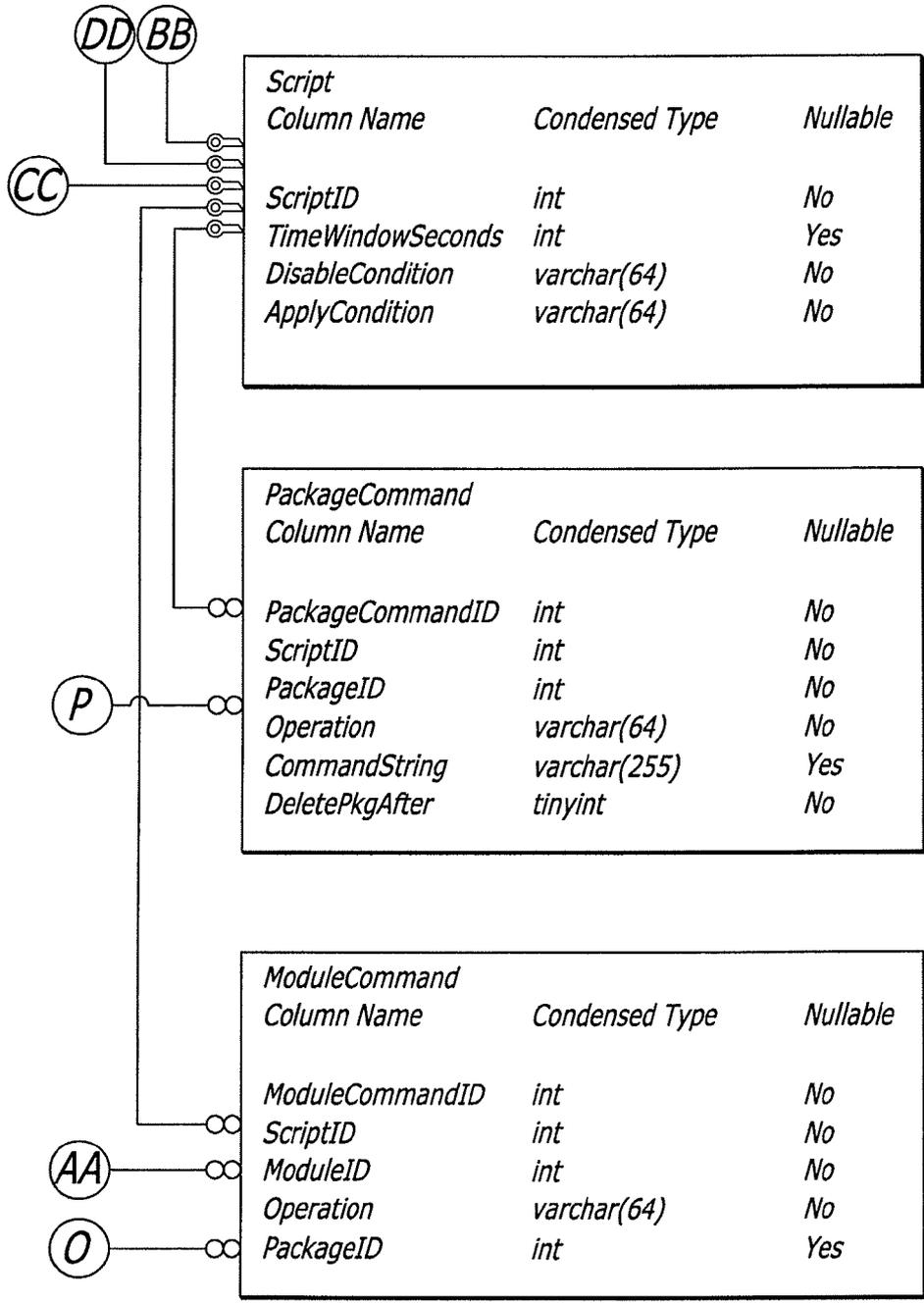


FIG. 48F

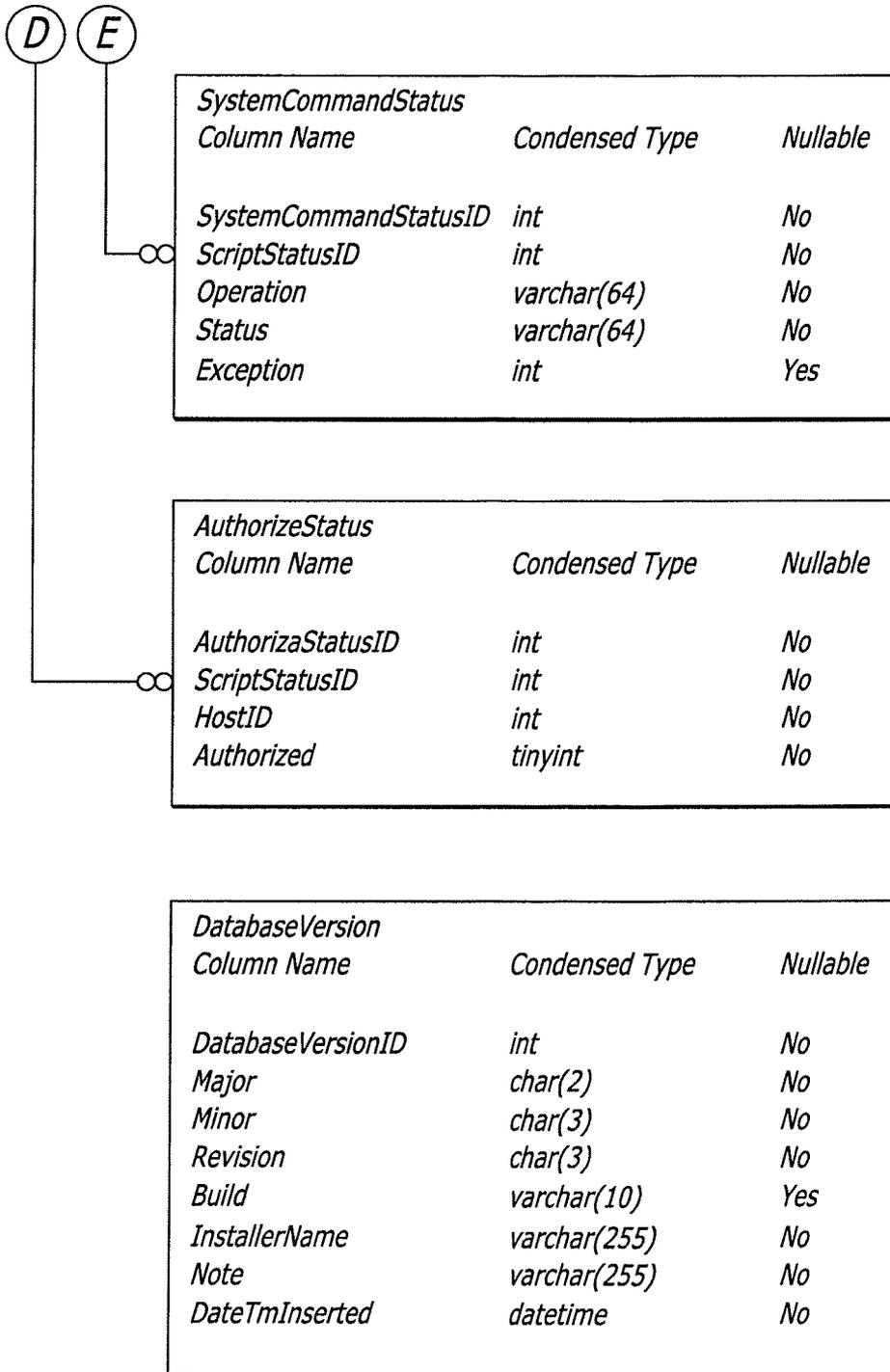


FIG. 48G

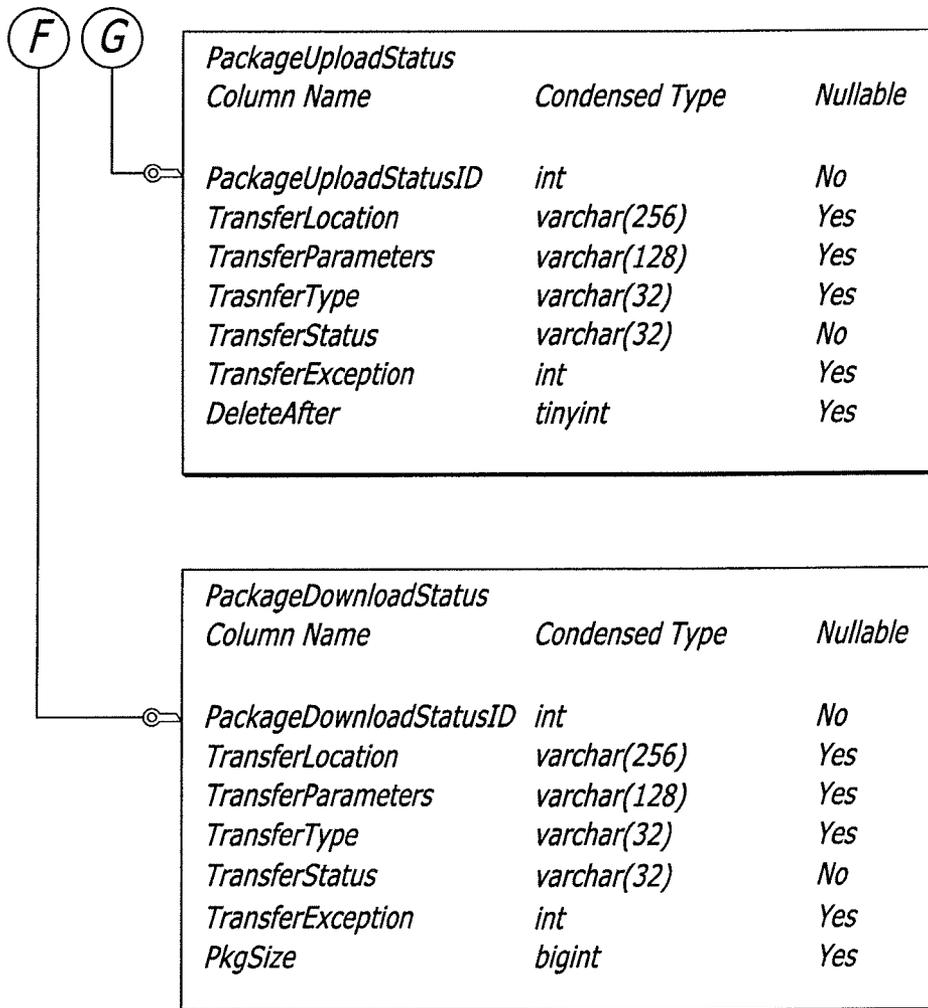


FIG. 48H

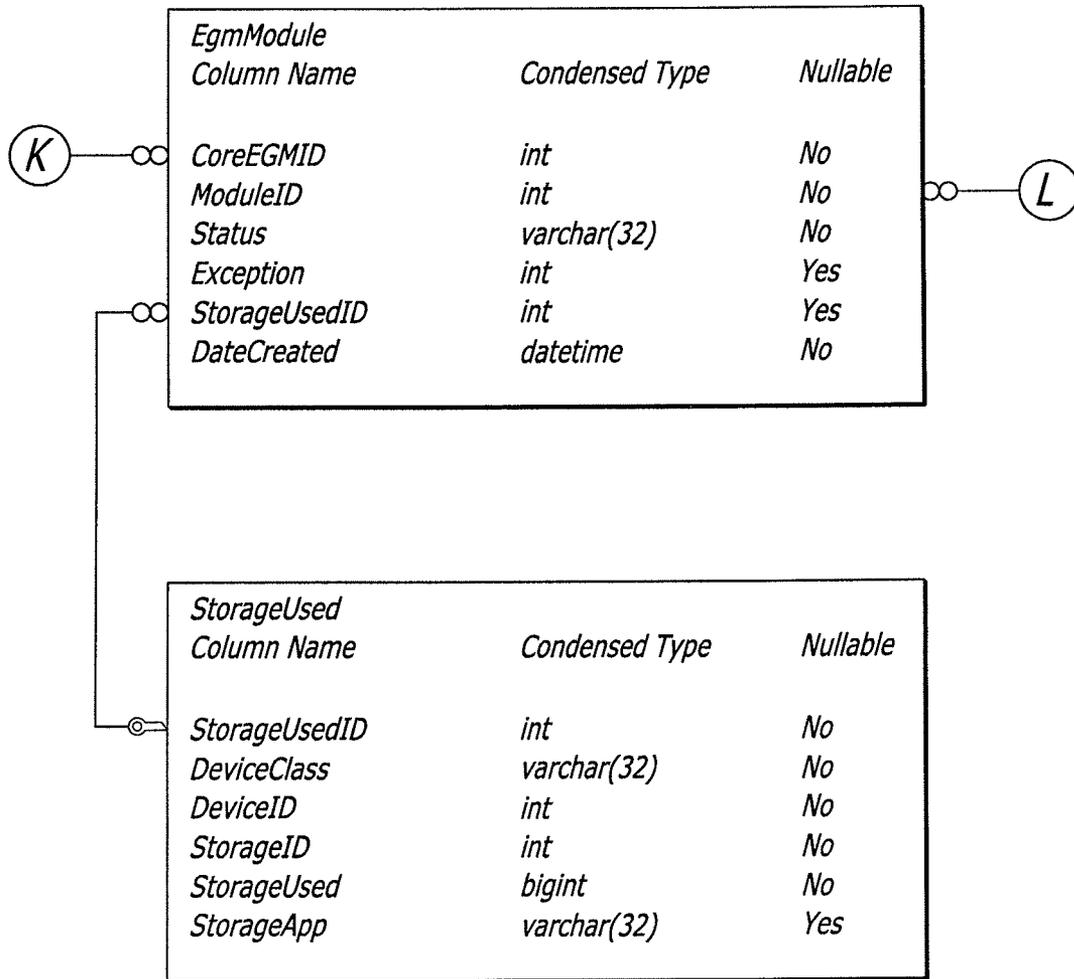


FIG. 48I

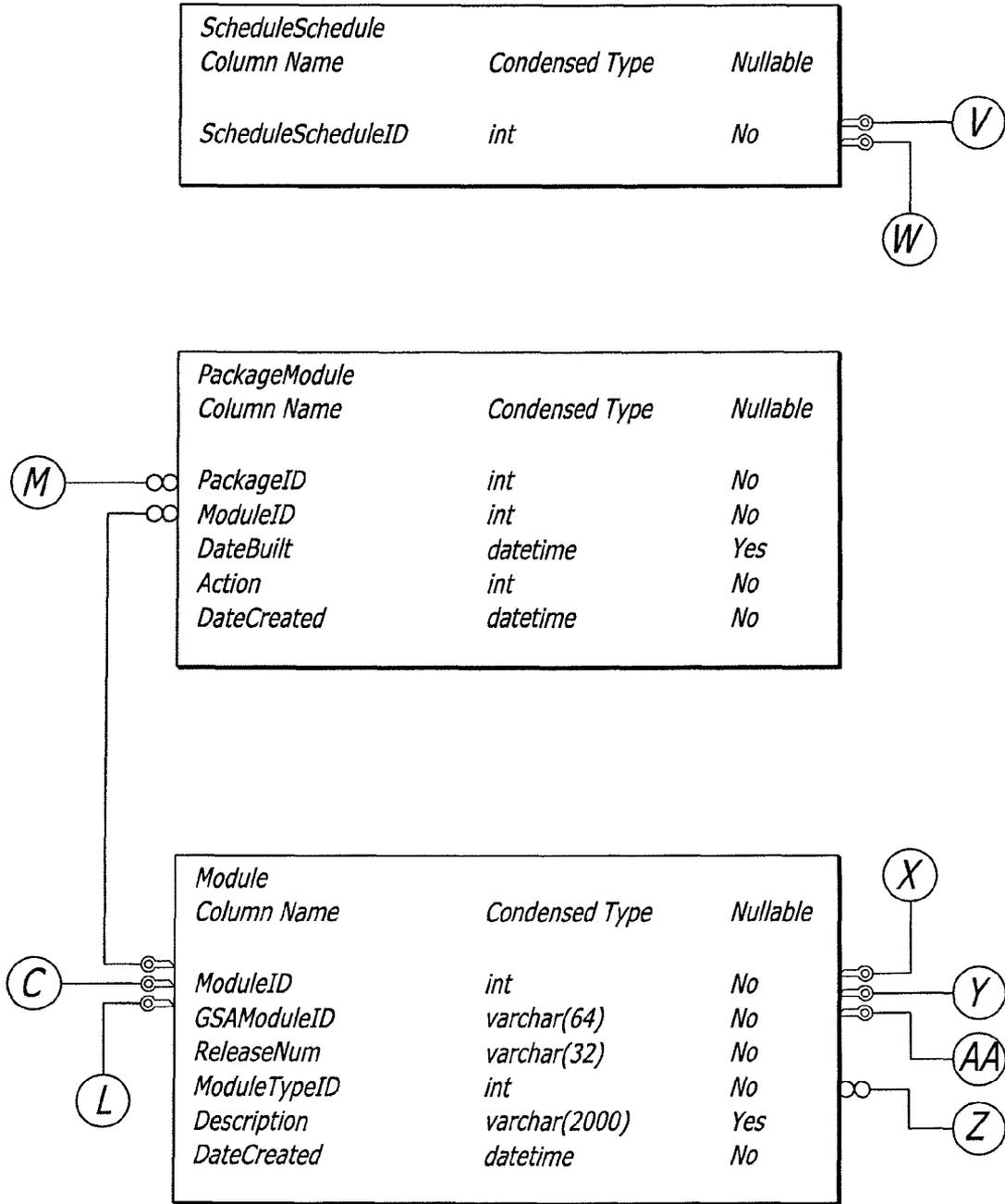


FIG. 48J

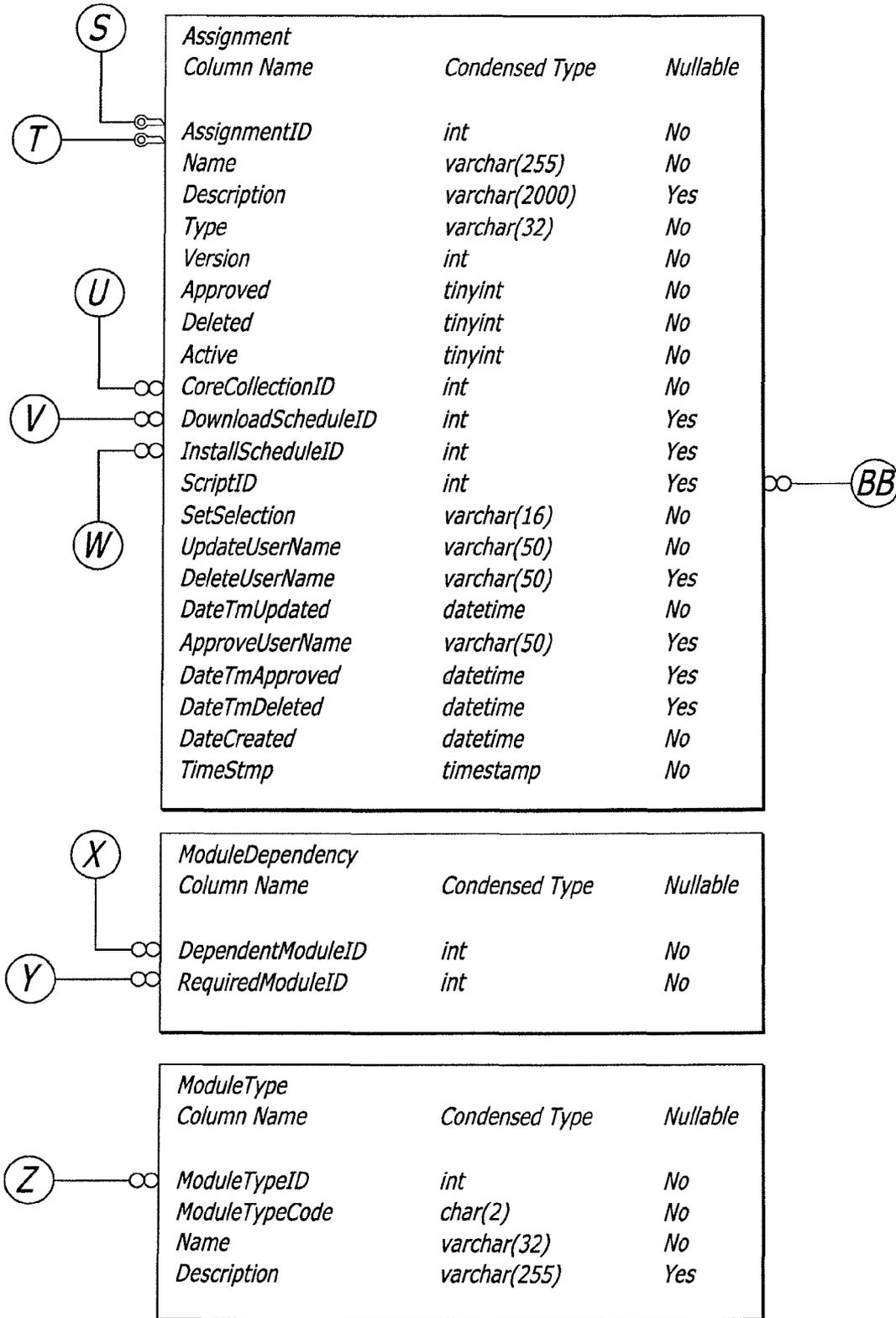


FIG. 48K

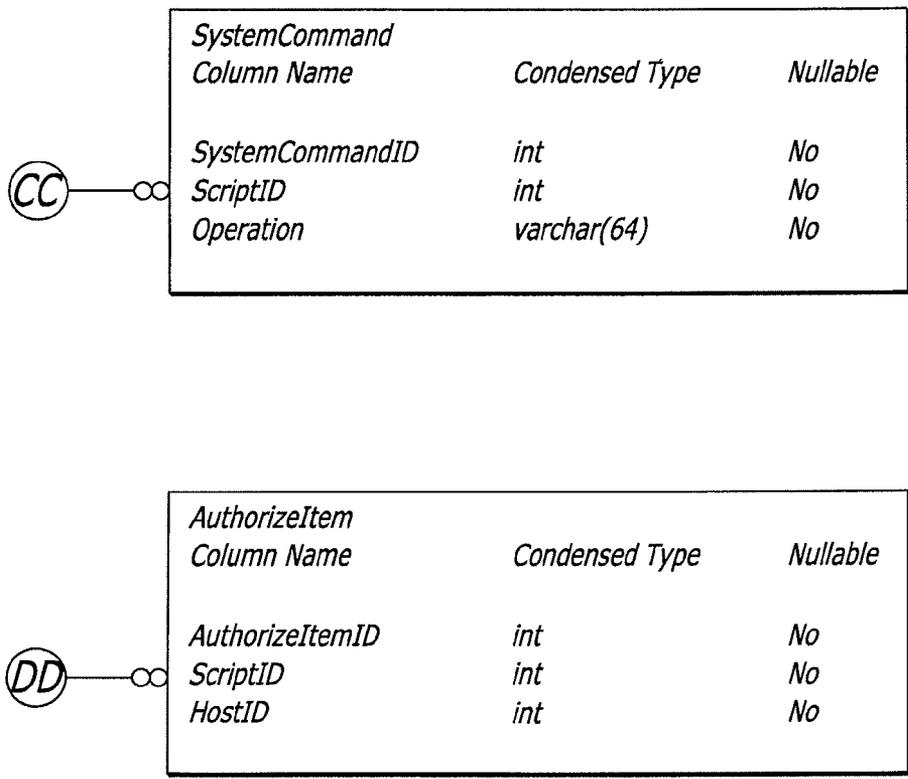


FIG. 48L

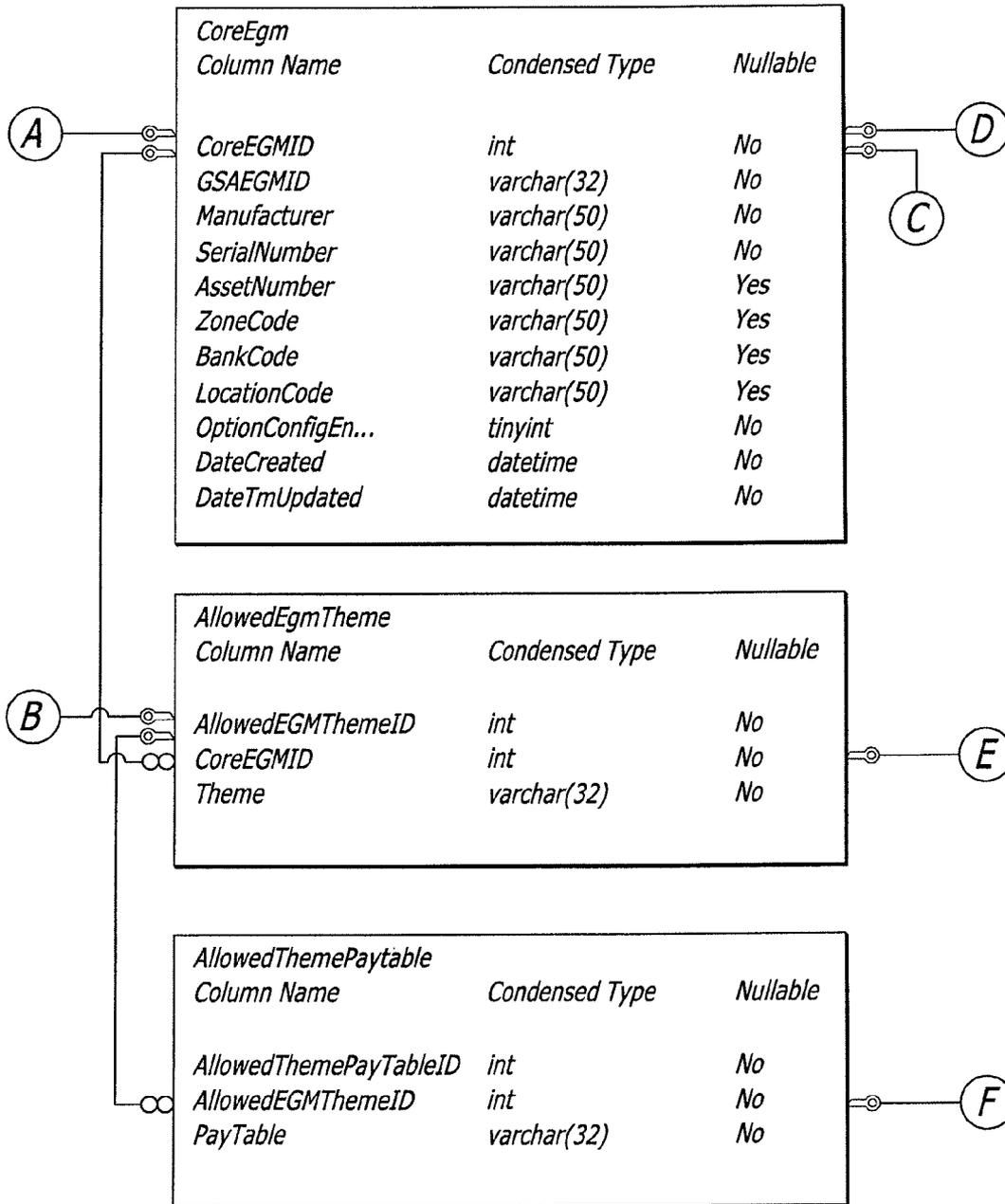


FIG. 49A

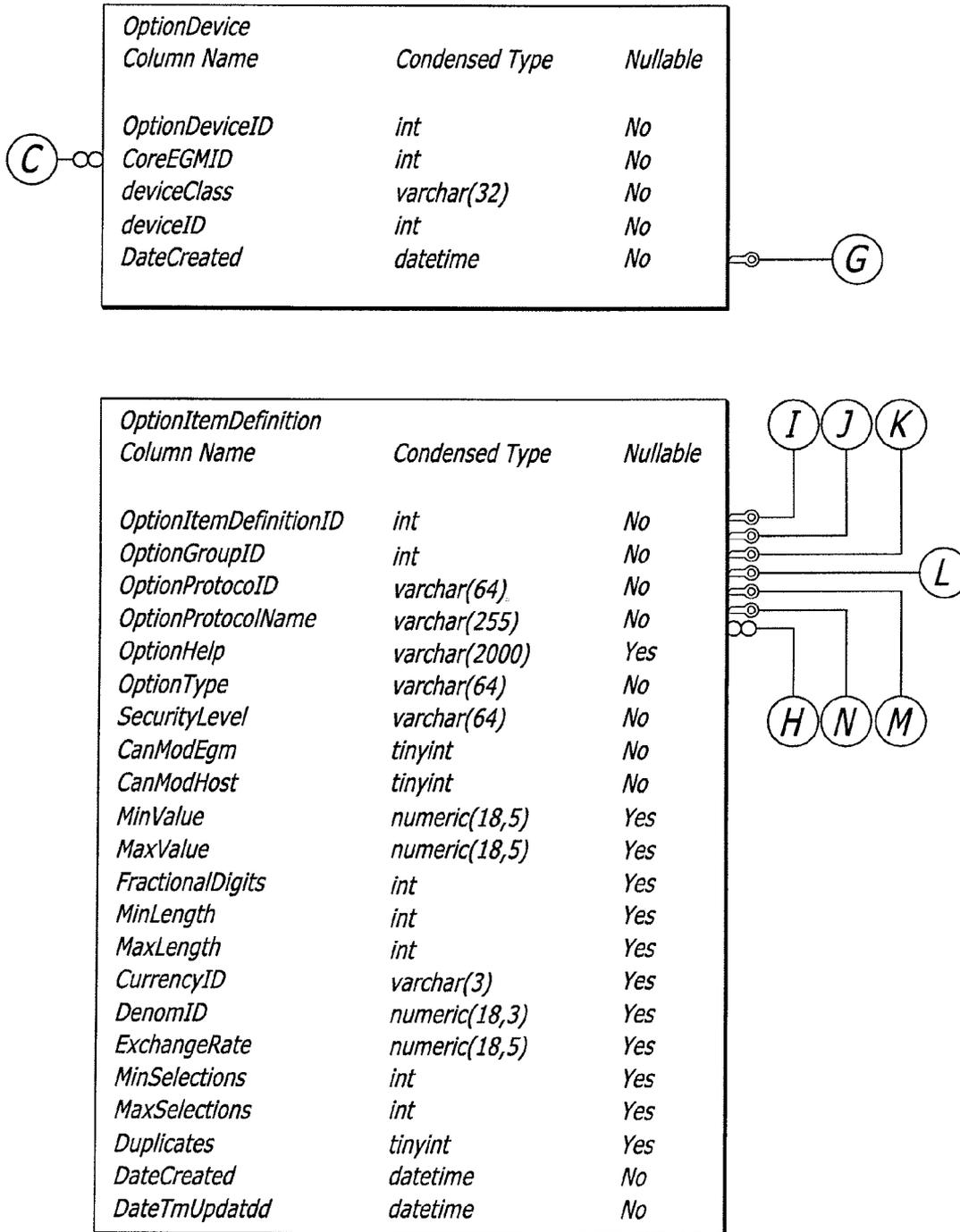


FIG. 49B

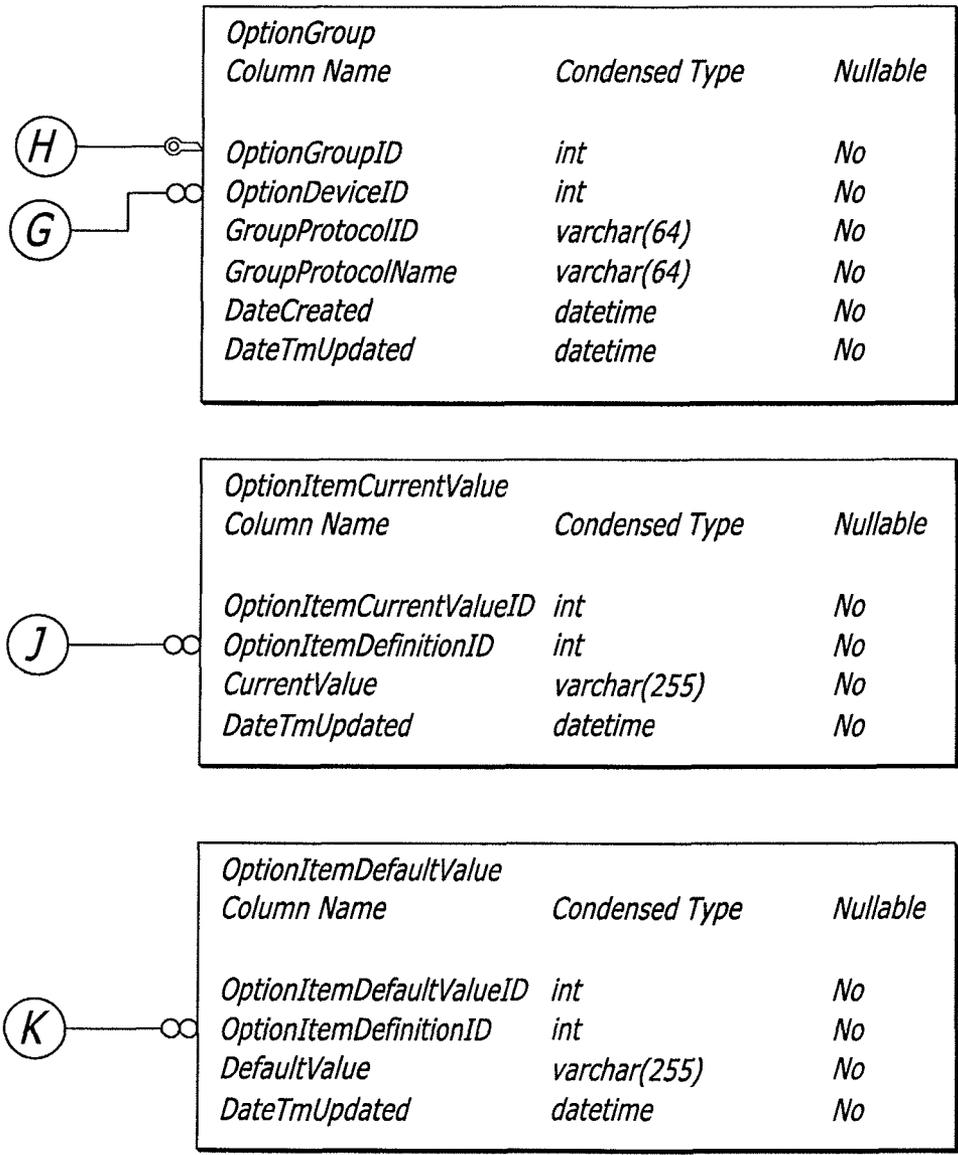


FIG. 49C

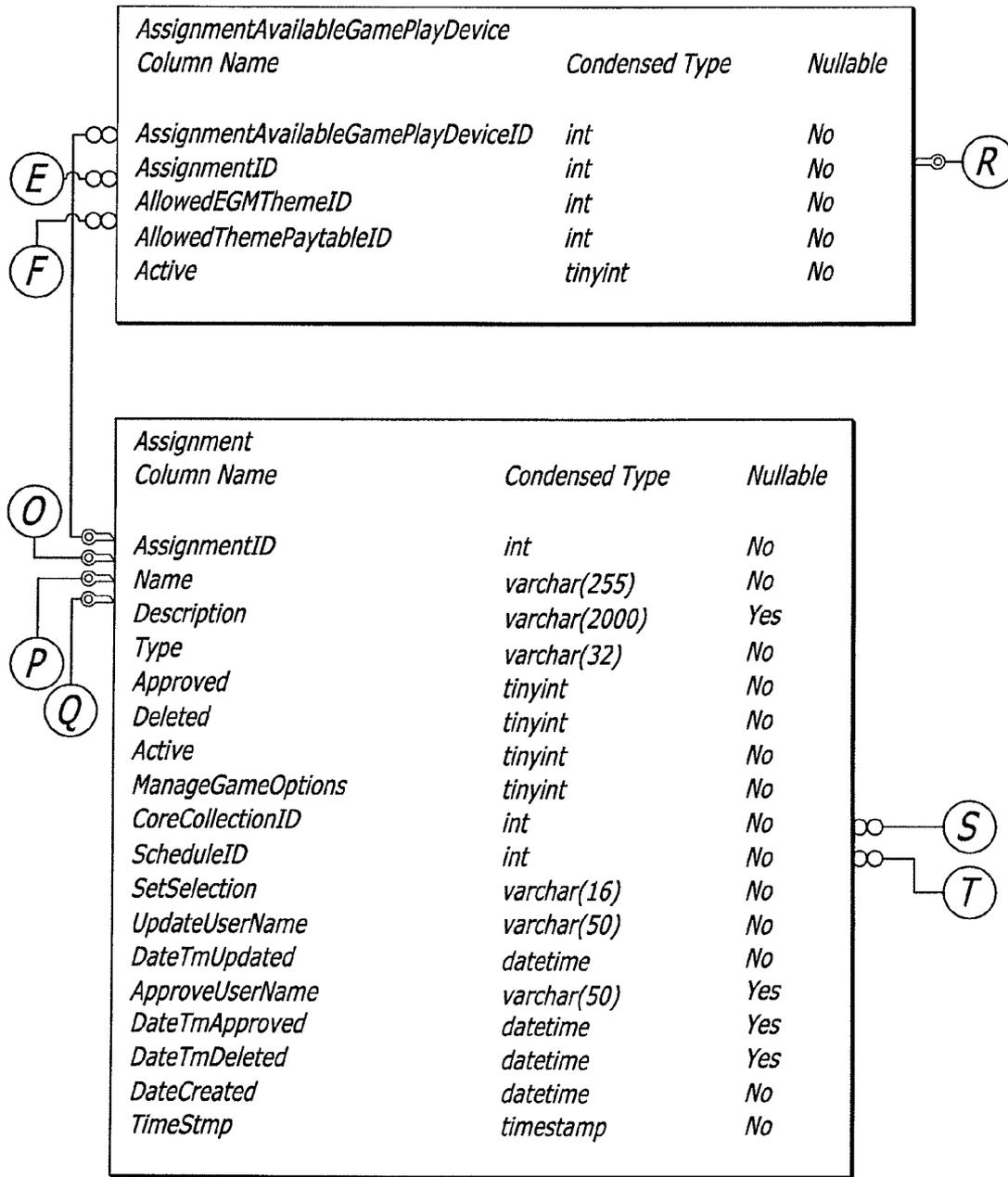


FIG. 49D

**R**

<i>AssignmentGamePlayDeviceDenom</i>		
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>
<i>AssignmentGamePlayDeviceDenomID</i>	<i>int</i>	<i>No</i>
<i>AssignmentAvailableGamePlayDeviceID</i>	<i>int</i>	<i>No</i>
<i>Denom</i>	<i>int</i>	<i>No</i>

**S**

<i>CoreCollection</i>		
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>
<i>CoreCollectionID</i>	<i>int</i>	<i>No</i>

**T**

<i>ScheduleSchedule</i>		
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>
<i>ScheduleScheduleID</i>	<i>int</i>	<i>No</i>

**U**

<i>AssignmentOptionItemValue</i>		
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>
<i>AssignmentOptionItemValueID</i>	<i>int</i>	<i>No</i>
<i>AssignmentOptionItemID</i>	<i>int</i>	<i>No</i>
<i>AssignedValue</i>	<i>varchar(255)</i>	<i>No</i>

FIG. 49E

**B**

<i>AllowedThemeDenom</i> Column Name	<i>Condensed Type</i>	<i>Nullable</i>
<i>AllowedThemeDenomID</i>	<i>int</i>	<i>No</i>
<i>AllowedEGMThemeID</i>	<i>int</i>	<i>No</i>
<i>Denom</i>	<i>int</i>	<i>No</i>

**A**

<i>EGMAvailableGamePlayDevice</i> Column Name	<i>Condensed Type</i>	<i>Nullable</i>
<i>EGMAvailableGamePlayDeviceID</i>	<i>int</i>	<i>No</i>
<i>CoreEGMID</i>	<i>int</i>	<i>No</i>
<i>AllowedEGMThemeID</i>	<i>int</i>	<i>No</i>
<i>AllowedEGMPaytableID</i>	<i>int</i>	<i>No</i>
<i>Active</i>	<i>tinyint</i>	<i>No</i>
<i>AssignedActive</i>	<i>tinyint</i>	<i>No</i>

<i>EGMGamePlayDeviceDenom</i> Column Name	<i>Condensed Type</i>	<i>Nullable</i>
<i>EGMGamePlayDeviceDenomID</i>	<i>int</i>	<i>No</i>
<i>EGMAvailableGamePlayDeviceID</i>	<i>int</i>	<i>No</i>
<i>Denom</i>	<i>int</i>	<i>No</i>

FIG. 49F

<i>OptionItemEnum</i>			
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>	
<i>OptionItemEnumID</i>	<i>int</i>	<i>No</i>	
<i>OptionItemDefinitionID</i>	<i>int</i>	<i>No</i>	
<i>EnumValue</i>	<i>varchar(255)</i>	<i>No</i>	

<i>OptionItemEnum</i>			
<i>Column Name</i>	<i>Condensed Type</i>	<i>Nullable</i>	
<i>DatabaseVersionID</i>	<i>int</i>	<i>No</i>	
<i>Major</i>	<i>char(2)</i>	<i>No</i>	
<i>Minor</i>	<i>char(3)</i>	<i>No</i>	
<i>Revision</i>	<i>char(3)</i>	<i>No</i>	
<i>Build</i>	<i>varchar(10)</i>	<i>Yes</i>	
<i>InstallerName</i>	<i>varchar(255)</i>	<i>No</i>	
<i>Note</i>	<i>varchar(255)</i>	<i>No</i>	
<i>DateTmInserted</i>	<i>datetime</i>	<i>No</i>	

FIG. 49G

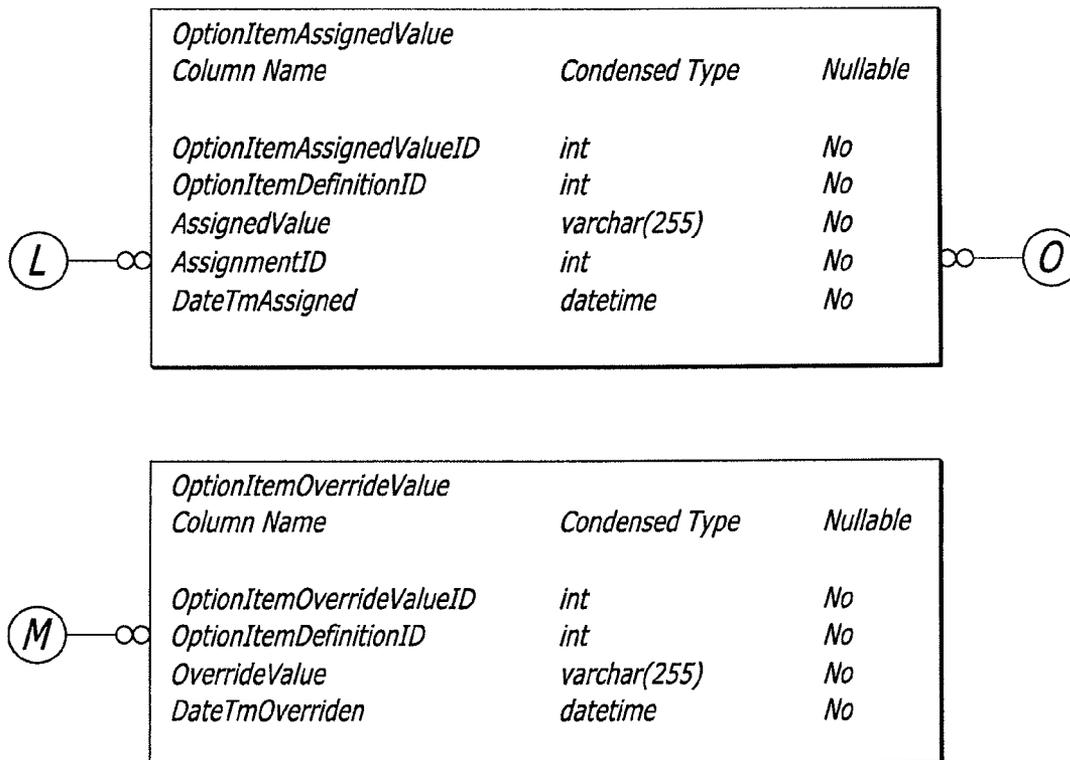


FIG. 49H

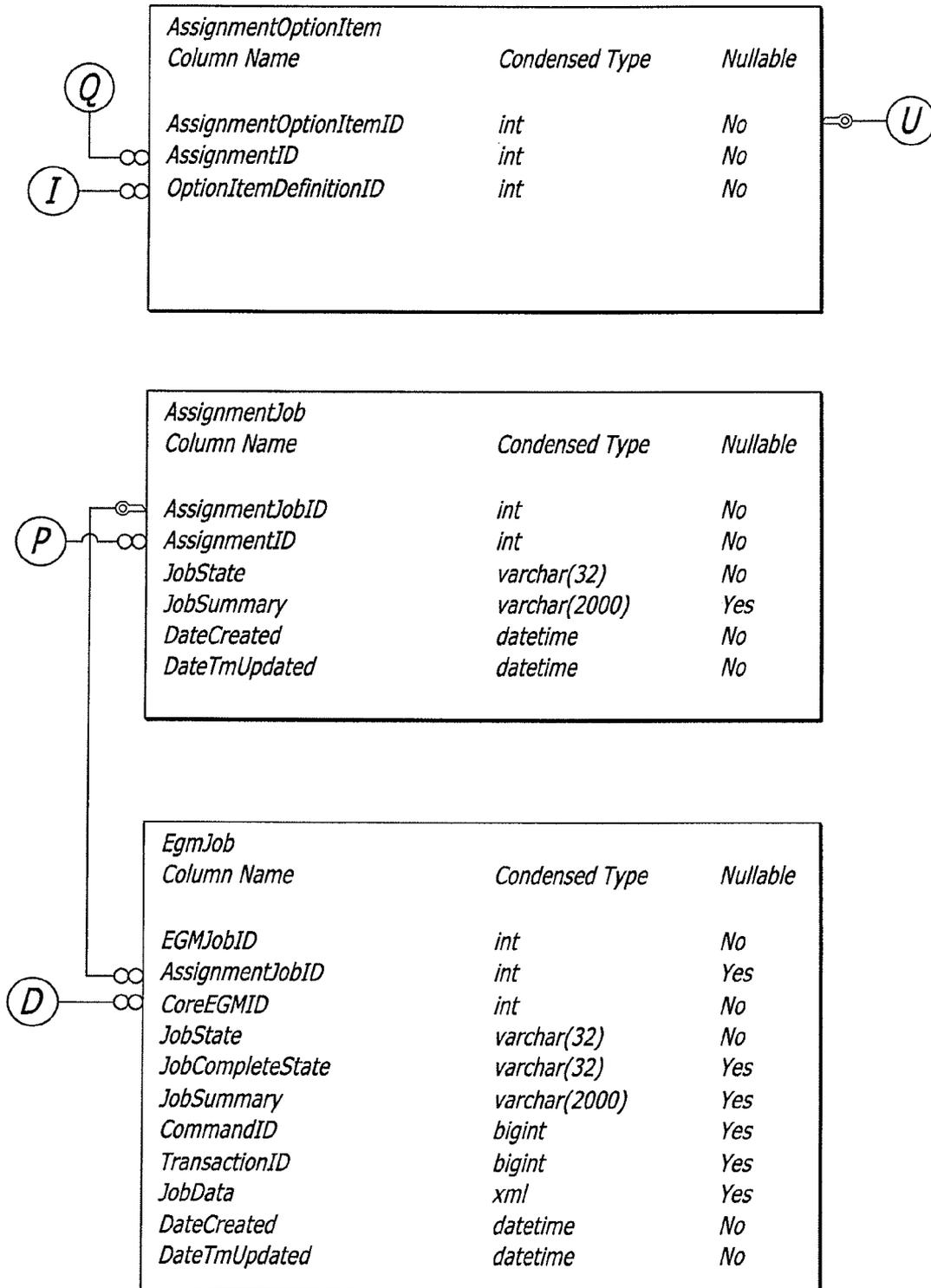


FIG. 49I

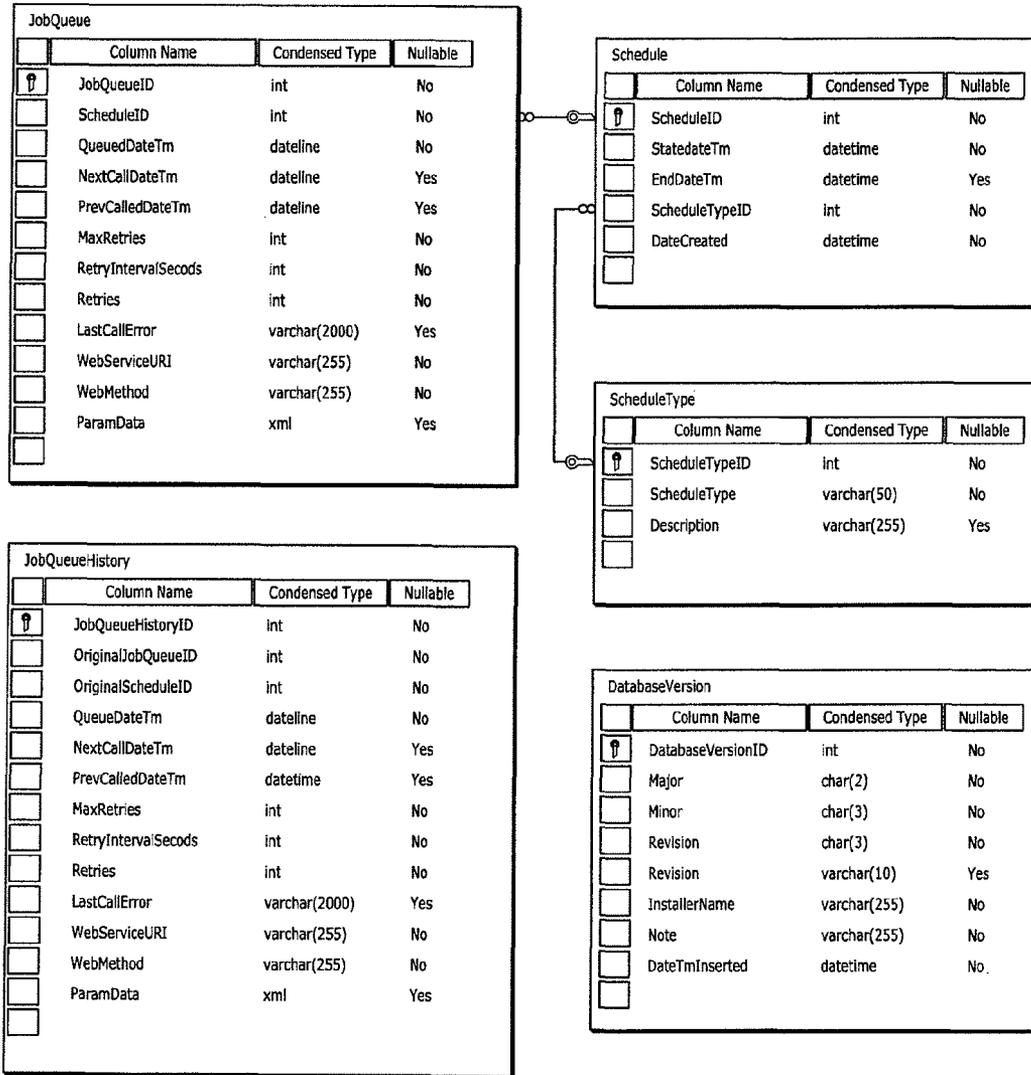


FIG. 50

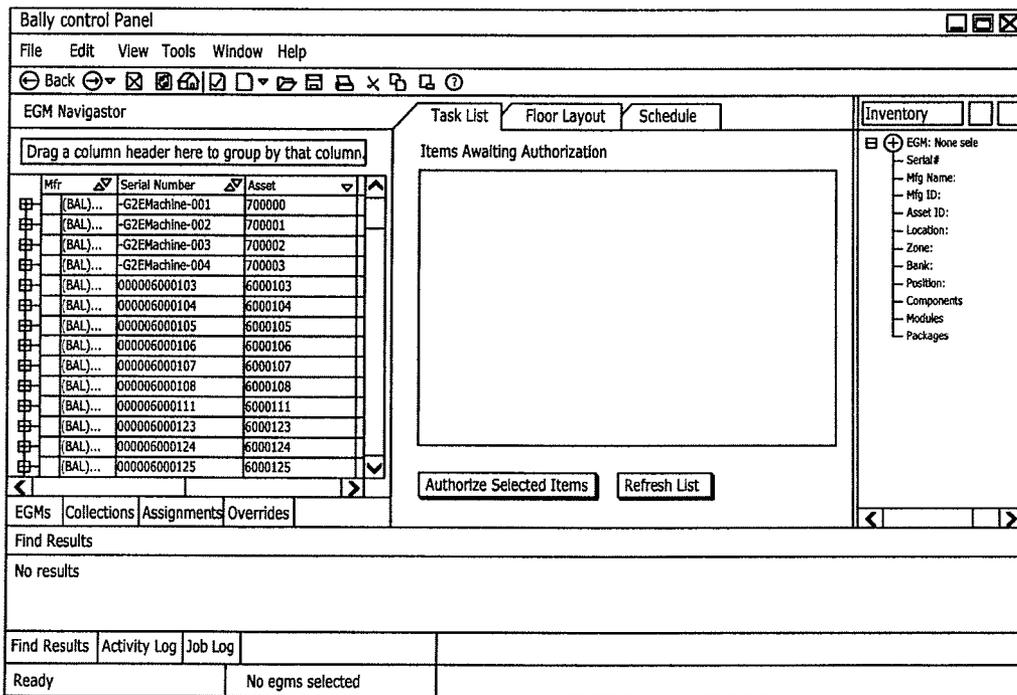


FIG. 51A

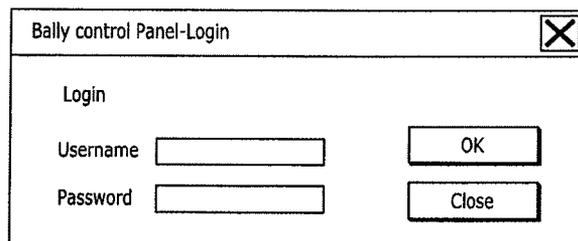


FIG. 51B

Change Password
✕

**Bally Control Panel**

Current Password

New Password

Confirm New Password

OK

Cancel

FIG. 51C

EGM Navigator
✕

Drag a column header here to group by that column.

Min ▲▼	Serial Number ▲▼	Asset	Location ▼	Zone ▲▼	Band ▲▼
(BAL)...	-G2EMachine-001	70000	090101	Future Zone	Bank One

Theme ▲▼	Theme ▼	Pay Table ▲▼
Poker Double B...	1	97% version a (97.000...
Poker Double B...	5	97% version a (97.000...
Poker Double B...	10	97% version a (97.000...
Poker Double B...	25	97% version a (97.000...

Min ▲▼	Serial Number ▲▼	Asset ▼	Location ▼	Zone ▲▼	Bank ▲▼
(BAL)...	-G2EMachine-002	700001	090102	Future Zone	BankOne
(BAL)...	-G2EMachine-003	700002	090103	Future Zone	BankOne
(BAL)...	-G2EMachine-003	700003	090104	Future Zone	BankOne
(BAL)...	000006000103	6000103	010103	Zone One	BankOne
(BAL)...	000006000104	6000104	010104	Zone One	BankOne

EGMs
Collections
Assignments
Overrides

FIG. 51D

Collection Navigator			
Drag a column header here to group by that column.			
Name	Dynamic	Description	
Collection 1	<input type="checkbox"/>	Description of Collection 1	
Collection 10	<input type="checkbox"/>	Description of Collection 10	
Collection 2	<input type="checkbox"/>	Description of Collection 2	
Collection 3	<input checked="" type="checkbox"/>	Description of Collection 3	
Collection 4	<input type="checkbox"/>	Description of Collection 4	
Collection 5	<input type="checkbox"/>	Description of Collection 5	
Collection 6	<input checked="" type="checkbox"/>	Description of Collection 6	
Collection 7	<input type="checkbox"/>	Description of Collection 7	
Collection 8	<input type="checkbox"/>	Description of Collection 8	
Collection 9	<input checked="" type="checkbox"/>	Description of Collection 9	

EGMs	Collections	Assignments	Overrides
------	-------------	-------------	-----------

FIG. 51E

Assignment Navigator			
Drag a column header here to group by that column.			
Name	Active	Type	
DL Assign 0	<input checked="" type="checkbox"/>	Download	
DL Assign 1	<input type="checkbox"/>	Download	
DL Assign 2	<input checked="" type="checkbox"/>	Download	
DL Assign 3	<input type="checkbox"/>	Download	
DL Assign 4	<input checked="" type="checkbox"/>	Download	
Config Assign 0	<input checked="" type="checkbox"/>	Configuration	
Config Assign 1	<input type="checkbox"/>	Configuration	
Config Assign 2	<input checked="" type="checkbox"/>	Configuration	
Config Assign 3	<input type="checkbox"/>	Configuration	
Config Assign 4	<input checked="" type="checkbox"/>	Configuration	

EGMs	Collections	Assignments	Overrides
------	-------------	-------------	-----------

FIG. 51F

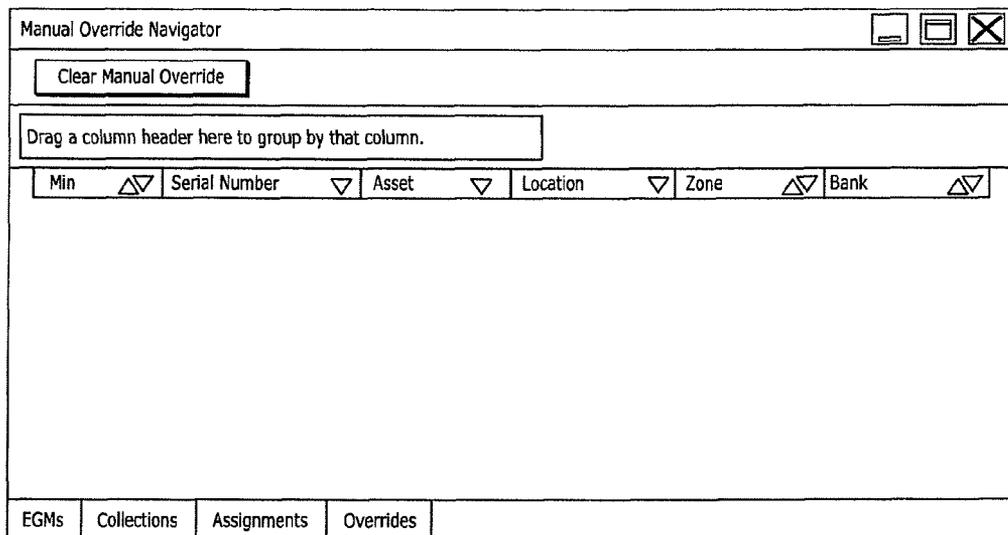


FIG. 51G

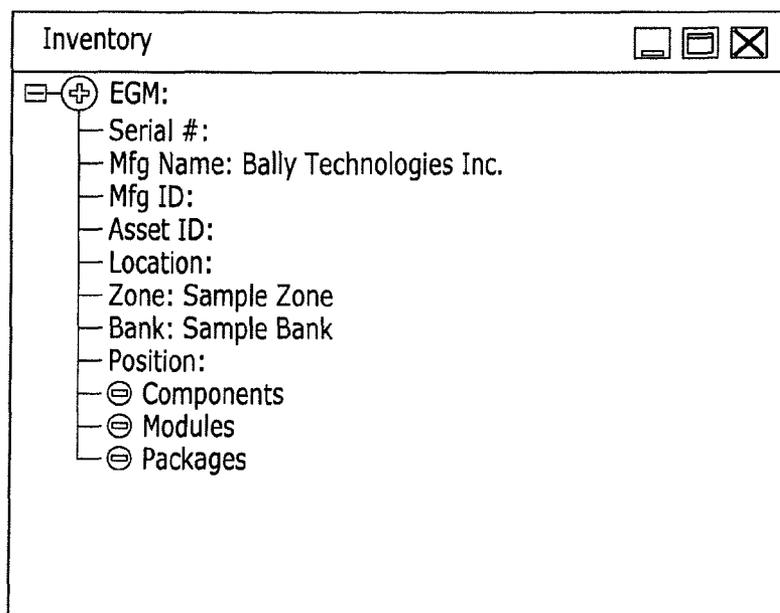


FIG. 51H

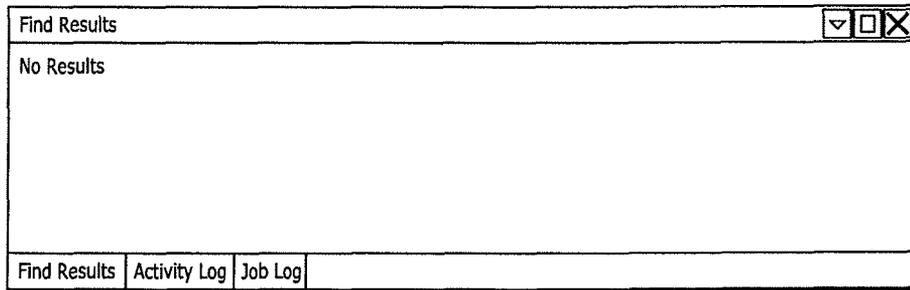


FIG. 51I

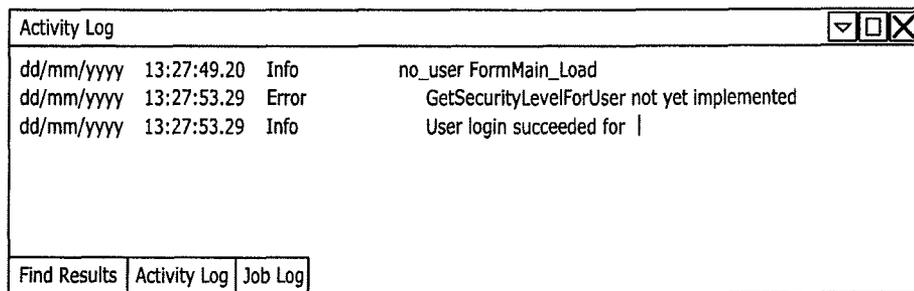


FIG. 51J

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMs    2) Choose Packages    3) Schedule Changes    4) Review Assignment

Name: [Download Assignment]    Description: [Sample Description]

EGMs for this Assignment:  Fixed EGM List     Selection Criteria

Bally\_Systems.Roster.database.Egm  
Bally\_Systems.Roster.database.Egm  
Bally\_Systems.Roster.database.Egm

Add    Remove    Also used by: [none]    Go

Use this tab to name the assignment so you can refer to it later. Enter any description you like. Choose which EGMs it will apply to.

Cancel    <Back    Next>    Save

FIG. 52A

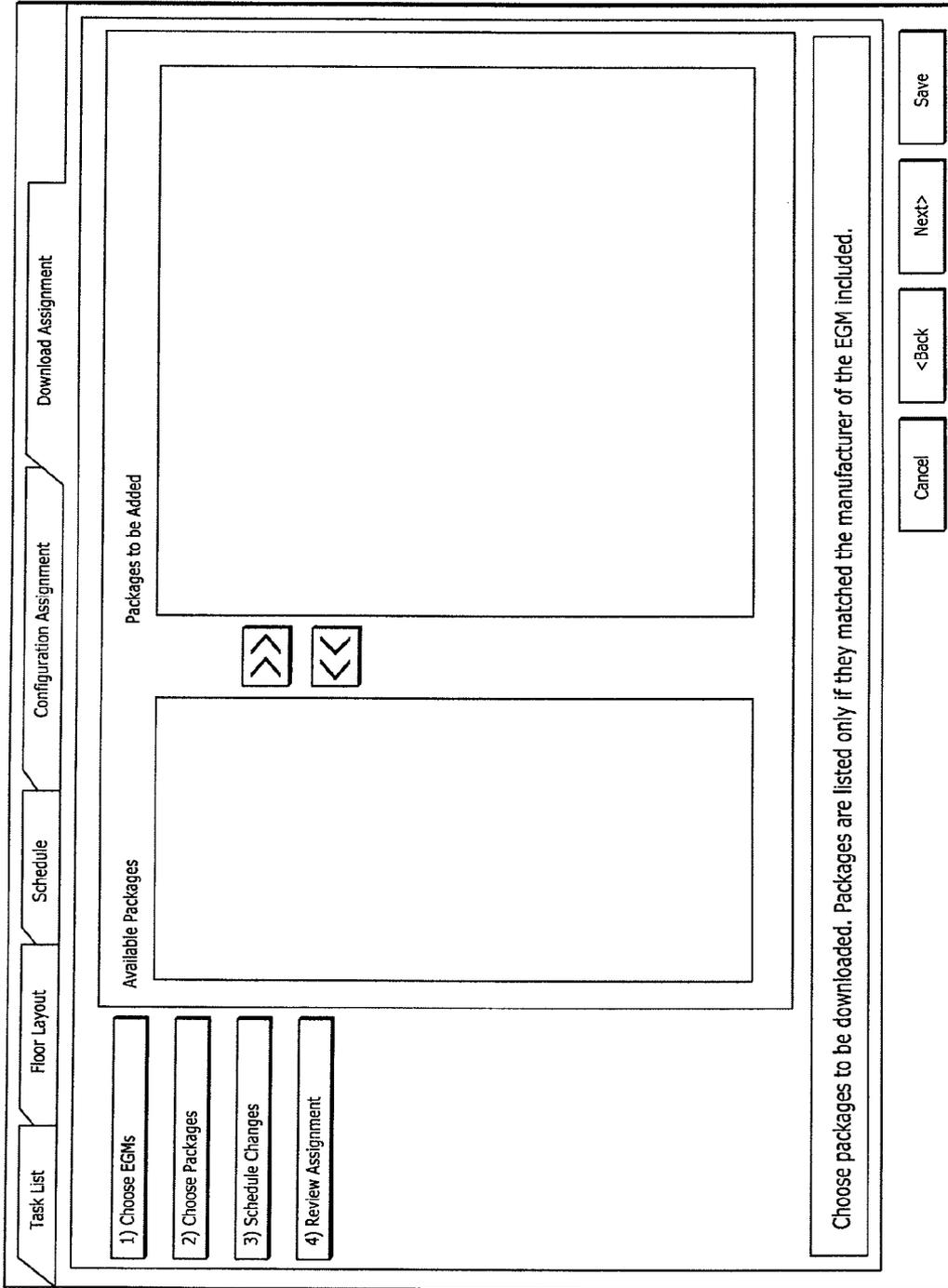


FIG. 52B

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMs  
2) Choose Packages  
3) Schedule Changes  
4) Review Assignment

Assignment is Active (Inactive assignments do not effect the floor)

Schedule Download...

Permanent  
 Permanent starting

Leave packages on EGM after install

Schedule Installation...

Permanent (will be in effect unless overridden)  
 Permanent starting   
 One time override starting   
and ending   
 Reoccurring override 

Text here summarizes the reoccurrence if specified, for example "Every friday at 5:00 pm through Monday at 2:00 am"

Set the schedule parameters. Change may be subject to secondary approval, game availability, and jurisdictional regulations. In order to quickly change games, makes sure to leave packages after an install.

FIG. 52C

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMS  
2) Choose Packages  
3) Schedule Changes  
4) Review Assignment

Assignment <Name>  
Description <Description>

EGMS  
Assignment effects a fixed list of 2 EGMS  
BAL0023  
BAL0024

Packages to Download  
A total of 1 package is to be downloaded  
DBPokerDemo

Module to Remove  
No modules will be removed

Schedule  
Active  
These options are set to take effect immediately upon approval

Approval  
Secondary Approval will be required by Slot Manager

Review the assignment. Shows a summary of what will be affected, when, and how. Unless the assignment is marked active, no changes will be applied.

Cancel    <Back    Next>    Save

FIG. 52D

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMs    2) Choose Options    3) Choose Game Options    4) Schedule Changes    5) Review Assignment

Name: Configuration Assignment  
Description: [Text Field]

EGMs for this Assignment  
 Fixed EGM List     Selection Criteria

Bally Systems.Roster.database.Egm  
Bally Systems.Roster.database.Egm  
Bally Systems.Roster.database.Egm

Add    Remove    Go

Also used by: none

Use this tab to name the assignment so you can refer to it later. Enter any description you like. Choose which EGMs it will apply to.

Cancel    <Back    Next>    Save

FIG. 53A

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMs    2) Choose Options    3) Choose Game Options    4) Schedule Changes    5) Review Assignment

Show Choices for: All Possible Settings

Only checked option groups are included

Option Item Values

<input type="checkbox"/>	Accessible
<input type="checkbox"/>	AccessibleDescription
<input type="checkbox"/>	AccessibleName
<input type="checkbox"/>	AccessibleRole
<input type="checkbox"/>	Appearance
<input type="checkbox"/>	Behavior

Default

Appearance

Choose options that are cabinet wide. Only options within groups that are checked off are set.

Cancel    <Back    Next>    Save

FIG. 53B

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

Manage Combos    Show Choices for All Possible Settings

Checked Game combos become Active    Add    X

Game Combo Option Item Values

Choose values for options related to the combination of Game Theme, Pay Table, and denomination. Checked items will be available for a player to select. Others are downloaded for easy activation.

Cancel    <Back    Next>    Save

1) Choose EGMs  
2) Choose Options  
3) Choose Game Options  
4) Schedule Changes  
5) Review Assignment

FIG. 53C

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMs  
2) Choose Options  
3) Choose Game Options  
4) Schedule Changes  
5) Review Assignment

Assignment is Active (Inactive assignments do not effect the floor)

Schedule

Permanent (will be in effect unless overridden)  
 Permanent starting    dd/mm/yyyy 12:00 AM  
 One time override starting    dd/mm/yyyy 12:00 AM  
and ending    dd/mm/yyyy 12:00 AM  
 Reoccurring override    Edit Time...

Text here summarizes the reoccurrence if specified. For example "Every Friday at 5:00 pm through Monday at 2:00 am"

Set the schedule parameters. Changes may be subject to secondary approval, game availability, and jurisdictional regulations.

Cancel    <Back    Next>    Save

FIG. 53D

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

1) Choose EGMS  
2) Choose Options  
3) Choose Game Options  
4) Schedule Changes  
5) Review Assignment

Assignment <Name>  
Description <Description>

EGMS  
Assignment affects a fixed list of 2 EGMS  
BAL0023  
BAL0024

Options  
At total of 3 EGM options are affected  
Jackpot Limit: 1200  
Bill Limit: 3000  
Hopper Limit: 0

Game Combination Options  
Blazing7s, 95%, 1 cent  
Games Speed: 4  
Attract Volume: 6  
Blazing7s, 95%, 5 cent  
Games Speed: 5  
Attract Volume: 7

Schedule  
Active  
These options are set to take effect immediately upon approval.

Review the assignment. Shows a summary of what will be affected, when, and how. Unless the assignment is marked active, no changes will be applied.

Cancel    <Back    Next>    Save

FIG. 53E

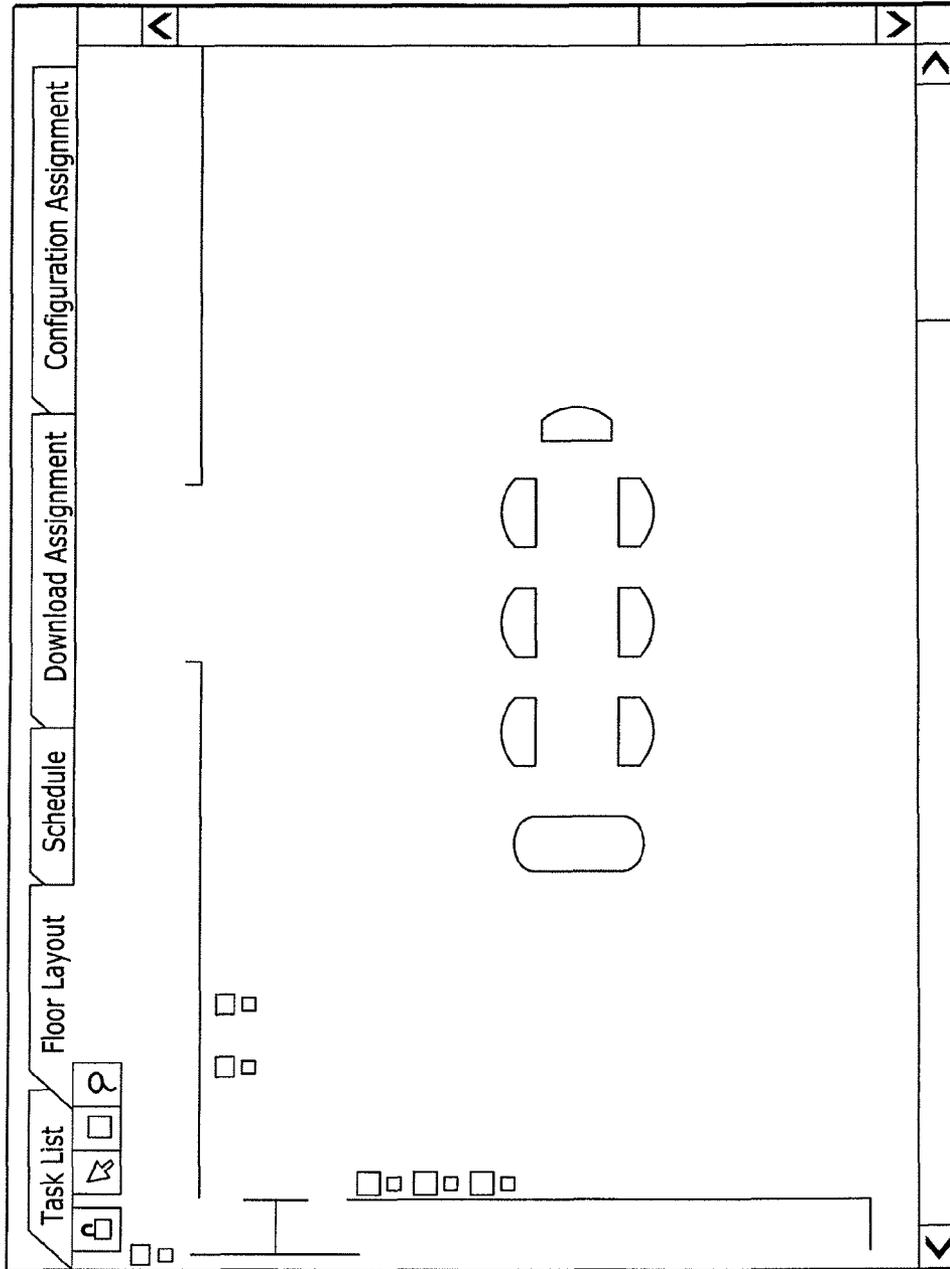


FIG. 54A

Task List    Floor Layout    Schedule    Configuration Assignment    Download Assignment

Filter by    Job State        Type        Show View       

Show for Past    Month(s)        Day(s)        Hour(s)       

This shows the jobs that match the criteria selected above.

FIG. 54B

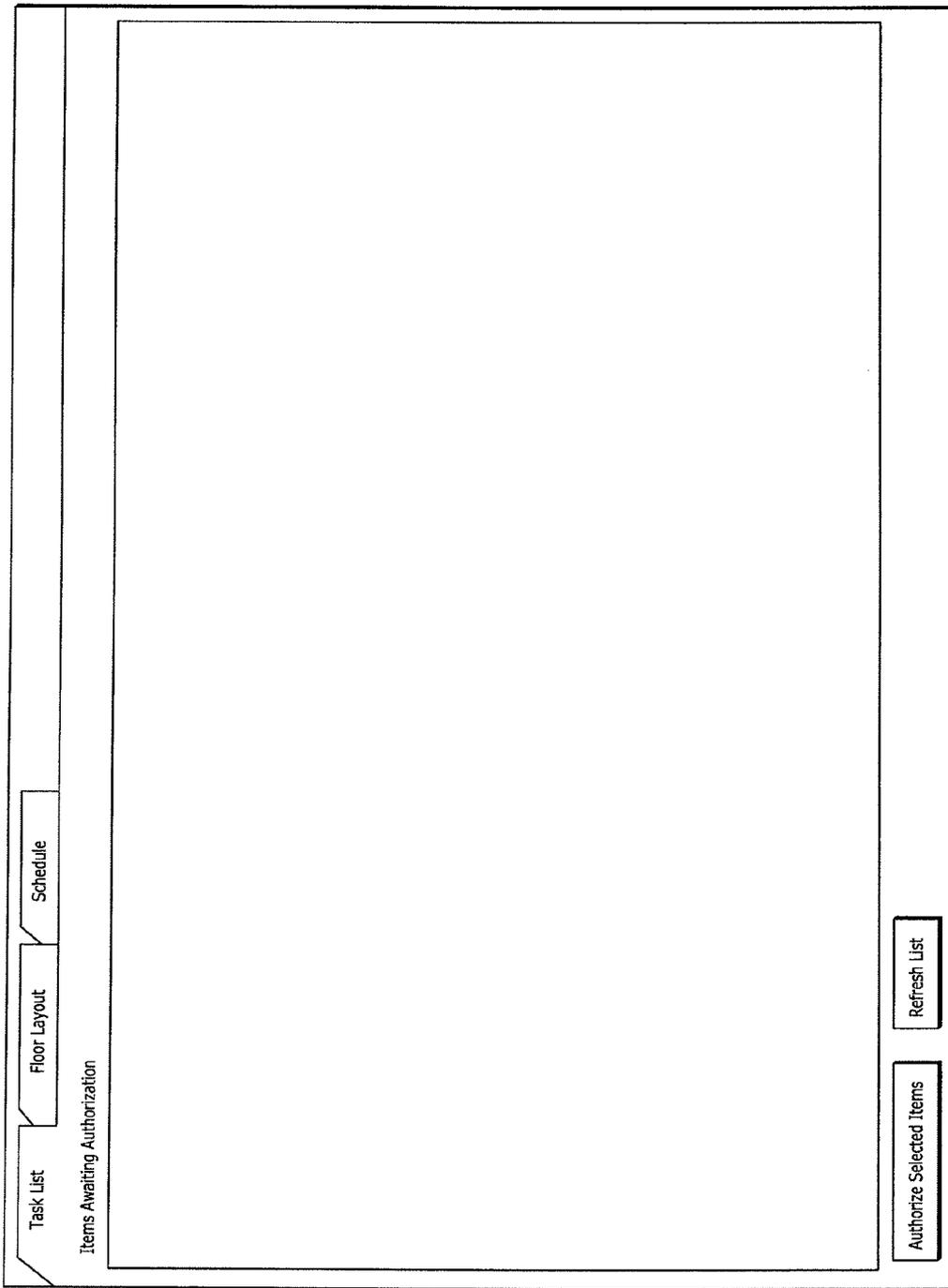


FIG. 54C

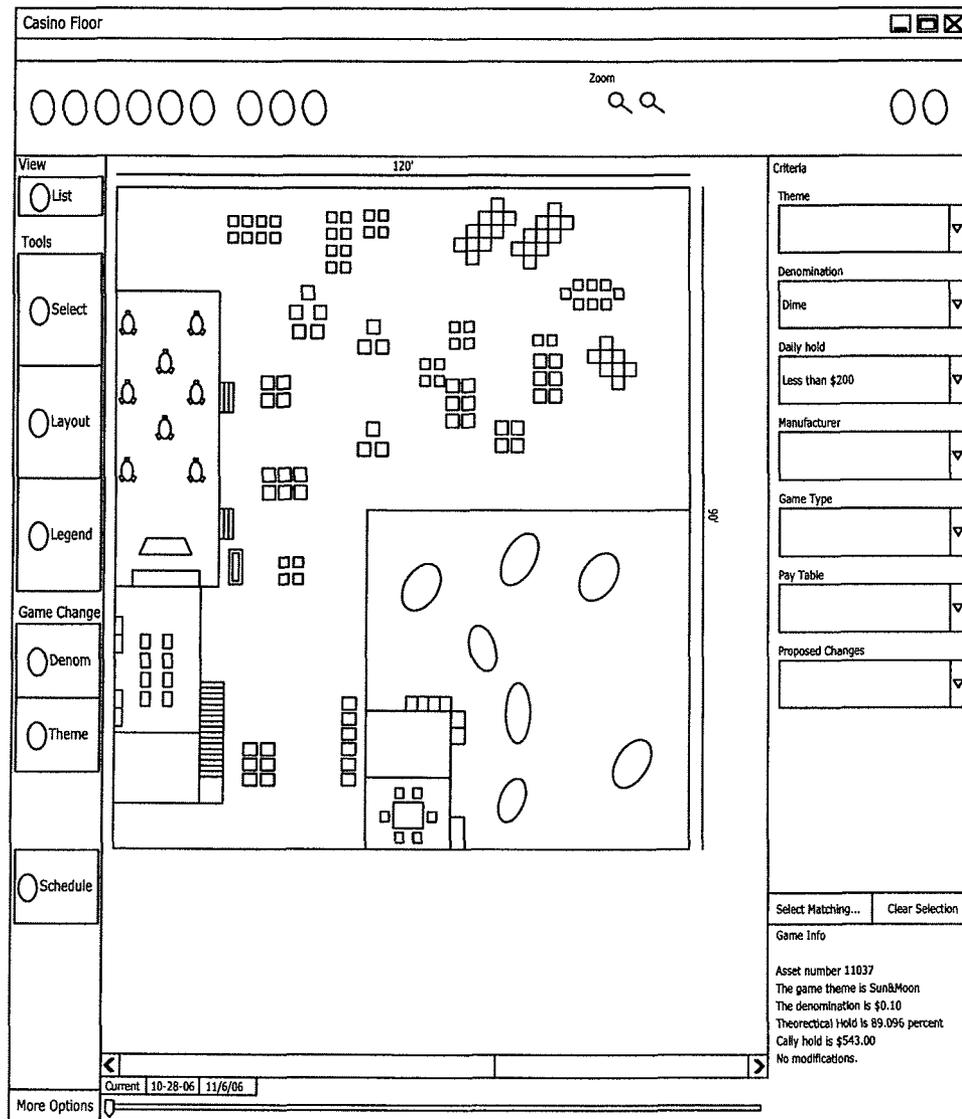


FIG. 55

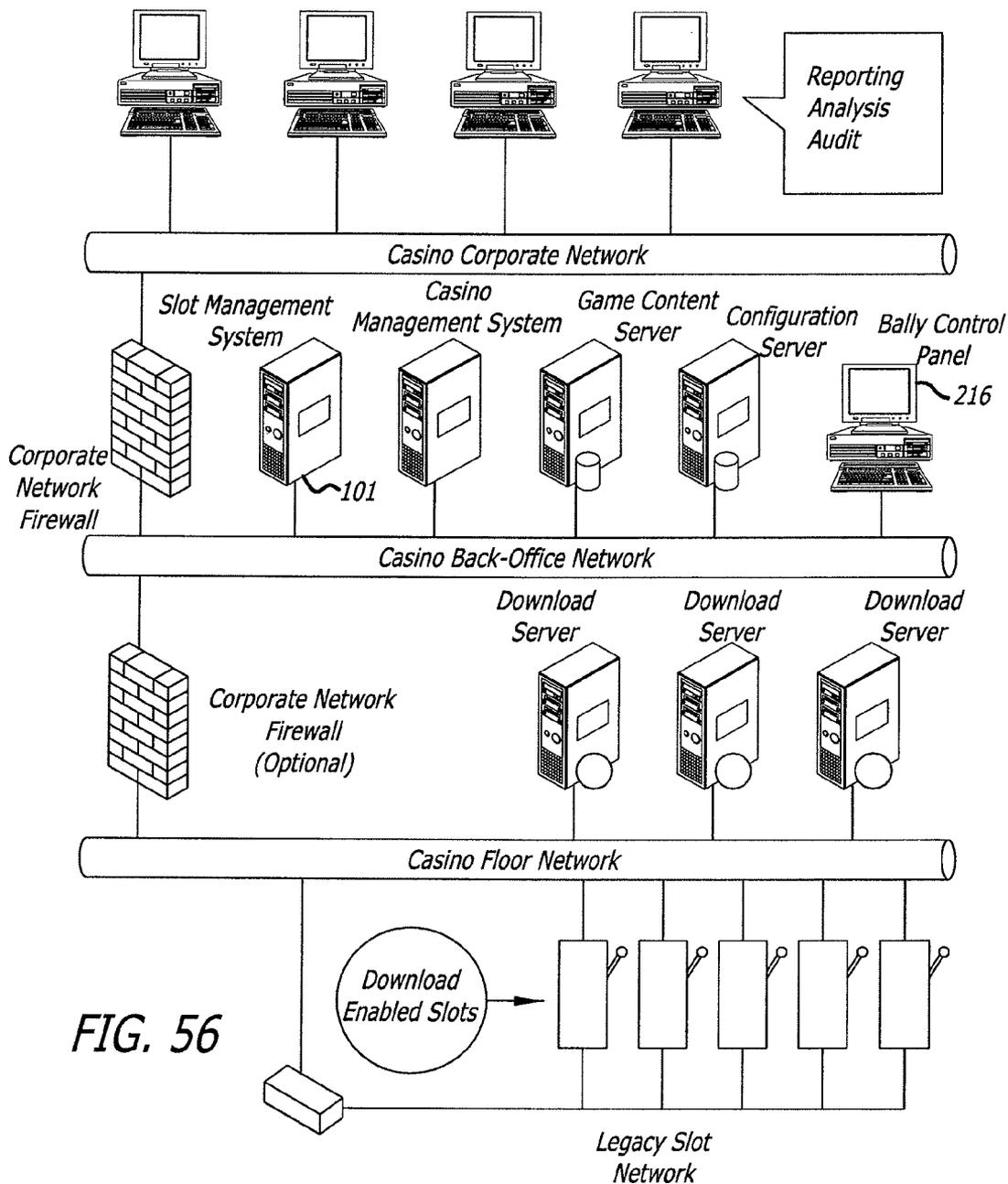


FIG. 56

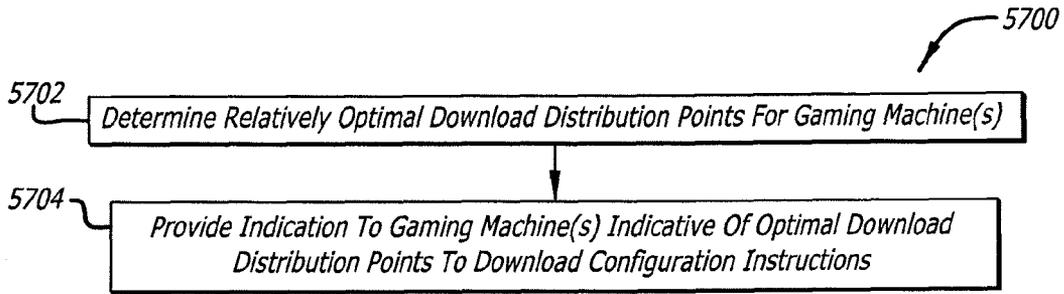


FIG. 57

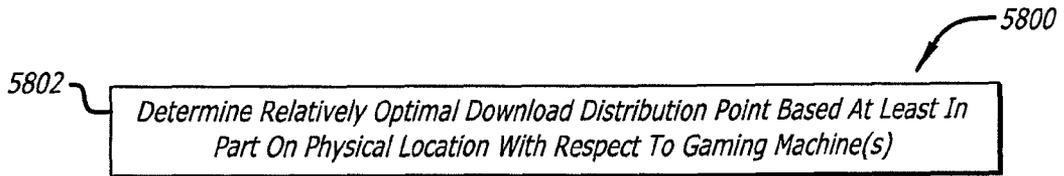


FIG. 58

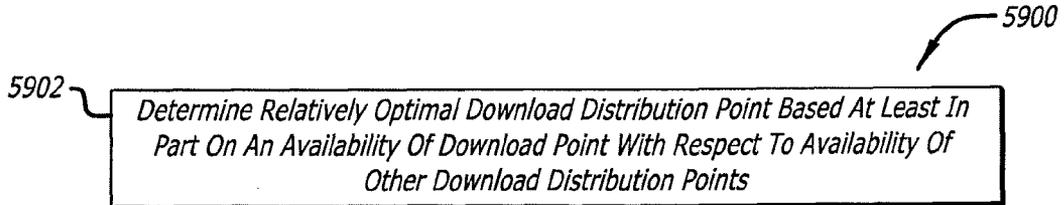


FIG. 59

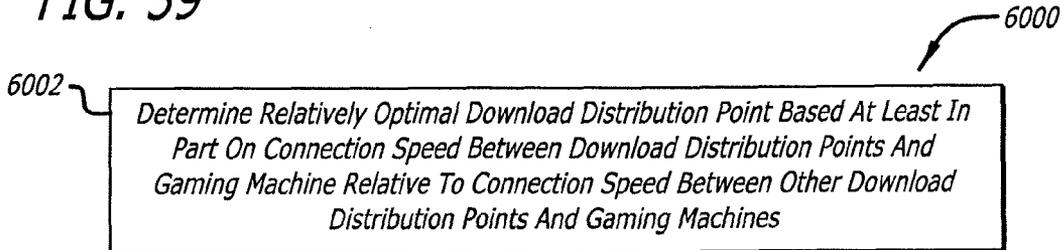


FIG. 60

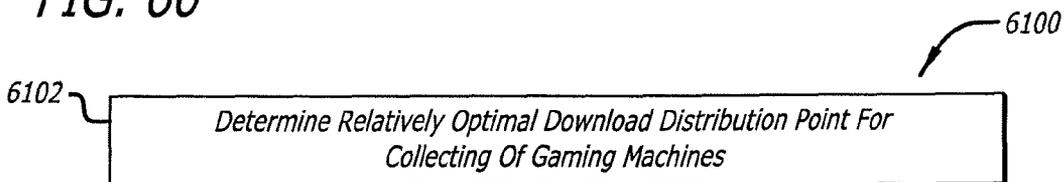


FIG. 61

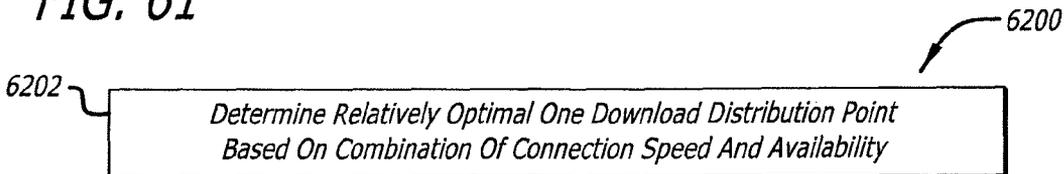


FIG. 62



FIG. 63

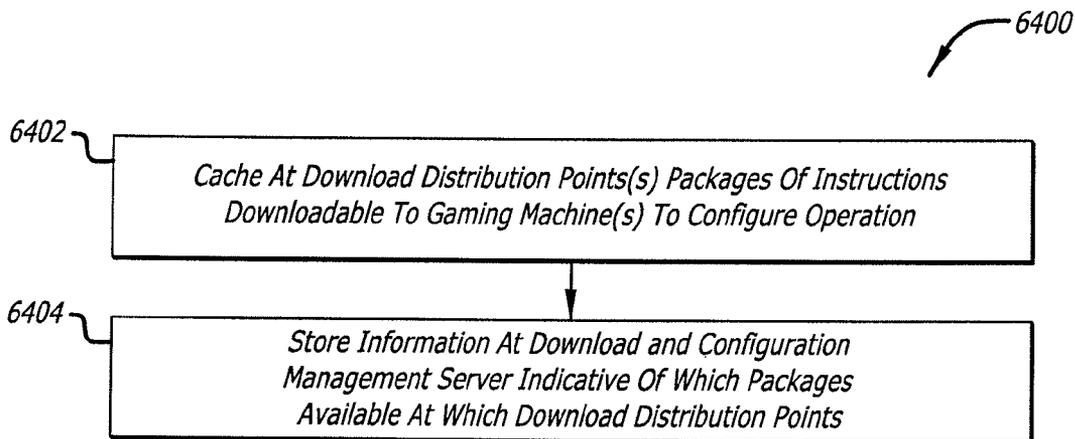


FIG. 64

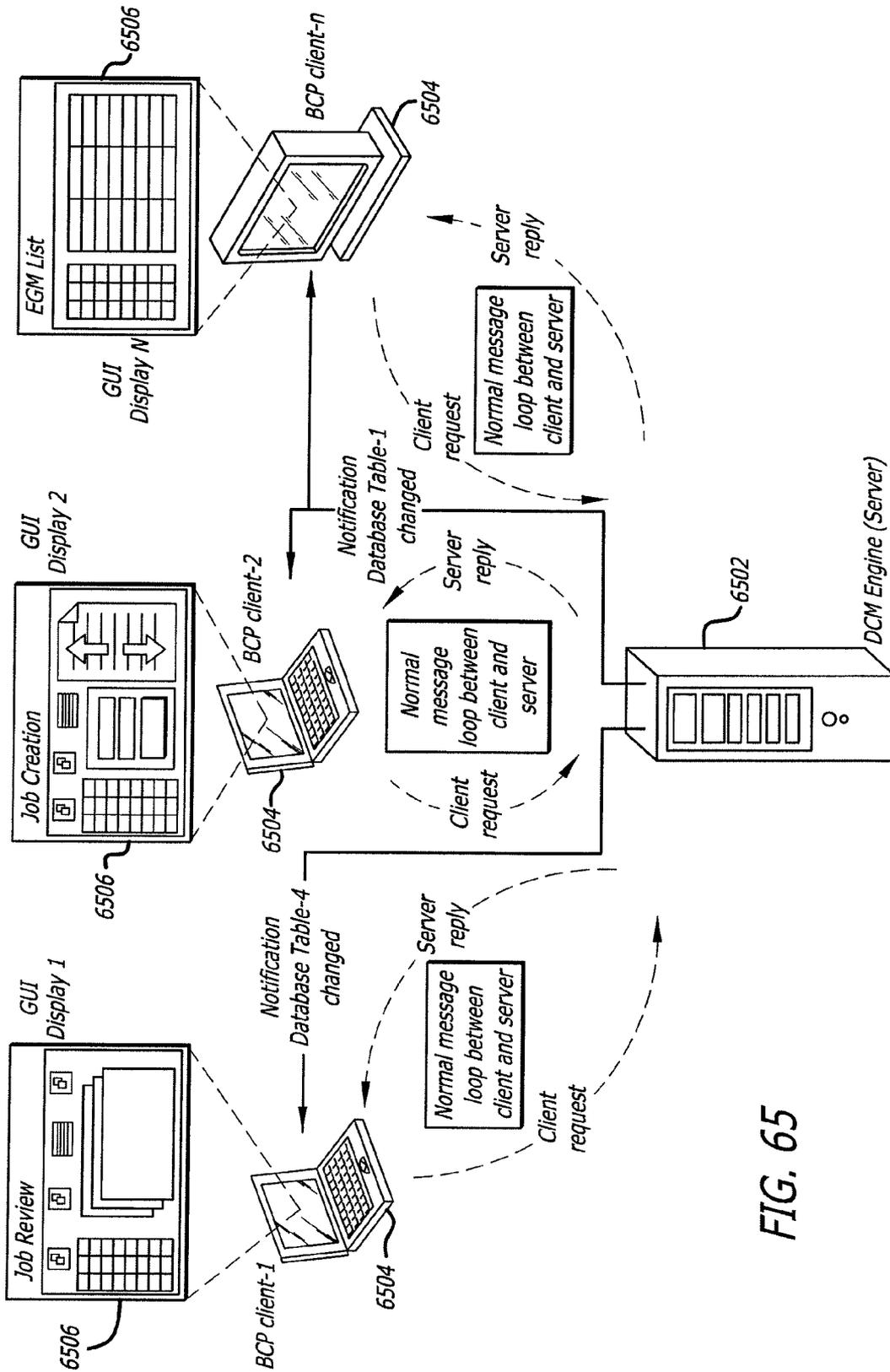


FIG. 65

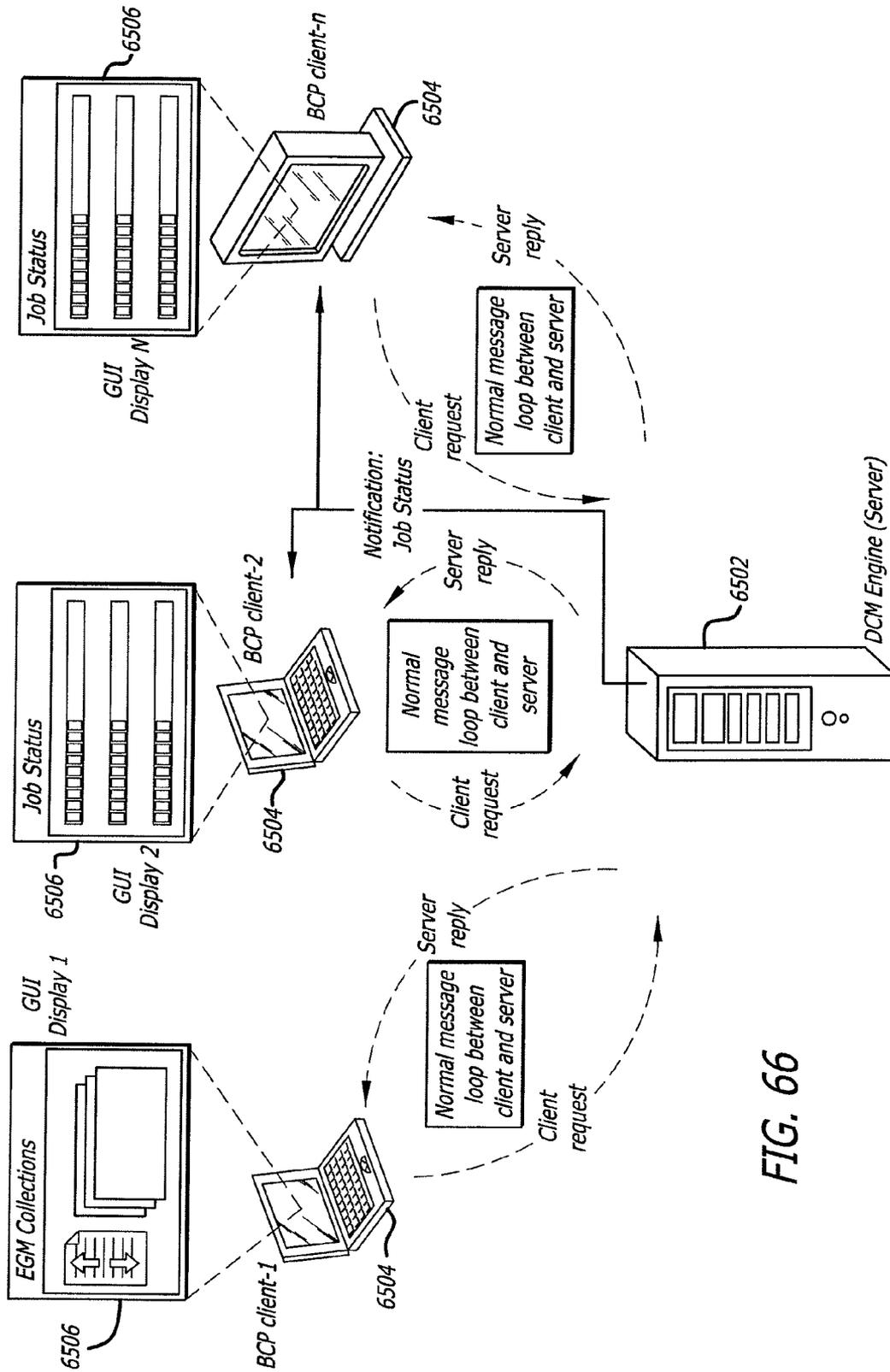


FIG. 66

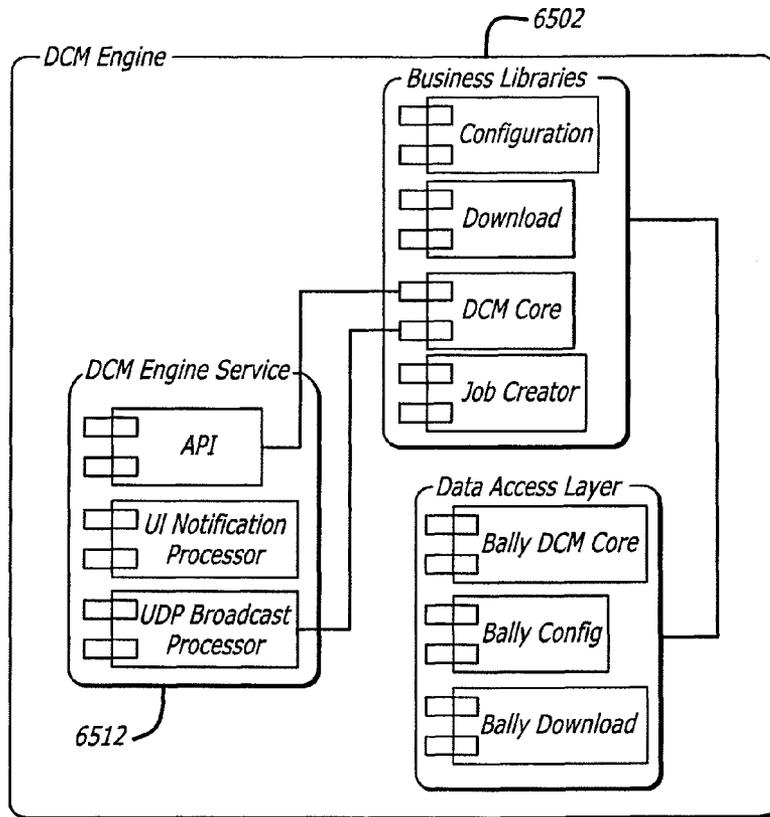


FIG. 67

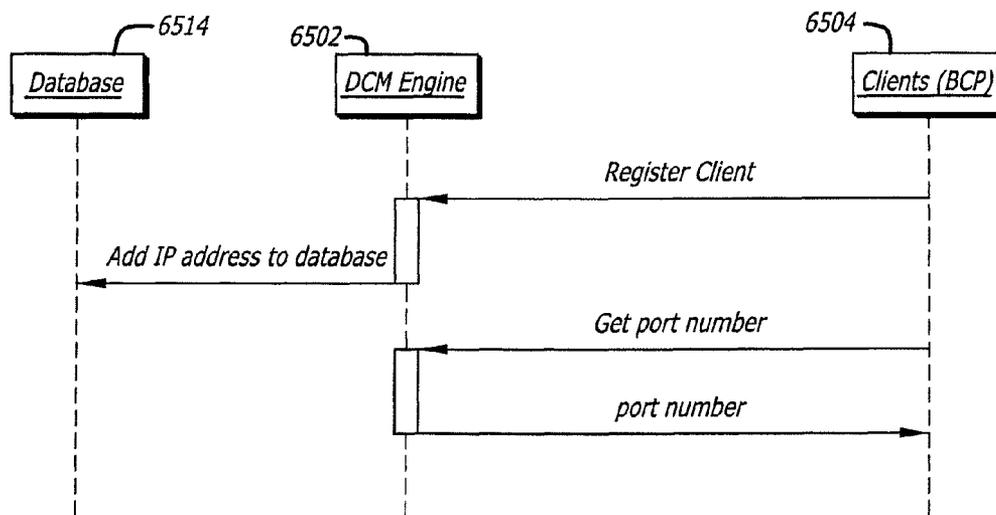


FIG. 68

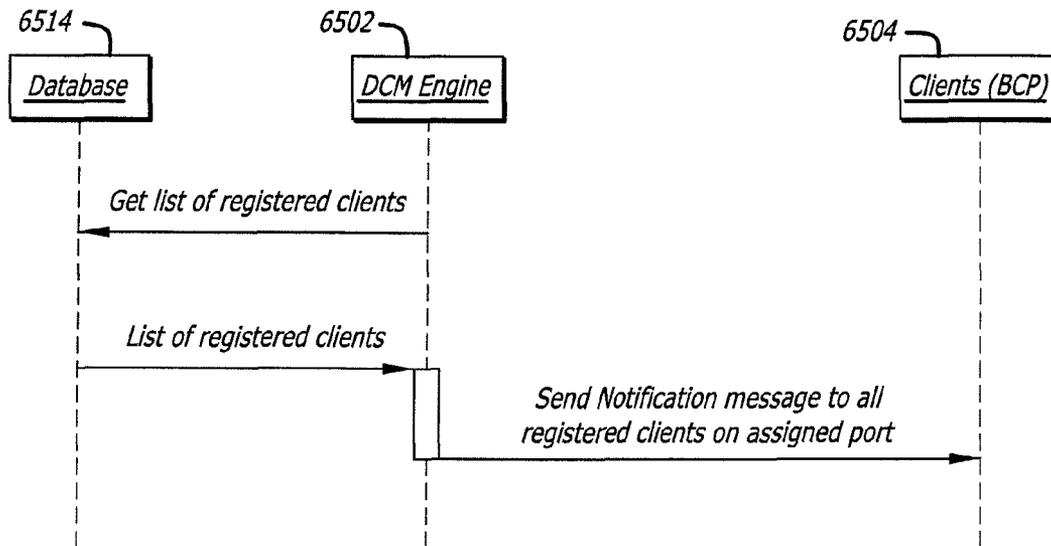


FIG. 69

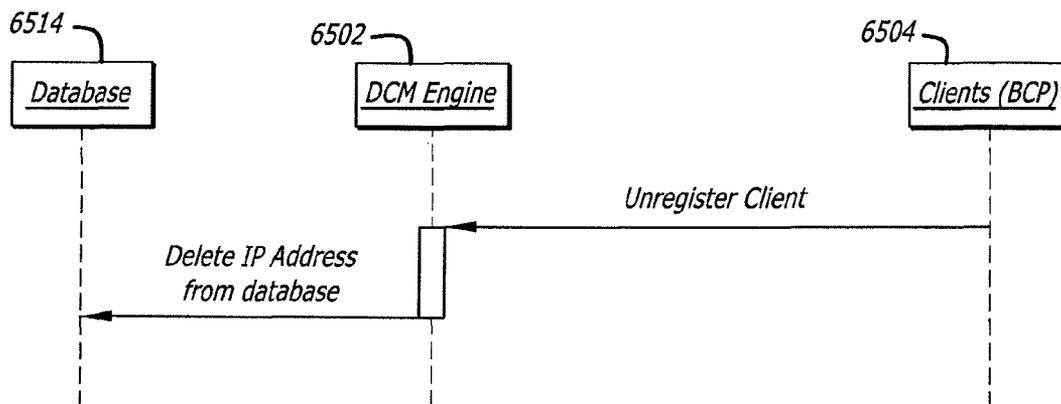


FIG. 70

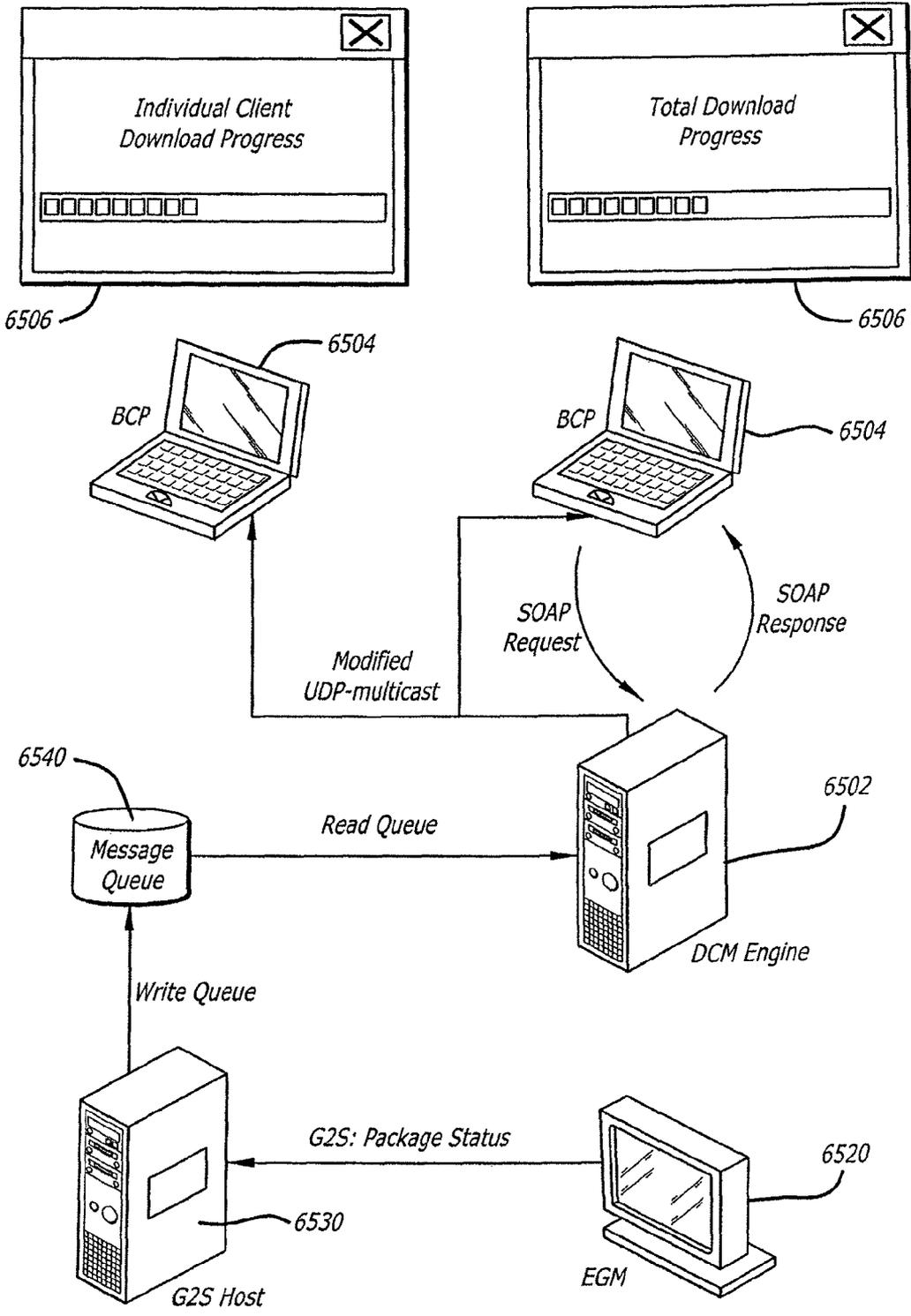


FIG. 71

## DOWNLOAD PROGRESS MANAGEMENT GAMING SYSTEM

### CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a continuation of U.S. patent application Ser. No. 12/113,095 filed Apr. 30, 2008, entitled DOWNLOAD PROGRESS MANAGEMENT GAMING SYSTEM, which is a continuation-in-part of U.S. patent application Ser. No. 11/938,121 filed Nov. 9, 2007, entitled GAMING SYSTEM DOWNLOAD NETWORK ARCHITECTURE, which claims benefit under 35 U.S.C. §119(e) to U.S. provisional patent application Ser. No. 60/865,332, filed Nov. 10, 2006; and to U.S. provisional patent application Ser. No. 60/865,550, filed Nov. 13, 2006. U.S. patent application Ser. No. 12/113,095 is also a continuation-in-part of U.S. patent application Ser. No. 11/938,228 filed Nov. 9, 2007 and entitled "GAMING SYSTEM CONFIGURATION CHANGE REPORTING". U.S. patent application Ser. No. 12/113,095 is also a continuation-in-part of U.S. patent application Ser. No. 11/938,155 filed Nov. 9, 2007 and entitled "REPORTING FUNCTION IN GAMING SYSTEM ENVIRONMENT". U.S. patent application Ser. No. 12/113,095 is also a continuation-in-part of U.S. patent application Ser. No. 11/938,190 filed Nov. 9, 2007 and entitled "SECURE COMMUNICATIONS IN GAMING SYSTEM". U.S. patent application Ser. No. 12/113,095 is also a continuation-in-part of U.S. patent application Ser. No. 11/938,163 filed Nov. 9, 2007 and entitled "METHODS AND SYSTEMS FOR CONTROLLING ACCESS TO RESOURCES IN A GAMING NETWORK", all of which are hereby incorporated by reference in their entirety.

### COPYRIGHT NOTICE

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### FIELD

This disclosure pertains generally to management systems and methods. More particularly, this disclosure relates to a computerized method and system for downloading gaming software and configuring gaming machines.

### BACKGROUND

Various networked gaming systems have been developed over the years beginning at least in the 1980's. With acceptance and utilization, users such as casino operators have found it desirable to increase the computer management of their facilities and expand features available on networked gaming systems. For instance, there are various areas in the management of casinos that is very labor intensive, such as reconfiguring gaming machines, changing games on the gaming machines, and performing cash transactions for customers.

Until recently, the gaming industry has been a collection of proprietary systems and communication protocols. In many cases, a casino had to buy the entire system (games, controllers, backend systems, and the like) from one company. Most

casinos would prefer to use a mix of different manufacturer's games on the gaming floor, and then pick the best backend system that suits their needs. Until recently, this was not a realistic expectation.

A few years ago, several gaming entities formed the Gaming Standards Association (GSA) to define standardized protocols by which games, gaming controllers, and backend systems could communicate. This allows interoperability of different manufacturer's equipment, as well as giving the casinos the freedom to choose whatever manufacturers they want for the various components of a gaming system. One of the GSA protocols is the Game-to-System (G2S) protocol, which is designed to define the messages between a gaming machine and a backend system. This protocol does include messages for handling software download and configuration of the gaming machines.

The introduction of download and configuration capabilities in the gaming environment creates considerable operational challenges. Downloading typically requires a considerable volume of gaming content to be transferred over the network. Many casinos are open twenty four hours a day, seven days a week, which requires downloading to take place necessary to limit download bandwidth, at the expense of download time, in order to not overly tax the network resources. Thus, a way of easily monitoring download progress would be invaluable to casino operators.

In one configuration, a download system may be centralized and "push" the data down to the games. In this case, the content server knows how much has been downloaded at any time. However, in a "pull" system, where the gaming devices are told where to go for the data and the games are taking ("pulling") the data from the content server, the server generally does not know how much data a given game has downloaded. Thus, a way is needed for the games to keep the download management system appraised of how far along they are in the download process.

### SUMMARY

In one aspect of the invention, a computerized download and configuration server-based system and method for use with game devices, systems, and methods is provided to enable users to monitor, control, and modify game devices and other related activities.

At least one embodiment may be summarized as a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, the download and configuration management system including a plurality of download distribution points geographically distributed throughout the at least one casino property; and a download and configuration management server that is configured to determine a relatively optimal one of the download distribution points for at least one of the gaming machines and configured and communicatively coupled to provide an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions. Each of the download distribution points may be a respective server. Each of the download distribution points may also be a respective secured server. The download distribution points may include a computer-readable memory that stores a plurality of configuration files, at least some of the configuration files including executable instructions to be downloaded to selected ones of the gaming machines that define the operation of any of the gaming machines that execute the executable instructions.

The download distribution points may include a computer-readable memory that stores a secured library of a plurality of software packages that are downloadable to the gaming machines and executable by the gaming machines to control operation of the gaming machines. The download distribution points may include a firewall. The download and configuration management server may be configured to determine a relatively optimal one of the download distribution points based at least in part on a network location of the download distribution points with respect to a network location of the at least one of the gaming machines. The download and configuration management server may be configured to determine a relatively optimal one of the download distribution points based at least in part on an availability of the respective ones of the download distribution points with respect to an availability of other ones of the download distribution points. The download and configuration management server may be configured to determine a relatively optimal one of the download distribution points based at least in part on a connection speed between respective ones of the download distribution points and the at least one gaming machine relative to a connection speed between other ones of the download distribution points and the at least one gaming machine.

The download and configuration management server may be configured to determine a relatively optimal one of the download distribution points for a collection of the gaming machines that includes at least two different ones of the gaming machines. The download and configuration management server may be configured to provide the indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used in the form of a port identifier and an Internet protocol address. The plurality of download distribution points may cache a plurality of packages of instructions that are downloadable to the gaming machines to configure the operation of the gaming machines, some of the packages of instructions cached by less than all of the download distribution points, and wherein the download and configuration management server stores information indicative of which of the packages of instructions are available on which of the download distribution points.

At least one embodiment may be summarized as a method of managing a plurality of gaming machines distributed throughout at least one casino property including determining a relatively optimal one of a plurality of download distribution points geographically distributed throughout the at least one casino property for at least one of the gaming machines; and providing an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions. The method of determining a relatively optimal one of the download distribution points may include determining the relatively optimal one of the download distribution points based at least in part on a physical location of the download distribution points with respect to a physical location of the at least one of the gaming machines. The method of determining a relatively optimal one of the download distribution points may include determining the relatively optimal one of the download distribution points based at least in part on an availability of respective ones of the download distribution points with respect to an availability of other ones of the download distribution points. The method of determining a relatively optimal one of the download distribution points may include determining the relatively optimal one of the download distribution points based at least in part on a connection speed between respective ones of the download dis-

tribution points and the at least one gaming machine relative to a connection speed between other ones of the download distribution points and the at least one gaming machine.

The method of determining a relatively optimal one of the download distribution points may include determining the relatively optimal one of the download distribution points for a collection of the gaming machines that includes at least two different ones of the gaming machines. The method of determining a relatively optimal one of the download distribution points may include determining the relatively optimal one of the download distribution points based on a combination of a connection speed between respective ones of the download distribution points and the at least one gaming machine relative to a connection speed between other ones of the download distribution point and the at least one gaming machine and an availability of respective ones of the download distribution points with respect to an availability of other ones of the download distribution points. The method of providing an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions may include providing an Internet protocol address.

At least one embodiment may be summarized as a method of managing a plurality of gaming machines distributed throughout at least one casino property including caching at the plurality of download distribution points a plurality of packages of instructions that are downloadable to the gaming machines to configure the operation of the gaming machines, some of the packages of instructions cached by less than all of the download distribution points; storing information at the download and configuration management server indicative of which of the packages of instructions are available at which of the download distribution points.

At least one embodiment may be summarized as a gaming system including a plurality of gaming machines distributed throughout at least one casino property; a plurality of download distribution points geographically distributed throughout the at least one casino property; a download and configuration management server that is configured to determine a relatively optimal one of the download distribution points for at least one of the gaming machines and configured and communicatively coupled to provide an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions.

The gaming system may further include at least one wide area network communicatively coupling at least some of the gaming machines, the download distribution points and the download and configuration management server. The download distribution points may include a respective server and a respective computer-readable memory that stores a plurality of configuration files, at least some of the configuration files including executable instructions to be downloaded to selected ones of the gaming machines that define the operation of any of the gaming machines that execute the executable instructions. The download distribution points may include a respective server including a firewall and a respective computer-readable memory that stores a library of software packages downloadable to and executable by the gaming machines. The download distribution points may be configured to download specified game information to the gaming machines over the wide area network via a secure transmission protocol.

In one embodiment, a method is disclosed for sending a notification message using a modified form of User Datagram

Protocol (UDP) multicast notification system in a client-server architecture that otherwise allows only client initiated messages. The method includes: identifying information at a server that has potential for inclusion in a notification message; querying a database for a list of clients that have registered for a particular type of notification by a UDP broadcast processor; replying with a list of clients that have registered for a particular type of notification from the database; sending notification to all clients on the list using an assigned port number from the UDP broadcast processor.

In another embodiment, a method is disclosed for using a modified form of User Datagram Protocol (UDP) multicast protocol to implement a one-way notification system that includes: configuring the UDP multicast notification system without requiring configuration of network devices to support a UDP multicast; enabling UDP messages to be sent only to registered clients without broadcasting the UDP messages to all clients in the client-server architecture; and enabling any number of clients to be on a different network domain than the server.

Further aspects, features and advantages of various embodiments of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings.

#### BRIEF DESCRIPTION OF THE DRAWINGS

In the drawings, identical reference numbers identify similar elements or acts. The sizes and relative positions of elements in the drawings are not necessarily drawn to scale. For example, the shapes of various elements and angles are not drawn to scale, and some of these elements are arbitrarily enlarged and positioned to improve drawing legibility. Further, the particular shapes of the elements as drawn, are not intended to convey any information regarding the actual shape of the particular elements, and have been solely selected for ease of recognition in the drawings.

FIG. 1 is a block diagram of a slot management system, according to one illustrated embodiment.

FIGS. 2A(1)-2A(2) are a context diagram of operation of a download configuration server system according to one illustrated embodiment.

FIG. 2B is a tiered layer diagram of a download and configuration system architecture, according to one illustrated embodiment.

FIGS. 2C(1) and 2C(2) are a block diagram showing various components of a download and configuration system architecture, according to one illustrated embodiment.

FIG. 2D is a schematic diagram of a download and configuration network, according to one illustrated embodiment.

FIG. 2E is a schematic diagram showing a download and configuration network, according to one illustrated embodiment.

FIG. 3 is a flow diagram showing a download and configuration user tree logic, according to one illustrated embodiment.

FIG. 4 is a flow diagram showing a download and configuration user tree logic to manage a package library (SDDP), according to one illustrated embodiment.

FIG. 5 is a flow diagram showing a download and configuration user tree logic to manage downloads, according to one illustrated embodiment.

FIG. 6 is a flow diagram showing a download and configuration user tree logic to edit download assignments, according to one illustrated embodiment.

FIG. 7 is a flow diagram showing a download and configuration user tree logic to manage a collection, according to one illustrated embodiment.

FIG. 8 is a flow diagram showing a download and configuration user tree logic to download views, according to one illustrated embodiment.

FIG. 9 is a flow diagram showing a download and configuration user tree logic to manage configurations, according to one illustrated embodiment.

FIG. 10 is a flow diagram showing a download and configuration user tree logic to edit configuration assignments, according to one illustrated embodiment.

FIG. 11 is a flow diagram showing a download and configuration user tree logic of various configuration views, according to one illustrated embodiment.

FIG. 12 is a flow diagram showing a download and configuration user tree logic to manage reports, according to one illustrated embodiment.

FIG. 13 is a flow diagram showing a download and configuration user tree logic to interact with various electronic game machines (EGMs) 213, according to one illustrated embodiment.

FIG. 14 is a flow diagram showing a download and configuration user tree logic to execute configuration jobs, according to one illustrated embodiment.

FIG. 15 is a flow diagram showing a download and configuration user tree logic to execute download jobs, according to one illustrated embodiment.

FIG. 16 is a flow diagram showing a method of handling download and configuration messages, according to one illustrated embodiment.

FIG. 17 is a flow diagram showing a method of downloading packages, according to one illustrated embodiment.

FIG. 18 is a block diagram showing various components of a DCL control panel, according to one illustrated embodiment.

FIG. 19 is a block diagram showing a download handler, according to one illustrated embodiment.

FIG. 20 is a block diagram showing a configuration handler, according to one illustrated embodiment.

FIG. 21 is a block diagram illustrating a scheduler service, according to one illustrated embodiment.

FIG. 22 is a block diagram illustrating a user interface download Web service, according to one illustrated embodiment.

FIG. 23 is a block diagram illustrating a user interface configuration Web service, according to one illustrated embodiment.

FIG. 24 is a block diagram illustrating a scheduler Web service, according to one illustrated embodiment.

FIG. 25 is a block diagram showing an executive unit, according to one illustrated embodiment.

FIG. 26 is a block diagram illustrating a download handler Web service, according to one illustrated embodiment.

FIG. 27 is a block diagram illustrating an option configuration handler Web service, according to one illustrated embodiment.

FIG. 28A is a flow diagram illustrating a method of viewing packages, according to one illustrated embodiment.

FIG. 28B is a flow diagram illustrating a method of viewing package modules, according to one illustrated embodiment.

FIG. 28C is a flow diagram illustrating a method of viewing package management logs, according to one illustrated embodiment.

FIG. 29 is a flow diagram illustrating a method of creating a download assignment, according to one illustrated embodiment.

FIG. 30 is a flow diagram illustrating a method of creating a configuration assignment, according to one illustrated embodiment.

FIG. 31 is a flow diagram illustrating a method of initiating a package installation, according to one illustrated embodiment.

FIG. 32 is a flow diagram illustrating a method of editing a download assignment, according to one illustrated embodiment.

FIG. 33 is a flow diagram illustrating a method of editing a configuration assignment, according to one illustrated embodiment.

FIG. 34 is a flow diagram illustrating a method of performing an EGM configuration discovery, according to one illustrated embodiment.

FIG. 35 is a flow diagram illustrating a method of performing an EGM download discovery, according to one illustrated embodiment.

FIG. 36 is a flow diagram illustrating a method of obtaining a configuration, according to one illustrated embodiment.

FIG. 37 is a flow diagram illustrating a method of refreshing an inventory, according to one illustrated embodiment.

FIG. 38 is a flow diagram illustrating a method of obtaining an inventory job, according to one illustrated embodiment.

FIG. 39 is a flow diagram illustrating a method of setting configuration changes jobs, according to one illustrated embodiment.

FIG. 40 is a flow diagram illustrating a method of cancelling an option change, according to one illustrated embodiment.

FIG. 41 is a flow diagram illustrating a method of performing an unsolicited options list, according to one illustrated embodiment.

FIG. 42 is a flow diagram illustrating a method of performing an unsolicited options change status, according to one illustrated embodiment.

FIG. 43 is a flow diagram illustrating a method of downloading a package, according to one illustrated embodiment.

FIG. 44 is a flow diagram illustrating a method of installing a package, according to one illustrated embodiment.

FIG. 45 is a flow diagram illustrating a method of canceling a pending download of a package, according to one illustrated embodiment.

FIG. 46 is a flow diagram illustrating a method of scheduling a job execution, according to one illustrated embodiment.

FIG. 47A is a flow diagram illustrating a method of managing packages, according to one illustrated embodiment.

FIG. 47B is a flow diagram illustrating a method of performing a package management system configuration, according to one illustrated embodiment.

FIGS. 48A-48L are a block diagram of a download ERD, according to one illustrated embodiment.

FIGS. 49A-49I are a block diagram of a configuration ERD, according to one illustrated embodiment.

FIG. 50 is a block diagram of a schedule ERD, according to one illustrated embodiment.

FIG. 51A is a screen print of a download and configuration control panel, according to one illustrated embodiment.

FIG. 51B is a screen print of a login control panel, according to one illustrated embodiment.

FIG. 51C is a screen print of a change login password control panel, according to one illustrated embodiment.

FIG. 51D is an EGM navigation control panel, according to one illustrated embodiment.

FIG. 51E is a screen print of a collection navigator control panel, according to one illustrated embodiment.

FIG. 51F is a screen print of an assignment navigator control panel, according to one illustrated embodiment.

FIG. 51G is a screen print of a manual override control panel, according to one illustrated embodiment.

FIG. 51H is a screen print of an inventory control panel, according to one illustrated embodiment.

FIG. 51I is a screen print of a search, query and display control panel, according to one illustrated embodiment.

FIG. 51J is a screen print of an activity log query and display control panel, according to one illustrated embodiment.

FIG. 52A is a screen print of a download wizard control panel to assist in choosing EGMs, according to one illustrated embodiment.

FIG. 52B is a screen print of a download wizard control panel assist in choosing packages, according to one illustrated embodiment.

FIG. 52C is a screen print of a download wizard control panel assist in scheduling changes, according to one illustrated embodiment.

FIG. 52D is a screen print of a download wizard control panel assist in reviewing assignments, according to one illustrated embodiment.

FIG. 53A is a screen print of a configuration assignment wizard control panel assist in choosing EGMs, according to one illustrated embodiment.

FIG. 53B is a screen print of a configuration assignment wizard control panel assist in choosing options, according to one illustrated embodiment.

FIG. 53C is a screen print of a configuration assignment wizard control panel assist in choosing game options, according to one illustrated embodiment.

FIG. 53D is a screen print of a configuration assignment wizard control panel assist in making schedule changes, according to one illustrated embodiment.

FIG. 53E is a screen print of a configuration assignment wizard control panel assist in choosing reviewing assignments, according to one illustrated embodiment.

FIG. 54A is a screen print of a floor layout control panel, according to one illustrated embodiment.

FIG. 54B is a screen print of a schedule control panel, according to one illustrated embodiment.

FIG. 54C is a screen print of a task lists control panel, according to one illustrated embodiment.

FIG. 55 is a screen print of an exemplary casino floor display, according to one illustrated embodiment.

FIG. 56 is a schematic diagram of a casino network including corporate, back-office and floor networks, according to one illustrated embodiment.

FIG. 57 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 58 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 59 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 60 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 61 shows a method of operating a download and configuration management system to manage a plurality of

gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 62 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 63 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 64 shows a method of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

FIG. 65 illustrates a typical client-server architecture system with multiple clients requesting information from a server, in which a UDP multicast notification system enables UDP notification messages to be sent reporting that a change has occurred to database table-1 and database table-4.

FIG. 66 illustrates the UDP multicast notification system of FIG. 65 being used to send job status updates to BCP clients 2 and "n."

FIG. 67 illustrates a UDP Broadcast Processor displayed as one component in the DCM engine.

FIG. 68 illustrates the client registration process in a UDP multicast notification system.

FIG. 69 illustrates the process of sending a notification message in a UDP multicast notification system.

FIG. 70 illustrates the process of un-registering a client from the UDP multicast notification system.

FIG. 71 illustrates the UDP multicast notification system of being used to send individual client download progress and total download progress.

#### DETAILED DESCRIPTION

In the following description, certain specific details are set forth in order to provide a thorough understanding of various disclosed embodiments. However, one skilled in the relevant art will recognize that embodiments may be practiced without one or more of these specific details, or with other methods, components, materials, etc. In other instances, well-known structures associated with computing systems, networks including servers, routers, bridges, firewalls, etc., and gaming devices including electronic gaming machines have not been shown or described in detail to avoid unnecessarily obscuring descriptions of the embodiments.

Unless the context requires otherwise, throughout the specification and claims which follow, the word "comprise" and variations thereof, such as, "comprises" and "comprising" are to be construed in an open, inclusive sense, that is as "including, but not limited to." Reference throughout this specification to "one embodiment" or "an embodiment" means that a particular feature, structure or characteristic described in connection with the embodiment is included in at least one embodiment. Thus, the appearances of the phrases "in one embodiment" or "in an embodiment" in various places throughout this specification are not necessarily all referring to the same embodiment. Further more, the particular features, structures, or characteristics may be combined in any suitable manner in one or more embodiments.

As used in this specification and the appended claims, the singular forms "a," "an," and "the" include plural referents unless the content clearly dictates otherwise. It should also be noted that the term "or" is generally employed in its sense including "and/or" unless the content clearly dictates otherwise. The headings and Abstract of the Disclosure provided

herein are for convenience only and do not interpret the scope or meaning of the embodiments.

FIG. 1 shows slot management system 101, according to one illustrated embodiment. One conventional gaming machine management system is the XYZ One System, which is designed to provide essential functionality for gaming facilities. The present example embodiment provides for a unified gaming machine management system that offers the full feature sets which are desirable for a Class III casino floor with a rich gaming environment and providing the flexibility to mix Class II and Class III machines on the same gaming floor. To accommodate this unification, many features and functions are needed to provide a robust functional capability. In the example embodiment, an architectural framework is provided that enables the addition of modules and functionality. Slot management system 101 may use standards based communications protocols, such as HTTP, XML, SOAP, SSL. Slot management system 101 may be a scaleable system, which may advantageously employ off-the-shelf components, such as conventional servers and storage devices. Slot management system 101 may utilize standard user interfaces for all system front ends, such as a display, keyboard, mouse, and conventional windows software. An example front-end may be a management terminal (server) 103 from which an operator can utilize a user interface to communicate with player account system server 105 and review and/or modify player information contained in a player database managed by player account system server 105. Slot management system 101 may use standardized authentication, authorization and/or verification protocols, which may be implemented and/or controlled by a server-to-server (S2S) server 107 which enables the secure communication of data and information between the respective servers within the slot management system 101. Third party interface 109 may further provide for the incorporation of third party servers and storage devices, such as IGT/Rocket server 111 and Gaming Database 113, using the standardized authentication, authorization and verification protocols. Slot management system 101 may support a wide range of promotional tools to enable various promotional and marketing programs which may be used in conjunction with casino market place server 115, such as a CMP, or another system gaming subsystem. Slot management system 101 includes transaction server 117, for example an iView transaction server that communicates with iView apparatuses which are incorporated with gaming machines connected to the network, where iView apparatuses include a secondary display connected to a motherboard including a microprocessor or controller, memory, and selected communication, player, and/or gaming software, such as a conventional video wagering game or multi-media presentations which may be enabled by a player, the gaming machine, or the slot management system. It may be appreciated that transaction server 117 can be designed to drive and communicate with other network connected apparatuses having a display and user interface. In the contemplated embodiments, the networked apparatuses, such as the iView apparatuses, are incorporated with slot management system 101 to multi-task as both a presentation engine and a game management unit (GMU). To provide flexibility, slot management system 101 utilizes open standard GSA (Gaming Standards Association) protocols for ease of integrating various manufacturers devices and a windows-based system for ease of operators (users) in programming and obtaining data from, and adding data to the system.

FIGS. 2A(1)-2A(2) show operation of a download and configuration server system 201, according to one illustrated embodiment.

The download and configuration server system **201** includes control station **203**, which may include a display and a user interface. The download and configuration server system **201** may also include a download and configuration services block **205** (including for example a download server or Web accessible service, a download handler server or Web accessible service, a configuration server or Web accessible service, an option configuration server or Web accessible service, a scheduler server or Web accessible service and a scheduler server or Web accessible service). The download and configuration server system **201** may further include a download and configuration database block **207**, which may include, for example, conventional storage depositories such as a download database **227**, a schedule database **229**, and a configuration database **228**. The download and configuration server system **201** may additionally include a network components block **209**, for example, conventional hardware and software to support HS **260**, MSMQ, and DNS, a SQL report server, an active directory **245**, a certificate server, a download library **234**, and an SDDP (Software Download Distribution Point) **252**. The download and configuration server system **201** may further include a Game-to-Server (G2S) host block **211**, that may, for example, include a download handler **233**, an executive service **220**, an option configuration handler **232**, a G2S engine **280**, a delivery agent, and a G2S Web accessible service. The download and configuration server system **201** may even further include an electronic game machine (EGM) block **213**, that may, for example, include a facility floor of network connected gaming machines and tables which may each include an iView or similar product features and/or a gaming management processor unit which are individually identifiable and addressable over the network. The referenced Web services may utilize a secure HTTPs transmission protocol used to communicate with the slot management service and vice-versa. The system **201** may operate using Web protocol and Web services to serve information and process transactions, in contrast to serving Web pages in the traditional sense.

Download and configuration server system **201** enables the transmission of software files, packages or modules to one or more clients, such as gaming machines or gaming tables, via, for example, a casino network using the Gaming Standard Association's (GSA's) Game to System (G2S) message protocols. The configuration portion of server system **201** enables the selecting of specific settings and options on one or more clients using GSA's G2S message protocols, such as to modify the Alpha operating system on conventionally available gaming machines or third party gaming machine or table operating systems. The respective subsystems of server system **201** communicatively couple to control station **203**. The control station **203** includes a common user interface application, such as a control panel (e.g., Bally Control Panel **216** or BCP **216**) software application, so that a user can request data and issue commands for the processing of download and configuration operations throughout the network.

Download and configuration server system **201** provides for the following G2S download class features: 1) the G2S download class provides a standardized protocol to manage the downloaded content on all G2S compliant gaming machines or tables (i.e., EGMs **213**) from all G2S compliant host systems; 2) the G2S download class enables installation of downloaded packages; 3) the G2S download class enables the removal of software (uninstall); 4) the G2S download class enables scheduling of installation and/or removal of software including enabling scheduling options that relate to a specific time, EGM state, or interaction with a host server or technician; 5) the G2S message class supports reading an

inventory of downloaded packages and installed modules, which provides the capability to effectively manage the content on the EGM **213**; and 6) the G2S message class enables recording transaction logs for packages and scripts on a transaction database accessible through control station **203**. This feature provides an audit capability or transaction tracer for determining how content came to be on an EGM **213**.

Download and configuration server system also provides the following G2S option configuration (optionConfig) class features which allows for the selection of various configuration options: a) the optionConfig class provides a convenient and efficient mechanism to remotely configure EGMs **213** and b) the G2S optionConfig class provides for downloading options available from within an EGM **213**.

Download and Configuration server system **201** implemented G2S classes (optionConfig, download, and scheduler) are also integratable through secondary displays, such as the iView, by incorporating, for example an iView transaction server. Thus, download, configuration, and configuration options may be implemented at selected EGMs **213** through their respective Main Processor Unit (MPU) or through iViews. In the case of using the iViews for network communications, a separate processor board is provided along with a display and user interfaces. Communication channels are connectable between the iViews and the MPU to enable the download, configuration, and configuration option processes. Some definitions of terms and components follow:

Databases—The databases return information based on the results of a stored procedure call. For example, the following databases, which are descriptively named, may be utilized: Core; Configuration; Download; Activity; and Schedule.

Control panel **216** (BCP)—As an example, the control panel application, such as a BCP **216**, can be a smart client implemented on control station **203** encapsulating all the functionality to support the command and control portions of the download and configuration features of a facility or facilities. Downloads and configuration options can be remotely scheduled or deployed immediately by a user through control station **203**. Notifications, approvals, searches, and reports produced through server system **201** can be viewed by a user through a display or by hardcopy provided by a printer connected to control station **203**.

Control station **203** can be utilized for remote downloading and configuration of games and game operating systems of connected EGMs **213**. Also, control station **203** can be utilized to download content to or to configure the iView (or similar components) and second game displays or monitors (for instance, in cases in which an EGM **213** has two or more major displays) (which may also include an additional processor unit such as for example in the case of multiple games operable on a single EGM **213** on separate displays), as well as peripheral software for components in the games like bill validators and ticket printers.

Control station **203** can be utilized for the throttling of system resources based on the requested changes. For example if the user requests several high bandwidth consuming jobs be initiated concurrently, the control station **203** would advise the user that this would utilize more than allocated bandwidth and require changes to the proposed schedule. It is also contemplated that the control station **203** could recommend changes to the schedule to ease the work requirement for the user.

Control station **203** can be utilized for the broad based change to gaming floors to support special events. For example on Halloween a specialized background or theme could be downloaded or configured on all capable games and devices for the duration of the event. This concept can be

further extended to enabling specialized bonus games on other player centric activities relating to the special event or holiday. This allows a user of control station 203 to fully customize the property without the manual effort required with current systems and technologies.

Control station 203 can be utilized to fully view in a graphical fashion gaming floor configurations that have occurred in the past or are proposed for the future. This allows the user of control station 203 to easily and quickly compare past gaming floor configurations to configurations proposed for the future in an easy to understand graphical manner. It is contemplated that these configurations be animated in a manner that realistically depicts the activity on the gaming floor over a period of time allowing the user of control station 203 to visually assess the impact of the proposed changes.

Control station 203 can be utilized to view machine utilization information over time to determine where certain groups of players spend their time while at a property. For example if certain demographic groups are inclined to utilize gaming machines configured at \$0.25 per play and this control station 203 capability can illustrate the fact that during certain times of the day this gaming machine configuration is completely utilized and that a large group of this demographic is scheduled to visit the property, the casino manager could opt to enable more of this type of game so players are not waiting for an opportunity to play. It is contemplated that this feature is presented in an animated fashion such that the user of control station 203 may select a date range and analyze in real time game usage by time of day and by player demographic. This feature also requires control station 203 have access to, and the capability of processing, information from the player marketing system or have access to a data stream feeding the player marketing system.

Control station 203 has the capability to allow groups of gaming machines to be identified and operated upon via a number of query options. This aids the user in quickly and effectively finding the gaming machines to apply changes. It is contemplated that advanced selection criteria such as performance over the last 30 days be considered as a query parameter. The control station 203 can provide the capability to utilize a graphical representation of the gaming floor. This allows selected groups of games to be graphically represented on a floor map as well as in a list form.

Control station 203 can utilize historical slot game performance data to provide guidance for new floor configuration options. The historical data may be accessed in the download system data stores or from an external business intelligence system. It is contemplated that the control station 203 may be programmed to allow for automated floor configuration changes based on the historical performance data. This capability may be applied automatically or via an interface requiring only approval from the user prior to applying the changes.

Database Web Services—These are World-Wide Web (Web) services that are conventionally available to be re-used by other user interfaces and service applications connected to slot management system 101. In other words, this is a secure closed system network using Web services connected on demand with the slot management system 101 (FIG. 1).

Handlers—These are the logic libraries that are responsible for executing the business logic of the system.

Network Components—The following list of network components, or portions thereof, may be implemented and/or required by the download and configuration server system 201: Certificate Server; DNS; DHCP; Application Firewalls, Hardware Firewalls, Network Load Balancers.

Third Party Software Applications—the following list of 3<sup>rd</sup> party applications may be utilized or required by the server

system 201: IIS 260, MSMQ, SQL Server, SQL Server Reporting Services, Active Directory 245, Microsoft Windows 2003 Server.

G2S Engine 280—This service will receive G2S messages directly from EGMs 213 and dispatch them to the respective subsystem of server system 201 based on the message component type.

EGMs 213—Electronic Gaming Machines, which may include gaming tables with processor and/or display components.

iView—For example, a conventional apparatus providing a player or employee user interface and display at EGMs 213 connected to the network including the player tracking server and enabling a player or employee to request and receive information, to receive award notifications, to transfer credits, and to conduct such activities through the apparatus as is enabled on slot management system 101. One usage of an iView-type apparatus may be to display marketing and player tracking information and various shows on the occurrence of an award or win by a player. Such apparatuses may also allow gaming, such as with server-based games or even independent games stored on their respective processor boards. Thus, separate games may be implemented through the iView-type device, apart from the main game of EGM 213 controlled by the MPU. In turn, the content of the iView may be separately modified as through downloads or configurations or configuration options.

Control station 203 is able to retrieve from the database and view all login attempts to the server both successful and failed. A user may be locked out of access to the control panel application at control station 203 after too many failed login attempts. The recorded transaction log may include the login ID, data, time of login and duration.

The Web services may support functionality between control station 203 and database block 207. The Web services may also support unsolicited messages between the G2S handlers and control station 203.

Server system 201 may maintain a record or transaction log of login attempts to the server both successful and failed. The log may include the login ID, data, time of login and duration. Server system 201 may also maintain a transaction record or log of all events and activity occurring on server system 201. The log may include a record of which login session in which the event occurred.

Server system 201 may also maintain a log of communication events with any EGM 213. Server system 201 may also maintain the status of each EGM 213 including: game history data; download status (available, requested, downloading, applied, rejected); package information (available for install, requested, being downloaded, downloaded, installed); hardware information; software module information; and/or error conditions.

The configuration and download server system 201 may dynamically build packages to be downloaded based on EGM 213 inventory and available updates, fixes and new data for EGMs 213. The configuration and download server system 201 may verify requests from EGM 213 including whether or not the EGM 213 is valid and is in a functional or operational state to make the request. All requests may be logged and contain the requesting EGM 213 identifier, time and date, specific request, and EGM 213 operational status. The configuration and download server system 201 may communicate with Software Distribution Point servers (SDDP) 252 to maintain a list of packages that are available for supported EGMs 213. The configuration and download server system 201 may supply the location of the SDDP 252 when instructing an EGM 213 to add a package. The configuration and

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download server system **201** may verify that all required hardware and software for a package to be sent to an EGM **213** exists before instructing EGM **213** to retrieve the package. The configuration and download server system **201** may support multiple EGMs **213** in multiple sites and/or facilities and EGMs **213** produced by multiple manufacturers. The configuration and download server system **201** may verify that a software package can be installed on a selected EGM **213** before instructing EGM **213** to add a package. Such verification may, for example, use information in the package header and information stored about selected EGM **213**. The configuration and download server system **201** may be able to track which packages are installed on any given EGM **213** and verify the data by requesting a selected EGM **213** to send package install information. The configuration and download server system **201** may report bad images and errors and log them when failed package installation information is received from an EGM **213**. The configuration and download server system **201** and SDDP **252** may be used to control all network pacing, bandwidth, error recovery, and monitoring. The configuration and download server system **201** may be used to maintain the location of all SDDP **252** and the packages available on each.

Software Download Distribution Point (SDDP **252**) server may be utilized to maintain all downloaded software packages in a secure library with the required number of secure backups defined by a jurisdiction. The SDDP server **252** may be used to restrict access to the library that stores all software download packages to only authorized personnel. The access may limit access, such as to only allow write access to those authorized to add, delete, and update packages and read access for all others authorized to access the library. The SDDP server **252** may provide secure software level firewalls to restrict access to everything saved on the server. The SDDP server **252** may maintain a log of login attempts to the server both successful and failed. The log may include the login ID of a user, data, time of login and duration. The SDDP server **252** may maintain a log of all events and activity occurring on server system **201**. The log may include which login session in which an event occurred.

Software packages added to the software library may be verified from the package data using an MD5 or SHA1 hashing algorithm to validate the data or some other verification tool. The verification string may be added to a package header and used to re-verify the package when it is downloaded to the EGM **213**.

All verification failures and related errors may be logged and the log entry may contain the date and time, the ID of the person running the process at the time, and the specific type of error that occurred. They may also be displayed on the correct display area.

The SDDP server **252** may be utilized to provide selected EGMs **213** with the communications port location and IP address used for sending software package data to the EGM **213**. All data within a download package may be compressed using conventional compression techniques and transmitted in compressed format. On receipt, EGM **213** may decompress the downloaded software package.

FIG. 2B shows a tiered layer architecture of a download and configuration system according to one illustrated embodiment.

A presentation layer **214** may include the control panel application **216**. The control panel application **216** is loaded on control station **203** (FIGS. 2A(1)-2A(2)) which provides a user interface and display through which the download and configuration portion of the slot management system **101** (FIG. 1) is managed.

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A business logic layer **218** may include G2S Host **219**, which may include G2S engine **280** components. G2S Host **219** may be used to send and receive G2S protocol messages to and from EGMs **213** and other configurable devices. G2S Host **219** may also be used for the packaging and unpackaging of the internal system messages and G2S protocol messages. The business logic layer **218** may also comprise of Download and Configuration logic libraries, Executive Service **220**, and the Scheduler Service **221** which are responsible for implementing the Business Logic of the system.

A data access layer **222** may be comprised of Web Services **223**, which may be used to enable methods and/or processes for interacting with a data layer **224**. A network services layer **225** provides network services **226**.

The data layer **224** may comprise various databases, for example a download database **227**, configuration database **228**, schedule database **229**, activity database **230**, and core database **231**, as may be useful for storing download and configuration system data.

EGM layer **212** may comprise the EGMs **213** and other configurable components like iViews and game controllers.

FIGS. 2C(1) and 2C(2) show a componentization of a download and configuration system, according to one illustrated embodiment.

The presentation layer includes the control panel application **216**. The control panel application **216** may be loaded on control station **203** which may include a user interface and display for user to manage the download and configuration server system **201**.

The business logic layer includes Download Service and Logging. The Logging library may be used to store job logs and may include storing error and debug logs.

The scheduler **221** may implement the shared base classes for assignments and jobs, maintain the job queues, and/or provide execution contexts for host-originated activities. The scheduler **221** may also include upkeep (e.g., flush) of outdated job and job log entries.

G2S Host core **219** may provide the mechanisms to separate protocol specifics from application logic. G2S Host core may receive information from the application libraries (e.g., Configuration), and may be utilized to implement the interfaces that application and protocol components require to fulfill their needs.

An option configuration handler **232** may be utilized to implement the G2S class's specific to the Option Configuration context.

A download handler **233** may be utilized to implement the G2S class's specific to the download context.

A download library **234** may be part of the library of software packages available for download to EGM's **213**.

The SDDP **252** may be comprised of a Website responsible for downloading software packages to EGMs **213**.

The data access layer **222** may connect Web-based structure and services with the download database **227**. The data access logic required for the download and configuration system **201** to interact with the download database **227** may be contained within the download Web service **236** (FIG. 2B). The download Web service **236** may also provide structure and services for communicating download commands, such as between the BCP **216** and a download handler **237** via the executive component **220** (e.g., via an executive Web service **240**).

A configuration Web service **238** (FIG. 2B) may provide Web-based structure and services allowing the interaction with the configuration database **228**. The data access logic required for the download and configuration system **201** to interact with the configuration database **228** may be con-

tained within the configuration Web service **238**. The configuration Web service **238** may also provide Web-based structure and service for communicating configuration commands, such as between the BCP **216** and a configuration handler **239** via the executive component **220** (e.g., via the executive Web service **240**).

A scheduler Web service **241** (FIG. 2B) may provide Web-based structure and services to consuming components to allow the interaction with the schedule database **229**. The data access logic required for the configuration and download system **201** to interact with the schedule database **229** may be contained within the scheduler Web service **241**.

A core Web service **242** may provide Web-based structure and services to consuming components to allow the interaction with the core database **231**. The data access logic required for the system to interact with the core database **231** may be contained within the core Web service **242**.

An activity Web service **243** may provide Web-based structure and services to consuming components to allow the interaction with the activity database **230**. The data access logic required for the system to interact with the activity database **230** may be contained within the activity Web service **243**.

A security Web service **244** may provide Web-based structure and services to consuming components to allow the interaction with active directory **245** for security purposes (e.g., authentication, verification, encryption, etc.). The security Web service **244** may be used as a Web based interface for retrieving and storing security data in the active directory **245** or other directories, databases or other security repositories.

At the Data layer **224**, the configuration schema may implement the configuration database **228**; download schema may implement the download database **227**; activity schema may implement the logging database **230**; core schema may implement the translator or core **231** database; and schedule schema may implement the schedule database **229**.

FIGS. 2D and 2E show a download and configuration server **15** system network according to one illustrated embodiment.

Download and configuration server network **201** is a portion of slot management system **101** which provides a suite of subsystems designed to provide customizable solutions by allowing users to select products within the suite to meet their needs for particular facilities, such as a casino manager seeking to manage single or multiple properties. Download and Configuration (Download and Config) are two of the subsystems offered in the suite that provides a user, such as the Slot Operations staff, an efficient mechanism to remotely configure electronic gaming machine (EGM) **213**.

The Download and Config Software utilized together with the apparatuses as shown in the figures may be used to enable a casino Slot Operations staff to schedule and change a game(s) on the casino floor from a keyboard.

Using the Control Panel (BCP) interface **203**, the staff may be able to schedule, configure, download and activate changes to games on the floor, without touching an EGM **213** on the floor. Download and Config software application may be loaded on control station **203** to enable the sending of information over the casino network using G2S & HTTPS standardized message protocols that manage the downloaded content. From control station **203**, a user, such as casino staff, can change cabinet or game options, or games in EGMs **213**. There are numerous selections that the staff can schedule to configure or make a minor change. Some examples of the types of software that may be downloaded or options which may be re-configured are:

Cabinet Options	Game Options	Download Options
Sound	Game/Theme	Change a game, theme, &/or
Reel spin speed	Paytable	paytable
Background color	Denomination	Change game operating system
Attract mode		

In order to implement the download and configuration features, one approach is to install slot management system **101** at a facility, such as, for example, the Live slot management system **101**. The implementation of the download and configuration features further contemplates the implementation of server hardware and related equipment as shown in the figures, and particularly FIGS. 2A(1)-2E, including software to perform the needed functions for communicating relevant data and instructions, the implementation of download ready EGMs **213**, such as EGMs **213** with an Alpha operating system with remote download and configuration capability. An example system for implementing the download and configuration network **201** may be a XYZ One System together with the Live Floor program. Another example implementation of the Download and Configuration server network **201** may be in conjunction with other slot management systems incorporating the Live Core program.

An example process for using the download and configuration server **25** network **201** is as follows: A casino operator decides to change game themes on the Alpha V20D-20 EGMs **247**. The software game themes are located on the SDDP Server **252**. The Download management tools are located on the Application/Database Server System **251**. One or more servers separate from the SDDP Server **252** contain the game theme software, such as for security or redundancy purposes. The Alpha EGMs **247** are identified on the casino floor using the BCP **216**. A Download management tool, such as the BCP scheduler may be used through a menu to identify: the date and time to download the game packages; the game packages to send to the specific EGMs **213**; the date and time to automatically activate the games on the EGMs **213** after the download. At the selected date and time, the EGM **213** may open communication with the Download Database **227**. The EGM **213** request software from the SDDP server **252**. The SDDP server **252** downloads the specified game information to the EGM **213** using a secure transmission protocol such as HTTPS. The download to the EGM **213** may occur in the background operation of the Alpha OS, so that game play is not interfered with. The EGM **213** may de-activate game operation for a predetermined amount of time subsequent to the last play on the EGM **213**, such as five minutes, and issue a message on one of its display panels that it is temporarily offline, at which point the EGM **213** can initiate installation of the downloaded software. A record of the transmissions and corresponding activity of the EGM **213** is relayed to a retrievable storage on the network, such that a privileged user may operate the BCP **216** to run the reports identifying the old and new games, date changed, and by whom. User privileges may be restricted as discussed previously to provide additional levels of security and flexibility within the system and for the casino operator or users of slot management system **101** and download and configuration server network **201**.

Example download and configuration components that are shown in FIGS. 2D and 2E indicate a system that supports up to 10 EGMs **213** through a single Cisco **2950** switch. As the number of EGMs **213** increase, the type and/or number of servers, switches, firewalls, and pipelines may be changed to accommodate higher traffic volumes and improve or avoid degradation of performance. In an example embodiment, the

following apparatuses and software are incorporated. An SDDP server **252**, which includes a download software library. The SDDP server **252** executes game server software, and the download software library stores download game software.

An application/database server **227** includes core databases, and provides core services as well as download services. The core databases may include a core database, a meter database and an activity database. The core services may include: communications, initiation and validation, certificate, IIS, MSMQ, DNS, DHCP, and active directory services. The core services may also include: meter services, activity services, cabinet services, and game play services. The download services may include certificate, IIS, MSMQ, DNS, DHCP, and active directory services. The download services may further include: a Web service, a configuration Web service, a scheduler Web service, a download handler Web service, an option configuration handler Web service and a scheduler service.

A panel control (BPC) **203**. A G2S may include certificate, IIS, MSMQ, DNS, DHCP, and active **20** directory services. The G2S may also include a SQL Report, Web Service, and delivery agent. Download and configuration databases may include: a download database, a configuration database and a scheduler database.

An adaptive security appliance (ASA) may create a firewall between back-end and floor systems. Such may provide proactive threat defense that stops attacks before they spread through the network, controls network activity and application traffic, and delivers flexible VPN connectivity.

Example Components	Example Hardware	Example Software
SDDP server 252 (SDDP 252 may be placed on its own server to comply with some jurisdiction requirements.)	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards	OS - Microsoft Windows 2003 Microsoft SQL 2005
Application Library Server	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards	OS - Microsoft Windows 2003 Microsoft SQL 2005
Databases: Scheduler Download Configuration Networking	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards  Cisco 2950 Switch, 24-port Cisco ASA 5510 (firewall)	OS - Microsoft Windows 2003 Microsoft SQL 2005
Connecting wiring between devices	CAT-5 cables 15 feet long 2 cables per EGM 213	

FIG. 3 shows an exemplary download and configuration user-based tree logic flow diagram, according to one illustrated embodiment. The exemplary users shown in the diagram have the following descriptive names: Reviewer, Approver, Editor, Casino Manager, and Casino Analyst. The Reviewer is a user who can view tasks that are only related to view; this user doesn't have the right to change anything in the system. The responsibility of the Approver is to approve the tasks that need to be approved by an additional user. The Editor has the right to edit, view, set and cancel tasks. The Casino Manager is a user who may or may not be directly involved with day to day management of gaming terminals, approves changes to configuration, and views gaming perfor-

mance data. The Casino Analyst (i.e., performance analyst) may generally report directly to the Casino Manager and may be tasked with analyzing the financial performance of the casino, including the network of electronic gaming machines. After analysis, the Casino Analyst may produce a list of recommendations to the Casino Manager designed to optimize the electronic gaming network performance.

The following devices and systems may be included within the described slot management network system and may have the referenced capabilities:

EGM—G2S Protocol: An Electronic Gaming Machine (EGM) **5 213** that implements the Game To System (G2S) protocol for download and configuration.

iView—G2S Protocol: Device for player touch point services. It may be used to display marketing and player tracking information. It may be incorporated within the network to provide gaming independent of or incorporated with an EGM **213**. It has a separate network connection as indicated in the prior figures.

3rd Party Server: Third party server that provides download and configuration management of non-G2S EGM **213** devices. The Control Panel (BCP) **216** may use an extension of System to System (S2S) protocol to manage download and configuration of proprietary EGMs **213** through the proprietary (3rd party) server.

Slot Management System: Central system responsible for accounting, vouchering, player tracking, etc. (e.g., Slot Data System).

FIG. 4 shows an exemplary download tree-logic flow diagram for managing a software package library with the SDDP **252**, according to one illustrated embodiment. In the illustrated example:

Install Package—A package is a transport container designed to deliver one or more modules to a downloadable device (like an EGM **213**, iView or GC hereafter referred to as EGM **213**). This use case allows users to install packages to the SDDP **252**. This may include three primary functions. 1) copy the package files themselves from the CD to the correct directories on the SDDP **252**; 2) update the SDDP **252** inventory tables in the download database **227**; and 3) log all of this activity.

Uninstall Package—Removes the package from the SDDP **252**, updates the download database **227** inventory and logs the activity.

View Packages—This use case allows the users to examine the packages that exist at the SDDP **252**.

View Package Modules—This use case indicates that users may view the modules contained in a package.

View Package Management Logs—All activities like installing and uninstalling of packages are logged by the system; this use case denotes the user's ability to review these logs.

Verify Packages—Check the hash values and certificates of the packages in the SDDP **252** directories to confirm no tampering has occurred. Confirm that no unauthorized packages exist on the SDDP **252**.

FIG. 5 shows an exemplary download management tree logic flow diagram, according to one illustrated embodiment:

Create Download Assignment—Create an assignment of packages(s) to a collection. A new assignment is inactive, and has a default schedule of now, an empty collection, and contains no packages.

Edit Download Assignment—Described in detail below with regard to FIG. 6. This includes managing the collection membership, what is assigned for download, whether the assignment is active, and its schedule.

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Download Views—Described in detail below with regard to FIG. 8. Users can examine current EGM 213 inventory, the package library (via packages, or via modules), pending jobs (scheduled, active assignments), running jobs (changes in progress), and completed jobs.

Initiate Package Installation—When a package has been distributed to one or more EGMs 213, the EGM 213 escrows the package, verifies it is what it is professed to be, and awaits an “initiating event.” What that means varies by jurisdiction; it may be an attendant action at the EGM 213, at the system, or allowed to occur automatically. This use case covers the concept that a BCP user may manually initiate a package installation, or it may be automated at the system level.

Purge—This refers to the function of purging old assignments from the database. Assignments are marked deleted and may become invisible to the user interface (UI) tools. Deleted assignments may be purged if they were never active.

Approve Assignment—This use case shows that an assignment may be approved by an Approver. This is a user with approval role in the system.

FIG. 6 shows an exemplary flow diagram for editing download assignments, according to one illustrated embodiment.

Manage Collection—A collection may be used by more than one assignment. The user can modify the membership of the collection:

Add and remove EGMs 213. Dynamic collection may be allowed. These are based on matching some criteria such as, for example, all EGMs 213 playing nickel poker.

In the case of dynamic collections, change how a dynamic collection’s members are determined and convert a dynamic collection to a static one.

Managing a collection is described in more detail below with regard to FIG. 7.

Set Collections—Choose which EGMs 213, directly or via other collections that this assignment will affect.

Add or Remove Package—The user can pick from available packages and add them to the assignment for download. The modules included within packages are also displayed for reference.

Edit Download Schedule—The user can edit scheduling options for download.

User can schedule a start date for download using the BCP 216. It may be noted that the start date indicates the date the download process begins. It may take indeterminate amount of time for the downloaded package to be ready to be installed on a given EGM 213. This is the case where download occurs in a facility that is operating. If the facility is shutdown at a selected point in time or if it is not yet operational, download may occur as rapidly as the throughput pipelines and bandwidth of the servers and routers will allow on the system. Also, according to one embodiment, to avoid download conflict when multiple download assignments exist for the same module type on an EGM 213, the assignment with the latest creation date may take precedence.

Edit Install Schedule—The user can edit scheduling options to install packages.

Edit Assignment Attributes—The user can edit the name and description of an assignment. According to one embodiment, one of the most important attributes is active. Assignments can be created, edited, scheduled, and saved without having them take effect. For an assignment to be scheduled and affect the collection, it must be made active. The user may also de-activate an assignment.

FIG. 7 shows an exemplary download and configuration flow diagram for managing a collection, according to one illustrated embodiment.

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Create—Create an empty EGM collection. A collection is a list of EGMs 213. A collection may also include other collections. On the BCP 216 user interface and display, these may be referred to as EGM groups.

Delete—Remove EGMs 213 or EGM collection from a collection.

Edit—Add or remove EGMs 213 or EGM collection from a collection

Duplicate—Make a copy of an existing collection and give it a new name.

View—View EGMs 213 or EGM collection.

Purge—Remove a deleted collection from the Database if it is unreferenced.

FIG. 8 shows an exemplary flow diagram of download views, according to one illustrated embodiment.

View EGM Inventory—The user may select any EGM within the currently selected download assignment, and see the EGM module 213, component, and package inventory.

Refresh Inventory—Force an obtain inventory job to run on the EGM 213 and update the BCP 216 to display the newest data. Additionally and/or alternatively the refresh inventory may report on differences detected. Normally, the DB inventory may be expected to substantially match the actual EGM inventory.

View Available Modules—The download system maintains a library of packages, which deliver (i.e., install or un-install) modules. The user can browse which packages are available for download. According to some embodiments, only the package(s) that are compatible with the referenced EGMs 213 are shown. In other embodiments, other choices may be permitted, like packages compatible with the reference EGM in a collection.

View Available Packages—The download system maintains a library of packages, which deliver (install or un-install) modules. The user can browse which packages are available (in the library) for download. The borne module(s) are displayed in association with each available package, including any module or [hardware] component that the package depends on for its installation to succeed.

View Download Jobs Status—This use case allows the users to view the current status of download jobs. The download jobs may have different status such as, for example, Pending, Running or Completed. Individual package downloads may, for example, have states as defined by the G2S protocol that are sub states of the pending jobs. The individual package downloads may include, for example:

Pending Download Jobs: The host maintains a job queue of upcoming download jobs, based on the schedule. (e.g., an active download assignment scheduled to run in the future will have a pending job).

Running Download Jobs: The host monitors download jobs that are in progress. This allows the user to examine which jobs are currently running, their status, and any log entries against that job. It is noted that each assignment-level job may have one or more EGM-level jobs. The user interface displays such relationship by nesting EGM-level jobs under each assignment-level job.

Completed Download Jobs: Once a job has completed, the job and its log entries may be archived for 180 days. The user can examine the history of completed jobs for an assignment. Similarly to running jobs, each assignment-level job may have one or more EGM-level jobs. The user interface may display such relationship by nesting EGM-level jobs under each assignment-level job.

Cancel Jobs—Informs the host system via the BCP 216 to abort an existing job. Any new commands for the jobs are not run. An attempt may be made to send cancel commands to the EGM 213 if appropriate.

FIG. 9 shows an exemplary flow diagram for managing configurations, according to one illustrated embodiment.

Create Configuration Assignment—A configuration assignment supports the definition and scheduling of EGM configuration changes. This use case identifies different ways for the user to create new configuration assignments.

Edit Configuration Assignment—Once created, the configuration assignment provides powerful and flexible means to manage the configuration of EGM collections over time. The configuration assignment is described in more detail below with regard to FIG. 10.

Configuration Views—Users may examine current EGM settings, pending jobs (e.g., scheduled, active assignments), running jobs (e.g., changes in progress), and completed jobs. Configuration views are described below in more detail with regards to FIG. 11.

Purge—This refers to the function of purging old assignments from the database. Assignments may be marked as deleted and become invisible to the UI tools.

Approve Assignment—This use case shows that an assignment is approved by an approver.

FIG. 10 shows an exemplary flow diagram for editing configuration assignments, according to one illustrated embodiment.

Manage Collection—As described in detail above with regards to FIG. 7, a collection may be used by more than one assignment.

Set Collection—Specify the collection to be used for an assignment.

Edit EGM Options—The user may select one or more option groups for the assignment to affect, and edit the options within each selected group. EGM options are described with reference to FIG. 14.

Define Game Play Devices—User may create, delete, or modify the game play device that is available on the EGM 213. A game play device is defined as a game theme and payable with one or more denominations. For example, Alpha OS EGMs may support up to 100 game play devices. Each may have additional options which can be configured directly at the EGM 213 or remotely through the BCP 216 once the Game Play Device is defined on the EGM 25 213.

Edit Game Play Device Options—The user may select one or more game devices to be activated by the assignment, and edit the options within each device activated by the assignment.

Validate Assignment—Using configuration assignments may provide a fully automated slot floor reconfiguration such as, for example, defining a default configuration, then overriding it for weekends or a holiday. Such may be accomplished by layering or stacking assignments, which may be conflicting. The ‘validate assignment’ operation performs a conflict analysis that reports on such conflicts and may be reportable in the case of a conflict, such as at the BCP 216. It is noted that by allowing dynamic collections or non-permanent collections a point-in-time analysis is provided.

Edit Assignment Schedule—Configuration assignment scheduling may advantageously be flexible. In one embodiment the configuration assignment scheduling may be restricted as download assignments are. Scheduling may be understood in terms of how the host arrives on proper EGM settings at a given moment in time. Configuration assignments may be run in order of schedule type such as, for example, Permanent, Permanent with start date, Re-occur-

ring Override and One Time Override. Within the schedule types, the one with the earlier start date goes first. Within matching start dates, assignments with static collections run before dynamic. If the assignments have matching start dates also have matching collection types, the assignments with earlier create dates run first. It is noted that in some embodiments configuration assignments of permanent and permanent with the start date may include static collections.

Edit Assignment Attributes—Names and description are editable. According to one embodiment, an important attribute is Active. The user can create, edit, schedule, and save assignments without having it take effect. For an assignment to be scheduled and affect the collection, the assignment is made active. The user may also de-activate an assignment.

FIG. 11 shows an exemplary flow diagram of configuration views, according to one illustrated embodiment.

View EGM Options—Within the configuration context, the user may select any EGM in the currently selected assignment, and view the current settings for that EGM.

View Game Play Device Options—View the options which have been set for each individual game play device on an EGM.

Refresh Options—From the BCP 216, a user may instruct the host to re-obtain the configuration options from an EGM. These are compared to the current settings and differences may be noted. Normally the host may have an exact copy in its DB as changes are to be reported to the host according to GSA G2S.

View Configuration Jobs Status—This use case allows the users to view the current status of Configuration jobs. The configuration jobs can have different status like Pending, Running or Completed. Pending jobs will have a sub-status of the configuration set itself as defined by the G2S protocol.

Pending Configuration Jobs—The host maintains a job queue of upcoming configuration jobs, based on the schedule. For example, an active recurring assignment may have a job pending, scheduled for the next occurrence. When that job runs, a new pending job is created for that assignment.

Running Configuration Jobs—The host monitors configuration jobs that are in progress. This allows the user to examine which jobs are currently running, their status, and any log entries against that job. Note that each assignment-level job may have one or more EGM-level jobs. The user interface is operable to display this relationship by nesting EGM-level jobs under each assignment-level job.

Completed Configuration Jobs—Once a job has been completed, the job and its log entries may be archived for 180 days. The user can examine the history of completed jobs for an assignment. Similarly to running jobs, each assignment-level job may have one or more EGM-level jobs. The user interface may display this relationship by nesting EGM-level jobs under each assignment-level job.

Cancel Jobs—A user may cancel pending jobs and, in response, the system may discontinue the pending jobs if they are in progress. If possible, the system will also send the cancel command for each open configuration set.

Clear Override—An optional item is considered overridden if it has been changed via the machine’s touch screen menus. In this case the host receives an unsolicited optionList to report the changes. The host will respect these overridden settings, even if a subsequent assignment would modify them, until such time as the user clears the override via this function.

View Configuration Assignment—A user may view but not modify the configuration assignment. This may be a read only version of the complete wizard or it may be just a view of the review page of the wizard.

FIG. 12 shows an exemplary flow diagram for managing reports, according to one illustrated embodiment.

View Report—This use case may be used to view reports from the Report user interface.

Print Report—This use case may be used to print reports from Report user interface.

Export Report—This use case may be used to export reports via the Report user interface.

FIG. 13 shows an exemplary flow diagram for communicating (interacting) with EGMs 213, according to one illustrated embodiment.

Handle New Connection—When a G2S EGM first comes up, it will connect to a host address set manually at the EGM 213 or discovered via DNS or LDAP. This use case addresses the initial configuration activities that take place when the host accepts a new connection. For download and configuration, each handler listens for the commsStatus event and proceeds from there. By the time commsStatus says open, the initial handshake with the rest of the floor system may be completed and the EGM 213 may exist in the core database 231.

Obtain Configuration—Each EGM reports its current configuration settings, and reports the options it supports along with the range of valid settings for each option.

Obtain Inventory—EGMs 213 may report hardware and software inventory to the system.

Execute Configuration Jobs—Such is described in detail 10 below with reference to FIG. 14.

Execute Download Jobs—Such is described in detail below with reference to FIG. 15.

FIG. 14 shows an exemplary flow diagram for executing configuration jobs (assignments), according to one illustrated is shown:

Set Game Play Device—Send the sequence of commands used to define games on the EGM 213 as defined by the configuration assignment.

Set Configuration Change—Send the sequence of commands used to set options for all devices except game play devices as defined by the configuration assignment.

Set Game Play device options—Send the sequence of commands to set options for all game play devices as defined by the configuration assignment.

Unsolicited Option List—Handle an unsolicited Option-List command from an EGM. This command may cause the setting of EGM overrides in the configuration database 228.

Unsolicited Option Change—Handle an unsolicited Option Change command from an EGM. This may be logged as warning.

Cancel Option Change—When reviewing job status, a user may choose to cancel any job that has not completed. The host may send the required commands to the EGM 213 to cancel this job. If the job completes before this happens the cancel may fail.

FIG. 15 shows an exemplary flow diagram for executing download jobs (assignments), according to one illustrated embodiment.

Download Package—Carry out the sequence of commands required to move the package from the SDDP 252 to the EGM 213 escrow area.

Install Package—When a package has been downloaded to one or more devices, the device escrows the package, verifies it is what it is professed to be, and awaits an “initiating event.” In some embodiment the initiating event may be an attendant action at the EGM 213, at the system, or allowed to occur automatically. This use case covers the concept that a BCP user may manually initiate a package installation, or it may be

automated at the system level to carry out the sequence of command required to install the package on the EGM 213.

Cancel Download Jobs—When reviewing job status, a user may choose to cancel any job that has not completed. The host may send the required commands to the EGM 213 to cancel this job. If the job completes before this happens the cancel will fail. Some EGMs 213 may not support canceling a download in midstream. If so, they will report this error and it will be displayed in the job status for the cancel job.

FIG. 16 shows an exemplary flow diagram for handling configuration jobs (assignments), according to one illustrated embodiment.

FIG. 17 shows an exemplary flow diagram for handling download packages, according to one illustrated embodiment.

FIG. 18 shows an exemplary block diagram of a control panel 216 componentization, according to one illustrated embodiment. In one embodiment, the Control panel 216 (BCP) is a window's forms Smart Client application that operates on control station 203 which may, for example, be a Pentium PC with a Microsoft Windows operating system or a Linux-based operating system with windows. The BCP 216 Application may encapsulate all the functionality to support the command and control portions of the download and configuration features of the project. The BCP 216 provides operators with an interface to remotely specify and control download and configuration functions for the EGM 213 or devices acting as EGMs 213 such as, for example, an iView or Game Controller. The BCP 216 also provides regulators and managers with the ability to review and approve these functions. The BCP 216 combines the functions of Download and Configuration into one application since they may be tightly linked and the metaphors or concepts used to make them visible to users may be substantially the same. Some terms associated with Download and Configuration are Named Collections, Assignments, Jobs, Manual Overrides, Notifications, Packages, Device Classes, Game. Play Devices, Option Groups, and Option Items:

Named Collection: A set of EGMs 213 can be treated as or operated on as a group in a manner similar to an Email Group.

Assignment: A set of download or configuration instructions grouped together as a “document” that can be saved, recalled, and reused. Common to Download and Configuration assignments are a name, description, and a group of EGMs 213 to which the assignment will apply. A schedule may be attached to any assignment as well.

Download Assignment: An assignment that lists the packages that should be downloaded to the EGMs 213 in the assignment's collection as well as the installation rules to use.

Configuration Assignment: An assignment that lists the configuration options to be set on the EGMs 213 in the assignment's collection includes option items in option groups for ordinary device classes as well as G2S\_gameplay device option groups.

Job: Encapsulation of the data and commands used to carry out an assignment. An assignment job will normally be split in to EGM jobs for each EGM referenced by the assignment.

Manual Overrides: If an operator opens the game cabinet and sets configuration options via the menus, these options are considered overridden by the EGM 213 and may retain their settings unless the override is explicitly cleared via an interface in the BCP 216.

Notifications: Any tasks or results that must be displayed to the user. In some embodiments, notifications require action of some sort such as, for example, approval. In other embodiments, notifications can simply be acknowledged. For example, if a download is saved and ready to run, it may first require regulator approval. The regulator can look in the notifications list, examine this entry, and approve or deny it.

Package: A structured file containing header information and the downloadable payload. This payload could be a Game OS, Game Theme, Removal Scripts, or any set of modules defined by the manufacturer. Packages are stored on the Software Download Distribution Point (SDDP **252**)

Device Class: One of the predefined G2S device classes such as G2S\_cabinet or G2S\_gamePlay.

Game Play Device: A type of Device Class representing a game bundle or combination that is ultimately selectable by a player on the EGM **213**. A Game Play device specifies a particular theme, pay table and denomination list.

Option Group: Each device class may have many option items which are arranged into named option groups.

Option Item: The root level configurable item. Option items are defined to have among other things an ID, name, type, value, default value, min and max values. Option items may also include a list of values. For example, "car\_color" might have the values "red" and "gold". One embodiment of the user interface is modeled after many common windows applications with dockable panes to show items one can navigate on or to display options. Another embodiment of the user interface includes a document area much like Visual Studio for displaying things like assignments that can be saved. The main windows or pains are listed in the composition section below.

The BCP **216** is a smart client application that may depend on the Dot Net 2.0 or similar framework. It may be deployed via the Systems Web site. Any software dependencies may be automatically downloaded with the application. The BCP **216** may run on Windows 2000 or newer OS machines. In one embodiment, as illustrated in FIG. **18**, the BCP **216** communicates with the rest of the download and configuration network system solely through Web Services **223**. The BCP **216** may, for example, utilize the Dot Net 2.0, Infragistics 5.3, and various conventional utility DLLs. These may be automatically downloaded and installed as part of an initial deployment on control station **201**. In order to operate with the Web-based services, control station **201** may be connected to the Web and the BCP **216** application may be able to reach the Web server running said Web-based services. A user with proper credentials may be required to log in. Also, the workstation (control station **201**) upon which the BCP **216** application is operating may need to be registered with the system (or identifiable as an authorized apparatus and/or software) via the System Web site before it may be allowed to connect.

The following are exemplary windows of the BCP **216** application that may be available.

EGM Navigator: A list of EGMs **213** that can be selected or dragged onto other windows.

Collection Navigator: List of named collections that have been saved.

Override Navigator: List of EGMs **213** with a current Manual override in affect.

Assignment Navigator: List of assignments that have been saved.

Inventory Pane: Show full details of one or more selected EGMs **213**.

Find Results: Shows results of a search function.

Activity Pane: Show log of what has occurred since the application has launched. May also provide access to transaction logs throughout the system for selected periods of time including tracing activity related to a specific EGM, specific server, or any other network connected device receiving and/or transmitting data or instructions.

Download Assignment Wizard: Allows user to specify a download assignment. For example, the download assignment wizard may have panes such as: Identity, Packages, Schedule, and Review.

Configuration Assignment Wizard: Allows user to specify a configuration assignment. For example, the configuration

assignment wizard may have panes such as: Identity, Device Options, Game Bundles, Schedule, and Review.

Floor Layout: A visual representation of the floor that can be used for navigation and selection in a manner equivalent to the EGM **213** navigator.

Notifications Tab: List of notifications for the currently logged in user.

Schedule Tab: Allows user to review jobs, see their status and or progress.

The application may also have a menu bar, toolbar, and status bar. Other dialogs such as an about box, logon dialog, change password dialog and error dialogs may be included.

In an example embodiment, the BCP **216** interacts directly with the following Web-based services: Activity, User Authentication, Download, and Configuration.

In addition to the Web Services **223**, the BCP **216** may require file system access for local debug/trace logging. It may have no direct Database access. It may be capable of printing but does not require a printer to perform its functions. The BCP **216** uses the tradition .net processing model.

FIG. **19** shows an exemplary block diagram of a download handler **233**, according to one illustrated embodiment. The responsibilities of the Download handler **233** may include the following.

- 25 Poll for job requests
- Translate job requests to G2S download class commands
- Send G2S host command to destination EGMs **213**
- Process G2S command responses from EGMs **213**
- Process G2S events
- 30 Update job status
- Update EGM State through Data Access Layer **222**

In an example implementation, communication with EGM devices may be exclusively via G2S messages, and there may not be a connection with BCP or other clients which create work requests. The Download handler **233** may be a .Net assembly. The assembly may be loaded by the G2S Engine **280** and may run in the context of this process (service).

40 Subcomponent	Description
Configuration	Private storage of settings, limits and constants
Job Reader	Poll work queue from data tier
Protocol Translator	Transform job context to G2S commands
G2S Message Handlers	Process responses from EGMs to G2S host commands
45 Event Handlers	Process exceptions and state changes from EGMs
Logging	Output of event and diagnostics
Controller	Controls the processing

The Download handler **233** may interact with the Data Tier **224**, G2S Core, Activity (EGM events), and Microsoft Enterprise Library Logging components. In an example embodiment, there is no direct interaction to/from the end users. Job requests may be output to the database (Data Access Layer **222**) and polled by the Download component.

Example Resources for the Download Handler **233**

CPU The Download handler may not require a dedicated processor. CPU utilization may be proportional to the quantity of messages processed. The traffic pattern of download messages may be a "burst" pattern where average/mean traffic is minimal, but peak message rates can be high.

Generally, the Download handler may not require more than a single processor, but during peak download message peaks the G2S server may be processor constrained

and enhancements may be anticipated for the G2S Engine to scale the application across multiple servers. Disk In an example embodiment, the download handler does not directly access disk resources. The Download handler interfaces to the Data Access Layer, Activity and Logging. Only minimal disk space for the assembly file (All) may be required.

Network In an example embodiment, the download handler does not directly access network resources. The messages sent to/from EGMs are normally small and don't consume significant network resources apart from the bandwidth that may be required to download/update package files from the Download Services Point.

The Data access layer **222** may store configuration and state information for the objects being managed by the download handler. Configuration files may be used to store all persistent data that is not stored in the Data tier **224**. The distinction between storing a value in the configuration files instead of adding the element to the Data access layer **222** database and interface(s) can be arbitrary. For example, if there is a requirement to limit the maximum size for a package, this value could be added to the Data access layer **222**, or stored in a configuration file.

The configuration files may include, but are not limited to, values for: 1) settings required for testing; 2) limits and constraints; 3) constants.

The hierarchy for a value stored in a configuration data store may be: i) File; ii) Section; and iii) Key/Value pairs.

Programmatic access to the configuration files may, for example, be with the Microsoft.Practices.EnterpriseLibrary.Configuration namespace classes. These classes allow a single application to use multiple configuration files, and for multiple applications to share common configuration files. The details of the data store implementation are hidden from the Download component.

In an example embodiment, the Download handler **233** does not receive work requests directly from the Control panel **216** (BCP) client or the scheduling component. These components add/modify job records in the database via the Data Access Tier. The Download Service may have a sub-component that will poll the job data via the Data Access Tier and update job status.

The interface between the Download Service and the Data tier **224** is a Web service. The required methods for polling and updating the job data may include: 1) GetJobList—A collection of all job requests. (The method includes filtering parameters); 2) GetJob—Get a single job request; and 3) UpdateJob—Change the status of a job request.

The G2S Core may provide communication between the Download Service and the EGM **213** devices. Host commands may be sent from the Download Service to an EGM via the G2S Core Interface, and the G2S Core Interface may provide the response from the EGM **213**. The G2S Core component(s) may provide persistent storage.

From G2S Message Protocol Download Class Draft v0.8 (hereby incorporated by reference), the requirements implicitly mandate that this interface provide the capability to send the following G2S host commands to an EGM:

- Enable/Disable EGM download (setDownloadStatus)
- Refresh EGM Enable/Disable State (getDownloadStatus)
- Refresh EGM Download Profile (getDownloadProfile)
- Download Package To EGM (addPackage)
- Create Package For Upload (createPackage)
- Upload Package From EGM (updatePackage)
- Delete Package From EGM (deletePackage)
- Refresh Package Status (getPackageStatus)
- Refresh EGM Package List (getPackageContents)

- Refresh all EGM Packages Status (getPackageList)
- Refresh Package Log Status (getPackageLogStatus)
- Refresh Current Package Log (getPackageLog)
- Set EGM Package Installation Script (setScript)
- Remove Script from EGMs List of Scripts (deleteScript)
- Authorize Script (authorizeScript)
- Refresh EGM Script Status (getScriptStatus)
- Refresh EGM Script List (getScriptList)
- Refresh EGM Script Log Status (getScriptLogStatus)
- Refresh EGM Script Log (getScriptLog)
- Refresh EGM Module List (getModuleList)

Each of the above G2S host commands may need a response and the server system **201** may utilize handler(s) to process the EGM **213** response.

The Download Service may “register” to receive the following Events: a) G2S\_DLX (download exceptions). There are approximately 25 DLX events to be handled, and b) G2S\_DLE (download events). There are approximately 30 DLE events to be handled.

The events indicate a change in the state of processing an SMP (Service Management Platform) command by an EGM **213**. The processing of these events will update the database via the Data Access Layer interface. The processing actions are specified in the sequence diagrams for the download class commands.

The Data tier **224** provides an API (Application Program Interface) between the Download Service component and the database for storing the configuration/state information of the objects being managed by slot management system **101**, and the “job” information that is the primary input source for the Download Service. Because these two sets of data objects (i.e., config/state and job) may be loosely coupled, they may be implemented as separate classes.

All download class command responses from the EGMs **213** may result in a database operation through the Data access layer **222**, excluding event class commands, which may be processed through the Activity Interface independently of the Download Service. The methods required may correlate directly with the EGM **213** command responses except as noted. The required methods for processing command responses from the EGM **213** may include:

- DownloadStatus
- DownloadProfile
- PackageStatus
- PackageContents
- PackageList (Collection of PackageStatus Nodes)
- PackageLogStatus
- PackageLogList
- ScriptStatus
- ScriptList
- ScriptLogStatus
- ScriptLog List
- ModuleList

The implementation of the Data access layer **222** interfaces may be a “synchronous” transaction, meaning that the success/failure of the database operation is included in the response.

In an example embodiment, some Business Rules include: a) an event record may be created for every request/response process with an EGM, via the Activity Web Service **243**; b) package sizes may be limited to a configurable maximum size; and c) the OptionConfig handler may replicate the required EGM data from the Core database **231** to the Configuration database **228** in order to support reporting.

The Download handler **233** may consist of a single .Net assembly file. This assembly may be deployed to the disk location required by the G2S Engine **280**.

FIG. 20 shows an exemplary block diagram of a configuration handler 232, according to one illustrated embodiment. Example responsibilities of 15 OptionConfig handler may include:

- Received unsolicited messages from EGMs 213
- Persist the data the from the unsolicited messages to the Config Database
- Manage and route G2S Messages
- Process G2S command responses from EGMs 213
- Process G2S events
- Update job status
- Example Constraints may include: a) communication with EGM devices may be exclusively via G2S messages; and b) there may be no connection with BCP or other clients which create work requests.

An example composition may include:

Subcomponent	Description
Configuration	Private storage of settings, limits and constants
Job Reader	Poll work queue from data tier
Protocol Translator	Transform job context to G2S commands
G2S Message Handlers	Process responses from EGMs to G2S host commands
Event Handlers	Process exceptions and state changes from EGMs
Logging Controller	Output of event and diagnostics Controls the processing

The OptionConfig Service component may interact with the Data tier 224, G2S Core and the Activity (EGM events) components. The Data access layer 222 may store configuration and state information for the objects being managed by slot management system 101.

Configuration files may be used to store all persistent data that is not stored in the Data tier 224. The distinction between storing a value in the configuration files instead of adding the element to the Data Access Layer database and interface(s) can be arbitrary. For example, if there is a requirement to limit the maximum size for a package, this value could be added to the Data Access Layer, or stored in a configuration file. The configuration files may include, but are not limited to, values for: 1) settings required for testing; 2) limits and constraints; and constants.

Programmatic access to the configuration files may be with the .Net Framework 2.0 System, incorporated by reference herein. Configuration namespace classes and the Microsoft Practices, Enterprise, Library, and Common Configuration classes, are all incorporated by reference herein. These classes allow a single application to use multiple configuration files, and for multiple applications to share common configuration files.

In an example embodiment, the Option Config handler does not receive work requests directly from the Control panel 216 (BCP) client or the scheduling component. These components add/modify job records in the database via the Data Access Tier. The Download Service may have a sub-component that will poll the job data via the Data Access Tier and update job status.

The interface between the Option Config Service and the Data tier 224 may be a Web service. Methods for polling and updating the job data may include: a) GetJobList—A collection of all job requests. (The method includes filtering parameters); b) GetJob—Get a single job request; and c) UpdateJob—Change the status of a job request.

The G2S Core may provide the communication between the Option 10 Config Service and the EGM 213 devices. In which case, Host commands may be sent from the Option Config Service to an EGM via the G2S Core.

According to some embodiments, the Option Config Service may “register” to receive the following Events: a) G2S\_DLX (download exceptions). For example, there may be 25 DLX events to be handled; and b) G2S\_DLE (download events). For example, there may be 30 DLE events to be handled.

The events may indicate a change in the state of processing an SMP (Service Management Platform) command by an EGM. The processing of these events will update the database via data access layer 222 interface. The processing actions may be specified in the sequence diagrams for the download class commands.

The Data tier 224 provides an API (Application Program Interface) between the OptionConfig Service component and the database for storing the configuration/state information of the objects being managed by slot management system 101, and the “job” information that may be the primary input source for the Download Service. Because these two sets of data objects (config/state vs job) may be loosely coupled, they may be implemented as separate classes.

All Option Config class command responses from the EGMs 213 may result in a database operation through data access layer 222. The methods may correlate directly with the EGM 213 command responses except as otherwise noted. According to one embodiment, the methods for processing command responses from the EGM 213 may include:

- optionList
- optionChangeStatus
- setOptionConfigStatus
- getOptionList
- setOptionChange
- cancelOptionChange
- authorizeOptionChange
- getOptionChangeLogStatus
- getOptionChangeLog

FIG. 21 shows an exemplary block diagram of a scheduler service 221, according to one illustrated embodiment, the Scheduler (Scheduler Service) 221 may be implemented as an executable program. According to one embodiment, there may be two types of Scheduling: Download Scheduling and Config Scheduling.

Configuration assignments may be run in order by schedule type: Permanent, Permanent with start date, Re-occurring Override, One Time Override. Within a schedule type, the assignment with the earlier start date may be initiated first. Within matching start dates, assignments having static collections may be initiated before dynamic; if still tied, those assignments with earlier create dates may be initiated first. Configuration assignments of permanent and permanent with start date may include static collections.

Download Scheduling gets the start date that download process begins. It may take an indeterminate amount of time for the downloaded package to be ready to be installed on a given EGM. Also, to avoid download conflict, if multiple download assignments exist for the same module type on an EGM, the assignment with the latest creation date takes precedence.

The Scheduler may be reliant upon the Schedule database 229.

An Example Scheduler Composition May Include

Subcomponent	Description
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Exemplary Interactions may include: 1) scheduler listens to Schedule database 229; 2) scheduler interacts with Schedule Web service; 3) the Web Service may, for example, include a Windows Server version 2000 or 2003 (hereby incorporated by reference) with the following Windows components running: a).Net Framework version 2.0 and/or b) Internet Information Server (IIS 260).

Processing—The Scheduler service 221 may query the Schedule database 229 for jobs that are scheduled to be run. The Scheduler may initiate the processing of the jobs by notifying the GUI Download Web Service 262 or the GUI Configuration Web Service 264.

Interface/Exports—The Scheduler service 221 may consume the Activity Web Service 243 to log its processing events. The Scheduler service 221 may also interact with the Schedule SQL database with ActiveX Data Objects (ADO) commands.

FIG. 22 shows an exemplary block diagram of a user interface download Web service 262 according to one illustrated embodiment.

Classification—Web Service

Definition—The Web Service may expose Web Methods to consuming components to allow the interaction with the Download database 227.

The data access logic for the BCP 216 to interact with the Download database 227 may be included within the Download Web service 236.

The GUI Download Web Service 262 may be responsible for interacting with the Data tier 224 for those components that are consuming its exposed methods.

The BCP 216 may consume this Web Service and utilize its Web Methods to create and read necessary Download data in the database.

The GUI Download Web Service 262 may be used by the BCP 216 as a communication layer with the Download database 227.

Example Constraints may include: 1) consuming components may need to communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service; 2) the Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message format and protocol details; and 3) the Web Service may return its requested results in the form of a Serialized DataSet.

An Example Composition May Include

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Interactions May Include:

The GUI Download Web Service 262 may interact specifically with the Control panel 216 (BCP) via Simple Object Access Protocol (SOAP).

The GUI Download Web Service 262 may interact with the Download SQL database with ActiveX Data Objects (ADO) logic.

The Web Service may, for example, include a Windows Server version 2000 or 2003 with the following Windows components running: a).Net Framework version 2.0 and/or b) Internet Information Server (IIS 260).

Processing—The GUI Download Web Service 262 may process requests made by consuming components. The requests may be made by the consuming component calling the GUI Download Web Service 262 exposed Web Methods.

A successful request may be dependent upon the consuming component calling a Web Method by supplying the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file. The Web Service processes the request by executing its embedded Business Logic while logging exceptions and events. The resulting output is returned to the consuming component.

Interface/Exports

The GUI Download Web Service 262 may consume the Activity Web Service 243 to log its processing events. It may also interact with the Download SQL database with ActiveX Data Objects (ADO) commands. Its capabilities may be exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

FIG. 23 shows an exemplary block diagram of a user interface 20 configuration Web service, according to one illustrated embodiment.

Classification—Web Service

Definition—This Web Service may expose Web Methods to consuming components to allow the interaction with the Configuration database 228. The data access logic used for the BCP 216 to interact with the Configuration database 228 may be arranged within the Configuration Web service 238.

The Configuration Web service 238 may be responsible for interacting with the Data tier 224 for those components that are consuming its exposed methods.

The BCP 216 may consume the Configuration Web service 238 and utilize its Web Methods to create and read necessary Option Configuration data in the database.

The Configuration Web service 238 may be advantageously used by the BCP 216 as communication layer with the Configuration database 228.

Example Constraints may include: 1) consuming components may communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service; b) the Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message format and protocol details; and c) the Web Service may return its requested results in the form of a Serialized DataSet.

An Example Composition May Include

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Interactions May Include:

The GUI Configuration Web Service may interact with the Control panel 216 (BCP) via Simple Object Access Protocol (SOAP).

The Configuration Web service 238 may interact with the Configuration SQL database with ActiveX Data Objects (ADO) logic.

The Web Service may, for example, include a Windows Server version 2000 or 2003 with the following Windows components running: a).net Framework version 2.0 and/or b) Internet Information Server (IIS 260).

The GUI Configuration Web Service may process requests made by consuming components. The requests may be made by the consuming component calling the GUI Configuration Web Services exposed Web Methods. A successful request may be dependent upon the consuming component calling a Web Method by supplying the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file. The Web Service processes the request by executing its embedded Business Logic while logging exceptions and events. The resulting output is returned to the consuming component.

Example Interface/Exports May Include:

The GUI Configuration Web Service may consume the Activity Web Service 243 to log its processing events. It may also interact with the Configuration SQL database with ActiveX Data Objects (ADO) commands. Its capabilities may be exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

FIG. 24 shows an exemplary block diagram of a scheduler Web service 241, according to one illustrated embodiment. Classification—Web Service

Definition—According to one embodiment, the scheduler Web service 241 exposes Web Methods to consuming components to allow the interaction with the Scheduler database. The data access logic used for the Scheduler to interact with the Scheduler database may be included within the Scheduler Web service 241.

Exemplary Constraints may include: 1) consuming components may communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service; 2) the Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message format and protocol details; and 3) the Web Service may return its requested results in the form of a Serialized DataSet.

An Example Composition May Include

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Uses/Interactions May Include:

The Scheduler Web service 241 interacts specifically with the Scheduler component via Simple Object Access Protocol (SOAP).

The Scheduler Web service 241 interacts with the Scheduler SQL database with ActiveX Data Objects (ADO) logic.

Example platform for the Web Service may include a Windows Server version 2000 or 2003 with the following Windows components running a).net Framework version 2.0 and/or b) Internet Information Server (IIS 260).

Example Processing May Include:

The Scheduler Web service 241 may process requests made by consuming components. The requests are made by the consuming component calling the Scheduler Web service 241 exposed Web Methods. A successful request may be dependent upon the consuming component calling a Web Method by supplying the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file.

The Web Service may process the request by executing its embedded Business Logic while logging exceptions and events. The resulting output may return to the consuming component.

Example Interface/Exports May Include:

The Scheduler Web service 241 may consume the Activity Web Service 243 to log its processing events. It may also interact with the Scheduler SQL database with ActiveX Data Objects (ADO) commands. Its capabilities may be exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

FIG. 25 shows an exemplary block diagram of an executive unit, according to one illustrated embodiment. According to one embodiment, the responsibilities of the Executive component may include: 1) receive job notifications from the Scheduler; 2) determine destination G2S Host for a given EGM assignment; 3) deliver an assignment job to the destination G2S Host; 4) receive status updates from G2S Hosts; 5) update job assignment status in the data store (via Web Services 223 Tier); 6) manage workflow of job and job steps; and 7) automatic recovery of work flow processing upon start up.

Example Constraints may include: a) there may be no direct connection with the Presentation Layer (BCP) or EGM devices and/or b) inter server communications may be secure. For example, a Secure Sockets Label (SSL) Web service is one approach to provide secure communications.

An Example Composition May Include:

The Executive component may be multiple components. Deployment may include an executable program deployed as, for example, a Windows Service, IIS 260 Web services deployed on the same server as the Windows Service, and IIS 260 Web services deployed on each G2S Host Server 211.

Subcomponent	Description
Job Creator	Interface for receiving job requests. Transforms jobs to individual EGM Assignments and adds to the EGM 213 Assignment Queue for delivery to the destination EGM host.
Assignment Dispatcher	Reads the EGM 213 Assignment Queue. Determines the G2S Host currently providing the G2S Host device for a given EGM/Device pair and delivers EGM assignment to that G2S Host.
EGM Assignment Status Reader	Receive job status updates and updates the device class database (e.g., Config and Download) and notifies the Workflow Manager of the status change.
Workflow Manager	Determines changes to job status and assignment status from the EGM 213 assignment status. Controls the order and flow of multi-sequence assignment jobs.
DAL Interfaces	Encapsulate database access to the job assignment data and EGM Core data.
G2S Executive Interface	Receives EGM assignment from the Assignment Dispatcher. The assignment is relayed to the G2S Host's Executive Queue, which is read by the G2S Host and forwarded to the destination EGM.
EGM Job Status	Sends EGM status data from the G2S Host to the Executive's EGM
Delivery Logging	Assignment Status Reader. Output of event and diagnostics

Example Uses/Interactions May Include:

The Executive component interacts with the Scheduler, Data Tier Web Services, G2S Core, Activity (EGM events), and Logging components. There may be no direct interaction to/from the end users (Presentation Layer) or the EGM 213 devices.

The Executive may receive the following from the Scheduler via the Job Reader interface: a) run new job (See e.g., FIG. 14 and FIG. 15) and/or b) cancel pending job (See e.g., FIG. 11 and FIG. 14)

Example Resources may include:  
 CPU The traffic pattern of incoming requests is not expected to be high and the processing requirements are minimal. This component may not require a dedicated processor and should scale to 2500 EGMs utilizing under 20% CPU resources.

Disk The Executive component may not directly access disk resources. The interactions to data access layer **222**, Activity and Logging may require disk space. The Scheduler queue and G2S Host queue, if the quantity and size of the messages in these queues is not significant. Only minimal disk space for the assembly file (.dll) may be required.

Database The Execute component may generate a small number of database read, insert and update queries, the quantity of which is proportional to the number of assignment operations.

Network This component interacts with the Scheduler, G2S Host and Web Services data tier across the network. The quantity of data for all these transactions is small and should not create significant traffic on the network.

Example Configuration Interface May Include:

Data access layer **222** may store configuration and state information for the objects being managed by slot management system **101**. Configuration files will be used to store all persistent data that is not stored in the Data tier **224**. The configuration files may include, but are not limited to, values for: a) settings required for testing; b) limits and constraints; and c) constants.

Configuration data values that may be shared across multiple applications include: 1) executive host; 2) G2S host(s); 3) executive job interface Uri (referenced by Scheduler); 4) outbound G2S Host job queue (referenced by G2SHost) and/or 5) inbound G2S Host job status queue (referenced by G2SHost).

Programmatic access to the configuration files may be with the Microsoft.Practices.EnterpriseLibrary.Configuration namespace classes. These classes allow a single application to use multiple configuration files, and for multiple applications to share common configuration files. The details of the data store implementation are hidden from the Executive component.

The configuration for the Job Reader Interface may be in the system.runtime.remoting section of the application configuration file. The Scheduler may require the client configuration, and the Executive may use the service and channels configuration. The host name (or some form of identification) may be used for the client remoting configuration. If the Scheduler and Executive are not collocated on the same server and failover is required then a virtual IP address or host name in the client configuration may be used.

An Example Job Creator May be Incorporated as Follows:

The Executive receives job requests from the Scheduler via a Web service interface. This Web service interfaces with the Job Creator component and may comprise two methods of calls: RunJob and CancelJob. The parameters may include the data that identifies the job.

The Job Creator reads the EGM **213** assignments comprising the job from the database via data access layer **222** sub-components and outputs the individual EGM assignments to the Assignment Dispatcher via a Message Queue. The items in the queue are an internal representation of the EGM **213** assignment. That is, the items may not be G2S messages or any standard representation and may be consumed by internal components.

The Web service interface may be encapsulated into a proxy class whose assembly may be used by the caller

(Scheduler). The classes referenced by the interface may be in an assembly shared by both the Scheduler and Executive classes.

The name of the EGM **213** Assignment message queue may be known to both the Job Creator (writer) and Assignment Dispatcher (reader) and may be included in the configuration data store for the respective components.

An Example Assignment Dispatcher May be Incorporated as Follows:

The EGM **213** assignments created by the Job Creator are consumed by the Executive service **220**, transformed to the destination format and dispatched to the appropriate G2S Host which is providing G2S services to the destination host.

The destination information for the EGM **213** Assignment is determined by a database query via data access layer **222** sub-components. The destination information includes the target server and delivery method/protocol (only G2S for this project).

The objects read from the EGM **213** Assignment Queue are transformed from an internal representation to the format required by the destination. For G2S, the delivery method is a Web service interface.

This interface to the G2S Host is encapsulated into a proxy class. The classes referenced by the interface will be in an assembly shared by both the Assignment Dispatcher and Executive EGM Web service component.

An Example EGM Assignment Web Service May be Incorporated as Follows:

The G2S Host Handlers will send progress and/or completing status of the EGM **213** assignment to the Job Status Reader subcomponent. This interface will be a private Message Queue. The handlers write to this queue and the EGM **213** Assignment Delivery component will read from the queue and deliver to the Executive's Job Status Reader.

The EGM **213** Assignment Delivery component is a thread within the G2S Host and may require modification to the G2S Host to launch and terminate this thread.

This interface to the Job Status Reader is encapsulated into a proxy class. The classes referenced by the interface will be in an assembly shared by both this component and the Job Status Reader.

An Example Job Status Reader May be Incorporated as Follows:

The Job Status Reader is the interface between the G2S Host's EGM Assignment Delivery and the Executive. This component updates the EGM **213** Assignment status in the appropriate database(s), and notifies the Workflow Manager of the state change.

The Job Status Reader is a Web service deployed on the same server as the Executive service **220** to allow intra-server communication methods to the Workflow Manager rather than requiring yet another Web service interface.

An Example Workflow Manager May be Incorporated as Follows:

The Workflow manager may be responsible for determining when updating a job's status based of the status of the EGM **213** assignments of which the job is composed. For example, if there is an assignment for 5 EGMs **213**, then after the fifth EGM assignment is at a terminal state then the job status is at a terminal state.

The Workflow Manager will also contain business logic for controlling workflow of multi-sequence job assignments with conditional logic between job assignment sequences. For example, a denomination change is executed after a game theme change is successfully completed. Conditional logic may not be within the scope of this project.

The Workflow Manager may be a thread within the Executive service **220**.

An Example EGM Job Status Deliver May be Incorporated as Follows:

The G2S Host Handlers will send progress and/or completing status of the EGM **213** assignment to the Job Status Reader subcomponent. This interface will be a private Message Queue. The handlers write to this queue and the EGM **213** Assignment Delivery component will read from the queue and deliver to the Executive's Job Status Reader.

The EGM **213** Assignment Delivery component is a thread within the G2S Host and may require modification to the G2S Host to launch and terminate this thread.

This interface to the Job Status Reader may be encapsulated **5** into a proxy class. The classes referenced by the interface may be in an assembly shared by both this component and the Job Status Reader.

An Example Activity Interface May be Incorporated as Follows:

The Executive may send log information to the Activity Recorder via the Activity Recorder Web Service. The interfaces implemented for **10** the Floor System may be used and no enhancements required.

An Example Data Access Layer Interfaces May be Incorporated as Follows:

The Data tier **224** provides an API between the Executive component and the database for storing the configuration/state information of the objects being managed by Download and Configuration server network **201**, and the "job" information. While there are three separate databases, the database may hide the details of the physical implementation from the Executive.

The Executive may request or effectuate the following transactions via data access layer **222**: 1) query job assignments for a given schedule; 2) query EGM server identify given the EGM **213** ID and G2S host class; 3) update EGM Job status; 4) update Assignment Job status; and 5) get next EGM Job step.

The implementation of data access layer **222** interface may be a "synchronous" transaction, meaning that the success/failure of the database operation may be included in the response.

Example Business Rules may include an event record and may be created for every request read from the Job Reader interface.

Example Deployment Requirements may include the Executive being deployed in four separate components: 1) executive Windows Service, 2) executive IIS **260** Web services (**2**), 3) G2S Executive IIS **260** Web service; and 4) G2S Host.

Configuration file(s) may also be used for the deployment.

FIG. **26** shows an exemplary block diagram of a download **5** handler Web service, according to one illustrated embodiment.

Classification—Web Service

Definition—This Web Service may expose Web Methods to consuming components to allow the interaction with the Download database **227**. The data access logic required for the Download Handler to interact with the Download database **227** is contained within the Download Handler Web Service.

Example Constraints may include: a) consuming components may need to communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service; b) the Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message

format and protocol details and/or c) the Web Service may return its requested results in the form of a Serialized DataSet.

An example Composition may include:

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Uses/Interactions May Include:

The Download Handler Web Service interacts specifically with the Download Handler via Simple Object Access Protocol (SOAP).

The Download Handler Web Service interacts with the Download SQL database with ActiveX Data Objects (ADO) logic.

Example Resources May Include:

The Web Service may utilize a Windows Server version **2000 5** or **2003** platform with the following Windows components running: a).net Framework version 2.0 and/or b) Internet Information Server (IIS **260**).

Example Processing May Include:

The Download Handler Web Service processes requests made by consuming components. The requests may be made by the consuming component calling the Download Handler Web Services exposed Web Methods. A successful request is dependent upon the consuming component calling a Web Method by supplying the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file. The Web Service processes the request by executing its embedded Business Logic while logging exceptions and events. The resulting output is returned to the consuming component.

Example Interface/Exports May Include:

The Download Handler Web Service may consume the Activity Web Service **243** to log its processing events. The Download Handler Web Service may also interact with the Download SQL database with ActiveX Data Objects (ADO) commands. Its capabilities are exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

FIG. **27** shows an exemplary block diagram of an alternative configuration handler Web service **239**, according to one illustrated embodiment.

Classification—Web Service

Definition—This component may expose Web Methods to consuming components to allow the interaction with the Configuration database **228**. The data access logic required for the Configuration Handler **232** to interact with the Configuration database **228** is contained within the Configuration Handler Web Service **239**.

Example Constraints may include: a) consuming components may communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service and/or b) the Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message format and protocol details.

The Web Service may return its requested results in the form of a Serialized DataSet.

#### Example Composition May Include

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

#### Example Uses/Interactions May Include:

The Configuration Handler Web Service **239** interacts with the Configuration Handler **232** via Simple Object Access Protocol (SOAP).

The Configuration Handler Web Service **239** interacts with the Configuration SQL database with ActiveX Data Objects (ADO) logic.

#### Example Resources May Include:

The Web Service may utilize a Windows Server version 2000 or 2003 platform with the following Windows components running, a).net Framework version 2.0 and/or b) Internet Information Server (IIS **260**).

#### Example Processing May Include:

The Configuration Handler Web Service **239** may process requests made by consuming components. The requests may be made by the consuming component calling the Configuration Handler Web Services **239** exposed Web Methods. A successful request is dependent upon the consuming component calling a Web Method by supply the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file. The Web Service processes the request by executing its embedded Business Logic while logging exceptions and events. The resulting output is returned to the consuming component.

#### Example Interface/Exports May Include:

The Configuration Handler Web Service **239** may consume the Activity Web Service **243** to log its processing events. It may also interact with the Configuration SQL database with ActiveX Data Objects (ADO) commands. Its capabilities are exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

FIGS. **28**, **28B**, and **28C** show sequence diagrams of an exemplary view package, view package modules, and view package management logs, according to one illustrated embodiment. Some examples of possible message sequences are shown that may be used to accomplish the tasks described herein. As most of the Control panel **216** driven user interface tasks have similar sequences, a few have been shown to demonstrate the several sequences which are generalizable and representative of the various procedures available to a user. Web Services **223** may be designed with fewer and chunkier messages than what might be done if these were simple procedure or function calls. Thus the sequence may be one message such as, for example, GetAssignmentData which would return a complex XML response spelling out all the attributes of an assignment. Later the BCP **216** may call SaveAssignment and pass the entire structure back with modifications.

The SaveAssignment sequence may be created as part of a detailed design and implementation. The SaveAssignment sequence may serve as a bridge between the UI and the database, both of which have been specified in detail herein.

Other sequences in this section document the message flow between the host and an EGM. These have been implemented for all major use cases as this is an external integration point. While the G2S protocol documents may specify how these should work, they are often open to multiple interpretations. These sequences allow the iView and Alpha teams to compare their expectations with ours and give the whole team a chance to resolve differences earlier in the development cycle when it is cheaper.

An example Verify Package (described in FIG. **4**) Sequence may include:

The Verify Package use case may perform verification and authentication on the Software Download Distribution Point (SDDP **252**). It may use an encryption algorithm that is stored on a read-only media so that the regulators can place a tape seal over the media to prevent any un-authorized DVD/CD into the media.

There may be two actors who can perform the verification process. The first actor may be a user on the BCP **216** with the security role of the Approver. That user can initiate a verification process on demand from the GUI interface. The second actor may be the Host System which may be a scheduled task that runs the verification process once every 24 hours.

The verification process may be to read an encryption algorithm and content hash values from a read-only media and perform the algorithm on the content server to produce new hash values. Then the two hash values may be compared with each other to detect if the content has been tampered with. The results from the verification process may be logged to the database so that audit reports can be run that show when the process was initiated, by who, and what the results were. The verification process may also report if any un-authorized files have been copied to the Software Download Distribution Point.

FIGS. **29-46** show exemplary sequence diagrams, according to 5 some illustrated embodiments.

FIGS. **47A** and **47B** show exemplary sequence diagrams of a package management process and a package management system configuration, according to one illustrated embodiment.

#### Example Package Management Sequence May Include:

This sequence diagram depicts the four major steps that may be done to install a package from read only drive (DVD Drive **276**) to SDDP server **252** disk.

1—Obtaining SDDP server **252** Disks list: To allow users to choose the destinations of a package, obtaining SDDP server **252** disks list sequence diagram shows the steps to be implemented to request SDDP server **252** disks list from core database **231** and send the result back to Package Management GUI **274**, so that the user may select appropriate destination disk.

2—Verifying Hash Codes: Before copying a package from read only drive to SDDP server **252** disks the validity of the package may be verified. Verifying hash codes process may compare the hash code which may be one of read only drive with another hash code that may be available in package drive, and may verify that those two are identical.

3—Storing Package Info: In this process the package info which may include hash code, may be stored in Download database **227**. Also, the path of SDDP server **252** disk may be stored in this database.

4—Copying Package: In this process the package may be copied from read only drive to SDDP server **252** disk.

In one embodiment, the read only drives may be in the same machine which runs the Package Management GUI **274**. Also, SDDP server **252** disks paths may be hard coded in

Package Management GUI 274 (Console Application). Connections to databases may be through Download GUI Web Service 262.

FIGS. 48A-48L show an example block diagram of a download 5 ERD database organization, according to one illustrated embodiment.

An Example Data View—Download

The download database 227 may encapsulate all the storage needed to support the download component of the system. It may hold the current inventory of all EGMs 213 as discovered via the G2S protocol (which is hereby incorporated) via the communications and download classes. It may store the assignments used to change that inventory via download class commands. It may store job state information for the jobs those assignments use to carry out downloads and installations. And it may store the inventory of the SDDP 252.

Download may be coupled directly or indirectly to the Schedule and Core databases 231. It leverages schedule to store assignment schedules for download and install and to queue pending jobs. It references core to replicate basic EGM information and to manage EGM collections. As with at least some components, activity history may be posted to the activity database 230 through Web Services 223 and may be stored locally in a limited fashion.

G2S may use the concept of scripts to install downloads and specify the approvals and other conditions that must be met for an install to occur. In the Download Database 227 the Script table with it related command tables may be linked to an assignment. When a script is sent to an individual EGM to be used, the script data from these tables may be used as a template to create the ScriptStatus and related Command Status tables. The ScriptStatusID may be used as the script ID in the setScript command. Status for this script may be tracked within these Script Status tables and the rows may be used for that instance of the script.

Data Dictionary

An Example JobQueue

Hold jobs that are waiting to be run. Scheduler may poll this table and kick off jobs when the start time has passed. If the schedule a job is tied to is recurring, then once the current instance succeeds, the scheduler may create a new row in this table for the next occurrence of the job using the same parameter data as the current job.

QueuedDateTm	datetime	Date time job placed in queue
PrevCalledDateTm	datetime	Date time last attempt to call Web method occurred
NextCallDateTm	datetime	Date time that this job is meant to be run. Job is run by calling the Web method.
CallSucceeded	tinyint	Defaults 0. Set to 1 when call succeeds and scheduler can purge this record.
ScheduleID	int	FK to schedule record this job is controlled by
JobQueueID	int	Identity PK
MaxRetries	int	Max retries scheduler should attempt when Web service is unavailable, 0 if no retries
Retries	int	Number of re-tries attempted. Set to 1 only after the first retry
RetryIntervalSeconds	int	Number of seconds between retries
ParamData	xml	Parameter to pass to Web service
WebServiceURI	varchar	URI of Web service to call
WebMethod	varchar	Web method on service to call

An Example Schedule

May Hold schedule records used by any parts of the system that stores a schedule. In one embodiment, simple schedule types with a start date may be supported. In another embodiment, recurring tasks may also be supported.

DateCreated	datetime	Date record created in DB
ScheduleTypeID	int	FK to the type of schedule
ScheduleID	int	Identity PK
EndDateTm	datetime	Optional end date and time
StateDateTm	datetime	Start date and time

An Example ScheduleType

May Hold schedule records used by any parts of the system that stores a schedule. In one embodiment, simple schedule types with a start date may be supported. In another embodiment, recurring tasks may also be supported.

Description	varchar	Description of the schedule type
ScheduleTypeID	int	Identity PK
ScheduleType	varchar	Permanent, PermanentVWithStart, OneTimeOverride, RecurringOverride

An Example Assignment

Data for what, when, and who to download or install.

Deleted	tinyint	NULL
DateTmDeleted	datetime	NULL
TimeStmp	timestamp	NULL
Active	tinyint	1 is active and will be applied to floor. 0 is not active
Approved	tinyint	1 is approved. Must be approved and active to take effect
Name	varchar	Assignment name.
DateCreated	datetime	Date the assignment was created.
DateTmUpdated	datetime	Date the assignment was last updated.
DateTmApproved	datetime	date time approved
SetSelection	varchar	Defines the selection range for options. (0 all, 1 intersection, 2 union)
CoreCollectionID	int	FK to Associated collection of EGMs
DownloadScheduleID	int	FK to download schedule for assignment
InstallScheduleID	int	FK to install schedule for assignment
AssignmentID	int	Identity PK
UpdateUserName	varchar	login name of the user who last updated the assignment.
ApproveUserName	varchar	login name of user who approved assignment
Type	varchar	Type of assignment. Configuration or Download
Description	varchar	User entered description of the assignment

An Example AssignmentJob

Storage for state and status associated with an assignment job.

DateCreated	datetime	DateTime record created
DateTmUpdated	datetime	DateTime Status list updated
AssignmentID	int	FK to Assignment for Job. 0 or more Jobs per Assignment
AssignmentJobID	int	Identity PK
JobState	varchar	Queued, InProgress, Complete
JobSummary	varchar	Text to summarize jobs status for GUI. i.e., 4 of 5 EGMs completed without error 1 of 5 not found.

An Example AssignmentPackage

One or more packages that are part of this assignment.

AssignmentID	int	NULL
PackageID	int	NULL

An Example CoreEGM

EGM data replicated as encountered in messages from Core

DateTmUpdated	datetime	NULL
DownloadEnabled	tinyint	1 if the download class functionally is enabled for the EGM 213, 0 otherwise
AssetNumber	varchar	Asset number as replicated from Core
BankCode	varchar	Bank Code as replicated from Core
GSAEGMID	varchar	EGM ID used by GSA G2S messages
Manufacturer	varchar	EGM Manufacturer Code replicated from Core
Serial Number	varchar	EGM Serial Number replicated from Core
LocationCode	varchar	Location Code as replicated from Core
CoreEGMID	int	Same value as replicated from the Core DB
ZoneCode	varchar	Zone Code as replicated from Core

An Example EGMJob

Sub job of assignment job that applies to a particular EGM

CommandID	bigint	CommandID of last command sent. This will be returned in the response.
JobData	xml	Data containing state needed to carry out job - define by job type
DateCreated	datetime	Date/Time record created
DateTmUpdated	datetime	Date/Time Status last updated
JobCompleteState	varchar	Error or Success. Should we have a look up table?
CoreEGMID	int	FK to EGM for this Job
EGMJobID	int	Identity PK
JobState	varchar	Queued, InProgress, Complete. Should we have a look-up table?
JobSummary	varchar	Text to summarize jobs status for GUI. (e.g., 4 of 5 EGMs completed without error 1 of 5 not found.)
TransactionID	bigint	Transaction ID sent by EGM in response to command. Used to tie events to commands.

An Example EgmPackage

Packages that may be on an EGM. From the PackageList response.

AllowedEGMTheme	AllowedEGMThemeID	int	NULL
AllowedEGMTheme	CoreEGMID	int	Associated EGM identifier.
AllowedEGMTheme	Theme	varchar	Associated game theme identifier.
AllowedThemeDenom	AllowedEGMThemeID	int	NULL
AllowedThemeDenom	Denom	int	NULL
AllowedThemeDenom	AllowedThemeDenomID	int	Primary key allowable EGM denomination, e.g., 5 cents.
AllowedThemePaytable	AllowedThemePayTable ID	int	NULL
AllowedThemePaytable	AllowedEGMThemeID	int	NULL
AllowedThemePaytable	PayTable	varchar	NULL
Assignment	DateTmDeleted	datetime	NULL
Assignment	TimeStamp	timestamp	NULL
Assignment	Deleted	tinyint	NULL

CoreEgmID	int	NULL
PackageID	int	NULL
PackageState	varchar	NULL
InstallStartDateTm	datetime	NULL
InstallEndDateTm	datetime	NULL

An Example Package

Data about a package in the SDDP.

PackageID	int	NULL
GSAPackageID	varchar	NULL
Description	varchar	NULL
Type	varchar	NULL
Location	varchar	NULL
PackageDescriptor	xml	NULL
GSAManufacturerID	char	Manufacturer identifier.

An Example ScheduleSchedule

Replicated data from the Schedule table in the Schedule database 229. Allows for enforcing RI locally.

ScheduleScheduleID	int	ID of the corresponding schedule record in the Schedule database.
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FIGS. 49A-49I show an exemplary block diagram of a configuration ERD database organization or tree, according to one illustrated embodiment.

An Example Configuration May Include:

The configuration database 228 may encapsulate all the storage needed to support the option configuration component of the system. It holds the current option configuration of all EGMs 213 as discovered via the G2S protocol in the communications, optionConfig, and gamePlay classes. This includes options items for ordinary devices and games which are known in the protocol as game play devices. It also stores the potential or available option item choices for each EGM. It stores the assignments used to change options item values via optionConfig class commands. And it stores job state information for the jobs those assignments use to carry out option changes.

Configuration may be directly or indirectly coupled to the Schedule and Core databases 231. It leverages schedule to store assignment schedules and to queue pending jobs. It references core to replicate basic EGM information and to manage EGM collections. As with all other components, activity history may be posted to the activity database 230 through Web Services 223 and may be stored locally.

An Example Configuration Database Dictionary

-continued

Assignment	Active	tinyint	1 is active and will be applied to floor. 0 is not active
Assignment	Approved	tinyint	1 is approved. Must be approved and active to take effect
Assignment	Name	varchar	Assignment name.
Assignment	DateCreated	datetime	Date the assignment was created.
Assignment	DateTmUpdated	datetime	Date the assignment was last updated.
Assignment	DateTmApproved	datetime	date time approved
Assignment	ManageGameOptions	tinyint	Defines if the Assignment is managing game combos.
Assignment	SetSelection	varchar	Defines the selection range for options. (0 all, 1 intersection, 2 union)
Assignment	CoreCollectionID	int	FK to Associated collection of EGMs
Assignment	ScheduleID	int	FK to schedule for assignment
Assignment	AssignmentID	int	Identity PK
Assignment	ApproveUserName	varchar	login name of user who approved assignment
Assignment	UpdateUserName	varchar	Name of the user who last updated the assignment.
Assignment	Type	varchar	Type of assignment. Configuration or Download
Assignment	Description	varchar	User entered description of the assignment
AssignmentAvailableGamePlayDevice	Active	tinyint	1 means the assignment is meant to make this an active game on the EGM 213
AssignmentAvailableGamePlayDevice	AssignmentID	int	FK to assignment for this GamePlayDevice
AssignmentAvailableGamePlayDevice	AllowedThemePaytable ID	int	FK to Paytable for this GamePlayDevice
AssignmentAvailableGamePlayDevice	AllowedEGMThemeID	int	FK to Theme for this GamePlayDevice
AssignmentAvailableGamePlayDevice	AssignmentAvailableGamePlayDeviceID	int	Identity PK
AssignmentAvailableGamePlayDeviceDenom	AssignmentGamePlayDeviceDenomID	int	NULL
AssignmentAvailableGamePlayDeviceDenom	AssignmentAvailableGamePlayDeviceID	int	NULL
AssignmentAvailableGamePlayDeviceDenom	Denom	int	NULL
AssignmentJob	DateCreated	datetime	DateTime record created
AssignmentJob	DateTmUpdated	datetime	DateTime Status last updated
AssignmentJob	AssignmentID	int	FK to Assignment for Job. 0 or more Jobs per Assignment
AssignmentJob	AssignmentJobID	int	Identity PK
AssignmentJob	JobState	varchar	Queued, InProgress, Complete
AssignmentJob	JobSummary	varchar	Text to summarize jobs status for GUI, i.e., 4 of 5 EGMs completed without error 1 of 5 not found.
AssignmentOptionItem	AssignmentOptionItem ID	int	NULL
AssignmentOptionItem	AssignmentID	int	NULL

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AssignmentOptionItem	OptionItemDefinitionID	int	NULL
AssignmentOptionItemValue	AssignmentOptionItemValueID	int	NULL
AssignmentOptionItemValue	AssignmentOptionItemID	int	NULL
AssignmentOptionItemValue	AssignedValue	varchar	NULL
CoreCollection	CoreCollectionID	int	ID of the collection in the Core Database
CoreEGM	DateCreated	datetime	NULL
CoreEGM	DateTmUpdated	datetime	NULL
CoreEGM	OptionConfigEnabled	tinyint	1 if the optionConfig class functionality is enabled for the EGM 213, 0 otherwise
CoreEGM	AssetNumber	varchar	Asset number as replicated from Core
CoreEGM	BankCode	varchar	Bank Code as replicated from Core
CoreEGM	GSAEGMID	varchar	EGM ID used by GSA G2S messages
CoreEGM	Manufacturer	varchar	EGM Manufacturer Code replicated from Core
CoreEGM	SerialNumber	varchar	EGM Serial Number replicated from Core
CoreEGM	LocationCode	varchar	Location Code as replicated from Core
CoreEGM	CoreEGMID	int	Same value as replicated from the Core DB
CoreEGM	ZoneCode	varchar	Zone Code as replicated from Core
EGMAvailableGamePlayDevice	EGMAvailableGamePlayDeviceID	int	NULL
EGMAvailableGamePlayDevice	CoreEGMID	int	NULL
EGMAvailableGamePlayDevice	AllowedEGMThemeID	int	NULL
EGMAvailableGamePlayDevice	AllowedEGMPaytableID	int	NULL
EGMAvailableGamePlayDevice	Active	tinyint	NULL
EGMAvailableGamePlayDevice	AssignedActive	tinyint	NULL
EGMGamePlayDeviceDenom	EGMGamePlayDeviceDenomID	int	NULL
EGMGamePlayDeviceDenom	EGMAvailableGamePlayDeviceID	int	NULL
EGMGamePlayDeviceDenom	Denom	int	NULL
EGMJob	AssignmentJobID	int	NULL
EGMJob	CommandID	bigint	CommandID of last command sent. This may be returned in the response.
EGMJob	JobData	xml	Data containing state used to carry out job - define by job type
EGMJob	DateCreated	datetime	DateTime record created
EGMJob	DateTmUpdated	datetime	DateTime Status last updated
EGMJob	JobCompleteState	varchar	Error or Success. Should we have a look up table?
EGMJob	CoreEGMID	int	FK to EGM for this Job
EGMJob	EGMJobID	int	Identity PK
EGMJob	JobState	varchar	Queued, InProgress, Complete. Should we have a look-up table?

-continued

EGMJob	JobSummary	varchar	Text to summarize jobs status for GUI, i.e., 4 of 5 EGMs completed without error 1 of 5 not found.
EGMJob	TransactionID	bigint	Transaction ID sent by EGM in response to command. Used to tie events to commands.
OptionDevice	deviceID	int	Device ID as reported by optionList command
OptionDevice	CoreEGMID	int	FK to EGM this device was reported with via optionList. 1 or more devices per EGM
OptionDevice	deviceClass	varchar	G2S class enumeration value like G2S_cabinet or G2S_gamePlay
OptionDevice	OptionDeviceID	int	Identity PK
OptionDevice	DateCreated	datetime	Rows in this table are never modified so we only keep create date
OptionGroup	DateCreated	datetime	DateTime record created
OptionGroup	OptionDeviceID	int	FK to device this group belongs to. 1 or more groups per device.
OptionGroup	GroupProtocolID	varchar	ID of group as defined by protocol
OptionGroup	OptionGroupID	int	Identity PK
OptionGroup	GroupProtocolName	varchar	Name of group as defined by protocol
OptionGroup	DateTmUpdated	datetime	Updates would only occur if name changes for a give ID
OptionItemAssignedValue	OptionItemDefinitionID	int	1 or more assigned values may exist for the referenced definition
OptionItemAssignedValue	AssignmentID	int	Assignment for which value was derived
OptionItemAssignedValue	DateTmAssigned	datetime	DateTime of update
OptionItemAssignedValue	OptionItemAssignedValue ID	int	Identity PK
OptionItemAssignedValue	AssignedValue	varchar	Value the system calculated that the EGM 213 should currently have for this item. It may not match current until the setChange operation succeeds
OptionItemCurrentValue	DateTmUpdated	datetime	NULL
OptionItemCurrentValue	OptionItemDefinitionID	int	1 or more current values may exist for the referenced definition
OptionItemCurrentValue	CurrentValue	varchar	Current Value of this item as reported by EGM
OptionItemCurrentValue	OptionItemCurrentValue ID	int	Identity PK
OptionItemDefaultValue	DateTmUpdated	datetime	NULL
OptionItemDefaultValue	OptionItemDefinitonID	int	1 or more default values may exist for the referenced definition

-continued

OptionItemDefaultValue	OptionItemDefaultValue ID	int	Identity PK
OptionItemDefaultValue	DefaultValue	varchar	The default value as reported by EGM
OptionItemDefinition	OptionProtocolID	varchar	NULL
OptionItemDefinition	OptionProtocolName	varchar	NULL
OptionItemDefinition	OptionHelp	varchar	NULL
OptionItemDefinition	OptionType	varchar	NULL
OptionItemDefinition	SecurityLevel	varchar	NULL
OptionItemDefinition	CanModEgm	tinyint	NULL
OptionItemDefinition	CanModHost	tinyint	NULL
OptionItemDefinition	MinValue	numeric	NULL
OptionItemDefinition	MaxValue	numeric	NULL
OptionItemDefinition	FractionaIDigits	int	NULL
OptionItemDefinition	MinLength	int	NULL
OptionItemDefinition	MaxLength	int	NULL
OptionItemDefinition	CurrencyID	varchar	NULL
OptionItemDefinition	DenomID	numeric	NULL
OptionItemDefinition	ExchangeRate	numeric	NULL
OptionItemDefinition	MinSelections	int	NULL
OptionItemDefinition	MaxSelections	int	NULL
OptionItemDefinition	Duplicates	tinyint	NULL
OptionItemDefinition	DateCreated	datetime	NULL
OptionItemDefinition	DateTmUpdated	datetime	NULL
OptionItemDefinition	OptionGroupID	int	Group this item belongs to. 1 or more items per group.
OptionItemDefinition	OptionItemDefinitionID	int	Identity PK
OptionItemEnum	EnumValue	varchar	A possible legal value for this referenced definition.
OptionItemEnum	OptionItemDefinitionID	int	FK to the related Option Item Definition.
OptionItemEnum	OptionItemEnumID	int	Identity PK
OptionItemOverrideValue	OptionItemOverrideValue ID	int	NULL
OptionItemOverrideValue	OptionItemDefinitionID	int	NULL
OptionItemOverrideValue	OverrideValue	varchar	NULL
OptionItemOverrideValue	DateTmOverridden	datetime	NULL
ScheduleSchedule	ScheduleScheduleID	int	ID of the corresponding schedule record in the Schedule database.

FIG. 50 shows an exemplary block diagram of the schedule database 229, according to one illustrated embodiment.

An Example Schedule Database 229 May Include:

The schedule database 229 may have a few tables which reflects its scope. It may support functions, such as storing schedule data for other system components as needed, and kicking off jobs at the scheduled time for those components. Jobs are kicked off by calling the Web service provided with the parameter data provided at the time a job is registered with the scheduler.

The schedule databases and corresponding sub-system may be loosely coupled. Its reference to data in other components may be indirect via the Web method references it stores or it may be directly coupled to respective components. As with other components, activity history may be posted to the activity database 230 through Web Services 223 and may be stored locally.

An Example Schedule Database Dictionary May Include:

An example JobQueue that may Hold jobs that are waiting to be run. Scheduler may poll this table and kick off jobs when the start time has passed. If the schedule a job is tied to is recurring, then once the current instance succeeds, the scheduler will create a new row in this table for the next occurrence of the job using the same parameter data as the current job.

QueuedDateTm	datetime	Date time job placed in queue
PrevCalledDateTm	datetime	Date time last attempt to call Web method occurred
NextCallDateTm	datetime	Date time that this job is meant to be run. Job is run by calling the Web method.
CallSucceeded	tinyint	Defaults 0. Set to 1 when call succeeds and scheduler can purge this record.
Schedule ID	int	FK to schedule record this job is controlled by
JobQueueID	int	Identity PK
MaxRetries	int	Max retries scheduler should attempt when Web service is unavailable; 0 if no retries
Retries	int	Number of re-tries attempted. Set to 1 only after the first retry
RetryIntervalSeconds	int	Number of seconds between retries
ParamData	xml	Parameter to pass to Web service
WebServiceURI	varchar	URI of Web service to call
WebMethod	varchar	Web method on service to call

An example Schedule that may Hold schedule records used by any parts of the system that stores a schedule. In one embodiment, simple schedule types with a start date may be supported. In another embodiment, recurring tasks may also be supported.

DateCreated	datetime	Date record created in DB
ScheduleTypeID	int	FK to the type of schedule
Schedule ID	int	Identity PK
EndDateTm	datetime	Optional end date and time
StateDateTm	datetime	Start date and time

An example ScheduleType may Hold schedule records used by any parts of the system that stores a schedule. In one embodiment, simple schedule types with a start date may be supported. In another embodiment, recurring tasks may also be supported.

Description	varchar	Description of the schedule type
ScheduleTypeID	int	Identity PK
ScheduleType	varchar	Permanent, PermanentWithStart, OneTimeOverride, RecurringOverride

FIGS. 51A-51Z show exemplary diagrams of menu screens for a 15 control panel 216, according to one illustrated embodiment.

Example User Interfaces—Control Panel 216

The client may encapsulate all the functionality to support the command and control portions of the download and configuration features of the project. Downloads and configuration options can be scheduled, or deployed immediately. Notifications, approvals, searches, and reports in these areas can be viewed.

Control panel—login to control panel. A user can change the password through a login password menu.

FIG. 51D shows an example list of EGMS 213 that may be selected or dragged onto other windows, according to one illustrated embodiment.

FIG. 51E shows an example Collection Navigator menu is shown that includes a List of named collections that have been saved, according to one illustrated embodiment.

FIG. 51F shows an example Assignment Navigator menu is shown that includes a List of assignments that have been saved, according to one illustrated embodiment.

FIG. 51G shows an example Manual Override Navigator menu is shown that includes a List of EGMs 213 with a current Manual override in effect, according to one illustrated embodiment.

FIG. 51H shows an example Inventory menu that lists the full details of a currently selected EGM, according to one illustrated embodiment. FIG. 51I shows an example Search menu that presents the results of a search function, according to one illustrated embodiment.

FIG. 51J shows an example Activity Log query and display which displays a record of what has occurred since the application was launched, according to one illustrated embodiment.

FIG. 52A-D shows an example set of Download Assignment Wizard menus such that the wizard will let the user specify a download assignment, according to one illustrated embodiment. In one embodiment, it may have: Identity, packages, schedule, and review panes.

A Download Assignment Wizard may be included to pop-up and provide users with helpful tips or ask if the user needs assistance and then direct a user to a menu of information, similar to the Microsoft Windows Wizard. This feature can be disabled by a user, either by closing the Wizard display or selecting disablement from an options menu.

FIG. 53A-E show an example set of Configuration Assignment Wizard menus such that the wizard may let the user specify a configuration assignment, according to one illustrated embodiment. In one embodiment, it may have: Identity, device options, game bundles, schedule, and review panes.

Similar to the Download Assignment Wizard, a Configuration Assignment Wizard may be included to assist users.

FIG. 54A shows an exemplary floor layout panel that provides a visual representation of the floor that can be used for navigation and selection by a user with the BCP in a manner equivalent to the EGM 213 navigator, according to one illustrated embodiment.

FIG. 54B shows an exemplary schedule menu and display that lets user review jobs, see their status and/or progress, according to one illustrated embodiment.

FIG. 54C shows an example tasks list display and menu that provides a list of tasks where the currently logged in user are displayed, according to one illustrated embodiment. This window may have three panels indicating notifications, pending tasks, and completed tasks. When applicable the user may click on it and obtain more details about each task. Controls may be utilized to acknowledge notifications and to mark tasks complete.

FIG. 55 shows an exemplary casino floor display providing a visual representation of the casino floor, according to one illustrated embodiment.

FIG. 56 shows an exemplary schematic illustration of a casino network including corporate, back-office and floor networks, according to one illustrated embodiment.

FIG. 57 shows a method 5700 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 5702, a download and configuration management system determines a relatively optimal one of a plurality of download distribution points geographically distributed throughout the at least one casino property for at least one of the gaming machines. At 5704, the download and configuration management system provides an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions.

FIG. 58 shows a method 5800 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 5802, the download and configuration management system determines a relatively optimal one of the download distribution points based at least in part on a physical location of the download distribution points with respect to a physical location of the at least one of the gaming machines. For example, the download and configuration management system may determine that the optimal one of the download distribution points is the download and distribution point that is geographically closest to the particular gaming machine(s), or the one of the download distribution points that has the desired downloadable instructions that is geographically closest to the gaming machine(s).

FIG. 59 shows a method 5900 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 5902, the download and configuration management system determines a relatively optimal one of the download distribution points based at least in part on an availability of respective ones of the download distribution points with respect to an availability of other ones of the download distribution points. Thus, the download and configuration management system may take into account a current availability, avoiding delays that might otherwise result from using a download distribution point that is already busy downloading to other gaming machines. In doing so, the download and configuration management system may also take into account

whether the download distribution points have the desired downloadable instructions that are geographically closest to the gaming machine(s).

FIG. 60 shows a method 6000 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 6002, the download and configuration management system determines a relatively optimal one of the download distribution points based at least in part on a connection speed between respective ones of the download distribution points and the at least one gaming machine relative to a connection speed between other ones of the download distribution point and the at least one gaming machine. Thus, at 59002, the download and configuration management system may avoid delays by accounting for differences in connection speeds. In doing so, the download and configuration management system may also take into account whether the download distribution points have the desired downloadable instructions that are geographically closest to the gaming machine(s).

FIG. 61 shows a method 6100 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 6102, the download and configuration management system determines a relatively optimal one of the download distribution points for a collection of the gaming machines, where each of the collection of gaming machines include at least two different ones of the gaming machines. Thus, gaming machines may be grouped or otherwise placed into collections or sets. The gaming machines may, for example, be grouped by game type, manufacturer, and or version. The gaming machines may, for example, be grouped by type of hardware installed in the gaming machines and/or by the type of firmware or software, or by a version of the firmware or software. This may advantageously simplify the configuration and management of the gaming machines.

FIG. 62 shows a method 6200 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 6202, the download and configuration management system determines a relatively optimal one of the download distribution points based on a combination of a connection speed between respective ones of the download distribution points and the at least one gaming machine relative to a connection speed between other ones of the download distribution point and the at least one gaming machine and an availability of respective ones of the download distribution points with respect to an availability of other ones of the download distribution points. As previously noted, the download and configuration management system may also take into account whether the download distribution points have the desired downloadable instructions that is geographically closest to the gaming machine(s).

FIG. 63 shows a method 6300 of operating a download and configuration management system to manage a plurality of gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 6302, the download and configuration management system provides an indication to the at least one of the gaming machines that indicates the relatively optimal one of the download distribution points to be used by the at least one of the gaming machines to download configuration instructions, for example by providing an Internet protocol address. Such causes the gaming machines to look to the identified download distribution point for configuration and downloads of instructions (e.g., software, firmware).

FIG. 64 shows a method 6400 of operating a download and configuration management system to manage a plurality of

gaming machines distributed throughout at least one casino property, according to one illustrated embodiment.

At 6402, the download and configuration management system caches a plurality of packages of instructions at the plurality of download distribution points. The packages of instructions are downloadable to the gaming machines to redefine the operation of the gaming machines. Some of the packages of instructions may be cached by less than all of the download distribution points. Consequently, there may be identical packages located at two or more download distribution points, although there may be download distributions points that do not each have the same packages of instructions.

At 6404, the download and configuration management system stores information at the download and configuration management server indicative of which of the packages of instructions are available at which of the download distribution points. Such may allow the download and configuration management server to determine a most optimal one of the download distribution points since the download and configuration management server can determine if the particular download distribution points has a certain or desired package of instructions.

Example Reports software configuration and download project reports, may provide real-time and historical data. An example embodiment provides for Download and Configuration reports to be run on an inter/intranet browser, such as on SSRS. Windows authentication may be used for security. In other embodiments, the reports may also or alternatively be run from the BCP. The download reports may include reports in the Reports Detail Section. In addition, reports from the Floor System may be imported into the Download and Configuration project in order for the Download and Configuration applications to run independently of the floor system. One or more of the databases from the Floor System may be included as well.

An example Detailed Reports Design may include reports which are generated through and/or based upon the Software Download FRD 2.8 (which is 10 hereby incorporated by reference) and the G2S specifications.

Example User Reports May Include:

User Listing with Roles and Group—This report may be written for the Floor System project and may be imported from that project.

Password to Expire in 15 days—This report may be written for 15 the Floor System project and may be imported from that project.

Role with Capabilities—This report may be written for the Floor System project and may be imported from that project.

User Activity Role—This report may be written for the Floor System project and may be imported from that project.

Assignment Reports—These reports may be provided to show lists of assignments with summary information. Detail reports are also available for detailed assignments. They can include the history of the jobs that have been run on behalf of that assignment.

An Example Package Assignment by EGM—Summary May Include:

Input Parameters: Start Date to End Date range for Package Create Date.

Logo: Tech Logo

Title: Package Assignment by EGM—Summary

Columns:

Group: Site Name

Group: EGM Group

Detail:

Package ID, Assignment ID, Module ID, Component, 5

Created Date, Created By, Approved Date, Approved By, Total packages assigned, Total EGMs

Group By: Site, EGM Group (Collection)

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Sort By: Package ID, Module ID  
 Sub-Total field: (Example dynamic groupings/collections)  
 Sub>Total Columns: (Example dynamic groupings/collections)  
 Group Total field: Site Name  
 Group Total Columns: Total packages assigned, Total EGMs Grand Total? Yes

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Grand Total Columns: Total packages assigned, Total EGMs

Example Package Assignment by EGM—Summary

XYZ Test Casino

mm/dd/yyyy to mm/dd/yyyy

Package ID	Assignment ID	Module ID	Component ID	Create Date	Create By	Approved Date	Approved By	Total Packages	Total EGMs Assigned
				Site: North Tahoe Casino EGM Group: Main Isle					
12345987	1000001	200000	128981	10/08/2006	123987	10/08/2006	123999	22	20
								Site Sub-Totals:	22 20
				Site: South Tahoe Casino EGM Group: Entrance One					
12345999	1000002	200000	128981	10/08/2006	123987	10/08/2006	123999	5	5
123459600	1000003	200000	128981	10/08/2006	123987	10/08/2006	123999	2	2
								Site Sub-Totals:	7 7
								Grand-Totals:	29 27

An Example Package Assignment by EGM—Detail May Include:

- 30 Input Parameters: [Start Date] to [EndDate] range for Package Create Date
- Logo: Tech Logo
- Title: Package Assignment by EGM—Summary
- Columns
- 35 Group: Site Name
- Group: EGM Group
- Detail:
- EGM ID, Package ID, Assignment ID, Module ID, Component ID, Created Date, Created By, Approved Date,
- 40 Approved By, Total packages assigned, Total EGMs
- Group By: Site, EGM Group (Collection)
- Sort By: EGM Internal Identifier, Package ID, Module ID
- Sub-Total field: n/a
- Sub>Total Columns: n/a
- 45 Group Total field: Site Name
- Group Total Columns: Total packages assigned, Total EGMs
- Grand Total? Yes
- Grand Total Columns: Total packages assigned, Total EGMs
- 50

Example Package Assignment by EGM—Detail

XYZ Test Casino

mm/dd/yyyy to mm/dd/yyyy

EMG ID	Package ID	Assignment ID	Module ID	Component ID	Create Date	Create By	Approved Date	Approved By	Total Packages Assigned
				Site: North Tahoe Casino EGM Group: Main Isle					
11102	12345987	1000001	200000	128981	10/08/2006	123987	10/08/2006	123999	22
								Site Sub-Totals:	22

-continued

EMG ID	Package ID	Assignment ID	Module ID	Component ID	Create Date	Create By	Approved Date	Approved By	Total Packages Assigned
Site: South Tahoe Casino EGM Group: Entrance One									
21071	12345999	1000002	200000	128981	10/08/2006	123987	10/08/2006	123999	5
EGM Group: Entrance Two									
31025	12345600	1000003	200000	128981	10/08/2006	123987	10/08/2006	123999	2
Site Sub-Totals:									7
Grand-Totals:									29
Total EGMs:									3

Example Module Assignment by EGM—Summary may include:

Input Parameters: [Start Date] to [EndDate] range for Assignment Approved Date

Logo: Tech Logo

Title: Module Assignment by EGM—Summary Columns

Group: Site Name

Group: EGM Group

Detail: Module ID, Package ID, Assignment ID, Component ID, Created 10 Date, Created By, Approved Date, Approved By, Total packages assigned, Total EGMs

Group By: Site, EGM Group (Collection)

Sort By: Module ID, Package ID

Sub-Total field: n/a

Sub:Total Columns: n/a

Group Total field: Site Name

Group Total Columns: Total packages assigned, Total EGMs

Grand Total? Yes

Grand Total Columns: Total packages assigned, Total EGMs

Module Assignment by EGM—Summary

XYZ Test Casino

mm/dd/yyyy to mm/dd/yyyy

An Example Module Assignment by EGM—Detail May Include:

Input Parameters: [Start Date] to [EndDate] range for Assignment Approved Date

Logo: Tech Logo

Title: Module Assignment by EGM—Summary Columns

Group: Site Name

Group: EGM Group

Detail:

EGM ID, Module ID, Package ID, Assignment ID, Component ID, Created Date, Created By, Approved Date, Approved By

Group By: Site, EGM Group (Collection)

Sort By: EGM Internal Identifier, Module ID, Package ID

Sub-Total field: EGM Group

Sub:Total Columns: Total packages assigned, Total EGMs

Group Total field: Site Name

Group Total Columns: Total packages assigned, Total EGM Groups, Total EGMs

Grand Total? Yes

Grand Total Columns: Total packages assigned, Total EGM Groups, Total EGMs

Module ID	Package ID	Assignment ID	Component ID	Create Date	Create By	Approved Date	Approved By	Total Packages	Total EGMs Assigned
Site: abc casino EGM Group: Main Isle									
2000000	12345987	1000001	128981	10/08/2006	123987	mm/dd/yyyy	123999	22	20
Site Sub-Totals:								22	20
Site: def casino EGM Group: Entrance One									
200000	12345999	1000002	128981	10/08/2006	123987	10/08/2006	123999	5	5
EGM Group: Entrance Two									
200000	123459600	1000003	128981	10/08/2006	123987	10/08/2006	123999	2	2
Site Sub-Totals:								7	7
Grand Totals:								29	27

Example Module Assignment by EGM—Detail

abc Casino

mm/dd/yyyy to mm/dd/yyyy

EMG ID	Module ID	Package ID	Assignment ID	Component ID	Create Date	Create By	Approved Date	Approved By	Total Packages Assigned
Site: abc Casino EGM Group: Main Isle									
11102	2000000	12345987	1000001	128981	10/08/2006	123987	mm/dd/yyyy	123999	22
Site Sub-Totals:									22
Site: def Casino EGM Group: Entrance One									
21071	2000000	12345999	1000002	128981	10/08/2006	123987	mm/dd/yyyy	123999	5
EGM Group: Entrance Two									
31025	2000000	12345600	1000003	128981	10/08/2006	123987	mm/dd/yyyy	123999	2
Site Sub-Totals:									7
Grand-Totals:									29
Total EGMs:									3

Example User Assignments by Module May Include:  
 Input Parameters: Start Date to End Date range for Assignment Approved Date  
 Logo: Tech Logo  
 Title: User Assignments by Module  
 Columns  
 Group: Site Name  
 Group: User  
 Detail:  
 User Name, User ID, Module ID, Package ID, Assignment ID, Component ID, Created Date, Created By, Approved Date, Approved By  
 Group By: Site, User Name  
 Sort By: Module ID  
 Sub-Total field: EGM Group  
 Sub:Total Columns: Total modules assigned  
 Group Total field: Site Name  
 Group Total Columns: Total modules assigned  
 Grand Total? Yes  
 Grand Total Columns: Total modules assigned,  
 An Example Assignment History May Include:  
 Input Parameters: Start Date to End Date range for Assignment Approved Date  
 Logo: Tech Logo  
 Title: Assignment History  
 Columns  
 Group: Site Name  
 Detail:  
 User Name, User ID, Module ID, Package ID, Assignment ID, Component ID, Created Date, Created By, Approved Date, Approved By  
 Group By: Site  
 Sort By: Assignment Date Created, Module ID  
 Sub-Total field: N/A  
 Sub:Total Columns: N/A  
 Group Total field: Site Name  
 Group Total Columns: Total modules assigned  
 Grand Total? Yes  
 Grand Total Columns: Total modules assigned,

Job Reports  
 Example Job Status History by Assignment May Include:  
 Input Parameters: Start Date to End Date range for Job Submit Date  
 Logo: Tech Logo  
 Title: Job Status History by Assignment  
 Columns  
 Group: Site Name  
 Group: Job ID  
 Detail:  
 Assignment, Job ID, Package ID, Component ID, Submit Date, Submitted By, Complete Date, Status  
 Group By: Site, Assignment ID  
 Sort By: Submit Date  
 Sub-Total field: n/a  
 Sub:Total Columns: n/a  
 Group Total field: Site Name  
 Group Total Columns: Total assignments  
 Grand Total? Yes  
 Grand Total Columns: Total packages assigned  
 An Example Job Status History by EGM May Include:  
 Input Parameters: [StartDate] to [EndDate] range for Job Submit Date  
 Logo: Tech Logo  
 Title: Job Status History by Assignment  
 Columns  
 Group: Site Name  
 Group: EGM  
 Detail:  
 Assignment ID, Job ID, Package ID, Component ID, Submit Date, Submitted By, Complete Date, Status  
 Group By: Site, EGM  
 Sort By: Job ID, Submit Date  
 Sub-Total field: n/a  
 Sub:Total Columns: n/a  
 Group Total field: Site Name  
 Group Total Columns: Total assignments  
 Grand Total? Yes  
 Grand Total Columns: Total packages assigned

An Example Failed Job History May Include:  
 Input Parameters: [StartDate] to [EndDate] range for Job  
 Submit Date  
 Internal Select: 'Failed' Job Status  
 Logo: Tech Logo  
 Title: Job Status History by Assignment  
 Columns  
 Group: Site Name  
 Group: Assignment ID  
 Detail: Assignment ID, Job ID, Package ID, Component ID  
 (Download) or  
 OptionitemID(Config), Submit Date, Submitted By,  
 Event, Event Date  
 Group By: Site, EGM  
 Sort By: Job ID, Submit Date, event, event date  
 Sub-Total field: n/a  
 Sub:Total Columns: n/a  
 Group Total field: Site Name  
 Group Total Columns: Total Failed Jobs  
 Grand Total? YES  
 Grand Total Columns: Total Failed Jobs  
 Example Audit Reports May Include:  
 1) User Activity;  
 2) EGM Activity;  
 3) Activity Report for Regulators;  
 4) Module Inventory;  
 5) List of Revoked/Outdated Packages;  
 6) Detailed EGM Job;  
 7) Failed EGM Job and/or  
 8) List of Revoked/Outdated Packages.  
 Example EGM Reports May Include:  
 EGM Device Inventory Report  
 This report may be written for the Floor System project and  
 may be imported from that project.  
 EGM Event  
 This report may be written for the Floor System project and  
 may be imported from that project.

EGM Meter  
 This report may be written for the Floor System project and  
 may be imported from that project.  
 EGM Daily Financial (Audited Data)  
 5 This report may be written for the Floor System project and  
 may be imported from that project.  
 EGM Listing  
 This report may be written for the Floor System project and  
 may be imported from that project.  
 EGM Media  
 10 This report may be written for the Floor System project and  
 may be imported from that project.  
 EGM Game Theme  
 This report may be written for the Floor System project and  
 may be imported from that project.  
 15 Example EGM Group Reports May Include:  
 Input Parameters: [StartDate] to [EndDate] range for  
 Group Create Date  
 Internal Select: n/a  
 Logo: Tech Logo  
 20 Title: EGM Groups  
 Columns  
 Group: Site Name  
 Group: EGM Group  
 Detail:  
 25 1<sup>st</sup> header line: EGM ID, Manufacturer ID, Install Date, . .  
 . Game Combinations . . .  
 2<sup>nd</sup> header line Game Theme, PayTable, Denomination  
 Group By: Site, EGM Group  
 Sort By: EGM ID, Game Theme, Paytable, Denom  
 Sub-Total field: n/a  
 30 Sub:Total Columns: n/a  
 Group Total field: n/a  
 Group Total Columns: n/a  
 Grand Total? n/a  
 35 Grand Total Columns: n/a

APPENDIX

Definitions, Acronyms, and Abbreviations	
Definition, Acronym, Abbreviation	Description
Control Panel (BCP)	This smart client encapsulates all the functionality to support the command and control portions of the download and configuration features of the project.
Live Services	These are the windows services which are responsible for executing the Business Logic of the system.
Business Logic Layer Tier	The Business Logic Layer is comprised of the Download and Configuration Windows Services which are responsible for implementing the Business Logic of the system.
Database	SQL Server 2005 returns information based on the results of retrieving data from the following databases Core Configuration Download Activity Schedule
Database Web Services	These are the Web services that will be able to be re-used by other GUI and Service Applications in slot management system 101.
Data Access Layer Tier	The Data Access Layer is comprised of Web Services which expose methods for interacting with the Data Tier.
EGM Tier	The Data Tier is comprised of Electronic Game Machines (EGM) and other configurable components like iView and Game Controllers.
Electronic Gaming Machine (EGM)	Gaming machines and/or tables which may include electro-mechanical devices and/or video displays.

Definitions, Acronyms, and Abbreviations	
Definition, Acronym, Abbreviation	Description
G2S (Game to System)	The G2S (Game to System) protocol provides a messaging standard, using XML, for communications between gaming devices (such as game software, meters, and hoppers) and gaming management systems (such as progressives, cashless, and accounting).
G2S Engine	This service will receive G2S messages from the EGM 213 and dispatch them to the Live Service based on the message component type.
G2S Download Protocol	The G2S download protocol will provide a standardized protocol to manage the downloaded content on all G2S compliant EGM from all G2S compliant host systems.
G2S Message	Command messages sent to an EGM to update or configure the EGM 213.
G2S optionConfig Protocol	The G2S optionConfig protocol will download options available from within and EGM. The SDDP server will maintain all download software packages in a secure library with a required number of secure backups as defined by the jurisdiction.
G2S Engine Tier	The G2S Engine Tier is comprised of the G2S engine components. Its job is to send and receive G2S protocol messages to and from EGM and other configurable devices. It is also responsible for the packaging and unpacking of the internal system messages and G2S protocol messages.
iView	Proprietary device for player touch point services. It is used to display marketing and player tracking information. While not currently capable of "gaming", it likely will be downstream, so it is treated herein as an EGM.
Module	A manufacturer-defined element that is a uniquely identifiable unit within the EGM. For example: A module can be an operating system, or a game theme, firmware for a printer; etc. A module may be a single WAV sound file that is shared by other modules.
Presentation Tier	The Presentation Tier is comprised of the Control Panel application. The Control Panel application is the Graphical Interface through which the Download and Configuration portion of the Live system is managed.
SDDP Server	Will maintain all download software packages in a secure library with a required number of secure backups as defined by the jurisdiction.
package	A manufacturer-defined element that can be thought of as a single file, which contains: an optional download header that contains information about the package payload. The package payload, with the payload being a ZIP file, TAR file, an XML configuration file, a single BIN file, or any file format that makes sense. The point is that the specific format of the payload is of no interest to the command and control of the transfer.
Software download	The ability to send packages between a Software Download Distribution Point and one or more EGMs.

The above description of illustrated embodiments, including what is described in the Abstract, is not intended to be exhaustive or to limit the embodiments to the precise forms disclosed. Although specific embodiments of and examples are described herein for illustrative purposes, various equivalent modifications can be made without departing from the spirit and scope of the disclosure, as will be recognized by those skilled in the relevant art. For instance, the foregoing detailed description has set forth various embodiments of the devices and/or processes via the use of block diagrams, schematics, and examples. Insofar as such block diagrams, schematics, and examples contain one or more functions and/or operations, it will be understood by those skilled in the art that each function and/or operation within such block diagrams, flowcharts, or examples can be implemented, individually and/or collectively, by a wide range of hardware, software, firmware, or virtually any combination thereof. In one embodiment, the present subject matter may be implemented via Application Specific Integrated Circuits (ASICs). However, those skilled in the art will recognize that the embodi-

ments disclosed herein, in whole or in part, can be equivalently implemented in standard integrated circuits, as one or more computer programs running on one or more computers (e.g., as one or more programs running on one or more computer systems), as one or more programs running on one or more controllers (e.g., microcontrollers) as one or more programs running on one or more processors (e.g., microprocessors), as firmware, or as virtually any combination thereof, and that designing the circuitry and/or writing the code for the software and/or firmware would be well within the skill of one of ordinary skill in the art in light of this disclosure. It will also be appreciated that many of the methods or processes may omit some acts, include additional acts, and/or may perform the acts in a different order than described herein, so long as the desired end result or functionality is achieved.

In addition, those skilled in the art will appreciate that the mechanisms as taught herein are capable of being distributed as a program product in a variety of forms, and that an illustrative embodiment applies equally regardless of the particular type of signal bearing media used to actually carry out the

distribution. Examples of signal bearing media include, but are not limited to, the following: recordable type media such as floppy disks, hard disk drives, CD ROMs, digital tape, and computer memory; and transmission type media such as digital and analog communication links using TDM or IP based communication links (e.g., packet links).

UDP-Multicast Protocol for a User Interface in a Download and Configuration Gaming System

Referring now to FIG. 65, a typical client-server architecture system with multiple clients requesting information from a server is shown. In a strict client-server system, the server never initiates any messages. Accordingly, any messages the server sends to the client are in response to a client's prior request. Thus, a problem arises if the server becomes aware of something that has changed in the system and it needs to notify one or more of the clients of the change, which the client(s) would likely be interested in knowing. While a client could "poll" the server, this is an inefficient use of resources and a poor architectural design. A preferred embodiment, uses a modified form of the UDP (User Datagram Protocol) multicast protocol to implement a one-way notification system 6500 and method between the server 6502 (e.g., DCM (Download and Configuration Manager) engine) and one or more clients 6504 (e.g., Bally Control Panel (BCP)). UDP is a connectionless protocol that runs on top of IP network, and offers a direct way to send and receive datagrams over an IP network.

The UDP multicast notification system 6500 enables UDP messages to be sent only to registered clients, not broadcasted to all clients. This architecture minimizes network traffic and enhances system security, since only registered clients receive the UDP message. The configuration of the UDP multicast notification system 6500 is relatively easy and does not require the configuration of network devices in order to support a UDP multicast. Furthermore, any number of the clients 6504 may be on a different network domain than the DCM engine 6502. Each of the clients 6504 contains a display 6506 (e.g., user interface) on which the UDP messages are displayed.

FIGS. 65 and 66 illustrate one embodiment of the UDP multicast notification system 6500. As shown in FIG. 65, a change has occurred to database table-1 and database table-4. In this specific non-limiting embodiment, BCP client-1 has registered to receive notifications concerning table-4, so a notification message is only sent to BCP client-1. Additionally, in this specific non-limiting embodiment, BCP client-2 and BCP client-n have registered to receive notifications about changes to database table-1. As such, FIG. 65 shows a notification regarding database table-1 being sent to only clients 2 and "n." Continuing, FIG. 66 shows the UDP multicast notification system 6500 being used to send jobs status updates to BCP clients 2 and 'n' since the "Job Status" GUI (graphic user interface) is displayed on their monitors. In this embodiment, the GUI on BCP client-1 does not involve job status information so BCP client-1 is not interested in Job Status. Thus, BCP client-1 does not get sent Job Status notification messages.

Referring now to FIG. 67, in this embodiment the UDP Broadcast Processor 6512 is displayed as one component in the DCM engine 6502. The UDP Broadcast Processor 6512 is responsible for sending UDP messages to the registered clients 6504 in the network 6510. In one embodiment, the UDP Broadcast Processor 6512 sends UDP messages to all registered clients 6504 which are listening to receive UDP messages on a specific port. This enables one-way, server-to-

client(s), communications in what is otherwise a strict client-to-server-to-client architecture by using the UDP multicast notification system 6500.

FIG. 68 illustrates the client registration process. Implementation of the UDP multicast notification system 6500 begins with a client application (which in one embodiment is the BCP) sending a registration message to the DCM engine 6502 with its IP address in the message. In one embodiment, as shown in FIG. 68, the registration message also includes what types of notifications the client 6504 wants to receive. The client 6504 then requests the port number from the DCM engine 6502, and the DCM engine responds with the port number on which the client 6504 should listen.

FIG. 69 illustrates the process of sending a notification message, and more specifically, illustrates the process that occurs when the DCM engine 6502 wants to send out a notification message. In one embodiment, the UDP broadcast processor 6512 queries the database 6514 for a list of clients 6504 that have registered for a particular type of notification. The database 6514 then replies with the list. The UDP broadcast processor 6512 then formats and sends the notification to all clients 6504 on the list using the assigned port number.

FIG. 70 illustrates the process of un-registering a client 6504 from the UDP multicast notification system 6500. Otherwise stated, FIG. 69 displays the message sequence that occurs when a client wants to "unregister" from the UDP multicast notification system 6500. If a user terminates the BCP client application, the client 6504 asks the DCM engine 6502 to un-register it from the UDP multicast notification system 6500. This includes deleting the client's IP address from the database 6514.

Download Progress Management Gaming System

Referring now to FIG. 71, in one embodiment, the download and configuration system uses standard G2S messages to convey progress information from the gaming devices 6520 to the host server 6530 (e.g., a G2S host server). In this embodiment, the download and configuration system uses a "packageStatus" message. The host server 6502 then puts that message into a message queue 6540. The Download and Configuration Manager (DCM) application reads the message from the message queue 6540 and processes the message. In one embodiment, the communication chain, message structure, and protocol are standard G2S protocol, and uses standard Microsoft Message Queues (MSMQs).

The vast majority of communication between a Bally Control Panel (BCP) client 6504, which includes a display 6506 (e.g., the GUI) and the DCM server 6502 is via a standard communication protocol, SOAP (Simple Object Access Protocol), which is a true client-server architecture in which the server 6502 never initiates any communication. Therefore, if any information (e.g., job progress information or the like) that needs to be asynchronously sent to the BCP client 6504, the normal communication channel cannot be used. A preferred technique, which is described above with reference with FIGS. 65-70, sends one-way messages from the DCM server 6502 to the clients 6504 (e.g., BCPs) using is a UDP broadcast processor 6512.

In one embodiment, a modified form of the UDP (User Datagram Protocol) multicast protocol is used to implement a one-way notification system 6500 between the DCM engine 6502 and other backend applications and/or system components. In such an embodiment, the "packageStatus" message is converted and given to the UDP Broadcast Processor 6512 for distribution to the BCP clients 6504 that have registered with the UDP Broadcast Processor 6512 to receive download progress notification messages. The UDP Broadcast Processor 6512 uses a modified form of UDP-multicast for distrib-

uting the notification messages to the BCP client(s) **6504**. Since this is a targeted multicast and not a true broadcast to all devices on the network, the bandwidth used to notify clients is minimized.

This download progress notification feature provides the ability to view the percentage download progress in the host server user interface **6506** (part of a BCP client **6504**) using a messaging scheme which overcomes the BCP-initiated protocol used for all other messaging between BCP client **6504** and DCM server **6502** (i.e., client-server). The host server user interface **6506** displays the progress bar based on the percentage download communicated from the gaming device (i.e., downloading entity) to the DCM engine **6502**. All downloading gaming devices also send a “download complete” message. This information can also be used by the server **6502** and client **6504** to estimate future download time and bandwidth requirements.

Finally, it is to be appreciated that the invention has been described hereabove with reference to certain examples or embodiments, but that various additions, deletions, alterations and modifications may be made to those examples and embodiments without departing from the intended spirit and scope of the disclosed embodiments. For example, any element or attribute of one embodiment or example may be incorporated into or used with another embodiment or example, unless to do so would render the embodiment or example unpatentable or unsuitable for its intended use. Also, for example, where the steps of a method are described or listed in a particular order, the order of such steps may be changed unless to do so would render the method unpatentable or unsuitable for its intended use. All reasonable additions, deletions, modifications and alterations are to be considered equivalents of the described examples and embodiments and are to be included within the scope of the following claims.

The various embodiments described above are provided by way of illustration only and should not be construed to limit the disclosed embodiments. Those skilled in the art will readily recognize various modifications and changes that may be made to the disclosed embodiments without following the example embodiments and applications illustrated and described herein, and without departing from the true spirit and scope of the disclosed embodiments, which is set forth in the following claims.

What is claimed is:

1. A gaming architecture system using a modified form of User Datagram Protocol (UDP) multicast download progress notification system in a client-server architecture that otherwise allows only client initiated messages, the system comprising:

one or more clients, wherein each client executes a graphical user interface display;

a server having one or more processors, the server connected to the one or more clients via a network, wherein the server identifies download progress notification information that has potential for inclusion in a download progress notification message;

a database connected to the server, wherein the server queries the database for a list of clients, wherein the database replies with a list of clients, wherein the server sends download progress notification to all clients on the list using an assigned port number from a UDP broadcast processor, and wherein the download progress notification is presented on the graphical user interface display.

2. The system of claim 1, wherein the clients are control panel applications.

3. The system of claim 2, wherein the control panel applications are installed on control stations.

4. The system of claim 3, wherein the control stations are utilized in a casino gaming environment.

5. The system of claim 3, wherein the control stations are utilized for downloading and configuration of games and/or game operating systems of connected gaming devices.

6. The system of claim 1, wherein the server is a Download and Configuration Management (DCM) engine.

7. The system of claim 6, wherein the DCM engine communicates with a database containing UDP multicast notification system data.

8. The system of claim 6, wherein the DCM engine includes DCM engine services, business libraries, and a data access layer.

9. The system of claim 8, wherein the DCM engine services include user interface notification processor and a UDP broadcast processor.

10. A gaming architecture system using a modified form of User Datagram Protocol (UDP) multicast download progress notification system in a client-server architecture that otherwise allows only client initiated messages, the system comprising:

one or more control stations, wherein each control station executes a control panel;

a server having one or more processors, the server connected to the one or more control stations via a network, wherein the one or more control stations send a registration message to the server with a client IP address in the registration message, wherein the registration message designates that download progress notification is desired to be received by the client, wherein the control station requests a port number from the server, wherein the server responds to the control station with the port number on which the control station should listen, and wherein the server identifies download progress notification information; and

a database connected to the server, wherein the server queries the database for a list of clients, wherein the database replies with a list of clients, wherein the server sends notification to all clients on the list using an assigned port number from a UDP broadcast processor, and wherein the download progress notification is presented on the graphical user interface display.

11. The system of claim 10, wherein the clients are control panel applications.

12. The system of claim 11, wherein the control panel applications are installed on control stations.

13. The system of claim 12, wherein the control stations are utilized in a casino gaming environment.

14. The system of claim 12, wherein the control stations are utilized for downloading and configuration of games and/or game operating systems of connected gaming devices.

15. The system of claim 10, wherein the server is a Download and Configuration Management (DCM) engine.

16. The system of claim 15, wherein the DCM engine communicates with a database containing UDP multicast notification system data.

17. The system of claim 15, wherein the DCM engine includes DCM engine services, business libraries, and a data access layer.

18. The system of claim 17, wherein the DCM engine services include user interface notification processor and a UDP broadcast processor.

19. A gaming architecture system using a modified form of User Datagram Protocol (UDP) multicast download progress

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notification system in a client-server architecture that otherwise allows only client initiated messages, the system comprising:

- one or more clients, wherein each client executes a graphical user interface display;
- a server having one or more processors, the server connected to the one or more clients via a network, wherein the server identifies download progress notification information for inclusion in a download progress notification message, wherein the UDP multicast download progress notification system is configured without requiring configuration of network devices to support a UDP multicast;
- a database connected to the server, wherein the server queries the database for a list of clients, wherein the database replies with a list of clients, wherein the server sends download progress notification to all clients on the list using an assigned port number from a UDP broadcast processor, wherein the download progress notification is presented on the graphical user interface display, and wherein the system enables any number of clients to be on a different network domain than the server and still receive a download progress notification message.

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**20.** The system of claim **19**, wherein the clients are control panel applications.

**21.** The system of claim **20**, wherein the control panel applications are installed on control stations.

**22.** The system of claim **21**, wherein the control stations are utilized in a casino gaming environment.

**23.** The system of claim **21**, wherein the control stations are utilized for downloading and configuration of games and/or game operating systems of connected gaming devices.

**24.** The system of claim **19**, wherein the server is a Download and Configuration Management (DCM) engine.

**25.** The system of claim **24**, wherein the DCM engine communicates with a database containing UDP multicast notification system data.

**26.** The system of claim **24**, wherein the DCM engine includes DCM engine services, business libraries, and a data access layer.

**27.** The system of claim **26**, wherein the DCM engine services include user interface notification processor and a UDP broadcast processor.

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