JCF – jackpot Configuration & DJE – Daily Jackpot Export

Non- MMJ Jackpots

link_code
Jackpot config code entered by GM Tech managers. EG: LIGLNK.

link_lvl_desc
Jackpot config code description entered by GM Tech managers. EG: Lightning Link.

link_type
Jackpot type. EG: LKPRG (Link Progressive), LKMYS(Link Mystery) CAMYS (Carded Mystery), STPRG (Standalone Progressive) etc.

rep_date
Report Date

num_macs
Number of EGM devices attached to that jackpot code

sign_min
Minimum value of the Jackpot sign

sign_max
Maximum value of the Jackpot sign

inc_pct
Jackpot increment percentage.

prize_type
Variable or Fixed. Prize type is dependent on the payout type. Payout type of SGVAL, VARPZ, SGCON, FSTRT mean a prize type of Variable. Other types such as PRIZE, SGPRZ etc are Fixed

prize_value
Value of the Prize.

ggr_pct
Can contain jackpot increment percentage, startout, hidden, sign increments as governed by Crowns requirements for that particular jackpot.

link_startout
Startout value of the jackpot.

tot_tro
Total Turnover contributed to the jackpot from attached devices.

num_hits
Number of hits (wins) the jackpot has had.

hit_amt
Winning value of the jackpot

start_date
Start date of the jackpot configuration.

MMJ Jackpots

jkp_code
Jackpot config code entered by GM Tech managers. EG: MMJ

jkp_desc
Jackpot config code description entered by GM Tech managers. EG: Member Money Jackpot

"MMJ" # link type
Can only be set as MMJ.

rep_date
Report Date

num_macs
Number of EGM devices attached to that jackpot code

sign_startout
Minimum value of the Jackpot sign

sign_max
Maximum value of the Jackpot sign

ggr_pct
EGM increment percentage plus the EGM startout percentage as configured in the MMJ
config in DACOM

prize_type
Always set to Variable

prize_value
Always set to Zero.

ggr_pct
Listed twice. Same as ggr_pct description above for MMJ.

sign_startout
Minimum value of the Jackpot sign

tot_tro
Total Turnover contributed to the jackpot from attached devices.

num_hits
Number of hits (wins) the jackpot has had.

hit_amt
Winning value of the jackpot

start_date
Start date of the jackpot configuration

JCM – Jackpot Configuration Monthly

link_code
Jackpot config code entered by GM Tech managers. EG: LIGLNK

link_lvl_desc
Jackpot config code description entered by GM Tech managers. EG: Lightning Link

link_type
Jackpot type. EG: LKPRG (Link Progressive), LKMYS(Link Mystery) CAMYS (Carded Mystery), STPRG (Standalone Progressive) etc.

rep_from_date
Start date of the report.

num_macs
Number of EGM devices attached to that jackpot code

sign_min
Minimum value of the Jackpot sign

sign_max
Maximum value of the Jackpot sign

inc_pct
Jackpot increment percentage.

prize_type
Variable or Fixed. Prize type is dependent on the payout type. Payout type of SGVAL, VARPZ, SGCON, FSTRT mean a prize type of Variable. Other types such as PRIZE, SGPRZ etc are Fixed

prize_value
Value of the Prize. Can contain jackpot increment percentage, startout, hidden, sign increments as governed by Crowns requirements for that particular jackpot

link_startout
Startout value of the jackpot.

tot_tro
Total Turnover contributed to the jackpot from attached devices.

num_hits
Number of hits (wins) the jackpot has had

hit_amt
Winning value of the jackpot

start_date
Start date of the jackpot configuration.

retired_date
Retired date of the jackpot configuration.

EFC – (EGM Financial Checking?)
also known as Daily Revenue Download Report

rep_date
Date of the report

floor_loc
Device floor location EG: A0101

serial_no
Serial number for the floor location

manufacturer
Manufacturer of the floor location

tro_inc
Turnover Increment

crw_inc
Credit Wins (Game Wins) increment

tci_inc
Coin In increment

bills_in_inc
Notes entered increment

cti_inc
Cashless In.

tco_inc
Coin Out Increment

ccr_inc
Cancel Credits

cto_inc
Cashless Out

ext_crd_inc
Existing Credit Increment (Amount of Credits on EGM when End of Day runs.

bon_hpy_inc
Bonus Handpay. Handpaid jackpots. Includes jackpots above $2,000.

bon_win_inc
Bonus Win (Any bonus paid direct to the credit meter. This can include Free or Xtra Credits,
Consolation prizes etc

prog_startout + myst_startout
Total progressive and mystery jackpot startout value for the EGM

prog_inc
Increment percentage of configured progressive jackpots for that EGM

tmyst_inc
Increment percentage of configured mystery jackpots for that EGM

jkp_mon
Jackpots paid to that EGM
non_jkp_bonus
Non Jackpot bonusing. Eg: Dining Rewards, Promo tickets etc.

tti_inc
Ticket In meter

tto_inc
Ticket Out meter

GER –(Gaming Electronic Report)
also known as Machine Configuration Report

"1002"
Hardcoded value in the report. Description unknown. Possibly required for VCGLR?

conf_date
GER configuration date. EG: Date an EGM change occurred

"DACOM"
Hardcoded value in the report

serial_no
EGM Serial number

floor_loc
EGM floor location. EG: A0101

model_id
EGM cabinet model id. Model ID is on the Govt Approval for the cabinet type

vcga_id
Government approval number for the game

function_ind
<mark>unknown</mark>

act_code_1 through to ***act_code_10***
Activity codes defined by the government to define what changes occurs to a gaming
machine. Up to 10 Activity codes can be entered for the EGM by the GM Tech Managers.

func time
<mark>unknown</mark>

spec_area
Restricted or UnRestricted as defined in the EGM configuration screen in DACOM

soft_age
If the EGM is in a specified area eg: RSG is unrestricted, the value is set to NULL.
If the date of the government game approval is less than 1/1/2003 the value is set to "O"
otherwise its set to "N"

CBP – Program Player Revenue

Summary mode report

ctype_code
Program Players card type

member_id
Member ID of the patron

playtime_prnt
Total playtime for the player over the report period

hit_count
Total Jackpot hits won by the player over the report period

tro_inc
Turnover of the player for that session

crw_inc
Total Credit Wins (Game Wins) for the player over the report period

jkps_startout
Startout values of jackpots that the player participated in over the report period

jkps_incr
Increment values of jackpots that the player participated in over the report period

bon_jkps
Bonus Jackpots = Bonus Wins plus Bonus Handpays minus Jackpot triggers for the player over the report period

tmp_str
Net revenue for the player over the report period

Detail mode report
Detail mode lists every rating of a program player. A rating is card insert, game play, card removal

ctype_code
Program Players card type

member_id
Member ID of the patron

card_in_dttm
Date & Time of the Card In

card_out_dttm
Date & Time of the Card Out

playtime_prnt
Total playtime of the player rating

hit_count
Total Jackpot hits won during the player rating

floor_loc
Floor location for the rating

denom
Denomination of the floor location

tro_inc
Turnover of the player for that player rating

crw_inc
Total Credit Wins (Game Wins) for the player during the player rating

jkps_startout
Startout values of jackpots that the player participated in during the player rating

jkps_incr
Increment values of jackpots that the player participated in during the player rating

bon_jkps
Bonus Jackpots = Bonus Wins plus Bonus Handpays minus Jackpot triggers during the player rating

tmp_str
Net revenue for the player during the player rating