

GSA SAS 6.01 Interoperability Requirements Operator Checklist

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Section 1 Minimum Required Accounting and Security

Y	1.1	Required General Exception Reporting (Basic activity gaming machine, including memory errors, menu access, and handpay lockups.)
Y	1.2	Required Hardware Status and Tilt Reporting (Events reported if the hardware or the condition that would cause the exception exists, can be detected and/or can occur on a particular gaming machine, including various door events and tilts.)
Y	1.3	Required Information and Long Polls
Y	1.4	Required Basic Metering Refer to CCS - SAS Meter Definitions Requirements Specifications document for the supported Meter Codes.

Note: Basic Functionality to report gaming machine configuration, and general accounting as money in/out and game play activity.

Section 2 Advanced Accounting

N	2.1	Multi-Game Accounting (Gaming machines that support player selectable pay tables must support multi-game accounting. Gaming machines that do not support player selectable pay tables may optionally support multi-game accounting for consistency.)
N	2.2	Multi-Denomination Accounting (Gaming machines that support player selectable denomination must support multi-denomination accounting. Gaming machines that do not support player selectable denomination may optionally support multi-denomination accounting for consistency.)
N	2.3	Wager Category Support (Gaming machines with any individual pay tables where the minimum to maximum theoretical percentage exceeds 4% must support these extensions.)
N	2.4	Bill Hopper Meters (Gaming machines equipped with bill hoppers, bill recyclers, or other forms of bill dispensers must support these meters.)

Section 3 Ticketing

N	3.1	Standard Validation
N	3.2	Secure Enhanced Validation
N	3.3	System Validation

Note: Ticket Validation allows a gaming machine to support Ticket In and/or Ticket Out.

Section 4 Real Time Events

N	4.1	Real Time Events (Real Time Events Mode is by bonusing controllers and some other systems.)
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Section 5 Progressives		
N	5.1	Non-SAS Progressives (Gaming machines that provide progressives capability, stand-alone, link progressive, or other controller must support basic progressive reporting.)
N	5.2	SAS - Controlled Progressives (Gaming machines must support an extended level of progressive functionality to allow the SAS host to be the progressive controller.)
Section 6 System Bonusing		
N	6.1	Advanced Funds Transfer (AFT) Bonusing
N	6.2	Legacy Bonusing
Note: System Bonusing allows the SAS system to awards credits to the players in addition to normal game win.		
Section 7 Cashless		
N	7.1	Advanced Funds Transfer (AFT) - In-House Transfers
N	7.2	Custom Ticket Extensions
N	7.3	Advanced Funds Transfer (AFT) - Debit Transfers
Note: AFT allows the system to move money on and off the gaming machine to support promotions, in-house player accounts and debit withdrawals from the player's bank account.		
Section 8 Tournament Support		
N	8.1	SAS - Controlled Tournaments (This functionality is only required if the SAS system needs to control tournament play on the gaming machine.)
Section 9 Authentication		
N	9.1	Component Authentication Protocol (This functionality is used to perform sophisticated remote authentication of gaming machine functions.)
Section 10 Miscellaneous and Legacy Support		
Y	10.1	Miscellaneous Gaming Machine Control (List any specific support required) Refer to CCS - SAS 6.01 Protocol Functionality Requirements Specifications document for supported Long Polls.