# Conceptual Model for Casino gaming machines (AWP)

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## Kasino

Information regarding casinos with gaming machines (AWP). .

| Attribute | Domain | Description |
| --- | --- | --- |
| Identifikation | KasinoIdentifikation | Identification of the casino.  The following ID’s are valid:  KasinoKoebenhavn  KasinoAalborg  KasinoAarhus  KasinoOdense  KasinoVejle  KasinoHensingoer  KasinoPearlSeaways |

## SpilCertifikat

Agreement about a licence to provide gambling services.

| Attribute | Domain | Description |
| --- | --- | --- |
| Identifikation | Tekst45 | User name used to collect and close tokens in the TamperToken system.  SpilCertifikatIdentifikation maps to SafeId on a SAFE for a Licence Holder. That meens there can only be one SAFE per TamperToken user name, but it is possible to have several TamperToken user names pointing to the same SAFE. |
| Tilladelsestype | SpilCertifikatTilladelsestype | Type of licence.  Permitted values from Data Domain:  Væddemål  OnlineKasino  VæddemålOgOnlineKasino  KasinoSpilleautomater |
| GyldigFra | Dato | All valid dates in the Danish calendar. |
| GyldigTil | Dato | All valid dates in the Danish calendar. |

## SpilFil

Information about a standard record on xml-file level.

| Attribute | Domain | Description |
| --- | --- | --- |
| Identifikation | Tekst300 | Unique identification of xml-file which the licence holder  adds to SAFE. The licence holder must make sure that the  identification is unique for example by using Universally  Unique Identifier (UUID). |
| ErstatningIdentifikation | Tekst300 | Is used if the licence holder has added a file with errors on  SAFE and must add a new file on SAFE as a replacement. In  the field SpilFilIdentifikation is reported on the file, which  contained errors and thus must be replaced. |
| Placering | TekstKort | The location of the folder on the FTP server, on which the file with gaming data is placed. |
| Version | SpilFilVersion | Which version of standard records is being used  Permitted values from Data Domain:  v2 |

## Spilleautomat

Information from gaming machines (AWP).

Some elements map to the same elements which can be reported to CSC. It is stated which elements below each attribute.

| Attribute | Domain | Description |
| --- | --- | --- |
| Fabrikant | Tekst45minLength1 | Indication of the producer of the gaming machine. |
| Nummer | Tekst45minLength1 | Number of the gaming machine. Unique number, being read automatically.  The data element maps to SPIL-AUT-NR. |
| Navn | Tekst45minLength1 | Name of the gaming machine (type), eg. AOlfert@.  The data element maps to SPIL-AUT-NVN. |
| ProgramVersion | Tekst45minLength1 | Programme version, eg. AOlfert2.1  The data element maps to SPIL-PROG-TXT-VER |
| ProgramCheckTekst | Kode | Programme checksum. Specific code of calculation which is unique for the relevant programme version.  The data element maps to SPIL-PROG-CHECK-TXT. |
| UdtrækDatoTid | DatoTid | The time of establishment of the counters.  The data element maps to SPIL-AUT-STMP |
| UdbetalingProcent | Procent | The payout percentage set for the gaming machine to pay out as prize. |
| SidstÆndret | DatoTid | Date and time for the latest change in the software of the gaming machine. Is read electronically. |
| IndbetalingIndskud | BeløbPositiv18UdenDecimaler | The value of all coins, bills and arcade tokens dropped in the gaming machine (integer value, Danish kroner) (counter reading)  The data element maps to SPIL-TOT-IND-BLB. |
| UdbetalingGevinst | BeløbPositiv18UdenDecimaler | The value of all coins, bills and arcade tokens paid out (integer value, Danish kroner). (counter reading)  The data element maps to SPIL-TOT-UDB-BLB. |
| SpilledeKreditter | BeløbPositiv18UdenDecimaler | The value of gambled credits (integer value, Danish kroner). (counter reading)  The data element maps to SPIL-KRED-BLB. |
| VundneKreditter | BeløbPositiv18UdenDecimaler | The value of won credits (integer value, Danish kroner). (counter reading)  The data element maps to SPIL-VUND-KRED-BLB. |

## SpilleautomatJackpot

Information about jackpot pools for gaming machines (AWP).

| Attribute | Domain | Description |
| --- | --- | --- |
| Identifikation | Tekst45minLength1 | Identification of the jackpot pool at the casino. The casino chooses an identification and the element must be unique for the relevant jackpot pool, where amounts has been paid or won. |
| TilvækstBeløb | BeløbPositiv18UdenDecimaler | The value of all coins, bills arcade tokens and credits (integer value, Danish kroner) being contributed to a jackpot pool.  The amount must be a part of the stake on the gaming machine being contributed to the jackpot pool since the last time the jackpot pool was won and reset. |
| UdbetalingGevinst | BeløbPositiv18UdenDecimaler | The value of all coins, bills arcade tokens and credits (integer value, Danish kroner) coming from a jackpot pool.  If the whole pool is paid out UdbetalingGevinst will equal PuljeTotal on the time GevinstDatoTid. |
| UdtrækDatoTid | DatoTid | The time of establishment of the jackpot pool. |
| PuljeTotal | BeløbPositiv18UdenDecimaler | The amount in the jackpot pool. |
| OpstartBeløb | BeløbPositiv18UdenDecimaler | The starting amount for a new jackpot pool after being reset. |

## Spillehal

Information about gambling arcades, restaurants and amusement parks, where gaming machines (AWP) are placed. Some elements map to the same elements which can be reported to CSC. It is stated which elements below each attribute.

| Attribute | Domain | Description |
| --- | --- | --- |
| OperatørNavn | Tekst45minLength1 | Description of a telecom operator, eg. TDC.  The data element maps to SPIL-OPERATOR-NVN. |
| TelefonNummer | TelefonNummer | Telephone number where the information have been read off..  The data element maps to SPIL-TLF-NR. |
| LøbeNummer | TalHel | Serial number of the transmission, eg. starting with number 1 (sequentially).  The data element maps to SPIL-LB-NR.  Permitted values from Data Domain:  0 to 999.999.999.999.999.999 |
| UdtrækDatoTidFra | DatoTid | Date and time of the beginning of the period of time, which is covered by the reading from the gaming machine.  The data element maps to SPIL-FRA-UDTRK-STMP. |
| UdtrækDatoTidTil | DatoTid | Date and time of the ending of the period of time, which is covered by the reading from the gaming machine.  The data element maps to SPIL-TIL-UDTRK-STMP. |

# Domains

## BeløbPositiv18UdenDecimaler

A positive amount with no decimals. The values are within a range from: 0 - 999.999.999.999.999.999

| BeløbPositiv18UdenDecimaler | |
| --- | --- |
| **Data Type** | integer |
| **Data Length** | 18 |
| **Permitted values** |  |
| **Format** |  |

## Dato

All valid dates in the Danish calendar.

| Date | |
| --- | --- |
| **Data Type** | Date |
| **Data Length** |  |
| **Permitted values** |  |
| **Format** |  |

## DatoTid

A date time data type, which describes a date and a time. The content equals the XML Schema-type dateTime.

| DateTime | |
| --- | --- |
| **Data Type** | datetime |
| **Data Length** |  |
| **Permitted values** |  |
| **Format** |  |

## KasinoIdentifikation

| KasinoIdentifikation | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 45 |
| **Permitted values** | KasinoKoebenhavn  KasinoAalborg  KasinoAarhus  KasinoOdense  KasinoVejle  KasinoHelsingoer  KasinoPearlSeaways |
| **Format** |  |

## Kode

Any code with 10 characters.

| Code | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 10 |
| **Permitted values** |  |
| **Format** |  |

## Procent

Percentage indication.

| Percent | |
| --- | --- |
| **Data Type** | decimal |
| **Data Length** | 6 |
| **Permitted values** |  |
| **Format** |  |

## SpilCertifikatTilladelsestype

Type of licence.

| SpilCertifikatTilladelsestype | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 25 |
| **Permitted values** | Væddemål  OnlineKasino  VæddemålOgOnlineKasino  KasinoSpilleautomater |
| **Format** |  |

## SpilFilVersion

Version of standard recods.

| GameFileVersion | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 10 |
| **Permitted values** | v2 |
| **Format** |  |

## TalHel

A positive integer that may represent values in the range from 0 to 999.999.999.999.999.999

| Integer | |
| --- | --- |
| **Data Type** | Number |
| **Data Length** | 18 |
| **Permitted values** | 0 til 999.999.999.999.999.999 |
| **Format** | ###.###.###.###.###.### |

## Tekst300

Indicates a text of no more than 300 characters.

| Tekst300 | |
| --- | --- |
| **Data Type** | character varying |
| **Data Length** | 300 |
| **Permitted values** |  |
| **Format** |  |

## Tekst45

Text of 45 characters

| Tekst45 | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 45 |
| **Permitted values** |  |
| **Format** |  |

## Tekst45minLength1

| Tekst45minLength1 | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 45 |
| **Permitted values** |  |
| **Format** |  |

## TekstKort

A short text – typically one or a few words – which gives the possibility of a unique identification of a given concept.

May also be used for short explanations in some cases (sentence level).

| TextShort | |
| --- | --- |
| **Data Type** | character |
| **Data Length** | 100 |
| **Permitted values** |  |
| **Format** |  |

## TelefonNummer

A telephone number, eg.: 23232323.

| TelephonNumber | |
| --- | --- |
| **Data Type** | character varying |
| **Data Length** | 10 |
| **Permitted values** |  |
| **Format** |  |

**Indeks:**

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