

# LTFO XML Data Exchange Requirements Version 2.0

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# 1 Document Control

## 1.1 Revision History

Version	Changes	Who	Release Date	Incept Date 1
0.1	Initial draft	NW	24-4-12	N/A
0.2	2 <sup>nd</sup> Draft for comment including xml schema	NW	23-7-12	N/A
0.3	3 <sup>rd</sup> Draft including FAQs and changes (all changes from v0.2 are shown with track changes)	NW	30-8-12	N/A
1.0	Initial formal release	NW	17-10-12	N/A
1.1	2 <sup>nd</sup> Formal release <ul style="list-style-type: none"> <li>- Appendix C FAQ additions</li> <li>- Schema additions for EGM_Submission_Schema 1.0.1k-qld.xsd</li> <li>- Update to 4.3.7, 13,21,27,28,33,37,53,</li> <li>- Update to Appendix C</li> </ul>	SB VS	10-04-13 29-05-13	06-06-13
1.2	3 <sup>rd</sup> Formal release <ul style="list-style-type: none"> <li>- Match Manf names to schema</li> <li>- 4.3.56 XML Reserved characters</li> <li>- App D Addition of validation rules section</li> </ul>	SB	15-08-13	15-08-13
2.0	Final release <ul style="list-style-type: none"> <li>- Updated to DJAG Template</li> <li>- Added further clarifications to section 4.2</li> <li>- Removed Appendix C (FAQs)</li> </ul>	JM VS	17-09-13	17-09-13

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<sup>1</sup> Date that this document is in effect

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## 3 Introduction

### 3.1 Overview

Over the years, there has been a significant effort made by the Gaming Machine National Standard Working Party – standard certification sub-group, to define a schema for National use by ATF/LTFOs across jurisdictions. However, despite best efforts by the Tasmanian Gaming Commission State Treasury and other active working party members, a National Standard has not yet been ratified. With a goal of streamlining processes and reducing submission turn around times, OLGR has taken action as part of the B2GDE (Business to Government Data Exchange) Project to implement an XML schema for ATF/LTFO game submissions in Queensland as part of the scope of work. The process consists of using a top level XML schema and a QLD Validation file to the schema.

### 3.2 Purpose

The purpose of this document is to outline how and what data is to be transferred from a Licensed Testing Facility Operator to the Office of Liquor and Gaming Regulation when utilising the SSH file transfer protocol and eXtensible Markup Language.

### 3.3 Scope

This document is applicable to all Licensed Testing Facility Operators submitting a recommendation for approval of gaming machine related equipment, software, artwork and progressive parameters to the Queensland Office of Liquor and Gaming Regulation via SSH file transfer protocol in eXtensible Markup Language.

There are two XML steps in this process as follows:

1. Use of the schema as defined in Appendix A to create an XML file for submission
2. Use of the Queensland Validation File to the top level XML schema as defined in Appendix B to validate and correct any identified issues in the XML file prior to submission

### 3.4 Abbreviations

ATF (aka LTFO)	Accredited Testing Facility
BIOS	Basic Input/ Output System
BNA	Bank Note Acceptor
BSVN	Base Software Version Number
EGM	Electronic Gaming Machine
FPGA	Field Programmable Gate Array
GVN	Game Version Number
HMAC	Hash-based Message Authentication Code
HMSC	Hardware Miscellaneous
LTFO (aka ATF)	Licensed Testing Facility Operator
OLGR	Office of Liquor and Gaming Regulation
PSD	Program Storage Device
QSIM	Qcom protocol SIMulator

SAP	Stand Alone Progressive
SFTP	SSH File Transfer Protocol
SHA1	Secure Hash Algorithm 1
SSH	Secure SHell
XML	eXtensible Markup Language
XSD	XML Schema Definition

### 3.5 Definitions

Manufacturer	Means any licensee that submits an item to be evaluated by an LTFO.
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## 4 Requirements

### 4.1 Data File Contents

- 4.1.1 The XML file submitted to OLGR must reference the XML Schema ATFschema.xsd (see Appendix A). This XML file is known as the 'submission XML file'.
- 4.1.2 The submission XML file must have the extension '.xml'.
- 4.1.3 All files inside the zip files, except the submission XML file, must be compressed using the 7zip compressed archive file format<sup>2</sup> or gzip data compression file format.
- 4.1.4 All 7zip compressed files must have the extension '.7z'.
- 4.1.5 All gzip compressed files must have the extension '.gz'.
- 4.1.6 The following 7zip/gzip files are the only files that are to be submitted:
- a) Source                      The source file must contain the source code used to compile the binary image or PSD file. This source code must be able to produce a repeatable build of the submitted item unless a witness build has been conducted<sup>3</sup>. If a witness build has been conducted, then the source code submitted must be a copy of the source code used for the witness build.
  - b) Artwork                      The artwork file must contain only artwork items to be approved, screen captures of onscreen artwork or digital photos of a piece of equipment to be approved by OLGR. Previously approved artwork items must not be included in this file. The artwork file must contain only supported image files of type .BMP, .JPG, .TIF, .GIF, .PDF, .PNG or .PCX only.
  - c) Documentation              All manufacturer documentation relating to the submission must be included in this file.
  - d) PSDImages                  The image files used to create the applicable PSD for the submitted item must be stored in this file. The PSD Images file must not contain previously approved items. Any IP protection mechanisms should be included in this file.

<sup>2</sup> Refer to <http://www.7-zip.org/7z.html>

<sup>3</sup> Refer to OLGR Witness Build Guidelines

- e) QCOMBinaries      The QCOM Binaries file only needs to be submitted where the binaries files used to calculate the QCOM Hash<sup>4</sup> are different to the PSD image files. The QCOM Binaries file must not contain previously approved items.
- f) LTFO                      Any files the LTFO needs to submit to OLGR must be included in this file. Typically this would only be the QSIM XML file.

- 4.1.7 Ref 4.1.6a The folder structure used within the Source file must be in the structure required to compile the source.
- 4.1.8 Ref 4.1.6b The folder structure used within the Artwork file should consist of folders that group relevant submitted artwork items. For example, in a game submission, it would be suitable to have a folder called 'Onscreen' that contains all the onscreen picture files and another folder called 'Physical' that contains all the picture files of physical artwork panels.
- 4.1.9 Ref 4.1.6c The folder structure used within the Documentation file should consist of folders that group relevant submitted documentation items. Ideally for a game submission, one folder would be used for Maths items (where there is more than one file) and the remainder of the submission documents would sit at the root level. For new platform submissions it would be expected that each new component being recommended to have its only folder within this file. Typically, the folder structure used by the submitting manufacturer can be used in this file.

## 4.2 XML Submission Rules

- 4.2.1 One submission per XML file.
  - 4.2.1.1 The submission must be of one or more sets of items that relate to:
    - o One Overall QCOM Hash containing relevant game software, new or dependent base software, new and/or dependent artwork(s), new and/or dependent progressive(s) and dependent cabinet(s). In the case of software multigames, player selectable denomination games and ante-bet games the Overall QCOM Hash should be defined against the first software game in the XML file only, or
    - o One cabinet or related hardware, or
    - o One or more related progressive parameters for an existing approved game, or
    - o One or more related artwork items only for an existing approved game or cabinet.
- 4.2.2 The XML file must contain the OLGR reference number given to the manufacturer for the item to be evaluated by an LTFO. This is the element 'Submission\_Reference' in the schema.
- 4.2.3 All minOccurs="0" elements should only contain information where relevant unless explicitly stated as not used in Qld, in which case, nothing should be provided.
- 4.2.4 The element 'Manufacturer\_Ref' is the reference number generated and given by the manufacturer for the submission. This number is usually a billing code reference number for the submission.

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<sup>4</sup> Refer to LAN EGM Communication Protocol "QCOM"

- 4.2.5 A submission may contain a number of new 'Recommended\_Product' elements, but these 'Recommended\_Product' elements must be related. For example, a new game may have new SAP parameters. Therefore the Recommended\_Product type of Progressive\_Set and Software\_Game would exist in the XML including Requirements\_Tested and other optional elements if needed.
- 4.2.6 All dependencies must be included in the 'Dependencies' element. This includes cabinets, base/shell software, artwork, hardware components and progressive parameters. For example, a new game submission on a previously approved base, the base would be referenced in the Dependencies element.
- 4.2.7 The progressive dependency in a software item must have one or more associated recommended game variation numbers (Variation\_Number) so that previously approved progressive parameters can be linked to recommended software item variations.
- 4.2.8 For Queensland, only the following 'Associated Items' elements shall be used:

- Artwork\_Ref\_Number
- Game\_Ref\_Number
- Base\_Ref\_Number
- AS\_Ref\_Number (Not currently used. Potential future use only)
- Progressive\_Ref\_Number
- Hardware\_Ref\_Number
- Cabinet\_Ref\_Number
- Recommended\_Item

- 4.2.9 For Queensland, if the following 'Associated Items' elements are used, a validation failure will occur:

- Associated\_Artwork\_Details
- Associated\_Hardware\_Details
- Associated\_Software
- Associated\_Progressive\_Set

Reasoning: Only reference numbers shall be used as that is how the items will be linked in OLGR's database. Allowing the inclusion of whole item elements may give the impression to the submitting LTFO that the database has accepted the use of the whole element, when it actually ignores it and does not create the necessary link to the approved item.

- 4.2.10 The element 'Recommended\_Item' is only to be used when a prior submission has been made to OLGR but the item has not yet been given OLGR's database reference number. For example, a submission containing Link Progressive parameters was made to OLGR, but those parameters have not yet been approved (and thus do not currently have a reference number) and the LTFO wants to be able to submit the next game using those same parameters. The LTFO would reference those previously approved parameters in this element.
- 4.2.11 For QCOM ante bet games or QCOM multi-game software, there will be multiple 'Software\_Item' elements for each game appearing under QCOM.



- 4.2.12 For every zip file submitted one 'Attachment' element shall exist in the XML file. The contents of that element shall be the name given to the zip file. For example, <Attachment>Filename.zip</Attachment>.
- 4.2.13 The Product\_Non\_Conformances element is only to be used for any outstanding issues still existing in the product being recommended (this includes previously granted dispensations). OLGR must be consulted prior to recommending an item with an outstanding issue. This is to ensure that a previously granted dispensation is applicable to the product being recommended.
- 4.2.14 Any manufacturer names used in the XML file must be from the list below:
- a) 00 – Aristocrat
  - b) 01 – IGT
  - c) 05 – Aruze
  - d) 07 – Shufflemaster
  - e) 08 – Bally
  - f) 09 – Konami
  - g) 12 – AGT
  - h) 17 – VGT
  - i) 52 – MaxGaming
  - j) 54 – Odyssey
- 4.2.15 The 'ATF' element must be the unique reference number given to the LTFO by OLGR.
- a) 51 – GLI
  - b) 52 – BMM
  - c) 53 – ENEX
  - d) 54 – QALab
- 4.2.16 Only the following values for 'Artwork' are to be used:
- a) STBX - Short Top Box
  - b) L - Belly Pay / Low Boy
  - c) C - Colour Casino Top
  - d) SCRN - Screen
  - e) BLLY - Belly Art
  - f) H - Colour High Top
  - g) S - Colour Scollop Top
  - h) LCDA - LCD Casino Top
  - i) ATCS - Art Casino
  - j) MIDW - Midway
  - k) T - Colour Slant Top
  - l) R - Colour Round Top
  - m) ART - Art
  - n) BW - Black and White / Draft
  - o) RLS - Reels
  - p) PTCH - Patch Art
  - q) TOP - Artwork Top
  - r) CLR - Colour

4.2.17 The 'file\_name' element in the 'Artwork' element must refer to the filename of the image file submitted in the Artwork zip file.

4.2.18 Only the following values for 'Hardware' are to be used:

- a) SECS - Second Screen
- b) COIN - Coin Acceptor
- c) HOPP - Hopper
- d) NOTE - Note Acceptor
- e) TCHS - Touch Screen
- f) MNTR - Monitor
- g) TICK - Ticket Printer
- h) PRCN - Progressive Controller
- i) SAND - Sandwich Unit
- j) HMSC - Miscellaneous
- k) TBOX - Top Box
- l) JDDR - Jackpot Display Driver
- m) CNSL - Console
- n) MACH - Machine
- o) HGAM - Game

4.2.19 The element Market has the following list of values:

- a) CLUB – Clubs and Hotels
- b) QCAS – Queensland QCOM Casinos

4.2.20 The type 'Denomination' is expressed in cents.

4.2.21 The only 'Denomination' that can be used are:

4.2.21.1 For Casinos: 1, 2, 5, 10, 20, 50, 100, 200, 500, 1000, 2000, 5000, 10000 and any whole number custom denomination in between;

4.2.21.2 For Clubs and Hotels: 1, 2, 5, 10, 20, 50, 100 and any whole number custom denomination in between.

4.2.22 For games that do not have each of a MINRTP, MAXRTP and an Optimal RTP, the 'Min\_RTP', 'Max\_RTP' and 'Optimal\_RTP' elements should contain the same values.

4.2.23 For games that have a MINRTP and MAXRTP, but not an Optimal RTP, the 'Optimal\_RTP' must be the same as the 'Min\_RTP'.

4.2.24 For the element 'Max\_Lines' when the game is not a line game, this is the maximum value to play all options at minimum bet per option (line).

4.2.25 For Standalone Progressives, where the level cannot be used as a Local/Wide Area Link, the 'Level\_Min\_EGMs' and 'Level\_Max\_EGMs' must be 1.

4.2.26 Only the following values for 'Value\_Flag' are to be used:

- a) C - Credits
- b) D - Cents

4.2.27 Only the following values for 'Game\_Play\_Type' are to be used:

- a) CTAB - Casino Table Game (EGM)
- b) LINE - Line Game

- c) WAYS - Ways Game
  - d) KONX - Konexion Game
  - e) CARD - Card Game
  - f) PSDG – Player Selectable Denomination Game
- 4.2.28 Multiple 'Game\_Play\_Type' can exist for one game. For instance, typically an IGT Multiway game is to be both a Line game and Ways game where it offers both play type options. Furthermore, most Player Selectable Denomination games will also be a Line or Ways game.
- 4.2.29 Only the following values for 'Display\_Type' are to be used:
- a) V – Video
  - b) R – Stepper
  - c) B – Both Video and Stepper
  - d) X – Neither Video or Stepper
- 4.2.30 Only the following values for 'Token' are to be used:
- a) 5 - 5c
  - b) 10 - 10c
  - c) 20 - 20c
  - d) 100 - \$1
  - e) 200 - \$2
  - f) 500 - \$5
  - g) 1000 - \$10
  - h) 10000 - \$100
- 4.2.31 Only the following values for 'Protocol' are to be used:
- a) 01QC – QCOM V1.6
  - b) 00QC – QCOM V1.5
- 4.2.32 The element 'Game\_Gamble' offers a choice of values which mean the following:
- a) HGTK - High Stake 1/100
  - b) NO - No
  - c) RBP - Red/Blk Progressive 1/2
  - d) STP - Suit Prog 1/4
  - e) YES - Yes
  - f) BEAT - Beat the Dealer x2
  - g) VLBL - Available
  - h) STNP - Suit non prog 1/4
  - i) RBNP - Red Black non prog 1/2
- 4.2.33 Only the following values for 'PSD\_Type' are to be used:
- a) 27010
  - b) 27C2001
  - c) 27801
  - d) 27800
  - e) 2764
  - f) 27512
  - g) 274002

- h) 274001
- i) 27322
- j) 2732
- k) STAR64M Flash
- l) STAR32M Flash
- m) STAR112M Flash
- n) ST A33-902-22
- o) SAMSUNG K9K1G08U0M
- p) PM49FL004T-33JCE
- q) PIC16C505
- r) N8041
- s) KONAMI FMU
- t) XC3S50A
- u) KONAMI CF
- v) HDD
- w) GAL16V8D-10LJI
- x) COMPACT FLASH (512MB)
- y) AGT FLASH
- z) AGT CF
- aa) 58V128
- bb) 49LF004B
- cc) 271024
- dd) 27128
- ee) 27160
- ff) 27256
- gg) 27240
- hh) 27080
- ii) 27040
- jj) COMPACT FLASH
- kk) OTHER

- 4.2.34 The 'PSD' element can only exist at the 'Software\_Item' level or the 'Product' level. If it exists at both levels, a validation fail will occur.
- 4.2.34.1 The 'PSD' element should be used at the 'Software\_Item' level when the software is applicable to that piece of software. For example, if an EPROM or Compact Flash card only contains a game, then a 'PSD' element will exist at the 'Software\_Item' level for the game.
- 4.2.34.2 The 'PSD' element should be used at the 'Product\_Level' when multiple 'Software\_Item' exist on one PSD. For example, if a Compact Flash card contains the O/S, Base and game software.
- 4.2.35 For multigames, player selectable denomination games and ante-bet games, the PSD names must match with the actual overall game name rather than any sub-games. PSD element is to be defined at the 'Product\_Level'.
- 4.2.36 The 'PSD\_Type' of OTHER should only be used in cases where the PSD type is new and not included in 4.2.33. In this case the PSD details (e.g. type, size etc)

must be included in the 'PSD\_Name' of the 'PSD' element. OLGR must be consulted prior to using the 'PSD\_Type' of OTHER.

- 4.2.37 Max\_Win is the value in credits.
- 4.2.38 Max\_Bet is the value in credits.
- 4.2.39 Max\_Bet\_Per\_Line is the value in credits.
- 4.2.40 The element 'YNX' offers a choice of values which mean the following:
  - a) Y – Yes
  - b) N – No
  - c) X – Optional
- 4.2.41 The element Progressive\_Level\_Number must be the QCOM progressive level number for that level. It must start from 0 (assigned to the highest progressive level) and increase by 1 from highest to lowest level.
- 4.2.42 The element Game\_Software\_Type offers a choice of values which mean the following:
  - a) SGAM – Game
  - b) SCMB - Combination<sup>5</sup>
- 4.2.43 The element 'Artwork\_Platform' is not used in Qld.
- 4.2.44 The element 'Artwork\_Version' is not used in Qld.
- 4.2.45 The element 'Component\_Manufacturer' is not used in Qld.
- 4.2.46 The element 'Local\_Area\_Link\_Progressive' is not used in Qld.
- 4.2.47 The element 'Wide\_Area\_Link\_Progressive' is not used in Qld.
- 4.2.48 The element 'Auxillary\_Increment' is used in Qld.
- 4.2.49 The element 'Auxillary\_Value' is not used in Qld.
- 4.2.50 The element 'Cycle' is not used in Qld.
- 4.2.51 The element 'Progressive\_Display' is not used in Qld.
- 4.2.52 The element 'Version' is optional in Qld.
- 4.2.53 The element 'Title' offers a choice of values which mean the following:
  - a) NSV10 - Gaming Machine National Standard 10
  - b) NSV08 - Gaming Machine National Standard 8
  - c) NSV06 - Gaming Machine National Standard 6
  - d) NSV09 - Gaming Machine National Standard 9
- 4.2.54 For Queensland jurisdiction XML submissions, the XML file shall be validated using the Queensland Validation File (refer Appendix B) to the top level XML Schema, with any identified errors corrected prior to transmission.
- 4.2.55 XML Reserved characters are not permitted within the submission. See: [http://en.wikipedia.org/wiki/List\\_of\\_XML\\_and\\_HTML\\_character\\_entity\\_references#P\\_redefined\\_entities\\_in\\_XML](http://en.wikipedia.org/wiki/List_of_XML_and_HTML_character_entity_references#P_redefined_entities_in_XML) for details. Examples are: quote " ampersand & apostrophe ' less than < greater than >.

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<sup>5</sup> If a single game EGM does not have generic base software set, then it is likely to be considered a 'Combination' type. This can usually be identified by the software having the same GVN and BSVN reported to QSIM. Consult with OLGR Technical Unit if unsure as to software type.

- 4.2.56 The Progressive\_Set\_Number element must be unique starting from 1. Each progressive set must have at least one different progressive parameter.
- 4.2.57 For a new base and game submission, for each game denomination there must be a corresponding denomination defined in the base software item.
- 4.2.58 For a new base and game submission, the Game\_Display\_Type and Base\_Display\_Type should be the same.
- 4.2.59 For a cabinet submission, only one machine is allowed per XML submission.
- 4.2.60 All GVN's in a multigame, player selectable denomination game or ant-bet game must be recommended for the same market(s).
- 4.2.61 Other software such as BIOS, FPGA, OS Software, EGM Peripheral Firmware etc. should be included as Hardware\_Details with HMSC as Hardware\_Type, the Hardware\_Part\_Number is the software version number and the HMAC-SHA1 for the associated software should be included in the Firmware\_Details element.
- 4.2.62 Separate Hardware\_Details elements are required to be included in the submission for each actual hardware item itself and for each firmware item related to it. For example a BNA submission will have a Bill Acceptor as Hardware\_Details element with Hardware\_Type of NOTE and could also have separate Hardware\_Details elements with Hardware\_Type of HMSC for the note variant firmware and application firmware
  - 4.2.62.1 Any additional hardware items such as bezel, harness etc that are related to the BNA may also be included as part of this submission.
- 4.2.63 The firmware details (name, version, position and HMAC-SHA1) for each firmware in a hardware submission must be included in the Firmware\_Details element.

### **4.3 Physical Submissions**

- 4.3.1 Where applicable, physical PSDs will be required to be submitted to OLGR.
- 4.3.2 Any IP/Copy protection mechanisms used by the manufacturer will be required to be submitted to OLGR.
- 4.3.3 Certification and Indemnity Forms will be required to be submitted to OLGR.
- 4.3.4 Where applicable, hardware will be required to be submitted to OLGR.

## 5 Appendix A (Top level XML schema)

Top level XML Schema. See document EGM\_Submission\_Schema 1.0.1 $n$ -top.xsd<sup>6</sup>

## 6 Appendix B (QLD Validation File)

Queensland Validation File to the top level XML Schema. See document EGM\_Submission\_Schema 1.0.1 $q$ -qld.xsd<sup>6</sup>

This file is used to validate the XML schema for correctness of element attributes for OLGR's processing systems.

## 7 Appendix C (QLD Validation Rules)

### 7.1 XML Validation Rules

This section details the validation rules that are checked against the XML file submission. It can be used as a reference to help ensure the submission is successful.

Validation Types:

- D – Data Integrity
- R – OLGR Database Reference Integrity
- B – Business Rule
- X – XSD Schema Check (File Format)

No.	Type	Validation Description	Error Ref	Implemented? <sup>7</sup>
1.	B	The submission record must already exist for the specified Submission Reference.	1	Yes
2.	B	The ATF_File_No should be unique for each new submission. If a duplicate ATF_File_No value is found against another submission reference, then terminate processing	3	Yes
3.	B	Game_Play_Type collection included in Software Game submissions must include only unique play type references.	16	Yes

<sup>6</sup> Where  $n$  is the version of the schema

<sup>7</sup> Has this been implemented as an automated validation? If no manual inspection validation may occur.

No.	Type	Validation Description	Error Ref	Implemented? 7
4.	R	For Progressive Set submissions, the Game and Variation number reference in the collection Progressive_Game_Association must match a valid Game maths variation.	27	Yes
5.	X	For Progressive Set submissions, the Market Denomination collection must only include a market reference once.	2	Yes
6.	B	The Manufacturer_Identifier must match the column value MID of an existing organisation. N.B. It is possible that the licence may not have been issued at the time the XML data is received. The manufacturer must have an associated licence type of Supplier Licence – Major Dealer with one of the following status values: <ul style="list-style-type: none"> <li>• Issued</li> <li>• Provisionally Issued</li> <li>• Provisionally Granted</li> <li>• Suspended</li> </ul>	5	Yes
7.	R	Element: Dependencies Validate the reference number is valid item reference from the TSV_ITEM_MS table. <ul style="list-style-type: none"> <li>• Artwork_Ref_Number</li> <li>• Game_Ref_Number</li> <li>• Base_Ref_Number</li> <li>• AS_Ref_Number</li> <li>• Progressive_Ref</li> <li>• Hardware_Ref_Number</li> <li>• Cabinet_Ref_Number</li> </ul>	6	Yes
8.	R	Element: Dependencies As an additional validation once the reference is validated ensure that the item type for dependency reference actually matches the dependency type.	6	Yes
9.	D	For a single product submission, each element in a dependency type collection must be a unique reference.	8	No
10.	B	If the submitted product is for a Software Combination, then there must not be a dependency reference for a Software Shell.	9	No
11.	B	If the submitted product is for a Software Combination, then there must not be a dependency reference for a Software I/O.	10	No
12.	B	Ensure that only one Software Shell is associated to the Software Set, if an existing associated shell exists, terminate processing.	11	No
13.	B	Ensure that only one Software I/O is associated to the Software Set, if an existing associated I/O exists, terminate processing.	12	No



No.	Type	Validation Description	Error Ref	Implemented? 7
14.	B	If an Artwork Dependency is included, the manufacturer on the artwork and the submitted product must be the same.	13	No
15.	B	If a Software Dependency (Game, Base and AS) is included, the manufacturer on each software component must be the same.	13	No
16.	B	If a Software Dependency is included, the Display Type on each software component must be the same. The following shows the acceptable display type matches: <ul style="list-style-type: none"> <li>• Stepper Stepper</li> <li>• Video Video</li> <li>• Stepper Both VandR</li> <li>• Video Both VandR</li> </ul>	14	No
17.	X	For all Market collection occurrences, must only include a market reference once.	15	No
18.	X	Each numeric value in the MD_Denomination collection must be unique.	16	No
19.	B	Game_Gamble collection must include only unique gamble type references.	16	No
20.	B	Min_RTP, Max_RTP, Optimal_RTP values must be identical or Min_RTP < Max_RTP Optimal_RTP > Min_RTP and Optimal_RTP < Max_RTP	17	No
21.	B	The value of Max_Bet_Per_Line element must not exceed the value of the Max_Bet element.	18	No
22.	B	Software Game / Combination must include Coin Acceptor and Note Acceptor components.	19	No
23.	D	The element Var_Num (variation number) associated to a Software Game /Combination must be unique.	20	No
24.	D	Progressive Sets associated to any one Game must have a unique Set number.	21	No
25.	B	The element Progressive_Level_Number (Jackpot Level Number) associated to a Progressive Set must be unique.	22	No
26.	B	The element Level_Name (Jackpot Level Name) associated to a Progressive Set must be unique.	22	No
27.	B	For standalone progressive levels, the elements Level_Min_EGMs and Level_Max_EGMs must both be one.	23	No
28.	B	For non-standalone progressive levels, the elements the Level_Min_EGMs must be less than the Level_Max_EGMs.	24	No

No.	Type	Validation Description	Error Ref	Implemented? 7
29.	B	For progressive levels, the element the Expected_Trigger_Value must be between the element values Startup_Value and Ceiling_Value.	25	No
30.	B	The value of the Progressive RTP in element Total_Progressive_RTP should equal the sum of the startup + inc% in elements Statup_Increment and Percentage_Increment respectively, for all levels (Rounded to three decimal places)	26	No
31.	B	The element Progressive_Level_Number (Jackpot Level Number) must begin with 0 and continue	-	No
32.	D	Dependency references regardless of the dependency type must be unique for a given submission.	29	No

## 7.2 Error Messages

No.	Error Text
1.	The Submission Reference is invalid or has already been processed by OLGR.
2.	Fatal Error – Invalid Schema Validation
3.	ATF File No has already been processed for another submission.
4.	ATF reference in the submission has been allocated to another Testing Facility.
5.	Manufacturer is not the OLGR allocated manufacturer for the submission.
6.	The Dependency Reference is invalid or not recognised by OLGR.
7.	
8.	The submission for %s1 identified by %s2 has duplicate Dependency Type: %s3 with Reference: %s4.
9.	A Software Combination submission must not include a dependency reference for a Software Shell.
10.	A Software Combination submission must not include a dependency reference for a Software I/O.
11.	A Software Game submission must include only one Software Shell dependency reference.
12.	A Software Game submission must include only one Software I/O dependency reference.
13.	The submission for %s1 identified by %s2 has a %s3 Dependency Reference: %s4 supplied by another manufacturer. Where: %s1 is Progressive Set or Hardware or Artwork or Software Game/Base/AS
14.	The submission for %s1 identified by %s2 has a %s3 Dependency Reference: %s4 with a

No.	Error Text
	mismatched display type. %s1 is Progressive Set or Hardware or Artwork or Software Game/Base/AS
15.	The submission for %s1 identified by %s2 has duplicate market references. %s1 is Progressive Set or Hardware or Artwork or Software Game/Base/AS
16.	The software game play type must be unique for the submission.
17.	The Software Game/Combination submission identified by reference %s1 has invalid RTP values associated to Variation %s2. The Minimum, Maximum and Optimum RTP must be the same or Minimum RTP must be less than the Optimum RTP and the Optimum RTP must be less than the Maximum RTP.
18.	The Software Game/Combination submission identified by reference %s1 has invalid Game Bet values. Maximum Bet Per Line must not exceed the Max Bet.
19.	The Software Game/Combination submission identified by reference %s1 must include the following components: %s2. Where: %s2 will include one or more of the following components: Coin Acceptor, Note Acceptor, Hopper
20.	The Software Game/Combination submission identified by reference %s1 includes duplicate Variation Numbers.
21.	The Progressive Set submission identified by reference %s1 includes duplicate Set Numbers.
22.	The Progressive Set submission identified by reference %s1 includes Jackpot Levels with duplicate %s2. Where: %s2 is either Level Number or Level Name
23.	The Progressive Set submission identified by reference %s1 includes Standalone Jackpot Levels with either Minimum or Maximum EGMs greater than one.
24.	The Progressive Set submission identified by reference %s1 includes a Jackpot Level with Minimum EGMs greater than the Maximum EGMs.
25.	The Progressive Set submission identified by reference %s1 includes a Jackpot Level that includes a Trigger Value that is not between the Startup Value and Ceiling Value.
26.	The Progressive Set submission identified by reference %s1 includes an inconsistency between the Total Progressive RTP and the sum of the Startup Increment and Percentage Increment values for the Jackpot Levels.
27.	The progressive set has an invalid game maths variation association.
28.	
29.	The Dependency Reference %1 has been included more than once in the submission.