"REDLINE" Document for NSW TITO Technical Standard Version 4.20

This document highlights the significant changes between Version 4.18 and Version 4.20 of the NSW TITO Technical Standard. The purpose of this release is to:

- Incorporate a number of clarifications that were previously issued in 2007;
- Change the Liquor Administration Board references to the Casino, Liquor and Gaming Control Authority;
- Provide minor updates to bring the standard in-line with the Gaming Machine Regulation 2010 (which re-numbers a number of provisions);
- Add the new Problem Gaming Notice requirements.

Changes to the document

Global changes are: All references to the LAB have been updated to the Authority, and the new 2010 Regulation clauses have been updated.

The below-mentioned changes (with the exception of the 'gambling problem notice', and sections 4.2.9 & 4.5) were issued to manufacturers in 2007. Hence the requirements listed below are not new to industry, and manufacturers are currently designing their equipment in accordance with them.

Hardware Connectivity

2.1   *Clarified the current NSW 'ticket in ticket out' limit to $2,000 (in place of $1,000).*

A gaming machine installed with "single copy" ticket printers, up to $2,000 can be paid out on a ticket without attendant intervention.

The maximum value of a cash ticket redeemable via the 'ticket in' process is $2000. Tickets having values exceeding $2,000 are to be redeemed by means of an approved manual payment method (like presenting the tickets to venue cashier).

Problem Gambling Notice

2.2.3, 2.2.4, 2.2.5

Replaced the superseded 'G Line' message with the 'problem gambling notice', in-line with the 2010 Regulation clause 25(1):

Tickets will be printed with the 'problem gambling notice', namely:

"**Think! About your choices**"

"**Call Gambling Help 1 800 858 858**"

"**www.gamblinghelp.nsw.gov.au**"

Venue Name

2.2.8   *Update to the correct GMR reference (namely,* Clause 109 of the Gaming Machine Regulation 2010**)** *for venue name required to be printed on gaming machine tickets.*

Amount in Dollars & Cents

2.2.17   *Update to the correct 2010 Regulation clause 107 of the Gaming Machine Regulation 2010***)** *for the monetary value in dollars and cents printed on gaming machine tickets.*

Time and Date Synchronization Packet Structure

3.1.2   *Aligned to the current requirement for machine on-screen clock (the local time is required to be displayed on-screen only while the gaming machine is enabled for play).*

MDB Transmission Intervals

4.2.9   *Clarified that transmission of two successive MDBs within an interval of less than 1.5 seconds is preferred while the gaming machine is printing a ticket. However, the minimum gap between transmissions of any two successive MDB packets shall be 20ms.*

Ticket In Implementation Notes

4.5   *Bit 5 of Byte 15 in MDB is the status condition bit used to indicate if the ticket stacking is completed or not.*

Clarified that: Due to the nature of the transmission of the X-series data blocks and their relative priority specified in the communication protocol, it may be possible that the gaming machine will not be able to transmit first a MDB with this bit set to zero when the ticket stacking commences and then transmit another MDB with this bit set to one. Therefore, during the 'ticket in' validation process, the host shall not rely solely on the status of this bit; it shall also check if all relevant 'ticket in' meters have been updated to confirm if the ticket has been successfully accepted by the gaming machine or not.

Peripheral MDB Specifications (Clarified)

6   *Clarified the meaning of the value carried by bit 5 of MDB Byte 14.*

'0' means the gaming machine is waiting for response from the host for a "Ticket In" request.
'1' means the gaming machine is no longer waiting for any response from the host for a "Ticket In" request.

Also added a note to clarify that the conditions under which the status bits of MDB Byte 15 are to be reset. That is, the status bits such as 'Ticket In Communication Error', 'Ticket In Rejected by host', 'Miscellaneous/Manufacturer specific error in ticket redemption', and 'Ticket Rejected due to ticket value less than BCV' are to be reset by the gaming machine when it initiates a new 'ticket in' request.