

Exceptions Log PM

<u>I & Ticket Info</u>	<u>Location</u>	<u>Transaction Des</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	MAIN	Log In	401	8/28/21	9:30.47	Start Application
1024	MAIN	Log In Game Manager	401	8/28/21	9:31.05	Game Manager
1024	MAIN	Enable Wagering	401	8/28/21	9:31.06	Wagering Enabled
1025	MAIN	Log In	537	8/28/21	9:31.12	Start Application
1028	DJs-Platts	Log Out	559	8/28/21	12:22.07	
1028	DJs-Platts	Log in attempt failed	547	8/28/21	12:22.17	Start Application IP Address = 192.168.11.1
1028	DJs-Platts	Log In	547	8/28/21	12:22.19	Start Application
1025	MAIN	Log In Game Manager	537	8/28/21	13:12.24	Game Manager
1025	MAIN	Log In Game Manager	537	8/28/21	13:16.22	Game Manager
1025	MAIN	Log In Game Manager	537	8/28/21	13:18.13	Game Manager
1025	MAIN	Log In Game Manager	537	8/28/21	13:39.05	Game Manager
1025	MAIN	Log In Game Manager	537	8/28/21	16:31.36	Game Manager
1025	MAIN	Log Out	537	8/28/21	16:51.43	
1025	MAIN	Log In	426	8/28/21	16:52.16	Start Application
1024	MAIN	Log In Game Manager	346	8/28/21	21:22.32	Game Manager
1024	MAIN	Log In Game Manager	346	8/28/21	23:02.52	Game Manager
1024	MAIN	Update Game Config	401	8/28/21	23:03.00	Ball Draw Source = Manual
1024	MAIN	Updated Terminal	401	8/28/21	23:03.21	Updated Terminal = 1024 Ball Draw Source =
1024	MAIN	Log In Game Config	346	8/28/21	23:03.45	Game Config
1024	MAIN	Update Game Config	401	8/28/21	23:03.59	Auto Blower no mod.
1024	MAIN	Log Out	401	8/28/21	23:04.05	
1024	MAIN	Log In	401	8/28/21	23:04.52	Start Application
1025	MAIN	Log Out	426	8/28/21	23:54.49	
1024	MAIN	Log In Game Manager	346	8/29/21	0:44.31	Game Manager
1024	MAIN	Update Game Config	401	8/29/21	0:44.45	Ball Draw Source = Auto Blower
1024	MAIN	Updated Terminal	401	8/29/21	0:45.06	Updated Terminal = 1024 RNG turned off Ba
1024	MAIN	Log In Game Config	346	8/29/21	0:45.29	Game Config
1024	MAIN	Update Game Config	401	8/29/21	0:45.44	Auto Blower no mod.
1024	MAIN	Wagering Disabled	401	8/29/21	0:45.50	Wagering Disabled
1024	MAIN	Wagering Disabled	401	8/29/21	0:55.48	Wagering Disabled