

Exceptions Log**TP**

<u>Terminal & Ticket Info</u>	<u>Location</u>	<u>Transaction Description</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Log In	401	11/13/12	9:18.52	Start Application
1024	STANDALONE	Log In Game Manager	401	11/13/12	9:21.11	Game Manager
1024	STANDALONE	Enable Wagering	401	11/13/12	9:21.15	Wagering Enabled
1024	STANDALONE	Log in attempt failed	401	11/13/12	18:37.04	Start Application IP Address = 192.168.59.150
1024	STANDALONE	Log In	401	11/13/12	18:37.07	Start Application
1024	STANDALONE	Log in attempt failed	301	11/13/12	22:07.45	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	101	11/13/12	22:08.01	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	100	11/13/12	22:08.19	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	101	11/13/12	22:08.24	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	401	11/13/12	22:08.36	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	501	11/13/12	22:08.45	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	302	11/13/12	22:09.28	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	111	11/13/12	22:09.45	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	111	11/13/12	22:09.48	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	111	11/13/12	22:09.57	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	111	11/13/12	22:10.14	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	3,595	11/13/12	22:10.53	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log in attempt failed	111	11/13/12	22:11.08	Game Manager IP Address = 192.168.59.150
1024	STANDALONE	Log In Game Manager	401	11/13/12	22:11.24	Game Manager
1024	STANDALONE	Wagering Disabled	401	11/13/12	22:12.22	Wagering Disabled
1024	STANDALONE	Wagering Disabled	401	11/14/12	3:30.13	Wagering Disabled