

Exceptions Log**WN**

<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	STANDALONE	Log In	399	1/25/17	11:43.50	Start Application
1032	STANDALONE	Log Out	461	1/25/17	11:44.14	
1032	STANDALONE	Log In	461	1/25/17	11:44.33	Start Application
1032	STANDALONE	Log In Game Manager	399	1/25/17	12:02.44	Game Manager
1032	STANDALONE	Enable Wagering	461	1/25/17	12:02.46	Wagering Enabled
1032	STANDALONE	Log Out	461	1/25/17	12:02.50	
1032	STANDALONE	Log in attempt failed	399	1/25/17	12:02.57	Start Application Writer logged into termin
1032	STANDALONE	Log in attempt failed	399	1/25/17	12:03.17	Start Application IP Address = 192.168.10.1
1032	STANDALONE	Log in attempt failed	399	1/25/17	12:03.25	Start Application Writer logged into termin
1032	STANDALONE	Log In	461	1/25/17	12:04.09	Start Application
1032	STANDALONE	Log In Game Manager	399	1/25/17	12:04.22	Game Manager
1032	STANDALONE	Enable Wagering	461	1/25/17	12:04.23	Wagering Enabled
1032	STANDALONE	Enable Wagering	461	1/25/17	12:04.32	Wagering Enabled
1032	STANDALONE	Log Out	461	1/25/17	13:56.06	
1032	STANDALONE	Log in attempt failed	399	1/25/17	13:56.32	Start Application Writer logged into termin
1032	STANDALONE	Log in attempt failed	0	1/25/17	13:56.46	Start Application IP Address = 192.168.10.1
1032	STANDALONE	Log in attempt failed	399	1/25/17	13:56.53	Start Application Writer logged into termin
1032	STANDALONE	Log In	461	1/25/17	13:57.06	Start Application
1024	STANDALONE	Log In Game Manager	346	1/25/17	16:04.20	Game Manager
1032	STANDALONE	Log Out	461	1/25/17	17:06.08	
1032	STANDALONE	Log In	448	1/25/17	17:06.44	Start Application
1024	STANDALONE	Log In	399	1/25/17	17:44.50	Start Application
1024	STANDALONE	Log In Verify Game	399	1/25/17	17:46.40	Game Verification
1024	STANDALONE	Log In	399	1/25/17	21:08.50	Start Application
1024	STANDALONE	Log In Verify Game	399	1/25/17	21:10.40	Game Verification
1032	STANDALONE	Log Out	448	1/26/17	0:00.56	
1024	STANDALONE	Wagering Disabled	1	1/26/17	3:30.52	Wagering Disabled