

Exceptions Log**HU**

<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	HUDDLE	Log in attempt failed	399	11/1/08	5:39.56	Start Application IP Address = 192.168.60.1
1024	HUDDLE	Log In	399	11/1/08	5:40.02	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	5:40.26	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	5:40.29	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	5:45.12	
1024	HUDDLE	Log In	399	11/1/08	5:45.25	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	5:45.47	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	5:45.48	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	6:04.59	
1024	HUDDLE	Log In	399	11/1/08	6:05.48	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	6:06.06	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	6:06.08	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	6:10.58	
1024	HUDDLE	Log In	399	11/1/08	6:11.23	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	6:11.35	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	6:11.37	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	6:12.22	
1024	HUDDLE	Log In	399	11/1/08	6:13.15	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	6:13.26	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	6:13.28	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	6:14.17	
1024	HUDDLE	Log In	399	11/1/08	6:15.50	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	6:16.09	Game Manager
1024	HUDDLE	Enable Wagering	399	11/1/08	6:16.10	Wagering Enabled
1024	HUDDLE	Log Out	399	11/1/08	6:16.54	
1026	HUDDLE	Log Out	423	11/1/08	6:41.59	
1026	HUDDLE	Log In	408	11/1/08	7:05.24	Start Application
1024	HUDDLE	Log In	346	11/1/08	8:34.33	Start Application
1024	HUDDLE	Log In Game Manager	346	11/1/08	8:35.03	Game Manager
1024	HUDDLE	Log Out	346	11/1/08	8:36.10	
1024	HUDDLE	Log In	399	11/1/08	9:51.03	Start Application
1024	HUDDLE	Log In Game Manager	399	11/1/08	9:51.27	Game Manager
1024	HUDDLE	Wagering Disabled	399	11/1/08	9:51.38	Wagering Disabled