Exceptions Log PG

6/15/2022

Terminal & Ticket Info	Location	<u>Transaction Description</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	Notes
1024	STANDALONE	Log Out	400	6/12/22	19:56.56	
1024	STANDALONE	Log In	400	6/13/22	12:12.33	Start Application
1024	STANDALONE	Log in attempt failed	111	6/13/22	14:21.31	Game Manager IP Address = 192.168.85.150
1024	STANDALONE	Log In Game Manager	400	6/13/22	14:21.36	Game Manager
1024	STANDALONE	Enable Wagering	400	6/13/22	14:21.40	Wagering Enabled
1024	STANDALONE	Log In Game Manager	400	6/13/22	21:34.06	Game Manager
1024	STANDALONE	Wagering Disabled	400	6/13/22	21:34.09	Wagering Disabled
1024	STANDALONE	Log In Game Manager	400	6/13/22	21:35.00	Game Manager
1024	STANDALONE	Wagering Disabled	400	6/13/22	21:35.02	Wagering Disabled
1024	STANDALONE	Log Out	400	6/13/22	21:35.07	
1024	STANDALONE	Log In	400	6/14/22	13:40.29	Start Application
1024	STANDALONE	Log In Game Manager	400	6/14/22	13:41.31	Game Manager
1024	STANDALONE	Log Out	400	6/14/22	13:42.15	

Terminal & Ticket Info	Location	<u>Transaction Description</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	Notes
1024	STANDALONE	Log In	400	6/15/22	16:09.36	Start Application
1024	STANDALONE	Log In Game Manager	400	6/15/22	16:10.26	Game Manager
1024	STANDALONE	Enable Wagering	400	6/15/22	16:10.27	Wagering Enabled
1024	STANDALONE	Log in attempt failed	444	6/15/22	19:15.44	Game Manager IP Address = 192.168.85.150
1024	STANDALONE	Log in attempt failed	444	6/15/22	19:15.54	Game Manager IP Address = 192.168.85.150
1024	STANDALONE	Log in attempt failed	400	6/15/22	19:16.00	Game Manager IP Address = 192.168.85.150
1024	STANDALONE	Log in attempt failed	400	6/15/22	19:16.03	Game Manager IP Address = 192.168.85.150
1024	STANDALONE	Log In Game Manager	400	6/15/22	19:16.07	Game Manager
1024	STANDALONE	Enable Wagering	400	6/15/22	19:16.16	Wagering Enabled
1024	STANDALONE	Enable Wagering	400	6/15/22	19:16.18	Wagering Enabled
1024	STANDALONE	Log In Game Manager	400	6/15/22	19:20.00	Game Manager
1024	STANDALONE	Wagering Disabled	400	6/15/22	19:31.42	Wagering Disabled