

Exceptions Log

GA

<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	346	2/5/15	13:17.24	Start Application
1024	STANDALONE	Log In Game Manager	346	2/5/15	13:17.49	Game Manager
1024	STANDALONE	Log In Pay Tables	346	2/5/15	13:18.25	Pay Tables
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.04	3SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.05	3SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.05	3SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.05	3SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.43	4SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.43	4SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.43	4SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.44	4SK
1024	STANDALONE	Existing Pay Table Modified	346	2/5/15	13:19.44	4SK
1024	STANDALONE	Log In Game Manager	346	2/5/15	13:21.15	Game Manager
1024	STANDALONE	Log In Pay Tables	346	2/5/15	13:29.59	Pay Tables
1024	STANDALONE	Deleted Pay table	346	2/5/15	13:30.19	2PK
1024	STANDALONE	Deleted Pay table	346	2/5/15	13:30.35	3PK
1024	STANDALONE	Deleted Pay table	346	2/5/15	13:30.53	4PK
1024	STANDALONE	Deleted Pay table	346	2/5/15	13:31.11	6PK
1024	STANDALONE	Deleted Pay table	346	2/5/15	13:31.41	7PK
1024	STANDALONE	Log In Pay Tables	346	2/5/15	13:31.59	Pay Tables
1024	STANDALONE	Log Out	346	2/5/15	13:33.41	
1024	STANDALONE	Log In	414	2/5/15	15:18.18	Start Application
1024	STANDALONE	Log In Game Manager	414	2/5/15	15:18.28	Game Manager
1024	STANDALONE	Enable Wagering	414	2/5/15	15:18.30	Wagering Enabled
1024	STANDALONE	Log In Game Manager	414	2/6/15	1:34.45	Game Manager
1024	STANDALONE	Wagering Disabled	414	2/6/15	1:34.48	Wagering Disabled
1024	STANDALONE	Wagering Disabled	414	2/6/15	1:36.27	Wagering Disabled
1024	STANDALONE	Wagering Disabled	414	2/6/15	1:36.34	Wagering Disabled
1024	STANDALONE	Wagering Disabled	414	2/6/15	3:31.24	Wagering Disabled