Exceptions Log PX

4/22/2024

Terminal & Ticket Info	Location	Transaction Description	<u>logid</u>	<u>Date</u>	<u>Time</u>	Notes
1024	STANDALONE	Log in attempt failed	401	4/21/24	10:44.16	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log in attempt failed	1,111	4/21/24	10:44.27	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log in attempt failed	1,111	4/21/24	10:44.31	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log in attempt failed	401	4/21/24	10:48.28	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log in attempt failed	1,111	4/21/24	10:50.24	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log in attempt failed	401	4/21/24	10:56.19	Start Application IP Address = 192.168.36.150
1024	STANDALONE	Log In	401	4/21/24	11:03.47	Start Application
1024	STANDALONE	Log In Game Manager	401	4/21/24	11:04.13	Game Manager
1024	STANDALONE	Enable Wagering	401	4/21/24	11:04.15	Wagering Enabled
1024	STANDALONE	Log Out	401	4/21/24	14:14.56	
1024	STANDALONE	Log In	401	4/21/24	14:15.12	Start Application
1024	STANDALONE	Log In Game Manager	346	4/21/24	14:15.37	Game Manager
1024	STANDALONE	Log In Game Manager	401	4/21/24	21:47.26	Game Manager

Terminal & Ticket Info	Location	Transaction Description	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Wagering Disabled	401	4/21/24	21:47.29	Wagering Disabled
1024	STANDALONE	Enable Wagering	401	4/21/24	21:47.51	Wagering Enabled
1024	STANDALONE	Log In Game Manager	401	4/21/24	21:48.07	Game Manager
1024	STANDALONE	Log In	438	4/22/24	11:02.41	Start Application
1024	STANDALONE	Log in attempt failed	438	4/22/24	11:02.57	Game Manager IP Address = 192.168.36.150
1024	STANDALONE	Log In Game Manager	438	4/22/24	11:03.00	Game Manager
1024	STANDALONE	Wagering Disabled	438	4/22/24	11:03.01	Wagering Disabled
1024	STANDALONE	Enable Wagering	438	4/22/24	11:03.03	Wagering Enabled
1024	STANDALONE	Log In Game Manager	438	4/22/24	11:12.51	Game Manager
1024	STANDALONE	Wagering Disabled	438	4/22/24	11:14.05	Wagering Disabled