



## A Message From the President

The Operator Advisory Committee (OAC) – Why should I care?

At the end of last year 2008, GSA held an open meeting for operators which was very successful as 13 operators attended the meeting. Questions ranged from membership structure to voting rights to our governing policies to how to get involved and what tools GSA made available to facilitate the dialogue between members.

GSA established the OAC to collect requirements and prioritize operator business needs. These requirements would then be aligned with the standards development process. Under the new leadership of Chair Jeff Wyton and Vice-Chair Klaus Peltsch, the OAC policy was recently modified to further clarify its purpose. The OAC is committed to addressing issues that affect the industry at large and is moving ahead at fast pace.

Today the OAC meetings are well attended. The issues being addressed range from Player Interface requirements and the definition of required messages to support regional solutions, to discussions on the use of GSA standards in a Wide Area Network environment. During the July meeting the Board for the first time approved the list of priorities presented by the OAC thereby instructing the committees to find solutions for these business requirements.

As a result of the operator's requests, GSA has underwritten a project to investigate the feasibility of the deployment of GSA protocols in a WAN environment. The findings will be made available to the industry through the GSA web site.

In addition the committee has organized a Player Interface Workshop that is open to the operator community. It will take place on September 22 starting at 9:00am in the M Resort in Las Vegas. I encourage all operators to participate at this forum. You can register for the event at [Ikefer@gamingstandards.com](mailto:Ikefer@gamingstandards.com).

As the market adopts GSA technology, the OAC will become the only open organization through which operator members can drive their business requirements in the upcoming standards. We believe it provides the operator community with a powerful voice in all future product releases.

To all the current operators who are part of the OAC thank you for your input on shaping the future of our industry.

Peter DeRaedt, GSA President



## Member Update

### [New GSA Members](#)

GSA is excited to have such a diverse range of companies and welcomes our newest members. International Games System Co., Ltd. and Grand Vision Gaming, LLC have joined as Silver Members.

To view the full GSA membership listing, please go to the [GSA Member Listing page](#).

### [GSA's Summer Road Tour](#)

Peter DeRaedt, GSA President and Marc McDermott, GSA Technical Director hit the road to visit operators, manufacturers and regulators to share and gather information related to GSA's protocols and programs. One of the key meeting points was to ask for input regarding where each organization believed the industry was headed in the next three years. Other discussion points included what GSA could do to help each manufacturer, operator or regulator be more successful. GSA will incorporate the information into the strategic plan to proactively position GSA to address the new technologies to benefit GSA members and the industry as a whole.

## A Message From The Technical Director

We survived the days of summer and are now on the downward slope on the temperature curve headed towards the fall weather. GSA's technical committees have managed to stay cool while working hard to produce new versions in several of the committees. Thanks to VGT who hosted the August Technical Meetings in Charlottesville, Virginia. A full meeting schedule can be found [here](#). The next major face-to-face meetings are scheduled for December and will be located in Las Vegas, Nevada.

The [G2S](#) committee has wrapped up their latest errata document: G2S version 2.0.2. The committee voted this version into existence in the August face to face meeting in Charlottesville, VA. Version 2.0.2 contains numerous updates to the protocol text which provide clarifications for implementers of versions 1.0.3 and 2.0. The new version will be posted for free download shortly along with an updated clarification document that provides more information on the clarifications with references to sections clarified.

This summer there were two new extensions to G2S including a new storage class that allows an EGM to report to a host the available memory and new cabinet extensions that support hours of operation functions. Both these extensions are important to lottery operations as well as other operations that do not operate 24 hours a day.

The committee is now moving on to a new revision to G2S that will contain exciting new functionality such as an employee class, a tournament class, Lottery enhancements, player information extensions among others.



The [S2S](#) committee completed its version 1.4 of the S2S protocol. This new version contains the new tax form class that assists in automating the completion of W2G and several other tax forms as well as the financial transaction and S2S GAT extensions that have been available as public extensions but are being incorporated into S2S 1.4. The new version also contains many updates that make the protocol more flexible and user friendly. The version will be out for Membership Comment shortly and is expected to be released for free download in January, 2010.

The committee has also just began working on the next version. The preliminary report is it will include a host of new features including support for central monitoring, central handling of personal identification (PINs) security, service discovery improved communications with true peer to peer communications and others. This is a great time to get involved with the S2S committee as the committee is still in the process of determining what functionality that will be included in the next revision. The time for your input is now.

The [Transport](#) Committee is happy to announce that it released a new Point to Point and Multicast Transport specification. Both of the protocols were upgraded to provide much more information to developers making the process of implementation much clearer. Additionally the SOAP 1.1 was made the official SOAP version for the GSA transport. This update represents many hours of difficult and tedious work and the committee is excited to have this released to the public.

The [GDS](#) committee is moving closer to establishing an operational certification program. Documents are currently being reviewed to determine the normative requirements in each of the protocols so that an effective certification program can be developed. The group is also looking into an update to the GDS toolkit to make it more compatible with other computer systems. The group also found a few new business requirements such as new support for new barcodes and new feature discovery mechanisms that will be incorporated into the new versions. An update should be released by the end of calendar year 2009.

Marc McDermott, GSA Technical Director

## GSA in the News

[Gaming Standards Association Continues To Grow Membership Globally](#)

[G2S Protocol Authorized By New South Wales Casino, Liquor and Gaming Control Authority](#)

To read past press releases, please click [HERE](#).

## Upcoming Events

GSA continues its plan to show presence at major industry events in 2009.

For the full schedule, check out our [trade show](#) and [events](#) calendars.



## [GSA at Asian Gaming Regulation and Investment Summit 2009, October 6, 2009](#)

Peter DeRaedt, GSA President will appear at the Asian Gaming Regulation and Investment Summit 2009 in Taipei, Republic of China. His presentation will focus on The Impact of Open Gaming Communication Standards.

## [GSA at Gaming Executive Summit Asia 2009, December 2, 2009](#)

Peter DeRaedt, GSA President will be attending the Gaming Executive Summit Asia 2009 at the Grand Hyatt in Singapore. He will be moderating a panel focusing on Leveraging Networked Gaming Technology to Enhance the Player Experience.

## [GSA at SAGSE](#)

GSA will participate at the upcoming South American Gaming Suppliers Expo (SAGSE) Centro Costa Salguero in Buenos Aires on September 30 - October 2. Visit us at booth #12 where we will be discussing the organization, its benefits and standards including the award-winning Game to System (G2S) protocol. Peter DeRaedt, GSA President will address Encuentro Yogonet 09 on September 30th. He will join Bart Shuldman of TransAct Technologies and Carlos Sanz of Codere, S.A. on the panel, "GSA and the Tendency of Industry Protocols," answering questions of who is GSA and what has been and will be the impact of GSA standards.

## [GSA at G2E](#)

GSA will participate at G2E November 17-19 in Las Vegas. Visit us at booth #2192 located at the Las Vegas Convention Center to learn the latest news on GSA's standards and the booth is meant to be an information hub and a map distribution center illustrating a theme of Ready, Set, Grow. The goal is to drive traffic to GSA member booths where GSA standards are being implemented through a map program for attendees. GSA will also provide the following panel at the G2E Institute on November 17, 2009: "GSA: International Technical Standards – Possible or Pipe Dream".

## [2009 Annual Meeting](#)

GSA's Annual Meeting will be held again in conjunction with G2E this year. Registration instructions will be distributed soon. The meeting details are as follows:

**Date:** November 18, 2009

**Time:** 11:00am - 1:00pm

**Location:** Las Vegas Convention Center; Room - N232

## [GSA University](#)

The "G2S310 - Advanced Topics in G2S" course that was offered the week of August 24th-28th at the Macau Polytechnic Institute (MPI) was a resounding success. Five individuals wrote and passed the exam to obtain their "G2S Certified Engineer - Advanced Level" certification. For others



wishing to obtain their G2S Certified Engineer certifications, GSA University will be offering the full G2S Certified Engineer Program in October 2009. To view GSA University's recently released Fall 2009 Off-Site Course Schedule, please see GSA University's website [www.gsauniv.com](http://www.gsauniv.com).

Please note that the full G2S Certified Engineer Program as well as the Executive Awareness Program are available to be offered as on-site sessions to any company wishing to provide training to multiple employees. For more information regarding on-site sessions, please contact Line Robichaud at 1-888-GSA-UNIV (1-888-472-8648) or 506-852-9383.

Keep an eye out later this fall for the release of the 2010 Off-Site Course Schedule.

## GSA Board of Directors

**Chairman:** Lyle Bell, Seminole Tribe of Florida  
**Vice-Chair:** Bruce Rowe, Bally Technologies, Inc.  
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## How to contact the Gaming Standards Association

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Technical Director: Marc McDermott  
Protocol Director: Ethan Tower  
Educational Director: Line Robichaud  
President: Peter DeRaedt



## How to become a member of the Gaming Standards Association

Join the fastest growing standards development organization in the gaming industry, and see what all the excitement is about! [Join Now!](#)

To unsubscribe, please email [lkefer@gamingstandards.com](mailto:lkefer@gamingstandards.com).

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