



READY 2B

Index

READY2B

03

CONSIDERATIONS

09

04

REQUERIMENTS

11

CERTIFICATION AND APPROVAL

FUNCTIONALITIES

06

WEB REPORTING

12

08

EXTERNAL JACKPOTS

14

HARDWARE CONFIGURATION

READY2B

Ready2B is an element that [allows the adaptation of any game of chance in Spain or in the country where it is required](#), to the current legislation of a specific autonomous community, state or province. For the case of Spain, each autonomous community has its own gambling laws concerning any machine that allows players to win cash prizes.

Ready2B allows to adapt this type of games to the mentioned laws.

The system consists of [converting the user's credits or cash into tokens that can be used to play the game](#) of chance and, subsequently, [converting the remaining tokens or those obtained as prizes in the game into cash](#).

The conversion from tokens to cash and vice versa [is done in accordance with the current laws that each jurisdiction](#), according to its law, applies with respect to type B gaming machines.

Ready2B consists of a computer and/or [software that controls the whole system](#), a Contactless card reader that allows the technical team to perform the necessary management and configuration, [access to a touch screen with which the user can interact and finally](#), a set of peripherals that make up the cash in and cash out system, game buttons and counters.



REQUERIMENTS

It will be necessary to have a “[game adaptation bar](#)” device (hereafter referred to as the R2B system).

Also the connection of the platform where the game resides with the [R2B system through Ethernet](#) or [RS232 communication system](#) or embed the [HTML in the component with Javascript support](#), or other methods of interconnection between the two software.

Although [R2B was designed](#) and developed for the [Spanish market](#), it is a system that facilitates the [adaptation of Casino/Internet gaming](#) to any type of market, according to its laws.

No software changes are required if the SAS protocol is already implemented in the client, if so, [the client game only needs to be configured as connected to the cashless \(SAS\) system](#).

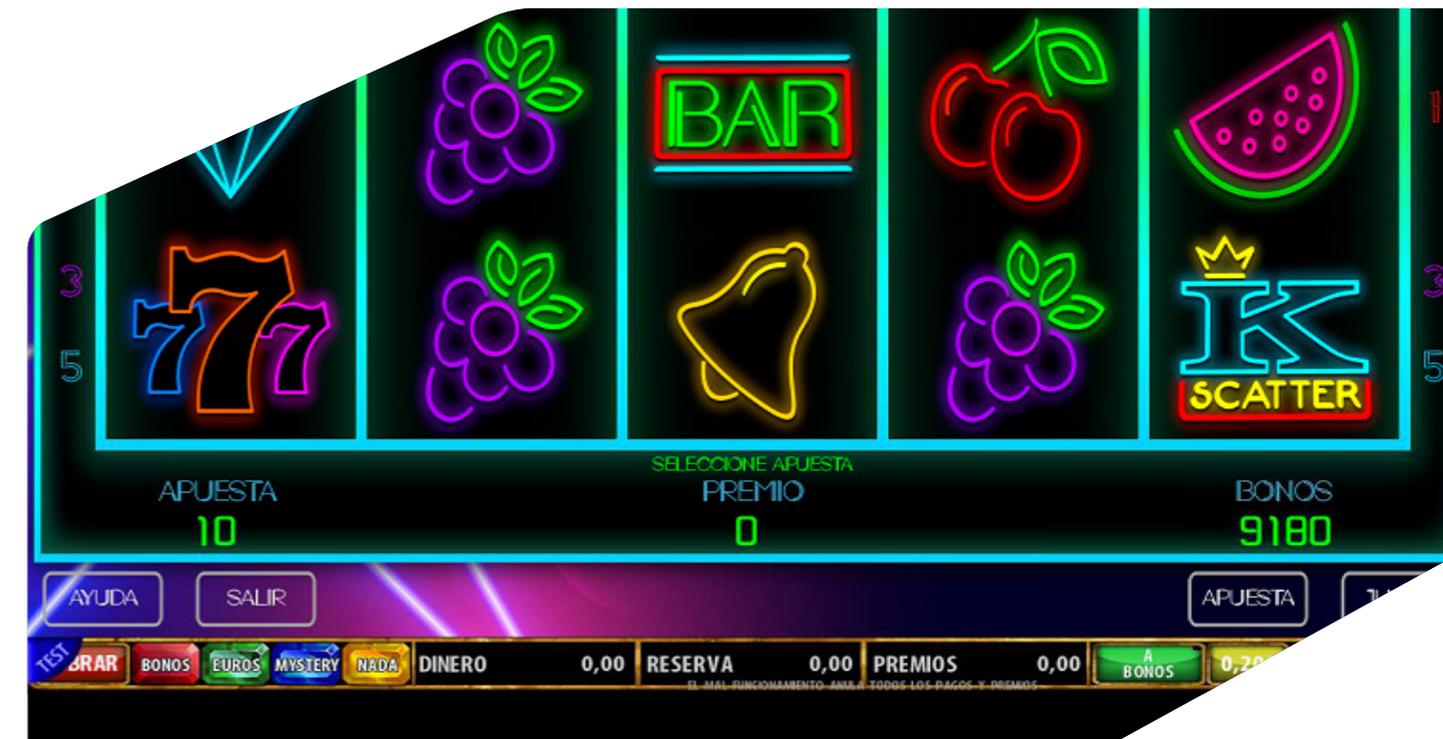
If the client game cannot be configured as cashless, R2B can provide a friendly protocol ([Ready2B API](#)) to [organise the exchange of credits](#). This protocol has multiple functionalities, in case the game developer wants a tighter integration.

This API describes and [enables the communication between a game and the game adaptation bar for the Spanish AWP market supplied by SMI2000](#). For this purpose, a complete range of software is provided to be adapted to any existing development platform where the game resides.

- Libraries in dll format (Win32 or .NET) for Windows.
- Linux libraries.
- HTML/Javascript libraries.
- Libraries adapted to the compilation environment required.

Optionally and under customer request it can be supplied:

- The ANSI C code of the library for its adaptation to any platform.
- A C# wrapper of the C library.
- Javascript code of the library.
- The communication protocol with the game adaptation bar.



The elements that can be displayed on the touch screen and that allow interaction with the device are shown below.



- **Token / Euro / Mystery / Nothing lights:** These LED lights are used to indicate that the exchange game is being played and shows the final result of Exchange.
- **Credit meter (CRÉDITOS):** The amount of credits available to play the game that exchange credits for tokens. The amount of this meter cannot be charged by law.
- **Reserve meter (RESERVA):** Amount of money that is available to be transferred to the credit meter. It is allowed to be removed from the machine at any time without having wagered in the game, except if the game is in progress.
- **Bank meter (BANCO O PREMIOS):** Total amount of money earned through gambling or from prizes won in gambling. This meter can be transferred to the credit meter or converted to cash by the player.
- **Play (Autoplay) (JUGAR):** button to start playing credit-for-chips games.
- **Bet (€0.20/€1/other) (APUESTA):** button to change the current bet.
- **Collect (COBRAR):** button to force a chip-for-cash game or to collect the current cash available.

FUNCTIONALITIES

The Ready2B API call by the game allows the game to [implement the necessary functionalities for the integration of the R2B system](#). The input of money, the output of money from the game or cashing out, the query of the game status, the modification of the game status and the reset of the game memory.

Also the control of certain hardware that can be optionally supplied by the [R2B system](#) such as lights and button panel.



The R2B “major” game handles all jurisdictional requirements and restrictions:

- Gaming time limitations. Games per hour.
- RTP limitations. RTP of games in a cycle of 20,000, 40,000, 120,000... games of play.
- Betting limitations. Minimum/maximum bets.
- Maximum money the machine can hold.
- Prize limitations. Maximum winnings per bet.
- Ticket and redemption limits.

In the case of Spain, it is adapted to the particularities of all the autonomous communities.

R2B has other options such as:

- Half-credit solver.
- First credit actions.
- Automatic game.
- Language.
- Translations, etc.

R2B obtains all accounting information required by the operator. It doesn't matter what the Casino/Internet game does. The actual accountants that an operator will need are handled by R2B.

It also has the jurisdictional accounting requirements, gaming history or cycles already implemented.

R2B manages the cash input and payout hardware. It also implements the payment on hand.

Other cash input/output methods are implemented. R2B communicates with third party accounting systems and Jackpots such as: IPS, Tecnausa, SAS controllers, GBG controllers, BITO/TITO, among others.

Example of basic functionality:

1. Money is introduced through the R2B input hardware.
2. Money is converted into "tokens" and transmitted to the Casino/Internet gaming protocol. We call this game credits2tokens.

3. When the Casino/Internet game collects (per player, per game, as an example). R2B receives this action and initiates a credits2tokens game to get the final cashable amount. If the collectable amount is higher than what can be collected by law, a step-by-step collection process is executed.

Any money that cannot be cashed out, by law or by the payout configuration of the payout hardware, is returned to the Casino/Internet game, to be played again or to try to cash it out again.



EXTERNAL JACKPOTS

The [external jackpots](#) functionality allows the game to be able to [receive information regarding the external jackpots system](#). The game will be notified of value updates, format and possible hits that occur.

The system [manages the prizes and contributions automatically](#) without the game having to take any action on the information it receives.



CONSIDERATIONS

- **Game adaptation:**

The game to be adapted to AWP Spain is to become a sub-game of the main game running on the **R2B system**. The **R2B system** will supply the input and collect the output of money from the game.

For legal reasons it is necessary that the game does **NOT contain the local currency symbol**. From this point on you have to **SIMULATE TOKENS**, or **CHIPS, BONUSES, POINTS**, which is what will appear on the in-game money/credit markers of the win plans on the information screens.

- **Legality:**

The game does not have to worry about the percentage that has to be met. Obviously **the game has to return less than 100%**. The R2B system takes care of itself to comply with all the Spanish legislation in each of the jurisdictions and to comply with the percentages, play times, cash-in limits, etc...

It is preferable that large prizes are automatically cashed out and avoid being re-played by the player to avoid extreme compensation behaviour in the **R2B system**. If this is not possible, apply a cap on tokens, appropriate to the mathematics of the game (FUERA).

- **Blockades:**

The **R2B system has its own menus for configuration**, control of peripherals, etc... For this, when required to enter these menus, a Lock request **will be made through communication with the game**. The same will be done for other requests that require the game to be paralysed. This requires that the game implements the game state modification API.

In the same way, it is understood that the game also has its own configuration menus, error states, blocking requirements, etc...

By implementing the game state query API option, **the R2B system will act accordingly by blocking its operation**.

- **Resets:**

When the gaming machine is restarted, **the R2B system will be responsible for recovering the cash-in or cash-out operations**. In case of data mismatch, the R2B system will perform the necessary operations for blocking, status recovery, or crash in error.

- [Factory Reset or Game Reset:](#)

A game may require a reset that overrides its current memory. An API call will make the API aware of this and take appropriate actions. These actions are usually the undoing of the cashout or cash-in operation (FUERA).

- [MultiThreading:](#)

[The library does not support multithreading.](#) It can only be called from a single program stream. It is up to the game developer to implement synchronisation if necessary. All calls can be considered atomic and return control without waiting.

- [Comunication & timer:](#)

It is necessary to supply the Init routine with the callback calls that allow it to send and receive data through the channel established for communication with the R2B system. It is up to the game developer to implement them, as well as the time value of the Loop routine.

On advanced platforms, such as Windows or Linux, the API has a complementary library that directly implements Ethernet or RS232 communications and the use of the timer. This library contains “enhanced” Init, Close and Loop functions that take care of all this. And in Javascript this is handled directly by the HTML component embedded in the R2B application window itself.

- [Javascript Notes:](#)

The provided [JavaScript library](#) has to be loaded at the entry point of the HTML file to be loaded from the URL configured in R2B. The [R2B configuration in Test&Service allows the required URL to be entered.](#) The HTML component of the R2B window consists of a [Chromium](#).

- [Flash notes / AS3:](#)

[Flash applications can be integrated into the JavaScript library via a Flash / AS3 interface.](#) The AS interface must be imported into the source code of the Flash application. In most cases, the R2B interacting with Flash / AS3 / JavaScript uses the [Chromium browser](#).

CERTIFICATION AND APPROVAL

SMI2000 guarantees a [fast R2B process for any customer](#). Both the certification and the homologation in Spain, SMI2000 can provide the customer, if desired, the complete service to speed up the whole process and have the machine ready for its distribution.

[Jurisdictional RTP / Drop RTP \(RETURN TO PLAYER\)](#)

The machine is configured to meet the [jurisdictional RTP requirement](#). These values range from [70% to 80%](#) and others, depending on the community and the location of the room.

By default the machine will be configured to obtain a final RTP of:

- Minimum Jurisdictional RTP.
- Maximum Casino/Internet game RTP.

The machine can be closer to the jurisdictional RTP by setting the [credits2tokens game to an RTP other than 100%](#). Best results are obtained in the [94% to 98% range](#), although this is an operator decision that depends of the other EGM competitors in same or near arcades.

[The casino/Internet game is powered by R2B with chips and not real money](#). This avoids any jurisdictional restrictions and the player will have the same behaviour as playing on a casino machine.

Extended functionalities:

- No “MYSTERY” type prizes. Our special R2B maths game avoids these prizes, so there is never a mismatch in the final RTP.
- The “Metrology Counter” is included in the R2B device.
- The [R2B game can function as a Host](#) so you can switch your stand alone machines to Multiplayer without progressive jackpot.
- The [R2B skin screen comes with a default format](#), but [can be customised to the customer’s requirements](#), as well as the customer can provide their own designs for SMI2000 to adapt to the R2B.
- [GameBreak is included in the R2B software](#): The player can lock the machine for a limited number of minutes (configurable time), so that he can “go out for a smoke, for example”.

WEB REPORTING

The machine can be reported via Internet and remotely managed through our “WebReporting” system, which is a data and information storage system developed by SMI2000, where the operator can consult, through a Web page previously configured for the same (WebReporting), the counters of each terminal or the historical prizes (Jackpots) delivered for their respective analysis.

When accessing, the operator will have a central board with all the terminals connected to the system and all the information of each one such as: Name and description of the machine, serial number, location, version of the system installed, among others.

In addition, a series of tools are available for each of the terminals you wish to analyse. These tools range from the respective analysis of each machine, a set of selected machines, or the entire fleet that is available and connected to the system.



Online Web Reporting 2.0
Última actualización: viernes 10 marzo 2023 - 07:56:49
Usuario: comercial (Comercial) ES UK
Editar (Cambiar contraseña) Ayuda Accesos Asignaciones Propietarios Salir

Filtros Extendidos
Ocultar Columnas
Centro Alertas Críticas
Control Comportamientos
Historial
Herramientas
Reporte Conjunto
Juegos Agrupados
Estadísticas Juegos
Rankings
World
Contadores Conjunto
Imprimir

Autorecargar

Selección: ---PARQUE COMPLETO---

☐	Descripción	Localización	Número Serie	Jugados	Ganados	Saldo	Anterior	Propietario	Info	Info	Comentarios	Herramientas
1	RULONLINE-0005 - TodoSlots	ARSYS	FD.FD.FD.FD.FD.01	0			5,0€ <small>J:15,80€ - G:10,80€</small>	RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:55:14		
2	RULONLINE-0006 - GoldenPark	ARSYS	FD.FD.FD.FD.FD.02	0		-494,6€ <small>J:784,40€ - G:1279,00€</small>	RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
3	RULONLINE-0007 - Paston	ARSYS	FD.FD.FD.FD.FD.03	0		15,7€ <small>J:292,40€ - G:276,70€</small>	RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:55:10			
4	RULONLINE-0008 - JokerBet	ARSYS	FD.FD.FD.FD.FD.04	0		25,0€ <small>J:437,20€ - G:412,20€</small>	RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
5	RULONLINE-0009 - MGS Showcase Malta	ARSYS	FD.FD.FD.FD.FD.05	0			RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
6	RULONLINE-0010 - Paf	ARSYS	FD.FD.FD.FD.FD.06	0			RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
7	RULONLINE-0011 - ijuego.es (Casino Gran Via)	ARSYS	FD.FD.FD.FD.FD.07	0			RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
8	RULONLINE-0012 - Lowen Play	ARSYS	FD.FD.FD.FD.FD.08	0		6,4€ <small>J:6,40€ - G:0,00€</small>	RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			
9	RULONLINE-0013 - Casino777.es	ARSYS	FD.FD.FD.FD.FD.09	0			RULONLINE	RouletteONLINE v1.0.0.0 <small>16-03-22 10:41:56</small>	Ping: 10-03-23 07:54:48			

Among the different tools, you will have available the option to perform the respective [statistical analysis of the terminals you want](#). By clicking on the [statistics tool](#), a new window will open with all the statistics available by default:



Reporte
 FD.FD.FD.FD.FD.04
 Puesta en marcha: 26/07/2022
 Listado generado: viernes, 10 marzo 2023 - 7:52h

RULONLINE-0008 - JokerBet (ARSYS)

Último periodo cierre: jueves, 09 marzo 2023 - 06:00h hasta viernes, 10 marzo 2023 - 06:00h

ÍNDICE

- Información General
- Detalle últimas recaudaciones (6 días)
- Recaudación últimos 60 días
- Entradas últimos 60 días
- Recaudación histórica por semanas
- Gráfica recaudaciones por semana
- Gráfica entradas semanales (actividad)
- Diario recaudaciones
- Acumulado recaudación histórico
- Evolución media diaria recaudación
- Actividad semanal
- Actividad mensual
- Distribución de juego por satélite
- Media móvil de recaudación
- Media móvil de actividad o entradas
- Media móvil de porcentaje de devolución %
- Intensidad de juego reciente

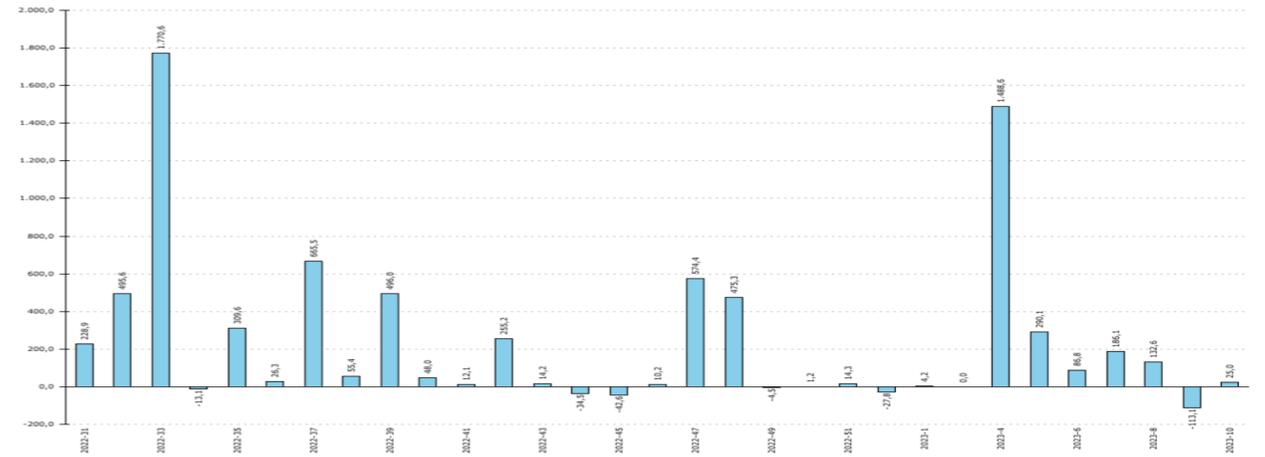
Información General

↑ Índice ↑

Pulse el botón INFORMACIÓN GENERAL para ver/ocultar los detalles

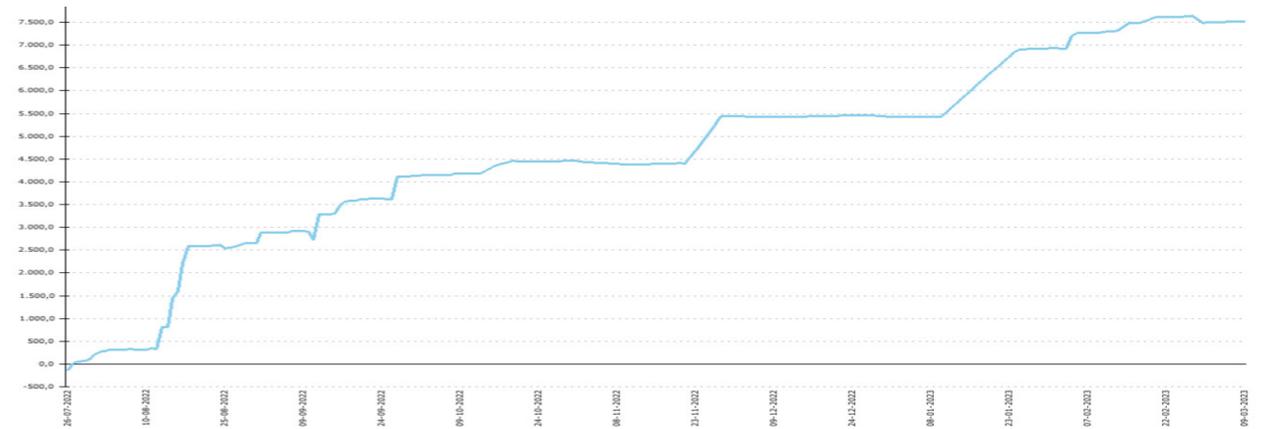
Chart of recommendations by week

Graph that shows the collection grouped by week of all the gaming terminals.



Accumulated historical collection

The graph shows the accumulated collection of all game terminals since the start of monitoring.

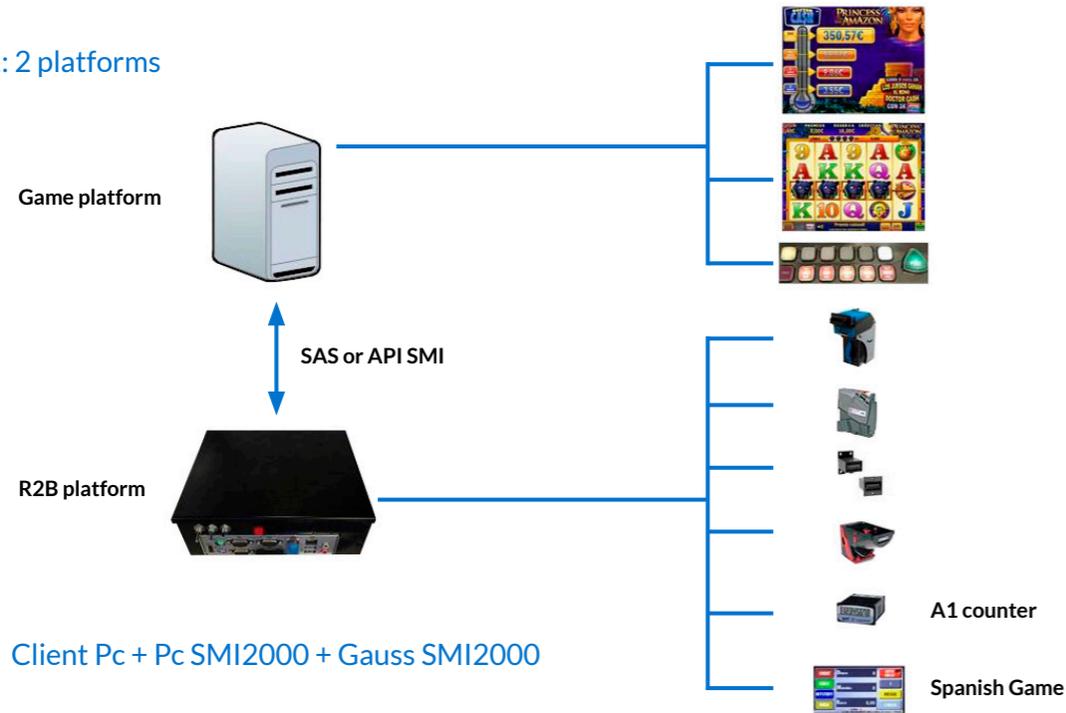


HARDWARE CONFIGURATION OF THE R2B

R2B can be configured in 3 different formats.

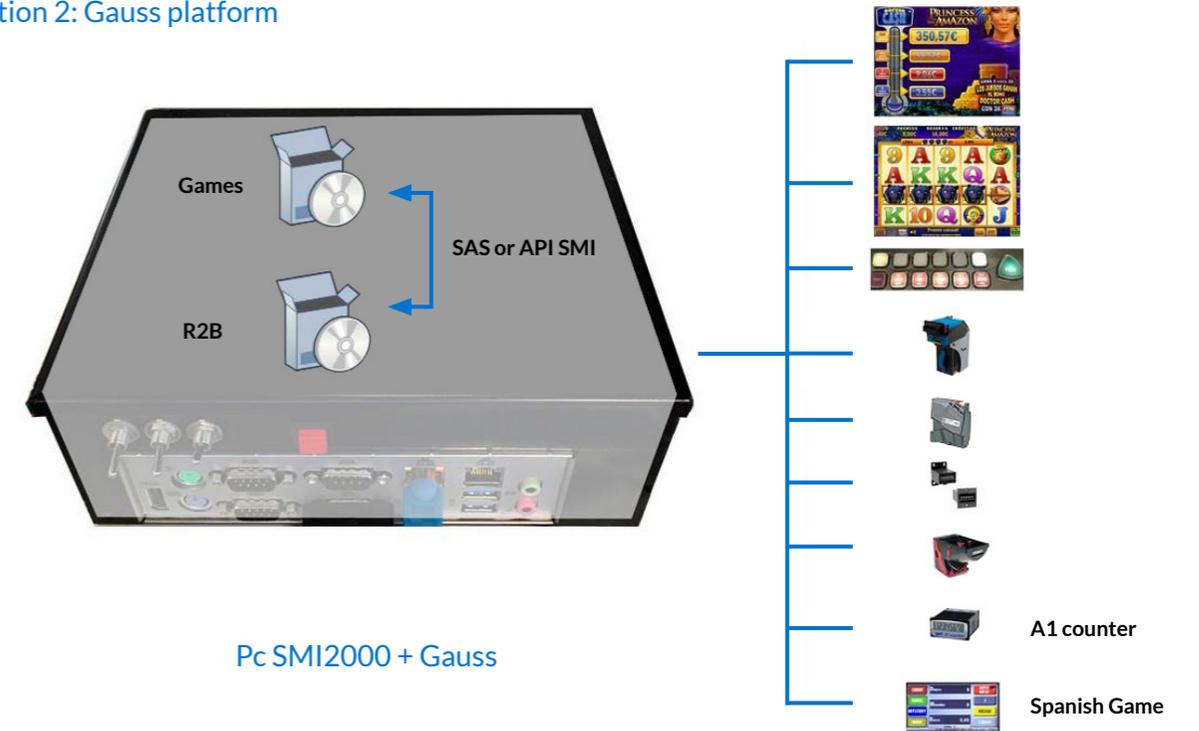
Option 1: Hardware technology provided by the game developer. SMI2000 will adapt the R2B by incorporating with the developer's hardware, its own hardware. Where by means of the communication protocols, it will take control of the platform being the only total controller of the game and the machine in general.

Option 1: 2 platforms



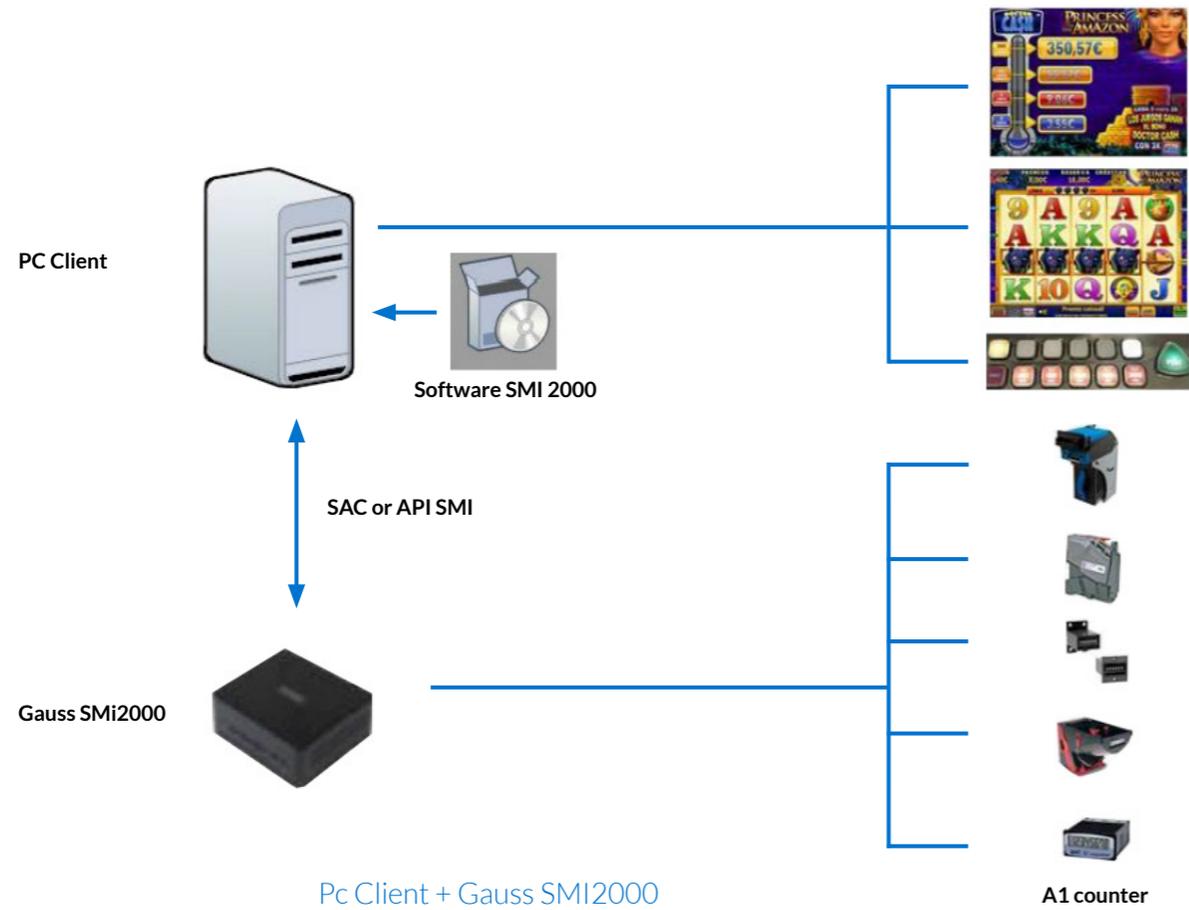
Option 2: 100% SMI2000 Hardware Technology. The game developer must provide SMI2000 with the games they wish to incorporate into the Hardware.

Option 2: Gauss platform



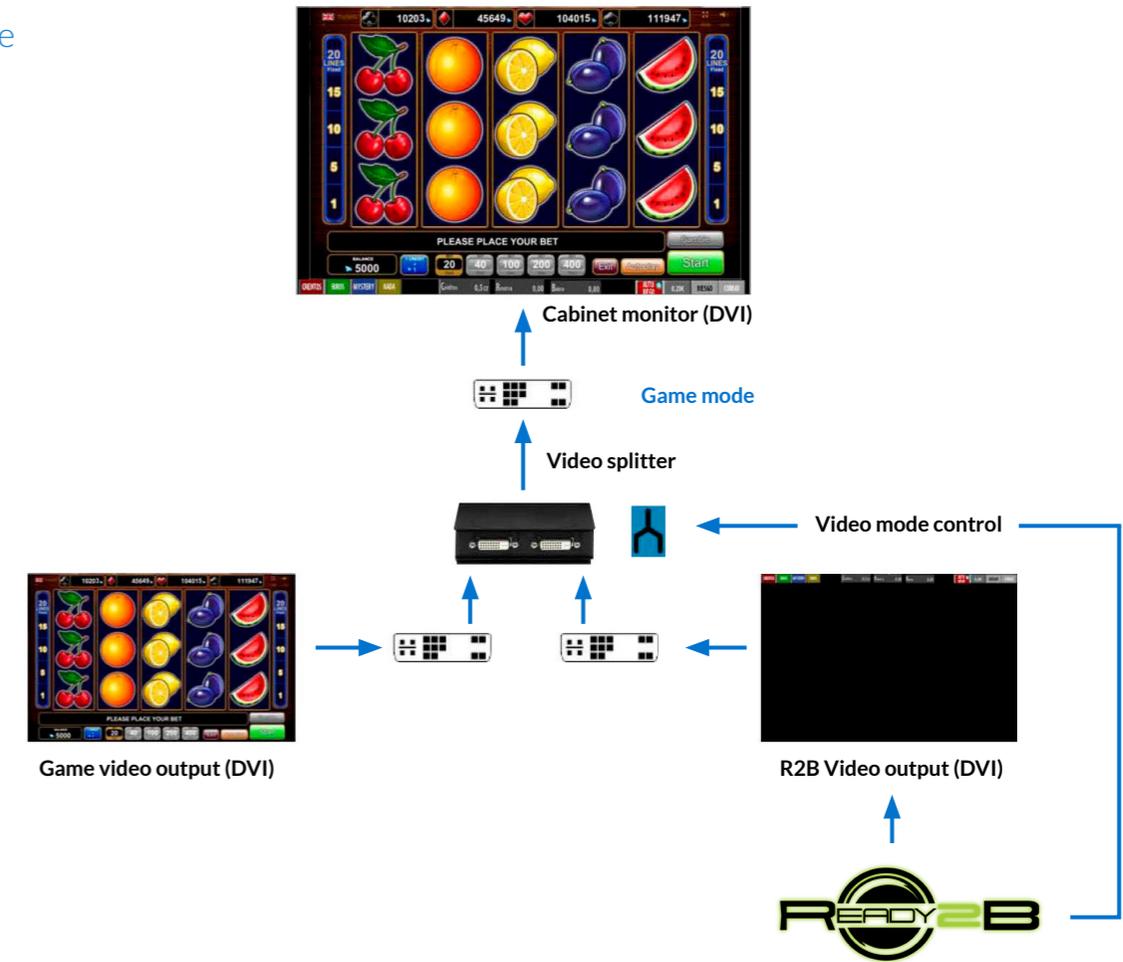
HARDWARE CONFIGURATION

Option 3: Customer's PC hardware. SMI2000 will provide the Gauss chart as Hardware, and introduce the software on the customer's PC.



R2B/VIDEO SPLIT

Device



R2B EMBEDD HTML CONTENT GAMES

NETENT Games

Nuestros Juegos ▾ Bonos de Casino ▾

CONAN

APUESTA (EUR) 1.00 VALOR MONEDA 0.05 GANANCIA (EUR) 0.00 SALDO (EUR) 5,000.00

betfair LeeVegas William HILL

DEMO ENS EUROS MYSTERY NADA Créditos 0 cr Reserva 0,00 Banco 0,00 AUTO JUEGO 0,20€ RIESGO COBRAR VARIOS

EL MAL FUNCIONAMIENTO ANULA TODOS LOS PAGOS Y PREMIOS

SMI2000 Soluciones Mecánicas Integrales, applies a policy of continuous development of its products and reserves the right to make changes in specifications, spare parts and prices, without prior notice. The information that appears in this catalog should serve as a simple reference. Although SMI2000 has made every effort to ensure that all information is accurate at the time of publication, it is recommended that you check with the Company to see if any information has been updated. Due to limitations of the printing process, colors reproduced in this catalog may vary slightly from actual colors and materials.

Made in Catalonia.

2023



Soluciones Mecánicas Integrales 2000, SL

📍 Av. Ragull 50, 2ª 1º 08173 Sant Cugat del Vallès. Barcelona. España

☎ Tel. +34 935 878 744 - Fax. +34 936 754 547

✉ info@smi2000.net

🌐 www.smi2000.net