Middleware

iSocket

Powerful middleware solution for peripheral and device managment in Self-Service, Gaming and Smart Vending.

Key Features

> Supports all gaming/kiosk peripherals and manufacturers
> Complete Hardware Abstraction Layer (HAL)
> Single API/channel for all peripherals
> Rapid integration of complex peripherals
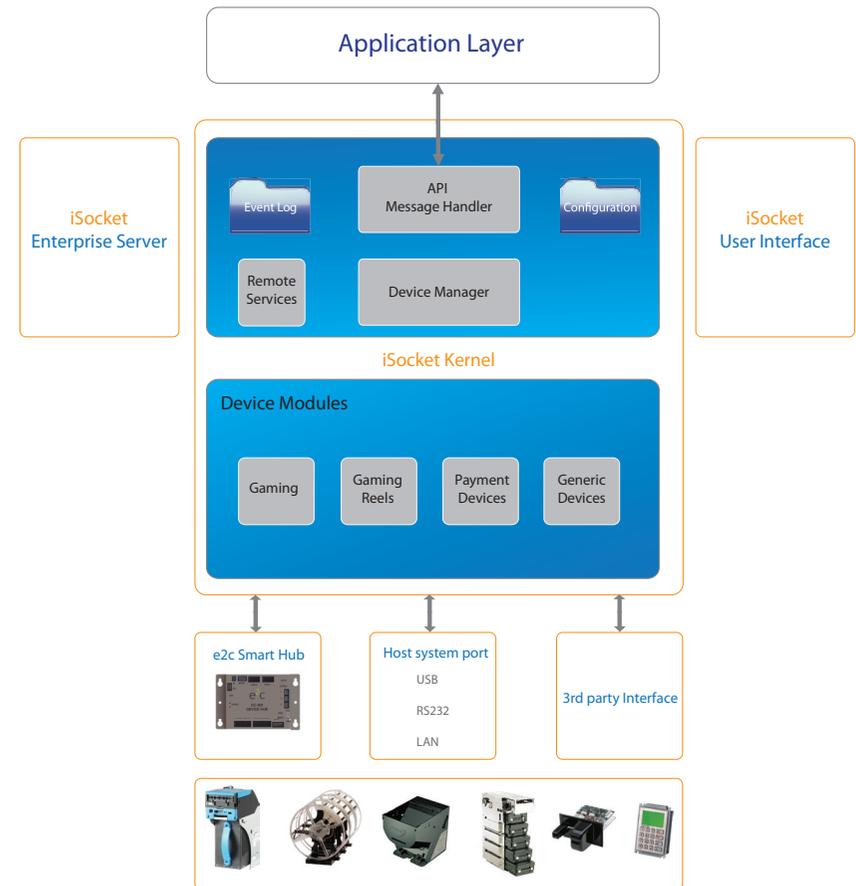> Supports all major application development tools

>> Build application ready platforms now!

iSocket is a middleware solution which provides interfacing and control of complex peripheral devices in PC based interactive terminals, such as gaming machines and kiosks. From cash handling and financial devices, to complex peripheral interfacing, iSocket solves the problem of reliably bridging between high-level graphic-intensive applications and low-level devices and peripherals.

iSocket provides complete and optimum management of peripheral devices, freeing the application from this task and managing all critical device services. iSocket is a complete management layer, not just an API.

iSocket is used in applications requiring reliable, fault-tolerant device management. It provides a robust Hardware Abstraction Layer for development of business critical solutions. This provides application developers with a coherent HAL for peripherals, removing device dependencies and allowing application portability and freedom of choice in device selection.

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iSocket Enterprise Server

Application Layer

iSocket Kernel

- Event Log
- API Message Handler
- Configuration
- Remote Services
- Device Manager

iSocket User Interface

Device Modules
- Gaming
- Gaming Reels
- Payment Devices
- Generic Devices

e2c Smart Hub

Host system port
USB
RS232
LAN

3rd party Interface

> Network/web ready, asynchronous protocol
> Detailed event logging and diagnostics
> Extensive protocol support: CCTalk, EBDS, ID003 ...
> Ultra small footprint, low CPU load executable
> Supports all e2c smart hubs as well as PC system ports
> Industry leading stepper based reel control
> and more ....

Microsoft® Windows

Smart technology for a connected world

iSocket

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Product Lifecycle Benefits

iSocket is designed to play a role in all aspects of the product lifecycle, from development to operational management:

Development: The iSocket-SDK is bundled with extensive utilities which allow developers to quickly connect peripheral devices and run test scripts to ensure device functionality. iSocket gets developers up and running quickly, significantly reducing time-to-market.

Manufacture: iSocket can be used together with automated test scripts to provide functional testing of a machine during build or QA. All machine functions can be fully tested/verified independently of the application.

Operation: iSocket manages all device communications and maintains a detailed log of critical transaction/event information for debug and audit purposes. iSocket significantly improves operational performance and reduces the risk of machine failure.

e2c Smart Hubs

iSocket works with e2c's range of Smart Hubs and IO boards, allowing iSocket to communicate with legacy devices and proprietary interfaces/protocols. These include our feature-packed Cash Control smart hubs and industry leading gaming reel controllers.

Extensive industry wide device support for all peripheral manufaturers, devices and protocols.

Gaming Devices	POS/Payment	Smart Hubs	Gaming Reels	Generic Devices
Ticket Printer	Coin Mech	GPIO	Unipolar 48 step	Stepper Unipolar
High Speed GPIO	Note Validator	EE memory	Unipolar 200 step	Stepper Bipolar
TITO Bill Validator	Hoppers	Cryptography	Unipolar + RGB	DC servo
Hoppers	Printers	NV SRAM	Starpoint IRD	ADC/DAC
Coin Mech	Coin Changer	Programming	IRD/RGB	PWM
Audit Meters	Audit Meters	1-wire/iButton	µstep Bipolar RGB	Instrumentation
NV SRAM	Mag Card readers	Watchdog		CAN
Event logging	Smart cards/RFID	I2C		
RGB control	Note dispenser	RS232/RS485		
	Chip and PIN	Unique ID/RNG		
	NFC			

Feature	Specification
Supported O/S	Windows, Linux
Vertical Application Bundles	
Gaming Device Manger (GDM)	All gaming peripherals
Gaming reel control (GRC)	AWP/Class II/Class III
Self-Service Solutions (S3)	All devices - cash and cashless
Key components	
iSocket.exe	iSocket executable client
iSocket UI	SDK/developer User Interface
iSocket Enterprise Server	Server side remote monitoring

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