

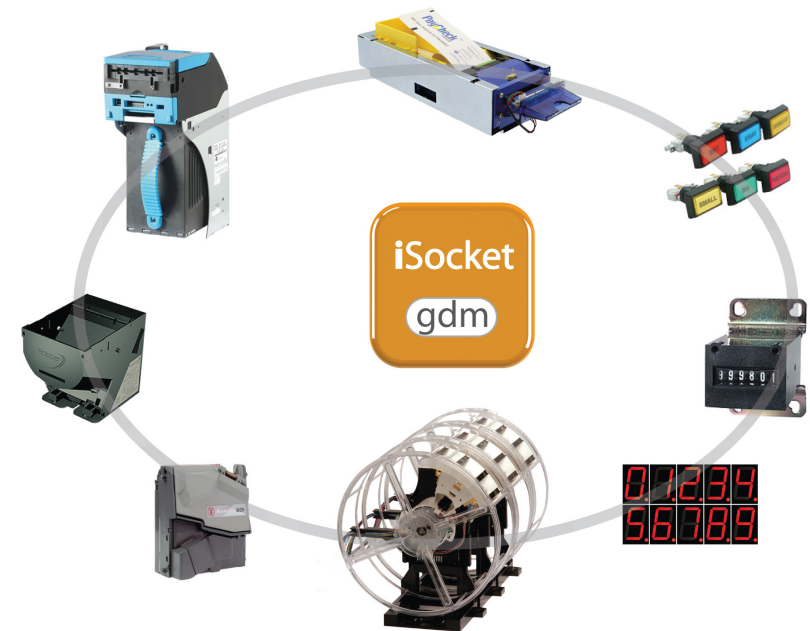
iSocket

iSocket/Gaming Device Manager (GDM) is a powerful middleware solution for peripheral and device management in gaming machines

iSocket/GDM is a middleware solution which provides interfacing and control of complex gaming peripherals on PC and RISC based platform on both Windows and Linux. GDM solves the problem of reliably bridging between high-level graphic-intensive gaming applications and low-level devices and peripherals, such as bill validators/recyclers, ticket printers, reel controllers and any type of gaming IO.

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

GDM is used in gaming applications requiring reliable, fault-tolerant device management. It provides a robust Hardware Abstraction Layer for development. This provides application developers with a coherent HAL for peripherals, removing device dependencies and allowing application portability and freedom of choice in device selection across all the key manufacturers.



Key Features

- Supports all gaming peripherals and manufacturers
- Complete Hardware Abstraction Layer (HAL/API)
- Supports all industry standard peripheral protocols
- Available for Windows and Linux (X86 and RISC)
- Extensive debug logging
- Integrated remote management (m2m) client

- Network/web ready, asynchronous (socket) protocol
- Detailed event logging and diagnostics
- Extensive protocol support: CCTalk, EBDS, ID003 ...
- Ultra small footprint, low CPU load executable
- Supports all gaming platforms and smart hubs
- Industry leading stepper based reel control
- and much more ...

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Product Lifecycle Benefits

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

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

Manufacture: GDM 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: GDM manages all device communications and ,maintains a detailed log of critical transaction/event information for debug and audit purposed. This significantly improves operational performance and reduces the risk of machine failure.

e2c Gaming Platforms and IO controllers

GDM works with e2c's range of gaming platforms and gaming IO boards, as well as our industry-leading reel control solutions. GDM is also used as the core of our advances RISC based AWP platforms such as GC300. Together with our server side Enterprise solutions, GDM provides the most advanced middleware solution for the gaming industry.



Gaming Device Manager



Feature	Specification
Supported O/S	Windows, Linux (Android soon)
Licensed components	
Gaming Device Manager (GDM)	All gaming peripherals
Gaming Reel Control (GRC)	Gaming reels (48/200/3200) step
iSocket m2m	Remote machine management
API communications	TPC/IP socket
Number of socket clients	5
User Interface application client	Windows
Executable size	<2 MByte