

The **DPX-SAS Engine** Software Development Kit provides a ready to use driver and API environment that enables the game developer using one of the many Innocore platforms, to interface their game to any SAS compatible system. The SAS development kit removes the game designer from the details of the SAS (timing, software maintenance, variations in applications etc), leaving them free to concentrate on the game itself; saves months or years of software development and debugging time.

DPX-SAS Engine is lab tested, GLI and BMM approved and field proven in gaming applications worldwide. Windows and Linux versions are available. SAS licenses can be upgraded in the future to GSA compliant G2S licenses.

FEATURE SUMMARY

SAS Engine Features

- SAS version 6.02 and all previous versions
- Accounting and metering
- Multi-game support
- Ticket In/Ticket Out (TITO)
- Advanced Funds Transfer (AFT and EFT) facilities
- Over 175 SAS Meters and 150 SAS Events defined
- Real time events
- Extensive support for international currencies, cash handling devices and denominations
- Support for progressives and tournament
- Support for jackpot/ handpay
- Tested and in operation on host systems worldwide
- Windows and Linux versions available

Software API and Run-time:

Simple API interface provides straightforward integration process with the game code to enable the application to record and respond to SAS events; SAS Polls, SAS Commands and transactions.

Efficient high performance Interface (DLL) to the operating system requires low CPU overhead to the game source.

The SAS Engine development kit comes with the following items:

The SAS Modules – libraries, and drivers which implement the complete SAS protocol.

The SAS/GAP interface - Header files for C/C++ and a complete object model for C# (or any .NET language) to ease integration into your game code.

Security device (USB key) as a license enabler for the SAS module. Supports either a local key, or a network key.

A sample / demonstration application, **complete with C/C++ source code**, which gives example of how to call the SAS interface.

Complete documentation, including UML state diagrams to emphasize the ordering of certain SAS operations, such as ticketing, funds transfer and *hand-pays*.

Access to the Innocore Support Web site, where full documentation and FAQs are available for download together with updates to the modules and development tools.



BENEFITS

- Ready to use, robust and tested.
- Saves months or years of software development and debugging time
- Fully supported and maintained
- Low cost licensing
- Upgrades available to GSA G2S



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