

# DPX<sup>®</sup>-SAS Connector SDK



## Features

- Comprehensive SAS protocol library
- Over 175 SAS meters, 150 SAS events defined
- C/C++ and C# (.NET) support
- 9-bit SAS protocol support (no additional drivers or hardware are needed)
- Proven and field tested with host systems worldwide



## Introduction

The DPX<sup>®</sup>-SAS Connector Software Development Kit provides a ready to use driver and API environment that enables the game developer using one of the many Advantech gaming platforms to interface their game to any SAS compatible system. The SAS development kit relieves 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 Connector is lab tested, GLI and BMM approved and field proven in gaming applications worldwide. Windows<sup>®</sup> and Linux versions are available.

## Feature Summary

SAS Connector Features	SAS version 6.03 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 Connector 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 Advantech Gaming Solutions support website, 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

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