Spark Progressive Controller — Admin Page Operator Manual

This manual is for the person who looks after the progressive jackpots on a cabinet: checking that they are healthy, changing a pool's settings, giving a terminal access, pulling reports. It walks through **every screen of the admin page**, one at a time, with annotated screenshots.

How to read the screenshots. Red numbered markers point at things on the screen. The table under each screenshot explains marker 1, 2, 3… in order. The screenshots were taken on a test controller with four sample pools (Mini, Minor, Major and Wheel) and four sample terminals, so your names, amounts and times will differ.

> **Two quick rules before you start**
>
> 1. **Nearly everything you change is recorded** — who, when, and (where the screen asks) why. Fill in the *Reason* boxes; they are what an auditor will read.
> 2. **A few actions cannot be undone** — *Delete* (retire) a pool, *Clear all SPC data*. Each asks you to type a confirmation first. Read the dialog before you type it.

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1. Getting in

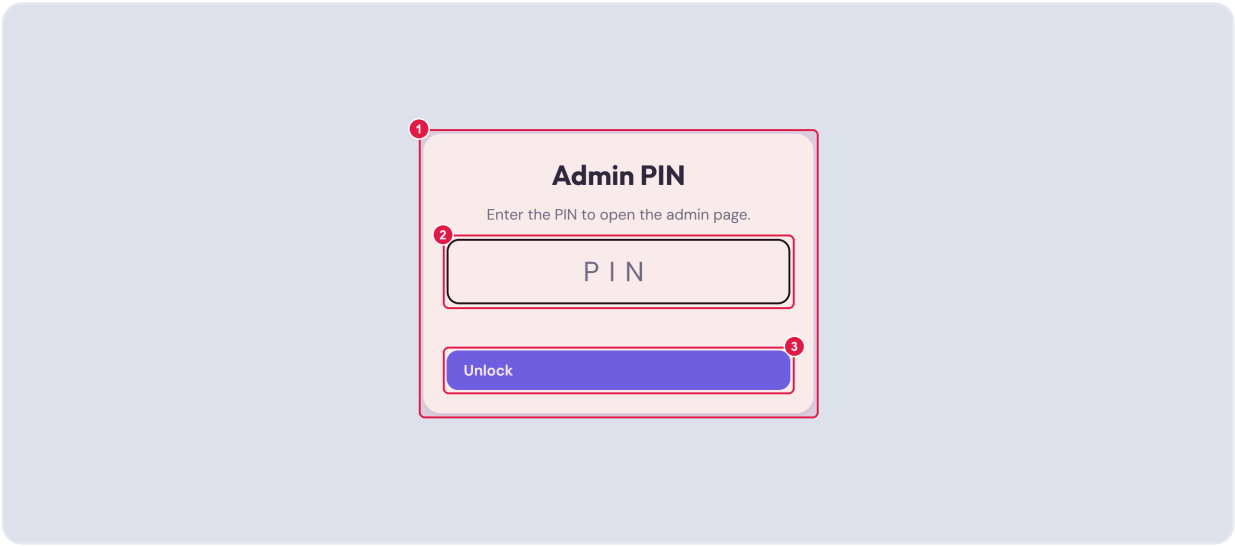
Opening the admin page

On a cabinet, open the **Operator Menu** → **Game Settings** → **Progressive Settings**. The admin page opens inside the operator menu. It only works **on the cabinet that runs SPC** — it cannot be opened from another computer or from a different cabinet over the network.

If a text box needs typing and the cabinet has its on-screen keyboard enabled, tapping the box brings the keyboard up.

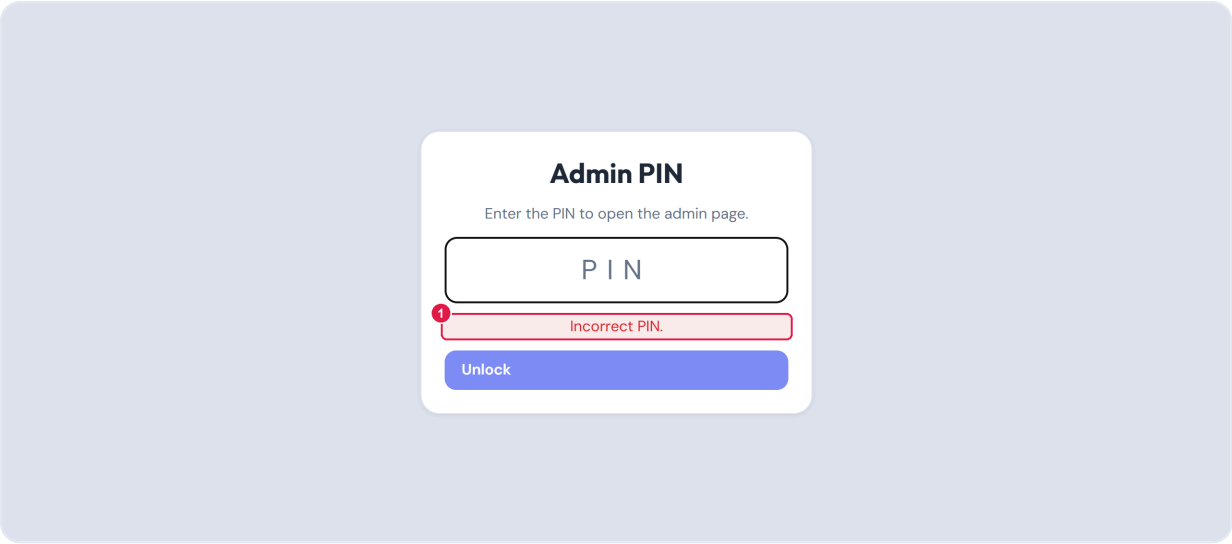
The admin PIN

By default **no PIN is set** and anyone standing at the cabinet can open the admin page. Setting a PIN is recommended (see Settings → Admin PIN). With a PIN set, the page shows a PIN prompt every time it loads:



#	WHAT IT IS	NOTES
1	The PIN prompt	Nothing else on the page is readable until it is unlocked.
2	PIN box	4 to 8 digits. The digits are hidden as you type.
3	**Unlock**	Opens the admin page.

A wrong PIN says so:



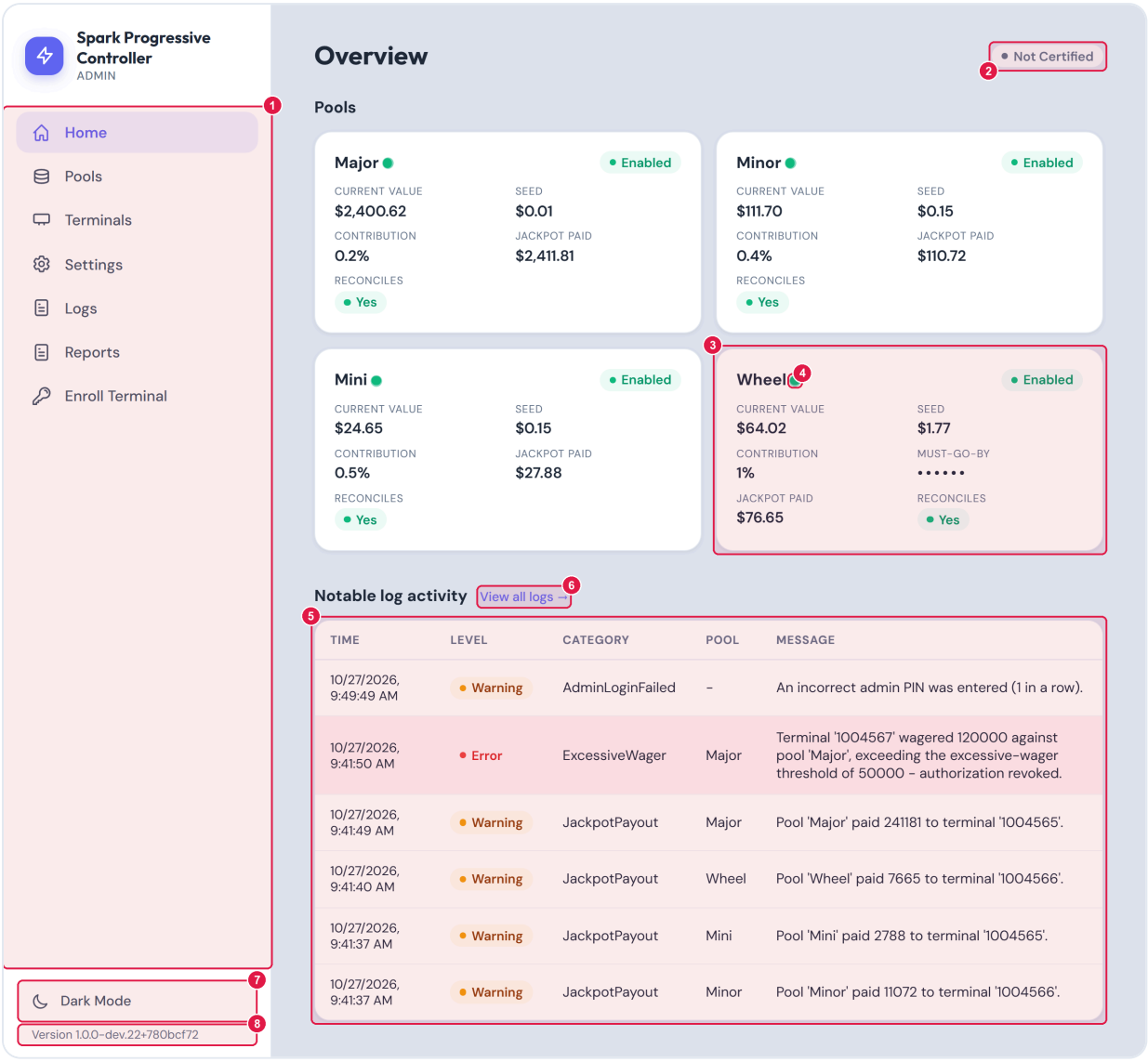
#	WHAT IT IS	NOTES
1	The error message	**Incorrect PIN.**

Lock-out. After **5 wrong PINs in a row** the prompt locks for 30 seconds, and each further wrong PIN doubles the wait, up to 15 minutes. The message tells you how many seconds are left. Every login, failed attempt and lock-out is written to the Logs (the PIN itself never is).

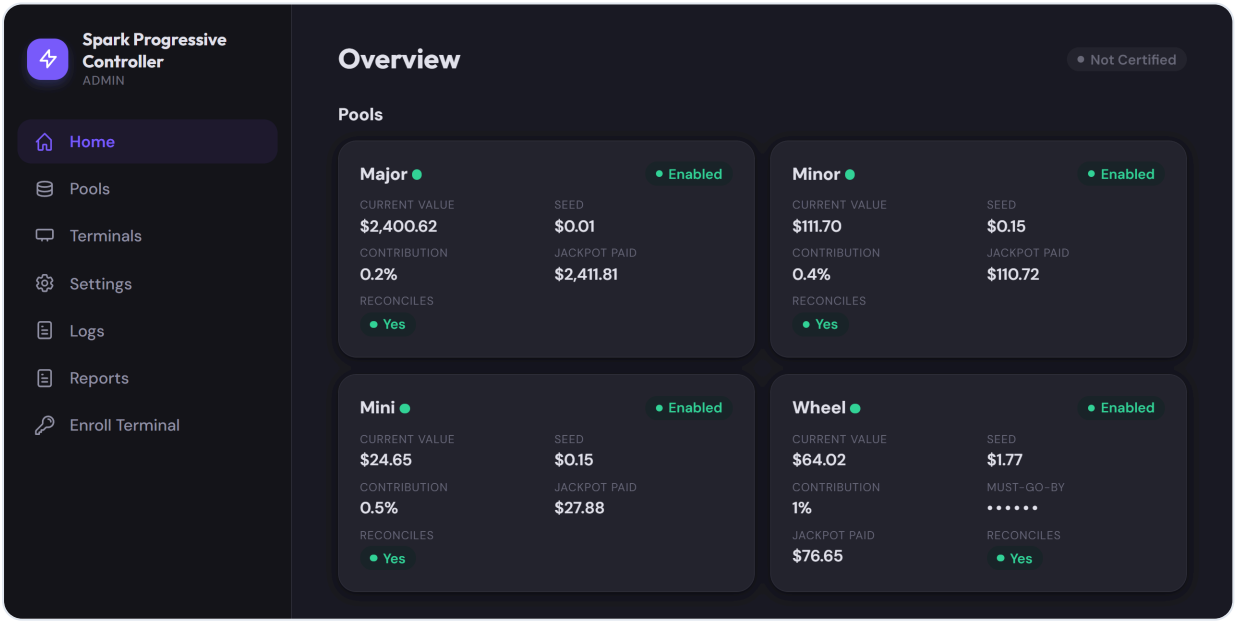
Session. Once unlocked, the page locks itself again after **15 minutes without use**, and as soon as the operator menu screen is closed or hidden. If a PIN is set, a **Lock admin** button appears at the bottom of the left-hand menu so you can lock it yourself when you walk away.

2. Finding your way around

Every screen shares the same frame:



#	WHAT IT IS	NOTES
1	**Menu**	Home, Pools, Terminals, Settings, Logs, Reports, Enroll Terminal. The page you are on is highlighted.
2	**Certification badge**	Shows *Not Certified*, or the certification(s) this build carries. Top right of Home and Settings.
3	A **pool card**	One per pool. Tap it to open that pool. (Details in Home.)
4	**Live dot**	A pulsing green dot means this value is updating in real time. If a dot is missing, refresh the page.
5	**Notable log activity**	The most recent warnings and errors, newest first. New ones appear by themselves.
6	**View all logs →**	Jumps to the full Logs.
7	**Dark Mode / Light Mode**	Switches the colour scheme. It is remembered on this cabinet.
8	**Version**	The build number of this SPC, for example `1.0.0-dev.22+780bcf72`. **Quote it whenever you report a problem.**



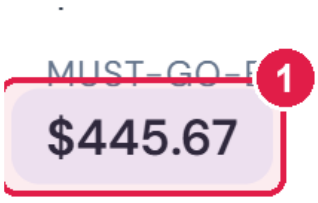
#	WHAT IT IS	NOTES
1	The theme button	Now reads **Light Mode**; tap it to switch back.

Reading the numbers

- **Money is shown in dollars and cents** (for example `$24.65`). Underneath, SPC works in **credits**, and **1 credit = 1 cent**, so `$10.00` is `1,000` credits.
- **Hover** over an amount on a list or card to see the exact stored value in credits. On a pool's own page the credit figure is printed under the dollar figure.
- **Anything you type is in credits, as a whole number:** reset value, max value, the excessive-wager threshold. To enter `$500.00`, type `50000`.
- **Percentages** (contribution rate) are typed as a normal percentage: `0.5` means 0.5%, which is 50 cents of every $100 wagered.
- **Times** are shown in the cabinet's local time.

Hidden numbers (tap to reveal)

A Must-Go-By pool has a **hidden trigger point** — the value at which the pool is allowed to be won. It is deliberately masked:

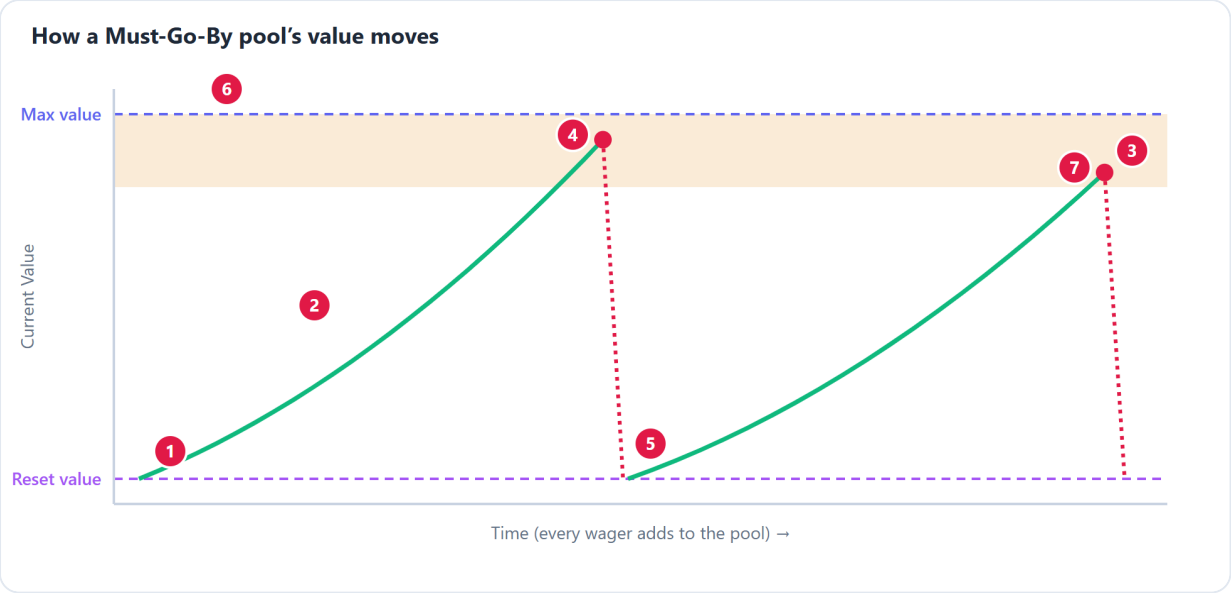
MASKED (DEFAULT)	AFTER A TAP
	

Tap the dots to show the value; it hides itself again after **15 seconds** or when you tap it again. Treat it as confidential: do not photograph it, write it down, or tell anyone. It changes after every win.

3. How a pool works (read this once)

A **pool** is one progressive jackpot — Mini, Minor, Major and so on. Understanding these four pictures makes every screen below easier to follow.

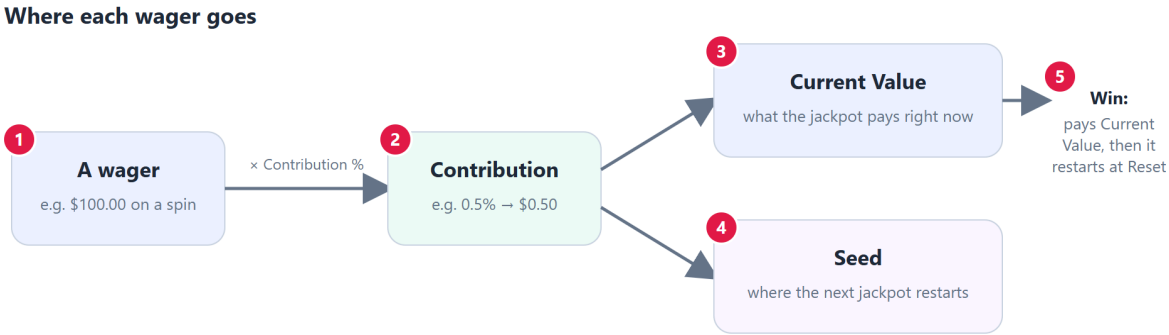
The life of a pool



#	WHAT IT SHOWS
1	**Reset value** — where a pool starts, and where it starts again after a win.
2	**Contributions** — every wager adds a small slice to the pool, so **Current Value** climbs steadily.
3	The **hidden trigger zone** — between 80% and 100% of the way from the reset value to the max value. Somewhere inside it is a hidden trigger point, different for every cycle and never shown to players.
4	**The pool is won.** Once the value has passed the trigger point, the next eligible win pays out the Current Value.
5	**It starts again** at the reset value, and a new hidden trigger point is chosen.
6	**Max value** — the ceiling. A pool never shows or pays more than this. If the value has climbed above it, the extra is **not** paid out; it is carried into *Seed* when the pool is won, so it is not lost.
7	The next cycle — it pays out at a different point inside the zone.

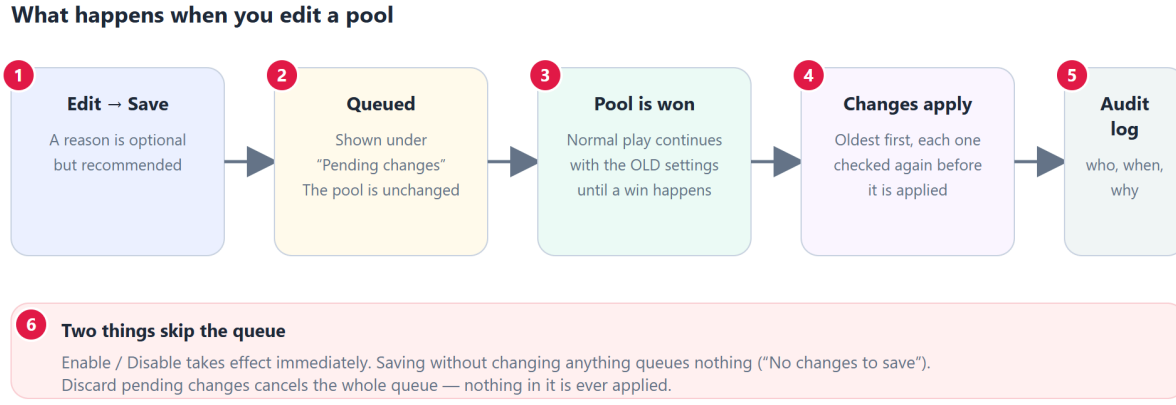
*Pools set to **PaytableTriggered** do not use a hidden trigger point. They are won when the game's own math says so; the picture above is for **MustGoBy** pools.*

Where each wager goes



#	WHAT IT SHOWS
1	A player's wager.
2	A set percentage of it — the pool's **Contribution %** — is taken as the contribution. A pool with `0.5%` takes 50 cents of every $100.
3	**Current Value** — what the jackpot would pay if it were won right now.
4	**Seed** — what the pool restarts from. It builds up alongside the Current Value.
5	On a win the Current Value is paid, then it resets to the **Reset value**.

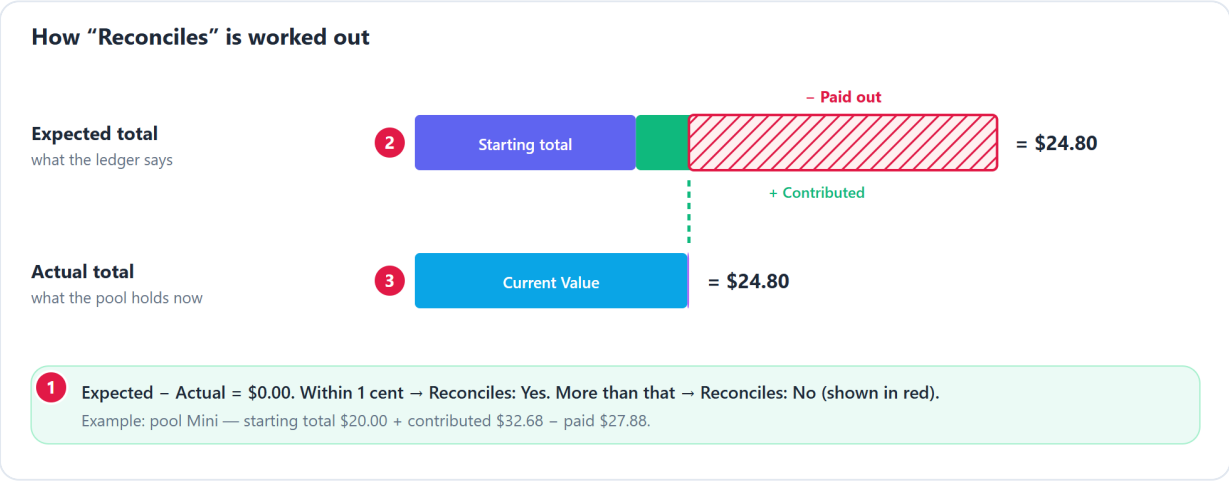
What happens when you change a pool



#	WHAT IT SHOWS
1	You edit a pool and press **Save**.
2	The change is **queued** — it appears under *Pending changes* and the pool itself does **not** change yet. This protects a jackpot that players are already building.
3	The pool keeps running on its **old** settings until it is next won.
4	When the pool is won, queued changes are applied **oldest first**, and each is re-checked before it is applied.
5	Every change — queued, applied, skipped or discarded — is written to the pool's **Audit log**.
6	Two things skip the queue: **Enable / Disable** is immediate, and **saving without changing anything** queues nothing. You can also **Discard pending changes** to cancel the whole queue.

> Test builds can be set to apply changes immediately instead. **Settings → Build Info → Build flags** shows whether yours is one (look for `AUTO_SET_JACKPOT_MODIFICATIONS`).

How "Reconciles" is worked out



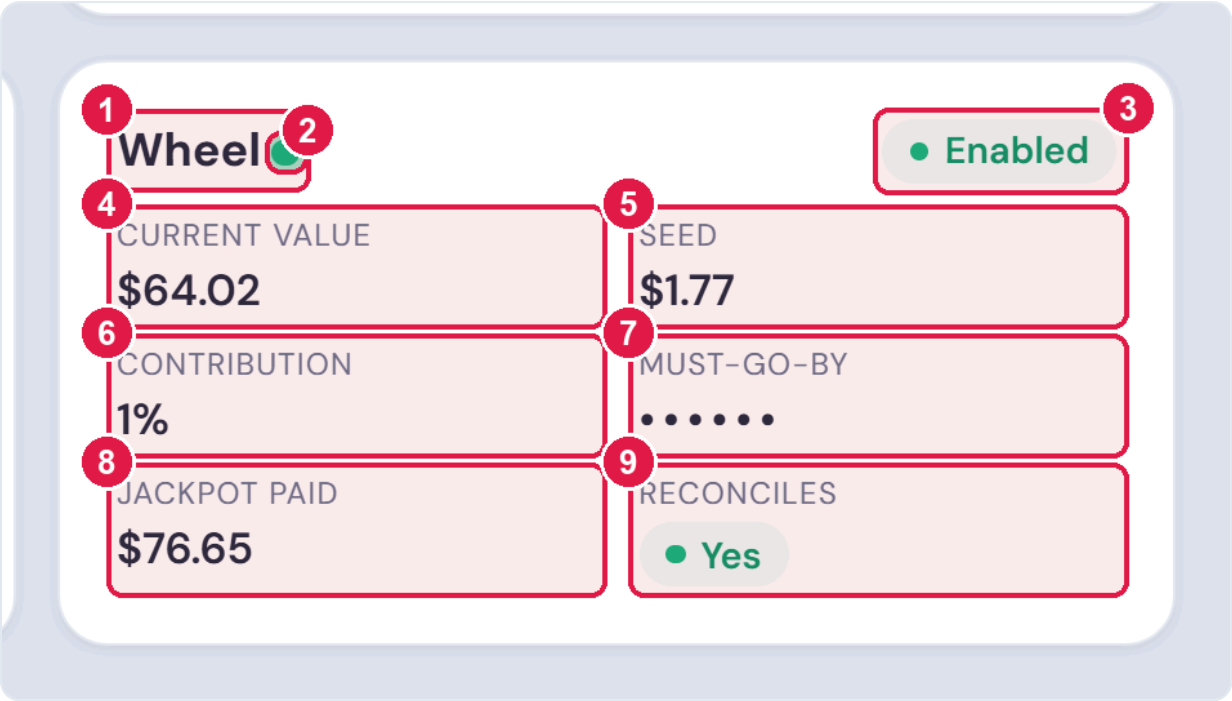
#	WHAT IT SHOWS
1	The verdict. SPC adds up everything it has ever recorded for the pool and compares it with what the pool actually holds. If they agree to within **1 cent**, **Reconciles = Yes**.
2	**Expected total** = the pool's starting total + everything contributed − everything paid out.
3	**Actual total** = Current Value + Seed, as the pool stands now.

> **If a pool stops reconciling, SPC disables it automatically** (within about a minute) and logs an **Error** called `PoolDisabled`. See Investigate a "Reconciles: No".

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4. Home

The landing page — one glance tells you whether everything is healthy.



#	WHAT IT IS	NOTES
1	**Pool name**	The pool's ID. Tap anywhere on the card to open the pool.
2	**Live dot**	The card is updating in real time as wagers arrive.
3	**Enabled / Disabled**	A disabled pool takes no contributions and cannot be won.
4	**Current Value**	What the jackpot would pay right now. Home shows what players see, so it is capped at the Max value.
5	**Seed**	What the pool will restart from.
6	**Contribution**	The share of every wager that goes into this pool.
7	**Must-Go-By**	Only on Must-Go-By pools. Masked — tap to reveal.
8	**Jackpot Paid**	Everything this pool has ever paid out.
9	**Reconciles**	**Yes** (green) means the pool's books balance. **No** (red) needs attention — see Reconciles.

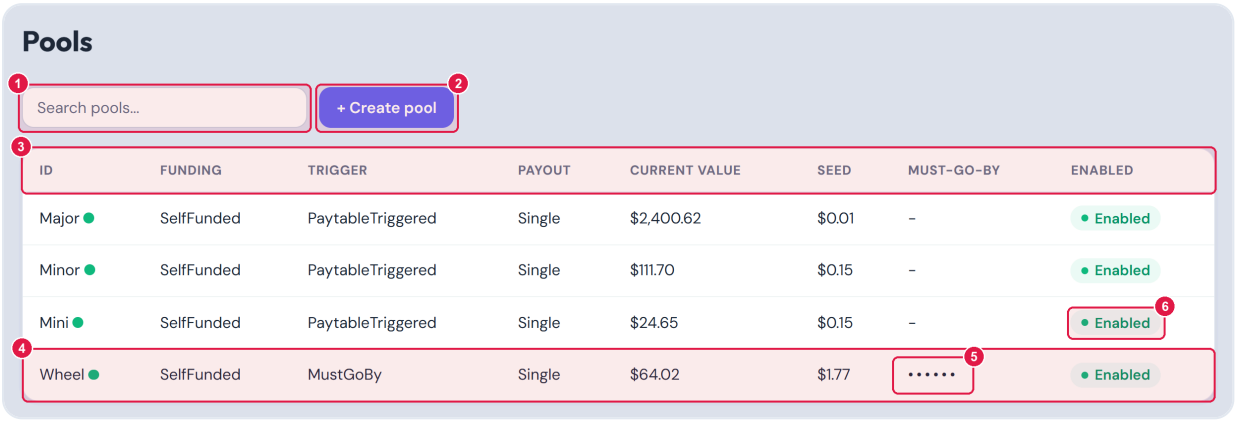
Below the cards, **Notable log activity** lists the most recent **warnings and errors** (jackpot payouts show as warnings so they stand out). If there are none, it shows the latest entries of any kind. See Logs for the full list.

A healthy Home screen: every pool *Enabled*, every *Reconciles* showing **Yes**, a live dot beside every pool, and no unexpected red rows in the activity table.

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5. Pools

The pool list

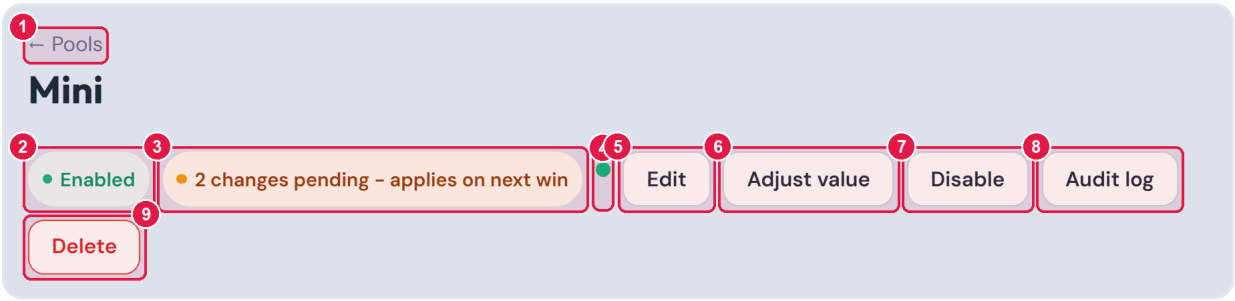


#	WHAT IT IS	NOTES
1	**Search pools**	Narrows the list as you type. It matches the ID, funding, trigger and payout columns.
2	**+ Create pool**	Opens the Create pool form.
3	**Columns**	**ID**, **Funding** (where the pool's growth comes from), **Trigger** (what decides a win), **Payout**, **Current Value**, **Seed**, **Must-Go-By**, **Enabled**.
4	A **pool row**	Tap it to open the pool. A dimmed row is a disabled pool.
5	**Must-Go-By**	Masked unless tapped. A dash means the pool is not a Must-Go-By pool.
6	**Enabled** badge	Green *Enabled* or red *Disabled*.

Unlike Home, this list shows each pool's **true internal value**, even if it is above the Max value.

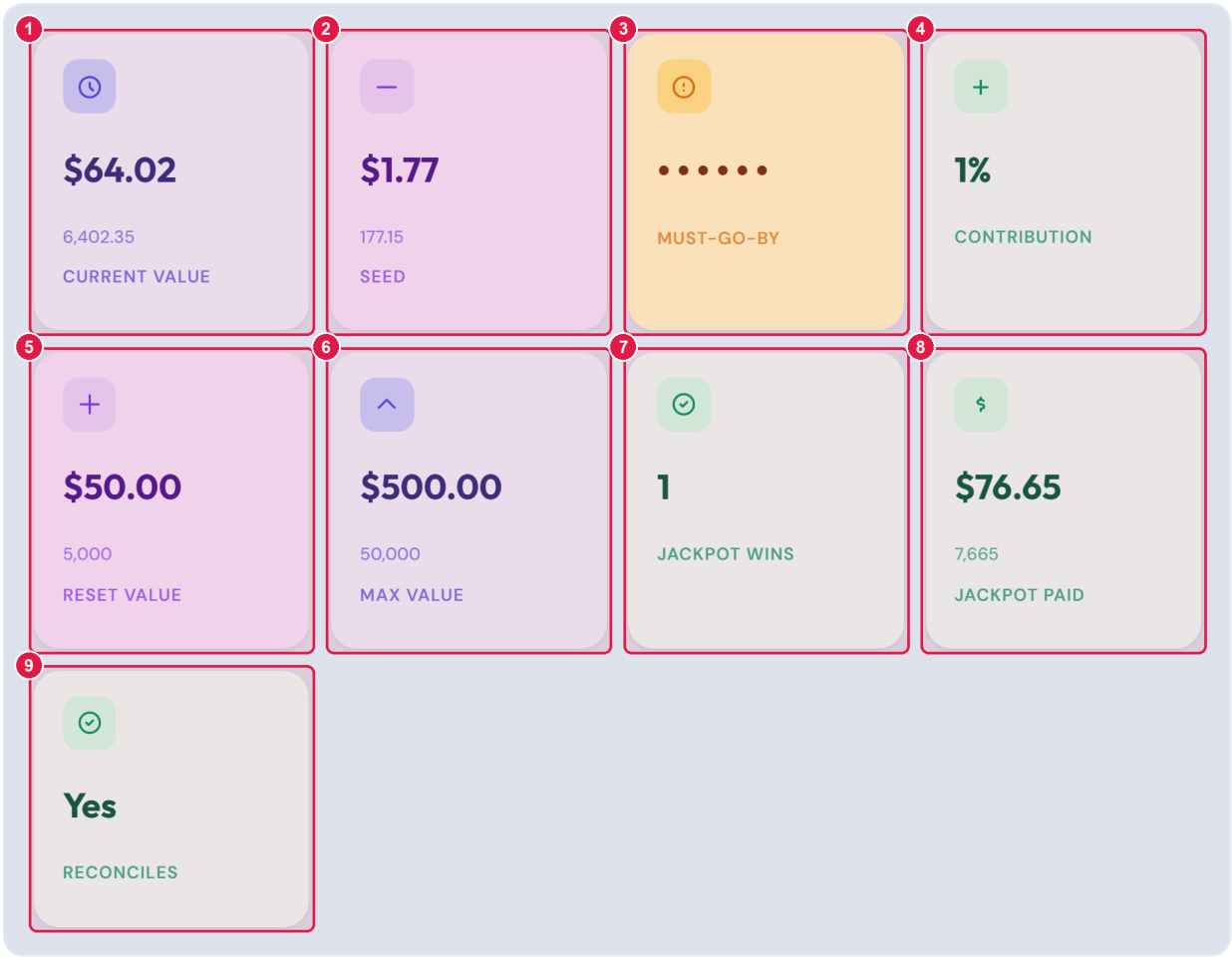
A pool's page

Tap a pool to open it. The top of the page holds the status and the actions:



#	WHAT IT IS	NOTES
1	← **Pools**	Back to the list.
2	**Enabled / Disabled**	The pool's current state.
3	**Pending changes**	Amber. Appears only when changes are queued: "*2 changes pending – applies on next win*".
4	**Live dot**	The page is updating in real time.
5	**Edit**	Change the pool's settings — details below.
6	**Adjust value**	A debug tool to nudge the pool's values — use with care.
7	**Disable / Enable**	The button reads the opposite of the current state. Takes effect **immediately** after you confirm.
8	**Audit log**	Shows or hides the pool's change history.
9	**Delete**	Retires the pool permanently.

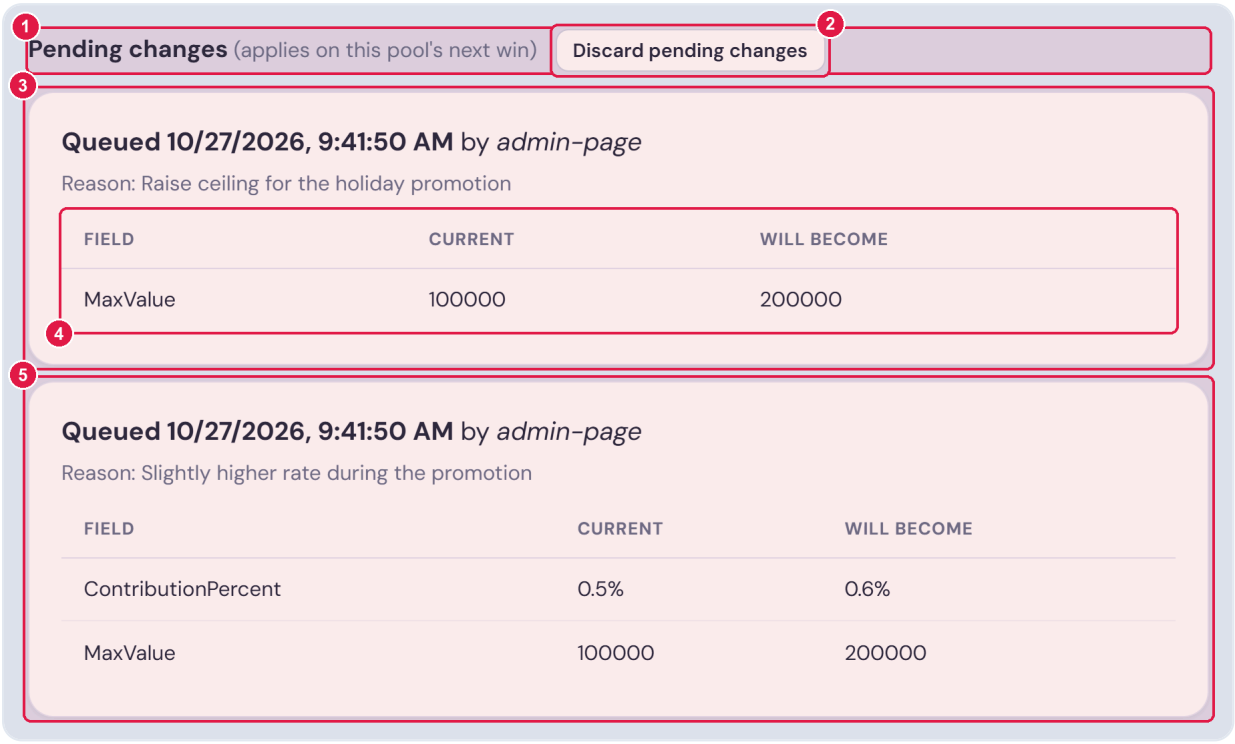
Below it, the **number cards**:



#	WHAT IT IS	NOTES
1	**Current Value**	What the jackpot would pay right now. Dollars on top, **credits** beneath. This page shows the true value.
2	**Seed**	What the pool restarts from.
3	**Must-Go-By**	Must-Go-By pools only. Masked until tapped.
4	**Contribution**	The percentage of every wager that goes into the pool.
5	**Reset Value**	Where the pool starts again after a win.
6	**Max Value**	The ceiling. Shown only when the pool has one.
7	**Jackpot Wins**	How many times the pool has paid out.
8	**Jackpot Paid**	Total paid out over the pool's life.
9	**Reconciles**	**Yes** (green) or **No** (red).

Pending changes

When changes are queued, a section appears under the number cards:

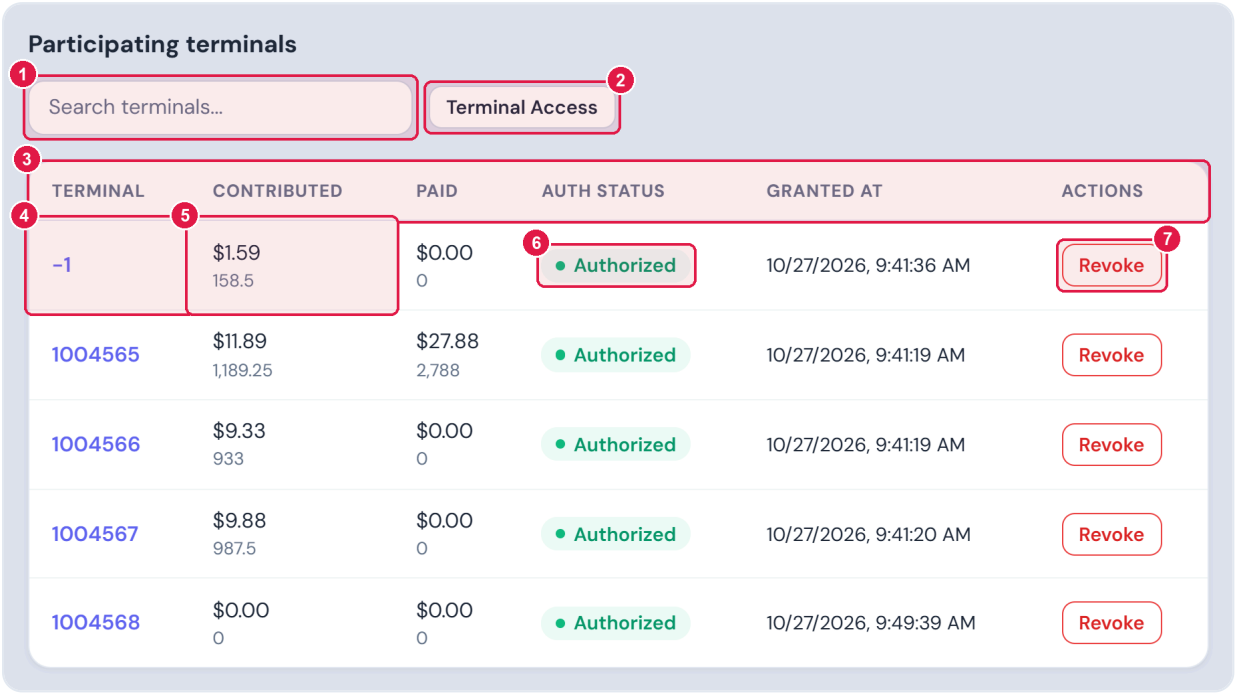


#	WHAT IT IS	NOTES
1	**Pending changes**	*"applies on this pool's next win"*.
2	**Discard pending changes**	Cancels **every** queued change after you confirm. None of them is ever applied. The discard is logged.
3	A **queued change**	When it was queued, by whom, and the reason that was typed.
4	**What will change**	A small table of *Field / Current / Will become*. Only the fields that differ are listed.
5	A **second queued change**	Each queued change is a complete set of settings, compared with the pool **as it is now**. They are applied oldest first, so when the pool is won the last one decides the final settings.

If a queued change is no longer valid when its turn comes (for example the max value now sits below the reset value), it is **skipped**, not applied, and an **Error** called `PoolSettingsQueueSkipped` is logged.

Participating terminals

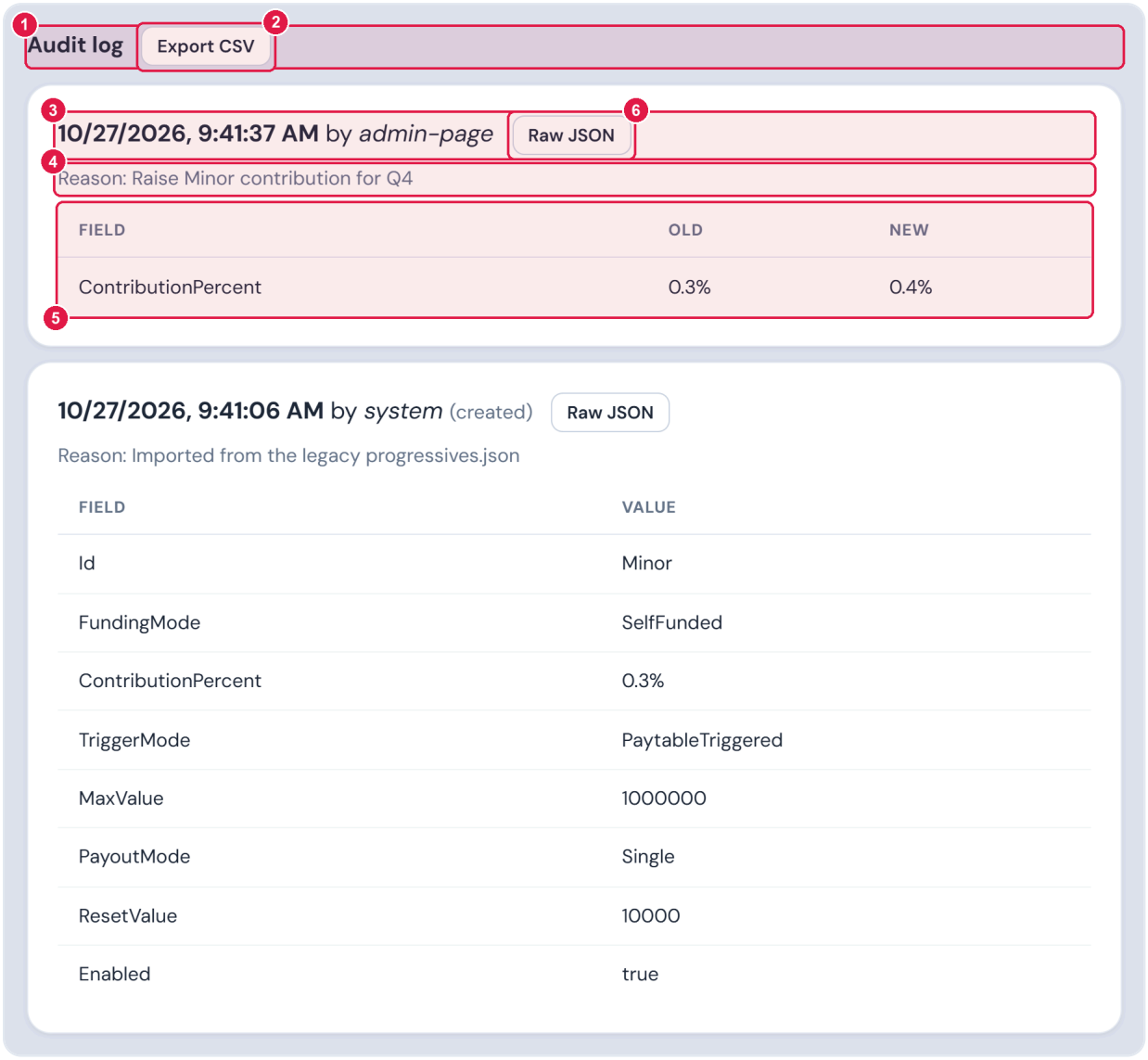
Further down, every terminal that has contributed to, been paid by, or been given access to this pool:



#	WHAT IT IS	NOTES
1	**Search terminals**	Filters by terminal ID.
2	**Terminal Access**	Opens a list to grant or revoke access for several terminals at once.
3	**Columns**	**Terminal**, **Contributed**, **Paid**, **Auth Status**, **Granted At**, **Actions**.
4	**Terminal ID**	Tap to open that terminal.
5	**Contributed**	What this terminal's wagers have added to this pool (dollars over credits).
6	**Auth Status**	**Authorized** (green) — the terminal may contribute to and win this pool. **Not authorized** (grey) — it may not.
7	**Revoke**	Removes this terminal's access to this pool, after you confirm.

The audit log

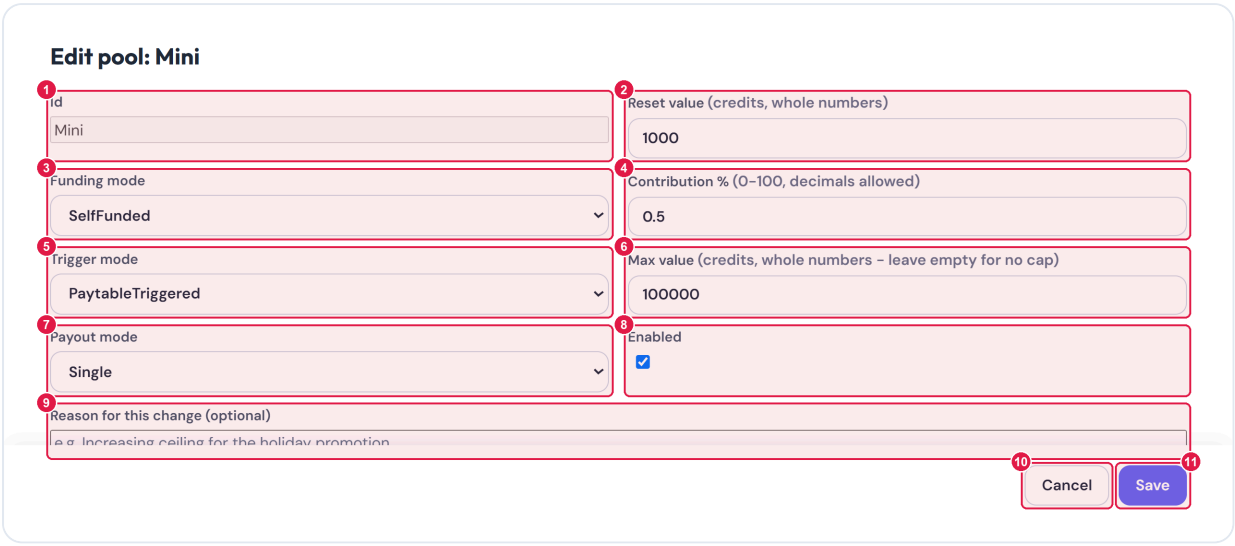
Audit log (button **8** above) opens a full history of the pool's settings, newest first:



#	WHAT IT IS	NOTES
1	**Audit log**	Tap the button again to hide it.
2	**Export CSV**	Downloads the whole history as a spreadsheet file.
3	**Who and when**	The time and who made the change. The first entry also says *(created)*.
4	**Reason**	The reason that was typed, if any.
5	**What changed**	*Field / Old / New*. A created pool lists its starting values.
6	**Raw JSON**	Shows the exact stored before/after record — useful for support.

Edit a pool

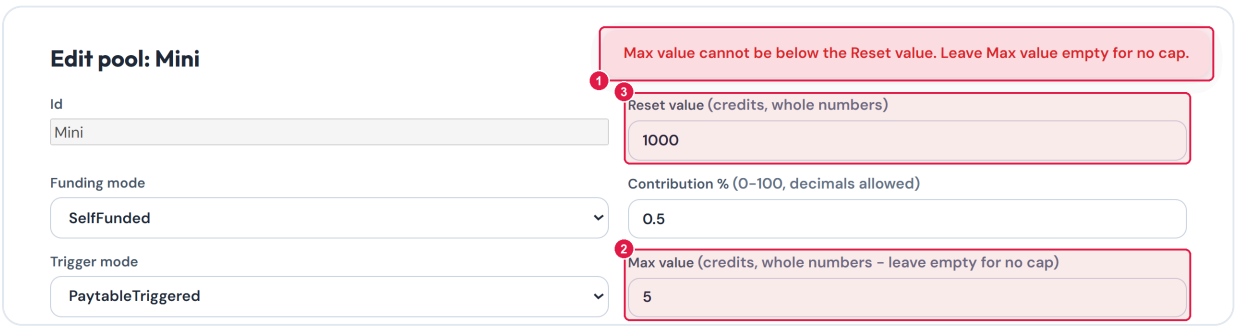
Tap **Edit** on the pool's page:



#	FIELD	WHAT TO ENTER
1	**Id**	The pool's name. **Cannot be changed** once a pool exists.
2	**Reset value**	Where the pool restarts after a win. Whole credits. (`1000` = $10.00.)
3	**Funding mode**	**SelfFunded** — the pool grows from a percentage of every wager. **None** — no automatic contribution; the pool only grows when a game feeds it directly.
4	**Contribution %**	Between 0 and 100; decimals allowed. `0.5` takes 0.5% of every wager.
5	**Trigger mode**	**MustGoBy** — the controller decides when the pool is won (hidden trigger point). **PaytableTriggered** — the game decides.
6	**Max value**	The ceiling, in whole credits. **Leave it empty for no cap.** It can **never be below the Reset value.** A **MustGoBy** pool **must** have one.
7	**Payout mode**	**Single** — one payout to the winning terminal. (Other modes are not available for new choices.)
8	**Enabled**	Untick to stop the pool. Takes effect immediately, separately from the queue.
9	**Reason for this change**	Optional but strongly recommended — it is shown in *Pending changes* and in the audit log.
10	**Cancel**	Closes the form; nothing is saved.
11	**Save**	Queues your change (see what happens when you change a pool).

Saving **without changing anything** does nothing: the form closes and the page says *No changes to save for pool 'X'*.

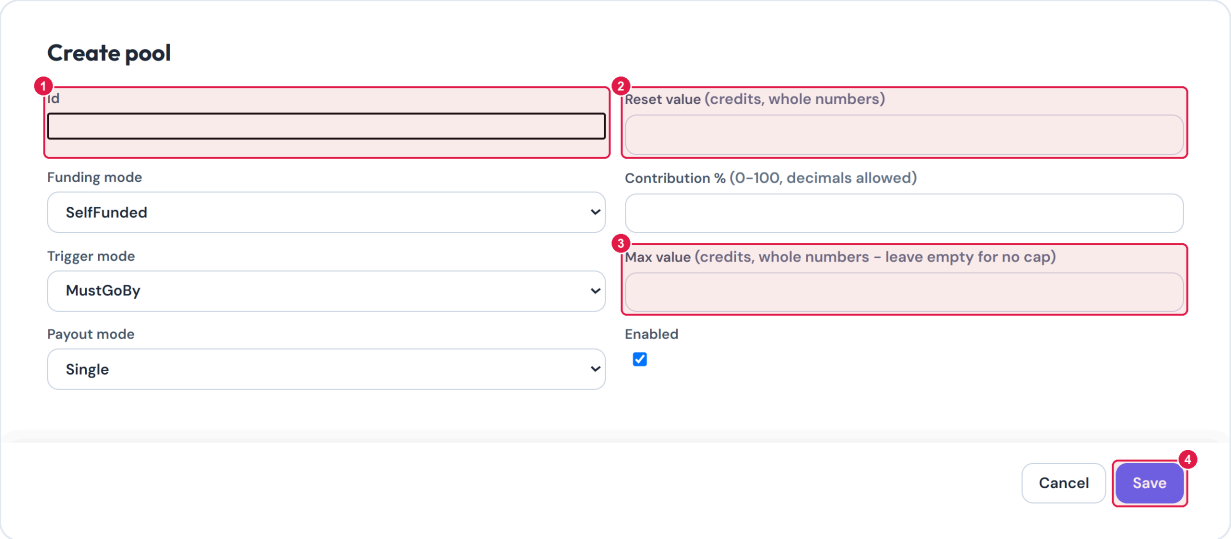
If you enter something that is not allowed, the form stays open and a red message explains why. For example, a Max value lower than the Reset value:



#	WHAT IT IS	NOTES
1	The message	*Max value cannot be below the Reset value. Leave Max value empty for no cap.* It shows for a few seconds — read it, then fix the two fields it names.
2	**Max value**	Here `5` is lower than the reset value.
3	**Reset value**	Here `1000`.

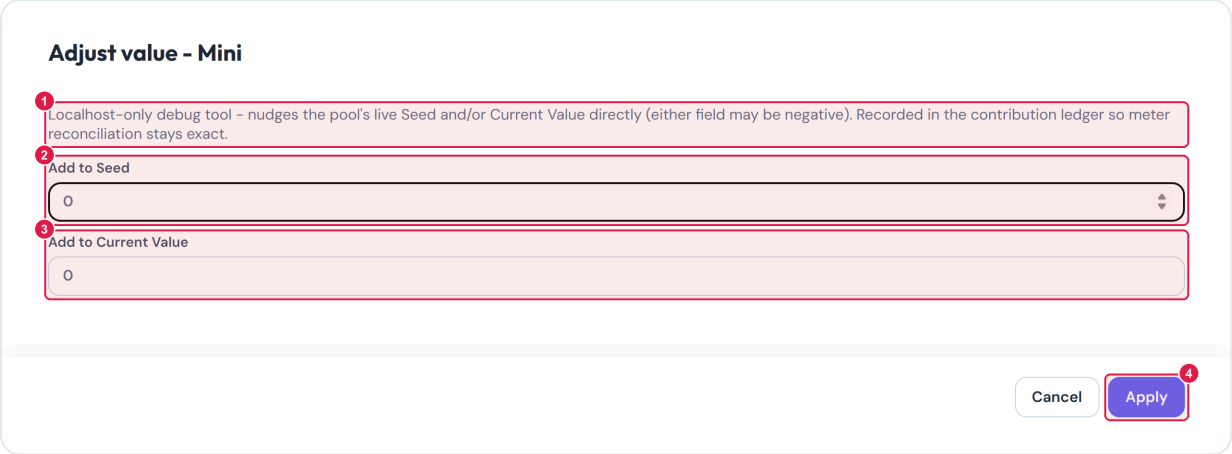
Create a pool

+ Create pool on the pool list opens the same form, empty:



#	WHAT IT IS	NOTES
1	**Id**	Type the new pool's name. Choose carefully — it cannot be changed later.
2	**Reset value**	Required.
3	**Max value**	Required for a **MustGoBy** pool; empty means no cap.
4	**Save**	Creates the pool **immediately** (a new pool has no players building it, so nothing is queued). It starts at its reset value.

Adjust value (debug tool)

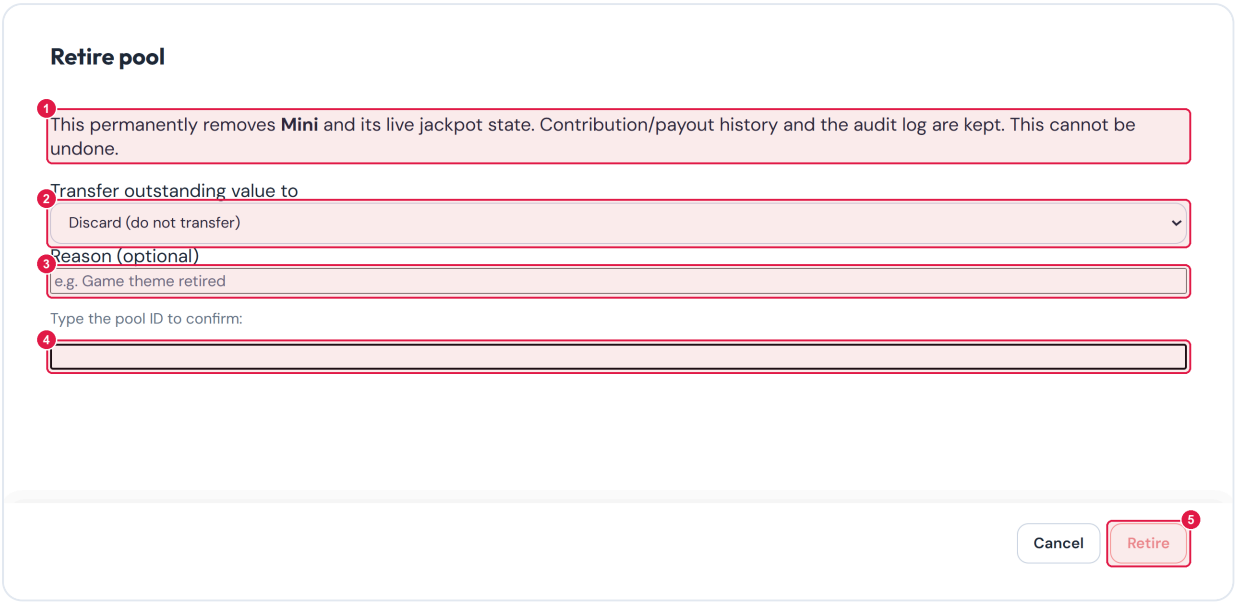


#	WHAT IT IS	NOTES
1	The warning	A **debug** tool that works on the live Seed and Current Value directly. **Do not use it on a cabinet in service unless you have been told to.**
2	**Add to Seed**	Added to the pool's Seed. May be negative.
3	**Add to Current Value**	Added to the Current Value. May be negative.
4	**Apply**	Applies it at once.

Adjustments are recorded so the pool still reconciles, and they appear in the reports as a terminal named `admin:admin-page`.

Delete (retire) a pool

Delete on a pool's page opens the *Retire pool* form:



#	WHAT IT IS	NOTES
1	The explanation	The pool and its live value are removed **permanently**. Its history and audit log are kept.
2	**Transfer outstanding value to**	Choose another enabled pool to receive this pool's value, or leave *Discard (do not transfer)*.
3	**Reason**	Optional. Recorded.
4	**Type the pool ID to confirm**	Type the pool's name exactly.
5	**Retire**	Stays greyed out until the ID matches. **Cannot be undone.**

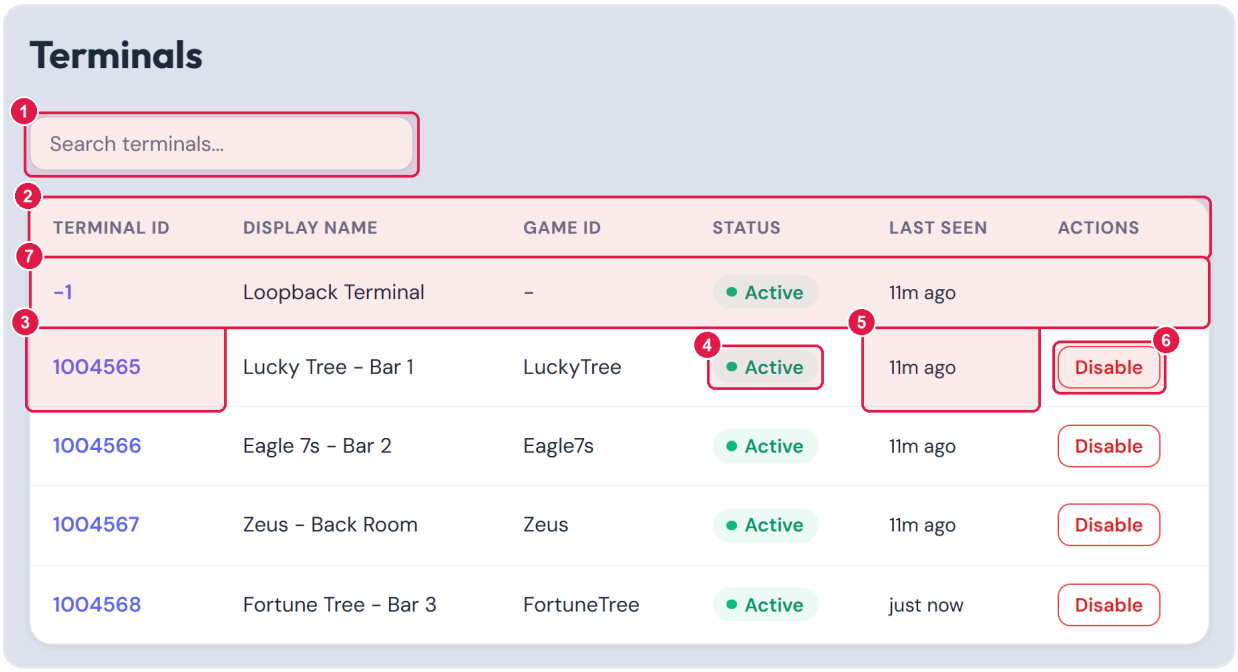
The access dialog

Terminal Access (on a pool) and *Pool Access* (on a terminal) open the same list — see Terminals.

6. Terminals

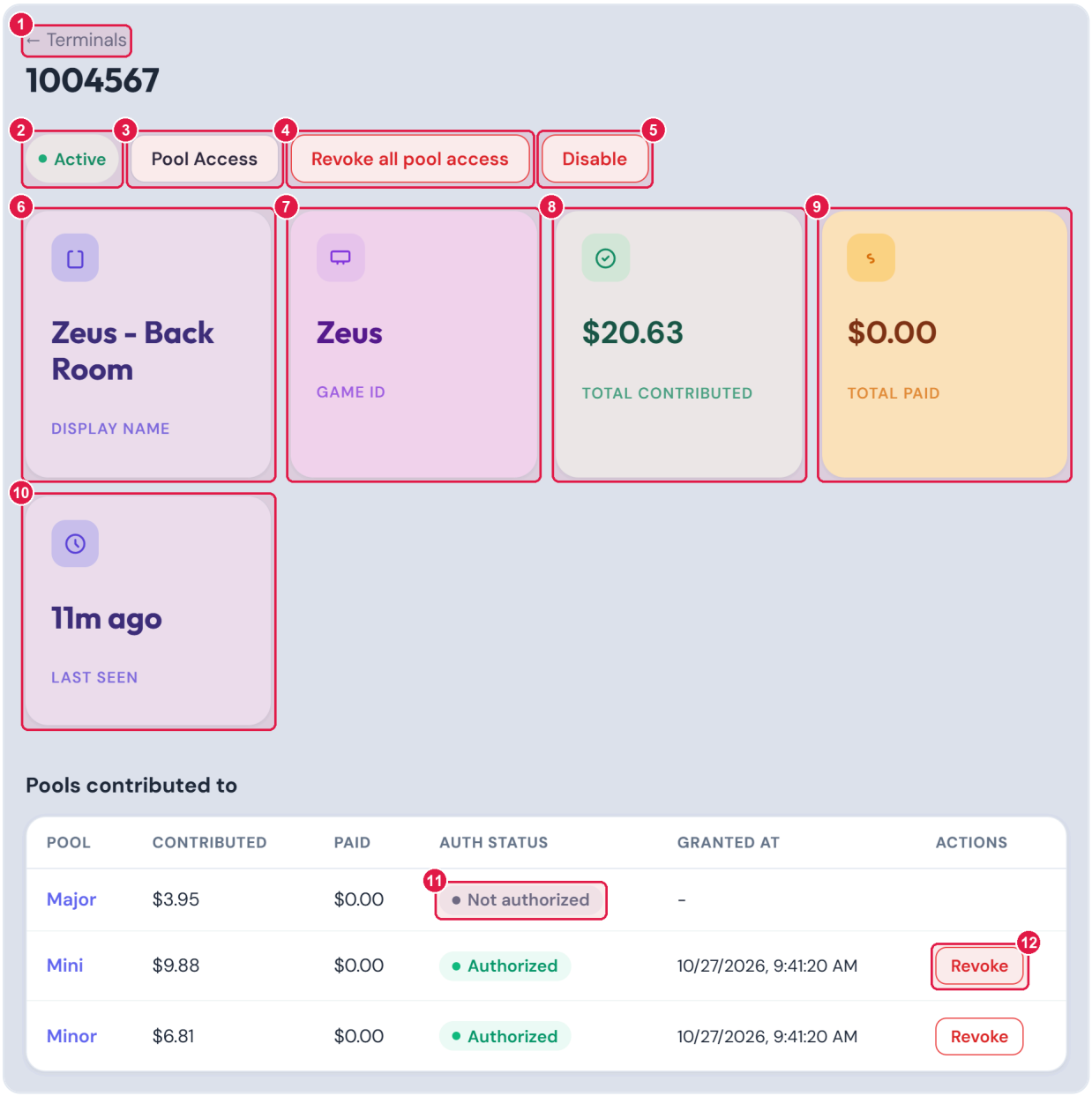
A **terminal** is a cabinet or game that talks to SPC. This section shows which ones exist, what they have done, and what they are allowed to do.

The terminal list



#	WHAT IT IS	NOTES
1	**Search terminals**	Matches the ID, name, game and status.
2	**Columns**	**Terminal ID**, **Display Name**, **Game ID**, **Status**, **Last Seen**, **Actions**.
3	**Terminal ID**	Tap to open the terminal.
4	**Status**	**Active** (green) — working. **Disabled** (red) — its access has been switched off.
5	**Last Seen**	How long ago it last contacted SPC (*3m ago*, *2h ago*, *never*).
6	**Disable**	Switches the terminal's access off immediately, after you confirm. It can only come back by enrolling again with a fresh code.
7	**−1 Loopback Terminal**	The cabinet itself (the game running on the same machine as SPC). It has no certificate, is always Active, and has no Disable button.

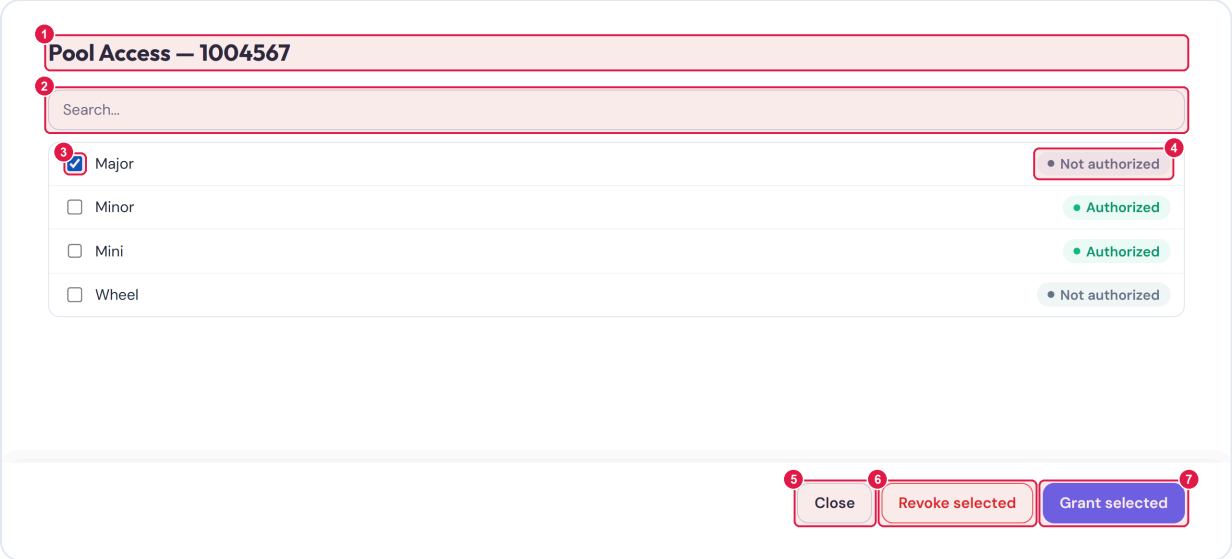
A terminal's page



#	WHAT IT IS	NOTES
1	← **Terminals**	Back to the list.
2	**Status**	Active or Disabled.
3	**Pool Access**	Grant or revoke this terminal's access to several pools at once.
4	**Revoke all pool access**	Takes away access to **every** pool (after you confirm). The terminal itself keeps working and can be given access again one pool at a time.
5	**Disable**	The same as *Disable* on the list.
6	**Display Name**	The name given when it was enrolled.
7	**Game ID**	Which game it runs.
8	**Total Contributed**	Everything it has contributed across all pools.
9	**Total Paid**	Everything it has been paid.
10	**Last Seen**	When it last contacted SPC.
11	**Not authorized**	This terminal has no access to **Major**. Here that is because it made an *excessive wager* (see Settings) and SPC revoked it automatically.
12	**Revoke**	Removes access to that one pool.

Pools contributed to is the same information as a pool's *Participating terminals* table, seen from the terminal's side.

The pool access dialog

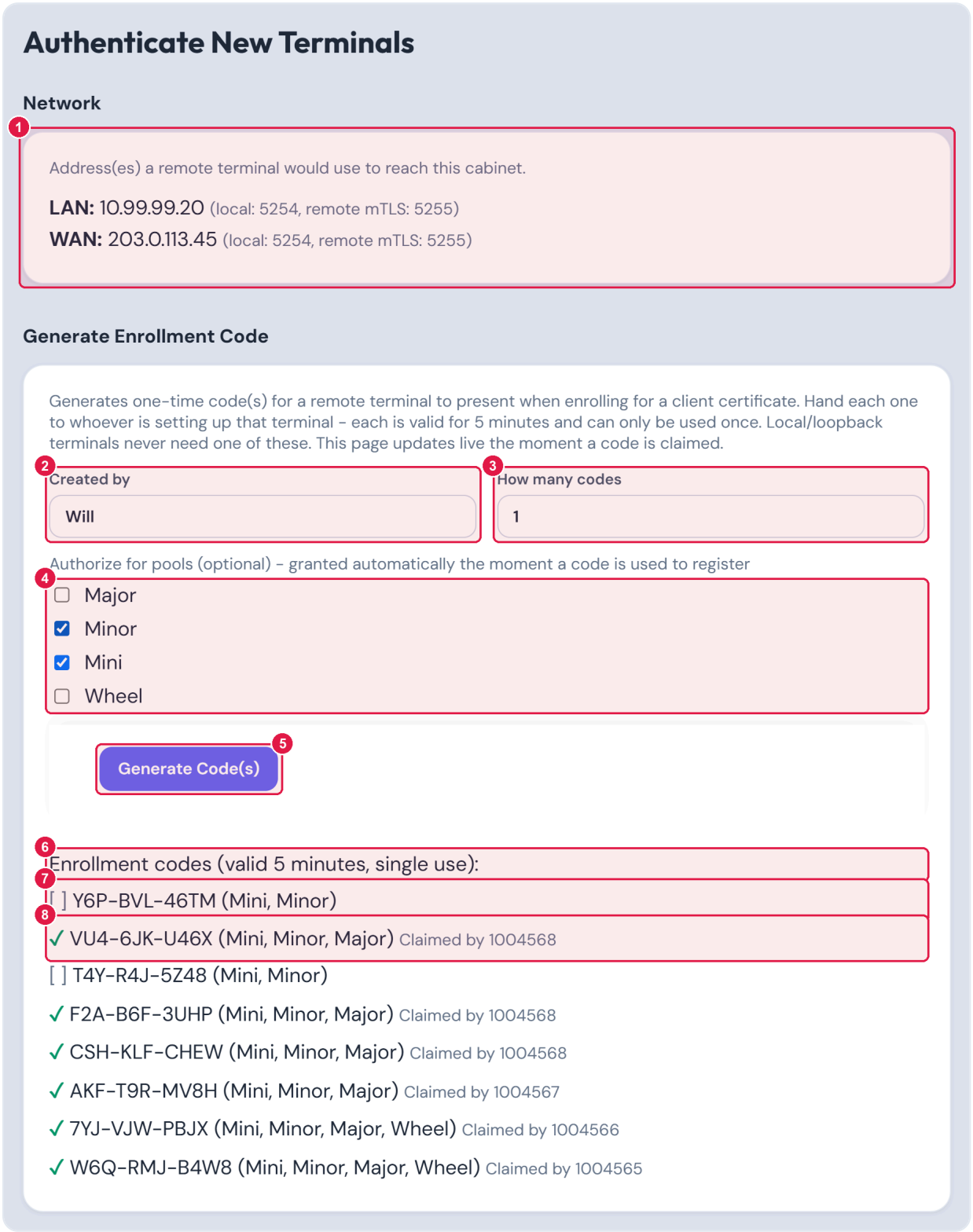


#	WHAT IT IS	NOTES
1	**Title**	*Pool Access — (terminal)* when opened from a terminal; *Terminal Access — (pool)* when opened from a pool.
2	**Search**	Filters the list.
3	**Tick box**	Tick every row you want to change — several at once.
4	**Current status**	**Authorized** or **Not authorized**, per row.
5	**Close**	Closes the list.
6	**Revoke selected**	Removes access for every ticked row.
7	**Grant selected**	Gives access to every ticked row.

A terminal that is **not authorized** for a pool cannot contribute to it or win it.

7. Enroll Terminal

A **remote** terminal (a different cabinet that uses this SPC) needs a one-time **enrollment code** to obtain its credentials. Local games on the same machine never need one. This page generates the codes.

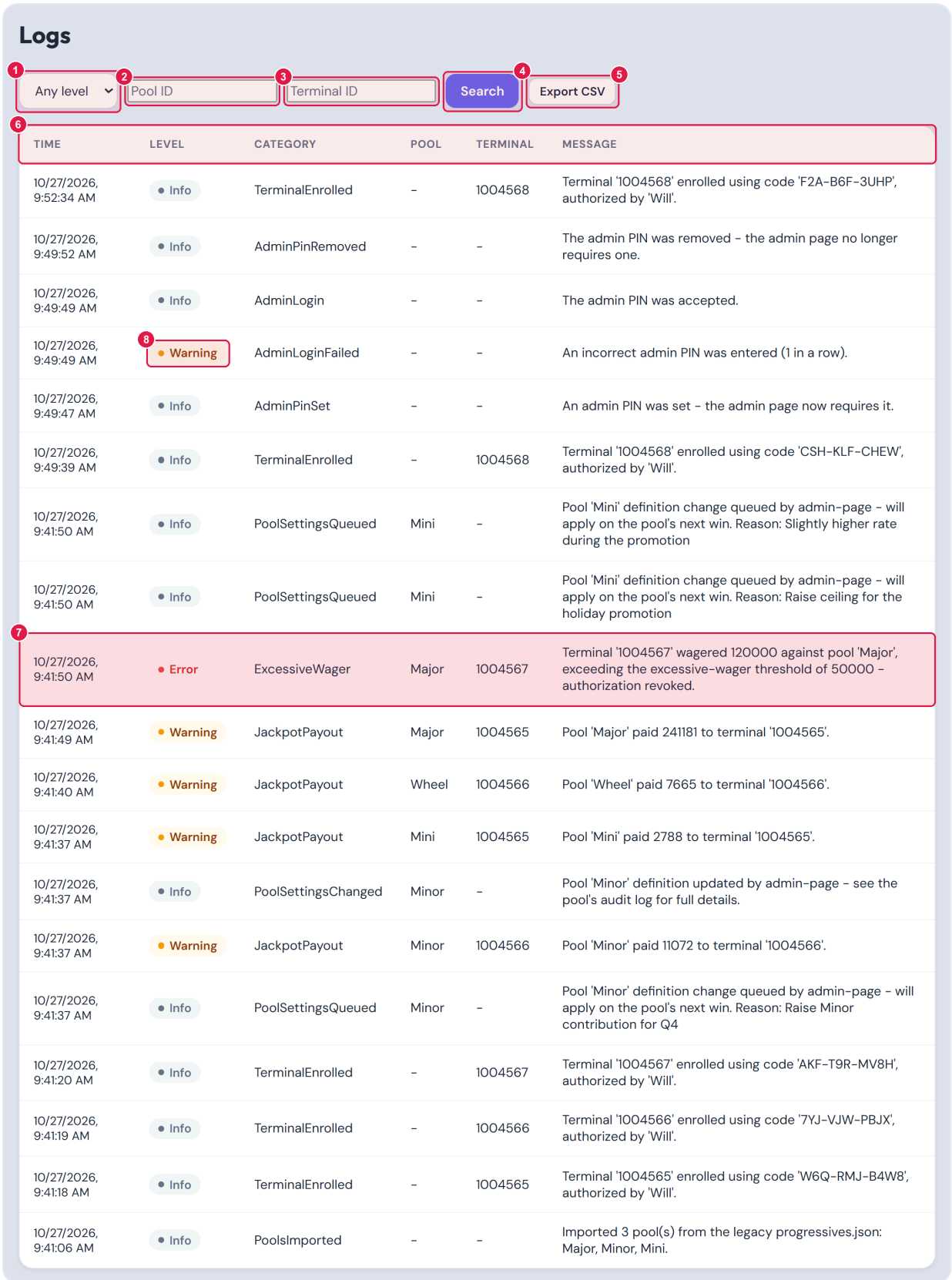


#	WHAT IT IS	NOTES
1	**Network**	The addresses a remote terminal should connect to: **LAN** (from inside the venue) and **WAN** (from outside), with the ports. Read these out to whoever is setting up the remote cabinet. (*unavailable* means the address could not be looked up.)
2	**Created by**	Your name. Recorded with the code.
3	**How many codes**	1 to 50. Generate several at once for a bank of cabinets.
4	**Authorize for pools**	Optional. Tick the pools the new terminal should have access to; it is granted automatically the moment the code is used.
5	**Generate Code(s)**	Creates the codes.
6	**The code list**	Each code is **valid for 5 minutes** and works **once**.
7	An **unclaimed** code	Shown as `[ ]` with its pools. Enter it on the remote cabinet exactly as shown (the dashes are only to make it readable).
8	A **claimed** code	Shown with a green ✓ and *Claimed by (terminal)*. This updates by itself the moment the remote cabinet uses it. Claimed codes stay in the list as a record.

An unclaimed code that has expired disappears — just generate a new one.

8. Logs

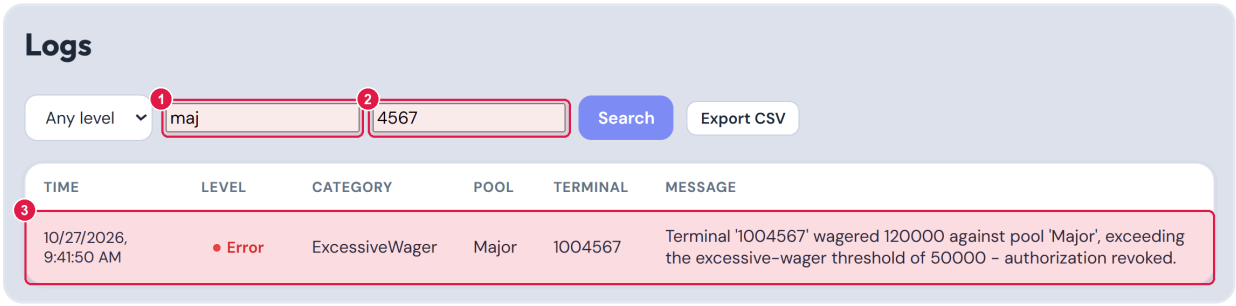
A running record of everything notable that SPC does: payouts, settings changes, new terminals, errors, logins.



TIME	LEVEL	CATEGORY	POOL	TERMINAL	MESSAGE
10/27/2026, 9:52:34 AM	Info	TerminalEnrolled	-	1004568	Terminal '1004568' enrolled using code 'F2A-B6F-3UHP', authorized by 'Will'.
10/27/2026, 9:49:52 AM	Info	AdminPinRemoved	-	-	The admin PIN was removed - the admin page no longer requires one.
10/27/2026, 9:49:49 AM	Info	AdminLogin	-	-	The admin PIN was accepted.
10/27/2026, 9:49:49 AM	Warning	AdminLoginFailed	-	-	An incorrect admin PIN was entered (1 in a row).
10/27/2026, 9:49:47 AM	Info	AdminPinSet	-	-	An admin PIN was set - the admin page now requires it.
10/27/2026, 9:49:39 AM	Info	TerminalEnrolled	-	1004568	Terminal '1004568' enrolled using code 'CSH-KLF-CHEW', authorized by 'Will'.
10/27/2026, 9:41:50 AM	Info	PoolSettingsQueued	Mini	-	Pool 'Mini' definition change queued by admin-page - will apply on the pool's next win. Reason: Slightly higher rate during the promotion
10/27/2026, 9:41:50 AM	Info	PoolSettingsQueued	Mini	-	Pool 'Mini' definition change queued by admin-page - will apply on the pool's next win. Reason: Raise ceiling for the holiday promotion
10/27/2026, 9:41:50 AM	Error	ExcessiveWager	Major	1004567	Terminal '1004567' wagered 120000 against pool 'Major', exceeding the excessive-wager threshold of 50000 - authorization revoked.
10/27/2026, 9:41:49 AM	Warning	JackpotPayout	Major	1004565	Pool 'Major' paid 241181 to terminal '1004565'.
10/27/2026, 9:41:40 AM	Warning	JackpotPayout	Wheel	1004566	Pool 'Wheel' paid 7665 to terminal '1004566'.
10/27/2026, 9:41:37 AM	Warning	JackpotPayout	Mini	1004565	Pool 'Mini' paid 2788 to terminal '1004565'.
10/27/2026, 9:41:37 AM	Info	PoolSettingsChanged	Minor	-	Pool 'Minor' definition updated by admin-page - see the pool's audit log for full details.
10/27/2026, 9:41:37 AM	Warning	JackpotPayout	Minor	1004566	Pool 'Minor' paid 11072 to terminal '1004566'.
10/27/2026, 9:41:37 AM	Info	PoolSettingsQueued	Minor	-	Pool 'Minor' definition change queued by admin-page - will apply on the pool's next win. Reason: Raise Minor contribution for Q4
10/27/2026, 9:41:20 AM	Info	TerminalEnrolled	-	1004567	Terminal '1004567' enrolled using code 'AKF-T9R-MV8H', authorized by 'Will'.
10/27/2026, 9:41:19 AM	Info	TerminalEnrolled	-	1004566	Terminal '1004566' enrolled using code '7YJ-VJW-PBJX', authorized by 'Will'.
10/27/2026, 9:41:18 AM	Info	TerminalEnrolled	-	1004565	Terminal '1004565' enrolled using code 'W6Q-RMJ-B4W8', authorized by 'Will'.
10/27/2026, 9:41:06 AM	Info	PoolsImported	-	-	Imported 3 pool(s) from the legacy progressives.json: Major, Minor, Mini.

#	WHAT IT IS	NOTES
1	**Level**	*Any level*, *Error*, *Warning* or *Info*.
2	**Pool ID**	Type part of a pool name.
3	**Terminal ID**	Type part of a terminal ID.
4	**Search**	Applies the three filters above.
5	**Export CSV**	Downloads what the current filters show, as a spreadsheet file.
6	**Columns**	**Time**, **Level**, **Category**, **Pool**, **Terminal**, **Message**. Newest first.
7	An **Error** row	Red. Needs a look.
8	A **Warning** badge	Amber. Jackpot payouts are logged as warnings so they stand out.

Searching. The Pool ID and Terminal ID boxes match **any part** of the value and **ignore capital letters**. `1` finds terminal `-1` and `1004565`; `maj` finds pool `Major`. An empty box means "don't filter on this".



#	WHAT IT IS	NOTES
1	Pool filter `maj`	Matches `Major`.
2	Terminal filter `4567`	Matches `1004567`.
3	The result	Only entries matching **both** boxes.

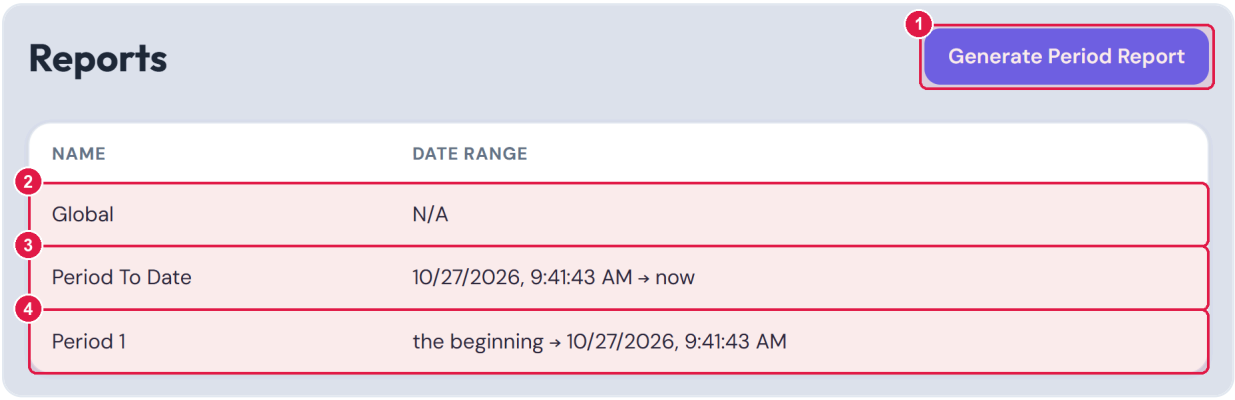
The most common categories are listed in the Reference.

> These are SPC's *business* events. SPC also writes a technical diagnostic file on the cabinet for support to read; it is not shown here.

9. Reports

Reports give the jackpot figures an auditor or regulator asks for. They are built for **periods**.

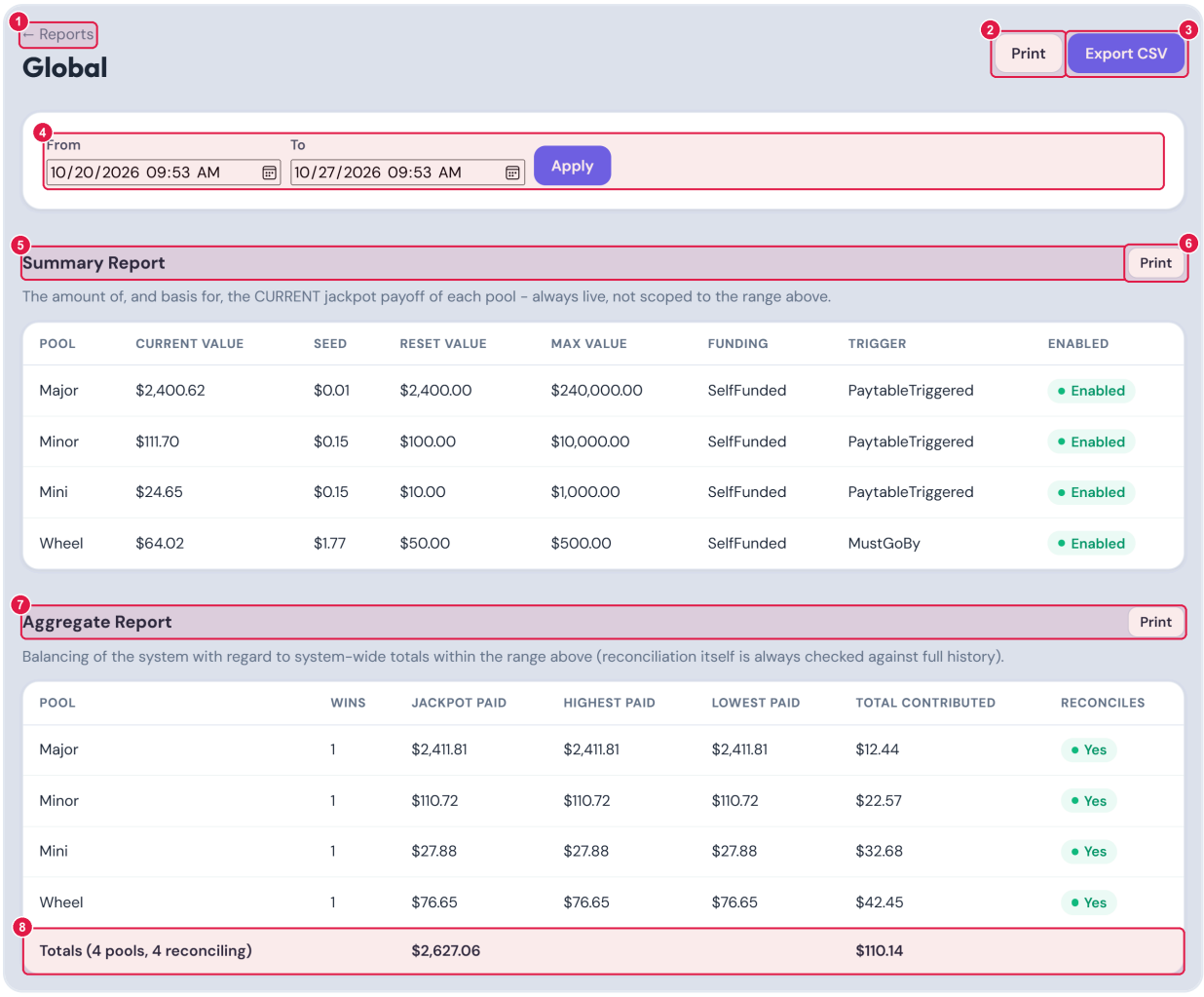
The report list



#	WHAT IT IS	NOTES
1	**Generate Period Report**	**Closes the current period** and starts a new one from that moment. The closed period is kept as *Period 1*, *Period 2*…
2	**Global**	Everything, over a date range **you choose** (the last 7 days to start with).
3	**Period To Date**	From the end of the last closed period up to **right now** — always up to date.
4	**Period 1**	A closed period with fixed dates (*the beginning* → …).

Tap any row to open its report.

A report


1
← Reports
Global
2
Print
3
Export CSV
4
From
10/20/2026 09:53 AM
To
10/27/2026 09:53 AM
Apply
5
Summary Report
6
Print
The amount of, and basis for, the CURRENT jackpot payoff of each pool - always live, not scoped to the range above.
POOL CURRENT VALUE SEED RESET VALUE MAX VALUE FUNDING TRIGGER ENABLED
Major $2,400.62 $0.01 $2,400.00 $240,000.00 SelfFunded PaytableTriggered Enabled
Minor $111.70 $0.15 $100.00 $10,000.00 SelfFunded PaytableTriggered Enabled
Mini $24.65 $0.15 $10.00 $1,000.00 SelfFunded PaytableTriggered Enabled
Wheel $64.02 $1.77 $50.00 $500.00 SelfFunded MustGoBy Enabled
7
Aggregate Report
Print
Balancing of the system with regard to system-wide totals within the range above (reconciliation itself is always checked against full history).
POOL WINS JACKPOT PAID HIGHEST PAID LOWEST PAID TOTAL CONTRIBUTED RECONCILES
Major 1 $2,411.81 $2,411.81 $2,411.81 $12.44 Yes
Minor 1 $110.72 $110.72 $110.72 $22.57 Yes
Mini 1 $27.88 $27.88 $27.88 $32.68 Yes
Wheel 1 $76.65 $76.65 $76.65 $42.45 Yes
8
Totals (4 pools, 4 reconciling) $2,627.06 $110.14

#	WHAT IT IS	NOTES
1	← **Reports**	Back to the list.
2	**Print**	Prints the whole report. (On a cabinet set up for ticket printing the button reads **Ticket Print** and prints a narrow ticket.)
3	**Export CSV**	Downloads the whole report as one spreadsheet file.
4	**From / To / Apply**	**Global only.** Pick a date range and press **Apply**.
5	**Summary Report**	The current state of every pool: Current Value, Seed, Reset Value, Max Value, Funding, Trigger, Enabled. Always live.
6	**Print** for one section	Each section has its own button, to print just that table.
7	**Aggregate Report**	Per pool, within the dates: wins, jackpot paid, highest and lowest paid, total contributed, and **Reconciles**.
8	**Totals row**	Whole-system totals, and how many pools reconcile.

Payoff Report

Print

How each jackpot amount paid within the range above was arrived at, including contributions since the previous payout (GLI-12 §4.4.2(c)). Newest first, 100 per page.

← Newer | Entries 1–4 of 4 | Older →

Export all (CSV)

POOL	TERMINAL	AMOUNT	PAID AT	CONTRIBUTED SINCE PREVIOUS
Major	1004565	$2,411.81	10/27/2026, 9:41:49 AM	$11.81
Wheel	1004566	$76.65	10/27/2026, 9:41:40 AM	$26.66
Mini	1004565	$27.88	10/27/2026, 9:41:37 AM	$17.88
Minor	1004566	$110.72	10/27/2026, 9:41:37 AM	$10.73

Remote Payoff Report

Print

Jackpots paid out by a DIFFERENT, remote progressive controller that SPC has no stake in – informational only, never reconciled against SPC's own ledger/meters/liability (GLI-12 Case A). Newest first.

POOL	REMOTE SYSTEM	AMOUNT	PAID AT	RECORDED AT	NOTES

No remote payoff reports in this range.

Terminal Contribution Report

Print

Combined contribution and payout per terminal per pool within the range above.

TERMINAL	POOL	TOTAL CONTRIBUTED	TOTAL PAID
-1	Mini	$1.59	$0.00
-1	Minor	$0.95	$0.00
1004565	Major	$4.76	$2,411.81
1004565	Mini	$11.89	$27.88
1004565	Minor	$8.40	$0.00
1004565	Wheel	$23.79	$0.00
1004566	Major	$3.73	$0.00
1004566	Mini	$9.33	$0.00
1004566	Minor	$6.42	$110.72
1004566	Wheel	$18.66	$76.65
1004567	Major	$3.95	$0.00
1004567	Mini	$9.88	$0.00
1004567	Minor	$6.81	$0.00

Liability Report

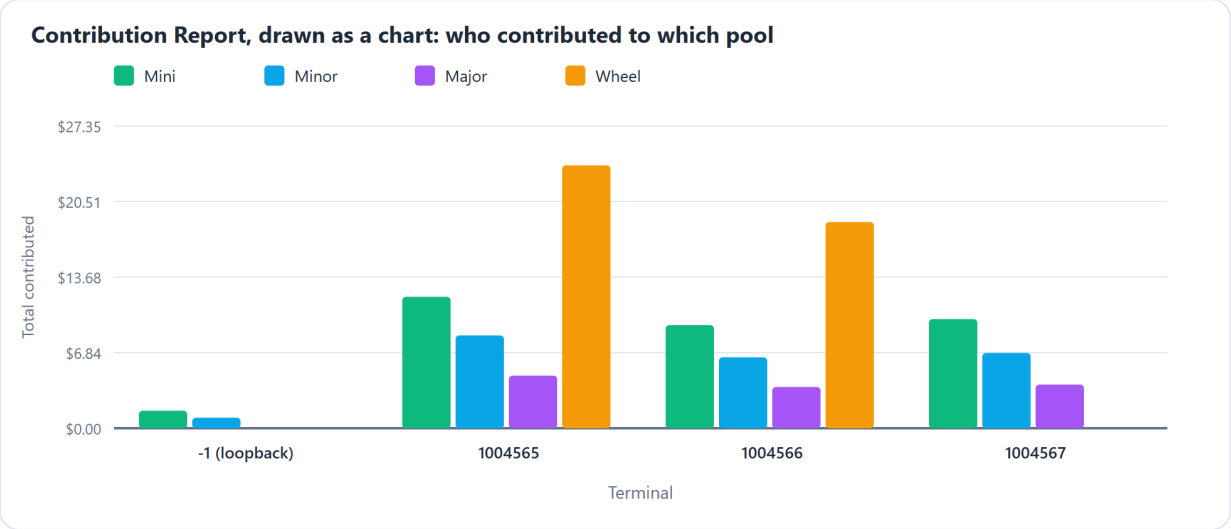
Print

What each pool is currently on the hook for if triggered right now – always live, not scoped to the range above.

POOL	CURRENT VALUE	SEED	RESET VALUE
Major	$2,400.62	$0.01	$2,400.00
Minor	$111.70	$0.15	$100.00
Mini	$24.65	$0.15	$10.00
Wheel	$64.02	$1.77	$50.00

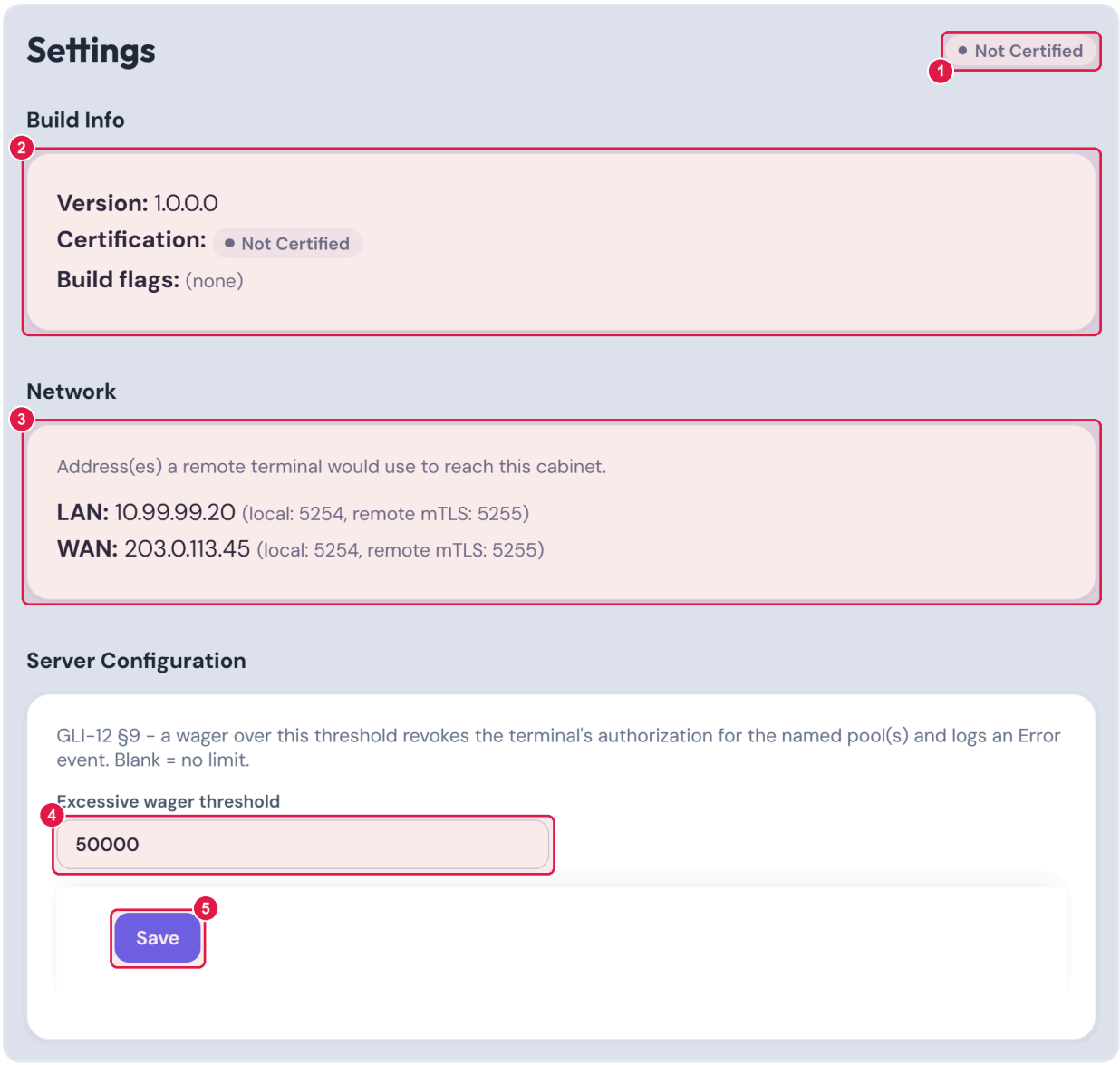
#	WHAT IT IS	NOTES
1	**Payoff Report**	How each jackpot was arrived at, including **what was contributed since the previous payout**. Newest first, 100 per page.
2	**← Newer**	Previous page.
3	**Entries … of …**	Where you are in the list.
4	**Older →**	Next page.
5	**Export all (CSV)**	Downloads **every** payoff row for the period, not just this page.
6	**Remote Payoff Report**	Jackpots paid by a **different, remote** system that SPC has no stake in. For information only; usually empty.
7	**Terminal Contribution Report**	What each terminal contributed and was paid, per pool, within the dates.
8	**Liability Report**	What each pool would pay **if it were won right now**. Always live.

The **Terminal Contribution Report** drawn as a chart makes it easy to see who is feeding which pool:



> Reading a report: the **Summary** and **Liability** sections are always *now*; **Aggregate**, **Payoff** and **Terminal Contribution** follow the dates. **Reconciles** is always checked against the pool's full history, whatever dates are chosen.

10. Settings


Settings
Not Certified
1
Build Info
2
Version: 1.0.0.0
Certification: Not Certified
Build flags: (none)
Network
3
Address(es) a remote terminal would use to reach this cabinet.
LAN: 10.99.99.20 (local: 5254, remote mTLS: 5255)
WAN: 203.0.113.45 (local: 5254, remote mTLS: 5255)
Server Configuration
GLI-12 §9 – a wager over this threshold revokes the terminal's authorization for the named pool(s) and logs an Error event. Blank = no limit.
Excessive wager threshold
4
50000
5
Save

#	WHAT IT IS	NOTES
1	**Certification badge**	*Not Certified*, or the certification(s) this build carries.
2	**Build Info**	**Version** (quote it to support), **Certification**, and **Build flags** — special options this build was made with. *(none)* is normal for a production build.
3	**Network**	The cabinet's LAN and WAN addresses and ports — the same card as on Enroll Terminal.
4	**Excessive wager threshold**	See below.
5	**Save**	Saves the threshold.

Excessive wager threshold

If a terminal places a wager **larger than this number** (in credits), SPC **refuses the wager, revokes that terminal's access to the pools it named, and logs an Error** (`ExcessiveWager`). It is a safety net against a runaway or faulty game. Leave it **blank for no limit.**

Example: `50000` means any single wager over **$500.00** is refused. To restore a revoked terminal, give it access again from its terminal page.

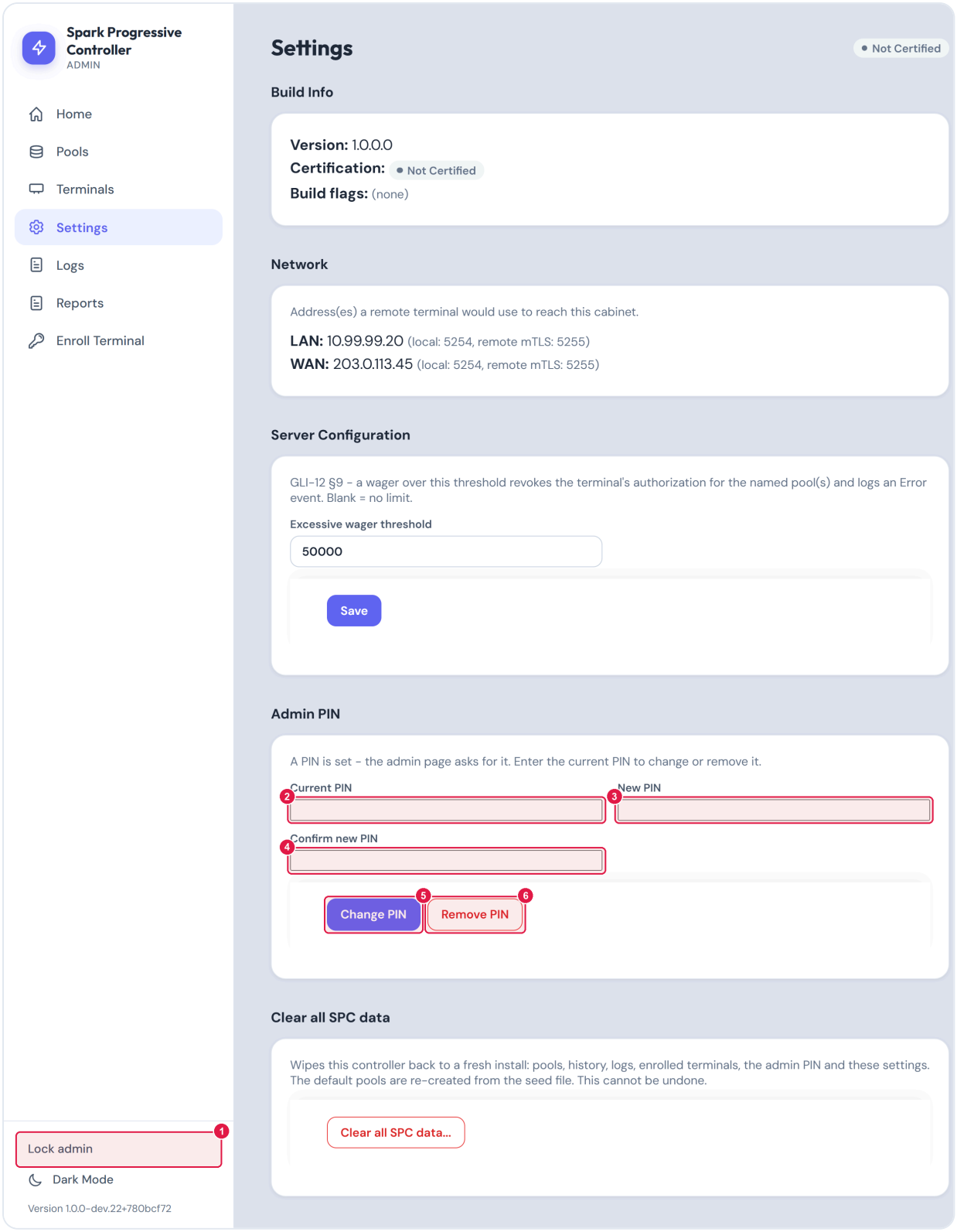
Admin PIN

When no PIN is set, this card lets you set one:



#	WHAT IT IS	NOTES
1	**PIN**	4 to 8 digits.
2	**Confirm PIN**	Type it again.
3	**Set PIN**	Turns the PIN on. The page asks for it from now on.
4	**Clear all SPC data...**	See below.

Once a PIN is set, the card changes:

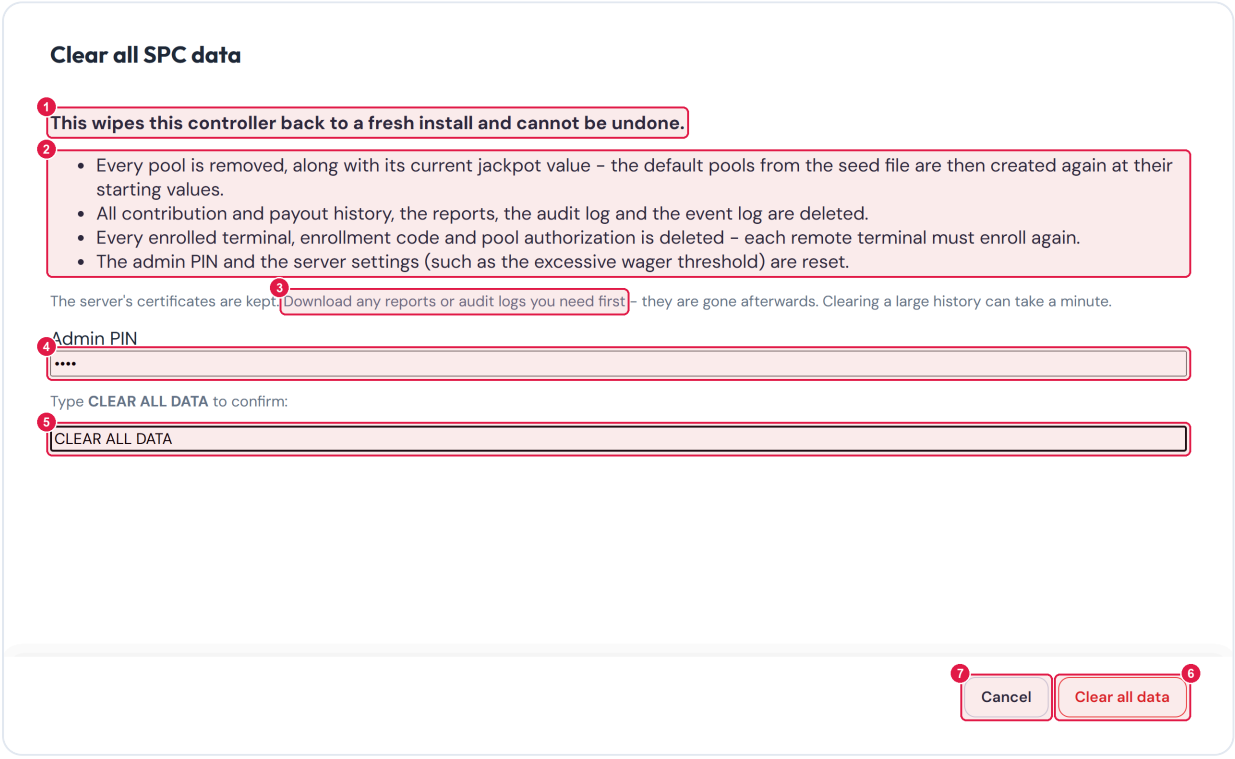


#	WHAT IT IS	NOTES
1	**Lock admin**	Appears in the left menu only while a PIN is set. Locks the page now.
2	**Current PIN**	Required to change or remove the PIN.
3	**New PIN**	4 to 8 digits.
4	**Confirm new PIN**	Must match.
5	**Change PIN**	Saves the new PIN.
6	**Remove PIN**	Turns the PIN off (type the current PIN first; you are asked to confirm). Anyone at the cabinet can then open the admin page.

> **Forgotten PIN.** It cannot be looked up or reset from this page. Contact support.

Clear all SPC data

Wipes SPC back to a **fresh install**. Use it only when you really mean to start over (for example, when decommissioning or redeploying a cabinet).



#	WHAT IT IS	NOTES
1	The warning	**This wipes this controller back to a fresh install and cannot be undone.**
2	What goes	Every pool and its value; all contribution and payout history; the reports; the audit and event logs; every enrolled terminal, enrollment code and pool access; the **admin PIN**; and the server settings.
3	**Download any reports…**	A link to Reports. **Export what you need first — it is gone afterwards.**
4	**Admin PIN**	Shown only when a PIN is set. Type the PIN again. A wrong PIN counts toward the lock-out.
5	**Type CLEAR ALL DATA**	Exactly those words.
6	**Clear all data**	Stays greyed out until the words are typed. Clearing a large history can take a minute.
7	**Cancel**	Leaves everything as it was.

Afterwards: the default pools are created again from the cabinet's starting pool file, the log shows a single `DataCleared` entry saying who cleared it and when, and every **remote** terminal must be enrolled again. The security certificates are kept.

> **Not the same as the Operator Menu's RAM clear.** The cabinet's own RAM clear resets the game's data and this cabinet's SPC enrollment, but it **leaves SPC's pools and history alone**. To wipe SPC, use this button.

---

11. Everyday tasks, step by step

Check that everything is healthy

1. Open **Home**.
2. Every pool should be **Enabled**, have a live dot, and show **Reconciles: Yes**.
3. Look at **Notable log activity** for red rows. Jackpot payouts (amber) are normal.

Change a pool's ceiling or contribution rate

1. **Pools** → the pool → **Edit**.
2. Change **Max value** and/or **Contribution %**. Keep Max value **at or above** the Reset value.
3. Type a **Reason** (for example *Raise ceiling for the holiday promotion*) and press **Save**.
4. The pool now shows **N changes pending**. Nothing changes for players until the pool is next won.
5. Changed your mind? Press **Discard pending changes**.

Stop a pool for a while

1. **Pools** → the pool → **Disable**, and confirm. It takes effect at once.
2. When ready, press **Enable** (same button).

Create a new pool

1. **Pools** → **+ Create pool.**
2. Enter an **Id** (permanent), **Reset value**, **Funding mode**, **Contribution %**, **Trigger mode** and, for Must-Go-By, a **Max value**.
3. **Save.** The pool exists immediately. Give terminals access to it (below).

Give a terminal access to a pool (or take it away)

1. **Terminals** → the terminal → **Pool Access** (or **Pools** → the pool → **Terminal Access**).
2. Tick the rows, then **Grant selected** or **Revoke selected**.

Enroll a new remote cabinet

1. **Enroll Terminal.** Note the **LAN** or **WAN** address in the *Network* card.
2. Enter your name, tick the pools it should use, press **Generate Code(s)**.

3. Read the code and the address to whoever is at the new cabinet. They have **5 minutes**.
4. Watch the code turn to a green ✓ **Claimed by …**. The terminal now appears under **Terminals**.

Investigate a "Reconciles: No" or a pool that disabled itself

1. A pool whose books stop balancing is **disabled automatically** within about a minute, and an **Error** (`PoolDisabled` , "*Progressive meters do not reconcile…*") is logged.
2. **Pools** → the pool: compare **Current Value + Seed** with the **Aggregate Report**'s totals.
3. Check **Logs** (filter the pool) and the pool's **Audit log** for anything unexpected — especially a recent **Adjust value** (shown as `admin:…`).
4. **Do not re-enable the pool until the difference is explained.** Contact support with the **Version** number, the pool's name and what you found.

Close a period and give the reports to an auditor

1. **Reports** → **Generate Period Report.** The old period is closed and a new one starts.
2. Open the new **Period N** row.
3. For each section you need, press its **Print** button, or press **Export CSV** at the top for the whole report (**Export all (CSV)** under *Payoff* for every payoff row).

Set, change or remove the PIN

Settings → *Admin PIN* card. To change or remove it you need the current PIN. See Settings.

Find out what happened to one terminal or pool

Logs → type part of the ID in *Pool ID* or *Terminal ID* → **Search**. Add **Level: Error** to see only problems.

---

12. Messages you may see

A coloured message appears briefly at the top right of the page (green = done, red = problem).

MESSAGE	WHAT IT MEANS / WHAT TO DO
Pool 'X' updated. / created. / enabled. / disabled.	Done. (For **updated**, the change may be queued — look for the pending badge.)
No changes to save for pool 'X'.	You pressed Save without changing anything. Nothing was sent.
Max value cannot be below the Reset value. Leave Max value empty for no cap.	Raise the Max value, lower the Reset value, or clear Max value.
Contribution % must be between 0 and 100.	Fix the percentage.
Discarded N pending changes for pool 'X'.	The queue was cancelled.
Revoked 'T' from 'X'.	The terminal can no longer use that pool.
Select at least one item first.	Tick at least one row in the access list.
Server configuration updated.	The excessive-wager threshold was saved.
Enrollment code(s) generated.	Codes are in the list; they last 5 minutes.
Period report generated.	A new period has started.
A PIN must be 4-8 digits.	Use 4 to 8 digits.
The new PIN and its confirmation do not match.	Type the same PIN twice.

MESSAGE	WHAT IT MEANS / WHAT TO DO
Enter the current PIN to remove it.	Type the current PIN in the first box.
Incorrect PIN.	Try again.
Too many incorrect PINs – try again in N seconds.	Wait for the time shown.
Admin PIN set / changed / removed.	Done.
Pool 'X' retired…	The pool is gone (its value may have been moved).

A big **Error** box in place of a page means SPC could not be reached or returned an error; the message under it says why. Refresh the page; if it persists, report it with the **Version**.

13. Reference

Pool settings at a glance

SETTING	ALLOWED VALUES	NOTES
Id	A unique name	Fixed after creation.
Reset value	Whole credits, 0 or more	Where the pool restarts. Cannot be above the Max value.
Funding mode	SelfFunded, None	SelfFunded grows from a share of wagers; None grows only when a game feeds it.
Contribution %	0 – 100	Decimals allowed.
Trigger mode	MustGoBy, PaytableTriggered	MustGoBy needs a Max value.
Max value	Whole credits, or empty	Empty = no cap. Never below the Reset value.
Payout mode	Single	One payout to the winning terminal.
Enabled	On / Off	Applies immediately; never queued.

Terminal status

STATUS	MEANING
Active	Working normally.
Disabled	Switched off by an operator. It must be enrolled again with a fresh code.

Event log categories

CATEGORY	LEVEL	WHEN IT APPEARS
`JackpotPayout`	Warning	A pool paid out.
`ExcessiveWager`	Error	A wager above the threshold was refused and the terminal's access to the named pools revoked.
`PoolDisabled`	Error	A pool was disabled automatically because its meters stopped reconciling.
`PoolSettingsQueued`	Info	An edit was queued for the pool's next win.
`PoolSettingsChanged`	Info	A queued (or immediate) change was applied.
`PoolSettingsQueueSkipped`	Error	A queued change was no longer valid and was **not** applied.
`PoolSettingsQueueDiscarded`	Info	Someone discarded the pending changes.
`PoolRetired`	Info	A pool was deleted.
`PoolsImported`	Info	Pools were brought in from an older progressive system.
`TerminalEnrolled`	Info	A remote terminal enrolled.
`AdminLogin` / `AdminLoginFailed` / `AdminLoginLockedOut`	Info / Warning	Admin PIN sign-ins, failures and lock-outs.

CATEGORY	LEVEL	WHEN IT APPEARS
`AdminPinSet` / `AdminPinChanged` / `AdminPinRemoved`	Info	The PIN was set, changed or removed.
`DataCleared`	Warning	*Clear all SPC data* was used; says by whom and when.

Glossary

TERM	MEANING
Pool	One progressive jackpot (Mini, Minor, Major…).
Current Value	What the pool would pay if won right now.
Seed	What the pool restarts from after a win; builds up alongside the Current Value.
Reset value	The configured starting point of a pool.
Max value	The ceiling. A pool never shows or pays more than this (any excess is carried into Seed on the next win).
Contribution	The share of each wager that goes into a pool.
Must-Go-By	A pool that is won once its hidden trigger point has been passed.
Hidden trigger point	A random value between 80% and 100% of the way from Reset to Max, re-chosen after every win.
Reconciles	Whether SPC's records of a pool balance with what the pool actually holds.
Terminal	A cabinet or game that uses SPC.
Authorized	A terminal is allowed to contribute to and win a particular pool.
Enrollment code	A one-time, 5-minute code a remote terminal uses to sign up.
Period	A reporting window, closed off with *Generate Period Report*.
Credit	SPC's unit of money. 1 credit = 1 cent.
Audit log	The permanent history of a pool's settings changes.

Getting help

When you contact support, have ready: the **Version** (bottom of the left menu), the **pool** and/or **terminal** names, the **time** it happened, and the relevant lines from **Logs** (use *Export CSV*).