

# TopBET solutions program for betting

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## User Manual for the operation of the program

The purpose of this document is to explain and facilitate the work of the program for betting on with operator workstations. Will briefly be explained basic functionality and shortcuts that can be used to make faster and more efficiently with the program. The program contains explain away in the form of bubbles that pop up when the mouse cursor hold for more than 2 seconds, any field.

## Getting started with the program

After successful installation of the program conducted by the administrator, and correctly set the printer can start using the program.

The first window that appears to the user is the login to the system. The appearance of the login window is shown in Figure 1.

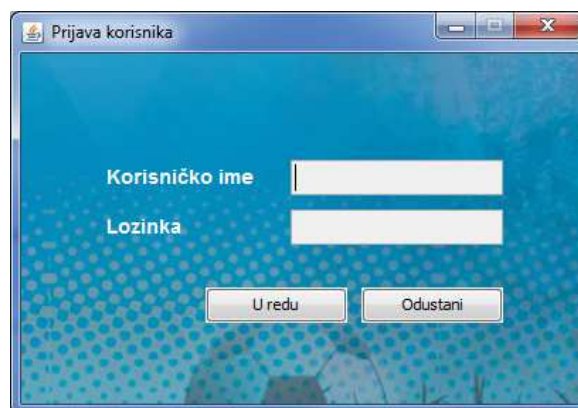


Figure 1

In the username field enter your username and then the password in the field provided for it and pressing ENTER or clicking "OK" log on to the system. When you first log on to the system, it is necessary to wait for 2 to 3 minutes to program add all that is necessary for the normal operation of the application. If you have the wrong username or password, you will be notified, and then try to log in again. Previously check if you turned CAPS LOCK or do you have correctly entered your username.

Following the successful application of the system, you will see a window as shown in Figure 2 window in Figure 2 is the main window of the application and it opens other windows. It contains all the information related to the available events. The event is meant for example a football game.

The screenshot shows a software window titled 'Live Bet Operator - ns1 [ns1]'. At the top, there are navigation tabs: 'Tiketi', 'Uplatna mesta', 'Kartice', and 'O nama'. Below these are several icons for system functions. On the right, it displays 'Vreme servera 22:09:31' and 'Komunikacija sa serverom'. The main area is a table with the following columns: TIP, Šifa, Domaćin, Gost, Datum, Start, Mn, GOAL, PS, DSIX, DS12, DSX2, P1, PX, P2, D1, DX, D2, 1-1, 1-X, 1-2, X-1, X-X, X-2, 2-1, 2-X, 2-2, 1+1, 2+1, 2+11, 0-1, 0-2, 0-3, 2-3, 3+, 4+. The table lists various football matches, such as Russia vs Portugal, Finland vs Georgia, Czech Rep. vs Malta, etc., with their respective scores and betting odds.

Figure 2

As you can see from the picture the central table contains information of events and ponudnenim odds for all the games. In places where there is no quota values for a particular game, it means that the event is not offered this odd or is blocked by the system administrator.

At the very top of the window there is a bar with icons. We'll explain starting from left to right what each individual means and what the function does.

The first icon is used to open a window for entering a ticket into the system. Input window holder is shown in Figure 3.

In figure 3 you can see a set of windows. Image contains numbered fields that would be easier to understand every element of the form.



### Entry ticket, primary

In the number 1 enter general event from the list or from the table of the main window. Pressing the ENTER key the cursor for typing you will be put on the field, number 2 in field 2, enter the game you wish to play at the event. Here we take the code of the game. Let's say if you want to enter K1 (ultimate outcome 1), then eg knock. 11 Pressing ENTER on a ticket which currently houses adds a pair of enter the code and enter the code for the game. If everything is OK then you will be in a table that is marked number 7 show the couple as well as the odds on the entered field.

Process is repeated as many times as pairs to be entered for a particular ticket.

Fields that are marked with number 8 gives information on the possible gain, the total quota on the number of combinations and the rest. Each pair is added to the ticket change this information, so that at any moment we have the correct information for each.

When we poicionirani the field for entering the event and if the field is empty, ie. No single code entered then pressing ENTER, the cursor moves to the field, under number 9 in the field with number 9 we take the amount igražzeli to referrals for previously typed selections and press ENTER or click on the "Print ticket". After that will appear in info panel that will advise you to wait until the ticket is added to the server. After successful registration of the ticket system will be followed by printing of tickets, and the form of typing will return to its initial state, ready to knock the next ticket.

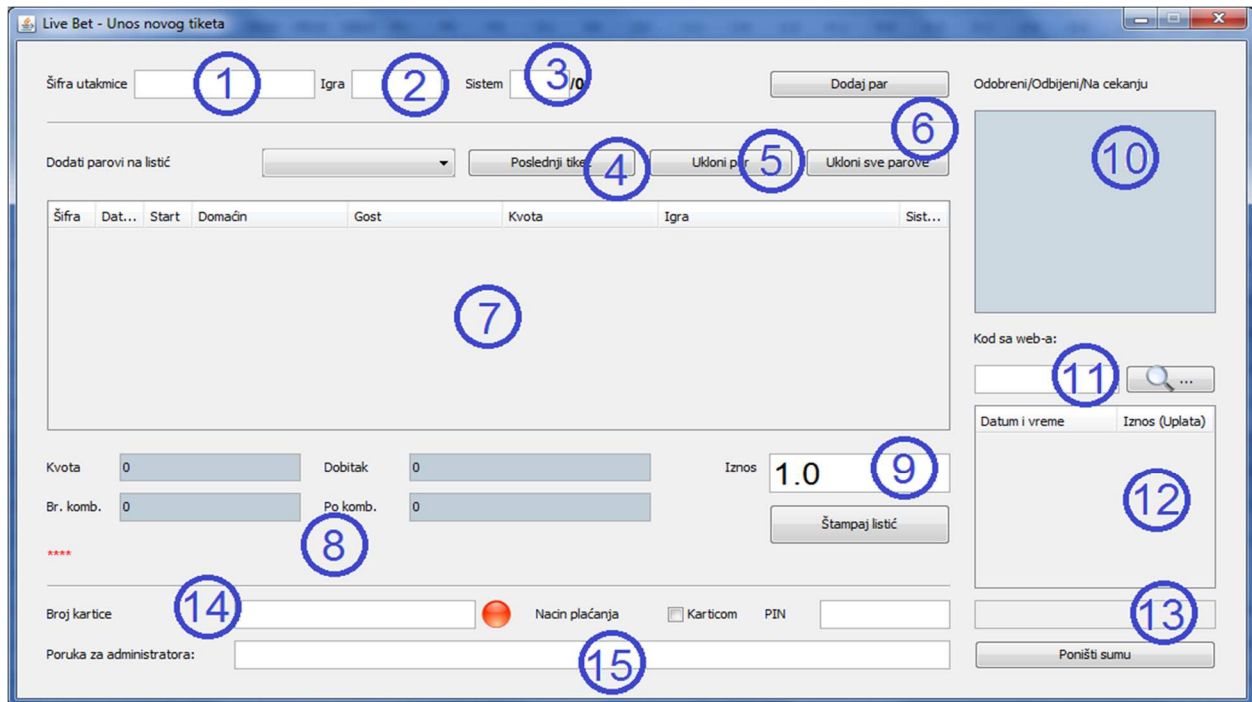


Figure 3

If you want to knock back the last typed a ticket, then kicks the paradigm (last ticket) under 4 form will be filled as it was typed ticket again. Right-click on one of the pairs can quickly change a game against the couple. This is done in cases that it is necessary to type 2 similar ticket.

**Typing ticket containing systems:**

If you type the ticket system, then we bring couples as described above with the fact that, when you enter the first set of couples who want to be in a system, positioning the cursor onto the field with the number 3 and enter the system we want. For example. if you've entered above 5 pairs in field number 3 you enter 2, then we have a system of 2/5. Then they can be knocking other systems or Fixes.

If a couple of wrong keystrokes, the pair mark in the table and clicking the "Remove par" that is, the number 5, we remove a pair of tickets.

There pakođe and the ability to delete all couples with tickets, click on the "Remove all pairs" under number 6th

If you type a ticket which is marked by a system that has to go for approval by their managers, then the ticket is sent to the server and added to waiting for approval. In the field with the number 10,

will be added and will be written in his status. If there are typewriters "Pending", if approved will write "Approved" and will change the color green, if rejected will write "Refused" and it will change color to red. When a ticket is granted, then double click on the ticket number in field 10, a new panel that offers us the opportunity to reject or to print a ticket. If the ticket is rejected, we can just remove it from the field of number 10th

If the players play ticket on the web at the same time they get a code that is related to one or more of the tickets, then enter the code in the box under the number 11 and click on the button next to it. Button that has a picture magnifying glass. When the supply of bets that are related to the previously entered code, then in the table below, which is marked number 12 show ticket. Double-click on the ticket in the table, filled out the form for typing ticket. Selections may be added to a server and can be unchanged, and that some adjustments are made on it.

If necessary, the operator who entered the ticket to pick something manager who approves the tickets, he said something suspicious or to report a match, then it does so as the box under the number 15 is entered message. When the ticket goes to the approval of manager who approves the tickets will see a message on the screen.



### Check ticket

When a player issue already paid the ticket and want to pay or wants to check whether it is winning or not, then click on the icon on the bar two of the main window, and you, a window as shown in Figure 4.

Figure 4

In the number of tickets we input the serial number written on the printed ballot holder and pressing the ENTER key or click on the button "Check ticket" gives information on the ticket. When you add a ticket, then drop to the lower left corner whether winning or not, or may potentially winning. If the potentially winning it means that they have not completed all the events that have played on the ticket. If the winning ticket then the "Pay Slip" will be able to click on it and to record the payment of money players.



### **Cancellation of tickets, cancel payment**

If a ticket mistakenly typed then there is a possibility that this ticket is canceled in the following way.

Clicks on the main window on the third icon from the left side and opens the form shown in Figure 5.

The screenshot shows a window titled "Storniranje tiketa" with a close button (X) in the top right corner. Inside the window, there is a checkbox labeled "Storniraj poslednji tiket". Below the checkbox, there are two text input fields: "Broj tiketa" and "Kontrolni kod". At the bottom of the window, there is a button labeled "Storniraj tiket".

Figure 5

If you tick the "Reverse the last ticket" then there will be a form to fill in the data of the last typed holder in the form of knocking holder. Will fill the ticket number and control number. Click on "Reverse ticket" and after notice to the ticket canceled over the procedure of cancellation ticket.

If you wish to cancel a frugi ticket, then the ticket number field retype ticket number with the paper to be brought as a player controls a number that is located on the sheet and click on the "Reverse ticket."

If the ticket is an event which is marked as LIVE, ie. What goes live it is impossible to cancel the ticket. Reversal of such holder may work only owner in consultation with system administrators.



### **Review of receipts and payments for a certain period of time at a betting**

Overview of deposits and withdrawals you look when click the icon shown above, then the window appears, as shown. The examination is done as follows:

- 1 First choice of period for which you want the report (included targets selected days - eg. If the required report for the period from 01.01.2012 to 10.01.2012 in the report will learn all the changes that have taken place the first of January and those that occurred 10 January)
- 2 Total number of tickets at the betting counter that is typed operator looking reports in a selected period of time

3 The total number of winning tickets to the betting counter that is typed operator who sees the report for the selected time period

4 The total number of live tickets at the betting counter that is typed operator who sees the report for the selected time period - this information is optional and may be thrown out because there is some significance to operators

5 Total number of deceased holder to the betting counter that is typed operator who sees the report for the selected time period the

6 Total number of canceled tickets at the betting counter that is typed operator who sees the report for the selected time period

7 The total amount of payments have tickets paid in cash at the betting counter that is typed operator looking statements which are made in a selected period of time

| Uplate/isplate                                 |                 |
|--|-----------------|
| Od   | 5/11/12         |
| Do   | 5/1/12          |
| Broj tiketa:                                   | 1               |
| Dobitni tiketi:                                | 0               |
| Promaseni tiketi:                              | 0               |
| Na cekanju:                                    | 1               |
| Stornirani tiketi:                             | 0               |
| Uplaćeno:                                      | 100.00 Din      |
| Uplata na kartice:                             | 0.00 Din        |
| Isplaćeno + bonus:                             | 0.00 Din        |
| Podignuto sa kartica:                          | 0.00 Din        |
| Potrebno isplatiti + bonus (isplata):          | 0.00 + 0.00 Din |
| Isplaceni tiketi odigrani u odabranom periodu: | 0.00 Din        |
| Taksa/Porez:                                   | 0.00 Din        |
| Uplata karticom:                               | 0.00 Din        |
| Isplata na kartice:                            | 0.00 Din        |
| Stanje za period:                              | 100.00 Din      |
| Stanje kase:                                   | 100.00 Din      |

Osveži

Štampaj izveštaj

Slika 6

1 The total amount of cash payments on the card (advance payment) to the betting counter made by the operator looking statements for a selected time period

2 The total sum of cash paid ticket (win + bonus, if any) at the betting counter that is paid operator looking statements which is paid in the selected time period (no matter when they played).

3 The total amount of cash payments to players funds on his card at the betting counter made by the operator that the report looks at the selected time period

12 The total amount you need to pay for the tickets, which were played at the betting counter and he knocked a player looking statements that are made in a selected period of time (plus any bonus if it has one)

13 total sum of cash paid ticket (win + bonus, if any) on the betting counter that tipped the player looking statements that have played in the selected time period

14 The total amount of tax for the tickets typed on the betting counter that is typed operator looking statements which are made in a selected period of time

15 The total amount of payments holder who paid the funds from the card players at the betting counter that is typed operator looking statements that are typed in the selected time period

16 The total amount of payments to the card holder Player (ticket instead of cash payments paid by the gain switch on the card) to the betting counter that is paid operator overview statements that have been paid to the time period (sad bas when he played )

17 + Item 7 Item 8 - Item 12 - Item 10

18 + Item 7 Item 8 - Item 9 - Item 10



#### **Overview of canceled tickets for a certain period of time at a betting**

Viewing is done by clicking on the fifth icon from the left on the main window to take with icons. This window appears prkazan in Figure 7.



Choose the period for which we want to look at how much is reversed ticket to the betting counter. After the selected period by clicking the "Refresh" get data from the server for each ticket. Get information about the serial number of tickets, on-time payments and time reversal as well as what the Remittance was on the ticket. Further information is available in this site is for security reasons.



### Messages from administrators of system

Here you can read some important information if the administrator sent. If there are any unforeseen circumstances or technical problems, in this way the administrator to inform operators.

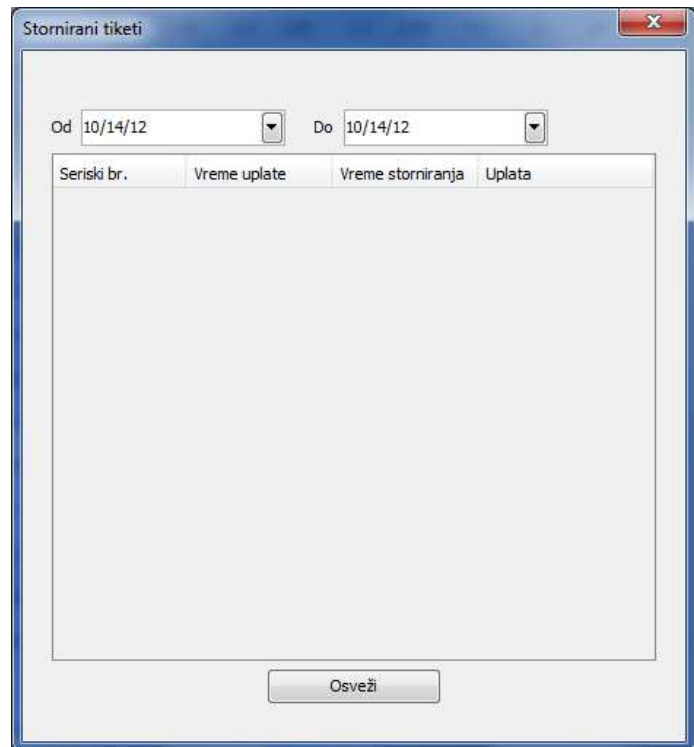


Figure 7



### Update the list of events

If there is a problem with your internet connection or there are three programs that block traffic on the computer where it is installed, there is a possibility of a disagreement list of events and quotas on the server and locally on the computer, so in that case you need to refresh the entire list. This is very rare, but there is an option in case if need be. Refreshing the list is a demanding process and should ozbejavati or what is possible to do it less often. Radrešavanje only happens on certain computers that have specific settings, or have other antivirus software installed which will cause problems with the program and it interferes with the normal operation.



### Changing data provider

Each operator is initially added to the system and add some basic information about it. It is advisable and desirable that each operator after the first application of the system to change your password in order to avoid some problems at work. When you click on the icon shown above, then the window appears, as shown in Figure 8.



Promena podataka o korisniku

Korisničko ime

Ime

Prezime

Adresa

Promeni sifru

U redu Odustani

Figure 8

Username can not be changed and it is predefined by the system administrator and is unique in the whole system. Name and address can be changed as the password. Password is changed by clicking on the "Change Password" window appears, as in Figure 9.

Promena podataka o korisniku

Stara lozinka

Nova lozinka

Ponovljena lozinka

U redu Odustani

Figure 9

Enter the old password that was assigned to us, then we bring new and repeat that we want a new one. By clicking "OK" and the certificate server that everything went well, the password was changed successfully. Next time you log login with the new password. If you forgot your password, ask your system administrator for assistance.



### Adding a new player in the system

If you want to add a new player in the system, in order to betray him after the card or allow him to be able to play on the web site, then we click on the icon above and a window will appear as shown in Figure 10.

Registrowanje novog igrača

Korisničko ime \*

Lozinka \*

Ime \*

Prezime \*

Email \*

Adresa

Broj telefona

Broj mobilnog telefona

Broj lične karte \*

Dodaj igrača

Slika 10

Fill in all the fields that are offered, with what fields are marked \* at the end are mandatory and must be filled. After correctly entered data about the player we want to register in the system, click on the paradigm "Add Player" and wait for confirmation that everything was done properly.

The process can be repeated as many times as necessary to.

### Assign the card player

The process of awarding card player starts by dividing the menu "cards" shown in Figure 11.



Figure 11

Selecting "Assign player card" to get the window in Figure 12

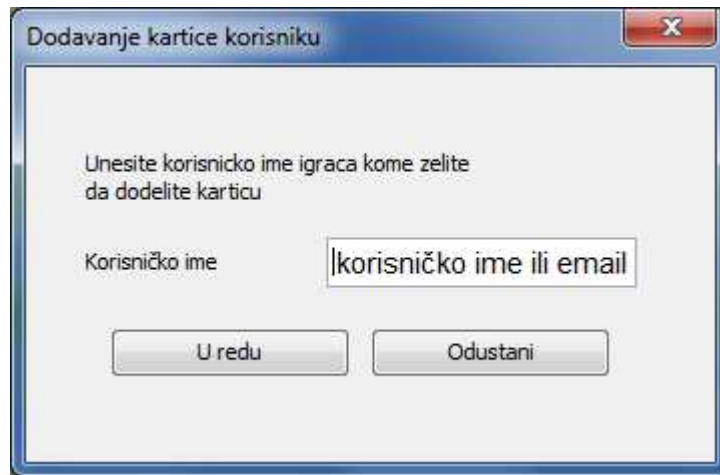
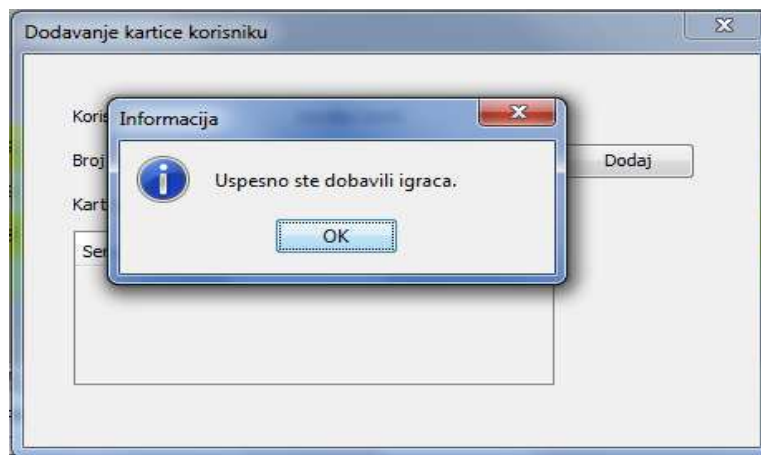


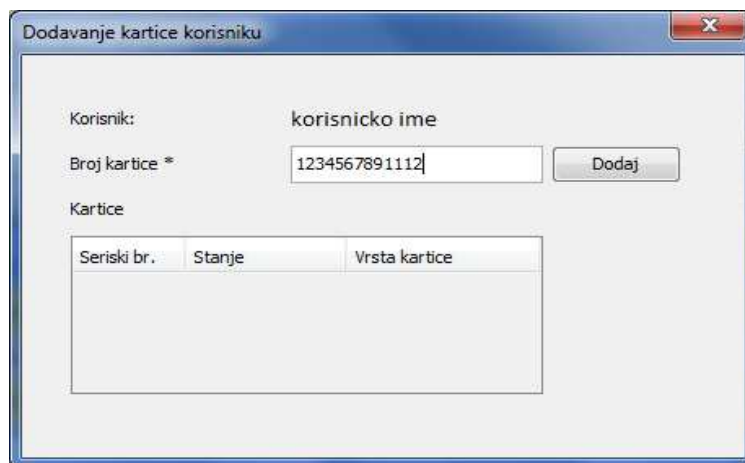
Figure 12

In the "Username" enter your username or email to the user who assign card. When you are finished entering, click on "OK" will be notified as shown in Figure 13, if there were any users registered in the system. Otherwise receive the information that the user does not exist in the records.



Slika 13

Then enter the card number in the "Card Number" as shown in Figure 14.



Slika 14

After successfully entering the number, click on the "Add" tab will grant players and can start to use it immediately. On korinikov Automacki email will be sent an email containing the PIN and PUK code. PIN code is used when making deposits and withdrawals of money to or from the card and serves as protection against unauthorized koričćenja card. As well as protection, we of various forms of abuse. PUK code is used as a backup when the PIN.



#### **Logout from the**

If your administrator tells you logged off then do so by clicking on the icon shown above. If the administrator asks you to restart the application, then you need to turn off all active windows you are running and get out of the X in the top right corner. Then restart the application and start the procedure to log on to the system. This happens if there are some technical problems on the computer or in the system.