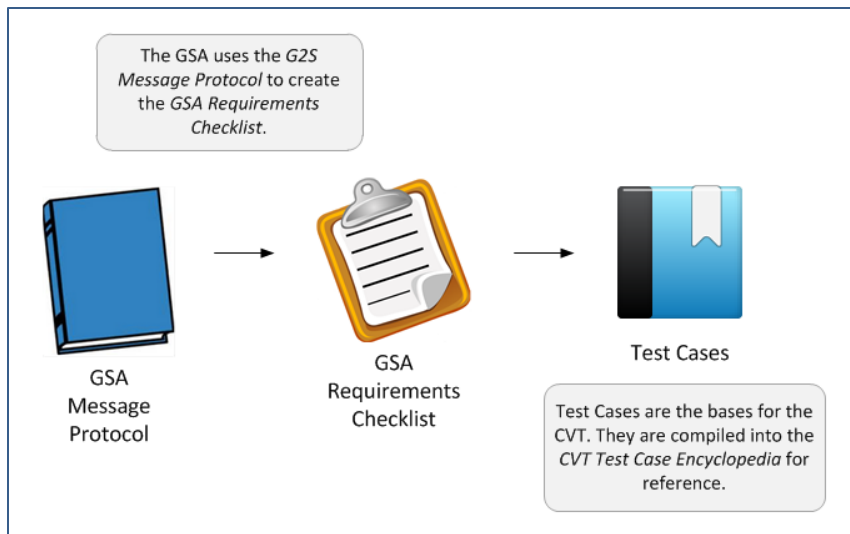## What Is the CVT?

The Compliance Verification Tool (CVT) is a Game-to-System (G2S) test tool designed specifically to provide game and system developers, test engineers, regulators and operators with a tool that quickly verifies that gaming products meet a basic standard for G2S implementation.

The CVT helps ensure interoperability, provides a cost-effective way for vendors to quickly get their products to market, and is the definitive method for assessing whether their products meet G2S protocol standards.

What Are the Benefits of the CVT?

- Compliance testing at the point of software creation significantly reduces last minute identification of implementation errors, thereby speeding up time to market.

- A single CVT tool provides repeatable results, generating immediate and significant value for the industry. If problems are found in the field, additional tests can quickly be added to the CVT.

- Operators benefit from improved interoperability between EGMs and systems.

- Operators can use the CVT to assess the G2S capabilities of new and existing EGMs and systems.

- The effort required for GSA certification testing by Independent Test Labs (ITLs) is expected to drop significantly, as an automated tool augments the manual testing process.

How Are CVT Tests Determined?

The GSA uses the *G2S Message Protocol* to create the *GSA Requirements Checklist*.

GSA Message Protocol → GSA Requirements Checklist → Test Cases

Test Cases are the bases for the CVT. They are compiled into the *CVT Test Case Encyclopedia* for reference.

RadBlue works closely with the Gaming Standards Association (GSA) in the development of the CVT test cases.

Test cases are developed by RadBlue, based on requirement checklists produced by GSA. As each test case is created, it is documented in a *Test Case Encyclopedia* - readily available for user reference.

When a new version of the CVT is released by RadBlue, it is thoroughly reviewed by GSA and our CVT customers to make sure all test cases are thorough and reasonable.
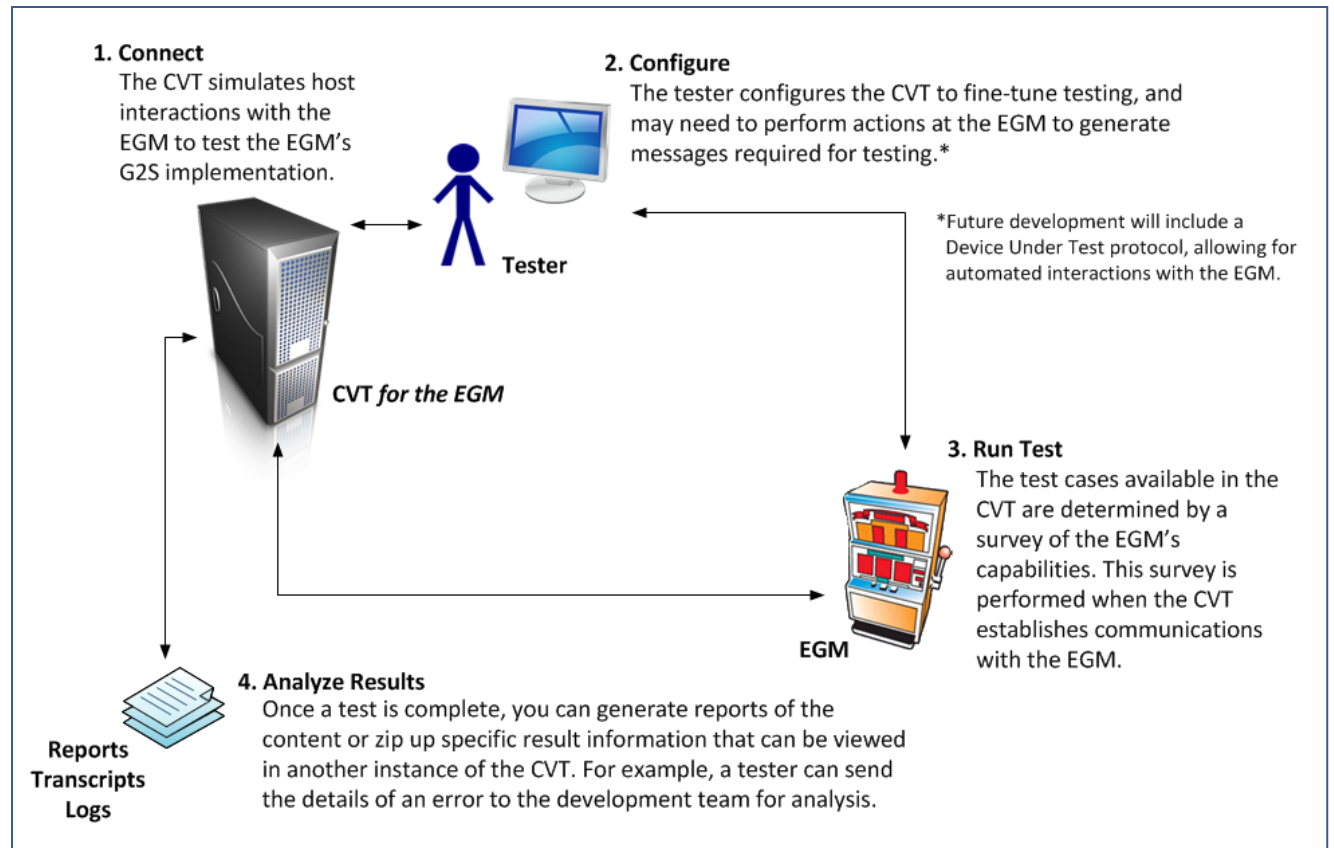
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How Does the CVT Work?

With the CVT, you can:

- Select the classes, functional groups and scenarios you want to test.

- Choose to run interactive, non-interactive or all applicable tests.

- View messaging information between the CVT and the EGM.

- Export targeted transcript results for troubleshooting and analysis.

- Create detailed and summary reports.

1. Connect
The CVT simulates host interactions with the EGM to test the EGM's G2S implementation.

2. Configure
The tester configures the CVT to fine-tune testing, and may need to perform actions at the EGM to generate messages required for testing.*

*Future development will include a Device Under Test protocol, allowing for automated interactions with the EGM.

Tester

CVT for the EGM

3. Run Test
The test cases available in the CVT are determined by a survey of the EGM's capabilities. This survey is performed when the CVT establishes communications with the EGM.

EGM

4. Analyze Results
Once a test is complete, you can generate reports of the content or zip up specific result information that can be viewed in another instance of the CVT. For example, a tester can send the details of an error to the development team for analysis.

Reports Transcripts Logs