



Planning modifications to the online player verification service for gaming operators

1 Introduction

The Directorate General for the Regulation of Gambling will introduce a series of improvements in the Online Player Verification Services. Many of these improvements have been requested by gaming operators.

This document is intended to provide a detailed description of the improvements to be included and the approximate schedule for their implementation, determining the endpoint and WSDL of the service, with support at all times, and the period for phasing out the old version.

To facilitate the introduction and deployment of future changes to the service, the URIs of the WSDL and the service endpoint will both include the corresponding version.

Since the player verification service began, the endpoint and WSDL URIs have been:

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores?WSDL>

From version 2.1 of the service, these URIs will be classified with the version number corresponding to the service, coexisting with the URIs of the previous version during a period established by the DGOJ to facilitate implementation by operators.

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores-v.r/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores-v.r/VerificacionJugadores?WSDL>

Where:

- v is a digit indicating the version number
- r is the release number within the version

In the preproduction environment the same naming will be applied. Thus, the software version to be put into service in preproduction on 20 May 2013 will have the following URIs:

Endpoint: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores>



WSDL: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores?WSDL>

2 Phases and planning

2.1 Current situation

08-04-2013

At present, version 2.0 is in preproduction, corresponding to the document Specifications of the online player verification service for gaming operators. Version 1.2 - February 2013, with URIs following the former naming:

Endpoint: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores>

WSDL: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores?WSDL>

This version includes a change in the technology of the DGOJ's server which in principle should not affect the operators' client applications. However, it has been put into preproduction from 8 April so that operators may check their systems, as some problems have been found, depending on the technology used to develop the client applications. This version will not be released into production as an independent version.

2.2 Implementation of Version 2.1

New functionalities

This version includes the technological change of version 2.0 and introduces the improvements indicated below. Operators who have not carried out the tests on version 2.0 may, if they choose, work on development and tests for 2.1 in the preproduction environment.

- Granularity in formatting error codes

New error codes appear, starting from COD901 formatting error, broken down as:

COD901 Format error, invalid DNI

COD903 Format error (lacking second surname)

COD904 Format error. Date before 1900

- Control in test mode of error COD005:



In production testing (test cases in section 4.3 of the specifications) when the result of VerifyIdentity is COD005, after the third attempt this will return COD003, simulating the possible behaviour in production when there is a break in service which is then recovered.

- In the production environment, when operators are not accessing real data, they can work with the operation verifychangesRGIAJ just as it functions in real cases, changing the RGIAJ status of some of the players available in the test games.

Planning

Planning for this change is as follows:

- 20-05-2013

Publication of the specifications of the online player verification service for gaming operators. Version 1.3

Preliminary implementation of the URIs with version 2.1

Endpoint: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores>

WSDL: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores?WSDL>

- 10-06-2013

Putting version 2.1 of the service into production parallel with the original. Both versions will be available in the production environment:

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores/VerificacionJugadores?WSDL>

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores?WSDL>

- 21-10-2013

End of support for the old version, cutting off the service provided through it.



2.3 Implementation of Version 2.2

New functionalities

This version introduces the following improvements

- New method for reporting the closure of user accounts or new user accounts which were not finalised

For the purposes of reporting changes in the RGIAJ status of players, the DGOJ considers that these changes must be reported to all the players who have inquired about their RGIAJ status through any of the methods available in the web services. Although the RGIAJ status of a given player may have been consulted, the registration process may not have been successfully completed, or an existing client of the operator may have asked to close their account. In these cases the operator will have an operation available which will report this situation so that possible changes to the RGIAJ status of this player are not reported through the operation VerifyChangesRGIAJ.

- Identification of Foreign Nationals with TIE and European Certificate

In order to resolve certain errors in the identification of players through their NIE (foreign resident ID number) when the identification process terminates incorrectly indicating "COD004 More than one account was found with this identifying document", another attempt can be made to validate the users' identity with the Certificate for European Citizens or the Foreign National Identification Card (TIE) for players of other nationalities.

Planning

- 08-07-2013

Publication of the specifications of the online player verification service for gaming operators.
Version 1.4

- 23-09-2013

Introduces version 2.2 in the preproduction environment.

Endpoint: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores>

WSDL: <https://ws-pre.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores?WSDL>

- 21-10-2013



Introduces version 2.2 in the production environment parallel to 2.1

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.1/VerificacionJugadores?WSDL>

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores?WSDL>

- 01-04-2014

Version 2.1 is withdrawn from production and the service is provided through version 2.2 only.

Endpoint: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores>

WSDL: <https://ws.cnjuego.gob.es/VerificacionJugadores-2.2/VerificacionJugadores?WSDL>

3 Criteria for determining whether the adaptation of new versions of the WS requires a request for authorisation of significant changes to critical components

The following DGOJ criteria can guide operators when assessing whether the adaptation of the technical system to the versions of the DGOJ web services constitute a significant change to a critical component:

- The process for verifying identity and checking for bans, including being underage and inclusion in the RGIAJ, is a critical component of technical gaming systems.
- If the operator's technical system is adapted only to the new version of the Web Service provided by the DGOJ, with no further changes to the logic controlling the result of the checks and the subsequent activation of the user account, this may be considered a mere technical change which does not require classification as significant.

Regarding version 2.1 of the DGOJ web services:

- Changes to the endpoint or WSDL are technical changes which in themselves do not involve changes to the logic of use of the services.
- Greater detail and granularity in the error codes of the web services should not affect checks of identity and bans, because none of the error codes can be produced until the user account is activated. If no changes are made to the logic of the checks and activation, the change may not be significant.



In this way, the implementation of version 2.1 may be a non-significant change, as long as it does not affect the logic of the identity checks, checking for bans, and the activation of the user account.

Regarding version 2.2 of the DGOJ web services:

- The new method for reporting that a given person has no relationship with an operator avoids the operator receiving updates on the RGIAJ status of a participant through the method VerifyChangesRGIAJ. If the technical gaming system should implement the calls to this new method incorrectly, this would mean that the operator will stop receiving updates on the RGIAJ status from the DGOJ and may then pay out prizes to players who were listed in the RGIAJ at the time of payout. Therefore, using this new method will be considered a significant change.
- The improved identity check using the TIE or European Certificate represents a significant change, as it modifies how a positive response is obtained from the DGOJ's identity verification service.

Thus, the implementation and use of the functionality of version 2.2 will be a significant change.

However, there is a possibility that the operator could make the initial adaptations to the technology of version 2.2 but not use the new functionality, so that the change may not be considered significant. Specifically, the operator can adapt its calls to the endpoint and WSDL of version 2.2, but choose not to use the new method (not calling to the new method) or the TIE/European Certificate fields (leaving them blank).

Regardless of whether the operator views the request to authorise significant changes in critical components as necessary, the operator is responsible for and obliged to ensure compliance with the technical requirements.

Madrid, 20 May 2013