

Betradar Unified Odds

Integration information for development

Changelog

March 27th, 2019

Introduction

This document contains all relevant changes made to the “Betradar Unified Odds – Integration information for development” document, and will be published alongside the developer integration documentation whenever it is updated.

Note from the author: The unified feed integration document is aimed to have all the latest changes made available on the 15th of each month, however, this is a tentative date and depending on the frequency (and severity) of the changes made, this date could change. Also keep in mind that the documentation is dynamic, and certain chapters, sections and so on, may change numbering (i.e. 3.4.1 becomes 3.4.2) between versions. Keep this in mind if you want to look up changes made in older versions of the documentation.

Changelog

Below you will find the most recent changelogs for the Unified Feed Integration Documentation.

2019-27-03

- Updated the description and tables describing rate limiting of recovery requests in chapter 1.1

2019-21-03

- Added a new match to the replay server for Field Hockey; sr:match:15121494

2019-06-03

- Added some changes that were missing in the last documentation release
- Added more clarification on the use of rate limits and recovery endpoints
- Corrected some wrong use of upper case letters in element and attribute names
- Removed the type attribute from table.19 as this is only used by the API and not in the feed

2019-31-01

- Added "aams" (Amministrazione Autonoma dei Monopoli di Stato) to the table of reference IDS used in fixtures
- Added a new event to the replay server for Alpine skiing (sr:stage:364909)
- Chapter 1.1 has been updated with new unified rate limits for ALL Unified Odds producers
- Updated chapter 4.7 (probability and cashout endpoints) service availability criteria
- Updated some information regarding the integration environment
- Updated the list of sports available in the probability/cashout API

2019-17-01

- Added additional information in chapter 2.3.4 - Message: Bet stop to clarify that only ACTIVE markets should be set to suspended during a bet stop
- Added additional information in chapter 4.6 to clarify that multiple bet_settlement messages can be merged into one single bet_settlement message during recovery
- Changed the wording of chapter 4.4.5 - competitors to better distinguish when describing sr:competitor and sr:simpleteam
- Corrected the link in section 5.2.3 to point to the correct SDK documentation
- Corrected the naming of the UnifiedFeed SDK throughout the document to be consistent to avoid confusion - In some places it was being referred to as the legacy "Bookmaker SDK"
- Added information about the start_time_tbd attribute used in fixtures
- Updated the bet_settlement XML example

2018-04-12

- Additional information has been added about outcome version for outright markets under chapter 1.6.4 - Markets
- Additional information has been added for language translations and country codes
- Corrected a typo in chapter 4.10 match bookings

- Corrected the id of a tennis match used on the replay server -
sr:match:12675240 changed to sr:match:16218476
- Updated the introduction part of section 1.8 (Language support) to include some information about market names and translation support.

2018-21-11

- Added a new replay for counter-strike that has: bet_cancel, rollback_bet_cancel, bet_settlement, rollback_bet_settlement and bet_settlement messages.
(test:match:15112430).
- Added beach volleyball to probability and cashout API endpoints.
- Corrected a typo in the sport_event_status element description
- The timeline.xml and summary.xml endpoint examples have been updated with larger, and more informative examples.
- Updated some information regarding country codes and language support.

2018-26-10

- Added a note on timestamps in unified feed under chapter 2.3 - Messages. This is to clarify why timestamps might be missing from certain examples in the documentation, and also why some messages have the same timestamp.
- Clarified that both "inactive" and "deactivated" markets are the same, and represented with market_status="0".
- Corrected a link at the end of chapter 1.7.2 that pointed to the wrong environment (production instead of integration) API.
- Removed a table in chapter 1.8 - Language support. Markets and outcomes translations should now have full language support.
- Updated criteria for using the probability API in chapter 4.7
- Updated Figure.1 "Market Status" with additional behavior indicators and description.
- Updated the information about market statuses and behavior (table.1), and added the status ID column to show what status text belongs to which ID.

2018-04-10

- Added information about the summary.xml endpoint on the replay server to table 51 in the Replay Server - API section
- Updated the information on the integration environment to include availability times for the environment
- Updated the information in chapter 1.1 - Access restrictions to include information about certain exceptions to the recovery limits
- Added mapping for goalscorer markets in chapter 4.9.2
- Added additional information about the use of different market IDs when turning on the "other" outcome in chapter 1.6.4 - Markets -> Outright markets -> Outcome version for outright markets
- Added market mappings for outright markets with outcome versions (section 1.6.4 - Markets -> Outright markets -> Outcome version for outright markets)

2018-27-09

- Added a new chapter (4.3.2 - Special note on the tournaments.xml endpoint) to clarify what is expected as a return value.
- Corrected the use of the urn sr:match that is not in use by outrights. Chapter 1.6.4 -> Outright markets
- Moved the chapter "Outcome version for outright markets" to section 1.6.4 Markets -> Outright markets
- Section 4.6.1 description has been replaced and redirected to a more informative part of the documentation in section 1.1 - Access restrictions

2018-19-09

- Added an additional question to the Q&A section regarding confusions surrounding bet_cancel, and bet_settlement messages with void factor.
- Changed a confusing typo in the "Goalscorer markets" section (*outcome market* to *outright market*).
- Relocated the "Outcome version for outright markets" and "Goalscorer markets" chapters to chapter 4.9.2 - Market descriptions.

- Updated the section "Goalscorer markets" with additional examples and description.
- Updated the XML example for bet_cancel messages to show that the canceled market is included.

2018-17-09

- Added a new section about outcome versions for outright markets and goalscorer markets.
- Added a note about the different handling of bet stop (pre-match only) at kickoff between the Ctrl and Premium cricket producers (Found under message type: bet_stop).
- Added Badminton and Squash to the "current_server" attribute inside the <sport_event_status> element
- Added information about the betstop_reason attribute under the bet_stop message section.
- Updated section 1.1 to be more clear about access restrictions on the different producers

2018-11-09

- Added 3 new replays (Id 51, 52 and 53).
- Added a note about when the attribute "product_ids" is used for market mappings.
- Added links to the probability API for both production and integration environments in chapter 4.7 (Probabilities and cashout endpoints)
- Added some additional clarification on how to interpret the states in odds change messages vs the API
- Corrected the name of some message types that were not consistent throughout the document (rollback_bet_settlement and rollback_bet_cancel).
- Further clarified some information regarding how client systems receive current odds (and all odds changes) for an active sport_event
- Product_down message has been removed from the documentation
- Replaced some dummy XML examples with API responses

- Replaced some XML examples not displaying timestamps in milliseconds
- SDK documentation has been replaced by pointers to the Betradar dedicated SDK sections
- Updated some XML snippets that were showing outdated results when using the API
- Updated table 37 with the correct endpoint names and parameters (Probabilities endpoints)

2018-08-8

- Added a note about test odds control and CTRL template not being available on the integration environment.
- Added basketball to the list of sports offering the probabilities and cashout API (chapter 4.7)
- Added information about 2 new optional attributes for the sport_event_status element: home_penalty_score and away_penalty_score for Ice Hockey.
- Added information about the attribute "current_end" for Futsal in table 16 - sport_event_status element
- Added some information about the extended_specifier attribute available in some markets (New section 1.4.3).
- Changed some wording about event_states to avoid confusion (chapter 4.5.4)
- Added a new chapter containing details about access to proxy AMQP servers from Asia to improve performance (chapter 1.3).
- Removed documentation for outcome reasons

2018-13-7

- "Staging environment" has been renamed to "Integration environment" across the documentation
- 3 new replay server matches added, sr:match:11877516 (Ice hockey match with penalties), sr:match:13625345 (baseball game with overtime) and sr:match:13633505 (baseball game with interruptions/interrupted status).
- Added a new chapter: 1.4.7 Fixtures, with added information about references and rotation numbers.

- Added a new chapter: 4.4.6 - Fixture change history with an XML example
- Added information about rotation numbers to section 4.4.3 - Reference ids
- Added more available attributes that can be found inside the <extra_info> element, inside of the <fixtures_fixture> element when requesting information from the fixtures.xml endpoint
- Changed the description of producer 7 from World Number Service to Numbers Betting
- Corrected the method used to obtain "Get all live sportEvents" using the SDK in chapter 3.1.1
- Further improved section 2.3.9 - Alive message. Added tables with examples on how to act for events in play and pre-match events
- Recovery section 4.6.3 has been rewritten
- Replaced the attribute "includes_outcomes_of_type" with "outcome_type" in table 43 - market descriptions
- Table explaining the extra_info attribute has been expanded with additional values in chapter 4.4.2 - Extra info values.
- Updated the producer list example in chapter 1.4.4

2018-13-6

- Added a new replay match time for soccer with overtime: test:match:14531321
- Added a note about the market.status attribute in the odds_change messages regarding recovery and handover
- Added a table of methods available to the replay server when using the SDK (chapter 5.2.1)
- Added additional introduction text to multiple chapters
- Added an illustration of the period_scores element and attributes
- Added an XML example for the *descriptions/en/markets/<market>/variant/<urn>* endpoint in chapter 4.9.3
- Added an XML example of bet_cancel messages
- Added an XML example of the Clock-element inside the sport_event_status element

- Added an XML example to illustrate how one market can have multiple market lines in section 1.3.3 - Markets
- Added more information about getting connected when using the SDK in chapter 3
- Chapters 2.7, 3.3 and 4.6 have been given unique names and are no longer all named "Recovery"
- Moved the FAQ chapter to the start of the document. It is no longer listed under the SDK section
- Moved the point list for the market lifecycle into a table in section 1.3.3 - Market/Market status
- Rewrote the recovery sequence section in chapter 4.6 - Recovery - API
- Some subchapters under heading 5 - Replay server have been moved around inside the chapter

2018-28-5

- Added a new section (2.4.3) - Period scores in sport_event_status
- Added a small XML snippet to show the sport_event_status element with some live-only attributes enabled
- Added hyperlinks from the replay server environment chapter to the dedicated chapters
- Added information about what happens with markets that have probability < 1e-10 in section 4.7 - Probabilities and cashout endpoints
- Added some missing "allowed values" from some attributes and elements in table 13 - Sport_event_status_element
- Corrected the "Getting prematch fixtures at start-up" chapter to no longer have the same chapter number as "Sport event context"
- Corrected the text for the (product)/stateful_messages/events/(id)/initiate_request endpoint in chapter 4.3
- Expanded information about the "Alive message" i chapter 2.3.9

- Removed the "Required column" from table 13 - Sport_event_status element
- Updated information about the "favourites" attribute inside the "market" element
- Updated table 42 - Void reasons

2018-5-15

- Added a notation on how to book matches on the staging environment
- Added additional hyperlinks across the document
- Added information about "*Dead heat factor*" for outright markets under chapter 1.3.3
- Added information about fixtures for the SDK
- Added information about Match status with an XML example from the API under the *Sport events* chapter
- Added information about the "*XML sent logs*" endpoints for the staging environment in chapter 1.4
- Added information to clarify that you need to check the liveodds attribute for the availability of a match in the API for bet settlements (section 1.3.5)
- Added some clarification about what happens if the client does not specify the "after" parameter during recovery in the API
- Added tables and descriptions regarding the *OddsFeedSession* and *OddsFeedListener* in the SDK
- Added XML examples to the entity endpoints
- Changed the chapter "*special cases*" to "*Special message cases*" to distinguish it from a similarly named chapters
- Environments are now chapter 1.4
- Included message priority column in table 5 under chapter 2.3.1 (All Messages)
- New chapter with general information about Unified Feed added
- Simplified some wording in the general recovery chapter (2.7)

2018-4-24

- Added a short description for all tables in "Fixtures" to highlight what attributes are found in the fixtures.xml
- Added an explanation of what happens if the sport_event_status status="3" (match is ended) message is not sent
- Added an explanation to some cases where the Sport Event Status-attribute never gets set to "closed", just "ended"
- Added an explanation/note about the intended use of the sports/(lang)/schedules/pre/schedule.xml?start=(x)&limit=(y) endpoint
- Added an updated description to the replay server section, to reflect the "Unable to start player" message if the setup is not complete
- Added an XML example to chapter - Sport event context
- Added an XML example to Sport events to illustrate the supporting text
- Added an XML example and a clearer description on how to access scenarios on the replay server ("List Scenarios" section)
- Added captions to all figures and tables in the document
- Added examples to the "outright handling" chapter
- Added links to the OddsFeedListener, OddsFeedSession and OddsFeedSessionBuilder. For easier access to details about the methods
- Added market Ids to "outright handling" chapter (Outright markets)
- Added new chapter "Producers" that lists an example of the different producers/products used throughout the documentation
- Added tennis as an available sport for probabilities/cashout
- Added the event_status "AggregateHomeScore/Away"
- Added XML example to illustrate the /schedule.xml endpoint to get prematch fixtures
- Added XML examples to illustrate the /timeline.xml and /summary.xml endpoints
- Added XML examples to illustrate the fixtures.xml endpoint
- Bookmarks are now available in the PDF version of the document

- Chapter.6 has been removed because a duplicate chapter already existed (Cashout/Probabilities)
- Clarified what "overnr" represents for specifier vs special odds value example
- Corrected the information displayed in the description of the whoamI.xml endpoint
- Highlighted some important messages with "Note" in bold and red text to indicate important information the clients need to be aware of
- Implemented the use of hyperlinks for easier navigation and updating of cross-references in the document
- Language support chapter has been moved out of the API section, it is now in the Introduction section
- Number betting service is now a Heading.1
- Removed the old chapter "Outrights in Unified feed" and merged it into the Concept -> Markets chapter to keep continuity
- The old chapters "Market status" and "Outrights handling" have been moved to become sub-chapters of "Markets"
- Updated "Market" status model to better illustrate the supporting text
- Updated point 3 under "Market Status" to describe why a market status changes between deactivated and activated.
- Updated replay server API endpoint table with 2 missing endpoints
- XML examples have been removed as own headings in the table of content

2018-04-03

- Added a clearer description and an XML example of the match statuses in chapter 3.4.1 Match Status.
- Added a new question to the FAQ section on how to pull match_result from the API
- Added a note that outright markets are markets that have the "includes_outcomes_of_type" attribute set to "pre:outcometext" in chapter 6.2
- Added a simple explanation of what LCoO means to the documentation, under the "markets" section.

- Added an example of the main differences between the unified feed specifiers and the Live Odds special odds key
- Added an XML example of how markets are moved from prematch to live in chapter 1.3.6
- Clarified the rate limit for recovery endpoint (created subsection under chapter 4.6 - Recovery)
- Updated chapter "4.6 Recovery" to properly reflect the response
- Updated the illustration of the Status attribute inside the Sport_Event_Status element
- Updated XML example for Odds Change messages to show that the "active" attribute is always included by the producer (optional in the XSD)

2018-03-15

- Added documentation for Number Betting Service
- Added clarification for usage of either only start_time or stop_time in bet_cancel, means an open-ended bet_cancel
- Added clarification regarding that recovery requests may be rejected while a previous recovery is ongoing
- Added corners to list of events, as they were recently included in the timeline for Unified
- Removed documented 30-day limitation of replay events, as it is no longer true
- Added documentation of new use_replay_timestamp parameter in ReplayServer
- Added additional wns/number betting examples

2018-01-15

- Added detailed documentation for the behavior of sport_event_status.status
- Added documentation of event types available in the timeline endpoint

2017-12-04

- Added FAQ question regarding matches missing in daily schedule
- Added additional void-reasons + table of void reason explanations
- Fixed documentation error where relating to recovery requests that were wrongly documented in section 4.1 but correctly documented in section 4.6
- Corrected documentation error in bet_stop message where group should be groups
- Clarified that it is AMQP 0.9.1
- Added missing documentation for extended_specifiers in odds_change.market

2017-10-11

- Replace sr:race_tournament and sr:race_event with sr:stage in the documentation to prepare for the outrights.
- Added documentation of the schedules/pre/schedule endpoint that was missing
- Added documentation of newly added node_id parameter to recovery API-calls as well as to routing key
- Added recommended best practice for routing key binding (ending with .# always)
- Added recommendation to use daily schedule before recovery to populate fixture cache
- Added recommendation on fixture and variant market description caching

2017-09-20

- Removal of product_down message from document - Never sent, never used.
- Update of sport_event_status attributes to 100% correspond to the UnifieFeed.xsd - schema - No changes to the messages
- Documentation of producer endpoint that lists available producers. Has been in use by the SDK for a while.

- Documentation of clock-node in sport_event_status that describes various match related clocks
- Clarification that staging environment is not yet ready for client use.
- Corrected routing key examples for virtual to reflect what virtual actually do send in the routing key

2017-08-18

- Clarifications for alive message processing
- Description of the three different environments available to customers: production, staging and replay
- Updated fixture_change examples that were incorrect
- Added documentation for statistics element that is present for live soccer matches
- Added clarification that match status is not updated live for matches that don't have live coverage
- Corrected fixture_changes API -call, where the example was incorrect
- Added postponed status to documentation (has been in use for 12 months)