

Gaming Solutions (GS)



Betradar's Gaming Solutions are the virtual betting product of choice for 180+ bookmakers worldwide. Our Virtual Sports focus on realism with the number of events, tournaments and the game-play, all based on real sports. Our solutions offer all main markets, including outrights and multiples, providing bettors with the most realistic virtual products in the industry, proven to add incremental revenue.

Apart from popular sports and new racing products, we now offer pioneering In-Play solutions for punters who like to bet on form and momentum. Additionally, flexible customisation and integration options guarantee seamless distribution across all geographies and channels.

Additional documentation can be found in the dropdown menu on the left hand side under GS frontend integration and RGS+

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Gaming Solutions UOF and Sports API specifics

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How to get access to Gaming Solutions?

In order to get access to any of our Gaming Solutions, you should **refer to your Betradar sales representative**. They will adjust your account and add the requested packages.

Once the required packages are activated on your account, you should **initiate a recovery request towards the newly-enabled producer** in order to get subscribed and start getting the first data.

SDK



If the SDK is used, subscription to the newly-added producer will be handled automatically upon restart of the SDK.

Which Gaming Solutions are available in UOF?

All currently offered Gaming Solutions are available in UOF. Feel free to check our palette of products on our promotional website - <https://www.betradar.com/virtual-sports-betting/>

You are also very welcome to check our DEMO webpage which contains all currently offered Gaming Solutions visualisations and odds <https://www.betradar.com/virtualsports/>

Gaming Solutions modes

Some of our Gaming Solutions also come in different modes (e.g. Virtual Football Euro Cup, Virtual Football League Mode, etc.). Each of those modes needs to be enabled for your account in our backend. Modes are represented by tournaments in UOF.

Gaming Solutions UOF producers

Each Gaming Solution is implemented as a separate producer in UOF (e.g. Virtual Football is producer 6, Virtual Basketball is producer 8). All the producers can always be checked on the **Available Producers** endpoint on the API or via **ProducerManager (Java) / ProducersProvider (.NET)** interfaces in the SDK.

Each message in the feed contains the information about the producer that produced the message, so it's very easy to identify it.

How to integrate visualisation elements to the front-end?

The visualisation elements can be very easily integrated into your front-end. The process is well documented in our Gaming Solutions documentation.

Additional Gaming Solutions specific documentation

Additional documentation can be found under GS frontend integration and RGS+ documentation.

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