Legacy Live Odds (LO)

Documentation content

Betradar delivers Live odds for sport events. This document describes the functionality and exchanging of messages for the Betradar Live Odds system. The system is based on servers located on the Betradar site, and clients at different bookmaker sites. The bookmaker client needs to be implemented in accordance with this document. Betradar will not deliver the client software to the bookmakers.

Below you will find links to the main product topics. Additional information and links to all product sections are available in the navigation menu on the left-hand side.

General information

The general information chapter provides an overview on available access methods, environments, and client system requirements.
Here you will also find information regarding our Bookmaker SDK for easy integration to our Betradar XML feeds.

System communication

In this chapter you will find all neccessary information regarding the communication between the Betradar system and a client system, exchanged in the XML format. General configuration In this chapter you will find a quick overview on our general configurations for Betradar. These configurations are separate from the XML configurations.

XML configuration

This chapter contains an overview on different XML configurations that are included in the feed. When we release a new feature it will not be automatically included by default, so clients will need to activate new features before they will receive them.

BetPal

In this section of the document you will find information about some of our BetPal product. BetPal is an extension on top of Legacy Live Odds.

BetPal lets clients get more fine grained control over their odds, and they can also monitor other odds that are being offered by others (and adjust their own accordingly). Clients can also set their own matches in BetPal, but the end result is the same as in Liveodds, an XML feed.

Replay server

This chapter contains detailed information about our replay server. The replay server allows clients to create different types of test matches for the different sports we provide services for.

Information per sport

In this chapter you will find detailed information about each individual sport we currently provide a service for. The chapter is currently contains the following information about each sport:
• Sport specific XML features
• XML configurations
• Match statuses
• Replay server test matches

Overview XML examples

This chapter contains various types of XML examples. If the XML example(s) you are looking for are not provided in another chapter, it is likely that they can be found in this section.