

UOF - Replay server

The Betradar System provides a replay server. Using the replay server, you can replay all messages sent for a particular sport event. The sport event has to be older than 48 hours. The matches are replayable forever. Betradar reserves the right to remove events that are older than 2 years.

Server address: replaymq.betradar.com

The replay server is a message queue server. On this server you will only receive messages for matches you have in your replay list that you are currently replaying. The replay server is controlled through a separate RESTful API. Here you first setup what matches you want to have replayed, then you start the replay and the messages will start arriving.

You can control the speed of the replay with a parameter when you start replaying. This allows you to for example replay the messages 10x faster than they were recorded (This is also the default replay speed).

Furthermore, you can also control the maximum delay between messages. This means that if the delay between two messages would be more than this much, the delay will be shortened to the maximum delay. The default value here is 10 seconds. This guarantees that no two messages ever arrive more than 10 seconds apart. Typically, this is very valuable for prematch odds when there can be a long time between updates.

Note: The messages replayed are the messages sent to a special replay-user, so they may not 100% reflect the odds-values you receive (in particular not your odds-key). This is also means that you may have the ability to replay matches that you did not have access to yourself.

Alive message: When a replay is being started (either a scenario or a match), the replay server will send out alive messages for product 1 and product 3, every 10 seconds in the current time.

XML example

```
<alive product="1" subscribed="1" timestamp="1521709923892" />
<alive product="3" subscribed="1" timestamp="1521709923893" />
```

Replay server - Options, configuration and example replays

- [UOF - Example replays](#)
- [UOF - Replay server \(API\)](#)
- [UOF - Replay server \(SDK\)](#)
- [UOF - Scenarios](#)

[Back to top](#)