

GS - UOF and Sports API specifics



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Replay and Integration environments

Gaming Solutions are **not** available on the **replay** environment.

All Gaming Solutions (including all available modes) work on the Integration environment. Producer, competitors and tournaments IDs are the same. A season, stage or match that was played on our integration environment cannot be obtained from or reproduced on the production environment and vice-versa.

Even-though the producers and tournaments are the same, matches and stages differ between integration and production.

Sport entities URNs

Sports entities that belong to Gaming Solutions (seasons, matches, stages, etc.) use specific URN prefixes, so they can be easily identified.

Virtual Football prefix is "vf" e.g. vf:match:xxxxxxxxxxx

Prefixes are:

- for Virtual Football: "**vf**"
- for Virtual Basketball League: "**vbl**"
- for Virtual Tennis In-Play: "**vti**"

Schedule for a season

Because of fast bet cycles, Sports API endpoint for getting schedules for a specific date (or methods getCompetitionsFor on SportsInfoManager interface in Java and GetSportEventsByDateAsync on SportDataProvider interface in .NET) do not include virtual seasons and matches. Schedule for a season needs to be obtained per season directly. Instead of informing you about the upcoming seasons and matches on the API, we send a fixture_change information for every upcoming season (see next chapter).

Fixture change messages

To inform you about the upcoming seasons, virtual producers are sending fixture change messages for each season upon its start, so you can check the schedule for it and fetch all belonging fixtures.

Markets

Unified Odds Feed uses a unified list of markets which also contains Gaming Solutions markets. Most of the markets are shared with the regular producers (e.g. 1x2 market has ID 1 for all producers).

Match booking

Gaming Solutions do not required match booking. Everything that is offered is delivered in the feed automatically.

Subscription to a tournament

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.

Once a mode is configured on our side, the account is subscribed to the tournament.

Note the difference in data between integration and production environments ([see Replay and Integration environments](#)).

Recovery windows

Due to faster data, maximum recovery windows are different than in our "regular" producers. Normally the maximum recovery window is 3 hours, however, it might differ on the producer level.

Maximum recovery windows can always be checked on the Available Producers endpoint on the API or via ProducerManager (Java) / ProducersProvider (.NET) interfaces in the SDK.

The SDK handles recovery procedures automatically.

Market and oddskeys (margins) configuration

Markets and oddskeys (margins) for all Gaming Solutions can be configured in our [Betradar.com](#) interface (as shown in the video below). You can reach it from CTRL interface as well: Betradar CONFIGURATION

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