UOF - Environments



Betradar provides three different environments for production testing & development when integrating towards the Unified Odds Feed:

Production environment

This environment is only available to production customers. Available 24/7. Provides real-time messaging and an up to date information about various ongoing sport events. This is what you should use as the source in production.

- Messaging host: mq.betradar.com
- API server: api.betradar.com
- Access Tokens: https://ctrl.betradar.com/ -> Config -> Unified Odds Feed

Access to proxy servers from Asia

For customers in Asia that experience latency issues, it may be beneficial to try Betradar's proxy servers. These have been shown to reduce latencies for some Asian customers. Instead of connecting to mq.betradar.com and using api.betradar.com, Asian customers can try to use either of these servers instead for improved performance:

- Singapore:
 - mq.ap-southeast-1.betradar.com
 - api.ap-southeast-1.betradar.com
- Tokyo:
 - mq.ap-northeast-1.betradar.com
 - api.ap-northeast-1.betradar.com

Integration environment

The integration environment is available 24/5, Monday to Friday.

During the weekend there will be some planned 2 hour disconnections at fixed times:

Saturday: 14:00 - 16:00 UTC and 20:00 - 22:00 UTC

Sunday: 00:00 - 02:00 UTC and 13:00 - 15:00 UTC

Please note that we recommend performing recoveries only when you are receiving alive messages. Recoveries sent during the planned downtime are executed (although they are not read by you on the client-side), which means you risk running into the rate limit when the service is running.

Provides live updates just like production, but only available 24/5 (i.e. weekdays). Clients will be disconnected during weekends and will not be allowed to establish new sessions during this period (The replay environment is still available). The integration environment is available to customers for test/development purposes, both for production customers and customers under early implementation. Live Odds are slightly delayed in this environment (about 1 minute). Also includes the latest features and additions before they become available in the production environment. You can find the integration server self-service API documentation HERE.

- Messaging host: stgmq.betradar.com
- Alternative messaging host: global.stgmq.betradar.com
- API server: stgapi.betradar.com
- Access Tokens: https://integration.web.ctrl.betradar.com/ -> Config -> Unified Odds Feed

Please note

The integration environment is not available during the following hours:

Saturday: 14:00 - 16:00 UTC and 20:00 - 22:00 UTC

Sunday: 00:00 - 02:00 UTC and 13:00 - 15:00 UTC

XML sent logs endpoint

It is possible for clients to fetch XML logs for events, or for a certain interval on the integration environment. These are available through the endpoint /xmllog/events and the /xmllog/messages endpoints found in the self-service API HERE.

To fetch the logs for an *event*, please provide the match ID for the sport event to get the log. E.g. event_id="sr:match:14392962".

To fetch a *specific interval*, please provide a timestamp in milliseconds for the start and end of the desired interval. An interval can be maximum 1 hour long, and is only available for 7 days.

XML example

```
<odds_change event_id="sr:match:14392962" product="1" timestamp="
1526250693375">
<odds_change event_id="sr:match:14392962" product="1" timestamp="
1526250725288">
```

Also, a maximum of 1000 messages will be returned on a single request.

Please Note:

- A different access token is required to access the integration environment. Please go to Ctrl -> Config -> Unified Odds Feed to generate the required access token.
- You will need to book matches on the integration environment for live odds using the API endpoint available HERE: /liveodds/booking-calendar/events/sr:match:{id}/book, as matches are not replicated from the production environment.

Replay server environment

Allows clients to replay the messages for various events exactly as if it was a normal match, and can also be sped up if needed. Includes all events older than 48 hours, and also provides special canned synthetic scenarios that allows you to easily test special boundary conditions. The replay server also allows you to replay a large number of events in parallel, which provides you with an optimum way to test how your application handles peak loads. You can configure whether to resend the messages as sent, or slightly updated (e.g. using current timestamps etc.).

- Replay server
- Messaging host: replaying.betradar.com
- API server: api.betradar.com

For more information about manipulating the replay server, see our dedicated SDK and API sections for this environment.

Please Note

Both production access tokens and integration access tokens can be used with the replay server.

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