LO - Replay server

This section contains information related to the Live Odds replay server environment.

Here you will find general information about the replay server, how to login to the server, and how to create different test matches. Test numbers for each individual sport can be found in the Test matches section.

- LO - Replay server configuration
- LO - Replay server Replay mode
- LO - Replay server Test matches
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The replay server can be used to replay pre-recorded matches or recently offered matches. Recent matches become accessible on the replay server one hour after the match has ended. Match data for those matches are removed periodically, a match is not available for more than 48 hours after match start. Messages which are received from the server have an updated value for the timestamp attribute. The value of this attribute is set to the time when the message was generated by the replay server. This simulates that the matches are currently running, even if they are actually being replayed through automatic match replay or single match replay.

Login

To log in to the replay server, the same procedure as logging in to the regular Live Odds feed is used. You only need to update the hostname and port.

Hostname: liveoddstest.betradar.com
Port: 1984 (use 1985 for secure connection)

Once logged in you will start receiving alive-messages just like on production, but initially no matches will be running.

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