LD - Replay server

In order to facilitate testing and integration of the scout XML feed, we have set up a replay server which can be used to replay real matches from the past.

Connection details for the replay server:
Hostname: scouttest.betradar.com
Port: 2047 (SSL)

Communication with the replay server is identical to communication with the live server, except for two extra optional attributes for match subscription. In order to start replay of a match, simply subscribe to it as you would on the live server:

XML example

```
<match matchid="944423" />
```

This will send out a full feed for the match, and then update messages will follow in the same pace as they were sent out live. On the replay server you can also include the optional attributes messagedelay and startmessage in the match subscription XML.

XML example

```
<match matchid="944423" messagedelay="150" startmessage="25" />
```

XML attributes and definition

Element	Attributes		
	Attribute	Description	Possible values
match	matchid	The id of the match for which the replay should start.	Integer
	startmessage	Optional attribute. Start at this message number. If startmessage is greater than or equal to the number of messages for the match, a full feed for the finished match is sent out, and no more messages will follow after this.	Integer
	messagedelay	Optional attribute. The amount of milliseconds between messages. This can be used to speed up the replay of a match.	Integer

All matches which were booked by the client on the live server will also be available on the replay server, with the following exceptions:

• Matches with a starting time less than 4 hours from the current time are not available.
• Matches can be replayed forever. However, deep coverage soccer matches prior to the 30th March 2011 are not available.

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