

# LD - Counter-strike:GO

Sport specific information for Counter-strike.

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## Match statuses in Counter-strike

ID	Match status	Description	Additional information
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## Events in counter-strike

ID	Event	Description	Coverage	extrainfo	extrainfocsgo	player1	player2
1010	Betstart	Betstart indicates that betting markets can be activated. Betstart is not only a pre match event but is also used during the match.	External Feed (BC)	-	-	-	-
1011	Betstop	Betstop indicates that all betting markets are closed due to strong possibility of a goal, penalty, red card, or there is any unclear situation on the field. Betstop is also used whenever there is the need to establish direct communication between the scout and the match Supervisor, or in case of call disconnection.	External Feed (BC)	-	-	-	-
1013	Match status	Sent when the status of the match changes	External Feed (BC)	See the table above for allowed values	-	-	-
1015	Free comment	Sent when the status of the match changes	External Feed (BC)	-	-	-	-
1044	Deleted event alert	Manual removal of an event	External Feed (BC)	Id of event that was deleted	-	-	-
1102	Coverage status	Sent when the coverage status for the match changes	External Feed (BC)	Possible values: <ul style="list-style-type: none"> <li>• 0 = Covered</li> <li>• 1 = Coverage abandoned</li> <li>• 2 = Match will not be covered</li> </ul>	-	-	-
1814	CS map started	The map starts	External feed (BC)	Which order the map is played. E.g 1 for first or 2 for second.	Id of what map is played	-	-
1816	CS map ended	The map ends. One team gains a match point	External feed (BC)	Which order the map is played. E.g 1 for first or 2 for second.	-	-	-
1818	CS round started	The round starts.	External feed (BC)	Which round starts, numeric value.	-	-	-

1820	CS round ended	The round ends. One team gains a map point (set point)	External feed (BC)	Which round ends, numeric value.	Reason for ending. Integer, possible values: <ul style="list-style-type: none"> <li>• 0 = Unknown</li> <li>• 1 = Terrorist Win</li> <li>• 2 = Target Bombed</li> <li>• 3 = CTs Win</li> <li>• 4 = Bomb Defused</li> <li>• 5 = Timed Out</li> </ul>	-	-
1822	CS kill	One of the team loses a member.  <b>Remark:</b> if it was a self elimination then the side attribute is just the opposite of the victim team.  The team that gains an advantage of the death.	External feed (BC)	Type of kill. Possible values: <ul style="list-style-type: none"> <li>• 0 = Normal</li> <li>• 1 = Headshot</li> <li>• 2 = Penetration (Through a wall or object)</li> <li>• 3 = Headshot &amp; Penetration (Through a wall or object)</li> </ul>	-	Playerid of the killer	Playerid of the victim
1824	CS assist	The assisting player does 60% of the damage to person that is eliminated by a different player.	External feed (BC)	-	-	Playerid of the assisting player	Playerid of the victim
1826	CS map picked	Gives who picked what map to be played.	External feed (BC)	Which order the map is played. E.g 1 for first or 2 for second.	Id of what map will be played	-	-
1827	CS round rollback	The map has been rolled back to an earlier round	External feed (BC)	Which round the map is rolled back to. Numeric value	-	-	-
1828	CS CT start	Who starts the match on the CT side.	External feed (BC)	Which order the map is played. E.g 1 for first or 2 for second.	Id of what map will be played	-	-
1900	CS bomb planted	When the bomb has been planted.	External feed (BC)	-	-	Id of player which planted the bomb	-
1901	CS bomb defuse begin	When an attempt to defuse the bomb has started.	External feed (BC)	-	-	Id of player which started defusing the bomb	-
1902	CS team economy	The money balance for a team.	External feed (BC)	Amount in dollars, numerical positive value.	-	-	-

1903	CS team kill	When a player is killed by a member from the same team.	External feed (BC)	Type of kill. Possible values: <ul style="list-style-type: none"> <li>• 0 = Normal</li> <li>• 1 = Headshot</li> <li>• 2 = Penetration (through a wall or object)</li> <li>• 3 = Headshot and penetration (through a wall or object)</li> </ul>	-	Playerid of the killer	Playerid of the victim
1904	CS suicide	When a player has committed suicide.	External feed (BC)	-	-	The id of the player who committed suicide	-
2010	CS map banned	Indicates which maps has been banned from that given game by what team.	External feed (BC)	Which order the map is played. E.g 1 for first or 2 for second.	-	-	-
2222	CS item change	Tells of any item being purchased or picked up during play (not during freeze time), in addition to bomb pickup+drop and thrown grenades	External feed (BC)	-	Type of item action <ul style="list-style-type: none"> <li>• PURCHASED</li> <li>• PICKED_UP</li> <li>• DROPPED</li> <li>• THREW</li> <li>• UNKNOWN</li> </ul>	Player who changed the item	-
2224	CS damage done	Tells of any damaging event (bullet, grenade, flames etc) done by one player to another, how much damage the attacker inflicted and the remaining health of the victim.	External feed (BC)	-	-	Playerid of the killer	Playerid of the victim
2225	CS player inventory	Contains the current money and items for a player, sent when freeze time ends.	External feed (BC)	Current money in numerical value	-	Playerid	-

## Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for Counter-Strike matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

### Elements in <match> element

### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="5" extrainfo="-1" feedtype="full" matchid="
10111695" matchtime="0:00:00" stlid="
190327" st2id="190326" start="1464808200000" tlid="8733856" tlname="TAGTEAM.GG" t2id="8733855" t2name="
SLIGHTLY
DIFFERENT GAMING">
<status id="100" name="ENDED" start="1464811518362"/>
<score t1="1" t2="0" type="match"/>
<score t1="16" t2="13" type="map1"/>
<matchformat>
<format type="maps" value="1"/>
<format type="rounds" value="30"/>
<format type="overtimerounds" value="6"/>
</matchformat>
<tournament id="52635" name="ESL Benelux Championship - Group Stage"/>
<category id="1041" name="ESL CS:GO"/>
<sport id="109" name="ESport Counter-Strike"/>
<events/>
</match>
```

### XML elements and attributes definition

Element	Attributes									
	<table border="1"><thead><tr><th>Attribute</th><th>Description</th><th>Possible values</th></tr></thead></table>	Attribute	Description	Possible values						
Attribute	Description	Possible values								
score	<p>Multiple occurrences possible, each occurrence describes the amount of points for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events:</p> <p>CS map ended (1816), CS round ended (1820)</p> <table border="1"><tbody><tr><td>t1</td><td>Amount of points home team.</td><td>Integer</td></tr><tr><td>t2</td><td>Amount of points away team.</td><td>Integer</td></tr><tr><td>type</td><td>For what period in the match the points were scored.</td><td>String. Possible values:<ul style="list-style-type: none"><li>• match</li><li>• map1</li><li>• map2</li><li>• map3</li><li>• map4</li><li>• map5</li><li>• map6</li><li>• map7</li></ul></td></tr></tbody></table>	t1	Amount of points home team.	Integer	t2	Amount of points away team.	Integer	type	For what period in the match the points were scored.	String. Possible values: <ul style="list-style-type: none"><li>• match</li><li>• map1</li><li>• map2</li><li>• map3</li><li>• map4</li><li>• map5</li><li>• map6</li><li>• map7</li></ul>
t1	Amount of points home team.	Integer								
t2	Amount of points away team.	Integer								
type	For what period in the match the points were scored.	String. Possible values: <ul style="list-style-type: none"><li>• match</li><li>• map1</li><li>• map2</li><li>• map3</li><li>• map4</li><li>• map5</li><li>• map6</li><li>• map7</li></ul>								
matchformat	This element always gets included in full feed, and in the delta feed for the following events: This element consists of subelements which will be explained more into detail below.									

### Elements and attributes in <matchformat> element

If extra attributes are needed to specify the match format, those will be added in the <matchformat>-element, which holds <format>-elements for each match format option. The actual formats are described in the type and value attributes.

### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="5" extrainfo="-1" feedtype="full" matchid="
10111695" matchtime="0:00:00" stlid="
190327" st2id="190326" start="1464808200000" tlid="8733856" tlname="TAGTEAM.GG" t2id="8733855" t2name="
SLIGHTLY
DIFFERENT GAMING">
<status id="100" name="ENDED" start="1464811518362"/>
<matchformat>
<format type="maps" value="1"/>
<format type="rounds" value="30"/>
<format type="overtimerounds" value="6"/>
</matchformat>
...
</match>
```

Possible values type and value attributes for Counter-Strike

Type	Value
maps	Number of maps to be played. Integer, value from 1 - 7.
rounds	Maximum amount of rounds played in a normal round. Integer.
overtimerounds	How many rounds to be played when the normal round ends tied. Integer, always an even number.

Attributes in <event> element

```

<!-- Example 1 -->
<match matchid="9571597" ... >
<events>
<event extrainfo="1" id="649774011" info="Spiidi killed Slemmy" mapnumber="1" mapscore="12:15"
matchscore="0:0" mtime="0:00:00"
player1="929950" player2="986329" roundnumber="28" side="away" stime="1465586954831" type="1822"
weaponid="42"
weaponname="UMP-45" />
</events>
</match>

<!-- Example 2 -->
<match matchid="9571597" ... >
<events>
<event extrainfo="28" extrainfocsgo="1" id="649774089" info="Round 28 won by [T2] (by terrorists
eliminating all CTs)" mapnumber="1"
mapscore="12:16" matchscore="0:0" mtime="0:00:00" roundnumber="28" side="away" stime="1465586960851"
type="1820" />
</events>
</match>

<!-- Example 3 -->
<match matchid="9571597" ... >
<events>
<event extrainfo="1" extrainfocsgo="-1" id="16032752" info="Started play on map 1 (unknown_map)" mapname="
de_dust" mapnumber="
1" mapscore="0:0" matchscore="0:0" mtime="0:00" roundnumber="0" side="none" stime="1474404493903" type="
1814" />
</events>
</match>

```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>extrainfo csgo</i>	Attribute containing additional information about the event.	String
	<i>player1</i>	Sportradar id of player 1 associated with the event.	Integer
	<i>player2</i>	Sportradar id of player 2 associated with the event.	Integer
	<i>matchscore</i>	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	<i>mapnumber</i>	Number of the current map.	Integer
	<i>mapscore</i>	Score for current map.	String. Format: "[home]:[away]" Example: "12:16"
	<i>roundnumber</i>	Number of the current round.	Integer
	<i>weaponid</i>	Id of the weapon used to perform the kill. This attribute only gets added for the CS kill event (1822).	Integer
	<i>weaponname</i>	Name of the weapon used to perform the kill. This attribute only gets added for the CS kill event (1822).	String

<i>mapname</i>	Name of the map. This attribute only gets added for the CS map started (1814), CS map banned (2010) and CS map picked (1826) event.	String
<i>item &amp; itemname</i>	Two separate attributes. One containing the id and one containing the name of a Counter-Strike item.	<ul style="list-style-type: none"> <li>• 0 – unknown</li> <li>• 228 – AK47</li> <li>• 230 – AUG</li> <li>• 232 – AWP</li> <li>• 234 – CZ75-Auto</li> <li>• 236 – Decoy Grenade</li> <li>• 238 – Defusal Kit</li> <li>• 240 – Desert Eagle</li> <li>• 242 – Dual Berettas</li> <li>• 244 – FAMAS</li> <li>• 246 – Five-SeveN</li> <li>• 248 – Flashbang</li> <li>• 250 – G3SG1</li> <li>• 252 – Galil AR</li> <li>• 254 – Glock-18</li> <li>• 256 – Helmet only</li> <li>• 258 – High Explosive Grenade</li> <li>• 260 – Incendiary Grenade</li> <li>• 262 – Kevlar</li> <li>• 264 – Kevlar + Helmet</li> <li>• 266 – Knife</li> <li>• 268 – M249</li> <li>• 270 – M4A1-S</li> <li>• 272 – M4A4</li> <li>• 274 – MAC-10</li> <li>• 276 – MAG-7</li> <li>• 278 – Molotov</li> <li>• 280 – MP7</li> <li>• 282 – MP9</li> <li>• 284 – Negev</li> <li>• 286 – Nova</li> <li>• 288 – P2000</li> <li>• 290 – P250</li> <li>• 292 – P90</li> <li>• 294 – PP-Bizon</li> <li>• 296 – R8 Revolver</li> <li>• 298 – Sawed-Off</li> <li>• 300 – SCAR-20</li> <li>• 302 – SG 553</li> <li>• 304 – Smoke Grenade</li> <li>• 306 – SSG 08</li> <li>• 308 – Tec-9</li> <li>• 310 – UMP-45</li> <li>• 312 – USP-S</li> <li>• 314 – XM1014</li> <li>• 316 – Zeus x27</li> <li>• 318 – Flames</li> <li>• 3539 – MP5-SD</li> <li>• 3541 – C4</li> </ul>
<i>damage</i>	numeric value of the damage value dealt	numeric value
<i>healthremaining</i>	numeric value of the health value remaining for the victim after the damage is subtracted	numeric value
<i>inventory</i>	A list of Counter-Strike item ids	Possible values are same as in attributes <i>item &amp; itemname</i> and are separated with ";"

## XML configurations for counter-strike

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

### (ID: 90) Send lineups for Counter-Strike matches

If this setting is enabled, the element <lineups> gets enabled for matches which have this configured. Lineups are sent when subscribing to a match, and when the lineup changes.

#### XML example

```
<lineups matchid="12345678">
  <player id="1" name="Aaronson, Aaron" nickname="A.Aaronson" shirtnumber="0" substitute="false" team="1"/>
  <player id="2" name="Benito, Barry" nickname="B.Benito" shirtnumber="0" substitute="false" team="1"/>
  <player id="3" name="Cumberscratch, Cabertoss" nickname="C.Cumberscratch" shirtnumber="0" substitute="
false" team="2"/>
  <player id="4" name="Dumpling, Danny" nickname="D.Dumpling" shirtnumber="0" substitute="false" team="2"/>
</lineups>
```

#### (ID: 85) Include attribute mapname for Counter strike events

Enabling this setting will add the attribute mapname to the <event>-element when the CS map started (1814) or CS map picked (1826) event happens in Counter-Strike.

#### XML example

```
<match matchid="9571597" ... >
  <events>
    <event extrainfo="1" extrainfocsgo="-1" id="16032752" info="Started play on map 1 (unknown_map)"
mapname="de_dust" mapnumber="1"
mapscore="0:0" matchscore="0:0" mtime="0:00" roundnumber="0" side="none" stime="1474404493903" type="1814"
/>
  </events>
</match>
```

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