## **UOF - AMQP topic filtering**



Messages are sent on various topics that are intended to provide easy and flexible routing/filtering. The topic key is divided into 8 sections:



The above image illustrates the syntax and ordering of the message queue. Each "topic" is divided by a "." (punctuation) symbol.

- Priority (hi/lo/-): Is this a timing sensitive message (bet\_settlement messages are considered not timing sensitive)?
- Pre-match interest (pre/virt/-): Is this message interesting for a pre-match only system? For real sport-events prematch odds are sent with "pre" as the keyword. If this word is "virt", it means this is prematch odds for one of Betradar's virtual sports.
- 3. Live interest (live/-): Is this message interesting for live odds only system?
- Message type(s): odds\_change, bet\_settlement, bet\_stop, cancelbet, rollback\_betsettlement, rollback\_cancelbet, fixture\_change, alive.
- 5. **Sport (Sport ID/-)**: 1 = *Soccer*, 2 = *Basketball*, 3 = *Baseball*, etc (https://iodocs.betradar.com/unifiedfeed#Sport-event-information-GET-All-available-sports).
- 6. URN for sport-event id: sr:match
- 7. Sport-event id without URN: 123456
- Node\_id can be used for recovery to ensure that a session is not receiving recovery messages for another session for the same customer

## Common topic key examples:

.odds_change.1.sr:match.1234
e.odds change.1.sr:match.1234
ive.fixture_change.1.sr:match.1234
e.bet_settlement.1.sr:match.1234
.bet_settlement.1.sr:match.1234
odds_change.1.vs:match.1234
ive
apshot_complete

**Note:** Unless you are binding to all messages ("#"), you will typically bind to at least two routing key patterns (e.g. "\*.\*.live.#" and "-.-.-#") because you are typically always interested in receiving the system messages that will come with a routing key starting with -.-.

Betradar strongly recommends to have all binding patterns always end with .# to ensure backward compatibility if additions are made to the routing key.

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