UOF - Replay server (SDK)

This section contains details about our Unified Feed Replay Server when using the SDK. The SDK replay server is available in both Java and .NET.

Method name	Description
addSportEventToReplay (SportEvent event**)**	Add a SportEvent to the list of SportEvents whose recorded messages will be replayed. The SportEvents to add have to be older than 48hours, there is no max time, but typically Sportradar does not guarantee that SportEvents older than 30 days can be replayed.
addSportEventToReplay (string id**)**	Add a SportEvent to the list of SportEvents whose recorded messages will be replayed.
clear()	Stops playing recorded messages from the playlist, **and** clears the playlist.
getPlayStatus()	Get the current status of the replayer
getReplayList()	Get the list of SportEvents whose recorded messages are scheduled for replay
play()	Starts playing the messages for the SportEvents in the play list. The speed will be the default speed (10x faster than actual recorded speed) and with a maximum delay between events of 10 seconds (even if the actual time would have been longer).
Play(double speedupFactor, int maxDelayInMs**)**	Starts playing the messages for the SportEvents in the play list with additional arguments for speed (10x is default) and message delays. This is to avoid waiting for very long delays if two events are far apart.
stop()	Stops playing recorded messages from the playlist.

Replay server in the Java SDK

To use the replay server instead of the ordinary server, you create a ReplayOddsFeed instead of an OddsFeed. When you then create the actual session, it will be against the replay server, not against the normal server. Now you will also be able to call getReplayManager on the OddsFeedSession. This will give you access to the ReplayManager that you can use to change the playlist, start / stop the replay and check the status if a replay is ongoing. Messages are delivered as normally to your registered OddsFeedListener.

No<u>te</u>: No heartbeat checking is performed in a replay session.

Replay server in the.Net SDK

The Replay Server is accessible in the .NET SDK too. Please see the SDK specific documentation for more details.

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