

LO - Replay server Replay mode



This section contains relevant information about the replay mode feature on the live odds replay server.

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Single match replay

A single match replay starts to replay a single recent match. The match must have ended at least one hour before it becomes available for replay. Normally a regular single match replay will only run on the connection, a dis/re-connect will end the replay. Using the persistent option in the <StartReplay> element changes this by running the match independently of the connection.

XML examples

```
<StartReplay matchid="1271072" />

<StartReplay matchid="1271072" timestamp="300000" msgnr="36" speed="500" />

<StartReplay matchid="1271072" persistent="true" />
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
StartReplay	matchid	The id of the match for which the replay should start.	Integer
	msgnr	Optional attribute. Start at this message number.	Integer
	timestamp	Optional attribute. Start this number of milliseconds after the first message. Note that negative numbers can be used to delay the start of the match.	Integer
	speed	Optional attribute. The amount of milliseconds between messages. This can be used to speed up the replay of a match.	Integer
	persistent	Optional attribute. Adding this attribute has the following effect: If multiple clients are logged in with the same client id they will all receive the XML messages for the started match. If one of the clients disconnects, the messages will still be sent to the other clients. After reconnecting, the disconnected client will receive all messages from that point on again.	String "true" if it should be enabled.

If you start a single match replay, the replay will be available up to 30 minutes after the last message was sent, or until the same match is started again. Starting the same single match replay while already running it will result in the replay restarting, instead of running two versions of the same match in parallel.

Note

If both the msgnr and timestamp attributes are specified, the match will start at the given timestamp, but no messages before msgnr="X" will be sent.

Test match replay

Test match replay is quite similar to single match replay. The main difference is that test match replay starts the replay of a prerecorded match rather than a recently ended match. These matches are not subject to time restrictions, and can be replayed at any time. The start of the test will usually be set to a few seconds before the first message. It may take a while before the match starts, therefore it may take up to 15 minutes before other messages start arriving.

Note

Unlike single match replay and automatic match replay, when starting a test match the server does not automatically send out a match meta message.

A test replay may contain more than one match, e.g. recording for an entire day. In this case it's possible that at the default start time, one or more of the matches is already happening.

Normally a regular test match will only run on the connection, a dis/re-connect will end the replay. Using the persistent option changes this by running the match independently of the connection.

XML examples

```
<StartTest testnr="1" />

<StartTest testnr="1" timestamp="300000" speed="500" />

<StartTest testnr="1" persistent="true" />
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
StartReplay	testnr	The id of the test match of which the replay should start.	Integer A full list of available test matches is available HERE .
	timestamp	Optional attribute. Start this number of milliseconds after the start of the test match.	Integer
	speed	Optional attribute. The amount of milliseconds between messages. This can be used to speed up the replay of a match.	Integer
	persistent	Optional attribute. Enabling this has the following effect: If multiple clients are logged in with the same client id they will all receive the XML messages for the started match. If one of the clients disconnects, the messages will still be sent to the other clients. After reconnecting, the disconnected client will receive all messages from that point on again.	String "true" if it should be enabled.

If you start a single match replay the replay will be available up to 30 minutes after the last message was sent, or until the same match is started again. Starting the same single match replay while already running it will result in the replay restarting, instead of running two versions of the same match in parallel.

Automatic match replay

Using this option will automatically start replays of all matches with a delay of 48 hours, essentially replicating the conditions on the production system 48 hours ago. This gives you access to all the matches that were offered in Live Odds at this time, regardless if you had them booked in production.

Note



This is a fixed value, and will always reproduce the last delay of 48 hours.

XML examples

```
<StartAuto />
```

```
<StopAuto />
```

It is possible to automatically start automatic replay on login. This is by default disabled. If you want this enabled for your account, please contact our support department.

EMAIL: Support@betradar.com

PHONE: +41 71 517 72 00

Note



You will only receive matches for sports which are enabled in the configuration on: www.betradar.com
> Live > Liveodds Config > Configure sports.

End match replays

Stops all currently running Single match replays and Test match replays which were started from this connection.

Note



Using <Endall /> will end all the running replays which were started from this connection, except the ones which were started with persistent="true".

XML examples

```
<Endall />
```

```
<Endall persistent="true" />
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Endall	<i>persistent</i>	Optional attribute. Adding this attribute will end all replays started from this connection, including the persistent ones.	String "true" if matches started with persistent="true" should be ended as well.

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