LO - Replay server XML messages sent from a client system

Once a match is running the following actions are available by calling them the same way as on the production environment.

Those actions behave the same way as on production, so additional parameters may be used. Please see the corresponding chapters in the Live Odds documentation for more information.

Current

XML example

```
<BookmakerStatus type="current" timestamp="1366768196211" bookmakerid="
1246">
<Match matchid="2748484" active="1" />
</BookmakerStatus>
```

Error

XML example

```
<BookmakerStatus type="error" timestamp="1366775652085" bookmakerid="
1246">
<Match matchid="2748484" active="1" />
</BookmakerStatus>
```

Meta

XML example

```
<BookmakerStatus type="meta" bookmakerid="1246"/>
```

Since test match replay and single match replay gets initiated by the client system, the replay server does not know when the next test match replay or single match replay is happening. Therefore, sending out a meta request using a timeframe will result in an empty response, unless automatic match replay is enabled, or one or more test match replay/single match replays are already running. To successfully test meta requests using test match replay or single match replay, follow the steps below:

1. Start test scenario, either a test match replay or single match replay;
2. Wait for the first alive message containing the matchid;
3. Request meta for the given matchid or timeframe.

Get translation

XML example

```
<BookmakerStatus type="gettranslation" bookmakerid="1246" languages="en,
de"/>
```

Score and card summary

XML example

```
<BookmakerStatus type="scoreandcardsummary" timestamp="0" bookmakerid="
1246" >
<Match matchid="2748484" active="1" />
</BookmakerStatus>
```

Register and unregistered

XML example

```
<BookmakerStatus timestamp="1193658786746" type="register" bookmakerid="
24">
<Match matchid="661373" active="1" />
</BookmakerStatus>
```

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