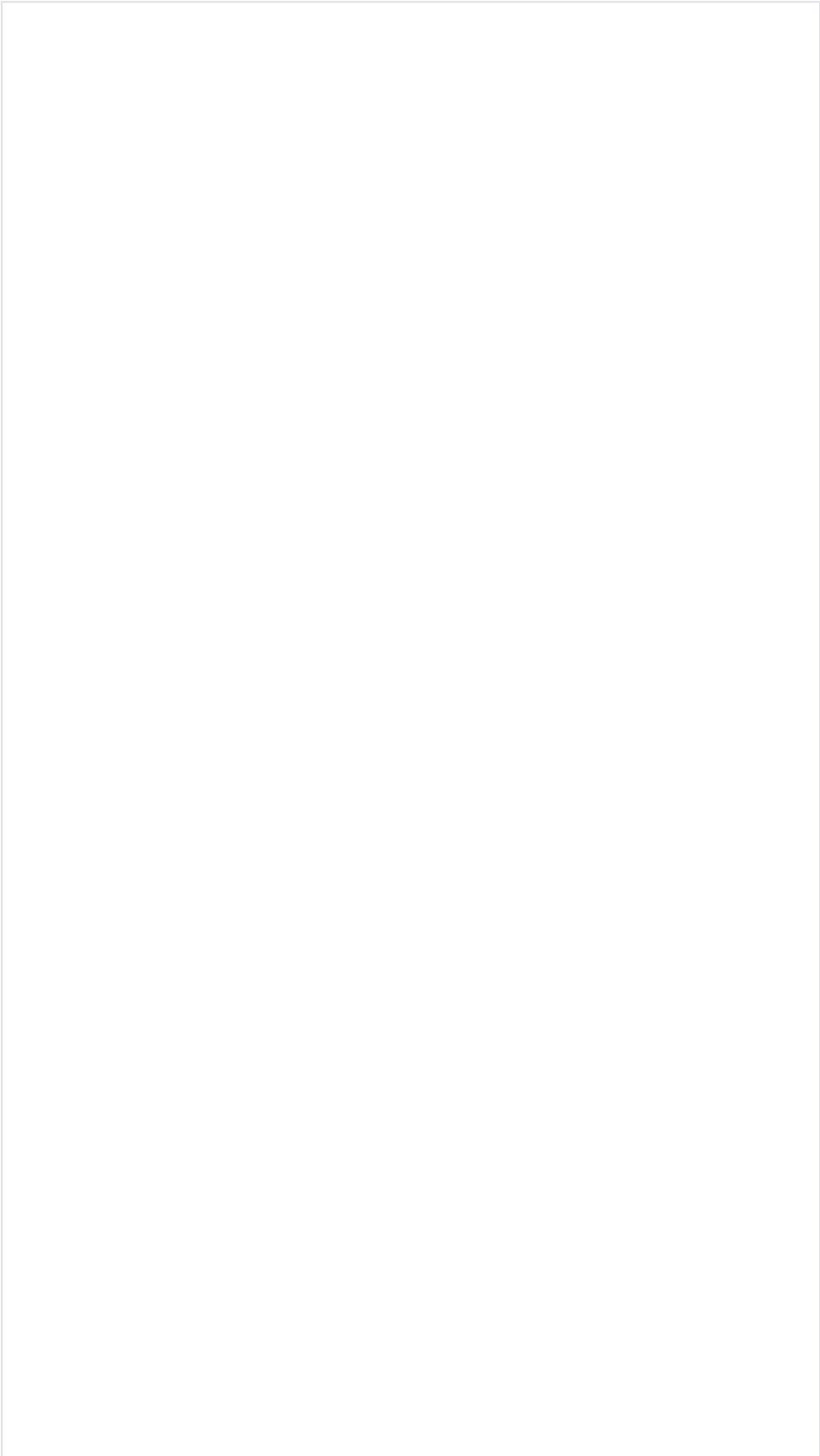


LO - Alive message



NOTE:

To ensure that the client system has a working connection to the Betradar system, each 10 seconds an alive message gets sent. If the client hasn't received an alive message in 20 seconds, they shouldn't accept any bets for any matches until the connection is stable again. If the connection to the Betradar server is lost, the client needs to stop bets on all matches until a stable connection is established again.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="alive" timestamp="1413791030423">
<Match active="1" betstatus="started" gamescore="0:0" matchid="6263978"
msgnr="126" server="1" score="0:0" setscore1="3:4" status="1set
" tiebreak="false"/>
<Match active="1" betstatus="started" gamescore="0:30" matchid="6264696"
msgnr="188" server="1" score="0:0" setscore1="5:3" status="1
set" tiebreak="false"/>
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
BetradarLiveOdds	status	What kind of information is contained in the message.	String "alive" (for alive messages)
Match	matchid	The id of the match.	Number
	msgnr	The incremental id for the last change message for the match.	Number > 0
	score	Current score for the match. For more information see chapter 3.1.8.	String Format: "[score 1 - [score 2] ..."
	betstatus	Current betstatus for the match. For more information see chapter 3.1.10.	String started = Match is in betstart stopped = Match is in betstop
active	If this attribute has a value of 1 if it is in our Live Odds product (meaning we will be sending out live odds on this match). The attribute will have a value of 0 if it is not in our Live Odds product, meaning we will not send out live odds on this match. However, we might still send meta messages for this match.	Integer, possible values:	0 1

NOTE

Alive messages contain summarized information about the matches live odds are supplied for at a given time. Please note that information about the odds are not included in those messages.

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