LO - Betstop and Betstart

A betstop situation occurs when the betting markets are be closed. This happens when an event takes place during the match
which effects one or multiple markets. For soccer matches the following events would cause a betstop:

- Goals
- Red cards
- Penalty
- One on one situations
- Free kicks within 20 meters
- Match is interrupted temporarily

For other sports different events may cause a betstop.

There are also two administrative events which cause a betstop:

- Loss of TV coverage
- Loss of connection to the scout

The client system gets notified both when a betstop situation occurs, and once the markets are open again.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="betstart" time="0" timestamp="1199435558847">
<Match active="1" betstatus="started" matchid="661373" msgnr="5" score="-
:-" status="not_started"/>
</BetradarLiveOdds>
```

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="betstop" time="0" timestamp="1199435635925">
<Match active="1" betstatus="stopped" matchid="661373" msgnr="6" score="-
:-" status="not_started"/>
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
BetradarLiveOdds	status	What kind of information is contained in the message.	String "betstart" = match is in betstart "betstop" = match is in betstop
	time	How many seconds before the timestamp the betstop occurred. If the value of time is bigger than 0, then betstop started at timestamp - time seconds.	Integer
Match	betstatus	Whether the match is in betstart or betstop.	String "started" = match is in betstart "stopped" = match is in betstop