LO - Delta match messages

After a full match update is received, most updates will be sent real time as delta messages. In these messages only the new data is sent, and they could be considered a "light" version of the full match information, containing less attributes, and by default no subelements (unless the value of that element was changed) in the <match>-element. Delta messages usually contain only one event at a time, and if the value of any of the match statistics changed, this will be included in the delta messages.

Example: If a player receives a yellow card, a delta message is generated and sent out to the client system. This message contains both a yellow card event in the event list, and the yellow-element is included in the match summary.

XML example

```
<match betstatus="BETSTOP" connectionstatus="1" dc="1" feedtype="delta"
matchid="6971324">
<!-- Only statistics which are updated are included in delta messages. --
>
<yellow t1="1" t2="0"/>
<!-- Only one event per message -->
<events>
<event id="490157138" info="Yellow card [T1]" mtime="05:55" side="home"
stime="1445118003431" type="40"/>
</events>
</match>
```

The event types used in delta updates are the same as for full match updates.