

LO - Odds change



When an odds change occurs, all the markets for that match will be updated and sent out. Only one match is included in a change message.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" clock_stopped="0" matchid="1467300" matchtime="32" msgnr="31" remaining_time="8:49" score="13:10" setscores="0:0 - 5:5 -- 3:5" status="4q">
<Odds active="1" changed="false" combination="0" freetext="Asian Handicap" id="748814" specialoddsvalue="-3.5" subtype="34" type="ft2w" typeid="7">
<OddsField active="1" type="1">1.75</OddsField>
<OddsField active="1" type="2">1.9</OddsField>
</Odds>
<Odds active="0" changed="true" combination="0" id="748905" specialoddsvalue="87.5" type="to" typeid="5"/>
<Odds active="0" changed="false" combination="0" freetext="Asian handicap for fourth period" id="748888" specialoddsvalue="0.5" subtype="54" type="ft2w" typeid="7"/>
<Odds active="1" changed="true" combination="0" freetext="Asian handicap for whole match, including overtime" id="748867" specialoddsvalue="-4.5" subtype="38" type="ft2w" typeid="7">
<OddsField active="1" type="1">1.85</OddsField>
<OddsField active="1" type="2">1.8</OddsField>
</Odds>
<!-- Additional markets possible -->
</Match>
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
BetradarLiveOdds	status	What kind of information is contained in the message.	String "change" (for odds change messages)
Odds	active	Whether the market is currently active for this match. If the market is not active no odds (OddsField subelements) will be present.	Integer <ul style="list-style-type: none">• 1 = active• 0 = not active
	changed	Whether the market is updated since last time.	String <ul style="list-style-type: none">• true = The market is updated• false = the market is not updated
OddsField	active	Whether this odds for this market is still offered.	Integer <ul style="list-style-type: none">• 1 = active• 0 = not active