

LO - Match registration



The client system will automatically receive odds for all matches that it is registered to. There is no need to register for a match unless you have unsubscribed before.

XML examples

```
<BookmakerStatus bookmakerid="24" type="unregister" >
<Match matchid="661373" />
</BookmakerStatus>
```

```
<BookmakerStatus bookmakerid="24" type="register" >
<Match matchid="661373" />
</BookmakerStatus>
```

```
<BookmakerStatus bookmakerid="24" type="unregister" >
<Match matchid="661373" >
<Odds typeid="5" />
<Odds subtype="13" typeid="6" />
</Match>
</BookmakerStatus>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Bookmaker Status	<i>type</i>	Keyword which describes what kind of request is sent.	String "register" (for match registration requests) "unregister" (for match unregistration requests)
	<i>bookmakerid</i>	The id of the bookmaker	Integer
Match	<i>matchid</i>	The id of the match of which the client system wants to register or unregister from.	Integer
Odds	<i>subtype</i>	Identifier which tells what kind of freetext market this is.	Number
	<i>typeid</i>	This is a numeric id for the market type, and will be the same for that market type in all matches.	Number

If the configuration option "Enable response on register and unregister requests" has been activated, you will receive a meta message for the given match. The meta message will have a replytype attribute set to "register" or "unregister".

Note

It is possible to register/unregister from specific bet types for a match by passing Odds elements. If not Odds elements are passed, the client system will be registered/unregistered from all bet types for the specified match.

[Back to top](#)