

LD - Events

"An event in a match is something that happens that affects the state of the match. Something of interest, or something that affects the state of the match from a betting perspective"

As briefly discussed in the match information section, both the the full feed and the delta feed will usually contain one or more events. In this chapter we will show an XML example of what an event-element looks like, and what attributes are possible to be added for all sports.

XML example

```
<match matchid="1271072" ... >
<events>
<event id="201108605" info="Betstop - Possible goal [T2]" mtime="00:13"
side="none" stime="1395846231756" type="1011"/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	id	The unique identifier for this specific occurrence of this event. No other event (also not of the same type) will have the same id.	Integer
	info	A description of the event.	String
	mtime	The matchtime when the event happened.	String. Format: MM:SS
	side	What team the event happened for.	String. Possible values: none, home, away
	stime	When the event was entered by Scout. This attribute conveys the time whereat the event was entered. Thus if a scout loses connection and enters events whilst offline, upon reconnecting you will receive events where the stime attribute is different from the current time.	Timestamp
	type	Event type id.	Integer

Note

The overview above only describes attributes which are present for all sports. In addition to this each sport has their own specific attributes for events. For a full overview of what attributes are present for each sport, see the individual sport specific sections.

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