Manual SXTrader

Version 2.0

www.sxtrader.net

1/7/2013

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Version 2.0

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Foreword

SXTrader is a bot for automated trading on soccer markets at sport exchanges.

The current version 2.0 of SXTrader supports the sport exchanges Betfair and Betdaq.

SXTrader is Freeware. This means the user does not have to pay for the usage of SXTrader in any form. But the programmer of SXTrader is asking for support because he is paying for the website and the database servers with his own money.

There are two ways to support the developer: The first one is to hit the donation button at the startup of SXTrader. The second one is to sign up at websites via the banners on www.sxtrader.net .

Acknowledgement

I want to special thank the user “Kites”. He wrote the original manual for SXTrader. Without him there wouldn’t be a manual today because I, like most developers have an aversion to documenting my work.

I also want to special thank the user BG33. He has done the proofreading for the englisch Version of this manual.

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Source of Download & Installation

Download

SXTrader can be downloaded at http://www.sxtrader.net.

At the web page of SXTrader you have to click the Item “Download SXTrader” on the left side. This will redirect you to the download page.

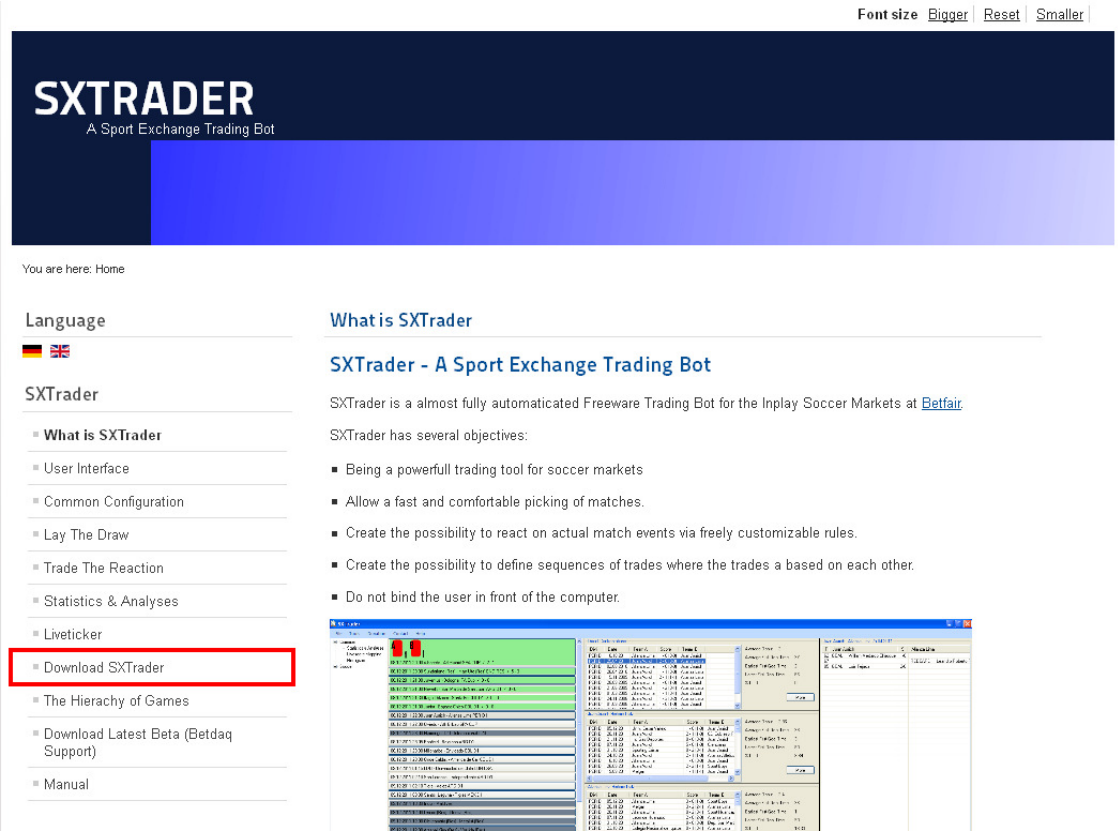

Figure 1: Link to the download page of SXTrader

At the Download Page you can either download the standard version of SXTrader or a special version for Windows 64-bit systems.

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Figure 2: Download link of the different SXTrader versions

Installation

After the download there should be a file called SXTrader.exe or SXTrader64.exe in your download folder.

Now this file has to be executed. To execute just double click on the file name. This starts the extraction program for the installation files. At the extraction programe you can define where to extract the files.

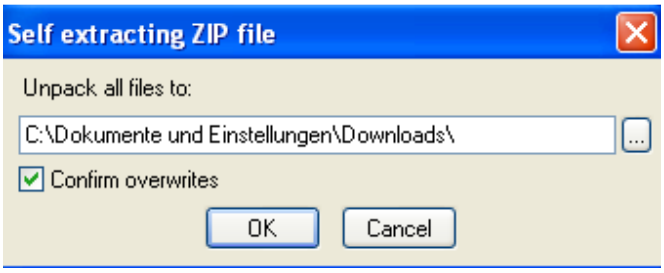

Figure 3: Extractor for Installation Files

After the extractor has finished the file “setup.exe” in the directory where the files have been extracted has to be executed. This will start the installer of SXTrader.

You can confirm the first dialog window of the setup wizzard by pressing the button “Next”.

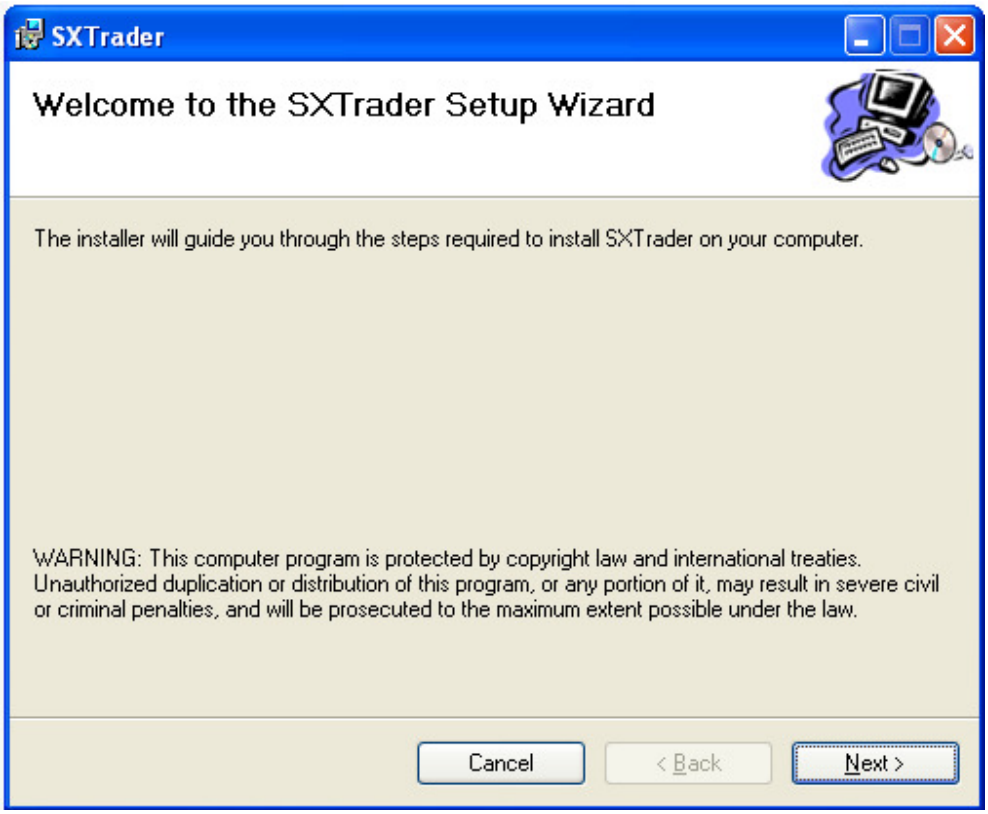

Figure 4: Setup Wizzard Page 1

At the second dialog the destination directory for this installation can be changed. Usually the suggested value is accepted by pressing the button “Next”.

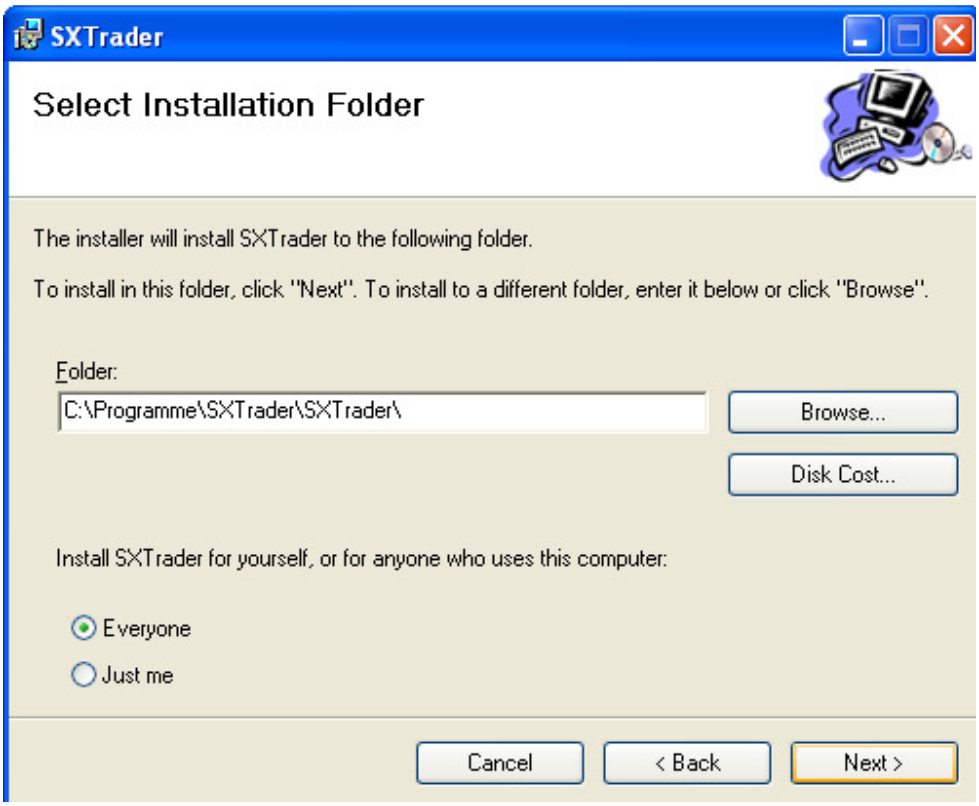

Figure 5: Setup Wizzard Page 2

The third dialog is just for confirming. If the button “Next” is pressed then SXTrader will be installed at the given directory.

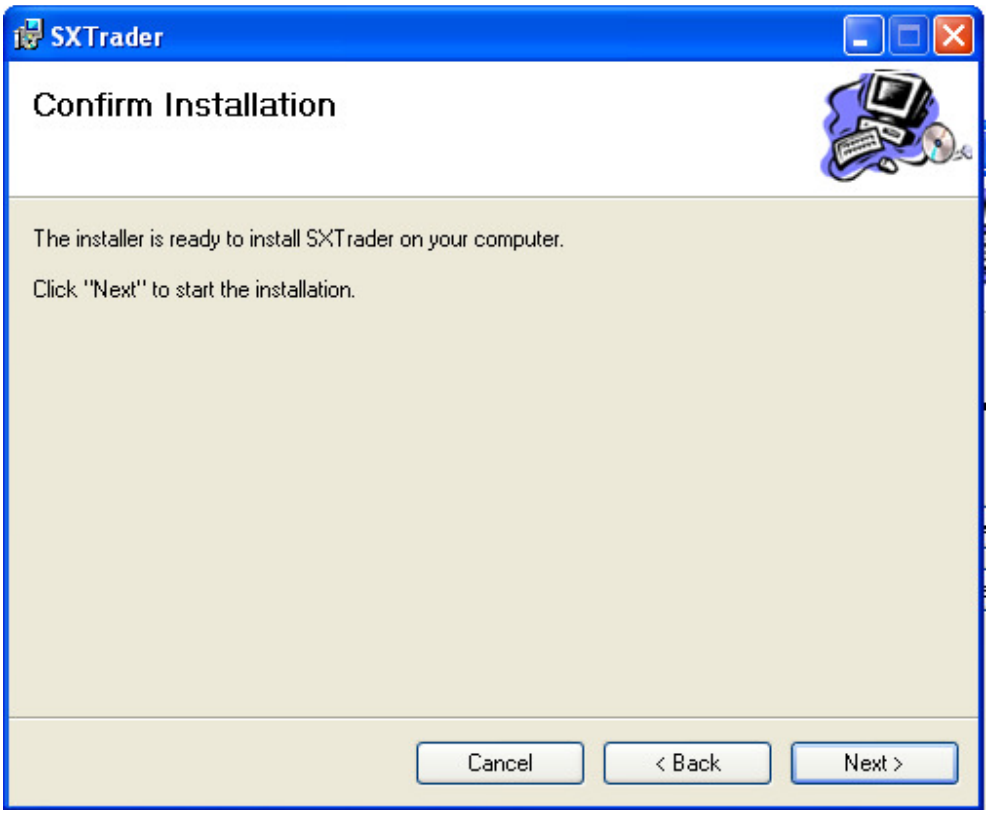

Figure 6: Setup Wizzard Page 3

After the installation there should be a start menu entry and a desktop icon called SXTrader.

Updates

At startup SXTrader checks if there is a new version available. If this is the case a dialog with update informations will be displayed.

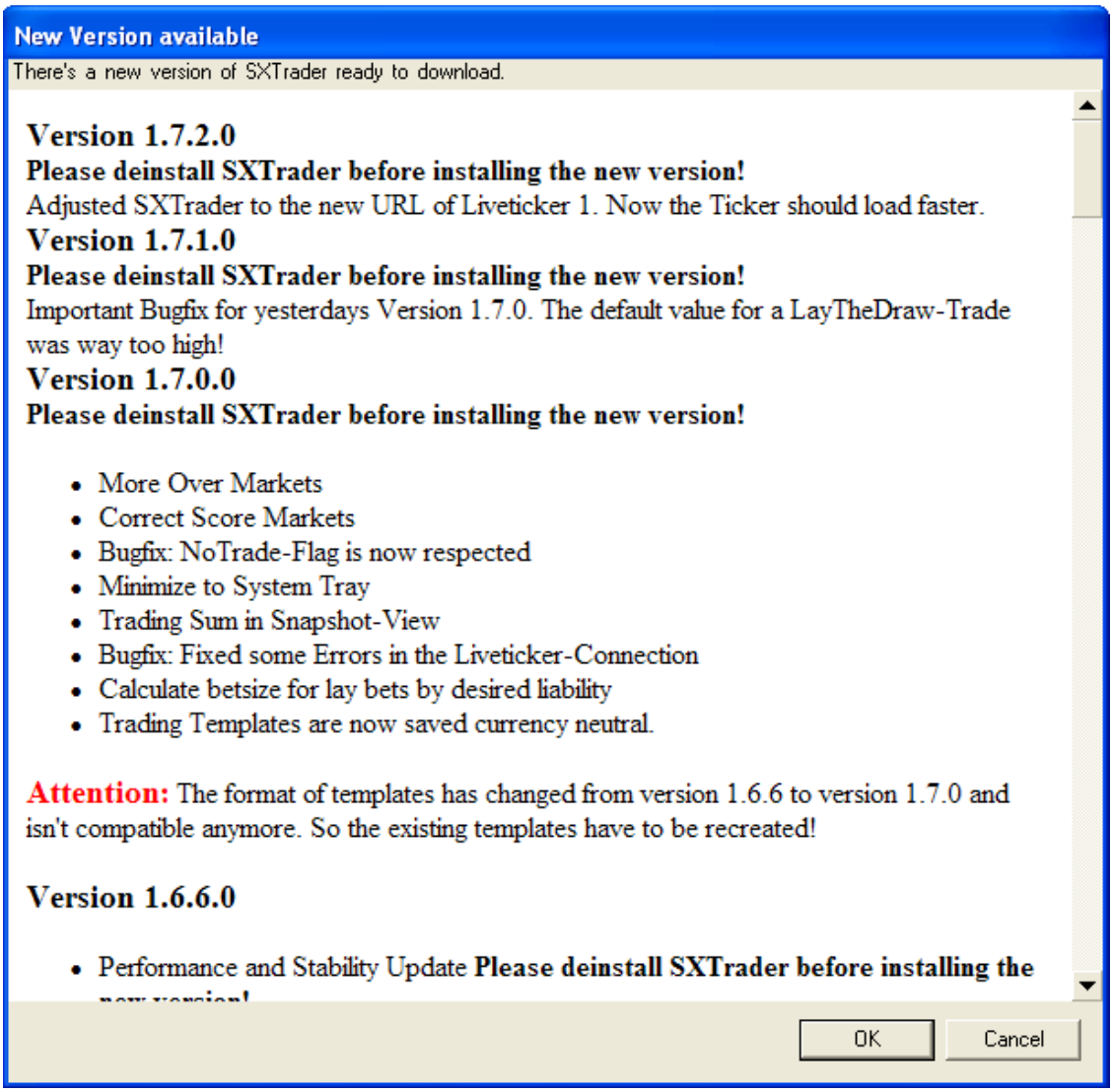

Figure 7: Dialog with update informations

By clicking the button "OK" a webbrowser is opened with the download page. When clicking the Button "Cancel" the update will be declined and SXTrader will shut down.

SXTrader Version 1 will be runable independently from version 2 but there will not be any new updates as it has reached its end of life.

SXtrader will only be runable with the latest version!

Before installing a new version please deinstall the old one first!

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STARTING SXTRADER

SXTrader is started by selecting the appropiate start menu entry or by double click on icon of SXTrader at the desktop.

If no new update is available (see Updates) an information dialog is shown. In this dialog you have the opportunity to make a donation to SXTrader. There will also be a window with interesting news and advertising.

Figure 8: Starting Dialog with information

You can close this dialog by pressing the red X in the top right corner.

Now the sport exchange login dialog is displayed.

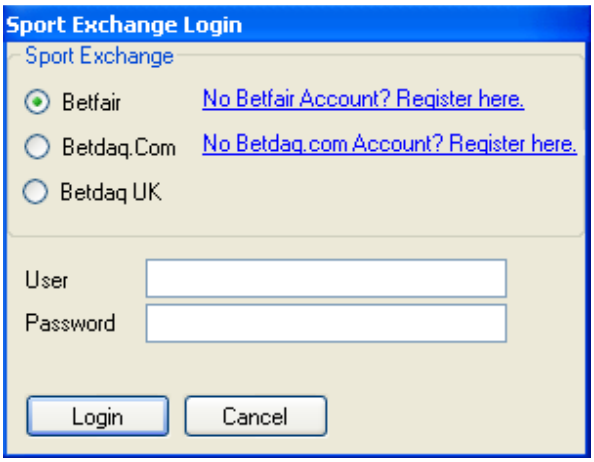

Figure 9: Sport Exchange Login Dialog

First the sport exchange where to log in has to be chosen. The selection is Betfair, Betdaq.com and Betdaq.co.uk. If you don't have an account at the choosen sport exchange but want to open one you can click the link right of the sport exchange name. Now the web browser with the registration page of the sport exchange will be opened.

Betdaq.com and Betdaq.co.uk are two different entities with own user and passwords. You can have accounts on both.

After choosing the sport exchange you have to input your username and password into the input fields. After clicking the button "Login" your login data will be sent to the sport exchange. If an error occurs a message with the description of the error will be displayed. Otherwise the main user interface of SXTrader is loaded.

By pressing "Cancel" the login process is aborted and SXTrader is closed.

SXTrader will not save any passwords and is transferring the login data exclusively to the sports exchange only.

SXTrader will also not collect any kind of data which could identify a user and transfer it to the SXTrader Server or any other third party.

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Main User Interface

After a successful login the main user interface of SXTrader will be loaded.

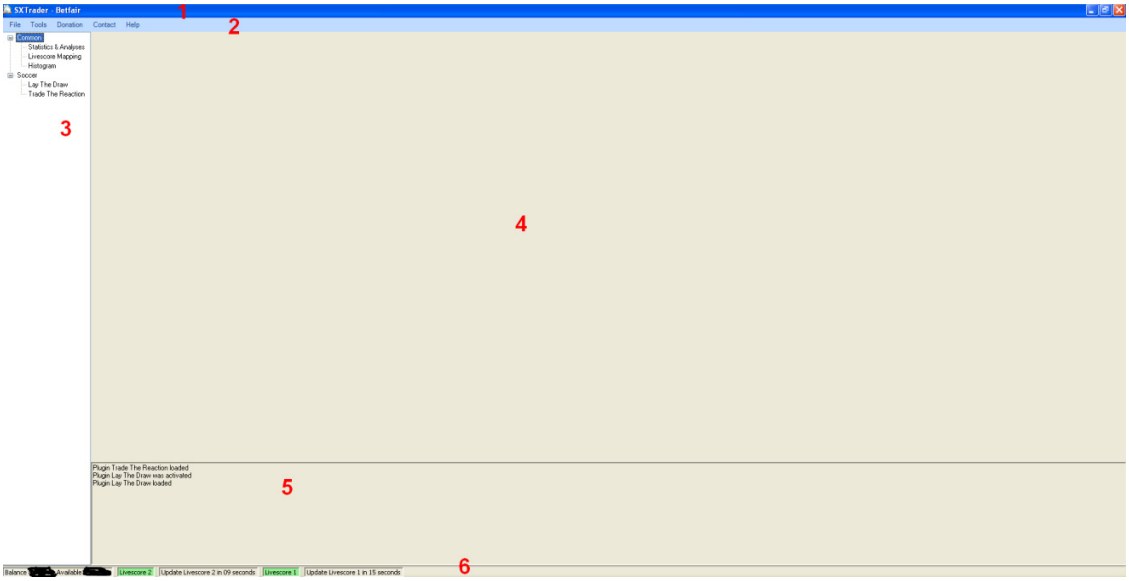

Figure 10: Main User Interface of SXTrader

The User Interface has several segments:

1. Titlebar
2. Menu
3. Module Tree
4. Module View
5. Message Window
6. Statusbar

Titlebar

At the titlebar the name “SXTrader” + <Name of logged in sport exchange> is displayed.

Menu

- File
  - Exit: Closes SXTrader
- Tools
  - Configuration: Opens the configuration dialog of SXTrader
- Donation: Opens a webbrowser window with the paypal donation page
- Contact
  - Report Bug: Opens the mail client with the email address for reporting a bug
  - Make a Suggestion: Opens the mail client with the email address for making a suggestion regarding SXTrader
- Help: Opens a webbrowser with www.sxtrader.net

Module Tree

Here all available Moduls of SXTrader will be displayed.

Module View

If a modul is selected at the Modul Tree its User Interface will be shown here.

Message Window

At the message window all relevant news about trades and bets will be displayed

Statusbar

The statusbar is informing the user about his account balance and the state of the liveticker connections.

Account Balance

The first left element of the statusbar is the account balance. It is updated every minute. It contains following elements:

- Balance: The overall balance of the account
- Available: The amount of money available for bets.

Liveticker State

There is an item for every connected liveticker which displays the state of it and a countdown until the next actualisation of the ticker data.If the name of the ticker has a green background then all is up and well. If the background is red then there was an error during the last update.

Common Configuration

Common Configuration are the settings of SXTrader which are not exclusivly for a module but have effects on the whole application.

The Common Configuration can be found via this menu path:
Tools→Options→Configuration→General

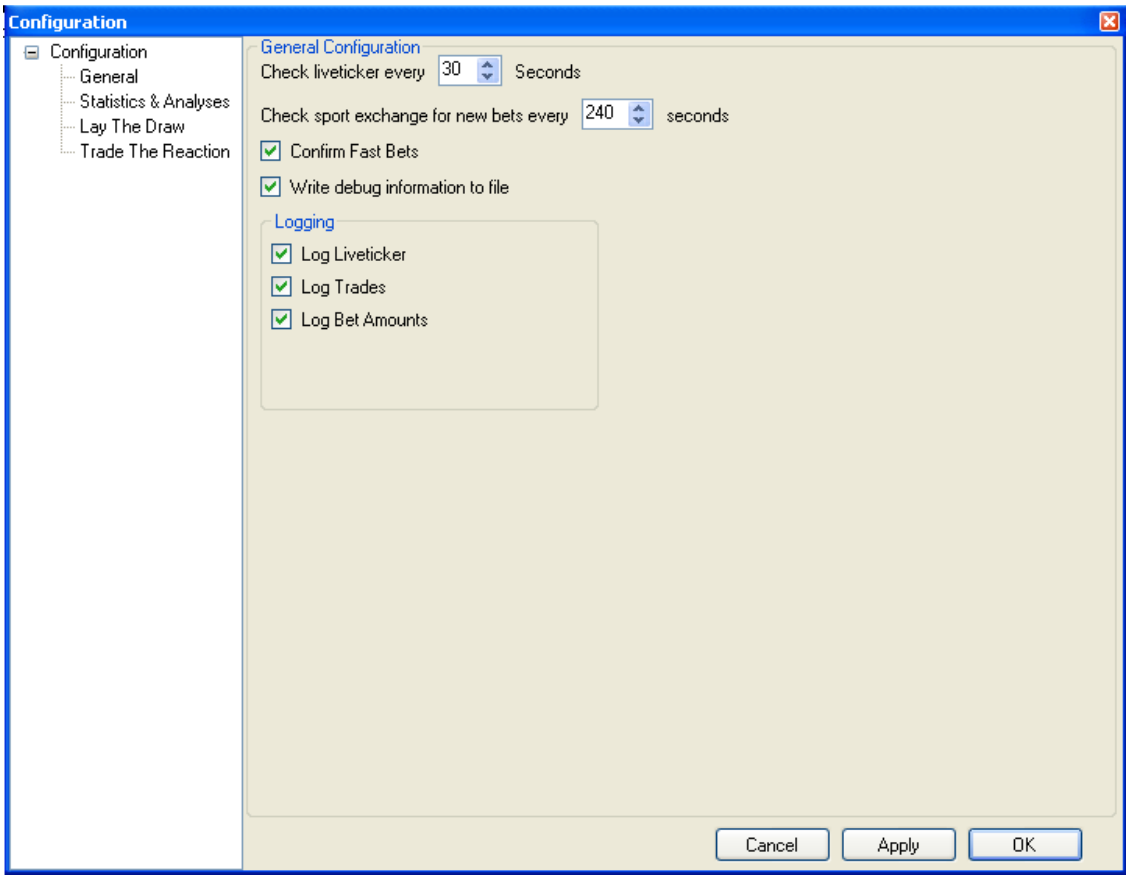

Figure 11: Common Configuration Dialog SXTrader

Liveticker Interval

The value “Check liveticker every <x> Seconds” defines the time that has to pass before checking the liveticker for new information (e.g. Goals, Red Cards, Match Begin; Match End).

Sport Exchange Interval

The value “Check sport exchange for new bets every <x> seconds> defines the time that has to pass before checking the sport exchange for new unknown or updated bets. This feature is only a fall back solution. Usually a Trade in SXTrader controls and watch its own bets itself.

Confirm Fast Bets

If this checkbox is set then a confirmation question is displayed in a message box before placing a Fast Bet with SXTrader.

Debug Information

If this checkbox is set then a file named DebugOutput.txt will be created in the base directory of SXTrader.

Logging

The logging feature, unlike the debug information, is creating a file for each match. The files will be created in the directory \logs\<logginmodule> of the base directory. The name of the logging file will always have the following format: <Team A>_<Team B>.xml. The logging files will be stored for two days.
Afterwards SXTrader will delete older files automatically.

The Default settings of SXTrader after Installation will have the logging deactivated.

> Usually it is not neccessary to have the Debug Information and the Liveticker Logs activated.
>
> But if you suspect an error you should activate them.

Log Liveticker

If this checkbox is set then a file will be created for each match which has a connection between liveticker and sport exchange. The storage place for this file is \logs\liveticker. Within the file all signals of the liveticker regarding the match will be stored.

Log Trades

If this checkbox is set then a file will be created for each match where a bet or a trade rule exists. The file will be stored under \logs\trades. Within the file all information about the decision processes of a trade will be stored.

Log Bet Amounts

To protect the privacy of its User SXTrader does not store information about the bet amounts by default.

If this checkbox is set the information of the bet amounts will be stored in the Trade Logs.

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Statistics & Analyses

The Module Statistics & Analyses is the C&C-Center of the trading on Soccer Markets with SXTrader.

At the Module Tree you can find it at Common→Statistics & Analyses.

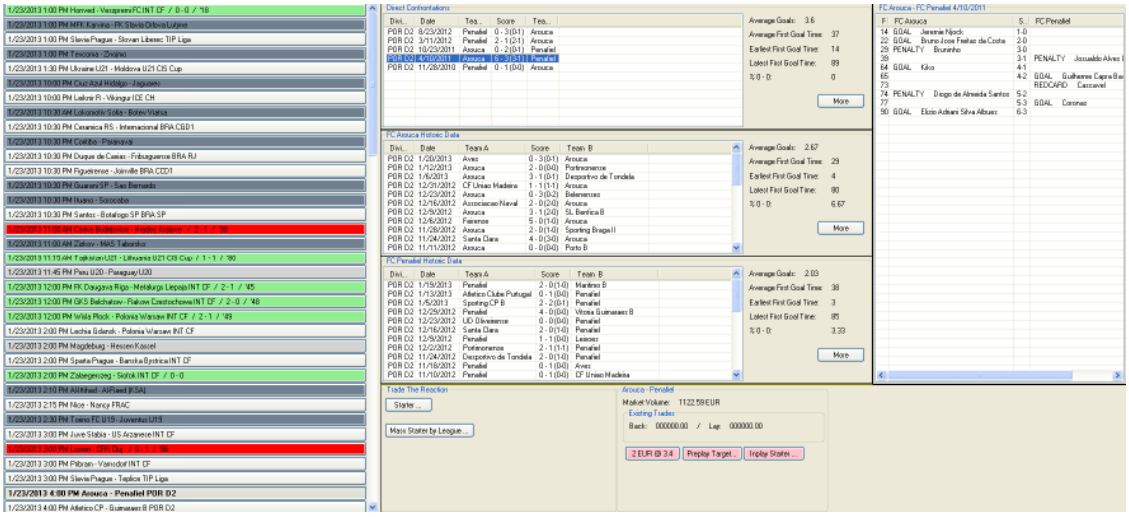

Figure 12: A Complete view on the module Statistics & Analyses

The Module Statistics & Analyses contains several segments. On the left side there is the match list with the inplay matches for the next 24 hours. In the middle there are the historic data lists. On the right side there is the detail view for match events of a historic match. On the Button there is the Fast Bet- and Ruleset area of the different trading modules of SXTrader.

Match List

The match list is displaying the inplay matches of the next 24 hours. To give the user a better overview there are several different color schemes and information icons.

An unstarted match is displays the following information: Date and time the match begins – Name of the teams – League or Tourney.

23.01.2013 16:00 Atletico CP - Guimaraes B POR D2

Figure 13: Display of a match before start

If the match has started the information is changing to the following: Date and time the match begins – Name of Teams – League or Tourney – Score – Playtime.

23.01.2013 11:00 Zizkov - MAS Taborsko TIP Liga / 0 - 2 / '53

Figure 14: Display of a running match

If the match has ended the information changes to following: Date and time the match begins – Name of Teams –League or Tourney – Final Score.

23.01.2013 09:00 Belarus U21 - Kazakhstan U21 CIS Cup / 2 - 1

Figure 15: Display of an ended match

Default Color Schemes & Information Icons

SXTrader contains some default color schemes and information icons to allow the user a quick overview of the state of a match.

If a match has no liveticker conection then the match will be displayed with a dark grey background.

23.01.2013 09:30 Prayag Utd - Techno Aryan

Figure 16: Match with no liveticker connection

If a match has just a single liveticker connection then the background will be middle grey.

23.01.2013 14:00 Magdeburg - Hessen Kassel

Figure 17: Match with a single liveticker connection

If a match is connected with both liveticker then the background will be light grey.

23.01.2013 16:00 Atletico CP - Guimaraes B POR D2

Figure 18: Match with both liveticker connections

If a match is running then the background will be green.

23.01.2013 11:00 Zizkov - MAS Taborsko TIP Liga / 0 - 2 / '53

Figure 19: Running match

If a match has ended then the background will be red.

23.01.2013 09:00 Belarus U21 - Kazakhstan U21 CIS Cup / 2 - 1

Figure 20: Ended match

If a red card will be given to a team in a match and the information about it will be passed by the livetickers SXTrader will display an according information icon for the match. An “A” on the Icon means that this is the red card count for the home team. “B” on the icon means that this is the red card count for the away team.

A coloring if a match is running or has ended is only possible if at least one liveticker is connected

If both teams have red cards then two icons will be displayed.

Figure 21: Information icons red cards

If at least one trading module is active on the match then an according icon will be displayed. The meaning of the icons will be explained in the chapters of said modules.

Figure 22: Information icons Trades

Customer Defined Color Schemes

To give the user the opportunity to identify matches of interest quickly, especially on days with a high number of inplay matches, identify matches of interest SXTrader offers the feature to color a match in an individual color if a statistical ruleset is matched.

The dialog for customer defined color schemes can be called in the following way: Tools→Options→Configuration→Statistics & Analyses→Game Coloring.

By default there are no customer defined color schemes after the installation of SXTrader.

By pressing the button “New” a new Rule will be created.

The usage of colors which are already used by SXTrader for other purposes should be avoided.

Otherwise the match list could be misleading.

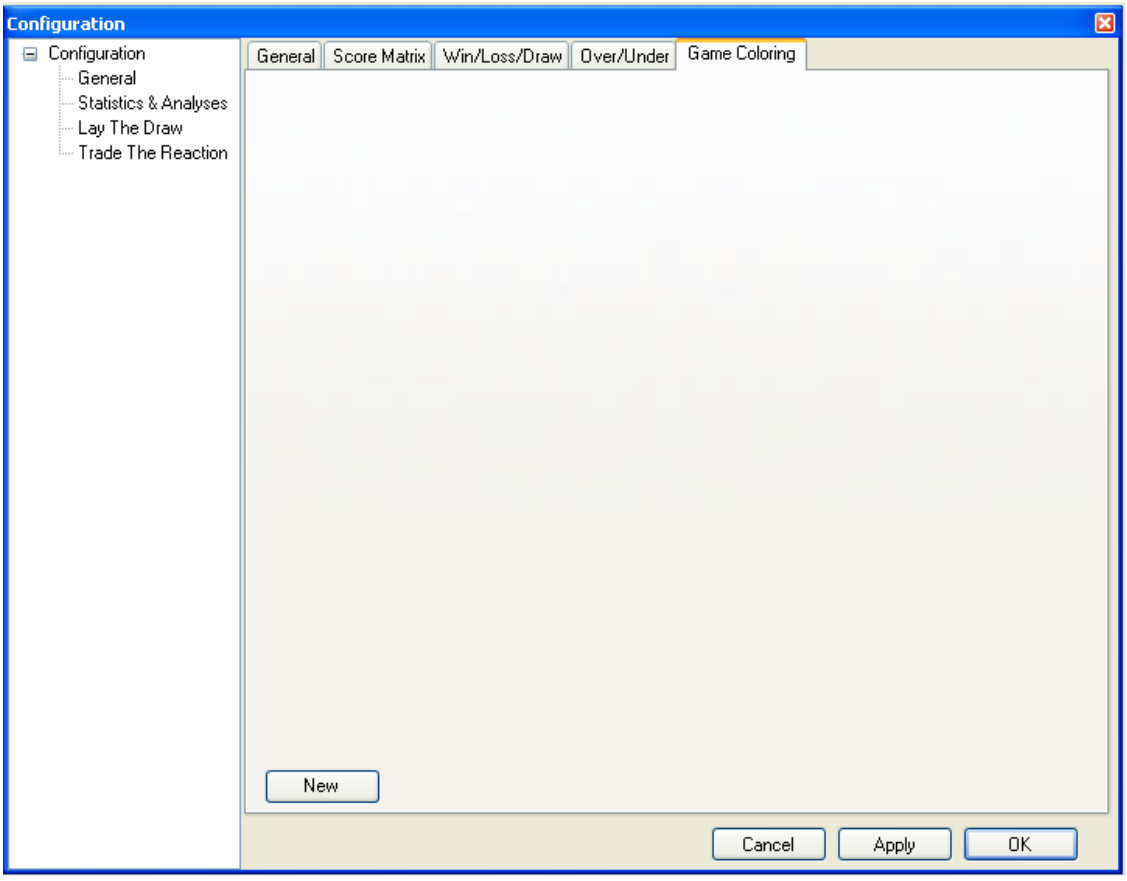

Figure 23: Dialog Customer Defined Color Schemes – Without Rules

Now a new rule definition is shown in the dialog. In the next step a color is selected in which a match at the match list is colored if the rule applies.

It is recommended to add to every rule a check for number of data.

This ensures that the color selection is meaningful.

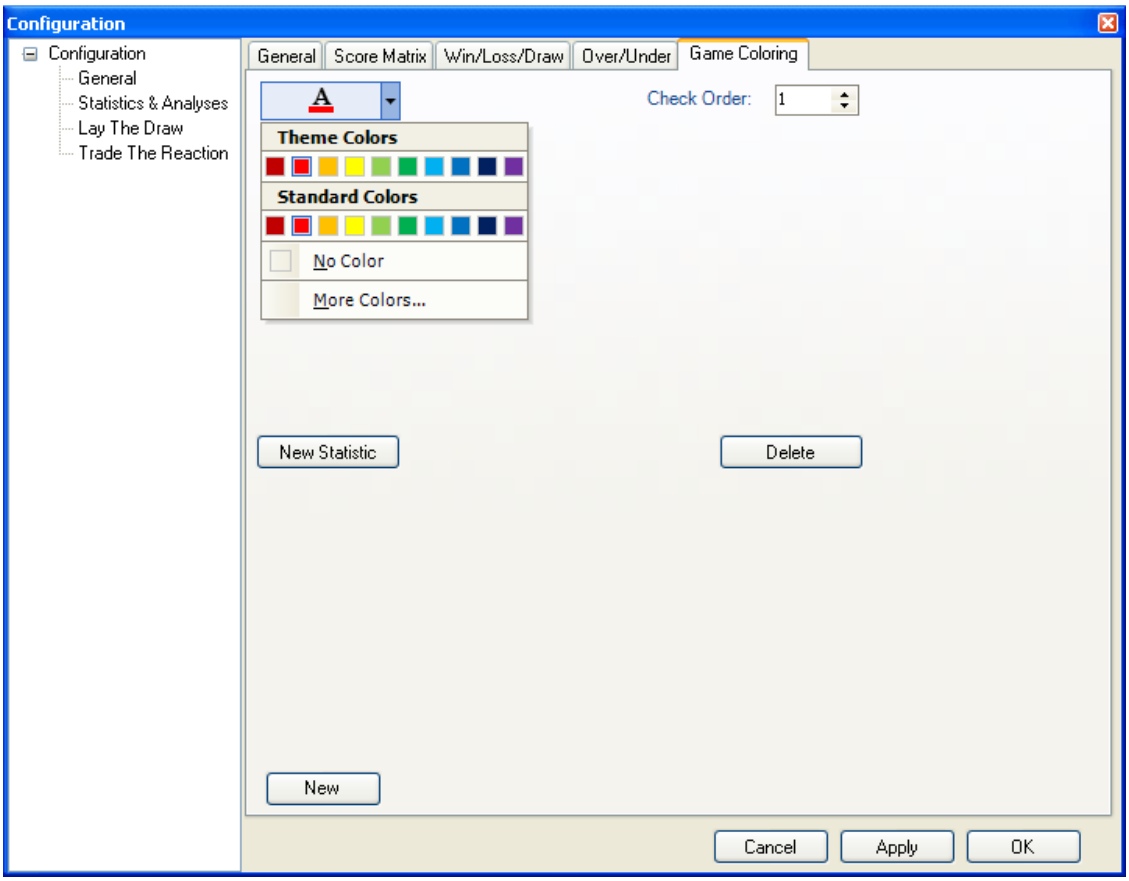

Figure 24: Dialog Customer defined color scheme – New rule – Color selection

After selecting a color a new check value is created by pressing the button "New Statistic".

Now a statistic is created which has to apply if a match should be displayed with the selected color. To do so several different values have to be selected.

1. Team selection
    a. Both Teams: Only use data from direct confrontations.
    b. Team A: Only use data from the home team.
    c. Team B: Only use data from the away team.
2. Home / Away Selection
    a. Home and Away: Use data from both home and away matches. In case of "Both Teams" this is always from the viewpoint of the home team of the current match.
    b. Home: Use data from home matches only. In case of "Both Teams" this is always from the viewpoint of the home team of the current match.
    c. Away: Use data from away matches only. In case of "Both Teams" this is always from the viewpoint of the home team of the current match.
3. Statistic: The statistic the selection should be applied on.

After the kind of data and the statistics to use is defined the value range to apply has to be defined.

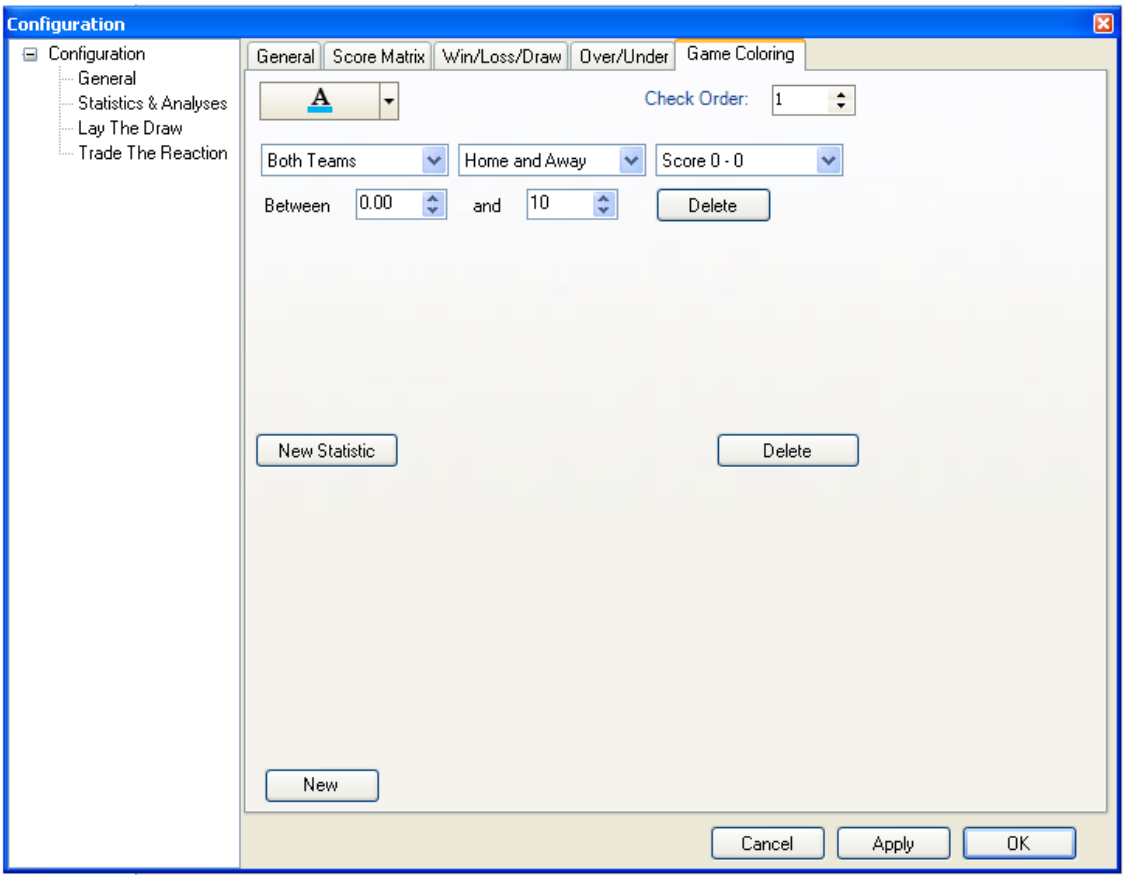

Figure 25: Dialog customer defined color scheme – New rule – New statistic

If several customer color schemes have been defined then there also has to be a check order. SXTrader is repeating through the customer color schemes rules in that defined check order until it has passed through all the rules or have found a match.

With pressing the button “Apply” or “OK” a rule is stored.

A newly defined customer color scheme first applies after SXTrader is restarted.

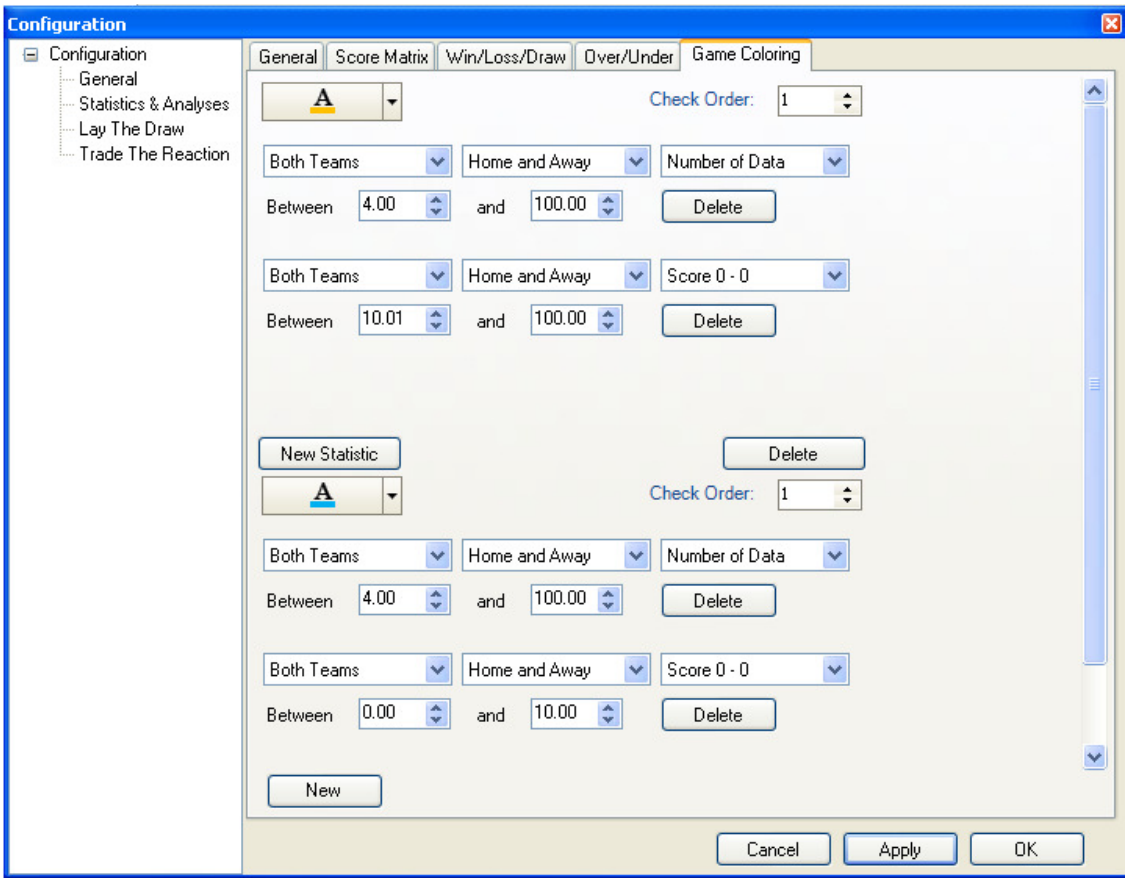

Figure 26: Dialog customer defined color scheme – Example of a more complex rule

Customer defined color schemes will only be applied on matches that have not started and with Liveticker 1 connection.

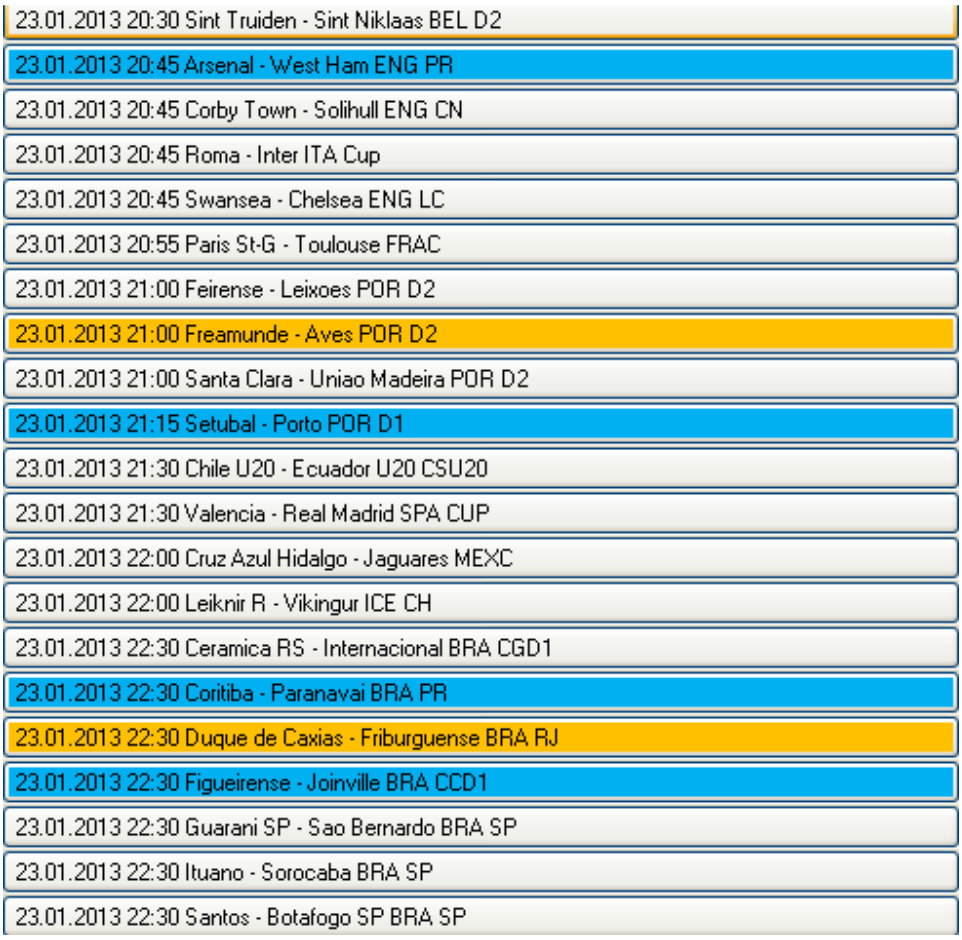

Figure 27: Match list with applied customer defined color schemes

Manual Liveticker Connection

The names of a teams on a sport exchange and on a liveticker can differ. Therefore SXTrader has its own mapping table of the names. At every start of SXTrader it will be checked if a new version of that table is available and if necessary updated. Anyway sometimes it happens that a match or a team could not be found in the mapping table. To fix this the user has the possibility to create a local mapping.

To create such a mapping you have to click on the match in the match list with missing liveticker connection.

Now the manual mapping dialog opens.

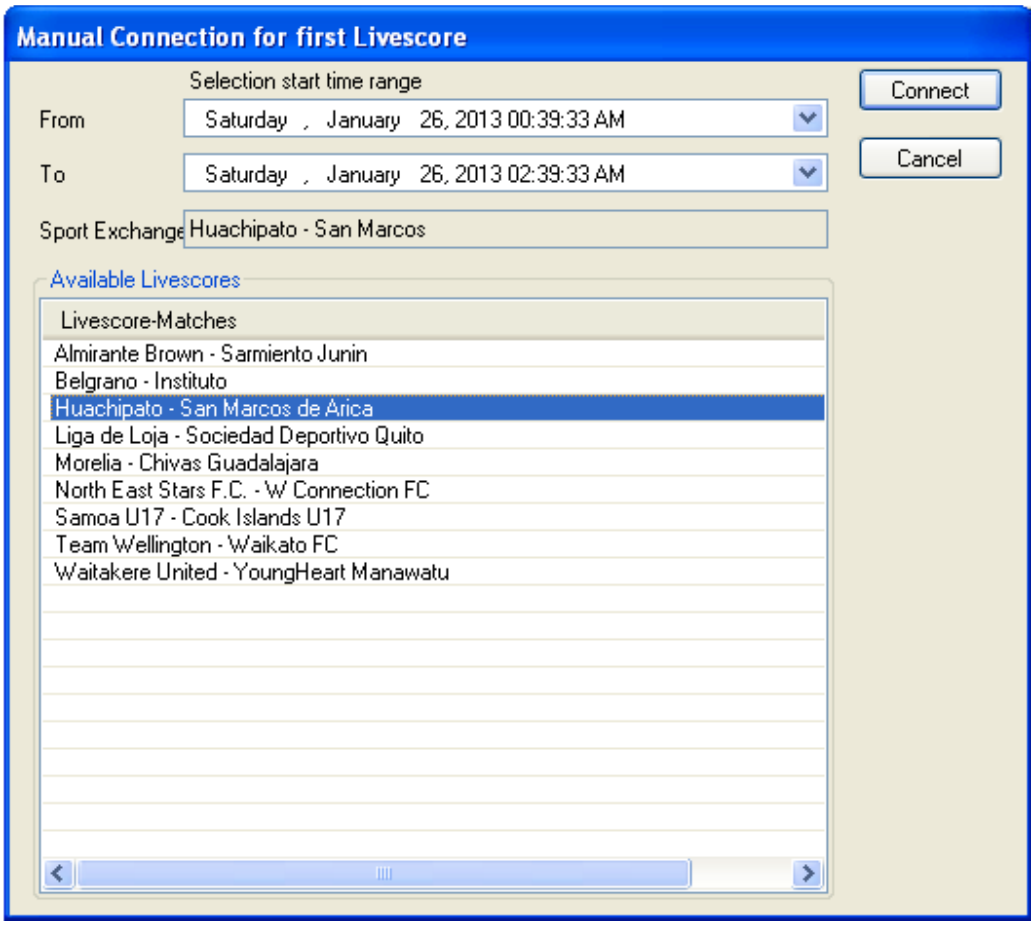

Figure 28: Manual mapping dialog

The title bar of the dialog tells which liveticker should be connected.

With the start time selection you can reduce the list of liveticker connection to those whose start time is within the selected interval.

At the text field Sport Exchange the name of the match as it is used at the sport exchange is displayed.

At Available Livescores all matches at the livetickers that are within the selected start time interval are displayed.

SXTrader is storing manual mappings in a local file for later reuse.

If a fitting match has been found the mapping can be confirmed by pressing the button “Connect”.

by pressing “Cancel” the Mapping Dialog is closed and the manual mapping aborted.

View Historic Data

If a match is selected at the match list (and liveticker 1 is connected) then the historic data of both teams will be loaded. Additionally the match will be marked with bold letters in the match list.

Figure 29: Selected Match

The amount and age of the data to load can be defined at the configuration.

The configuration dialog can be called this way:

Menu→Tools→Options→Configuration→Statistics & Analyses→General.

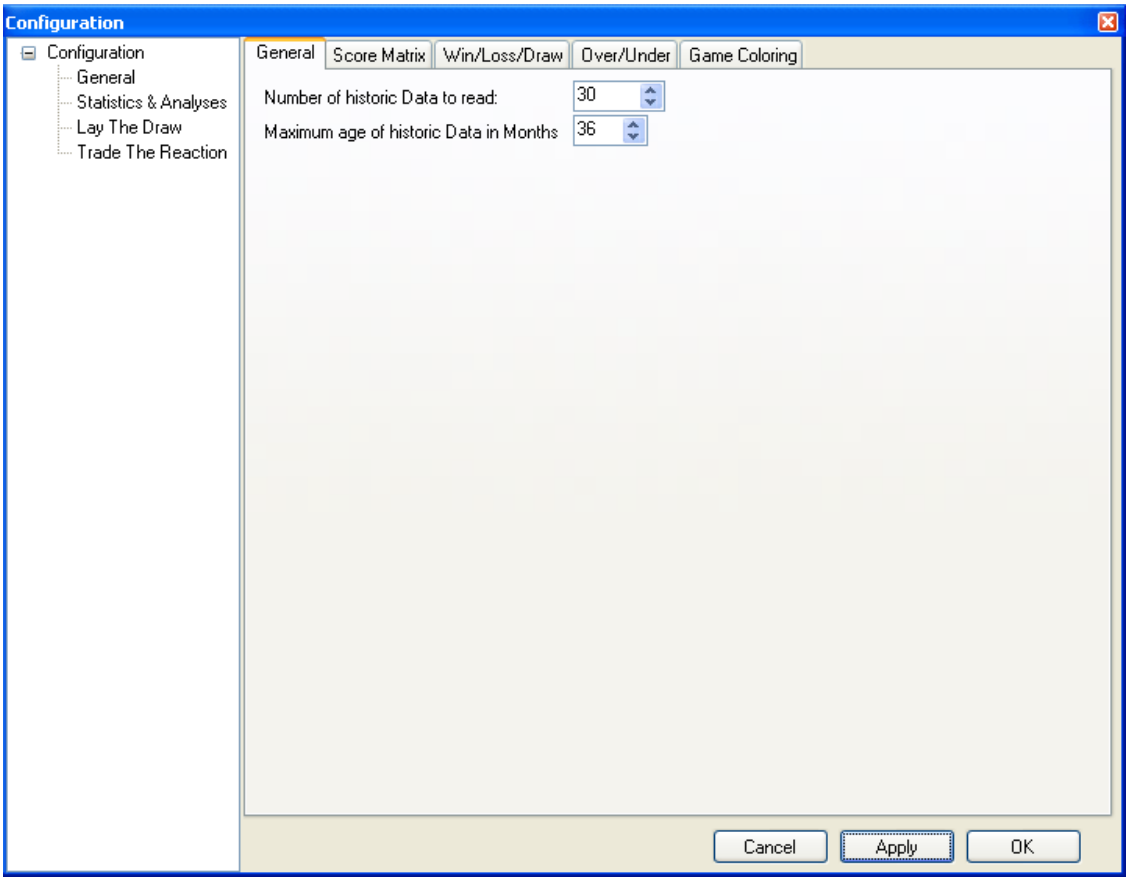

Figure 30: Dialog for setting maximum amount and age of data

The loaded data, if there are any, will be displayed at the historic data view.

Direct Confrontations

Divi...	Date	Tea...	Score	Tea...
POR D2	8/23/2012	Penafiel	0 - 3 (0-1)	Arouca
POR D2	3/11/2012	Penafiel	2 - 1 (2-1)	Arouca
POR D2	10/23/2011	Arouca	0 - 2 (0-1)	Penafiel
POR D2	4/10/2011	Arouca	6 - 3 (3-1)	Penafiel
POR D2	11/28/2010	Penafiel	0 - 1 (0-0)	Arouca

Average Goals:	3.6
Average First Goal Time:	37
Earliest First Goal Time:	14
Latest First Goal Time:	89
% 0 - 0:	0

More

FC Arouca Historic Data

Divi...	Date	Team A	Score	Team B
POR D2	1/20/2013	Aves	0 - 3 (0-1)	Arouca
POR D2	1/12/2013	Arouca	2 - 0 (0-0)	Portimonense
POR D2	1/6/2013	Arouca	3 - 1 (0-1)	Desportivo de Tondela
POR D2	12/31/2012	CF Uniao Madeira	1 - 1 (1-1)	Arouca
POR D2	12/23/2012	Arouca	0 - 3 (0-2)	Belenenses
POR D2	12/16/2012	Associacao Naval	2 - 0 (2-0)	Arouca
POR D2	12/9/2012	Arouca	3 - 1 (2-0)	SL Benfica B
POR D2	12/6/2012	Feirense	5 - 0 (1-0)	Arouca
POR D2	11/28/2012	Arouca	2 - 0 (1-0)	Sporting Braga II
POR D2	11/24/2012	Santa Clara	4 - 0 (3-0)	Arouca
POR D2	11/11/2012	Arouca	0 - 0 (0-0)	Porto B

Average Goals:	2.67
Average First Goal Time:	29
Earliest First Goal Time:	4
Latest First Goal Time:	80
% 0 - 0:	6.67

More

FC Penafiel Historic Data

Divi...	Date	Team A	Score	Team B
POR D2	1/19/2013	Penafiel	2 - 0 (1-0)	Maritimo B
POR D2	1/13/2013	Atletico Clube Purtugal	0 - 1 (0-0)	Penafiel
POR D2	1/5/2013	Sporting CP B	2 - 2 (0-1)	Penafiel
POR D2	12/29/2012	Penafiel	4 - 0 (0-0)	Vitoria Guimaraes B
POR D2	12/23/2012	UD Oliveirense	0 - 0 (0-0)	Penafiel
POR D2	12/16/2012	Santa Clara	2 - 0 (1-0)	Penafiel
POR D2	12/9/2012	Penafiel	1 - 1 (0-0)	Leixoes
POR D2	12/2/2012	Portimonense	2 - 1 (1-1)	Penafiel
POR D2	11/24/2012	Desportivo de Tondela	2 - 0 (1-0)	Penafiel
POR D2	11/18/2012	Penafiel	0 - 1 (0-0)	Aves
POR D2	11/10/2012	Penafiel	0 - 1 (0-0)	CF Uniao Madeira

Average Goals:	2.03
Average First Goal Time:	38
Earliest First Goal Time:	3
Latest First Goal Time:	85
% 0 - 0:	3.33

More

Figure 31: Historic Data View

The view has tree segments. The top segment shows the stored direct confrontation matches. The middle segment shows the stored matches of the home team. The bottom segment the stored matches of the away team.

Right beside the stored match lists some basic statistics are shown

By pressing the button “More” the Extended Statistics View is loaded.

If a match in the list of stored matches is selected the match detail view will be loaded.

View Match Details

The match details lists what happened during a match. Match details contain goals, penalties, owngoals, yellew, red, red-yellow-cards and the name of the respective players.

The quality of the match details can greatly vary. Usually at the major leagues all details are given but at minor or exotic leagues and older stored matches (> 2007) some details might be missing.

FC Arouca - FC Penafiel 4/10/2011

F	FC Arouca	S..	FC Penafiel
14	GOAL Jeremie Njock	1-0	
22	GOAL Bruno Jose Freitas da Costa	2-0	
29	PENALTY Bruninho	3-0	
39		3-1	PENALTY Josualdo Alves I
64	GOAL Kiko	4-1	
65		4-2	GOAL Guilherme Capra Ba
73			REDCARD Cascavel
74	PENALTY Diogo de Almeida Santos	5-2	
77		5-3	GOAL Coronas
90	GOAL Elizio Adriani Silva Albues	6-3	

Figure 32: View Match Details

View Extended Statistics

If the button “More” is pressed at the view Historic Data then the Extended Statistics will be loaded. It does not matter on which segment of the View Historic Data you press the button because the view Extended Statistics always loads the data for direct confrontation, home team and away team.

The view Extended Data presents several statistics in a more graphical way. Here the datablocks could again be preselected by home/away, home, away matches. The label “n=<number>” shows how many datasets where used for the calculation of the statistics.

Figure 33: View Extended Statistics

Score Matrix

Purpose of the Score Matrix is to give a graphical presentation of the distribution of the results on the loaded datasets.

Wich color scheme should be used for which percentage range is freely customizable by the user.

The definition dialog for the color schemes of the score matrix can be called this way:

Menu→Tools→Options→Configuration→Statistics & Analyses→Score Matrix

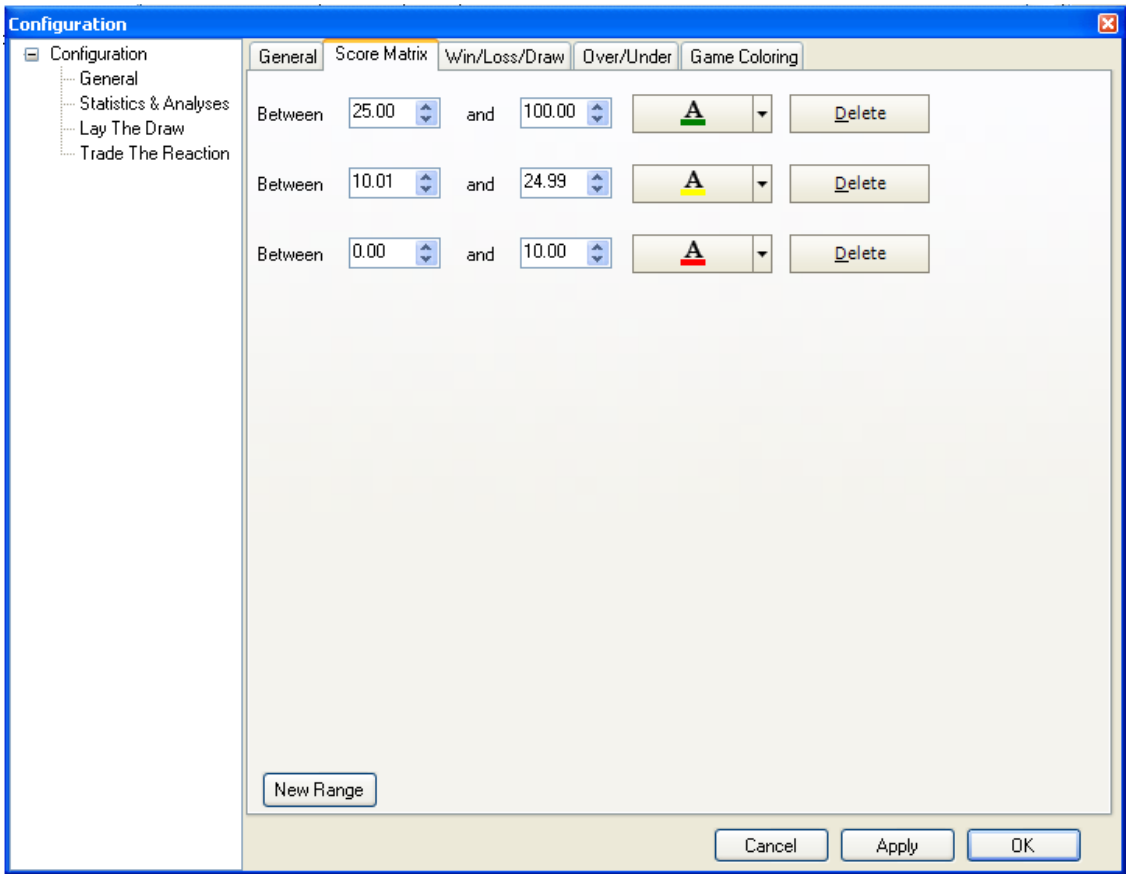

Figure 34: Definition of color schemes for Score Matrix

A new color scheme is created by pressing the button "New Range". A color scheme always needs a value range for which the chosen color should be valid. With pressing "Apply" or "OK" the color scheme will be saved.

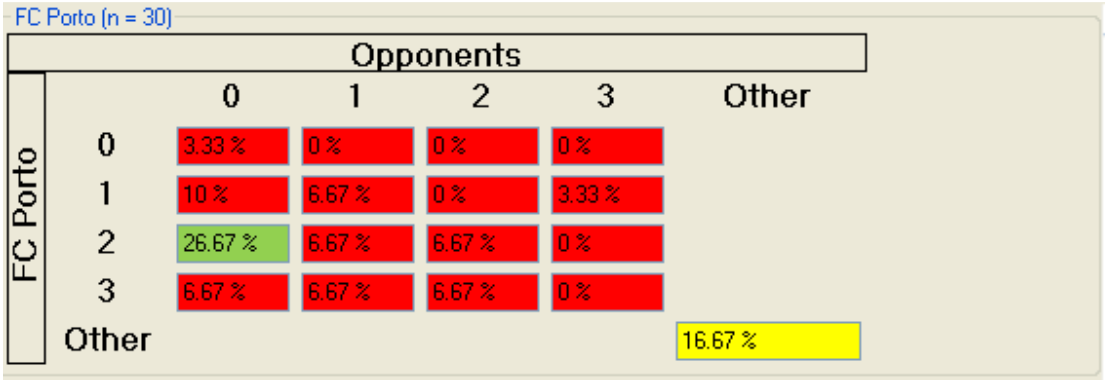

Figure 35: Score Matrix with applied color schemes

Win/Loss/Draw

The Win/Loss/Draw-Display as well as the trend-display over the maximal last 10 is used to give a reprensentation of the match results and the trend in the results in a graphical way.

Which value range color scheme should be used is customizable by the user. The same goes for the colors of the trends

The definition dialog for the color schemes of the Win/Loss/Draw can be called this way:

Menu→Tools→Options→Configuration→Statistics & Analyses→Win/Loss/Draw

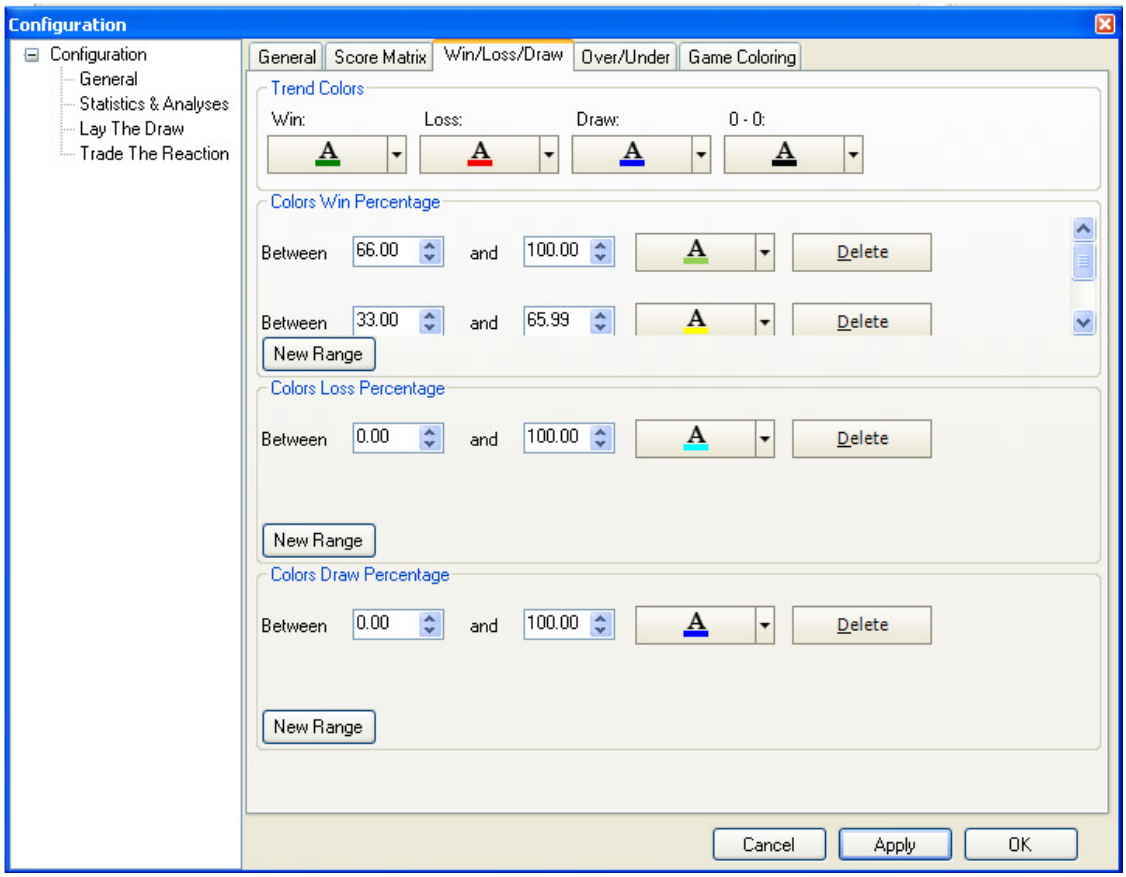

Figure 36: Definition of color schemes for Win/Loss/Draw

At the top segment of that dialog you define the colors for the results which will be used for the trend display. The possible results used for a trend are: Win, Loss, Draw and Final Score 0 – 0. This is used as a separate value for the trend display because for most ways of trading on soccer markets a Final Score of 0 – 0 ist the worst case situation.

At the following segments is the color scheme definition for the bar diagram representation of the results. The definition of the values works the same way as described at Score Matrix.

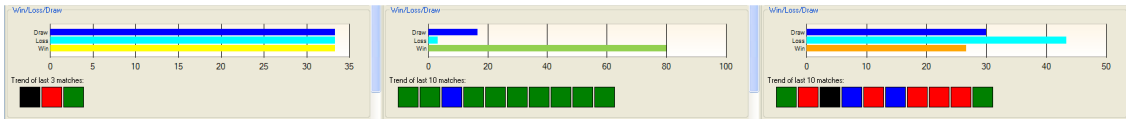

Figure 37: Win/Loss/Draw-Representation and Trends with applied color schemes.

Over/Under

The Over/Under-Display as well as the trend-display over the maximal last 10 is used to give a representation of the goal total and the trend in the goal total in a graphical way.

Which value range color scheme should be used is customizable by the user. The same goes for the colors of the trends

The definition dialog for the color schemes of the Over/Under can be called this way:

Menu→Tools→Options→Configuration→Statistics & Analyses→Over/Under

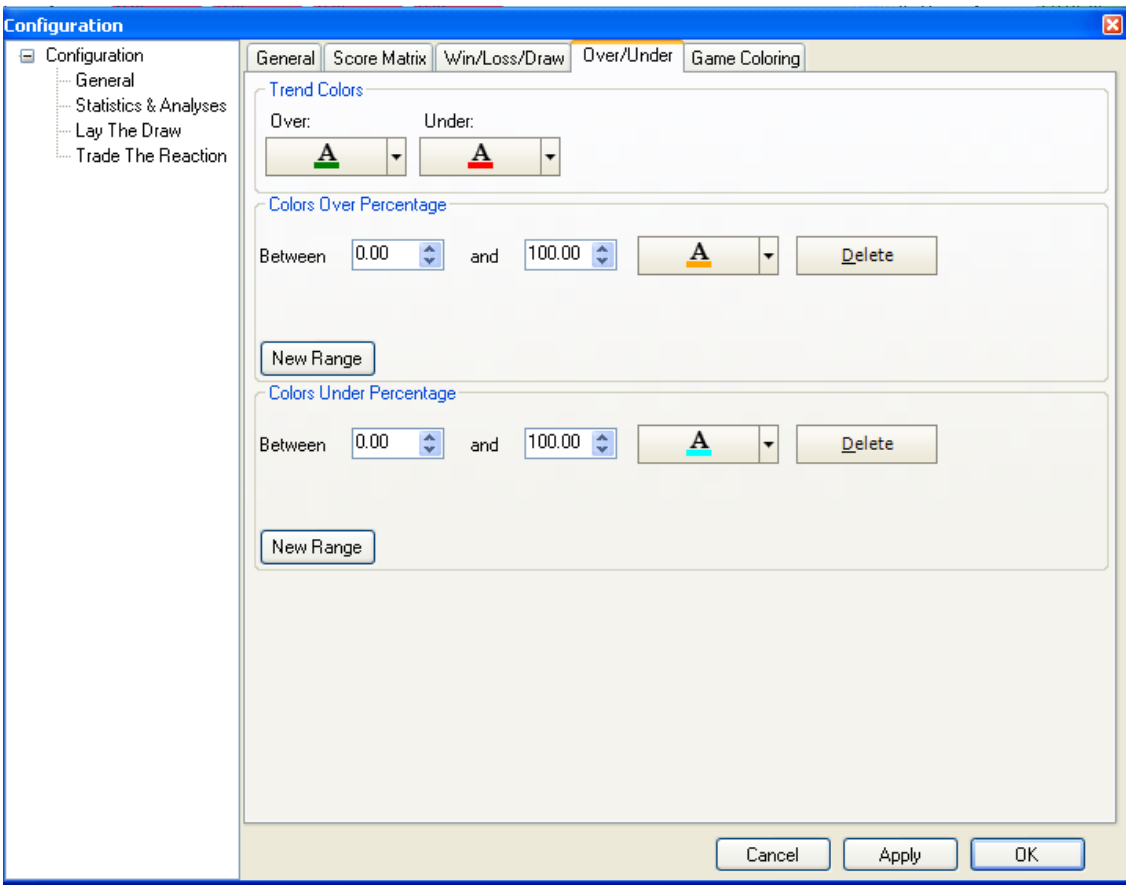

Figure 38: Definition of color schemes for Over/Under

The procedure to define color schemes is the same as described in Win/Loss/Draw.

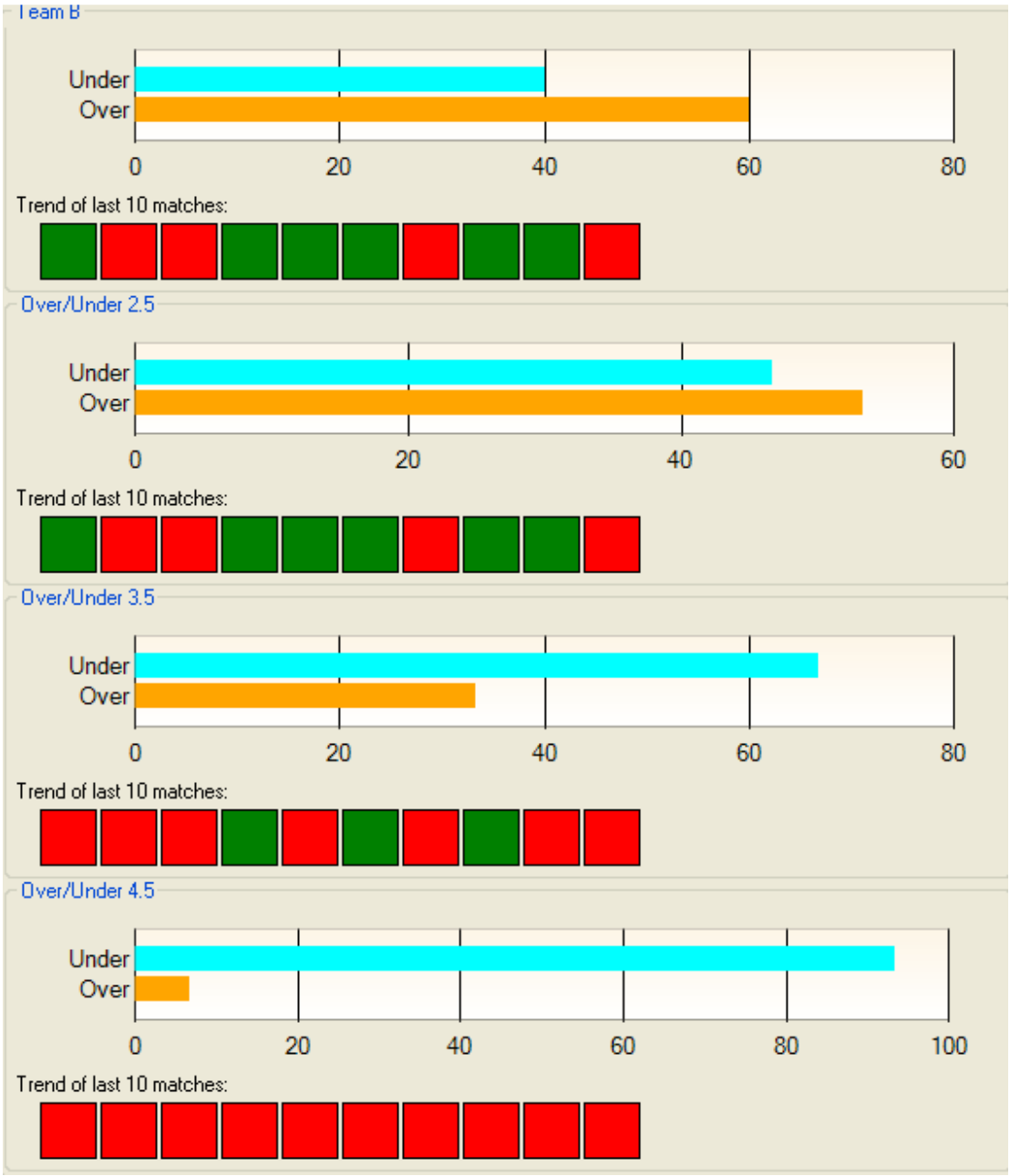

Figure 39: Over/Under-Representation and Trends with applied color schemes.

Liveticker Mapping

It may happen that an error was made when doing a Manual Liveticker Connection. This will have as a result that a wrong mapping pair is written to the local file. And this again could let to one severe problem: The wrong liveticker map will be connected to the sport exchange map. As a result a potential trade will listen to the wrong signals from the liveticker and is doing erroneous decission based on that signals.

To fix such a wrong mapping pair the user can annihilate it in the View Liveticker Mapping.

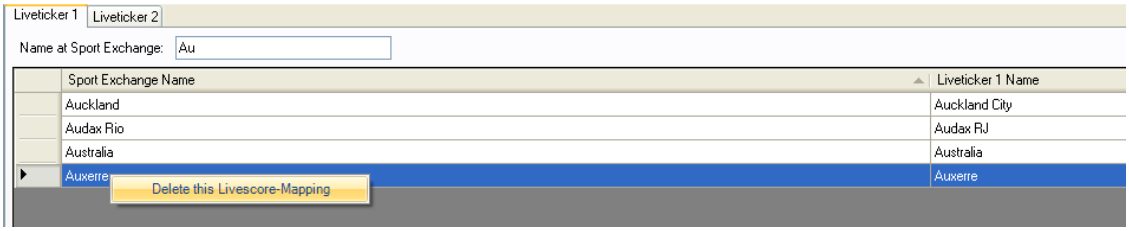

Figure 40: View Liveticker Mapping

The View has an tab for each Liveticker. Each tab again has the same layout. On the top there is an input field called “Name at Sport Exchange”. Hier you can filter the local mapping data by inputing charactes. This will reduce the displayed mappings by team names which begin with the inputed sequence.

If you detected an errorneous entry you can delete it by right clicking on it and choosing “Delete this Livescore Mapping”.

Lay The Draw

Lay The Draw is one of the most popular and most widespread trading strategies as sport exchanges. It bases on the fact that normally the odds for the draw are rising after a goal was scored.

You can take advantage of this by placing a lay bet as long as the score is draw or before the match even starts. After a goal you are place a back bet. This combination usually results in a winning which is independendly from the actual outcome of the match.

An final score of 0 -- 0 is the worst case scenario for a Lay The Draw Trade as the odds are falling constantly during the match. There won't be a opportunity to trade out with a win.

SXTrader is offering a opportunity to do a Stopp/Loss in such a case.

SXTrader is imaging this strategy in an own module called Lay The Draw.

Manual SXTrader

1/7/2013

Konfiguration

Trade Configuration

The configuration of the trading behaviour can be found via following path:

Menu→Tools→Options→Configuration→Lay The Draw→Game Behaviour.

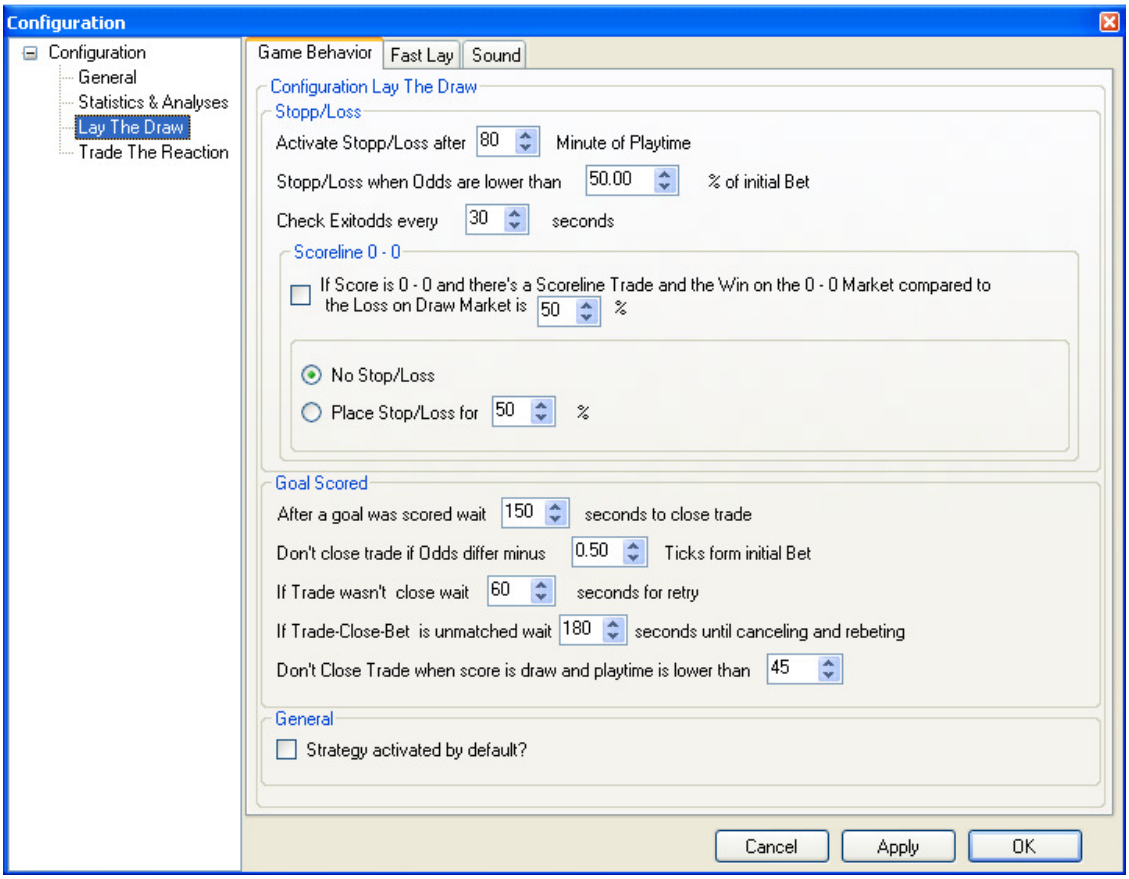

Figure 41: Configuration Lay The Draw – Trading behaviour

The trading behaviour configuration contains 3 parts:

- General: Trading independent behaviour
- Stopp/Loss: Definition of the Stopp/Loss-Trigger and behaviour
- Goal Scored: Definition of the trade out behaviour after a goal was scored.

General

The segment "General" conains only one configuration element. If "Strategy activated by default" is checked then the Lay The Draw-Module is active beginning with the start of SXTrader and can, if necessary, trade matches.

This value is deactivated after the installation of SXTrader by default.

Stopp/Loss

Stopp/Loss defines the behaviour for a trade out in case that a win on this trade becomes unlikely. It places a counter bet to minimize the loss.

- Activate Stopp/Loss after <x> Minute of Playtime: The playtime at the match when SXTrader should check whether the Stopp/Loss criteria have been fullfilled.
- Stopp/Loss when odds are lower then <x> % of initial bet: Calculate the odds when a Stopp/Loss is placed relativly to the lay odds of the initial bets.
    - **Example:** The value is set to 50% and there are two lay bets on the draw market. The lay bets where placed for the odds of 3.7 and 4.0. This results in an average odd of 3.85. If the back odds after the Stopp/Loss observation has been activated fall below the odd of 1.93 then a back bet will be placed to equalize and minimize the loss outcome independent.
- Check exit odds every <x> seconds: After the Stopp/Loss-Obeservation has been activated use the given value as the interval for checking whether the exit odds has been hit.
- If Score is 0 – 0 and there is an scoreline trade: If this is checked it will be evaluated if this game a trade on the Correct Score Market 0 – 0 (a so called Scoreline 0 -- 0 Trade) and if the winning on that trade is higher than the given percentage of the potential loss on the Draw Market.
    - No Stopp/Loss: Don't place a Stopp/Loss Bet
    - Place Stopp/Loss for <x> %: Place a counter bet as a Stopp/Loss which will cover given percentage of the loss on the Draw Market.

If the value of „Activate Stopp/Loss after <x> Minute of Playtime will be set to -1 then no Stopp/Loss Observation will be startet.

Goal Scored

This segment defines the behaviour of SXTrader after a goal was scored and a trade out bet should be placed.

- After a goal was scored wait <x> seconds to close trade: This value defines the amount of seconds which have to pass by after the notification of a goal was received before further checks for an possible trade out will be made.
- Don't close trade if odds differ minus <x> ticks from initial bet: Defines a minimum odds relative to the initial odds which has to be reached before a trade out bet will be placed.

- **Example 1:** The value is set to 0.5.The average odds of the lay bet is 4.0. Now, after a goal was scored, the odds for the back market has to reach at least 3.5 before a trade out is made.
- **Example 2:** The value is set to -0.5. The average odds for the lay bet is 4.0. Now, after a goal was scored, the odds for the back market has to reach at least 4.5 before a trade out is made

Attention: „Don't close trade if odds differ minus" is utilising an inverse logic!

- .If trade wasn't closed wait <x> seconds for retry: If the trade out bet could not be placed on the draw market, e.g. the market is still suspended, then wait the given amount of time before retrying.
- If Trade close bet is unmatched wait <x> seconds until canceling and rebeting: If a trade out bet is unmatched or partly matched SXTrader will wait the given time be checking the bet again. If it is still unmatched or partly matched the bet will be canceled and a new bet will be placed.
- Don't close trade if score is draw and playtime below <x>: If a second goal is scored which equilize the score and playtime is below the given value then don't place trade out bet.

If the value of "After a goal wait <x> seconds then trade out" is set to -1 no trade out will be made.

Fast Bet Configuration

The base configuration of the bet amounts for fast bets and rule based bets can be called following way:

Menu→Tools→Options→Configuration→Lay The Draw→Fast Lay.

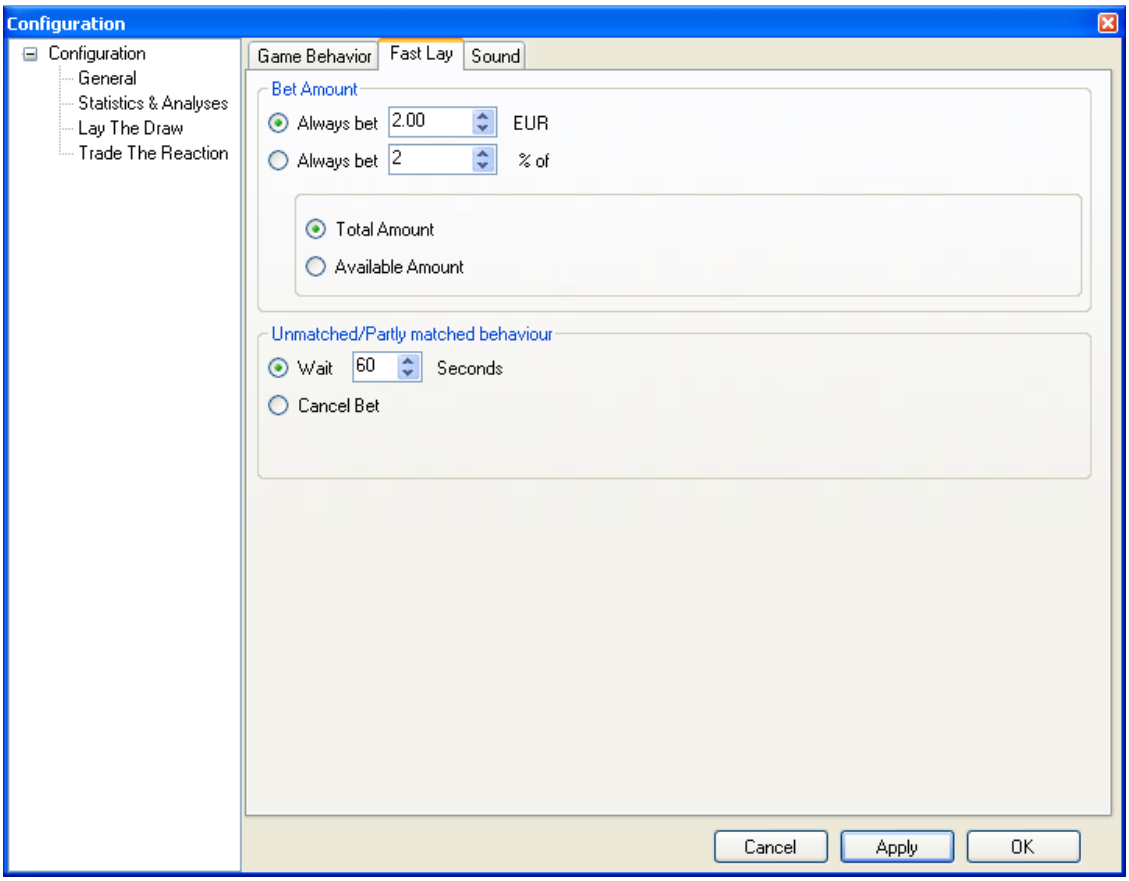

Figure 42: Configuration Lay The Draw – Fast Lay

Bet Amount

This configuration values define the standard height for the bet amount for fast bet and rule based bets.

- Always bet <x> <Currency>: Always use the given fixed value.
- Always bet <x> % of: Always calculate the bet amount in the percantage relative to
  - Total Amount: The total bankroll
  - Available Amount: The available bankroll

„Alway bet <x> <currency> means the bet amount and not the risk at lav bets.

Unmatched/Partly matched behaviour

This defines how SXTrader will act if a lay bet is unmatched or partly matched during a fast bet or a rule based bet.

- Wait <x> seconds: Wait given time then check state of the bet again. If it is still unmatched or partly matched then wait again.
- Cancel Bet: Canel the unmatched or partly matched bet.

Sound Configuration

The Lay The Draw Module is offering the opportunity to play sounds if certain events happen.

The Configuration can be found at:

Menu→Tools→Options→Configuration→Lay The Draw→Sound.

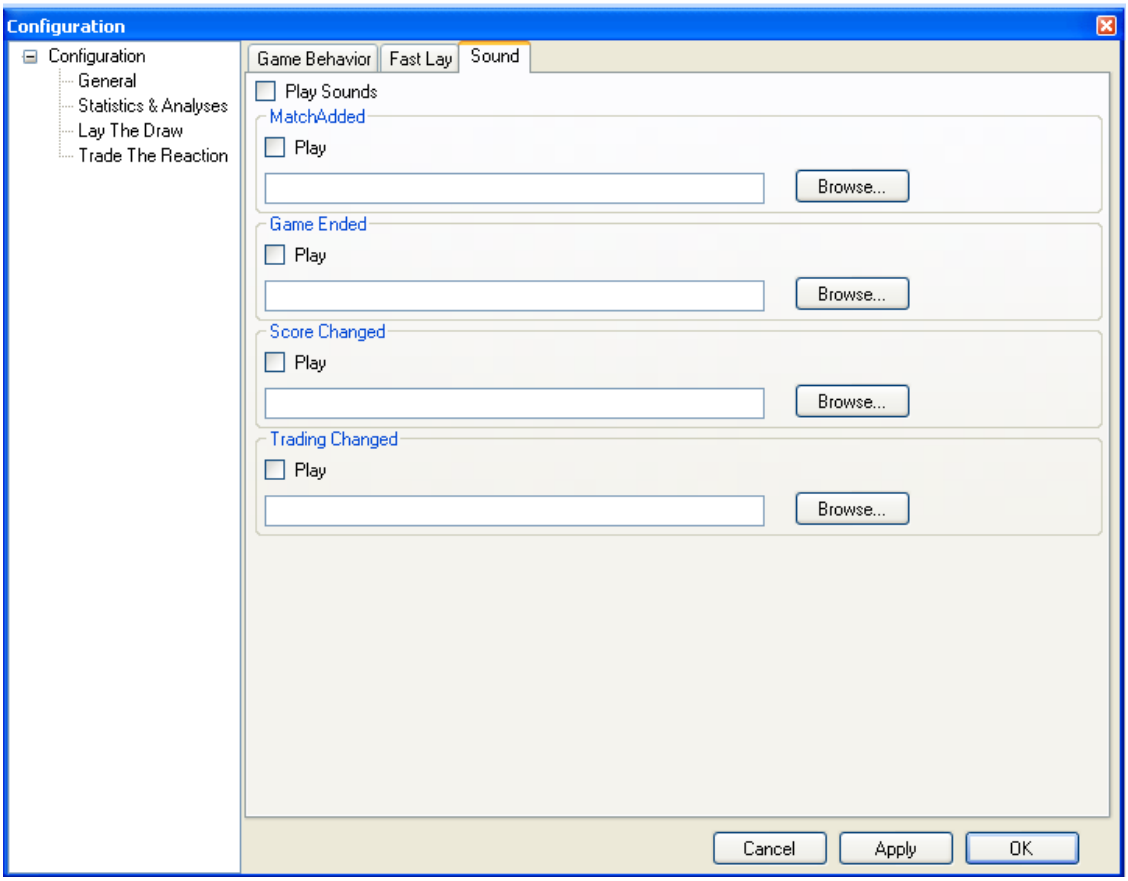

Figure 43: Configuration Lay The Draw – Sound

Fast Bet and Rule Based Bets

The entry for the Fast Bet and Rule Based Bets can be found at Statistics & Analyses. There the Lay The Draw Module is attaching its Interface for Fast Bet and Rule Based Bets.

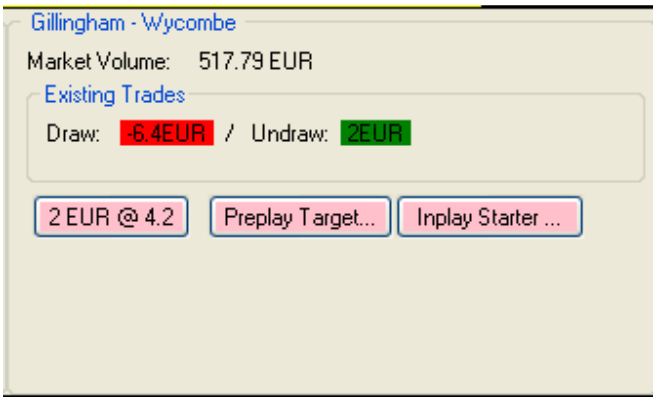

Figure 44: Fast Bet and Rule Based Bets Lay The Draw – Entry Screen

The first half of the screen is giving some common informations. On the top there is the name of the match. Followed by the market volume of the draw market. Then there is the information if there is already a Lay The Draw Trade for this mach and what's its state.

The Market Volume in SXTrader is displaying the amount of the matched bets and not the total amount of matched and unmatched.

In the second half there are the actual functions for Fast Bet and Rule Based Bets. These are:

- Fast Bet
- Preplay Bet
- Inplay Bet (aka Rule Based Bet)

Fast Bet

By pressing the button for Fast Bet a lay bet for the displayed value is placed at the draw market immediately. The bet amount is defined at Fast Bet Configuration. If the value Confirm Fast Bets is selected a confirm dialog appears. Otherwise the bet will be placed without any further questions.

Preplay Bet

By pressing the button "Preplay Target" the dialog for setting up a preplay bet is shown.

This dialog has two segments. In the first the definition for the bet amounts are shown. They have the same meaning as described at Bet Amount.

At the segment, this is where the difference to the Fast Bet is, the value for the desired odd for the lay bet is inputed. The behaviour how SXTrader will react if the desired amount could not be matched is defined at Unmatched/Partly matched behaviour.

Figure 45: Preplay Bet Lay The Draw – Definition Dialog

Inplay Bet

By pressing "Inplay Starter" the definition dialog for the rule based inplay bet is loaded. This dialog contains three segments:

- List of existing Rules
- Definition Area
- Common Dialog Functions

List of Existing Rules

The list of existing rules is displaying the rules which are active for this match.

By pressing "Edit" the rule will be loaded into the Definition Area.

By pressing "Delete" the rule will be deleted.

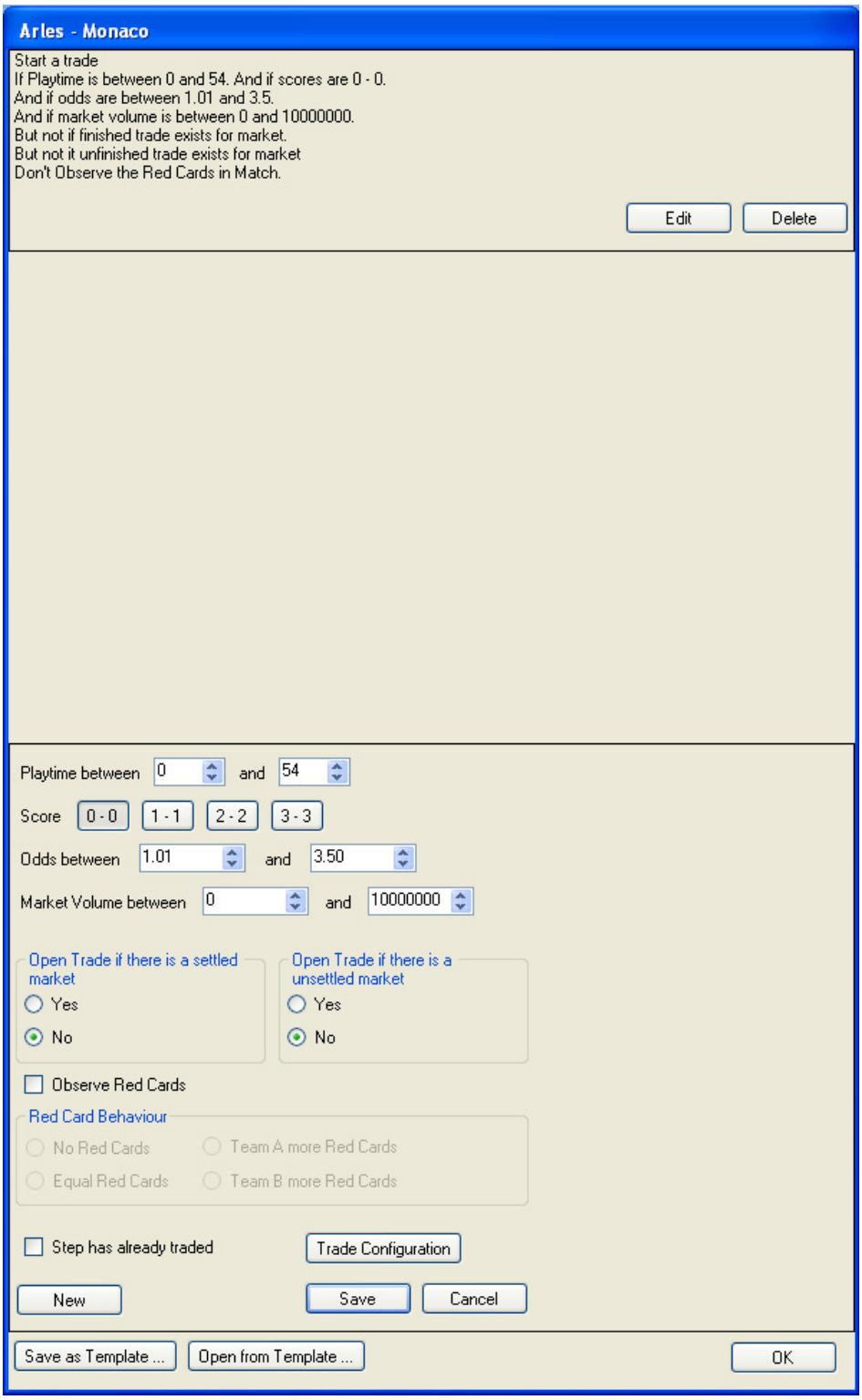

Figure 46. Inplay Starter Lay The Draw – Definition Dialog

Definition Area

At the Definition Area the triggers which have to been fullfilled before SXTrader is starting a fully automated trade (aka is placing a lay bet) for the selected market are defined.

- Playtime between <x> and <y>: Defines the range of the playtime in which this rule should be valid.
- Score Defines the scores for which this rule should be valid.
- Odds between <x> and <y>: Defines the rang in which the odds must be so that the rule is valid.
- Market Volume between <x> and <y>: The range of the Market Volume for which this rule should be valid.
- Open Trade if there is a settled market: Allow to place a new Lay Bet even if the former trade on this market is already settled. Settled means that a back bet has been placed and now the result for this trade is independent from the acutal outcome of the match.
- Open Trade if there is an unsettled market: Allow to place a new Lay Bet even if there is already a trade for this match and no back bet to settle this market has been placed yet.
- Observer Red Cards: Take the situation of the red cards of the match into consideration before deciding if a rule has been fullfilled or not.
    - No Red Cards: Neither team is allowed to have red cards
    - Equal Red Cards: Both teams have to have the same number of Red Cards
    - Team A more Red Cards: The home team has to have more Red Cards than the Away Team.
    - Team B more Red Cards: The Away Team has to have more Red Cards than the Home Team
- Step has already traded: If SXTrader has executed this rule once successfully the it will set this flag to prevent this step from being executed again. The User can remove this flag. If done so it may happen that this rule is executed again.
- Trade Configuration: Loads a dialog similar to Default Konfiguration Dialog of the Lay The Draw Modul. There the betting amount and trading behaviour can be set individually for this match and this rule.
- Button “New”: Creates a new rule
- Button “Save”: Saves the current rule and attaches it to the List of Existing Rules.
- Button “Cancel”: Abort the editing of the current rule without saving it.

Betfair and Betdaq are calculating the market volume diffently!

Common Dialog Functions

At the Area of the Common Dialog Functions you can find the buttons which will influence the whole rule set.

- Button “Save as Template”: Stores the current rule set in a file at the hard disk for later usage.

- Button “Open from Template”: Opens a file with a stored ruleset , assigns it to the current match and closes the Inplay Bet Dialog.
- Button “OK”: Assigns the rule set to the chosen match and closes the Inplay Bet Dialog.

Trade Overview

Each recognized Lay The Draw Trade will be displayed as a row at the Trade Overview.

The Trade Overview of Lay The Draw can be found at the Module Tree at Soccer→Lay The Draw.

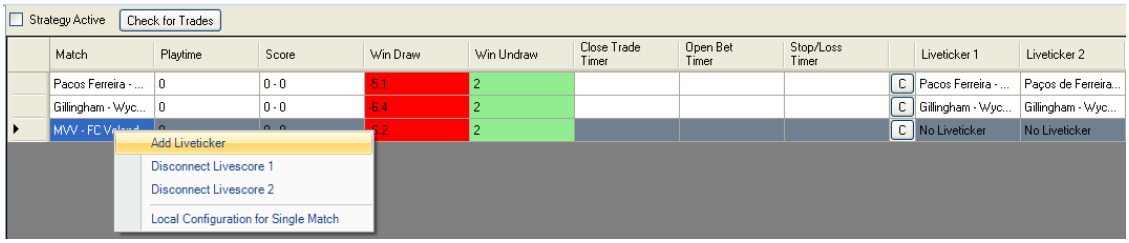

Figure 47: Trade Overview Lay The Draw

At the top of the Trade Overview there are two common functions of the Lay The Draw Module:

- Strategy active: If this will be unchecked SXTrader is stoping trading Lay The Draw Trades. It will still display the Trades but don’t do any action on the markets.
- Check for Trades: If a bet on the draw market is placed outside of SXTrader then it will usually been recognized latest afte the time definied at Sport Exchange Interval has been passed. But to speed up the process the user can press this button. Then the sport exchange will be checked immediately for bets.

Following the common functions the list of the running matches with Lay The Draw Trades is shown. Each Trade has its own line. A row contains several columns which have following meaning:

- Match: Name of the match as it is known at the sport exchange.
- Playtime: Actual playtime of the match.
- Score: Actual score of the match
- Win Draw: Profit or Loss if the match is ending with a draw.
- Win Undraw: Profit or Loss if the match is ending with an undraw.
- Close Trade Timer: Countdown which is started after a goal is scored until the trade will be checked if there will be a trade out.
- Open Bet Timer: If a bet at a trade out was unmatched this countdown indicates how long until the bet will be checked again.
- Stopp/Loss Timer: If a Stopp/Loss might be necessary this countdown indicates how long until the prerequisites for a Stopp/Loss are checked.
- C: Is displaying the Local Configuration for this match.

- Liveticker 1: Name of the match as it is known at Liveticker 1.
- Liveticker 2: Name of the match as it is known at Liveticker 2.

If the user right clicks on the a trade then a context menu with following options is displayed:

- Add Liveticker: If a liveticker connection is missing this option is loading the Manual Liveticker Connection Dialog.
- Disconnect Liveticker 1: Disconnects the Liveticker 1 from this match. This may become necessary if there was an error while doing a Manual Liveticker Connection.
- Disconnect Liveticker 2: The same as above just for Liveticker 2.
- Local Configuration for Single Match: This is displaying the dialog for the local trading configuration.

Trade The Reaction

Coming soon.