

# UnifiedOdds Feed SDK .NET library (.NET Standard 2.0)

Notice: before starting [DemoProject](#) make sure to enter your bookmaker access token in app.config file and restore nuget packages by right-clicking the solution item and selecting "Restore NuGet Packages".

Below are basic examples that can help you start using sdk.

## A basic way to use the UofSdk

To receive sdk events/messages subscribe to all `Sportradar.OddsFeed.SDK.Api.IUofSdk` and `Sportradar.OddsFeed.SDK.Api.IEntityDispatcher` events.

Note that there is one thread handling message reception and calling your event handler per session, so the processing within that method should be as quick as possible to not prevent following messages from being processed. It is recommended that all `Sportradar.OddsFeed.SDK.Entities.Rest.ISportEvent` processing is done in separate thread.

Below example is the minimum setup to start receiving messages. Note that you open only once, process messages for as long as you want, and then close the feed.

```
var config = UofSdk.GetConfigurationBuilder().BuildFromConfigFile();

var uofSdk = new UofSdk(config);

var session =
uofSdk.GetSessionBuilder().SetMessageInterest(MessageInterest.AllMessages).Build();

uofSdk.ProducerUp += OnProducerUp;
uofSdk.ProducerDown += OnProducerDown;
uofSdk.Disconnected += OnDisconnected;
uofSdk.Closed += OnClosed;

session.OnUnparsableMessageReceived += SessionOnUnparsableMessageReceived;
session.OnBetCancel += SessionOnBetCancel;
session.OnBetSettlement += SessionOnBetSettlement;
session.OnBetStop += SessionOnBetStop;
session.OnFixtureChange += SessionOnFixtureChange;
session.OnOddsChange += SessionOnOddsChange;
session.OnRollbackBetCancel += SessionOnRollbackBetCancel;
session.OnRollbackBetSettlement += SessionOnRollbackBetSettlement;
```

```
uofSdk.Open();
```