

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();
```

Namespace Sportradar.OddsFeed.SDK.Api

Classes

[EntityDispatcherBase](#)

A base class for classes used to dispatch messages

[UofSdk](#)

A [IUofSdk](#) implementation acting as an entry point to the odds feed SDK

[UofSdkForReplay](#)

A [IUofSdk](#) implementation acting as an entry point to the odds feed Replay Service for doing integration tests against played matches that are older than 48 hours

Interfaces

[IEntityDispatcher<T>](#)

Specifies a contract defining events used for user notification

[IProducer](#)

Defines a contract for producer which use the feed to dispatch messages

[IRecoveryInfo](#)

Defines a contract for recovery info which contains data about last recovery attempt

[ISessionBuilder](#)

Represents a second step when building a [IUofSession](#) instance

[ISpecificEntityDispatcher<T>](#)

Defines a contract implemented by classes capable of dispatching only specific entities

[IUofSdk](#)

Represent a root object of the unified odds sdk

[IUofSdkForReplay](#)

Represent a root object of the unified odds sdk when using Replay Server

[IUofSession](#)

Represents a session to the odds feed

[IUofSessionBuilder](#)

Represents a first step when building a [IUofSession](#) instance