

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

Class EntityDispatcherBase

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base class for classes used to dispatch messages

```
public class EntityDispatcherBase
```

Inheritance

[object](#) ← EntityDispatcherBase

Derived

[UofSdk](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EntityDispatcherBase()

Initializes a new instance of the [EntityDispatcherBase](#)

```
protected EntityDispatcherBase()
```

Methods

Dispatch<T>(EventHandler<T>, T, FeedMessage)

Dispatches the [feed message](#)

```
protected void Dispatch<T>(EventHandler<T> handler, T eventArgs,  
FeedMessage message)
```

Parameters

handler [EventHandler](#)<T>

Event delegate

eventArgs T

Event arguments

message [FeedMessage](#)

A message to dispatch

Type Parameters

T

The type of the event arguments

Dispatch<T>(EventHandler<T>, T, string, int)

Raises the specified sdk event (ProducerUp, ProducerDown, ...)

```
protected void Dispatch<T>(EventHandler<T> handler, T eventArgs, string
eventHandlerName, int producerId)
```

Parameters

handler [EventHandler](#)<T>

A [EventHandler](#)<TEventArgs> representing the event

eventArgs T

Event arguments

eventHandlerName [string](#)

The name of the event

producerId [int](#)

The producer id

Type Parameters

T

The type of the event arguments

Interface IEntityDispatcher<T>

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract defining events used for user notification

```
public interface IEntityDispatcher<T> where T : ISportEvent
```

Type Parameters

T

A [ISportEvent](#) derived type specifying the type of sport associated with [IEntityDispatcher<T>](#)

Events

OnBetCancel

Raised when a bet cancel message is received from the feed

```
event EventHandler<BetCancelEventArgs<T>> OnBetCancel
```

Event Type

[EventHandler](#)<[BetCancelEventArgs](#)<T>>

OnBetSettlement

Raised when a bet settlement message is received from the feed

```
event EventHandler<BetSettlementEventArgs<T>> OnBetSettlement
```

Event Type

[EventHandler](#)<[BetSettlementEventArgs](#)<T>>

OnBetStop

Raised when a bet stop message is received from the feed

event EventHandler<BetStopEventArgs<T>> OnBetStop

Event Type

[EventHandler<BetStopEventArgs<T>>](#)

OnFixtureChange

Raised when a fixture change message is received from the feed

event EventHandler<FixtureChangeEventArgs<T>> OnFixtureChange

Event Type

[EventHandler<FixtureChangeEventArgs<T>>](#)

OnOddsChange

Raised when a odds change message is received from the feed

event EventHandler<OddsChangeEventArgs<T>> OnOddsChange

Event Type

[EventHandler<OddsChangeEventArgs<T>>](#)

OnRollbackBetCancel

Raised when a rollback bet cancel message is received from the feed

event EventHandler<RollbackBetCancelEventArgs<T>> OnRollbackBetCancel

Event Type

[EventHandler](#)<RollbackBetCancelEventArgs<T>>

OnRollbackBetSettlement

Raised when a rollback bet settlement is received from the feed

event EventHandler<RollbackBetSettlementEventArgs<T>> OnRollbackBetSettlement

Event Type

[EventHandler](#)<RollbackBetSettlementEventArgs<T>>

Interface IProducer

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface IProducer
```

Extension Methods

[ProducerExtensions.MaxAfterAge\(IProducer\)](#)

Properties

Description

Gets the description of the producer

```
string Description { get; }
```

Property Value

[string](#)

The description

Id

Gets the id of the producer

```
int Id { get; }
```

Property Value

[int](#)

The id

IsAvailable

Gets a value indicating whether the producer is available on feed

```
bool IsAvailable { get; }
```

Property Value

[bool](#)

true if this instance is active; otherwise, **false**

IsDisabled

Gets a value indicating whether the producer is disabled

```
bool IsDisabled { get; }
```

Property Value

[bool](#)

true if this instance is disabled; otherwise, **false**

IsProducerDown

Gets a value indicating whether the producer is marked as down

```
bool IsProducerDown { get; }
```

Property Value

[bool](#)

true if this instance is down; otherwise, **false**

LastTimestampBeforeDisconnect

Gets the last timestamp before disconnect for this producer

```
DateTime LastTimestampBeforeDisconnect { get; }
```

Property Value

[DateTime](#)

The last timestamp before disconnect

MaxInactivitySeconds

Gets the maximum inactivity seconds

```
int MaxInactivitySeconds { get; }
```

Property Value

[int](#)

The maximum inactivity seconds

MaxRecoveryTime

Gets the maximum recovery time (in seconds)

```
int MaxRecoveryTime { get; }
```

Property Value

[int](#)

The maximum recovery time (in seconds)

Name

Gets the name of the producer

```
string Name { get; }
```

Property Value

[string](#)

The name

RecoveryInfo

Gets the recovery info about last recovery attempt

```
IRecoveryInfo RecoveryInfo { get; }
```

Property Value

[IRecoveryInfo](#)

The recovery info about last recovery attempt

Scope

Gets the scope of the producer

```
IReadOnlyCollection<string> Scope { get; }
```

Property Value

[IReadOnlyCollection](#)<[string](#)>

The scope

StatefulRecoveryWindow

Gets the stateful recovery window in minutes.

```
int StatefulRecoveryWindow { get; }
```

Property Value

[int ↗](#)

The stateful recovery window in minutes.

Interface IRecoveryInfo

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface IRecoveryInfo
```

Properties

After

Gets the after timestamp of the recovery or 0 if full recovery was done

```
long After { get; }
```

Property Value

[long](#)

The after

NodeId

Gets the node identifier

```
int NodeId { get; }
```

Property Value

[int](#)

The node identifier

RequestId

Gets the request identifier

```
long RequestId { get; }
```

Property Value

[long](#)

The request identifier

ResponseCode

Gets the response code of the recovery request

```
int ResponseCode { get; }
```

Property Value

[int](#)

The response code of the recovery request

ResponseMessage

Gets the response message of the recovery request

```
string ResponseMessage { get; }
```

Property Value

[string](#)

the response message of the recovery request

Timestamp

Gets the timestamp specifying when the recovery was initiated

```
long Timestamp { get; }
```

Property Value

[long](#) ↗

The timestamp

Interface ISessionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface ISessionBuilder
```

Methods

Build()

Builds and returns a [IUofSession](#) instance

```
IUofSession Build()
```

Returns

[IUofSession](#)

the built [IUofSession](#) instance

Interface ISpecificEntityDispatcher<T>

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface ISpecificEntityDispatcher<T> : IOpenable, IEntityDispatcher<T>
where T : ISportEvent
```

Type Parameters

T

Specifies the type of the entities that can be dispatched

Inherited Members

[IOpenable.IsOpened](#) , [IOpenable.Open\(\)](#) , [IOpenable.Close\(\)](#) , [IEntityDispatcher<T>.OnOddsChange](#) ,
[IEntityDispatcher<T>.OnBetStop](#) , [IEntityDispatcher<T>.OnBetSettlement](#) ,
[IEntityDispatcher<T>.OnRollbackBetSettlement](#) , [IEntityDispatcher<T>.OnBetCancel](#) ,
[IEntityDispatcher<T>.OnRollbackBetCancel](#) , [IEntityDispatcher<T>.OnFixtureChange](#)

See Also

[IOpenable](#)

[IEntityDispatcher<T>](#)

Interface IUofSdk

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent a root object of the unified odds sdk

```
public interface IUofSdk : IDisposable
```

Inherited Members

[IDisposable.Dispose\(\)](#)

Properties

BookingManager

Gets a [IBookingManager](#) instance used to perform various booking calendar operations

```
IBookingManager BookingManager { get; }
```

Property Value

[IBookingManager](#)

BookmakerDetails

Gets a [IBookmakerDetails](#) instance used to get info about bookmaker and token used

```
IBookmakerDetails BookmakerDetails { get; }
```

Property Value

[IBookmakerDetails](#)

CashOutProbabilitiesProvider

Gets the [ICashOutProbabilitiesProvider](#) instance used to retrieve cash out probabilities for betting markets

```
ICashOutProbabilitiesProvider CashOutProbabilitiesProvider { get; }
```

Property Value

[ICashOutProbabilitiesProvider](#)

CustomBetManager

Gets a [ICustomBetManager](#) instance used to perform various custom bet operations

```
ICustomBetManager CustomBetManager { get; }
```

Property Value

[ICustomBetManager](#)

EventChangeManager

Gets a [IEventChangeManager](#) instance used to automatically receive fixture and result changes

```
IEventChangeManager EventChangeManager { get; }
```

Property Value

[IEventChangeManager](#)

EventRecoveryRequestIssuer

Gets a [IEventRecoveryRequestIssuer](#) instance used to issue recovery requests to the feed

```
IEventRecoveryRequestIssuer EventRecoveryRequestIssuer { get; }
```

Property Value

[IEventRecoveryRequestIssuer](#)

MarketDescriptionManager

Gets a [IMarketDescriptionManager](#) instance used to get info about available markets, and to get translations for markets and outcomes including outright

```
IMarketDescriptionManager MarketDescriptionManager { get; }
```

Property Value

[IMarketDescriptionManager](#)

ProducerManager

Gets a [IProducerManager](#) instance used to retrieve producer related data

```
IProducerManager ProducerManager { get; }
```

Property Value

[IProducerManager](#)

SportDataProvider

Gets a [ISportDataProvider](#) instance used to retrieve sport related data from the feed

```
ISportDataProvider SportDataProvider { get; }
```

Property Value

[ISportDataProvider](#)

Methods

Close()

Closes the current feed by closing all created sessions and disposing of all resources associated with the current instance

```
void Close()
```

GetSessionBuilder()

Constructs and returns a new instance of [IUofSessionBuilder](#)

```
IUofSessionBuilder GetSessionBuilder()
```

Returns

[IUofSessionBuilder](#)

Constructed instance of the [IUofSessionBuilder](#)

IsOpen()

Returns an indicator if the feed instance is opened or not

```
bool IsOpen()
```

Returns

[bool](#) ↗

Returns true if the sdk is opened, otherwise false

Open()

Opens the current feed by opening all created sessions

```
void Open()
```

Events

Closed

Occurs when feed is closed

```
event EventHandler<FeedCloseEventArgs> Closed
```

Event Type

[EventHandler](#)<[FeedCloseEventArgs](#)>

ConnectionException

Occurs when an exception occurs in the connection loop

```
event EventHandler<ConnectionExceptionEventArgs> ConnectionException
```

Event Type

[EventHandler](#)<[ConnectionExceptionEventArgs](#)>

Disconnected

Raised when the current instance of [IUofSdk](#) loses connection to the feed

```
event EventHandler<EventArgs> Disconnected
```

Event Type

[EventHandler](#)<[EventArgs](#)>

EventRecoveryCompleted

Occurs when a requested event recovery completes

`event EventHandler<EventRecoveryCompletedEventArgs> EventRecoveryCompleted`

Event Type

[EventHandler](#)<[EventRecoveryCompletedEventArgs](#)>

ProducerDown

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went down

`event EventHandler<ProducerStatusChangeEventArgs> ProducerDown`

Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

ProducerUp

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went up (back online)

`event EventHandler<ProducerStatusChangeEventArgs> ProducerUp`

Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

RecoveryInitiated

Occurs when a recovery initiation completes

```
event EventHandler<RecoveryInitiatedEventArgs> RecoveryInitiated
```

Event Type

[EventHandler](#)<[RecoveryInitiatedEventArgs](#)>

Interface IUofSdkForReplay

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface IUofSdkForReplay : IUofSdk, IDisposable
```

Inherited Members

[IUofSdk.Disconnected](#) , [IUofSdk.Closed](#) , [IUofSdk.ProducerDown](#) , [IUofSdk.ProducerUp](#) ,
[IUofSdk.RecoveryInitiated](#) , [IUofSdk.EventRecoveryCompleted](#) , [IUofSdk.ConnectionException](#) ,
[IUofSdk.EventRecoveryRequestIssuer](#) , [IUofSdk.CashOutProbabilitiesProvider](#) ,
[IUofSdk.SportDataProvider](#) , [IUofSdk.ProducerManager](#) , [IUofSdk.BookingManager](#) ,
[IUofSdk.BookmakerDetails](#) , [IUofSdk.MarketDescriptionManager](#) , [IUofSdk.CustomBetManager](#) ,
[IUofSdk.EventChangeManager](#) , [IUofSdk.GetSessionBuilder\(\)](#) , [IUofSdk.Open\(\)](#) , [IUofSdk.IsOpen\(\)](#) ,
[IUofSdk.Close\(\)](#) , [IDisposable.Dispose\(\)](#)

Properties

ReplayManager

The replay manager for interaction with Replay Server

```
IReplayManager ReplayManager { get; }
```

Property Value

[IReplayManager](#)

Interface IUofSession

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a session to the odds feed

```
public interface IUofSession : IEntityDispatcher<ISportEvent>
```

Inherited Members

[IEntityDispatcher<ISportEvent>.OnOddsChange](#) , [IEntityDispatcher<ISportEvent>.OnBetStop](#) ,
[IEntityDispatcher<ISportEvent>.OnBetSettlement](#) ,
[IEntityDispatcher<ISportEvent>.OnRollbackBetSettlement](#) ,
[IEntityDispatcher<ISportEvent>.OnBetCancel](#) , [IEntityDispatcher<ISportEvent>.OnRollbackBetCancel](#) ,
[IEntityDispatcher<ISportEvent>.OnFixtureChange](#)

Properties

Name

Gets the name of the session

```
string Name { get; }
```

Property Value

[string](#)

Methods

CreateSportSpecificMessageDispatcher<T>()

Constructs and returns a sport-specific [ISpecificEntityDispatcher<T>](#) instance allowing processing of messages containing entity specific information

```
ISpecificEntityDispatcher<T> CreateSportSpecificMessageDispatcher<T>() where T
```

: ISportEvent

Returns

[ISpecificEntityDispatcher<T>](#)

The constructed [ISpecificEntityDispatcher<T>](#)

Type Parameters

T

A [ICompetition](#) derived type specifying the entities associated with the created [IEntityDispatcher<T>](#) instance

Events

OnUnparsableMessageReceived

Raised when a message which cannot be parsed is received

`event EventHandler<UnparsableMessageEventArgs> OnUnparsableMessageReceived`

Event Type

[EventHandler](#)<[UnparsableMessageEventArgs](#)>

Interface IUofSessionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public interface IUofSessionBuilder
```

Methods

SetMessageInterest(MessageInterest)

Sets a [MessageInterest](#) specifying which type of messages should be received from the feed

```
ISessionBuilder SetMessageInterest(MessageInterest msgInterest)
```

Parameters

msgInterest [MessageInterest](#)

a [MessageInterest](#) specifying which type of messages should be received from the feed

Returns

[ISessionBuilder](#)

A [ISessionBuilder](#) representing the second step when building a [IUofSession](#) instance

Class UofSdk

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public class UofSdk : EntityDispatcherBase, IUofSdk, IDisposable
```

Inheritance

[object](#) ← [EntityDispatcherBase](#) ← UofSdk

Implements

[IUofSdk](#), [IDisposable](#)

Derived

[UofSdkExtended](#), [UofSdkForReplay](#)

Inherited Members

[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#) ,
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

UofSdk(IServiceProvider)

Constructs a new instance of the [UofSdk](#) class

```
public UofSdk(IServiceProvider serviceProvider)
```

Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

UofSdk(IServiceProvider, bool)

Initializes a new instance of the [UofSdk](#) class

```
protected UofSdk(IServiceProvider serviceProvider, bool isReplay)
```

Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

isReplay [bool](#)

Value indicating whether the constructed instance will be used to connect to replay server

Fields

ServiceProvider

A service provider where all the UofSdk services are registered

```
protected readonly IServiceProvider ServiceProvider
```

Field Value

[IServiceProvider](#)

Properties

BookingManager

Gets a [IBookingManager](#) instance used to perform various booking calendar operations

```
public IBookingManager BookingManager { get; }
```

Property Value

[IBookingManager](#)

The booking manager

BookmakerDetails

Gets a [IBookmakerDetails](#) instance used to get info about bookmaker and token used

```
public IBookmakerDetails BookmakerDetails { get; }
```

Property Value

[IBookmakerDetails](#)

CashOutProbabilitiesProvider

Gets the [ICashOutProbabilitiesProvider](#) instance used to retrieve cash out probabilities for betting markets

```
public ICashOutProbabilitiesProvider CashOutProbabilitiesProvider { get; }
```

Property Value

[ICashOutProbabilitiesProvider](#)

CustomBetManager

Gets a [ICustomBetManager](#) instance used to perform various custom bet operations

```
public ICustomBetManager CustomBetManager { get; }
```

Property Value

[ICustomBetManager](#)

The custom bet manager

EventChangeManager

Gets a [IEventChangeManager](#) instance used to automatically receive fixture and result changes

```
public IEventChangeManager EventChangeManager { get; }
```

Property Value

[IEventChangeManager](#)

EventRecoveryRequestIssuer

Gets a [IEventRecoveryRequestIssuer](#) instance used to issue recovery requests to the feed

```
public IEventRecoveryRequestIssuer EventRecoveryRequestIssuer { get; }
```

Property Value

[IEventRecoveryRequestIssuer](#)

MarketDescriptionManager

Gets a [IMarketDescriptionManager](#) instance used to get info about available markets, and to get translations for markets and outcomes including outrights

```
public IMarketDescriptionManager MarketDescriptionManager { get; }
```

Property Value

[IMarketDescriptionManager](#)

ProducerManager

Gets a [IProducerManager](#) instance used to retrieve producer related data

```
public IProducerManager ProducerManager { get; }
```

Property Value

[IProducerManager](#)

The producer manager

SportDataProvider

Gets a [ISportDataProvider](#) instance used to retrieve sport related data from the feed

```
public ISportDataProvider SportDataProvider { get; }
```

Property Value

[ISportDataProvider](#)

The sport data provider

Methods

AvailableLanguages()

Get all available languages that can be used within SDK and are supported on feed messages

```
public static IEnumerable<CultureInfo> AvailableLanguages()
```

Returns

[IEnumerable](#)<[CultureInfo](#)>

List<CultureInfo>

Close()

Closes the current [UofSdk](#) instance and disposes resources used by it

```
public void Close()
```

DispatchConnectionException(CallbackEventArgs)

Dispatches the information that the exception was thrown in connection loop

```
public void DispatchConnectionException(CallbackEventArgs  
callbackEventArgs)
```

Parameters

callbackEventArgs `CallbackEventArgs`

The information about the exception

Dispose()

Disposes the current instance and resources associated with it

```
public void Dispose()
```

Dispose(bool)

Disposes the current instance and resources associated with it

```
protected virtual void Dispose(bool disposing)
```

Parameters

disposing `bool`

Value indicating whether the managed resources should also be disposed

GetConfigurationBuilder()

Constructs a [IUofConfiguration](#) instance from provided information

```
public static ITokenSetter GetConfigurationBuilder()
```

Returns

[ITokenSetter](#)

A [IUofConfiguration](#) instance created from provided information

GetSessionBuilder()

Constructs and returns a new instance of [IUofSessionBuilder](#)

```
public IUofSessionBuilder GetSessionBuilder()
```

Returns

[IUofSessionBuilder](#)

Constructed instance of the [IUofSessionBuilder](#)

IsOpen()

Returns an indicator if the feed instance is opened or not

```
public bool IsOpen()
```

Returns

[bool](#)

Returns true if the sdk is opened, otherwise false

Open()

Opens the current feed by opening all created sessions

```
public void Open()
```

Exceptions

[ObjectDisposedException](#)

[InvalidOperationException](#)

The feed is already opened or The configuration is not valid

[CommunicationException](#)

Connection to the REST-ful API failed, Probable Reason={Invalid or expired token} or Connection to the message broker failed, Probable Reason={Invalid or expired token} or

Events

Closed

Occurs when feed is closed

```
public event EventHandler<FeedCloseEventArgs> Closed
```

Event Type

[EventHandler](#)<[FeedCloseEventArgs](#)>

ConnectionException

Occurs when an exception occurs in the connection loop

```
public event EventHandler<ConnectionExceptionEventArgs> ConnectionException
```

Event Type

[EventHandler](#)<[ConnectionExceptionEventArgs](#)>

Disconnected

Raised when the current instance of [IUofSdk](#) loses connection to the feed

```
public event EventHandler<EventArgs> Disconnected
```

Event Type

[EventHandler](#)<[EventArgs](#)>

EventRecoveryCompleted

Occurs when a requested event recovery completes

```
public event EventHandler<EventRecoveryCompletedEventArgs> EventRecoveryCompleted
```

Event Type

[EventHandler](#)<[EventRecoveryCompletedEventArgs](#)>

ProducerDown

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went down

```
public event EventHandler<ProducerStatusChangeEventArgs> ProducerDown
```

Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

ProducerUp

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went up (back online)

```
public event EventHandler<ProducerStatusChangeEventArgs> ProducerUp
```

Event Type

[EventHandler](#)<ProducerStatusChangeEventArgs>

RecoveryInitiated

Occurs when a recovery initiation completes

```
public event EventHandler<RecoveryInitiatedEventArgs> RecoveryInitiated
```

Event Type

[EventHandler](#)<RecoveryInitiatedEventArgs>

Class UofSdkForReplay

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

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

```
public class UofSdkForReplay : UofSdk, IUofSdkForReplay, IUofSdk, IDisposable
```

Inheritance

[object](#) ← [EntityDispatcherBase](#) ← [UofSdk](#) ← [UofSdkForReplay](#)

Implements

[IUofSdkForReplay](#), [IUofSdk](#), [IDisposable](#)

Inherited Members

[UofSdk.ServiceProvider](#), [UofSdk.Disconnected](#), [UofSdk.Closed](#), [UofSdk.EventRecoveryCompleted](#),
[UofSdk.RecoveryInitiated](#), [UofSdk.ProducerDown](#), [UofSdk.ProducerUp](#),
[UofSdk.ConnectionException](#), [UofSdk.EventRecoveryRequestIssuer](#), [UofSdk.SportDataProvider](#),
[UofSdk.ProducerManager](#), [UofSdk.BookingManager](#), [UofSdk.CashOutProbabilitiesProvider](#),
[UofSdk.BookmakerDetails](#), [UofSdk.MarketDescriptionManager](#), [UofSdk.CustomBetManager](#),
[UofSdk.EventChangeManager](#), [UofSdk.Dispose\(\)](#),
[UofSdk.DispatchConnectionException\(CallbackEventArgs\)](#),
[UofSdk.GetConfigurationBuilder\(\)](#), [UofSdk.GetSessionBuilder\(\)](#), [UofSdk.AvailableLanguages\(\)](#),
[UofSdk.Open\(\)](#), [UofSdk.IsOpen\(\)](#), [UofSdk.Close\(\)](#), [UofSdk.Dispose\(bool\)](#),
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#),
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

UofSdkForReplay(IServiceProvider)

Initializes a new instance of the [UofSdkForReplay](#) class

```
public UofSdkForReplay(IServiceProvider serviceProvider)
```

Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

Properties

ReplayManager

The replay manager for interaction with xReplay Server

```
public IReplayManager ReplayManager { get; }
```

Property Value

[IReplayManager](#)

Namespace Sportradar.OddsFeed.SDK.Api.Config

Classes

[MessageInterest](#)

Defines which messages will be provided by feed

Interfaces

[IConfigurationBuilder](#)

Defines a contract implemented by classes used to set general configuration properties

[IConfigurationBuilderBase<T>](#)

A base contract custom and general configuration builders

[ICustomConfigurationBuilder](#)

Defines a contract implemented by classes used to set general and custom configuration properties

[IEnvironmentSelector](#)

Defines a contract implemented by classes taking care of the 2nd step when building configuration - selecting the environment.

[IRecoveryConfigurationBuilder<T>](#)

Defines a contract implemented by classes used to set recovery related configuration properties

[ITokenSetter](#)

Defines a contract implemented by classes taking care of the 1st step when building configuration - setting the token

[IUofAdditionalConfiguration](#)

Defines a contract implemented by classes representing additional uof sdk configuration / settings

[IUofApiConfiguration](#)

Defines a contract implemented by classes representing api connection configuration / settings

[IUofCacheConfiguration](#)

Defines a contract implemented by classes representing sdk internal caches configuration / settings

[IUofConfiguration](#)

Defines a contract implemented by classes representing uof sdk configuration / settings

[IUofProducerConfiguration](#)

Defines a contract implemented by classes representing api connection configuration / settings

[IUofRabbitConfiguration](#)

Defines a contract implemented by classes representing rabbit connection configuration / settings

Interface IConfigurationBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set general configuration properties

```
public interface IConfigurationBuilder :  
IRecoveryConfigurationBuilder<IConfigurationBuilder>,  
IConfigurationBuilderBase<IConfigurationBuilder>
```

Inherited Members

[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetInactivitySeconds\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetInactivitySecondsPrematch\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMaxRecoveryTime\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMinIntervalBetweenRecoveryRequests\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetAdjustAfterAge\(bool\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientRecoveryTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientFastFailingTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMaxConnectionsPerServer\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetSportEventCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetSportEventStatusCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetProfileCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetVariantMarketDescriptionCacheTimeout\(int\)](#),

[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatusCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatus\(bool\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetRabbitConnectionTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetRabbitHeartbeat\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetStatisticsInterval\(int\)](#),
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.OmitMarketMappings\(bool\)](#),
[IConfigurationBuilderBase<IConfigurationBuilder>.LoadFromConfigFile\(\)](#),
[IConfigurationBuilderBase<IConfigurationBuilder>.SetDesiredLanguages\(IEnumerable<CultureInfo>\)](#),
[IConfigurationBuilderBase<IConfigurationBuilder>.SetDefaultLanguage\(CultureInfo\)](#),
[IConfigurationBuilderBase<IConfigurationBuilder>.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#),

[IConfigurationBuilderBase< IConfigurationBuilder>.SetNodeId\(int\)](#) ,
[IConfigurationBuilderBase< IConfigurationBuilder>.SetDisabledProducers\(IEnumerable<int>\)](#) ,
[IConfigurationBuilderBase< IConfigurationBuilder>.Build\(\)](#)

Remarks

Types associated with [IConfigurationBuilder](#) represent a re-factored approach to building SDK configuration and therefore make [IConfigurationBuilder](#) related instances obsolete. The [IConfigurationBuilder](#) and related instances cannot be removed in order not to introduce breaking changes.

Interface IConfigurationBuilderBase<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base contract custom and general configuration builders

```
public interface IConfigurationBuilderBase<out T>
```

Type Parameters

T

The type of the builder extending the interface

Methods

Build()

Builds and returns a [IUofConfiguration](#) instance

```
IUofConfiguration Build()
```

Returns

[IUofConfiguration](#)

The constructed [IUofConfiguration](#) instance

LoadFromConfigFile()

Sets the general configuration properties to values read from configuration file. Only value which can be set through [IConfigurationBuilderBase<T>](#) methods are set. Any values already set by methods on the current instance are overridden

```
T LoadFromConfigFile()
```

Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

SetDefaultLanguage(CultureInfo)

Sets the default language in which translatable data is available

T `SetDefaultLanguage(CultureInfo culture)`

Parameters

`culture CultureInfo`

A default language in which translatable data should be available

Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

SetDesiredLanguages(IEnumerable<CultureInfo>)

Sets the languages in which translatable data is available

T `SetDesiredLanguages(IEnumerable<CultureInfo> cultures)`

Parameters

`cultures IEnumerable<CultureInfo>`

A [IEnumerable<T>](#) specifying languages in which translatable data should be available

Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

SetDisabledProducers(IEnumerable<int>)

Specifies the producers which should be disabled (i.e. no recovery, ...)

T **SetDisabledProducers**(IEnumerable<int> producerIds)

Parameters

producerIds [IEnumerable<int>](#)

The list of producer ids specifying the producers which should be disabled

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetExceptionHandlingStrategy(ExceptionHandlingStrategy)

Sets the value specifying how exceptions thrown in the SDK are handled.

T **SetExceptionHandlingStrategy**(ExceptionHandlingStrategy strategy)

Parameters

strategy [ExceptionHandlingStrategy](#)

A [ExceptionHandlingStrategy](#) enum specifying how exceptions thrown in the SDK are handled

Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

SetNodeId(int)

Sets the node id used to separate between SDK instances associated with the same account

T **SetNodeId**(int nodeId)

Parameters

nodeId [int](#)

The node id to be set

Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

Remarks

MTS customer must set this value! Use only positive numbers; negative are reserved for internal use.
Each sdk instance should use unique id.

Interface ICustomConfigurationBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set general and custom configuration properties

```
public interface ICustomConfigurationBuilder :  
    IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>,  
    IConfigurationBuilderBase<ICustomConfigurationBuilder>
```

Inherited Members

[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetInactivitySeconds\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetInactivitySecondsPrematch\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMaxRecoveryTime\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMinIntervalBetweenRecoveryRequests\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetAdjustAfterAge\(bool\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientRecoveryTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientFastFailingTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMaxConnectionsPerServer\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetSportEventCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetSportEventStatusCacheTimeout\(int\)](#),

[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetProfileCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetVariantMarketDescriptionCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatusCacheTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatus\(bool\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetRabbitConnectionTimeout\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetRabbitHeartbeat\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetStatisticsInterval\(int\)](#),
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.OmitMarketMappings\(bool\)](#),
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.LoadFromConfigFile\(\)](#),
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDesiredLanguages\(IEnumerable<CultureInfo>\)](#),

[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDefaultLanguage\(CultureInfo\)](#) ,
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#) ,
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetNodeId\(int\)](#) ,
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDisabledProducers\(IEnumerable<int>\)](#) ,
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.Build\(\)](#).

Methods

SetApiHost(string)

Set the host name of the Sports API server

`IConfigurationBuilder SetApiHost(string apiHost)`

Parameters

`apiHost string`

The host name of the Sports API server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

SetMessagingHost(string)

Sets the host name of the AMQP server

`IConfigurationBuilder SetMessagingHost(string host)`

Parameters

`host string`

The host name of the AMQP server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

SetMessagingPassword(string)

Sets the password used to authenticate with the messaging server

```
ICustomConfigurationBuilder SetMessagingPassword(string password)
```

Parameters

password [string](#)

The password used to authenticate with the messaging server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

SetMessagingPort(int)

Sets the port used to connect to the AMQP server

```
ICustomConfigurationBuilder SetMessagingPort(int port)
```

Parameters

port [int](#)

The port used to connect to the AMQP server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

SetMessagingUsername(string)

Sets the username used to authenticate with the messaging server

`ICustomConfigurationBuilder SetMessagingUsername(string username)`

Parameters

`username string`

The username used to authenticate with the messaging server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

SetVirtualHost(string)

Sets the virtual host name of the AMQP server

`ICustomConfigurationBuilder SetVirtualHost(string virtualHost)`

Parameters

`virtualHost string`

The virtual host name of the AMQP server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

UseApiSsl(bool)

Sets the value specifying whether SSL should be used to communicate with Sports API

```
ICustomConfigurationBuilder UseApiSsl(bool useApiSsl)
```

Parameters

`useApiSsl bool`

The value specifying whether SSL should be used to communicate with Sports API

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

UseMessagingSsl(bool)

Sets the value specifying whether SSL should be used to communicate with the messaging server

```
ICustomConfigurationBuilder UseMessagingSsl(bool useMessagingSsl)
```

Parameters

`useMessagingSsl bool`

The value specifying whether SSL should be used to communicate with the messaging server

Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

Interface IEnvironmentSelector

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes taking care of the 2nd step when building configuration - selecting the environment.

```
public interface IEnvironmentSelector
```

Methods

SelectCustom()

Returns a [ICustomConfigurationBuilder](#) allowing the properties to be set to custom values (useful for testing with non-standard AMQP)

```
ICustomConfigurationBuilder SelectCustom()
```

Returns

[ICustomConfigurationBuilder](#)

A [ICustomConfigurationBuilder](#) with properties set to values needed to access replay server

SelectEnvironment(SdkEnvironment)

Returns a [IConfigurationBuilder](#) with properties set to values needed to access specified environment

```
IConfigurationBuilder SelectEnvironment(SdkEnvironment ufEnvironment)
```

Parameters

[ufEnvironment](#) [SdkEnvironment](#)

A [SdkEnvironment](#) specifying to which environment to connect

Returns

[IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access production environment

Remarks

For accessing replay or custom server use SelectReplay or SelectCustom

SelectEnvironmentFromConfigFile()

Returns a [IConfigurationBuilder](#) with properties set to values needed to access specified environment

`IConfigurationBuilder SelectEnvironmentFromConfigFile()`

Returns

[IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access predefined environment

Remarks

For accessing replay or custom server use SelectReplay or SelectCustom

SelectReplay()

Returns a [IConfigurationBuilder](#) with properties set to values needed to access replay server

`IConfigurationBuilder SelectReplay()`

Returns

[IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access replay server

Interface IRecoveryConfigurationBuilder<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set recovery related configuration properties

```
public interface IRecoveryConfigurationBuilder<out T> : IConfigurationBuilderBase<T>
```

Type Parameters

T

Inherited Members

[IConfigurationBuilderBase<T>.LoadFromFile\(\)](#) ,
[IConfigurationBuilderBase<T>.SetDesiredLanguages\(IEnumerable<CultureInfo>\)](#) ,
[IConfigurationBuilderBase<T>.SetDefaultLanguage\(CultureInfo\)](#) ,
[IConfigurationBuilderBase<T>.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#) ,
[IConfigurationBuilderBase<T>.SetNodeId\(int\)](#) ,
[IConfigurationBuilderBase<T>.SetDisabledProducers\(IEnumerable<int>\)](#) ,
[IConfigurationBuilderBase<T>.Build\(\)](#)

Methods

OmitMarketMappings(bool)

Sets the value indicating whether to ignore market mappings when fetching market descriptions from API

```
T OmitMarketMappings(bool omit)
```

Parameters

omit [bool](#)

if set to `true` omit, otherwise include market mapping data

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetAdjustAfterAge(bool)

Sets the value indicating whether the after age should be adjusted before executing recovery request

T `SetAdjustAfterAge(bool adjustAfterAge)`

Parameters

`adjustAfterAge bool`

True if age should be adjusted; False otherwise

Returns

T

The [IRecoveryConfigurationBuilder<T>](#) instance used to set additional values

SetHttpClientFastFailingTimeout(int)

Sets a timeout for HttpClient for fast api request (in seconds).

T `SetHttpClientFastFailingTimeout(int httpClientFastFailingTimeout)`

Parameters

`httpClientFastFailingTimeout int`

The timeout to be set (in seconds)

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

Remarks

Between 1 and 30 (default 5s) - set before connection is made.

SetHttpClientRecoveryTimeout(int)

Sets the timeout for recovery HTTP requests for this instance of the sdk

T **SetHttpClientRecoveryTimeout**(int httpClientRecoveryTimeout)

Parameters

httpClientRecoveryTimeout int ↗

The timeout for recovery HTTP requests

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetHttpClientTimeout(int)

Sets the timeout for HTTP requests for this instance of the sdk

T **SetHttpClientTimeout**(int httpClientTimeout)

Parameters

httpClientTimeout int ↗

The timeout for recovery HTTP requests

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetIgnoreBetPalTimelineSportEventStatus(bool)

Sets the value indicating whether to ignore sport event status from timeline endpoint for sport events on BetPal producer

T `SetIgnoreBetPalTimelineSportEventStatus(bool ignore)`

Parameters

`ignore` `bool`

if set to `true` ignore

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetIgnoreBetPalTimelineSportEventStatusCacheTimeout(int)

Sets the ignore BetPal timeline sport event status cache timeout. How long should the event id from BetPal be cached. SportEventStatus from timeline endpoint for these events are ignored.

T `SetIgnoreBetPalTimelineSportEventStatusCacheTimeout(int timeoutInHours)`

Parameters

`timeoutInHours` `int`

The timeout.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetInactivitySeconds(int)

Sets the max time window between two consecutive alive messages before the associated producer is marked as down

T `SetInactivitySeconds(int inactivitySeconds)`

Parameters

`inactivitySeconds int`

the max time window between two consecutive alive messages

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetInactivitySecondsPremark(int)

Sets the max time window between two consecutive alive messages before the associated producer is marked as down (for prematch producer)

T `SetInactivitySecondsPremark(int inactivitySecondsPremark)`

Parameters

`inactivitySecondsPremark int`

the max time window between two consecutive alive messages

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetMaxConnectionsPerServer(int)

Sets the maximum number of concurrent connections (per server endpoint) allowed by an HttpClient object. (default: int.Max)

T `SetMaxConnectionsPerServer(int maxConnectionsPerServer)`

Parameters

`maxConnectionsPerServer int`

The new maximum number of concurrent connections (per server endpoint) allowed by an HttpClient object.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetMaxRecoveryTime(int)

Sets the maximum time in seconds in which recovery must be completed (minimum 600 seconds)

T `SetMaxRecoveryTime(int maxRecoveryTimeInSeconds)`

Parameters

`maxRecoveryTimeInSeconds int`

Maximum recovery time in seconds

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) instance used to set general configuration properties

SetMinIntervalBetweenRecoveryRequests(int)

Sets the minimal interval between recovery requests initiated by alive messages (between 20 and 180 seconds)

T `SetMinIntervalBetweenRecoveryRequests(int minIntervalBetweenRecoveryRequests)`

Parameters

`minIntervalBetweenRecoveryRequests int`

The minimal interval between recovery requests initiated by alive messages (seconds)

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) instance used to set general configuration properties

SetProfileCacheTimeout(int)

Sets the profile cache timeout.

T `SetProfileCacheTimeout(int timeoutInHours)`

Parameters

`timeoutInHours int`

The timeout.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetRabbitConnectionTimeout(int)

Sets the rabbit timeout setting for connection attempts (in seconds)

T `SetRabbitConnectionTimeout(int rabbitConnectionTimeout)`

Parameters

`rabbitConnectionTimeout int`

The rabbit timeout setting for connection attempts (in seconds)

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

Remarks

Between 10 and 120 (default 30s) - set before connection is made

SetRabbitHeartbeat(int)

Sets a heartbeat timeout to use when negotiating with the rabbit server (in seconds)

T `SetRabbitHeartbeat(int heartbeatInSeconds)`

Parameters

`heartbeatInSeconds int`

The heartbeat timeout to use when negotiating with the rabbit server (in seconds)

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

Remarks

Between 10 and 180 (default 60s) - set before connection is made

SetSportEventCacheTimeout(int)

Sets the timeout for cache items in SportEventCache (in hours)

T **SetSportEventCacheTimeout**(int timeoutInHours)

Parameters

timeoutInHours [int](#)

The timeout.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

Remarks

Can be between 1 hour and 48 hours - default 12 hours (sliding expiration)

SetSportEventStatusCacheTimeout(int)

Sets the timeout for cache items in SportEventCacheStatus (in minutes)

T **SetSportEventStatusCacheTimeout**(int timeoutInMinutes)

Parameters

timeoutInMinutes [int](#)

The timeout.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

SetStatisticsInterval(int)

Sets the interval for automatically collecting statistics (in minutes)

T `SetStatisticsInterval(int intervalInMinutes)`

Parameters

`intervalInMinutes int`

The timeout for automatically collecting statistics (in minutes)

Returns

T

The [IRecoveryConfigurationBuilder<T>](#) instance used to set additional values

Remarks

Setting to 0 indicates it is disabled

SetVariantMarketDescriptionCacheTimeout(int)

Sets the timeout for cache items in variant market description cache (in hours)

T `SetVariantMarketDescriptionCacheTimeout(int timeoutInHours)`

Parameters

`timeoutInHours int`

The timeout.

Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

Interface ITokenSetter

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes taking care of the 1st step when building configuration - setting the token

```
public interface ITokenSetter
```

Methods

BuildFromConfigFile()

Gets the configuration properties from configuration file. Any values already set by methods on the current instance are overridden. Builds and returns a [IUofConfiguration](#) instance.

```
IUofConfiguration BuildFromConfigFile()
```

Returns

[IUofConfiguration](#)

The constructed [IUofConfiguration](#) instance

SetAccessToken(string)

Sets the access token used to access feed resources (AMQP broker, Sports API, ...)

```
IEnvironmentSelector SetAccessToken(string accessToken)
```

Parameters

accessToken [string](#)

The access token used to access feed resources

Returns

[IEnvironmentSelector](#)

The [IEnvironmentSelector](#) instance allowing the selection of target environment

SetAccessTokenFromConfigFile()

Sets the access token used to access feed resources (AMQP broker, Sports API, ...) to value read from configuration file

`IEnvironmentSelector SetAccessTokenFromConfigFile()`

Returns

[IEnvironmentSelector](#)

The [IEnvironmentSelector](#) instance allowing the selection of target environment

Interface IUofAdditionalConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing additional uof sdk configuration / settings

```
public interface IUofAdditionalConfiguration
```

Properties

OmitMarketMappings

Indicates if the market mapping should be included when requesting market descriptions from API

```
bool OmitMarketMappings { get; }
```

Property Value

[bool](#)

Remarks

False - market mappings are included (default)

StatisticsInterval

Gets the timeout for automatically collecting statistics

```
TimeSpan StatisticsInterval { get; }
```

Property Value

[TimeSpan](#)

Interface IUofApiConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing api connection configuration / settings

```
public interface IUofApiConfiguration
```

Properties

BaseUrl

Gets the representation of Sports API URI

```
string BaseUrl { get; }
```

Property Value

[string](#)

Host

Gets a host name of the Sports API

```
string Host { get; }
```

Property Value

[string](#)

HttpClientFastFailingTimeout

Gets a value specifying timeout set for fast failing HTTP requests

```
TimeSpan HttpClientFastFailingTimeout { get; }
```

Property Value

[TimeSpan](#)

Remarks

Applies for API calls to endpoints: summary, competitor and player profile, draw summary, single variant markets

HttpClientRecoveryTimeout

Gets a value specifying timeout set for HTTP request for recovery endpoints

```
TimeSpan HttpClientRecoveryTimeout { get; }
```

Property Value

[TimeSpan](#)

HttpClientTimeout

Gets a value specifying timeout set for HTTP requests

```
TimeSpan HttpClientTimeout { get; }
```

Property Value

[TimeSpan](#)

MaxConnectionsPerServer

Gets the maximum number of concurrent connections (per server endpoint) allowed by an `HttpClientHandler` object. (default: `int.MaxValue`)

```
int MaxConnectionsPerServer { get; }
```

Property Value

[int](#)

ReplayBaseUrl

Gets a representation of Replay Server API base url

```
string ReplayBaseUrl { get; }
```

Property Value

[string](#)

ReplayHost

Gets the URL of the feed's Replay Server REST interface

```
string ReplayHost { get; }
```

Property Value

[string](#)

UseSsl

Gets a value indicating whether the connection to Sports API should use SSL

```
bool UseSsl { get; }
```

Property Value

[bool](#)

Interface IUofCacheConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sdk internal caches configuration / settings

```
public interface IUofCacheConfiguration
```

Properties

IgnoreBetPalTimelineSportEventStatus

Gets a value indicating whether to ignore sport event status from timeline endpoint for sport events on BetPal producer

```
bool IgnoreBetPalTimelineSportEventStatus { get; }
```

Property Value

[bool](#)

true if sport event status from timeline endpoint should be ignored, otherwise **false**.

Remarks

Default **false**

IgnoreBetPalTimelineSportEventStatusCacheTimeout

Gets the ignore BetPal timeline sport event status cache timeout - how long cache item is cached. How long should the event id from BetPal producer be cached. SportEventStatus from timeline endpoint for these events are ignored.

```
TimeSpan IgnoreBetPalTimelineSportEventStatusCacheTimeout { get; }
```

Property Value

[TimeSpan](#)

The ignore BetPal timeline sport event status timeout.

Remarks

Can be between 1 hour and 24 hours - default 3 hours (sliding expiration)

ProfileCacheTimeout

Gets the competitor/player cache timeout - how long cache item is cached

```
TimeSpan ProfileCacheTimeout { get; }
```

Property Value

[TimeSpan](#)

The competitor/player cache timeout.

Remarks

Can be between 1 hour and 48 hours - default 24 hours (sliding expiration)

SportEventCacheTimeout

Gets the sport event cache timeout - how long cache item is cached

```
TimeSpan SportEventCacheTimeout { get; }
```

Property Value

[TimeSpan](#)

The event cache timeout.

Remarks

Can be between 1 hour and 48 hours - default 12 hours (sliding expiration)

SportEventStatusCacheTimeout

Gets the sport event status cache timeout - how long status is cached

```
TimeSpan SportEventStatusCacheTimeout { get; }
```

Property Value

[TimeSpan ↗](#)

The sport event status cache timeout.

Remarks

Can be between 1 min and 60 min - default 5 min (absolute expiration)

VariantMarketDescriptionCacheTimeout

Gets the variant market description cache timeout - how long cache item is cached

```
TimeSpan VariantMarketDescriptionCacheTimeout { get; }
```

Property Value

[TimeSpan ↗](#)

The variant market description cache timeout.

Remarks

Can be between 1 hour and 24 hours - default 3 hours (sliding expiration)

Interface IUofConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing uof sdk configuration / settings

```
public interface IUofConfiguration
```

Properties

AccessToken

Gets the access token used when accessing feed's REST interface

```
string AccessToken { get; }
```

Property Value

[string](#)

Additional

Gets the additional settings

```
IUofAdditionalConfiguration Additional { get; }
```

Property Value

[IUofAdditionalConfiguration](#)

Api

Gets the settings used for Sports API connection

```
IUofApiConfiguration Api { get; }
```

Property Value

[IUofApiConfiguration](#)

BookmakerDetails

Gets the bookmaker details

```
IBookmakerDetails BookmakerDetails { get; }
```

Property Value

[IBookmakerDetails](#)

The bookmaker details

Cache

Gets the settings used for sdk caches

```
IUofCacheConfiguration Cache { get; }
```

Property Value

[IUofCacheConfiguration](#)

DefaultLanguage

Gets a [CultureInfo](#) specifying default languages to which translatable values will be translated

```
CultureInfo DefaultLanguage { get; }
```

Property Value

[CultureInfo](#)

Environment

Gets the [SdkEnvironment](#) value specifying the environment to which to connect.

```
SdkEnvironment Environment { get; }
```

Property Value

[SdkEnvironment](#)

ExceptionHandlingStrategy

Gets the exception handling strategy

```
ExceptionHandlingStrategy ExceptionHandlingStrategy { get; }
```

Property Value

[ExceptionHandlingStrategy](#)

Languages

Gets a [IEnumerable<T>](#) specifying languages to which translatable values will be translated

```
List<CultureInfo> Languages { get; }
```

Property Value

[List<CultureInfo>](#)

NodeId

Gets the node identifier

```
int NodeId { get; }
```

Property Value

[int](#)

Remarks

MTS customer must set this value! Use only positive numbers; negative are reserved for internal use.

Producer

Gets the settings used for producer handling

```
IUofProducerConfiguration Producer { get; }
```

Property Value

[IUofProducerConfiguration](#)

Rabbit

Gets the settings used for rabbit connection

```
IUofRabbitConfiguration Rabbit { get; }
```

Property Value

[IUofRabbitConfiguration](#)

Interface IUofProducerConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing api connection configuration / settings

```
public interface IUofProducerConfiguration
```

Properties

AdjustAfterAge

Gets a value indicating whether the after age should be adjusted before executing recovery request

```
bool AdjustAfterAge { get; }
```

Property Value

[bool](#)

`true` if [adjust after age]; otherwise, `false`

DisabledProducers

Gets the comma delimited list of ids of disabled producers (default: none)

```
List<int> DisabledProducers { get; }
```

Property Value

[List](#)<[int](#)>

The list of ids of disabled producers

InactivitySeconds

Gets the maximum allowed timeout, between consecutive AMQP messages associated with the same producer. If this value is exceeded, the producer is considered to be down (seconds)

```
TimeSpan InactivitySeconds { get; }
```

Property Value

[TimeSpan](#) ↗

InactivitySecondsPrematch

Gets the maximum allowed timeout, between consecutive AMQP messages associated for the prematch producer. If this value is exceeded, the producer is considered to be down (seconds)

```
TimeSpan InactivitySecondsPrematch { get; }
```

Property Value

[TimeSpan](#) ↗

MaxRecoveryTime

Gets the maximum recovery time (seconds)

```
TimeSpan MaxRecoveryTime { get; }
```

Property Value

[TimeSpan](#) ↗

The maximum recovery time

MinIntervalBetweenRecoveryRequests

Gets the minimal interval between recovery requests initiated by alive messages (seconds)

```
TimeSpan MinIntervalBetweenRecoveryRequests { get; }
```

Property Value

[TimeSpan](#)

Producers

The collection of available producers (for provided access token)

```
IReadOnlyCollection<IProducer> Producers { get; }
```

Property Value

[IReadOnlyCollection](#)<[IProducer](#)>

Interface IUofRabbitConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing rabbit connection configuration / settings

```
public interface IUofRabbitConfiguration
```

Properties

ConnectionTimeout

Gets a rabbit timeout setting for connection attempts (in seconds)

```
TimeSpan ConnectionTimeout { get; }
```

Property Value

[TimeSpan](#)

A rabbit timeout setting for connection attempts (in seconds)

Remarks

Between 10 and 120 (default 30s)

Heartbeat

Gets a heartbeat timeout to use when negotiating with the server (in seconds)

```
TimeSpan Heartbeat { get; }
```

Property Value

[TimeSpan](#)

A heartbeat timeout to use when negotiating with the server (in seconds)

Remarks

Between 10 and 180 (default 60s)

Host

Gets a value specifying the host name of the AQMP broker

```
string Host { get; }
```

Property Value

[string](#)

Password

Gets the password for connecting to the AQMP broker

```
string Password { get; }
```

Property Value

[string](#)

Port

Gets the port used for connecting to the AQMP broker

```
int Port { get; }
```

Property Value

[int](#)

UseSsl

Gets a value specifying whether the connection to AMQP broker should use SSL encryption

```
bool UseSsl { get; }
```

Property Value

[bool](#)

Username

Gets the user name for connecting to the AQMP broker

```
string Username { get; }
```

Property Value

[string](#)

VirtualHost

Gets a value specifying the virtual host of the AQMP broker

```
string VirtualHost { get; }
```

Property Value

[string](#)

Class MessageInterest

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines which messages will be provided by feed

```
public class MessageInterest
```

Inheritance

[object](#) ← MessageInterest

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

AllMessages

Constructs a [MessageInterest](#) indicating an interest in all messages

```
public static readonly MessageInterest AllMessages
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in all messages

DefinedInterests

Gets all available [MessageInterest](#) instances

```
public static readonly IEnumerable<MessageInterest> DefinedInterests
```

Field Value

[IEnumerable](#)<[MessageInterest](#)>

HighPriorityMessages

Constructs a [MessageInterest](#) indicating an interest in hi priority messages

```
public static readonly MessageInterest HighPriorityMessages
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in high priority messages

LiveMessagesOnly

Constructs a [MessageInterest](#) indicating an interest in live messages

```
public static readonly MessageInterest LiveMessagesOnly
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in live messages

LowPriorityMessages

Constructs a [MessageInterest](#) indicating an interest in low priority messages

```
public static readonly MessageInterest LowPriorityMessages
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in low priority messages

MessageScopes

List of [MessageInterest](#) representing defined messages scopes

```
public static readonly MessageInterest[] MessageScopes
```

Field Value

[MessageInterest\[\]](#)

PrematchMessagesOnly

Constructs a [MessageInterest](#) indicating an interest in pre-match messages

```
public static readonly MessageInterest PrematchMessagesOnly
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in pre-match messages

VirtualSportMessages

Constructs a [MessageInterest](#) indicating an interest in messages for virtual sports

```
public static readonly MessageInterest VirtualSportMessages
```

Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in messages for virtual sports

Properties

IsScopeInterest

Gets the value indicating whether the current interest is a scope interest (live, prematch or virt)

```
public bool IsScopeInterest { get; }
```

Property Value

[bool](#)

Name

Gets the name of the message interest

```
public string Name { get; }
```

PropertyValue

[string](#)

ProducerId

Gets the routing key used to select appropriate AMQP exchange

```
public int ProducerId { get; }
```

PropertyValue

[int](#)

Methods

FromScope(string)

Gets a [MessageInterest](#) representing a scope specified by it's name.

```
public static MessageInterest FromScope(string scopeName)
```

Parameters

scopeName [string](#)

The name of the scope

Returns

[MessageInterest](#)

The [MessageInterest](#) representing a scope specified by it's name.

IsCombinationValid(IEnumerable<MessageInterest>)

Determines whether the provided list of [MessageInterest](#) is a valid combination of sessions

```
public static bool IsCombinationValid(IEnumerable<MessageInterest> interests)
```

Parameters

interests [IEnumerable](#)<[MessageInterest](#)>

Returns

[bool](#)

True if the provided combination is valid. Otherwise false

SpecificEventsOnly(IEnumerable<Urn>)

Constructs a [MessageInterest](#) indicating an interest in messages associated with specific events

```
public static MessageInterest SpecificEventsOnly(IEnumerable<Urn> eventIds)
```

Parameters

eventIds [IEnumerable<Urn>](#)

A [IEnumerable<T>](#) specifying the target events

Returns

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in messages associated with specific events

ToString()

Constructs a [string](#) representation of the current instance

```
public override string ToString()
```

Returns

[string](#)

Returns current instance represented as string

Namespace Sportradar.OddsFeed.SDK.Api. EventArgs

Classes

[BetCancelEventArgs<T>](#)

Event arguments for the [OnBetCancel](#) event

[BetSettlementEventArgs<T>](#)

Event arguments for [OnBetSettlement](#) event

[BetStopEventArgs<T>](#)

Event arguments for [OnBetStop](#) event

[ConnectionExceptionEventArgs](#)

Event arguments for the ConnectionException events

[EventChangeEventArgs](#)

Event arguments for [FixtureChange](#) and [ResultChange](#) event

[EventRecoveryCompletedEventArgs](#)

Event arguments for the EventRecoveryCompleted events

[FeedCloseEventArgs](#)

Event arguments for the FeedClose events

[FixtureChangeEventArgs<T>](#)

Event arguments for the [OnFixtureChange](#) event

[OddsChangeEventArgs<T>](#)

Event arguments for [OnOddsChange](#) event

[ProducerStatusChangeEventArgs](#)

Event arguments for the [ProducerDown](#) events

[RawApiDataEventArgs](#)

Event arguments for the RawApiDataReceived events

[RawFeedMessageEventArgs](#)

Event arguments for the RawFeedMessageReceived events

[RecoveryInitiatedEventArgs](#)

Event arguments for the RecoveryInitiated events

[RollbackBetCancelEventArgs<T>](#)

Event arguments for the [OnRollbackBetCancel](#) event

[RollbackBetSettlementEventArgs<T>](#)

Event arguments for [OnRollbackBetSettlement](#) class

[SnapshotCompleteEventArgs](#)

Event arguments for the snapshot complete message received via session message manager

[UnparsableMessageEventArgs](#)

Event arguments of [OnUnparsableMessageReceived](#) event

Class BetCancelEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnBetCancel](#) event

```
public class BetCancelEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetCancel<T>](#)

Inheritance

```
object ↳ EventArgs ↳ BetCancelEventArgs<T>
```

Inherited Members

```
EventArgs.Empty ↳ , object.Equals(object) ↳ , object.Equals(object, object) ↳ ,  
object.GetHashCode() ↳ , object.GetType() ↳ , object.MemberwiseClone() ↳ ,  
object.ReferenceEquals(object, object) ↳ , object.ToString() ↳
```

Methods

GetBetCancel(CultureInfo)

Gets the [IBetCancel<T>](#) implementation representing the received bet cancel message translated to the specified languages

```
public IBetCancel<T> GetBetCancel(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IBetCancel<T>](#)

Returns the [IBetCancel<T>](#) implementation representing the received bet cancel message translated to the specified languages

Class BetSettlementEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnBetSettlement](#) event

```
public class BetSettlementEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetSettlement<T>](#)

Inheritance

[object](#) ← [EventArgs](#) ← BetSettlementEventArgs<T>

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetBetSettlement(CultureInfo)

Gets the [IBetSettlement<T>](#) implementation representing the received bet settlement message translated to the specified languages

```
public IBetSettlement<T> GetBetSettlement(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IBetSettlement<T>](#)

Returns the [IBetSettlement<T>](#) implementation representing the received bet settlement message translated to the specified languages

Class BetStopEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnBetStop](#) event

```
public class BetStopEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetStop<T>](#)

Inheritance

```
object ↳ EventArgs ↳ BetStopEventArgs<T>
```

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetBetStop(CultureInfo)

Gets the [IBetStop<T>](#) implementation representing the received bet stop message translated to the specified languages

```
public IBetStop<T> GetBetStop(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IBetStop<T>](#)

Returns the [IBetStop<T>](#) implementation representing the received bet stop message translated to the specified languages

Class ConnectionEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the ConnectionException events

```
public class ConnectionEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← ConnectionEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConnectionEventArgs(Exception, IDictionary<string, object>)

Initializes a new instance of the [ConnectionEventArgs](#) class

```
public ConnectionEventArgs(Exception exception, IDictionary<string, object> detail)
```

Parameters

exception [Exception](#)

The exception that caused an error

detail [IDictionary](#)<[string](#), [object](#)>

Details about the error

Properties

Detail

Details about the error

```
public IDictionary<string, object> Detail { get; }
```

Property Value

[IDictionary](#)<[string](#), [object](#)>

Exception

The exception that caused an error

```
public Exception Exception { get; }
```

Property Value

[Exception](#)

Class EventChangeEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [FixtureChange](#) and [ResultChange](#) event

```
public class EventChangeEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← EventChangeEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EventChangeEventArgs(Urn, DateTime, ISportEvent)

Initializes a new instance of the [EventChangeEventArgs](#) class

```
public EventChangeEventArgs(Urn sportEventId, DateTime updateTime,  
ISportEvent sportEvent)
```

Parameters

sportEventId [Urn](#)

The sport event id

updateTime [DateTime](#)

The update time

sportEvent [ISportEvent](#)

The sport event object

Properties

SportEvent

Gets the [ISportEvent](#)

```
public ISportEvent SportEvent { get; }
```

Property Value

[ISportEvent](#)

SportEventId

Gets the [Urn](#) specifying the sport event

```
public Urn SportEventId { get; }
```

Property Value

[Urn](#)

UpdateTime

Gets the [DateTime](#) specifying the last update time

```
public DateTime UpdateTime { get; }
```

Property Value

[DateTime](#)

Class EventRecoveryCompletedEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the EventRecoveryCompleted events

```
public class EventRecoveryCompletedEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← EventRecoveryCompletedEventArgs

Inherited Members

[EventArgs.Empty\(\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

GetEventId()

Gets the associated event identifier

```
public Urn GetEventId()
```

Returns

[Urn](#)

Returns the associated event identifier

GetRequestId()

Gets the identifier of the recovery request

```
public long GetRequestId()
```

Returns

[long↗](#)

Returns the identifier of the recovery request

Class FeedCloseEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the FeedClose events

```
public class FeedCloseEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← FeedCloseEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetReason()

Gets a [IProducerStatusChange](#) implementation containing information about the producer status change

```
public string GetReason()
```

Returns

[string](#)

Returns a [IProducerStatusChange](#) implementation containing information about the producer status change

Class FixtureChangeEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnFixtureChange](#) event

```
public class FixtureChangeEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IFixtureChange<T>](#)

Inheritance

[object](#) ← [EventArgs](#) ← `FixtureChangeEventArgs<T>`

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetFixtureChange(CultureInfo)

Gets the [IFixtureChange<T>](#) implementation representing the received fixture change message translated to the specified languages

```
public IFixtureChange<T> GetFixtureChange(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IFixtureChange<T>](#)

Returns the [IFixtureChange<T>](#) implementation representing the received fixture change message translated to the specified languages

Class OddsChangeEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnOddsChange](#) event

```
public class OddsChangeEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IOddsChange<T>](#)

Inheritance

[object](#) ← [EventArgs](#) ← OddsChangeEventArgs<T>

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetOddsChange(CultureInfo)

Gets the [IOddsChange<T>](#) implementation representing the received odds change message translated to the specified languages

```
public IOddsChange<T> GetOddsChange(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IOddsChange<T>](#)

Returns the [IOddsChange<T>](#) implementation representing the received odds change message translated to the specified languages

Class ProducerStatusChangeEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [ProducerDown](#) events

```
public class ProducerStatusChangeEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← ProducerStatusChangeEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetProducerStatusChange()

Gets a [IProducerStatusChange](#) implementation containing information about the producer status change

```
public IProducerStatusChange GetProducerStatusChange()
```

Returns

[IProducerStatusChange](#)

Returns a [IProducerStatusChange](#) implementation containing information about the producer status change

Class RawApiEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RawApiDataReceived events

```
public class RawApiEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← RawApiEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

RawApiEventArgs(Uri, RestMessage, string, TimeSpan, string)

Initializes a new instance of the [RawApiEventArgs](#) class

```
public RawApiEventArgs(Uri uri, RestMessage restMessage, string requestParams,  
TimeSpan requestTime, string language)
```

Parameters

uri [Uri](#)

The [Uri](#) used to get the api data

restMessage [RestMessage](#)

The rest message

requestParams [string](#)

The parameters associated with the request

requestTime [TimeSpan](#)

The time needed to execute request

language [string](#)

The language associated with the request

Properties

Language

The language associated with the request

```
public string Language { get; }
```

Property Value

[string](#)

RequestParams

The parameters associated with the request (if present)

```
public string RequestParams { get; }
```

Property Value

[string](#)

RequestTime

The time it took for the request to execute

```
public TimeSpan RequestTime { get; }
```

Property Value

[TimeSpan](#) ↗

RestMessage

The rest message

```
public RestMessage RestMessage { get; }
```

Property Value

[RestMessage](#)

Uri

The associated event identifier

```
public Uri Uri { get; }
```

Property Value

[Uri](#) ↗

Class RawFeedMessageEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RawFeedMessageReceived events

```
public class RawFeedMessageEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← RawFeedMessageEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

RawFeedMessageEventArgs(string, FeedMessage, string)

Initializes a new instance of the [RawFeedMessageEventArgs](#) class

```
public RawFeedMessageEventArgs(string routingKey, FeedMessage feedMessage,  
string messageInterest)
```

Parameters

routingKey [string](#)

The routing key associated with the feed message

feedMessage [FeedMessage](#)

The feed message

messageInterest [string](#)

The associated message interest

Properties

FeedMessage

The feed message

```
public FeedMessage FeedMessage { get; }
```

Property Value

[FeedMessage](#)

MessageInterest

Gets the associated message interest

```
public string MessageInterest { get; }
```

Property Value

[string](#)

The associated message interest

RoutingKey

The routing key associated with the feed message

```
public string RoutingKey { get; }
```

Property Value

[string](#)

Class RecoveryInitiatedEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RecoveryInitiated events

```
public class RecoveryInitiatedEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← RecoveryInitiatedEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetAfterTimestamp()

Gets the after timestamp if applied

```
public long GetAfterTimestamp()
```

Returns

[long](#)

Returns the after timestamp if applied

GetEventId()

Gets the associated event identifier

```
public Urn GetEventId()
```

Returns

[Urn](#)

Returns the associated event identifier

GetMessage()

Gets the message associated with the recovery request

```
public string GetMessage()
```

Returns

[string](#)

Returns the message associated with the recovery request

GetProducerId()

Gets the associated producer identifier

```
public int GetProducerId()
```

Returns

[int](#)

Returns the associated producer identifier

GetRequestId()

Gets the identifier of the recovery request

```
public long GetRequestId()
```

Returns

[long](#)

Returns the identifier of the recovery request

Class RollbackBetCancelEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnRollbackBetCancel](#) event

```
public class RollbackBetCancelEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IRollbackBetCancel<T>](#)

Inheritance

[object](#) ← [EventArgs](#) ← RollbackBetCancelEventArgs<T>

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetBetCancelRollback(CultureInfo)

Gets the [IRollbackBetCancel<T>](#) implementation representing the received bet cancel rollback message translated to the specified languages

```
public IRollbackBetCancel<T> GetBetCancelRollback(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IRollbackBetCancel<T>](#)

Returns the [IRollbackBetCancel<T>](#) implementation representing the received bet cancel rollback message translated to the specified languages

Class RollbackBetSettlementEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnRollbackBetSettlement](#) class

```
public class RollbackBetSettlementEventArgs<T> : EventArgs where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IRollbackBetSettlement<T>](#)

Inheritance

[object](#) ← [EventArgs](#) ← RollbackBetSettlementEventArgs<T>

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetBetSettlementRollback(CultureInfo)

Gets the [IRollbackBetSettlement<T>](#) implementation representing the received bet settlement rollback message translated to the specified languages

```
public IRollbackBetSettlement<T> GetBetSettlementRollback(CultureInfo culture  
= null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

Returns

[IRollbackBetSettlement<T>](#)

Returns the [IRollbackBetSettlement<T>](#) implementation representing the received bet settlement rollback message translated to the specified languages

Class SnapshotCompleteEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the snapshot complete message received via session message manager

```
public class SnapshotCompleteEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← SnapshotCompleteEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetSnapshotCompleted()

Gets the [ISnapshotCompleted](#) implementation representing the received [snapshot_complete](#) message

```
public ISnapshotCompleted GetSnapshotCompleted()
```

Returns

[ISnapshotCompleted](#)

A [ISnapshotCompleted](#) representing the received [snapshot_complete](#) message

Class UnparsableMessageEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments of [OnUnparsableMessageReceived](#) event

```
public class UnparsableMessageEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← UnparsableMessageEventArgs

Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

UnparsableMessageEventArgs(MessageType, string, string, byte[])

Initializes a new instance of the [UnparsableMessageEventArgs](#) class

```
public UnparsableMessageEventArgs(MessageType messageType, string producer, string  
eventId, byte[] rawMessage)
```

Parameters

messageType [MessageType](#)

The [MessageType](#) member specifying the type of the unparsable message.

producer [string](#)

The [string](#) representation of the producer associated with the unparsable message.

eventId [string](#)

The [string](#) representation of the sport event id associated with the unparsable message.

rawMessage [byte](#)[]

A raw message received from the feed

Properties

EventId

Gets the [string](#) representation of the sport event id associated with the unparsable message

```
public string EventId { get; }
```

Property Value

[string](#)

MessageType

Gets the [MessageType](#) member specifying the type of the unparsable message

```
public MessageType MessageType { get; }
```

Property Value

[MessageType](#)

Producer

Gets the [string](#) representation of the producer associated with the unparsable message

```
public string Producer { get; }
```

Property Value

[string](#)

Methods

GetRawMessage()

Gets the raw XML message received from the feed

```
public string GetRawMessage()
```

Returns

[string](#)

Returns the raw XML message received from the feed

Namespace Sportradar.OddsFeed.SDK.Api. Extended

Classes

[UofSdkExtended](#)

A [IUofSdk](#) implementation acting as an entry point to the odds feed service with possibility to get raw feed and api data

Interfaces

[IUofSdkExtended](#)

Represent an extended unified odds sdk

Interface IUofSdkExtended

Namespace: [Sportradar.OddsFeed.SDK.Api.Extended](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent an extended unified odds sdk

```
public interface IUofSdkExtended : IUofSdk, IDisposable
```

Inherited Members

[IUofSdk.Disconnected](#) , [IUofSdk.Closed](#) , [IUofSdk.ProducerDown](#) , [IUofSdk.ProducerUp](#) ,
[IUofSdk.RecoveryInitiated](#) , [IUofSdk.EventRecoveryCompleted](#) , [IUofSdk.ConnectionException](#) ,
[IUofSdk.EventRecoveryRequestIssuer](#) , [IUofSdk.CashOutProbabilitiesProvider](#) ,
[IUofSdk.SportDataProvider](#) , [IUofSdk.ProducerManager](#) , [IUofSdk.BookingManager](#) ,
[IUofSdk.BookmakerDetails](#) , [IUofSdk.MarketDescriptionManager](#) , [IUofSdk.CustomBetManager](#) ,
[IUofSdk.EventChangeManager](#) , [IUofSdk.GetSessionBuilder\(\)](#) , [IUofSdk.Open\(\)](#) , [IUofSdk.IsOpen\(\)](#) ,
[IUofSdk.Close\(\)](#) , [IDisposable.Dispose\(\)](#)

Events

RawApiDataReceived

Occurs when data from Sports API arrives

```
event EventHandler<RawApiEventArgs> RawApiDataReceived
```

Event Type

[EventHandler](#)<[RawApiEventArgs](#)>

RawFeedMessageReceived

Occurs when any feed message arrives

```
event EventHandler<RawFeedMessageEventArgs> RawFeedMessageReceived
```

Event Type

[EventHandler](#)<[RawFeedMessageEventArgs](#)>

Class UofSdkExtended

Namespace: [Sportradar.OddsFeed.SDK.Api.Extended](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A [IUofSdk](#) implementation acting as an entry point to the odds feed service with possibility to get raw feed and api data

```
public class UofSdkExtended : UofSdk, IUofSdkExtended, IUofSdk, IDisposable
```

Inheritance

[object](#) ← [EntityDispatcherBase](#) ← [UofSdk](#) ← UofSdkExtended

Implements

[IUofSdkExtended](#), [IUofSdk](#), [IDisposable](#)

Inherited Members

[UofSdk.ServiceProvider](#), [UofSdk.Disconnected](#), [UofSdk.Closed](#), [UofSdk.EventRecoveryCompleted](#),
[UofSdk.RecoveryInitiated](#), [UofSdk.ProducerDown](#), [UofSdk.ProducerUp](#),
[UofSdk.ConnectionException](#), [UofSdk.EventRecoveryRequestIssuer](#), [UofSdk.SportDataProvider](#),
[UofSdk.ProducerManager](#), [UofSdk.BookingManager](#), [UofSdk.CashOutProbabilitiesProvider](#),
[UofSdk.BookmakerDetails](#), [UofSdk.MarketDescriptionManager](#), [UofSdk.CustomBetManager](#),
[UofSdk.EventChangeManager](#), [UofSdk.Dispose\(\)](#),
[UofSdk.DispatchConnectionException\(CallbackEventArgs\)](#),
[UofSdk.GetConfigurationBuilder\(\)](#), [UofSdk.GetSessionBuilder\(\)](#), [UofSdk.AvailableLanguages\(\)](#),
[UofSdk.IsOpen\(\)](#), [UofSdk.Dispose\(bool\)](#),
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#),
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

UofSdkExtended(IServiceProvider)

Constructs a new instance of the [IUofSdkExtended](#) class

```
public UofSdkExtended(IServiceProvider serviceProvider)
```

Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

Methods

Close()

Closes the current [IUofSdkExtended](#) instance and disposes resources used by it

```
public void Close()
```

Open()

Opens the current feed by opening all created sessions

```
public void Open()
```

Exceptions

[ObjectDisposedException](#)

[InvalidOperationException](#)

The feed is already opened or The configuration is not valid

[CommunicationException](#)

Connection to the REST-ful API failed, Probable Reason={Invalid or expired token} or Connection to the message broker failed, Probable Reason={Invalid or expired token} or

Events

RawApiDataReceived

Occurs when data from Sports API arrives

```
public event EventHandler<RawApiEventArgs> RawApiDataReceived
```

Event Type

[EventHandler](#)<RawApiEventArgs>

RawFeedMessageReceived

Occurs when any feed message arrives

```
public event EventHandler<RawFeedMessageEventArgs> RawFeedMessageReceived
```

Event Type

[EventHandler](#)<RawFeedMessageEventArgs>

Namespace Sportradar.OddsFeed.SDK.Api. Managers Interfaces

[IBookingManager](#)

Defines a contract for classes implementing booking manager to perform various booking calendar operations

[ICashOutProbabilitiesProvider](#)

Defines a type used to retrieve market probabilities used for cash out

[ICustomBetManager](#)

Defines methods used to perform various custom bet operations

[ICustomBetSelectionBuilder](#)

Defines methods used to build selections

[ICustomBetSelectionBuilderV1](#)

Defines methods used to build selections

[IEventChangeManager](#)

Defines a contract implemented by classes capable of getting list of [IFixtureChange](#) and/or [IResultChange](#)

[IEventRecoveryRequestIssuer](#)

Defines a contract implemented by classes used to issue event message recovery requests to the feed

[IMarketDescriptionManager](#)

Used to obtain information about available markets and get translations for markets and outcomes including outright

[IProducerManager](#)

Defines a contract implemented by classes used to manage feed producers

[ISportDataProvider](#)

Defines a contract implemented by classes used to provide sport related data (sports, tournaments, sport events, ...)

Interface IBookingManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing booking manager to perform various booking calendar operations

```
public interface IBookingManager
```

Methods

BookLiveOddsEvent(Urn)

Books the live odds event associated with the provided [Urn](#) identifier

```
bool BookLiveOddsEvent(Urn eventId)
```

Parameters

eventId [Urn](#)

The event id

Returns

[bool](#) ↗

true if event was successfully booked, **false** otherwise

Interface ICashOutProbabilitiesProvider

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a type used to retrieve market probabilities used for cash out

```
public interface ICashOutProbabilitiesProvider
```

Methods

GetCashOutProbabilitiesAsync<T>(Urn, CultureInfo)

Asynchronously gets the cash out probabilities for the specified sport event.

```
Task<ICashOutProbabilities<T>> GetCashOutProbabilitiesAsync<T>(Urn eventId,  
CultureInfo culture = null) where T : ISportEvent
```

Parameters

eventId [Urn](#)

The [Urn](#) uniquely identifying the sport event.

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned data, or a null reference to use default languages

Returns

[Task](#)<[ICashOutProbabilities](#)<T>>

A [Task<TResult>](#) representing the asynchronous operation.

Type Parameters

T

The type of the sport event

GetCashOutProbabilitiesAsync<T>(Urn, int, IReadOnlyDictionary<string, string>, CultureInfo)

Asynchronously gets the cash out probabilities for the specified market on the specified sport event.

```
Task<ICashOutProbabilities<T>> GetCashOutProbabilitiesAsync<T>(Urn eventId, int  
marketId, IReadOnlyDictionary<string, string> specifiers, CultureInfo culture =  
null) where T : ISportEvent
```

Parameters

eventId [Urn](#)

The [Urn](#) uniquely identifying the sport event.

marketId [int](#)

The id of the market for which to get the probabilities.

specifiers [IReadOnlyDictionary](#)<[string](#), [string](#)>

A [IDictionary](#)<[TKey](#), [TValue](#)> containing market specifiers or a null reference if market has no specifiers.

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned data, or a null reference to use default languages

Returns

[Task](#)<[ICashOutProbabilities](#)<T>>

A [Task](#)<[TResult](#)> representing the asynchronous operation.

Type Parameters

T

The type of the sport event

Interface ICustomBetManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to perform various custom bet operations

```
public interface ICustomBetManager
```

Properties

CustomBetSelectionBuilder

Returns an [ICustomBetSelectionBuilder](#) instance used to build selections

```
ICustomBetSelectionBuilder CustomBetSelectionBuilder { get; }
```

Property Value

[ICustomBetSelectionBuilder](#)

An [ICustomBetSelectionBuilder](#) instance used to build selections

Methods

CalculateProbabilityAsync(IEnumerable<ISelection>)

Returns an [ICalculation](#) instance providing the probability for the specified selections

```
Task<ICalculation> CalculateProbabilityAsync(IEnumerable<ISelection> selections)
```

Parameters

selections [IEnumerable](#)<[ISelection](#)>

The [IEnumerable](#)<[T](#)> containing selections for which the probability should be calculated

Returns

[Task](#)<[ICalculation](#)>

An [ICalculation](#) providing the probability for the specified selections

CalculateProbabilityFilterAsync(IEnumerable<ISelection>)

Returns an [ICalculationFilter](#) instance providing the probability for the specified selections and filter out conflicting outcomes.

```
Task<ICalculationFilter> CalculateProbabilityFilterAsync(IEnumerable<ISelection> selections)
```

Parameters

selections [IEnumerable](#)<[ISelection](#)>

The [IEnumerable<T>](#) containing selections for which the probability should be calculated

Returns

[Task](#)<[ICalculationFilter](#)>

An [ICalculationFilter](#) providing the probability for the specified selections

GetAvailableSelectionsAsync(Urn)

Returns an [IAvailableSelections](#) instance providing the available selections for the event associated with the provided [Urn](#) identifier

```
Task<IAvailableSelections> GetAvailableSelectionsAsync(Urn eventId)
```

Parameters

eventId [Urn](#)

The [Urn](#) identifier of the event for which the available selections should be returned

Returns

[Task](#) <[IAvailableSelections](#)>

An [IAvailableSelections](#) providing the available selections of the associated event

Interface ICustomBetSelectionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to build selections

```
public interface ICustomBetSelectionBuilder
```

Methods

Build()

Builds and returns a [ISelection](#) instance

```
ISelection Build()
```

Returns

[ISelection](#)

The constructed [ISelection](#) instance

Build(Urn, int, string, string)

Builds and returns a [ISelection](#) instance

```
ISelection Build(Urn eventId, int marketId, string specifiers, string outcomeId)
```

Parameters

eventId [Urn](#)

A [Urn](#) representing the event id

marketId [int](#)

A value representing the market id

specifiers [string](#) ↗

A value representing the specifiers

outcomeId [string](#) ↗

A value representing the outcome id

Returns

[ISelection](#)

The constructed [ISelection](#) instance

SetEventId(Urn)

Sets event id to the provided [Urn](#)

[ICustomBetSelectionBuilder](#) **SetEventId**(Urn eventId)

Parameters

eventId [Urn](#)

A [Urn](#) representing the event id

Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

SetMarketId(int)

Sets market id to the provided value

[ICustomBetSelectionBuilder](#) **SetMarketId**(int marketId)

Parameters

marketId [int](#)

A value representing the market id

Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

SetOutcomeld(string)

Sets outcome id to the provided value

[ICustomBetSelectionBuilder](#) **SetOutcomeId**([string](#) outcomeId)

Parameters

outcomeId [string](#)

A value representing the outcome id

Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

SetSpecifiers(string)

Sets specifiers to the provided value

[ICustomBetSelectionBuilder](#) **SetSpecifiers**([string](#) specifiers)

Parameters

specifiers [string](#)

A value representing the specifiers

Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

Interface ICustomBetSelectionBuilderV1

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to build selections

```
public interface ICustomBetSelectionBuilderV1 : ICustomBetSelectionBuilder
```

Inherited Members

[ICustomBetSelectionBuilder.SetEventId\(Urn\)](#), [ICustomBetSelectionBuilder.SetMarketId\(int\)](#),
[ICustomBetSelectionBuilder.SetSpecifiers\(string\)](#),
[ICustomBetSelectionBuilder.SetOutcomeId\(string\)](#), [ICustomBetSelectionBuilder.Build\(\)](#),
[ICustomBetSelectionBuilder.Build\(Urn, int, string, string\)](#).

Methods

Build(Urn, int, string, string, double?)

Builds and returns a [ISelection](#) instance

```
ISelection Build(Urn eventId, int marketId, string specifiers, string outcomeId,  
double? odds)
```

Parameters

eventId [Urn](#)

A [Urn](#) representing the event id

marketId [int](#)

A value representing the market id

specifiers [string](#)

A value representing the specifiers

outcomeId [string](#)

A value representing the outcome id

odds [double](#)?

A odds value for the outcome

Returns

[ISelection](#)

The constructed [ISelection](#) instance

SetOdds(double)

Sets outcome odds to the provided value

`ICustomBetSelectionBuilder SetOdds(double odds)`

Parameters

odds [double](#)?

A value representing the outcome odds

Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

Interface IEventChangeManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes capable of getting list of [IFixtureChange](#) and/or [IResultChange](#)

```
public interface IEventChangeManager
```

Properties

FixtureChangeInterval

Gets the interval for getting new list of fixture changes

```
TimeSpan FixtureChangeInterval { get; }
```

Property Value

[TimeSpan](#)

The fixture change interval.

IsRunning

Gets a value indicating whether this instance is running.

```
bool IsRunning { get; }
```

Property Value

[bool](#)

true if this instance is running; otherwise, **false**.

LastFixtureChange

Gets the timestamp of last processed fixture change

```
DateTime LastFixtureChange { get; }
```

Property Value

[DateTime ↗](#)

The last fixture change.

LastResultChange

Gets the timestamp of last processed result change

```
DateTime LastResultChange { get; }
```

Property Value

[DateTime ↗](#)

The last result change.

ResultChangeInterval

Gets the interval for getting new list of result changes

```
TimeSpan ResultChangeInterval { get; }
```

Property Value

[TimeSpan ↗](#)

The result change interval.

Methods

SetFixtureChangeInterval(TimeSpan)

Sets the fixture change interval between two Sports API requests. Must be between 1 min and 12 hours.

```
void SetFixtureChangeInterval(TimeSpan fixtureChangeInterval)
```

Parameters

fixtureChangeInterval [TimeSpan](#)

The fixture change interval.

SetFixtureChangeTimestamp(DateTime)

Sets the last processed fixture change timestamp.

```
void SetFixtureChangeTimestamp(DateTime fixtureChangeTimestamp)
```

Parameters

fixtureChangeTimestamp [DateTime](#)

The fixture change timestamp.

Remarks

It can be only set when it is stopped

SetResultChangeInterval(TimeSpan)

Sets the result change interval between two Sports API requests. Must be between 1 min and 12 hours.

```
void SetResultChangeInterval(TimeSpan resultChangeInterval)
```

Parameters

resultChangeInterval [TimeSpan](#)

The result change interval.

SetResultChangeTimestamp(DateTime)

Sets the last processed result change timestamp.

```
void SetResultChangeTimestamp(DateTime resultChangeTimestamp)
```

Parameters

resultChangeTimestamp [DateTime](#)

The result change timestamp.

Remarks

It can be only set when it is stopped

Start()

Starts scheduled job for fetching fixture and result changes

```
void Start()
```

Stop()

Stops scheduled job for fetching fixture and result changes

```
void Stop()
```

Events

FixtureChange

Raised for [IFixtureChange](#) message

event EventHandler<EventChangeEventArgs> FixtureChange

Event Type

[EventHandler](#)<EventChangeEventArgs>

ResultChange

Raised for [IResultChange](#) message

event EventHandler<EventChangeEventArgs> ResultChange

Event Type

[EventHandler](#)<EventChangeEventArgs>

Interface IEventRecoveryRequestIssuer

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to issue event message recovery requests to the feed

```
public interface IEventRecoveryRequestIssuer
```

Methods

RecoverEventMessagesAsync(IProducer, Urn)

Asynchronously requests messages for the specified sport event and returns a request number used when issuing the request

```
Task<long> RecoverEventMessagesAsync(IProducer producer, Urn eventId)
```

Parameters

producer [IProducer](#)

An [IProducer](#) for which to make the recovery

eventId [Urn](#)

A [Urn](#) specifying the sport event for which to request the messages

Returns

[Task](#)<long>

[Task](#)<TResult> representing the async operation

RecoverEventStatefulMessagesAsync(IProducer, Urn)

Asynchronously requests stateful messages for the specified sport event and returns a request number used when issuing the request

Task<long> **RecoverEventStatefulMessagesAsync**(IProducer producer, Urn eventId)

Parameters

producer [IProducer](#)

An [IProducer](#) for which to make the recovery

eventId [Urn](#)

A [Urn](#) specifying the sport event for which to request the messages

Returns

[Task](#)<long>

[Task](#)<TResult> representing the async operation

Interface IMarketDescriptionManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Used to obtain information about available markets and get translations for markets and outcomes including outright

```
public interface IMarketDescriptionManager
```

Methods

DeleteVariantMarketDescriptionFromCache(int, string)

Deletes the variant market description from cache

```
void DeleteVariantMarketDescriptionFromCache(int marketId, string variantValue)
```

Parameters

marketId [int](#)

The market identifier

variantValue [string](#)

The variant value

GetMarketDescriptionsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) of all available static market descriptions

```
Task<IEnumerable<IMarketDescription>> GetMarketDescriptionsAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

The language for which to get market descriptions

Returns

[Task](#)<[IEnumerable](#)<[IMarketDescription](#)>>

A [IEnumerable<T>](#) of available static market descriptions

GetMarketMappingAsync(int, IProducer)

Asynchronously gets a [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

```
Task<IEnumerable<IMarketMappingData>> GetMarketMappingAsync(int marketId,  
IProducer producer)
```

Parameters

marketId [int](#)

The id of the market for which you need the mapping

producer [IProducer](#)

The [IProducer](#) for which you need the mapping

Returns

[Task](#)<[IEnumerable](#)<[IMarketMappingData](#)>>

A [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

GetMarketMappingAsync(int, IReadOnlyDictionary<string, string>, IProducer)

Asynchronously gets a [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

```
Task<IEnumerable<IMarketMappingData>> GetMarketMappingAsync(int marketId,  
IReadOnlyDictionary<string, string> specifiers, IProducer producer)
```

Parameters

marketId [int](#)

The id of the market for which you need the mapping

specifiers [IReadOnlyDictionary](#)<[string](#), [string](#)>

The associated market specifiers

producer [IProducer](#)

The [IProducer](#) for which you need the mapping

Returns

[Task](#)<[IEnumerable](#)<[IMarketMappingData](#)>>

A [IEnumerable](#)<[T](#)> of available mappings for the provided marketId/producer combination

LoadMarketDescriptionsAsync()

Asynchronously loads the invariant and variant list of market descriptions from the Sports API

[Task](#)<[bool](#)> [LoadMarketDescriptionsAsync\(\)](#)

Returns

[Task](#)<[bool](#)>

Returns true if the action succeeded

Remarks

To be used when manually changed market data via betradar control

Interface IProducerManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to manage feed producers

```
public interface IProducerManager
```

Properties

Producers

Gets the available producers

```
IReadOnlyCollection<IProducer> Producers { get; }
```

Property Value

[IReadOnlyCollection](#)<[IProducer](#)>

The producers

Methods

AddTimestampBeforeDisconnect(int, DateTime)

Sets the timestamp of the last processed message for a specific producer

```
void AddTimestampBeforeDisconnect(int id, DateTime timestamp)
```

Parameters

id [int](#)

The id of the [IProducer](#) for which to set timestamp

`timestamp` [DateTime](#)

A [DateTime](#) specifying the message timestamp

Exceptions

[ArgumentOutOfRangeException](#)

The timestamp is in the future or too far in the past

DisableProducer(int)

Disables the producer (no recovery will be made and no message will be received)

`void DisableProducer(int id)`

Parameters

`id` [int](#)

The id of the producer

Exceptions

[ArgumentOutOfRangeException](#)

The id of the producer is not found

Exists(int)

Check if the [IProducer](#) exists in manager

`bool Exists(int id)`

Parameters

`id` [int](#)

The id to check

Returns

[bool](#)

true if exists, **false** otherwise

Exists(string)

Check if the [IProducer](#) exists in manager

`bool Exists(string name)`

Parameters

name [string](#)

The name to check

Returns

[bool](#)

true if exists, **false** otherwise

GetProducer(int)

Gets the producer if exists, otherwise 'unknown' producer is returned

[IProducer](#) `GetProducer(int id)`

Parameters

id [int](#)

The id of the producer to retrieve

Returns

[IProducer](#)

An [IProducer](#)

GetProducer(string)

Gets the producer by name if exists, otherwise 'unknown' producer is returned

```
IProducer GetProducer(string name)
```

Parameters

name [string](#)

The name of the producer to retrieve

Returns

[IProducer](#)

An [IProducer](#)

Remarks

Search is case insensitive

RemoveTimestampBeforeDisconnect(int)

Removes the timestamp of the last message processed for a specific producer

```
void RemoveTimestampBeforeDisconnect(int id)
```

Parameters

id [int](#)

An id of the [IProducer](#) for which to remove the timestamp

Exceptions

[ArgumentOutOfRangeException](#)

The id of the producer is not found

Interface ISportDataProvider

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to provide sport related data (sports, tournaments, sport events, ...)

```
public interface ISportDataProvider
```

Methods

CacheExportAsync(CacheType)

Exports current items in the cache

```
Task<IEnumerable<ExportableBase>> CacheExportAsync(CacheType cacheType)
```

Parameters

cacheType [CacheType](#)

Specifies what type of cache items will be exported

Returns

[Task](#)<[IEnumerable](#)<[ExportableBase](#)>>

Collection of [ExportableBase](#) containing all the items currently in the cache

CacheImportAsync(IEnumerable<ExportableBase>)

Imports provided items into caches

```
Task CacheImportAsync(IEnumerable<ExportableBase> items)
```

Parameters

items [IEnumerable<ExportableBase>](#)

Collection of [ExportableBase](#) containing the items to be imported

Returns

[Task](#)

No return

DeleteCompetitorFromCache(Urn)

Delete the competitor from cache

`void DeleteCompetitorFromCache(Urn id)`

Parameters

id [Urn](#)

A [Urn](#) specifying the id of [ICOMPETITOR](#) to be deleted

DeletePlayerProfileFromCache(Urn)

Delete the player profile from cache

`void DeletePlayerProfileFromCache(Urn id)`

Parameters

id [Urn](#)

A [Urn](#) specifying the id of [IPLAYERPROFILE](#) to be deleted

DeleteSportEventFromCache(Urn, bool)

Delete the sport event from cache

```
void DeleteSportEventFromCache(Urn id, bool includeEventStatusDeletion = false)
```

Parameters

`id Urn`

A [Urn](#) specifying the id of [ISportEvent](#) to be deleted

`includeEventStatusDeletion bool`

Delete also [ISportEventStatus](#) from the cache

DeleteSportEventsFromCache(DateTime)

Deletes the sport events from cache which are scheduled before specified date

```
int DeleteSportEventsFromCache(DateTime before)
```

Parameters

`before DateTime`

The scheduled DateTime used to delete sport events from cache

Returns

`int`

Number of deleted items

DeleteTournamentFromCache(Urn)

Delete the tournament from cache

```
void DeleteTournamentFromCache(Urn id)
```

Parameters

[id Urn](#)

A [Urn](#) specifying the id of [ILongTermEvent](#) to be deleted

GetActiveTournamentsAsync(CultureInfo)

Asynchronously gets a list of active [IEnumerable<T>](#)

```
Task<IEnumerable<ISportEvent>> GetActiveTournamentsAsync(CultureInfo culture = null)
```

Parameters

[culture CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task<IEnumerable<ISportEvent>>](#)

A [Task<TResult>](#) representing the async operation

Remarks

Lists all [ISportEvent](#) that are cached (once schedule is loaded)

GetAvailableTournamentsAsync(Urn, CultureInfo)

Asynchronously gets a list of available [IEnumerable<T>](#) for a specific sport

```
Task<IEnumerable<ISportEvent>> GetAvailableTournamentsAsync(Urn sportId, CultureInfo culture = null)
```

Parameters

[sportId Urn](#)

A [Urn](#) specifying the sport to retrieve

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[ISportEvent](#)>>

A [Task<TResult>](#) representing the async operation

Remarks

Lists all available tournaments for a sport event we provide coverage for

GetCompetition(Urn, Urn, CultureInfo)

Gets a [ICompetition](#) representing the specified sport event in language specified by **culture** or a null reference if the sport event with specified **id** does not exist

`ICompetition GetCompetition(Urn id, Urn sportId, CultureInfo culture = null)`

Parameters

id [Urn](#)

A [Urn](#) specifying the sport event to retrieve

sportId [Urn](#)

A [Urn](#) of the sport this event belongs to

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[ICompetition](#)

A [ICompetition](#) representing the specified sport event or a null reference if the requested sport event does not exist

GetCompetition(Urn, CultureInfo)

Gets a [ICompetition](#) representing the specified sport event in language specified by `culture` or a null reference if the sport event with specified `id` does not exist

```
ICompetition GetCompetition(Urn id, CultureInfo culture = null)
```

Parameters

`id Urn`

A [Urn](#) specifying the sport event to retrieve

`culture CultureInfo`

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[ICompetition](#)

A [ICompetition](#) representing the specified sport event or a null reference if the requested sport event does not exist

GetCompetitorAsync(Urn, CultureInfo)

Asynchronously gets a [ICompetitor](#)

```
Task<ICompetitor> GetCompetitorAsync(Urn id, CultureInfo culture = null)
```

Parameters

`id Urn`

A [Urn](#) specifying the id for which [ICompetitor](#) to be retrieved

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[ICompetitor](#)>

A [ICompetitor](#) representing the specified competitor or a null reference

GetFixtureChangesAsync(CultureInfo)

Gets the list of all fixtures that have changed in the last 24 hours

```
Task<IEnumerable<IFixtureChange>> GetFixtureChangesAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[IFixtureChange](#)>>

A list of all fixtures that have changed in the last 24 hours

GetFixtureChangesAsync(DateTime?, Urn, CultureInfo)

Gets the list of all fixtures that have changed in the last 24 hours

```
Task<IEnumerable<IFixtureChange>> GetFixtureChangesAsync(DateTime? after, Urn  
sportId, CultureInfo culture = null)
```

Parameters

after [DateTime](#)?

A [DateTime](#) specifying the starting date and time for filtering

sportId [Urn](#)

A [Urn](#) specifying the sport for which the fixtures should be returned

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[IFixtureChange](#)>>

A list of all fixtures that have changed in the last 24 hours

GetListOfSportEventsAsync(int, int, CultureInfo)

Asynchronously gets a list of [IEnumerable<T>](#)

```
Task<IEnumerable<ICompetition>> GetListOfSportEventsAsync(int startIndex, int limit,  
CultureInfo culture = null)
```

Parameters

startIndex [int](#)

Starting record (this is an index, not time)

limit [int](#)

How many records to return (max: 1000)

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task<IEnumerable<ICompetition>>](#)

A [Task<TResult>](#) representing the async operation

Remarks

Lists almost all events we are offering prematch odds for. This endpoint can be used during early startup to obtain almost all fixtures. This endpoint is one of the few that uses pagination.

GetLiveSportEventsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing currently live sport events in the language specified by *culture*

```
Task<IEnumerable<ICompetition>> GetLiveSportEventsAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task<IEnumerable<ICompetition>>](#)

A [Task<TResult>](#) representing the async operation

GetLotteriesAsync(CultureInfo)

Gets the list of available lotteries

```
Task<IEnumerable<ILottery>> GetLotteriesAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[ILottery](#)>>

A list of available lotteries

GetPeriodStatusesAsync(Urn, CultureInfo, IEnumerable<Urn>, IEnumerable<int>)

Get sport event period summary as an asynchronous operation

```
Task<IEnumerable<IPeriodStatus>> GetPeriodStatusesAsync(Urn id, CultureInfo culture  
= null, IEnumerable<Urn> competitorIds = null, IEnumerable<int> periods = null)
```

Parameters

id [Urn](#)

The id of the sport event to be fetched

culture [CultureInfo](#)

The language to be fetched

competitorIds [IEnumerable](#)<[Urn](#)>

The list of competitor ids to fetch the results for

periods [IEnumerable](#)<[int](#)>

The list of period ids to fetch the results for

Returns

[Task](#)<[IEnumerable](#)<[IPeriodStatus](#)>>

The period statuses or empty if not found

GetPlayerProfileAsync(Urn, CultureInfo)

Asynchronously gets a [IPlayerProfile](#)

```
Task<IPlayerProfile> GetPlayerProfileAsync(Urn id, CultureInfo culture = null)
```

Parameters

id [Urn](#)

A [Urn](#) specifying the id for which [IPlayerProfile](#) to be retrieved

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IPlayerProfile](#)>

A [IPlayerProfile](#) representing the specified player or a null reference

GetResultChangesAsync(CultureInfo)

Gets the list of all results that have changed in the last 24 hours

```
Task<IEnumerable<IResultChange>> GetResultChangesAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[IResultChange](#)>>

A list of all results that have changed in the last 24 hours

GetResultChangesAsync(DateTime?, Urn, CultureInfo)

Gets the list of all results that have changed in the last 24 hours

```
Task<IEnumerable<IResultChange>> GetResultChangesAsync(DateTime? after, Urn sportId, CultureInfo culture = null)
```

Parameters

after [DateTime](#)?

A [DateTime](#) specifying the starting date and time for filtering

sportId [Urn](#)

A [Urn](#) specifying the sport for which the fixtures should be returned

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<IEnumerable<IResultChange>>

A list of all results that have changed in the last 24 hours

GetSportAsync(Urn, CultureInfo)

Asynchronously gets a [ISport](#) instance representing the sport specified by it's id in the language specified by **culture**, or a null reference if sport with specified id does not exist

```
Task<ISport> GetSportAsync(Urn id, CultureInfo culture = null)
```

Parameters

id [Urn](#)

A [Urn](#) identifying the sport to retrieve.

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[ISport](#)>

A [Task<TResult>](#) representing the async operation

GetSportEvent(Urn, Urn, CultureInfo)

Gets a [ISportEvent](#) derived class representing the specified sport event in language specified by **culture** or a null reference if the sport event with specified **id** does not exist

ISportEvent **GetSportEvent**(Urn **id**, Urn **sportId** = **null**, CultureInfo **culture** = **null**)

Parameters

id [Urn](#)

A [Urn](#) specifying the sport event to retrieve

sportId [Urn](#)

A [Urn](#) of the sport this event belongs to

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[ISportEvent](#)

A [ISportEvent](#) derived class representing the specified sport event or a null reference if the requested sport event does not exist

GetSportEventStatusAsync(Urn)

Asynchronously gets a [ICompetitionStatus](#) for specific sport event

```
Task<ICompetitionStatus> GetSportEventStatusAsync(Urn id)
```

Parameters

id [Urn](#)

A [Urn](#) specifying the event for which [ICompetitionStatus](#) to be retrieved

Returns

[Task](#)<[ICompetitionStatus](#)>

A [Task](#)<[TResult](#)> representing the async operation

GetSportEventsByDateAsync(DateTime, CultureInfo)

Asynchronously gets a [IEnumerable](#)<[T](#)> representing sport events scheduled for date specified by **date** in language specified by **culture**

```
Task<IEnumerable<ICompetition>> GetSportEventsByDateAsync(DateTime scheduleDate,  
CultureInfo culture = null)
```

Parameters

scheduleDate [DateTime](#)

A [DateTime](#) specifying the day for which to retrieve the schedule

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task](#)<[IEnumerable](#)<[ICompetition](#)>>

A [Task<TResult>](#) representing the async operation

GetSportsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing all available sports in language specified by the **culture**

```
Task<IEnumerable<ISport>> GetSportsAsync(CultureInfo culture = null)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[Task<IEnumerable<ISport>>](#)

A [Task<TResult>](#) representing the async operation

GetTimelineEventsAsync(Urn, CultureInfo)

Get the associated event timeline for single culture

```
Task<IEnumerable<ITimelineEvent>> GetTimelineEventsAsync(Urn sportEventId, CultureInfo culture = null)
```

Parameters

sportEventId [Urn](#)

The id of the sport event to be fetched

culture [CultureInfo](#)

The language to be fetched

Returns

[Task](#)<IEnumerable<ITimelineEvent>>

The event timeline or empty if not found

GetTournament(Urn, CultureInfo)

Gets a [ILongTermEvent](#) representing the specified tournament in language specified by `culture` or a null reference if the tournament with specified `id` does not exist

```
ILongTermEvent GetTournament(Urn id, CultureInfo culture = null)
```

Parameters

`id Urn`

A [Urn](#) specifying the tournament to retrieve

`culture CultureInfo`

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

Returns

[ILongTermEvent](#)

A [ILongTermEvent](#) representing the specified tournament or a null reference if requested tournament does not exist

Namespace Sportradar.OddsFeed.SDK.Api.Replay

Interfaces

[IReplayEvent](#)

Defines a contract implemented by classes representing replay events

[IReplayManager](#)

Defines a contract implemented by classes capable of interacting with Replay Server

[IReplayResponse](#)

Defines a contract for responses from Replay Server

[IReplayScenario](#)

Defines a contract for replay scenario instances

[IReplayStatus](#)

Defines a contract for status of replay player

Enums

[ReplayPlayerStatus](#)

Status of the replay player

Interface IReplayEvent

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing replay events

```
public interface IReplayEvent
```

Properties

Id

Gets a [Urn](#) specifying the event id

```
Urn Id { get; }
```

Property Value

[Urn](#)

Position

Gets a [int](#) specifying the position

```
int? Position { get; }
```

Property Value

[int](#)?

StartTime

Gets a [int](#) specifying the start time

```
int? StartTime { get; }
```

Property Value

int?

Interface IReplayManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes capable of interacting with Replay Server

```
public interface IReplayManager
```

Methods

AddMessagesToReplayQueue(Urn, int?)

Adds event {eventId} to the end of the replay queue

```
IReplayResponse AddMessagesToReplayQueue(Urn eventId, int? startTime = null)
```

Parameters

eventId [Urn](#)

The [Urn](#) of the [IMatch](#)

startTime [int?](#)

The minutes relative to event start time

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

GetAvailableScenarios()

Gets a list of available replay scenarios

IEnumerable<IRelayScenario> **GetAvailableScenarios()**

Returns

[IEnumerable](#)<IRelayScenario>

A list of available replay scenarios

GetEventsInQueue()

Gets the events in replay queue.

IEnumerable<Urn> **GetEventsInQueue()**

Returns

[IEnumerable](#)<Urn>

Returns an array of event ids

GetReplayEventsInQueue()

Gets list of replay events in queue.

IEnumerable<IRelayEvent> **GetReplayEventsInQueue()**

Returns

[IEnumerable](#)<IRelayEvent>

Returns a list of replay events

GetStatusOfReplay()

Return the status of player. Possible values are: player is playing, player is stopped, player was never playing.

IReplayStatus **GetStatusOfReplay()**

Returns

[IReplayStatus](#)

Returns an [IReplayResponse](#)

RemoveEventFromReplayQueue(Urn)

Removes the event from replay queue

IReplayResponse **RemoveEventFromReplayQueue(Urn eventId)**

Parameters

eventId [Urn](#)

The [Urn](#) of the [IMatch](#)

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

StartReplay(int, int, int?, bool?)

Start replay the event from replay queue. Events are played in the order they were played in reality

IReplayResponse **StartReplay([int](#) speed = 10, [int](#) maxDelay = 10000, [int?](#) producerId = [null](#), [bool?](#) rewriteTimestamps = [null](#))**

Parameters

speed [int](#)

The speed factor of the replay

`maxDelay` [int](#)

The maximum delay between messages in milliseconds

`producerId` [int](#)?

The id of the producer from which we want to get messages, or null for messages from all producers

`rewriteTimestamps` [bool](#)?

Should the timestamp in messages be rewritten with current time

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

`StartReplay(int, int, int?, bool?, bool?)`

Start replay the event from replay queue. Events are played in the order they were played in reality

```
IReplayResponse StartReplay(int speed, int maxDelay, int? producerId, bool?  
rewriteTimestamps, bool? runParallel)
```

Parameters

`speed` [int](#)

The speed factor of the replay

`maxDelay` [int](#)?

The maximum delay between messages in milliseconds

`producerId` [int](#)?

The id of the producer from which we want to get messages, or null for messages from all producers

`rewriteTimestamps` [bool](#)?

Should the timestamp in messages be rewritten with current time

`runParallel` [bool](#)?

Should the events in queue replay independently

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

`StartReplayScenario(int, int, int, int?, bool?)`

Starts playing a predefined scenario

```
IReplayResponse StartReplayScenario(int scenarioId, int speed = 10, int maxDelay = 10000, int? producerId = null, bool? rewriteTimestamps = null)
```

Parameters

scenarioId [int](#)

The identifier of the scenario that should be played

speed [int](#)

The speed factor of the replay

maxDelay [int](#)

The maximum delay between messages in milliseconds

producerId [int](#)?

The id of the producer from which we want to get messages, or null for messages from all producers

rewriteTimestamps [bool](#)?

Should the timestamp in messages be rewritten with current time

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

StopAndClearReplay()

Stop the player if it is currently playing and clear the replay queue. If player is already stopped, the queue is cleared.

[IReplayResponse](#) **StopAndClearReplay()**

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

StopReplay()

Stop the player if it is currently playing. If player is already stopped, nothing will happen.

IReplayResponse **StopReplay()**

Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

Interface IReplayResponse

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for responses from Replay Server

```
public interface IReplayResponse
```

Properties

ErrorMessage

Gets the error message, if error occurred, otherwise empty

```
string ErrorMessage { get; }
```

Property Value

[string](#)

Message

Gets the message of the response

```
string Message { get; }
```

Property Value

[string](#)

Success

Gets a value indicating whether this [IReplayResponse](#) is success.

```
bool Success { get; }
```

Property Value

[bool](#)

Interface IReplayScenario

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for replay scenario instances

```
public interface IReplayScenario
```

Properties

AssociatedEventIds

Gets the associated event identifiers

```
IEnumerable<Urn> AssociatedEventIds { get; }
```

Property Value

[IEnumerable](#)<[Urn](#)>

Description

Gets the description of the scenario

```
string Description { get; }
```

Property Value

[string](#)

Id

Gets the id of the scenario

```
int Id { get; }
```

Property Value

[int](#)

RunParallel

Gets an indication if the scenario can be run in parallel

```
bool RunParallel { get; }
```

Property Value

[bool](#)

Interface IReplayStatus

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for status of replay player

```
public interface IReplayStatus
```

Properties

LastMessageFromEvent

Gets the [Urn](#) of the event in last message

```
Urn LastMessageFromEvent { get; }
```

Property Value

[Urn](#)

The last message from event.

PlayerStatus

Gets the player status. Possible values are: player is playing, player is stopped, player was never playing.

```
ReplayPlayerStatus PlayerStatus { get; }
```

Property Value

[ReplayPlayerStatus](#)

Enum ReplayPlayerStatus

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Status of the replay player

```
public enum ReplayPlayerStatus
```

Fields

NotStarted = 0

Player was never playing

Playing = 1

Player is currently playing

SettingUp = 3

The setting up

Stopped = 2

Player is stopped

Namespace Sportradar.OddsFeed.SDK.Common

Classes

[Urn](#)

Represents a Uniform Resource Name

Interfaces

[IOpenable](#)

Defines a contract implemented by classes which can be opened and closed

Interface IOpenable

Namespace: [Sportradar.OddsFeed.SDK.Common](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes which can be opened and closed

```
public interface IOpenable
```

Properties

IsOpened

Gets a value indicating whether the current instance is opened

```
bool IsOpened { get; }
```

Property Value

[bool](#)

Methods

Close()

Closes the current instance

```
void Close()
```

Open()

Opens the current instance.

```
void Open()
```


Class Urn

Namespace: [Sportradar.OddsFeed.SDK.Common](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a Uniform Resource Name

```
public class Urn
```

Inheritance

[object](#) ← Urn

Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Constructors

Urn(Urn)

Initializes a new instance of the [Urn](#) class.

```
public Urn(Urn urn)
```

Parameters

urn [Urn](#)

The urn to be used as a template

Urn(string, string, long)

Initializes a new instance of the [Urn](#) class.

```
public Urn(string prefix, string type, long id)
```

Parameters

prefix [string](#)

The prefix of the Urn

type [string](#)

The type of the resource associated with the Urn

id [long](#)

The numerical identifier of the resource associated with the Urn

Properties

Id

Gets the numerical part of the identifier associated with the current instance

```
public long Id { get; }
```

Property Value

[long](#)

Prefix

Gets the prefix of the current instance.

```
public string Prefix { get; }
```

Property Value

[string](#)

The prefix.

Type

Gets a [string](#) specifying the type of the resource associated with the current instance

```
public string Type { get; }
```

Property Value

[string](#)

TypeGroup

Gets a [ResourceTypeGroup](#) enum member describing the group of the resource

```
public ResourceTypeGroup TypeGroup { get; }
```

Property Value

[ResourceTypeGroup](#)

See Also

[ResourceTypeGroup](#)

Methods

Equals(object)

Determines whether the specified [object](#) is equal to this instance.

```
public override bool Equals(object obj)
```

Parameters

obj [object](#)

The object to compare with the current object.

Returns

[bool](#)

true if the specified [object](#) is equal to this instance; otherwise, **false**.

GetHashCode()

Returns a hash code for this instance.

```
public override int GetHashCode()
```

Returns

[int](#)

A hash code for this instance, suitable for use in hashing algorithms and data structures like a hash table.

IsSimpleTeam()

Determines whether Urn represents a simple team

```
public bool IsSimpleTeam()
```

Returns

[bool](#)

true if represents simple team; otherwise, **false**.

IsSimpleTeam(string)

Determines whether Urn represents a simple team

```
public static bool IsSimpleTeam(string urn)
```

Parameters

`urn` [string](#)

The string `urn` to be checked

Returns

[bool](#)

`true` if represents simple team; otherwise, `false`.

`Parse(string)`

Constructs a [Urn](#) instance by parsing the provided [string](#)

```
public static Urn Parse(string urnString)
```

Parameters

`urnString` [string](#)

The [string](#) representation of the Urn

Returns

[Urn](#)

A [Urn](#) constructed by parsing the provided string representation

Exceptions

[FormatException](#)

The format of the provided representation is not correct

`Parse(string, bool)`

Constructs a [Urn](#) instance by parsing the provided [string](#)

```
public static Urn Parse(string urnString, bool isCustomType)
```

Parameters

urnString [string](#)

The [string](#) representation of the Urn

isCustomType [bool](#)

Indicates if the urn type is for custom use

Returns

[Urn](#)

A [Urn](#) constructed by parsing the provided string representation

Exceptions

[FormatException](#)

The format of the provided representation is not correct

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

TryParse(string, out Urn)

Tries to construct a [Urn](#) instance by parsing the provided [string](#)

```
public static bool TryParse(string urnString, out Urn urn)
```

Parameters

urnString [string](#)

The [string](#) representation of the Urn

urn [Urn](#)

When the method returns it contains the [Urn](#) constructed by parsing the provided string if the parsing was successful, otherwise null

Returns

[bool](#)

true if XXXX, **false** otherwise.

TryParse(string, bool, out Urn)

Tries to construct a [Urn](#) instance by parsing the provided [string](#)

```
public static bool TryParse(string urnString, bool isCustomType, out Urn urn)
```

Parameters

urnString [string](#)

The [string](#) representation of the Urn

isCustomType [bool](#)

Indicates if the urn type is for custom use

urn [Urn](#)

When the method returns it contains the [Urn](#) constructed by parsing the provided string if the parsing was successful, otherwise null

Returns

[bool](#)

true if XXXX, **false** otherwise.

Namespace Sportradar.OddsFeed.SDK.Common.Enums

Enums

[CacheType](#)

Enumerates the types of the caches supported by the SDK

[ExceptionHandlingStrategy](#)

Enumerates sdk exception handling strategies

[LoggerType](#)

Enumeration of all possible types of logger used in sdk. Each can have unique settings in log4net.config file.

[MessageType](#)

Enumerates the types of the messages received from the feed

[PropertyUsage](#)

Enumerates property usage requirements

[ResourceTypeGroup](#)

Enumerates groups of resources represented by the [Urn](#)

[SdkEnvironment](#)

Enumeration of all possible environments

Enum CacheType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates the types of the caches supported by the SDK

```
public enum CacheType
```

Fields

All = 7

All caches

Profile = 4

Cache used to hold profile items (player and competitor profiles)

SportData = 1

Cache used to hold sport data items (sports and categories)

SportEvent = 2

Cache used to hold sport event items (tournaments, matches, seasons...)

Enum ExceptionHandlingStrategy

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates sdk exception handling strategies

```
public enum ExceptionHandlingStrategy
```

Fields

Catch = 1

Specifies a strategy in which all exceptions are handled by the called instance

Throw = 0

Specifies a strategy in which none of the exceptions are thrown to caller

Enum LoggerType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible types of logger used in sdk. Each can have unique settings in log4net.config file.

```
public enum LoggerType
```

Fields

Cache = 4

Log for the cache

ClientInteraction = 3

The client iteration log

Execution = 0

The execution log

FeedTraffic = 1

Log for the feed traffic

RestTraffic = 2

Log for the rest traffic

Stats = 5

Log for the SDK statistics

Remarks

Default is execution log

Enum MessageType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates the types of the messages received from the feed

```
public enum MessageType
```

Fields

Alive = 3

A message periodically send by all feed associated producers indicating their status

BetCancel = 6

A message indicating that bets placed on specified markets should be canceled

BetSettlement = 8

A message specifying that bets associated with specified markets should be settled

BetStop = 5

A message indicating that betting on specified markets should be stopped

FixtureChange = 4

A message indicating that a status of a specific fixture has changed

OddsChange = 10

A message specifying that odds for specified markets have changed

ProducerDown = 1

A message indicating that a producer associated with the feed went down

RollbackBetCancel = 7

A message specifying that changes made by the associated bet cancel should be un-done

RollbackBetSettlement = 9

A message specifying that changes made by the associated bet settlement should be un-done

SnapshotComplete = 2

A message indicating all messages with a specific snapshot request were delivered

Unknown = 0

Indicating the type of the message could not be determined

Enum PropertyUsage

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates property usage requirements

```
public enum PropertyUsage
```

Fields

Forbidden = 0

The value of the property must not be specified

Optional = 1

The usage of the property is optional

Required = 2

The usage of the property is required

Enum ResourceTypeGroup

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates groups of resources represented by the [Urn](#)

```
public enum ResourceTypeGroup
```

Fields

BasicTournament = 3

The basic tournament

Draw = 7

The resource represents lottery draw

Lottery = 8

The resource represents lottery

Match = 0

The resource represents a sport event of match type

Other = 5

The non-specific urn type specifier

Season = 4

The resource represents a (tournament) season

Stage = 1

The resource represents a sport event of stage type

Tournament = 2

The resource represents a tournament

Unknown = 6

The unknown resource type

Enum SdkEnvironment

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible environments

```
public enum SdkEnvironment
```

Fields

Custom = 1

The custom

GlobalIntegration = 5

The global integration

GlobalProduction = 4

The global production

Integration = 3

The integration

Production = 0

The production

ProxySingapore = 6

The Singapore proxy

ProxyTokyo = 7

The Tokyo proxy

Replay = 2

The replay

Namespace Sportradar.OddsFeed.SDK.Common.Exceptions

Classes

[CacheItemNotFoundException](#)

An exception thrown by the SDK cache components when the requested key was not found in the cache

[CommunicationException](#)

An exception thrown by the SDK when an error occurred while communicating with external source (Feed REST-ful API)

[DeserializationException](#)

An exception thrown by the SDK when a deserialization of the xml received from the feed fails

[FeedSdkException](#)

A base class for all exceptions thrown by the feed SDK

[MappingException](#)

An exception thrown by the SDK when the entity received from the feed could not be mapped to entity used by the SDK

[NameExpressionException](#)

An exception thrown by name expressions when the name cannot be build

[NameGenerationException](#)

An exception when the name for a market or outcome could not be generated

[ObjectNotFoundException](#)

An exception thrown when the requested object is not found

[RecoveryInitiationException](#)

An exception thrown when the recovery operation cannot be initiated due to after param to far in the past

Class CacheItemNotFoundException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK cache components when the requested key was not found in the cache

```
[Serializable]
public class CacheItemNotFoundException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← CacheItemNotFoundException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

CacheItemNotFoundException()

Initializes a new instance of the [CacheItemNotFoundException](#) class.

```
public CacheItemNotFoundException()
```

CacheItemNotFoundException(SerializationInfo, StreamingContext)

Initializes a new instance of the [CacheItemNotFoundException](#) class.

```
public CacheItemNotFoundException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

CacheItemNotFoundException(string)

Initializes a new instance of the [FeedSdkException](#) class with a specified error message.

```
protected CacheItemNotFoundException(string message)
```

Parameters

message [string](#)

The message that describes the error.

CacheItemNotFoundException(string, Exception)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected CacheItemNotFoundException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

CachelItemNotFoundException(string, string, Exception)

Initializes a new instance of the [CachelItemNotFoundException](#) class.

```
public CacheItemNotFoundException(string message, string key,  
Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

key [string](#)

The key requested key

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Properties

Key

Gets the key requested key

```
public string Key { get; }
```

Property Value

[string](#)

The key.

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

See Also

[FeedSdkException](#)

Class CommunicationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when an error occurred while communicating with external source (Feed REST-ful API)

```
[Serializable]
public class CommunicationException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← CommunicationException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

CommunicationException()

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException()
```

CommunicationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

CommunicationException(string, string, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

url [string](#)

The string representation of the url specifying the resource which was being accessed .

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

CommunicationException(string, string, HttpStatusCode, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, HttpStatusCode responseCode, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

url [string](#)

The string representation of the url specifying the resource which was being accessed .

responseCode [HttpStatusCode](#)

A [HttpStatusCode](#) specifying the response code

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

CommunicationException(string, string, HttpStatusCode, string, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, HttpStatusCode  
responseCode, string response, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

url [string](#)

The string representation of the url specifying the resource which was being accessed .

responseCode [HttpStatusCode](#)

A [HttpStatusCode](#) specifying the response code

response [string](#)

A string representation of the response received from the external source

`innerException` [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Fields

Response

Gets the string representation of the response received from the external source (actual xml response or response message)

```
public readonly string Response
```

Field Value

[string](#)

ResponseCode

Gets the [HttpStatusCode](#) specifying the response's status code

```
public readonly HttpStatusCode ResponseCode
```

Field Value

[HttpStatusCode](#)

Properties

Url

Gets the string representation of the url specifying the resource which was being accessed

```
public string Url { get; }
```

Property Value

[string](#)

The URL.

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

See Also

[FeedSdkException](#)

Class DeserializationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when a deserialization of the xml received from the feed fails

```
[Serializable]
public class DeserializationException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← DeserializationException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

DeserializationException()

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException()
```

DeserializationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

DeserializationException(string, Exception)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

DeserializationException(string, string, string, Exception)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(string message, string xml, string rootElementName,
Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

`xml` [string](#)

The data which could not be deserialized

`rootElementName` [string](#)

The name of the root XML element associated with the exception or a null reference if element name could not be determined

`innerException` [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Properties

RootElementName

Gets the name of the root XML element associated with the exception or a null reference if element name could not be determined

```
public string RootElementName { get; }
```

Property Value

[string](#)

The name of the root element.

Xml

Gets the data which could not be deserialized

```
public string Xml { get; }
```

Property Value

[string](#)

The XML.

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

See Also

[FeedSdkException](#)

Class FeedSdkException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base class for all exceptions thrown by the feed SDK

```
[Serializable]
public abstract class FeedSdkException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← FeedSdkException

Implements

[ISerializable](#)

Derived

[CacheItemNotFoundException](#), [CommunicationException](#), [DeserializationException](#),
[MappingException](#), [NameExpressionException](#), [NameGenerationException](#), [ObjectNotFoundException](#)

Inherited Members

[Exception.GetBaseException\(\)](#), [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#),
[Exception.GetType\(\)](#), [Exception.ToString\(\)](#), [Exception.Data](#), [Exception.HelpLink](#),
[Exception.HResult](#), [Exception.InnerException](#), [Exception.Message](#), [Exception.Source](#),
[Exception.StackTrace](#), [Exception.TargetSite](#), [Exception.SerializeObjectState](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

Constructors

FeedSdkException()

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException()
```

FeedSdkException(SerializationInfo, StreamingContext)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

FeedSdkException(string)

Initializes a new instance of the [FeedSdkException](#) class with a specified error message.

```
protected FeedSdkException(string message)
```

Parameters

message [string](#)

The message that describes the error.

FeedSdkException(string, Exception)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

See Also

[Exception](#)

Class MappingException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when the entity received from the feed could not be mapped to entity used by the SDK

```
[Serializable]
public class MappingException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← [MappingException](#)

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

MappingException()

Initializes a new instance of the [MappingException](#) class.

```
public MappingException()
```

MappingException(SerializationInfo, StreamingContext)

Initializes a new instance of the [MappingException](#) class.

```
protected MappingException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

MappingException(string, string, string, string, Exception)

Initializes a new instance of the [MappingException](#) class.

```
public MappingException(string message, string propertyName, string PropertyValue,
string targetTypeName, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

propertyName [string](#)

The name of the property which caused the exception

PropertyValue [string](#)

The [string](#) representation of the property value which caused the exception

targetTypeName [string](#)

The [TargetTypeName](#) of the target entity

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Properties

PropertyName

Gets the name of the property which caused the exception.

```
public string PropertyName { get; }
```

Property Value

[string](#)

The name of the property.

PropertyValue

Gets the [string](#) representation of the property value which caused the exception.

```
public string PropertyValue { get; }
```

Property Value

[string](#)

The property value.

TargetTypeName

Gets the [TargetTypeName](#) of the target entity.

```
public string TargetTypeName { get; }
```

Property Value

[string](#)

The name of the target type.

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

See Also

[FeedSdkException](#)

Class NameExpressionException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by name expressions when the name cannot be build

```
[Serializable]
public class NameExpressionException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← NameExpressionException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) ,
[Exception.GetType\(\)](#) , [Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

NameExpressionException()

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException()
```

NameExpressionException(SerializationInfo, StreamingContext)

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

NameExpressionException(string, Exception)

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

See Also

[FeedSdkException](#)

Class NameGenerationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception when the name for a market or outcome could not be generated

```
[Serializable]
public class NameGenerationException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← NameGenerationException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

NameGenerationException()

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException()
```

NameGenerationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

NameGenerationException(string, int, IReadOnlyDictionary<string, string>, string, CultureInfo, Exception)

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException(string message, int marketId,  
IReadOnlyDictionary<string, string> marketSpecifiers, string outcomeId, string  
nameDescriptor, CultureInfo culture, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

marketId [int](#)

The id of the market associated with name generation that caused the exception

marketSpecifiers [IReadOnlyDictionary<string, string>](#)

The specifiers of the market associated with name generation that caused the exception

outcomeId [string](#)

The id of the outcome whose name generation caused the exception, or a null reference if the name generation was invoked on market

nameDescriptor [string](#)

The name descriptor used when generating the name, or a null reference if name descriptor could not be found

culture [CultureInfo](#)

The [CultureInfo](#) instance specifying the language associated with the name generation

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Properties

Culture

Gets the [CultureInfo](#) instance specifying the language associated with the name generation

```
public CultureInfo Culture { get; }
```

Property Value

[CultureInfo](#)

MarketId

Gets the id of the market associated with name generation that caused the exception

```
public int MarketId { get; }
```

Property Value

[int](#)

MarketSpecifiers

Gets the specifiers of the market associated with name generation that caused the exception

```
public IReadOnlyDictionary<string, string> MarketSpecifiers { get; }
```

Property Value

[IReadOnlyDictionary](#)<[string](#), [string](#)>

The market specifiers.

NameDescriptor

Gets the name descriptor used when generating the name, or a null reference if name descriptor could not be found

```
public string NameDescriptor { get; }
```

Property Value

[string](#)

Outcomeld

Gets the id of the outcome whose name generation caused the exception, or a null reference if the name generation was invoked on market

```
public string OutcomeId { get; }
```

Property Value

[string](#)

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

See Also

[FeedSdkException](#)

Class ObjectNotFoundException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown when the requested object is not found

```
[Serializable]
public class ObjectNotFoundException : FeedSdkException, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← ObjectNotFoundException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) ,
[Exception.GetType\(\)](#) , [Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

ObjectNotFoundException()

Initializes a new instance of the [ObjectNotFoundException](#) class.

```
public ObjectNotFoundException()
```

ObjectNotFoundException(SerializationInfo, StreamingContext)

Initializes a new instance of the [ObjectNotFoundException](#) class.

```
public ObjectNotFoundException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

FileNotFoundException(string, Exception)

Initializes a new instance of the [FileNotFoundException](#) class.

```
public FileNotFoundException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

See Also

[FeedSdkException](#)

Class RecoveryInitiationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown when the recovery operation cannot be initiated due to after param to far in the past

```
public class RecoveryInitiationException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← RecoveryInitiationException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

RecoveryInitiationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [RecoveryInitiationException](#) class.

```
public RecoveryInitiationException(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

RecoveryInitiationException(string, DateTime)

Initializes a new instance of the [RecoveryInitiationException](#) class

```
public RecoveryInitiationException(string message, DateTime after)
```

Parameters

message [string](#)

The exception message

after [DateTime](#)

The after parameter of the recovery operation that caused the exception

RecoveryInitiationException(string, DateTime, Exception)

Initializes a new instance of the [RecoveryInitiationException](#) class

```
public RecoveryInitiationException(string message, DateTime after, Exception inner)
```

Parameters

message [string](#)

The exception message

after [DateTime](#)

The after parameter of the recovery operation that caused the exception

inner [Exception](#)

The [Exception](#) that caused the current exception to be thrown

Properties

After

Gets a [DateTime](#) specifying the after parameter of the failed recovery

```
public DateTime After { get; }
```

Property Value

[DateTime](#)

Methods

GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

Namespace Sportradar.OddsFeed.SDK.Common.Extensions

Classes

[DependencyInjectionExtensions](#)

Extensions for Microsoft.Extensions.DependencyInjection

[EpochTimeExtensions](#)

Class defining extension methods for epoch date time

[ListExtensions](#)

Class defining extension methods for IEnumerable

[ProducerExtensions](#)

Class defining extension methods for [IProducer](#)

[StreamExtensions](#)

Defines extension methods for stream used by the sdk

Class DependencyInjectionExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Extensions for Microsoft.Extensions.DependencyInjection

```
public static class DependencyInjectionExtensions
```

Inheritance

[object](#) ← DependencyInjectionExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

AddUofSdk(IServiceCollection, IUofConfiguration)

Add all sdk services to service collection

```
public static void AddUofSdk(this IServiceCollection services,  
IUofConfiguration configuration)
```

Parameters

services [IServiceCollection](#)

The service collection

configuration [IUofConfiguration](#)

An [IUofConfiguration](#) used to configure sdk services

Class EpochTimeExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for epoch date time

```
public static class EpochTimeExtensions
```

Inheritance

[object](#) ← EpochTimeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

FromEpochTime(long)

Convert long epoch time to DateTime

```
public static DateTime FromEpochTime(this long epochTime)
```

Parameters

epochTime [long](#)

The UNIX time

Returns

[DateTime](#)

DateTime

ToEpochTime(DateTime)

Convert DateTime to the epoch time (in seconds)

```
public static long ToEpochTime(this DateTime date)
```

Parameters

date [DateTime](#)

The date

Returns

[long](#)

System.Int64

Class ListExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for IEnumerable

```
public static class ListExtensions
```

Inheritance

[object](#) ← ListExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

AddUnique<T>(ICollection<T>, T)

Add new item to collection only if not present already

```
public static void AddUnique<T>(this ICollection<T> collection, T item)
```

Parameters

collection [ICollection](#)<T>

The original collection

item T

The item to be added to the collection

Type Parameters

T

The type saved in the collection

IsNullOrEmpty(IEnumerable)

Check if IEnumerable is null or empty

```
public static bool IsNullOrEmpty(this IEnumerable list)
```

Parameters

list [IEnumerable](#)

The list to be checked for null or empty

Returns

[bool](#)

True is yes, otherwise false

Class ProducerExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for [IProducer](#)

```
public static class ProducerExtensions
```

Inheritance

[object](#) ← ProducerExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

MaxAfterAge(IProducer)

Returns a [TimeSpan](#) specifying the max age of after param when doing a after timestamp recovery

```
public static TimeSpan MaxAfterAge(this IProducer producer)
```

Parameters

producer [IProducer](#)

The [IProducer](#) associated with the after timestamp recovery.

Returns

[TimeSpan](#)

A [TimeSpan](#) specifying the max age of after param when doing a after timestamp recovery.

Class StreamExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines extension methods for stream used by the sdk

```
public static class StreamExtensions
```

Inheritance

[object](#) ← StreamExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetData(Stream)

Gets a [string](#) representation of the provided [Stream](#)

```
public static string GetData(this Stream stream)
```

Parameters

stream [Stream](#)

The [Stream](#) whose content to get.

Returns

[string](#)

A [string](#) representation of the [Stream](#) content.

Namespace Sportradar.OddsFeed.SDK.Entities

Interfaces

[IAdditionalProbabilities](#)

Additional probability attributes for markets which potentially will be (partly) refunded

[IBetCancel<T>](#)

Defines a contract implemented by bet-cancel messages

[IBetSettlement<T>](#)

Defines a contract implemented by bet-settlement messages

[IBetStop<T>](#)

Defines a contract implemented by bet-stop messages

[ICashOutProbabilities<T>](#)

Defines a contract implemented by cash-out probability messages

[IEventMessage<T>](#)

Defines a contract implemented by all messages associated with sport events

[IFixtureChange<T>](#)

Defines a contract implemented by messages which indicate a fixture was changed

[IMarket](#)

Represents a betting market

[IMarketCancel](#)

Represents information for a market with void reason

[IMarketDefinition](#)

Defines methods used to access market definition properties

[IMarketMessage<T, T1>](#)

Defines a contract implemented by all messages containing market related information

[IMarketMetadata](#)

Defines a contract for classes implementing additional market information

[IMarketWithOdds](#)

Defines a contract implemented by classes providing odds information for betting markets

[IMarketWithProbabilities](#)

Defines a contract implemented by classes providing probability information for betting markets

[IMarketWithSettlement](#)

Represents settlement information for a market

[IMessage](#)

Defines a contract followed by all top-level messages produced by the feed

[IMessageTimestamp](#)

Defines a contract for all message timestamps

[IOddsChange<T>](#)

Defines a contract implemented by odds-change messages

[IOddsGeneration](#)

Provided by the prematch odds producer only, and contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it.

[IOutcome](#)

Represent a betting market outcome

[IOutcomeDefinition](#)

Defines methods used to access outcome definition properties

[IOutcomeOdds](#)

Represents an odds for an outcome(selection)

[IOutcomeProbabilities](#)

Represents a selection with probabilities information

[IOutcomeSettlement](#)

Represent settlement information for an outcome(market selection)

[IPlayerOutcomeOdds](#)

Represents an odds for a player outcome(selection)

[IProducerStatusChange](#)

Defines a contract implemented by messages indicating that a producer status changed to down or up

[IRollbackBetCancel<T>](#)

Defines a contract implemented by bet-cancel-rollback messages

[IRollbackBetSettlement<T>](#)

Defines a contract implemented by bet-settlement-rollback messages

[ISnapshotCompleted](#)

Defines a contract implemented by messages indicating that all messages from the requested snapshot were send

Interface IAdditionalProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Additional probability attributes for markets which potentially will be (partly) refunded

```
public interface IAdditionalProbabilities
```

Remarks

This is valid only for those markets which are sent with x.0, x.25 and x.75 lines and in addition the "no bet" markets (draw no bet, home no bet, ...)

Properties

HalfLose

The half_lose probability

```
double? HalfLose { get; }
```

Property Value

[double](#)?

HalfWin

The half_win probability

```
double? HalfWin { get; }
```

Property Value

[double](#)?

Lose

The lose probability

```
double? Lose { get; }
```

Property Value

double?

Refund

The refund probability

```
double? Refund { get; }
```

Property Value

double?

Win

The win probability

```
double? Win { get; }
```

Property Value

double?

Interface IBetCancel<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-cancel messages

```
public interface IBetCancel<out T> : IMarketMessage<IMarketCancel, T>,
IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Properties

EndTime

Gets number of milliseconds from UTC epoch representing the end of cancellation period. A null value indicates the period ended when the market was closed

```
long? EndTime { get; }
```

Property Value

[long](#)?

StartTime

Gets number of milliseconds from UTC epoch representing the start of cancellation period. A null value indicates the period started with market activation

```
long? StartTime { get; }
```

Property Value

[long](#)?

SupersededBy

If the market was cancelled because of a migration from a different sport event, it gets a [Urn](#) specifying the sport event from which the market has migrated.

```
Urn SupersededBy { get; }
```

Property Value

[Urn](#)

The superseded by.

Interface IBetSettlement<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-settlement messages

```
public interface IBetSettlement<out T> : IMarketMessage<IMarketWithSettlement, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketWithSettlement, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Properties

Certainty

Gets the certainty of the [IBetSettlement<T>](#)

```
BetSettlementCertainty Certainty { get; }
```

Property Value

[BetSettlementCertainty](#)

The certainty of the [IBetSettlement<T>](#)

Interface IBetStop<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-stop messages

```
public interface IBetStop<out T> : IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IEventMessage<T>.Event](#) , [IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) ,
[IMessage.Producer](#) , [IMessage.Timestamps](#)

Properties

Groups

Get a list of strings specifying which market groups needs to be stopped

```
IEnumerable<string> Groups { get; }
```

Property Value

[IEnumerable](#)<[string](#)>

MarketStatus

Gets a [MarketStatus](#) specifying the new status of the associated markets

```
MarketStatus MarketStatus { get; }
```

Property Value

MarketStatus

The market status.

Interface ICashOutProbabilities<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by cash-out probability messages

```
public interface ICashOutProbabilities<out T> :  
    IMarketMessage<IMarketWithProbabilities, T>, IEventMessage<T>, IMessage where T  
    : ISportEvent
```

Type Parameters

T

A [ISportEvent](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketWithProbabilities, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Properties

BetStopReason

Gets the [INamedValue](#) specifying the reason for betting being stopped, or a null reference if the reason is not known

```
INamedValue BetStopReason { get; }
```

Property Value

[INamedValue](#)

The bet stop reason.

BettingStatus

Gets a [INamedValue](#) indicating the odds change was triggered by a possible event

```
INamedValue BettingStatus { get; }
```

Property Value

[INamedValue](#)

Interface IEventMessage<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all messages associated with sport events

```
public interface IEventMessage<out T> : IMessage where T : ISportEvent
```

Type Parameters

T

A [ISportEvent](#) derived type used to describe the sport event associated with the fixture change

Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

Properties

Event

Gets a [ISportEvent](#) derived instance representing the sport event associated with the current message

```
T Event { get; }
```

Property Value

T

RawMessage

Gets the raw message

```
byte[] RawMessage { get; }
```

Property Value

[byte](#)[]

The raw message

RequestId

Get the id of the request which triggered the current [IEventMessage<T>](#) message or a null reference if no requestId was provided to the request

`long?` RequestId { `get;` }

Property Value

[long](#)?

Interface IFixtureChange<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages which indicate a fixture was changed

```
public interface IFixtureChange<out T> : IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type used to describe the sport event associated with the fixture change

Inherited Members

[IEventMessage<T>.Event](#) , [IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) ,
[IMessage.Producer](#) , [IMessage.Timestamps](#)

Properties

ChangeType

Gets a [FixtureChangeType](#) indicating how the fixture was changed (added, re-scheduled, ...)

```
FixtureChangeType ChangeType { get; }
```

Property Value

[FixtureChangeType](#)

Remarks

If not specified in message, returns [NotAvailable](#)

NextLiveTime

Gets a value specifying the start time of the fixture in milliseconds since EPOCH UTC after the fixture was re-scheduled

```
long? NextLiveTime { get; }
```

Property Value

[long](#)?

StartTime

Gets a value specifying the start time of the fixture in milliseconds since EPOCH UTC

```
long StartTime { get; }
```

Property Value

[long](#)?

Interface IMarket

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a betting market

```
public interface IMarket
```

Properties

AdditionalInfo

Gets the [IReadOnlyDictionary<TKey, TValue>](#) containing additional market information

```
IReadOnlyDictionary<string, string> AdditionalInfo { get; }
```

Property Value

[IReadOnlyDictionary<string, string>](#)

Id

Gets a [int](#) value specifying the market type

```
int Id { get; }
```

Property Value

[int](#)

MarketDefinition

Gets the associated market definition instance

```
IMarketDefinition MarketDefinition { get; }
```

Property Value

[IMarketDefinition](#)

Specifiers

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing market specifiers

```
IReadOnlyDictionary<string, string> Specifiers { get; }
```

Property Value

[IReadOnlyDictionary< string, string >](#)

Remarks

Note that the [Id](#) and [Specifiers](#) combined uniquely identify the market within the event

Methods

GetMappedMarketIdsAsync()

Asynchronously gets the mapping Ids of the specified market

```
Task<IEnumerable<IMarketMapping>> GetMappedMarketIdsAsync()
```

Returns

[Task< IEnumerable< IMarketMapping > >](#)

Returns the mapping Ids of the specified market

Examples

```
foreach (var marketMapping in mappedIds)
{
```

```
if (marketMapping is LcooMarketMapping lcooId)
{
    _log.LogInformation($"Market {market.Id} mapping TypeId:{lcooId.TypeId}, Sov:{lcooId.Sov}");
}
else if (marketMapping is LoMarketMapping loId)
{
    _log.LogInformation($"Market {market.Id} mapping TypeId:{loId.TypeId}, SubTypeId:{loId.SubTypeId}, Sov:{loId.Sov}");
}
}
```

Remarks

The result is [LoMarketMapping](#) or [LcooMarketMapping](#)

GetNameAsync(CultureInfo)

Asynchronously gets the name of the market in the specified language

Task<string> **GetNameAsync**(CultureInfo culture)

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language in which to get the name

Returns

[Task](#)<string>

A [Task<TResult>](#) representing the async operation

Interface IMarketCancel

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents information for a market with void reason

```
public interface IMarketCancel : IMarket
```

Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#)

Properties

VoidReason

Gets a [INamedValue](#) specifying the void reason, or a null reference if no void reason is specified

```
INamedValue VoidReason { get; }
```

Property Value

[INamedValue](#)

Interface IMarketDefinition

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to access market definition properties

```
public interface IMarketDefinition
```

Methods

GetAttributes()

Returns a dictionary of associated market attributes

```
IDictionary<string, string> GetAttributes()
```

Returns

[IDictionary](#)<[string](#), [string](#)>

A dictionary of associated market attributes

GetGroups()

Returns a list of groups to which the associated market belongs to

```
IList<string> GetGroups()
```

Returns

[IList](#)<[string](#)>

a list of groups to which the associated market belongs to

GetNameTemplate(CultureInfo)

Returns the unmodified market name template

```
string GetNameTemplate(CultureInfo culture)
```

Parameters

`culture` [CultureInfo](#)

The culture in which the name template should be provided

Returns

`string`

The unmodified market name template

GetOutcomeType()

Returns an indication of which kind of outcomes the associated market includes

```
string GetOutcomeType()
```

Returns

`string`

An indication of which kind of outcomes the associated market includes

GetValidMappings()

Returns a list of valid market mappings

```
IEnumerable<IMarketMappingData> GetValidMappings()
```

Returns

[IEnumerable](#)<[IMarketMappingData](#)>

a list of valid market mappings

Interface IMarketMessage<T, T1>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all messages containing market related information

```
public interface IMarketMessage<out T, out T1> : IEventMessage<T1>, IMessage where T : IMarket where T1 : ISportEvent
```

Type Parameters

T

A [IMarket](#) derived type specifying the type of markets

T1

A [ISportEvent](#) derived type specifying the type of the associated sport event

Inherited Members

[IEventMessage<T1>.Event](#) , [IEventMessage<T1>.RequestId](#) , [IEventMessage<T1>.RawMessage](#) ,
[IMessage.Producer](#) , [IMessage.Timestamps](#)

Properties

Markets

Gets a [IEnumerable<T>](#) describing markets associated with the current [IMarketMessage<T, T1>](#)

```
IEnumerable<out T> Markets { get; }
```

Property Value

[IEnumerable<T>](#)

Interface IMarketMetadata

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing additional market information

```
public interface IMarketMetadata
```

Properties

AamsId

Gets the Italian AAMS id for this outright

```
long? AamsId { get; }
```

Property Value

[long](#)?

The Italian AAMS id for this outright

EndTime

Gets the end time of the event (as epoch timestamp)

```
long? EndTime { get; }
```

Property Value

[long](#)?

The end time

EndTimeDate

Gets the end time of the event

```
DateTime? EndTimeDate { get; }
```

Property Value

[DateTime](#)?

The end time

NextBetstop

Gets a epoch timestamp in UTC when to betstop the associated market. Typically used for outright and typically is the start-time of the event the market refers to

```
long? NextBetstop { get; }
```

Property Value

[long](#)?

The next betstop

NextBetstopDate

Gets date/time when to betstop the associated market. Typically used for outright and typically is the start-time of the event the market refers to

```
DateTime? NextBetstopDate { get; }
```

Property Value

[DateTime](#)?

The next betstop

StartTime

Gets the start time of the event (as epoch timestamp)

```
long? StartTime { get; }
```

Property Value

[long](#)?

The start time

StartTimeDate

Gets the start time of the event

```
DateTime? StartTimeDate { get; }
```

Property Value

[DateTime](#)?

The start time

Interface IMarketWithOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing odds information for betting markets

```
public interface IMarketWithOdds : IMarket
```

Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#)

Properties

CashoutStatus

Gets a [CashoutStatus](#) enum member specifying the availability of cashout, or a null reference

```
CashoutStatus? CashoutStatus { get; }
```

Property Value

[CashoutStatus?](#)

IsFavorite

Gets a value indicating whether the market associated with the current instance is the favorite market (i.e. the one with most balanced odds)

```
bool IsFavorite { get; }
```

Property Value

[bool](#) ↗

MarketMetadata

Gets the market metadata which contains the additional market information

```
IMarketMetadata MarketMetadata { get; }
```

Property Value

[IMarketMetadata](#)

The market metadata which contains the additional market information

OutcomeOdds

Gets an [IEnumerable<T>](#) where each [IOutcomeOdds](#) instance provides odds information for one outcome(selection)

```
IEnumerable<IOutcomeOdds> OutcomeOdds { get; }
```

Property Value

[IEnumerable<IOutcomeOdds>](#)

Status

Gets a [MarketStatus](#) enum member specifying the status of the market associated with the current [IMarketWithOdds](#) instance

```
MarketStatus Status { get; }
```

Property Value

[MarketStatus](#)

Interface IMarketWithProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing probability information for betting markets

```
public interface IMarketWithProbabilities : IMarket
```

Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#)

Properties

CashoutStatus

Gets a [CashoutStatus](#) enum member specifying the availability of cashout, or a null reference

```
CashoutStatus? CashoutStatus { get; }
```

Property Value

[CashoutStatus?](#)

MarketMetadata

Gets the market metadata which contains the additional market information

```
IMarketMetadata MarketMetadata { get; }
```

Property Value

[IMarketMetadata](#)

The market metadata which contains the additional market information

OutcomeProbabilities

Gets an [IEnumerable<T>](#) where each [IOutcomeProbabilities](#) instance provides probabilities information for one outcome(selection)

```
IEnumerable<IOutcomeProbabilities> OutcomeProbabilities { get; }
```

Property Value

[IEnumerable<IOutcomeProbabilities>](#)

Status

Gets a [MarketStatus](#) enum member specifying the status of the market associated with the current market

```
MarketStatus Status { get; }
```

Property Value

[MarketStatus](#)

Interface IMarketWithSettlement

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents settlement information for a market

```
public interface IMarketWithSettlement : IMarketCancel, IMarket
```

Inherited Members

[IMarketCancel.VoidReason](#) , [IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) ,
[IMarket.MarketDefinition](#) , [IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#)

Properties

OutcomeSettlements

Gets an [IEnumerable<T>](#) where each [IOutcomeSettlement](#) instance provides settlement information for one outcome(selection)

```
IEnumerable<IOutcomeSettlement> OutcomeSettlements { get; }
```

Property Value

[IEnumerable](#)<[IOutcomeSettlement](#)>

Interface **IMessage**

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract followed by all top-level messages produced by the feed

```
public interface IMessage
```

Properties

Producer

Gets a [Producer](#) specifying the producer / service which dispatched the current [IMessage](#) message

```
IProducer Producer { get; }
```

Property Value

[IProducer](#)

Timestamps

Gets the timestamps when the message was generated, sent, received and dispatched by the sdk

```
IMessageTimestamp Timestamps { get; }
```

Property Value

[IMessageTimestamp](#)

The timestamps

Interface IMessagTimestamp

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for all message timestamps

```
public interface IMessagTimestamp
```

Remarks

Created and Sent are generated on rabbit server and Received and Dispatched on a local machine running sdk. If the system clocks are not in-sync it may happen that Received is before Created. Similar logic applies also to other properties.

Properties

Created

Gets the value specifying when the message was generated and put in queue on rabbit server (milliseconds since EPOCH UTC)

```
long Created { get; }
```

Property Value

[long](#)

Dispatched

Gets the value specifying when the message was dispatched to the user from the sdk (milliseconds since EPOCH UTC)

```
long Dispatched { get; }
```

Property Value

[long](#)

Received

Gets the value specifying when the message was received for processing by the sdk (milliseconds since EPOCH UTC)

```
long Received { get; }
```

Property Value

[long](#)

Sent

Gets the value specifying when the message was sent from the rabbit server (milliseconds since EPOCH UTC)

```
long Sent { get; }
```

Property Value

[long](#)

Interface IOddsChange<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by odds-change messages

```
public interface IOddsChange<out T> : IMarketMessage<IMarketWithOdds, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketWithOdds, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Properties

BetStopReason

Gets the [INamedValue](#) specifying the reason for betting being stopped, or a null reference if the reason is not known

```
INamedValue BetStopReason { get; }
```

Property Value

[INamedValue](#)

The bet stop reason.

BettingStatus

Gets a [INamedValue](#) indicating the odds change was triggered by a possible event

```
INamedValue BettingStatus { get; }
```

Property Value

[INamedValue](#)

ChangeReason

Gets a [OddsChangeReason](#) enum member specifying the reason for odds change or a null reference if the reason is not known

```
OddsChangeReason? ChangeReason { get; }
```

Property Value

[OddsChangeReason?](#)

OddsGenerationProperties

Gets the odds generation properties (contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it)

```
IOddsGeneration OddsGenerationProperties { get; }
```

Property Value

[IOddsGeneration](#)

The odds generation properties

Interface IOddsGeneration

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provided by the prematch odds producer only, and contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it.

```
public interface IOddsGeneration
```

Properties

ExpectedSupremacy

Gets the expected supremacy (how big is the expected goal supremacy)

```
double? ExpectedSupremacy { get; }
```

Property Value

[double](#)?

The expected supremacy

ExpectedTotals

Gets the expected totals (how many goals are expected in total?)

```
double? ExpectedTotals { get; }
```

Property Value

[double](#)?

The expected totals

Interface IOutcome

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent a betting market outcome

```
public interface IOutcome
```

Properties

Id

Gets the value uniquely identifying the current instance

```
string Id { get; }
```

Property Value

[string](#)

OutcomeDefinition

Gets the associated outcome definition instance

```
IOutcomeDefinition OutcomeDefinition { get; }
```

Property Value

[IOutcomeDefinition](#)

Methods

GetMappedOutcomesAsync()

Asynchronously gets the mapping Ids of the specified outcome

`Task<IEnumerable<IOutcomeMapping>> GetMappedOutcomeIdsAsync()`

Returns

[Task](#)<[IEnumerable](#)<[IOutcomeMapping](#)>>

Returns the mapping Ids of the specified outcome

GetNameAsync(CultureInfo)

Asynchronously gets the name of the outcome in the specified language

`Task<string> GetNameAsync(CultureInfo culture)`

Parameters

`culture CultureInfo`

A [CultureInfo](#) specifying the language in which to get the name

Returns

[Task](#)<[string](#)>

A [Task<TResult>](#) representing the async operation

Interface IOutcomeDefinition

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to access outcome definition properties

```
public interface IOutcomeDefinition
```

Methods

GetNameTemplate(CultureInfo)

Returns the unmodified outcome name template

```
string GetNameTemplate(CultureInfo culture)
```

Parameters

`culture` [CultureInfo](#)

The culture in which the name template should be provided

Returns

[string](#)

The unmodified name template

Interface IOutcomeOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents an odds for an outcome(selection)

```
public interface IOutcomeOdds : IOutcomeProbabilities, IOutcome
```

Inherited Members

[IOutcomeProbabilities.Active](#) , [IOutcomeProbabilities.Probabilities](#) ,
[IOutcomeProbabilities.AdditionalProbabilities](#) , [IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) ,
[IOutcome.GetMappedOutcomesAsync\(\)](#) , [IOutcome.OutcomeDefinition](#)

Methods

GetOdds(OddsDisplayType)

Gets the odds in specified format

```
double? GetOdds(OddsDisplayType oddsDisplayType = OddsDisplayType.Decimal)
```

Parameters

oddsDisplayType [OddsDisplayType](#)

Display type of the odds (default: [Decimal](#))

Returns

[double](#)?

The value of the outcome odds in specified format

Interface IOutcomeProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a selection with probabilities information

```
public interface IOutcomeProbabilities : IOutcome
```

Inherited Members

[IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) , [IOutcome.GetMappedOutcomesAsync\(\)](#) ,
[IOutcome.OutcomeDefinition](#)

Properties

Active

Gets a value indicating whether the current [IOutcome](#) is active - i.e. should bets on it be accepted

```
bool? Active { get; }
```

Property Value

[bool](#)?

AdditionalProbabilities

Additional probability attributes for markets which potentially will be (partly) refunded

```
IAdditionalProbabilities AdditionalProbabilities { get; }
```

Property Value

[IAdditionalProbabilities](#)

Probabilities

Gets the probabilities for the current [IOutcome](#) instance

```
double? Probabilities { get; }
```

Property Value

[double](#)?

See Also

[IOutcome](#)

Interface IOutcomeSettlement

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent settlement information for an outcome(market selection)

```
public interface IOutcomeSettlement : IOutcome
```

Inherited Members

[IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) , [IOutcome.GetMappedOutcomesAsync\(\)](#) ,
[IOutcome.OutcomeDefinition](#)

Properties

DeadHeatFactor

Gets a dead-heat factor for the current [IOutcomeSettlement](#) instance

```
double? DeadHeatFactor { get; }
```

Property Value

[double](#)?

Remarks

A dead heat is defined as an event in which there are two or more joint winning contracts Dead heat rules state that the stake should be divided by the number of competitors involved in the dead heat and then settled at the normal odds

OutcomeResult

Gets a value indicating whether the outcome associated with current [IOutcomeSettlement](#) is winning - i.e. have the bets placed on this outcome winning or losing

```
OutcomeResult OutcomeResult { get; }
```

Property Value

[OutcomeResult](#)

VoidFactor

Gets the [VoidFactor](#) associated with a current [IOutcomeSettlement](#) or a null reference. The value indicates the percentage of the stake that should be voided(returned to the punter).

```
VoidFactor? VoidFactor { get; }
```

Property Value

[VoidFactor?](#)

Interface IPlayerOutcomeOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents an odds for a player outcome(selection)

```
public interface IPlayerOutcomeOdds : IOutcomeOdds, IOutcomeProbabilities, IOutcome
```

Inherited Members

[IOutcomeOdds.GetOdds\(OddsDisplayType\)](#) , [IOutcomeProbabilities.Active](#) ,
[IOutcomeProbabilities.Probabilities](#) , [IOutcomeProbabilities.AdditionalProbabilities](#) , [IOutcome.Id](#) ,
[IOutcome.GetNameAsync\(CultureInfo\)](#) , [IOutcome.GetMappedOutcomesAsync\(\)](#) ,
[IOutcome.OutcomeDefinition](#)

Properties

HomeOrAwayTeam

Gets the value indicating whether the associated team is home or away

```
HomeAway HomeOrAwayTeam { get; }
```

Property Value

[HomeAway](#)

The value indicating whether the associated team is home or away

Methods

GetCompetitorAsync()

Asynchronously gets the team to which the associated player belongs to

```
Task<ITeamCompetitor> GetCompetitorAsync()
```

Returns

[Task<ITeamCompetitor>](#)

A [Task<TResult>](#) representing the async operation

See Also

[IOutcomeOdds](#)

Interface IProducerStatusChange

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages indicating that a producer status changed to down or up

```
public interface IProducerStatusChange : IMessage
```

Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

Interface IRollbackBetCancel<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-cancel-rollback messages

```
public interface IRollbackBetCancel<out T> : IMarketMessage<IMarketCancel, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Properties

EndTime

Gets number of milliseconds from UTC epoch representing the end of rollback cancellation period. A null value indicates the period ended when the market was closed

```
long? EndTime { get; }
```

Property Value

[long](#)?

StartTime

Gets number of milliseconds from UTC epoch representing the start of rollback cancellation period. A null value indicates the period started with market activation

```
long? StartTime { get; }
```

Property Value

[long](#)?

Interface IRollbackBetSettlement<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-settlement-rollback messages

```
public interface IRollbackBetSettlement<out T> : IMarketMessage<IMarketCancel, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,
[IMessage.Timestamps](#)

Interface ISnapshotCompleted

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages indicating that all messages from the requested snapshot were send

```
public interface ISnapshotCompleted : IMessage
```

Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

Properties

RequestId

Get the id of the request which triggered the current [ISnapshotCompleted](#) message

```
long RequestId { get; }
```

Property Value

[long](#) ↗

Namespace Sportradar.OddsFeed.SDK.Entities.Enums

Enums

[BetSettlementCertainty](#)

Enum BetSettlementCertainty

[CashoutStatus](#)

Enumerates market cashout availability

[FixtureChangeType](#)

Enumerates reasons why a [IFixtureChange<T>](#) message was received

[MarketStatus](#)

Enumerates market statuses

[OddsChangeReason](#)

Enumerates possible reasons why the odds-change was generated

[OddsDisplayType](#)

Enumerates possible options for displaying outcome odds

Enum BetSettlementCertainty

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enum BetSettlementCertainty

```
public enum BetSettlementCertainty
```

Fields

Confirmed = 2

The confirmed

LiveScouted = 1

The live scouted

Unknown = 0

The unknown

Enum CashoutStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates market cashout availability

```
public enum CashoutStatus
```

Fields

Available = 1

Indicates cashout for associated market is available

Closed = -2

Indicates cashout for associated market is no longer available - is closed

Unavailable = -1

Indicates cashout for associated market is unavailable

Enum FixtureChangeType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates reasons why a [IFixtureChange<T>](#) message was received

```
public enum FixtureChangeType
```

Fields

Cancelled = 3

The sport event has been canceled

Coverage = 5

Coverage of the sport event has been changed

Format = 4

Format changes to the fixture

New = 1

A new sport event has been added(typically used for events that are created and will start in the near-term)

NotAvailable = 102

Type not specified (not available - equal null)

Other = 101

Other various changes to the fixture

Pitcher = 6

Pitcher has been changed

StartTime = 2

The start time of the sport event has changed

Enum MarketStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates market statuses

```
public enum MarketStatus
```

Fields

Active = 1

Indicating that the market should be displayed and bets on it should be accepted

Cancelled = -4

Indicates the markets has already been cancelled by a previous message

HandedOver = -2

Indicates the market was handed over from one odds producer to another. If the odds for this market were already received from another producer this update should be ignored, otherwise associated market should be suspended until such odds are received.

Inactive = 0

Indicates the market should NOT be displayed and bets on it should NOT be accepted

Settled = -3

Indicates the markets has already been settled by a previous message

Suspended = -1

Indicates that the market should be displayed but the bets on it should NOT be accepted

Enum OddsChangeReason

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates possible reasons why the odds-change was generated

```
public enum OddsChangeReason
```

Fields

Normal = 0

Indicates the message was generated by normal service execution

RiskAdjustment = 1

Indicates the message was generated due to risk adjustment

SystemDown = 2

Indicates the message was generated because the feed system went down

Enum OddsDisplayType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates possible options for displaying outcome odds

```
public enum OddsDisplayType
```

Fields

American = 1

The American odds format

Decimal = 0

The decimal format

Namespace Sportradar.OddsFeed.SDK.Entities.Rest

Interfaces

[IAssist](#)

Defines a contract implemented by classes representing assists on a sport event

[IBaseEntity](#)

Defines a contract for classes implementing basic entity information, containing Id as [Urn](#) and translatable Name

[IBasicTournament](#)

Defines a contract for classes implementing tournament information

[IBonusInfo](#)

Defines a contract for classes implementing the bonus info

[IBookmakerDetails](#)

Defines a contract implemented by classes representing bookmaker information

[ICar](#)

Represents a car

[ICategory](#)

Defines a contract implemented by classes representing sport category

[ICategorySummary](#)

Defines a contract implemented by classes representing sport category

[ICompetition](#)

Defines a contract implemented by classes representing sport events regardless to which sport they belong

[ICompetitionStatistics](#)

Defines a contract for classes implementing competition specific statistics

[ICompetitionStatus](#)

Defines a contract implemented by classes representing the status of a [ICompetition](#)

[ICompetitor](#)

Represents a team competing in a sport event

[ICompetitorPlayer](#)

Defines a contract implemented by classes representing a player profile

[ICompetitorResult](#)

Defines contract used by classes that provide competitor result information

[ICourse](#)

Defines a contract implemented by classes representing a golf course

[ICoverageInfo](#)

Defines a contract implemented by classes providing coverage information

[ICurrentSeasonInfo](#)

Defines a contract implemented by classes providing information about current season

[IDelayedInfo](#)

Defines a contract implemented by classes representing delayed info in a sport event

[IDivision](#)

Represents a division of associated competitor

[IDraw](#)

Defines a contract implemented by classes, which represent information about a lottery draw

[IDrawInfo](#)

Defines a contract for classes implementing the draw info

[IDrawResult](#)

Defines a contract for classes implementing the draw result

[IEntityPrinter](#)

A contract for implementing entity printer

[IEventClock](#)

Defines a contract implemented by classes representing the event clock

[IEventPlayer](#)

Defines a contract implemented by classes representing players or racers in a sport event timeline events

[IEventResult](#)

Defines methods used by classes that provide event result information

[IEventTimeline](#)

Defines a contract for classes implementing event timeline for specific [ISportEvent](#)

[IFixture](#)

Defines a contract implemented by classes representing a fixture

[IFixtureChange](#)

Defines a contract implemented by classes representing fixture change

[IGoalScorer](#)

Defines a contract implemented by classes representing goal scorer in a sport event

[IGroup](#)

Defines a contract implemented by classes representing a competition group

[IHole](#)

Defines a contract implemented by classes representing a hole of a golf course

[IJersey](#)

Defines a contract for classes implementing jersey

[ILocalizedNamedValue](#)

Specifies a contract implemented by classes representing values with localized / translatable descriptions

[ILongTermEvent](#)

Defines a contract for classes implementing long term sport event

[ILottery](#)

Defines a contract implemented by classes, which represent information about a lottery

[IManager](#)

Defines a contract for classes implementing manager info

[IMatch](#)

Defines a contract implemented by classes representing sport events of match type

[IMatchStatistics](#)

Defines a contract for classes implementing match specific statistics

[IMatchStatus](#)

Defines a contract implemented by classes representing a match status

[IMatchStatusV1](#)

Defines a contract implemented by classes representing sport events of match type

[INamedValue](#)

Specifies a contract implemented by classes representing values with names / descriptions

[IPeriodCompetitorResult](#)

Defines a contract implemented by classes representing competitor result per period

[IPeriodScore](#)

Defines a contract implemented by classes representing a score of a sport event period

[IPeriodStatistics](#)

Defines a contract for classes implementing period statistics

[IPeriodStatus](#)

Defines a contract implemented by classes representing period status

[IPitcher](#)

Defines a contract implemented by classes representing sport event pitcher

[IPlayer](#)

Defines a contract implemented by classes representing players or racers in a sport event

[IPlayerProfile](#)

Defines a contract implemented by classes representing a player profile

[IProductInfo](#)

Defines a contract implemented by classes providing product information

[IProductInfoLink](#)

Defines a contract implemented by classes representing product info links

[IRaceDriverProfile](#)

Represents a race driver profile

[IReferee](#)

Defines a contract implemented by classes representing sport event referee

[IReference](#)

A contract for classes implementing array a+of references

[IRestMessage](#)

Defines a contract implemented by all classes representing messages received from the feed's REST interface

[IResultChange](#)

Defines a contract implemented by classes representing result change

[IRound](#)

Defines a contract implemented by classes providing basic tournament round information

[IScheduledStartTimeChange](#)

Defines a contract implemented by classes providing schedule start time change

[ISeason](#)

Defines a contract implemented by classes representing a tournament season

[ISeasonCoverage](#)

Defines an interface representing season coverage info

[ISeasonInfo](#)

Defines a contract for classes implementing

[ISoccerEvent](#)

Defines a contract for classes representing soccer sport events

[ISoccerStatistics](#)

Defines a contract for classes implementing soccer match specific statistics

[ISoccerStatus](#)

Defines a contract for classes representing soccer status

[ISport](#)

Defines a contract implemented by classes representing a sport

[ISportEvent](#)

Defines a contract implemented by classes representing the target(tournament, match, race) of feed messages

[ISportEventConditions](#)

Defines a contract implemented by classes representing sport event conditions

[ISportEventStatus](#)

Defines a contract implemented by classes representing the status of a sport event

[ISportSummary](#)

Defines a contract implemented by classes representing a sport

[IStage](#)

Defines methods implemented by classes representing sport events of stage type

[IStageStatus](#)

Defines a contract implemented by classes representing a stage status

[IStreamingChannel](#)

Defines a contract implemented by classes representing streaming channels

[ITeamCompetitor](#)

Defines a contract implemented by classes representing a competing team

[ITeamStatistics](#)

Defines a contract for classes implementing team statistics

[ITimelineEvent](#)

Defines a contract for classes implementing timeline event

[ITournament](#)

Defines a contract implemented by classes providing information about tournament schedule

[ITournamentCoverage](#)

Defines a contract for classes implementing tournament coverage information

[ITournamentInfo](#)

Defines a contract for classes representing tournament info

[ITvChannel](#)

Defines a contract implemented by classes representing TV channels

[IVenue](#)

Defines a contract implemented by classes representing a sport event venue

[IWeatherInfo](#)

Defines a contract implemented by classes representing weather conditions

Interface IAssist

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing assists on a sport event

```
public interface IAssist : IPlayer, IEntityPrinter
```

Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,
 [IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Type

Gets a [string](#) specifying the type of the assist

```
string Type { get; }
```

Property Value

[string](#)

Interface IBaseEntity

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing basic entity information, containing Id as [Urn](#) and translatable Name

```
public interface IBaseEntity : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets the [Urn](#) identifying the current instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

The [Urn](#) identifying the current instance

Names

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

Methods

GetName(CultureInfo)

Gets the name associated with this instance in specific language

`string GetName(CultureInfo culture)`

Parameters

`culture CultureInfo`

The language used to get the name

Returns

`string`

Name if available in specified language or null

Interface IBasicTournament

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing tournament information

```
public interface IBasicTournament : ILongTermEvent, ISportEvent
```

Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#), [ILongTermEvent.GetTournamentCoverage\(\)](#), [ISportEvent.Id](#),
[ISportEvent.GetNameAsync\(CultureInfo\)](#), [ISportEvent.GetSportIdAsync\(\)](#),
[ISportEvent.GetScheduledTimeAsync\(\)](#), [ISportEvent.GetScheduledEndTimeAsync\(\)](#),
[ISportEvent.GetStartTimeTbdAsync\(\)](#), [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetCategoryAsync()

Asynchronously gets the category

```
Task<ICategorySummary> GetCategoryAsync()
```

Returns

[Task<ICategorySummary>](#)

The category

GetCompetitorsAsync()

Asynchronously gets the competitors

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync()
```

Returns

[Task](#)<IEnumerable<ICOMPETITOR>>

The competitors

GetExhibitionGamesAsync()

Asynchronously gets a [bool](#) specifying if the tournament is exhibition game

Task<bool?> GetExhibitionGamesAsync()

Returns

[Task](#)<bool?>

A [bool](#) specifying if the tournament is exhibition game

GetScheduleAsync()

Gets the list of all [ICOMPETITION](#) that belongs to the basic tournament schedule

Task<IEnumerable<ISPORTEVENT>> GetScheduleAsync()

Returns

[Task](#)<IEnumerable<ISPORTEVENT>>

The list of all [ICOMPETITION](#) that belongs to the basic tournament schedule

See Also

[ILONGTERMEVENT](#)

Interface IBonusInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the bonus info

```
public interface IBonusInfo
```

Properties

BonusBalls

Gets the bonus balls info

```
int? BonusBalls { get; }
```

Property Value

[int](#)?

The bonus balls info or null if not known

BonusDrumType

Gets the type of the bonus drum

```
BonusDrumType? BonusDrumType { get; }
```

Property Value

[BonusDrumType](#)?

The type of the bonus drum or null if not known

BonusRange

Gets the bonus range

```
string BonusRange { get; }
```

Property Value

[string](#)

The bonus range

Interface IBookmakerDetails

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing bookmaker information

```
public interface IBookmakerDetails : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

BookmakerId

Gets the Sportradar's provided bookmaker id of the associated bookmaker

```
int BookmakerId { get; }
```

Property Value

[int](#)

ExpireAt

Gets a value specifying the bookmaker's token will expire

```
DateTime ExpireAt { get; }
```

Property Value

[DateTime](#)

Message

Gets an optional message associated with the current instance

```
string Message { get; }
```

Property Value

[string](#)

ResponseCode

Gets the response code of the server's response or a null reference

```
HttpStatusCode? ResponseCode { get; }
```

Property Value

[HttpStatusCode](#)?

ServerTimeDifference

Gets the server time difference

```
TimeSpan ServerTimeDifference { get; }
```

Property Value

[TimeSpan](#)

The server time difference

VirtualHost

Gets the virtual host which should be used when connecting to the AMQP broker

```
string VirtualHost { get; }
```

Property Value

[string](#) ↗

Interface ICar

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a car

```
public interface ICar
```

Properties

Chassis

Gets the car chassis

```
string Chassis { get; }
```

Property Value

[string](#) ↗

The car chassis

EngineName

Gets the car engine name

```
string EngineName { get; }
```

Property Value

[string](#) ↗

The car engine name

Name

Gets the car name

```
string Name { get; }
```

Property Value

[string](#)

The car name

Interface ICategory

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport category

```
public interface ICategory : ICategorySummary, IEntityPrinter
```

Inherited Members

[ICategorySummary.Id](#) , [ICategorySummary.Names](#) , [ICategorySummary.GetName\(CultureInfo\)](#) ,
[ICategorySummary.CountryCode](#) , [IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

Properties

Tournaments

Gets a [IEnumerable<T>](#) representing the tournaments which belong to the category represented by the current instance

```
IEnumerable<ISportEvent> Tournaments { get; }
```

Property Value

[IEnumerable<ISportEvent>](#)

Interface ICategorySummary

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport category

```
public interface ICategorySummary : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

CountryCode

Gets the country code

```
string CountryCode { get; }
```

Property Value

[string](#) ↗

The country code

Id

Gets a [Urn](#) uniquely identifying the category represented by the current instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing translated category name

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Methods

GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture.

Returns

[string](#)

System.String.

Interface ICompetition

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events regardless to which sport they belong

```
public interface ICompetition : ISportEvent
```

Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetBookingStatusAsync()

Asynchronously gets a [BookingStatus](#) enum member providing booking status for the associated entity or a null reference if booking status is not known

```
Task<BookingStatus?> GetBookingStatusAsync()
```

Returns

[Task](#)<[BookingStatus](#)?>

Returns a [BookingStatus](#) enum member providing booking status for the associated entity or a null reference if booking status is not known

GetCompetitorsAsync()

Asynchronously gets a [IEnumerable<T>](#) representing competitors in the sport event associated with the current instance

```
Task<IEnumerable<ICOMPETITOR>> GetCompetitorsAsync()
```

Returns

[Task](#)<IEnumerable<ICOMPETITOR>>

A [Task<TResult>](#) representing the retrieval operation

GetCompetitorsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing competitors in the sport event associated with the current instance

```
Task<IEnumerable<ICOMPETITOR>> GetCompetitorsAsync(CultureInfo culture)
```

Parameters

[culture CultureInfo](#)

The culture in which we want to return competitor data

Returns

[Task](#)<IEnumerable<ICOMPETITOR>>

A [Task<TResult>](#) representing the retrieval operation

GetConditionsAsync()

Asynchronously gets a [ISportEventConditions](#) instance representing live conditions of the sport event associated with the current instance

```
Task<ISportEventConditions> GetConditionsAsync()
```

Returns

[Task](#)<ISportEventConditions>

A [Task<TResult>](#) representing the retrieval operation

Remarks

A Fixture is a sport event that has been arranged for a particular time and place

GetEventStatusAsync()

Gets the event status asynchronous

```
Task<EventStatus?> GetEventStatusAsync()
```

Returns

[Task<EventStatus?>](#)

Get the event status

GetLiveOddsAsync()

Asynchronously gets a liveOdds

```
Task<string> GetLiveOddsAsync()
```

Returns

[Task<string>](#)

A liveOdds

GetSportEventTypeAsync()

Asynchronously gets a [SportEventType](#) for the associated sport event.

```
Task<SportEventType?> GetSportEventTypeAsync()
```

Returns

[Task](#)<[SportEventType](#)?>

A [SportEventType](#) for the associated sport event.

GetStatusAsync()

Gets a [ICompetitionStatus](#) instance containing information about the progress of a sport event associated with the current instance

`Task<ICompetitionStatus> GetStatusAsync()`

Returns

[Task](#)<[ICompetitionStatus](#)>

A [ICompetitionStatus](#) instance containing information about the progress of the sport event

GetVenueAsync()

Asynchronously gets a [IVenue](#) instance representing a venue where the sport event associated with the current instance will take place

`Task<IVenue> GetVenueAsync()`

Returns

[Task](#)<[IVenue](#)>

A [Task<TResult>](#) representing the retrieval operation

Interface ICompetitionStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing competition specific statistics

```
public interface ICompetitionStatistics
```

Interface ICompetitionStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the status of a [ICompetition](#)

```
public interface ICompetitionStatus
```

Properties

EventResults

Gets the event results

```
IEnumerable<IEventResult> EventResults { get; }
```

Property Value

[IEnumerable](#)<[IEventResult](#)>

The event results

PeriodOfLadder

Gets the period of ladder

```
int? PeriodOfLadder { get; }
```

Property Value

[int](#)?

The period of ladder

Properties

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

```
IReadOnlyDictionary<string, object> Properties { get; }
```

Property Value

[IReadOnlyDictionary<string, object>](#)

a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

ReportingStatus

Returns a [ReportingStatus](#) describing the reporting status of the associated sport event

```
ReportingStatus ReportingStatus { get; }
```

Property Value

[ReportingStatus](#)

Status

Gets a [EventStatus](#) describing the high-level status of the associated sport event

```
EventStatus Status { get; }
```

Property Value

[EventStatus](#)

WinnerId

Gets the winner identifier

```
Urn WinnerId { get; }
```

Property Value

[Urn](#)

The winner identifier, if available, otherwise null

Methods

GetPropertyValue(string)

Gets the value of the property specified by it's name

```
object GetPropertyValue(string propertyName)
```

Parameters

propertyName [string](#)

The name of the property

Returns

[object](#)

A [object](#) representation of the value of the specified property, or a null reference if the value of the specified property was not specified

Interface ICompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a team competing in a sport event

```
public interface ICompetitor : IPlayer, IEntityPrinter
```

Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,
[IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Abbreviations

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing competitor's abbreviations in different languages

```
[DataMember]  
 IReadOnlyDictionary< CultureInfo, string > Abbreviations { get; }
```

Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

AgeGroup

Gets the age group

```
string AgeGroup { get; }
```

Property Value

[string](#)

The age group

AssociatedPlayers

Gets the list of associated player ids

```
IEnumerable<IPlayer> AssociatedPlayers { get; }
```

Property Value

[IEnumerable](#)<[IPlayer](#)>

The associated player ids

Countries

Gets a [IReadOnlyDictionary](#)<[TKey](#), [TValue](#)> containing competitor's country names in different languages

[\[DataMember\]](#)

```
IReadOnlyDictionary<CultureInfo, string> Countries { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

CountryCode

Gets the country code

```
string CountryCode { get; }
```

Property Value

[string](#)

The country code

Division

Gets the division

```
IDivision Division { get; }
```

Property Value

[IDivision](#)

Gender

Gets the gender

```
string Gender { get; }
```

Property Value

[string](#)

The gender

IsVirtual

Gets a value indicating whether the current instance represents a placeholder team

```
[DataMember]  
bool IsVirtual { get; }
```

Property Value

[bool](#)

Jerseys

Gets the jerseys of known competitors

```
IEnumerable<IJersey> Jerseys { get; }
```

Property Value

[IEnumerable](#)<[IJersey](#)>

The jerseys

Manager

Gets the manager

```
IManager Manager { get; }
```

Property Value

[IManager](#)

The manager

RaceDriverProfile

Gets the race driver profile

```
IRaceDriverProfile RaceDriverProfile { get; }
```

Property Value

[IRaceDriverProfile](#)

The race driver profile

References

Gets the reference ids

```
[DataMember]  
IReference References { get; }
```

Property Value

[IReference](#)

ShortName

Gets the short name

```
string ShortName { get; }
```

Property Value

[string](#)

The short name

State

Gets the state

```
string State { get; }
```

Property Value

[string](#)

The state

Venue

Gets the venue

```
IVenue Venue { get; }
```

Property Value

[IVenue](#)

The venue

Methods

GetAbbreviation(CultureInfo)

Gets the competitor's abbreviation in the specified language or a null reference.

```
string GetAbbreviation(CultureInfo culture)
```

Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language of the abbreviation.

Returns

[string](#)

The competitor's abbreviation in the specified language or a null reference.

GetCategoryAsync()

Gets associated category

```
Task<ICategorySummary> GetCategoryAsync()
```

Returns

[Task](#)<[ICategorySummary](#)>

The associated category

GetCountry(CultureInfo)

Gets the competitor's country name in the specified language or a null reference.

```
string GetCountry(CultureInfo culture)
```

Parameters

`culture CultureInfo`

A `CultureInfo` specifying the language of the country name.

Returns

`string`

The competitor's country name in the specified language or a null reference.

GetSportAsync()

Gets associated sport

```
Task<ISport> GetSportAsync()
```

Returns

`Task<ISport>`

The associated sport

Interface ICompetitorPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a player profile

```
public interface ICompetitorPlayer : IPlayerProfile, IPlayer, IEntityPrinter
```

Inherited Members

[IPlayerProfile.Type](#) , [IPlayerProfile.DateOfBirth](#) , [IPlayerProfile.Height](#) , [IPlayerProfile.Weight](#) ,
[IPlayerProfile.Nationalities](#) , [IPlayerProfile.GetNationality\(CultureInfo\)](#) , [IPlayerProfile.Gender](#) ,
[IPlayerProfile.CountryCode](#) , [IPlayerProfile.FullName](#) , [IPlayerProfile.Nickname](#) , [IPlayer.Id](#) ,
[IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,
[IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#).

Properties

JerseyNumber

Gets the jersey number of the player

```
int? JerseyNumber { get; }
```

Property Value

[int](#)?

Interface ICompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines contract used by classes that provide competitor result information

```
public interface ICompetitorResult
```

Properties

Specifiers

Gets the specifiers

```
string Specifiers { get; }
```

Property Value

[string](#)

The specifiers

Type

Get the type

```
string Type { get; }
```

Property Value

[string](#)

Value

Gets the value

```
string Value { get; }
```

Property Value

[string](#)

The value

Interface ICourse

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a golf course

```
public interface ICourse : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Holes

Get the list of holes associated with this course

```
ICollection<IHole> Holes { get; }
```

Property Value

[ICollection](#)<[IHole](#)>

Id

Gets a [Urn](#) uniquely identifying the current [ICourse](#) instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing course's names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

Interface ICoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing coverage information

```
public interface ICoverageInfo : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

CoveredFrom

Gets a [CoveredFrom](#) describing the coverage location

```
CoveredFrom? CoveredFrom { get; }
```

Property Value

[CoveredFrom?](#)

Includes

Gets a [IEnumerable<T>](#) specifying what is included in the coverage represented by the current [ICoverageInfo](#) instance

```
IEnumerable<string> Includes { get; }
```

Property Value

[IEnumerable<string>](#)

IsLive

Gets a value indicating whether the coverage represented by current [ICoverageInfo](#) is live coverage

```
bool IsLive { get; }
```

Property Value

[bool](#)

Level

Gets a [string](#) describing the level of the available coverage

```
string Level { get; }
```

Property Value

[string](#)

Interface ICurrentSeasonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing information about current season

```
public interface ICurrentSeasonInfo
```

Properties

Competitors

Gets the list of competitors

```
IEnumerable<ICOMPETITOR> Competitors { get; }
```

Property Value

[IENUMERABLE](#)<[ICOMPETITOR](#)>

The list of competitors

Coverage

Gets the [ISeasonCoverage](#) instance containing information about coverage available for the season associated with the current instance

```
ISeasonCoverage Coverage { get; }
```

Property Value

[ISEASONCOVERAGE](#)

The [ISeasonCoverage](#) instance containing information about coverage available for the season associated with the current instance

CurrentRound

Gets the [IRound](#) specifying the current round of the tournament associated with the current instance

```
IRound CurrentRound { get; }
```

Property Value

[IRound](#)

The [IRound](#) specifying the current round of the tournament associated with the current instance

EndDate

Gets the end date of the season represented by the current instance

```
DateTime EndDate { get; }
```

Property Value

[DateTime](#)

The end date.

Groups

Gets the [IEnumerable<T>](#) specifying groups of tournament associated with the current instance

```
IEnumerable<IGroup> Groups { get; }
```

Property Value

[IEnumerable](#)<[IGroup](#)>

The [IEnumerable<T>](#) specifying groups of tournament associated with the current instance

Id

Gets a [Urn](#) uniquely identifying the current season

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing names of the season in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

Schedule

Gets the list of all [ICompetition](#) that belongs to the season schedule

```
IEnumerable<ISportEvent> Schedule { get; }
```

Property Value

[IEnumerable< ISportEvent >](#)

The list of all [ICompetition](#) that belongs to the season schedule

StartDate

Gets the start date of the season represented by the current instance

```
DateTime StartDate { get; }
```

Property Value

[DateTime](#)

Year

Gets a [string](#) representation of the current season year

```
string Year { get; }
```

Property Value

[string](#)

Methods

GetName(CultureInfo)

Gets the season name in the specified languages

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name.

Returns

[string](#)

The season name in the specified languages.

Interface IDelayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing delayed info in a sport event

```
public interface IDelayedInfo
```

Properties

Descriptions

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Descriptions { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

Id

Gets the id identifying the current instance

```
int Id { get; }
```

Property Value

[int](#)

The id identifying the current instance

Methods

GetDescription(CultureInfo)

Gets the description associated with this instance in specific language

```
string GetDescription(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The language used to get the description

Returns

[string](#)

Description if available in specified language or null

Interface IDivision

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a division of associated competitor

```
public interface IDivision
```

Properties

Id

Id of the division

```
int? Id { get; }
```

Property Value

[int](#)?

Name

Name of the division

```
string Name { get; }
```

Property Value

[string](#)

Interface IDraw

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes, which represent information about a lottery draw

```
public interface IDraw : ISportEvent
```

Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetDisplayIdAsync()

Asynchronously gets a [int](#) representing display id

```
Task<int> GetDisplayIdAsync()
```

Returns

[Task<int>](#)

The display id

GetLotteryIdAsync()

Asynchronously gets a [Urn](#) representing id of the associated [ILottery](#)

```
Task<Urn> GetLotteryIdAsync()
```

Returns

[Task](#)<Urn>

The id of the associated lottery

GetResultsAsync()

Asynchronously gets [IEnumerable<T>](#) list of associated [IDrawResult](#)

`Task<IEnumerable<IDrawResult>> GetResultsAsync()`

Returns

[Task](#)<[IEnumerable](#)<[IDrawResult](#)>>

A [Task<TResult>](#) representing an async operation

GetStatusAsync()

Asynchronously gets [DrawStatus](#) associated with the current instance

`Task<DrawStatus> GetStatusAsync()`

Returns

[Task](#)<[DrawStatus](#)>

A [Task<TResult>](#) representing an async operation

Interface IDrawInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the draw info

```
public interface IDrawInfo
```

Properties

DrawType

Gets the type of the draw

```
DrawType DrawType { get; }
```

Property Value

[DrawType](#)

The type of the draw

GameType

Gets the type of the game

```
string GameType { get; }
```

Property Value

[string](#) ↗

The type of the game

TimeType

Gets the type of the time

```
TimeType TimeType { get; }
```

Property Value

[TimeType](#)

The type of the time

Interface IDrawResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the draw result

```
public interface IDrawResult
```

Properties

Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

Value

Gets the value of the draw

```
int? Value { get; }
```

Property Value

[int](#)?

Methods

GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture

Returns

[string](#)

System.String.

Interface IEntityPrinter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A contract for implementing entity printer

```
public interface IEntityPrinter
```

Methods

ToString()

Returns a [string](#) that represents this instance.

```
string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance.

ToString(IFormatProvider)

Returns a string that represents the current object

```
string ToString(IFormatProvider formatProvider)
```

Parameters

formatProvider [IFormatProvider](#)

A format provider used to format the output string

Returns

[string](#)

A string that represents the current object.

ToString(string, IFormatProvider)

Formats the value of the current instance using the specified format.

```
string ToString(string format, IFormatProvider formatProvider = null)
```

Parameters

[format](#) [string](#)

The format to use.-or- A null reference (Nothing in Visual Basic) to use the default format defined for the type of the [IFormattable](#) implementation.

[formatProvider](#) [IFormatProvider](#)

The provider to use to format the value.-or- A null reference (Nothing in Visual Basic) to obtain the numeric format information from the current locale setting of the operating system.

Returns

[string](#)

The value of the current instance in the specified format.

Interface IEventClock

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the event clock

```
public interface IEventClock : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

EventTime

Gets the event time of the sport event associated with the current [IEventClock](#) instance

```
string EventTime { get; }
```

Property Value

[string](#) ↗

RemainingDate

Gets the remaining date

```
string RemainingDate { get; }
```

Property Value

[string](#) ↗

The remaining date

RemainingTimeInPeriod

Gets the remaining time in period

```
string RemainingTimeInPeriod { get; }
```

Property Value

[string](#)

The remaining time in period

StoppageTime

Gets the representation of the time the event associated with the current [IEventClock](#) has been stopped

```
string StoppageTime { get; }
```

Property Value

[string](#)

StoppageTimeAnnounced

Gets the announced stoppage time

```
string StoppageTimeAnnounced { get; }
```

Property Value

[string](#)

Stopped

Gets a value indicating whether this [IEventClock](#) is stopped

```
bool? Stopped { get; }
```

Property Value

bool?

true if stopped; otherwise, false

Interface IEventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing players or racers in a sport event timeline events

```
public interface IEventPlayer : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

Properties

Bench

Gets the bench value

```
string Bench { get; }
```

Property Value

[string](#) ↗

The bench value - in case of yellow or red card event, it is relevant to know if the player who is getting the card is sitting on the bench at that exact moment.

Remarks

The attribute is equal to 1 if the player who gets the card is sitting on the bench. In case the player who gets the card is on the field, then the attribute is not added at all.

Id

Gets the [Urn](#) uniquely identifying the current [IPlayer](#) instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

Methods

GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

Returns

[string](#)

The name of the player in the specified language or a null reference.

Interface IEventResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used by classes that provide event result information

```
public interface IEventResult
```

Properties

AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

Property Value

[decimal](#)?

ClimberDecimal

Gets the climber

```
decimal? ClimberDecimal { get; }
```

Property Value

[decimal](#)?

The climber

ClimberRanking

Gets the climber ranking

```
int? ClimberRanking { get; }
```

Property Value

[int](#)?

The climber ranking

CompetitorResults

Gets the competitor results

```
IEnumerable<ICompetitorResult> CompetitorResults { get; }
```

Property Value

[IEnumerable](#)<[ICompetitorResult](#)>

The results

Distance

Gets the distance

```
double? Distance { get; }
```

Property Value

[double](#)?

The distance

Grid

Gets the grid

```
int? Grid { get; }
```

Property Value

[int](#)?

The grid

HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

Property Value

[decimal](#)?

Id

Gets the id of the event result

```
string Id { get; }
```

Property Value

[string](#)

The id of the event result

PointsDecimal

Gets the points

```
decimal? PointsDecimal { get; }
```

Property Value

[decimal](#)?

The points

Position

Gets the position of the result

`int? Position { get; }`

Property Value

[int](#)?

The position of the result

SprintDecimal

Gets the sprint

`decimal? SprintDecimal { get; }`

Property Value

[decimal](#)?

The sprint

SprintRanking

Gets the sprint ranking

`int? SprintRanking { get; }`

Property Value

[int](#)?

The sprint ranking

Status

Gets the status of the result

```
string Status { get; }
```

Property Value

[string](#)

The status of the result

StatusComment

Gets the status comment

```
string StatusComment { get; }
```

Property Value

[string](#)

The status comment

Time

Gets the time of the result

```
string Time { get; }
```

Property Value

[string](#)

The time of the result

TimeRanking

Gets the time ranking

```
int? TimeRanking { get; }
```

Property Value

[int](#)?

The time ranking

WcPoints

Gets the wc?points

```
decimal? WcPoints { get; }
```

Property Value

[decimal](#)?

The wc?points

Methods

GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

The culture used to get match status id and description

Returns

[Task](#) <[ILocalizedNamedValue](#)>

Returns the match status id and description in selected culture

Interface IEventTimeline

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing event timeline for specific [ISportEvent](#)

```
public interface IEventTimeline
```

Properties

TimelineEvents

Gets the chronological list of events

```
IEnumerable<ITimelineEvent> TimelineEvents { get; }
```

Property Value

[IEnumerable](#)<[ITimelineEvent](#)>

The chronological list of events

Interface IFixture

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a fixture

```
public interface IFixture : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Remarks

A Fixture is a sport event that has been arranged for a particular time and place

Properties

AdditionalParentsIds

Gets the list specifying the additional parent ids associated with the current instance

```
IEnumerable<Urn> AdditionalParentsIds { get; }
```

Property Value

[IEnumerable<Urn>](#)

CoverageInfo

Gets a [ICoverageInfo](#) instance specifying what coverage is available for the sport event associated with current instance

```
ICoverageInfo CoverageInfo { get; }
```

Property Value

[ICoverageInfo](#)

ExtraInfo

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing additional information about the fixture represented by current [IFixture](#) instance

```
IReadOnlyDictionary<string, string> ExtraInfo { get; }
```

Property Value

[IReadOnlyDictionary< string, string >](#)

Remarks

The collection may contain deprecated key 'streaming'.

NextLiveTime

Gets a [DateTime](#) specifying the live time in case the fixture represented by current [IFixture](#) instance was re-schedule, or a null reference if the fixture was not re-scheduled

```
DateTime? NextLiveTime { get; }
```

Property Value

[DateTime?](#)

ParentStageId

Gets an id of the parent stage associated with the current instance

```
Urn ParentStageId { get; }
```

Property Value

ProductInfo

Gets a [IProductInfo](#) instance providing Sportradar related information about the sport event associated with the current instance.

```
IProductInfo ProductInfo { get; }
```

Property Value

[IProductInfo](#)

References

Gets the reference ids

```
IReference References { get; }
```

Property Value

[IReference](#)

ReplacedBy

When sport event is postponed this field indicates with which event it is replaced

```
Urn ReplacedBy { get; }
```

Property Value

[Urn](#)

The [Urn](#) this event is replaced by

ScheduledStartTimeChanges

Gets the scheduled start time changes

```
IEnumerable<IScheduledStartTimeChange> ScheduledStartTimeChanges { get; }
```

Property Value

[IEnumerable](#)<[IScheduledStartTimeChange](#)>

The scheduled start time changes

StartTime

Gets a [DateTime](#) specifying when the fixture associated with the current [IFixture](#) is scheduled to start

```
DateTime? StartTime { get; }
```

Property Value

[DateTime](#)?

StartTimeConfirmed

Gets a value indicating whether the start time of the fixture represented by current [IFixture](#) instance has been confirmed

```
bool? StartTimeConfirmed { get; }
```

Property Value

[bool](#)?

StartTimeTbd

Gets a value indicating whether the start time is yet to be determined

```
bool? StartTimeTbd { get; }
```

Property Value

[bool](#)?

TvChannels

Gets a [IEnumerable<T>](#) representing TV channels covering the sport event represented by the current [Fixture](#) instance

```
IEnumerable<ITvChannel> TvChannels { get; }
```

Property Value

[IEnumerable](#)<[ITvChannel](#)>

Interface IFixtureChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing fixture change

```
public interface IFixtureChange : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

SportEventId

Gets the [Urn](#) specifying the sport event

```
Urn SportEventId { get; }
```

Property Value

[Urn](#)

UpdateTime

Gets the [DateTime](#) specifying the last update time

```
DateTime UpdateTime { get; }
```

Property Value

[DateTime](#)

Interface IGoalScorer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing goal scorer in a sport event

```
public interface IGoalScorer : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets the [Urn](#) uniquely identifying the current [IPlayer](#) instance

```
[DataMember]  
Urn Id { get; }
```

Property Value

[Urn](#)

Method

Gets the method value

```
string Method { get; }
```

Property Value

[string](#) ↗

The method value

Remarks

The attribute can assume values such as 'penalty' and 'own goal'. In case the attribute is not inserted, then the goal is not own goal neither penalty.

Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player names in different languages

[DataMember]

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Methods

GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

Returns

[string](#)

The name of the player in the specified language or a null reference.

Interface IGroup

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a competition group

```
public interface IGroup : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Competitors

Gets the [IEnumerable<T>](#) representing group competitors

```
IEnumerable<ICOMPETITOR> Competitors { get; }
```

Property Value

[IEnumerable<ICOMPETITOR>](#)

Id

Gets the id of the group represented by the current [IGroup](#) instance

```
string Id { get; }
```

Property Value

[string](#)

Name

Gets the name.

```
string Name { get; }
```

Property Value

[string](#)

The name.

Interface IHole

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a hole of a golf course

```
public interface IHole
```

Properties

Number

Gets the number of the hole

```
int Number { get; }
```

Property Value

[int](#)

Par

Gets the par

```
int Par { get; }
```

Property Value

[int](#)

The par

Interface IJersey

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing jersey

```
public interface IJersey
```

Properties

BaseColor

Gets the base color of the jersey

```
string BaseColor { get; }
```

Property Value

[string](#) ↗

The base color of the jersey

HorizontalStripes

Gets a value indicating whether jersey has horizontal stripes

```
bool? HorizontalStripes { get; }
```

Property Value

[bool](#) ↗?

[null](#) if [horizontal stripes] contains no value, [true](#) if [horizontal stripes]; otherwise, [false](#).

HorizontalStripesColor

Gets the horizontal stripes color of the jersey

```
string HorizontalStripesColor { get; }
```

Property Value

[string](#)

The horizontal stripes color of the jersey

Number

Gets the number of the jersey

```
string Number { get; }
```

Property Value

[string](#)

The number of the jersey

ShirtType

Gets the shirt type of the jersey

```
string ShirtType { get; }
```

Property Value

[string](#)

The shirt type of the jersey

SleeveColor

Gets the color of the sleeves

```
string SleeveColor { get; }
```

Property Value

[string](#)

The color of the sleeves

SleeveDetail

Gets the sleeve detail of the jersey

```
string SleeveDetail { get; }
```

Property Value

[string](#)

The sleeve detail of the jersey

Split

Gets a value indicating whether this [IJersey](#) is split

```
bool? Split { get; }
```

Property Value

[bool](#)?

null if [split] contains no value, **true** if [split]; otherwise, **false**.

SplitColor

Gets the split color of the jersey

```
string SplitColor { get; }
```

Property Value

[string](#) ↗

The split color of the jersey

SquareColor

Gets the square color of the jersey

```
string SquareColor { get; }
```

Property Value

[string](#) ↗

The square color of the jersey

Squares

Gets a value indicating whether this [IJersey](#) has squares

```
bool? Squares { get; }
```

Property Value

[bool](#) ↗?

null if [squares] contains no value, **true** if [squares]; otherwise, **false**.

Stripes

Gets a value indicating whether this [IJersey](#) has stripes

```
bool? Stripes { get; }
```

Property Value

[bool](#)?

null if [stripes] contains no value, **true** if [stripes]; otherwise, **false**.

StripesColor

Gets the stripes color of the jersey

```
string StripesColor { get; }
```

Property Value

[string](#)?

The stripes color of the jersey

Type

Gets the typ of the jersey

```
string Type { get; }
```

Property Value

[string](#)?

The type of the jersey

Interface ILocalizedNamedValue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract implemented by classes representing values with localized / translatable descriptions

```
public interface ILocalizedNamedValue : INamedValue
```

Inherited Members

[INamedValue.Id](#) , [INamedValue.Description](#)

Properties

Descriptions

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing translated descriptions

```
IReadOnlyDictionary<CultureInfo, string> Descriptions { get; }
```

Property Value

[IReadOnlyDictionary`2<CultureInfo, string>](#)

Methods

GetDescription(CultureInfo)

Gets the description for specific locale

```
string GetDescription(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture.

Returns

[string](#) ↗

Return the Description if exists, or null.

See Also

[INamedValue](#)

Interface ILongTermEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing long term sport event

```
public interface ILongTermEvent : ISportEvent
```

Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetSportAsync()

Asynchronously get the [ISportSummary](#) instance representing the sport associated with the current instance

```
Task<ISportSummary> GetSportAsync()
```

Returns

[Task](#)<[ISportSummary](#)>

The [ISportSummary](#) instance representing the sport associated with the current instance

GetTournamentCoverage()

Asynchronously get the [ITournamentCoverage](#) instance representing the tournament coverage associated with the current instance

```
Task<ITournamentCoverage> GetTournamentCoverage()
```

Returns

[Task](#) ↴ <[ITournamentCoverage](#)>

The [ITournamentCoverage](#) instance representing the tournament coverage associated with the current instance

Interface ILottery

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes, which represent information about a lottery

```
public interface ILottery : ILongTermEvent, ISportEvent
```

Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#), [ILongTermEvent.GetTournamentCoverage\(\)](#), [ISportEvent.Id](#),
[ISportEvent.GetNameAsync\(CultureInfo\)](#), [ISportEvent.GetSportIdAsync\(\)](#),
[ISportEvent.GetScheduledTimeAsync\(\)](#), [ISportEvent.GetScheduledEndTimeAsync\(\)](#),
[ISportEvent.GetStartTimeTbdAsync\(\)](#), [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetBonusInfoAsync()

Asynchronously gets [IBonusInfo](#) associated with the current instance

```
Task<IBonusInfo> GetBonusInfoAsync()
```

Returns

[Task](#)<[IBonusInfo](#)>

A [Task](#)<[TResult](#)> representing an async operation

GetCategoryAsync()

Asynchronously gets the associated category

```
Task<ICategorySummary> GetCategoryAsync()
```

Returns

[Task](#)<[ICategorySummary](#)>

The associated category

GetDrawInfoAsync()

Asynchronously gets [IDrawInfo](#) associated with the current instance

`Task<IDrawInfo> GetDrawInfoAsync()`

Returns

[Task](#)<[IDrawInfo](#)>

A [Task<TResult>](#) representing an async operation

GetDrawsAsync()

Asynchronously gets the list of associated [IDraw](#)

`Task<IEnumerable<IDraw>> GetDrawsAsync()`

Returns

[Task](#)<[IEnumerable](#)<[IDraw](#)>>

A [Task<TResult>](#) representing an async operation

GetScheduledDrawsAsync()

Asynchronously gets the list of ids of associated [IDraw](#)

`Task<IEnumerable<Urn>> GetScheduledDrawsAsync()`

Returns

[Task](#)<[IEnumerable](#)<[Urn](#)>>

A [Task<TResult>](#) representing an async operation

Interface IManager

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing manager info

```
public interface IManager
```

Properties

CountryCode

Gets the country code

```
string CountryCode { get; }
```

Property Value

[string](#)

The country code

Id

Gets a [Urn](#) specifying the id of the manager

```
Urn Id { get; }
```

Property Value

[Urn](#)

Methods

GetName(CultureInfo)

Gets the name of the manager

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

Returns

[string](#)

Return a name of the manager

GetNationality(CultureInfo)

Gets the nationality of the manager

```
string GetNationality(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned nationality

Returns

[string](#)

Return a nationality of the manager

Interface IMatch

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events of match type

```
public interface IMatch : ICompetition, ISportEvent
```

Inherited Members

[ICompetition.GetBookingStatusAsync\(\)](#) , [ICompetition.GetVenueAsync\(\)](#) ,
[ICompetition.GetConditionsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(\)](#) ,
[ICompetition.GetEventStatusAsync\(\)](#) , [ICompetition.GetSportEventTypeAsync\(\)](#) ,
[ICompetition.GetLiveOddsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#) , [ISportEvent.Id](#) ,
[ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetAwayCompetitorAsync()

Asynchronously gets a [ITeamCompetitor](#) representing away competitor of the match associated with the current instance

```
Task<ITeamCompetitor> GetAwayCompetitorAsync()
```

Returns

[Task](#)<[ITeamCompetitor](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

GetCoverageInfoAsync()

Asynchronously gets the associated coverage info

`Task<ICoverageInfo> GetCoverageInfoAsync()`

Returns

[Task](#)<[ICoverageInfo](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

GetDelayedInfoAsync()

Asynchronously gets the associated delayed info

`Task<IDelayedInfo> GetDelayedInfoAsync()`

Returns

[Task](#)<[IDelayedInfo](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

GetEventTimelineAsync()

Asynchronously gets the associated event timeline

`Task<IEventTimeline> GetEventTimelineAsync()`

Returns

[Task](#)<[IEventTimeline](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

Remarks

Makes calls to timeline API endpoint for all specified cultures in config

GetEventTimelineAsync(CultureInfo)

Asynchronously gets the associated event timeline for single culture

`Task<IEventTimeline> GetEventTimelineAsync(CultureInfo culture)`

Parameters

`culture CultureInfo`

The languages to which the returned instance should be translated

Returns

`Task<IEventTimeline>`

A `Task<TResult>` representing the retrieval operation

Remarks

Recommended to be used when only [IEventTimeline](#) is needed for this [IMatch](#)

GetFixtureAsync()

Asynchronously gets a [IFixture](#) instance containing information about the arranged sport event

`Task<IFixture> GetFixtureAsync()`

Returns

`Task<IFixture>`

A `Task<TResult>` representing the retrieval operation

Remarks

A Fixture is a sport event that has been arranged for a particular time and place

GetHomeCompetitorAsync()

Asynchronously gets a [ITeamCompetitor](#) representing home competitor of the match associated with the current instance

```
Task<ITeamCompetitor> GetHomeCompetitorAsync()
```

Returns

[Task<ITeamCompetitor>](#)

A [Task<TResult>](#) representing the retrieval operation

GetSeasonAsync()

Asynchronously gets a [ISeasonInfo](#) representing the season to which the sport event associated with the current instance belongs to

```
Task<ISessionInfo> GetSeasonAsync()
```

Returns

[Task<ISessionInfo>](#)

A [Task<TResult>](#) representing the retrieval operation

GetStatusAsync()

Asynchronously gets a [IMatchStatus](#) containing information about the progress of the match

```
Task<IMatchStatus> GetStatusAsync()
```

Returns

[Task<IMatchStatus>](#)

A [Task<TResult>](#) containing information about the progress of the match

GetTournamentAsync()

Asynchronously gets a [ILongTermEvent](#) representing the season to which the sport event associated with the current instance belongs to

`Task<ILongTermEvent> GetTournamentAsync()`

Returns

[Task](#)<[ILongTermEvent](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

GetTournamentRoundAsync()

Asynchronously gets a [IRound](#) representing the tournament round to which the sport event associated with the current instance belongs to

`Task<IRound> GetTournamentRoundAsync()`

Returns

[Task](#)<[IRound](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

Interface IMatchStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing match specific statistics

```
public interface IMatchStatistics : ICompetitionStatistics
```

Properties

PeriodStatistics

Gets the list of separate period statistics

```
IEnumerable<IPeriodStatistics> PeriodStatistics { get; }
```

Property Value

[IEnumerable](#)<[IPeriodStatistics](#)>

The list of separate period statistics

TotalStatistics

Gets the list of complete team statistics data

```
IEnumerable<ITeamStatistics> TotalStatistics { get; }
```

Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of complete team statistics data

See Also

Interface IMatchStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a match status

```
public interface IMatchStatus : ICompetitionStatus
```

Inherited Members

[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) , [ICompetitionStatus.ReportingStatus](#) ,
[ICompetitionStatus.EventResults](#) , [ICompetitionStatus.GetPropertyValue\(string\)](#) ,
[ICompetitionStatus.Properties](#) , [ICompetitionStatus.PeriodOfLadder](#)

Properties

AwayPenaltyScore

Gets the penalty score of the away competitor competing on the associated sport event (for Ice Hockey)

```
int? AwayPenaltyScore { get; }
```

Property Value

[int](#)?

AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

Property Value

[decimal](#)?

The score of the away competitor competing on the associated sport event

DecidedByFed

Gets the indicator whether the event is decided by fed

```
bool? DecidedByFed { get; }
```

Property Value

[bool](#)?

EventClock

Gets the [IEventClock](#) instance describing the timings in the current event

```
IEventClock EventClock { get; }
```

Property Value

[IEventClock](#)

The [IEventClock](#) instance describing the timings in the current event

HomePenaltyScore

Gets the penalty score of the home competitor competing on the associated sport event (for Ice Hockey)

```
int? HomePenaltyScore { get; }
```

Property Value

[int](#)?

HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

Property Value

[decimal](#)?

The score of the home competitor competing on the associated sport event

PeriodScores

Gets the list of [IPeriodScore](#)

```
IEnumerable<IPeriodScore> PeriodScores { get; }
```

Property Value

[IEnumerable](#)<[IPeriodScore](#)>

The list of [IPeriodScore](#)

Methods

GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

The culture used to get match status id and description

Returns

[Task](#) <[ILocalizedNamedValue](#)>

Returns the match status id and description in selected culture

See Also

[ICompetitionStatus](#)

Interface IMatchStatusV1

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events of match type

```
public interface IMatchStatusV1 : IMatchStatus, ICompetitionStatus
```

Inherited Members

[IMatchStatus.EventClock](#) , [IMatchStatus.PeriodScores](#) , [IMatchStatus.HomeScore](#) ,
[IMatchStatus.AwayScore](#) , [IMatchStatus.GetMatchStatusAsync\(CultureInfo\)](#) ,
[IMatchStatus.HomePenaltyScore](#) , [IMatchStatus.AwayPenaltyScore](#) , [IMatchStatus.DecidedByFed](#) ,
[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) , [ICompetitionStatus.ReportingStatus](#) ,
[ICompetitionStatus.EventResults](#) , [ICompetitionStatus.GetPropertyValues\(string\)](#) ,
[ICompetitionStatus.Properties](#) , [ICompetitionStatus.PeriodOfLadder](#)

Properties

Statistics

Gets the soccer match statistics

```
IMatchStatistics Statistics { get; }
```

Property Value

[IMatchStatistics](#)

The soccer match statistics

Interface INamedValue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract implemented by classes representing values with names / descriptions

```
public interface INamedValue
```

Properties

Description

Gets the description associated with the current instance

```
string Description { get; }
```

Property Value

[string](#)

Id

Gets the value associated with the current instance

```
int Id { get; }
```

Property Value

[int](#)

Interface IPeriodCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing competitor result per period

```
public interface IPeriodCompetitorResult
```

Properties

CompetitorResults

Gets the competitor results

```
IEnumerable<ICOMPETITORRESULT> CompetitorResults { get; }
```

Property Value

[IENUMERABLE](#)<[ICOMPETITORRESULT](#)>

The results

Id

Gets the competitor id

```
URN Id { get; }
```

Property Value

[URN](#)

The competitor id

Interface IPeriodScore

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a score of a sport event period

```
public interface IPeriodScore : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

AwayScore

Gets the score of the away team in the period represented by the current [IPeriodScore](#) instance

```
decimal AwayScore { get; }
```

Property Value

[decimal](#)

HomeScore

Gets the score of the home team in the period represented by the current [IPeriodScore](#) instance

```
decimal HomeScore { get; }
```

Property Value

[decimal](#)

Number

Number of the period

```
int? Number { get; }
```

Property Value

[int](#)?

Type

Type of the period

```
PeriodType? Type { get; }
```

Property Value

[PeriodType](#)?

Methods

GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

The culture used to get match status id and description

Returns

[Task](#)<[ILocalizedNamedValue](#)>

Returns the match status id and description in selected culture

Interface IPeriodStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing period statistics

```
public interface IPeriodStatistics
```

Properties

PeriodName

Gets the name of the period

```
string PeriodName { get; }
```

Property Value

[string](#)

The name of the period

TeamStatistics

Gets the list of team statistics for specific period

```
IEnumerable<ITeamStatistics> TeamStatistics { get; }
```

Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of team statistics for specific period

Interface IPeriodStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing period status

```
public interface IPeriodStatus
```

Properties

Number

Gets the number of the specific lap.

```
int? Number { get; }
```

Property Value

[int](#)?

The number of the specific lap.

PeriodResults

Gets the period results

```
IEnumerable<IPeriodCompetitorResult> PeriodResults { get; }
```

Property Value

[IEnumerable](#)<[IPeriodCompetitorResult](#)>

The results

Status

Gets the status.

```
string Status { get; }
```

Property Value

[string](#)

The status.

Remarks

Possible values: not_started, started, completed.

Type

Gets the type

```
string Type { get; }
```

Property Value

[string](#)

The type

Remarks

Possible values: lap

Interface IPitcher

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event pitcher

```
public interface IPitcher : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Competitor

Gets the indicator if the competitor is Home or Away

```
HomeAway Competitor { get; }
```

Property Value

[HomeAway](#)

The indicator if the competitor is Home or Away

Hand

Gets the hand with which player pitches

```
PlayerHand Hand { get; }
```

Property Value

[PlayerHand](#)

The hand with which player pitches

Id

Gets a [Urn](#) used to uniquely identify the current [IPitcher](#) instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Name

Gets the name of the referee represented by the current [IPitcher](#) instance

```
string Name { get; }
```

Property Value

[string](#) ↗

Interface IPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing players or racers in a sport event

```
public interface IPlayer : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets the [Urn](#) uniquely identifying the current [ICompetitor](#) instance

```
[DataMember]  
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing player names in different languages

```
[DataMember]  
 IReadOnlyDictionary< CultureInfo, string > Names { get; }
```

Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

Methods

GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

Returns

[string](#)

The name of the player in the specified language or a null reference.

Interface IPlayerProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a player profile

```
public interface IPlayerProfile : IPlayer, IEntityPrinter
```

Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,
 [IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

CountryCode

Gets the country code

```
[DataMember]  
string CountryCode { get; }
```

Property Value

[string](#)

DateOfBirth

Gets a [DateTime](#) specifying the date of birth of the player associated with the current instance

```
[DataMember]  
DateTime? DateOfBirth { get; }
```

Property Value

[DateTime](#)?

FullName

Gets the full name of the player

```
[DataMember]  
string FullName { get; }
```

Property Value

[string](#)

Gender

Gets the gender

```
[DataMember]  
string Gender { get; }
```

Property Value

[string](#)

Height

Gets the height in centimeters of the player represented by the current instance or a null reference if height is not known

```
[DataMember]  
int? Height { get; }
```

Property Value

[int](#)?

Nationalities

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing player nationality in different languages

```
[DataMember]  
IReadOnlyDictionary<CultureInfo, string> Nationalities { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Nickname

Gets the nickname of the player

```
[DataMember]  
string Nickname { get; }
```

Property Value

[string](#)

Type

Gets a value describing the type(e.g. forward, defense, ...) of the player represented by current instance

```
[DataMember]  
string Type { get; }
```

Property Value

[string](#)

Weight

Gets the weight in kilograms of the player represented by the current instance or a null reference if weight is not known

```
[DataMember]  
int? Weight { get; }
```

Property Value

[int?](#)

Methods

GetNationality(CultureInfo)

Gets the nationality of the player represented by the current instance in the language specified by *culture*

```
string GetNationality(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned nationality

Returns

[string](#)

The nationality of the player represented by the current instance in the language specified by *culture*

Interface IProductInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing product information

```
public interface IProductInfo : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Channels

Gets a [IEnumerable<T>](#) representing streaming channel associated with product

```
IEnumerable<IStrreamingChannel> Channels { get; }
```

Property Value

[IEnumerable](#)<[IStrreamingChannel](#)>

IsAutoTraded

Gets a value indicating whether the sport event is auto traded

```
bool IsAutoTraded { get; }
```

Property Value

[bool](#)

IsInHostedStatistics

Gets a value indicating whether the sport event associated with the current instance is available in hosted solutions

```
bool IsInHostedStatistics { get; }
```

Property Value

[bool](#)

IsInLiveCenterSoccer

Gets a value indicating whether the sport event associated with the current instance is available in LiveCenterSoccer solution

```
bool IsInLiveCenterSoccer { get; }
```

Property Value

[bool](#)

IsInLiveMatchTracker

Gets a value indicating whether the sport event associated with the current instance is available in LiveMatchTracker solution

```
bool IsInLiveMatchTracker { get; }
```

Property Value

[bool](#)

IsInLiveScore

Gets a value indicating whether the sport event associated with the current instance is available in LiveScore solution

```
bool IsInLiveScore { get; }
```

Property Value

[bool](#)

Links

Gets a [IEnumerable<T>](#) representing links to the product represented by current instance

```
IEnumerable<IProductInfoLink> Links { get; }
```

Property Value

[IEnumerable](#)<[IProductInfoLink](#)>

Interface IProductInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing product info links

```
public interface IProductInfoLink : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Name

Gets the name of the product link represented by the current instance

```
string Name { get; }
```

Property Value

[string](#)

Reference

Gets the reference to the product info represented by the current instance

```
string Reference { get; }
```

Property Value

[string](#)

Interface IRaceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a race driver profile

```
public interface IRaceDriverProfile
```

Properties

Car

Gets the car info

```
ICar Car { get; }
```

Property Value

[ICar](#)

The car info

RaceDriverId

Gets the race driver id

```
Urn RaceDriverId { get; }
```

Property Value

[Urn](#)

The race driver id

RaceTeamId

Gets the race team id

```
Urn RaceTeamId { get; }
```

Property Value

[Urn](#)

The race team id

Interface IReferee

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event referee

```
public interface IReferee : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets a [Urn](#) used to uniquely identify the current [IReferee](#) instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Name

Gets the name of the referee represented by the current [IReferee](#) instance

```
string Name { get; }
```

Property Value

[string](#) ↗

Nationalities

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing referee nationality in different languages

```
IReadOnlyDictionary<CultureInfo, string> Nationalities { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Methods

GetNationality(CultureInfo)

Gets the referee nationality in the specified language

```
string GetNationality(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language.

Returns

[string](#)

The referee nationality in the specified language.

Interface IReference

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A contract for classes implementing array a+of references

```
public interface IReference : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

AamsId

Returns the AAMS id for this instance if provided among reference ids, null otherwise

```
int? AamsId { get; }
```

Property Value

[int](#)?

The AAMS id for this instance if provided among reference ids, null otherwise

BetfairId

Gets the Betfair id for this instance if provided amount reference ids

```
int BetfairId { get; }
```

Property Value

[int](#)?

If exists among reference ids, result is greater then 0

BetradarId

Gets the Betrada id for this instance if provided amount reference ids

```
int BetradarId { get; }
```

Property Value

[int](#)

If exists among reference ids, result is greater then 0

References

Gets all the reference ids

```
IReadOnlyDictionary<string, string> References { get; }
```

Property Value

[IReadOnlyDictionary](#)<[string](#), [string](#)>

RotationNumber

Gets the rotation number if provided among reference ids

```
int RotationNumber { get; }
```

Property Value

[int](#)

If exists among reference ids, result is greater then 0

Remarks

This id only exists for US leagues

Interface IRestMessage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all classes representing messages received from the feed's REST interface

```
public interface IRestMessage
```

Properties

GeneratedAt

Gets a [DateTime](#) instance specifying when the message represented by the current [IRestMessage](#) was generated, or a null reference if time of generation is not defined

```
DateTime? GeneratedAt { get; }
```

Property Value

[DateTime](#)?

Interface IResultChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing result change

```
public interface IResultChange : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

SportEventId

Gets the [Urn](#) specifying the sport event

```
Urn SportEventId { get; }
```

Property Value

[Urn](#)

UpdateTime

Gets the [DateTime](#) specifying the last update time

```
DateTime UpdateTime { get; }
```

Property Value

[DateTime](#)

Interface IRound

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing basic tournament round information

```
public interface IRound : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

BetradarId

Gets the betradar identifier

```
int BetradarId { get; }
```

Property Value

[int](#)

BetradarName

A betradar name

```
string BetradarName { get; }
```

Property Value

[string](#)

CupRoundMatchNumber

Gets a value specifying the number of the match in the current cup round or a null reference if match number is not applicable to current [IRound](#) instance

```
int? CupRoundMatchNumber { get; }
```

Property Value

[int](#)?

CupRoundMatches

Gets a value specifying the number of matches in the current cup round or a null reference if number of matches is not applicable to current [IRound](#) instance

```
int? CupRoundMatches { get; }
```

Property Value

[int](#)?

Group

Gets the group associated with the current round

```
string Group { get; }
```

Property Value

[string](#)?

GroupId

Gets the id of the group associated with the current round

```
Urn GroupId { get; }
```

Property Value

[Urn](#)

Names

Gets the name of the current [IRound](#) per language

```
IDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Number

Gets a value specifying the round number or a null reference if round number is not defined

```
int? Number { get; }
```

Property Value

[int](#)?

OtherMatchId

Gets the id of the other match

```
string OtherMatchId { get; }
```

Property Value

[string](#)

Phase

Gets the phase of the associated round

```
string Phase { get; }
```

Property Value

[string](#)

PhaseOrGroupLongNames

Gets the phase or group long name of the current [IRound](#) per language

```
IDictionary<CultureInfo, string> PhaseOrGroupLongNames { get; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Type

Gets the type of the round

```
string Type { get; }
```

Property Value

[string](#)

Methods

GetName(CultureInfo)

Gets the name for specific language

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture

Returns

[string](#)

Return the Name if exists, or null

GetPhaseOrGroupLongName(CultureInfo)

Gets the phase or group long name for specific language

```
string GetPhaseOrGroupLongName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture

Returns

[string](#)

Return the phase or group long name if exists, or null

Interface IScheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing schedule start time change

```
public interface IScheduledStartTimeChange
```

Properties

ChangedAt

Gets the changed at

```
DateTime ChangedAt { get; }
```

Property Value

[DateTime](#)

The changed at

NewTime

Gets the new time

```
DateTime NewTime { get; }
```

Property Value

[DateTime](#)

The new time

OldTime

Gets the old time

```
DateTime OldTime { get; }
```

Property Value

[DateTime](#)

The old time

Interface ISaison

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a tournament season

```
public interface ISaison : ILongTermEvent, ISportEvent
```

Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#), [ILongTermEvent.GetTournamentCoverage\(\)](#), [ISportEvent.Id](#),
[ISportEvent.GetNameAsync\(CultureInfo\)](#), [ISportEvent.GetSportIdAsync\(\)](#),
[ISportEvent.GetScheduledTimeAsync\(\)](#), [ISportEvent.GetScheduledEndTimeAsync\(\)](#),
[ISportEvent.GetStartTimeTbdAsync\(\)](#), [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetCompetitorsAsync()

Asynchronously gets the list of competitors

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync()
```

Returns

[Task<IEnumerable<ICompetitor>>](#)

The list of competitors

GetCurrentRoundAsync()

Asynchronously gets the [IRound](#) specifying the current round of the tournament associated with the current instance

```
Task<IRound> GetCurrentRoundAsync()
```

Returns

[Task<IRound>](#)

The [IRound](#) specifying the current round of the tournament associated with the current instance

GetGroupsAsync()

Asynchronously gets the list of the [IGroup](#) instances belonging to the season

```
Task<IEnumerable<IGroup>> GetGroupsAsync()
```

Returns

[Task<IEnumerable<IGroup>>](#)

A [Task](#) representing the asynchronous operation

GetScheduleAsync()

Asynchronously gets the list of all [ICompetition](#) that belongs to the season schedule

```
Task<IEnumerable<ICompetition>> GetScheduleAsync()
```

Returns

[Task<IEnumerable<ICompetition>>](#)

The list of all [ICompetition](#) that belongs to the season schedule

GetSeasonCoverageAsync()

Asynchronously gets a [ISeasonCoverage](#) representing the season coverage

```
Task<ISeasonCoverage> GetSeasonCoverageAsync()
```

Returns

[Task](#)<[ISeasonCoverage](#)>

A [Task<TResult>](#) representing the asynchronous operation

GetTournamentInfoAsync()

Asynchronously gets a [ITournamentInfo](#) representing the tournament info

`Task<ITournamentInfo> GetTournamentInfoAsync()`

Returns

[Task](#)<[ITournamentInfo](#)>

A [Task<TResult>](#) representing the asynchronous operation

GetYearAsync()

Asynchronously gets a [string](#) representation of the current season year

`Task<string> GetYearAsync()`

Returns

[Task](#)<[string](#)>

Asynchronously returns a [string](#) representation of the season year

Interface ISaisonCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines an interface representing season coverage info

```
public interface ISaisonCoverage
```

Properties

MaxCoverageLevel

Gets the string representation of the maximum coverage available for the season associated with the current instance

```
string MaxCoverageLevel { get; }
```

Property Value

[string](#)

MaxCovered

Gets the max covered value

```
int? MaxCovered { get; }
```

Property Value

[int](#)?

MinCoverageLevel

Gets the name of the minimum coverage guaranteed for the season associated with the current instance

```
string MinCoverageLevel { get; }
```

Property Value

[string](#)

Played

Gets the played value

```
int Played { get; }
```

Property Value

[int](#)

Scheduled

Gets the scheduled value

```
int Scheduled { get; }
```

Property Value

[int](#)

SeasonId

Gets the identifier of the season

```
Urn SeasonId { get; }
```

Property Value

[Urn](#)

Interface ISaisonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing

```
public interface ISaisonInfo
```

Properties

EndDate

Gets the end date of the season represented by the current instance

```
DateTime EndDate { get; }
```

Property Value

[DateTime](#)

The end date.

Id

Gets the [Urn](#) identifying the current instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

The [Urn](#) identifying the current instance

Names

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

StartDate

Gets the start date of the season represented by the current instance

```
DateTime StartDate { get; }
```

Property Value

[DateTime](#)

TournamentId

Gets the associated tournament identifier.

```
Urn TournamentId { get; }
```

Property Value

[Urn](#)

The associated tournament identifier.

Year

Gets a [string](#) representation of the current season year

```
string Year { get; }
```

Property Value

[string](#)

Methods

GetName(CultureInfo)

Gets the name.

```
string GetName(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

The culture

Returns

[string](#)

System.String

Interface ISoccerEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing soccer sport events

```
public interface ISoccerEvent : IMatch, ICompetition, ISportEvent
```

Inherited Members

[IMatch.GetHomeCompetitorAsync\(\)](#), [IMatch.GetAwayCompetitorAsync\(\)](#), [IMatch.GetSeasonAsync\(\)](#),
[IMatch.GetTournamentRoundAsync\(\)](#), [IMatch.GetTournamentAsync\(\)](#), [IMatch.GetFixtureAsync\(\)](#),
[IMatch.GetEventTimelineAsync\(\)](#), [IMatch.GetEventTimelineAsync\(CultureInfo\)](#),
[IMatch.GetDelayedInfoAsync\(\)](#), [IMatch.GetCoverageInfoAsync\(\)](#),
[ICompetition.GetBookingStatusAsync\(\)](#), [ICompetition.GetVenueAsync\(\)](#),
[ICompetition.GetConditionsAsync\(\)](#), [ICompetition.GetCompetitorsAsync\(\)](#),
[ICompetition.GetEventStatusAsync\(\)](#), [ICompetition.GetSportEventTypeAsync\(\)](#),
[ICompetition.GetLiveOddsAsync\(\)](#), [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#), [ISportEvent.Id](#),
[ISportEvent.GetNameAsync\(CultureInfo\)](#), [ISportEvent.GetSportIdAsync\(\)](#),
[ISportEvent.GetScheduledTimeAsync\(\)](#), [ISportEvent.GetScheduledEndTimeAsync\(\)](#),
[ISportEvent.GetStartTimeTbdAsync\(\)](#), [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetStatusAsync()

Asynchronously get the status of the soccer match

```
Task<ISoccerStatus> GetStatusAsync()
```

Returns

[Task<ISoccerStatus>](#)

The status of the soccer match

Interface ISoccerStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing soccer match specific statistics

```
[Obsolete("IMatchStatistics is recommended instead of ISoccerStatistics")]
public interface ISoccerStatistics
```

Properties

PeriodStatistics

Gets the list of separate period statistics

```
IEnumerable<IPeriodStatistics> PeriodStatistics { get; }
```

Property Value

[IEnumerable](#)<[IPeriodStatistics](#)>

The list of separate period statistics

TotalStatistics

Gets the list of complete team statistics data

```
IEnumerable<ITeamStatistics> TotalStatistics { get; }
```

Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of complete team statistics data

Interface ISoccerStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing soccer status

```
[Obsolete("IMatchStatusV1 is recommended instead of ISoccerStatus")]
public interface ISoccerStatus : IMatchStatus, ICompetitionStatus
```

Inherited Members

[IMatchStatus.EventClock](#) , [IMatchStatus.PeriodScores](#) , [IMatchStatus.HomeScore](#) ,
[IMatchStatus.AwayScore](#) , [IMatchStatus.GetMatchStatusAsync\(CultureInfo\)](#) ,
[IMatchStatus.HomePenaltyScore](#) , [IMatchStatus.AwayPenaltyScore](#) , [IMatchStatus.DecidedByFed](#) ,
[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) , [ICompetitionStatus.ReportingStatus](#) ,
[ICompetitionStatus.EventResults](#) , [ICompetitionStatus.GetPropertyValue\(string\)](#) ,
[ICompetitionStatus.Properties](#) , [ICompetitionStatus.PeriodOfLadder](#)

Properties

Statistics

Gets the soccer match statistics

```
ISoccerStatistics Statistics { get; }
```

Property Value

[ISoccerStatistics](#)

The soccer match statistics

See Also

[IMatchStatus](#)

Interface ISport

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport

```
public interface ISport : ISportSummary, IEntityPrinter
```

Inherited Members

[ISportSummary.Id](#) , [ISportSummary.Names](#) , [ISportSummary.GetName\(CultureInfo\)](#) ,
[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

Properties

Categories

Gets a [IEnumerable<T>](#) representing categories which belong to the sport represented by the current instance

```
IEnumerable<ICategory> Categories { get; }
```

Property Value

[IEnumerable<ICategory>](#)

Interface ISportEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the target(tournament, match, race) of feed messages

```
public interface ISportEvent
```

Properties

Id

Gets a [Urn](#) uniquely identifying the sport event associated with the current instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Methods

GetNameAsync(CultureInfo)

Asynchronously gets the name of the sport event

```
Task<string> GetNameAsync(CultureInfo culture)
```

Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

Returns

[Task<string>](#)

Return a name of the race, or match

GetReplacedByAsync()

Asynchronously gets a [Urn](#) specifying the replacement sport event for the associated sport event.

`Task<Urn> GetReplacedByAsync()`

Returns

[Task<Urn>](#)

A [Urn](#) specifying the replacement sport event for the associated sport event.

GetScheduledEndTimeAsync()

Asynchronously gets a [DateTime](#) instance specifying for when the sport event associated with the current instance is scheduled to end or a null reference if the value is not known

`Task<DateTime?> GetScheduledEndTimeAsync()`

Returns

[Task<DateTime?>](#)

A [Task<TResult>](#) representing the retrieval operation

GetScheduledTimeAsync()

Asynchronously gets a [DateTime](#) instance specifying for when the sport event associated with the current instance is scheduled or a null reference if the value is not known

`Task<DateTime?> GetScheduledTimeAsync()`

Returns

[Task](#)<[DateTime](#)?>

A [Task<TResult>](#) representing the retrieval operation

GetSportIdAsync()

Asynchronously gets a [Urn](#) uniquely identifying the sport associated with the current instance

`Task<Urn> GetSportIdAsync()`

Returns

[Task](#)<[Urn](#)>

Returns a [Urn](#) uniquely identifying the sport associated with the current instance

GetStartTimeTbdAsync()

Asynchronously gets a value specifying if the start time to be determined is set for the associated sport event.

`Task<bool?> GetStartTimeTbdAsync()`

Returns

[Task](#)<[bool](#)?>

A value specifying if the start time to be determined is set for the associated sport event.

Interface ISportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event conditions

```
public interface ISportEventConditions : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Attendance

Gets a [string](#) specifying the attendance of the associated sport event

```
string Attendance { get; }
```

Property Value

[string](#)

EventMode

TODO: Add comments

```
string EventMode { get; }
```

Property Value

[string](#)

Pitchers

Gets the pitchers

```
IEnumerable<IPitcher> Pitchers { get; }
```

Property Value

[IEnumerable](#)<[IPitcher](#)>

Referee

Gets the [IReferee](#) instance representing the referee presiding over the associated sport event

```
IReferee Referee { get; }
```

Property Value

[IReferee](#)

WeatherInfo

Gets a [IWeatherInfo](#) instance representing the expected weather on the associated sport event

```
IWeatherInfo WeatherInfo { get; }
```

Property Value

[IWeatherInfo](#)

Interface ISportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the status of a sport event

```
public interface ISportEventStatus
```

Properties

AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

Property Value

[decimal](#)?

HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

Property Value

[decimal](#)?

IsReported

Gets a value indicating whether a data journalist is present in the associated sport event, or a null reference if the information is not available

```
int? IsReported { get; }
```

Property Value

[int](#)?

Properties

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing additional event status values

```
IReadOnlyDictionary<string, object> Properties { get; }
```

Property Value

[IReadOnlyDictionary< string, object >](#)

a [IReadOnlyDictionary< TKey, TValue >](#) containing additional event status values

Remarks

List of possible keys:

- AggregateAwayScore
- AggregateHomeScore
- AggregateWinnerId
- AwayBatter
- AwayDismissals
- AwayGameScore
- AwayLegScore
- AwayPenaltyRuns
- AwayRemainingBowls
- AwayScore
- AwaySuspend
- Balls
- Bases
- Clock_MatchTime
- Clock_RemainingTime
- Clock_RemainingTimeInPeriod
- Clock_StoppageTime

- Clock_StoppageTimeAnnounced
- Clock_Stopped
- Clock{ClockNumber}_MatchTime
- Clock{ClockNumber}_StoppageTime
- Clock{ClockNumber}_StoppageTimeAnnounced
- CurrentCtTeam
- CurrentEnd
- CurrentServer
- DecidedByFed
- Delivery
- ExpeditedMode
- HomeBatter
- HomeDismissals
- HomeGameScore
- HomeLegScore
- HomePenaltyRuns
- HomeRemainingBowls
- HomeScore
- HomeSuspend
- Innings
- Outs
- Over
- Period
- PeriodScore{PeriodScoreNumber}_AwayScore
- PeriodScore{PeriodScoreNumber}_HomeScore
- PeriodScore{PeriodScoreNumber}_MatchStatusCode
- PeriodScore{PeriodScoreNumber}_Number
- Position
- Possession
- RemainingReds
- Reporting
- Result{ResultNumber}_AwayScore
- Result{ResultNumber}_Climber
- Result{ResultNumber}_ClimberRanking
- Result{ResultNumber}_HomeScore
- Result{ResultNumber}_Id
- Result{ResultNumber}_MatchStatusCode
- Result{ResultNumber}_Points
- Result{ResultNumber}_Sprint
- Result{ResultNumber}_SprintRanking

- Result{ResultNumber}_Status
- Result{ResultNumber}_StatusComment
- Result{ResultNumber}_Time
- Result{ResultNumber}_TimeRanking
- Status
- Strikes
- Throw
- Tiebreak
- Try
- Visit
- WinnerId
- WinningReason
- Yards

Status

Gets a [EventStatus](#) describing the high-level status of the associated sport event

```
EventStatus Status { get; }
```

Property Value

[EventStatus](#)

Methods

GetMatchStatusAsync()

Gets the match status for specific locale

```
Task<ILocalizedNamedValue> GetMatchStatusAsync()
```

Returns

[Task](#)<ILocalizedNamedValue>

Returns the match status for specific locale

GetPropertyValue(string)

Gets the value of the property specified by it's name

```
object GetPropertyValue(string propertyName)
```

Parameters

propertyName [string](#)

The name of the property

Returns

[object](#)

A [object](#) representation of the value of the specified property, or a null reference if the value of the specified property was not specified

Interface ISportSummary

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport

```
public interface ISportSummary : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets a [Urn](#) uniquely identifying the sport represented by the current instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets the name of the sport represented by the current instance

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Methods

GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture.

Returns

[string](#)

System.String.

Interface IStage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods implemented by classes representing sport events of stage type

```
public interface IStage : ICompetition, ISportEvent
```

Inherited Members

[ICompetition.GetBookingStatusAsync\(\)](#) , [ICompetition.GetVenueAsync\(\)](#) ,
[ICompetition.GetConditionsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(\)](#) ,
[ICompetition.GetEventStatusAsync\(\)](#) , [ICompetition.GetSportEventTypeAsync\(\)](#) ,
[ICompetition.GetLiveOddsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#) , [ISportEvent.Id](#) ,
[ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetAdditionalParentStagesAsync()

Asynchronously gets a list of additional ids of the parent stages of the current instance or a null reference if the represented stage does not have the parent stages

```
Task<IEnumerable<IStage>> GetAdditionalParentStagesAsync()
```

Returns

[Task](#)<[IEnumerable](#)<[IStage](#)>>

A [Task<TResult>](#) representing the asynchronous operation

GetCategoryAsync()

Asynchronously get the [ICategorySummary](#) instance associated with the current [IStage](#) instance

`Task<ICategorySummary> GetCategoryAsync()`

Returns

[Task](#)<[ICategorySummary](#)>

The [ICategorySummary](#) instance associated with the current [IStage](#) instance

GetParentStageAsync()

Asynchronously get the parent stage

`Task<IStage> GetParentStageAsync()`

Returns

[Task](#)<[IStage](#)>

The parent stage

GetSportAsync()

Asynchronously get the [ISportSummary](#) instance associated with the current [IStage](#) instance

`Task<ISportSummary> GetSportAsync()`

Returns

[Task](#)<[ISportSummary](#)>

The [ISportSummary](#) instance associated with the current [IStage](#) instance

GetStageTypeAsync()

Asynchronously get the type of the stage

```
Task<StageType?> GetStageTypeAsync()
```

Returns

[Task](#)<[StageType](#)?>

The type of the stage

GetStagesAsync()

Asynchronously get the list of stages representing stages of the multi-stage stage

```
Task<IEnumerable<IStage>> GetStagesAsync()
```

Returns

[Task](#)<[IEnumerable](#)<[IStage](#)>>

The list of stages representing stages of the multi-stage stage

GetStatusAsync()

Asynchronously gets a [IStageStatus](#) containing information about the progress of the stage

```
Task<IStageStatus> GetStatusAsync()
```

Returns

[Task](#)<[IStageStatus](#)>

A [Task](#)<[TResult](#)> containing information about the progress of the stage

Interface IStageStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a stage status

```
public interface IStageStatus : ICompetitionStatus
```

Inherited Members

[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) , [ICompetitionStatus.ReportingStatus](#) ,
[ICompetitionStatus.EventResults](#) , [ICompetitionStatus.GetPropertyValue\(string\)](#) ,
[ICompetitionStatus.Properties](#) , [ICompetitionStatus.PeriodOfLadder](#)

Methods

GetMatchStatusAsync(CultureInfo)

Asynchronously gets the stage match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture used to get stage match status id and description

Returns

[Task](#)<[ILocalizedNamedValue](#)>

Returns the stage match status id and description in selected culture

See Also

[ICompetitionStatus](#)

Interface IStreamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing streaming channels

```
public interface IStreamingChannel : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Id

Gets a value uniquely identifying the current streaming channel

```
int Id { get; }
```

Property Value

[int](#)

Name

Gets the name of the streaming channel represented by the current instance

```
string Name { get; }
```

Property Value

[string](#)

Interface ITeamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a competing team

```
public interface ITeamCompetitor : ICompetitor, IPlayer, IEntityPrinter
```

Inherited Members

[ICompetitor.Countries](#) , [ICompetitor.Abbreviations](#) , [ICompetitor.IsVirtual](#) , [ICompetitor.References](#) ,
[ICompetitor.GetCountry\(CultureInfo\)](#) , [ICompetitor.GetAbbreviation\(CultureInfo\)](#) ,
[ICompetitor.CountryCode](#) , [ICompetitor.AssociatedPlayers](#) , [ICompetitor.Jerseys](#) ,
[ICompetitor.Manager](#) , [ICompetitor.Venue](#) , [ICompetitor.Gender](#) , [ICompetitor.RaceDriverProfile](#) ,
[ICompetitor.AgeGroup](#) , [ICompetitor.State](#) , [ICompetitor.GetSportAsync\(\)](#) ,
[ICompetitor.GetCategoryAsync\(\)](#) , [ICompetitor.ShortName](#) , [ICompetitor.Division](#) , [IPlayer.Id](#) ,
[IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,
[IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#).

Properties

Qualifier

Gets a qualifier additionally describing the competitor (e.g. home, away, ...)

```
string Qualifier { get; }
```

Property Value

[string](#) ↗

Interface ITeamStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing team statistics

```
public interface ITeamStatistics
```

Properties

Cards

Gets the total count of received cards

```
int? Cards { get; }
```

Property Value

[int](#)?

The total count of received cards

CornerKicks

Gets the total count of corner kicks

```
int? CornerKicks { get; }
```

Property Value

[int](#)?

The total count of corner kicks

GreenCards

Gets the total count of green cards

```
int? GreenCards { get; }
```

Property Value

[int](#)?

The total count of green cards

HomeAway

Gets an indication if the statistics are for the home or away team

```
HomeAway? HomeAway { get; }
```

Property Value

[HomeAway](#)?

An indication if the statistics are for the home or away team

Name

Gets the name

```
string Name { get; }
```

Property Value

[string](#)?

The name

RedCards

Gets the total count of red cards

```
int? RedCards { get; }
```

Property Value

[int](#)?

The total count of red cards

TeamId

Gets the team id

```
Urn TeamId { get; }
```

Property Value

[Urn](#)

The team id

YellowCards

Gets the total count of yellow cards

```
int? YellowCards { get; }
```

Property Value

[int](#)?

The total count of yellow cards

YellowRedCards

Gets the total count of yellow-red cards

```
int? YellowRedCards { get; }
```

Property Value

int?

The total count of yellow-red cards

Interface ITimelineEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing timeline event

```
public interface ITimelineEvent
```

Properties

Assists

Gets the list of assists

```
IEnumerable<IAssist> Assists { get; }
```

Property Value

[IEnumerable](#)<[IAssist](#)>

The assists

AwayScore

Gets the away score

```
decimal? AwayScore { get; }
```

Property Value

[decimal](#)?

The away score

GoalScorer

Gets the goal scorer

```
IGoalScorer GoalScorer { get; }
```

Property Value

[IGoalScorer](#)

The goal scorer

HomeScore

Gets the home score

```
decimal? HomeScore { get; }
```

Property Value

[decimal](#)?

The home score

Id

Gets the timeline event identifier

```
int Id { get; }
```

Property Value

[int](#)

The id of timeline event

MatchClock

Gets the match clock

```
string MatchClock { get; }
```

Property Value

[string](#)?

The match clock

MatchStatusCode

Gets the match status code

```
int? MatchStatusCode { get; }
```

Property Value

[int](#)?

The match status code

MatchTime

Gets the match time

```
int? MatchTime { get; }
```

Property Value

[int](#)?

The match time

Period

Gets the period

```
string Period { get; }
```

Property Value

[string](#) ↗

The period

PeriodName

Gets the name of the period

```
string PeriodName { get; }
```

Property Value

[string](#) ↗

The name of the period

Player

Gets the player

```
IEventPlayer Player { get; }
```

Property Value

[IEventPlayer](#)

The player

Points

Gets the points

```
string Points { get; }
```

Property Value

[string](#) ↗

The points

StoppageTime

Gets the stoppage time

```
string StoppageTime { get; }
```

Property Value

[string](#) ↗

The stoppage time

Team

Gets the team

```
HomeAway? Team { get; }
```

Property Value

[HomeAway?](#)

The team

Time

Gets the time

```
DateTime Time { get; }
```

Property Value

[DateTime](#)

The time

Type

Gets the type

```
string Type { get; }
```

Property Value

[string](#)

The type

Value

Gets the value

```
string Value { get; }
```

Property Value

[string](#)

The value

X

Gets the x

```
int? X { get; }
```

Property Value

int?

The x

Y

Gets the y

```
int? Y { get; }
```

Property Value

int?

The y

Interface ITournament

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing information about tournament schedule

```
public interface ITournament : ILongTermEvent, ISportEvent
```

Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#), [ILongTermEvent.GetTournamentCoverage\(\)](#), [ISportEvent.Id](#),
[ISportEvent.GetNameAsync\(CultureInfo\)](#), [ISportEvent.GetSportIdAsync\(\)](#),
[ISportEvent.GetScheduledTimeAsync\(\)](#), [ISportEvent.GetScheduledEndTimeAsync\(\)](#),
[ISportEvent.GetStartTimeTbdAsync\(\)](#), [ISportEvent.GetReplacedByAsync\(\)](#).

Methods

GetCategoryAsync()

Asynchronously gets a [ICategorySummary](#) representing the category to which the tournament belongs to

```
Task<ICategorySummary> GetCategoryAsync()
```

Returns

[Task<ICategorySummary>](#)

A [Task<TResult>](#) representing the asynchronous operation

GetCurrentSeasonAsync()

Asynchronously gets [ICurrentSeasonInfo](#) instance containing detailed information about the current season of the tournament

```
Task<ICurrentSeasonInfo> GetCurrentSeasonAsync()
```

Returns

[Task<ICurrentSeasonInfo>](#)

A [Task<TResult>](#) representing the asynchronous operation

GetExhibitionGamesAsync()

Asynchronously gets a [bool](#) specifying if the tournament is exhibition game

`Task<bool?> GetExhibitionGamesAsync()`

Returns

[Task<bool?>](#)

A [bool](#) specifying if the tournament is exhibition game

GetScheduleAsync()

Gets the list of all [ICompetition](#) that belongs to the basic tournament schedule

`Task<IEnumerable<ISportEvent>> GetScheduleAsync()`

Returns

[Task<IEnumerable<ISportEvent>>](#)

The list of all [ICompetition](#) that belongs to the basic tournament schedule

GetSeasonsAsync()

Asynchronously gets a list of [ISession](#) associated with this tournament

`Task<IEnumerable<ISession>> GetSeasonsAsync()`

Returns

Task<IEnumerable<ISession>>

A list of [ISession](#) associated with this tournament

Interface ITournamentCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing tournament coverage information

```
public interface ITournamentCoverage
```

Properties

LiveCoverage

Gets a value indicating whether live coverage is available

```
bool LiveCoverage { get; }
```

Property Value

[bool](#)

true if [live coverage]; otherwise, **false**.

Interface ITournamentInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing tournament info

```
public interface ITournamentInfo
```

Properties

Category

Gets the [ICategorySummary](#) representing the category associated with the current instance

```
ICategorySummary Category { get; }
```

Property Value

[ICategorySummary](#)

The [ICategorySummary](#) representing the category associated with the current instance

CurrentSeason

Gets the [ICurrentSeasonInfo](#) which contains data for the season in which the current tournament is happening

```
ICurrentSeasonInfo CurrentSeason { get; }
```

Property Value

[ICurrentSeasonInfo](#)

The [ICurrentSeasonInfo](#) which contains data for the season in which the current tournament is happening

Id

Gets a [Urn](#) uniquely identifying the current season

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing names of the season in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

Methods

GetName(CultureInfo)

Gets the name for specific culture

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture

Returns

[string](#)

the name in specific culture

Interface ITvChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing TV channels

```
public interface ITvChannel : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Name

Gets a name of the channel represented by the current [ITvChannel](#) instance

```
string Name { get; }
```

PropertyValue

[string](#) ↗

StartTime

Gets a [DateTime](#) ↗ specifying when the coverage on the channel represented by the current [ITvChannel](#) starts, or a null reference if the time is not known.

```
DateTime? StartTime { get; }
```

PropertyValue

[DateTime](#) ↗?

StreamUrl

Gets the stream url of the channel represented by the current [ITvChannel](#) instance

```
string StreamUrl { get; }
```

Property Value

[string](#)

Interface IVenue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport event venue

```
public interface IVenue : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Capacity

Gets the capacity of the venue associated with current [IVenue](#) instance, or a null reference if the capacity is not specified

```
int? Capacity { get; }
```

Property Value

[int](#)?

Cities

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing venue's city names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Cities { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

Coordinates

Gets a map coordinates specifying the exact location of the venue represented by current [IVenue](#) instance

```
string Coordinates { get; }
```

Property Value

[string](#)

Countries

Gets a [IReadOnlyDictionary< TKey, TValue>](#) containing venue's country names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Countries { get; }
```

Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

CountryCode

Gets a country code of the venue represented by current [IVenue](#) instance

```
string CountryCode { get; }
```

Property Value

[string](#)

Courses

Gets the list of courses

```
IEnumerable<ICourse> Courses { get; }
```

Property Value

[IEnumerable](#)<[ICourse](#)>

The list of courses

Id

Gets a [Urn](#) uniquely identifying the current [IVenue](#) instance

```
Urn Id { get; }
```

Property Value

[Urn](#)

Names

Gets a [IReadOnlyDictionary](#)<[TKey](#), [TValue](#)> containing venue's names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

State

Gets a state of the venue represented by current [IVenue](#) instance

```
string State { get; }
```

Property Value

[string](#)

Methods

GetCity(CultureInfo)

Gets the city name for specific locale

```
string GetCity(CultureInfo culture)
```

Parameters

`culture CultureInfo`

The culture

Returns

`string`

Return the city name if exists, or null

GetCountry(CultureInfo)

Gets the country name for specific locale

```
string GetCountry(CultureInfo culture)
```

Parameters

`culture CultureInfo`

The culture

Returns

`string`

Return the country name if exists, or null

GetName(CultureInfo)

Gets the name for specific locale

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

The culture

Returns

[string](#)

Return the name if exists, or null

Interface IWeatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing weather conditions

```
public interface IWeatherInfo : IEntityPrinter
```

Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

Properties

Pitch

Get the pitch

```
string Pitch { get; }
```

Property Value

[string](#)

Temperature

Gets the temperature in degrees Celsius or a null reference if the expected temperature is not known

```
int? Temperature { get; }
```

Property Value

[int](#)?

WeatherConditions

Gets a [string](#) specifying the weather conditions (cloudy, sunny, ...)

```
string WeatherConditions { get; }
```

Property Value

[string](#)

Wind

Gets a [string](#) specifying the wind conditions

```
string Wind { get; }
```

Property Value

[string](#)

WindAdvantage

Get the wind advantage

```
string WindAdvantage { get; }
```

Property Value

[string](#)

Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable

Classes

[ExportableBase](#)

Abstract class used to export/import cache item properties

[ExportableBonusInfo](#)

Class used to export/import bonus info cache item properties

[ExportableCar](#)

Class used to export/import car item properties

[ExportableCategory](#)

Class used to export/import category cache item properties

[ExportableCompetition](#)

Class used to export/import competition cache item properties

[ExportableCompetitor](#)

Class used to export/import competitor cache item properties

[ExportableCourse](#)

Class used to export/import course item properties

[ExportableCoverageInfo](#)

Class used to export/import coverage info cache item properties

[ExportableCurrentSeasonInfo](#)

Class used to export/import current season info cache item properties

[ExportableDelayedInfo](#)

Class used to export/import referee cache item properties

[ExportableDivision](#)

Class used to export/import division cache item properties

[ExportableDraw](#)

Class used to export/import draw cache item properties

[ExportableDrawInfo](#)

Class used to export/import draw info cache item properties

[ExportableDrawResult](#)

Class used to export/import draw result cache item properties

[ExportableEventPlayer](#)

Class used to export/import event player cache item properties

[ExportableEventPlayerAssist](#)

Class used to export/import event player assist cache item properties

[ExportableEventTimeline](#)

Class used to export/import event timeline cache item properties

[ExportableFixture](#)

Class used to export/import fixture cache item properties

[ExportableGroup](#)

Class used to export/import group cache item properties

[ExportableHole](#)

Class used to export/import hole item properties

[ExportableJersey](#)

Class used to export/import jersey item properties

[ExportableLottery](#)

Class used to export/import lottery cache item properties

[ExportableManager](#)

Class used to export/import manager item properties

[ExportableMatch](#)

Class used to export/import match cache item properties

[ExportablePitcher](#)

Class used to export/import pitcher cache item properties

[ExportablePlayerProfile](#)

Class used to export/import player profile cache item properties

[ExportableProductInfo](#)

Class used to export/import product info cache item properties

[ExportableProductInfoLink](#)

Class used to export/import product info cache item properties

[ExportableRaceDriverProfile](#)

Class used to export/import race driver profile item properties

[ExportableReferee](#)

Class used to export/import referee cache item properties

[ExportableRound](#)

Class used to export/import round cache item properties

[ExportableScheduledStartTimeChange](#)

Class used to export/import scheduled start time change cache item properties

[ExportableSeason](#)

Class used to export/import season cache item properties

[ExportableSeasonCoverage](#)

Class used to export/import season coverage cache item properties

[ExportableSport](#)

Class used to export/import sport cache item properties

[ExportableSportEvent](#)

Class used to export/import sport event cache item properties

[ExportableSportEventConditions](#)

Class used to export/import sport event conditions cache item properties

[ExportableStage](#)

Class used to export/import pitcher cache item properties

[ExportableStreamingChannel](#)

Class used to export/import product info cache item properties

[ExportableTeamCompetitor](#)

Class used to export/import team competitor cache item properties

[ExportableTimelineEvent](#)

Class used to export/import pitcher cache item properties

[ExportableTournamentCoverage](#)

Class used to export/import tournament coverage cache item properties

[ExportableTournamentInfo](#)

Class used to export/import tournament info cache item properties

[ExportableTournamentInfoBasic](#)

Class used to export/import tournament info basic cache item properties

[ExportableTvChannel](#)

Class used to export/import tv channel cache item properties

[ExportableVenue](#)

Class used to export/import venue item properties

[ExportableWeatherInfo](#)

Class used to export/import weather info cache item properties

Class ExportableBase

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Abstract class used to export/import cache item properties

```
[Serializable]  
public class ExportableBase
```

Inheritance

[object](#) ← ExportableBase

Derived

[ExportableCategory](#), [ExportableCompetitor](#), [ExportableCurrentSeasonInfo](#), [ExportableEventPlayer](#),
[ExportableEventPlayerAssist](#), [ExportableManager](#), [ExportablePlayerProfile](#), [ExportableSport](#),
[ExportableSportEvent](#), [ExportableTournamentInfoBasic](#), [ExportableVenue](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

Property Value

[string](#)

Names

A [IDictionary<TKey, TValue>](#) containing translated name of the item

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

Property Value

[IDictionary<CultureInfo, string>](#)

Class ExportableBonusInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import bonus info cache item properties

```
[Serializable]  
public class ExportableBonusInfo
```

Inheritance

[object](#) ← ExportableBonusInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

BonusBalls

A [int](#) representing the bonus balls

```
public int? BonusBalls { get; set; }
```

Property Value

[int](#)?

BonusDrumType

A [BonusDrumType](#) representing the bonus drum type

```
public BonusDrumType? BonusDrumType { get; set; }
```

Property Value

[BonusDrumType?](#)

BonusRange

A [string](#) representing the bonus range

```
public string BonusRange { get; set; }
```

Property Value

[string](#)

Class ExportableCar

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import car item properties

```
[Serializable]  
public class ExportableCar
```

Inheritance

[object](#) ← ExportableCar

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Chassis

A [string](#) representing the chassis

```
public string Chassis { get; set; }
```

PropertyValue

[string](#)

EngineName

A [string](#) representing the engine name

```
public string EngineName { get; set; }
```

Property Value

[string](#)

Name

A [string](#) representing the name

```
public string Name { get; set; }
```

Property Value

[string](#)

Class ExportableCategory

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import category cache item properties

```
[Serializable]  
public class ExportableCategory : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCategory

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

CountryCode

Gets the country code

```
public string CountryCode { get; set; }
```

Property Value

[string](#)

The country code

SportId

Gets the [string](#) specifying the id of the parent sport

```
public string SportId { get; set; }
```

Property Value

[string](#)

TournamentIds

Gets a [IEnumerable<T>](#) containing the ids of child tournaments

```
public IEnumerable<string> TournamentIds { get; set; }
```

Property Value

[IEnumerable<string>](#)

Class ExportableCompetition

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import competition cache item properties

```
[Serializable]  
public class ExportableCompetition : ExportableSportEvent
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableCompetition

Derived

[ExportableMatch](#), [ExportableStage](#)

Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

BookingStatus

Gets the [BookingStatus](#) specifying the booking status

```
public BookingStatus? BookingStatus { get; set; }
```

Property Value

[BookingStatus?](#)

Competitors

Gets the [IEnumerable<T>](#) specifying the competitors

```
public IEnumerable<string> Competitors { get; set; }
```

Property Value

[IEnumerable<string>](#)

CompetitorsQualifiers

Gets the [IDictionary<TKey, TValue>](#) specifying the competitors qualifiers

```
public IDictionary<string, string> CompetitorsQualifiers { get; set; }
```

Property Value

[IDictionary<string, string>](#)

CompetitorsReferences

Gets the [IDictionary<TKey, TValue>](#) specifying the competitors qualifiers

```
public IDictionary<string, IDictionary<string, string>> CompetitorsReferences { get; set; }
```

Property Value

[IDictionary<string, IDictionary<string, string>>](#)

CompetitorsVirtual

Gets the [IList<T>](#) specifying the competitors which are market virtual

[Obsolete("Competitors virtual is not used anymore. Use Competitor.IsVirtual property to identify virtual competitors.")]

```
public IList<string> CompetitorsVirtual { get; set; }
```

Property Value

[IList](#)<[string](#)>

Conditions

Gets the [ExportableSportEventConditions](#) specifying the conditions

```
public ExportableSportEventConditions Conditions { get; set; }
```

Property Value

[ExportableSportEventConditions](#)

LiveOdds

Gets a liveOdds

```
public string LiveOdds { get; set; }
```

Property Value

[string](#)

A liveOdds

Referenceld

Gets the [IDictionary](#)<[TKey](#), [TValue](#)> specifying the reference ids

```
public IDictionary<string, string> ReferenceId { get; set; }
```

Property Value

[IDictionary](#)<[string](#), [string](#)>

SportEventType

Gets a [SportEventType](#) for the associated sport event.

```
public SportEventType? SportEventType { get; set; }
```

Property Value

[SportEventType?](#)

A [SportEventType](#) for the associated sport event.

StageType

Gets a [StageType](#) for the associated sport event.

```
public StageType? StageType { get; set; }
```

Property Value

[StageType?](#)

A [StageType](#) for the associated sport event.

Venue

Gets the [ExportableVenue](#) specifying the venue

```
public ExportableVenue Venue { get; set; }
```

Property Value

[ExportableVenue](#)

Class ExportableCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import competitor cache item properties

```
[Serializable]  
public class ExportableCompetitor : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCompetitor

Derived

[ExportableTeamCompetitor](#)

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Abbreviations

A [IDictionary<TKey, TValue>](#) containing competitor abbreviations in different languages

```
public IDictionary<CultureInfo, string> Abbreviations { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

AgeGroup

A [string](#) representing the age group

```
public string AgeGroup { get; set; }
```

Property Value

[string](#)

AssociatedPlayerIds

A [IEnumerable<T>](#) containing associated player ids

```
public IEnumerable<string> AssociatedPlayerIds { get; set; }
```

Property Value

[IEnumerable<string>](#)

AssociatedPlayersJerseyNumbers

A [IDictionary< TKey, TValue >](#) containing associated player jersey numbers

```
public IDictionary<string, int> AssociatedPlayersJerseyNumbers { get; set; }
```

Property Value

[IDictionary<string, int>](#)

CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

Property Value

[string](#)

CountryCode

A [string](#) representing the country code

```
public string CountryCode { get; set; }
```

Property Value

[string](#)

CountryNames

A [IDictionary< TKey, TValue >](#) containing competitor's country name in different languages

```
public IDictionary<CultureInfo, string> CountryNames { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

CultureCompetitorProfileFetched

The list of CultureInfo used to fetch competitor profiles

```
public IDictionary<CultureInfo, DateTime> CultureCompetitorProfileFetched { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [DateTime](#)>

Division

GEts the division

```
public ExportableDivision Division { get; set; }
```

Property Value

[ExportableDivision](#)

Gender

A [string](#) representing the gender

```
public string Gender { get; set; }
```

Property Value

[string](#)

IsVirtual

A [bool](#) indicating whether represented competitor is virtual

```
public bool IsVirtual { get; set; }
```

Property Value

[bool](#)

Jerseys

A [IEnumerable<T>](#) containing jerseys

```
public IEnumerable<ExportableJersey> Jerseys { get; set; }
```

Property Value

[IEnumerable<ExportableJersey>](#)

Manager

A [ExportableManager](#) representing the manager

```
public ExportableManager Manager { get; set; }
```

Property Value

[ExportableManager](#)

RaceDriverProfile

A [CultureInfo](#) representing the primary culture

```
public CultureInfo PrimaryCulture { get; set; }
```

Property Value

[CultureInfo](#)

Referencelds

A [IDictionary<TKey, TValue>](#) containing reference ids

```
public IDictionary<string, string> ReferenceIds { get; set; }
```

Property Value

[ExportableRaceDriverProfile](#)

Property Value

[ExportableRaceDriverProfile](#)

Property Value

[IDictionary](#)<[string](#), [string](#)>

ShortName

Gets the short name

```
public string ShortName { get; set; }
```

Property Value

[string](#)

The short name

SportId

A [string](#) representing the sport id

```
public string SportId { get; set; }
```

Property Value

[string](#)

State

A [string](#) representing the state

```
public string State { get; set; }
```

Property Value

[string](#)

Venue

A [ExportableVenue](#) representing the venue

```
public ExportableVenue Venue { get; set; }
```

Property Value

[ExportableVenue](#)

Class ExportableCourse

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import course item properties

```
[Serializable]  
public class ExportableCourse
```

Inheritance

[object](#) ← ExportableCourse

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Holes

List of associated holes

```
public ICollection<ExportableHole> Holes { get; set; }
```

Property Value

[ICollection](#)<[ExportableHole](#)>

Id

The id value

```
public string Id { get; set; }
```

Property Value

[string](#)

Names

A [IDictionary<TKey, TValue>](#) containing translated name of the item

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

Property Value

[IDictionary<CultureInfo, string>](#)

Class ExportableCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import coverage info cache item properties

```
[Serializable]  
public class ExportableCoverageInfo
```

Inheritance

[object](#) ← ExportableCoverageInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

CoveredFrom

A [CoveredFrom](#) representation of the covered from

```
public CoveredFrom? CoveredFrom
```

Field Value

[CoveredFrom?](#)

Includes

A [IEnumerable<T>](#) representation of the includes

```
public IEnumerable<string> Includes
```

Field Value

[IEnumerable](#)<[string](#)>

IsLive

A [bool](#) indicating if the coverage is live

```
public bool IsLive
```

Field Value

[bool](#)

Level

A [string](#) representation of the level

```
public string Level
```

Field Value

[string](#)

Class ExportableCurrentSeasonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import current season info cache item properties

```
[Serializable]  
public class ExportableCurrentSeasonInfo : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCurrentSeasonInfo

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Competitors

A list representation of the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

CurrentRound

A [string](#) representation of the current round

```
public ExportableRound CurrentRound { get; set; }
```

PropertyValue

[ExportableRound](#)

EndDate

A [DateTime](#) representation of the end date

```
public DateTime EndDate { get; set; }
```

PropertyValue

[DateTime](#)

Groups

A [IEnumerable<T>](#) representation of the groups

```
public IEnumerable<ExportableGroup> Groups { get; set; }
```

PropertyValue

[IEnumerable<ExportableGroup>](#)

Schedule

A [IEnumerable<T>](#) representation of the schedule

```
public IEnumerable<string> Schedule { get; set; }
```

PropertyValue

[IEnumerable<string>](#)

SeasonCoverage

A [ExportableSeasonCoverage](#) representation of the coverage

```
public ExportableSeasonCoverage SeasonCoverage { get; set; }
```

Property Value

[ExportableSeasonCoverage](#)

StartDate

A [DateTime](#) representation of the start date

```
public DateTime StartDate { get; set; }
```

Property Value

[DateTime](#)

Year

A [string](#) representation of the year

```
public string Year { get; set; }
```

Property Value

[string](#)

Class ExportableDelayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import referee cache item properties

```
[Serializable]
public class ExportableDelayedInfo
```

Inheritance

[object](#) ← ExportableDelayedInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Descriptions

A [IDictionary< TKey, TValue >](#) containing descriptions in different languages

```
public IDictionary<CultureInfo, string> Descriptions { get; set; }
```

Property Value

[IDictionary< CultureInfo, string >](#)

Id

A [string](#) specifying the id

```
public int Id { get; set; }
```

Property Value

[int ↗](#)

Class ExportableDivision

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import division cache item properties

```
[Serializable]  
public class ExportableDivision
```

Inheritance

[object](#) ← ExportableDivision

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Id

The id of the division

```
public int? Id { get; set; }
```

Property Value

[int](#)?

Name

The name of the division

```
public string Name { get; set; }
```

Property Value

[string ↗](#)

Class ExportableDraw

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw cache item properties

```
[Serializable]  
public class ExportableDraw : ExportableSportEvent
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableDraw

Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

DisplayId

A [int](#) representing the display id

```
public int? DisplayId { get; set; }
```

Property Value

[int](#)?

DrawStatus

A [DrawStatus](#) representing the draw status

```
public DrawStatus DrawStatus { get; set; }
```

Property Value

[DrawStatus](#)

LotteryId

A [string](#) representing the lottery id

```
public string LotteryId { get; set; }
```

Property Value

[string](#)

Results

A [IEnumerable<T>](#) representing the results

```
public IEnumerable<ExportableDrawResult> Results { get; set; }
```

Property Value

[IEnumerable<ExportableDrawResult>](#)

ResultsChronological

A [bool](#) indicating if the results are chronological

```
public bool ResultsChronological { get; set; }
```

Property Value

[bool](#)

Class ExportableDrawInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw info cache item properties

```
[Serializable]  
public class ExportableDrawInfo
```

Inheritance

[object](#) ← ExportableDrawInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

DrawType

A [DrawType](#) representing the draw type

```
public DrawType DrawType { get; set; }
```

Property Value

[DrawType](#)

GameType

A [string](#) representing the game type

```
public string GameType { get; set; }
```

Property Value

[string](#) ↗

TimeType

A [TimeType](#) representing the time type

```
public TimeType TimeType { get; set; }
```

Property Value

[TimeType](#)

Class ExportableDrawResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw result cache item properties

```
[Serializable]  
public class ExportableDrawResult
```

Inheritance

[object](#) ← ExportableDrawResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Names

A [IDictionary<TKey, TValue>](#) containing translated names

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

Property Value

[IDictionary<CultureInfo, string>](#)

Value

A [int](#) representing the value

```
public int? Value { get; set; }
```

Property Value

[int ↗?](#)

Class ExportableEventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event player cache item properties

```
[Serializable]  
public class ExportableEventPlayer : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableEventPlayer

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Bench

A [string](#) representing the bench value

```
public string Bench { get; set; }
```

Property Value

[string](#)

Method

A [string](#) representing the method value

```
public string Method { get; set; }
```

Property Value

[string ↗](#)

Class ExportableEventPlayerAssist

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event player assist cache item properties

```
[Serializable]  
public class ExportableEventPlayerAssist : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableEventPlayerAssist

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Type

A [string](#) representing the type

```
public string Type { get; set; }
```

Property Value

[string](#)

Class ExportableEventTimeline

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event timeline cache item properties

```
[Serializable]  
public class ExportableEventTimeline
```

Inheritance

[object](#) ← ExportableEventTimeline

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

FetchedCultures

A [IEnumerable<T>](#) representation of the fetched cultures

```
public IEnumerable<CultureInfo> FetchedCultures { get; set; }
```

Property Value

[IEnumerable<CultureInfo>](#)

IsFinalized

A [bool](#) indicating if the time line is finished

```
public bool IsFinalized { get; set; }
```

Property Value

[bool](#)

Timeline

A [IEnumerable<T>](#) representation of the timeline

```
public IEnumerable<ExportableTimelineEvent> Timeline { get; set; }
```

Property Value

[IEnumerable<ExportableTimelineEvent>](#)

Class ExportableFixture

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import fixture cache item properties

```
[Serializable]  
public class ExportableFixture
```

Inheritance

[object](#) ← ExportableFixture

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

AdditionalParentsIds

Gets a [IEnumerable<T>](#) specifying the additional parent stages associated with the current instance

```
public IEnumerable<string> AdditionalParentsIds { get; set; }
```

Property Value

[IEnumerable<string>](#)

CoverageInfo

A [ExportableCoverageInfo](#) representation of the coverage info

```
public ExportableCoverageInfo CoverageInfo { get; set; }
```

PropertyValue

[ExportableCoverageInfo](#)

ExtraInfo

A [IDictionary<TKey, TValue>](#) representation of the extra info

```
public IDictionary<string, string> ExtraInfo { get; set; }
```

PropertyValue

[IDictionary<string, string>](#)

NextLiveTime

A [DateTime](#) representation of the next live time

```
public DateTime? NextLiveTime { get; set; }
```

PropertyValue

[DateTime?](#)

ParentStageId

Gets a id of the parent stage associated with the current instance

```
public string ParentStageId { get; set; }
```

PropertyValue

[string](#)

ProductInfo

A [ExportableProductInfo](#) representation of the product info

```
public ExportableProductInfo ProductInfo { get; set; }
```

Property Value

[ExportableProductInfo](#)

References

A [IDictionary< TKey, TValue >](#) representation of the references

```
public IDictionary<string, string> References { get; set; }
```

Property Value

[IDictionary< string, string >](#)

ReplacedBy

A [string](#) representation of the replaced by

```
public string ReplacedBy { get; set; }
```

Property Value

[string](#)

ScheduledStartTimeChanges

A [IEnumerable< T >](#) representation of the scheduled start time changes

```
public IEnumerable<ExportableScheduledStartTimeChange> ScheduledStartTimeChanges {  
    get; set; }
```

PropertyValue

[IEnumerable](#)<[ExportableScheduledStartTimeChange](#)>

StartTime

A [DateTime](#) representation of the start time

```
public DateTime? StartTime { get; set; }
```

PropertyValue

[DateTime](#)?

StartTimeConfirmed

A [bool](#) indicating if the start time is confirmed

```
public bool? StartTimeConfirmed { get; set; }
```

PropertyValue

[bool](#)?

StartTimeTbd

A [bool](#) indicating if the start time is TBD

```
public bool? StartTimeTbd { get; set; }
```

PropertyValue

[bool](#)?

TvChannels

A [IEnumerable<T>](#) representation of the TV channels

```
public IEnumerable<ExportableTvChannel> TvChannels { get; set; }
```

Property Value

[IEnumerable](#)<[ExportableTvChannel](#)>

Class ExportableGroup

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import group cache item properties

```
[Serializable]  
public class ExportableGroup
```

Inheritance

[object](#) ← ExportableGroup

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Competitors

A list of competitor id Urn as string representation of the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

CompetitorsReferences

A dictionary of competitor ids and references representation of the competitor references

```
public IDictionary<string, Dictionary<string, string>> CompetitorsReferences { get;  
set; }
```

Property Value

[IDictionary](#)<[string](#), [Dictionary](#)<[string](#), [string](#)>>

Id

A [string](#) representation of the id

```
public string Id { get; set; }
```

Property Value

[string](#)

Name

A [string](#) representation of the name

```
public string Name { get; set; }
```

Property Value

[string](#)

Class ExportableHole

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import hole item properties

```
[Serializable]  
public class ExportableHole
```

Inheritance

[object](#) ← ExportableHole

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Number

Gets the number of the hole

```
public int Number { get; set; }
```

Property Value

[int](#)

Par

Gets the par

```
public int Par { get; set; }
```

Property Value

[int ↗](#)

The par

Class ExportableJersey

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import jersey item properties

```
[Serializable]  
public class ExportableJersey
```

Inheritance

[object](#) ← ExportableJersey

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

BaseColor

Gets the value specifying the base color

```
public string BaseColor { get; set; }
```

Property Value

[string](#)

HorizontalStripes

Gets the value specifying the horizontal stripes

```
public bool? HorizontalStripes { get; set; }
```

Property Value

[bool](#)?

HorizontalStripesColor

Gets the value specifying the horizontal stripes color

```
public string HorizontalStripesColor { get; set; }
```

Property Value

[string](#)

Number

Gets the value specifying the number

```
public string Number { get; set; }
```

Property Value

[string](#)

ShirtType

Gets the value specifying the shirt type

```
public string ShirtType { get; set; }
```

Property Value

[string](#)

SleeveColor

Gets the value specifying the sleeve color

```
public string SleeveColor { get; set; }
```

Property Value

[string](#)

SleeveDetail

Gets the value specifying the sleeve detail

```
public string SleeveDetail { get; set; }
```

Property Value

[string](#)

Split

Gets the value specifying the split

```
public bool? Split { get; set; }
```

Property Value

[bool](#)

SplitColor

Gets the value specifying the split color

```
public string SplitColor { get; set; }
```

Property Value

[string](#)

SquareColor

Gets the value specifying the square color

```
public string SquareColor { get; set; }
```

Property Value

[string](#)

Squares

Gets the value specifying the squares

```
public bool? Squares { get; set; }
```

Property Value

[bool](#)

Stripes

Gets the value specifying the stripes

```
public bool? Stripes { get; set; }
```

Property Value

[bool](#)

StripesColor

Gets the value specifying the stripes color

```
public string StripesColor { get; set; }
```

Property Value

[string](#) ↗

Type

Gets the value specifying the type

```
public string Type { get; set; }
```

Property Value

[string](#) ↗

Class ExportableLottery

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import lottery cache item properties

```
[Serializable]  
public class ExportableLottery : ExportableSportEvent
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableLottery

Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

BonusInfo

A [ExportableBonusInfo](#) representing the bonus info

```
public ExportableBonusInfo BonusInfo { get; set; }
```

PropertyValue

[ExportableBonusInfo](#)

CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

Property Value

[string](#)

DrawInfo

A [ExportableDrawInfo](#) representing the draw info

```
public ExportableDrawInfo DrawInfo { get; set; }
```

Property Value

[ExportableDrawInfo](#)

ScheduledDraws

A [IEnumerable<T>](#) representing the scheduled draws

```
public IEnumerable<string> ScheduledDraws { get; set; }
```

Property Value

[IEnumerable<string>](#)

Class ExportableManager

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import manager item properties

```
[Serializable]  
public class ExportableManager : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableManager

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

CountryCode

A [string](#) representing the country code of the manager

```
public string CountryCode { get; set; }
```

Property Value

[string](#)

Nationality

A [IDictionary<TKey, TValue>](#) containing translated nationality of the item

```
public IDictionary<CultureInfo, string> Nationality { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Class ExportableMatch

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import match cache item properties

```
[Serializable]  
public class ExportableMatch : ExportableCompetition
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← [ExportableCompetition](#) ← ExportableMatch

Inherited Members

[ExportableCompetition.BookingStatus](#) , [ExportableCompetition.Venue](#) ,
[ExportableCompetition.Conditions](#) , [ExportableCompetition.Competitors](#) ,
[ExportableCompetition.ReferenceId](#) , [ExportableCompetition.CompetitorsQualifiers](#) ,
[ExportableCompetition.CompetitorsReferences](#) , [ExportableCompetition.CompetitorsVirtual](#) ,
[ExportableCompetition.LiveOdds](#) , [ExportableCompetition.SportEventType](#) ,
[ExportableCompetition.StageType](#) , [ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

CoverageInfo

A [ExportableCoverageInfo](#) representation of the coverage info

```
public ExportableCoverageInfo CoverageInfo { get; set; }
```

Property Value

[ExportableCoverageInfo](#)

DelayedInfo

A [ExportableDelayedInfo](#) representation of the delayed info

```
public ExportableDelayedInfo DelayedInfo { get; set; }
```

Property Value

[ExportableDelayedInfo](#)

EventTimeline

A [ExportableEventTimeline](#) representation of the event timeline

```
public ExportableEventTimeline EventTimeline { get; set; }
```

Property Value

[ExportableEventTimeline](#)

Fixture

A [ExportableFixture](#) representation of the fixture

```
public ExportableFixture Fixture { get; set; }
```

Property Value

[ExportableFixture](#)

Season

A [ExportableSeason](#) representation of the season

```
public ExportableSeason Season { get; set; }
```

Property Value

[ExportableSeason](#)

TournamentId

A [string](#) representation of the tournament id

```
public string TournamentId { get; set; }
```

Property Value

[string](#)

TournamentRound

A [ExportableRound](#) representation of the tournament round

```
public ExportableRound TournamentRound { get; set; }
```

Property Value

[ExportableRound](#)

Class ExportablePitcher

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportablePitcher
```

Inheritance

[object](#) ← ExportablePitcher

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Competitor

A [HomeAway](#) indicating if the competitor is Home or Away

```
public HomeAway Competitor { get; set; }
```

Property Value

[HomeAway](#)

Hand

A [PlayerHand](#) specifying the hand with which player pitches

```
public PlayerHand Hand { get; set; }
```

Property Value

[PlayerHand](#)

Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

Property Value

[string](#)

Name

A [string](#) specifying the name

```
public string Name { get; set; }
```

Property Value

[string](#)

Class ExportablePlayerProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import player profile cache item properties

```
[Serializable]  
public class ExportablePlayerProfile : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportablePlayerProfile

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Abbreviation

A [string](#) representing the abbreviation

```
public string Abbreviation { get; set; }
```

Property Value

[string](#)

CompetitorId

The competitor id this player belongs to

```
public string CompetitorId { get; set; }
```

PropertyValue

[string](#) ↗

CountryCode

Gets the country code

```
public string CountryCode { get; set; }
```

PropertyValue

[string](#) ↗

DateOfBirth

A [DateTime](#) ↗ representing the date of birth

```
public DateTime? DateOfBirth { get; set; }
```

PropertyValue

[DateTime](#) ↗?

FullName

Gets the full name of the player

```
public string FullName { get; set; }
```

PropertyValue

[string](#) ↗

Gender

A [string](#) representing the gender

```
public string Gender { get; set; }
```

Property Value

[string](#)

Height

A [int](#) representing the height

```
public int? Height { get; set; }
```

Property Value

[int](#)?

Nationalities

A [IDictionary< TKey, TValue >](#) containing nationalities in different languages

```
public IDictionary<CultureInfo, string> Nationalities { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Nickname

Gets the nickname of the player

```
public string Nickname { get; set; }
```

Property Value

[string](#)

Type

A [string](#) representing the type

```
public string Type { get; set; }
```

Property Value

[string](#)

Weight

A [int](#) representing the weight

```
public int? Weight { get; set; }
```

Property Value

[int](#)?

Class ExportableProductInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableProductInfo
```

Inheritance

[object](#) ← ExportableProductInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Channels

A [IEnumerable<T>](#) representation of the channels

```
public IEnumerable<ExportableStreamingChannel> Channels
```

Field Value

[IEnumerable<ExportableStreamingChannel>](#)

IsAutoTraded

A [bool](#) indicating if the product is auto traded

```
public bool IsAutoTraded
```

Field Value

[bool](#)

IsInHostedStatistics

A [bool](#) indicating if the product is in hosted statistics

```
public bool IsInHostedStatistics
```

Field Value

[bool](#)

IsInLiveCenterSoccer

A [bool](#) indicating if the product is in live center soccer

```
public bool IsInLiveCenterSoccer
```

Field Value

[bool](#)

IsInLiveMatchTracker

The [bool](#) indicating if the product is in live match tracker

```
public bool IsInLiveMatchTracker
```

Field Value

[bool](#)

IsInLiveScore

A [bool](#) indicating if the product is in live score

```
public bool IsInLiveScore
```

Field Value

[bool](#)

Links

A [IEnumerable<T>](#) representation of the links

```
public IEnumerable<ExportableProductInfoLink> Links
```

Field Value

[IEnumerable](#)<[ExportableProductInfoLink](#)>

Class ExportableProductInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableProductInfoLink
```

Inheritance

[object](#) ← ExportableProductInfoLink

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Name

A [string](#) representing the name

```
public string Name { get; set; }
```

Property Value

[string](#)

Reference

A [string](#) representing the reference

```
public string Reference { get; set; }
```

Property Value

[string ↗](#)

Class ExportableRaceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import race driver profile item properties

```
[Serializable]  
public class ExportableRaceDriverProfile
```

Inheritance

[object](#) ← ExportableRaceDriverProfile

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Car

A [ExportableCar](#) representing the car

```
public ExportableCar Car { get; set; }
```

Property Value

[ExportableCar](#)

RaceDriverId

A [string](#) representing the race driver id

```
public string RaceDriverId { get; set; }
```

Property Value

[string](#) ↗

RaceTeamId

A [string](#) ↗ representing the race team id

```
public string RaceTeamId { get; set; }
```

Property Value

[string](#) ↗

Class ExportableReferee

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import referee cache item properties

```
[Serializable]  
public class ExportableReferee
```

Inheritance

[object](#) ← ExportableReferee

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

Property Value

[string](#)

Name

A [string](#) specifying the name

```
public string Name { get; set; }
```

Property Value

[string](#)

Nationality

A [IDictionary<TKey, TValue>](#) containing referee nationality in different languages

```
public IDictionary<CultureInfo, string> Nationality { get; set; }
```

Property Value

[IDictionary<CultureInfo, string>](#)

Class ExportableRound

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import round cache item properties

```
[Serializable]  
public class ExportableRound
```

Inheritance

[object](#) ← ExportableRound

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

BetradarId

A [int](#) representation of the betradar id

```
public int? BetradarId { get; set; }
```

Property Value

[int](#)?

BetradarName

A [string](#) representation of the betradar name

```
public string BetradarName { get; set; }
```

Property Value

[string](#)

CupRoundMatchNumber

A [int](#) representation of the cup round match number

```
public int? CupRoundMatchNumber { get; set; }
```

Property Value

[int](#)?

CupRoundMatches

A [int](#) representation of the cup round matches

```
public int? CupRoundMatches { get; set; }
```

Property Value

[int](#)?

Group

A [string](#) representation of the group

```
public string Group { get; set; }
```

Property Value

[string](#)

GroupId

A [string](#) representation of the group id

```
public string GroupId { get; set; }
```

Property Value

[string](#)

Names

A [IDictionary< TKey, TValue >](#) representation of the round names in different languages

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Number

A [int](#) representation of the number

```
public int? Number { get; set; }
```

Property Value

[int](#)?

OtherMatchId

A [string](#) representation of the other match id

```
public string OtherMatchId { get; set; }
```

Property Value

[string](#)

Phase

A [string](#) representation of the phase

```
public string Phase { get; set; }
```

Property Value

[string](#)

PhaseOrGroupLongName

A [IDictionary< TKey, TValue >](#) representation of the phase or group long name in different languages

```
public IDictionary<CultureInfo, string> PhaseOrGroupLongName { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Type

A [string](#) representation of the type

```
public string Type { get; set; }
```

Property Value

[string](#)

Class ExportableScheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import scheduled start time change cache item properties

```
[Serializable]  
public class ExportableScheduledStartTimeChange
```

Inheritance

[object](#) ← ExportableScheduledStartTimeChange

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

ChangedAt

A [DateTime](#) representation of the changed at

```
public DateTime ChangedAt { get; set; }
```

Property Value

[DateTime](#)

NewTime

A [DateTime](#) representation of the new time

```
public DateTime NewTime { get; set; }
```

Property Value

[DateTime](#)

OldTime

A [DateTime](#) representation of the old time

```
public DateTime OldTime { get; set; }
```

Property Value

[DateTime](#)

Class ExportableSeason

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import season cache item properties

```
[Serializable]  
public class ExportableSeason
```

Inheritance

[object](#) ← ExportableSeason

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

EndDate

Gets the end date of the season represented by the current instance

```
public DateTime EndDate { get; set; }
```

Property Value

[DateTime](#)

The end time.

Names

A [IDictionary<TKey, TValue>](#) containing round names in different languages

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

PropertyValue

[IDictionary](#)<[CultureInfo](#), [string](#)>

SeasonId

Gets a string representing the Id of the represented sport entity

```
public string SeasonId { get; set; }
```

PropertyValue

[string](#)

The identifier

StartDate

Gets the start date of the season represented by the current instance

```
public DateTime StartDate { get; set; }
```

PropertyValue

[DateTime](#)

TournamentId

Gets the associated tournament identifier.

```
public string TournamentId { get; set; }
```

PropertyValue

[string](#)

The associated tournament identifier.

Year

Gets a [string](#) representation of the current season year

```
public string Year { get; set; }
```

Property Value

[string](#)

Class ExportableSeasonCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import season coverage cache item properties

```
[Serializable]  
public class ExportableSeasonCoverage
```

Inheritance

[object](#) ← ExportableSeasonCoverage

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

MaxCoverageLevel

A [string](#) representation of the max coverage level

```
public string MaxCoverageLevel { get; set; }
```

Property Value

[string](#)

MaxCovered

A [int](#) representation of the max covered

```
public int? MaxCovered { get; set; }
```

Property Value

[int](#)?

MinCoverageLevel

A [string](#) representation of the min coverage level

```
public string MinCoverageLevel { get; set; }
```

Property Value

[string](#)

Played

A [string](#) representation of the year

```
public int Played { get; set; }
```

Property Value

[int](#)

Scheduled

A [int](#) representation of the scheduled

```
public int Scheduled { get; set; }
```

Property Value

[int](#)

SeasonId

A [string](#) representation of the season id

```
public string SeasonId { get; set; }
```

Property Value

[string](#)

Class ExportableSport

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport cache item properties

```
[Serializable]  
public class ExportableSport : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableSport

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

CategoryIds

A [IEnumerable<T>](#) specifying the id's of child categories

```
public IEnumerable<string> CategoryIds { get; set; }
```

Property Value

[IEnumerable<string>](#)

LoadedCategories

A [IEnumerable<T>](#) specifying the loaded categories for tournament

```
public IEnumerable<CultureInfo> LoadedCategories { get; set; }
```

Property Value

[IEnumerable](#)<[CultureInfo](#)>

Class ExportableSportEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport event cache item properties

```
[Serializable]  
public class ExportableSportEvent : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableSportEvent

Derived

[ExportableCompetition](#), [ExportableDraw](#), [ExportableLottery](#), [ExportableTournamentInfo](#)

Inherited Members

[ExportableBase.Id](#), [ExportableBase.Names](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Properties

LoadedFixtures

Gets the [List<T>](#) specifying the loaded fixtures

```
public List<CultureInfo> LoadedFixtures { get; set; }
```

Property Value

[List](#)<[CultureInfo](#)>

LoadedSummaries

Gets the [List<T>](#) specifying the loaded summaries

```
public List<CultureInfo> LoadedSummaries { get; set; }
```

Property Value

[List](#)<[CultureInfo](#)>

ReplacedBy

Gets the [string](#) specifying the replacement sport event id

```
public string ReplacedBy { get; set; }
```

Property Value

[string](#)

Scheduled

Gets the [DateTime](#) specifying the start time

```
public DateTime? Scheduled { get; set; }
```

Property Value

[DateTime](#)?

ScheduledEnd

Gets the [DateTime](#) specifying the end time

```
public DateTime? ScheduledEnd { get; set; }
```

Property Value

[DateTime](#)?

SportId

Gets the [string](#) specifying the id of the parent sport

```
public string SportId { get; set; }
```

Property Value

[string](#)

StartTimeTbd

Gets the [bool](#) indicating if the start time is to be determined

```
public bool? StartTimeTbd { get; set; }
```

Property Value

[bool](#)?

Class ExportableSportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport event conditions cache item properties

```
[Serializable]  
public class ExportableSportEventConditions
```

Inheritance

[object](#) ← ExportableSportEventConditions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Attendance

A [string](#) specifying the attendance of the associated sport event

```
public string Attendance { get; set; }
```

Property Value

[string](#)

EventMode

A [string](#) specifying the event mode

```
public string EventMode { get; set; }
```

Property Value

[string](#)

Pitchers

A [IEnumerable<T>](#) specifying the pitchers

```
public IEnumerable<ExportablePitcher> Pitchers { get; set; }
```

Property Value

[IEnumerable<ExportablePitcher>](#)

Referee

A [ExportableReferee](#) specifying the referee

```
public ExportableReferee Referee { get; set; }
```

Property Value

[ExportableReferee](#)

WeatherInfo

A [ExportableWeatherInfo](#) specifying the weather info

```
public ExportableWeatherInfo WeatherInfo { get; set; }
```

Property Value

[ExportableWeatherInfo](#)

Class ExportableStage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportableStage : ExportableCompetition
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← [ExportableCompetition](#) ← ExportableStage

Inherited Members

[ExportableCompetition.BookingStatus](#) , [ExportableCompetition.Venue](#) ,
[ExportableCompetition.Conditions](#) , [ExportableCompetition.Competitors](#) ,
[ExportableCompetition.ReferenceId](#) , [ExportableCompetition.CompetitorsQualifiers](#) ,
[ExportableCompetition.CompetitorsReferences](#) , [ExportableCompetition.CompetitorsVirtual](#) ,
[ExportableCompetition.LiveOdds](#) , [ExportableCompetition.SportEventType](#) ,
[ExportableCompetition.StageType](#) , [ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

AdditionalParentIds

A list of additional parents ids

```
public IEnumerable<string> AdditionalParentIds { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

PropertyValue

[string](#)

ChildStages

A [IEnumerable<T>](#) representing the child stages

```
public IEnumerable<string> ChildStages { get; set; }
```

PropertyValue

[IEnumerable<string>](#)

ParentStageId

A [ExportableStage](#) representing the parent stage

```
public string ParentStageId { get; set; }
```

PropertyValue

[string](#)

Class ExportableStreamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableStreamingChannel
```

Inheritance

[object](#) ← ExportableStreamingChannel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Id

A [int](#) representing the id

```
public int Id { get; set; }
```

Property Value

[int](#)

Name

A [string](#) representing the name

```
public string Name { get; set; }
```

Property Value

[string ↗](#)

Class ExportableTeamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import team competitor cache item properties

```
[Serializable]
public class ExportableTeamCompetitor : ExportableCompetitor
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableCompetitor](#) ← ExportableTeamCompetitor

Inherited Members

[ExportableCompetitor.CountryNames](#) , [ExportableCompetitor.Abbreviations](#) ,
[ExportableCompetitor.AssociatedPlayerIds](#) , [ExportableCompetitor.AssociatedPlayersJerseyNumbers](#) ,
[ExportableCompetitor.IsVirtual](#) , [ExportableCompetitor.ReferenceIds](#) , [ExportableCompetitor.Jerseys](#) ,
[ExportableCompetitor.CountryCode](#) , [ExportableCompetitor.State](#) , [ExportableCompetitor.Manager](#) ,
[ExportableCompetitor.Venue](#) , [ExportableCompetitor.Gender](#) , [ExportableCompetitor.AgeGroup](#) ,
[ExportableCompetitor.RaceDriverProfile](#) , [ExportableCompetitor.PrimaryCulture](#) ,
[ExportableCompetitor.CultureCompetitorProfileFetched](#) , [ExportableCompetitor.SportId](#) ,
[ExportableCompetitor.CategoryId](#) , [ExportableCompetitor.ShortName](#) ,
[ExportableCompetitor.Division](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Qualifier

A [string](#) representing the qualifier additionally describing the competitor (e.g. home, away, ...)

```
public string Qualifier { get; set; }
```

Property Value

[string](#)

Class ExportableTimelineEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportableTimelineEvent
```

Inheritance

[object](#) ← ExportableTimelineEvent

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Assists

A [IEnumerable<T>](#) specifying the assists

```
public IEnumerable<ExportableEventPlayerAssist> Assists { get; set; }
```

Property Value

[IEnumerable<ExportableEventPlayerAssist>](#)

AwayScore

A [decimal](#) specifying the away score

```
public decimal? AwayScore { get; set; }
```

Property Value

[decimal](#)?

GoalScorer

A [ExportableEventPlayer](#) specifying the goal scorer

```
public ExportableEventPlayer GoalScorer { get; set; }
```

Property Value

[ExportableEventPlayer](#)

HomeScore

A [decimal](#) specifying the home score

```
public decimal? HomeScore { get; set; }
```

Property Value

[decimal](#)?

Id

A [int](#) specifying the id

```
public int Id { get; set; }
```

Property Value

[int](#)

MatchClock

A [string](#) specifying the match clock

```
public string MatchClock { get; set; }
```

Property Value

[string](#)

MatchStatusCode

A [int](#) specifying the match status code

```
public int? MatchStatusCode { get; set; }
```

Property Value

[int](#)?

MatchTime

A [int](#) specifying the match time

```
public int? MatchTime { get; set; }
```

Property Value

[int](#)?

Period

A [string](#) specifying the period

```
public string Period { get; set; }
```

Property Value

[string](#)

PeriodName

A [string](#) specifying the period name

```
public string PeriodName { get; set; }
```

Property Value

[string](#)

Player

A [ExportableEventPlayer](#) specifying the player

```
public ExportableEventPlayer Player { get; set; }
```

Property Value

[ExportableEventPlayer](#)

Points

A [string](#) specifying the points

```
public string Points { get; set; }
```

Property Value

[string](#)

StoppageTime

A [string](#) specifying the stoppage time

```
public string StoppageTime { get; set; }
```

Property Value

[string](#)

Team

A [HomeAway](#) specifying the team

```
public HomeAway? Team { get; set; }
```

Property Value

[HomeAway?](#)

Time

A [DateTime](#) specifying the time

```
public DateTime Time { get; set; }
```

Property Value

[DateTime](#)

Type

A [string](#) specifying the type

```
public string Type { get; set; }
```

Property Value

[string](#)

Value

A [string](#) specifying the value

```
public string Value { get; set; }
```

Property Value

[string](#)

X

A [int](#) specifying the x

```
public int? X { get; set; }
```

Property Value

[int](#)?

Y

A [int](#) specifying the y

```
public int? Y { get; set; }
```

Property Value

[int](#)?

Class ExportableTournamentCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament coverage cache item properties

```
[Serializable]  
public class ExportableTournamentCoverage
```

Inheritance

[object](#) ← ExportableTournamentCoverage

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

LiveCoverage

A [bool](#) indicating if the tournament has live coverage

```
public bool LiveCoverage { get; set; }
```

Property Value

[bool](#)

Class ExportableTournamentInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament info cache item properties

```
[Serializable]  
public class ExportableTournamentInfo : ExportableSportEvent
```

Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableTournamentInfo

Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

Property Value

[string](#)

Competitors

A [IEnumerable<T>](#) representing the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

CompetitorsReferences

A [IDictionary](#)<[TKey](#), [TValue](#)> representing the competitors references

```
public IDictionary<string, IDictionary<string, string>> CompetitorsReferences { get; set; }
```

Property Value

[IDictionary](#)<[string](#), [IDictionary](#)<[string](#), [string](#)>>

CurrentSeasonInfo

A [ExportableCurrentSeasonInfo](#) representing the season info

```
public ExportableCurrentSeasonInfo CurrentSeasonInfo { get; set; }
```

Property Value

[ExportableCurrentSeasonInfo](#)

ExhibitionGames

A [bool](#) representing the exhibition games

```
public bool? ExhibitionGames { get; set; }
```

Property Value

bool?

Groups

A [IEnumerable<T>](#) representing the groups

```
public IEnumerable<ExportableGroup> Groups { get; set; }
```

Property Value

[IEnumerable<ExportableGroup>](#)

LoadedSchedules

A [IEnumerable<T>](#) representing the loaded schedules

```
public IEnumerable<CultureInfo> LoadedSchedules { get; set; }
```

Property Value

[IEnumerable<CultureInfo>](#)

LoadedSeasons

A [IEnumerable<T>](#) representing the loaded seasons

```
public IEnumerable<CultureInfo> LoadedSeasons { get; set; }
```

Property Value

[IEnumerable<CultureInfo>](#)

Referenceld

A [IDictionary< TKey, TValue >](#) representing the reference id

```
public IDictionary<string, string> ReferenceId { get; set; }
```

Property Value

[IDictionary<string, string>](#)

Round

A [ExportableRound](#) representing the round

```
public ExportableRound Round { get; set; }
```

Property Value

[ExportableRound](#)

ScheduleUrns

A [IEnumerable<T>](#) representing the schedule urns

```
public IEnumerable<string> ScheduleUrns { get; set; }
```

Property Value

[IEnumerable<string>](#)

SeasonCoverage

A [ExportableSeasonCoverage](#) representing the season coverage

```
public ExportableSeasonCoverage SeasonCoverage { get; set; }
```

Property Value

[ExportableSeasonCoverage](#)

Seasons

A [IEnumerable<T>](#) representing the seasons

```
public IEnumerable<string> Seasons { get; set; }
```

Property Value

[IEnumerable<string>](#)

TournamentCoverage

A [ExportableTournamentCoverage](#) representing the coverage

```
public ExportableTournamentCoverage TournamentCoverage { get; set; }
```

Property Value

[ExportableTournamentCoverage](#)

TournamentInfoBasic

A [ExportableTournamentInfoBasic](#) representing the basic info

```
public ExportableTournamentInfoBasic TournamentInfoBasic { get; set; }
```

Property Value

[ExportableTournamentInfoBasic](#)

Year

A [string](#) representing the year

```
public string Year { get; set; }
```

Property Value

[string ↗](#)

Class ExportableTournamentInfoBasic

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament info basic cache item properties

```
[Serializable]  
public class ExportableTournamentInfoBasic : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableTournamentInfoBasic

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Category

A [string](#) representation of the category

```
public string Category { get; set; }
```

PropertyValue

[string](#)

CurrentSeason

A [ExportableCurrentSeasonInfo](#) representation of the current season

```
public ExportableCurrentSeasonInfo CurrentSeason { get; set; }
```

Property Value

[ExportableCurrentSeasonInfo](#)

Class ExportableTvChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tv channel cache item properties

```
[Serializable]  
public class ExportableTvChannel
```

Inheritance

[object](#) ← ExportableTvChannel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Name

A [string](#) representation of the name

```
public string Name
```

Field Value

[string](#)

StartTime

A [DateTime](#) representation of the start time

```
public DateTime? StartTime
```

Field Value

[DateTime](#)?

StreamUrl

A [string](#) representation of the stream url

```
public string StreamUrl
```

Field Value

[string](#)

Class ExportableVenue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import venue item properties

```
[Serializable]  
public class ExportableVenue : ExportableBase
```

Inheritance

[object](#) ← [ExportableBase](#) ← ExportableVenue

Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Capacity

Gets the capacity of the venue

```
public int? Capacity { get; set; }
```

Property Value

[int](#)?

CityNames

A [IDictionary<TKey, TValue>](#) containing city of the venue in different languages

```
public IDictionary<CultureInfo, string> CityNames { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Coordinates

Gets a map coordinates specifying the exact location of the venue

```
public string Coordinates { get; set; }
```

Property Value

[string](#)

CountryCode

Gets a country code of the venue

```
public string CountryCode { get; set; }
```

Property Value

[string](#)

CountryNames

A [IDictionary](#)<[TKey](#), [TValue](#)> containing country of the venue in different languages

```
public IDictionary<CultureInfo, string> CountryNames { get; set; }
```

Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

Courses

Gets the course

```
public ICollection<ExportableCourse> Courses { get; set; }
```

Property Value

[ICollection](#)<[ExportableCourse](#)>

The course

State

Gets a state of the venue

```
public string State { get; set; }
```

Property Value

[string](#)

Class ExportableWeatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import weather info cache item properties

```
[Serializable]  
public class ExportableWeatherInfo
```

Inheritance

[object](#) ← ExportableWeatherInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Pitch

A [string](#) specifying the pitch

```
public string Pitch { get; set; }
```

Property Value

[string](#)

TemperatureCelsius

A [int](#) specifying the temperature

```
public int? TemperatureCelsius { get; set; }
```

Property Value

[int](#)?

WeatherConditions

A [string](#) specifying the weather conditions

```
public string WeatherConditions { get; set; }
```

Property Value

[string](#)

Wind

A [string](#) specifying the wind

```
public string Wind { get; set; }
```

Property Value

[string](#)

WindAdvantage

A [string](#) specifying the wind advantage

```
public string WindAdvantage { get; set; }
```

Property Value

[string](#)

Namespace Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet

Interfaces

[IAvailableSelections](#)

Provides an available selections for a particular event

[IAvailableSelectionsFilter](#)

Provides an available selections for a particular event

[ICalculation](#)

Provides a probability calculation

[ICalculationFilter](#)

Provides a probability calculation filter

[ICalculationFilterV1](#)

Provides a probability calculation filter

[ICalculationV1](#)

Provides a probability calculation

[IMarket](#)

Provides an available selections for a particular market

[IMarketFilter](#)

Provides an available selections for a particular market

[IOutcomeFilter](#)

Provides an outcomes

[ISelection](#)

Provides an requested selection

[ISelectionV1](#)

Provides an requested selection

Interface IAvailableSelections

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular event

```
public interface IAvailableSelections
```

Properties

Event

Gets the [Urn](#) of the event

```
Urn Event { get; }
```

Property Value

[Urn](#)

Markets

Gets the list of markets for this event

```
IEnumerable<IMarket> Markets { get; }
```

Property Value

[IEnumerable](#)<[IMarket](#)>

Interface IAvailableSelectionsFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular event

```
public interface IAvailableSelectionsFilter
```

Properties

Event

Gets the [Urn](#) of the event

```
Urn Event { get; }
```

Property Value

[Urn](#)

Markets

Gets the list of markets for this event

```
IEnumerable<IMarketFilter> Markets { get; }
```

Property Value

[IEnumerable](#)<[IMarketFilter](#)>

Interface ICalculation

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation

```
public interface ICalculation
```

Properties

AvailableSelections

The available selections

```
IEnumerable<IAvailableSelections> AvailableSelections { get; }
```

Property Value

[IEnumerable](#)<[IAvailableSelections](#)>

GeneratedAt

DateTime when API response was generated

```
DateTime? GeneratedAt { get; }
```

Property Value

[DateTime](#)?

Odds

Gets the odds

```
double Odds { get; }
```

Property Value

double ↗

Probability

Gets the probability

```
double Probability { get; }
```

Property Value

double ↗

Interface ICalculationFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation filter

```
public interface ICalculationFilter
```

Properties

AvailableSelections

The available selections

```
IEnumerable<IAvailableSelectionsFilter> AvailableSelections { get; }
```

Property Value

[IEnumerable](#)<[IAvailableSelectionsFilter](#)>

GeneratedAt

DateTime when API response was generated

```
DateTime? GeneratedAt { get; }
```

Property Value

[DateTime](#)?

Odds

Gets the odds

```
double Odds { get; }
```

Property Value

double ↗

Probability

Gets the probability

```
double Probability { get; }
```

Property Value

double ↗

Interface ICalculationFilterV1

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation filter

```
public interface ICalculationFilterV1 : ICalculationFilter
```

Inherited Members

[ICalculationFilter.Odds](#) , [ICalculationFilter.Probability](#) , [ICalculationFilter.AvailableSelections](#) ,
[ICalculationFilter.GeneratedAt](#)

Properties

Harmonization

Get the value specifying if the calculation used harmonized method

```
bool? Harmonization { get; }
```

Property Value

[bool](#)?

Interface ICalculationV1

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation

```
public interface ICalculationV1 : ICalculation
```

Inherited Members

[ICalculation.Odds](#) , [ICalculation.Probability](#) , [ICalculation.AvailableSelections](#) ,
[ICalculation.GeneratedAt](#)

Properties

Harmonization

Get the value specifying if the calculation used harmonized method

```
bool? Harmonization { get; }
```

Property Value

[bool](#)?

Interface IMarket

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular market

```
public interface IMarket
```

Properties

Id

Gets the id of the market

```
int Id { get; }
```

Property Value

[int](#)

Outcomes

Gets the outcomes for this market

```
IEnumerable<string> Outcomes { get; }
```

Property Value

[IEnumerable](#)<[string](#)>

Specifiers

Gets the specifiers for this market

```
string Specifiers { get; }
```

Property Value

[string](#) ↗

Interface IMarketFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular market

```
public interface IMarketFilter
```

Properties

Id

Gets the id of the market

```
int Id { get; }
```

Property Value

[int](#)

IsConflict

Value indicating if this market is in conflict

```
bool? IsConflict { get; }
```

Property Value

[bool](#)?

Outcomes

Gets the outcomes for this market

```
IEnumerable<IOutcomeFilter> Outcomes { get; }
```

Property Value

[IEnumerable](#)<[IOutcomeFilter](#)>

Specifiers

Gets the specifiers for this market

```
string Specifiers { get; }
```

Property Value

[string](#)

Interface IOutcomeFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an outcomes

```
public interface IOutcomeFilter
```

Properties

Id

Gets the id of the outcome

```
string Id { get; }
```

Property Value

[string](#) ↗

IsConflict

Value indicating if this outcome is in conflict

```
bool? IsConflict { get; }
```

Property Value

[bool](#) ↗?

Interface ISelection

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an requested selection

```
public interface ISelection
```

Properties

EventId

Gets the event id

```
Urn EventId { get; }
```

Property Value

[Urn](#)

MarketId

Gets the market id

```
int MarketId { get; }
```

Property Value

[int](#)

Outcomeld

Gets the outcome id

```
string OutcomeId { get; }
```

Property Value

[string](#)

Specifiers

Gets the specifiers

```
string Specifiers { get; }
```

Property Value

[string](#)

Interface ISelectionV1

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an requested selection

```
public interface ISelectionV1 : ISelection
```

Inherited Members

[ISelection.EventId](#) , [ISelection.MarketId](#) , [ISelection.Specifiers](#) , [ISelection.OutcomeId](#)

Properties

Odds

Gets the odds

```
double? Odds { get; }
```

Property Value

[double](#)?

Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Enums

Enums

[BonusDrumType](#)

Enumeration of possible bonus drum types

[BookingStatus](#)

Enumerates values providing information on the booking status of an event

[CoveredFrom](#)

Enumeration of possible coverage locations

[DrawStatus](#)

Enumeration of possible draw statuses

[DrawType](#)

Enumeration of possible draw types

[EventStatus](#)

Describes a high-level status of the sport event

[HomeAway](#)

An indication if the associated entity is home/away

[OutcomeResult](#)

An indication of the outcome result

[PeriodType](#)

Enumeration of all possible period types

[PlayerHand](#)

Enumeration of possible player hand

[ReportingStatus](#)

An enum describing the reporting status of a sport event

[SportEventType](#)

Enumerates available types of sport event types

[StageType](#)

An enumeration of possible stage types

[TimeType](#)

Enumeration of possible time types

[VoidFactor](#)

Specifies the void factor of the associated outcome. The value indicates the percentage of the stake that should be voided (returned to the punter).

Enum BonusDrumType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible bonus drum types

```
public enum BonusDrumType
```

Fields

Additional = 1

The additional

Same = 0

The same

Enum BookingStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates values providing information on the booking status of an event

```
public enum BookingStatus
```

Fields

Bookable = 1

Indicates that the associated event is not booked and information associated with it will not be provided, but the event could be booked

Booked = 2

Indicates that the associated event is booked and information associated with it will be provided

Buyable = 0

Indicates if the associated event is buyable

Unavailable = 3

Indicates that the associated event is not available for booking

Enum CoveredFrom

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible coverage locations

```
public enum CoveredFrom
```

Fields

Tv = 0

Covered from TV

Venue = 1

Covered from venue

Enum DrawStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible draw statuses

```
public enum DrawStatus
```

Fields

Cancelled = 3

The cancelled

Closed = 1

The closed

Finished = 2

The finished

Open = 0

The open

Unknown = 4

The unknown

Enum DrawType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible draw types

```
public enum DrawType
```

Fields

Drum = 0

The drum

Rng = 1

The RNG

Unknown = 2

The unknown

Enum EventStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Describes a high-level status of the sport event

```
public enum EventStatus
```

Fields

Abandoned = 9

Sportradar aborts scouting the match - this means there will be no live reporting; the match will likely take place anyhow, and after the match has been played Sportradar will likely enter the results and the match will be moved to closed/finished

Cancelled = 5

The sport event has been cancelled, the event will not take place, there will be no results

Closed = 4

Indicates that the associated sport event has already ended and no more changes for this event will be transmitted by the system (event closed)

Delayed = 6

If a match has passed its scheduled start time but is delayed, unknown when it will start this is something that often happens in Tennis

Ended = 3

Indicates that the associated sport event has already ended according to our own data, the final results may not be ready yet

Interrupted = 7

Indicates that the associated sport event is interrupted. Interruption is expected to be just a few minutes. Longer interruptions may lead to a match being suspended, or possibly postponed.

Live = 1

Indicates that the associated sport event is currently live (the match could be over-time, extended time or between periods too)

MatchAboutToStart = 11

The match is about to start

NotStarted = 0

Indicates that the associated sport event has not yet been started

Postponed = 8

Indicates that the associated sport event is postponed

Suspended = 2

Indicates that the associated sport event has already been started, but is currently suspended

Unknown = 10

If a hitherto unsupported sport-event-status is received

Enum HomeAway

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An indication if the associated entity is home/away

```
public enum HomeAway
```

Fields

Away = 1

The associated entity is away

Home = 0

The associated entity is home

Enum OutcomeResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An indication of the outcome result

```
public enum OutcomeResult
```

Fields

Lost = 0

Lost

UndecidedYet = 2

Undecided yet

Won = 1

Won

Enum PeriodType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible period types

```
public enum PeriodType
```

Fields

Other = 3

The other

Overtime = 1

The overtime

Penalties = 2

The penalties

RegularPeriod = 0

The regular period

Enum PlayerHand

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible player hand

```
public enum PlayerHand
```

Fields

Left = 0

The left hand player

Right = 1

The right hand player

Enum ReportingStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An enum describing the reporting status of a sport event

```
public enum ReportingStatus
```

Fields

Live = 1

The reporting status of the sport event is currently live

NotAvailable = 0

The reporting status of the sport event is not available

Suspended = -1

The reporting status of the sport event is suspended or temporary lost contact

Unknown = 99

The reporting status of the sport event is unknown

Enum SportEventType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates available types of sport event types

```
public enum SportEventType
```

Fields

Child = 1

Indicates a child sport event type(a specific stage in multi-stage race event, ...)

Parent = 0

Indicates a parent sport event type (multi-stage race event, ...)

Enum StageType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An enumeration of possible stage types

```
public enum StageType
```

Fields

Child = 1

The child

CompetitionGroup = 5

The competition group

Discipline = 6

The discipline

Event = 2

The event

Lap = 12

The lap

Parent = 0

The parent

Practice = 9

The practice

Prologue = 13

The prologue

Qualifying = 10

The qualifying

QualifyingPart = 11

The qualifying part

Race = 7

The race

Round = 4

The round

Run = 14

The run

Season = 3

The season

SprintRace = 15

The sprint race

Stage = 8

The stage

Enum TimeType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible time types

```
public enum TimeType
```

Fields

Fixed = 1

The fixed

Interval = 0

The interval

Unknown = 2

The unknown

Enum VoidFactor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies the void factor of the associated outcome. The value indicates the percentage of the stake that should be voided (returned to the punter).

```
public enum VoidFactor
```

Fields

Half = 1

Indicates that the half of bet(stake) should be settled according to the result of the outcome and the other have should be voided (returned to the punter)

One = 2

Indicates that the entire bet(stake) should be voided (returned to the punter)

Zero = 0

Indicates that the entire bet(stake) should be settled according to the result of the outcome

Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Market

Interfaces

[IMarketAttribute](#)

Represents market attribute used to provide additional information about a market

[IMarketDescription](#)

Defines a contract implemented by classes representing market description

[IOutcomeDescription](#)

Defines a contract implemented by classes representing betting outcome description

[ISpecifier](#)

Defines a contract implemented by classes representing market / outright / outcome specifiers representing a part of unique identifiers

Interface IMarketAttribute

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents market attribute used to provide additional information about a market

```
public interface IMarketAttribute
```

Properties

Description

Gets the attribute description

```
string Description { get; }
```

Property Value

[string](#)

Name

Gets the attribute name

```
string Name { get; }
```

Property Value

[string](#)

Interface IMarketDescription

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing market description

```
public interface IMarketDescription
```

Properties

Attributes

Gets the [IEnumerable<T>](#) representing market attributes providing additional information about the market.

```
IEnumerable<IMarketAttribute> Attributes { get; }
```

Property Value

[IEnumerable<IMarketAttribute>](#)

Groups

Gets a list of groups to which the market belongs to

```
IEnumerable<string> Groups { get; }
```

Property Value

[IEnumerable<string>](#)

Id

Gets the id of the market described by the current instance

```
long Id { get; }
```

Property Value

[long](#)

Mappings

Gets the [IEnumerable<T>](#) representing the mappings of the market described by the current instance

```
IEnumerable<IMarketMappingData> Mappings { get; }
```

Property Value

[IEnumerable<IMarketMappingData>](#)

OutcomeType

Gets the outcome_type market attribute - an indication of which type of outcomes the market includes

```
string OutcomeType { get; }
```

Property Value

[string](#)

Outcomes

Gets the [IEnumerable<T>](#) describing the outcomes of the market described by the current instance

```
IEnumerable<IOutcomeDescription> Outcomes { get; }
```

Property Value

[IEnumerable](#)<[IOutcomeDescription](#)>

Specifiers

Gets the [IEnumerable<T>](#) representing the specifiers of the market described by the current instance

```
IEnumerable<ISpecifier> Specifiers { get; }
```

Property Value

[IEnumerable](#)<[ISpecifier](#)>

Methods

GetDescription(CultureInfo)

Gets the description of the market description in the language specified by the passed **culture**

```
string GetDescription(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved description

Returns

[string](#)

Returns the description of the market description in the language specified by the passed **culture**

GetName(CultureInfo)

Gets the name of the market description in the language specified by the passed **culture**

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved name

Returns

[string](#)

Returns the name in specific language

Interface IOutcomeDescription

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing betting outcome description

```
public interface IOutcomeDescription
```

Properties

Id

Gets a value uniquely identifying the current outcome within the market

```
string Id { get; }
```

Property Value

[string](#)

Methods

GetDescription(CultureInfo)

Gets the description of the betting outcome represented by the current instance

```
string GetDescription(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved description

Returns

[string](#)

Returns the description of the outcome description in the language specified by the passed [culture](#)

GetName(CultureInfo)

Gets the name of the betting outcome represented by the current instance

`string GetName(CultureInfo culture)`

Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved name

Returns

[string](#)

Returns the name in specific language

Interface ISpecifier

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing market / outright / outcome specifiers representing a part of unique identifiers

```
public interface ISpecifier
```

Properties

Name

Gets the name of the specifier represented by the current instance

```
string Name { get; }
```

Property Value

[string](#)

Type

Gets the type name of the specifier represented by the current instance

```
string Type { get; }
```

Property Value

[string](#)

Namespace Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping

Classes

[LcooMarketMapping](#)

Implementation of the [IMarketMapping](#) for the LiveCycleOfOdds feed

[LoMarketMapping](#)

Implementation of the [IMarketMapping](#) for the LiveOdds feed

Interfaces

[IMarketMapping](#)

Defines a contract implemented by classes representing mapping ids of markets and outcomes

[IMarketMappingData](#)

Represents mapping information used to map markets and outright to the sport / producer to which they belong

[IOutcomeMapping](#)

Defines a contract implemented by classes representing mapping id of outcome

[IOutcomeMappingData](#)

Represents mapping information used to map market outcomes

Interface IMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing mapping ids of markets and outcomes

```
public interface IMarketMapping
```

Remarks

The result is [LoMarketMapping](#) or [LcooMarketMapping](#).

Properties

Sov

Gets the special odds value

```
string Sov { get; }
```

Property Value

[string](#)

TypeId

Gets the type identifier

```
int TypeId { get; }
```

Property Value

[int](#)

Interface IMarketMappingData

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents mapping information used to map markets and outright to the sport / producer to which they belong

```
public interface IMarketMappingData
```

Properties

MarketId

Gets the id of the market associated with the current instance

```
string MarketId { get; }
```

Property Value

[string](#)

MarketSubTypeId

Gets the market sub type identifier

```
int? MarketSubTypeId { get; }
```

Property Value

[int](#)?

MarketTypeId

Gets the market type identifier

```
int MarketTypeId { get; }
```

Property Value

[int](#)

OutcomeMappings

Gets the outcome mappings

```
IEnumerable<IOutcomeMappingData> OutcomeMappings { get; }
```

Property Value

[IEnumerable](#)<[IOutcomeMappingData](#)>

ProducerIds

Gets the ids of the producers to which the associated market / outright belongs to

```
IEnumerable<int> ProducerIds { get; }
```

Property Value

[IEnumerable](#)<[int](#)>

The producer ids

SovTemplate

Gets the special odds value template value

```
string SovTemplate { get; }
```

Property Value

[string](#)

SportId

Gets the id of the sport to which the associated market / outright belongs to

```
Urn SportId { get; }
```

Property Value

[Urn](#)

ValidFor

Gets the valid_for value

```
string ValidFor { get; }
```

Property Value

[string](#)

Methods

CanMap(int, Urn, IReadOnlyDictionary<string, string>)

Determines whether the current mapping can map market with provided specifiers associated with provided producer and sport

```
bool CanMap(int producerId, Urn sportId, IReadOnlyDictionary<string, string> specifiers)
```

Parameters

producerId [int](#)

The id of the [IProducer](#) associated with the market

sportId [Urn](#)

The [Urn](#) specifying the sport associated with the market

specifiers [IReadOnlyDictionary<string, string>](#)

The market specifiers

Returns

[bool](#)

True if the current mapping can be used to map the specified market. False otherwise

Exceptions

[InvalidOperationException](#)

The provided specifiers are not valid

Interface IOutcomeMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing mapping id of outcome

```
public interface IOutcomeMapping
```

Properties

Id

Gets the identifier

```
string Id { get; }
```

Property Value

[string](#)

MarketId

Gets the id of the mapped market

```
string MarketId { get; }
```

Property Value

[string](#)

The id of the mapped market

Methods

GetName(CultureInfo)

Gets the name of the outcome in the specified language

```
string GetName(CultureInfo culture)
```

Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language in which to get the name

Returns

[string](#)

The name in the specific language

Interface IOutcomeMappingData

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents mapping information used to map market outcomes

```
public interface IOutcomeMappingData
```

Properties

MarketId

Gets the mapped market identifier

```
string MarketId { get; }
```

Property Value

[string](#)

The mapped market identifier

Outcomeld

Gets the id of the outcome

```
string OutcomeId { get; }
```

Property Value

[string](#)

ProducerOutcomeld

Gets the producer outcome identifier

```
string ProducerOutcomeId { get; }
```

Property Value

[string](#)

Methods

GetProducerOutcomeName(CultureInfo)

Gets the name of the producer outcome in specified language

```
string GetProducerOutcomeName(CultureInfo culture)
```

Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved producer outcome name

Returns

[string](#)

Returns the producer outcome name in the language specified by the passed [culture](#)

Class LcooMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Implementation of the [IMarketMapping](#) for the LiveCycleOfOdds feed

```
public class LcooMarketMapping : IMarketMapping
```

Inheritance

[object](#) ← LcooMarketMapping

Implements

[IMarketMapping](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Properties

Sov

Gets the special odds value for the Lcoo market

```
public string Sov { get; }
```

Property Value

[string](#)

TypeId

Gets the TypeId of the Lcoo market

```
public int TypeId { get; }
```

Property Value

[int ↗](#)

Methods

ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

Returns

[string ↗](#)

A string that represents the current object.

See Also

[IMarketMapping](#)

Class LoMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Implementation of the [IMarketMapping](#) for the LiveOdds feed

```
public class LoMarketMapping : IMarketMapping
```

Inheritance

[object](#) ← LoMarketMapping

Implements

[IMarketMapping](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Properties

Sov

Gets the special odds value for the LO market

```
public string Sov { get; }
```

Property Value

[string](#)

SubTypeId

Gets the sub type identifier for the LO market

```
public int SubTypeId { get; }
```

Property Value

[int ↗](#)

TypeId

Gets the TypeId for the LO market

```
public int TypeId { get; }
```

Property Value

[int ↗](#)

Methods

ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

Returns

[string ↗](#)

A string that represents the current object.

See Also

[IMarketMapping](#)

Namespace Sportradar.OddsFeed.SDK. Messages.Feed

Classes

[FeedMarket](#)

The base class for feed market

[FeedMessage](#)

Represents a base class for messages received from the feed

[alive](#)

[betSettlementMarket](#)

[betSettlementMarketOutcome](#)

[bet_cancel](#)

[bet_settlement](#)

[bet_stop](#)

[clockType](#)

[fixture_change](#)

[market](#)

[marketMetadata](#)

[oddsChangeMarket](#)

[oddsChangeMarketOutcome](#)

[oddsGenerationProperties](#)

[odds_change](#)

[odds_changeOdds](#)

[periodScoreType](#)

[resultType](#)

[rollback_bet_cancel](#)

[rollback_bet_settlement](#)

[snapshot_complete](#)

[sportEventStatus](#)

[statisticsScoreType](#)

[statisticsType](#)

Class FeedMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

The base class for feed market

```
public abstract class FeedMarket
```

Inheritance

[object](#) ← FeedMarket

Derived

[betSettlementMarket](#), [market](#), [oddsChangeMarket](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

SpecifierString

Gets the specifiers string

```
public abstract string SpecifierString { get; }
```

Property Value

[string](#)

Specifiers

Gets or sets a [IReadOnlyDictionary<TKey, TValue>](#) representing parsed specifiers

```
public IReadOnlyDictionary<string, string> Specifiers { get; set; }
```

Property Value

[IReadOnlyDictionary](#)<[string](#), [string](#)>

ValidationFailed

Gets or sets a indicating whether the validation of the market has failed and should not be mapped to exposed entity

```
public bool ValidationFailed { get; set; }
```

Property Value

[bool](#)

Class FeedMessage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a base class for messages received from the feed

```
public abstract class FeedMessage
```

Inheritance

[object](#) ← FeedMessage

Derived

[alive](#), [bet_cancel](#), [bet_settlement](#), [bet_stop](#), [fixture_change](#), [odds_change](#), [rollback_bet_cancel](#),
[rollback_bet_settlement](#), [snapshot_complete](#), [cashout](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public abstract string EventId { get; }
```

Property Value

[string](#)

The event identifier

EventUrn

When overridden in derived class, it gets a [Urn](#) specifying the id of the associated sport event

```
public Urn EventUrn { get; set; }
```

Property Value

[Urn](#)

The event urn

GeneratedAt

Gets the timestamp of when the message was generated

```
public abstract long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public abstract bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public abstract bool IsStateful { get; }
```

Property Value

[bool](#) ↗

Name

When overridden in derived class, gets the name of the current message

```
public abstract string Name { get; }
```

Property Value

[string](#) ↗

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public abstract int ProducerId { get; }
```

Property Value

[int](#) ↗

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public abstract long ReceivedAt { get; set; }
```

Property Value

[long](#) ↗

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public abstract long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public abstract PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public abstract long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

SportId

Gets or sets a [Urn](#) representing the id of the sport associated with the current [FeedMessage](#) instance

```
public Urn SportId { get; set; }
```

Property Value

[Urn](#)

Methods

ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

Returns

[string](#)

A [string](#) that represents this instance

Class alive

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class alive : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← alive

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

product

```
public int product { get; set; }
```

Property Value

[int](#) ↗

subscribed

```
public int subscribed { get; set; }
```

Property Value

[int](#) ↗

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class betSettlementMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betSettlementMarket : FeedMarket
```

Inheritance

[object](#) ← [FeedMarket](#) ← betSettlementMarket

Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Items

```
public betSettlementMarketOutcome[] Items { get; set; }
```

Property Value

[betSettlementMarketOutcome\[\]](#)

SpecifierString

Gets or sets a [IReadOnlyDictionary< TKey, TValue >](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

Property Value

[string](#)

`extended_specifiers`

```
public string extended_specifiers { get; set; }
```

Property Value

[string](#) ↗

`id`

```
public int id { get; set; }
```

Property Value

[int](#) ↗

`result`

```
public string result { get; set; }
```

Property Value

[string](#) ↗

`specifiers`

```
public string specifiers { get; set; }
```

Property Value

[string](#) ↗

`void_reason`

```
public int void_reason { get; set; }
```

Property Value

[int](#)

void_reasonSpecified

```
public bool void_reasonSpecified { get; set; }
```

Property Value

[bool](#)

Class betSettlementMarketOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betSettlementMarketOutcome
```

Inheritance

[object](#) ← betSettlementMarketOutcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

dead_heat_factor

```
public double dead_heat_factor { get; set; }
```

Property Value

[double](#)

dead_heat_factorSpecified

```
public bool dead_heat_factorSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

result

```
public int result { get; set; }
```

Property Value

[int](#)

void_factor

```
public double void_factor { get; set; }
```

Property Value

[double](#)

void_factorSpecified

```
public bool void_factorSpecified { get; set; }
```

Property Value

[bool](#)

Class bet_cancel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_cancel : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← bet_cancel

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

end_time

```
public long end_time { get; set; }
```

Property Value

[long](#)

end_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#)

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

market

```
public market[] market { get; set; }
```

Property Value

[market](#)[]

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

start_time

```
public long start_time { get; set; }
```

Property Value

[long](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

superceded_by

```
public string superceded_by { get; set; }
```

Property Value

[string](#) ↗

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class bet_settlement

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_settlement : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← bet_settlement

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

certainty

```
public int certainty { get; set; }
```

Property Value

[int](#)

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

outcomes

```
public betSettlementMarket[] outcomes { get; set; }
```

Property Value

[betSettlementMarket\[\]](#)

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#)

Class bet_stop

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_stop : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← bet_stop

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↗

groups

```
public string groups { get; set; }
```

Property Value

[string](#) ↗

market_status

```
public int market_status { get; set; }
```

Property Value

[int](#) ↗

market_statusSpecified

```
public bool market_statusSpecified { get; set; }
```

Property Value

[bool](#) ↗

product

```
public int product { get; set; }
```

Property Value

[int](#) ↗

request_id

```
public long request_id { get; set; }
```

Property Value

[long ↗](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool ↗](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long ↗](#)

Class clockType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class clockType
```

Inheritance

[object](#) ← clockType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

match_time

```
public string match_time { get; set; }
```

Property Value

[string](#)

remaining_time

```
public string remaining_time { get; set; }
```

Property Value

[string](#)

remaining_time_in_period

```
public string remaining_time_in_period { get; set; }
```

Property Value

[string](#)

stoppage_time

```
public string stoppage_time { get; set; }
```

Property Value

[string](#)

stoppage_time_announced

```
public string stoppage_time_announced { get; set; }
```

Property Value

[string](#)

stopped

```
public bool stopped { get; set; }
```

Property Value

[bool](#)

stoppedSpecified

```
public bool stoppedSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class fixture_change

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixture_change : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← fixture_change

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

change_type

```
public int change_type { get; set; }
```

Property Value

[int](#)

change_typeSpecified

```
public bool change_typeSpecified { get; set; }
```

Property Value

[bool](#)

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

next_live_time

```
public long next_live_time { get; set; }
```

Property Value

[long](#)

next_live_timeSpecified

```
public bool next_live_timeSpecified { get; set; }
```

Property Value

[bool](#)

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

start_time

```
public long start_time { get; set; }
```

Property Value

[long](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class market

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class market : FeedMarket
```

Inheritance

[object](#) ← [FeedMarket](#) ← market

Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

SpecifierString

Gets or sets a [IReadOnlyDictionary< TKey, TValue >](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

Property Value

[string](#)

extended_specifiers

```
public string extended_specifiers { get; set; }
```

Property Value

[string](#)

id

```
public int id { get; set; }
```

Property Value

[int ↗](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string ↗](#)

void_reason

```
public int void_reason { get; set; }
```

Property Value

[int ↗](#)

void_reasonSpecified

```
public bool void_reasonSpecified { get; set; }
```

Property Value

[bool ↗](#)

Class marketMetadata

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class marketMetadata
```

Inheritance

[object](#) ← marketMetadata

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

aams_id

```
public long aams_id { get; set; }
```

Property Value

[long](#)

aams_idSpecified

```
public bool aams_idSpecified { get; set; }
```

Property Value

[bool](#)

end_time

```
public long end_time { get; set; }
```

Property Value

[long](#) ↗

end_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#) ↗

next_betstop

```
public long next_betstop { get; set; }
```

Property Value

[long](#) ↗

next_betstopSpecified

```
public bool next_betstopSpecified { get; set; }
```

Property Value

[bool](#) ↗

start_time

```
public long start_time { get; set; }
```

Property Value

[long](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

Class oddsChangeMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsChangeMarket : FeedMarket
```

Inheritance

[object](#) ← [FeedMarket](#) ← oddsChangeMarket

Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

SpecifierString

Gets or sets a [IReadOnlyDictionary< TKey, TValue >](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

Property Value

[string](#)

cashout_status

```
public int cashout_status { get; set; }
```

Property Value

[int](#)

cashout_statusSpecified

```
public bool cashout_statusSpecified { get; set; }
```

Property Value

[bool ↗](#)

extended_specifiers

```
public string extended_specifiers { get; set; }
```

Property Value

[string ↗](#)

favourite

```
public int favourite { get; set; }
```

Property Value

[int ↗](#)

favouriteSpecified

```
public bool favouriteSpecified { get; set; }
```

Property Value

[bool ↗](#)

id

```
public int id { get; set; }
```

Property Value

[int](#)

market_metadata

```
public marketMetadata market_metadata { get; set; }
```

Property Value

[marketMetadata](#)

outcome

```
public oddsChangeMarketOutcome[] outcome { get; set; }
```

Property Value

[oddsChangeMarketOutcome\[\]](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

status

```
public int status { get; set; }
```

Property Value

[int](#)

statusSpecified

```
public bool statusSpecified { get; set; }
```

Property Value

[bool](#)

Class oddsChangeMarketOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsChangeMarketOutcome
```

Inheritance

[object](#) ← oddsChangeMarketOutcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

active

```
public int active { get; set; }
```

Property Value

[int](#)

activeSpecified

```
public bool activeSpecified { get; set; }
```

Property Value

[bool](#)

half_lose_probabilities

```
public double half_lose_probabilities { get; set; }
```

Property Value

[double](#) ↗

half_lose_probabilitiesSpecified

```
public bool half_lose_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#) ↗

half_win_probabilities

```
public double half_win_probabilities { get; set; }
```

Property Value

[double](#) ↗

half_win_probabilitiesSpecified

```
public bool half_win_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#) ↗

id

```
public string id { get; set; }
```

Property Value

[string](#)

lose_probabilities

```
public double lose_probabilities { get; set; }
```

Property Value

[double](#)

lose_probabilitiesSpecified

```
public bool lose_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

odds

```
public double odds { get; set; }
```

Property Value

[double](#)

oddsSpecified

```
public bool oddsSpecified { get; set; }
```

Property Value

[bool](#)

probabilities

```
public double probabilities { get; set; }
```

Property Value

[double](#)

probabilitiesSpecified

```
public bool probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

refund_probabilities

```
public double refund_probabilities { get; set; }
```

Property Value

[double](#)

refund_probabilitiesSpecified

```
public bool refund_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

team

```
public int team { get; set; }
```

Property Value

[int](#)

teamSpecified

```
public bool teamSpecified { get; set; }
```

Property Value

[bool](#)

win_probabilities

```
public double win_probabilities { get; set; }
```

Property Value

[double](#)

win_probabilitiesSpecified

```
public bool win_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class oddsGenerationProperties

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsGenerationProperties
```

Inheritance

[object](#) ← oddsGenerationProperties

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

expected_supremacy

```
public double expected_supremacy { get; set; }
```

Property Value

[double](#)

expected_supremacySpecified

```
public bool expected_supremacySpecified { get; set; }
```

Property Value

[bool](#)

`expected_totals`

```
public double expected_totals { get; set; }
```

Property Value

[double](#) ↗

`expected_totalsSpecified`

```
public bool expected_totalsSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class odds_change

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class odds_change : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← odds_change

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

odds

```
public odds_changeOdds odds { get; set; }
```

Property Value

[odds_changeOdds](#)

odds_change_reason

```
public int odds_change_reason { get; set; }
```

Property Value

[int](#)

odds_change_reasonSpecified

```
public bool odds_change_reasonSpecified { get; set; }
```

Property Value

[bool](#)

odds_generation_properties

```
public oddsGenerationProperties odds_generation_properties { get; set; }
```

Property Value

[oddsGenerationProperties](#)

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

sport_event_status

```
public sportEventStatus sport_event_status { get; set; }
```

Property Value

[sportEventStatus](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#)

Class odds_changeOdds

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class odds_changeOdds
```

Inheritance

[object](#) ← odds_changeOdds

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

betstop_reason

```
public int betstop_reason { get; set; }
```

Property Value

[int](#)

betstop_reasonSpecified

```
public bool betstop_reasonSpecified { get; set; }
```

Property Value

[bool](#)

`betting_status`

```
public int betting_status { get; set; }
```

Property Value

[int](#)

`betting_statusSpecified`

```
public bool betting_statusSpecified { get; set; }
```

Property Value

[bool](#)

`market`

```
public oddsChangeMarket[] market { get; set; }
```

Property Value

[oddsChangeMarket\[\]](#)

Class periodScoreType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class periodScoreType
```

Inheritance

[object](#) ← periodScoreType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away_score

```
public decimal away_score { get; set; }
```

Property Value

[decimal](#)

home_score

```
public decimal home_score { get; set; }
```

Property Value

[decimal](#)

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int ↗](#)

number

```
public int number { get; set; }
```

Property Value

[int ↗](#)

Class resultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class resultType
```

Inheritance

[object](#) ← resultType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away_score

```
public decimal away_score { get; set; }
```

Property Value

[decimal](#)

home_score

```
public decimal home_score { get; set; }
```

Property Value

[decimal](#)

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int ↗](#)

Class rollback_bet_cancel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class rollback_bet_cancel : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← rollback_bet_cancel

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

end_time

```
public long end_time { get; set; }
```

Property Value

[long](#)

end_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#)

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

market

```
public market[] market { get; set; }
```

Property Value

[market](#)[]

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

start_time

```
public long start_time { get; set; }
```

Property Value

[long](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#)

Class rollback_bet_settlement

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class rollback_bet_settlement : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← rollback_bet_settlement

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

market

```
public market[] market { get; set; }
```

Property Value

[market\[\]](#)

product

```
public int product { get; set; }
```

Property Value

[int](#)

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#)

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class snapshot_complete

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class snapshot_complete : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← snapshot_complete

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#)

The event identifier

GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

Property Value

[long](#)

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#)

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

PropertyValue

[string](#)

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

PropertyValue

[int](#)

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

Property Value

[long](#)?

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

Property Value

[PropertyUsage](#)

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#)

The timestamp of the message

product

```
public int product { get; set; }
```

Property Value

[int](#) ↗

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#) ↗

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class sportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sportEventStatus
```

Inheritance

[object](#) ← sportEventStatus

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away_batter

```
public int away_batter { get; set; }
```

Property Value

[int](#)

away_batterSpecified

```
public bool away_batterSpecified { get; set; }
```

Property Value

[bool](#)

away_dismissals

```
public int away_dismissals { get; set; }
```

Property Value

[int](#)

away_dismissalsSpecified

```
public bool away_dismissalsSpecified { get; set; }
```

Property Value

[bool](#)

away_drive_count

```
public int away_drive_count { get; set; }
```

Property Value

[int](#)

away_drive_countSpecified

```
public bool away_drive_countSpecified { get; set; }
```

Property Value

[bool](#)

away_gamescore

```
public int away_gamescore { get; set; }
```

Property Value

[int](#)

away_gamescoreSpecified

```
public bool away_gamescoreSpecified { get; set; }
```

Property Value

[bool](#)

away_legscore

```
public int away_legscore { get; set; }
```

Property Value

[int](#)

away_legscoreSpecified

```
public bool away_legscoreSpecified { get; set; }
```

Property Value

[bool](#)

away_penalty_runs

```
public int away_penalty_runs { get; set; }
```

Property Value

[int](#)

away_penalty_runsSpecified

```
public bool away_penalty_runsSpecified { get; set; }
```

Property Value

[bool](#)

away_penalty_score

```
public int away_penalty_score { get; set; }
```

Property Value

[int](#)

away_penalty_scoreSpecified

```
public bool away_penalty_scoreSpecified { get; set; }
```

Property Value

[bool](#)

away_play_count

```
public int away_play_count { get; set; }
```

Property Value

[int](#)

away_play_countSpecified

```
public bool away_play_countSpecified { get; set; }
```

Property Value

[bool](#)

away_remaining_bowls

```
public int away_remaining_bowls { get; set; }
```

Property Value

[int](#)

away_remaining_bowlsSpecified

```
public bool away_remaining_bowlsSpecified { get; set; }
```

Property Value

[bool](#)

away_score

```
public decimal away_score { get; set; }
```

Property Value

[decimal](#) ↗

away_scoreSpecified

```
public bool away_scoreSpecified { get; set; }
```

Property Value

[bool](#) ↗

away_suspend

```
public int away_suspend { get; set; }
```

Property Value

[int](#) ↗

away_suspendSpecified

```
public bool away_suspendSpecified { get; set; }
```

Property Value

[bool](#) ↗

balls

```
public int balls { get; set; }
```

Property Value

[int](#)

ballsSpecified

```
public bool ballsSpecified { get; set; }
```

Property Value

[bool](#)

bases

```
public string bases { get; set; }
```

Property Value

[string](#)

batter

```
public string batter { get; set; }
```

Property Value

[string](#)

clock

```
public clockType clock { get; set; }
```

Property Value

[clockType](#)

current_ct_team

```
public int current_ct_team { get; set; }
```

Property Value

[int](#)

current_ct_teamSpecified

```
public bool current_ct_teamSpecified { get; set; }
```

Property Value

[bool](#)

current_end

```
public int current_end { get; set; }
```

Property Value

[int](#)

current_endSpecified

```
public bool current_endSpecified { get; set; }
```

Property Value

[bool](#)

current_server

```
public int current_server { get; set; }
```

Property Value

[int](#)

current_serverSpecified

```
public bool current_serverSpecified { get; set; }
```

Property Value

[bool](#)

delivery

```
public int delivery { get; set; }
```

Property Value

[int](#)

deliverySpecified

```
public bool deliverySpecified { get; set; }
```

Property Value

[bool](#)

expedite_mode

```
public bool expedite_mode { get; set; }
```

Property Value

[bool](#)

expedite_modeSpecified

```
public bool expedite_modeSpecified { get; set; }
```

Property Value

[bool](#)

home_batter

```
public int home_batter { get; set; }
```

Property Value

[int](#)

home_batterSpecified

```
public bool home_batterSpecified { get; set; }
```

Property Value

[bool](#)

home_dismissals

```
public int home_dismissals { get; set; }
```

Property Value

[int](#)

home_dismissalsSpecified

```
public bool home_dismissalsSpecified { get; set; }
```

Property Value

[bool](#)

home_drive_count

```
public int home_drive_count { get; set; }
```

Property Value

[int](#)

home_drive_countSpecified

```
public bool home_drive_countSpecified { get; set; }
```

Property Value

[bool](#)

home_gamescore

```
public int home_gamescore { get; set; }
```

Property Value

[int](#)

home_gamescoreSpecified

```
public bool home_gamescoreSpecified { get; set; }
```

Property Value

[bool](#)

home_legscore

```
public int home_legscore { get; set; }
```

Property Value

[int](#)

home_legscoreSpecified

```
public bool home_legscoreSpecified { get; set; }
```

Property Value

[bool](#)

home_penalty_runs

```
public int home_penalty_runs { get; set; }
```

Property Value

[int](#)

home_penalty_runsSpecified

```
public bool home_penalty_runsSpecified { get; set; }
```

Property Value

[bool](#)

home_penalty_score

```
public int home_penalty_score { get; set; }
```

Property Value

[int](#)

home_penalty_scoreSpecified

```
public bool home_penalty_scoreSpecified { get; set; }
```

Property Value

[bool](#)

home_play_count

```
public int home_play_count { get; set; }
```

Property Value

[int](#)

home_play_countSpecified

```
public bool home_play_countSpecified { get; set; }
```

Property Value

[bool](#)

home_remaining_bowls

```
public int home_remaining_bowls { get; set; }
```

Property Value

[int](#)

home_remaining_bowlsSpecified

```
public bool home_remaining_bowlsSpecified { get; set; }
```

Property Value

[bool](#)

home_score

```
public decimal home_score { get; set; }
```

Property Value

[decimal](#)

home_scoreSpecified

```
public bool home_scoreSpecified { get; set; }
```

Property Value

[bool](#)

home_suspend

```
public int home_suspend { get; set; }
```

Property Value

[int](#)

home_suspendSpecified

```
public bool home_suspendSpecified { get; set; }
```

Property Value

[bool](#)

innings

```
public int innings { get; set; }
```

Property Value

[int](#)

inningsSpecified

```
public bool inningsSpecified { get; set; }
```

Property Value

[bool](#)

match_status

```
public int match_status { get; set; }
```

Property Value

[int](#)

outs

```
public int outs { get; set; }
```

Property Value

[int](#)

outsSpecified

```
public bool outsSpecified { get; set; }
```

Property Value

[bool](#)

over

```
public int over { get; set; }
```

Property Value

[int](#)

overSpecified

```
public bool overSpecified { get; set; }
```

Property Value

[bool](#)

period_of_leader

```
public int period_of_leader { get; set; }
```

Property Value

[int](#)

period_of_leaderSpecified

```
public bool period_of_leaderSpecified { get; set; }
```

Property Value

[bool](#)

period_scores

```
public periodScoreType[] period_scores { get; set; }
```

Property Value

[periodScoreType](#)[]

pitch_count

```
public int pitch_count { get; set; }
```

Property Value

[int](#)

pitch_countSpecified

```
public bool pitch_countSpecified { get; set; }
```

Property Value

[bool](#)

pitcher

```
public string pitcher { get; set; }
```

Property Value

[string](#)

pitches_seen

```
public int pitches_seen { get; set; }
```

Property Value

[int](#)

pitches_seenSpecified

```
public bool pitches_seenSpecified { get; set; }
```

Property Value

[bool](#)

position

```
public int position { get; set; }
```

Property Value

[int](#)

positionSpecified

```
public bool positionSpecified { get; set; }
```

Property Value

[bool](#)

possession

```
public int possession { get; set; }
```

Property Value

[int](#)

possessionSpecified

```
public bool possessionSpecified { get; set; }
```

Property Value

[bool](#)

remaining_reds

```
public int remaining_reds { get; set; }
```

Property Value

[int](#)

remaining_redsSpecified

```
public bool remaining_redsSpecified { get; set; }
```

Property Value

[bool](#)

reporting

```
public int reporting { get; set; }
```

Property Value

[int](#)

reportingSpecified

```
public bool reportingSpecified { get; set; }
```

Property Value

[bool](#)

results

```
public resultType[] results { get; set; }
```

Property Value

[resultType\[\]](#)

statistics

```
public statisticsType statistics { get; set; }
```

Property Value

[statisticsType](#)

status

```
public int status { get; set; }
```

Property Value

[int](#)

strikes

```
public int strikes { get; set; }
```

Property Value

[int](#)

strikesSpecified

```
public bool strikesSpecified { get; set; }
```

Property Value

[bool](#)

throw

```
public int @throw { get; set; }
```

Property Value

[int](#)

throwSpecified

```
public bool throwSpecified { get; set; }
```

Property Value

[bool](#)

tiebreak

```
public bool tiebreak { get; set; }
```

Property Value

[bool](#)

tiebreakSpecified

```
public bool tiebreakSpecified { get; set; }
```

Property Value

[bool](#)

total_hits

```
public int total_hits { get; set; }
```

Property Value

[int](#)

total_hitsSpecified

```
public bool total_hitsSpecified { get; set; }
```

Property Value

[bool](#)

total_pitches

```
public int total_pitches { get; set; }
```

Property Value

[int](#)

total_pitchesSpecified

```
public bool total_pitchesSpecified { get; set; }
```

Property Value

[bool](#)

try

```
public int @try { get; set; }
```

Property Value

[int](#)

trySpecified

```
public bool trySpecified { get; set; }
```

Property Value

[bool](#)

visit

```
public int visit { get; set; }
```

Property Value

[int](#)

visitSpecified

```
public bool visitSpecified { get; set; }
```

Property Value

[bool](#)

yards

```
public int yards { get; set; }
```

Property Value

[int](#)

yardsSpecified

```
public bool yardsSpecified { get; set; }
```

Property Value

[bool](#)

Class statisticsScoreType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class statisticsScoreType
```

Inheritance

[object](#) ← statisticsScoreType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away

```
public int away { get; set; }
```

Property Value

[int](#)

home

```
public int home { get; set; }
```

Property Value

[int](#)

Class statisticsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class statisticsType
```

Inheritance

[object](#) ← statisticsType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

corners

```
public statisticsScoreType corners { get; set; }
```

Property Value

[statisticsScoreType](#)

green_cards

```
public statisticsScoreType green_cards { get; set; }
```

Property Value

[statisticsScoreType](#)

red_cards

```
public statisticsScoreType red_cards { get; set; }
```

Property Value

[statisticsScoreType](#)

yellow_cards

```
public statisticsScoreType yellow_cards { get; set; }
```

Property Value

[statisticsScoreType](#)

yellow_red_cards

```
public statisticsScoreType yellow_red_cards { get; set; }
```

Property Value

[statisticsScoreType](#)

Namespace Sportradar.OddsFeed.SDK. Messages.Rest

Classes

[AvailableSelectionsType](#)

[CalculationResponseType](#)

[CalculationResultType](#)

[EventType](#)

[FilterSelectionMarketType](#)

[FilterSelectionType](#)

[FilterSelectionsType](#)

[FilteredCalculationResponseType](#)

[FilteredCalculationResultType](#)

[FilteredEventType](#)

[FilteredMarketType](#)

[FilteredOutcomeType](#)

[MarketType](#)

[OutcomeType](#)

[ResponseType](#)

[RestMessage](#)

Represents all messages (entities) received from the feed REST API

[SelectionType](#)

[SelectionsType](#)

[attributesAttribute](#)

[basicEvent](#)

[betstop_reasons_descriptions](#)

[betting_status_descriptions](#)

[car](#)

[cashout](#)

[cashoutOdds](#)

[category](#)

[clock](#)

[competitorProfileEndpoint](#)

Represents all messages (entities) received from the feed REST API

[competitorReferenceIdsReference_id](#)

[course](#)

[coverage](#)

[coverageInfo](#)

[currentSeason](#)

[delayedInfo](#)

[desc_betstop_reason](#)

[desc_betting_status](#)

[desc_market](#)

[desc_match_status](#)

[desc_match_statusSports](#)

[desc_match_statusSportsSport](#)

[desc_outcome_reason](#)

[desc_outcomesOutcome](#)

[desc_specifiersSpecifier](#)

[desc_variant](#)

[desc_variant_outcomesOutcome](#)

[desc_void_reason](#)

[draw_event](#)

[draw_fixture](#)

[draw_fixtures](#)

[draw_result](#)

[draw_resultDraws](#)

[draw_resultDrawsDraw](#)

[draw_summary](#)

[eventPlayer](#)

[eventPlayerAssist](#)

[fixture](#)

[fixtureChange](#)

[fixtureChangesEndpoint](#)

[fixturesEndpoint](#)

[hole](#)

[info](#)

[jersey](#)

[lotteries](#)

[lottery](#)

[lotteryBonus_info](#)

[lotteryDraw_info](#)

[lottery_schedule](#)

[manager](#)

[mappingsMapping](#)

[mappings](#)[Mapping](#)[Mapping](#)[_outcome](#)

[market_descriptions](#)

[matchPeriod](#)

[matchRound](#)

[matchStatistics](#)

[matchSummaryEndpoint](#)

[matchTimelineEndpoint](#)

[match_status_descriptions](#)

[outcome_reasons_descriptions](#)

[parentStage](#)

[periodScore](#)

[periodScoreBase](#)

[periodStatus](#)

[periodStatusCompetitor](#)

[periodStatusCompetitorResult](#)

[pitcher](#)

[player](#)

[playerCompetitor](#)

[playerExtended](#)

[playerLineup](#)

[playerProfileEndpoint](#)

[playerSubstitute](#)

[producer](#)

[producers](#)

[productInfo](#)

[productInfoItem](#)

[productInfoLink](#)

[raceDriver](#)

[raceDriverProfile](#)

[raceScheduleEndpoint](#)

[raceTeam](#)

[raceTournamentInfoEndpoint](#)

[referee](#)

[referenceIdsReference_id](#)

[response](#)

[restSportEventStatus](#)

[restSportEventStatusBase](#)

[result](#)

[resultChange](#)

[resultChangesEndpoint](#)

[resultEndpoint](#)

[resultScore](#)

[resultsEndpoint](#)

[scheduleEndpoint](#)

[scheduledStartTimeChange](#)

[season](#)

[seasonCoverageInfo](#)

[seasonExtended](#)

[simpleTeamProfileEndpoint](#)

[simpleTournamentInfoEndpoint](#)

[sport](#)

[sportCategoriesEndpoint](#)

[sportEvent](#)

[sportEventChildrenSport_event](#)

[sportEventConditions](#)

[sportTournamentsEndpoint](#)

[sportsEndpoint](#)

[stagePeriodEndpoint](#)

[stageResult](#)

[stageResultCompetitor](#)

[stageResultCompetitorResult](#)

[stageSportEventStatus](#)

[stageSummaryEndpoint](#)

[standardTournamentInfoEndpoint](#)

[streamingChannel](#)

[team](#)

[teamCompetitor](#)

[teamExtended](#)

[teamStatistics](#)

[teamStatisticsStatistics](#)

[tournament](#)

[tournamentExtended](#)

[tournamentGroup](#)

[tournamentInfoEndpoint](#)

[tournamentLength](#)

[tournamentLiveCoverageInfo](#)

[tournamentSchedule](#)

[tournamentSeasons](#)

[tournamentsEndpoint](#)

[tvChannel](#)

[variant_descriptions](#)

[variant_mappingsMapping](#)

[variant_mappingsMappingMapping_outcome](#)

[venue](#)

[venueSummaryEndpoint](#)

[void_reasons_descriptions](#)

[weatherInfo](#)

Enums

[bonusDrumType](#)

[drawStatus](#)

[drawType](#)

[response_code](#)

[timeType](#)

Class AvailableSelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class AvailableSelectionsType : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← AvailableSelectionsType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

event

```
public EventType @event { get; set; }
```

Property Value

[EventType](#)

generated_at

```
public string generated_at { get; set; }
```

Property Value

[string](#)

Class CalculationResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class CalculationResponseType : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← CalculationResponseType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

available_selections

```
public EventType[] available_selections { get; set; }
```

Property Value

[EventType\[\]](#)

calculation

```
public CalculationResultType calculation { get; set; }
```

Property Value

[CalculationResultType](#)

generated_at

```
public string generated_at { get; set; }
```

Property Value

[string](#) ↗

Class CalculationResultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class CalculationResultType
```

Inheritance

[object](#) ← CalculationResultType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

harmonization

```
public bool harmonization { get; set; }
```

Property Value

[bool](#)

harmonizationSpecified

```
public bool harmonizationSpecified { get; set; }
```

Property Value

[bool](#)

odds

```
public double odds { get; set; }
```

Property Value

double ↗

probability

```
public double probability { get; set; }
```

Property Value

double ↗

Class EventType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class EventType
```

Inheritance

[object](#) ← EventType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

markets

```
public MarketType[] markets { get; set; }
```

Property Value

[MarketType](#)[]

Class FilterSelectionMarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionMarketType
```

Inheritance

[object](#) ← FilterSelectionMarketType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

market_id

```
public int market_id { get; set; }
```

Property Value

[int](#)

odds

```
public double odds { get; set; }
```

Property Value

[double](#)

oddsSpecified

```
public bool oddsSpecified { get; set; }
```

Property Value

[bool](#)

outcome_id

```
public string outcome_id { get; set; }
```

Property Value

[string](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

Class FilterSelectionType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionType
```

Inheritance

[object](#) ← FilterSelectionType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

market

```
public FilterSelectionMarketType[] market { get; set; }
```

Property Value

[FilterSelectionMarketType\[\]](#)

Class FilterSelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionsType
```

Inheritance

[object](#) ← FilterSelectionsType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

selection

```
public FilterSelectionType[] selection { get; set; }
```

Property Value

[FilterSelectionType\[\]](#)

Class FilteredCalculationResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredCalculationResponseType : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← FilteredCalculationResponseType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

available_selections

```
public FilteredEventType[] available_selections { get; set; }
```

Property Value

[FilteredEventType\[\]](#)

calculation

```
public FilteredCalculationResultType calculation { get; set; }
```

Property Value

[FilteredCalculationResultType](#)

generated_at

```
public string generated_at { get; set; }
```

Property Value

[string](#) ↗

Class FilteredCalculationResultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredCalculationResultType
```

Inheritance

[object](#) ← FilteredCalculationResultType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

harmonization

```
public bool harmonization { get; set; }
```

Property Value

[bool](#)

harmonizationSpecified

```
public bool harmonizationSpecified { get; set; }
```

Property Value

[bool](#)

odds

```
public double odds { get; set; }
```

Property Value

double ↗

probability

```
public double probability { get; set; }
```

Property Value

double ↗

Class FilteredEventType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class FilteredEventType
```

Inheritance

[object](#) ← FilteredEventType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

markets

```
public FilteredMarketType[] markets { get; set; }
```

Property Value

[FilteredMarketType\[\]](#)

Class FilteredMarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class FilteredMarketType
```

Inheritance

[object](#) ← FilteredMarketType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

conflict

```
public bool conflict { get; set; }
```

Property Value

[bool](#)

conflictSpecified

```
public bool conflictSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public int id { get; set; }
```

Property Value

[int](#)

outcome

```
public FilteredOutcomeType[] outcome { get; set; }
```

Property Value

[FilteredOutcomeType\[\]](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

Class FilteredOutcomeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredOutcomeType
```

Inheritance

[object](#) ← FilteredOutcomeType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

conflict

```
public bool conflict { get; set; }
```

Property Value

[bool](#)

conflictSpecified

```
public bool conflictSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#) ↗

Class MarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class MarketType
```

Inheritance

[object](#) ← MarketType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public int id { get; set; }
```

Property Value

[int](#)

outcome

```
public OutcomeType[] outcome { get; set; }
```

Property Value

[OutcomeType\[\]](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#) ↗

Class OutcomeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class OutcomeType
```

Inheritance

[object](#) ← OutcomeType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

Class ResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class ResponseType
```

Inheritance

[object](#) ← ResponseType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

errors

```
public string errors { get; set; }
```

Property Value

[string](#)

generated_at

```
public string generated_at { get; set; }
```

Property Value

[string](#)

message

```
public string message { get; set; }
```

Property Value

[string](#) ↗

response_code

```
public string response_code { get; set; }
```

Property Value

[string](#) ↗

Class RestMessage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents all messages (entities) received from the feed REST API

```
public abstract class RestMessage
```

Inheritance

[object](#) ← RestMessage

Derived

[AvailableSelectionsType](#), [CalculationResponseType](#), [FilteredCalculationResponseType](#),
[competitorProfileEndpoint](#), [draw_fixture](#), [draw_fixtures](#), [draw_summary](#), [fixtureChangesEndpoint](#),
[fixturesEndpoint](#), [lotteries](#), [lottery_schedule](#), [market_descriptions](#), [matchSummaryEndpoint](#),
[matchTimelineEndpoint](#), [playerProfileEndpoint](#), [producers](#), [raceScheduleEndpoint](#), [response](#),
[resultChangesEndpoint](#), [scheduleEndpoint](#), [simpleTeamProfileEndpoint](#), [sportCategoriesEndpoint](#),
[sportTournamentsEndpoint](#), [sportsEndpoint](#), [stagePeriodEndpoint](#), [stageSummaryEndpoint](#),
[tournamentInfoEndpoint](#), [tournamentSchedule](#), [tournamentSeasons](#), [tournamentsEndpoint](#),
[variant_descriptions](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Class SelectionType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class SelectionType
```

Inheritance

[object](#) ← SelectionType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

market_id

```
public int market_id { get; set; }
```

Property Value

[int](#)

odds

```
public double odds { get; set; }
```

Property Value

[double](#)

oddsSpecified

```
public bool oddsSpecified { get; set; }
```

Property Value

[bool](#)

outcome_id

```
public string outcome_id { get; set; }
```

Property Value

[string](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

Class SelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class SelectionsType
```

Inheritance

[object](#) ← SelectionsType

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

selection

```
public SelectionType[] selection { get; set; }
```

Property Value

[SelectionType\[\]](#)

Class attributesAttribute

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class attributesAttribute
```

Inheritance

[object](#) ← attributesAttribute

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class basicEvent

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class basicEvent
```

Inheritance

[object](#) ← basicEvent

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

assist

```
public eventPlayerAssist[] assist { get; set; }
```

Property Value

[eventPlayerAssist\[\]](#)

away_score

```
public string away_score { get; set; }
```

Property Value

[string](#)

goal_scorer

```
public eventPlayer goal_scorer { get; set; }
```

Property Value

[eventPlayer](#)

home_score

```
public string home_score { get; set; }
```

Property Value

[string](#)

id

```
public int id { get; set; }
```

Property Value

[int](#)

match_clock

```
public string match_clock { get; set; }
```

Property Value

[string](#)

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#)

match_status_codeSpecified

```
public bool match_status_codeSpecified { get; set; }
```

Property Value

[bool](#)

match_time

```
public int match_time { get; set; }
```

Property Value

[int](#)

match_timeSpecified

```
public bool match_timeSpecified { get; set; }
```

Property Value

[bool](#)

period

```
public string period { get; set; }
```

Property Value

[string](#) ↗

period_name

```
public string period_name { get; set; }
```

Property Value

[string](#) ↗

player

```
public eventPlayer player { get; set; }
```

Property Value

[eventPlayer](#)

points

```
public string points { get; set; }
```

Property Value

[string](#) ↗

stoppage_time

```
public string stoppage_time { get; set; }
```

Property Value

[string](#)

team

```
public string team { get; set; }
```

Property Value

[string](#)

time

```
public DateTime time { get; set; }
```

Property Value

[DateTime](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#) ↗

X

```
public int x { get; set; }
```

Property Value

[int](#) ↗

xSpecified

```
public bool xSpecified { get; set; }
```

Property Value

[bool](#) ↗

y

```
public int y { get; set; }
```

Property Value

[int](#) ↗

ySpecified

```
public bool ySpecified { get; set; }
```

Property Value

[bool](#) ↗

Class betstop_reasons_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betstop_reasons_descriptions
```

Inheritance

[object](#) ← betstop_reasons_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

betstop_reason

```
public desc_betstop_reason[] betstop_reason { get; set; }
```

Property Value

[desc_betstop_reason\[\]](#)

location

```
public string location { get; set; }
```

Property Value

[string](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class betting_status_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betting_status_descriptions
```

Inheritance

[object](#) ← betting_status_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

betting_status

```
public desc_betting_status[] betting_status { get; set; }
```

Property Value

[desc_betting_status\[\]](#)

location

```
public string location { get; set; }
```

Property Value

[string](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Enum bonusDrumType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum bonusDrumType
```

Fields

additional = 1

same = 0

Class car

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class car
```

Inheritance

[object](#) ← car

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

chassis

```
public string chassis { get; set; }
```

Property Value

[string](#)

engine_name

```
public string engine_name { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class cashout

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class cashout : FeedMessage
```

Inheritance

[object](#) ← [FeedMessage](#) ← cashout

Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

MessageName

The message name

```
public static readonly string MessageName
```

Field Value

[string](#)

Properties

EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

Property Value

[string](#) ↗

The event identifier

GeneratedAt

Gets the timestamp of the message

```
public override long GeneratedAt { get; }
```

Property Value

[long](#) ↗

The timestamp of the message

IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [FeedMessage](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

Property Value

[bool](#) ↗

true if this instance is event related; otherwise, **false**.

IsStateful

When override in derived class, it gets a value indicating whether current message is state-ful

```
public override bool IsStateful { get; }
```

Property Value

[bool](#)

true if this instance is stateful; otherwise, **false**.

Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

Property Value

[string](#)

The name.

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [Feed Message](#)

```
public override int ProducerId { get; }
```

Property Value

[int](#)

The producer identifier.

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

PropertyValue

[long](#)

The timestamp of the message

RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

PropertyValue

[long](#)?

The request identifier.

RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

PropertyValue

[PropertyUsage](#)

The request identifier usage.

SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

Property Value

[long](#) ↗

The timestamp of the message

event_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↗

odds

```
public cashoutOdds odds { get; set; }
```

Property Value

[cashoutOdds](#)

product

```
public int product { get; set; }
```

Property Value

[int](#) ↗

request_id

```
public long request_id { get; set; }
```

Property Value

[long](#) ↗

request_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#) ↗

sport_event_status

```
public restSportEventStatus sport_event_status { get; set; }
```

Property Value

[restSportEventStatus](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

Class cashoutOdds

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class cashoutOdds
```

Inheritance

[object](#) ← cashoutOdds

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

betstop_reason

```
public int betstop_reason { get; set; }
```

Property Value

[int](#)

betstop_reasonSpecified

```
public bool betstop_reasonSpecified { get; set; }
```

Property Value

[bool](#)

`betting_status`

```
public int betting_status { get; set; }
```

Property Value

[int](#)

`betting_statusSpecified`

```
public bool betting_statusSpecified { get; set; }
```

Property Value

[bool](#)

`market`

```
public oddsChangeMarket[] market { get; set; }
```

Property Value

[oddsChangeMarket\[\]](#)

Class category

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class category
```

Inheritance

[object](#) ← category

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

country_code

```
public string country_code { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class clock

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class clock
```

Inheritance

[object](#) ← clock

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

match_time

```
public string match_time { get; set; }
```

Property Value

[string](#)

stoppage_time

```
public string stoppage_time { get; set; }
```

Property Value

[string](#)

stoppage_time_announced

```
public string stoppage_time_announced { get; set; }
```

Property Value

[string](#) ↗

Class competitorProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents all messages (entities) received from the feed REST API

```
[Serializable]  
public class competitorProfileEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← competitorProfileEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

competitor

```
public teamExtended competitor { get; set; }
```

Property Value

[teamExtended](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

jerseys

```
public jersey[] jerseys { get; set; }
```

Property Value

[jersey\[\]](#)

manager

```
public manager manager { get; set; }
```

Property Value

[manager](#)

players

```
public playerExtended[] players { get; set; }
```

Property Value

[playerExtended\[\]](#)

race_driver_profile

```
public raceDriverProfile race_driver_profile { get; set; }
```

Property Value

[raceDriverProfile](#)

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

Class competitorReferenceIdsReference_id

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class competitorReferenceIdsReference_id
```

Inheritance

[object](#) ← competitorReferenceIdsReference_id

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#)

Class course

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class course
```

Inheritance

[object](#) ← course

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

hole

```
public hole[] hole { get; set; }
```

Property Value

[hole\[\]](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class coverage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class coverage
```

Inheritance

[object](#) ← coverage

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

includes

```
public string includes { get; set; }
```

Property Value

[string](#)

Class coverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class coverageInfo
```

Inheritance

[object](#) ← coverageInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

coverage

```
public coverage[] coverage { get; set; }
```

Property Value

[coverage\[\]](#)

covered_from

```
public string covered_from { get; set; }
```

Property Value

[string](#)

level

```
public string level { get; set; }
```

Property Value

[string](#) ↗

live_coverage

```
public bool live_coverage { get; set; }
```

Property Value

[bool](#) ↗

Class currentSeason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class currentSeason : seasonExtended
```

Inheritance

[object](#) ← [season](#) ← [seasonExtended](#) ← currentSeason

Inherited Members

[seasonExtended.start_date](#) , [seasonExtended.end_date](#) , [seasonExtended.start_time](#) ,
[seasonExtended.start_timeSpecified](#) , [seasonExtended.end_time](#) ,
[seasonExtended.end_timeSpecified](#) , [seasonExtended.year](#) , [seasonExtended.tournament_id](#) ,
[season.id](#) , [season.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class delayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class delayedInfo
```

Inheritance

[object](#) ← delayedInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public int id { get; set; }
```

Property Value

[int](#)

Class desc_betstop_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_betstop_reason
```

Inheritance

[object](#) ← desc_betstop_reason

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

Class desc_betting_status

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_betting_status
```

Inheritance

[object](#) ← desc_betting_status

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

Class desc_market

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class desc_market
```

Inheritance

[object](#) ← desc_market

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

attributes

```
public attributesAttribute[] attributes { get; set; }
```

Property Value

[attributesAttribute\[\]](#)

description

```
public string description { get; set; }
```

Property Value

[string](#)

groups

```
public string groups { get; set; }
```

Property Value

[string](#)

id

```
public int id { get; set; }
```

Property Value

[int](#)

includes_outcomes_of_type

```
public string includes_outcomes_of_type { get; set; }
```

Property Value

[string](#)

mappings

```
public mappingsMapping[] mappings { get; set; }
```

Property Value

[mappingsMapping](#)[]

name

```
public string name { get; set; }
```

Property Value

[string](#)

outcome_type

```
public string outcome_type { get; set; }
```

Property Value

[string](#)

outcomes

```
public desc_outcomesOutcome[] outcomes { get; set; }
```

Property Value

[desc_outcomesOutcome\[\]](#)

specifiers

```
public desc_specifiersSpecifier[] specifiers { get; set; }
```

Property Value

[desc_specifiersSpecifier\[\]](#)

variant

```
public string variant { get; set; }
```

Property Value

[string](#) ↗

Class desc_match_status

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_status
```

Inheritance

[object](#) ← desc_match_status

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

period_number

```
public int period_number { get; set; }
```

Property Value

[int](#)

period_numberSpecified

```
public bool period_numberSpecified { get; set; }
```

Property Value

[bool](#)

sports

```
public desc_match_statusSports sports { get; set; }
```

Property Value

[desc_match_statusSports](#)

Class desc_match_statusSports

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_statusSports
```

Inheritance

[object](#) ← desc_match_statusSports

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

desc_match_statusSports()

```
public desc_match_statusSports()
```

Properties

all

```
public bool all { get; set; }
```

Property Value

[bool](#)

sport

```
public desc_match_statusSportsSport[] sport { get; set; }
```

Property Value

[desc_match_statusSportsSport\[\]](#)

Class desc_match_statusSportsSport

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_statusSportsSport
```

Inheritance

[object](#) ← desc_match_statusSportsSport

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

Class desc_outcome_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_outcome_reason
```

Inheritance

[object](#) ← desc_outcome_reason

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

Class desc_outcomesOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_outcomesOutcome
```

Inheritance

[object](#) ← desc_outcomesOutcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class desc_specifiersSpecifier

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_specifiersSpecifier
```

Inheritance

[object](#) ← desc_specifiersSpecifier

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class desc_variant

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class desc_variant
```

Inheritance

[object](#) ← desc_variant

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

mappings

```
public variant_mappingsMapping[] mappings { get; set; }
```

Property Value

[variant_mappingsMapping\[\]](#)

outcomes

```
public desc_variant_outcomesOutcome[] outcomes { get; set; }
```

Property Value

[desc_variant_outcomesOutcome\[\]](#)

Class desc_variant_outcomesOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_variant_outcomesOutcome
```

Inheritance

[object](#) ← desc_variant_outcomesOutcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class desc_void_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_void_reason
```

Inheritance

[object](#) ← desc_void_reason

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

Enum drawStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum drawStatus
```

Fields

canceled = 3

closed = 1

finished = 2

open = 0

Enum drawType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum drawType
```

Fields

drum = 0

rng = 1

Class draw_event

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_event
```

Inheritance

[object](#) ← draw_event

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

display_id

```
public int display_id { get; set; }
```

Property Value

[int](#)

display_idSpecified

```
public bool display_idSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

scheduled

```
public DateTime scheduled { get; set; }
```

Property Value

[DateTime](#)

scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public drawStatus status { get; set; }
```

Property Value

[drawStatus](#)

statusSpecified

```
public bool statusSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class draw_fixture

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_fixture : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← draw_fixture

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

display_id

```
public int display_id { get; set; }
```

Property Value

[int](#)

display_idSpecified

```
public bool display_idSpecified { get; set; }
```

Property Value

[bool](#)

draw_date

```
public DateTime draw_date { get; set; }
```

Property Value

[DateTime](#)

draw_dateSpecified

```
public bool draw_dateSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

lottery

```
public lottery lottery { get; set; }
```

Property Value

[lottery](#)

status

```
public drawStatus status { get; set; }
```

Property Value

[drawStatus](#)

statusSpecified

```
public bool statusSpecified { get; set; }
```

Property Value

[bool](#)

Class draw_fixtures

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class draw_fixtures : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← draw_fixtures

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

draw_fixture

```
public draw_fixture draw_fixture { get; set; }
```

Property Value

[draw_fixture](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class draw_result

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_result
```

Inheritance

[object](#) ← draw_result

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

draws

```
public draw_resultDraws draws { get; set; }
```

Property Value

[draw_resultDraws](#)

Class draw_resultDraws

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_resultDraws
```

Inheritance

[object](#) ← draw_resultDraws

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

chronological

```
public bool chronological { get; set; }
```

Property Value

[bool](#)

chronologicalSpecified

```
public bool chronologicalSpecified { get; set; }
```

Property Value

[bool](#)

draw

```
public draw_resultDrawsDraw[] draw { get; set; }
```

Property Value

[draw_resultDrawsDraw\[\]](#)

Class draw_resultDrawsDraw

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_resultDrawsDraw
```

Inheritance

[object](#) ← draw_resultDrawsDraw

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

value

```
public int value { get; set; }
```

Property Value

[int](#)

valueSpecified

```
public bool valueSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class draw_summary

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_summary : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← draw_summary

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

draw_fixture

```
public draw_fixture draw_fixture { get; set; }
```

Property Value

[draw_fixture](#)

draw_result

```
public draw_result draw_result { get; set; }
```

Property Value

[draw_result](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

Class eventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class eventPlayer
```

Inheritance

[object](#) ← eventPlayer

Derived

[eventPlayerAssist](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

bench

```
public string bench { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

method

```
public string method { get; set; }
```

Property Value

[string](#) ↗

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class eventPlayerAssist

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class eventPlayerAssist : eventPlayer
```

Inheritance

[object](#) ← [eventPlayer](#) ← eventPlayerAssist

Inherited Members

[eventPlayer.id](#) , [eventPlayer.name](#) , [eventPlayer.method](#) , [eventPlayer.bench](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

type

```
public string type { get; set; }
```

Property Value

[string](#)

Class fixture

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class fixture : sportEvent
```

Inheritance

[object](#) ← [sportEvent](#) ← fixture

Inherited Members

[sportEvent.tournament_round](#), [sportEvent.season](#), [sportEvent.parent](#),
[sportEvent.additional_parents](#), [sportEvent.tournament](#), [sportEvent.sport_event_conditions](#),
[sportEvent.competitors](#), [sportEvent.races](#), [sportEvent.venue](#), [sportEvent.id](#), [sportEvent.name](#),
[sportEvent.type](#), [sportEvent.stage_type](#), [sportEvent.scheduled](#), [sportEvent.scheduledSpecified](#),
[sportEvent.start_time_tbd](#), [sportEvent.start_time_tbdSpecified](#), [sportEvent.scheduled_end](#),
[sportEvent.scheduled_endSpecified](#), [sportEvent.replaced_by](#), [sportEvent.liveodds](#),
[sportEvent.status](#), [sportEvent.next_live_time](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Properties

coverage_info

```
public coverageInfo coverage_info { get; set; }
```

Property Value

[coverageInfo](#)

delayed_info

```
public delayedInfo delayed_info { get; set; }
```

Property Value

[delayedInfo](#)

extra_info

```
public info[] extra_info { get; set; }
```

Property Value

[info\[\]](#)

product_info

```
public productInfo product_info { get; set; }
```

Property Value

[productInfo](#)

reference_ids

```
public referenceIdsReference_id[] reference_ids { get; set; }
```

Property Value

[referenceIdsReference_id\[\]](#)

scheduled_start_time_changes

```
public scheduledStartTimeChange[] scheduled_start_time_changes { get; set; }
```

Property Value

[scheduledStartTimeChange\[\]](#)

start_time

```
public DateTime start_time { get; set; }
```

Property Value

[DateTime](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

start_time_confirmed

```
public bool start_time_confirmed { get; set; }
```

Property Value

[bool](#)

start_time_confirmedSpecified

```
public bool start_time_confirmedSpecified { get; set; }
```

Property Value

[bool](#)

tv_channels

```
public tvChannel[] tv_channels { get; set; }
```

Property Value

[tvChannel\[\]](#)

Class fixtureChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class fixtureChange
```

Inheritance

[object](#) ← fixtureChange

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

sport_event_id

```
public string sport_event_id { get; set; }
```

Property Value

[string](#)

update_time

```
public DateTime update_time { get; set; }
```

Property Value

[DateTime](#)

Class fixtureChangesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixtureChangesEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← fixtureChangesEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

fixture_change

```
public fixtureChange[] fixture_change { get; set; }
```

Property Value

[fixtureChange\[\]](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class fixturesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class fixturesEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← fixturesEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

fixture

```
public fixture fixture { get; set; }
```

Property Value

[fixture](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class hole

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class hole
```

Inheritance

[object](#) ← hole

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

number

```
public int number { get; set; }
```

Property Value

[int](#)

par

```
public int par { get; set; }
```

Property Value

[int](#)

Class info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class info
```

Inheritance

[object](#) ← info

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

key

```
public string key { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#)

Class jersey

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class jersey
```

Inheritance

[object](#) ← jersey

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

base

```
public string @base { get; set; }
```

Property Value

[string](#)

horizontal_stripes

```
public bool horizontal_stripes { get; set; }
```

Property Value

[bool](#)

horizontal_stripesSpecified

```
public bool horizontal_stripesSpecified { get; set; }
```

Property Value

[bool](#)

horizontal_stripes_color

```
public string horizontal_stripes_color { get; set; }
```

Property Value

[string](#)

number

```
public string number { get; set; }
```

Property Value

[string](#)

shirt_type

```
public string shirt_type { get; set; }
```

Property Value

[string](#)

sleeve

```
public string sleeve { get; set; }
```

Property Value

[string](#)

sleeve_detail

```
public string sleeve_detail { get; set; }
```

Property Value

[string](#)

split

```
public bool split { get; set; }
```

Property Value

[bool](#)

splitSpecified

```
public bool splitSpecified { get; set; }
```

Property Value

[bool](#)

split_color

```
public string split_color { get; set; }
```

Property Value

[string](#)

squares

```
public bool squares { get; set; }
```

Property Value

[bool](#)

squaresSpecified

```
public bool squaresSpecified { get; set; }
```

Property Value

[bool](#)

squares_color

```
public string squares_color { get; set; }
```

Property Value

[string](#)

stripes

```
public bool stripes { get; set; }
```

Property Value

[bool](#)

stripesSpecified

```
public bool stripesSpecified { get; set; }
```

Property Value

[bool](#)

stripes_color

```
public string stripes_color { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

Class lotteries

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class lotteries : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← lotteries

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

lottery

```
public lottery[] lottery { get; set; }
```

Property Value

[lottery\[\]](#)

Class lottery

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class lottery
```

Inheritance

[object](#) ← lottery

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

bonus_info

```
public lotteryBonus_info bonus_info { get; set; }
```

Property Value

[lotteryBonus_info](#)

category

```
public category category { get; set; }
```

Property Value

[category](#)

draw_info

```
public lotteryDraw_info draw_info { get; set; }
```

Property Value

[lotteryDraw_info](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

sport

```
public sport sport { get; set; }
```

Property Value

[sport](#)

Class lotteryBonus_info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lotteryBonus_info
```

Inheritance

[object](#) ← lotteryBonus_info

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

bonus_balls

```
public int bonus_balls { get; set; }
```

Property Value

[int](#)

bonus_ballsSpecified

```
public bool bonus_ballsSpecified { get; set; }
```

Property Value

[bool](#)

bonus_drum

```
public bonusDrumType bonus_drum { get; set; }
```

Property Value

[bonusDrumType](#)

bonus_drumSpecified

```
public bool bonus_drumSpecified { get; set; }
```

Property Value

[bool](#)

bonus_range

```
public string bonus_range { get; set; }
```

Property Value

[string](#)

Class lotteryDraw_info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lotteryDraw_info
```

Inheritance

[object](#) ← lotteryDraw_info

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

draw_type

```
public drawType draw_type { get; set; }
```

Property Value

[drawType](#)

draw_typeSpecified

```
public bool draw_typeSpecified { get; set; }
```

Property Value

[bool](#)

game_type

```
public string game_type { get; set; }
```

Property Value

[string](#)

time_type

```
public timeType time_type { get; set; }
```

Property Value

[timeType](#)

time_typeSpecified

```
public bool time_typeSpecified { get; set; }
```

Property Value

[bool](#)

Class lottery_schedule

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lottery_schedule : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← lottery_schedule

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

draw_events

```
public draw_event[] draw_events { get; set; }
```

Property Value

[draw_event\[\]](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#) ↗

lottery

```
public lottery lottery { get; set; }
```

Property Value

[lottery](#)

Class manager

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class manager
```

Inheritance

[object](#) ← manager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

country_code

```
public string country_code { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

Class mappingsMapping

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class mappingsMapping
```

Inheritance

[object](#) ← mappingsMapping

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

mapping_outcome

```
public mappingsMappingMapping_outcome[] mapping_outcome { get; set; }
```

Property Value

[mappingsMappingMapping_outcome\[\]](#)

market_id

```
public string market_id { get; set; }
```

Property Value

[string](#)

product_id

```
public int product_id { get; set; }
```

Property Value

[int ↗](#)

product_ids

```
public string product_ids { get; set; }
```

Property Value

[string ↗](#)

sov_template

```
public string sov_template { get; set; }
```

Property Value

[string ↗](#)

sport_id

```
public string sport_id { get; set; }
```

Property Value

[string ↗](#)

valid_for

```
public string valid_for { get; set; }
```

Property Value

[string](#) ↗

Class mappingsMappingMapping_outcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class mappingsMappingMapping_outcome
```

Inheritance

[object](#) ← mappingsMappingMapping_outcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

outcome_id

```
public string outcome_id { get; set; }
```

Property Value

[string](#)

product_outcome_id

```
public string product_outcome_id { get; set; }
```

Property Value

[string](#)

product_outcome_name

```
public string product_outcome_name { get; set; }
```

Property Value

[string](#) ↗

Class market_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class market_descriptions : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← market_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

location

```
public string location { get; set; }
```

Property Value

[string](#)

market

```
public desc_market[] market { get; set; }
```

Property Value

[desc_market\[\]](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class matchPeriod

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchPeriod
```

Inheritance

[object](#) ← matchPeriod

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

teams

```
public teamStatistics[] teams { get; set; }
```

Property Value

[teamStatistics\[\]](#)

Class matchRound

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchRound
```

Inheritance

[object](#) ← matchRound

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

betradar_id

```
public int betradar_id { get; set; }
```

Property Value

[int](#)

betradar_idSpecified

```
public bool betradar_idSpecified { get; set; }
```

Property Value

[bool](#)

`betradar_name`

```
public string betradar_name { get; set; }
```

Property Value

[string](#)

`cup_round_match_number`

```
public int cup_round_match_number { get; set; }
```

Property Value

[int](#)

`cup_round_match_numberSpecified`

```
public bool cup_round_match_numberSpecified { get; set; }
```

Property Value

[bool](#)

`cup_round_matches`

```
public int cup_round_matches { get; set; }
```

Property Value

[int](#)

`cup_round_matchesSpecified`

```
public bool cup_round_matchesSpecified { get; set; }
```

Property Value

[bool](#)

group

```
public string group { get; set; }
```

Property Value

[string](#)

group_id

```
public string group_id { get; set; }
```

Property Value

[string](#)

group_long_name

```
public string group_long_name { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

number

```
public int number { get; set; }
```

Property Value

[int](#)

numberSpecified

```
public bool numberSpecified { get; set; }
```

Property Value

[bool](#)

other_match_id

```
public string other_match_id { get; set; }
```

Property Value

[string](#)

phase

```
public string phase { get; set; }
```

Property Value

[string](#) ↗

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class matchStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchStatistics
```

Inheritance

[object](#) ← matchStatistics

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

periods

```
public matchPeriod[] periods { get; set; }
```

Property Value

[matchPeriod\[\]](#)

totals

```
public teamStatistics[][] totals { get; set; }
```

Property Value

[teamStatistics\[\]\[\]](#)

Class matchSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class matchSummaryEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← matchSummaryEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

coverage_info

```
public coverageInfo coverage_info { get; set; }
```

Property Value

[coverageInfo](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_event

```
public sportEvent sport_event { get; set; }
```

Property Value

[sportEvent](#)

sport_event_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

Property Value

[sportEventConditions](#)

sport_event_status

```
public restSportEventStatus sport_event_status { get; set; }
```

Property Value

[restSportEventStatus](#)

statistics

```
public matchStatistics statistics { get; set; }
```

Property Value

[matchStatistics](#)

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

Class matchTimelineEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchTimelineEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← matchTimelineEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

coverage_info

```
public coverageInfo coverage_info { get; set; }
```

Property Value

[coverageInfo](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_event

```
public sportEvent sport_event { get; set; }
```

Property Value

[sportEvent](#)

sport_event_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

Property Value

[sportEventConditions](#)

sport_event_status

```
public restSportEventStatus sport_event_status { get; set; }
```

Property Value

[restSportEventStatus](#)

timeline

```
public basicEvent[] timeline { get; set; }
```

Property Value

[basicEvent\[\]](#)

Class match_status_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class match_status_descriptions
```

Inheritance

[object](#) ← match_status_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

location

```
public string location { get; set; }
```

Property Value

[string](#)

match_status

```
public desc_match_status[] match_status { get; set; }
```

Property Value

[desc_match_status\[\]](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class outcome_reasons_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class outcome_reasons_descriptions
```

Inheritance

[object](#) ← outcome_reasons_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

location

```
public string location { get; set; }
```

Property Value

[string](#)

outcome_reason

```
public desc_outcome_reason[] outcome_reason { get; set; }
```

Property Value

[desc_outcome_reason](#)[]

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class parentStage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class parentStage
```

Inheritance

[object](#) ← parentStage

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

replaced_by

```
public string replaced_by { get; set; }
```

Property Value

[string](#)

scheduled

```
public DateTime scheduled { get; set; }
```

Property Value

[DateTime](#)

scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

scheduled_end

```
public DateTime scheduled_end { get; set; }
```

Property Value

[DateTime](#)

scheduled_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#)

stage_type

```
public string stage_type { get; set; }
```

Property Value

[string](#)

start_time_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#)

start_time_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class periodScore

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodScore : periodScoreBase
```

Inheritance

[object](#) ← [periodScoreBase](#) ← periodScore

Inherited Members

[periodScoreBase.type](#) , [periodScoreBase.number](#) , [periodScoreBase.numberSpecified](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away_score

```
public string away_score { get; set; }
```

Property Value

[string](#)

home_score

```
public string home_score { get; set; }
```

Property Value

[string](#)

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#)

Class periodScoreBase

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class periodScoreBase
```

Inheritance

[object](#) ← periodScoreBase

Derived

[periodScore](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

number

```
public int number { get; set; }
```

Property Value

[int](#)

numberSpecified

```
public bool numberSpecified { get; set; }
```

Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class periodStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatus
```

Inheritance

[object](#) ← periodStatus

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

competitor

```
public periodStatusCompetitor[] competitor { get; set; }
```

Property Value

[periodStatusCompetitor\[\]](#)

number

```
public int number { get; set; }
```

Property Value

[int](#)

numberSpecified

```
public bool numberSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public string status { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

Class periodStatusCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatusCompetitor
```

Inheritance

[object](#) ← periodStatusCompetitor

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

result

```
public periodStatusCompetitorResult[] result { get; set; }
```

Property Value

[periodStatusCompetitorResult](#)[]

Class periodStatusCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatusCompetitorResult
```

Inheritance

[object](#) ← periodStatusCompetitorResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#) ↗

Class pitcher

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class pitcher
```

Inheritance

[object](#) ← pitcher

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

changed_at

```
public DateTime changed_at { get; set; }
```

Property Value

[DateTime](#)

changed_atSpecified

```
public bool changed_atSpecified { get; set; }
```

Property Value

[bool](#)

competitor

```
public string competitor { get; set; }
```

Property Value

[string](#)

hand

```
public string hand { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

short_name

```
public string short_name { get; set; }
```

Property Value

[string](#) ↗

Class player

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class player
```

Inheritance

[object](#) ← player

Derived

[playerExtended](#), [playerLineup](#), [playerSubstitute](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class playerCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class playerCompetitor
```

Inheritance

[object](#) ← playerCompetitor

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

abbreviation

```
public string abbreviation { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

Class playerExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class playerExtended : player
```

Inheritance

[object](#) ← [player](#) ← playerExtended

Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

country_code

```
public string country_code { get; set; }
```

Property Value

[string](#)

date_of_birth

```
public string date_of_birth { get; set; }
```

Property Value

[string](#)

full_name

```
public string full_name { get; set; }
```

Property Value

[string](#) ↗

gender

```
public string gender { get; set; }
```

Property Value

[string](#) ↗

height

```
public int height { get; set; }
```

Property Value

[int](#) ↗

heightSpecified

```
public bool heightSpecified { get; set; }
```

Property Value

[bool](#) ↗

jersey_number

```
public int jersey_number { get; set; }
```

Property Value

[int](#)

jersey_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

Property Value

[bool](#)

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#)

nickname

```
public string nickname { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

weight

```
public int weight { get; set; }
```

Property Value

[int](#)

weightSpecified

```
public bool weightSpecified { get; set; }
```

Property Value

[bool](#)

Class playerLineup

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class playerLineup : player
```

Inheritance

[object](#) ← [player](#) ← playerLineup

Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

jersey_number

```
public int jersey_number { get; set; }
```

Property Value

[int](#)

jersey_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

Property Value

[bool](#)

position

```
public string position { get; set; }
```

Property Value

[string](#) ↗

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class playerProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class playerProfileEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← playerProfileEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

player

```
public playerExtended player { get; set; }
```

Property Value

[playerExtended](#)

Class playerSubstitute

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class playerSubstitute : player
```

Inheritance

[object](#) ← [player](#) ← playerSubstitute

Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

jersey_number

```
public int jersey_number { get; set; }
```

Property Value

[int](#)

jersey_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class producer

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class producer
```

Inheritance

[object](#) ← producer

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

active

```
public bool active { get; set; }
```

Property Value

[bool](#)

api_url

```
public string api_url { get; set; }
```

Property Value

[string](#)

description

```
public string description { get; set; }
```

Property Value

[string](#)

id

```
public long id { get; set; }
```

Property Value

[long](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

scope

```
public string scope { get; set; }
```

Property Value

[string](#)

stateful_recovery_window_in_minutes

```
public int stateful_recovery_window_in_minutes { get; set; }
```

Property Value

[int](#) ↗

Class producers

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class producers : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← producers

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

location

```
public string location { get; set; }
```

Property Value

[string](#)

producer

```
public producer[] producer { get; set; }
```

Property Value

[producer\[\]](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class productInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class productInfo
```

Inheritance

[object](#) ← productInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

is_auto_traded

```
public productInfoItem is_auto_traded { get; set; }
```

Property Value

[productInfoItem](#)

is_in_hosted_statistics

```
public productInfoItem is_in_hosted_statistics { get; set; }
```

Property Value

[productInfoItem](#)

is_in_live_center_soccer

```
public productInfoItem is_in_live_center_soccer { get; set; }
```

Property Value

[productInfoItem](#)

is_in_live_match_tracker

```
public productInfoItem is_in_live_match_tracker { get; set; }
```

Property Value

[productInfoItem](#)

is_in_live_score

```
public productInfoItem is_in_live_score { get; set; }
```

Property Value

[productInfoItem](#)

links

```
public productInfoLink[] links { get; set; }
```

Property Value

[productInfoLink\[\]](#)

streaming

```
public streamingChannel[] streaming { get; set; }
```

Property Value

[streamingChannel\[\]](#)

Class productInfoItem

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class productInfoItem
```

Inheritance

[object](#) ← productInfoItem

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class productInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class productInfoLink
```

Inheritance

[object](#) ← productInfoLink

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

ref

```
public string @ref { get; set; }
```

Property Value

[string](#)

Class raceDriver

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceDriver : team
```

Inheritance

[object](#) ← [team](#) ← raceDriver

Inherited Members

[team.reference_ids](#), [team.players](#), [team.id](#), [team.name](#), [team.abbreviation](#), [team.short_name](#),
[team.country](#), [team.country_code](#), [team.virtual](#), [team.virtualSpecified](#), [team.age_group](#),
[team.gender](#), [team.state](#), [team.division](#), [team.divisionSpecified](#), [team.division_name](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

date_of_birth

```
public string date_of_birth { get; set; }
```

Property Value

[string](#)

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

Class raceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceDriverProfile
```

Inheritance

[object](#) ← raceDriverProfile

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

car

```
public car car { get; set; }
```

Property Value

[car](#)

race_driver

```
public raceDriver race_driver { get; set; }
```

Property Value

[raceDriver](#)

race_team

```
public raceTeam race_team { get; set; }
```

Property Value

[raceTeam](#)

Class raceScheduleEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceScheduleEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← raceScheduleEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_events

```
public sportEventChildrenSport_event[] sport_events { get; set; }
```

Property Value

[sportEventChildrenSport_event\[\]](#)

tournament

```
public tournament tournament { get; set; }
```

Property Value

[tournament](#)

Class raceTeam

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceTeam : team
```

Inheritance

[object](#) ← [team](#) ← raceTeam

Inherited Members

[team.reference_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) , [team.short_name](#) ,
[team.country](#) , [team.country_code](#) , [team.virtual](#) , [team.virtualSpecified](#) , [team.age_group](#) ,
[team.gender](#) , [team.state](#) , [team.division](#) , [team.divisionSpecified](#) , [team.division_name](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class raceTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class raceTournamentInfoEndpoint : tournamentInfoEndpoint
```

Inheritance

[object](#) ↗ ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← raceTournamentInfoEndpoint

Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season_coverage_info](#) ,
[tournamentInfoEndpoint.coverage_info](#) , [tournamentInfoEndpoint.groups](#) ,
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,
[tournamentInfoEndpoint.generated_at](#) , [tournamentInfoEndpoint.generated_atSpecified](#) ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ ,
[object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ ,
[object.ToString\(\)](#) ↗

Class referee

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class referee
```

Inheritance

[object](#) ← referee

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

Class referenceldsReference_id

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class referenceldsReference_id
```

Inheritance

[object](#) ← referenceldsReference_id

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#)

Class response

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class response : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← response

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

action

```
public string action { get; set; }
```

Property Value

[string](#)

message

```
public string message { get; set; }
```

Property Value

[string](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

Enum response_code

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public enum response_code
```

Fields

ACCEPTED = 2

BAD_REQUEST = 9

CONFLICT = 5

CREATED = 1

FORBIDDEN = 3

MOVED_PERMANENTLY = 8

NOT_FOUND = 4

NOT_IMPLEMENTED = 7

OK = 0

SERVICE_UNAVAILABLE = 6

Class restSportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class restSportEventStatus : restSportEventStatusBase
```

Inheritance

[object](#) ← [restSportEventStatusBase](#) ← restSportEventStatus

Inherited Members

[restSportEventStatusBase.clock](#) , [restSportEventStatusBase.period_scores](#) ,
[restSportEventStatusBase.results](#) , [restSportEventStatusBase.status](#) ,
[restSportEventStatusBase.match_status](#) , [restSportEventStatusBase.winner_id](#) ,
[restSportEventStatusBase.winning_reason](#) , [restSportEventStatusBase.decided_by_fed](#) ,
[restSportEventStatusBase.decided_by_fedSpecified](#) , [restSportEventStatusBase.period](#) ,
[restSportEventStatusBase.periodSpecified](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

aggregate_away_score

```
public string aggregate_away_score { get; set; }
```

Property Value

[string](#)

aggregate_home_score

```
public string aggregate_home_score { get; set; }
```

Property Value

[string](#) ↗

aggregate_winner_id

```
public string aggregate_winner_id { get; set; }
```

Property Value

[string](#) ↗

away_score

```
public string away_score { get; set; }
```

Property Value

[string](#) ↗

home_score

```
public string home_score { get; set; }
```

Property Value

[string](#) ↗

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#)

match_status_codeSpecified

```
public bool match_status_codeSpecified { get; set; }
```

Property Value

[bool](#)

status_code

```
public int status_code { get; set; }
```

Property Value

[int](#)

status_codeSpecified

```
public bool status_codeSpecified { get; set; }
```

Property Value

[bool](#)

Class restSportEventStatusBase

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class restSportEventStatusBase
```

Inheritance

[object](#) ← restSportEventStatusBase

Derived

[restSportEventStatus](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

clock

```
public clock[] clock { get; set; }
```

Property Value

[clock\[\]](#)

decided_by_fed

```
public bool decided_by_fed { get; set; }
```

Property Value

[bool](#)

decided_by_fedSpecified

```
public bool decided_by_fedSpecified { get; set; }
```

Property Value

[bool](#)

match_status

```
public string match_status { get; set; }
```

Property Value

[string](#)

period

```
public int period { get; set; }
```

Property Value

[int](#)

periodSpecified

```
public bool periodSpecified { get; set; }
```

Property Value

[bool](#)

period_scores

```
public periodScore[] period_scores { get; set; }
```

Property Value

[periodScore\[\]](#)

results

```
public resultScore[] results { get; set; }
```

Property Value

[resultScore\[\]](#)

status

```
public string status { get; set; }
```

Property Value

[string](#)

winner_id

```
public string winner_id { get; set; }
```

Property Value

[string](#)

winning_reason

```
public string winning_reason { get; set; }
```

Property Value

[string](#) ↗

Class result

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class result
```

Inheritance

[object](#) ← result

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

sport_event

```
public sportEvent[] sport_event { get; set; }
```

Property Value

[sportEvent\[\]](#)

sport_event_status

```
public restSportEventStatus[] sport_event_status { get; set; }
```

Property Value

[restSportEventStatus\[\]](#)

Class resultChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultChange
```

Inheritance

[object](#) ← resultChange

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

sport_event_id

```
public string sport_event_id { get; set; }
```

Property Value

[string](#)

update_time

```
public DateTime update_time { get; set; }
```

Property Value

[DateTime](#)

Class resultChangesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class resultChangesEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← resultChangesEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

result_change

```
public resultChange[] result_change { get; set; }
```

Property Value

[resultChange\[\]](#)

Class resultEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultEndpoint
```

Inheritance

[object](#) ← resultEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

coverage_info

```
public coverageInfo coverage_info { get; set; }
```

Property Value

[coverageInfo](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_event

```
public sportEvent sport_event { get; set; }
```

Property Value

[sportEvent](#)

sport_event_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

Property Value

[sportEventConditions](#)

sport_event_status

```
public restSportEventStatus sport_event_status { get; set; }
```

Property Value

[restSportEventStatus](#)

Class resultScore

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultScore
```

Inheritance

[object](#) ← resultScore

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

away_score

```
public string away_score { get; set; }
```

Property Value

[string](#)

home_score

```
public string home_score { get; set; }
```

Property Value

[string](#)

match_status_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#) ↗

Class resultsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultsEndpoint
```

Inheritance

[object](#) ← resultsEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

result

```
public result[] result { get; set; }
```

Property Value

[result\[\]](#)

Class scheduleEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class scheduleEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← scheduleEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_event

```
public sportEvent[] sport_event { get; set; }
```

Property Value

[sportEvent\[\]](#)

Class scheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class scheduledStartTimeChange
```

Inheritance

[object](#) ← scheduledStartTimeChange

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

changed_at

```
public DateTime changed_at { get; set; }
```

Property Value

[DateTime](#)

new_time

```
public DateTime new_time { get; set; }
```

Property Value

[DateTime](#)

old_time

```
public DateTime old_time { get; set; }
```

Property Value

[DateTime](#)

Class season

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class season
```

Inheritance

[object](#) ← season

Derived

[seasonExtended](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class seasonCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class seasonCoverageInfo
```

Inheritance

[object](#) ← seasonCoverageInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

max_coverage_level

```
public string max_coverage_level { get; set; }
```

Property Value

[string](#)

max_covered

```
public int max_covered { get; set; }
```

Property Value

[int](#)

max_coveredSpecified

```
public bool max_coveredSpecified { get; set; }
```

Property Value

[bool](#)

min_coverage_level

```
public string min_coverage_level { get; set; }
```

Property Value

[string](#)

played

```
public int played { get; set; }
```

Property Value

[int](#)

scheduled

```
public int scheduled { get; set; }
```

Property Value

[int](#)

season_id

```
public string season_id { get; set; }
```

Property Value

[string](#) ↗

Class seasonExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class seasonExtended : season
```

Inheritance

[object](#) ← [season](#) ← seasonExtended

Derived

[currentSeason](#)

Inherited Members

[season.id](#) , [season.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

end_date

```
public DateTime end_date { get; set; }
```

Property Value

[DateTime](#)

end_time

```
public DateTime end_time { get; set; }
```

Property Value

[DateTime](#)

end_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#)

start_date

```
public DateTime start_date { get; set; }
```

Property Value

[DateTime](#)

start_time

```
public DateTime start_time { get; set; }
```

Property Value

[DateTime](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

tournament_id

```
public string tournament_id { get; set; }
```

Property Value

[string](#) ↗

year

```
public string year { get; set; }
```

Property Value

[string](#) ↗

Class simpleTeamProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class simpleTeamProfileEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← simpleTeamProfileEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

competitor

```
public team competitor { get; set; }
```

Property Value

[team](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class simpleTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class simpleTournamentInfoEndpoint : tournamentInfoEndpoint
```

Inheritance

[object](#) ↗ ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← simpleTournamentInfoEndpoint

Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season_coverage_info](#) ,
[tournamentInfoEndpoint.coverage_info](#) , [tournamentInfoEndpoint.groups](#) ,
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,
[tournamentInfoEndpoint.generated_at](#) , [tournamentInfoEndpoint.generated_atSpecified](#) ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ ,
[object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ ,
[object.ToString\(\)](#) ↗

Class sport

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sport
```

Inheritance

[object](#) ← sport

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class sportCategoriesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportCategoriesEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← sportCategoriesEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

categories

```
public category[] categories { get; set; }
```

Property Value

[category\[\]](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport

```
public sport sport { get; set; }
```

Property Value

[sport](#)

Class sportEvent

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sportEvent
```

Inheritance

[object](#) ← sportEvent

Derived

[fixture](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

additional_parents

```
public parentStage[] additional_parents { get; set; }
```

Property Value

[parentStage\[\]](#)

competitors

```
public teamCompetitor[] competitors { get; set; }
```

Property Value

[teamCompetitor\[\]](#)

id

```
public string id { get; set; }
```

Property Value

[string](#) ↗

liveodds

```
public string liveodds { get; set; }
```

Property Value

[string](#) ↗

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

next_live_time

```
public string next_live_time { get; set; }
```

Property Value

[string](#) ↗

parent

```
public parentStage parent { get; set; }
```

Property Value

[parentStage](#)

races

```
public sportEventChildrenSport_event[] races { get; set; }
```

Property Value

[sportEventChildrenSport_event\[\]](#)

replaced_by

```
public string replaced_by { get; set; }
```

Property Value

[string](#)

scheduled

```
public DateTime scheduled { get; set; }
```

Property Value

[DateTime](#)

scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

scheduled_end

```
public DateTime scheduled_end { get; set; }
```

Property Value

[DateTime](#)

scheduled_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#)

season

```
public seasonExtended season { get; set; }
```

Property Value

[seasonExtended](#)

sport_event_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

Property Value

[sportEventConditions](#)

stage_type

```
public string stage_type { get; set; }
```

Property Value

[string](#)

start_time_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#)

start_time_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public string status { get; set; }
```

Property Value

[string](#) ↗

tournament

```
public tournament tournament { get; set; }
```

Property Value

[tournament](#)

tournament_round

```
public matchRound tournament_round { get; set; }
```

Property Value

[matchRound](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

Class sportEventChildrenSport_event

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEventChildrenSport_event
```

Inheritance

[object](#) ← sportEventChildrenSport_event

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

replaced_by

```
public string replaced_by { get; set; }
```

Property Value

[string](#)

scheduled

```
public DateTime scheduled { get; set; }
```

Property Value

[DateTime](#)

scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

scheduled_end

```
public DateTime scheduled_end { get; set; }
```

Property Value

[DateTime](#)

scheduled_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#)

stage_type

```
public string stage_type { get; set; }
```

Property Value

[string](#)

start_time_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#)

start_time_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

Class sportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEventConditions
```

Inheritance

[object](#) ← sportEventConditions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

attendance

```
public string attendance { get; set; }
```

Property Value

[string](#)

match_mode

```
public string match_mode { get; set; }
```

Property Value

[string](#)

pitcherHistory

```
public pitcher[] pitcherHistory { get; set; }
```

Property Value

[pitcher\[\]](#)

pitchers

```
public pitcher[] pitchers { get; set; }
```

Property Value

[pitcher\[\]](#)

referee

```
public referee referee { get; set; }
```

Property Value

[referee](#)

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

weather_info

```
public weatherInfo weather_info { get; set; }
```

Property Value

[weatherInfo](#)

Class sportTournamentsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sportTournamentsEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← sportTournamentsEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport

```
public sport sport { get; set; }
```

Property Value

[sport](#)

tournaments

```
public tournament[] tournaments { get; set; }
```

Property Value

[tournament\[\]](#)

Class sportsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sportsEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← sportsEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport

```
public sport[] sport { get; set; }
```

Property Value

[sport\[\]](#)

Class stagePeriodEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class stagePeriodEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← stagePeriodEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

period_statuses

```
public periodStatus[] period_statuses { get; set; }
```

Property Value

[periodStatus\[\]](#)

sport_event

```
public sportEvent sport_event { get; set; }
```

Property Value

[sportEvent](#)

Class stageResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResult
```

Inheritance

[object](#) ← stageResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

competitor

```
public stageResultCompetitor[] competitor { get; set; }
```

Property Value

[stageResultCompetitor\[\]](#)

coverage

```
public string coverage { get; set; }
```

Property Value

[string](#)

Class stageResultCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResultCompetitor
```

Inheritance

[object](#) ← stageResultCompetitor

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

climber

```
public double climber { get; set; }
```

Property Value

[double](#)

climberSpecified

```
public bool climberSpecified { get; set; }
```

Property Value

[bool](#)

climber_ranking

```
public int climber_ranking { get; set; }
```

Property Value

[int](#)

climber_rankingSpecified

```
public bool climber_rankingSpecified { get; set; }
```

Property Value

[bool](#)

distance

```
public double distance { get; set; }
```

Property Value

[double](#)

distanceSpecified

```
public bool distanceSpecified { get; set; }
```

Property Value

[bool](#)

grid

```
public int grid { get; set; }
```

Property Value

[int](#)

gridSpecified

```
public bool gridSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

points

```
public double points { get; set; }
```

Property Value

[double](#)

pointsSpecified

```
public bool pointsSpecified { get; set; }
```

Property Value

[bool](#)

position

```
public int position { get; set; }
```

Property Value

[int](#)

positionSpecified

```
public bool positionSpecified { get; set; }
```

Property Value

[bool](#)

result

```
public stageResultCompetitorResult[] result { get; set; }
```

Property Value

[stageResultCompetitorResult\[\]](#)

sprint

```
public double sprint { get; set; }
```

Property Value

[double](#)

sprintSpecified

```
public bool sprintSpecified { get; set; }
```

Property Value

[bool](#)

sprint_ranking

```
public int sprint_ranking { get; set; }
```

Property Value

[int](#)

sprint_rankingSpecified

```
public bool sprint_rankingSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public string status { get; set; }
```

Property Value

[string](#) ↗

status_comment

```
public string status_comment { get; set; }
```

Property Value

[string](#) ↗

time

```
public string time { get; set; }
```

Property Value

[string](#) ↗

time_ranking

```
public int time_ranking { get; set; }
```

Property Value

[int](#) ↗

time_rankingSpecified

```
public bool time_rankingSpecified { get; set; }
```

Property Value

[bool](#)

wc_points

```
public double wc_points { get; set; }
```

Property Value

[double](#)

wc_pointsSpecified

```
public bool wc_pointsSpecified { get; set; }
```

Property Value

[bool](#)

Class stageResultCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResultCompetitorResult
```

Inheritance

[object](#) ← stageResultCompetitorResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#) ↗

Class stageSportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageSportEventStatus
```

Inheritance

[object](#) ← stageSportEventStatus

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

period_of_leader

```
public int period_of_leader { get; set; }
```

Property Value

[int](#)

period_of_leaderSpecified

```
public bool period_of_leaderSpecified { get; set; }
```

Property Value

[bool](#)

results

```
public stageResult results { get; set; }
```

Property Value

[stageResult](#)

status

```
public string status { get; set; }
```

Property Value

[string](#)

winner_id

```
public string winner_id { get; set; }
```

Property Value

[string](#)

Class stageSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class stageSummaryEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← stageSummaryEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_event

```
public sportEvent sport_event { get; set; }
```

Property Value

[sportEvent](#)

sport_event_status

```
public stageSportEventStatus sport_event_status { get; set; }
```

Property Value

[stageSportEventStatus](#)

Class standardTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class standardTournamentInfoEndpoint : tournamentInfoEndpoint
```

Inheritance

[object](#) ↗ ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← standardTournamentInfoEndpoint

Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season_coverage_info](#) ,
[tournamentInfoEndpoint.coverage_info](#) , [tournamentInfoEndpoint.groups](#) ,
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,
[tournamentInfoEndpoint.generated_at](#) , [tournamentInfoEndpoint.generated_atSpecified](#) ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ ,
[object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ ,
[object.ToString\(\)](#) ↗

Class streamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class streamingChannel
```

Inheritance

[object](#) ← streamingChannel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public int id { get; set; }
```

Property Value

[int](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

Class team

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class team
```

Inheritance

[object](#) ← team

Derived

[raceDriver](#), [raceTeam](#), [teamCompetitor](#), [teamExtended](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

abbreviation

```
public string abbreviation { get; set; }
```

Property Value

[string](#)

age_group

```
public string age_group { get; set; }
```

Property Value

[string](#)

country

```
public string country { get; set; }
```

Property Value

[string](#)

country_code

```
public string country_code { get; set; }
```

Property Value

[string](#)

division

```
public int division { get; set; }
```

Property Value

[int](#)

divisionSpecified

```
public bool divisionSpecified { get; set; }
```

Property Value

[bool](#)

division_name

```
public string division_name { get; set; }
```

Property Value

[string](#)

gender

```
public string gender { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

players

```
public playerCompetitor[] players { get; set; }
```

Property Value

[playerCompetitor\[\]](#)

reference_ids

```
public competitorReferenceIdsReference_id[] reference_ids { get; set; }
```

Property Value

[competitorReferenceIdsReference_id\[\]](#)

short_name

```
public string short_name { get; set; }
```

Property Value

[string](#) ↗

state

```
public string state { get; set; }
```

Property Value

[string](#) ↗

virtual

```
public bool @virtual { get; set; }
```

Property Value

[bool](#) ↗

virtualSpecified

```
public bool virtualSpecified { get; set; }
```

Property Value

[bool](#) ↗

Class teamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamCompetitor : team
```

Inheritance

[object](#) ← [team](#) ← teamCompetitor

Inherited Members

[team.reference_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) , [team.short_name](#) ,
[team.country](#) , [team.country_code](#) , [team.virtual](#) , [team.virtualSpecified](#) , [team.age_group](#) ,
[team.gender](#) , [team.state](#) , [team.division](#) , [team.divisionSpecified](#) , [team.division_name](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

qualifier

```
public string qualifier { get; set; }
```

Property Value

[string](#)

Class teamExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamExtended : team
```

Inheritance

[object](#) ← [team](#) ← teamExtended

Inherited Members

[team.reference_ids](#), [team.players](#), [team.id](#), [team.name](#), [team.abbreviation](#), [team.short_name](#),
[team.country](#), [team.country_code](#), [team.virtual](#), [team.virtualSpecified](#), [team.age_group](#),
[team.gender](#), [team.state](#), [team.division](#), [team.divisionSpecified](#), [team.division_name](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Properties

category

```
public category category { get; set; }
```

Property Value

[category](#)

sport

```
public sport sport { get; set; }
```

Property Value

[sport](#)

Class teamStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamStatistics
```

Inheritance

[object](#) ← teamStatistics

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

statistics

```
public teamStatisticsStatistics statistics { get; set; }
```

Property Value

[teamStatisticsStatistics](#)

Class teamStatisticsStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamStatisticsStatistics
```

Inheritance

[object](#) ← teamStatisticsStatistics

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

cards

```
public string cards { get; set; }
```

Property Value

[string](#)

corner_kicks

```
public string corner_kicks { get; set; }
```

Property Value

[string](#)

red_cards

```
public string red_cards { get; set; }
```

Property Value

[string](#) ↗

yellow_cards

```
public string yellow_cards { get; set; }
```

Property Value

[string](#) ↗

yellow_red_cards

```
public string yellow_red_cards { get; set; }
```

Property Value

[string](#) ↗

Enum timeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum timeType
```

Fields

fixed = 1

interval = 0

Class tournament

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournament
```

Inheritance

[object](#) ← tournament

Derived

[tournamentExtended](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

category

```
public category category { get; set; }
```

Property Value

[category](#)

exhibition_games

```
public bool exhibition_games { get; set; }
```

Property Value

[bool](#)

exhibition_gamesSpecified

```
public bool exhibition_gamesSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

scheduled

```
public DateTime scheduled { get; set; }
```

Property Value

[DateTime](#)

scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

scheduled_end

```
public DateTime scheduled_end { get; set; }
```

Property Value

[DateTime](#)

scheduled_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#)

sport

```
public sport sport { get; set; }
```

Property Value

[sport](#)

tournament_length

```
public tournamentLength tournament_length { get; set; }
```

Property Value

[tournamentLength](#)

Class tournamentExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentExtended : tournament
```

Inheritance

[object](#) ← [tournament](#) ← tournamentExtended

Inherited Members

[tournament.tournament_length](#), [tournament.sport](#), [tournament.category](#), [tournament.id](#),
[tournament.name](#), [tournament.exhibition_games](#), [tournament.exhibition_gamesSpecified](#),
[tournament.scheduled](#), [tournament.scheduledSpecified](#), [tournament.scheduled_end](#),
[tournament.scheduled_endSpecified](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Properties

competitors

```
public team[] competitors { get; set; }
```

Property Value

[team\[\]](#)

current_season

```
public currentSeason current_season { get; set; }
```

Property Value

[currentSeason](#)

season_coverage_info

```
public seasonCoverageInfo season_coverage_info { get; set; }
```

Property Value

[seasonCoverageInfo](#)

Class tournamentGroup

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentGroup
```

Inheritance

[object](#) ← tournamentGroup

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

competitor

```
public team[] competitor { get; set; }
```

Property Value

[team\[\]](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

Class tournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentInfoEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← tournamentInfoEndpoint

Derived

[raceTournamentInfoEndpoint](#), [simpleTournamentInfoEndpoint](#), [standardTournamentInfoEndpoint](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

children

```
public tournamentExtended[] children { get; set; }
```

Property Value

[tournamentExtended\[\]](#)

competitors

```
public team[] competitors { get; set; }
```

Property Value

[team\[\]](#)

coverage_info

```
public tournamentLiveCoverageInfo coverage_info { get; set; }
```

Property Value

[tournamentLiveCoverageInfo](#)

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

groups

```
public tournamentGroup[] groups { get; set; }
```

Property Value

[tournamentGroup\[\]](#)

round

```
public matchRound round { get; set; }
```

Property Value

[matchRound](#)

season

```
public seasonExtended season { get; set; }
```

Property Value

[seasonExtended](#)

season_coverage_info

```
public seasonCoverageInfo season_coverage_info { get; set; }
```

Property Value

[seasonCoverageInfo](#)

tournament

```
public tournamentExtended tournament { get; set; }
```

Property Value

[tournamentExtended](#)

Class tournamentLength

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentLength
```

Inheritance

[object](#) ← tournamentLength

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

end_date

```
public DateTime end_date { get; set; }
```

Property Value

[DateTime](#)

end_dateSpecified

```
public bool end_dateSpecified { get; set; }
```

Property Value

[bool](#)

start_date

```
public DateTime start_date { get; set; }
```

Property Value

[DateTime](#)

start_dateSpecified

```
public bool start_dateSpecified { get; set; }
```

Property Value

[bool](#)

Class tournamentLiveCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentLiveCoverageInfo
```

Inheritance

[object](#) ← tournamentLiveCoverageInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

live_coverage

```
public string live_coverage { get; set; }
```

Property Value

[string](#)

Class tournamentSchedule

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentSchedule : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← tournamentSchedule

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

sport_events

```
public sportEvent[] sport_events { get; set; }
```

Property Value

[sportEvent\[\]](#)

tournament

```
public tournamentExtended[] tournament { get; set; }
```

Property Value

[tournamentExtended\[\]](#)

Class tournamentSeasons

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentSeasons : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← tournamentSeasons

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

seasons

```
public seasonExtended[] seasons { get; set; }
```

Property Value

[seasonExtended\[\]](#)

tournament

```
public tournament tournament { get; set; }
```

Property Value

[tournament](#)

Class tournamentsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentsEndpoint : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← tournamentsEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

generated_atSpecified

```
public bool generated_atSpecified { get; set; }
```

Property Value

[bool](#)

tournament

```
public tournamentExtended[] tournament { get; set; }
```

Property Value

[tournamentExtended\[\]](#)

Class tvChannel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tvChannel
```

Inheritance

[object](#) ← tvChannel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

name

```
public string name { get; set; }
```

Property Value

[string](#)

start_time

```
public DateTime start_time { get; set; }
```

Property Value

[DateTime](#)

start_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

stream_url

```
public string stream_url { get; set; }
```

Property Value

[string](#)

Class variant_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_descriptions : RestMessage
```

Inheritance

[object](#) ← [RestMessage](#) ← variant_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

variant

```
public desc_variant[] variant { get; set; }
```

Property Value

[desc_variant\[\]](#)

Class variant_mappingsMapping

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_mappingsMapping
```

Inheritance

[object](#) ← variant_mappingsMapping

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

mapping_outcome

```
public variant_mappingsMappingMapping_outcome[] mapping_outcome { get; set; }
```

Property Value

[variant_mappingsMappingMapping_outcome\[\]](#)

market_id

```
public string market_id { get; set; }
```

Property Value

[string](#)

product_id

```
public int product_id { get; set; }
```

Property Value

[int](#)

product_ids

```
public string product_ids { get; set; }
```

Property Value

[string](#)

product_market_id

```
public string product_market_id { get; set; }
```

Property Value

[string](#)

sov_template

```
public string sov_template { get; set; }
```

Property Value

[string](#)

sport_id

```
public string sport_id { get; set; }
```

Property Value

[string](#) ↗

valid_for

```
public string valid_for { get; set; }
```

Property Value

[string](#) ↗

Class variant_mappingsMappingMapping_outcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_mappingsMappingMapping_outcome
```

Inheritance

[object](#) ← variant_mappingsMappingMapping_outcome

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

outcome_id

```
public string outcome_id { get; set; }
```

Property Value

[string](#)

product_outcome_id

```
public string product_outcome_id { get; set; }
```

Property Value

[string](#)

product_outcome_name

```
public string product_outcome_name { get; set; }
```

Property Value

[string](#) ↗

Class venue

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class venue
```

Inheritance

[object](#) ← venue

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

capacity

```
public int capacity { get; set; }
```

Property Value

[int](#)

capacitySpecified

```
public bool capacitySpecified { get; set; }
```

Property Value

[bool](#)

city_name

```
public string city_name { get; set; }
```

Property Value

[string](#)

country_code

```
public string country_code { get; set; }
```

Property Value

[string](#)

country_name

```
public string country_name { get; set; }
```

Property Value

[string](#)

course

```
public course[] course { get; set; }
```

Property Value

[course\[\]](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

map_coordinates

```
public string map_coordinates { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

state

```
public string state { get; set; }
```

Property Value

[string](#)

Class venueSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class venueSummaryEndpoint
```

Inheritance

[object](#) ← venueSummaryEndpoint

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

generated_at

```
public DateTime generated_at { get; set; }
```

Property Value

[DateTime](#)

home_teams

```
public teamExtended[] home_teams { get; set; }
```

Property Value

[teamExtended\[\]](#)

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

Class void_reasons_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class void_reasons_descriptions
```

Inheritance

[object](#) ← void_reasons_descriptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

location

```
public string location { get; set; }
```

Property Value

[string](#)

response_code

```
public response_code response_code { get; set; }
```

Property Value

[response_code](#)

response_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

Property Value

[bool](#)

void_reason

```
public desc_void_reason[] void_reason { get; set; }
```

Property Value

[desc_void_reason\[\]](#)

Class weatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class weatherInfo
```

Inheritance

[object](#) ← weatherInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

pitch

```
public string pitch { get; set; }
```

Property Value

[string](#)

temperature_celsius

```
public int temperature_celsius { get; set; }
```

Property Value

[int](#)

temperature_celsiusSpecified

```
public bool temperature_celsiusSpecified { get; set; }
```

Property Value

[bool](#)

weather_conditions

```
public string weather_conditions { get; set; }
```

Property Value

[string](#)

wind

```
public string wind { get; set; }
```

Property Value

[string](#)

wind_advantage

```
public string wind_advantage { get; set; }
```

Property Value

[string](#)