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 outrights

```
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 theICashOutProbabilitiesProvider 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(CallbackExceptionEventArgs)

Dispatches the information that the exception was thrown in connection loop

```
public void DispatchConnectionException(CallbackExceptionEventArgs
callbackExceptionEventArgs)
```

Parameters

`callbackExceptionEventArgs` CallbackExceptionEventArgs

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(CallbackExceptionEventArgs) , 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 braking 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

```
ICustomConfigurationBuilder 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

```
ICustomConfigurationBuilder 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>.LoadFromConfigFile() , 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

SetIgnoreBetPalTimelineSportEventStatusCache Timeout(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

SetInactivitySecondsPrematch(int)

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

```
T SetInactivitySecondsPrematch(int inactivitySecondsPrematch)
```

Parameters

`inactivitySecondsPrematch` 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.Max)

```
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; }
```

Property Value

string

ProducerId

Gets the routing key used to select appropriate AMQP exchange

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

Property Value

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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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 ConnectionExceptionEventArgs

Namespace: Sportradar.OddsFeed.SDK.Api.EventArguments

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the ConnectionException events

```
public class ConnectionExceptionEventArgs : EventArgs
```

Inheritance

object ← EventArgs ← ConnectionExceptionEventArgs

Inherited Members

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

Constructors

ConnectionExceptionEventArgs(Exception, IDictionary<string, object>)

Initializes a new instance of the ConnectionExceptionEventArgs class

```
public ConnectionExceptionEventArgs(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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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 RawApiDataEventArgs

Namespace: Sportradar.OddsFeed.SDK.Api.EventArguments

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RawApiDataReceived events

```
public class RawApiDataEventArgs : EventArgs
```

Inheritance

object ← EventArgs ← RawApiDataEventArgs

Inherited Members

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

Constructors

RawApiDataEventArgs(Uri, RestMessage, string, TimeSpan, string)

Initializes a new instance of the RawApiDataEventArgs class

```
public RawApiDataEventArgs(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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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.EventArguments

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<RawApiDataEventArgs> RawApiDataReceived
```

Event Type

EventHandler<RawApiDataEventArgs>

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(CallbackExceptionEventArgs) , 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<RawApiDataEventArgs> RawApiDataReceived
```

Event Type

EventHandler<RawApiDataEventArgs>

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 outrights

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

SetOutcomeId(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 outrights

```
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 to far in the past

DisableProducer(int)

Disables the producer (no recovery will be made and not 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<IReplayScenario> GetAvailableScenarios()
```

Returns

IEnumerable<IReplayScenario>

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<IReplayEvent> GetReplayEventsInQueue()
```

Returns

IEnumerable<IReplayEvent>

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 undone

`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.

CacheItemNotFoundException(string, string, Exception)

Initializes a new instance of the CacheItemNotFoundException 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, HttpStatus Code, 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, HttpStatus Code, 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, Streaming Context)

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, 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

OutcomeId

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, Streaming Context)

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.

ObjectNotFoundException(string, Exception)

Initializes a new instance of the ObjectNotFoundException class.

```
public ObjectNotFoundException(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 outrights 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 outrights 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 IMessageTimestamp

Namespace: Sportradar.OddsFeed.SDK.Entities

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for all message timestamps

```
public interface IMessageTimestamp
```

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

GetMappedOutcomeIdsAsync()

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.GetMappedOutcomeIdsAsync() , 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.GetMappedOutcomeIdsAsync() , 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.GetMappedOutcomeIdsAsync() , 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.GetMappedOutcomeIdsAsync() , 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

Urn

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 determent

```
bool? StartTimeTbd { get; }
```

Property Value

bool?

TvChannels

Gets a IEnumerable<T> representing TV channels covering the sport event represented by the current IFixture 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<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<ISeasonInfo> GetSeasonAsync()
```

Returns

Task<ISeasonInfo>

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

ICompetitionStatistics

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 wither 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.GetPropertyValue(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<IStreamingChannel> Channels { get; }
```

Property Value

IEnumerable<IStreamingChannel>

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 Betradar 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 IRest Message 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 ISeason

Namespace: Sportradar.OddsFeed.SDK.Entities.Rest

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a tournament season

```
public interface ISeason : 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 ISeasonCoverage

Namespace: Sportradar.OddsFeed.SDK.Entities.Rest

Assembly: Sportradar.OddsFeed.SDK.dll

Defines an interface representing season coverage info

```
public interface ISeasonCoverage
```

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 ISeasonInfo

Namespace: Sportradar.OddsFeed.SDK.Entities.Rest

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing

```
public interface ISeasonInfo
```

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 ISeason associated with this tournament

```
Task<IEnumerable<ISeason>> GetSeasonsAsync()
```

Returns

Task <IEnumerable <ISeason>>

A list of ISeason 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; }
```

Property Value

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; }
```

Property Value

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; }
```

Property Value

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

ReferenceId

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

PrimaryCulture

A CultureInfo representing the primary culture

```
public CultureInfo PrimaryCulture { get; set; }
```

Property Value

CultureInfo

RaceDriverProfile

A ExportableRaceDriverProfile representing the race driver profile

```
public ExportableRaceDriverProfile RaceDriverProfile { get; set; }
```

Property Value

ExportableRaceDriverProfile

ReferenceIds

A IDictionary<TKey, TValue> containing reference ids

```
public IDictionary<string, string> ReferenceIds { get; set; }
```

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; }
```

Property Value

ExportableRound

EndDate

A DateTime representation of the end date

```
public DateTime EndDate { get; set; }
```

Property Value

DateTime

Groups

A IEnumerable<T> representation of the groups

```
public IEnumerable<ExportableGroup> Groups { get; set; }
```

Property Value

IEnumerable<ExportableGroup>

Schedule

A IEnumerable<T> representation of the schedule

```
public IEnumerable<string> Schedule { get; set; }
```

Property Value

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; }
```

Property Value

ExportableCoverageInfo

ExtraInfo

A IDictionary<TKey, TValue> representation of the extra info

```
public IDictionary<string, string> ExtraInfo { get; set; }
```

Property Value

IDictionary<string, string>

NextLiveTime

A DateTime representation of the next live time

```
public DateTime? NextLiveTime { get; set; }
```

Property Value

DateTime?

ParentStageId

Gets a id of the parent stage associated with the current instance

```
public string ParentStageId { get; set; }
```

Property Value

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; }
```

Property Value

IEnumerable<ExportableScheduledStartTimeChange>

StartTime

A DateTime representation of the start time

```
public DateTime? StartTime { get; set; }
```

Property Value

DateTime?

StartTimeConfirmed

A bool indicating if the start time is confirmed

```
public bool? StartTimeConfirmed { get; set; }
```

Property Value

bool?

StartTimeTbd

A bool indicating if the start time is TBD

```
public bool? StartTimeTbd { get; set; }
```

Property Value

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; }
```

Property Value

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; }
```

Property Value

string

CountryCode

Gets the country code

```
public string CountryCode { get; set; }
```

Property Value

string

DateOfBirth

A DateTime representing the date of birth

```
public DateTime? DateOfBirth { get; set; }
```

Property Value

DateTime?

FullName

Gets the full name of the player

```
public string FullName { get; set; }
```

Property Value

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 ExportableScheduledStartTime Change

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; }
```

Property Value

IDictionary<CultureInfo, string>

SeasonId

Gets a string representing the Id of the represented sport entity

```
public string SeasonId { get; set; }
```

Property Value

string

The identifier

StartDate

Gets the start date of the season represented by the current instance

```
public DateTime StartDate { get; set; }
```

Property Value

DateTime

TournamentId

Gets the associated tournament identifier.

```
public string TournamentId { get; set; }
```

Property Value

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; }
```

Property Value

string

ChildStages

A IEnumerable<T> representing the child stages

```
public IEnumerable<string> ChildStages { get; set; }
```

Property Value

IEnumerable<string>

ParentStageId

A ExportableStage representing the parent stage

```
public string ParentStageId { get; set; }
```

Property Value

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>

ReferenceId

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; }
```

Property Value

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

OutcomeId

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

OutcomeId

Gets the id of the outcome

```
string OutcomeId { get; }
```

Property Value

string

ProducerOutcomeId

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 Feed Message 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 stateful

```
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 FeedMessage

```
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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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 Feed Message 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 stateful

```
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; }
```

Property Value

string

ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current FeedMessage

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

Property Value

int

ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override 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 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

mappingsMappingMapping_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 Feed Message 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 stateful

```
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 FeedMessage

```
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; }
```

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 override long? RequestId { get; }
```

Property Value

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; }
```

Property Value

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 referenceIdsReference_id

Namespace: Sportradar.OddsFeed.SDK.Messages.Rest

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class referenceIdsReference_id
```

Inheritance

object ← referenceIdsReference_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