

# MarketFeeder Pro 8





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# 1 Introduction

## 1.1 What is MarketFeeder Pro

MarketFeeder Pro is the most versatile betting software for BetFair on offer.

It combines very basic functions, such as market monitoring and back & lay bets, with the powerful instruments of triggered betting, Auto-Greenup and Auto-Dutching.

What makes it different from other trading bots is that it gives you full freedom in configuring and operating your trading environment. I.e. it offers many market viewing modes, various charts and other settings and can be adjusted to specific needs. It also helps you implement unlimited betting strategies. Basically any staking plan can be realised with MarketFeeder Pro using simple commands in English which you key in to a convenient interface. MarketFeeder Pro can be called a pioneer of triggered betting among BetFair bots.

The first version of MarketFeeder Pro was released in 2004, and since then it has gathered numerous devoted users around it. The software is operating through the authorised BetFair API channel and its security has been proven by BetFair's technicians.

## 2 Betting Glossary

Here are a few terms to help you understand the basics of trading with MarketFeeder Pro.

### 2.1 Greening Up

Greening up means placing two or more opposite bets on a selection in such a way as to generate an equal profit regardless of the event outcome.

(6) Idle	BACK	102.43%		£ 20 726.44	SP	99.14%		LAY	Selection	Odds	Stake
<b>1. Kelva Keegan</b> <span style="float:right">2</span>	3.95 68.1	4.00 165	<b>4.1</b> 22.1	4.00	0.94	4.2	4.3 24.3	4.4 49.0	4.5 23.6	<b>Matched Bets</b>	<input type="button" value="Clear Test"/> <a href="#">ⓧ</a>
<b>2. Feora Tully</b> <span style="float:right">3</span>	4.9 34.7	5.0 56.0	5.1 5.3	5.2	0.96	5.5	5.2 10.4	5.3 12.6	5.4 19.1	<b>TEST</b> -8629994	<b>2. Feora Tully</b> <b>5.60</b> <b>50.00</b>
<b>3. So Stunning</b> <span style="float:right">1</span>	3.00 106	3.05 301	<b>3.10</b> 30.0	2.84	0.93	3.05	<b>3.15</b> 60.0	3.20 34.0	3.25 11.3	<b>TEST</b> -8715993	<b>2. Feora Tully</b> <b>5.20</b> <b>53.85</b>

This operation requires that you **back** at a higher price and **lay** at a lower one (buy cheap, sell high).

This operation is a reverse of distributing loss.

See 10 facts about greening up in MarketFeeder Pro.

Greening up is a form of trading out.

You can also green up with unequal profit, specifying a P/L ratio % that is different from the default 50%.

### 2.2 Distributing Loss

Distributing loss means cutting your losses from one or more bets by placing a new bet to generate an equal loss regardless of the event outcome. In the conventional use case, the resulting loss will be lower than the loss you are trying to distribute.

(6) Idle		BACK	104.41%		SP	£ 4 220.58	SP	99.51%		LAY	Selection	Odds	Stake
1. Dangeray Evie	6	7.6 10.5	8.0 26.2	8.4 10.4	7.0	8.6	8.4	9.4 9.9	9.8 10.6	10.5 4.3	Matched Bets		
2. Compass Darragh	1	3.65 54.0	3.70 9.5	3.80 70.2	4.2	3.80	3.85	3.85 22.0	3.95 21.3	4.1 4.2	TEST -4489954	3.60	20.00
3. Zoes Princess	2	3.75 8.0	3.80 8.4	3.85 17.2	3.75	3.85	3.85	4.00 2.00	4.1 5.7	4.2 11.1	TEST -5585953	3.85	18.70
4. Compass Jay	5	7.4 5.1	7.6 4.8	8.4 14.0	8.2	9.6	8.4	9.0 2.00	9.6 3.85	2.02			
5. Corkv Mo	3	6.2	6.4	6.6	6.2	6.8	6.6	7.0	7.2	7.4			

$20 * 3.60 / 3.85 = 18.70$

This operation is a reverse of greening up.

See 10 facts about greening up in MarketFeeder Pro.

Loss distribution is a form of trading out.

You can also distribute loss unequally, specifying a P/L ratio % that is different from the default 50%.

## 2.3 Trading Out

Trading out is placing a **back** or **lay** bet in such a way as to equalise profit/loss on all selections or distribute it according to the specified P/L ratio.

Trading out is sometimes referred to as **cashing out**.

Here is what it looks like on BetFair:

09:09 Shepparton (AUS) Radio Tote Multiples

Thu 23 Dec | R7 2190m Pace M Place bets Open bets Games

Win Place

Going In-Play Rules Pin BSP [?] Refresh

Form

Liability: £3.04 Cash Out £3.03 Profit: -£0.01

12 selections 104.5% Back all BSP Lay all 93.1%

	Back	SP	Lay	SP
1 Treacherou... Glenn Bull	36 £3	40 £3	42 £3	SP 39.3
2 Tino Tere M... G R Sugars	18 £4	20 £14	21 £2	SP 20.9
3 Bobsled Boy K W Weiden...	34 £5	42 £8	44 £2	SP 44.2
4 Favouritehi... E J Tormey	9.6 £2	11 £2	11.5 £3	SP 12.3
5 Changeover... R K Bartley	2.46 £145	2.48 £19	2.54 £2	SP 2.50

Win Only Market Refresh

Matched bets Order by matched date

Lay (Bet Against)	Backer's odds	Backer's stake	Payout Liability
5. Changeover Girl	2.52	£2.00	£3.04
Total stake:		£2.00	

Bet info  Matched bets  Consolidate  All

Same as trade out

This bet will be closed with a trade-out bet

If a trade-out results with equal profit on all selections, it is called a green-up.

If a trade-out results with equal loss on all selections, it is called a loss distribution.

## 2.4 P/L Ratio

The Profit/Loss (P/L) Ratio is the proportion of profit or loss you will get from placing a trade-out bet on a selection in the total pool of profit or loss generated by the trade-out.

A typical green-up bet has a 50% P/L ratio, meaning each selection gets an equal portion of profit from the trade-out.

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / Aut / Aut 01/06/2019 14:00 3000m 3yo F rd Started at: 01/06/2019 14:00:39. 00:03:44

Default Back amount: 10 SP 20.00 Default Lay amount: 10 SP 20.00 Refresh Rates, sec. 5.00 In-Play 1

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 14:04:13 (0.93 sec.)

(7) In-Play BACK 332.2% SP £ 6,945.6 SP LAY Selection Odds Stake

1. Want Of A Nail	5	2.04	2.34	4.00	2.48	8.0	2.48	700	0.22			
2. Familia Cruz		24.8	39.3	16.7		300	4.0	700	0.11			
3. Gipsy De Launay						700	8.4					
5. Line Brazil	1		1.01	1.02	18.0	1.02	18.0	1.10	490	700	1.04	0.04
6. La Bondue	2	1.01	1.02	1.06	15.3	300	15.3	700	0.11			
7. Kalmia	4	1.02	1.06	3.20	15.4	300	15.4	700	0.11			
8. Hell Dream	7	1.06	11.0	1000	82.6	900	82.6					

Matched Bets

TEST -9882000	1. Want Of A Nail	2.34	10.00
TEST -3788899	1. Want Of A Nail	4.00	5.85

Unmatched Bets

**P/L Ratio =  $3.94 / (3.94 + 3.94) = 50\%$**

A 100% P/L ratio means that all of the profit or loss generated from the trade-out bet will end up on this selection:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / Aut / Aut 01/06/2019 14:00 3000m 3yo F rd Started at: 01/06/2019 14:00:39. 00:03:44

Default Back amount: 10.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 5.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 14:04:15 (0.94 sec.)

(7) In-Play BACK 333.1% SP £ 7,549.6 SP LAY Selection Odds Stake

1. Want Of A Nail	5	2.04	2.34	4.00	2.48	8.0	2.48	700	0.22			
2. Familia Cruz		24.8	39.3	16.7		300	4.0	700	0.11			
3. Gipsy De Launay						700	8.4					
5. Line Brazil	1			1.01	18.0	1.01	18.0	1.07	1.10	490	1.01	1.01
6. La Bondue	2	1.01	1.02	1.06	15.3	300	15.3	700	0.11			
7. Kalmia	4	1.02	1.06	3.20	15.4	300	15.4	700	0.11			
8. Hell Dream	7	1.06	11.0	1000	82.6	900	82.6					

Matched Bets

TEST -4188894	1. Want Of A Nail	2.36	10.00
TEST -4288893	1. Want Of A Nail	4.00	10.00

Unmatched Bets

**P/L Ratio % =  $15.58 / (15.58 + 0) = 100\%$**

A 0% P/L ratio, on the contrary, means that the selection will be left with zero P/L, and the entire pool of profit/loss will be distributed among other selections.

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / Aut / Aut 01/06/2019 14:00 3000m 3yo F rd Started at: 01/06/2019 14:00:39. 00:03:45

Default Back amount: 10.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 5.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 14:04:22 (0.94 sec.)

(7) In-Play

	BACK	SP	£ 8,061.6	SP	LAY	Selection	Odds	Stake
1. Want Of A Nail 0.00	2.04 24.8	2.34 39.3	4.00 16.7	2.48 200	2.48 700	1. Want Of A Nail	2.36	10.00
2. Familia Cruz 5.19				700	4.0	1. Want Of A Nail	4.00	4.53
3. Gipsy De Launay 5.19	3.00	3.48	2.89	700	8.4			
5. Line Brazil 5.19				18.0 1.01	18.0 1.01			
6. La Bondue 5.19	1.01 247	1.02 455	1.06 2.30	15.3 490	15.3 700			
7. Kalmia 5.19	1.02 455	1.06 1.77	3.20 7.7	15.4 490	15.4 700			
8. Hell Dream 5.19	1.06 1.77	11.0 14.0	1000 3.00	82.6 900	82.6			

Matched Bets  
TEST -4084898  
1. Want Of A Nail 2.36 10.00  
TEST -4163896  
1. Want Of A Nail 4.00 4.53

Unmatched Bets  
Clear Test

P/L Ratio % =  $0 / (0 + 5.19) = 0\%$

Distributing loss with a 0% P/L ratio means, in effect, eliminating the loss.

The default P/L Ratio throughout the program settings is 50%.

## 2.5 Dutching

Dutching (also sometimes referred to as **hedging**) means placing bets of the same type (i.e. **all back** or **all lay**) on two or more selections with an intention to generate equal profit if any of them wins (if you are backing) or if any of the other selections wins (if you are laying).

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc 01/06/2019 15:55 Starts at: 01/06/2019 15:55 in 00:09:34

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 15:45:24 (0.93 sec.)

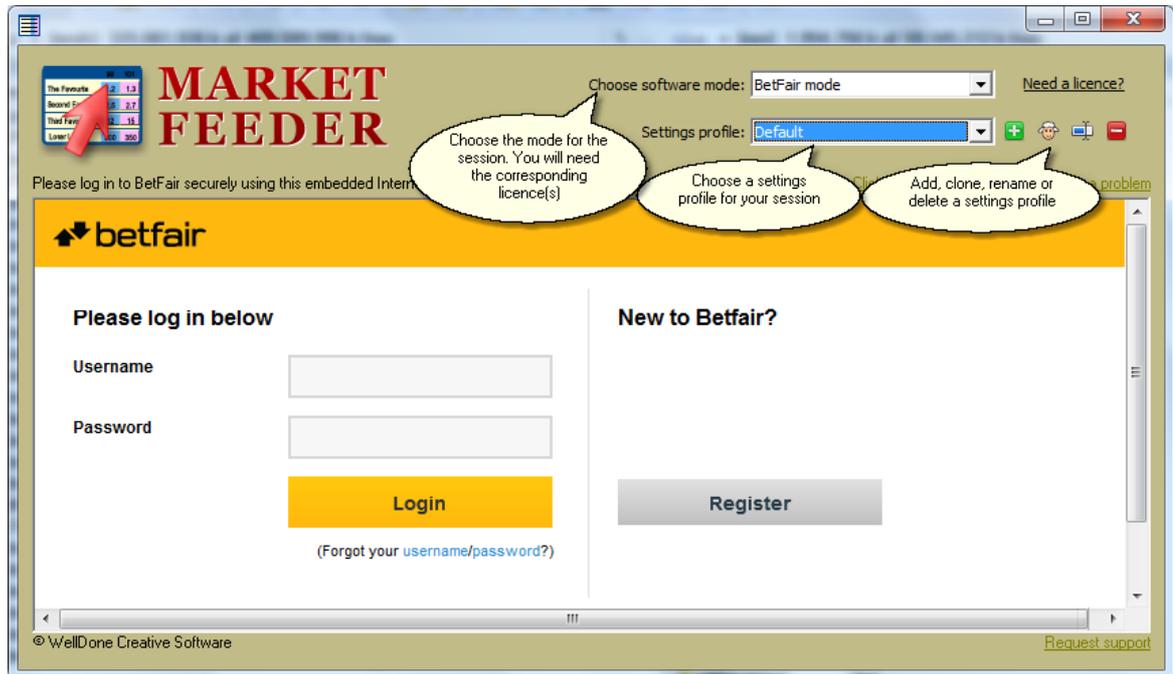
(7) Idle

	BACK	101.8%	£ 34,171.1	99.5%	LAY	Selection	Odds	Stake
Potterman 1.43	2.60 242	2.62 82.7	2.64 119	2.66	2.66 142	Potterman	2.74	10.95
Notwhatiam 1.43	5.2 90.4	5.3 50.8	5.4 72.6	5.5	5.5 19.5	Notwhatiam	5.70	5.26
Gustave Mahler 1.43	9.0 15.1	9.2 111	9.4 2.83	9.6	9.6 44.2	Gustave Mahler	9.80	3.06
Malton Rose 1.43	12.5 16.1	13.0 49.8	13.5 14.2	13.5	14.0 28.4	Tales of The Twee...	11.50	2.61
Doux Pretender 1.43	10.5 55.9	11.0 54.8	11.5 8.3	12.0	12.0 9.4	Doux Pretender	13.00	2.31
Ennistown 1.43	10.5 49.5	11.0 61.1	11.5 23.5	11.5	12.0 17.7	Ennistown	13.00	2.31
Tales of The Tweed 1.43	9.6 48.2	9.8 54.0	10.0 27.9	10.5	10.5 35.2	Malton Rose	15.00	2.00

Matched Bets  
TEST -762991  
Potterman 2.74 10.95  
TEST -762990  
Notwhatiam 5.70 5.26  
TEST -762988  
Gustave Mahler 9.80 3.06  
TEST -762988  
Tales of The Twee... 11.50 2.61  
TEST -762987  
Doux Pretender 13.00 2.31  
TEST -762988  
Ennistown 13.00 2.31  
TEST -762988  
Malton Rose 15.00 2.00

See Single-market Dutching formulae.

### 3 Login Window



When you start MarketFeeder Pro, you are greeted with the Login Window.

It is needed to authorise you as a BetFair user. It also allows you to choose a Settings Profile to load.

The software mode determines what data you will be working with during your session.

- **BetFair mode** - all markets are real-time markets taking place on the exchange. You can monitor them and place either real bets or test bets. You will need a licence for MarketFeeder Pro.
- **Time Machine mode** - all markets are historical markets recorded and run inside Time Machine, an utility for backtesting strategies. You will need both a licence for MarketFeeder Pro and Time Machine.
- **Time Machine mode ONLY** - all markets are historical markets recorded and run inside Time Machine, an utility for backtesting strategies. You will need a special combined licence for MarketFeeder Pro in Time Machine mode only.

#### Logging in without a browser

You can choose to log in without using a browser, by clicking the "**built-in form**" link:

The screenshot shows the MarketFeeder Pro login interface. At the top left, there is a 'MARKET FEEDER' logo and a small table with columns 'The Favourite', 'Second Favourite', 'Third Favourite', and 'Lower'. The table contains numerical values: 1.2, 1.3, 1.5, 2.7, 1.4, 1.5, 1.00, 350. A red arrow points to the table.

On the right, there are settings: 'Choose software mode: BetFair mode', 'Settings profile: Default', and a dropdown menu set to 'Swedish (betfair.se)'. A callout bubble above the dropdown says: 'Choose from: - International - Swedish - Romanian'.

The main login form has the following fields:
 

- Username:** A text box containing 'username'. Below it is a checked checkbox labeled 'Remember (encrypted)'. A callout bubble says: 'Have your username remembered between sessions'.
- Password:** A text box containing '\*\*\*\*\*'.
- 2-step auth code:** A text box containing '123456'. A callout bubble says: '2-step authentication (optional)'.

 A 'Login' button is located below the 2-step auth code field.

To the right of the main form is a 'Use proxy' section, which is checked and highlighted with a red box. It contains:
 

- IP or server name: 127.0.0.1
- Port: 8080
- Username: username1
- Password: \*\*\*\*\*

 A callout bubble below this section says: 'You can use a proxy to connect to BetFair'.

At the bottom, there is a copyright notice '© WellDone Creative Software' and two links: 'Send log-on log file' and 'Request support'.

In this case you only have the option to enter your username and password.

If you have enabled the 2-step authentication for your account (you can do it on BetFair's website), you will need to enter a 6-digit access code each time you log in.

You can remember the username in encrypted mode if you do not want to re-enter it every time.

### Logging in for residents of some countries

If you are a resident of Romania or Sweden, please choose your country from the list:

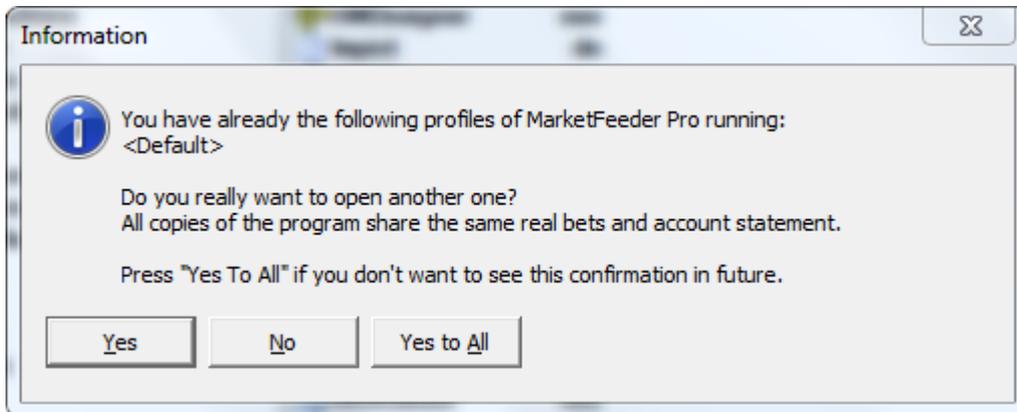
This screenshot shows the MarketFeeder Pro login interface for residents of Romania or Sweden. The 'MARKET FEEDER' logo and table are at the top left. The settings on the right are: 'Choose software mode: BetFair mode', 'Settings profile: Default', and a checked checkbox labeled 'I am a resident of Romania', which is highlighted with a red box.

The main login form has:
 

- Username:** An empty text box.
- Password:** An empty text box.
- A 'Login' button below the password field.

### Running two or more instances of MarketFeeder Pro

You can run two or more copies of MF Pro, under the same username or different usernames. If you are trying to launch an instance of the software when another instance is already running, you will see the following message window:



Read what it says carefully and press "Yes" if you want to go ahead. When it shows the login window, be sure to select a settings profile which you have not selected in any other running copies of MF Pro. If you choose a profile that is already being in use, the program will not be able to function correctly.

You might want to copy your settings for this purpose. Use the "Clone" button to make an exact copy of your settings for the new instance of MF Pro.

## 4 User Interface

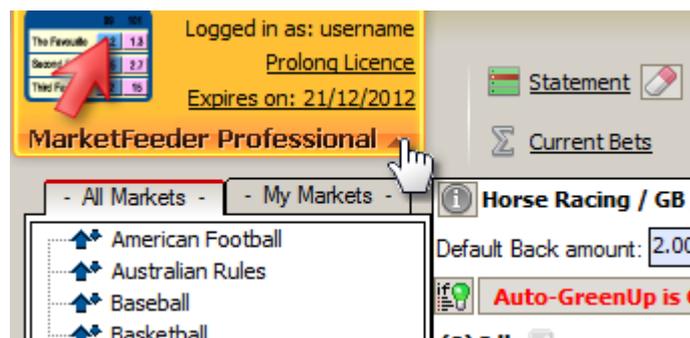
The MarketFeeder Pro window is divided into three main areas: Main Menu, Market List and Trader's Area.

Additional tools and add-ons, such as Market Locator, Triggers Editor etc. can be called and opened from the main window. See the corresponding reference for each tool of interest.

### 4.1 Main Menu

The Main Menu of MarketFeeder Pro contains important links and buttons through which you control the main functions and settings of the program.

The orange sliding window contains your licence information and a link to our web site to prolong it:



Your current balance and available funds are displayed in your currency right underneath this window. Click on the "Available Funds" link to update your funds from the server.



You can hide your available funds and exposure, for instance, if you need to make a snapshot of the program's window. To do this, hold Alt on your keyboard and click on any of the three labels.

To see your Account Statement press the "Statement" link, and to clear your statement files, press "Clear Statement".

Your test funds and balance are displayed next. To add or withdraw funds from your test account, click on the "Transfer Test Funds" link.



To turn Test Mode on/off use the next link. If Test Mode is on, it will say "Test Mode is ON". The program will ask your additional confirmation if you decide to switch it off.

To clear all test bets placed in the program (in all markets), use the "Clear Test Bets" link. It will delete all matched and unmatched test bets from the memory.

To open the window with the currently active trigger file, press the "Triggers" link. To activate / deactivate triggers, use the bulb button next to it.

Then you can access User Variables, Settings and Connection Monitor by pressing the corresponding links.

To open Excel (if installed) and / or connect MarketFeeder Pro to it, press the "Excel" link.

To browse through the program's log files (that includes action log, trigger logs and statement), press "Program Logs".

This manual can be opened by pressing the question mark button.

Finally, to control the tooltip hints by turning certain types of them on/off, use the button with the

yellow tooltip on it.

## 4.2 Market List

The Market List area is divided into two tabs:

- Event Tree
- My Markets

You can hide or show the whole area whenever you want, to increase the space available for displaying market information.

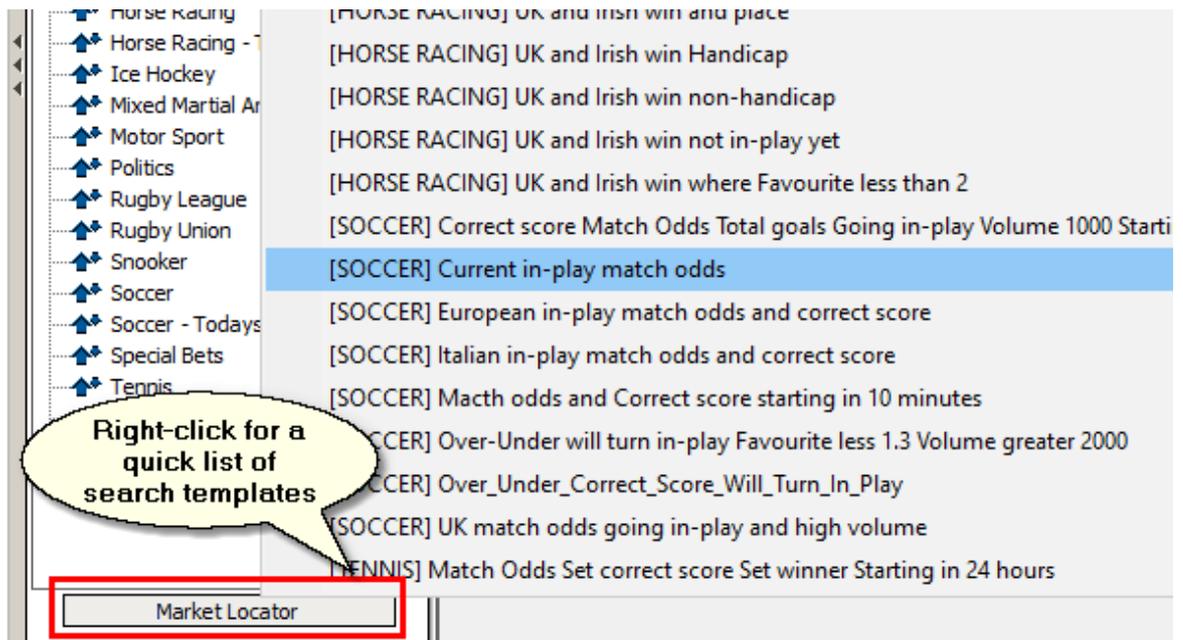
The screenshot shows the MarketFeeder Pro 8 interface. On the left, the 'All Markets' tab is active, displaying a list of markets. A yellow tooltip with a red border points to a red-bordered button, containing the text: "Click here to hide or reveal All Markets / My Markets". On the right, the 'My Markets' tab is active, showing a table of market data for 'Soccer - Today' and 'Soccer - Todays Fixtures / Morecambe v Charlton / Mat'. The table includes columns for market name, status, and odds. A red arrow points from the tooltip to the 'My Markets' tab.

Market Name	Status	Back	101.1%
Morecambe	(3) Idle	3.75 231	3.80 32.4
Charlton	(1)	2.04 121	2.06 53.6
The Draw	(2)	3.50 89.3	3.55 12.7

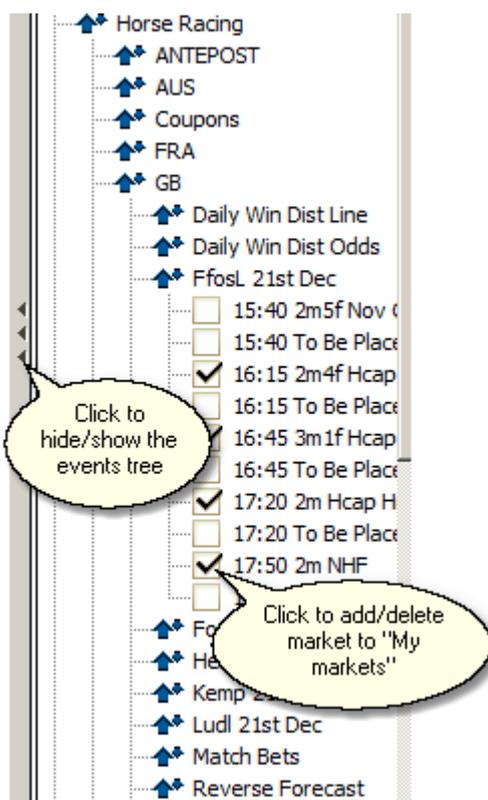
### Fast Market Search with Market Locator

To add many markets in one go, provided you know what kind of markets they are, use the Market Locator add-on by pressing **Market Locator**.

To quickly load markets from a previously saved Market Locator search template, *right-click* **Market Locator** and choose the necessary template. Please note: it may take some time before the markets are found and added to your list.



#### 4.2.1 Event Tree



The Event Tree is very similar to the Sports menu on the BetFair website.

Navigate down to the markets of your interest and add them to your list by selecting them in the tree.

## 4.2.2 My Markets

This tab contains the list of markets that are currently available for monitoring and some additional controls.

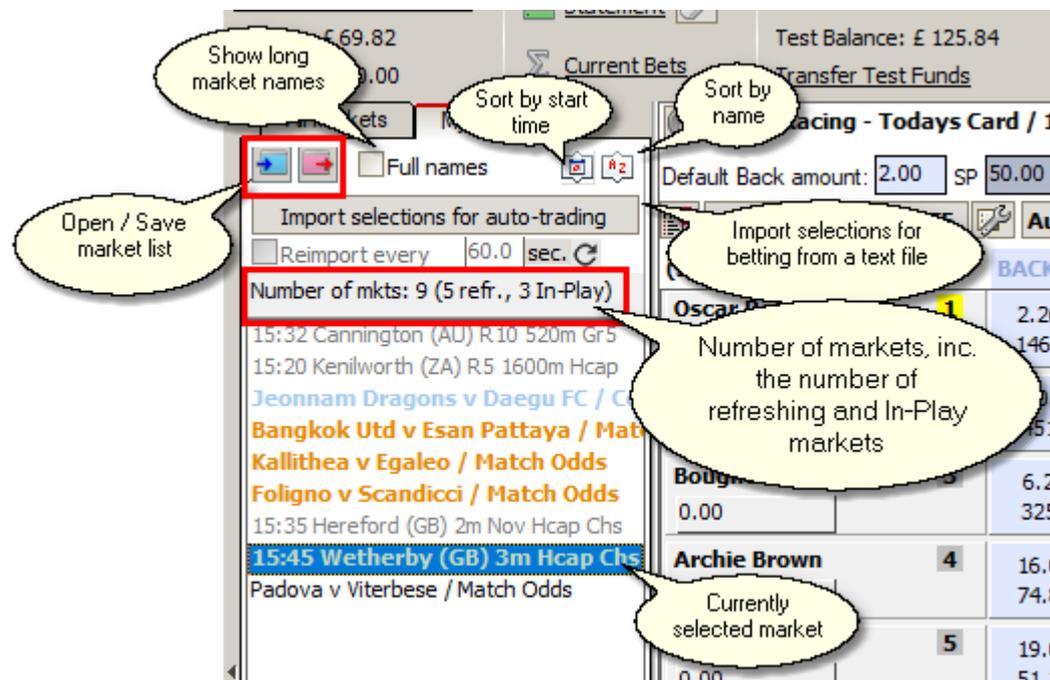
**You can only monitor or place bets in the markets that are on My Markets list.**

Make sure you add your markets before you start trading.

The small menu on top of the list allows you to:

- open the My Markets list from a text file
- save the My Markets list to a text file
- display full or short names of markets
- sort markets by starting time (earliest first)
- sort markets alphabetically by name.

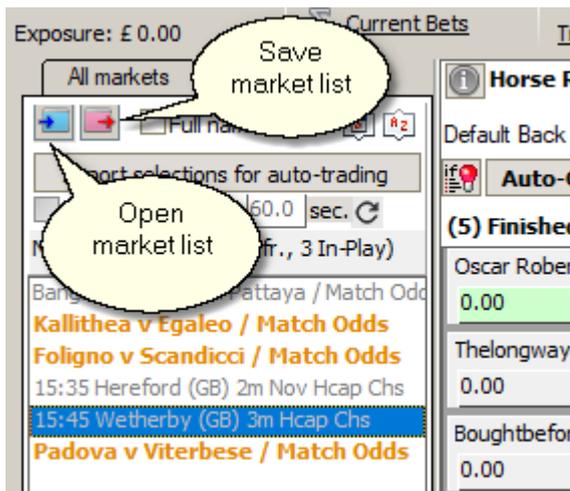
The "Import selections for auto-trading" button allows you to apply automated betting only to the markets and selections of your choice, ignoring all others.



### Load / Save Market List

You can save My Markets to a text file for a later use or likewise load them from a previously saved text file.

This is very convenient and will save you loads of time if you want to switch between lists of markets from different sports, such as football markets or horse racing markets.



Press the pink **Save market list** button to save your current My Markets list to a text file. The format of the file is as follows:

```
{sport_id1} {market_id1}
{sport_id2} {market_id2}
```

...

The market IDs are separated from the sport IDs with the Tab character.

If you know the IDs (they are freely available on BetFair's website for example), you can generate this file on your own, using any text editor or Excel.

Press the blue **Open market list** button to open a previously saved list and load it into My Markets.

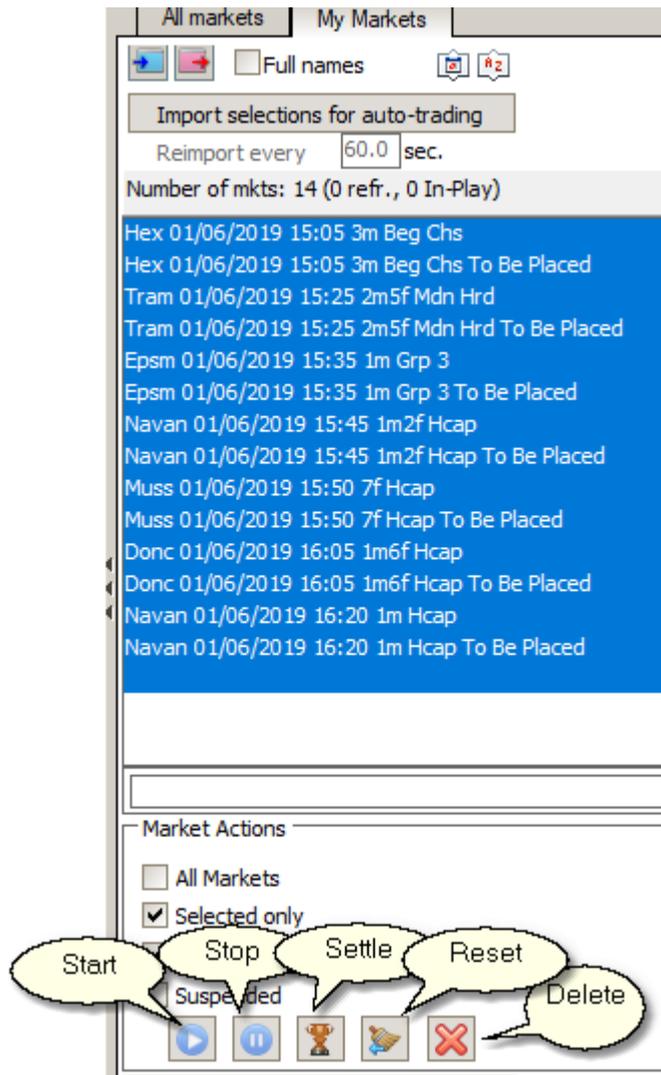
If any of the market IDs do not correspond to an existing market (or the market is already closed), they will be ignored.

## Market Actions

You can apply a bulk action to a group of selected markets. Tick the right group, e.g. "All markets" or "Selected only" and press the button with the corresponding action name.

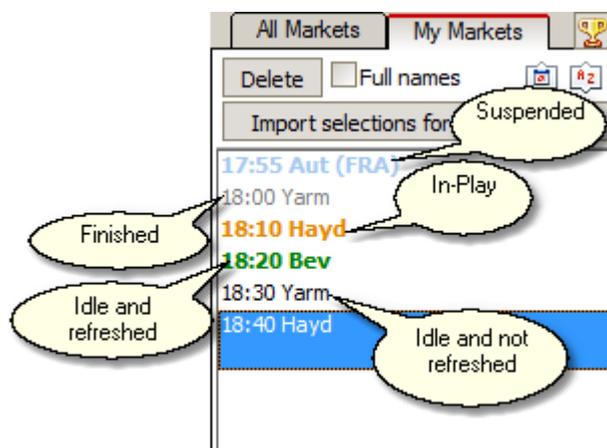
- **Start** - start refreshing the chosen market group
- **Stop** - stop refreshing the chosen market group
- **Settle** - settle the chosen market group in Test Mode and assign winner(s) according to the Test Mode options.
- **Reset** - if any of the chosen market group is in a Settled state, it will be reset back to Idle (until the next refresh when its state can change).
- **Delete** - delete one or more selected markets.

The **Delete** action is different in that it will delete the markets you have actually selected with your mouse.



## Market Statuses

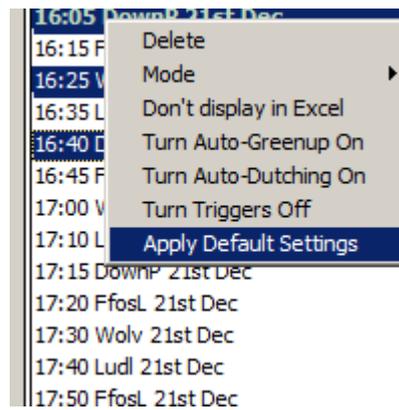
Market statuses are indicated with colours.



## Popup Menu

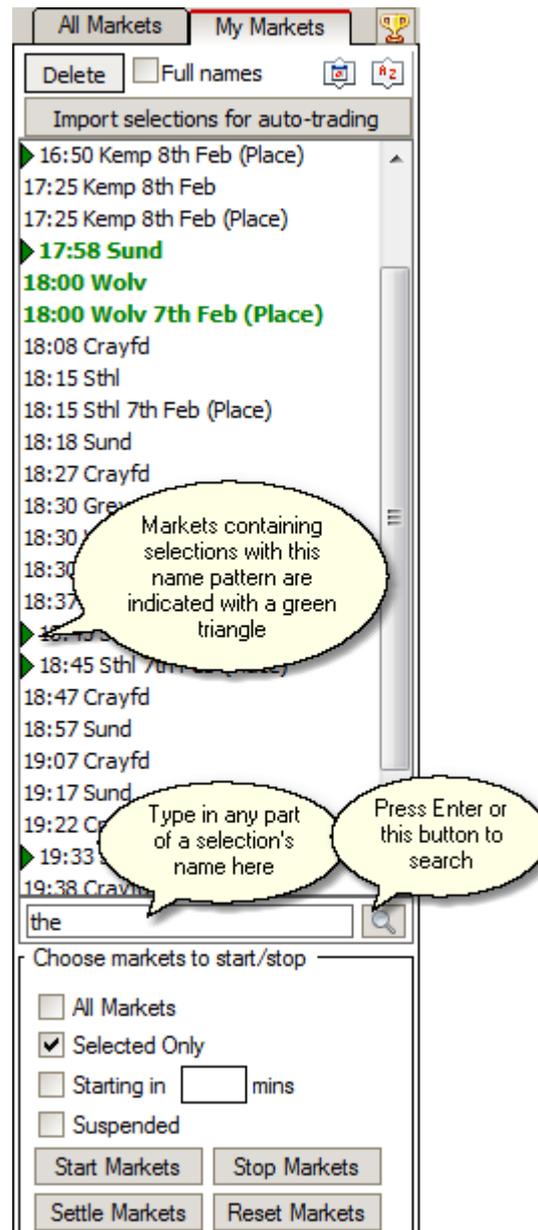
There is a menu that comes up when you right-click on the selected markets.

The options in this menu duplicate some buttons, and there is also an option to apply default settings to selected markets.



## Find Markets by Selection's Name

You can look up markets that contain selection(s) with a certain name.

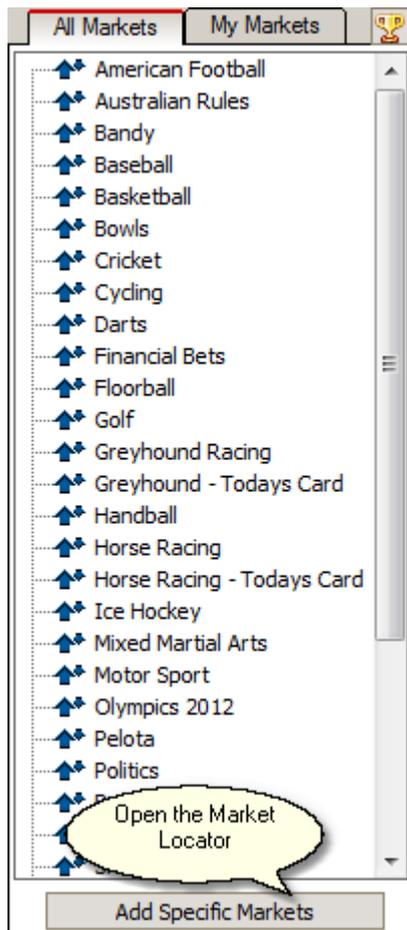


### 4.2.3 Market Locator

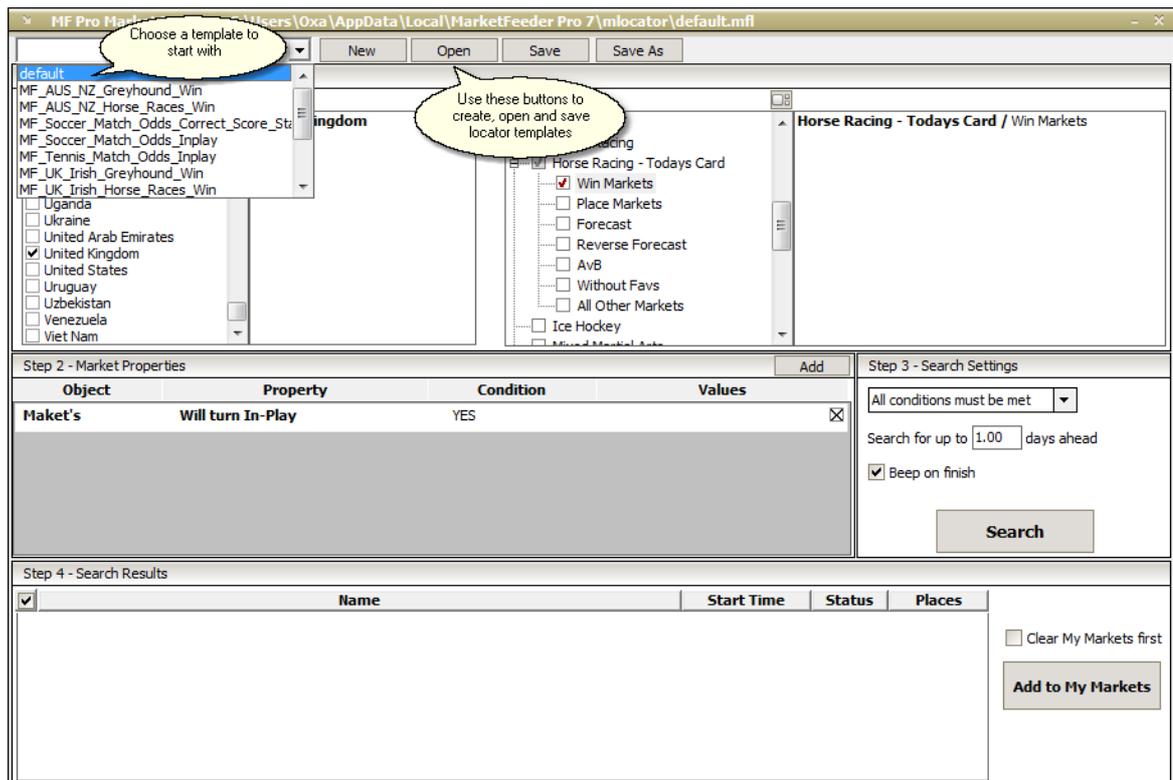
The Market Locator is a unique tool for searching and adding markets according to your own criteria.

These criteria can be anything from very simple ones, like markets from a certain country or belonging to a certain sport type, to very sophisticated conditions, like name containing some pattern, or number of selections being no less than 10 etc.

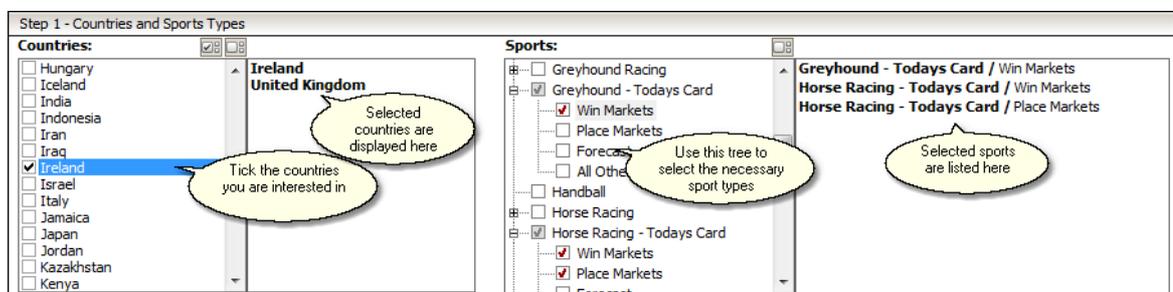
To open the Market Locator, press this button in the application window.



A default template will open in the Locator window. We have designed several most popular templates for you to start with. You can browse through them using a drop-down list.



Choose the countries you are interested in, and then the sports and particular types of markets.



If you need additional conditions, use "Step 2 - Market Properties" to add them. You can key in the conditions that apply to the following objects:

- Market
- Any Selection
- All Selections

Step 2 - Market Properties Add

Object	Property	Condition	Values	
Market's	Will turn In-Play	YES		<input type="checkbox"/>
Any Selection's	Last Traded Price	is less than	2.000	<input type="checkbox"/>
All Selection's	Last Traded Price	is greater than	0.000	<input type="checkbox"/>

Add as many conditions as you need

Delete a condition

Don't forget to let the program know whether all of these conditions must be met or at least one of them. Press "Search" once you've finished configuring the search parameters.

Step 3 - Search Settings

All conditions must be met

Search for up to  days ahead

Beep on finish

Search

Tell the program how many days you want to search for

When the appropriate markets are found, select those you want to add to your list and press "Add to My Markets".

Step 4 - Search Results 104 markets found

<input checked="" type="checkbox"/>		Start Time	Status	Places	
<input type="checkbox"/>	Greyhound Racing / Televised Cards / 23:00 Yarm 28th Jan - IV 462m	28/01 22:45	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 23:15 Yarm 28th Jan - IV 659m	28/01 23:00	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 23:30 Yarm 28th Jan - IV 277m	28/01 23:15	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 23:45 Yarm 28th Jan - IV 462m	28/01 23:30	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 00:00 Yarm 28th Jan - IV 659m	28/01 23:45	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 00:15 Yarm 28th Jan - IV 462m	29/01 00:00	Idle	1	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Greyhound Racing / Televised Cards / 00:15 Yarm 28th Jan - IV 462m	29/01 00:15	Idle	1	<input type="checkbox"/>

Clear My Markets first

The number of markets found

Sort markets by various properties

Uncheck those you don't need

### Adding to My Markets

Object	Property	Condition	Values	
Market's	Will turn In-Play	YES		<input type="checkbox"/>
Market's	Minutes to start	is less than	150.000	<input type="checkbox"/>

All conditions must be met

Search for up to  days ahead

Beep on finish

Search

---

Step 4 - Search Results 7 markets found

<input checked="" type="checkbox"/>	Name	Start Time	Status	Places	
<input checked="" type="checkbox"/>	Soccer / Indian Football / Indian Matches / Fixtures 15 Sep / Mizoram Police v Chawnpui F	15/09 10:28	Suspended	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Chinese Football / Chinese League 1 / Fixtures 15 Sep / Guangxi Baoyun v Shanghai	15/09 12:30	Idle	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Chinese Football / Chinese League 1 / Fixtures 15 Sep / Guangxi Baoyun v Shanghai	15/09 12:30	Idle	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Chinese Football / Chinese League 1 / Fixtures 15 Sep / Guangxi Baoyun v Shanghai	15/09 12:30	Idle	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Indian Football / Indian Durand Cup / Fixtures 15 Sep / Bengaluru v Hyderabad FC	15/09 13:30	Idle	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Indian Football / Indian Durand Cup / Fixtures 15 Sep / Bengaluru v Hyderabad FC	15/09 13:30	Idle	1	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Soccer / Indian Football / Indian Durand Cup / Fixtures 15 Sep / Bengaluru v Hyderabad FC	15/09 13:30	Idle	1	<input checked="" type="checkbox"/>

Skip previously deleted  
 Clear My Markets first

You have additional options to control how Market Locator will add the markets it has found to your My Markets list.

**Skip previously deleted**

Tick this box to never add markets that have been previously deleted either manually, with a trigger, or with any other program setting. This will come handy if you search markets at certain time intervals, and Market Locator keeps adding back some markets that you are no longer interested in.

**Clear My Markets first**

Tick this box to make Market Locator delete all entries (and any test bets on them) from My Markets prior to adding the new markets it has found.

**Automated Market Search**

You can make the program search and add markets by a specified template automatically. To do this, configure these settings in the "Monitoring Options" tab.

## **4.3 Trader's Area**

### **4.3.1 Market Window**

All market data, including selections and their prices, are displayed in the Market Window.

To see additional information about this market, such as its rules, or the venue or withdrawn runners (if any), press the "Market Info" button.

Press to open Market Information

Horse Racing / AUS / 04:20 Wyng (AUS) 5th Jan - R1 1200m Mdn

Venue: AUS. Time Zone: AEST

Withdrawn runners

5. Strategic Weapon; 22.52; 7.9%

15. Suzanne; 20.53; 4.3%

8. De Nederlanden; 20.53; 3.2%

MARKET INFORMATION

For further information please see Rules & Regs.

Who will win this race? Betfair Non-Runner Rule applies. Reduction factors may be updated periodically at the discretion of Betfair based on trading in the market, but after approximately 5 minutes from scheduled  $\text{off}$  time of a given race, they will be updated only in exceptional circumstances. Odds of matched bets will only be adjusted if there are ADDITIONAL non-runners after your bet is matched. This market will turn IN PLAY at the off with all unmatched bets cancelled once the Betfair SP reconciliation process has been completed. Betting will be suspended at the end of the race. This market will initially be settled on a First Past the Post basis.

If, for any reason, your BetFair account is restricted and market data is refreshed with a delay, with no selection volume available, you will see the relevant warning in that window:

Horse Racing - Todays Card / 16:00 MrktR 12th Mar - 2m Nov Hrd

Dormant Starts at: 12/03/2017 16:00 in 02:53:15

This market's data is delayed (no selection volume)

History,min: 10.00 Timestamp: 13:06:44 (1.04 sec.)

Selection	Odds	Stake
1.52	1.53	1.54
122	333	285
3.60	3.65	3.70
26.2	74.0	56.6

This meeting is on RACING UK

Sometimes you might need to manually change the starting time of a market. To do this, click on its starting time label and input a new time.

The default back and lay amounts define the sizes of all one-click bets in this market. The same amounts will also be used in the Ladder interface.

## One-Click Betting

You can back at the current lay price and lay at the current back price by pressing **Shift + left button** of your mouse.

To place a bet at the best available price (at 1.01 for back bets and at the maximum possible price for lay bets, according to the maximum best lay price settings), press **Ctrl + left button** of your mouse on the corresponding back or lay bet button.

If you are in the Engineer Mode, you can also place a back bet with a predefined payout or a lay bet with a predefined liability by pressing **Alt + left** mouse button.

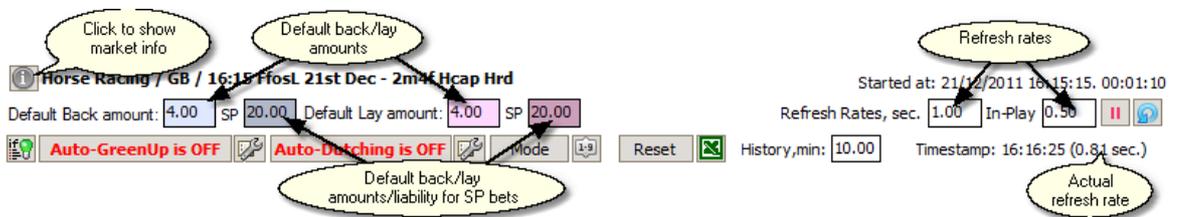
If you want to turn one-click betting off for safety reasons, do it in the "Betting Options" tab of the Settings.

More details on One-Click betting.

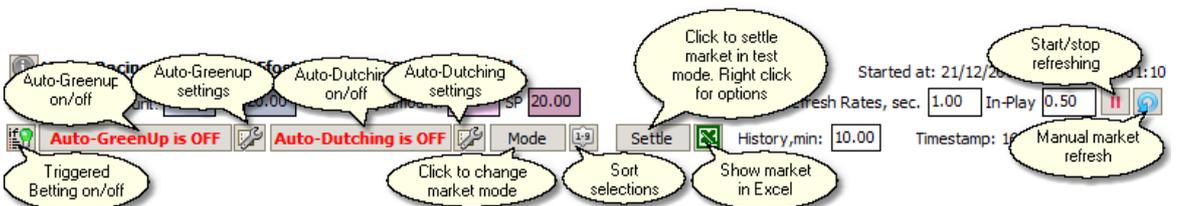
## Market Refresh

A market can be refreshed at two different rates before it begins (when it is in "Idle" state) and after it turns In-Play. The minimum value you can put in these fields is 0.3, that is a market can be refreshed once in up to 0.3 sec.

To start/stop refreshing or manually refresh a market, use these buttons.



Here are some additional market controls explained.



Apart from the usual sorting order of selections that BetFair offers, you can sort them by different parameters. Click on the "Sort selections" button shown in the above picture to bring up this menu. Choose the sorting order from the list.

Greyhound - Todays Card / 21:01 Newc - HC 480m Starts at: 31/0

ult Back amount:  SP  Default Lay amount:  SP  Refresh Rates, sec.

Auto-GreenUp is OFF  Auto-Dutching is OFF  Mode

Idle	BACK	545.45%	£ 0.00
<b>Pasadeane Lass</b> <b>1</b>	1.05 321	1.09 298	<b>1.10</b> 78.3
<b>Alanas Memory</b> <b>2</b>	1.05 321	1.09 298	<b>1.10</b> 78.3
<b>Yeneed Hope</b> <b>3</b>	1.05 321	1.09 298	<b>1.10</b> 78.3
<b>Moaning May</b> <b>4</b>	1.05 321	1.09 298	<b>1.10</b> 78.3
<b>Angelas Kiss</b> <b>5</b>	1.05 321	1.09 298	<b>1.10</b> 78.3
<b>Canny Count</b> <b>6</b>	1.05 321	1.09 298	<b>1.10</b> 78.3

- As on BetFair, Asc
- As on BetFair, Desc
- By Rank, Asc
- By Rank, Desc
- By Volume, Asc
- By Volume, Desc
- Active / Inactive, Asc
- Active / Inactive, Desc
- By Stall Number, Asc
- By Stall Number, Desc
- By Days Since Last Run, Asc
- By Days Since Last Run, Desc

To call up the Ladder interface for any chosen selection, click on that selection's name.

Selections' profit/loss figures are displayed underneath their names. If there are any matched or unmatched bets placed on a particular selection, you can view them by clicking on its P/L labels.

<b>Made In Time</b> <b>1</b>	3.40
9.12	4.00, 0.00
<b>Time For Spring</b>	
4.00	
<b>Battlecrv</b> <b>4</b>	0.00

Current profit/loss

Selection has unmatched bets

For your convenience, the minimum and maximum P/L figures are highlighted.

(11) Idle		BACK	115.21%		SP	£ 3 705.60
<b>Estidhkaar</b>	2	3.60 16.1	3.85 18.4	<b>3.90</b> 2.90	1.61	3.95
<b>St Brelades Bay</b>	1	3.30 4.4	3.35 5.0	<b>3.50</b> 15.6	1.23	3.55
<b>Flying Machine</b>	5					9.4
<b>Grigolo</b>	4	13.30				
<b>Hawkmeister</b>	9	32.0 6.0	36.0	<b>38.0</b>	2.62	40.0
<b>Mustadeem</b>	3	12.92				
<b>Raspberry Ripple</b>	8	27.0	32.0	<b>34.0</b>	2.35	44.0

Maximum potential profit.  
The variable  
market\_max\_pl = 13.30

Minimum potential profit  
(or maximum potential  
loss). The variable  
market\_min\_pl = 130.00

You can change the colour and font of the betting buttons in the "Look & Feel" tab of the Settings.

### Market Modes

A market can be viewed in four different modes:

- Brief Mode
- Full Mode
- Race Mode
- Engineer Mode

### Basketball Scores

If a market belong to a basketball match, and provided you turned on the option to "Download Match Score", you will see the current scores beneath the team list (or selection list if you are looking at markets such as Handicap).

Basquetebol / Liga ABA / KK Zadar x MZT Skopje / Vencedor - Moneyline						Started at: 30/04/2019 19:09:32. 00:24:37		Score: 36-29
Default Back amount: 4.00		SP 20.00	Default Lay amount: 4.00		SP 20.00	Refresh Rates, sec. 10.00		In-Play 10.00
Auto-GreenUp is OFF		Auto-Dutching is OFF		Mode	Settle	History, min: 1.00		Timestamp: 19:34:02 (10.11 sec.)
(2) In-Play		BACK	133.58%		LAY	Selection	Odds	Stake
<b>KK Zadar</b>	1	1.01 105	<b>1.03</b> 26.4	1.03			<b>1.58</b> 6.4	5.0 7.1
<b>MZT Skopje</b>	2	1.25 28.4	<b>2.74</b> 3.22	4.6				
Quarter by quarter: Points								
		KK Zadar: 29 7		36				
		MZT Skopje: 18 11		29				
Minutes left till the end of the quarter: 5								

## Football Scores

If a market belong to a football match, and provided you turned on the option to "Download Match Score", you will see the current scores beneath the team list (or selection list if you are looking at markets such as Correct Score or Over/Under).

Soccer - Todays Fixtures / Argentino de Quilmes v Canuelas / Match Odds Started at: 14/

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh F

Auto-GreenUp is OFF Auto-Dutching is OFF Mode 1-9 Settle History,min: 1.00

(3) In-Play  BACK 101.59% £ 1 195.98 97.81% LA

Argentino de Quilmes	1	1.20	1.21	<b>1.22</b>	1.23	<b>1.24</b>	1.25	1.26
0.00		106	54.0	39.0		13.9	46.1	61.0
Canuelas	3	36.0	40.0	<b>42.0</b>	38.0	<b>65.0</b>	70.0	100
0.00		2.00	2.00	2.00		15.7	14.1	3.00
The Draw	2	5.6	5.7	<b>5.8</b>	5.8	<b>6.4</b>	6.6	6.8
0.00		3.07	8.1	2.00		13.4	5.0	14.6

Score: 2 - 1 HT Score: 1 - 1 ■ 4 ■ 0 ■ 0 ■ 7 Minute: 73

Argentino de Quilmes: ■ ■ ■ ■

Canuelas: ■ ■ ■ ■

## Tennis Scores

If a market belong to a tennis match, and provided you turned on the options "Download Match Score" and "Download Tennis Scores", you will see the current scores beneath the selection list.

Tennis / Swiss Open 2015 / Quarter Final Matches / Andujar v Bellucci / Match Odds Refresh Ra

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode 1-9 Settle History,min: 10.00

(2) In-Play  Race Length: 0.00 m £ 380 291.29 100.27% 99.39%

Pablo Andujar	1	<b>1.34</b>	<b>1.34</b>	<b>1.35</b>
0.00			316	2497
Thomaz Bellucci	2	<b>3.95</b>	<b>3.90</b>	<b>3.95</b>
0.00			91.3	107

	Set Score	Points
<b>Pablo Andujar:</b>	<b>6 0</b>	<b>15</b>
<b>Thomaz Bellucci:</b>	<b>3 0</b>	<b>15</b>

There is a special set of variables for tennis score.

### 4.3.1.1 Brief Mode

In Brief Mode you get to see all basic information about the selections in the chosen market.

You can see the three best available prices for backing and laying. Underneath them the total amounts offered at those prices are displayed.

If the market supports SP betting, you will also see the near and far SP, and when that market turns In-Play, they will be replaced with the actual SP.

In between the prices you can see a small chart that by default shows the change of the back price over time. You can configure this chart in the Chart Editor.

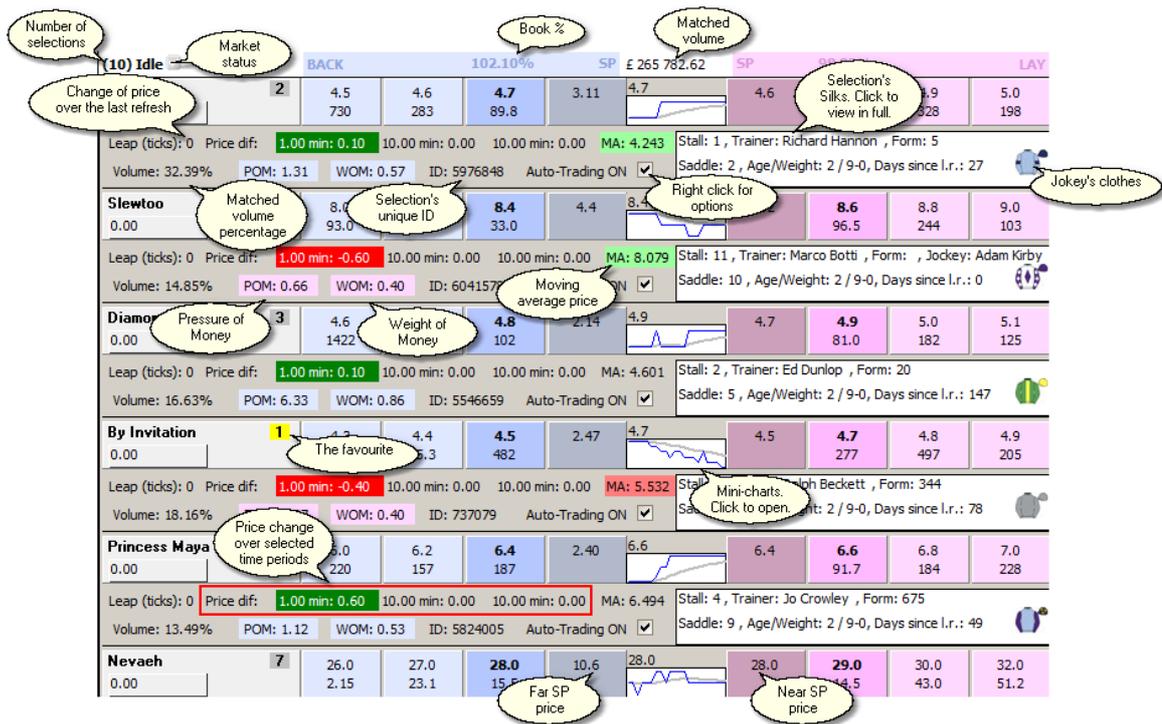
(10) Idle		BACK		103.08%		SP £ 84 258.31		99.25%		LAY	
<b>Boudoir</b>	<b>2</b>	4.1 66.9	4.2 231	4.3 295	4.4	4.3	4.4	4.5 205	4.6 159	4.7 23.0	
<b>Sleutoo</b>	<b>5</b>	7.0 118	7.2 52.4	<b>7.4</b> 85.6	2.35	7.4	7.1	<b>7.6</b> 37.5	7.8 96.0	8.0 24.4	
<b>Diamond Finesse</b>	<b>1</b>	3.95 0.00	4.00 23	4.1 199	2.10	4.2	4.2	4.2 6.7	4.3 225	4.4 182	
<b>By Invitation</b>	<b>3</b>	5.5 16.5	5.6 242	<b>5.7</b> 193	2.87	5.7	5.8	<b>5.8</b> 13.2	5.9 17.0	6.0 43.8	
<b>Princess Maya</b>	<b>4</b>	5.9 16.2	6.0 106	6.2 58.4	2.33	6.4	6.1	<b>6.6</b> 31.4	6.8 30.0	7.0 24.4	
<b>Nevaeh</b>	<b>6</b>	27.0 2.15	28.0 12.7	<b>29.0</b> 42.6	6.9	29.0	29.0	<b>30.0</b> 4.00	32.0 60.3	34.0 26.1	
<b>Words Come Easy</b>	<b>7</b>	29.0 3.22	30.0 16.8	<b>34.0</b> 51.8	6.0	36.0	32.5	<b>36.0</b> 28.8	38.0 2.16	46.0 3.65	
<b>Cufflink</b>	<b>9</b>	150 2.40	170 15.5	180 6.0	7.1	190	149	210 4.2	240 3.19	250 14.2	
<b>Neige Dantan</b>	<b>8</b>	70.0 4.7	85.0 7.1	<b>100</b> 18.9				<b>120</b> 8.7	130 3.33	140 2.50	
<b>Larlesienne</b>	<b>10</b>	300 2.74	320 2.73	<b>330</b> 5.3	68.1	320	133	<b>400</b> 3.00	410 2.00	480 2.54	

### 4.3.1.2 Full Mode

The Full Mode gives you extended information on each selection.

In this mode the top line of each selection is the same as in Brief Mode.

The bottom line, however, contains the following data:



#### 4.3.1.3 Race Mode

The Race Mode is mostly convenient for viewing races, e.g. a Greyhound or horse race, especially at In-Play.

It represents each selection as a coloured bar whose length helps you determine which runner is currently ahead or behind.

If "silks" are available for the market, the colour of the bar will be extracted from the jockey's clothes.

Small arrows at the end of the bar show you in which direction the current back price is moving. A red arrow indicates that the price is growing, and so the runner loses its position. A green arrow is a sign that the price is shortening, and so the runner is gaining speed.

If available, silks data will be displayed under the bar. The order in which they appear there can be edited in the "Monitoring Options" of the Settings.

Number of selections	Market status	Calculated race length in meters	Matched volume	Book %	
(12) Idle		Race Length: 1810.51 m	£ 71 912.30	102.1% 97.8%	
<b>Trip Switch</b> -10.00	3	<b>6.2</b> Stall: 11 • Saddle: 4 • Trainer: George Prodrromou • Age/Weight: 5 / 9-4 • Form: 7500-12 •	6.10	6.0 137	6.4 504
<b>Love In The Park</b> -10.00	2	<b>5.4</b> Stall: 11 • Saddle: 4 • Trainer: Roy Brotherton • Age/Weight: 6 / 8-8 • Form: 598834 •	6.49	5.7 2.13	5.9 4.8
<b>Poppy Golightly</b> -10.00	6	<b>14</b> Stall: 3 • Saddle: 6 • Trainer: Declan Carroll • Age/Weight: 4 / 8-13 • Form: 757033 •	14.50	15.0 88.9	23.0 5.0
<b>Miss Beat</b> -10.00	7	<b>15</b> Stall: 1 • Saddle: 3 • Trainer: Declan Carroll • Age/Weight: 5 / 9-6 • Form: 6/70377 •	8.62	8.6 2.63	8.8 4.7
<b>Desert Auction</b> -10.00	4	<b>8.8</b> Stall: 12 • Saddle: 1 • Trainer: Ian Semple • Age/Weight: 4 / 9-7 • Form: 758374 •	3.50	3.43	3.50 181
<b>Striding</b> 26.60	1	<b>3.50</b> Stall: 8 • Saddle: 2 • Trainer: Hans Adielsson • Age/Weight: 5 / 9-6 • Form: 359056 •	17.59	11.0 58.8	18.0 2.00
<b>Hathaway</b> -10.00	5	<b>12</b> Stall: 7 • Saddle: 9 • Trainer: Mark Brisbourne • Age/Weight: 4 / 8-8 • Form: 437897 •	23.39	21.0 2.50	24.0 3.00
<b>Forbidden</b> -10.00	8	<b>22</b> Stall: 9 • Saddle: 5 • Trainer: Ian McInnes • Age/Weight: 8 / 9-4 • Form: 7747 •	46.00	46.0 21.4	50.0 3.85
<b>Kirstys Lad</b> -10.00	10	<b>46</b> Stall: 10 • Saddle: 7 • Trainer: Michael Mullineaux • Age/Weight: 9 / 8-8 • Form: 364489- •	47.46	40.0 6.1	65.0 2.44
<b>Luv U Noo</b> -10.00	9	<b>40</b> Stall: 5 • Saddle: 10 • Trainer: Brian Baugh • Age/Weight: 4 / 8-7 • Form: 570660 •	215.41	140 2.00	700 3.00
<b>Chillianwallah</b> -10.00	11	<b>150</b> Stall: 4 • Saddle: 11 • Trainer: James Unnett • Age/Weight: 3 / 8-5 • Form: 7-3087 •	550.00	500 8.4	1000 2.00
<b>Fitzwarren</b> -10.00	12	<b>530</b> Stall: 6 • Saddle: 11 • Trainer: Alan Brown • Age/Weight: 10 / 8-7 • Form: 2-00000 •			

#### 4.3.1.4 Engineer Mode

The Engineer Mode is meant for advanced traders.

#### Custom Cells

You can add up to 10 customizable cells per each selection. These cells can contain arithmetic expressions, user and trigger variables, and functions. You can edit the formula of each variable by clicking the corresponding value. You can also set the default formulas for these cells in **Settings -> General Options -> Edit Default Engineer Mode Values**.

These cells allow you to keep an eye on some important properties and parameters of each selection.

To copy the value in a particular cell, right-click on it and choose "Copy to Clipboard":

Horse Racing / AUS / Jnee (AUS) 13th Oct / 13:26 Jnee (AUS) 13th Oct - R7 1760m Pace M

Default Back amount: 10.00 SP 50.00 Default Lay amount: 10.00 SP 50.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 10.00

(10) Idle £ 1 239.41 Payout: 20.00 109.49% 96.27% Liability: 20.00

Trade out all Back all at price: 1000 Lay all at price: 1.30

Selection	No. of selections	Back all at price	Lay all at price	Back	Lay	Liability	Stake	Profit
1. Two Five Eight	4	11.5	14.5	4.5	2.74	3.10	1.7548672	0
2. River Of Ice	10	45.00	26.35127998					0
3. Rockin In Chelsea	2	4.00	4.4	7.0	5.4	-1.10	22.8996048	0
4. Western Ricki	8	26.0	29.0			0.00	0.9286677	0

Right-click

Copy to Clipboard

### Fast Betting

In Engineer Mode you can place a one-click back bet with a predefined payout or a lay bet with a predefined liability. The values of the payout and liability are set up in the header line of the market. Press **Alt + left mouse button** to place a bet with the preset payout or liability.

### Back All, Lay All

You can place bets on all selections in the market in one go, just press either "**Back all at price**" or "**Lay all at price**", having specified the price you want to back or lay at, next to those buttons. The program will make bets with the default back or lay amount in this market. To bet with a fixed payout/liability, hold **Alt** while pressing the "Back all" or "Lay all" buttons.

Horse Racing / GB / 2013-09-29 / All markets / 29/09/2013 18:45 Muss 1m1f Hcap - 1m1f Hcap

Default Back amount: 4.00 SP 20.00 Lay amount: 4.00 SP 20.00 Liability for bets with Alt-click

Auto-GreenUp Auto-Dutching is OFF Mode Settle

(8) In-Play £ 448 518.07 Payout: 8.00 123.78% Liability: 8.00

Back all at price: 1000 Lay all at price: 1.01

Selection	No. of selections	Back all at price	Lay all at price	Back	Lay	Liability	Stake	Profit
Plunder	5	17.50	704451					0
Tectonic	1	1.94						0
Tussie Mussie	6	6.5	20.0	44.0	4.8	4.00000	44.00	0
Titus Bolt	3	6.2	8.6	12.5	164	7.60	8.60	317439
Royal Straight	4	9.0	23.0			7.60	23.00	425854

No. of selections

Payout for bets with Alt-click

Liability for bets with Alt-click

Press these buttons to back or lay all selections at the set price, with default amount

10 customizable cells. Click to change expression

Selection	Odds	Stake
TEST -5999000		
Plunder	4.60	4.00
TEST -6002999		
Tussie Mussie	5.90	4.00

### Trade out

In Engineer mode, you can quickly trade out (close open bets) an individual selection by pressing the Trade-out button:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Donc 01/06/2019 1 Going Behindap Starts at: 01/06/2019 14:20 in 00:00:05

Default Back amount: 10.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 14:19:54 (0.95 sec.)

(7) Idle £ 239,344.1 Payout: 8.00 101.5% 99.1%

One-click trade-out button.

Upper figure: P/L after trade-out  
Lower figure: net winnings/losses from the trade-out

Selection	Odds	Stake
TEST -8888888		
Big Time Dancer	4.60	10.00
TEST -7887		
Divin Bere	6.40	10.00

The figures on that button show what happens to the selection's P/L if the trade-out bet is matched:

- upper figure: the P/L that the selection will have once the trade-out bet is matched. In Win markets, this figure will be affected by bets placed on other selections. In Place markets, the upper figure is equal or nearly equal to the lower one.
- lower figure: the net winnings or losses you will get from this trade-out. When greening up, this figure will be positive; when distributing loss -- negative.

Compare to a trade-out button in a Place market:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Donc Going Behind 14:20 1m6f Head To Be Placed, 2 places. Starts at: 01/06/2019 14:20. -00:00:42

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 5.00 In-Play 5.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 14:20:40 (4.92 sec.)

(7) Idle £ 11,862.3 Payout: 8.00 201.5% 196.7% Liability: 8.00

Selection	Odds	Stake
TEST -8888888		
Echo	2.40	4.00
TEST -8888884		
Swordbill	3.60	4.00

## Trade out all

Press the "Trade out all" button to close all your open bets at once, by greening up or distributing loss on all eligible selections.

You can specify the P/L Ratio% for the trade-out.

If **P/L Ratio** is 50%, the P/L on all selections will be equal, therefore the market P/L will not depend on what selection wins. You will see a single figure with that P/L on the "Trade out all" button:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Donc **Off** Started at: 01/06/2019 14:55:57. 00:00:09  
 01/06/2019 14:55:56 Nov Stks  
 Default Back amount: 4.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 5.00 In-Play 5.00  
 Auto-GreenUp is OFF Mode Settle History,min: 7.00 p: 14:56:03 (4.93 sec.)

(10) In-Play £ 550.00 97.6% Liability: 8.00

50.0 0.31

After a trade-out of all selections, each will have the P/L of £0.31

Selection	1	2	3	old	new	old	new	old	new
Full Verse	6.61	3.89	1.69	1.70	101	87	0	0	0
Saqqara King	0.00	4.00	4.3	10.0	3.00	6	10	0	0
Bravo Faisal	-64.00	-3.76	17.0	17.5	2.00	3	30	0	0

Matched Bets

TEST	Odds	Stake
Full Verse	1.74	4.00
Bravo Faisal	16.00	4.00

If P/L Ratio is different from 50%, the total market P/L will depend on what selection wins, as the profit/loss distribution will be unequal. You will see the minimum and maximum potential P/Ls on the "Trade out all" button:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Donc 01/06/2019 14:20 in 00:00:11  
 01/06/2019 14:20 in 00:00:11  
 Default Back amount: 10.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 14:19:48 (0.94 sec.)

(7) Idle £ 231,311.2 Payout: 8.00 101.9% 99.2% Liability: 8.00

70.0 0.81 / 1.63

P/L Ratio is 70%

If you close both bets now, minimum P/L will be £0.81 maximum P/L will be £1.63.

Selection	1	2	3	old	new	old	new	old	new
Echo	-44.00	-8.5	4.8	4.9	74.91	40.52	0	0	0
Big Time D	0.00	1.52	39.2	263	16.18	0	0	0	0
Divr	0.00	4.4	4.5	42.6	77.07	42.72	0	0	0
Jumping	85.50	9.9	8.6	8.8	52.92	24.15	0	0	0

Matched Bets

TEST	Odds	Stake
Echo	4.40	10.00
Jumping Cats	9.00	10.00

If the minimum P/L is positive, the figure will be green, otherwise red.

When you press that button, the trade-out bets will be calculated and placed automatically, and the resulting P/Ls will match the ones predicted:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Going Behind Starts at: 01/06/2019 14:20. -00:00:04  
 01/06/2019 14:20 1m6f Hcap  
 Default Back amount: 10.00 SP 20.00 Default Lay amount: 10.00 SP 20.00 Refresh Rates, sec. 5.00 In-Play 5.00  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 7.00 :20:01 (4.50 sec.)

(7) Idle £ 250,799. Payout: 8.00 101.8% 99.3% Liability: 8.00

	70.0	Trade out all	Back all at price:	1000	Lay all at price:	1.04	Odds	Stake
<b>Echo</b> 2	1.63		4.7	4.8	old 74 39 0 0			
<b>Big Time Dancer</b> 1	0.81		4.4	4.5	old 78 43 0 0			
<b>Divin Bere</b> 3	0.81		5.7	5.8	old 68 34 0 0			
<b>Jumping Cats</b> 5	1.06		8.8	9.0	old 52 23 0 0			
<b>Swordbill</b> 4	0.81		7.8	8.0	old 59 27 0 0			
<b>Airplane</b> 6	0.81		10.0	10.5	old 48 21 0 0			
<b>Angel Gabriel</b> 7	0.81		16.5	17.0	old 32 13 0 0			

**Matched Bets** Clear Test

TEST -1986988  
**Echo** 4.40 10.00

TEST -1986985  
**Jumping Cats** 9.00 10.00

TEST -1981984  
**Echo** 4.80 9.35

TEST -1981983  
**Jumping Cats** 8.80 10.20

**Unmatched Bets** Clear Test

### 4.3.2 Betting Interface

The Betting Interface allows you to manually place customised bets on selections of your choice in the currently selected market.

To open the Betting Interface, right-click on any betting button (or left-click if you have One-Click Betting turned off).

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc  
 01/06/2019 15:55 2m4f Nov Chs  
 Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rate:  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle Hi

(7) Idle BACK 100.9% £ 33,674.8 98.4% LAY Se

<b>Potterman</b> 1	2.66 64.5	2.68 8.0	2.70 40.3	2.72	2.72 110	2.74 17.0	2.76 29.9
<b>Notwhatiam</b> 2	5.3 50.3	5.4 40.0	5.5 58.6	5.6			5.8 3
<b>Gustave Mahler</b> 3	8.8 68.9	9.0 19.0	9.2 52.5	9.6			10.0 21.0
<b>Malton Rose</b> 7	12.5 16.0	13.0 47.1	13.5 6.8	14.0	14.0 3.39	14.5 69.8	15.0 100
<b>Doux Pretender</b> 5	10.5 55.8	11.0	11.5	12.0	12.0 9.4	12.5 15.1	13.5 4.7
<b>Ennistown</b> 6	10 59				12.0 27.1	12.5 7.4	13.0 56.0
<b>Tales of The Tweed</b> 4	9.6 48.2	10 54.0	11 22.7		10.5 30.6	11.0 112	11.5 57.1

Right-click to open the Betting Interface for "Potterman"

Right-click to open the Betting Interface for "Malton Rose"

Enter the price and amount of the bet and specify additional parameters, such as persistence.  
Use up and down arrows to correct the price manually.

The screenshot shows a betting interface for 'Potterman' with a 'Betting Interface - Potterman' dialog box open. The dialog box contains the following elements:

- Back** section: A text input field for 'Bet amount' (4.00), a price input field (2.26), and a 'Back' button.
- Lay** section: A text input field for 'Bet amount' (4.00), a price input field (2.28), and a 'Lay' button.
- Options**: Checkboxes for 'Bet at SP' and 'Set price limit'.
- At In-Play:** Radio buttons for 'Cancel' (selected), 'Keep', and 'Take SP'.
- Additional controls**: 'P/L ratio %' (70.00), 'Trade out' button, 'Profit %' (1.0), and 'Attempt to green up' button.
- Bottom buttons**: 'Eliminate loss' and 'Distribute extra profit' buttons.

Callouts provide the following instructions:

- Bet amount**: Points to the '4.00' input field in the Back section.
- Bet price**: Points to the '2.26' price input field in the Back section.
- Tick to send the bet at the Starting Price with an optional price limit**: Points to the 'Bet at SP' checkbox.
- Click to increase or decrease the price by 1 tick**: Points to the up/down arrow controls next to the price input fields.
- Choose bet persistence type**: Points to the 'At In-Play' radio button options.

To quickly enter the selection's current price, click any of the three back or three lay prices in the top of the Betting Interface:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc 01/06/2019 15:55 2m4f Nov

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rate:

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00

(7) Idle	BACK	101.1%	£ 129,545.6	98.8%	LAY	Se	
Potterman	2.22	2.24	2.26	2.26	2.28	2.30	2.32
Gustave Mahler	11.0	161					
Malton Rose	6	13.5	66.7				
Doux Pretender	4	9.6	98.4				
Ennistown	7	17.0	26.0				
Tales of The Tweed	3	9.2	64.7				

**Betting Interface - Potterman**

2.22 2.24 2.26 2.28 2.30 2.32

Move your mouse over each button to see the What If P/L

Back 2.26 Lay 2.28

At In-Play:  Cancel  Keep  Take SP

P/L ratio % 70.00 Trade out

Profit % 1.0 Attempt to green up

Eliminate loss

Distribute extra profit

*The prices keep updating to match the current selection prices*

*Click any of these values to enter them in the price box*

If there are any matched bets on the selection, press **Trade out** to green up or distribute loss immediately (whether it'll be profit or loss will depend on the selection's prices). Use **P/L ratio %** to adjust profit/loss distribution. By default, it is 50%, i.e. P/L is distributed equally across all selections.

(7) Idle	BACK	102.0%	£ 43,356.0	98.4%	LAY	Selection	Odds	Stake
Potterman	2.50	2.52	2.54	2.56	2.56	2.58	2.60	Matched Bets
Notwhatiam	3.80							Clear Test
Gustave Mahler	3.80							TEST -1776976
Malton Rose	3.80							Potterman 2.62 4.00
Doux Pretender	3.80							
Ennistown	3.80							Unmatched Bets
Tales of The Tweed	3.80							Clear Test

**Betting Interface - Potterman**

2.50 2.52 2.54 2.56 2.58 2.60

Move your mouse over each button to see the What If P/L

Backing 4.00 £ @ 2.60 Back

Laying 4.00 £ @ 2.62 Lay

At In-Play:  Cancel  Keep  Take SP

P/L ratio % 70.00 Trade out

Profit % 1.0 Attempt to green up

Eliminate loss

Distribute extra profit

*'What If' P/L after trade-out*

*Trade out with the P/L ratio% specified*

*You need to have open bets on the selection you are trading out*

After the trade-out bet is placed and matched, you should get a P/L picture very close to the **What-If** figures that appeared when you moved your mouse over the **Trade out** button:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc 01/06/2019 15:55 Starts at: 01/06/2019 15:55 in 00:06:29  
 Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 7.00 Timestamp: 15:48:30 (0.94 sec.)

(7) Idle	BACK	100.8%	£ 44,029.3	98.3%	LAY	Selection	Odds	Stake
Potterman -0.19	1 2.52 111	2.54 84.7	2.56 25.5	2.54 25.5	2.58 13.7	2.60 103	2.62 124	Matched Bets TEST -1776976 Potterman 2.62 4.00 TEST -1801974 Potterman 2.54 4.08
Notwhatiam -0.08	2 5.6 43.4	5.7 86.5	5.8 5.9	5.8 5.9	5.9 40.6	6.0 33.5	6.2 36.7	
Gustave Mahler -0.08	3 9.6 43.7	9.8 52.9	10.0 24.0	10.0 24.0	10.5 55.5	11.0 35.5	11.5 29.3	
Malton Rose -0.08	7 12.5 19.6	13.0 22.9	13.5 55.0	13.5 55.0	14.0 35.1	14.5 69.8	15.0 107	
Doux Pretender -0.08	5 10.0 234	10.5 67.4	11.0 43.2	11.5 43.2	11.5 26.3	12.0 67.1	12.5 17.1	
Ennistown -0.08	6 11.5 36.8	12.0 45.1	12.5 11.3	12.0 11.3	13.0 18.3	13.5 44.5	14.0 6.4	Unmatched Bets Clear Test
Tales of The Tweed -0.08	4 9.6 51.2	9.8 50.0	10.0 62.8	10.0 62.8	10.5 36.8	11.0 118	11.5 10.7	

If there are any matched bets on the selection, press **Attempt to green up** to place an open (unmatched) green up bet with the desired profit. You can enter either **profit %** or **profit ticks**. Select the necessary option from the drop-down list. Use **P/L ratio %** to adjust profit/loss distribution. By default, it is 50%, i.e. P/L is distributed equally across all selections.

(7) Idle 101.4% £ 38,048.5 98.2%

BACK	101.4%	£ 38,048.5	98.2%	LAY	Selection	Odds	Stake
Potterman -6.80	1 2.62 87.3	2.64 95.3	2.66 99.6	2.70 129	2.72 125	2.74 32.0	Matched Bets TEST -2002973 Potterman 2.70 4.00
Notwhatiam 3.80	2 3.80	3.80	3.80	3.80	5.7 51.3	5.8 30.3	
Gustave Mahler 3.80	3 3.80	3.80	3.80	3.80	12.0 28.1	12.5 17.3	
Malton Rose 3.80	7 3.80	3.80	3.80	3.80	13.0 56.0	13.5 46.5	
Doux Pretender 3.80	5 3.80	3.80	3.80	3.80	11.5 55.1	12.5 9.4	
Ennistown 3.80	6 3.80	3.80	3.80	3.80			Unmatched Bets Clear Test
Tales of The Tweed 3.80	4 3.80	3.80	3.80	3.80			

**Green-up settings**  
 P/L ratio % 50.00 Trade out  
 Offset ticks 10 Attempt to green up

**What If' P/L after the green-up bet is matched**

**You need to have open bets on the selection you are greening up**

When you press **Attempt to green up**, the program will place a bet that will likely stay unmatched for some time.

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc 01/06/2019 **Going Down** Starts at: 01/06/2019 15:55 in 00:02:25  
 2m4f Nov Chs  
 Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 15:52:35 (0.93 sec.)

(7) Idle BACK 102.0% £ 85,060.9 99.8% LAY Selection Odds Stake

Selection	Back Odds	Back Stake	Back Total	Lay Odds	Lay Stake	Lay Total
Potterman	2.46	320	787.20	2.52	163	411.96
Notwhatiam	5.4	208	1123.20	5.9	273	1608.30
Gustave Mahler	10.5	145	1522.50	13.0	141	1827.00
Malton Rose	12.5	179	2227.50	15.0	23.6	354.00
Doux Pretender	8.8	69.6	612.48	9.4	39.4	370.36
Ennistown	13.0	63.8	829.40	14.5	115	1657.50
Tales of The Tweed	9.6	123	1180.80	11.0	90.1	991.10

Matched Bets: Potterman 2.70 4.00

Matched Bets: Potterman 2.90 3.72

An "attempt at green-up"

When (or if) the bet is matched, you should see the same P/L as 'What If' figures:

Horse Racing - Calendar / 2019 / June 2019 / 01 (Sat) / All Markets / Worc 01/06/2019 **15:05** Started at: 01/06/2019 15:55:37. 00:04:18  
 2m4f Nov Chs  
 Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 1.00 In-Play 5.00  
 Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 7.00 Timestamp: 15:59:51 (5.45 sec.)

(7) In-Play BACK 106.0% £ 315,549.8 LAY Selection Odds Stake

Selection	Back Odds	Back Stake	Back Total	Lay Odds	Lay Stake	Lay Total
Potterman	2.36	320	755.20	3.50	21.6	776.80
Notwhatiam	1.50	5.0	7.50	1.95	1.86	3.63
Gustave Mahler	220	2.00	44.00			
Malton Rose	50.0	22.0	1100.00	210	5.6	1165.60
Doux Pretender	15.0	2.67	40.05	40.0	4.6	184.00
Ennistown	20.0	16.6	332.00	85.0	1.80	153.00
Tales of The Tweed	80.0	6.5	520.00	1000	0.02	2.00

Matched Bets: Potterman 2.70 4.00, Potterman 2.90 3.72

Unmatched Bets

To completely eliminate the loss on the chosen selection by increasing the loss on all other selections in the market, press **Eliminate Loss**.

The screenshot shows a betting interface with a 'What If' P/L dialog box open. The dialog box contains the following elements:

- Buttons: **Eliminate loss** (highlighted with a red box), **Distribute extra profit**
- Fields: P/L ratio % (70.00), Profit % (10)
- Options:  Cancel,  Keep,  Take SP
- Buttons: Trade out, Attempt to green up

Callouts in the image provide context:

- "P/L must be negative" points to the P/L values in the background table.
- "P/L becomes 0.0" points to the P/L value in the dialog box.
- "What If P/L after loss elimination" points to the 'Eliminate loss' button.

To distribute the selection's extra profit (if there's a "free bet" on the selection from a previous trade-out) equally between all selections in the market, press **Distribute Profit**.

The screenshot shows the same betting interface, but now the 'Distribute extra profit' button in the dialog box is highlighted with a red box. Callouts explain:

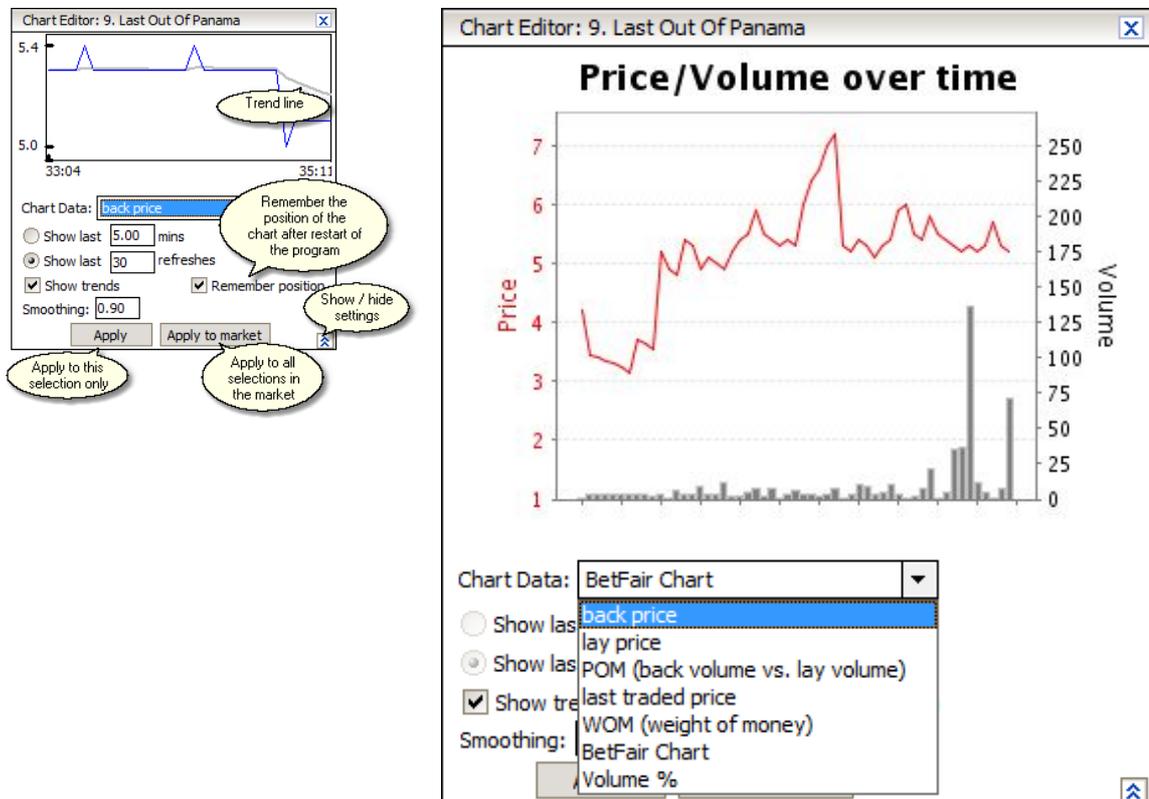
- "There must be extra profit" points to the P/L values in the background table.
- "What If P/L after profit distribution" points to the 'Distribute extra profit' button.

If you just want to see how the market's profit or loss will change from any of the betting action above, without placing the actual bet, move your mouse over the corresponding button to see the "What If" P/L next to each selection's actual P/L.

### 4.3.3 Chart Editor

Use the Chart Editor to key in the type of data you want to see on the mini-charts and to configure their parameters.

The time period of each chart can be defined as a number of market refreshes (define by the market's refresh rate) or as a fixed number of minutes.



To show / hide the Chart Editor control bar, press the push/pop button.

To apply the changes to the current selection only, press "Apply". Or to apply them to the whole market, press "Apply to Market".

## Trends

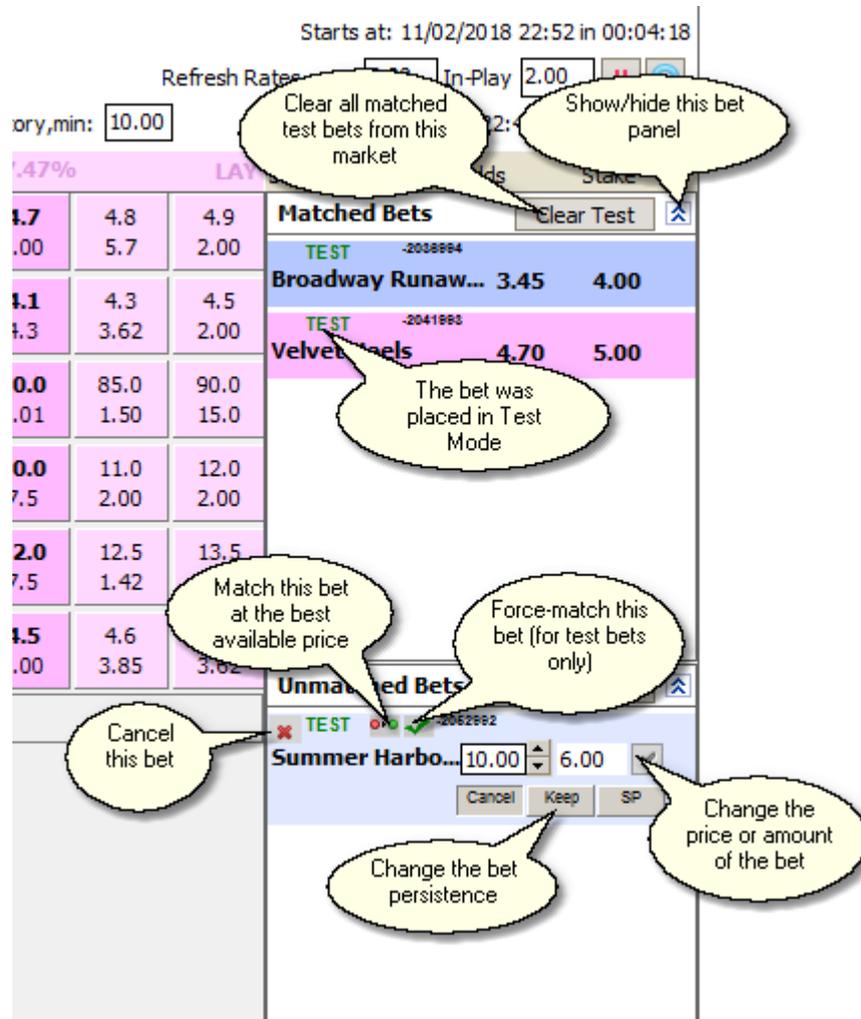
By default all charts are overlaid by a grey trend curve. The trend gives you a more accurate idea of where the market is moving as it smoothes the data curve with its occasional peaks and slumps.

You can experiment with the smoothness level of the trend line by editing its "Smoothing" parameter.

**Tip!** To get a numerical value of a selection's volume trend, use the **vol\_trend** variable. For the current value of a selection's last traded price trend, use **lt\_trend**.

#### 4.3.4 List of Bets

Your bets are displayed to the right of the market window.



This area is divided into **Matched Bets** and **Unmatched Bets** panels which can be hidden if you don't need them.

To cancel all back or lay bets in this market, use the buttons under the Unmatched Bets panel.

To clear all matched or unmatched Test bets in this market, press "Clear Test".

Note: you can force-match a Test Bet, i.e. make it "matched" and appear in the Matched Bets panel. This feature is very useful for testing strategies where the bet has little chances to be matched in Test Mode, but is likely to be matched in real mode. See an example below:

Horse Racing - Todays Card / 23:29 Aque (US) - R8 7f Claim Starts at: 11/02/2018 23:29 in 00:08:42

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rates, sec.  In-Play

Auto-GreenUp is OFF  Auto-Dutching is OFF     History,min:  Timestamp: 23:20:17 (4.97 sec.)

(6) Idle <input checked="" type="checkbox"/>	BACK	106.66%		SP	£ 89.31	SP	82.60%		LAY	Selection	Odds	Stake
<b>Conquest Twister</b> <input type="text" value="1"/> 0.00 <input type="text" value="0.00, 4.00"/>	2.22 26.5	2.26 11.1	<b>2.28</b> 1.59		2.26 	2.45 2.64	2.66 1.77	2.68 10.6	18.1	<b>Matched Bets</b>		<input type="button" value="Clear Test"/>
<b>Going Strong</b> <input type="text" value="4"/> 0.00	7.0 5.5	7.2 2.47	<b>7.4</b> 1.22			11.7 15.0	15.5 0.01	16.0 1.69	4.2	<b>Unmatched Bets</b>		<input type="button" value="Clear Test"/>
<b>Ring Necked</b> <input type="text" value="6"/> 0.00	13.5 0.01	14.5 0.11	<b>19.5</b> 2.00			24.8 27.0	28.0 0.66	32.0 4.2	2.00	<input checked="" type="checkbox"/> TEST <input checked="" type="checkbox"/> OK <input type="text" value="2.30"/> <input type="text" value="4.00"/> <input checked="" type="checkbox"/>	<input type="button" value="Cancel"/> <input type="button" value="Keep"/> <input type="button" value="SP"/>	
<b>Shuffle Up</b> <input type="text" value="2"/> 0.00	3.95 2.72	4.00 7.1	<b>4.1</b> 2.88	1.00	5.0 	4.0 5.0	1.74 3.11	5.7 3.11	6.6 1.77			
<b>Strueves Star</b> <input type="text" value="5"/> 0.00	13.5 1.58	14.0 2.02	<b>17.0</b> 2.06		19.5 	18.0 19.0	21.0 0.01	26.0 0.84	2.66			
<b>Bluegrass Singer</b> <input type="text" value="3"/> 0.00	6.4 2.77	7.0 10.3	<b>7.2</b> 1.22		7.0 	9.4 11.0	11.5 1.61	12.5 4.9	0.01			

Prophets Cat Time: 17:34 Reduction factor: 4.36%

As you can see, the price of the bet is 2.3. In real mode, this bet would have appeared on the Back side, and the current back price of Conquest Twister would have been 2.3, not 2.28. In Test Mode, however, this is not possible, as your test bets cannot affect the prices the program receives from BetFair. So you can manually, at any time you like, match this bet as if some other trader accepted your bet by placing the bet of the opposite type.

### 4.3.5 Ladder

The Ladder is a very popular trading instrument giving a breakout of all prices and amounts offered for a selection in the form of a table.

Selection name: On The Road

Trade out to minimum loss (either zero loss or profit)

Eliminate the loss on this selection

Manual refresh

What-if P/L (4.89) and the net amount you'll get from trading out at current price (0.14)

Click to back at 2.06

The closest price suitable for a green-up (in pink rectangle)

Current lay price line

Last traded price

Current back price line

Your unmatched lay bet of £5 @ 1.96. Drag up or down the column to change the price

Click to lay at 1.92

Click to green up at 1.90

£23,395 matched at 1.9

SP	7.05 %	1.99	£410 856	92.95 %
		2.06	148	691.82
		2.04	415	692.78
		2.02		
2094.26				
764.88				
225.70		1.99	5 222	
601.33		1.98		
661.94		1.97	8 135	
5.00		1.96	6 200	
		1.95	10 933	
		1.94	8 398	
		1.93	9 376	
251.36		1.92	14 735	
99.76		1.91	21 101	
558.17		1.90	23 395	
		1.89	18 201	
		1.88	25 618	
123.34		1.87	18 959	

Ladder's refresh rate

Tick to show the selection's chart below the ladder

Display traded amounts for each price

Underline current back and lay prices

SP	75	%	SP
			1.79
			121.56

You can find many references to a ladder on bettors online forums and dedicated web sites.

In MarketFeeder Pro the Ladder is a quite versatile tool.

You can do the usual **one-click betting** by clicking on the corresponding back or lay price.

If you have any unmatched bets on the selection, they will be displayed on the sides of the ladder. To quickly change the price of a particular unmatched bet, drag-n-drop it on the cell with the desired

price value.

To navigate to the last traded price and thus see where the money is being matched right now, click on the label with the last traded price in the header.

To trade out at selected price (if you have any open bets), click on that price in the central price column.

Apart from doing all standard actions like placing back and lay bets, you can also make use of the special trading buttons in the header.

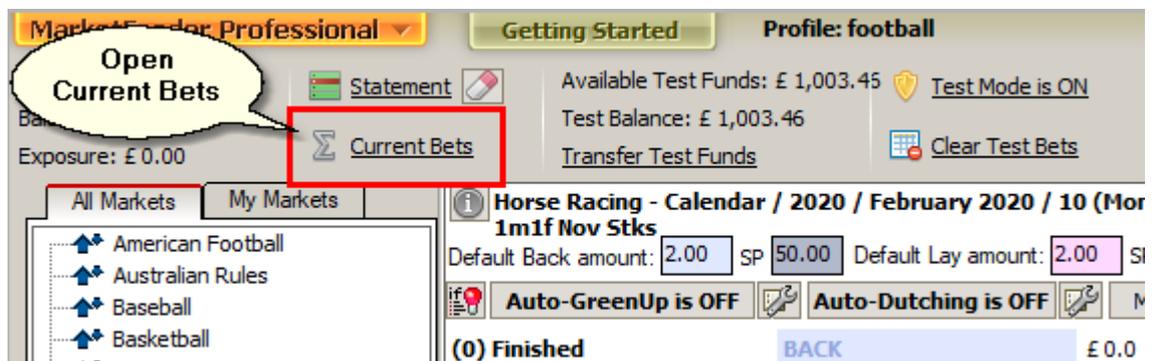
To trade out (either green up or distribute the loss, in other words, close your position on the selection), click on the trade-out button. The two amounts on that button represent the "what if P/L" (the P/L the selection will have after you trade it out) and the actual net amount you will win or lose from that trade-out.

To close your position with as little loss as possible (either zero or with a profit), press the "Trade out to zero loss" button. It will place a bet that intends to either green up your bets (if the prices are suitable) or close them with a zero profit (if the price does not allow it to be matched, the bet will remain unmatched).

## 4.4 Current Bets Window

You can see all your matched and unmatched bets in all markets in one window.

Open Current Bets by clicking on the corresponding link.



You will see two tabs for **Real Bets** and **Test Bets**. You can switch between them to see bets you placed with real and test money.

To sort bets by time, market, type etc., press on the necessary button in the header of the table.

You will notice an interesting column titled Source which shows you the procedure that placed the bet (if it is possible to determine it).

You can quickly jump into the market where the bet was placed by clicking on the bet row.

Switch between real and test bets

Use these buttons to cancel unmatched bets

Click on any of these buttons to sort bets

This is the procedure that placed the bet

Click on any bet row to jump to the market where it is placed

Placed	ID	Market	Selection	Type	Amount	Price	Status	At In-Play	Source
18/01 16:41:32	-7691993	16:47 Hove	Polski	Back	£ 5.44	3.25	Matched	cancelled	Trigger "backing"
18/01 16:41:32	-7691992	16:47 Hove	Polys Nod	Back	£ 3.85	4.60	Matched	cancelled	Trigger "backing"
18/01 16:41:32	-7691991	16:47 Hove	1. Champagne Kisses	Back	£ 3.40	5.20	Matched	cancelled	Trigger "backing"
18/01 16:38:37	-7516999	16:50 Sthl	Night In Milan	Lay	£ 10.00	5.10	Matched	cancelled	Ladder Interface
18/01 16:38:26	-7506000	16:50 Sthl	Chac Du Cadran	Back	£ 10.00	3.40	Matched	cancelled	Ladder Interface
18/01 16:39:19	-7558998	16:50 Sthl	Chac Du Cadran	Lay	£ 10.15	3.35	Unmatched	cancelled	Price Ladder
18/01 16:39:41	-7580997	17:00 Ling	Triple Dream	Back	£ 10.00	0.00	Unmatched	cancelled	One-Click button
18/01 16:39:46	-7585996	17:00 Ling	Estonia	Lay	£ 8.00	6.40	Matched	cancelled	One-Click button
18/01 16:40:02	-7601995	17:10 Newb	Brixen	Lay	£ 2.00	1.10	Unmatched	cancelled	Betting Interface
18/01 16:41:08	-7667994	Fiorentina U20 v Juventus U20 / MFiorentina U20		Back	£ 5.00	2.94	Unmatched	cancelled	Betting Interface

This window is updated automatically.

## 4.5 Formula Builder

The Formula Builder is a convenient interface for inputting and editing arithmetic and logical expressions, formulae and expressions containing functions and variables.

It consists of an area for inserting the text of the expression and a reference table where you can find help on all trigger variables supported by MarketFeeder Pro.

Enter the formula here

Navigate to the category of variables you need

Click on the variable name to insert it into the formula

Press OK to close the Formula Builder and pass the formula to the calling window

OK

volume / places

Win/Lose History Variables

Market Variables

- Book percentage formed by the selections in the market
- Book percentage formed by the prices of all selections in the market
- The number of winning places in the market
- The date and time at which the market has turned in-play
- The scheduled date and time of the market's start.
- The time in minutes that's passed since you started monitoring the event.
- The date and time at which the market was suspended last time.
- The date and time at which the market was turned "in-play" last time.
- 1 if market starts, 0 otherwise.
- Return 1 if market starts and bet persistence, or 0 otherwise.

b\_book  
l\_book  
places  
even  
la  
last\_inplay  
market\_turn\_inplay  
market\_sp

## 5 Test Mode

Test Mode is a great opportunity to safely get started with the program. In this mode you are operating a virtual account with virtual funds. And so you don't risk a single penny, in fact you may have a zero BetFair account and still learn how to trade in MarketFeeder Pro.

The behaviour of Test Mode is very close to the way BetFair maintains your real bets, except that a test bet cannot be split and matched partially. It also will always be matched if the price you offered

is available in the market, no matter what amount of money supports that price.

However, in the majority of cases Test Mode is quite realistic and efficient in trying out staking plans and other auto-trading and simple betting functions.

All test bets in the program are markets with the label "TEST". To remove matched or unmatched test bets from a market, use these buttons.

Selection	Odds	Stake
<b>Matched Bets</b> <span>Clear Test</span>		
TEST -101000		
3. Ryvit	3.80	2.00
TEST -283993		
3. Ryvit	3.65	2.08
<b>Unmatched Bets</b> <span>Clear Test</span>		
TEST -148999		
1. Secret Rate	15.00	4.00
TEST SP -183998		
4. True Strike SP		10.00
TEST SP -206997		
1. Secret Rate	8.80	20.00

To clear all test bets in all markets at once, press the "Clear Test Bets" link in the Main Menu.

Available Test Funds: £ 929.09  
 Test Balance: £ 1 003.09  
 Transfer Test Funds

Turn Test Mode on/off  
 Test Mode is ON  
 Clear Test Bets

Indicator of a test bet

Press to clear unmatched and SP test bets

Deposit or withdraw funds into the Test account

Clear all matched and unmatched test bets

MarketFeeder Pro supports Test Mode Account Statement which is made of settled test bets. It also maintains a history of test profits and losses. Based on this statement you can test staking plans as if you were betting with real money.

To edit special settings for Test Mode, go to the Test Mode Options tab.

### Settling markets in Test Mode

You can quickly test your staking plans by settling markets in Test Mode without waiting for BetFair to do this. This way you can place test bets, settle them, see how your triggers behave and reset the markets, repeating the cycle as many times as you want. See Bet Settlement Simulator for more details.

## 6 SMS Service

### 6.1 Introduction

WDS SMS Service is a fast and convenient way to send text alerts from MF Pro to registered phone numbers.

It keeps you updated on what's going on in the program, because you can configure it to send sms texts as often as you want, and on your conditions.

### What is an SMS message?

An SMS message is a text containing up to 160 characters. You receive it on your mobile phone. MF Pro will form this SMS based on your settings and send it on the number you'll register.

### What characters may an SMS contain?

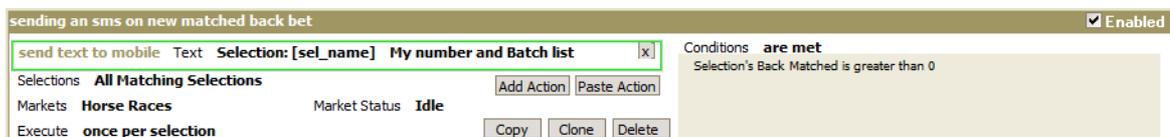
An SMS may contain roman letters from a to z in upper and lower case, digits, symbols from this group: !?@#\$\$%^&\*()-+<>/\.,':";\_ . All other characters may be transcribed or omitted.

### Where can SMS be sent?

You can send them to your own number or to a list of phone numbers that you will specify. You will need to confirm that you own the number you have registered. If you choose to add more numbers, we will verify them too by sending confirmation requests to all of them. Once they've been confirmed, you can choose where to send texts: it could be only your number, only the numbers from your list or both. So this service can act as a personal notifier or as a subscription service.

### On what occasions can the program send SMS?

You can tell the program to send an SMS using a trigger with the action "send text to mobile". By configuring the settings of this trigger you define the situation in which a notification should be sent. For example, you could tell MF Pro to SMS-alert you whenever a back bet is placed and matched in a horse race:



You can also configure the program to send you notification on a couple of standard events. See "SMS Settings".

For more information on how the service can be activated and how to top-up your account, please read [here](#).

### What's in it for me?

We believe that you can use MF Pro for placing bets while you are not around. For example, you may leave it running on a home computer and go to work.

WDS SMS Service will ease your mind and hugely increase the control over the program.

You can of course use the free Email notifications, but you definitely spend at least a couple of hours a day away from the Internet.

So send yourself an SMS or two just to be reassured.

### Thinking of becoming a tipster?

If you have a list of people interested in your betting advice, WDS SMS Service is ideal for sending them your tips in real time! You just leave one copy of your MF Pro running, key in your "secret criteria" into a trigger, and let it alert all your clients on a horse to lay or a team to back whenever the right opportunity comes up!

They will just need to confirm that they want you to send them these tips. It is easy, safe and you could be up and running within 20 minutes.

See "Batch SMS" to find out more.

### How to configure the service?

Go to "Settings" -> "Email & SMS Options" and press the button "Open WDS SMS Service".

The screenshot shows the 'Settings' window with the 'Email & SMS Options' tab selected. The 'Email Settings' section contains the following fields and options:

- SMTP Server: [ ]
- SMTP Port: [ 25 ]
- "From" Address: [ ]
- Use authentication
- Use SSL
- Username: [ ]
- Password: [ ]
- "To" Address: [ ]

The 'Email Alerts' section contains the following options:

- Send email each time a trigger is executed
- Email new account statement records
- Email action log every [ 0.00 ] mins

The 'SMS Alerts' section contains the following button:

- 

If you can't see this button, make sure you have the latest version of MF Pro and reinstall the program. If it doesn't help, contact support.

## 6.2 Number Verification

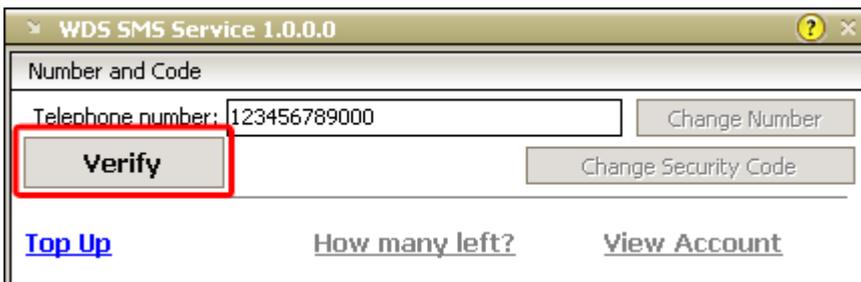
Before you can send your first SMS, you will need to verify your phone number. It is fast and easy.

1. Just go to "Email & SMS Options" tab of the "Settings" and press the button "Open WDS SMS Service".

It will warn you that you need to set up an account first. As you have already purchased your SMS package, click "OK" to proceed.

2. In the "Number & Code" panel enter your telephone number. Note: the number should be 12 digits long, and must start with your country code. For example, for UK a number could look like 440753927666, for Italy 393571120333, for Spain 347123456789 and so on. Do not enter any other signs or spaces there.

3. Press the "Verify" button.



WDS SMS Service 1.0.0.0

Number and Code

Telephone number: 123456789000

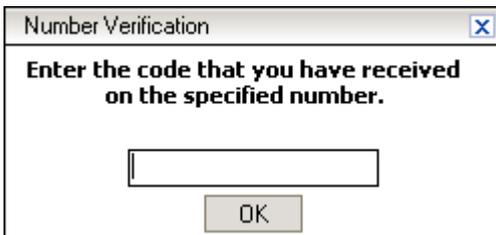
Change Number

**Verify**

Change Security Code

[Top Up](#)      [How many left?](#)      [View Account](#)

4. In the small window that will open enter the security code that you have received on your phone. The text should start with "Your security code is". Enter it exactly as you see it on the screen. If you didn't receive the security code, please contact our support.

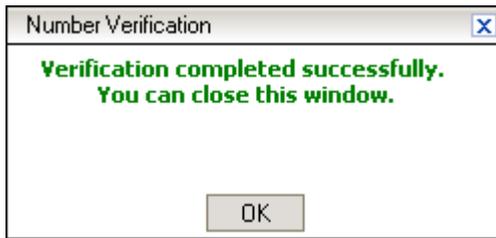


Number Verification

**Enter the code that you have received  
on the specified number.**

OK

5. The program will match this code with our database records and let you know whether your verification has succeeded.



6. From now on you can send your texts!

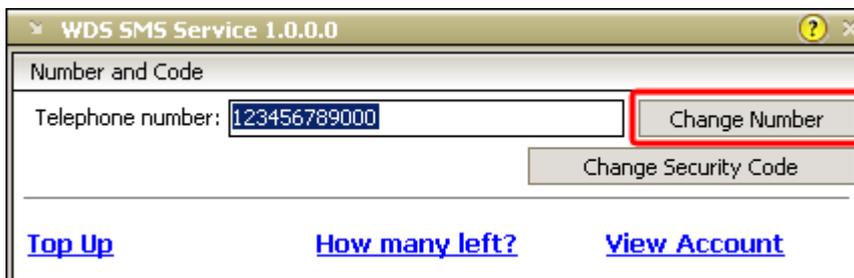
Note: repeat the same steps if you have reinstalled MF Pro.

## 6.3 How to change number or security code

### Changing number

Should you need to change your phone number, open SMS window and insert the new number into the "Telephone number" field.

Then press the "Change Number" button:



It will warn you that a new security code will be sent to that number at your expense. If you want to proceed, press "Yes".

Then repeat the steps described in "Number Verification".

### Changing code

You can change the security code to something that you can remember better. Just press the "Change Security Code" button and enter your new code and your current code and press "OK". Your security code will be changed immediately.

## 6.4 SMS Settings

Settings

Send sms from: MF-

What to do with long texts:  ▼

When there are  sms left send  ▼

Limit to  sms per  ▼

Save a copy of each sms in the account

Unicode format

---

**When to send SMS**

To send sms in special circumstances, use the trigger action "send sms".  
You can also choose the following options.

Upon new settled bets

Upon the error "Insufficient funds"

Upon new score

### Send SMS from

Enter the text that will be visible in the "From" field of every message. This text will be added to the "MF-" token.

### What to do with long texts

You can choose what to do if the message generated for an SMS is longer than 160 characters. It could be truncated to fit into one message, or split into several messages each 153 characters long.

### When there are ... sms left send email / separate sms / short warning inside sms

Turn this on if you want MF Pro to notify you when there is a certain number of credits left. The program can send you an email to the address that you used when last buying credits, a separate SMS or a short warning inside the SMS that will precede that number.

### Limit to ... sms per minute / hour

You can choose to limit the number of messages sent, even if the given criteria for sending it are satisfied. This could be useful if you expect that these criteria could be met quite often and don't want to run out of credits too soon.

### Save a copy of each sms in the account

Activate this option to have the history of your SMS messages saved in your account. You could then browse them and check what exactly was sent to your phone and the phones of your subscribers.

### **Unicode format**

Some languages may contain non-Roman letters, such as uioa in Italian or αβγδε in Greek. In order to display these (and many other) Unicode characters correctly, you need to turn this option on. Otherwise the program will attempt to transliterate those letters, but if it doesn't succeed, the letter may be lost.

### **When to send SMS**

Apart from sending SMS with a trigger, you can choose to let the program send you notification when any of this happens:

#### **Upon new settled bets**

Will send an SMS whenever there are new bets settled in your account (i.e. when your account statement is updated with betting transactions).

#### **Upon the error "Insufficient funds"**

Will send an SMS whenever you are trading with real money and this error comes up, which means you don't have enough funds in your BetFair account.

#### **Upon new score**

Will send a text when there is new score in any of the markets you are refreshing.

## **6.5 Batch SMS**

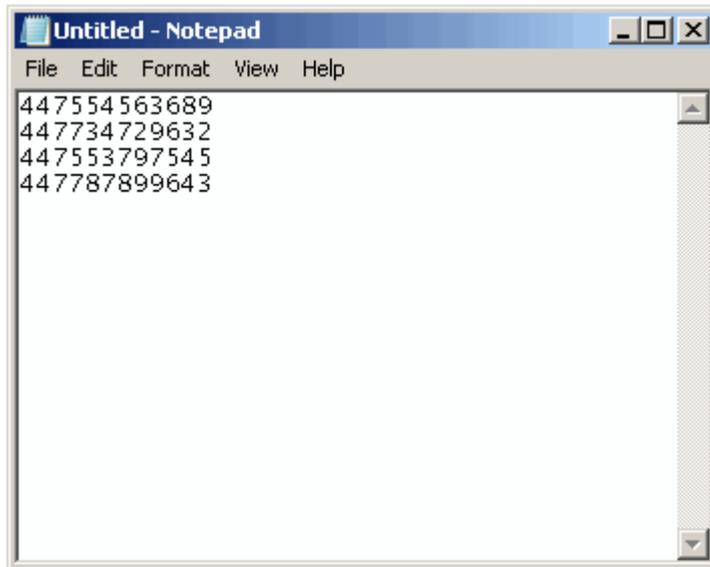
You can easily SMS other bettors once a market situation that they are interested in comes up.

This service is ideal for tipsters. Just create a trigger that checks the necessary market conditions, set its action to "send sms" and choose "Batch list only" or "My number and Batch list". The program will send an SMS to each phone on your list whenever the trigger gets executed!

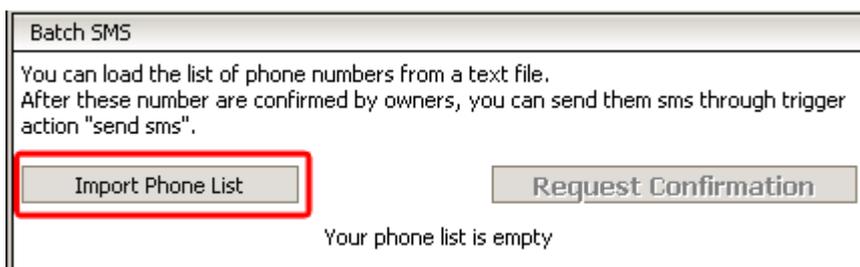
To know more about this trigger action, please read [here](#).

### **How to add phones?**

1. Create a text file with any available text editor, for example, with a built-in Windows Notepad.
2. Add one phone number per line, in this manner:



3. Save this file somewhere on your disc.
4. Press the button "Import Phone List". Specify the path to the saved file.



5. It will let you know how many numbers have been imported.

MF Pro will use this list for Batch SMS.

If you are adding these numbers for the first time, please be aware that EACH of them needs to be verified before you can send them messages. This is required to prevent spam. So warn your clients beforehand that they will receive a security key that they will need to enter on a special web page. The URL will be given in the same SMS message. They will receive all the instructions by email.

To verify new numbers from your list, press "Request Confirmation".

Batch SMS

You can load the list of phone numbers from a text file.  
After these number are confirmed by owners, you can send them sms through trigger action "send sms".

[There are 5 numbers in the list](#)

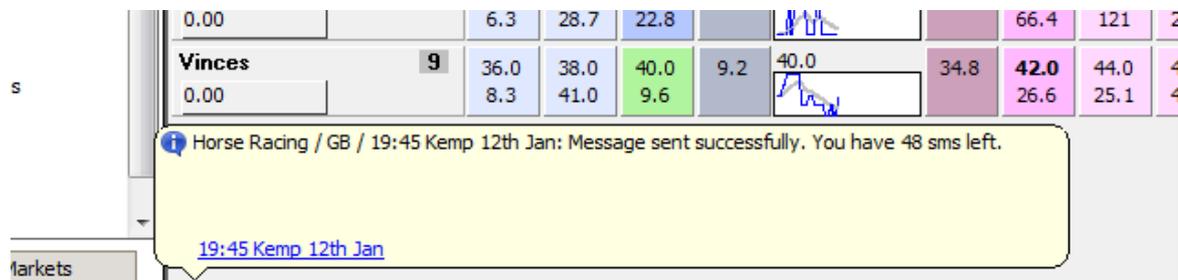
Please note: all SMS messages will be sent to your phone list at your expense, so you will spend your credits. You may need to charge your clients an extra for that.

Your clients will be automatically subscribed to your sms messages once they have confirmed their numbers. Until then MF Pro will not send SMS messages to unverified numbers.

To know which numbers are verified and which not, view the "Subscribers" table in your account.

## 6.6 SMS Account

After an SMS is sent MF Pro will show you a message similar to this:



To see the history of your last messages, open SMS window and click on the link "View Account".

WDS SMS Service 1.0.0.0

Number and Code

Telephone number:

[Top Up](#)
[How many left?](#)

A web page with the history of your messages will open in a new window. It will also list the number of credits left, the history of your payments and some additional info.

If it asks you to log in, enter your phone number and the security code.

## 7 Auto-Trading

Auto-Trading tools in MarketFeeder Pro are designed to calculate and place bets automatically according to special rules.

Among the Auto-Trading functions available in the program there are:

- Auto-Dutching
- Auto-Greenup
- Triggered Betting.

### 7.1 Import selections for auto-trading

If you are going to bet on particular selections (for example, if you follow a tipster's newsletter), you can easily import their list from a text file.

All you need to do is make a list of these selections' names, preferably exactly as they are called at BetFair, and put one name on each line in a simple text file.

Example:

**"Denali Highway"**

**"Arbeo"**

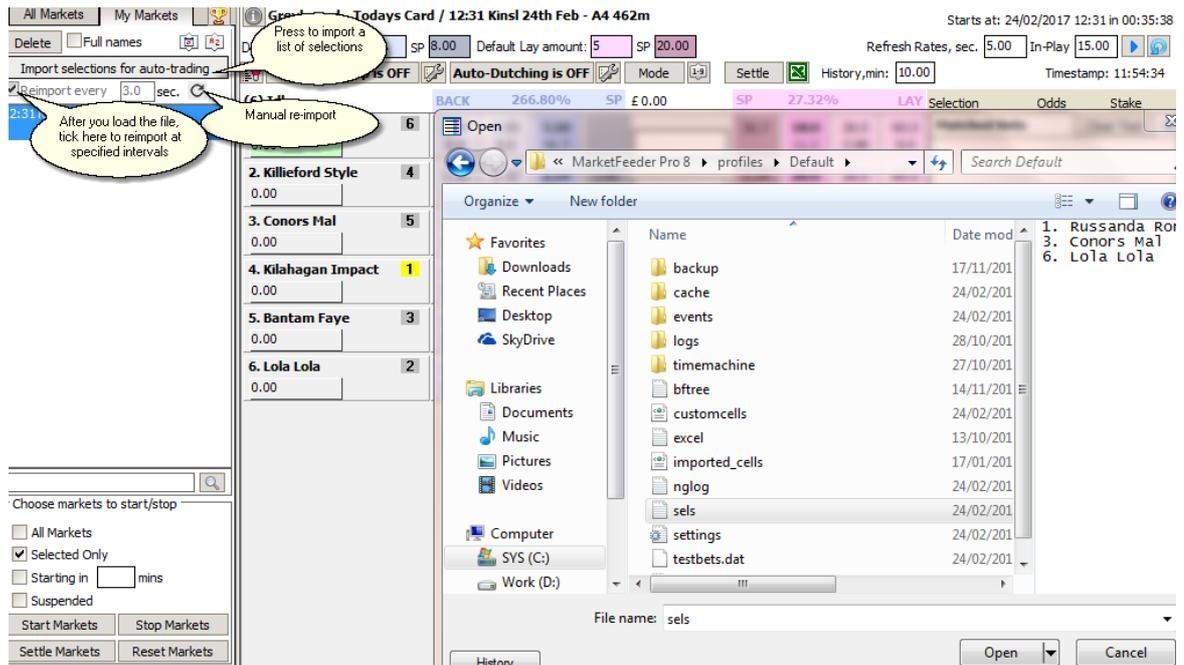
**"Bennys Well"**

The search will be case-insensitive, so you don't need to worry about capital letters.

If you want to specifically define the market to which a selection belongs (for instance, if you want to add Match Odds from different football matches), you can add the market's name in front of the selection in square brackets.

**["Team 1 vs Team 2/Match Odds"]"Team 1"**

Once you've added all your selections, save the file where you'll be able to find it. Then press the "Import selections for auto-trading" and select this file in the file dialog window.



The program will let you know how many selections it could identify.

All other selections will become inactive for auto-trading and will be grayed out. It essentially means the program will ignore them when doing all auto-trading functions, such as Auto-Greenup and Auto-Dutching, as well as triggers. You will however be able to bet on them manually.

If the file is empty, all selections will turn inactive.

The program is able to perform fuzzy search, i.e. approximate string matching with discrepancies of up to 3 characters. Example:

Horse Racing - Calendar / 2019 / June 2019 / 07 (Mon) / 2m4f Nov Hrd

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00

Auto-GreenUp is OFF Auto-Dutching is OFF

(4) Idle  BACK 100.63% SP £ 15:

	BACK	100.63%	SP	£ 15:
<b>Red Royalist</b> 1	1.15 1868	1.16 2042	<b>1.17</b> 75.8	1.18 
<b>Likeamonkey</b> 2	10.0 536	10.5 557	<b>11.0</b> 117	11.5 
<b>Enchanted Island</b> 4	30.0 53.9	32.0 102	<b>34.0</b> 36.0	36.0 
<b>Uknowmymeaning</b> 3	29.0 76.5	30.0 119	<b>32.0</b> 49.8	32.0 

Smiths Bay Time: 12:20 Rec

sels.txt - Notepad

File Edit Format View Help

```
*"Bed Royalist"
*"Like a monkey"
*"Youknowmymeaning"
```

Although the selection names in the file do not have the same spelling as on BetFair, the program will still be able to import them as the actual names differ no more than by 3 characters ("Red" instead of "Bed", the spaces in "Likeamonkey", etc.).

To activate fuzzy search, insert an asterisk as the first character of the line.

## Import by Trap numbers

You can import selections by their trap numbers instead of their names, but only for Greyhound markets and only if you enclose the trap number in ##.

If there is no dog running along the specified trap number in the given market, that market's selection will not be imported.

If you specify the name of the market in front of the dog's trap, the program will look among the selections of that particular race.

Example:

```
["Harl 01/06/2019 10:27"]#3#
["Henl 01/06/2019 10:43"]#2#
```

This will import Trap #3 from 10:27 Harl and Trap #2 from 10:43 Henl.

If you don't specify the market, then selections with that trap number will be imported for all Greyhound markets in your list.

**Greyhound - Calendar / 2019 / June 2019 / 01 (Tue) / All Markets / Harl 01/06/2019 10:12 D1 238m**

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rate

Auto-GreenUp is OFF  Auto-Dutching is OFF   History,min:

(6) Idle		BACK		102.63%		SP	£ 4 074.90	SP	97.62%		LAY
1. Night Ferry	1	2.86	2.88	2.90		2.96		2.96	2.98	3.00	
0.00		41.0	38.2	28.1				6.9	15.2	53.4	
2. Sign Fizzy	2	4.7	4.8	4.9		5.1		5.1	5.2	5.3	
0.00		61.5	28.1	3.99				10.9	32.9	27.7	
3. Rahyvira Bluey	3	6.6	6.8	7.0		7.4		7.4	7.6	7.8	
0.00		42.2	30.3	6.2				19.2	53.2	39.3	
4. Suspicious Lady	4	7.0	7.2	7.4		8.0		8.0	8.2	8.4	
0.00		57.9	38.6	41.5				9.7	26.9	22.6	
5. Yukan Prince	6	9.8	10.0	10.5		10.5		11.5	12.0	12.5	
0.00		30.2	17.8	10.2				18.7	24.6	22.2	
6. Low Vis	5	9.2	9.4	9.6		9.6		10.5	11.0	11.5	
0.00		38.5	20.7	13.4				7.5	26.0	27.6	

sels.txt - Notepad

File Edit Format View Help

#3#  
#5#

## Reimport every ... sec

There is an option to reimport the selected file at the specified intervals (up to once in 0.5 sec). In between the imports, you can change the contents of the file either manually or using any application of your choice.

**Hint:** You can quickly add all necessary markets by making a similar list with parts of markets' names, such as:

**"Ascot"**

**"Wolv"**

**"Birmingham"**

etc.

Then open the Market Locator, choose the country and type of sports you want to search in and key in the following condition:

### Market's Name contains values in file ...

And instead of ... choose the file where you put your markets' names. Then continue the market search procedure as usual.

### Importing numeric and text values

You can import certain numbers or text values together with selections' names. For example, you may want to import a maximum price at which you will place a lay bet on a selection. This too is often a part of a tipster's service. To load such values into the program, put them on the same line with the selection's name and separate them with a "Tab" character (or the "Tab" key on your keyboard). Enclose any value that you want to be considered as a string value (i.e. text) in double quotes. Examples:

```
"Centasia"    1    "ert"  
"Ticketmaster" 13    22.6  "louise"  
"Raskova"     0.00000007  "£34"  3.15  0.26
```

Note: put exactly one "Tab" character between the selection's name and the first value, and between all the other values.

If your tipster gives you a file with a different separator (e.g. comma or semicolon), use any text editor, such as Notepad, to replace those separators with the Tab symbol.

To import such file, do the same steps as described above. The program will let you know how many values it has imported.

You can access these values through Variables referring to imported values.

The imported values will be stored even if you close the program. To clear them, delete the corresponding market from your list and then re-add it, or import a new file

If you want to import values for some selections while keeping all other selections active for auto-trading (i.e. if you do not want to deactivate all other selections), place this character sequence on the **last line of the text file**:

```
#all_active#
```

## 7.2 Auto-Dutching

In a nutshell, Dutching is spreading your potential loss across a number of runners by backing or laying more than one selection in a race or event. Dutching requires calculating a correct stake size to place on each selection, so that the return is equal if any of them wins or the loss is equal if all of them lose.

Ideally, you would want to include all runners in a Dutching because this way you will get a guaranteed profit if all your bets get matched. Unfortunately this is only possible if the market is temporarily exposed to an underround/overround book (that is, the sum of all runners' chances of winning is less than 100% if backing or greater than 100% if laying). Such situations are, however, very rare these days at BetFair, or they last for a very short period of time.

There are many good articles on the web that explain Dutching in details.

We also have explained the basics (and more in-depth stuff) here:

Single-Market Dutching Formulae

Cross-Market Dutching Formulae

MarketFeeder Pro can automatically search a Dutching opportunity for you, both on the back and lay side of a market. It will then calculate and place the necessary bets according to your settings.

Choose a market where you want to try Auto-Dutching and configure its settings. They are individual for each market, but you can also define the default ones in the program's Betting Options.

**Auto-Dutching is OFF** Mode

Dutching Settings

Max Payout 4.00 GBP

Amount to win 10.00 GBP

Minimum Profit% 0.10

Price offset, ticks: 0

Back side  Lay side

Selections, e.g. 1,2, 1-6, or 0 for all

Fav. ranks: 1-3

Sel. indexes: 3,4,5

Stop after each Dutching

Adjust amounts

Bet In-Play

**Place Dutching bets**

Press the Auto-Dutching settings button in the market window. Enter the desired parameters and press **Place Dutching bets**.

**Greyhound - Todays Card / 16:32 Romford (GB) A6 400m** Starts at: 19/0/

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 10.00

Auto-GreenUp is OFF Auto-Dutching is OFF

**(6) Idle**

1. Run Em Ragged	6	4.00	0.00
2. Bit View Joe	1	3.30	0.00
3. Droopys Ripple	4	4.00	0.00
4. Kincora Blueboy	2	3.90	0.00
5. Landfall Prince	5	5.00	0.00
6. Not So Forte	3	4.00	0.00

**Dutching Settings**

- Max Payout 4.00 GBP
- Amount to win 4.00 GBP
- Minimum Profit% 0.10
- Price offset, ticks: 0
- Back side  Lay side
- Selections, e.g. 1,2, 1-6, or 0 for all
  - Fav. ranks: 1-3
  - Sel. indexes: 0
- Stop after each Dutching
- Adjust amounts
- Bet In-Play

**Place Dutching bets**

**Open Auto-Dutching settings**

**Place Dutching bets with the specified settings**

9.5	5.5	9.6	12.5
	2.87	10.1	14.2
4.9	11.0	13.0	23.0
	3.17	2.48	2.13
9.6	6.2	9.8	10.0
	2.85	2.03	14.0
7.1	11.0	17.0	22.0
	2.40	9.6	14.3
4.4	11.5	17.0	19.0
	2.38	10.6	4.1

Unmatched Bet

You can either Dutch based on the **maximum payout** or the **amount to win or lose**.

The payout is the product of a bet size multiplied by its price. With Dutching, the payout is equal for every selection you are betting on, i.e. the higher the price, the smaller the bet. If you select this parameter, the potential profit or maximum liability of your bets may vary and will depend on the prices of the selections you'll be betting.

Horse Racing - Todays Card / 15:00 Bath (GB) 1m3f Hcap Starts at: 03/05/2021 15:00 in 04:46:34

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 1.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 10.00 lamp: 10:13:24 (0.89 sec.)

(8) Idle

Dutching Settings

Max Payout 10.00 GBP

Amount to win 100.0 GBP

Minimum Profit% 0.10

Price offset, ticks: 0

Back side  Lay side

Selections, e.g. 1,2, 1-6, or 0 for all

Fav. ranks: 1-3

Sel. indexes: 0

Stop after each Dutching

Adjust amounts

Bet In-Play

Place Dutching bets

Selection	Odds	Stake
Grand Canal	2.82	3.55
Grand Canal	4.10	2.44
Grand Canal	5.90	1.69

Payout =  
 $2.82 * 3.55 = \text{£}10$   
 $4.1 * 2.44 = \text{£}10$   
 $5.9 * 1.69 = \text{£}10$

The **amount to win / spend** allow you to define specifically how much money you want to win from the Dutching (regardless of amount spent) or the maximum liability you want to be exposed to (regardless of the potential profit).

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 1.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 10.00 lamp: 10:25:16 (1.00 sec.)

(8) Idle

Dutching Settings

Max Payout 10.00 GBP

Amount to spend 20.00 GBP

Minimum Profit% 0.10

Price offset, ticks: 0

Back side  Lay side

Selections, e.g. 1,2, 1-6, or 0 for all

Fav. ranks: 1-3

Sel. indexes: 0

Stop after each Dutching

Adjust amounts

Bet In-Play

Place Dutching bets

Selection	Odds	Stake
Grand Canal	2.84	9.13
Sufi	4.10	6.32
Sufi	4.55	4.55

Amount spent =  
 $9.13 + 6.32 + 4.55$   
 $= \text{£}20$

The **Minimum Profit %** will define the level to which the book% is overround or underround. Incidentally, this figure also determines the profitability of your Dutching. The greater it is, the more money you will win if your bets win, but it will also mean such occasions will be more rare. You can specify a number from 0.5 to 99. For example, with 0.5 the program will look for any Dutching starting with 99.95% or lower on the back side and 100.05% or higher on the lay side.

Then tick which type of bets you want to look for (**Back Side, Lay Side** or both). Beware that if you

choose both back and lay sides and bet at the current best prices, you will likely generate guaranteed loss.

You can choose to place bets at prices that are different from the current ones by the specified number of ticks. This number of ticks is called **price offset**, and it can be positive -- for betting at higher prices, or negative -- for betting at lower prices.

**Horse Racing - Todays Card / 16:40 Windsor (GB) 1m2f Hcap** Starts at: 19/04/2021 16:40 in 00:20:32

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 10.00 In-Play 10.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min:p:10.00:17 (6.50 sec.)

**(8) Idle**

Selection	SP	99.10%	LAY
Save A Forest	3.30	3.35	3.40
Invite	4.5	4.9	5.0
Galah	6.2	6.9	7.2
One Last Dance	8.0	8.5	9.0
Mystery Show	10.0	11.0	12.0
Horsefly	13.0	14.0	15.0
Dromquinna	18.0	19.0	20.0
Spirit Of Sisra	44.0	46.0	48.0

**Dutching Settings**

- Max Payout: 4.00 GBP
- Amount to spend: 10.00 GBP
- Minimum Profit%: 0.10
- Price offset, ticks: -2
- Back side:  Lay side:
- Selections, e.g. 1,2, 1-6, or
- Fav. ranks: 1-3
- Sel. indexes: 6-8
- Stop after each Dutching:
- Adjust amounts:
- Bet In-Play:

**Matched Bets**

Selection	Stake
Save A Forest	9.97
Invite	6.79
Galah	5.15

**Unmatched Bets**

Selection	Stake	SP
Save A Forest	3.20	9.97
Invite	4.70	6.79
Galah	6.20	5.15

**Price Offset Callout:** You can lay at lower prices and back at higher prices.

You can choose the range of selection **ranks** or **indexes** to bet on.

Ranks define how the selections' prices compare to each other. The first favourite has rank 1 and the selection with the highest price has the maximum rank that is equal to the number of selections in the market.

**Greyhound - Todays Card / 16:52 Romford (GB) A4 400m** Starts at: 03/05/2021 16:52 in 00:00

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 1.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 10.00 amp: 16:51:47 (1.01 sec)

(6) Idle		Dutching Settings		98.96% LAY			Selection Odds Stake	
1. Jasons Gold	3	<input type="radio"/> Max Payout	4.00 GBP	5.7	5.8	5.9	<b>Matched Bets</b> Clear Test	
2. Lady In Blue	5	<input checked="" type="radio"/> Amount to win	10.00 GBP	31.9	94.7	71.0	TEST -8000991	4. Moranski Beat 4.10 5.28
3. Rhapsody Angel	4	Minimum Profit%	0.10	8.6	8.8	9.0	TEST -8000990	1. Jasons Gold 5.70 3.80
4. Moranski Beat	1	Price offset, ticks:	0	12.2	37.0	31.8	TEST -8000989	2. Lady In Blue 8.40 2.58
5. Rough Wonder	2	<input checked="" type="checkbox"/> Back side <input type="checkbox"/> Lay side		7.2	7.4	7.6		
6. Chopchop Magic	6	Selections, e.g. 1,2, 1-6, or 0 for all		11.8	36.5	49.3		
		<input checked="" type="radio"/> Fav. ranks:	1,3,5	4.3	4.4	4.5		
		<input type="radio"/> Sel. indexes:	6-8	24.0	111	33.2		
		<input checked="" type="checkbox"/> Stop after each Dutching		4.5	4.6	4.7		
		<input type="checkbox"/> Adjust amounts		44.5	70.6	71.2		
		<input checked="" type="checkbox"/> Bet In-Play		9.6	9.8	10.0		
		<b>Place Dutching bets</b>		16.1	18.5	59.1		

**Unmatched Bets** Clear Test

Indexes, on the other hand, define the selections' positions in the list, from top to bottom, as they appear on BetFair.

**Horse Racing - Todays Card / 15:40 Windsor (GB) 1m3f Hcap** Starts at: 19/04/2021 15:40 in 00:15:01

Default Back amount: 2.00 SP 50.00 Default Lay amount: 2.00 SP 50.00 Refresh Rates, sec. 10.00 In-Play 10.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History, min: 10.00 hestamp: 15:24:50 (2.49 sec.)

(7) Idle		Dutching Settings		SP 98.38% LAY				Selection Odds Stake	
Carp Kid	1	<input type="radio"/> Max Payout	4.00 GBP	3.60	3.70	3.75	3.80	<b>Matched Bets</b> Clear Test	
Riverfront	2	<input checked="" type="radio"/> Amount to win	4.00 GBP	4.3	4.7	4.8	4.9	TEST -8087000	Carp Kid 3.65 15.69
Hawridge Flyer	3	Minimum Profit%	0.10	4.3	4.7	4.8	4.9	TEST -8086999	Riverfront 4.60 12.45
Ranco	4	Price offset, ticks:	0	5.3	5.5	5.6	5.7	TEST -8086998	Hawridge Flyer 5.40 10.61
Cherry Cola	5	<input checked="" type="checkbox"/> Back side <input type="checkbox"/> Lay side		5.9	6.2	6.4	6.6	TEST -8086997	Ranco 6.00 9.55
Aria Rose	6	Selections, e.g. 1,2, 1-6, or 0 for all		5.9	6.2	6.4	6.6	TEST -8086996	Cherry Cola 11.50 4.98
Ramatuelle	7	<input type="radio"/> Fav. ranks:	1,3,5,7	9.5	12.5	13.0	13.5		
		<input checked="" type="radio"/> Sel. indexes:	1-5	36.4	36.4	17.7	13.6		
		<input checked="" type="checkbox"/> Stop after each Dutching		10.7	13.5	14.0	14.5		
		<input type="checkbox"/> Adjust amounts		26.9	280	290	300		
		<input checked="" type="checkbox"/> Bet In-Play		3.81	3.37	5.0	5.0		
		<b>Place Dutching bets</b>							

**Unmatched Bets** Clear Test

Idilico Time: 13:26 Reduction factor: 11.63%

You can enter a number, a list of number separated with a comma, e.g. "1,3,4", a range of number separated with a hyphen, e.g. "1-5", or a combination of those, e.g. "1-3,6,7".

To give yourself time to check the results of each Dutching, it is recommended to turn on **Stop after each Dutch**.

If you want the size of all bets to be adjusted to the amounts offered in the market, tick **Adjust**

**amounts.** In this case the profit may be different from the settings as bets will be automatically resized to fit the offer. This way the chances that all bets will be matched are higher.

Finally, tick **Bet In-Play** if you also want to perform Auto-Dutching when a market is In-Play (though it is riskier as prices change faster).

## Dutching in Place Markets

Auto-Dutching works equally well in win and place markets, and the settings for these types of markets are the same.

**Horse Racing - Todays Card / 15:30 Chep (Place) - To Be Placed. 3 places.**

Default Back amount: 2.00 SP 10.00 SP 10.00

Auto-GreenUp is OFF Mode Settle

**(14) Idle** BACK 308.88% SP £ 25 316.04 SP

<b>Quincy Des Pictons</b> <b>1</b>	2.32 10.0	2.38 27.8	2.40 6.6	1.30	2.40	2.26
1.73 -1.32						
<b>Plein Pouvoir</b> <b>2</b>	2.48 130	2.58 87.0	2.60 19.2	1.06	2.62	2.49
1.83 -1.20						
<b>Chance Du Roy</b> <b>3</b>	2.86 10.0	2.88	2.90	1.60	2.94	2.83
1.96 -1.07						
<b>Glenwood Knight</b> <b>5</b>	3.30 27.0					3.33
2.14 -0.88						
<b>Nadiya De La Vega</b> <b>7</b>	4.00 6.4	4.1 56.1	4.2 24.3	2.03	4.3	4.2
0.00 0.00						
<b>Take The Breeze</b> <b>4</b>	3.30 65.4	3.35 3.39	3.40 10.0	1.08	3.35	3.07
2.10 -0.92						
<b>Bison Island</b> <b>6</b>					3.90	

Dutching in place markets

If any three of the five backed selections win, the profit will be £4 minus commission.

Please note though that it is not recommended (in fact it does not make sense) to Dutch in Asian Handicap or Total Goals markets.

## 7.3 Auto-Greenup

Auto-Greenup is a MarketFeeder Pro's term for performing automated trading out, or offset betting, whereby you mean to equalise profit or loss on all selections in the market.

This is one of the most popular trading techniques, sometimes involving tens of bets placed on the same selection in the course of a match or race. It is called a "Green-up" because it "greens up" a market, that is makes all P/L figures positive or green.

The formula for this type of trading is very simple: to generate equal profit, the payouts of all back bets must be equal to the payouts of all lay bets placed on the same selection. In the same time, back bets should be priced higher than lay bets.

Example:

Back £10 @ 2.5, then lay 12.5 @ 2.0

$10 \times 2.5 = 12.5 \times 2.0$

Your profit will always be equal to the difference between the lay and back amounts, e.g. in this case £2.5.

This also concerns distributing your losses equal among all selections in the market. The formula and principle are exactly the same, only you back lower than you lay, and so your loss will be equal to the difference between the back and lay stakes. This is sometimes referred to as a "Stop Loss" bet. In MarketFeeder Pro we call this action "distributing loss" as opposed to "greening up".

### See 10 Facts about Green-up in MarketFeeder Pro

You can of course green up manually by placing back and lay bets yourself, but a simpler option would be to use Auto-Greenup.

There are the following Auto-Greenup options available in each market.

The screenshot shows the MarketFeeder Pro interface with the Auto-Greenup Settings dialog box open. The dialog box has the following options:

- Based on profit%
- Based on ticks
- Against last matched bet
  - Offset ticks:
  - P/L ratio %:
- Stop-Loss ticks:
- Trailing Stop-Loss
- Bet In-Play
- Always attempt to green up

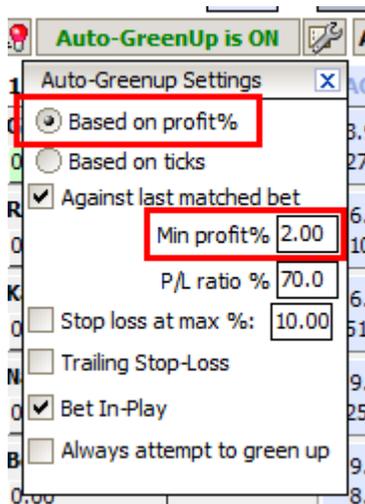
Callout bubbles indicate: "Press to turn on/off" (pointing to the Auto-Greenup is ON button) and "Press to open the settings" (pointing to the settings icon).

#### Based on profit % / Based on ticks

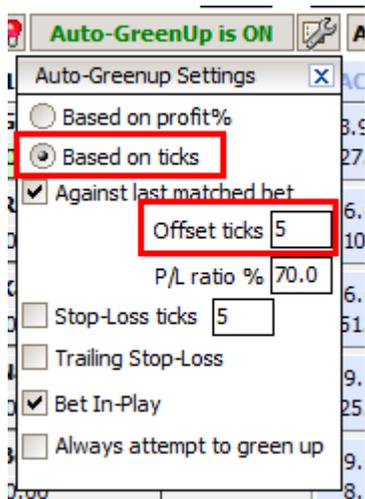
You can choose how to offset a green-up bet:

- **Based on profit %** — generate a certain profit percentage. Profit % will be calculated as net profit

divided by the initial stake.



- **Based on ticks** — offer a price that is several ticks higher or lower than the price of the initial bet.



These approaches only differ in the way your profit is calculated.

This setting covers both a green-up bet and a stop-loss (distribute loss) bet.

### Against last matched bet

Choose the way the Auto-Greenup tool will be measuring the profitability of a green-up transaction.

If you tick this option, the program will calculate the price of the next green-up and stop-loss bets against the last matched bet that needs to be traded out.

If you untick it, the program will aim to achieve the specified ticks/profit against all the bets you placed on that selection earlier.

I.e. if you previously opened bets on that selection that were closed with a loss, ticking this option will let you forget about them and move on trying to earn the specified profit on top of each next bet you will make. However, if you are looking to close all your bets with the specified profit and take into account the past winning/losing trade-out attempts you made, you better untick this option. Just play with it in Test Mode to get the idea better.

### Min profit % / Offset Ticks

Set the minimum profit percentage you aim to get (if you are trading "Based on profit %") or the number of ticks (if trading "Based on ticks"). In the case of "Minimum profit %", the program will calculate a price that is needed to generate a certain percentage of the invested amount. E.g., in the example above, when you back £10 @ 2.5, then lay £12.5 @ 2.0, your profit % is  $(12.5 - 10) / 10 = 0.25 = 25\%$ .

### P/L Ratio %

Set the P/L Ratio % for profit/loss distribution.

### Stop loss at max % / Stop-Loss Ticks

Set the percentage of loss at which you want a stop-loss bet to kick in and distribute the loss evenly (if trading "Based on profit %"), or the number of ticks the market deviates by before the stop-loss is applied (if trading "Based on ticks"). A stop-loss bet is opposite to a greenup bet, i.e. it distributes the potential loss equally among all selections in the market. You may want to activate it to minimise your losses in case the market goes against you.

### Trailing Stop-Loss

If the Stop-Loss function is set to be "trailing", it will count the stop-loss ticks (or loss percentage) off the best position you had since the trading started, as compared to counting it off the initial position. So let's say you laid at 3.5, set the Stop-Loss Ticks to the value of 5 and are waiting for the price to crawl up to at least 3.8. However, the best you had was 3.7 and then the market went in the opposite direction. If the Stop-Loss is not trailing, the program will close your position when the price falls to or below 3.25 (3.5 minus 5 ticks). If "Trailing Stop-Loss" is on, it will act earlier, when the price falls to or below 3.45 (3.7 minus 5 ticks). This way you prevent losses from accumulating before it is too late.

### Bet In-Play

Turn this on if you want to perform trading when a market is In-Play.

### Always attempt to green up

If this setting is on, the program will place an offset bet immediately after the initial one. It will not wait till the prices become suitable. The bet will therefore most likely stay unmatched, but it will be higher in the queue when it gets to matching.

### Auto-Greenup and Market Modes

If Auto-Greenup is on and you have some bets on a selection, you will see the prices at which a green-up or stop-loss bet will kick in above the selection's chart.

Green figure -- the price at which the program will green up.

Red figure -- the price at which the program will stop loss.

(9) Idle		BACK	101.00%	SP	£ 19 505.46	SP	LAY	Selection	Odds	Stake
Big Occasion	1	1.97	1.98	1.99	2.00	1.99	2.00	2.02	2.04	
1.88		30.0	42.0	185		178	72.0	4.00		
Soudain	2	3.95	4.00	4.1			4.3	4.4		
-2.00		29.1	288	18.2		178	42.7	43.0		

The price of a greenup bet (1.99) and The price of a Stop-Loss bet (2.00) are indicated by callouts in the original image.

---

To see the threshold prices, view the market in Brief Mode.

## 8 Settings

MarketFeeder Pro is extensively customizable. The Settings window is divided into several subject tabs for your convenience.

General Options

Betting Options

Monitoring Options

Test Mode Options

Stop-Loss Options

Excel Options

Email & SMS

Look & Feel

Logger Options

### Settings Profiles

You can save certain settings configuration in separate Settings Profiles. A Settings Profile is simply a file with all MarketFeeder Pro settings.

Your current profile is set at the start of the program, in the Login Window. All changes to the Settings that you make while using the program are saved in that profile.

New profiles can be created in the Login Window as well. Each new profile will first have default settings until you make some changes to the Settings.

Switching between profiles at the start of the program is very convenient if you intend to try different ways of using MarketFeeder Pro.

You could have a separate settings profile for scalping, staking plans, betting in races or football matched etc.

## 8.1 General Options

**Settings - football**

General Options | Betting Options | Monitoring Options | Test Mode | Stop-Loss | Excel | Email & SMS | Look & Feel | Logger

Show a pop-up window whenever a message is added to the action log  
 Request confirmation for every critical operation

**Market Settings**

Delete  markets automatically  
 Delete all except  most recent markets  
 Delete In-Play markets automatically  
 Delete markets on exit  
 Delete all markets at this time (hh:mm:ss):

Get prices on market's loading  
 Load SP Prices  
 Default sorting order:   
 Show markets in:   
 By default all selections  for auto-trading  
 First  favourites active for auto-trading

**Selection Settings**

Download all price offers  
 Hide prices with less than  GBP available  
 Load traded volume for all prices  
 Show price difference for the following periods (mins):     
 Show selection's index next to its name  
 Above the chart show:

Show P/L net of exchange commission  
 Show selection's prices  
 Show selection's chances for winning  
 Show hints with fractional odds

**Account Statement - All Win/Lose History variables will be calculated from the account statement records**

Refresh account statement  
 Maximum depth of account statement:  records  
 Update account statement every  sec.  
 Download records starting from this date (dd/mm/yyyy):   
 Download data that are not older than  days  
 Ignore exchange commission  
 Ignore withdrawals and deposits

**Available Funds**

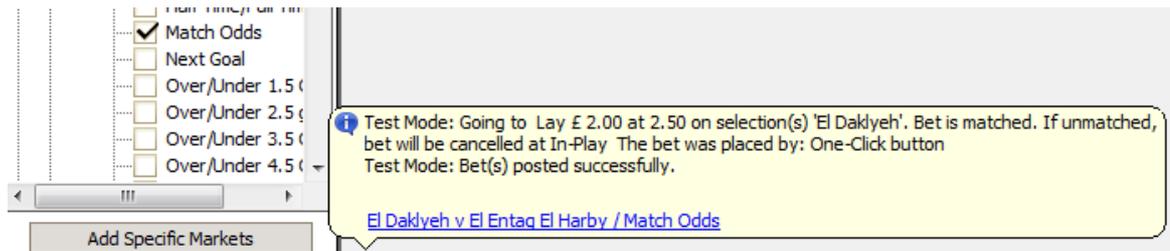
Update balance and available funds every  sec.

Save | Restore defaults

### Show a pop-up window whenever a message is added to the action log

Most important messages in the program are written to the Action Log. For instance, they may contain information about bets you placed manually or through betting functions.

Activate this option if you want to see these messages on the screen.



### Request confirmation for every critical operation

Keep this option turned on if you want the program to ask your permission each time it's going to do something important, like place or cancel a bet, delete a market, activate triggers etc. It is definitely recommended to have it turned on if you only started getting acquainted with MarketFeeder Pro.

## Market Settings

### Delete finished / settled events automatically

Tick this if you want finished or settled markets be removed from your market list automatically. A finished market is the one that is labelled "Finished". A settled market is a market that has been settled, i.e. its outcome has been downloaded from BetFair or generated by the Bet Settlement Simulator.

### Delete all except ... most recent markets

If the previous option is on, this option will limit the number of finished / settled markets that the program will delete. For example, if there are 10 settled markets in your list and you turned this option on and set it to 3 markets, then 7 markets will be deleted and 3 most recent (the ones whose start time is the closest to the present moment) will remain. When the next market is settled, one of the previous three will be deleted again, as the most recent three will now include the newly settled market. This option is aimed at reducing the amount of memory that the application occupies when there are many markets in your list.

### Delete In-Play events automatically

You may choose to delete markets from your list once they turn In-Play.

### Delete markets on exit

This setting will clear all markets upon closing the program.

### Delete all market at this time (hh:mm:ss)

Delete all markets (essentially clear the My Markets list) at the specified moment. The time must be entered from 00:00:01 to 23:59:59.

This can be useful if, for example, you want to clear all old markets shortly before the start of a new trading day, say at 8 am, and then load the new markets using Market Locator.

A record will be made to the Program Log when the time has come to clear the markets.

### Get prices on market's loading

Turn this on if you want to see the current prices immediately as you add a new market to your list.

### Show SP Prices

This setting allows you to see Far SP, Near SP and the actual SP in markets that support SP betting.

### Show markets in Brief Mode

You can choose how you want markets to be displayed by default. There are four modes you can choose from:

- Brief Mode
- Full Mode
- Race Mode
- Engineer Mode

If you choose the Engineer Mode, you will be offered to enter the default values / formulae for each cell.

**Market Settings**

Delete **settled** events automatically  Get prices on market's loading  Show SP Prices

Delete In-Play events automatically  Delete events on exit Show markets in **Engineer Mode**

**Edit Default Engineer Mode Values**

lay_price - back_price	volume	lt_trend * 10	100 / last_price	sel_id
0	0	0	0	0

Show selection's index  Show selection's prices

### Default sorting order

By default selections are listed in the order they appear on BetFair. If you want them to be sorted differently, choose the preferred order from the drop-down list.

### By default all selections are active / inactive for auto-trading

Choose whether you want to have all selections active (enabled) for auto-trading function, such as Auto-Greenup, Auto-Dutching and Triggered Betting. If they are inactive, they will be invisible to these functions. You will see them greyed out in the market window.

<b>EI Daklyeh</b>	<b>1</b>	2.38	2.40	<b>2.42</b>	2.42	2.50	2.56	2.60
-3.00		13.2	465	154		217	58.4	22.0
<b>EI Entag El Harby</b>	<b>2</b>	3.40	3.45	3.50	3.55	3.60	3.70	
1.90	Inactive selection	44.0	198		11.6	75.8	173	
<b>The Draw</b>	<b>2</b>	3.20	3.25	3.30	3.25	3.40	3.50	3.60
1.90		200	167	12.5		110	42.7	166

### Selection Info

#### Retrieve all price offers

Normally when a market is refreshed you are given only the three best back and lay prices and the appropriated amounts offered at those prices. If you plan to use trigger variables `back_volume` and `lay_volume` and want to get the total amount offered for a selection on each side (which includes all prices), you may want to turn this option on. Also, with this setting on the accuracy of POM and WOM figures will be higher. This however will require a separate request to BetFair for each selection and may significantly slow down the refreshing of the market.

#### Hide prices with less than ... currency units available

Using this setting, you can focus only on prices with the specified minimum amount available on offer. I.e. the prices with trifle offerings will be both ignored by triggers and hidden on the screen. The setting will only work if you turn OFF "Retrieve all price offers". Note that in case prices with the minimum amount you specified are not available, the exchange will still show at least one price on both Back and Lay sides, regardless of your settings.

Please note: this option will not work in Time Machine.

Enter an integer number from 1 to 10,000.

Example with this setting OFF:

**Horse Racing - Todays Card / 12:45 Penr (AU) - R4 1720m Pace M**

 Default Back amount:  SP  Default Lay amount:  SP 

Refresh Rate

 **Auto-GreenUp is OFF**  **Auto-Dutching is OFF**     

<b>(10) Idle</b> <input checked="" type="checkbox"/>		BACK	119.99%		SP	£ 136.56	SP	70.47%		LAY S
<b>1. Fantasy Level</b>	<b>7</b>	18.5 35.1	19.5 4.4	22.0 4.3	1.00		34.5	48.0 2.13	50.0 8.3	70.0 2.30
<b>2. Christian Torado</b>	<b>1</b>	2.00 9.5	2.20 25.6	2.22 7.4			2.66	3.05 2.96	3.10 2.00	3.20 2.52
<b>3. Major Steppe</b>	<b>8</b>	25.0 25.6	26.0 3.38	30.0 3.19	1.00		53.5	75.0 3.54	80.0 4.4	190 2.80
<b>4. Cloudin Up</b>	<b>10</b>	32.0 19.8	42.0 15.3	55.0 15.5	1.00		118	960 2.11	990 3.47	
<b>5. Tavewa Sunset</b>	<b>4</b>	6.8 4.3	7.4 2.18	7.6 2.05			11.0	14.5 2.92	15.0 2.70	16.0 6.8
<b>6. The Boys Gnp</b>	<b>2</b>	6.0 5.5	6.2 4.5	6.4 2.05			8.5	10.5 4.00	13.0 3.46	13.5 8.1
<b>7. Clarry</b>	<b>3</b>	5.7 3.26	6.2 2.84	7.4 2.94			10.4	12.0 4.3	15.0 8.4	17.5 6.2
<b>8. Switowski</b>	<b>5</b>	7.4 2.18	9.0 2.74	9.2 2.49			13.8	15.0 2.85	17.5 2.60	21.0 5.1
<b>9. Fearless Lord</b>	<b>9</b>	38.0 16.6	40.0 2.60	48.0 15.0	1.00		118	880 3.62		
<b>10. The Village Creep</b>	<b>6</b>	9.4 73.2	9.6 3.32	10.0 2.77	1.00		12.5	38.0 3.97	40.0 2.75	46.0 6.0

Example with this setting ON, minimum amount is £10:

**Horse Racing - Todays Card / 12:45 Penr (AU) - R4 1720m Pace M**

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rat

Auto-GreenUp is OFF  Auto-Dutching is OFF     History,min:

(10) Idle <input checked="" type="checkbox"/>	BACK	136.22%			SP	£ 136.56	SP	58.57%		LAY	S
<b>1. Fantasy Level</b> <input type="text" value="0.00"/> <b>7</b>	13.5 49.2	16.0 41.0	18.5 43.9	1.00		34.5	50.0 10.4	180 10.8	990 4.5		
<b>2. Christian Torado</b> <input type="text" value="0.00"/> <b>1</b>	1.90 686	1.95 20.3	2.20 33.0	2.22		2.66	3.50 16.9	3.55 41.0	3.80 38.6		
<b>3. Major Steppe</b> <input type="text" value="0.00"/> <b>8</b>	17.5 37.2	20.0 32.3	25.0 32.2	1.00		53.5	190 10.7	900 5.6			
<b>4. Cloudin Up</b> <input type="text" value="0.00"/> <b>10</b>	32.0 19.8	42.0 15.3	<b>55.0</b> 15.5	1.00		118	990 5.6				
<b>5. Tavewa Sunset</b> <input type="text" value="0.00"/> <b>4</b>	5.0 154	5.5 137	6.0 133			11.0	16.0 12.4	22.0 10.7	990 8.8		
<b>6. The Boys Gnp</b> <input type="text" value="0.00"/> <b>3</b>	4.00 205	4.5 183	6.0 12.1			8.5	13.5 15.6	18.5 12.6	990 9.8		
<b>7. Clarry</b> <input type="text" value="0.00"/> <b>2</b>	5.0 154	5.5 137	5.6 10.7			10.4	15.0 12.7	20.0 11.5	990 7.8		
<b>8. Switowski</b> <input type="text" value="0.00"/> <b>5</b>	5.2 152	5.7 131	6.4 121	19.5		13.8	21.0 10.6	32.0 10.4	900 3.08		
<b>9. Fearless Lord</b> <input type="text" value="0.00"/> <b>9</b>	29.0 21.9	38.0 19.2	<b>48.0</b> 15.0	1.00		118	900 3.65				
<b>10. The Village Creep</b> <input type="text" value="0.00"/> <b>6</b>	7.4 96.0	8.4 84.0	9.4 77.2	1.00		12.5	46.0 12.7	75.0 10.8			

Note: this setting also applies to the Ladder and the amounts displayed next to each price in the Ladder. All offers less than the amount specified will not be shown in the Ladder.

#### Load traded volume for all prices

Tick this option if you want to obtain the amount of money traded at each price for each selection.

#### Show price difference for the following periods (mins)

If you choose markets to be displayed in Full Mode, you will notice three figures showing you how the price of each selection has changed over three time periods. You can set the lengths of these periods using this option.

<b>El Daklyeh</b>	<b>2</b>	2.74 8.2	2.76 9.4	<b>2.84</b> 94.5	2.86 	3.05 4.4	3.10 0.77	3.15 15.3
Leap (ticks): 0 Price dif: 1.00 min: 0.02 5.00 min: 0.22 10.00 min: 0.40 MA: 2.616								
Volume: 48.20% POM: 4.95 WOM: 0.83 ID: 5907009 Auto-Trading ON <input checked="" type="checkbox"/>								
<b>El Entag El Harby</b>	<b>3</b>	3.15 47.2	3.20 4.2	<b>3.25</b> 66.7	3.40 	3.50 27.4	3.60 7.2	3.70 6.1
Leap (ticks): 0 Price dif: 1.00 min: 0.00 5.00 min: 0.00 10.00 min: -0.20 MA: 3.363								
Volume: 23.75% POM: 0.42 WOM: 0.30 ID: 5170840 Auto-Trading ON <input checked="" type="checkbox"/>								
<b>The Draw</b>	<b>1</b>	2.80 17.5	2.80 119	2.80 119	2.80 	2.94 73.8	3.10 4.3	3.15 7.1
Leap (ticks): 1 Price dif: 1.00 min: 0.06 5.00 min: -0.25 10.00 min: -0.45 MA: 3.131								
Volume: 28.05% POM: 5.11 WOM: 0.84 ID: 58805 Auto-Trading ON <input checked="" type="checkbox"/>								

Show selection's index next to its name

Turn this on to show a selection's index in front of its name.

<b>1. The Draw</b>	<b>2</b>	5.4	5.3	6.2
0.00		16.4	7.5	
<b>2. Cape Maldini</b>	<b>1</b>	2.96	2.92	3.00
0.00		29.8	20.0	
<b>3. Tullna Panda</b>	<b>4</b>	6.0	6.0	7.2
0.00		10.0	6.4	
<b>4. Rebellious One</b>	<b>6</b>	24	24.0	32.0
0.00		12.9	1.88	
<b>5. Bandetto</b>	<b>5</b>	10.5	10.0	13.5
0.00		7.5	3.44	
<b>6. Around Corners</b>	<b>3</b>	5.9	5.9	6.8
0.00		22.1	6.8	

Above the chart show ...

The options available are:

- last traded price
- POM (back volume vs. lay volume)
- volume percentage
- WOM (weight of money)

Choose what type of data to show above the mini chart in Brief Mode.

<b>Ei Daklyeh</b> 0.00	<b>1</b>	2.46 83.3	2.48 24.8	<b>2.50</b> 28.2	2.50 -	2.54 20.2	2.60 43.8	2.68 97.9
<b>Ei Entag El Harby</b> 0.00	<b>3</b>	3.20 16.0	3.25 35.0	<b>3.30</b> 21.0	<b>3.40</b> -	3.45 59.6	3.40 19.2	3.50 76.1
<b>The Draw</b> 0.00	<b>2</b>	3.20 80.6	3.25 232	<b>3.30</b> 15.5	3.35 -	3.40 20.4	3.50 17.6	3.60 14.2

The same data will also be displayed on the coloured bar in Race Mode.

<b>Ei Daklyeh</b> 2.85	<b>1</b>	<b>2.60</b>		<b>2.56</b> 118	<b>2.80</b> 83.3
<b>Ei Entag El Harby</b> -2.00	<b>3</b>	<b>3.45</b>		<b>3.30</b> 3.00	<b>3.60</b> 37.0
<b>The Draw</b> -2.00	<b>2</b>	<b>3.15</b>		<b>3.05</b> 43.7	<b>3.30</b> 3.00

### Show P/L net of exchange commission

Tick this to take the exchange commission into account when displaying a positive P/L figure under a selection's name.

### Show selection's prices / Show selection's chances for winning

Choose whether you want to view a selection's digital prices or its chances for winning. You can convert one into another using the following formula:

$$\text{Chance for winning} = 100 / \text{price}$$

### Show hints with fractional odds

If you enable this option, you will see the fractional (traditional) odds in a tooltip that will come up if you move your mouse over any betting button:

<b>Hydroxide</b> 0.00	<b>1</b>	1.72 86.5	1.73 7.2	<b>1.74</b> 14	18.5	1.74 -
<b>Wahash</b> 0.00	<b>3</b>	7.6 8.0	8.0 2.40	<b>8.4</b> 3.90	37/50	9.0 -
<b>Envisaging</b> 0.00	<b>5</b>	16.0 2.13	17.0 4.4	<b>17.5</b> 4.7	1.00	22.0 -

In this case you can see that the digital odds 1.74 correspond to the fractional odds of 37/50.

### **Account Statement**

Your Account Statement must be downloaded from BetFair regularly in order to keep track of all profit/loss generated from the settled bets you placed in your account.

This is the only way to maintain your Win/Lose History and therefore to run staking plans.

#### **Refresh account statement**

Turn this option off only if you are not interested in the history of your bets, i.e. if you don't bet with real money or if you don't plan to use Win/Lose History variables.

#### **Update account statement every ... sec**

Set the frequency with which the statement must be updated.

#### **Maximum depth of account statements, records**

Set a limit to the number of transactions the program can process. This is quite useful because a large number of records may significantly slow down the program.

#### **Retrieve records starting from this date / Retrieve data that are not older than ... days**

Choose how deep you want to go into your account statement. If you always want to start your staking plan from a scratch every day, it is obviously better to get the statement that is not older than 1 day. If you want to resume a staking plan you finished yesterday, choose the necessary number of days.

#### **Ignore exchange commission**

Tick this if you don't want to include commission deductions into your Win/Lose History.

#### **Ignore deposits / withdrawals**

Tick this if you don't want to include deposits and withdrawals into your Win/Lose History.

## Available Funds

### Update balance and available funds every ... sec.

Specify how often you want to update your funds and exposure. You can choose anything from 1.0 to 1140 (19 min).

## 8.2 Betting Options

Settings - Default
x

General Options
Betting Options
Monitoring Options
Test Mode
Stop-Loss
Excel
Email & SMS
Look & Feel
Time Machine
Logger

### Betting

Updating list of bets

Update list of bets every  sec.

Update bets individually for each market

One-Click Betting

Default Back amount  GBP      Default Back SP Liability  GBP

Default Lay amount  GBP      Default Lay SP Liability  GBP

Enable One-Click betting

By default all unmatched bets should be  at In-Play

For SP bets set the price limit to the current best odds

Small Bets

Allow small bets

Post small bets in one batch

Base price for small lay bets:

Place compensation bets for BACKING less than  GBP

LAYING less than  GBP

When laying at "best" price, offer a price that is  ticks above the current lay price

When laying at "best" price, don't offer a price higher than

Limit one bet's maximum liability to  GBP

Ignore all bets except those placed in the current MF Pro profile

### Auto-Greenup

Based on profit%       Based on ticks

Default minimum profit %        Enable Stop-Loss at loss percentage        Trailing Stop-Loss

Always attempt to green up       Bet In-Play       Offset closure price against last matched bet

P/L ratio %

### Auto-Dutching

Default minimum profit %        Default Maximum Payout  GBP       Bet In-Play

Back Side       Lay Side       Default Amount to   GBP       Adjust bet amounts to the current offer

Price offset, ticks

Selections, e.g. 1,2, 1-6, or 0 for all

Fav. ranks:        Sel. indexes:

### Banking

Stop automated betting when the total bank has reached  GBP

Stop automated betting if the total bank is less than  GBP

Stop automated betting if the maximum loss in the market has reached  GBP

### Triggers

No triggering till  mins before the event's start

*See trigger log options in the Logger tab.*

## Betting

### Updating list of bets

MarketFeeder Pro needs to update the list of your matched and unmatched bets from time to time to calculate your P/L and liability. These settings define how often the updating should take place.

**Update list of bets every ... sec**

Set the frequency with which the bets should be downloaded from the server. In case you are in Test Mode, this setting define how often the state of test bets will be checked (in case they need to be matched or voided).

**Update bets individually for each market**

Tick this option if you want to have a market's bets updated simultaneously with its refresh. In this case the bets will be updated at the same refresh rate as the market's prices, but if a market is not being refreshed, the bets will not be available.

**One-Click Betting**

One-Click Betting allows you to place a bet with just one click of the mouse.

**Default Back / Lay Amount**

Set the default stake size for one-click back and lay bets in markets. You will be able to modify them for each particular market. These values can be accessed through trigger variables `default_backa` and `default_laya`.

**Default Back / Lay SP Liability**

Set the default liability for laying at SP or the default stake size for backing at SP, in those markets that support SP betting.

**Enable One-Click betting**

Turn this on / off to enable / disable One-Click betting. When it is disabled, a left click of the mouse on a betting button opens the Betting Interface.

**By default all unmatched bets should be ... at In-Play**

Available options:

- Cancelled
- Kept
- Matched at SP

In markets that support bet persistence this option defines how unmatched bets will be treated after the market turns In-Play. It can be cancelled, it can remain unmatched or it can be matched at SP (if SP is supported as well). If bet persistence is not supported, all unmatched bets will be cancelled.

### For SP bets set the price limit to the current best odds

In markets that support SP betting, this options sets the price limit of all SP bets that you place with One-Click to the current best back or lay price (depending on the type of bet). If it is not turned on, all SP bets will be placed without price limit.

Horse Racing - Todays Card / 14:15 Hunt - 3m2f Nov Hrd

Starts at: 26/12/2011 14:15 in 02:57:13

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 10.00 Refresh Rates, sec. 4.00 In-Play 2.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History depth,min: 10.00 Timestamp: 11:17:43 (4.14 sec.)

(9) Idle	BACK	105.19%		SP	SP	LAY			Selection	Odds	Stake
<b>Big Occasion</b> 0.00	1.77 12.5	1.78 6.7	<b>1.79</b> 16.3	2.16 10.0	1.85	2.00	<b>1.84</b> 24.3	1.85 34.8	1.87 41.1	<b>Matched Bets</b>	Clear Test
<b>Soudain</b> 0.00	4.00 45.8	4.1 27.5	<b>4.2</b> 28.9	2.00	4.5	4.1	<b>4.4</b> 3.00	4.5 23.8	4.6 25.0	<b>Big Occasion</b>	1.79 10.00
<b>Hunters Lodge</b> 0.00	9.4 8.7	9.6 2.46	<b>9.8</b> 9.4	11.0	10.5	11.0	<b>11.0</b> 3.00	11.5 3.00	13.5 2.00	<b>TEST SP -1044959</b>	<b>Soudain</b> 4.40 10.00

The bets' prices are limited

## Small Bets

### Allow small bets

By turning this on, you allow MarketFeeder Pro to place bets below the acceptable minimum size defined by the exchange. It will be done through a well-known procedure whereby an unmatched bet equal to the minimum is first placed, then its size and price are modified and the rest is cancelled.

Please note: we do NOT recommend to have this option turned on and we will not be held responsible for whatever consequences it will lead to (i.e. suspension of your account). Use it at your own risk.

### Post small bets in one batch

If "Allow small bets" is turned on, this option lets you control the way small bets are posted to BetFair. As you probably know, there are three steps in which a small bet is placed. Firstly a minimum sized bet is placed at the price that has the least chances to be matched, i.e. 1.01 for lay bets and 1000 for back bets. Secondly, the size of that bet is reduced to the required amount. Thirdly, the price of the bet is changed to the requested one.

If this option is activated, then each step is completed for all small bets you are posting to BetFair at once. If it is deactivated, all three steps must be completed for each bet before the next bet is placed. So here is an example:

You lay £0.4 at 2.3 and £0.65 at 7.8.

If this option is on, then the program will lay two £2 bets at 1.01, then reduce them to £0.4 at 1.01 and £0.65 at 1.01, then adjust them to £0.4 at 2.3 and £0.65 at 7.8.

If this option is off, the program will lay £2 at 1.01, reduce it to £0.4 at 1.01 and adjust it to £0.4 at 2.3. Then it will lay £2 at 1.01, reduce it to £0.65 at 1.01 and adjust it to £0.65 at 7.8.

The main difference between these approaches is the need to have enough funds to place £2 \* (number of bet) if you choose the first approach. However, this way you have better chances of those bets matched as it may take less time to place them all on the queue on BetFair.

### **Base price for small bets**

Set this to the maximum price you are prepared to risk when sending bets below the minimum.

E.g. if you set it at 1.1, then whenever you want to lay £0.2 at 1.2, the program will first lay £2 at 1.1, then add £0.2, cancel the unnecessary £2 and set the odds to 1.2. This, of course, means that you can be left with a £2 bet matched at 1.1 if the current price has become 1.1 or lower.

The user variable for the base price is `base_price`.

### **Place compensation bets for BACKING less than ..., LAYING less than ...**

BetFair will not allow you to lay amounts that generate a very small liability (generally, below £0.01). Therefore, a workaround is to lay slightly more and to balance the unwanted part of the lay bet with a back bet. Use these settings to place a compensation back bet to eliminate the extra liability. E.g. if you back £0.5 at 2.5 and the price drops to 2.4, you cannot green up with a lay bet of £0.52, because this bet will be rejected by BetFair and you will end up with £2.0 at 1.01. Now, if you turn this option on, the program will lay £0.8 and back £0.29 at 2.38 to remove the liability created by laying the extra £0.8-£0.52 = £0.28. Note that this will reduce your potential profit or increase your potential loss (in case you trade out with a loss). But at least it will prevent you from losing all of your bet, and it will be done automatically by the program, without losing the precious time.

### **When laying at "best" price, offer a price that is ... ticks above the current lay price**

The term "best price" here refers to the lowest possible price available for your whole bet to be matched. Let's say you lay £1000 at 4.5, but only £500 is available at that price. Another £400 are offered at 4.4 and £300 are offered at 4.3. If the program is to match your whole bet, it will have to lay £500 at 4.5, £400 at 4.4 and £100 at 4.3. Luckily this is done automatically by the exchange if you lay at a price that is higher than the current available odds. I.e. if the program offers £1000 at 5.0, the exchange will automatically lower down that offer to the best available prices and match all three portions.

Thus this setting determines how high you are prepared to go above the current best price. Setting it too low, e.g. 1 tick above the current price, may leave your bet unmatched if a market is highly volatile (especially at In-Play), as prices will keep changing every millisecond. Setting it too high may result in there being not enough funds to cover the liability.

We believe than 5 ticks is the optimal value.

---

### **When laying at "best" price, don't offer a price that is higher than ...**

In addition to the previous setting, this one limits the maximum lay price the program can offer in order to match your bet at the best odds.

### **Limit one bet's maximum liability to ...**

This is a "safety net" setting which allows you to limit the potential loss any bet can expose you to. The value you specify here will be the maximum possible liability for any given bet, i.e. if a back bet's amount or lay bet's liability exceeds this value, it will not be placed.

### **Ignore all bets except those placed in the current MF Pro profile**

If you activate this option, the program will stop seeing all bets, including bets placed with real money, if they have not been executed from inside the currently chosen settings profile in MarketFeeder Pro. This means that all bets placed directly on BetFair's website, inside other betting bots or even inside MarketFeeder Pro, but under a different settings profile, will be ignored by the program. Such external bets will not be reflected in the market P/L, shown in the interface or taken into account in any of trigger variables. Use this option to separate different betting strategies under different settings profiles.

Please note that this option can only hide bets that have not been settled yet. Once these bets are added to your account statement, there is no way to distinguish them from bets placed elsewhere, so unfortunately you will need to take extra effort to run strategies involving loss recovery or other staking plans.

## **Auto-Greenup**

This is a group of default settings for the Auto-Greenup tool in markets. Read the Auto-Greenup section to get information on how each setting works.

## **Auto-Dutching**

This is a group of default settings for the Auto-Dutching tool in markets. Read the Auto-Dutching section to get information on how each setting works.

## **Banking**

### **Stop automated betting when the total bank has reached ...**

This option will stop all Auto-Greenup, Auto-Dutching and Triggered Betting if the total funds in your balance are equal or greater than the value specified.

#### **Stop automated betting if the total bank is less than ...**

This option will stop all Auto-Greenup, Auto-Dutching and Triggered Betting if the total funds in your balance dropped below the value specified.

#### **Stop automated betting if the maximum loss in the market has reached ...**

This option will stop all Auto-Greenup, Auto-Dutching and Triggered Betting in any market where the maximum potential loss (maximum liability on any given selection) is equal or greater than the value specified.

### **Triggers**

#### **No triggering till ... mins before the event's start**

This option prevents all Triggered Betting from working in a market unless the event starts within the time specified.

## 8.3 Monitoring Options

**Settings - football**

General Options | **Betting Options** | **Monitoring Options** | Test Mode | Stop-Loss | Excel | Email & SMS | Look & Feel | Logger

Synchronise local date and time with BetFair's Maximum number of opened threads

Request data from BetFair in zipped format

Connection time-out value, sec.

**Market Refresh**

Start monitoring events at  mins before the beginning Default refresh rate before the off (Idle refresh)  sec.

Stop monitoring events at  mins  the beginning Default refresh rate after the off (In-Play refresh)  sec.

Download match score Default market history depth  mins

Download tennis scores Limit the number of simultaneously refreshed  to

Display prices exactly as they are on the BetFair website

**Scheduled Market Search**

Automatically add new markets to "My Markets"

Market Locator Template:

Scheduler

On program's start-up

exactly at this time every day: hh:mm:ss

once in  hours

**Charts**

Default chart data

Show last  mins  Show trends

Show last  refreshes Default smoothing:

**Horse Racing**

Download race status

Download Horse Racing Silks data

Download Horse Racing Silks images

What to show on screen. Use drag-n-drop to move the bits you want to display up and arrange them in the necessary order.

- Stall
- Saddle
- Trainer
- Age/Weight
- Form
- Days since I.r.
- Jockey
- Sex
- Rating
- Extra equip.
- Jockey's claim
- Owner
- Colour

### Synchronise local date and time with BetFair's

Tick this to keep your computer's date and time synchronised with BetFair's.

### Request data from BetFair in zipped format

Tick this to allow the program download data from BetFair in archived (zipped) format and then unpack them for further use. This saves you a lot of Internet traffic but may slightly increase the load on the CPU.

### Connection time-out value, sec

Set the maximum waiting time before a request to BetFair is dropped as timed out.

## Market Refresh

### Start monitoring events at ... mins before the beginning

Make the program start refreshing markets automatically when the specified time is left till their scheduled start. Recommended, especially if you have more than 10 markets added to your list.

### Stop monitoring events at ... mins before / after the beginning

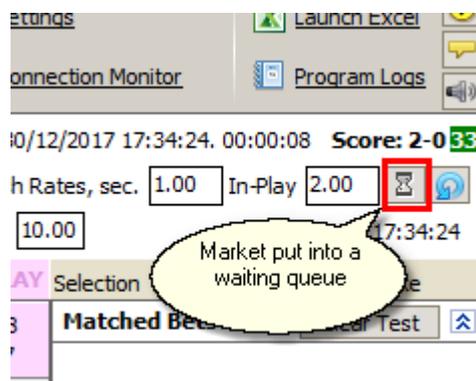
This option allows you to stop monitoring markets automatically at some point before or after their beginning. For example, you may want to stop monitoring suspended markets that do not turn In-Play.

### Default market's history depth

This setting defines how much historical data about each market is kept in the memory of MarketFeeder Pro. This includes all data loaded into charts, volume and last traded price trends, history of selections' prices etc. You can't access any market information that lies outside the specified timeframe. But don't rush to set this to a couple of hours: the amount of RAM used for storing the associated data may eat up all your computer's resources.

### Limit the number of simultaneously refreshed markets/events

Save your traffic and computer resources by using this setting to limit the number of markets or events you want to refresh at any given time. The program will block the refresh of any market/event beyond the set number and put it into a waiting queue, even if it is time for that market/event to be refreshed according to the relevant monitoring options. Once you or the program stops or deletes some market/event, those put in the queue will start refreshing automatically. The priority is given to the market/event with the closest starting time. If the market is put in the waiting queue, you will see the hourglass icon on its start/stop button:



### Download tennis scores

Turn this on to download score data for some tennis matches (not all). If this option is off, you will not see the score, nor will you be able to read tennis variables. When this option is on, you can see the score, as well as current server and stroke type, underneath the selections.

**Tennis / Charlottesville Challenger 2015 / First Round Matches / Al Kuznetsov v Garanganga / Match Odds**

Default Back amount: 4.00 SP 8.00 Default Lay amount: 4.00 SP 20.00 Refresh R:

Auto-GreenUp is OFF  Auto-Dutching is OFF Mode  History,min: 10.00

**(2) In-Play**  **BACK** 100.66% £ 68 109.66 **99.37%** **LAY**

<b>Alex Kuznetsov</b> 2	2.16 111	2.20 170	<b>2.52</b> 2.66	2.52 1.64	<b>2.58</b> 96.7	2.60 2.57	2.62 110
<b>Takanyi Garanganga</b> 1	1.62 178	1.63 4.1	<b>1.64</b> 152	1.64 1.64	<b>1.65</b> 4.1	1.84 204	1.87 128

Set Score Points

**Alex Kuznetsov:** 5 4 0

**Takanyi Garanganga:** 7 4 0

First to serve: Takanyi Garanganga; Toss winner: Alex Kuznetsov; Stroke type: point

### Download match score

Turn this option on to download the score of some football matches from a third party web source. If available, the score will be displayed next to the market's start time.

**Soccer - Fixtures / Fixtures 26 December / H Ramat Gan v H Kfar Saba / Match Odds** - Started at: 26/12/2011 19:21:10, 00:00:37 **Score: 2-1**

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 10.00 Refresh Rates, sec. 4.0 **Game score**

Auto-GreenUp is OFF  Auto-Dutching is OFF Mode  History depth,min: 10.00 Timestamp: 19:21:47 (2.18 sec.)

Please note we do not guarantee the accuracy of the score, nor the continuance of this service.

### Display prices exactly as they are on the BetFair website

Tick this box if you want to have market prices displayed exactly as they are shown on the BetFair web site. These figures may be different from those supplied by the BetFair API. Please read more on this here.

### Default refresh before the off (Idle refresh)

The default rate at which a market is refreshed before it starts. You can change this individually for each market.

### Default refresh after the off (In-Play refresh)

The default rate at which a market is refresh after it has started (turned In-Play). You can change this individually for each market.

## Scheduled Market Search

The program can automatically search for certain markets according to a template you specify. You can use the settings below to schedule this search.

The template to search by can be edited in the Market Locator window. There are several most popular templates that come with MarketFeeder Pro. You can create and customise your own.

### Scheduled Market Search

Automatically add new markets to the Market Locator window (press the **Ctrl** key to select multiple items):

Market Locator Template:

ca\AppData\Local\MarketFeeder Pro 7\locator\default.mfl

Scheduler

On program's start-up

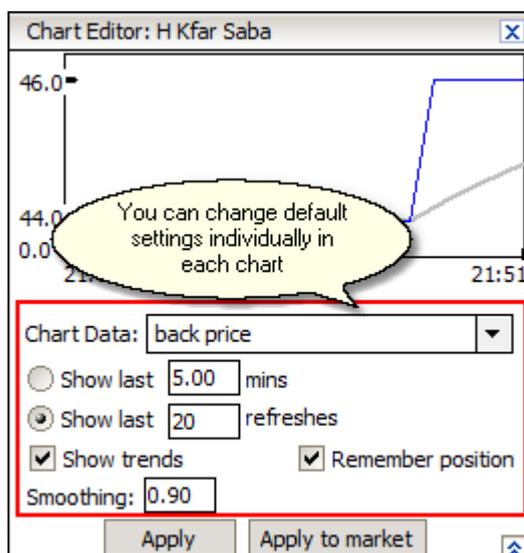
exactly at this time every day: hh/mm/ss

once in  hours

If any markets are found, they will be added to the **My Markets** list. All default settings will be applied to them as usually.

## Charts

Configure the default settings for market charts.





Tick this option if you want to download the images of jockeys' outfits. If you don't need them, then disabling this option will significantly speed up the loading of horse racing markets.

### What to show on screen

Since silks are made of numerous parts, not all of them can fit in a market window. Choose the ones you want to see on the screen. The yellow bits will be displayed in Full Mode and Race Mode. You can edit their order using drag-n-drop.

## 8.4 Test Mode Options

The screenshot shows the 'Settings - Default' window with the 'Test Mode' tab selected. The 'Betting' section includes:

- Delay placing and cancelling Test Bets by:  sec.
- Save all test bets on program's exit
- Hide real bets

The 'Event Results' section includes:

- Settle markets with data loaded from BetFair
- Finish a market automatically after settlement

The 'Bet Settlement Simulator' section includes:

- By default settle according to this rule:  ▼
- Settle finished markets automatically
- Maximum number of goals a team can score

### Betting

#### Delay placing and cancelling Test Bets by ... sec

Waits for the given number of seconds before actually placing or cancelling a test bet. This makes betting in Test Mode more like betting in real mode. Betting with real money usually involves a certain delay, depending on the server's performance, the country you're located in and some other factors.

We recommend to activate this option if you are testing Auto-Greenup or Auto-Dutching functions.

#### Save all test bets on program's exit

Saves and restores all your test bets that you placed before exiting the program.

#### Hide real bets

Tick this box to neither show nor include your real bets into P/L calculation when in Test Mode.

## Event Results

### Settle markets with data loaded from BetFair

Keep this setting on if you want markets to be settled automatically as soon as the results become known on BetFair. This usually happens within seconds after the market is finished.

Please pay attention to the fact that this option only settles test bets and has no influence on bets made with real money. Those will be settled on the exchange and loaded into the program in the form of Account Statement.

### Finish a market automatically after settlement

If a market is still not labelled as Finished after being settled, this option makes it Finished and stops refreshing it.

## Bet Settlement Simulator

MarketFeeder Pro can act as a virtual exchange and settle markets in Test Mode by a rule you choose. In this case one or more winners are picked by the program, not by BetFair, and all bets are settled in accordance with those winners. The number of winner selections will be equal to the number of winning places in the market.

Therefore, the simulated outcome most probably will not coincide with the real one, but it lets you repeatedly test the same staking plan over and over by settling and resetting a sequence of markets.

Note that the Simulator should not be used simultaneously with "[Settle markets with data loaded from BetFair](#)".

### By default settle according to this rule

Let MarketFeeder Pro which rule you prefer for automated settlement of markets in Test Mode. The available options are:

1. Random

The winners are chosen randomly.

2. By Last Price

The winners are chosen from the lowest priced selections. The Simulator considers the last traded

prices before the market was finished.

### 3. Random By Rank

The winners are chosen randomly, but preference is given to those with the lowest last traded price. Which means favourites will tend to win more frequently than underdogs (just like in real sports).

## Manual Settling

Please note that you can also settle a market manually by pressing the Settle button.

Greyhound - Todays Card / 18:57 Swin - A3400

Starts at: 16/03/2012 18:57 in 00:03:34

Default Back amount: 4.00 SP 20.00 Refresh Rates, sec. 4.00 In-Play 2.00

Auto-GreenUp is OFF Auto-Settle History min: 10.00 Timestamp: 18:53:21 (4.27 sec.)

(6) Idle BACK 107.50% £ 784.16 93.1

Rank	Name	SP	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1.	Molineux Darcy	3	4.5	5.6	5.7	5.7	6.6	6.6	2.00			
2.	Swift Passport	5	6.0	6.2	6.4	8.4	8.6	13.4	3.54			
3.	Quivers Jewel	1	3.45	3.65	4.1	4.1	4.5	4.6	8.0			
4.	Tonetta Hill	6	5.9	6.4	6.6	6.8	8.0	8.2	8.4			
5.	Landing Hi	2	5.0	5.6	5.7	5.9	5.9	6.8	7.8			
6.	Der Lone Razor	4	5.5	5.7	5.8	5.6	6.8	7.0	8.0			

Unmatched Bets Clear Test

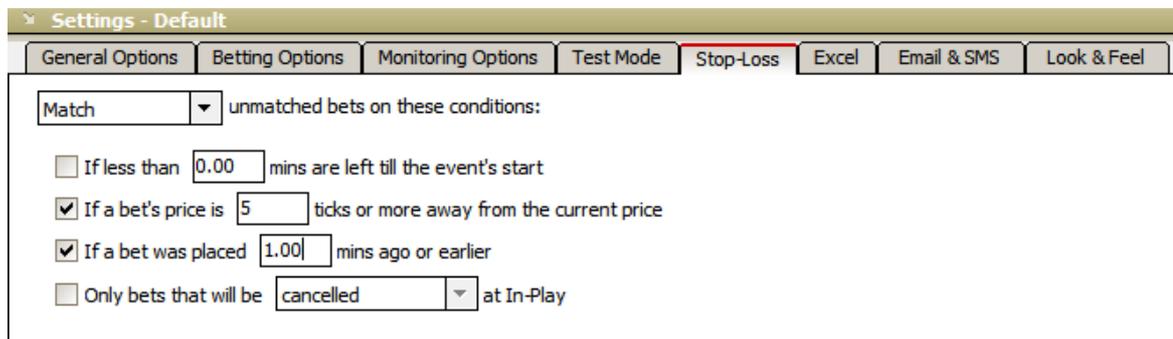
### Settle finished markets automatically

Turn this option on to automatically settle finished markets according to the chosen rule. The program will select the winners and calculate the profit/loss of any test bets placed in that market. Your Test Funds will be updated appropriately, as will be all Win/Lose History Variables.

### Maximum number of goals a team can score

The Simulator will also randomly appoint a score to a match, such as a football match or a tennis match. This makes sense for markets where score determines the winner, such as Total Goals markets or Correct Score. This option allows you to specify the maximum number of goals the Simulator can appoint to a team.

## 8.5 Stop-Loss Options



Settings - Default

General Options Betting Options Monitoring Options Test Mode Stop-Loss Excel Email & SMS Look & Feel

Match unmatched bets on these conditions:

- If less than 0.00 mins are left till the event's start
- If a bet's price is 5 ticks or more away from the current price
- If a bet was placed 1.00 mins ago or earlier
- Only bets that will be cancelled at In-Play

These Stop-Loss options are an additional level of risk minimisation. They allow you to match unmatched bets at the best available prices or cancel them upon certain conditions you choose.

### Match / Cancel unmatched bets on these conditions:

Choose which action you want to apply to unmatched bets - either match them (at the best available price) or cancel them.

### If less than ... mins are left till the event's start

Tick this option to match all unmatched bets at a certain time before the off.

### If a bet's price is ... ticks or more away from the current price

Tick this option to match unmatched bets in case a market went in the wrong direction.

### If a bet was placed ... mins ago or earlier

Tick this option to match old unmatched bets.

### Only bets that will be ... at In-Play

Specify the persistence of the bets you want to match (only in markets that support persistence).

## 8.6 Excel Options

**WARNING: You do not need to have MS Excel installed in order to use MarketFeeder Pro.**  
You only need to configure these settings if you have MS Excel and wish to connect MarketFeeder Pro to it.

Add layout to spreadsheets     Create a sheet for each market     Display current bets in Excel

Don't create market sheet until it's  mins till the off

Export Account Statement to this sheet

**Custom Cells & Formulae**

+   -   Clear All

Cell Address	Cell Value/Formulae

Import Selection Cells

Save   Restore defaults

### Add layout to spreadsheets

Turn this option on if you want MF Pro to decorate market spreadsheets and organize their data in bordered tables. This option will slightly increase the load on your CPU.

### Create a sheet for each market

Tick this box if you want to add a market sheet for each market when connected to an Excel spreadsheet. This option is turned on by default. If the box is not ticked, markets will not be added to Excel by default.

### Display current bets in Excel

Activate this option if you need to have the list of your current bets in a separate Excel sheet.

### Don't create market sheet until it's ... min. till the off

This is a way to limit the load on your computer resources by telling MF Pro not to create an Excel sheet for the market until a certain time is left till its beginning. If you load the whole race card and want each market to be represented in Excel, it is not reasonable to load each of them into the spreadsheet as soon as they are added to **My Markets**. If you only want the market to be added at 15 mins before the off, then set this value for this option and let MF Pro determine the right time when the market should be loaded into Excel.

### Export Account Statement to this sheet: ...

You can have transactions from your real and test Account Statement exported into a sheet with the specified name.

Example:

Export Account Statement to this sheet

Statement exported:

Timestamp	Bet Type	Market	Selection	Price	Bet Size	Won/Lost	Debit/Credit	Balance	Last Won	Last Lost	Last V
27/12/2011 17:08: Lay		Soccer - Fixtures / Fixtures 27 Norwich		5.5	2	Lost	2	2002	3.8	0	
27/12/2011 17:08: Commissio		Soccer - Fixtures / Fixtures 27 December / Norwi					-0.1	2001.9			
27/12/2011 17:40: Back		Horse Racing - Todays Card / 1 Minortransgressio		4.4	10	Won		1991.9			
27/12/2011 17:40: Lay		Horse Racing - Todays Card / 1 Minortransgressio		4.2	10.48	Lost	10.48	2002.38			
27/12/2011 17:40: Commissio		Horse Racing - Todays Card / 17:35 Sthl - 1m Hcap					-0.02	2002.35			
29/12/2011 12:22: Lay		Horse Racing - Todays Card / 1 Quel Elite		3.2	4	Lost	4	1011.49			
29/12/2011 12:22: Commissio		Horse Racing - Todays Card / 14:00 Kelso - 2m6f M					-0.2	1011.29			
29/12/2011 12:52: Lay		Horse Racing - Todays Card / 1 Sweet My Lord		6.4	2	Lost	2	1013.29			
29/12/2011 12:52: Commissio		Horse Racing - Todays Card / 16:30 Leap - 3m Hca					-0.1	1013.19			
01/02/2012 20:44 Lay		In-Play Markets / Market 1214 Runner 101		9.6	4	Lost	4	1017.19			
01/02/2012 20:44 Commissio		In-Play Markets / Market 1214 - 20:44:36					-0.1	1017.09			
01/02/2012 20:45 Back		Horse Racing - Todays Card / 1 Off Town			4	Won	-4	1013.09			
01/03/2012 11:12 Lay		Horse Racing - T			2	Won	-17.6	995.49			
01/03/2012 11:22 Lay		Horse Racing - Todays Card / 1 Extra Into The			2	Lost	2	997.49			

### Custom Cells & Formulas

Add cells and formulas that you want MF Pro to automatically calculate and insert into your spreadsheets on each refresh. Learn more about this feature in section "Custom Cells".

### Import Selection Cells

Load selection data from your own spreadsheets without tedious typing each selection's value individually. Specify the range of cells you want to import and make MF Pro do it instantly.

To learn how the function works please read section "Importing Selection Data from a Sheet".

## 8.7 Email & SMS

The screenshot shows the 'Settings' window with the 'Email & SMS' tab selected. The 'Email Settings' section contains the following fields and options:

- SMTP Server: [Text Box]
- SMTP Port: [25]
- "From" Address: [Text Box]
- Use authentication
- Use SSL
- Username: [Text Box]
- Password: [Text Box]
- "To" Address: [Text Box]

The 'Email Alerts' section contains the following options:

- Send email each time a trigger is executed
- Email new account statement records
- Email action log every [0.00] mins

The 'SMS Alerts' section contains a button: [Open WDS SMS Service]

### Email Settings

Configure these settings if you want MarketFeeder Pro to send you various email notifications. Consult your network administrator or copy the settings from your mail browser.

#### "From" Address

Since a lot of mail gets straight into junk folders, you can specify the "From" address that all program's messages will be sent from. Then you can configure your mail software so that it does not mark messages coming from this address as spam.

#### "To" Address

Set the email address that all messages will be sent to.

### Email Alerts

Choose on what occasions the program must send you an email.

This is an example of a message you may get when there is a new account statement record.

## Account Statement Update



Inbox x



username@gmail.com

7:46 PM (0 minutes ago) ☆



to me ▾

**MarketFeeder Pro Notification****Test Mode**

26/12 19:46:11	BACK	Soccer - Fixtures / Fixtures 26 December / H Ramat Gan v H Kfar Saba / Match Odds - Match Odds	H Ramat Gan	1.09	20.00	WON	1.80	1037.70
26/12 19:46:11	Commission	Soccer - Fixtures / Fixtures 26 December / H Ramat Gan v H Kfar Saba / Match Odds - Match Odds					0.09	1037.61

Note: this message has been sent because you activated the corresponding option(s) in MarketFeeder Pro.  
To turn emailing off please correct your 'Email Options' settings.

Please note there is a separate trigger action "send email" that you can use independently from these settings.

Attention! If you are using Gmail, you may need to turn on the "Access for less secure applications" in order to let MarketFeeder Pro send mail using your credentials. Click here to turn it on for your account.

**SMS Alerts**

The program can send texts to your mobile on different occasions. To make use of this wonderful opportunity, you need to subscribe to our SMS Service and configure it.

Press the "Open WDS SMS Service" button to open the SMS Service configuration window.

## 8.8 Look & Feel

Settings - Default

General Options | Betting Options | Monitoring Options | Test Mode | Stop-Loss | Excel | Email & SMS | **Look & Feel**

Adjust the colours and fonts of the betting interface by clicking on the appropriate panels.

<b>Back Colour</b>	<b>Lay Colour</b>	<input checked="" type="checkbox"/> Label the favourites
Light Back Colour	Light Lay Colour	<input checked="" type="checkbox"/> Blink the market start time label starting from <input type="text" value="5.00"/> mins before the beginning
<b>SP Back Colour</b>	<b>SP Lay Colour</b>	<input checked="" type="checkbox"/> Highlight markets from the following countries: <input type="text" value="GB, AU"/> <input type="button" value="Select"/>
Price Up	Price Down	<input checked="" type="checkbox"/> Long market names in the Events Tree
		<input type="checkbox"/> Sort Today's Soccer by match start time

**Security**

In the application title show:

- Active trigger file's name
- Available Funds
- Send email alert upon the frequent losses of API session

**Sounds**

- Play sounds

General alerts:  ...

On current market turning In-Play:  ...

When losing money:  ...

When winning money:  ...

When a goal is scored:  ...

On betting error:  ...

### Colours and Fonts

You can adjust the colours and fonts of betting buttons and other parts of various betting interfaces. Press on each square to edit the colour and font. The changes will be reflected throughout the program.

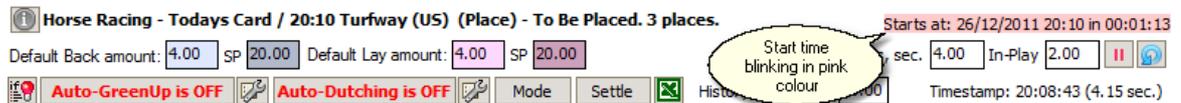
### Label the favourites

Tick this to mark the leading selections in markets. Here is the way they will be distinguished.

1. Two Steppin Tango	3			2.04	55.3	
0.00 0.00						
2. My Gal Sunday	4	2.40	2.54	2.56	12.8	2.08
0.00 0.00		26.4	42.4			
3. Champ Laila	6	2.62	3.00	3.05	21.5	2.48
0.00 0.00		22.8	12.8			
4. Bom Baby	1			1.40	55.6	
0.00 0.00						
5. Jessies Knockout	5	2.42	2.56	2.58	12.8	
0.00 0.00		26.1	51.1			
7. Tia Rufina	8	5.9	6.0	6.2	6.2	1.94
0.00 0.00		35.7	14.1			
8. Calamity Jeanne	2			1.51	61.8	
0.00 0.00						

**Blink the market start time label starting from ... mins before the beginning**

Set the time at which the "Starts at" label start blinking in the market window.



**Highlight markets from the following countries**

You can choose to highlight events and markets from particular countries with different colours in the Events Tree. This is how it may look for UK markets, for example:

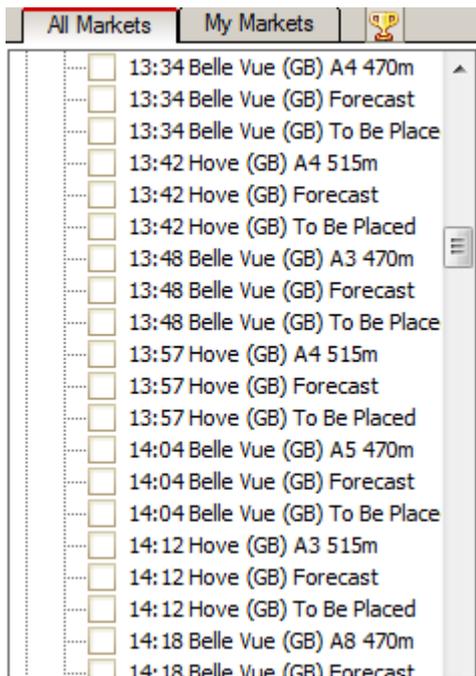
- Horse Racing - Todays Card
- 14:45 Vaal (ZA) R2 1200m Plt
  - 14:45 Vaal (ZA) To Be Placed
  - 14:50 Saint-Cloud (FR) 2100m 3yo+ Hcap
  - 14:50 Saint-Cloud (FR) To Be Placed
  - 15:20 Saint-Cloud (FR) 2000m 4yo+ Listed
  - 15:20 Saint-Cloud (FR) To Be Placed
  - 15:20 Vaal (ZA) R3 1600m Plt
  - 15:20 Vaal (ZA) To Be Placed
  - 15:50 Saint-Cloud (FR) 1400m 2yo Claim
  - 15:50 Saint-Cloud (FR) To Be Placed
  - 15:55 Vaal (ZA) R4 1800m Hcap
  - 15:55 Vaal (ZA) To Be Placed
  - 16:00 (GB) Worcester
  - 16:00 Worcester (GB) UK markets are in purple
  - 16:00 Worcester (GB) A
  - 16:00 Worcester (GB) To Be Placed
  - 16:00 Worcester (GB) Without Pure Poteen
  - 16:10 (GB) Ayr
  - 16:10 Ayr (GB) 1m Mdn Stks
  - 16:10 Ayr (GB) Fortuna Glas v Woofie
  - 16:10 Ayr (GB) Reverse FC
  - 16:10 Ayr (GB) To Be Placed
  - 16:20 (GB) Exeter
  - 16:20 Exeter (GB) 2m3f Hcap Hrd
  - 16:20 Exeter (GB) Bathwick Man v Shadarpour
  - 16:20 Exeter (GB) Reverse FC
  - 16:20 Exeter (GB) To Be Placed

You can check as many countries as you like. The list comes up when you click on the "Select" button.

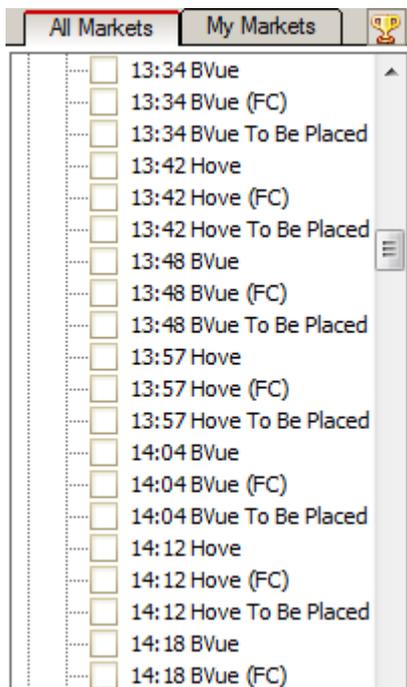
### Long market names in the Events Tree

You can choose the way markets (mainly races) are displayed in the Events Tree. You can view full venue names along with additional market info (race length, market type such as Forecast etc.), or you can stick to abbreviated names. See the difference:

Long market names:



Short market names:



This setting will affect the actual name of the market. If you are using tipsters services, you might be better off with the long names as normally tipsters do not operate abbreviated names.

### Sort Today's Soccer by match start time

If you tick this option, the events in the "Soccer - Todays Fixtures" node of the Events Tree will be sorted by match start time instead of their names.

## Security

**In the application title show:**

**Active trigger file's name**

**Available Funds**

You can choose to have these parameters displayed in the program's title in the taskbar. It is very convenient if you run many applications and need to keep an eye on your funds and want to know which triggers are being executed there.

### **Send email alert upon the frequent losses of API session**

Turn this on if you want MarketFeeder Pro to send you an email message in case it has to shut down following numerous failed attempts at re-login to BetFair. This may happen because of a temporary break in BetFair's service or if your Internet connection is broken. You will need to configure the Email settings as well to let the program know your mail server and credentials for sending mail.

## Sounds

Choose your own sounds to play on different occasions. Turn sound on / off by ticking / unticking "Play sounds".

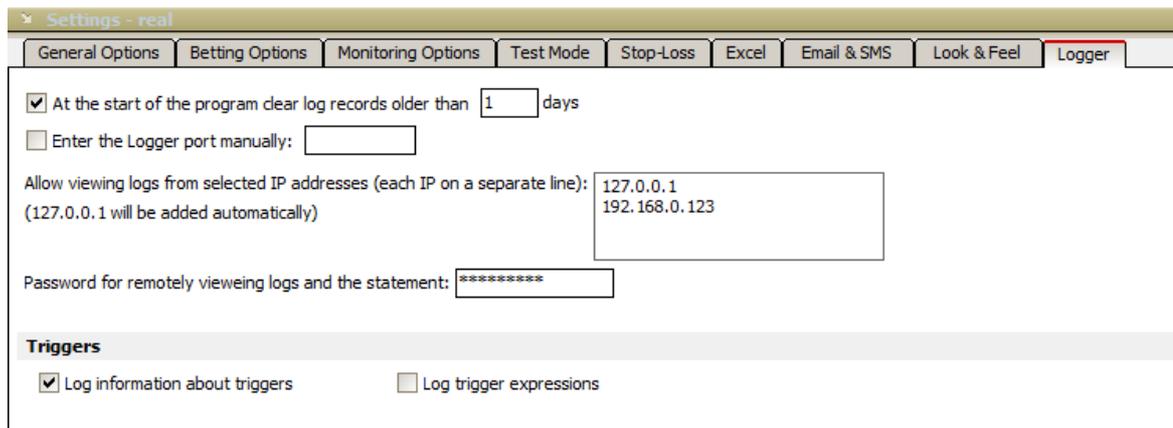
## 8.9 Logger Options

The Logger is a logging system that helps you control how MarketFeeder Pro is placing your bets and handling critical market events, such as new score, change of market status, withdrawal of runners, etc.

The Logger should be your go-to tool if you experience problems with triggers, such as triggers not placing bets or placing them incorrectly.

The Logger is also responsible for updating your Account Statement.

Below are the settings you can use to adjust the Logger.



Settings - real

General Options Betting Options Monitoring Options Test Mode Stop-Loss Excel Email & SMS Look & Feel **Logger**

At the start of the program clear log records older than  days

Enter the Logger port manually:

Allow viewing logs from selected IP addresses (each IP on a separate line):   
(127.0.0.1 will be added automatically)

Password for remotely vieweing logs and the statement:

**Triggers**

Log information about triggers  Log trigger expressions

### At the start of the program clear log records older than ... days

Configure this option to automatically clear all trigger logs that are older than the value specified.

### Enter the Logger port manually

You can view your logs in a default Internet browser. The Logger runs a local web server that responds to any page requests you make in that browser. By default, the Logger listens to port 19001 if you are running one instance of MF Pro, and to 19002, 19003, etc. for all subsequent instances you may open simultaneously.

If, for some reason, any of these ports are blocked or used by other services on your computer, you can set the port number manually using this option.

Remember to set it to a different number in every copy of MF Pro you will be running simultaneously.

### Allow viewing logs from selected IP addresses (each IP on a separate line):

The Logger allows you to view your logs remotely. For example, if you leave your MF Pro running on a home computer with a dedicated IP address, you can then check how the program is doing by viewing the logs from your work computer or while commuting to work.

Alternatively, you can install MF Pro on a VPS and have access to the program's logs 24/7.

In this case, you will need to specify the IP addresses from which you want to enable access to the logs. E.g. if you are using a VPS and the network at your work has an IP address of 192.168.0.123, you can type in this address into this box, to be able to view your logs from your work.

Note: the 127.0.0.1 address will be added automatically, so there is no need to add it manually. This address corresponds to your local computer, i.e. the computer where MF Pro is actually running.

Make sure you have added all the addresses you want to give access from.

To generate an URL for browsing your logs remotely.

If you would like to spare yourself this trouble, create an account with BetVPS!

### **Password for remotely viewing logs and the statement**

Enter the password for viewing your logs from computers other than the one on which MF Pro is running. When you open your browser and connect to the logs recorded in MF Pro, you will be asked a password. If you do not enter it or enter an invalid password, you will be unable to browse the logs.

## **Triggers**

### **Log information about triggers**

Keep this option on if you want the program to record log files for all triggers. Highly recommended unless you are running out of space on your disc.

### **Log trigger expressions**

Apart from the general information on triggers' execution, you can include a detailed breakdown of all trigger expressions involved in your triggers. If any of your trigger fields or conditions contain variables, functions or arithmetic operators, this setting will make the program write down the results of their evaluation. Thus you can easily spot an error or deal with cases when you are not quite sure why a trigger is not being executed.

## **9 Triggered Betting**

**This functionality is available in the full version of MarketFeeder Pro.**

MarketFeeder Pro can be called a pioneer of triggered betting on BetFair.

It offers you the most powerful tool for programming and testing your betting strategies and staking plans.

The key idea behind triggered betting is that any part of your strategy can be "triggered" once certain conditions are satisfied.

You are the one to define and formulate those conditions, as well as the markets in which the actions are to be executed. A trigger is a set of rules for performing a certain action (or several actions). It could be a bet, a change of bet parameters, a command to the program, a message sent to your e-mail etc. MarketFeeder Pro has 50 actions for you to choose from!

Triggers can be defined in simple English using our special Triggers Editor. In that editor you can create, edit and save so called "trigger files" which contain your betting scenarios.

You can then load a trigger file into MarketFeeder Pro and watch it come into action in the program, with bets being placed automatically and ideally without your interference.

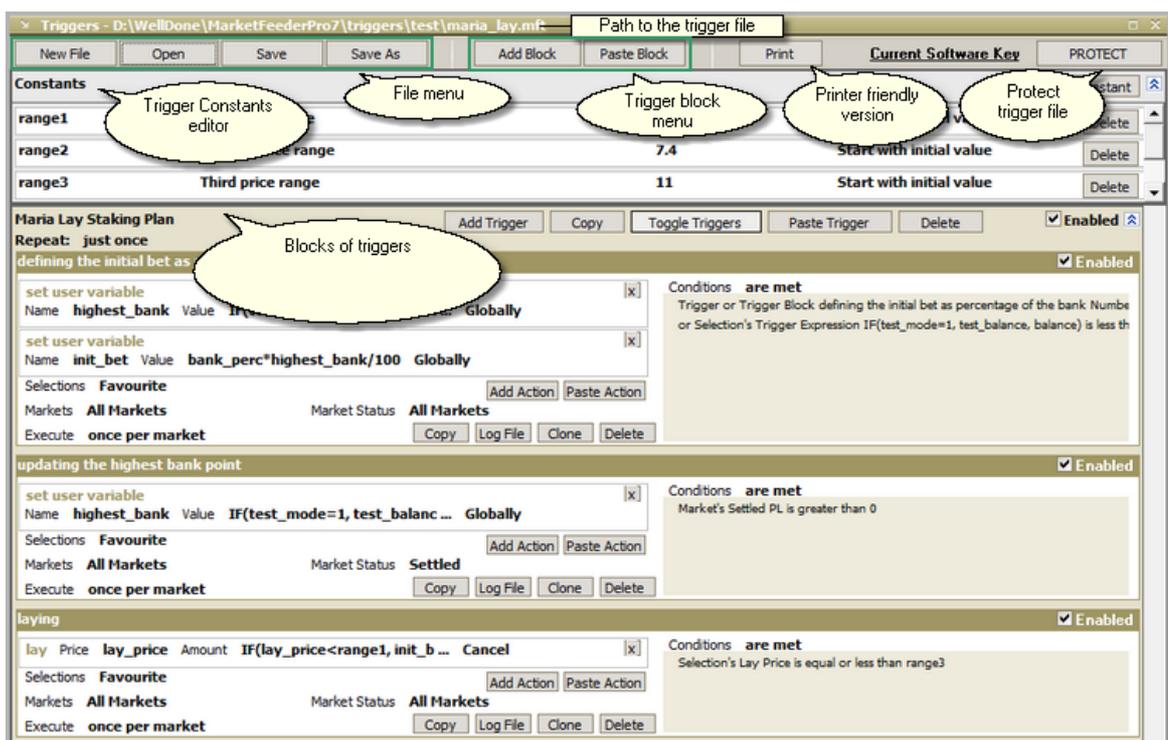
Of course it takes certain level of expertise to develop efficient triggers, but you will quickly learn with this manual and the help of MarketFeeder Pro community.

Besides, a library of ready trigger files comes with the program, so you can play with them right away.

## 9.1 Triggers Editor

**This functionality is available in the full version of MarketFeeder Pro.**

The Triggers Editor is a special editor for creating, editing and saving your triggers.



As you already know, triggers must be kept in a file. It is convenient to create separate files for different betting strategies.

### Trigger Blocks

These are buttons for adding a new trigger block to the file and for pasting a block from the clipboard.

A block is a logical container for triggers. In most cases you will need only one block though, but you may have more if one of the blocks is going to be repeated.

Use buttons in the block to enable / disable it, to add triggers or paste them from the clipboard, to rename it or to expand / collapse its contents.

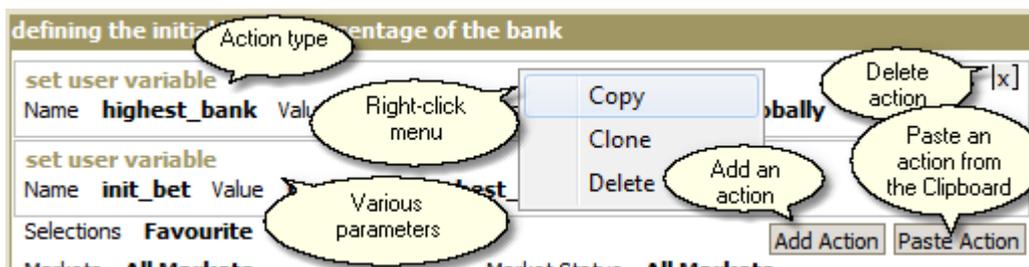


## Triggers

Each trigger consists of different fields. Change the value of any field by clicking on it and either choosing an option from a drop-down list or editing text in the Formula Builder. If a label is in bold font, it is editable.



There must be at least one Action that a trigger executes. You can add multiple actions to the same trigger, which means they will be performed simultaneously once the conditions are satisfied.



The conditions of a trigger are edited in a separate window in the Conditions Editor.

## Conditions

The way you edit conditions is very similar to the rest of the Triggers Editor. You add condition blocks and then conditions inside them.

A block of condition is a logical cluster of conditions combined by a logical operator OR, AND, OR NOT or AND NOT. Blocks act very much like parentheses in mathematical formulae.

You would break the following logical phrase:

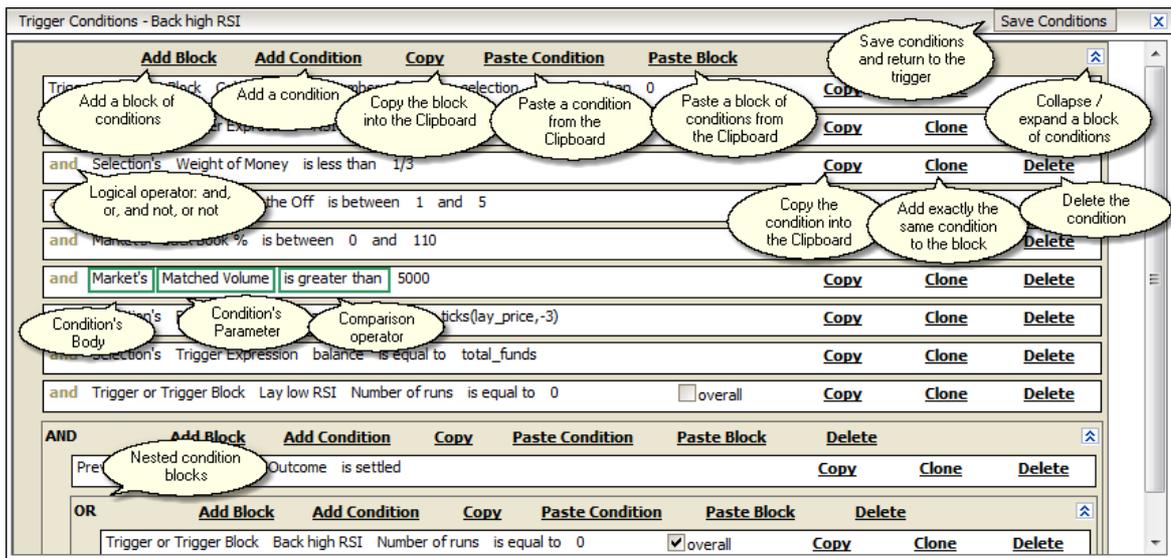
**(Selection's Lay Price is less than 2.0 AND Market's Minutes since the off is greater than 0.5) OR (Selection's Lay Matched is greater than 0 AND Selection's Back Matched is equal to 0)**

into the following blocks of conditions.

Trigger Conditions - matching lay bets							Save Conditions
<a href="#">Add Block</a> <a href="#">Add Condition</a> <a href="#">Copy</a> <a href="#">Paste Condition</a> <a href="#">Paste Block</a>							⤴
OR							⤴
<a href="#">Add Block</a> <a href="#">Add Condition</a> <a href="#">Copy</a> <a href="#">Paste Condition</a> <a href="#">Paste Block</a> <a href="#">Delete</a>							⤴
Selection's Lay Price is less than 2							<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and Market's Minutes Since the Off is greater than 0.5							<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
OR							⤴
<a href="#">Add Block</a> <a href="#">Add Condition</a> <a href="#">Copy</a> <a href="#">Paste Condition</a> <a href="#">Paste Block</a> <a href="#">Delete</a>							⤴
Selection's Lay Matched is greater than 0							<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and Selection's Back Matched is equal to 0							<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>

Use special buttons to add, copy, paste or delete conditions and/or blocks.

Once you've finished, press "Save Conditions" to return to the trigger.



## Additional Controls

To change the order of elements within the same block, use drag-n-drop function moving them up and down. This way you can also drag-n-drop a trigger from one block to another, or a trigger action from one trigger to another.

You can print out the contents of the current trigger file in a convenient format by pressing the "Print" button and specifying the path to a file in which you want it to be printed. The file will be opened in your Internet browser, where you can either view it on the screen or print it out.

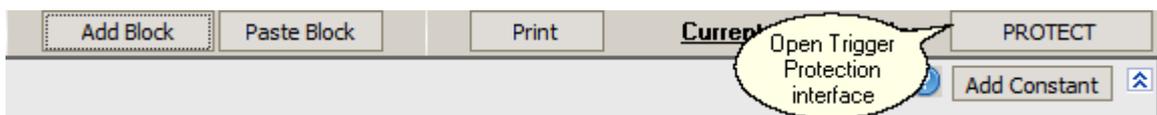
You can generate a protected copy of your trigger file. See "Protecting Triggers".

### 9.1.1 Protecting Triggers

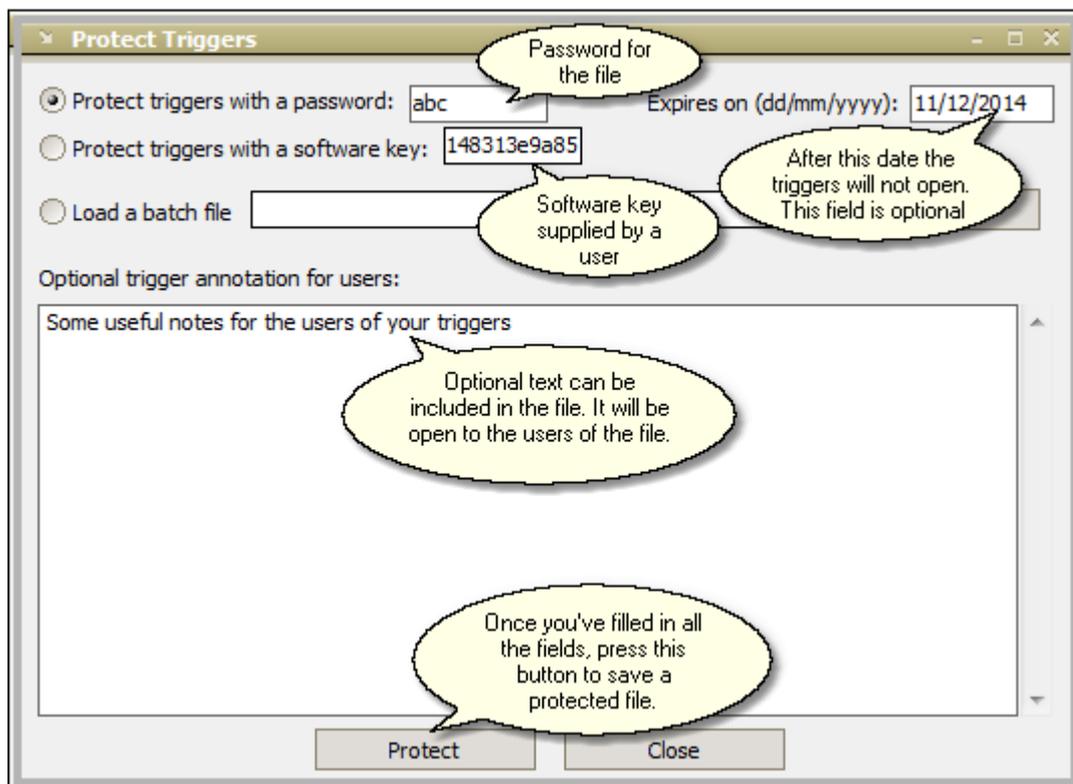
Protected files can be opened and executed, but nobody will see what they are made of, i.e. their contents are a secret.

They are very convenient for those who want to sell their triggers or share them without disclosing the particular trigger fields.

Press "Protect" to open the trigger protection interface.

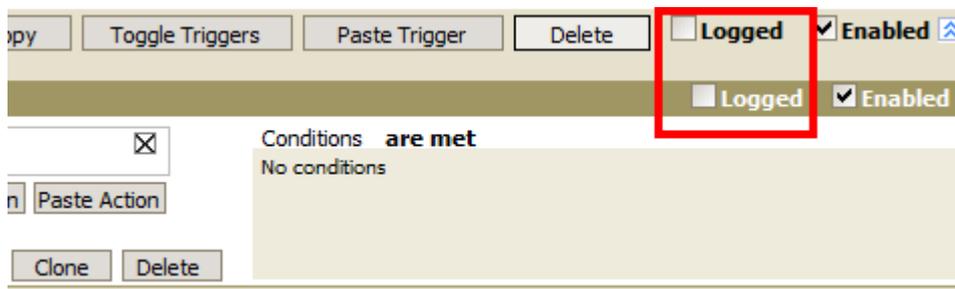


You can add a text memo to your protected file. Those who will open the file will be able to read the memo, so it is reasonable to add some tips and advice on how to operate and interpret the file.



Trigger constants are the only part of the trigger file that is not protected, so you can use them to help adjust the protected triggers. For instance, if you are protecting a staking plan, add constants for defining the initial stake size, the length of the cycle, the maximum liability etc. This will give additional confidence to the users of your triggers.

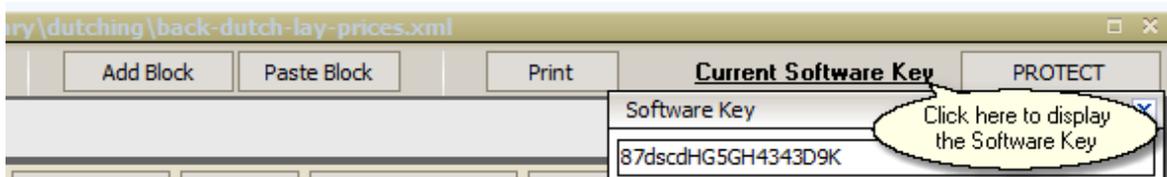
**Note that** protected triggers will generate logs on the user's disk when executed. If you are unwilling to leave them there, don't forget to turn logging of right before you protect your triggers! (See picture below):



If you are protecting a file with a password, anyone who knows the password will be able to open it.

Protecting a file with a software key is a more individual approach. Each MarketFeeder Pro user has their own software key which is unique to their BetFair accounts. Therefore a file protected with this key cannot be opened by anyone else. All you need to do to supply a protect file to a user is to find out their software key and enter it in the corresponding field.

A software key is perfectly safe to share, it does not contain any references to a user's account name or password. To help your clients find their key, ask them to click on this label and copy the contents of the text field, then send them to you.

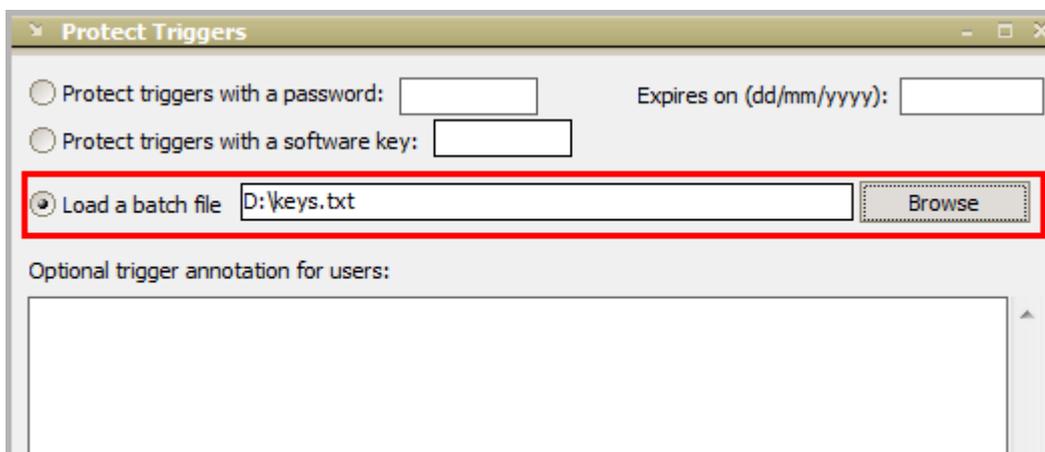


## Batch protection of trigger files

It is now possible to protect one trigger file with multiple keys and passwords in one go.

The output of such protection is a set of trigger files encrypted and protected in accordance with the settings stored in a batch file.

To create multiple protected files, select the "Load a batch file" button and specify the path to the batch file.



## Batch File Format

You can create a batch file in any text editor of your choice, e.g. Notepad.

On the first line of the file put the full path to the log file where the progress of batch protection will be recorded. Example:

D:\MyLogs\mf.log

If the path does not exist, the program will attempt to create it. If you leave the line empty, no log file will be created.

Subsequent lines contain several values separated by a tab character (\t), and each of them corresponds to one protected trigger file. Here is the list of those values:

**K or P**

Protection mode selector – **K** for software key and **P** for password

### Security code

If **K** is chosen as the protection mode, then the security code must contain the software key (the unique 32-character sequence that each copy of MF Pro has). Otherwise it must contain the password. The password is limited to 255 characters.

### Expiration date

The date of trigger file's expiration in **dd/mm/yyyy** format. If you leave this empty, the file will never expire.

### Output directory

The path to a directory where the protected file will be written to. If this path does not exist, the program will attempt to create it.

The output file will be named in the following way:

For files protected with a key:

**[original trigger file name] \_[first 4 characters of the key]- [last 4 characters of the key]\_ [expiration date if any].mft**

Example: **double-volume\_2e7a-e9a8\_20\_12\_2014.mft**

For files protected with a password:

**[original trigger file name] \_pwd[index of the line in the batch file]\_[expiration date if any].mft**

Example: [double-volume\\_pwd3\\_20\\_12\\_2014.mft](#)

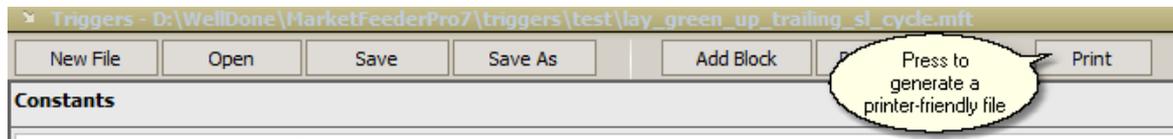
Sample contents of a batch protection file are given below:

```
d:\Alex\log.txt
P abc 18/10/2017 d:\Alex\output
P def 19/10/2017 d:\Alex\output
K 12g8e08dee6d88792f73ee453a5e85fx 20/10/2017 d:\Alex\output
```

## 9.1.2 Printing Triggers

You can save triggers in a printer-friendly format to view and analyse them at your leisure.

To do this, simply press the "Print" button:



The program will ask you where you want to save the printer-friendly file. Choose a location where you will be able to find the file.

Once you've specified the file path, MarketFeeder Pro will open the printer-friendly file in your default Internet browser.

 A screenshot of a web browser displaying the printer-friendly version of a trigger configuration. The browser address bar shows the file path: file:///D:/WellDone/MarketFeederPro7/triggers/test/lay\_green\_up\_trailing\_sl\_cycle.html. The page content includes:
 

- Trigger Path: D:\WellDone\MarketFeederPro7\triggers\test\lay\_green\_up\_trailing\_sl\_cycle.mft
- Constants table:
 

offset_ticks	2	Offset ticks for greening up
sl_ticks	8	Stop-Loss ticks for distributing the loss
max_price	5	Maximum lay price
- Trigger Name: **laying, greening up, with trailing stop loss** (Repeat: no more often than 6 sec.)
- 1. **laying**
  - 1. lay Price : lay\_price Amount : default\_laya Cancel
  - Selections: All Matching Selections Markets: All Markets Market Status: All Markets Execute: once per market
  - Conditions are met:
    - Selection's Lay Price is between 1.01 max\_price
    - AND Selection's Trigger Expression lt\_trend is greater than 0.2
- 2. **greening up**
  - 1. green up Based on ticks Offset ticks : offset\_ticks Cancel
  - Selections: All Matching Selections Markets: All Markets Market Status: All Markets Execute: once per selection No conditions
- 3. **distributing loss**
  - 1. distribute loss between selections Based on ticks Stop-Loss ticks : sl\_ticks Cancel
  - Selections: All Matching Selections Markets: All Markets Market Status: All Markets Execute: once per selection No conditions
- 4. **closing the block**
  - 1. close block laying, greening up, with trailing stop loss
  - Selections: All Matching Selections Markets: All Markets Market Status: All Markets Execute: once per market
  - Conditions are met:
    - Every Selection's Lay Unmatched is equal to 0
    - AND Every Selection's Back Unmatched is equal to 0
    - AND Every Selection's Trigger Expression ABS(back\_payout - lay\_payout) is less than 0.1

## 9.2 User Variables

**This functionality is available in the full version of MarketFeeder Pro.**

User variables are special keywords that you as the user can set during your trading session. They represent pairs of "Name / Value", where "Name" is any combination of allowed symbols and "Value" is a number or string that you can assign to that name.

The allowed symbols for the name of a variable are:

- Latin letters A-Z, a-z. Example: Myvar
- Figures 0-9. Example: point1
- Space, underscore. Example: one\_plus\_2

You must make sure that your variable's name does not coincide with any other trigger variable's existing in MF Pro.

The value of a variable can be:

- A number
- A sequence of letters, figures, spaces and other symbols
- An arithmetic expression supported by MF Pro
- A function supported by MF Pro
- Trigger variable
- A combination of the above

Please note: all arithmetic expression, formulae and variables will be evaluated prior to assigning a value to the variable. That is, a variable will hold the final value of this expression, not the expression itself.

### Constants

Constants are variables whose values can be defined upon loading a trigger file they are stored in. That is, a constant can be declared before any trigger starts working.

In all other aspects a constant acts exactly the same as any other variable would, i.e. you can use it in trigger expressions and you can set and change its value with a trigger (although the word "constant" here could be confusing).

Constant's name	Constant's description (optional)	Constant's value	Start with initial value
range1	First price range	3.5	Start with initial value
range2	Second price range	7.4	Start with initial value
range3	Third price range	11	Start with initial value

The value of a constant can be assigned to it upon loading a trigger file, or the program can

remember the last value the constant had when you closed the program and restore that value next time you reopen it. To choose between these options, use the drop-down menu:

First price range	3.5	Remember last value	Delete
Second price range	7.4	Start with initial value	Delete
Third price range	11	Start with initial value	Delete

## Parsing Variables

If a user variable is not set, it is not parsed by the program and all references to this variables are not replaced by its value. For example, if you are going to use a variable "myvar", but have not executed a trigger which sets its value, then any expression containing this variable will not be evaluated correctly:

**IF(back\_price>2, 5, myvar)**

This will return the same expression, without any change, because myvar is not defined yet.

So be sure to set a variable before using it, either defining it in the Constants or creating a separate trigger for this purpose.

Examples of declaring a variable correctly:

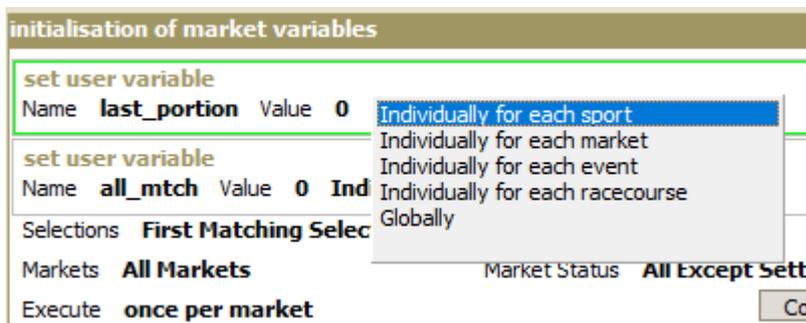
The screenshot shows the 'Constants' window in MarketFeeder Pro. It displays a variable named 'myvar' with a value of 5, set to 'Start with initial value'. Below this, a trigger is shown with the action 'set user variable' where the name is 'myvar' and the value is '10', with the note 'Individually for each market'. The trigger is set to execute 'once per market' and is currently 'Enabled'.

## Variable Scope

Each variable has its scope which determines how a variable is interpreted by the program. The four types of scope supported by MarketFeeder Pro are:

- Individually for each sport
- Individually for each event
- Individually for each race course
- Individually for each market

- Globally



For instance, if a variable is defined "individually for each market", that variable will be recognised only for the market it was set in. Its value will exist only when applied to that market.

Alternatively, if it was defined "individually for each sport", its value will be recognised in every market belonging to that sport, e.g. in all Horse Races, but not in Soccer games.

The value of a variable with the scope "Individually for each event" can be set and checked across different markets of the same sports event (e.g. Win and Place markets of the same horse race).

The value of a variable set in the scope "Individually for each racecourse" can be accessed across all markets and events that take place in that racecourse/Greyhound stadium, even if they start at different times. Use this scope, for example, to create win/loss counters within individual racecourse to pursue separate staking plans across different venues.

Finally, a variable defined "Globally" is recognised in every market, and so has the same value in all triggers unless you change it.

All Constants have the "Global" scope.

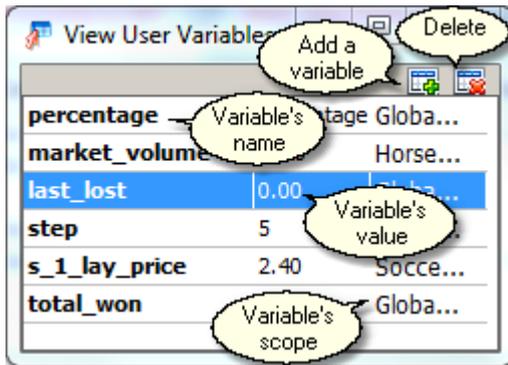
### 9.2.1 View User Variables

You can view the value of every trigger variable, a constant, a user variable and an expression in the User Variables window.

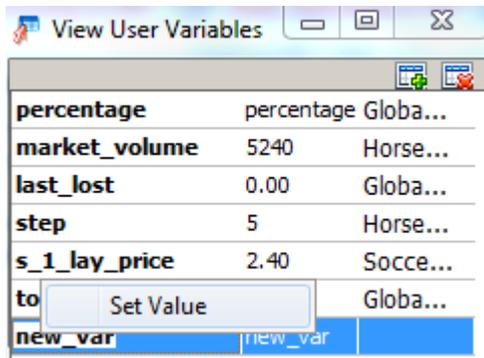
To open it, click on this link in the Main Menu.



To view the value of a variable or expression, add a new row to the table.



You can create a new variable and set its value. Just add a new row, enter the name of the new variable, right-click on it and choose "Set Value".



### 9.3 Active Triggers

**This functionality is available in the full version of MarketFeeder Pro.**

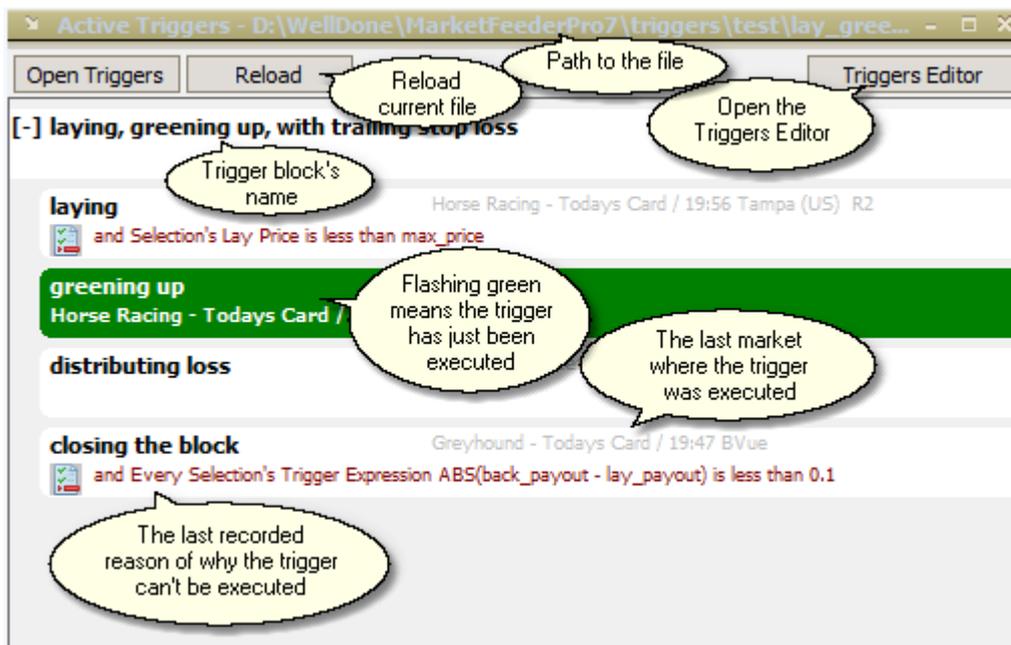
Triggers are stored in trigger files, such as the files available for download in Trigger Examples on our website.

To execute triggers in the program, you must load a trigger file into MarketFeeder Pro.

To view triggers in the currently loaded file, open the [Active Triggers](#) window by clicking on this link:



The window that will open lists all your trigger blocks and triggers.



If you start refreshing markets where any of these triggers can be executed, you can watch the state of triggers in this window. You can check the latest reason why a trigger cannot be executed, as well as the last market where it has been executed.

You can open the Triggers Editor to change the contents of the current trigger file. Once you have modified it, the **Reload** button will turn red to indicate that you need to reload the file in order for the changes to take place.

### Stay on Top and Flash green when executing

The Active Triggers window has two more settings to make keeping an eye on your triggers more comfortable.



## Viewing the log of a particular trigger

You can open and view the log file of a chosen trigger: just click on its name in the Active Triggers window. A web page with the log contents will open. Select the market you are interested in from the drop-down list in the top-right corner of the log page.

## 9.4 Reference

**This functionality is available in the full version of MarketFeeder Pro.**

This reference explains every parameter and option you may use in triggered betting.

### 9.4.1 Actions

There is a generous set of actions you can do using triggers in MarketFeeder Pro. Expand each of them below to find out details and parameters used.

#### 1. back

Parameter	Type	Description
Price	Trigger Expression	Price of bet
Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>Cancel</li> <li>Keep</li> </ul>	What to do with unmatched bets at In-Play

	<ul style="list-style-type: none"> <li>• Match at SP</li> </ul>	
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places one <b>back</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

## 2. lay

Parameter	Type	Description
Price	Trigger Expression	Price of bet
Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places one <b>lay</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

## 3. cancel then back

Parameter	Type	Description
Cancel Options		
Price	Trigger Expression	Price of bet

Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one <b>back</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence, unmatched bets will be flagged according to the <b>Action at In-Play</b> parameter.</p>		

#### 4. cancel then lay

Parameter	Type	Description
Cancel Options		
Price	Trigger Expression	Price of bet
Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one <b>lay</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence,</p>		

unmatched bets will be flagged according to the [Action at In-Play](#) parameter.

#### 5. cancel lay then back

Parameter	Type	Description
Cancel Options		
Price	Trigger Expression	Price of bet
Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <a href="#">Cancel Options</a>. Then places one <b>back</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

#### 6. cancel back then lay

Parameter	Type	Description
Cancel Options		
Price	Trigger Expression	Price of bet
Amount	Trigger Expression	Amount of bet
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger	This is the period of time in seconds during which the

	Expression	unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and cancels those that satisfy the conditions in <a href="#">Cancel Options</a>. Then places one <b>lay</b> bet on each qualifying selection. The price and amount of each bet are evaluated from the expressions in those fields. If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

7.  **cancel back**

Parameter	Type	Description
Cancel Options		
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and cancels those that satisfy the conditions in <a href="#">Cancel Options</a>.</p>		

8.  **cancel lay**

Parameter	Type	Description
Cancel Options		
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <a href="#">Cancel Options</a>.</p>		

9.  **cancel all**

Parameter	Type	Description
Cancel Options		
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back and lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <a href="#">Cancel Options</a>.</p>		

10.  **trade out**

Parameter	Type	Description
P/L Ratio %	Trigger	The proportion of P/L the target selection will get after the

Parameter	Type	Description
	Expression	trade-out bet is matched. Read more here.
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Closes all matched bets, both back and lay, on each qualifying selection by placing one trade-out bet. An open bet is such a bet that generates profit/loss ratio that is different from the <b>P/L Ratio</b> setting of this trigger.</p> <p>If there are more back open bets (their total amount multiplied by their weighted price adjusted for ratio %) than lay bets, the trigger will place a lay bet and vice versa.</p> <p>The trade-out action can be otherwise interpreted as greening up or distributing the loss regardless of the current prices, in an attempt to equalise the profit/loss on all selections (if <b>P/L Ratio</b> is 50%) or distribute it according to the ratio % specified.</p> <p>Read more about trading out.</p> <p>If there are no open bets, this action will do nothing until such bets appear.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <b>Action at In-Play</b> parameter.</p>		

#### 11. green up

Parameter	Type	Description
P/L Ratio %	Trigger Expression	The proportion of P/L the target selection will get after the trade-out bet is matched. Read more here.
Base	Options: <ul style="list-style-type: none"> <li>• Based on ticks</li> <li>• Based on profit %</li> </ul>	Defines how the price for a greenup bet is calculated. Read more here.

Parameter	Type	Description
Offset ticks	Trigger Expression evaluating to an integer	The number of ticks that the selection's price must improve by compared to the starting bet in order to qualify for a greenup. Appears if you choose "Based on ticks".
Profit%	Trigger Expression	The percentage of the starting bet that you intend to win with this greenup bet. If the current price allows to generate this profit, the action will be executed. Appears if you choose "Based on profit%".
Against last matched bet	Checkbox	Choose whether to green up all existing bets on this selection or offset the price of the green-up bet against the last matched bet only. See more here.
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places a greenup bet on each qualifying selection. The type of bet is determined by the program based on the existing matched bets on the selection.</p> <p>Read more abGreening Upout greening up.</p> <p>The offset ticks or profit percentage that each selection must provide are evaluated from the expressions in those fields. If a selection's current price cannot meet these criteria, no bet will be placed on that selection.</p> <p>If you want a different P/L Ratio % than the standard 50% (when P/L is equal across all selections), specify it in the P/L Ratio % setting.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

## 12. eliminate loss

Parameter	Type	Description
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places one <b>back</b> bet on each qualifying selection so as to eliminate the loss on that selection completely. The amount of each bet is calculated depending on the existing matched bets.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

### 13. distribute loss between selections

Parameter	Type	Description
P/L Ratio %	Trigger Expression	The proportion of P/L the target selection will get after the trade-out bet is matched. Read more here.
Base	Options: <ul style="list-style-type: none"> <li>• Based on ticks</li> <li>• Based on profit %</li> </ul>	Defines how the price for a greenup bet is calculated. Read more here.
Stop-Loss ticks	Trigger Expression evaluating to an integer	The number of ticks that the selection's price must improve by compared to the starting bet in order to qualify for a distribution. Appears if you choose " <a href="#">Based on ticks</a> ".
Loss%	Trigger Expression	The percentage of the starting bet to which the potential loss must evaluate before the distribution is triggered. Appears if you choose " <a href="#">Based on profit%</a> ".
Against last matched bet	Checkbox	Choose whether to distribute loss from all existing bets on this selection or offset the price of the loss-distributing bet

Parameter	Type	Description
		against the last matched bet only. See more here.
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places a stop-loss bet on each qualifying selection. The type of bet is determined by the program based on the existing matched bets on the selection.</p> <p>Read more about loss distribution.</p> <p>The Stop-Loss ticks or loss percentage that each selection must provide are evaluated from the expressions in those fields. If a selection's current price cannot meet these criteria, no bet will be placed on that selection.</p> <p>If you want a different P/L Ratio % than the standard 50% (when P/L is equal across all selections), specify it in the P/L Ratio % setting.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

#### 14. attempt to green up

Parameter	Type	Description
P/L Ratio %	Trigger Expression	The proportion of P/L the target selection will get after the trade-out bet is matched. Read more here.
Base	Options: <ul style="list-style-type: none"> <li>• Based on ticks</li> <li>• Based on profit %</li> </ul>	Defines how the price for a greenup bet is calculated. Read more here.
Offset ticks	Trigger Expression evaluating to an	The number of ticks by which the greenup bet will be better than the starting bet.

Parameter	Type	Description
	integer	Appears if you choose " <a href="#">Based on ticks</a> ".
Profit%	Trigger Expression	The percentage of the starting bet that the greenup bet will intend to win. Appears if you choose " <a href="#">Based on profit%</a> ".
Against last matched bet	Checkbox	Choose whether to green up all existing bets on this selection or offset the price of the green-up bet against the last matched bet only. See more here.
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.

### Behaviour

Places a green-up bet on each qualifying selection. The type of bet is determined by the program based on the existing matched bets on the selection.

Read more about greening up.

The offset ticks or profit percentage are evaluated from the expressions in those fields. If a selection's current price cannot meet these criteria at the moment, the bet will stay unmatched. The difference between [green up](#) and [attempt to green up](#) is that the latter does not wait for the prices to be suitable but places a greenup bet at once expecting it to be matched in future.

If you want a different P/L Ratio % than the standard 50% (when P/L is equal across all selections), specify it in the P/L Ratio % setting.

If a market supports bet persistence, unmatched bets will be flagged according to the [Action at In-Play](#) parameter.

### 15. distribute profit

Parameter	Type	Description
Cancel unmatched first	Checkbox	If you turn this on, the trigger will first cancel any unmatched bets of the same type as the ones it is going to place. If there are no unmatched bets of this type, the trigger will proceed to placing the bets. The bets of the reverse type will not be affected. For example, if the trigger action is about to back, all unmatched back bets will be cancelled first.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>• Cancel</li> <li>• Keep</li> <li>• Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Places one lay bet on each qualifying selection at the current lay price. The amount is calculated according to the formula:</p> <p><math>\text{amount} = \text{profit} / \text{price}</math></p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

#### 16. set user variable

Parameter	Type	Description
Name	String	The name of the variable. Cannot contain any variables or functions. Can't be equal to any existing trigger variable's name.
Value	Trigger Expression	The value of the variable. All variables and expressions inside this parameter are parsed before the variable is set.
Scope	<ul style="list-style-type: none"> <li>• Individually for each sport</li> <li>• Individually for each event</li> <li>• Individually for each market</li> <li>• Individually for each</li> </ul>	<p>The scope of the variable, which determines where the variable's name and value will be recognised. For instance, if you choose "<b>Individually for each market</b>", a separate variable with the specified name will be created for each market where the trigger is executed. Its value will depend on the market it is inspected in.</p> <p>Variables with the scope "<b>Individually for each sport</b>" have the same value in all markets belonging to the same sport.</p>

<p>racecourse</p> <ul style="list-style-type: none"> <li>• Individually per selection</li> <li>• Globally</li> </ul>	<p>Variables with the scope "<b>Individually for each event</b>" will have the same value across all markets of the same sports events. E.g., if you set such variable in a Place market of a horse race Wolverhampton 14:00, it will have the same value in the Win market of that same race. Equally, if you set a variable with that scope in First Half Goals 0.5 of a football match, the variable will have exactly the same value when checked from Correct Score of that same match. This option is very important for cross-market betting, for example, for calculating the book% for cross-market Dutching.</p> <p>Variables with the scope "<b>Individually per selection</b>" may have the same name yet different values for each selection in the market where the trigger has been executed. To view the value of variables with such scope, switch the market to Engineer Mode and enter the name of the variable into one of the expression cells.</p> <p>A <b>global</b> variable therefore exists in one copy and has the same value in all markets.</p>
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**Behaviour**

Creates a user variable with the name specified and assigns it the value obtained from the expression provided. If a variable with the same name and scope already exists in the program, its value is replaced by the new one. Therefore, this action can create and modify user variables.

**Important! The action will be executed once per each qualifying selection!**



Always initialise a variable before assigning a value to it. A good way to do this is declaring the variable's name and giving it an initial value in the Constants.

If you are not sure whether the variable has been initialised or not, add this condition to the trigger:

User Variables [variable name] are set

Once a variable has a value, it can be used in all trigger expressions.

**17.  Dutching Back**

Parameter	Type	Description
Price offset, ticks	Trigger	Specify the number of ticks by which to offset the price of

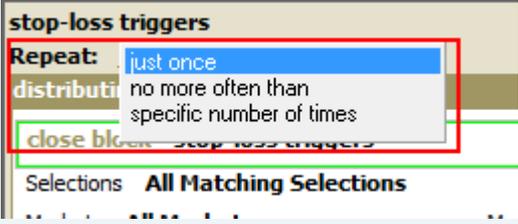
Parameter	Type	Description
	Expression	each bet in the Dutching bundle. If you set it to a positive number (or an expression that evaluates to a positive number), the price will be increased by that number of ticks, and if the number is negative, the price will be decreased by this number of ticks. The book% will also be calculated based on the new prices. Note: if the price offset is negative with back Dutching or positive with lay Dutching, the book% will be calculated based on the current best prices, yet the bets will be placed at adjusted prices. Example: if you back with a -3 ticks offset, and the current back price of a selection is 2.0, the book will include 100/2.0 as the selection's chance for winning, yet the bet will be submitted at the price of 1.97. This will ensure a higher chance of matching the bet.
Amount to	<ul style="list-style-type: none"> <li>win</li> <li>spend</li> </ul>	The amount you want to win if one of the qualifying selections wins. Otherwise the maximum amount you are prepared to lose if none of them wins.
Adjusting amounts	<ul style="list-style-type: none"> <li>Bet full amounts</li> <li>Adjust amounts</li> </ul>	Choose whether you want to place bets as per the calculation of "Amount to win/lose" or whether you want the sizes of the bets adjusted to the current offer in the market. If "Adjust amounts" is chosen, the bets will be resized so as to be matched by the amounts offered at the corresponding prices. Otherwise there is some risk that they will stay unmatched.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>Cancel</li> <li>Keep</li> <li>Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Performs Dutching with the specified settings by placing <b>back</b> bets on the qualifying selections. Read more about Dutching.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

## 18. Dutching Lay

Parameter	Type	Description
Price offset, ticks	Trigger Expression	Specify the number of ticks by which to offset the price of each bet in the Dutching bundle. If you set it to a positive number (or an expression that evaluates to a positive number), the price will be increased by that number of ticks, and if the number is negative, the price will be decreased by this number of ticks. The book% will also be calculated based on the new prices. Note: if the price offset is negative with back Dutching or positive with lay Dutching, the book% will be calculated based on the current best prices, yet the bets will be placed at adjusted prices. Example: if you lay with a 3 ticks offset, and the current lay price of a selection is 2.0, the book will include 100/2.0 as the selection's chance for winning, yet the bet will be submitted at the price of 2.06. This will ensure a higher chance of matching the bet.
Amount to	<ul style="list-style-type: none"> <li>win</li> <li>spend</li> </ul>	The amount you want to win if one of the qualifying selections wins. Otherwise the maximum amount you are prepared to lose if none of them wins.
Adjusting amounts	<ul style="list-style-type: none"> <li>Bet full amounts</li> <li>Adjust amounts</li> </ul>	Choose whether you want to place bets as per the calculation of "Amount to win/lose" or whether you want the sizes of the bets adjusted to the current offer in the market. If "Adjust amounts" is chosen, the bets will be resized so as to be matched by the amounts offered at the corresponding prices. Otherwise there is some risk that they will stay unmatched.
Action at In-Play	Options: <ul style="list-style-type: none"> <li>Cancel</li> <li>Keep</li> <li>Match at SP</li> </ul>	What to do with unmatched bets at In-Play
Bet Lifetime 	Trigger Expression	This is the period of time in seconds during which the unmatched bet will stay in the market. After this time has elapsed, the bet will be automatically cancelled by the program. E.g. if the lifetime of a bet is 3 sec. and the bet is unmatched after it has been placed in the market, then it will be cancelled at 3 sec. after this.
<p><b>Behaviour</b></p> <p>Performs Dutching with the specified settings by placing <b>lay</b> bets on the qualifying selections</p> <p>Read more about Dutching.</p> <p>If a market supports bet persistence, unmatched bets will be flagged according to the <a href="#">Action at In-Play</a> parameter.</p>		

19.  close block

Parameter	Type	Description
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Name of trigger block	String	Choose the name of the trigger block you want to close
<p><b>Behaviour</b></p> <p>Finds a trigger block with the name specified and resets the state of all triggers in that block so that they can be executed again.</p> <p>If the block's "Repeat" parameter is set to "no more often than" or "specific number of times" you must add a trigger that closes the block which effectively gives the program a command to repeat the block.</p>  <p>In the conditions of the closing trigger put the criteria for repeating the block, and be as accurate as possible. For example, if you repeatedly bet and green up, in the closing trigger put a condition that checks that there aren't any unmatched bets and that every selection's back and lay payouts are equal (or differ very slightly).</p>		

#### 20. delete market

<p><b>Behaviour</b></p> <p>Safely deletes the market from the program. Use this action often to delete markets that you no longer need to refresh.</p>
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#### 21. delete event

<p><b>Behaviour</b></p> <p>Safely deletes every market that belongs to the same event as the market where the trigger has been executed. Use this action to bulk delete all markets from an even you no longer need to refresh, e.g. a football match.</p>
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#### 22. match back unmatched bets

Parameter	Type	Description
Cancel Options		
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and matches those that satisfy the conditions in <b>Cancel Options</b> at the best available prices.</p>		

#### 23. match lay unmatched bets

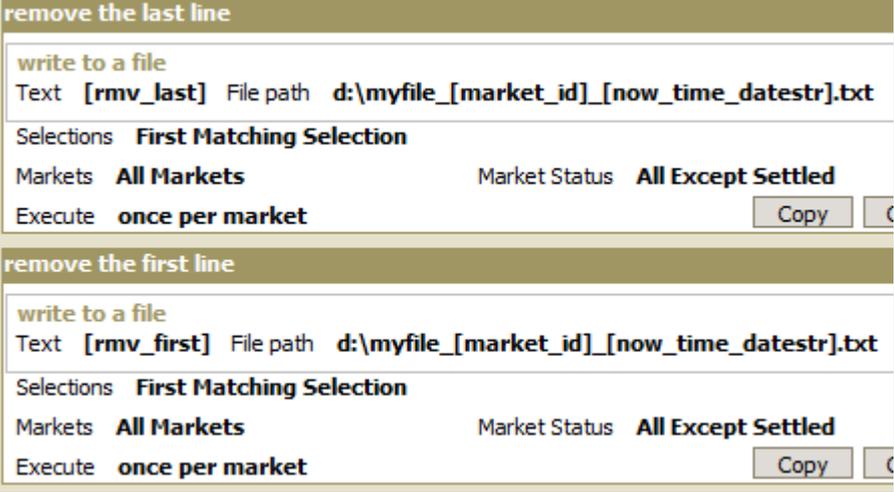
Parameter	Type	Description
Cancel Options		
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and matches those that satisfy the conditions in <b>Cancel Options</b> at the best available prices.</p>		

#### 24. write to action log

Parameter	Type	Description
Text	Trigger Expression	<p>The text to write into the action log. You can include variables and other trigger expressions in square brackets, to distinguish them from plain text. Example:</p> <p>Last amount won: [last_pl]</p> <p>If you need to include a square bracket as part of the text, add a backward slash in front of it: \[ or \].</p> <p>For a tab character, use \t.</p>
<p><b>Behaviour</b></p> <p>Adds a message to the action log. The text of the message is taken from the corresponding parameter. All variables and trigger expressions (if any) are parsed before the message is added.</p>		

#### 25. write to a file

Parameter	Type	Description
Text	Trigger Expression	<p>The text to write to the file. You can include variables and other trigger expressions in square brackets, to distinguish them from plain text. Example:</p> <p>Last amount won: [last_pl]</p> <p>If you need to include a square bracket as part of the text, add a backward slash in front of it: \[ or \].</p> <p>For a tab character, use \t.</p> <p>For a new line character, use \n.</p> <p>The program will automatically add a new line symbol after the text.</p>

		<p>To clear the contents of the file (leave it empty), write the keyword <b>[clear]</b> to it, like this:</p> <pre>New Trigger 95743075641506057 write to a file Text [clear] File path C:\test.txt Selections All Matching Selections</pre> <p>To remove one line from the beginning of the file, use the keyword <b>[rmv_first]</b>; to remove the last line from the file, use <b>[rmv_last]</b>. A line is a string of characters ending with a line break (the <code>\n</code> or <code>\r</code> character).</p>
 <p>The screenshot shows two trigger configurations. The first, 'remove the last line', uses the 'write to a file' action with the keyword <b>[rmv_last]</b> and the file path <code>d:\myfile_[market_id]_[now_time_datestr].txt</code>. The second, 'remove the first line', uses the keyword <b>[rmv_first]</b> with the same file path. Both triggers are set to 'First Matching Selection', 'All Markets', and 'All Except Settled' market status, and execute 'once per market'.</p>		
File path	Path to the file	<p>The path to the file where to write the specified text. If a file with the entered name does not exist, the trigger will try to create it.</p> <p>Make sure you have selected a folder whose access permissions are configured to let the program write to the file.</p> <p>You can include variables and trigger expressions into the file path, just make sure to put them inside square brackets, e.g.:</p> <pre>c:\data_[market_id]_[now_time_date_str].txt</pre> <p>The program will replace all special characters in the name of the file, such as backslashes, question marks, etc. with underscores.</p> <p>Attention: the disk name, e.g. C or D, cannot be expressed via a trigger expression!</p>

Rewrite existing contents	Checkbox	Tick this box to rewrite the existing contents of the specified file. If you leave it unticked, the text will be added at the end of the file.
<p><b>Behaviour</b></p> <p>Writes the specified text into the file in the chosen path. All variables and trigger expressions (if any) are parsed before the text is written.</p>		

## 26. remember

Parameter	Type	Description
Name	Trigger Expression	The name for the set of remembered selections. You may include variables in this name. They will be parsed and converted into real values at the moment of the trigger's execution.
How to update the list	<ul style="list-style-type: none"> <li>Create a new list every time</li> <li>Add new to already remembered</li> </ul>	<p>If the trigger is to be repeated more than once in the same market, this parameter defines what to do with the previous list of remembered selections. If "Create a new list every time" is selected, the old list will be deleted and replaced with the new remembered selections.</p> <p>If "Add new to already remembered" is selected, the trigger will add new qualifying selections to those already in the list.</p>
Remembering bets	<ul style="list-style-type: none"> <li>Disregard selections' bets</li> <li>Remember selections' bets</li> </ul>	<p>Determines how to treat bets placed on the qualifying selections at the moment of the trigger's execution. If "Disregard selections' bets" is selected, the bets are not remembered. Choose this option if you don't plan to access the properties of the remembered selections that are based on bets, such as back matched amount or number of unmatched lay bets.</p> <p>If "Remember selections' bets" is chosen, the program will make a "slip" of all bets placed on the qualifying selections and will keep it in memory. If you then access the properties of variables of the remembered selections that have to do with bets, their values will be calculated out of that remembered slip.</p>
<p><b>Behaviour</b></p> <p>Makes a list of qualifying selections, names it according to the <b>Name</b> parameter and remembers it. All properties of the remembered selections, such as their prices, volume %, offered amounts etc. will be remembered as they were at the moment of the trigger's execution. If you also choose "Remember selections' bets", all properties based on bets (Profit/Loss, back &amp; lay matched amounts etc.) will be remembered too.</p> <p>You will then be able to access the remembered selections through Remembered Selections Variables. This way you will be able to track changes that selections undergo with time. For instance, you will be able to compare a selection's volume % now and 5 mins ago by comparing their <b>volume</b> variable.</p>		

## 27. back at SP

Parameter	Type	Description
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Places one <b>"back at SP"</b> bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

28.  **lay at SP**

Parameter	Type	Description
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Places one <b>"lay at SP"</b> bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

29.  **cancel then back at SP**

Parameter	Type	Description
Cancel Options		
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one <b>"back at SP"</b> bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

30.  **cancel then lay at SP**

Parameter	Type	Description
Cancel Options		
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one "<b>lay at SP</b>" bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

### 31. cancel lay then back at SP

Parameter	Type	Description
Cancel Options		
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Finds unmatched <b>lay</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one "<b>back at SP</b>" bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

### 32. cancel back then lay at SP

Parameter	Type	Description
Cancel Options		
Price Limit	Trigger Expression	Price limit of an SP bet. If left empty, no price limit is imposed.
Liability	Trigger Expression	Liability of bet (for lay bets) or bet size (for back bets)
<p><b>Behaviour</b></p> <p>Finds unmatched <b>back</b> bets on each qualifying selection and cancels those that satisfy the conditions in <b>Cancel Options</b>. Then places one "<b>lay at SP</b>" bet on each qualifying selection. This is a special type of bet not to be confused with placing a regular back bet at the actual starting price after the off. The price limit and liability of each bet are evaluated from the expressions in those fields. If a market does not support SP betting or if it is already In-Play, the action will do nothing.</p>		

33.  **switch Test Mode on**

**Behaviour**

Activates Test Mode.

34.  **switch Test Mode off**

**Behaviour**

Deactivates Test Mode.

35.  **send email**

Parameter	Type	Description
Text	Trigger Expression	<p>The text to send to your email address. You can include variables and other trigger expressions in square brackets, to distinguish them from plain text. Example:</p> <p>Hello! The current market volume is [market_volume]. The favourite's P/L is [r_1_profit_loss]. The total amount of back bets I placed on the favourite is [back_matched + back_unmatched].</p> <p>If you need to include a square bracket as part of the text, add a backward slash in front of it: \].</p> <p>For a tab character, use \t.</p>
<p><b>Behaviour</b></p> <p>Sends an email message to the address and using the settings configured in Email &amp; SMS Options. The text of the message is taken from the corresponding parameter. All variables and trigger expressions (if any) are parsed before the message is sent.</p>		

### 36. send text to mobile

Parameter	Type	Description
Text	Trigger Expression	<p>The text to send to your mobile number. You can include variables and other trigger expressions in square brackets, to distinguish them from plain text. Example:</p> <p>Last amount won: [last_pl]</p>
<p><b>Behaviour</b></p> <p>Sends a text message to the mobile number and using the settings configured in the SMS Service window. The text of the message is taken from the corresponding parameter. All variables and trigger expressions (if any) are parsed before the message is sent.</p>		

### 37. alert

<p><b>Behaviour</b></p> <p>Shows a message box with the names of the qualifying selection and the name of the trigger when its conditions are satisfied.</p>
--

### 38. play sound

Parameter	Type	Description
File Path	String	The path to the sound file (WAV) to be played.
<p><b>Behaviour</b></p> <p>Plays a sound from the file specified once the trigger's conditions are met.</p>		

39.  **reset Win/Lose History**

Parameter	Type	Description
Scope	<ul style="list-style-type: none"> <li>Individually for each sport</li> <li>Globally</li> </ul>	Determines whether the win/lose history is wiped for all types of sports or for the current one only.
<p><b>Behaviour</b></p> <p>Clears all history of wins and losses (based on your account statement) and zeroes all Win/Lose History Variables.</p>		

40.  **set default back amount to**

Parameter	Type	Description
Value	Trigger Expression	The value that you want to assign to the default back amount.
Scope	<ul style="list-style-type: none"> <li>This market</li> <li>All markets</li> <li>Refreshed markets</li> </ul>	Determines in what markets the default back amount will be set to the specified value.
<p><b>Behaviour</b></p> <p>Assigns the given value to the default <b>back</b> amount in the chosen market(s).</p>		

41.  **set default lay amount to**

Parameter	Type	Description
Value	Trigger Expression	The value that you want to assign to the default lay amount.
Scope	<ul style="list-style-type: none"> <li>• This market</li> <li>• All markets</li> <li>• Refreshed markets</li> </ul>	Determines in what markets the default back amount will be set to the specified value.
<b>Behaviour</b>  Assigns the given value to the default <b>lay</b> amount in the chosen market(s).		

#### 42. set default SP back amount to

Parameter	Type	Description
Value	Trigger Expression	The value that you want to assign to the default SP back amount.
Scope	<ul style="list-style-type: none"> <li>• This market</li> <li>• All markets</li> <li>• Refreshed markets</li> </ul>	Determines in what markets the default back amount will be set to the specified value.
<b>Behaviour</b>  Assigns the given value to the default <b>SP back</b> amount in the chosen market(s).		

#### 43. set default SP lay amount to

Parameter	Type	Description
Value	Trigger Expression	The value that you want to assign to the default SP lay amount.
Scope	<ul style="list-style-type: none"> <li>• This market</li> <li>• All markets</li> <li>• Refreshed markets</li> </ul>	Determines in what markets the default back amount will be set to the specified value.
<b>Behaviour</b>  Assigns the given value to the default <b>SP lay</b> amount in the chosen market(s).		

#### 44. set market's idle refresh to

Parameter	Type	Description
Rate	Trigger Expression	The value of the new refresh rate.
<b>Behaviour</b>  Changes the rate at which the market is refreshed before its start to the given value.		

#### 45. set market's in-play refresh to

Parameter	Type	Description
Rate	Trigger Expression	The value of the new refresh rate.
<b>Behaviour</b>  Changes the rate at which the market is refreshed after its start (after it turns In-Play) to the given value.		

#### 46. stop refreshing market

<b>Behaviour</b>  Stops refreshing the market. Triggers will no longer be executed in this market.
--

#### 47. settle market

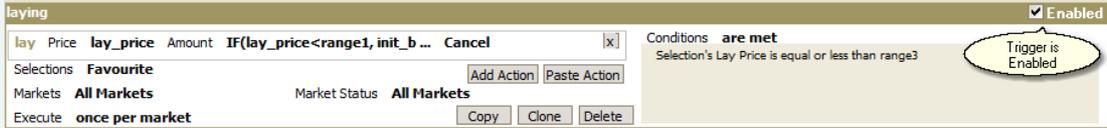
Parameter	Type	Description
Rule	<ul style="list-style-type: none"> <li>• Random</li> <li>• By Last Price</li> <li>• Random By Rank</li> <li>• Winners determined by trigger</li> </ul>	The rule by which the winners in the market are determined.
<b>Behaviour</b>  Settles the market in Test Mode. Read about Bet Settlement Simulator. The winners are appointed according to the specified rule. The first three rules are described in the Bet Settlement Simulator. The rule "Winners determined by trigger" takes all selections that were affected by the specified trigger and makes them the winners in the market. Of course that trigger must be executed in the market before the settlement takes place.		

#### 48. write to Excel

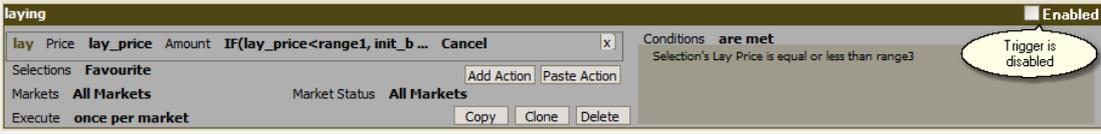
Parameter	Type	Description
-----------	------	-------------

Text	Trigger Expression	<p>The text to write into the Excel cell. You can include variables and other trigger expressions in square brackets, to distinguish them from plain text. Example:</p> <p>Last amount won: [last_pl]</p> <p>If you need to include a square bracket as part of the text, add a backward slash in front of it: \[ or \].</p> <p>For a tab character, use \t.</p>
Cell Address	Trigger Expression	<p>The address of the Excel cell. Must be of the following format:</p> <p>{sheet_name}!{cell_address}</p> <p>Example:</p> <ul style="list-style-type: none"> <li>• Sheet1!A2</li> <li>• querymarket_id!Dsel_index</li> </ul> <p>MarketFeeder Pro must be connected to Excel before this trigger action can be executed.</p>
<p><b>Behaviour</b></p> <p>Writes something into an Excel cell with the specified address. The text is taken from the corresponding parameter. All variables and trigger expressions (if any) are parsed before the text is written.</p>		

49. activate trigger/block

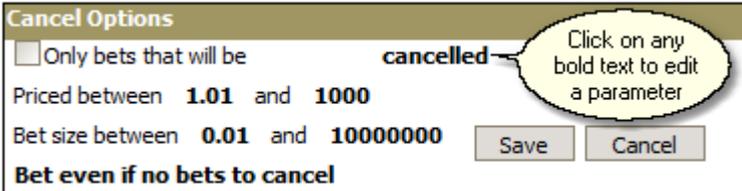
Parameter	Type	Description
Name of trigger or block	String	Choose the name of the trigger or block you want to activate
<p><b>Behaviour</b></p> <p>Finds a trigger or a trigger block with the name specified and makes it "Enabled". If it was already enabled or if no trigger or trigger block with such name are found, the trigger does nothing.</p> 		

50. deactivate trigger/block

Parameter	Type	Description
Name of trigger or block	String	Choose the name of the trigger or block you want to deactivate
<p><b>Behaviour</b></p> <p>Finds a trigger or a trigger block with the name specified and makes it "Disabled". Triggers and blocks that are not enabled will not be executed. If it was already disabled or if no trigger or trigger block with such name are found, the trigger does nothing.</p> 		

### 9.4.1.1 Cancel Options

A special set of options can be configured for every trigger action that involves doing something with unmatched bets (most often cancelling them).



These options define additional properties that an unmatched must possess in order to be cancelled or matched. If a bet does not satisfy these conditions, it will be skipped by the trigger action.

#### Only bets that will be cancelled / kept / matched at SP

Apply the action only to bets that have the specified bet persistence. If a market does not support persistence, this option is ignored.

#### Priced between ... and ...

Specify the price range for the bets that must be affected by the action.

#### Bet size between ... and ...

Specify the amount range for the bets that must be affected by the action.

#### Bet even if no bets to cancel / Do not bet if no bets to cancel

In actions that do both cancelling and betting (such as **cancel then back**), this option defines whether the action is permitted if there are no unmatched bets to cancel. I.e. if the action is "cancel then back" and there aren't any back bets to cancel for that selection, setting this to "Do not bet if no bets to cancel" will prevent the action from placing new back bets. Otherwise the action will go ahead with betting even if it didn't cancel any unmatched bets.

## 9.4.2 Selections

This field determines what selections the trigger will be applied to.

Those selections will be chosen by the program before the trigger's conditions are checked, so the Selections field has a higher priority.

### 1. All Matching Selections

Applies the trigger to all selections that satisfy its conditions. If there are no conditions in the trigger, it will be applied to all selections in the market.

### 2. First Matching Selection

Applies the trigger to the first selection out of those that satisfy its conditions. Matching selections are by default sorted by their back price, but you can change their sorting order applying the condition **Selection's Sorting Order is defined by**.

### 3. Last Matching Selection

Applies the trigger to last selection out of those that satisfy its conditions. Matching selections are by default sorted by their back price, but you can change their sorting order applying the condition **Selection's Sorting Order is defined by**.

### 4. All But Matching Selections

Applies the trigger to all selections except those that satisfy its conditions.

### 5. First Unmatching Selection

Applies the trigger to the first selection out of those that do not satisfy its conditions. Matching selections are by default sorted by their back price, but you can change their sorting order applying the condition **Selection's Sorting Order is defined by**.

### 6. Last Unmatching Selection

Applies the trigger to the last selection out of those that do not satisfy its conditions. Matching selections are by default sorted by their back price, but you can change their sorting order applying the condition **Selection's Sorting Order is defined by**.

### 7. Favourite

Applies the trigger to the lowest priced selection in the market.

**8. Second Favourite**

Applies the trigger to the second lowest priced selection in the market.

**9. Third Favourite**

Applies the trigger to the third lowest priced selection in the market.

**10. Fourth Favourite**

Applies the trigger to the fourth lowest priced selection in the market.

**11. Fifth Favourite**

Applies the trigger to the fifth lowest priced selection in the market.

**12. All Except Favourite**

Applies the trigger to all selections in the market except the lowest priced selection.

**13. Underdog**

Applies the trigger to the highest priced selection.

**14. Second Underdog**

Applies the trigger to the second highest priced selection.

**15. Third Underdog**

Applies the trigger to the third highest priced selection.

**16. All Market's Selections**

Applies the trigger to all selections in the market regardless of the conditions.

**9.4.3 Markets**

Fill in this trigger field to define the markets where the trigger will be executed.

**1. All Markets**

The trigger can be executed in all markets.

**2. Horse Races**

The trigger can be executed only in Horse Races (and Horse Racing - Today's Card).

**3. Win Markets**

The trigger can be executed only in markets with one winner.

#### **4. Place Markets**

The trigger can be executed only in markets with several winners.

#### **5. Non-Races**

The trigger can be executed only in markets not belonging to Horse Races or Greyhound Races.

#### **6. Greyhound Races**

The trigger can be executed only in Greyhound Races (and Greyhound Races - Today's Card)

#### **7. Soccer Games**

The trigger can be executed only in markets belonging to Soccer or Soccer Fixtures.

#### **8. Tennis Matches**

The trigger can be executed only in markets belonging to Tennis.

#### **9. Financial Markets**

The trigger can be executed only in markets from the Financial Markets category.

### **9.4.4 Market Status**

This field determines the state a market must be in order for the trigger to be executed.

#### **1. All Markets**

Applies the trigger to all markets, i.e. the status does not matter.

#### **2. In-Play**

Applies the trigger only to In-Play markets.

#### **3. Idle**

Applies the trigger to markets that are in an "idle" state, i.e. they are active but not In-Play, waiting to start.

#### **4. Suspended**

Applies the trigger to suspended markets.

#### **5. In-Play or Suspended**

Applies the trigger to In-Play and suspended markets.

## 6. All Except Suspended

Applies the trigger to all markets that are not suspended.

## 7. Settled

Applies the trigger to markets that have been settled. A market is considered settled in these cases:

It has been settled in Test Mode

or

It has finished and all real bets placed in this market have been settled and reflected in the account statement. If there were no bets, then the market is settled if the program could download the market's outcome and identify its winners. You ought to have this option turned on for this to work correctly.

Use this status in triggers that modify a stake size in staking plans.

## 9.4.5 Execute

This field determines how many times and how often the trigger will be executed if all its conditions are satisfied.

### 1. once per racecourse

The trigger will be executed once in any market of the current racecourse or Greyhound racing stadium (e.g. Wolverhampton for UK horse racing, Beaudesert for Australian horse racing or Nottingham for UK Greyhound racing) where it will fire first. Once it has fired in the given racecourse/stadium, it will never be executed in the same racecourse again (unless you reload the triggers of course).

### 2. once per sports event

The trigger will be executed one time in any market of the current sports event (e.g. a race, a football match, a tennis meeting) where it will fire first. E.g. if you monitor Match Odds and Correct Score of two football matches, Barcelona v Real Madrid and Manchester United v Aston Villa, then if the trigger has fired in Correct Score of Barcelona v Real Madrid, it will not then fire in the Match Odds market of that same event. It may, however, fire in Match Odds or Correct Score of the other game, Manchester United v Aston Villa, but again -- only once, no matter how many markets you are monitoring from that game.

### 3. once per market

The trigger will be executed one time in each market where its conditions are satisfied. Then the program will stop checking this trigger in that market.

### 4. once per selection

The trigger can be executed one time per each qualifying selection. The program will keep

checking it until all selections in the market are affected by the trigger.

#### **5. no more often than ... sec**

The trigger will be checked at certain time intervals and executed whenever its conditions are met. The length of these time intervals cannot be shorter than the value specified. But it can be longer, subject to the market refresh rate value. I.e. if you set it to "no more often than 1 sec" and markets are refreshed every 3 sec, the trigger will be checked every 3 sec instead of 1.

#### **6. specific number of times**

The trigger will be checked and executed (if its conditions are met) every time a market is refreshed. Once it has been executed the number of times specified, the program will stop checking it.

#### **7. one time only**

The trigger will only be executed one time in the first market where its conditions are met.

### **9.4.6 Conditions**

Conditions act in addition to the other trigger parameters to determine when it should or should not be executed.

You may execute a trigger when its conditions are met or not met, depending on what's more convenient in a particular situation.

Every condition can be split into the following logical parts:

- Logical Operator
- Body
- Parameter
- Additional Parameters
- Comparison Operator
- Value(s)

Additional parameters and comparison operators are specific to the Body and Parameter of the condition and may vary.

#### **9.4.6.1 Logical Operator**

Logical (or Boolean) operators compare expressions that return either TRUE or FALSE. Their result also gives either TRUE or FALSE.

See the list of supported logical operators below.

- **AND**

Returns TRUE if both expressions are TRUE, or FALSE otherwise.

If you connect two conditions with this operator, the resulting list of qualifying selections will include only selections that satisfy both conditions.

- **OR**

Returns TRUE if at least one of the expressions is TRUE. If none of them is TRUE, the result will be FALSE.

If you connect two conditions with this operator, the resulting list of qualifying selections will combine those that satisfied each condition.

- **AND NOT**

Returns TRUE if the first expression is TRUE, and the expression standing next to AND NOT is FALSE.

- **OR NOT**

Returns TRUE if the first expression is TRUE, or the expression standing next to this operator is FALSE.

Here are some logical conversions you may find useful.

Expression	Identical Expression
and not Selection's Back Price is greater than 3.0	and Selection's Back Price is equal or less than 3.0
or not Favourite's Index is equal to 1	or Favourite's Index is not equal to 1
and not Any Other Selection's Lay Matched is equal to 0	and All Other Selections' Lay Matched is not equal to 0
or not Every Selection's Profit/Loss is greater than 0	or At Least One Selection's Profit/Loss is equal or less than 0
and not All Other Selections' Rank is greater than sel_order	and Any Other Selection's Rank is equal or less than sel_order
and not At Least One Selection's Back Unmatched is greater than 2	and Every Selection's Back Unmatched is equal or less than 2

#### 9.4.6.2 Body

### Selection Body Types

#### 1. Selection's

Looks for one or more selections in the market in that satisfy a condition. If there are conditions preceding this one, it will narrow down the list of selections to search in to those that satisfied all previous conditions.

Examples:

Trigger Conditions - New Trigger 94437368209221112					Save Conditions
Add Block	Add Condition	Copy	Paste Condition	Paste Block	
Selection's	Back Matched	is greater than	0		Copy Clone Delete

This will look for all selections in the current market that have matched back bets on them

Add Block	Add Condition	Copy	Paste Condition	Paste Block	
Selection's	Back Matched	is greater than	0		Copy Clone Delete
and	Selection's	Lay Price	is less than	1.1	Copy Clone Delete

The first condition will look for all selections with matched back bets. The second condition will look for all selections whose price is less than 1.1 among those who have matched back bets. Thus the search scope of the first condition is the whole market, while the search scope of the second condition is the results of the previous condition.

Add Block	Add Condition	Copy	Paste Condition	Paste Block	
Sele	Different logical operator	is greater than	0		Copy Clone Delete
or	Selection's	Lay Price	is less than	1.1	Copy Clone Delete

If you change the logical operator to "OR", the search scope of both conditions will be the whole market. Thus the selections each of them finds are added up.

## 2. Any Other Selection's

Checks if at least one selection that did not satisfy the previous conditions meets the current condition.

Example:

Add Block	Add Condition	Copy	Paste Condition	Paste Block	
Selection's	Back Matched	is greater than	0		Copy Clone Delete
and	Any Other Selection's	Lay Matched	is greater than	0	Copy Clone Delete

Looks for selections with matched back bets, then checks whether any other selection in the market has matched lay bets. So if there is at least one with lay bets that does not have back bets, the conditions are satisfied.

If there are no previous condition, the program will choose "other" selections against the Selection field of the trigger.

## 3. All Other Selections'

Checks if all selections except the ones that satisfy the previous conditions meet the current condition.

To compare with the previous example:

Add Block	Add Condition	Copy	Paste Condition	Paste Block	
Selection's	Back Matched	is greater than	0		Copy Clone Delete
and	All Other Selections'	Lay Matched	is greater than	0	Copy Clone Delete

Conditions will be satisfied if there are selections with matched back bets, and if all other selections in the market have lay matched bets.

If there are no previous condition, the program will choose "other" selections against the Selection field of the trigger.

#### 4. Every Selection's

Checks if every selection in the market satisfy the current condition.

#### 5. At Least One Selection's

Checks if there is at least one selection in the market that satisfies the current condition. It is different from "Selection's" because it ignores all previous conditions, whereas "Selection's" acts like a filter.

Compare the example with that in "Selection's":

Add Block	Add Condition	Copy	Paste Condition	Paste Block			
Selection's	Back Matched	is greater than	0		<a href="#">Copy</a>	<a href="#">Clone</a>	<a href="#">Delete</a>
and	At Least One Selection's	Lay Price	is less than	1.1	<a href="#">Copy</a>	<a href="#">Clone</a>	<a href="#">Delete</a>

**Looks for all selections with match back bets. But also checks whether there is at least one selection priced below 1.1. It could be a selection that fits into the first condition, but not necessarily. If it doesn't find such selection, the conditions are not satisfied.**

#### 6. Favourite's

Checks if the favourite, i.e. the selection with the lowest price, meets the condition.

#### 7. Second Favourite's

Checks if the second favourite, i.e. the selection with the second lowest price, meets the condition.

#### 8. Third Favourite's

Checks if the third favourite, i.e. the selection with the third lowest price, meets the condition.

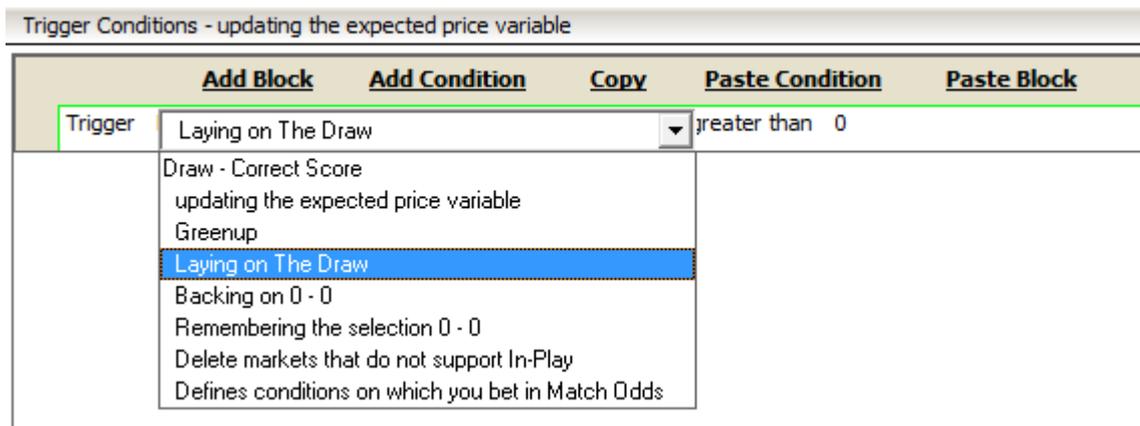
#### 9. Probable Loser's

Checks if the selection with the highest price, meets the condition.

### Trigger Body Types

#### 1. Trigger

Checks that a trigger satisfies the condition. You get to choose the trigger's name from the drop-down list:



## Market Body Types

### 1. Market's

Checks whether some parameter of the current market satisfies the condition.

### 2. Previous Horse Race's

Checks the parameters of the horse race that immediately precedes the current market (according to its start time).

### 3. Previous Football Match's

Checks the parameters of the football market that immediately precedes the current market (according to its start time).

### 4. Previous Event's

Checks the parameters of the market that immediately precedes the current market (according to its start time). It can belong to any sport.

### 5. Previous Triggered Event's

Checks the parameters of the market that immediately precedes the current market (according to its start time), provided that the current trigger has been applied to that market. That is, the program will look for markets where the trigger has been executed before. If it finds one or more such markets, it will pick the one that starts just before the current market. If there aren't any that fall in this category, the condition will not be satisfied.

## Global

Checks conditions that concern the whole application or some parameters that don't apply to any selection, market or trigger.

9.4.6.2.1 Difference between Selection's, Any Other Selection's, All Other Selections', Every Selection's and At Least One Selection's

## Selection's

This one picks each selection in the list and then checks the conditions against it. What is in the list it picks from, depends on what you've set for the Selections property:

If it's "All Matching Selections", then the trigger will check each selection in the market that meets your previous conditions. If you put "Selection's" in the first condition, then all selections in the market will be checked, and those that match the criteria will be considered "Matching". The next condition will then look among those "matching" ones. Basically, Selection's works as a filter:

**Selection's Back Price is greater than 5  
and Selection's Rank is less than 2**

The first condition picks all selections priced > 5.0

The second one picks the first and second favourites out of the ones that matched the first condition. If the first and second favs are prices less than 5.0, these conditions will produce zero matching selections.

## Any Other Selection's

This one literally takes any other selections, apart from the one you have picked, and checks the conditions against them. If they satisfy the condition, the selection to which they are "other" is considered as "matching".

It's like when you go to a restaurant, and when the waiter asks you what you would like to eat, you ask him back: is there any other pasta with meat, apart from spaghetti Bolognese? He says, "Yes, we also have pasta with meatballs, but it's twice as expensive", and so your matching selection is the spaghetti Bolognese, because you've only got a tenner to spend.

A typical example would be to check a settled market in order to establish if a particular horse has NOT won in a race. You would check if the horse's winning place is 0 and any other horse's place is 1. Because if every horse's place is zero, then it means the race has not finished yet.

**Selection's Trigger Expression sel\_place is equal to 0  
and Any Other Selection's Trigger Expression other\_sel\_place is equal to 1.**

Note how you add the prefix "other\_" in front of any selection variable you want to use to define that "other" selection. It will let the program know that you mean the other selection, not the matching one.

## All Other Selections

This option is very similar to the previous one, except that it implies that absolutely all selections, other than the matching one, meet the condition.

If we further examine the previous example with pasta, the waiter's response could be "no, all other pastas are either vegetarian or seafood". In that case, his response could be formalised in the following way:

**Selection (Bolognese) contains meat  
and All Other Selections (all other pasta dishes on the menu) do not contain meat**

In terms of betting, suppose you want to lay on a selection if it is the only selection with a matched back bet. You could do this by adding these conditions:

**Selection's Back Matched is greater than 0  
and All Other Selections' Back Matched is equal to 0**

Or using trigger variables:

**Selection's Trigger Expression back\_matched is greater than 0  
and All Other Selections' other\_back\_matched is equal to 0**

## Every Selection's

Unlike simply Selection's, this condition does not work as a filter, but rather as a switch: Yes/No. If every selection in the market meets the condition, then the trigger will go on to checking the next condition or to actually performing its action if it was the last condition in the list. If, however, there is any selection that fails to meet the criteria, the resulting number of matching selections will be zero, and the trigger will not perform.

Example: you want to restart your green-up cycle (where you lay then back to an equal profit) only after there are no unmatched bets on any of the selections. You would then make sure that:

**Every Selection's Back Unmatched is equal to 0  
and Every Selection's Lay Unmatched is equal to 0**

## At Least One Selection's

As the name suggests, this option looks for at least one (there could be more) selection that satisfies the criteria. It is also a Yes/No switch, not a filter.

How is this option different from Any Other Selection's? Here's an example.

**Selection's Rank is equal to 1  
and Selection's Lay Matched is greater than 0  
and At Least One Selection's Back Matched is greater than 0**

The above trigger will pick the favourite if it has a matched lay bet and if you have any matched back bets in this whole market. You could have placed both back and lay bets on that favourite alone. Or you could lay on the favourite and then back on the second favourite. Either way, the trigger will work.

**Selection's Rank is equal to 1  
and Selection's Lay Matched is greater than 0  
and Any One Selection's Back Matched is greater than 0**

This trigger will only work if there is a lay bet on the favourite and a back bet (or several of them) on the rest of the selections. Unlike the previous trigger, it will not work if you only placed your bets on the favourite.

#### 9.4.6.3 Parameter

##### Selection Parameters

###### 1. Back Price

Current best back price.

###### 2. Lay Price

Current best lay price.

###### 3. Last Traded Price

The price that was last matched.

###### 4. Rank

The rank of the selection by its back price. The favourite, that is the selection with the lowest price, gets a rank of 1. The selection with the highest price gets the highest rank value which is equal to the number of selections in the market.

1. Tyrur Carey	2	5.4	5.3	6.2
0.00			16.4	7.5
2. Cape Man	1	2.96	2.92	3.00
0.00			29.8	20.0
3. Tullna Panda	4	6.0	6.0	7.2
0.00			10.0	6.4
4. Rebellio	6	24	24.0	32.0
0.00			12.9	1.88
5. Bandetto	5	10.5	10.0	13.5
0.00			7.5	3.44
6. Around Corners	3	5.9	5.9	6.8
0.00			22.1	6.8

### 5. Trigger Expression

Any expression you want to evaluate against the selection. Can consist of arithmetic expressions, trigger variables, user variables and functions. Although a trigger expression may not be a direct property of a selection, the program will look for possible selection specific variables in it. That is why this parameter is attributed to selection. But in fact it can contain any kind of expression, such as:

Trigger Conditions - New Trigger 94437440851128464 Save Condition

Add Block	Add Condition	Copy	Paste Condition	Paste Block	
	Selection's Trigger Expression IF(test_mode=1, test_f... is greater than 1000				Copy Clone Delete
or	Selection's Trigger Expression r_ticks(back_price, 2) is less than bm_backp				Copy Clone Delete
or	Every Selection's Trigger Expression back_matched + back_un... is equal to 0				Copy Clone Delete

Formula Builder - New Trigger 94437440851128464

back\_matched + back\_unmatched

- ⊕ General Variables
- ⊕ Data Monitor Variables
- ⊕ Win/Lose History Variables
- ⊕ Market Variables

### 6. Profit/Loss

The value of the P/L (profit/loss) figure.

Maude Adams	1	3.55	-16.16	Stall: 8 • Saddle: 13 • Trainer: Kevin
Khybe	2	4.80	5.90	Stall: 14 • Saddle: 11 • Trainer: Edw
Harry Trotter	3	5.4	5.90	Stall: 7 • Saddle: 9 • Trainer: David I
Via Ballycroy	4	10.5	5.90	Stall: 4 • Saddle: 14 • Trainer: M. Ha

### 7. Index

The index of the selection in the list from top to bottom. It is determined by the way BetFair arranges selections in the market.

1. <b>Index = 1</b>	2	5.4	5.3 16.4	6.2 7.5
2. <b>Cape Maldini</b>	1	2.96	2.92 29.8	3.00 20.0
3. <b>Tullna Panda</b>	4	6.0	6.0 10.0	7.2 6.4
4. <b>Rebellious One</b>	6	24	24.0 12.9	32.0 1.88
5. <b>Bandetto</b>	5	10.5	10.0 7.5	13.5 3.44
6. <b>Index = 6</b>	3	5.9	5.9 22.1	6.8 6.8

#### 8. Back Matched

Total amount of all your back bets matched on the selection.

#### 9. Lay Matched

Total amount of all your lay bets matched on the selection.

#### 10. Back Unmatched

Total amount of all your back bets that are unmatched on the selection.

#### 11. Lay Unmatched

Total amount of all your lay bets that are unmatched on the selection.

#### 12. Back Payout

The sum of the amounts of all your matched back bets on the selection multiplied by their prices.

#### 13. Lay Payout

The sum of the amounts of all your matched lay bets on the selection multiplied by their prices

#### 14. Number of Matched Back Bets

Total number of all your matched back bets on the selection.

#### 15. Number of Matched Lay Bets

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Total number of all your matched lay bets on the selection.

**16. Number of Unmatched Back Bets**

Total number of all your unmatched back bets on the selection.

**17. Number of Unmatched Lay Bets**

Total number of all your unmatched lay bets on the selection.

**18. Back Amount**

The sum of money offered for this selection at the current best back price

**19. Lay Amount**

The sum of money offered for this selection at the current best lay price

**20. Trap No.**

The number of the trap for Greyhound racing selections.

**21. Back SP Amount**

The total amount of SP back bets you placed on the selection.

**22. Lay SP Amount**

The total amount of SP lay bets you placed on the selection.

**23. Actual Starting Price**

The actual starting price (becomes non-zero only at In-Play and only in markets that support SP).

**24. Volume %**

The percentage of the money traded on the selection as compared to the total amount of money traded in this market. Can be anything from 0 to 100.

**25. Back Price Leap**

The change of the back price over the last refresh, in price ticks.

**26. Lay Price Leap**

The change of the lay price over the last refresh, in price ticks.

**27. Back Price Dif over ... mins**

The change of the back price over the specified number of last minutes. For example, if the price changed from 3.8 to 4.2, this will be equal to 0.4.

### 28. Lay Price Dif over ... mins

The change of the lay price over the specified number of last minutes.

### 29. Back Ticks Dif over ... mins

The change of the back price over the specified number of last minutes, in price ticks. So, if the price has dropped from 2.0 to 1.82, this will be equal to -18.

### 30. Lay Ticks Dif over ... mins

The change of the lay price over the specified number of last minutes.

### 31. Affected by Trigger

This parameter is now outdated and remains in the list for compatibility with the older versions. You should now use:

Trigger {name} number of runs per selection is greater than 0

### 32. Back Volume

The total amount of money offered for the selection on the back side. If you have the option "Retrieve all price offers" on, this will include all prices ever offered for the selection. Otherwise it'll be equal to the sum of the offers at the three current best back prices.

### 33. Lay Volume

The total amount of money offered for the selection on the lay side.

### 34. Back Book% from Top

Checks whether the selection falls into the list of selections that form the specified back book%. The program adds up all chances of winning (100.0/back price), starting from the favourite. Once it adds the chance of the current selection, it stops and checks whether the obtained figure satisfies the selection.

Example.

<a href="#">Add Block</a>	<a href="#">Add Condition</a>	<a href="#">Copy</a>	<a href="#">Paste Condition</a>	<a href="#">Paste Block</a>		<a href="#">Copy</a>	<a href="#">Clone</a>	<a href="#">Delete</a>
Selection's	Back Book% from Top	is less than	70					

This is how the trigger will choose selections.

Horse Racing - Todays Card / 20:00 Dund - 1m Nursery

Starts at: 23/12/2011 20:00 in 00:49:..

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 10.00 Refresh Rates, sec. 2.00 In-Play 1.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History depth,min: 10.00 Timestamp: 19:10:13 (2.45 sec.)

(10) Idle Race Length: 1609.34 m £ 10 581.58 103.5% 96.8%

Selection	Odds	Stake
<b>Beat The Ballot</b> 1 4.30	4.3	4.4
Aquilonius 2 4.60	4.5	4.7
Jimtown 3 6.4	6.2	6.8
Hugenot 4 7.4	7.4	7.8
Grand Heiress 5 12	12.0	13.0
Temuco 8 19	19.0	20.0
Call Me Bubbles 6 15	14.5	15.0

Adding the next selection's chance to 62.14% would not satisfy the condition:  $62.14 + 100/7.4 = 75.65\%$  It is greater than 70.

TEST -192992

Selection	Odds	Stake
Beat The Ballot	4.30	23.26
Jimtown	6.00	16.67

Unmatched Bets Clear Test

### 35. Lay Book% from Top

Checks whether the selection falls into the list of selections that form the specified lay book%. Is identical to the previous parameter, but works with lay prices.

### 36. Back Book% from Bottom

Checks whether the selection falls into the list of selections that form the specified back book% in reverse order. The program adds up chances of winning starting from the selection with the highest price. Once it's added the chances of the current selection, it stops and checks whether the obtained figure satisfies the condition.

### 37. Lay Book% from Bottom

Checks whether the selection falls into the list of selections that form the specified lay book% in reverse order.

### 38. Weight of Money

The Weight of Money indicator is calculated as follows:

$$WOM = \text{back\_volume} / (\text{back\_volume} + \text{lay\_volume})$$

where back\_volume and lay\_volume are amounts offered for the selection on the back and lay side respectively.

### 39. Last Back Price

The best back price the selection was trading at before the market turned In-Play.

### 40. Last Lay Price

The best lay price the selection was trading at before the market turned In-Play.

### 41. Name

Selection's Name.

#### **42. Handicap**

Selection's digital handicap value (for Asian Handicap markets only).

#### **43. Stall Number**

Horse's Stall Number. Has a value only in markets where silks are available.

#### **44. Saddle Cloth Number**

Horse's Cloth Number. Has a value only in markets where silks are available.

#### **45. Age**

Horse's age. Has a value only in markets where silks are available.

#### **46. Weight in pounds**

Horse's weight in pounds. Has a value only in markets where silks are available.

#### **47. Days since last run**

The number of days since the horse last participated in a race. Has a value only in markets where silks are available.

#### **48. Official Rating**

Horse's official rating. Has a value only in markets where silks are available.

#### **49. Jockey's Claim**

The Claim of the horse's jockey. Has a value only in markets where silks are available.

#### **50. Form**

Selection's Form Identifier.

#### **51. Jockey's Name**

The name of the horse's jockey. Has a value only in markets where silks are available.

#### **52. Sorting Order is defined by ...**

This is a special condition that can be applied only to the Body "**Selection's**". It is not a condition, but rather an action that you perform on all selections that matched the trigger's conditions so far. It sorts all matching selections by the value that you specify in the text box. The selection whose value is the minimum will come first, and the one with the maximum value

will be the last.

Add Block	Add Condition	Copy	Paste Condition	Paste Block
Selection's	Lay Matched is greater than 0		Put a trigger expression here. It must evaluate to a number.	<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and	Selection's Sorting order is defined by volume			<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>

In this picture the trigger finds selections with matched lay bets, then sorts them by their volume percentage.

So if the Selections parameter of this trigger is **Last Matching Selection**, the trigger's actions will be applied to the selection with the highest volume.

You can sort matching selections several times within the same trigger conditions.

Add Block	Add Condition	Copy	Paste Condition	Paste Block
Selection's	Lay Matched is greater than 0			<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and	Selection's Sorting order is defined by volume			<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and	Selection's Trigger Expression match_1_volume is greater than 1			<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>
and	Selection's Sorting order is defined by last_traded			<a href="#">Copy</a> <a href="#">Clone</a> <a href="#">Delete</a>

In this example the trigger finds selections with matched lay bets, sorts them by their volume, checks that the lowest volume% is greater than 1%, then sorts all matching selections by their last traded price.

### Trigger Parameters

## 1. Number of runs

The number of times the trigger with the chosen name has been executed. If "overall" is ticked, this number is cumulative for all markets that have been refreshed since the start of the program. Otherwise this number is counted only for the current market.

When the block to which the trigger belongs is set to repeat more than once, the number of runs will be reset each time the block is repeated.

Please note: a "run" is counted each time the trigger fires, regardless of the number of selections it applies to. For example, if the trigger is set to be executed "once per selections", and it first backs on 2 selections and then on 3 more (and the corresponding line in the Active Triggers window flashes green twice), the number of runs will be equal to 2, not 5. If the trigger is set to "repeat no more often than 10 sec" and repeatedly backs four times on the same horse, the number of runs will be equal to 4.

## 2. Number of runs in the sports event

The number of times the trigger has fired across all markets of the current sports event. E.g. if the trigger is set to back on the favourite, and you monitor Win, Place and Each Way markets of each horse race, then the number of runs in the sports event will likely be equal to 3 (one favourite per each market). Likewise, if you monitor, say, Over/Under 0.5 Goals through Over/Under 4.5 Goals and the trigger is set to lay on "Under", then the number of runs in the sports event (after all the bets have been placed of course) will be equal to 5.

## 3. Number of runs in the racecourse

The number of times that trigger has fired in any of the markets that have taken place in the given racecourse (for horse racing) or Greyhound stadium (for Greyhound racing). The markets can belong to events that start at different times, the important thing is that they are held at the same racecourse/stadium (for example, Ascot or Newbridge).

## 4. Number of runs per selection

The number of times the trigger with the chosen name has been executed on the qualifying selections.

	Add Block	Add Condition	Copy	Paste Condition	Paste Block			
Selection's	Last Traded Price	is less than	5			<a href="#">Copy</a>	<a href="#">Clone</a>	<a href="#">Delete</a>
and	Trigger laying	Number of runs per selection	is greater than	0		<a href="#">Copy</a>	<a href="#">Clone</a>	<a href="#">Delete</a>

Find selections with the last traded price less than 5 on which the trigger named "laying" was executed at least once.

## Market Parameters

### 1. Name

Market's full name. Example: Soccer / English Football / League Two / Fixtures 31 October / Accrington S v Morecambe / Match Odds - Match Odds. The most common usage of this parameter is for checking whether some pattern is present in the market's name, e.g.

Market's Name contains "Hcap"

### 2. Number of Selections

The number of selections in the market. This includes both selections active for auto-trading and those that are not.

### 3. Matched Volume

The total amount of money (in your currency) matched in this market.

### 4. Back Book %

Back Book percentage made of all selections' back prices. Takes a value from 0 to 100.

### 5. Lay Book %

Lay Book percentage made of all selections' lay prices. Takes a value from 0 to 100.

### 6. Number of Places

Number of winning places in the market.

### 7. Status

The current status of the market (Idle, In-Play, Suspended, Finished).

### 8. Race Status

The current status of the race, if the market belongs to a horse race or a Greyhound race. This is not to be confused with just the Status. A race can have one of the following statuses:

Dormant - There is no data available for this race;  
Delayed - The start of the race has been delayed;  
Parading - The horses/greyhounds are in the parade ring;  
Going Down - The horses are going down to the starting post;  
At The Post - The horses are at the post;  
Going Behind - The horses are going behind the stalls;  
Approaching - The greyhounds are approaching the traps;  
Going in Traps - The greyhounds are being put in the traps;  
Hare Running - The hare has been started;  
Under Orders - The horses are loaded into the stalls/race is about to start;  
Off - The race has started;  
Finished - The race has finished;  
Final Result - The result has been declared (Greyhounds only);  
False Start - There has been a false start;  
Photograph - The result of the race is subject to a photo finish;  
Result - The result of the race has been announced;  
Weighed In - The jockeys have weighed in;  
Race Void - The race has been declared void;  
No Race - The race has been declared a no race;  
Meeting Abandoned - The meeting has been abandoned;  
Rerun - The race will be rerun;  
Abandoned - The race has been abandoned.

**Racing - Todays Card / 16:55 Towc 5th Nov - 2m Mdn Hrd** At The Post

k amount:  SP  Default Lay amount:  SP  Refresh Rates

GreenUp is OFF  Auto-Dutching is OFF  min: [1]

BACK 100.72% SP £ 208 116.11 Sel

<b>Strumpet</b>	<b>1</b>	3.30	3.35	3.40	2.64	3.40	3.35	3.45	3.50	3.55	M
		1683	649	579			295	570	625		

*Note: A callout bubble points to the 'Mode' field with the text: "Race status is displayed here"*

This condition works only if you turn on the setting "Download race status".

## 9. SP

Checks whether SP betting is supported in the market.

## 10. In-Play Mode

Checks whether the market will turn In-Play after the event starts.

## 11. Default Back Amount

The default back amount for one-click betting.

## 12. Default Lay Amount

The default lay amount for one-click betting.

## 13. Number of Matched Back Bets

The number of all your matched back bets placed in this market.

## 14. Number of Matched Lay Bets

The number of all your matched lay bets placed in this market.

## 15. Number of Unmatched Back Bets

The number of all your unmatched back bets placed in this market.

## 16. Number of Unmatched Lay Bets

The number of all your unmatched lay bets placed in this market.

## 17. Number of settled bets

The number of your bets that have been settled in this market. Settled bets are taken from your account statement (in both Test Mode and real money mode), so you need to make sure it is updated (configure "General Options" accordingly).

## 18. Settled P/L

The total net profit/loss you made in the market, provided it is in Settled state. Read how to determine whether a market is settled.

The P/L is made of all your settled bets and commission.

#### **19. Minutes Before the Off**

The number of minutes left till the market's start ("the off").

#### **20. Minutes Since the Off**

The number of minutes that have passed since the market's start.

#### **21. Minutes Since Last Suspension**

The number of minutes that have passed since the market was last suspended.

#### **22. Minutes Since Refresh Start**

The number of minutes that have passed since the market last started refreshing. If you stop and restart refreshing, this value will be reset.

#### **23. Minutes Since Last Goal**

The number of minutes that have passed since the last goal (e.g. in Football) or point (e.g. in tennis) was scored in the market. If no goals/points have been scored, this condition will check the number of minutes since the start of market refresh.

#### **24. Football Score**

Checks whether the Score in this market (if it is available) has changed or not changed. The score may become available if you turn this option on. If the score in the market has changed, this condition will "think" that the score has changed until the trigger is executed. After that if you want to check the score again, you will need to repeat this trigger.

#### **25. Number of Withdrawn Runners**

The number of withdrawn runners in the market. If none are withdrawn, this will be equal to 0.

#### **26. Betting Code**

The special code of the market that defines the types of its selections as well as bets that can be placed in that market. This is currently available for markets in Horse Racing, Greyhound Racing, Soccer and Tennis. A market can be assigned one of the following codes:

- Win (Horse Racing & Greyhound)
- Place (Horse Racing & Greyhound)
- Each Way (Horse Racing)
- AvB (Horse Racing)
- Match Odds (Soccer & Tennis)
- Correct Score (Soccer)

- Total Goals (Soccer)
- Asian Handicap (Soccer)
- Half Time (Soccer)
- Half Time Score (Soccer)
- Half Time/Full Time (Soccer)
- Over/Under [*goal number*] (Soccer)
- First Half Goals [*goal number*] (Soccer)
- Next Goal (Soccer)
- Both Teams To Score? (Soccer)
- Set Correct Score (Tennis)
- Set Winner [*set number*] (Tennis)
- Set Betting (Tennis)
- Game Betting [*set number/game number*] (Tennis)
- DRAW NO BET (Soccer)
- First Goal Odds (Soccer)
- Odd or Even (Soccer)
- Double Chance (Soccer)
- Goal Lines (Soccer)

So, for example, suppose you have added the following condition:

Market's Betting Code is Correct Score (Soccer)

If this condition is checked in a Correct Score market, it will be satisfied (i.e. return TRUE), otherwise it will return FALSE.

So this is effectively a way to determine whether your market is of a specific type, e.g. if you are coding a strategy involving different market types within the same football match. The market's betting code can be obtained through a variable **market\_code**.

Note that you will have to enter an additional parameter for Over/Under (Soccer) and First Half Goals (Soccer). This should be the number of goals in the name of the market, i.e. 0.5, 1.5, 2.5 etc. The following condition will return TRUE in an Over/Under 2.5 Goals market and FALSE - in an Over/Under 1.5 Goals or any other type of market.

Market's Betting Code is Over/Under 2.5 (Soccer)

## ☐ Global Parameters

### 1. Last Won/Lost Amount

The amount of money you have won or lost in the last settled market where you were betting. The profits and losses from all bets that you placed in that market as well as the exchange commission (if any) are added up to make this figure. Make sure your account statement is set to be updated.

### 2. Total Won/Lost Amount

The total amount you have won or lost based on your account statement records. The number of settled bets that make up this figure depends on the size of the statement that you configure in General Options.

### 3. ☐ Current Time

Checks the parameters of the current time. The examples of acceptable time notation are given below:

- 14:00
- 05:00 PM
- 12:30
- 22:15:03
- 01:12:45 AM
- 06:00

If neither "AM" nor "PM" is given, the standard numeration from 00:00 to 23:59 is applied.

You may also add a date in the following format: dd/mm/yyyy. The date must stand in front of the time value, for example:

- 01/05/2008 12:20
- 08/12/2009 05:12:02 PM
- 15/11/2017 17:14

Also, you may check the current day of week. The acceptable values of weekdays are listed below:

Sun, Mon, Tue, Wed, Thu, Fri, Sat

Sunday is considered the first day of week. So if you use expressions such as "is less than", "is greater than", take into account that "Sun" is less than "Mon", "Sat" is greater than "Fri" and so on. To make it easier to understand, you can mentally assign each day of week a number from 1 to 7, "Sun" being "1" and "Sat" being "7".

Also, you may check the current month. The acceptable month names are listed below:

Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec.

Example:

- Current Time is less than Jun

This will return true if the current month is either Jan, Feb, Mar, Apr or May.

You can't combine weekdays and/or months and date/time values in one condition. For example, the following notation is NOT allowed:

- Current Time is between Wed and 12/04/2008
- Current Time is equal to Fri 04:50

To check both day of week, month and date and/or time, you must create two or more conditions. For instance:

- Current Time is equal to Wed
- and Current Time is 12/04/2008

Note: if you use comma as the decimal separator ("," instead of "."), you will need to separate values in a list with semicolons. For example:

- Current Time is in list 07:00; 18:00; 10:00 PM

#### **4. User Variables**

Check whether one or more user variables are set. You can separate two or more variable names with a comma.

You can also check remembered selections variables here.

#### **5. Account Statement in ... has changed / not changed**

Check whether there are new records in your Account Statement since the trigger was last executed. You can choose to look up transactions belonging to a sport type, to the current market or globally.

If you can't find a parameter you need, try checking whether it can be expressed through a corresponding trigger variable.

#### **9.4.6.4 Comparison Operator**

Comparison operators, as their name implies, allow you to compare two values (operands). The result of applying such an operator is either TRUE or FALSE. See the list of supported comparison operators below.

**For string operands (please note that string comparisons are case insensitive, i.e. ABC is equal to abc):**

- **is equal to**

Returns TRUE if both operands are equal, or FALSE otherwise. You must enclose each operand in double quotes when comparing operands that may contain spaces. E.g.:

*Selection's Name is equal to "Marine Captain"*

- **is not equal to**

Returns TRUE if the operands are not equal, or FALSE otherwise.

- **contains**

Returns TRUE if some part of the left operand is equal to the right operand, or FALSE otherwise.

*Market's Name contains "Hcap".*

- **does not contain**

Returns TRUE if none part of the left operand is equal to the right operand, or FALSE otherwise.

- **is in list**

Returns TRUE if the left operand is equal to one or more strings separated by commas and listed in the right operand.

*Selection's Name is in list "The Draw", "0 - 0", "1 - 1"*

Please note that the right operand must not be a trigger expression, i.e. it shouldn't include variables.

- **is not in list**

Returns TRUE if the left operand is not equal to any of the strings listed in the right operand.

- **is in file**

Returns TRUE if the left operand is equal to one or more strings listed in the text file whose path is specified in the right operand, or FALSE otherwise. In the file, each string must be placed on a separate line. Trigger expressions in the right operand will not be parsed. Use the "Browse" button to choose the file on your disk.

You can also specify an URL instead of a path to the text file. The requirements for the page's format are the same as above. The URL must start either with "http" or "https", e.g. *https://dl.dropboxusercontent.com/u/12345678/testfile.txt*

- **is not in file**

Returns TRUE if the left operand is not equal to any of the strings listed in the file with the path specified in the right operand (or a page with the URL specified), or FALSE otherwise.

## For numeric operands

- **is equal to**

Returns TRUE if both operands are equal, or FALSE otherwise.

- **is not equal to**

Returns TRUE if both operands are not equal, or FALSE otherwise.

- **is less than**

Returns TRUE if the left operand is less than the right operand, or FALSE otherwise.

- **is greater than**

Returns TRUE if the left operand is greater than the right operand, or FALSE otherwise.

- **is equal or less than**

Returns TRUE if the left operand is equal or less than the right operand, or FALSE otherwise.

- **is greater or less than**

Returns TRUE if the left operand is equal or greater than the right operand, or FALSE otherwise.

- **is between**

Returns TRUE if the left operand is equal or greater than the first right operand, and is equal or less than the second right operand, or FALSE otherwise. Examples of comparisons that return TRUE:

5 is between 4 and 6  
-8 is between -8 and 0  
10 is between 1 and 10

- **is outside**

Returns TRUE if the left operand is less than the first right operand, or is greater than the second right operand; otherwise returns FALSE. Examples of comparisons that return TRUE:

7 is outside 8 and 20  
0 is outside -5 and -2  
14.5 is outside 13 and 14

- **is in list**

Returns TRUE if the left operand is equal to one or more values separated by commas and listed in the right operand, or FALSE otherwise. Trigger expressions in the right operand are not parsed.

Selection's Index is in list 3, 6, 8

- **is not in list**

Returns TRUE if the left operand is not equal to any of the values listed in the right operand, or FALSE otherwise.

- **is in file**

Returns TRUE if the left operand is equal to one or more values listed in the text file whose path is specified in the right operand, or FALSE otherwise. In the file, each value must be placed on a separate line. Trigger expressions in the right operand will not be parsed. Use the "Browse" button to choose the file on your disk.

- **is not in file**

Returns TRUE if the left operand is not equal to any of the values listed in the file specified by the right operand, or FALSE otherwise.

- **is the maximum**

Returns TRUE if the expression in the left operand has the maximum value among all selections that met previous trigger conditions, or FALSE otherwise. To do this comparison, the program evaluates the same expression specified by the left operand for all qualifying selections. It then determines the one with the maximum value and compares it with the value of left operand for the current selection.

- **is the minimum**

Returns TRUE if the expression in the left operand has the minimum value among all selections that fit previous trigger conditions, or FALSE otherwise.

- **is the maximum (of all)**

Returns TRUE if the expression in the left operand has the maximum value among all active selections in the market, or FALSE otherwise. To do this comparison, the program evaluates the same expression specified by the left operand for all active selections in the market, no matter whether they qualify for this trigger or not. It then determines the one with the maximum value and compares it with the value of the left operand for the current selection.

- **is the minimum (of all)**

Returns TRUE if the expression in the left operand has the minimum value among all active selections in the market, or FALSE otherwise.

#### 9.4.6.5 Compatibility with older versions

You may be struggling with finding some conditions you are used to. Don't worry, the new version is fully compatible with all older conditions, they are just called differently or situated in a different category.

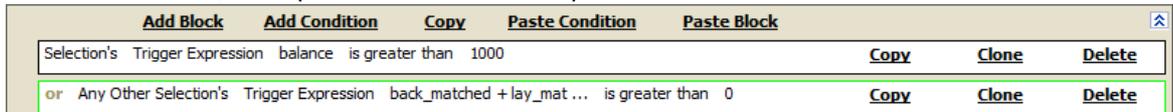
Here's a list of changes we made to rearrange the Conditions Editor:

##### 1. Any Selection's

We've dropped the word "Any" and combined this option with "Selection's". They act in the same way, so we decided to avoid any confusion. Now if you want to apply a trigger to "All Matching Selections", you just choose "Selection's", just as you do if you apply it to, say, "Favourite".

##### 2. Trigger Expression

As all trigger expression are evaluated against the current selection, even if they don't contain selection variables, this option has been made a parameter of a selection:

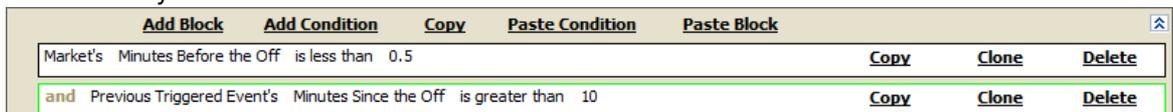


So if an expression does not contain selection specific variables, choose "Selection's" as the default Body. This also applies to all trigger expressions containing market or global variables.

If you do want to evaluate the expression against some particular selection, choose the appropriate Body for it.

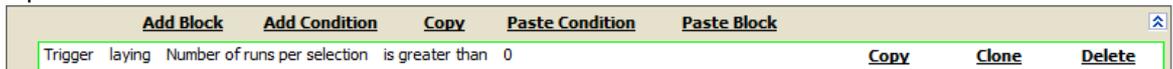
### 3. Minutes Before the Off, Minutes Since the Off etc.

Since these are market specific parameters, they've been made Parameters of a corresponding Market's Body.



### 4. Affected by Trigger

This option has been rephrased to "Trigger number of runs per selection is greater than 0 / is equal to 0"



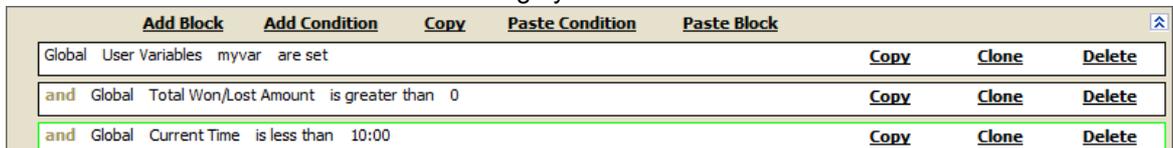
So the condition on the picture would be equivalent to "Selection's Affected by Trigger laying". Accordingly, to check that a selection was not affected by a trigger, change "is greater than 0" to "is equal to 0".

### 5. Trigger or Trigger Block has been / has not been executed

Changed to "Trigger Number of runs is greater than 0 / is equal to 0"

### 6. Last Won/Lost Amount, Total Won/Lost Amount, Current Time, User Variables

These have been moved to the "Global" category.



## 9.4.7 Variables

Trigger variables are special keywords that the program replaces with certain values.

You can use trigger variables in trigger expressions and in any text field in the Triggers Editor. The value of each variable will be calculated with regards to the moment in which the trigger is being checked (simultaneously with refreshing a market).

You must make sure you use the correct spelling of all variables. To help you with this task, we've

designed the Formula Builder in which you just select the right variable and click on its name to add it to your expression.

Some variables may contain prefixes and indexes. A word in curly brackets denominates an index, so you need to replace it with a digit.

You can view the current values of variables in the User Variables window.

#### 9.4.7.1 General

General variables return values common for the whole trading session.

Below is the full list of such variables with description.

Variable	Type	Description
<b>balance</b>	floating point	Real balance (real funds excluding your exposure)
<b>test_balance</b>	floating point	Test balance (test funds excluding your exposure)
<b>my_balance</b>	floating point	Total current balance (current funds minus your exposure). This is either test balance or real balance, depending on whether the Test Mode is on or off.
<b>total_funds</b>	floating point	Total real funds available for betting.
<b>test_funds</b>	floating point	Total test funds available for test betting
<b>my_funds</b>	floating point	The total amount of current funds (either test or real, depending on whether the Test Mode is on) available for betting
<b>market_num</b>	integer	The number of markets in "My Markets" list
<b>refr_market_num</b>	integer	The number of markets that are currently being monitored
<b>waiting_market_num</b>	integer	The number of markets that are waiting to be refreshed. These include the markets that you or the program attempted to start refreshing, yet they exceeded the number limited by your Monitoring Options.
<b>susp_market_num</b>	integer	The number of suspended markets
<b>inplay_market_num</b>	integer	The number of markets that are currently monitored and are in-play
<b>settled_market_num</b>	integer	The number of settled markets in your list

Variable	Type	Description
test_mode	0/1	Returns 1 if Test Mode is on, or 0 if it is off.
now_time	date/time	Returns current date and time which you can use for comparing such variables as event_start, event_off, last_suspend, hist_{number}_time. Read here about the date/time format supported.
now_time_datestr	String	Returns current date as a string in the format dd/mm/yyyy, e.g. 28/06/2017.
now_time_timestr	String	Returns current time as a string in the format hh:nn:ss, e.g. 23:01:59.
mf_second	date/time	Returns 1 second in the program's date/time format.
mf_minute	date/time	Returns 1 minute in the program's date/time format.
mf_hour	date/time	Returns 1 hour in the program's date/time format.
min_stake	floating point	Returns the minimum bet amount allowed by BetFair for your currency.
base_price	floating point	This is the price of the base bet for any lay bets below the minimum. The first bet is always the minimum amount in your currency at the lowest possible price (the base price). Then the base bet is cancelled and the price of the final bet adjusted. The lower the base price, the more chances that your bet will be rejected by BetFair if it is too small in size. The higher the base price, the more chances that your base bet will be matched instead of your intended small bet.
discount_rate	floating point	This is your discount rate set by BetFair based on your points. The rate is stored as a fraction between 0.0 and 1.0, where 0 corresponds to 0% and 1.0 -- to 100%.
<b>Variables for all bets in the program</b>		
allbets_num	integer	Returns the number of <b>all bets</b> (matched, unmatched and SP) placed by you in all markets and on all selections.
allbets_bm_num	integer	Returns the number of all <b>matched back</b> bets placed by you in all markets and on all selections.

Variable	Type	Description
<b>allbets_bu_num</b>	integer	Returns the number of all <b>unmatched back</b> bets placed by you in all markets and on all selections.
<b>allbets_bsp_num</b>	integer	Returns the number of all <b>back SP</b> bets (with and without price limit) placed by you in all markets and on all selections.
<b>allbets_lm_num</b>	integer	Returns the number of all <b>matched lay</b> bets placed by you in all markets and on all selections.
<b>allbets_lu_num</b>	integer	Returns the number of all <b>unmatched lay</b> bets placed by you in all markets and on all selections.
<b>allbets_lsp_num</b>	integer	Returns the number of all <b>lay SP</b> bets (with and without price limit) placed by you in all markets and on all selections.
<b>allbets_bm_amount</b>	floating point	Returns the total amount of <b>back matched</b> bets (the sum of stakes) placed by you in all markets and on all selections.
<b>allbets_bu_amount</b>	floating point	Returns the total amount of <b>back unmatched</b> bets (the sum of stakes) placed by you in all markets and on all selections.
<b>allbets_bsp_liab</b>	floating point	Returns the total amount of <b>back SP</b> bets (the sum of stakes) placed by you in all markets and on all selections.
<b>allbets_lm_amount</b>	floating point	Returns the total amount of <b>lay matched</b> bets (the sum of stakes) placed by you in all markets and on all selections.
<b>allbets_lu_amount</b>	floating point	Returns the total amount of <b>lay unmatched</b> bets (the sum of stakes) placed by you in all markets and on all selections.
<b>allbets_lsp_liab</b>	floating point	Returns the total amount of <b>lay SP</b> liabilities (the sum of stakes' liabilities) placed by you in all markets and on all selections.

### 9.4.7.2 Win / Lose History

MF Pro holds a history of your winnings and losses, as well as of the bets that were placed and settled in your account. You can access this history through the trigger variables listed below. Please keep in mind that this history's depth is defined by the Account Statement settings. Therefore, if you always retrieve today's statement, and have not placed any bets yet today, these variables will return zero.

Variable	Type	Description
<b>hist_count</b>	integer	The total number of settled markets in your account statement. One event may be associated with several markets, for example, one football match may include a "Match Odds" market and a "Correct Score" market, in both of which you may have placed bets. In this case the hist_count may return 2, though only one event has been actually held. Only those markets are taken into account where you placed at least one bet.
<b>hist_{number}_backa</b>	floating point	<p>The sum of the amounts of all back bets placed in the settled market indexed by {number}.</p> <p>Settled markets are sorted by the date of their settlement and are assigned numbers. Number 1 refers to the latest settled event, number 2 - to the event that was settled before the latest one and so on.</p> <p>So, if you want to get the amount of all the back bets in the latest settled market, write <b>hist_1_backa</b>. If you want to get it for the event that was settled before the last one, write <b>hist_2_backa</b> and so forth.</p> <p>In order to refer to the earliest settled market write <b>hist_hist_count_backa</b>.</p> <p>Example:</p> <p>There are 5 markets settled within the given period of time (specified in the "Account Statement" settings).</p> <p>Market 1, settled at 12:30, 3 back bets sized 5 EUR, 12 EUR and 3 EUR</p> <p>Market 2, settled at 13:15, no back bets</p> <p>Market 3, settled at 13:30, 1 back bet, 14 EUR</p> <p>Market 4, settled at 13:45, no back bets</p> <p>Market 5, settled at 15:05, 2 back bets, each 4 EUR.</p> <p>As Market 5 is assigned index 1, and Market 1 - index 5 (according to their settlement time), the variable hist_1_backa would return 8, hist_5_backa = 20, hist_2_backa = 0 and so on.</p>
<b>hist_{number}_backp</b>	floating point	The weighted average price of all back bets made in

		the settled market indexed by {number}.
<b>hist_{number}_laya</b>	floating point	The total amount of all lay bets made in the settled market indexed by {number}.
<b>hist_{number}_layp</b>	floating point	The weighted average price of all lay bets made in the settled market indexed by {number}.
<b>hist_{number}_pl</b>	floating point	The amount that you won/lost in the settled market indexed by {number}.
<b>hist_{number}_time</b>	date/time	The date and time when the market indexed by {number} was settled.
<b>last_lost</b>	floating point	The total amount that you lost since the last win. If you did not lose in any market this will be equal to 0. If you won the first event and then lost the next three events, then this value will be the sum of three losses.
<b>last_won</b>	floating point	The total amount that you won since the last loss. If you did not win in any market this will be equal to 0.
<b>last_pl</b>	floating point	The amount that you won or lost in the last settled market. This amount is a cumulative profit/loss of all bets placed in that market.
<b>losses</b>	integer	The number of your losses since the last win. If you won 2 events, then lost 4 events in a row, this variable will return 4. If you lost 3 events then won, this variable will return 0.
<b>wins</b>	integer	The number of your wins since the last loss. If you lost the first event and then won 5 times in a row this variable will return 5. If you lost 2 times, then won 3 times, then lost again this variable will return zero.
<b>new_statement</b>	0/1	This variable is outdated and no longer supported. Use relevant trigger conditions to find out if there is a new record in your Account Statement.
<b>total_won</b>	floating point	Total Profit/Loss that you earned since the first account statement record within the timeframe specified by the Account Statement settings. If you lost money, this value will be negative.
<b>last_deposited</b>	floating point	The last amount deposited into your account.
<b>last_withdrawn</b>	floating point	The last amount withdrawn from your account.
<b>last_inout</b>	floating point	The last amount deposited (positive value) or withdrawn (negative value) from your account.

## Getting bet history for different types of sports

You can customize the above variables by adding special prefixes in front of the variable. These prefixes refer to specific types of markets:

Prefix	Type of market
hr_	Horse races
gh_	Greyhound races
sc_	Soccer matches
tn_	Tennis matches
fn_	Financial markets
nr_	Non-race markets (those that are neither horse nor Greyhound races)

If you trade on various types of markets during the day, you can use these prefixes to separate settled bets from different markets. For example:

- **gh\_hist\_count** - the number of settled greyhound races
- **hr\_hist\_1\_backp** - the average price of back bets placed in the last settled market of a horse race
- **fn\_hist\_1\_pl** - the profit/loss of the last settled market in a financial market
- **hr\_hist\_hr\_hist\_count\_pl** - the profit/loss of the first settled market of a horse race (the variable `hr_hist_count` is parsed first, so it will replace it with the number of settled races and then parse the rest of the variable)
- **hr\_last\_won** - the total amount that you won in horse racing markets since the last loss in horse racing
- **nr\_losses** - the number of losses (since the last win) in non-race markets.

## Getting the information about winners in the previous market

You can access the information about the selections (horses, teams, players) that won in the last market that was settled earlier than the market you're currently in.

Use prefix **pw\_[number of winner]\_** for that purpose.

For example, to know the name of the horse that took first place in the previous settled horse race, write **pw\_1\_sel\_name**. If no markets have been settled yet, or these markets are not present in "My Markets" list, this will return 0, otherwise it'll return the name of the winning selection.

If there was more than one winner in the event (such as in place markets), you can use a different index to get the parameters of the second, third place etc.

**pw\_2\_last\_traded** - this will get you the last traded price of the horse that took the second place.

Please note that this information can only be available in Settled markets.

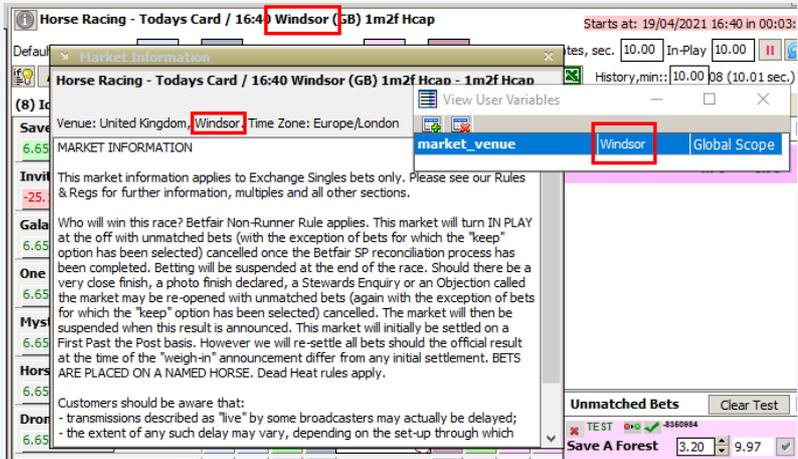
### 9.4.7.3 Market Variables

Market variables return various market parameters. They are always bound to a market and don't make sense otherwise.

Below is the full list of market variables with description.

Variable	Type	Description
<b>b_book</b>	floating point	Book percentage formed by the back prices of all selections in the market, for example 89.5, 112.34.
<b>l_book</b>	floating point	Book percentage formed by the lay prices of all selections in the market, for example 89.5, 112.34.
<b>places</b>	integer	The number of winning places in the market. Win markets will always have 1 place, whereas place markets can have different number of places.
<b>event_finished</b> <b>event_finished_datestr</b> <b>event_finished_timestr</b>	date/ time string string	The date and time at which the market has finished. It is the point in time when BetFair declared it closed. However, it does not necessarily coincide with the time at which the market was settled (i.e. its bets settled and added to the account).  The <b>event_finished_datestr</b> and <b>event_finished_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.
<b>event_off</b> <b>event_off_datestr</b> <b>event_off_timestr</b>	date/ time string string	The date and time at which the market has actually started (turned in-play). If the market eventually was suspended and turned in-play several times, only the time of the first turning in-play is fixed. If you added the market after it has already started the variable will return the date and time of your adding it to "My Markets". If you added the market after it was suspended and never turned in-play this variable will return zero.  The <b>event_off_datestr</b> and <b>event_off_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.
<b>event_start</b> <b>event_start_datestr</b> <b>event_start_timestr</b>	date/ time string string	The scheduled date and time of the market's start. In most cases it does not coincide with the time of the actual start.  The <b>event_start_datestr</b> and <b>event_start_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.
<b>refresh_start</b> <b>refresh_start_datestr</b> <b>refresh_start_timestr</b>	date/ time string string	The date and time at which you last started monitoring (refreshing) the event. Each time you stop a market this time is reset to zero and is then updated when you start the market.  The <b>refresh_start_datestr</b> and <b>refresh_start_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.

<b>last_suspend</b>	date/ time	<p>The date and time at which the market was suspended last time. If the market was never suspended this variable will return zero. If it was suspended and resumed several time, the variable will return the date and time of the latest suspension.</p> <p>The <b>last_suspend_datestr</b> and <b>last_suspend_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.</p>
<b>last_suspend_datestr</b>	string	
<b>last_suspend_timestr</b>	string	
<b>last_inplay</b>	date/ time	<p>The date and time at which the market turned "in-play" last time. This variable differs from <b>event_off</b>, because <b>event_off</b> is only set once: when the event starts. Whereas <b>last_inplay</b> is set each time a market's status is switched to "in-play". For example, if a football match is turned in-play after a goal was scored (and the market was suspended for several sec.).</p> <p>The <b>last_inplay_datestr</b> and <b>last_inplay_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.</p>
<b>last_inplay_datestr</b>	string	
<b>last_inplay_timestr</b>	string	
<b>last_goal_time</b>	date/ time	<p>The date and time at which the latest goal (e.g. in Football) or point (e.g. in Tennis) were scored in the market. If no goals have been scored so far or if you turned off downloading scores, this variable will be equal to 0.</p> <p>The <b>last_goal_time_datestr</b> and <b>last_goal_time_timestr</b> variables return strings with the corresponding date formatted as dd/mm/yyyy and time formatted as hh:nn:ss respectively.</p>
<b>last_goal_time_datestr</b>	string	
<b>last_goal_time_timestr</b>	string	
<b>market_turn_inplay</b>	1/0	Returns 1 if the market will be turned In-Play as the event starts, or 0 otherwise.
<b>market_sp</b>	integer	Returns 1 if the market supports SP bets and bet persistence, or 0 otherwise.
<b>market_id</b>	integer	The unique identifier of the market in BetFair database.
<b>sport_id</b>	integer	The unique identifier of the sport (e.g. Tennis, Horse Racing or Greyhound Racing) in BetFair database.
<b>event_id</b>	integer	The unique identifier of the sports event, e.g. a football meeting, a horse race, a tennis match, a basketball game etc. One event may incorporate several markets. This identifier is generated by the program and can be used for your convenience (e.g. when naming variables).
<b>market_parent</b>	string	<p>The name of the parent category to which the market belongs. For example, for horse races which you added from today's card this variable will always return "Horse Racing - Todays Card". Several markets of the same football match (like "Match Odds" and "Total Goals") will share the same <b>market_parent</b>, for instance "Portsmouth v Sunderland".</p> <p>You can tell what this variable will return from the full name of the market in the header of the market screen:</p>

		It's the text that comes just before the actual name of the market, between the forward slashes.
<b>market_parent_id</b>	integer	The unique identifier of the parent category to which the market belongs. This is a number which corresponds with the name of the parent category on BetFair.
<b>market_inplay</b>	integer	An index of the market's status. 0 - Idle, 1 - In-running, -1 - Suspended, 2 - Finished, 3 - Settled (profit/loss calculated and transferred to/from your account).
<b>market_name</b>	string	The full name of the market, including its category and additional information, such as mileage in horse races.
<b>market_venue</b>	string	Only for races: the name of the venue (race course) where the race takes place. 
<b>market_volume</b>	floating point	Total matched amount in the market given in your currency.
<b>market_length</b>	floating point	The distance in meters of the race that the market belongs to. Applicable to horse racing and Greyhound markets only, and to those of them that have an indicator of the distance in their name, e.g. "5f Hcap".
<b>market_duration</b>	floating point	The estimated average duration of the race that the market belongs to, in seconds, from the moment the market turns In-Play to the moment it gets suspended at the end of the race. This figure is based on the historical market data we possess under the BetFair Historical Data Licence and is by no means precise. We will not accept any claims as to this figure being inaccurate, so please use it at your own risk.
<b>runner_number</b>	integer	The number of selections in the market, excluding withdrawn selections. This variable will return the total number of selections, including those that you did not activate for auto-trading.
<b>withdrawn_nu</b>	integer	The number of withdrawn selections at the moment the variable is called.

<b>mber</b>		
<b>winner_name</b>	string	The name of the selection that was chosen the winner of the race.
<b>wp_id</b>	integer	The unique identifier of the corresponding Win or Place market in BetFair database. If the market for which this variable is checked is a Win market, then the ID of the corresponding Place market will be returned, and vice versa. If such market is not found in "My Markets" the variable returns 0.
<b>ew_id</b>	integer	The unique identifier of the corresponding Win or Each Way market in BetFair database. If the market for which this variable is checked is a Win market, then the ID of the corresponding Each Way market will be returned, and vice versa. If such market is not found in "My Markets" the variable returns 0.
<b>default_backa</b>	floating point	Default (one-click) back amount
<b>default_laya</b>	floating point	Default (one-click) lay amount
<b>default_backsp</b>	floating point	Default (one-click) back SP amount / liability
<b>default_laysp</b>	floating point	Default (one-click) lay SP amount / liability
<b>market_index</b>	integer	Market's index in the list of markets sorted by their start date. See the paragraph Accessing Markets By Index below.
<b>reduction</b>	floating point	The overall reduction factor of all non-runners in the market. This is the sum of all withdrawn selections' reduction factors.
<b>commission</b>	floating point	The commission that BetFair will charge for bets in this market. Returns the percentage divided by 100, for example "0.05" for 5% commission, "0.1" for 10% commission and so on.
<b>idle_rate</b>	floating point	The value of the frequency rate (in seconds) at which the market is refreshed before it turns In-Play.
<b>inplay_rate</b>	floating point	The value of the frequency rate (in seconds) at which the market is refreshed after it turns In-Play.
<b>market_mnum</b>	integer	The total number of all matched back bets placed on all selections in the market
<b>market_lnum</b>	integer	The total number of all matched lay bets placed on all selections in the market
<b>market_ubnum</b>	integer	The total number of all unmatched back bets placed on all selections in the market

<b>market_ulnum</b>	integer	The total number of all unmatched lay bets placed on all selections in the market
<b>market_min_pl</b>	floating point	Returns the minimum profit that any combination of winning selections can generate in the market. It can produce a negative number if the minimum P/L is in fact a loss.
<b>market_max_pl</b>	floating point	Returns the maximum profit that any combination of winning selections can generate in the market. It can produce a negative number if all P/Ls are negative.
<b>market_settled_pl</b>	floating point	The amount of money you have won or lost in this market after it has been settled. It is always equal to 0 in non-settled markets.
<b>market_tradeout</b>	floating point	The amount you will win or lose in this market if you close all open back and lay bets (do a trade-out) on all selections right now.
<b>market_tradeout_{ratio}</b>	floating point	The minimum amount you will win or lose in this market if you close all open back and lay bets (do a trade-out) with the specified P/L Ratio % on all selections right now.
<b>market_code</b>	integer	<p>A number that corresponds to the market's betting code. The following values are assigned to market codes:</p> <ul style="list-style-type: none"> <li>1 - Win (Horse Racing &amp; Greyhound)</li> <li>2 - Place (Horse Racing &amp; Greyhound)</li> <li>3 - Each Way (Horse Racing)</li> <li>4 - AvB (Horse Racing)</li> <li>5 - Match Odds (Soccer &amp; Tennis)</li> <li>6 - Correct Score (Soccer)</li> <li>7 - Total Goals (Soccer)</li> <li>8 - Asian Handicap (Soccer)</li> <li>9 - Half Time (Soccer)</li> <li>10 - Half Time Score (Soccer)</li> <li>11 - Half Time/Full Time (Soccer)</li> <li>12 - Over/Under 0.5 Goals (Soccer)</li> <li>13 - Over/Under 1.5 Goals (Soccer)</li> <li>14 - Over/Under 2.5 Goals (Soccer)</li> <li>15 - Over/Under 3.5 Goals (Soccer)</li> <li>16 - Over/Under 4.5 Goals (Soccer)</li> <li>17 - Over/Under 5.5 Goals (Soccer)</li> <li>18 - Over/Under 6.5 Goals (Soccer)</li> <li>19 - Over/Under 7.5 Goals (Soccer)</li> <li>20 - Over/Under 8.5 Goals (Soccer)</li> <li>21 - First Half Goals 0.5 (Soccer)</li> <li>22 - First Half Goals 1.5 (Soccer)</li> </ul>

		<p>23 - First Half Goals 2.5 (Soccer)  24 - Next Goal (Soccer)  25 - Both Teams To Score? (Soccer)  26 - Set Correct Score (Tennis)  27 - Set 1 Winner (Tennis)</p> <p>28 - Set 2 Winner (Tennis)  29 - Set Betting (Tennis)  30 - DRAW NO BET (Soccer)  31 - First Goal Odds (Soccer)  32 - Odd or Even (Soccer)  33 - Double Chance (Soccer)</p> <p>34 - Game Betting (Tennis)  35 - Goal Lines (Soccer)</p>
<b>ew_divisor</b>	integer	The number by which selections' odds are divided in an Each Way horse racing market.
<b>race_status</b>	integer	<p>The number that corresponds to the race status of this market if it belongs to a horse race or a Greyhound race, and if "Download race status" is turned on. This variable can return one of the following values:</p> <p>0 - Dormant;  1 - Delayed;  2 - Parading;  3 - Going Down;  4 - At The Post;  5 - Going Behind;  6 - Under Orders;  7 - Off;  8 - Finished;  9 - False Start;  10 - Photograph;  11 - Result;  12 - Weighed In;  13 - Race Void;  14 - Abandoned;  15 - Approaching;  16 - Going in Traps;  17 - Hare Running;  18 - Final Result;  19 - No Race;  20 - Meeting Abandoned;  21 - Rerun.</p> <p>Read the full list of values and their explanations.</p>

<b>Basketball Score Variables. Only valid in Basketball markets.</b>		
<b>market_score1</b>	integer	The first value of the current score in a match (soccer, tennis, basketball etc.), if the score is available for this market. That is, if the score is 2:1, then market_score1 will return 2.  If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>market_score2</b>	integer	The second value of the current score in a match (soccer, tennis, basketball etc.), if the score is available for this market. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>market_pscore1</b>	integer	The first value of the previous score in a match, if it is available. This is the score that was immediately before the latest goal has been scored. For example, after the first goal, market_pscore1 will return 0, because the previous score was 0:0. If the score was 1:2 and then the second team scored to 2:2, then market_pscore1 will return 1, whereas market_score1 will return 2. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>market_pscore2</b>	integer	The second value of the previous match score. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>score_exists</b>	0/1	Returns 1 if score is available for this market, and 0 otherwise. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>match_minute</b>	floating point	The number of minutes left till the end of the current quarter. This is a very approximate value, we cannot guarantee that it is either precise or updated in time. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>match_period</b>	integer	Returns the number of the current quarter or 0 if it is unknown.
<b>Football Score Variables. Only valid in Football markets.</b>		
<b>market_score1</b>	integer	The first value of the current score in a match (soccer, tennis, basketball etc.), if the score is available for this market. That is, if the score is 2:1, then market_score1 will return 2.  If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.

<b>market_score2</b>	integer	The second value of the current score in a match (soccer, tennis, basketball etc.), if the score is available for this market. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>market_pscore 1</b>	integer	The first value of the previous score in a match, if it is available. This is the score that was immediately before the latest goal has been scored. For example, after the first goal, market_pscore1 will return 0, because the previous score was 0:0. If the score was 1:2 and then the second team scored to 2:2, then market_pscore1 will return 1, whereas market_score1 will return 2. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>market_pscore 2</b>	integer	The second value of the previous match score. If this value is -1, it means that the score for this market is not available at the moment. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>score_exists</b>	0/1	Returns 1 if score is available for this market, and 0 otherwise. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>match_minute</b>	floating point	The value of the match minute in Football markets, if such information is available on BetFair. Before the start of the match this variable is equal to zero. In Time Machine mode it is calculated approximately, based on the scheduled start of the match. In order for this variable to be supported, don't forget to turn on the download of match score.
<b>match_period</b>	integer	Returns the number of the current half (1 or 2) or 0 if it is unknown.
<b>match_extra_time</b>	integer	Returns the number of extra minutes at the end of the half.
<b>match_ht_score 1</b>	integer	Returns the number of goals the home team scored in the first half, if now is already the second half.
<b>match_ht_score 2</b>	integer	Returns the number of goals the away team scored in the first half, if now is already the second half.
<b>match_ycards1</b>	integer	Returns the number of yellow cards received by the home team.
<b>match_ycards2</b>	integer	Returns the number of yellow cards received by the away team.
<b>match_rcards1</b>	integer	Returns the number of red cards received by the home team.
<b>match_rcards2</b>	integer	Returns the number of red cards received by the away team.

<b>match_penalties1</b>	integer	Returns the number of penalties scored by the home team.
<b>match_penalties2</b>	integer	Returns the number of penalties scored by the away team.
<b>match_corners1</b>	integer	Returns the number of corners for the home team.
<b>match_corners2</b>	integer	Returns the number of corners for the away team.
<b>Tennis Score Variables. Only valid in Tennis markets.</b>		
<b>tennis_player {number} _points_won</b>	integer	Returns the number of points that the player with the given {number} has won in the current game of the current set. The {number} can be either 1 (for the top selection in the list of players) or 2 (for the bottom selection). If a match is a doubles, then the "player" refers to a couple of players competing against the other couple.  If one of the players is having an Advantage, this variable will return 50 as the number of points.
<b>tennis_player {number} _games_won</b>	integer	Returns the number of games that the player with the given {number} has won in the current set.
<b>tennis_player {number} _sets_won</b>	integer	Returns the number of sets that the player with the given {number} has won in the current match.
<b>tennis_player {number}_set {set_number} _game {game_number}</b>	-1/0/1	Returns 1 if the player with the given {number} has won the game with the specified {game_number} in the specified {set_number}, or 0 otherwise. If there is no data or the game has not finished yet, returns -1.
<b>tennis_player {number}_setsc {set_number}</b>	integer	Returns the score of the {set_number}'s set for the player with the given {number}. Example: if the scores are 6-5-1 for the first player and 2-2-0 for the second player, then <b>tennis_player1_setsc2</b> will be equal to 5, and <b>tennis_player2_setsc3</b> will be equal to 0.  If a set with {set_number} has not started yet, this variable will return 0.
<b>tennis_player {number} _points_won</b>	integer	Returns the previous number of points that the player with the given {number} had won just before the points score has changed. For example, if at first the score is 0-15, and then the first player scores 15 points, the score becomes 15-15. In this case

		<code>tennis_p_player1_points_won = 0, tennis_p_player2_points_won = 15, tennis_player1_points_won = 15, tennis_player2_points_won = 15</code> . This variable can help find out who actually scored last.
<code>tennis_p_player{number}_games_won</code>	integer	Returns the previous number of games that the player with the given {number} had won just before the games score has changed.
<code>tennis_p_player{number}_sets_won</code>	integer	Returns the previous number of sets that the player with the given {number} had won just before the set score has changed.
<code>tennis_current_set</code>	integer	Returns the current set number.
<code>tennis_current_game</code>	integer	Returns the current game number in the current set.
<code>tennis_first_to_serve</code>	integer	Returns the index of the player (1 or 2) who gets to serve first.
<code>tennis_toss_winner</code>	integer	Returns the index of the player (1 or 2) who won the coin toss.
<code>tennis_current_server</code>	integer	Returns the index of the player (1 or 2) who currently serves (at the start of the point).
<code>tennis_stroke_type</code>	integer	Returns the index corresponding to the type of the latest stroke. Can take one of the following values: -1 - not available; 0 - point start; 1 - point; 2 - fault.
<code>tennis_player{number}_service_breaks</code>	integer	Returns the number of service breaks that the player with the given {number} has had since the start of the match.

Each trigger expression containing a market variable is calculated separately for each market. For example, if your trigger is set up to work in "Win Markets", then each variable will be calculated individually for each market in "My Markets" list.

### Accessing Markets By Index

You can access the variables of a particular market through addressing this market by its index. This index indicates the place of the market in the list of markets sorted by their start time. For example, if you have three markets in your list, a race starting at 14:05, a tennis match starting at 20:00 and a football match starting at 18:30, then the race will be number 1, football match number 2 and tennis match - number 3.

To access a market by its index add the prefix **mr\_{number}\_** in front of any of the variables listed above. For example, to get the name of the first market in the list query **mr\_1\_market\_name**. To get the number of selections in the second market try **mr\_2\_runner\_number** and so on.

## Connecting different markets of the same event

See Prefixes for Cross-Market Betting.

### Match Score

MF Pro allows you to see and operate the scores of certain matches, such as soccer, tennis, basketball, baseball, ice hockey etc. The score is refreshed every 15 seconds. You can see it in the top of the market's window, in all the markets that belong to a particular match. You can access the values of the current and previous score through market variables **market\_score1**, **market\_score2**, **market\_pscore1** and **market\_pscore2**. Therefore, you can also use these values in your triggers.

**Please be aware: in no way we guarantee the correctness and reliability of the score data. We do not accept responsibility in case the score is not available or not updated in time. You should use it "as is", always keeping in mind that we can stop providing this service.**

To turn the score on, activate the option [Download match score](#) in the Monitoring Options.

#### 9.4.7.3.1 Prefixes for Cross-Market Betting

There is a simple and efficient way to connect different markets of the same event in a trigger condition. This is mostly needed in strategies where you make a decision whether to bet in one market based on some data of the other market belonging to the same event. Among typical examples are:

- Betting in Win market of a horse race or Greyhound event based on the circumstances of the Place market
- Betting in an Over/Under market in Football based on the team's or the draw's price in the Match Odds market

Sometimes you may be looking to implement an arbitrage, whereby you bet in multiple markets expecting a total P/L to be positive no matter of the outcome of a particular market.

Normally you can check any market's property or piece of data with a market variable. If you need to check the parameters of a different market within the same event, you can use the corresponding prefix.

The following prefixes are available in the program.

### winplace\_

This prefix refers to the **Win** market if you are using it in the context of a **Place** market, and vice versa.

Let's look at an example. I'm refreshing a Win a Place market of 17:05 Fakenham.

**Horse Racing - Todays Card / 17:05 Fakenham (GB) 2m Hcap Hrd - 2m Hcap Hrd**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rat

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min:

(9) Idle  BACK 104.65% SP £ 4 968.08 SP 97.17% LAY

		BACK		SP		SP		LAY	
<b>Germany Calling</b> <b>1</b>	4.1	4.2	<b>4.3</b>	2.44	4.3	4.3	<b>4.4</b>	4.5	4.6
0.00	21.7	44.0	53.5	-	-	40.9	105	25.0	-
<b>Roman Flight</b> <b>2</b>	4.4	4.5	<b>4.6</b>	3.85	4.6	4.6	<b>4.7</b>	4.8	4.9
0.00	22.4	6.4	18.7	-	-	10.0	9.6	35.3	-
<b>De Faoithesdream</b> <b>3</b>	5.2	5.3	<b>5.4</b>	2.75	5.4	5.3	<b>5.5</b>	5.6	5.7
0.00	22.2	50.7	5.8	-	-	12.8	16.5	2.00	-
<b>Dont Tell Pa</b> <b>4</b>	7.2	7.4	<b>7.6</b>	1.00	7.6	7.6	<b>7.8</b>	8.0	8.8
0.00	5.5	9.0	12.8	-	-	21.0	10.0	3.41	-

**Horse Racing - Todays Card / 17:05 Fakenham (GB) To Be Placed - To Be Placed**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rat

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min:

(9) Idle  BACK 317.89% SP £ 431.27 SP 284.32% LAY

		BACK		SP		SP		LAY	
<b>Germany Calling</b> <b>1</b>	1.73	1.74	<b>1.77</b>	1.00	1.77	1.76	<b>1.82</b>	1.84	1.85
0.00	19.3	6.0	7.0	-	-	62.6	5.0	12.8	-
<b>Roman Flight</b> <b>2</b>	1.79	1.80	<b>1.81</b>	1.00	1.69	1.81	<b>1.89</b>	1.97	1.98
0.00	18.2	4.9	15.1	-	-	16.1	22.5	7.5	-
<b>De Faoithesdream</b> <b>3</b>	1.80	1.92	<b>1.93</b>	1.00	1.80	1.93	<b>2.04</b>	2.06	2.14
0.00	15.2	4.1	18.7	-	-	22.0	17.7	7.5	-
<b>Dont Tell Pa</b> <b>4</b>	2.24	2.26	<b>2.40</b>		2.26	2.48	<b>2.56</b>	2.78	2.80
0.00	9.1	10.3	16.4	-	-	18.3	16.5	2.00	-

Now I'm adding a trigger with this condition:

Selection's Trigger Expression winplace\_r\_1\_back\_price is less than 3.0

It literally means: the back price of the favourite in the opposite market is less than 3.0.

If I check this selection in the Win market, the condition will be true, because in the Place market the price (in red square) is indeed less than 3.0. But if I check the same condition in the Place market, it will return false, as the price in the opposite, Win market, is higher than 3.0.

Please note: if you use the `winplace_` prefix from inside an Each Way market, it will point to the Place market.

### **eachway\_**

It works exactly in the same way as `winplace_`. E.g. to get the back price of the favourite in the Each Way market, call `eachway_r_1_back_price`. If you are comparing a selection's price to the price of that same selection in the Each Way market, use:

`Selection's Back Price is greater than eachway_back_price.`

If you are using it inside an Each Way market, then it will point to the Win market of the same race. E.g. if you call `eachway_b_book` from inside the Each Way market, it will return the back book% of the Win market that corresponds to this Each Way market.

Note: if you call a variable with this prefix from inside a Place market, it will point to the Each Way market that belongs to the same horse race.

### **rcwin\_**

This is a prefix for Win markets in horse racing and Greyhound racing markets. By using this prefix from any market of a particular racing event, you can access the parameters of the Win market and its selections, provided that you have loaded it into the program. Unlike `winplace_`, this prefix always points to the same market, regardless of where it is being called from.

### **rcplc\_**

This is a prefix for Place (To be Placed) markets in horse racing and Greyhound racing markets. By using this prefix from any market of a particular racing event, you can access the parameters of the Place market and its selections, provided that you have loaded it into the program. Unlike `winplace_`, this prefix always points to the same market, regardless of where it is being called from.

### **hr2b\_**

This is a prefix for 2 TBP markets in horse racing. By using this prefix from any market of a particular

racing event, you can access the parameters of the 2 TBP market and its selections, provided that you have loaded it into the program. If there is no 2 TBP market in the event due to the fact that the Place market has exactly 2 winning places, then this prefix will address the Place market instead.

### **hr3b\_**

This is a prefix for 3 TBP markets in horse racing. By using this prefix from any market of a particular racing event, you can access the parameters of the 3 TBP market and its selections, provided that you have loaded it into the program. If there is no 3 TBP market in the event due to the fact that the Place market has exactly 3 winning places, then this prefix will address the Place market instead.

### **hr4b\_**

This is a prefix for 4 TBP markets in horse racing. By using this prefix from any market of a particular racing event, you can access the parameters of the 4 TBP market and its selections, provided that you have loaded it into the program. If there is no 4 TBP market in the event due to the fact that the Place market has exactly 4 winning places, then this prefix will address the Place market instead.

### **football1\_**

This prefix refers to a **Match Odds** market in a Football match, if checked within the other markets of the same match. You can use it to get all the usual market data from the Match Odds, e.g. the price of The Draw: [football1\\_s\\_3\\_back\\_price](#).

### **football2\_**

This prefix refers to a **Correct Score** market in a Football match, if checked within the other markets of the same match. Example: the profit/loss of the 0-0 selection: [football2\\_s\\_1\\_profit\\_loss](#).

### **football3\_**

This prefix refers to a **Total Goals** market in a Football match, if checked within the other markets of the same match.

### **football4\_**

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This prefix refers to a **Asian Handicap** market in a Football match, if checked within the other markets of the same match.

### football5\_

This prefix refers to a **Half Time** market in a Football match, if checked within the other markets of the same match.

### football6\_

This prefix refers to an **Over/Under 0.5 Goals** market in a Football match, if checked within the other markets of the same match.

### football7\_

This prefix refers to a **Over/Under 1.5 Goals** market in a Football match, if checked within the other markets of the same match.

### football8\_

This prefix refers to a **Over/Under 2.5 Goals** market in a Football match, if checked within the other markets of the same match.

### football9\_

This prefix refers to a **Over/Under 3.5 Goals** market in a Football match, if checked within the other markets of the same match.

### football10\_

This prefix refers to a **Over/Under 4.5 Goals** market in a Football match, if checked within the other markets of the same match.

### football11\_

This prefix refers to a **Over/Under 5.5 Goals** market in a Football match, if checked within the other markets of the same match.

#### **football12\_**

This prefix refers to a **Over/Under 6.5 Goals** market in a Football match, if checked within the other markets of the same match.

#### **football13\_**

This prefix refers to a **Over/Under 7.5 Goals** market in a Football match, if checked within the other markets of the same match.

#### **football14\_**

This prefix refers to a **Over/Under 8.5 Goals** market in a Football match, if checked within the other markets of the same match.

#### **football15\_**

This prefix refers to a **First Half Goals 0.5** market in a Football match, if checked within the other markets of the same match.

#### **football16\_**

This prefix refers to a **First Half Goals 1.5** market in a Football match, if checked within the other markets of the same match.

#### **football17\_**

This prefix refers to a **First Half Goals 2.5** market in a Football match, if checked within the other markets of the same match.

**football18\_**

This prefix refers to a **Half Time Score** market in a Football match, if checked within the other markets of the same match.

**football19\_**

This prefix refers to a **Half Time / Full Time** market in a Football match, if checked within the other markets of the same match.

**football20\_**

This prefix refers to a **Both Teams To Score** market in a Football match, if checked within the other markets of the same match.

**football21\_**

This prefix refers to a **Next Goal** market in a Football match, if checked within the other markets of the same match.

**football22\_**

This prefix refers to a **DRAW NO BET** market in a Football match, if checked within the other markets of the same match.

**football23\_**

This prefix refers to a **First Goal Odds** market in a Football match, if checked within the other markets of the same match.

**football24\_**

This prefix refers to a **Odd or Even** market in a Football match, if checked within the other markets of the same match.

## football25\_

This prefix refers to a **Double Chance** market in a Football match, if checked within the other markets of the same match.

## football26\_

This prefix refers to a **Goal Lines** market in a Football match, if checked within the other markets of the same match.

## Football Cash Generator

Here is an example of the implementation of the Football Cash Generator strategy - a popular variation of football arbitrage.

You can google it and get a full description, but in a few words it has the following steps.

1. Back on 0-0 in Correct Score.
2. Lay on The Draw in Match Odds, so that the potential profit from the Back bet in Correct Score covers the liability of the lay bet in Match Odds.
3. When an opportunity arises, green up The Draw if the profit from the greening up covers the liability of the Back bet in Correct Score.

Thus if the match ends in 0-0, you will either end up with a zero P/L or make small profit if the green-up trigger kicks in. If a goal is scored, the greening up will most probably fire and secure you profit in spite of the losing back bet on 0-0. The worst case scenario is the equal score with no green-up - in this case you will lose it all, but this should only happen if the chances for winning are very high for the favourite, so the first underdog's goal does not improve The Draw's prices.

This is the trigger for the first step.

back	Price	back_price	Amount	default_backa	Cancel

Logged  Enabled

Conditions **are met**  
 Selection's Back Matched is equal to 0  
 and Selection's Index is equal to 1  
 and Selection's Trigger Expression football1 market\_volume is equal or greater than min\_v

Execute: **once per market**

Conditions expanded:

Trigger Conditions - Backing on 0 - 0 in Correct Score				
<u>Add Block</u>	<u>Add Condition</u>	<u>Copy</u>	<u>Paste Condition</u>	<u>Paste Block</u>
	Selection's Back Matched	is equal to	0	
<b>and</b>	Selection's Index	is equal to	1	
<b>and</b>	Selection's Trigger Expression	football1_market_volume	is equal or greater than	min_vlm
<b>and</b>	Market's Betting Code is	Correct Score (Soccer)		

The way to make sure the bet is placed on "0 - 0" in the Correct Score market is to find a selection with index 1 (the first in list) in the market with Betting Code "Correct Score" (see Betting Code in market-related parameters).

There is an additional condition to check the volume in the Match Odds market (using the constant `min_vlm` and the prefix `football1_` that relates to Match Odds markets).

Then comes the trigger for step 2:

Laying on The Draw in Match Odds		Logged	Enabled
lay Price	lay_price	Amount	(football2_s_1_profit_lo ... Cancel
Selections	All Matching Selections		
Markets	Soccer Games	Market Status	Idle or Suspended
Execute	once per market		
		Conditions are met	
		Selection's Index is equal to 3	
		and Selection's Trigger Expression football2_s_1_back_matched is greater than 0	
		and Selection's Lay Matched is equal to 0	
		.....	

Conditions expanded:

Trigger Conditions - Laying on The Draw in Match Odds				
<u>Add Block</u>	<u>Add Condition</u>	<u>Copy</u>	<u>Paste Condition</u>	<u>Paste Block</u>
	Selection's Index	is equal to	3	
<b>and</b>	Selection's Trigger Expression	football2_s_1_back_mat ...	is greater than	0
<b>and</b>	Selection's Lay Matched	is equal to	0	
<b>and</b>	Market's Betting Code is	Match Odds (Soccer & Tennis)		

The formula for the Amount is:

$$(\text{football2\_s\_1\_profit\_loss})/(\text{lay\_price}-1)$$

What does it mean? The prefix `football2_` is, as we already know, for Correct Score markets. So the expression `football2_s_1_profit_loss` reads "The profit/loss of the first selection in the Correct Score market of this match". We expect it to be positive following a back bet. We then divide it by `(lay_price-1)` to get the amount we need to lay on The Draw, so that the liability of this bet is fully covered by the back bet's expected profit.

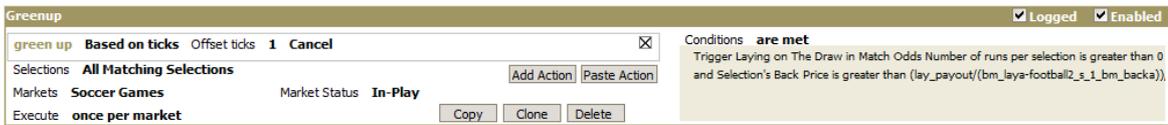
To make sure that the lay bet comes only after the back bet is matched, we add this condition to the

trigger:

Selection's Trigger Expression `football2_s_1_back_matched` is greater than 0

which in effect means "The sum of your matched back bets on the first selection of the Correct Score market must be greater than 0".

The third trigger is for greening up.



It must kick in the Match Odds market - for that reason I added the first condition, that the laying trigger must have been applied to the qualifying selection in this market (remember that it will have laid on The Draw, and not anywhere else). Also, it must not bet until the price is right - otherwise the P/L from the green-up will not cover our liabilities. For this purpose I added the second condition:

Selection's Back Price is greater than  $(\text{lay\_payout}/(\text{bm\_laya-football2\_s\_1\_bm\_backa})) / (1 - \text{commission})$

Here `football2_s_1_bm_backa` is the amount of the back bet on the 0 - 0 selection in the Correct Score market, `lay_payout` is equal to the price of the lay bet (on The Draw) multiplied by its size, and `bm_laya` is the size of that lay bet. The formula is working on the premise that the difference between the lay bet and back bet after the green up must be at least the size of the back bet placed on 0 - 0. This way they will cancel each other out, leaving us with zero profit or liability. Ideally, we're looking for a higher price. We then divide the bet's amount by  $(1 - \text{commission})$  to account for the market commission that will be deducted from the profit.

The result after the green-up may look like this.

All Purchased / Soccer / [ Free Test Meetings ] / BetFair / Brazil v Croatia / Brazil v
 Starts at: 12/06/2014 23:00 **Score: 2-1 100**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00
 Refresh Rates, sec. 4.00 In-Play 2.00

Auto-GreenUp is OFF  Auto-Dutching is OFF
 History, min: 10.00 Timestamp: 00:40:03 (1.52 sec.)

(17) In-Play		BACK	10	£ 2 393 758.56	LAY	Selection	Odds	Stake
0 - 0	8	1000 158	110 24.0	1000 2.40	1000	0 - 0	12.00	4.00
0 - 1	9	1000	110	1000	1000			
0 - 2	10	1000	110	1000	1000			
0 - 3	11	1000	110	1000	1000			

**Matched Bets** Clear Test  
 TEST -7943000  
 0 - 0 12.00 4.00

All Purchased / Soccer / [ Free Test Meetings ] / BetFair / Brazil v Croatia / Brazil v
 Starts at: 12/06/2014 23:00 **Score: 2-1** 100

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rates, sec.  In-Play

Auto-GreenUp is OFF  Auto-Dutching is OFF  Mode  Settle  History, min:  Timestamp: 00:40:03 (0.17 sec.)

(3) In-Play <input checked="" type="checkbox"/>		BACK	100.74%	SP	£ 23 449 529.36	SP	99.53%	LAY	Selection	Odds	Stake
<b>Brazil</b> <span style="color: yellow;">1</span>	1.09	1.08	<b>1.09</b>	1.34	1.09	1.34	<b>1.10</b>	1.11	1.12	<b>Matched Bets</b> <input type="button" value="Clear Test"/>	
4.20	153996	229871	211633				95256	150834	102214	<b>TEST</b> -7945959	
<b>Croatia</b> <span style="color: grey;">3</span>	150	140	<b>150</b>	14.0	150	14.0	<b>160</b>	170	180	<b>The Draw</b> <span style="color: green;">5.50</span> <span style="color: green;">9.29</span>	
4.20	155	353	86.0				2.40	106	15.4	<b>TEST</b> -8060958	
<b>The Draw</b> <span style="color: grey;">2</span>	12.0	11.5	<b>12.0</b>	5.4	12.5	5.4	<b>12.5</b>	13.0	13.5	<b>The Draw</b> <span style="color: green;">10.50</span> <span style="color: green;">4.87</span>	
4.20	237	286	773				493	187	289		

You can try these triggers yourself by downloading the trigger file from this link.

### tennis1\_

This prefix refers to a **Match Odds** market in a Tennis match, if checked within the other markets of the same match.

### tennis21\_

This prefix refers to a **Set 1 Winner** market in a Tennis match, if checked within the other markets of the same match.

### tennis22\_

This prefix refers to a **Set 2 Winner** market in a Tennis match, if checked within the other markets of the same match.

### tennis3\_

This prefix refers to a **Set Correct Score** market in a Tennis match, if checked within the other markets of the same match.

### tennis4\_

This prefix refers to a **Set Betting** market in a Tennis match, if checked within the other markets of the same match.

#### 9.4.7.4 Selection Variables

Selection variables return various selection parameters. They are always bound to a selection and don't make sense otherwise.

Below is the full list of selection variables with description.

Note: you must enclose string variables in double quotes if they contain spaces inside them, and you don't want these spaces to be wiped out. For example:

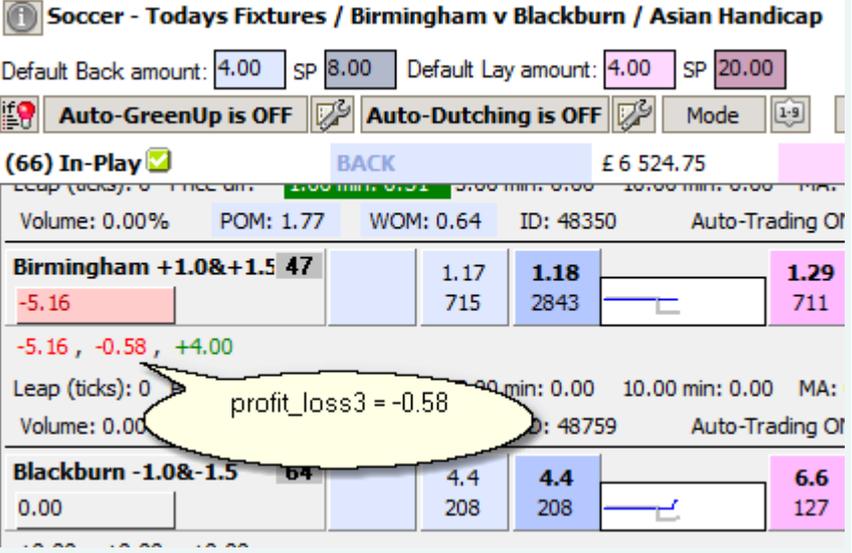
**Trigger Expression** `FIND("The Draw", "sel_name") is greater than 0`

Variable	Type	Description
<b>sel_id</b>	integer	The unique identifier of the selection in BetFair database
<b>sel_index</b>	integer	The index under which the selection is displayed on BetFair. For example, if there are 5 selections in the market: <ol style="list-style-type: none"> <li>1. Fitzroy Crossing</li> <li>2. Monsieur Reynard</li> <li>3. Reel Man</li> <li>4. Cracking Nick</li> <li>5. Title Role</li> </ol> "Fitzroy Crossing"'s index will be 1, "Monsieur Reynard"'s index will be 2 and so on.  Please note! Index is not the same as the selection's place in the list of selections sorted by their price. Therefore, the favourite's index will not necessarily be 1.
<b>sel_trap</b>	integer	The selection's Trap number (for Greyhound races only). The number is displayed in front of the dog's name. You can use trap numbers instead of names for importing selections for auto-trading from a text file.
<b>sel_order</b>	integer	The place of the selection in the list of selections sorted by their price. The favourite will have <b>sel_order</b> = 1, second favourite - <b>sel_order</b> = 2 and finally the probable loser will have the highest <b>sel_order</b> which will be equal to <b>runner_number</b> .
<b>sel_name</b>	string	Selection's name
<b>sel_place</b>	integer	The place a selection took after the event was settled. Can return a number from 0 to the number of places assigned to that event.  If a selection is a winner, it'll be assigned <b>sel_place</b> = 1, the second winner - <b>sel_place</b> = 2 and so on. Selections with undefined places will have <b>sel_place</b> = 0
<b>back_amount</b>	floating point	Amount of the best back price offer.
<b>back_amount2</b>	floating point	Amount of the second best back price offer.

<b>back_amount3</b>	floating point	Amount of the third best back price offer.
<b>back_price</b>	floating point	Best back price offered.
<b>back_price2</b>	floating point	Second best back price offered.
<b>back_price3</b>	floating point	Third best back price offered.
<b>lay_amount</b>	floating point	Amount of the best lay price offer.
<b>lay_amount2</b>	floating point	Amount of the second best lay price offer.
<b>lay_amount3</b>	floating point	Amount of the third best lay price offer.
<b>lay_price</b>	floating point	Best lay price offered.
<b>lay_price2</b>	floating point	Second best lay price offered.
<b>lay_price3</b>	floating point	Third best lay price offered.
<b>last_traded</b>	floating point	The last traded price.
<b>traded_minp</b>	floating point	The minimum price at which at least one bet has been matched on this selection.
<b>traded_mina</b>	floating point	The amount matched on this selection at the minimum traded price.
<b>traded_maxp</b>	floating point	The maximum price at which at least one bet has been matched on this selection.
<b>traded_maxa</b>	floating point	The amount matched on this selection at the maximum traded price.
<b>traded_minp_{minvIm}</b>	floating point	The minimum price at which at least {minvIm} has been matched on this selection.
<b>traded_mina_{minvIm}</b>	floating point	The amount matched on this selection at the minimum traded price with at least {minvIm} matched.
<b>traded_maxp_{minvIm}</b>	floating point	The maximum price at which at least {minvIm} has been matched on this selection.

<b>traded_maxa_{minvIm}</b>	floating point	The amount matched on this selection at the maximum traded price with the matched amount of {minvIm} or higher.
<b>traded_{price}</b>	floating point	The amount of money matched in the market on this selection at the price specified by {price}. For example, <b>traded_4.5</b> will return the amount of money traded at the price of 4.5. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>tradedh_{price}</b>	floating point	The amount of money matched in the market on this selection at the price specified by {price} or higher. For example, <b>tradedh_4.5</b> will return the cumulative amount of money traded at the prices of 4.5, 4.6, 4.7 and so on up to 1000. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>tradedl_{price}</b>	floating point	The amount of money matched in the market on this selection at the price specified by {price} or lower. For example, <b>tradedl_4.5</b> will return the cumulative amount of money traded at the prices of 4.5, 4.4, 4.3 and so on down to 1.01. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>traded_last</b>	floating point	The amount of money matched in the market on this selection at the last traded price. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>b_offered_{price}</b>	floating point	The amount of unmatched money offered for this selection on the back side (i.e. under back prices) at a particular {price}. This variable will only work if you activated "Retrieve all price offers" in General Options.
<b>l_offered_{price}</b>	floating point	The amount of unmatched money offered for this selection on the lay side (i.e. under lay prices) at a particular {price}. This variable will only work if you activated "Retrieve all price offers" in General Options.
<b>most_traded_price</b>	floating point	The price at which the maximum volume has been matched. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>most_traded_volume</b>	floating point	The maximum volume that has been matched at one price. This variable will only work if you activated "Load traded volume for all prices" in General Options.
<b>traded_avg_price</b>	floating point	The average weighted price at which the selection has been traded up to the moment. This is an indicator of the selection's value in the eyes of bettors who placed matched bets on it. It is calculated as:  $\text{traded\_avg\_price} = (P1*A1 + P2*A2 + \dots + Pn*An) / (A1 + A2 + \dots + An)$ <p>Where P1, P2, ..., Pn are the prices at which at least 0.1p has been traded, and A1, A2, ..., An are their respective traded amounts.</p>
<b>lt_ma</b>	floating point	The moving average of the last traded price: the average of all non-zero values of the last traded price recorded over the period defined by the market's history depth.

<b>near_sp</b>	floating point	What the starting price would be if the market was reconciled now taking into account the SP bets as well as unmatched exchange bets on the same selection in the exchange.
<b>far_sp</b>	floating point	What the starting price would be if the market was reconciled now taking into account only the currently place SP bets. The Far Price is not as complicated but not as accurate and only accounts for money on the exchange at SP.
<b>actual_sp</b>	floating point	The actual starting price of the selection (is zero, until the market turns in-play)
<b>back_sptotal</b>	floating point	The total amount of SP back bets placed on the selection. This is the sum of all bets' liabilities.
<b>lay_sptotal</b>	floating point	The total amount of SP lay bets placed on the selection. This is the sum of all bets' liabilities.
<b>back_matched</b>	floating point	Total back matched amount.
<b>back_unmatched</b>	floating point	Total back unmatched amount.
<b>back_payout</b>	floating point	The sum of all your matched back bets' amounts multiplied by their prices.
<b>lay_matched</b>	floating point	Total lay matched amount.
<b>lay_unmatched</b>	floating point	Total lay unmatched amount.
<b>lay_payout</b>	floating point	The sum of all your matched lay bets' amounts multiplied by their prices.
<b>back_volume</b>	floating point	The sum of the three amounts offered at the best back prices. If you turn the option Retrieve all price offers on, then this variable will return the sum of all the amounts that are offered for the selection on the back side.
<b>lay_volume</b>	floating point	The sum of the three amounts offered at the best lay prices. If you turn the option Retrieve all price offers on, then this variable will return the sum of all the amounts that are offered for the selection on the lay side.
<b>volume</b>	floating point	Selection's volume percentage as compared to the total matched amount in the market. For instance, if 100 EUR out of 1000 EUR in the market were matched on this selection, its volume percentage will be 10%.
<b>profit_loss</b>	floating point	Selection's P/L. In place markets you can also use profit_loss2.
<b>profit_loss2</b>	floating	The second P/L figure in place markets. For example, if P/L is displayed

	point	as 25.2 -14, then <b>profit_loss</b> will be 25.2 and <b>profit_loss2</b> will be -14.
<b>profit_loss3</b>	floating point	<p>The middle P/L for Asian Handicap and Each Way markets.</p>  <p>The screenshot shows a betting interface for 'Soccer - Todays Fixtures / Birmingham v Blackburn / Asian Handicap'. It displays various betting options and a table of selections. A yellow callout bubble highlights the value '-0.58' in the Birmingham row, with the text 'profit_loss3 = -0.58'.</p>
<b>tradeout_pl</b>	floating point	The P/L this selection will have if you trade it out right now (apply either green-up or loss distribution). Note that a selection's P/L in a win market will be affected by bets placed on other selections.
<b>tradeout_pl_{ratio}</b>	floating point	The P/L this selection will have if you trade it out right now (apply either green-up or loss distribution) with the specified P/L ratio %. For example, <b>tradeout_pl_80</b> will show the selection's P/L in case you close its bets with 80% of profit or loss on that selection and 20% -- on the rest of selections in the market. Note that a selection's P/L in a win market will be affected by bets placed on other selections.
<b>tradeout_net</b>	floating point	The net amount you will win or lose on this selection if you trade it out right now (apply either green-up or loss distribution). This variable is different from the previous one: its value is not affected by the bets placed on all other selections.
<b>tradeout_net_{ratio}</b>	floating point	The net amount you will win or lose on this selection if you trade it out right now (apply either green-up or loss distribution) with the specified P/L ratio %. This variable is different from the previous one: its value is not affected by the bets placed on all other selections. For example, <b>tradeout_net_80</b> will show the selection's net P/L in case you close its bets with 80% of profit or loss on that selection and 20% -- on the rest of selections in the market.
<b>b_leap</b>	floating point	Back price leap (the number of ticks the back price grew by over the last refresh).
<b>l_leap</b>	floating point	Lay price leap (the number of ticks the lay price grew by over the last refresh).
<b>b_growth</b>	floating	The change of the back price of the selection within one refresh. This

	point	variable has the same meaning as <b>b_leap</b> , except that <b>b_leap</b> returns it in ticks, and <b>b_growth</b> returns a value. For example, <b>b_growth</b> for the price change from 4.0 to 4.2 is 0.2. If the price changed from 4.2 to 4.0, then it's -0.2.
<b>l_growth</b>	floating point	The change of the lay price of the selection within one refresh.
<b>b_tick</b>	floating point	Price tick (increment) calculated for the current price range of the selection's back price. For example, if the price is 2.0 then <b>b_tick</b> will be 0.02, if 10.5, then it'll be 0.5 etc. You can know more about available price ticks from BetFair online help. Tip: if you need to calculate a price that is several ticks higher or lower than the specified value, use function <b>r_ticks</b> instead.
<b>l_tick</b>	floating point	Price tick calculated for the current price range of the selection's lay price. Tip: if you need to calculate a price that is several ticks higher or lower than the specified value, use function <b>r_ticks</b> instead.
<b>bsp_backp</b>	floating point	The price limit (if exists) of the last SP back bet that you placed on the selection.
<b>bsp_backl</b>	floating point	The amount / liability of the last SP back bet that you placed on the selection.
<b>bsp_layp</b>	floating point	The price limit (if exists) of the last SP lay bet that you placed on the selection.
<b>bsp_layl</b>	floating point	The maximum liability of the last SP lay bet that you placed on the selection.
<b>bsp_backid</b>	floating point	The ID of the last SP back bet that you placed on the selection.
<b>bsp_layid</b>	floating point	The ID of the last SP lay bet that you placed on the selection.
<b>bsp_type</b>	floating point	The type of the last SP that you bet placed on the selection. The variable will return the index that corresponds with the type of the bet. Thus, 1 stands for a lay bet, and 2 stands for a back bet. If no SP bets found, this will return 0.
<b>bsp_number</b>	floating point	The number of all SP bets that you placed on the selection
<b>bsp_backnum</b>	floating point	The number of all SP back bets that you placed on the selection
<b>bsp_laynum</b>	floating point	The number of all SP lay bets placed on the selection
<b>bu_backp</b>	floating point	The price of the last non-SP unmatched back bet placed on the selection.

<b>bu_backa</b>	floating point	The amount of the last non-SP unmatched back bet that you placed on the selection.
<b>bu_layp</b>	floating point	The price of the last non-SP unmatched lay bet that you placed on the selection.
<b>bu_laya</b>	floating point	The amount of the last non-SP unmatched lay bet that you placed on the selection.
<b>bu_bpricedat_{price}</b>	floating point	The total amount of all your back unmatched bets (non-SP) placed at the specified price.
<b>bu_lpricedat_{price}</b>	floating point	The total amount of all your lay unmatched bets (non-SP) placed at the specified price. The <b>{price}</b> can be either a number or a user variable.
<b>bu_backprs</b>	floating point	The persistence code of the last non-SP unmatched back bet that you placed on the selection. Returns 0, if the bet will be cancelled, 1 - if it will be kept, and 2 - if it'll be matched at SP, when the market turns In-Play
<b>bu_layprs</b>	floating point	The persistence code of the last non-SP unmatched lay bet that you placed on the selection. Returns 0, if the bet will be cancelled, 1 - if it will be kept, and 2 - if it'll be matched at SP, when the market turns In-Play
<b>bm_backp</b>	floating point	The price of the last non-SP matched back bet that you placed on the selection.
<b>bm_backa</b>	floating point	The amount of the last non-SP matched back bet that you placed on the selection.
<b>bm_layp</b>	floating point	The price of the last non-SP matched lay bet that you placed on the selection.
<b>bm_laya</b>	floating point	The amount of the last non-SP matched lay bet that you placed on the selection.
<b>bm_bpricedat_{price}</b>	floating point	The total amount of all your back matched bets placed at the specified price. The <b>{price}</b> can be either a number or a user variable.
<b>bm_lpricedat_{price}</b>	floating point	The total amount of all your lay matched bets placed at the specified price. The <b>{price}</b> can be either a number or a user variable.
<b>bm_backid</b>	long integer	The ID of the last non-SP matched back bet that you placed on the selection
<b>bm_layid</b>	long integer	The ID of the last non-SP matched lay bet that you placed on the selection
<b>bm_type</b>	integer	The type of the last non-SP matched bet placed on the selection. The variable will return the index that corresponds with the type of the bet. Thus, 1 stands for a lay bet, and 2 stands for a back bet. If no matched bets found, this will return 0.
<b>bm_number</b>	integer	The number of all non-SP matched bets that you placed on the selection

<b>bm_backnum</b>	integer	The number of all non-SP back matched bets that you placed on the selection
<b>bm_backtime</b>	date/ time	The date and time when the last non-SP back matched bet was placed.
<b>bm_backmtime</b>	date/ time	The date and time when the last back matched bet was actually matched.
<b>bm_laynum</b>	integer	The number of all non-SP lay matched bets that you placed on the selection
<b>bm_laytime</b>	date/ time	The date and time when the last non-SP lay matched bet was placed.
<b>bm_laymtime</b>	date/ time	The date and time when the last lay matched bet was actually matched.
<b>bm_backavp</b>	floating point	The average price of all non-SP back matched bets that you placed on the selection.
<b>bm_layavp</b>	floating point	The average price of all non-SP lay matched bets that you placed on the selection.
<b>bu_backid</b>	long integer	The ID of the last non-SP unmatched back bet that you placed on the selection
<b>bu_layid</b>	long integer	The ID of the last non-SP unmatched lay bet that you placed on the selection
<b>bu_type</b>	integer	The type of the last non-SP unmatched bet placed on the selection. The variable will return the index that corresponds with the type of the bet. Thus, 1 stands for a lay bet, and 2 stands for a back bet. If no unmatched bets found, this will return 0.
<b>bu_number</b>	integer	The number of all non-SP unmatched bets placed on the selection
<b>bu_backnum</b>	integer	The number of all non-SP back unmatched bets placed on the selection
<b>bu_backtime</b>	date/ time	The date and time when the last non-SP back unmatched bet was placed.
<b>bu_laynum</b>	integer	The number of all non-SP lay unmatched bets placed on the selection
<b>bu_laytime</b>	date/ time	The date and time when the last non-SP lay unmatched bet was placed.
<b>bu_backavp</b>	floating point	The average price of all non-SP back unmatched bets placed on the selection.
<b>bu_layavp</b>	floating point	The average price of all non-SP lay unmatched bets placed on the selection.

<b>voldif_{minutes}</b>	floating point	The amount by which the traded volume (in currency units) of this selection has grown over the time specified by <b>{minutes}</b> . For example, if the starting traded volume is £1,000 and in 3 minutes it has become £1,500, then <b>voldif_3</b> will return 500. Obviously, this variable will always have a positive value or zero, unless BetFair voids some of the matched bets placed on the selection.
<b>pdif_{minutes}</b>	floating point	The absolute back price difference over the time specified by <b>{minutes}</b> . For example, <b>pdif_5</b> will return the value that back price changed by within the last 5 minutes. This number can be negative or positive, depending on the direction the price changed in. For example, if the price changed from 4.0 to 3.8, the difference will be -0.2.
<b>lpdif_{minutes}</b>	floating point	The absolute lay price difference over the time specified by <b>{minutes}</b> . For example, <b>lpdif_2.5</b> will return the value that lay price changed by within the last 2.5 minutes. This number can be negative or positive, depending on the direction the price changed in.
<b>tdif_{minutes}</b>	integer	The change of the back price over the time specified, in price ticks. For example, if the price has changed from 3.0 to 3.65 within 4 minutes, then <b>tdif_4</b> will return 13.
<b>ltdif_{minutes}</b>	integer	The change of the lay price over the time specified, in price ticks. For example, if the price has changed from 6.0 to 5.1 within 11.5 minutes, then <b>tdif_11.5</b> will return -9.
<b>minbp_{minutes}, minlp_{minutes}</b>	floating point	The minimum value of the back or lay price within the latest time specified by <b>{minutes}</b> . The variable <b>minbp_{minutes}</b> returns back price and <b>minlp_{minutes}</b> - lay price. If it's been less than <b>{minutes}</b> since you started refreshing the market, these figures will show the maximum or minimum value since the beginning of the refresh. The time should not exceed the market's history depth.
<b>maxbp_{minutes}, maxlp_{minutes}</b>	floating point	The maximum value of the back or lay price within the latest time specified by <b>{minutes}</b> . The variable <b>maxbp_{minutes}</b> returns back price and <b>maxlp_{minutes}</b> - lay price. For more details see the previous option.
<b>minlt_{minutes}</b>	floating point	The minimum value of the last traded price the selection has had over the last <b>{minutes}</b> .
<b>maxlt_{minutes}</b>	floating point	The maximum value of the last traded price the selection has had over the last <b>{minutes}</b> .
<b>last_backp</b>	floating point	The last back price that was recorded for the selection before the event has started.
<b>last_layp</b>	floating point	The last lay price that was recorded for the selection before the event has started.
<b>last_order</b>	integer	The order of the selection before the off. 1 stands for the favourite, 2 - for the second favourite and so on.
<b>last_last_traded</b>	floating	The last traded price that was recorded for the selection right before the

	point	off.
<b>sel_wom</b>	floating point	The value of the current WOM (Weight of Money)
<b>handicap</b>	floating point	The digital value of the selection's handicap in "Asian Handicap" and "Total Goals" markets.
<b>Silks Variables. Only valid in horse races where Silks are available.</b>		
<b>silks</b>	0/1	Returns 1 if silks are supported in this market, or 0 otherwise.
<b>silk_trainer</b>	string	The name of the horse's trainer.
<b>silk_age</b>	integer	The age of the horse.
<b>silk_weight</b>	integer	The weight in pounds.
<b>silk_form</b>	string	A string containing the horse's form identifier.
<b>silk_form_[index]</b>	string	A particular character from the form identifier, counting from right to left. I.e., if the form is 28322P, then <b>silk_form_1</b> is "P", <b>silk_form_2</b> is "2", <b>silk_form_3</b> is "2" and so on. If the index is greater than the length of the form, the variable will return empty string.
<b>silk_form_length</b>	integer	The number of characters in the horse's form.
<b>silk_numeric_form</b>	string	A string containing the horse's form identifier excluding any non-numeric characters, such as <b>P, F, R, B, U, -, /</b> or <b>x</b> . E.g. if the form is 283-22P, then <b>silk_numeric_form</b> will return 28322.
<b>silk_numeric_form_[index]</b>	string	A particular character from the form identifier, counting from right to left, excluding any non-numeric characters. E.g. if the form is 283-22P, then <b>silk_numeric_form_1</b> will return 2 and not P as in the case with <b>silk_form_1</b> .
<b>silk_numeric_form_length</b>	integer	The number of characters in the horse's form excluding any non-numeric characters.
<b>silk_days</b>	integer	The number of days since horse's last run.
<b>silk_jclaim</b>	integer	The jockey's claim.
<b>silk_saddle</b>	integer	The number on the saddle.
<b>silk_stall</b>	integer	The stall number the horse is starting from.
<b>silk_wearing</b>	string	Any extra equipment the horse is wearing.
<b>silk_owner</b>	string	The name of the horse's owner.

<b>silk_jockey</b>	string	The name of the jockey.
<b>silk_colour</b>	string	The colour of the horse.
<b>silk_sex</b>	string	The sex of the horse ("f" for filly, "g" for gelding and "c" for colt).
<b>silk_numerator</b>	integer	The forecast price numerator.
<b>silk_denominator</b>	integer	The forecast price denominator.
<b>silk_rating</b>	integer	The official rating.
<b>silk_sire_name</b>	string	Horse's father's name.
<b>silk_sire_bred</b>	string	Horse's father's bred.
<b>silk_sire_year</b>	integer	The year the horse's father was born.
<b>silk_dam_name</b>	string	Horse's mother's name.
<b>silk_dam_bred</b>	string	Horse's mother's bred.
<b>silk_dam_year</b>	integer	The year the horse's mother was born.
<b>silk_damsire_name</b>	string	Horse's grandfather's (on the mother side) name.
<b>silk_damsire_bred</b>	string	Horse's grandfather's (on the mother side) bred.
<b>silk_damsire_year</b>	integer	The year the horse's grandfather on the mother's side was born.
<b>Tennis Score Variables. Only valid in Tennis markets.</b>		
<b>tennis_player_points_won</b>	integer	Returns the number of points that the player that corresponds to the current selection has won in the current game of the current set. Make sure you only address this variable in the context of a selection that represents a player. I.e. it's OK to check this variable for selections in "Match Odds" or "Set Winner", but not OK for "Set Betting", as none of the four selections in that market represent a player.  If a match is a doubles, then the "player" refers to a couple of players competing against the other couple.  If one of the players is having an Advantage, this variable will return 50 as the number of points.
<b>tennis_player_games_won</b>	integer	Returns the number of games that the player represented by the current selection has won in the current set.
<b>tennis_player_{number}_sets_won</b>	integer	Returns the number of sets that the player represented by the current selection has won in the current match.

<b>tennis_player_set</b> <b>{set_number}_game</b> <b>{game_number}</b>	-1/0/1	Returns 1 if the player represented by the current selection has won the game with the specified {game_number} in the specified {set_number}, or 0 otherwise. If there is no data or the game has not finished yet, returns -1.
<b>tennis_player_setsc</b> <b>{set_number}</b>	integer	Returns the score of the {set_number}'s set for the player represented by the current selection. Example: if the scores are 6-5-1 for the player, then <b>tennis_player_setsc2</b> will be equal to 5.  If a set with {set_number} has not started yet, this variable will return 0.
<b>tennis_p_player_poi</b> <b>nts_won</b>	integer	Returns the previous number of points that the current player had won just before the points score has changed. For example, if at first the score is 0-15, and then the first player scores 15 points, the score becomes 15-15. In this case <b>tennis_p_player_points_won</b> = 0, <b>tennis_player_points_won</b> = 15. This variable can help find out who actually scored last.
<b>tennis_p_player_ga</b> <b>mes_won</b>	integer	Returns the previous number of games that the current player had won just before the games score has changed.
<b>tennis_p_player_sets</b> <b>_won</b>	integer	Returns the previous number of sets that the current player had won just before the set score has changed.
<b>tennis_player_servic</b> <b>e_breaks</b>	integer	Returns the player's number of service breaks since the start of the match (for the player that corresponds with the selection)

### Addressing multiple bets

If you have more than one matched or unmatched bet of any type, you can address these bets by index. By inserting this index inside the variable you can access the list of all bets that you placed on a selection.

The syntax is the following:

For matched bets:

**bm\_{number}\_backa, bm\_{number}\_backp, bm\_{number}\_backid, bm\_{number}\_backtime**

**bm\_{number}\_laya, bm\_{number}\_layp, bm\_{number}\_layid, bm\_{number}\_laytime**

For unmatched bets:

**bu\_{number}\_backa, bu\_{number}\_backp, bu\_{number}\_backid, bu\_{number}\_backprs, bu\_{number}\_backtime**

**bu\_{number}\_laya, bu\_{number}\_layp, bu\_{number}\_layid, bu\_{number}\_layprs, bu\_{number}\_laytime**

For SP bets:

**bsp\_{number}\_backl, bsp\_{number}\_backp, bsp\_{number}\_backid, bsp\_{number}\_backtime**

**bsp\_{number}\_layl, bsp\_{number}\_layp, bsp\_{number}\_layid, bsp\_{number}\_laytime**

Instead of the {number} you should insert the index of the bet. Index 1 corresponds with the last bet that was placed on the selection. Index 2 - with the bet that was placed before the last one and so on. For example, you have six unmatched bets which are listed in the following way:

Placed at:	Bet Details	Bet Type
18:15:05	5 EUR @ 10.5	Back
18:11:02	4.5 EUR @ 11.0	Back
19:00:12	8 EUR @ 11.5	Back
18:14:08	6.5 EUR @ 8.5	Lay
19:02:45	7.7 EUR @ 7.0	Lay
18:45:15	4.2 EUR @ 7.5	Lay

Then these will be the values of the corresponding variables:

Variable	Value
bu_1_backp	11.5
bu_1_backa	8
bu_2_backp	10.5
bu_2_backa	5
bu_3_backp	11.0
bu_3_backa	4.5
bu_1_layp	7.0
bu_1_laya	7.7
bu_2_layp	7.5
bu_2_laya	4.2
bu_3_layp	8.5
bu_3_laya	6.5

### Referring to selections by their index

You can refer to a selection by its index assigned to it by BetFair. Add a prefix **s\_{number}\_** to any selection variable. For example, **s\_1\_back\_price** will return the price of the first selection (which is not necessarily the favourite!).

## Referring to selections sorted by price

You can use the same selection variables for getting the parameters of selections sorted by their price, such as favourite, second favourite etc. This can be done by adding a prefix **r\_{number}\_** in front of the variable. The **{number}** stands for the place of the selection in the list of selections sorted by price, starting from the lowest price.

Thus, **r\_1\_** is a prefix for the favourite, **r\_2\_** - for the second favourite and so on.

To address the probable loser (the selection with the highest price) write either **r\_0\_** or **r\_runner\_number\_**. In the latter case the market variable **runner\_number** will be parsed first and will return the number of selections in the market.

Examples:

- **r\_1\_back\_price** - the favourite's back price
- **r\_2\_bm\_laya** - the amount of the last matched lay bet placed on the second favourite
- **r\_0\_profit\_loss** - probable loser's P/L
- **r\_3\_back\_unmatched** - the total back unmatched amount of the third favourite.

You can combine selections and sorted selections in trigger expressions. While selection variables always concern the selection they are checked for, sorted selection variables are calculated independently.

Examples:

- **b\_leap > r\_1\_b\_leap** - checks if the back price leap of the selection is greater than that of the favourite
- **100/back\_price + 100/r\_1\_back\_price + 100/r\_2\_back\_price**

## Prefix other\_ for Any Other Selection's / All Other Selections'

Whenever using the Any Other Selection's or All Other Selections' as the Body of a condition, don't forget to insert **other\_** in front of any selection variables you will use in this condition.

Read more on the specifics of All Other Selections' and Any Other Selection's here.

## Win and Place markets

To know how to create the same variables, but for place markets please read this topic.

### 9.4.7.4.1 Remembered Selections Variables

A trigger with the action "remember" creates a list of selections which you can access by adding a special prefix.

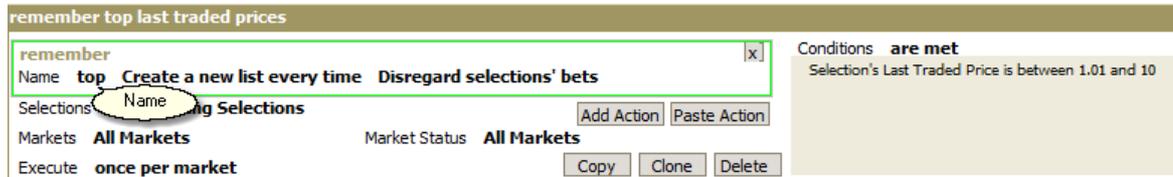
The prefix is defined in the **Name** parameter of the trigger.

Then to get the value of a variable belonging to one of the selections in the remembered list, you use the following syntax:

**{name}\_{index}\_{variable}**

Where {name} is the name under which the selections were remembered by the trigger, {index} is the index of the remembered selection and {variable} is the selection variable you want to evaluate.

Example:



Let's say there were four qualifying selections whose last traded price was in the range 1.01 to 10.0. The trigger remembered them under the name of "top". To get the last traded price of the second selection you would write:

**top\_2\_last\_traded**

To get the third selection's back price at that moment, you would write:

**top\_3\_back\_price**

And so forth.

To get the number of selections remembered under a particular name, write:

**{name}\_number**

In the example above it is **top\_number**.

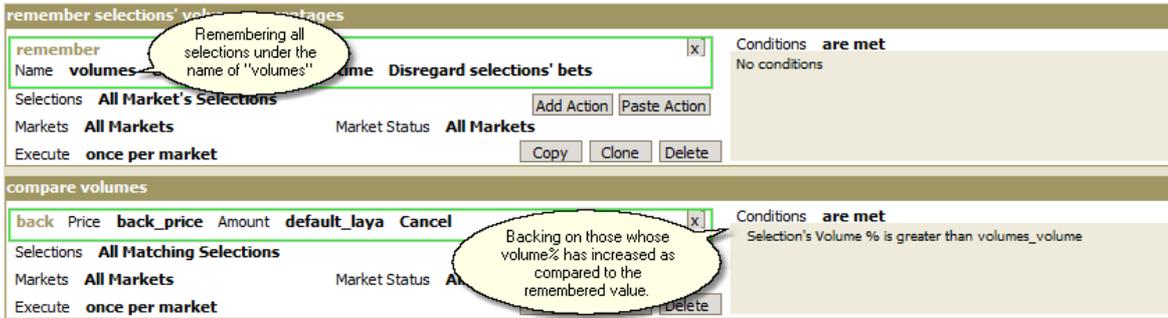
### Accessing the variables of the current selection remembered earlier by a trigger

In a trigger condition you can address the variables of the remembered selection that the condition relates to. To get the variables of the same selection remembered by a trigger, you would use this syntax:

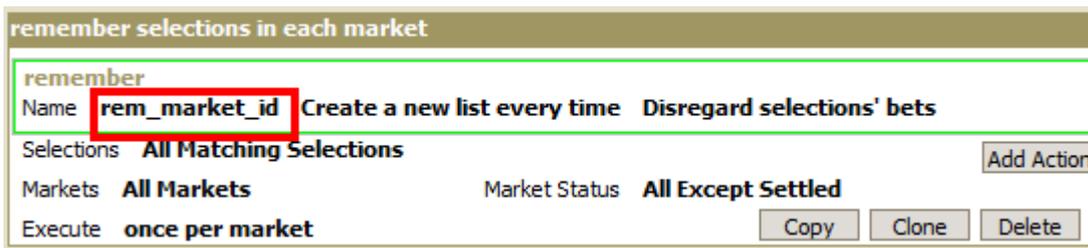
**{name}\_{variable}**

You don't specify the index, instead the program tries to find the remembered selection that is the same as the one that you are checking in the condition.

Example. Suppose you remembered selections a minute ago and now want to compare how their volume percentages have changed with time.



**Tip!** If you want the remembered selections to be unique for each market where you remember them, add `market_id` to the end of the Name:



You then address the variables as described above, e.g.:

Selection's Back Price is greater than `rem_market_id_back_price`

9.4.7.4.2 Matching Selections Variables

These variables apply and can be evaluated for selections meeting the conditions of the trigger. That is they make sense only in the context of a trigger for which they qualify.

Variable	Type	Description
<code>match_b_book</code>	floating point	The book percentage formed of the matching selections' chances of winning based on back prices. For example, if there are three matching selections with back prices 2.0, 6.4 and 10, the variable will return 75.63 (100/2.0 + 100/6.4 + 100/10).
<code>match_l_book</code>	floating point	The book percentage formed of the matching selections' chances of winning based on lay prices.

<b>matching_number</b>	integer	The number of selections that have matched all conditions at to the moment of checking the variable.
<b>match_index</b>	integer	The index of the selection in the list of matching selections. If more than one selection met the conditions, this variable returns the position of the selection in the list of qualifying selections.  The sorting order of matching selections is by default defined by their back prices. But you can change this order applying the condition <a href="#">Selection's Sorting Order is defined by ...</a>
<b>match_{index}_</b>	prefix	You can use this prefix to address all matching selections by their index. Example: <ul style="list-style-type: none"> <li>• <a href="#">match_1_back_price</a> - the back price of the first matching selection</li> <li>• <a href="#">match_2_volume</a> - the volume percentage of the second matching selection</li> <li>• <a href="#">match_matching_number_lay_price</a> - the lay price of the last matching selection</li> </ul>

#### 9.4.7.4.3 Form Identifier

In horse racing, the form of a horse is a record of significant events including its performance in previous races. The form may identify the horse's sire, dam and wider pedigree. It is used by tipsters and punters as an aid in the prediction of its performance in future races.

Abbreviations used to decode the Form column can include:

- 1-9 the position the horse finished in a race
- 0 finished outside the top 9
- P pulled up (reined in to prevent it winning)
- F fell
- R refusal
- B brought down
- U unseated rider
- - separates years, i.e. left of this is from previous year, e.g. Dec 06 - Jan 07
- / separates racing seasons, i.e. left of this is from the previous season
- x Special form identifier in Australian markets

Form is arranged chronologically from left (oldest) to right (newest).

When you add a condition that has "Form" as its parameter, you can analyse its contents and find specific sequences (patterns) using the following syntaxes.

Each syntax corresponds with one character in a sequence.

**[XYZ]** - any character from the group inside the brackets. In this example it is X, Y or Z.

**[?XYZ]** - any character from the group inside the brackets, but it can be missing in the form. This is needed when you are not sure whether a particular character is in the sequence, and want to just ignore it in case it's there. For instance, if you want to search for [12][12][12] (when a horse takes either the first or second place three times in a row), but don't care about possible breaks in its career, you can check for this sequence:

**[12][?/-][12][?/-][12]**

The expression [?/-] stands for a possible "/" or "-", but it does not necessarily have to be there. So, this sequence will be found in the following forms:

1-2-1

2/12

1/1/1

2-22

and so on.

**[^XYZ]** - any character except the ones listed in the brackets, after the ^ character. In this example it can be anything except X, Y and Z.

**%** - any character at all

**@** - start of the form string (from the left end)

**\$** - end of the form string (from the right end)

The last two symbols do not stand for any actual character in the form, but they denominate a special circumstance for other character(s) in the sequence.

For example, you might want to search for the sequence 123, but with a condition that this pattern is at the start of the form's string. I.e. 123P801, 123-246U etc., but NOT 451230 or 72B9123. In that case you would need to look for this sequence:

**@123**

Alternatively, to look for a specific pattern in the end of the string, you will need to write:

**123\$**

Apart from these syntaxes you can also put the actual character you are looking for.

Examples.

**[123]%[1234]** Finds a form that contains three characters: the first one should be 1 to 3, the second one can be anything at all, and the third one must be a number from 1 to 4. For example, 2-3, 1/4, 3P3, 201.

**[^FU][1234567]%[^P]** Finds a pattern of four characters: one should be anything but "F" or "U", the second - a number from 1 to 7, the third one can be any character, and the fourth one should be any character except "P". For instance, R4U0, 11-B, 06/R.

**[^/]1%[^0F]** Finds a pattern of four characters: the first one can be anything except "/" or "-", the second one must be 1, the third one can be any character, and the last one should not be "0" or "F". For example, 21F8, U1-P, 0114.

If you want to find a specific sequence of characters, you can just put it in the value field. For example:

**Selection's Form contains sequence 112**

Will find any horse that at any time in its life won in two races and then came second.

**Selection's Form contains sequence F-0**

Will find any horse that has ever fell, then had years off track, then took a place outside the top 9.

Tip: to find a horse with an empty form, use this expression:

**Selection's Form does not contain sequence %**

Another way to do this is using this expression:

**Trigger Expression silk\_form\_length is equal to 0**

#### 9.4.7.4.4 Variables addressing imported values

If you have imported selections from a text file, along with some numeric or text values, you can access those values with this variable:

**imported\_{index}**

Where **index** is the index of the value (starting from 1) in the list separated by "Tab" characters (as in the original file). So if you have a line in that text file:

```
Masquerade "1 - 0" 7.88 0.000009
```

Then here is how the values will be assigned to the corresponding variables:

```
imported_1 = "1 - 0"
```

```
imported_2 = 7.88
```

```
imported_3 = 0.000009
```

You can then easily use these variables in your triggers. Example:

```
Selection's Trigger Expression imported_2 is equal or less than 10.0
```

If you specify an index that is greater than the number of values you imported for the given selection, the variable will return empty string. You therefore can check if it is not empty using this condition:

```
Selection's Trigger Expression imported_1 is not equal to ""
```

Additionally you can make use of the following variables:

Variable	Type	Description
<b>imported_market_num</b>	integer	The number of markets where selections or their values were imported.
<b>imported_selections_num</b>	integer	The number of selections affected by the import file, i.e. the ones that were activated or for which at least one value was imported.

#### 9.4.7.5 Excel-Bound Variables

Excel-Bound variables are expressions representing a cell in an Excel spreadsheet. MF Pro interprets a variable in order to obtain the address of the cell where some value is stored. It then gets this value and returns it back to the trigger expression. This way you can use your Excel calculations in your trigger formulae.

#### Syntax

**cell\_[sheet\_name]\_[cell\_address]**

The `[sheet_name]` and `[cell_address]` are the address of the cell a value is stored in. The sheet must exist in the Excel file MF Pro is connected to, and the cell's address must comply with Excel notation. For example:

- `cell_sheet1_B3`
- `cell_mysheet_A4`

But that's not all the things you can do. Suppose you want to connect to a market sheet, but don't want to type in the name of the sheet each time you add a new market. Since MF Pro always names market sheets as "query" plus the ID of the market, you can compose the address of trigger variables:

`cell_querymarket_id_K4`

The variable `market_id` will be replaced with the ID of the market.

Let's go further and find out how you can for example address a cell where the current back price of a selection is stored. You already know how to address a market sheet. Having read section "Excel Interface / Overview" you will also learn that back prices are displayed in cells D4, D7, D10 etc. Now, the index of each selection can be obtained from the `sel_index` variable. The array 4, 7, 10 etc. can be represented as `sel_index*3+1`. Therefore the final address can be formulated as:

`cell_querymarket_id_D(sel_index*3+1)`

If you have a custom cell that you want to use in the trigger expression here are some tips.

If your custom cell is meant to be inserted in any market sheet, then use the same formula as above:

**`cell_querymarket_id_[cell_address]`**

If your custom cell's address is parsed for each selection, for example S14:3, then you need to convert the number of the column into its name. Column 14 is N. Then, convert the row number according to this scheme:

Row	Notation
1	<code>sel_index*3+1</code>
2	<code>sel_index*3+2</code>
3	<code>sel_index*3+3</code>

So, to get the custom cell addressed as S14:3 write:

`cell_querymarket_id_N(sel_index*3+1)`

#### 9.4.7.6 Order of parsing variables

There is a predefined order in which user and trigger variables are parsed inside a trigger expression. The order determines which variable is replaced with an actual value before the other. This gives you an opportunity to include variables in the names of certain other variables.

So, trigger expressions are parsed in this order.

1. User variables and Constants. For this reason you cannot include any other variable in the name of a user defined variable when executing a trigger with the "set user variable" action.

2. Market variables starting with the winplace\_ prefix.

3. Win/Lose History variables.

4. General Variables.

5. Matching Selection Variables.

6. Market variables starting with the mr\_ prefix.

7. Market Variables and Market Prefixes.

8. Selection variables starting with the prefixes `s_`, `r_` and `pw_`.

9. Remembered Selections variables.

10. Selection Variables.

11. Excel-Bound Variables.

12. Operators and functions.

#### 9.4.8 Operators and Functions

MF Pro supports all arithmetic operators and several Excel functions for calculations inside triggers.

##### Operators

Here is the full list of signs you can use inside your trigger expressions:

- + addition
- - subtraction
- \* multiplication
- ^ raising to power
- / division
- % modulus or remainder. For example,  $5 \% 4 = 1$ ,  $36 \% 6 = 0$ ,  $23 \% 7 = 2$
- = equal to
- <> not equal to
- > greater than
- >= equal or greater than
- < less than
- <= equal or less than
- ( ) brackets
- 

You can combine these operators with numbers and trigger variables. For example:

`(100/r_1_back_price + 100/r_2_back_price + 100/r_3_back_price)`

## Functions

### 1. `r_ticks(original_price, ticks)`

Returns a price that is ticks higher or lower than `original_price`. If `ticks` is positive the returned price will be higher, and if it is negative the price will be lower.

For example: `r_ticks(6, 4)` will return 6.8, and `r_ticks(4.1, -5)` will return 3.8.

Note that for Asian Handicap markets a tick is equal to 0.01 regardless of the price range.

The expression `r_ticks(original_price, 0)` will return *original\_price* adjusted for the correct value based on its price range. E.g. if you write `r_ticks(10.17, 0)`, it will return 10.0, if you write `r_ticks(2.57, 0)`, it will return 2.58 and so on.

### 2. `g_ticks(price1, price2)`

Returns the difference between `price1` and `price2` in ticks. If `price1` is less than `price2`, the result will be positive, otherwise - negative. Examples:

`g_ticks(2, 3) = 50`

`g_ticks(4, 3.5) = -10`

`g_ticks(6, 6) = 0`

### 3. `fibonacci(step, increment, start)`

Returns a number in a Fibonacci sequence, where `step` is the first value in the sequence, `increment` is the number of iterations (either positive or negative) and `start` is the number that the iterations are started from. For example, if `step` is 3.0, then the sequence will look like:

0, 3, 3, 6, 9, 15, 24, 39, 63, 102, 165, 267 and so on.

Suppose `increment` is 4, and `start` is 24. Then `fibonacci(3, 4, 24) = 165` (4 steps forward from 24).

If `increment` is -3 and `start` is 102, then `fibonacci(3, -3, 102) = 24`.

Another examples:

`fibonacci(2, 5, 0) = 10`

`fibonacci(4, -2, 20) = 8`

#### 4. MAXV(expression1, expression2, ...)

Returns the maximum of the two or more expressions listed in the brackets. For example, MAXV(-2, 10, 5, 0) will return 10. The expressions can be numbers, arithmetic expressions, trigger and user variables etc.

#### 5. MINV(expression1, expression2, ...)

Returns the minimum of the two or more expressions listed in the brackets. For example, MINV(-2, 10, 5, 0) will return -2.

#### 6. INTEGER(expression)

Returns the integer number made of expression by discarding its fractional part. I.e. INTEGER(2.7) or INTEGER(2.123) would return 2. The expression can be a negative number, thus INTEGER(-23.454) will return -23.

#### 7. RANDOM(expression)

Returns a random number between 0 and (expression-1). The expression must evaluate to an integer number. If the expression is negative, the returned number will be in the range between -(expression-1) and 0.

Examples: RANDOM(-10) returns anything between -9 and 0. RANDOM(15) returns anything between 0 and 14.

`RANDOM(runner_number) + 1` returns a random runner index from 1 to the number of selections in the market.

MF Pro utilizes several simple **Excel functions**. They are listed below:

#### 1. IF(expression, value\_if\_true, value\_if\_false)

Returns *value\_if\_true* if the condition in the expression is met (is true), and *value\_if\_false* otherwise. Example: `IF(5>6, 30, 0)` returns 0, because 5 is not greater than 6.

#### 2. AND(expression1, expression2, ...)

Returns true if all the expressions inside the brackets are true, and false otherwise.

#### 3. OR(expression1, expression2, ...)

Returns true if at least one expression inside the brackets is true, and false otherwise.

#### 4. FIND(pattern, string)

Returns the position of the first occurrence of pattern in string. If pattern is not found it returns 0. If string starts with pattern, then the function will return 1 and so on. Example: `FIND("Horse", "Horse Racing - Todays Card")` will return 1, because the pattern "Horse" stands in the beginning of the string. The pattern "orse" will be found on the second place and so on.

#### 5. ABS(expression)

Returns the absolute value of a number, a number without its sign.

`ABS(-9) = 9`

These functions have the same syntax as in Excel. However there are several restrictions that you must know about:

- all function names must be written in English. No other languages are supported
- all numbers must have dot as a decimal separator. For example, numbers like 5,2 must be entered as 5.2. If the expression that contains these numbers will be later output to an Excel spreadsheet, it will be automatically formatted according to your system's decimal separator.

You can combine different functions in one expression. Here are a couple examples:

```
IF(AND(last_won>=0, total_won>0), 4.0, IF(last_won<0, 4-last_won))
```

```
IF(OR(lay_matched>0, lay_unmatched>0), lay_matched+lay_unmatched, lay_amount)
```

#### PLEASE NOTE

If you are working with an Excel spreadsheet you are not limited with functions that you can use in your spreadsheet calculations. All aforesaid refers to expressions that you may enter into the application's fields.

### 9.4.9 Date/Time Format Supported

MF Pro represents all date/time variables in a special format. It represents a date or time as a floating point number.

The integral part of this value is the number of days that have passed since 12/30/1899. The fractional part of this value is the time of day.

Following are some examples of TDateTime values and their corresponding dates and times:

0	12/30/1899 12:00 am
2.75	1/1/1900 6:00 pm
-1.25	12/29/1899 6:00 am
35065	1/1/1996 12:00 am

This format is also supported and used by Excel and VBA (and by many programming languages).

To find the fractional number of days between two dates, subtract the two values. To increment a date and time value by a certain fractional number of days, add the fractional number to the date and time value.

Below is a list of the most frequent date and time patterns converted into the date/time format supported by MF Pro:

1 second	0.00001157
1 minute	0.000694
10 minutes	0.00694
1 hour	0.04164
12 hours	0.49968
1 day	1.0

So, in order to convert the time given in this format into - say - minutes, divide this number by 0.000694. For example:

$(\text{now\_time} - \text{event\_off}) / 0.000694$

This will give you the time in minutes that has passed since the actual start of an event.

Accordingly, to convert that time into seconds, divide it by 0.00001157.

### Checking the properties of the current time

For easier access to the current date and time use the "Current Time" trigger condition.

## 10 Log Files and Statement

MarketFeeder Pro stores all important messages and the history of your bets in the form of "Log Files".

They are conveniently organised as web pages which you can view with your browser software.

Program Logs

Trigger Logs

Statement

To view the program logs, simply click on this link in the Main Menu:

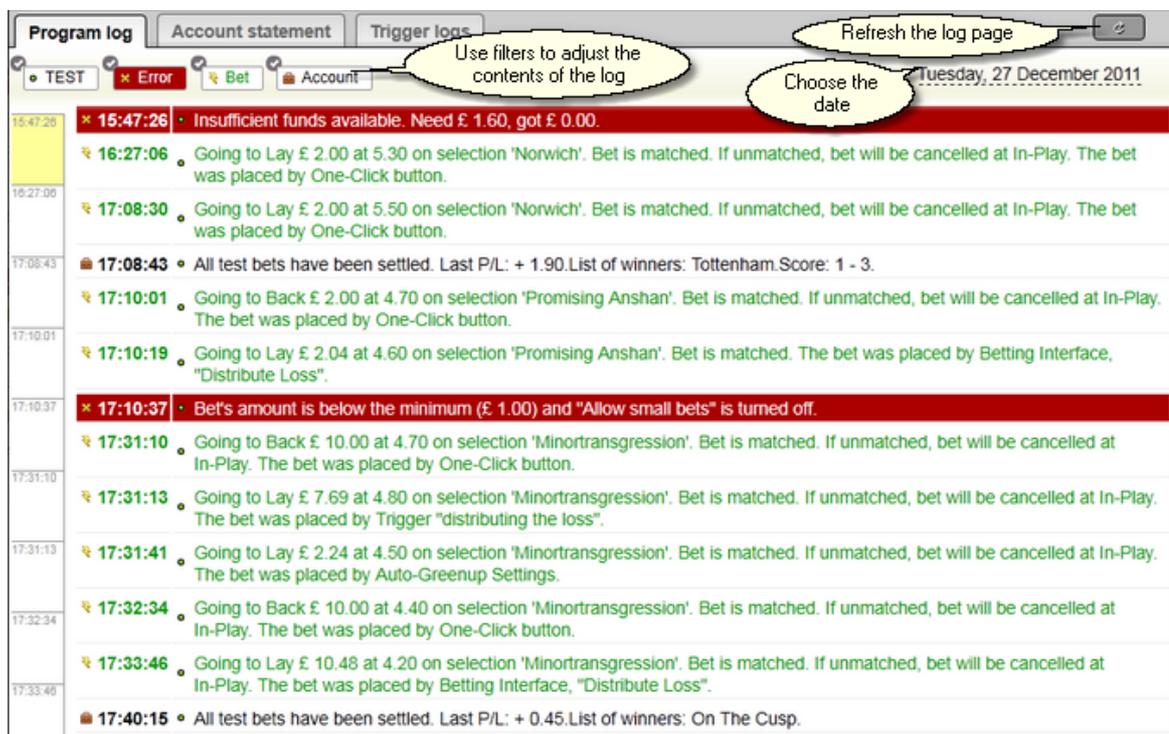


## 10.1 Program Logs

Whenever MarketFeeder Pro has anything important to tell you, it will write it down to "Program Logs". These logs may contain the following messages:

- The information on the bets you placed either manually or through various auto-trading functions of the program
- The score and list of winners in a settled market
- Deposits and withdrawals of funds in Test Mode
- Error messages, such as "Insufficient funds" or "Can't place bets below the minimum"

It is very important to keep track of all these messages as they will help you control the actions of the program and give confidence to your trading.

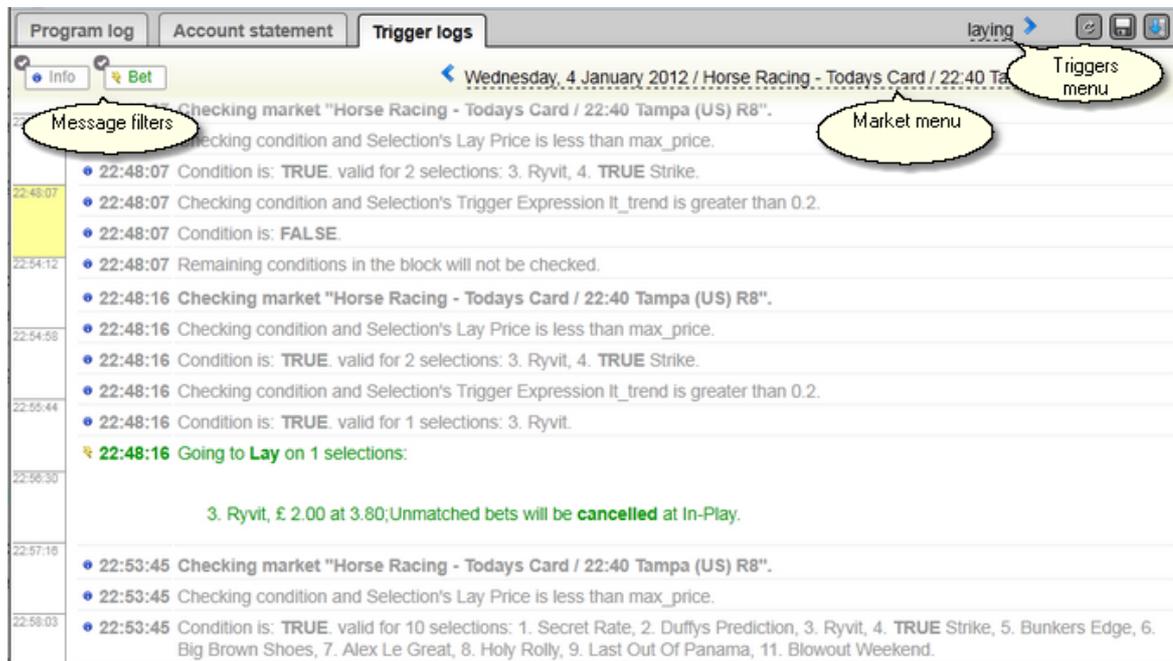


## 10.2 Trigger Logs

Trigger logs contain a step-by-step record of the execution of every active trigger currently loaded into MarketFeeder Pro.

It is your first destination to look if you are not sure why a trigger is not doing what it should or, on

the contrary, why it is acting when you think it shouldn't.



Each log is named after the name of the trigger it follows, and that in its turn can be broken up in markets if there is more than one market a trigger can operate in.

The text of the log is made up of clusters recorded each time a market is refreshed. A cluster starts with a line "Checking market "[market name]". Then it lists all trigger's conditions indicating whether they are satisfied or not, sometimes backing it up with additional information. This way you can easily see what condition it was that the trigger "stumbled upon".

Once all conditions of a trigger have been satisfied (if there were any), a log record will appear saying "Going to ..." and the action that the trigger is supposed to perform along with all the details related to this type of action.

Then most likely the log will keep saying that the trigger has already been executed in this market (if it must be executed "once per market") or it will start a new cluster with the report on the trigger's conditions if the trigger can be repeated.

Develop a habit of constantly checking trigger logs. This will save you efforts and time as developing and testing triggers is often a matter of trial and error, and you want to be fully aware of how a trigger is performing before you switch to the real money mode.

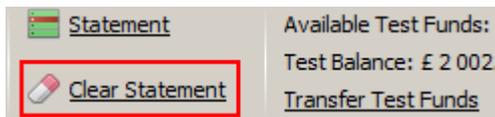
### 10.3 Statement

Your statement, like the one at BetFair's web site, lists all your transactions sorted by date and time.

MarketFeeder Pro generates both a real money statement and a test mode statement. These statements are not correlated, and so there is a chance you might have only a test statement if you were betting in test mode only. You can switch between them using the menu on the statement page.

Time	Market	Selection	Amount	Price	P/L	Balance
18:01:17	GB / Wolverhampton Wanderers OR 480m - UK	1. Mutual Decision			0.10	18.00
18:01:17	BAGS cards / Swin 9th Dec/ 18:27 A6 480m - UK				-0.01	18.00
18:12:50	GB / Wolverhampton Wanderers OR 480m - UK	Good Timin	0.10	2.02	-0.10	18.00
18:34:51	BAGS cards / Swin 9th Dec/ 18:27 A6 480m - UK	4. Falkners Joe	0.10	3.40	0.10	18.00
18:34:51	BAGS cards / Swin 9th Dec/ 18:27 A6 480m - UK				-0.01	18.00
19:38:18	BAGS cards / Monm 9th Dec/ 19:33 A4 480m - UK	3. Clonost Lauren	0.10	3.40	0.10	18.00
19:38:18	BAGS cards / Monm 9th Dec/ 19:33 A4 480m - UK				-0.01	18.00
19:42:21	GB / Wolverhampton Wanderers OR 480m - UK	Berbice	0.10	4.30	0.10	18.00
19:42:21	GB / Wolverhampton Wanderers OR 480m - UK				-0.01	18.00
20:58:09	BAGS cards / Sheff 9th Dec/ 20:56 A3 500m - UK	4. Magna Merry	0.10	3.80	0.10	18.00

To clear up your statement, press "Clear Statement" in the main menu.



## 11 Getting Started

Before you start working with MarketFeeder Pro, you need to register an account with BetFair and deposit funds at least once. You will need your username to enter the program.

Then it is highly recommended to make yourself acquainted with the basics of trading at an online exchange.

When making your first steps in mastering MarketFeeder Pro, do have the Test Mode turned on at all times.

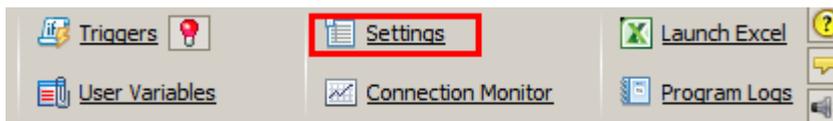
### 11.1 Tuning up the program

Here you will find answers to the most common questions users ask us during the first days of using MarketFeeder Pro.

It is strongly recommended that you read the other chapters of the manual before changing the settings, so that you are fully aware of the consequences.

#### Settings Profile

When you first log in to MF Pro, it offers you a default settings profile - some predefined configuration that we carefully chose for a new user. We believe it perfectly serves the needs of someone who hasn't explored the full potential of the program yet. If you need to experiment with the program's settings, click on this link in the Main Menu:



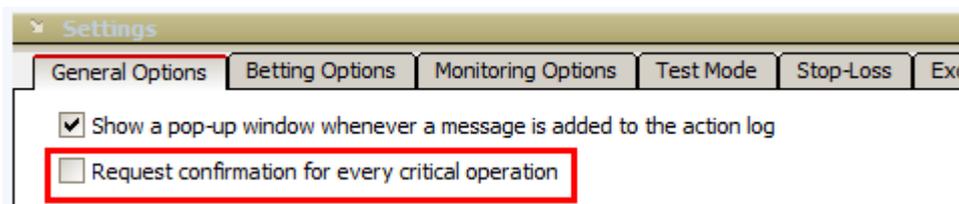
## Test Mode

It is recommended that you start your experience with MarketFeeder Pro in Test Mode. It is safe yet allows you to try all trading functions. Upon installation of the program you are given 100 test currency units (e.g. £100) for your first bets. Should you need more test funds, click on the "Transfer Test Funds" link. When you are absolutely (I stress the word "absolutely") confident that you are ready to start betting with real money, you can press the link "Test Mode is ON" to switch it off.



## Confirmation Messages

By default the program will ask your permission for every operation that is considered critical, such as deleting something or, above all, placing a bet. This, of course, is a measure of precaution and should be used until you get acquainted with the way various buttons and functions work in MarketFeeder Pro. But if you get annoyed by these message boxes, you can turn them off via Settings -> General Options.



## One-Click Betting

By default all square areas in market views with prices on them are betting buttons. This means that once you press that button, a bet is immediately placed. If you are not comfortable with this, for example, if you don't want to make an unwanted bet accidentally, you can turn this option off in Settings -> Betting Options.

Betting Options	Monitoring Options	Test Mode	Stop-Loss	Excel	Email & SMS	Look & Feel
bets ts every <input type="text" value="3.00"/> sec. ndividually for each market :ously with refreshing the market  bets :t's maximum liability to <input type="text" value="500.00"/> GBP						
<b>One-Click Betting</b> Default Back amount <input type="text" value="4.00"/> GBP      Default Back SP Liability <input type="text" value="20.00"/> GBP Default Lay amount <input type="text" value="4.00"/> GBP      Default Lay SP Liability <input type="text" value="20.00"/> GBP <input type="checkbox"/> <b>Enable One-Click betting</b> By default all unmatched bets should be <input type="text" value="cancelled"/> at In-Play <input type="checkbox"/> For SP bets set the price limit to the current best odds						

## Adding Monitored Markets

Adding markets you want to trade in is quite simple and can be done in three ways:

1. Manually, through the Event Tree. You simply navigate to the market you want to add and click on its name, one at a time.
2. Manually, through the Market Locator. You search for markets that satisfy your criteria and add as many as the program will find in one go.
3. Automatically, through the Scheduled Market Search. Markets will be search and added by the program, according to the search template that you'll specify in the settings.

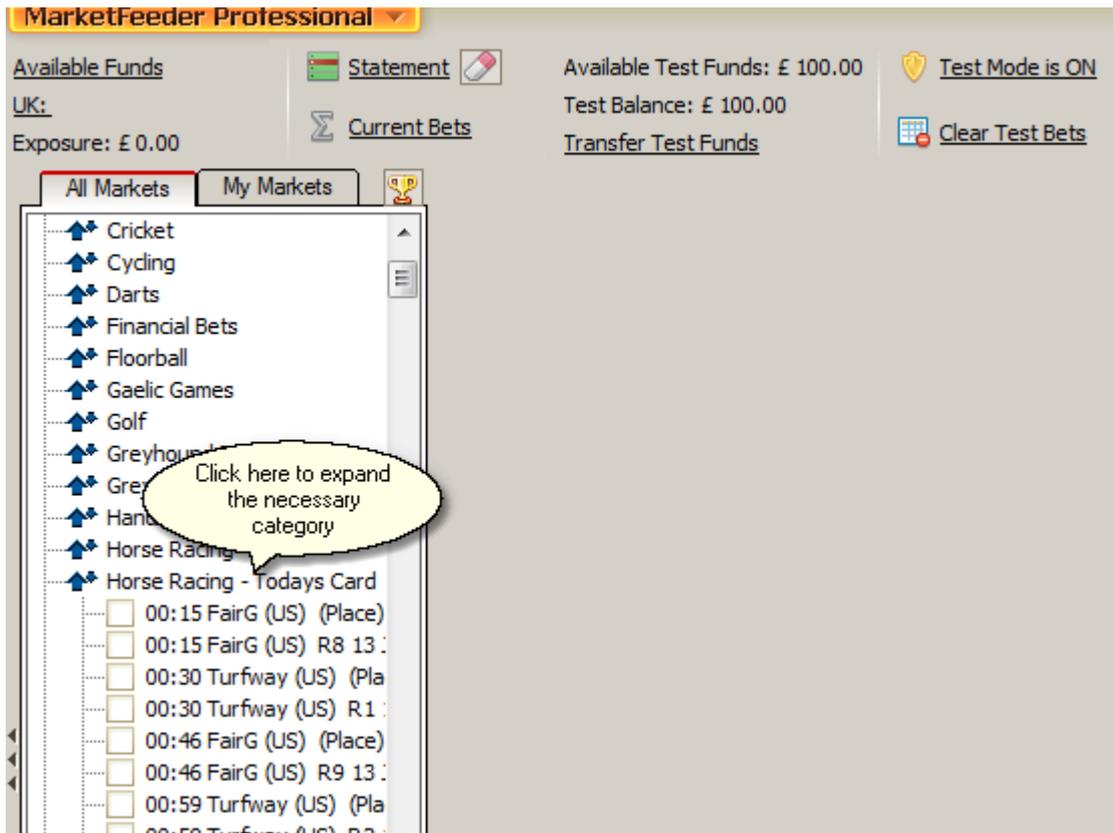
## Colours and Fonts of Betting Buttons

If you are not happy with the default colour scheme for betting buttons (back and lay), you can change them in Settings -> Look & Feel.

Settings		General Options	Betting Options	Monitoring Options	Test Mode	Stop-Loss	Excel	Email & SMS	Look & Feel
Adjust the colours and fonts of the betting interface by clicking on the appropriate panels.									
<input type="checkbox"/> Back Colour	<input type="checkbox"/> Lay Colour	<input checked="" type="checkbox"/> Label the favourites							
<input type="checkbox"/> Light Back Colour	<input type="checkbox"/> Light Lay Colour	<input checked="" type="checkbox"/> Blink the market start time label starting from <input type="text" value="5.00"/> min							
<input type="checkbox"/> SP Back Colour	<input type="checkbox"/> SP Lay Colour								
<input type="checkbox"/> Price Up	<input type="checkbox"/> Price Down								

## 11.2 Placing your first bet

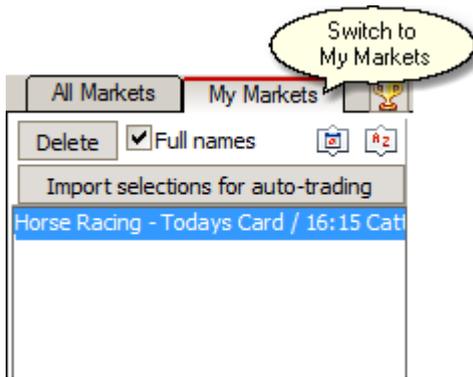
1. Open MarketFeeder Pro. Using the Events Tree navigate down to the horse race of your choice in Today's Card.



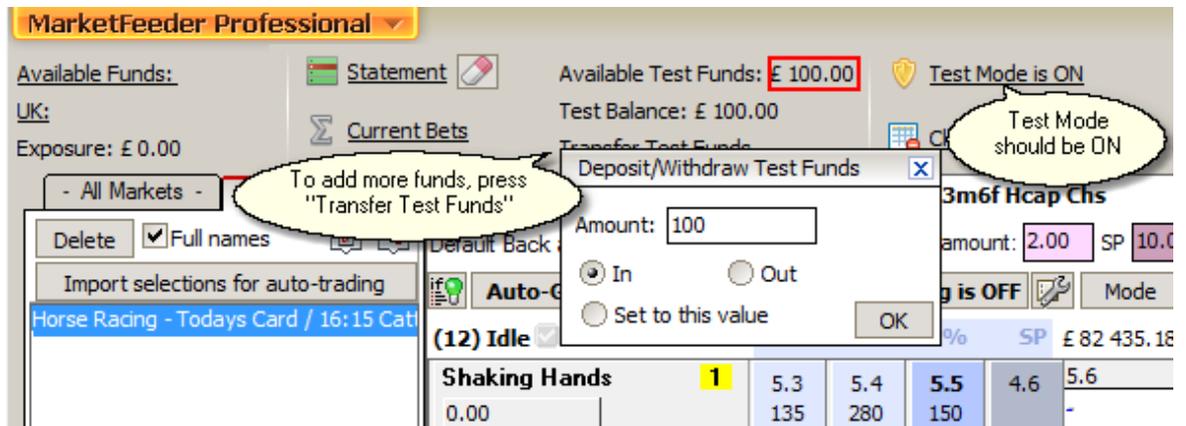
2. Click on the race's name and wait till the market loads into the program.



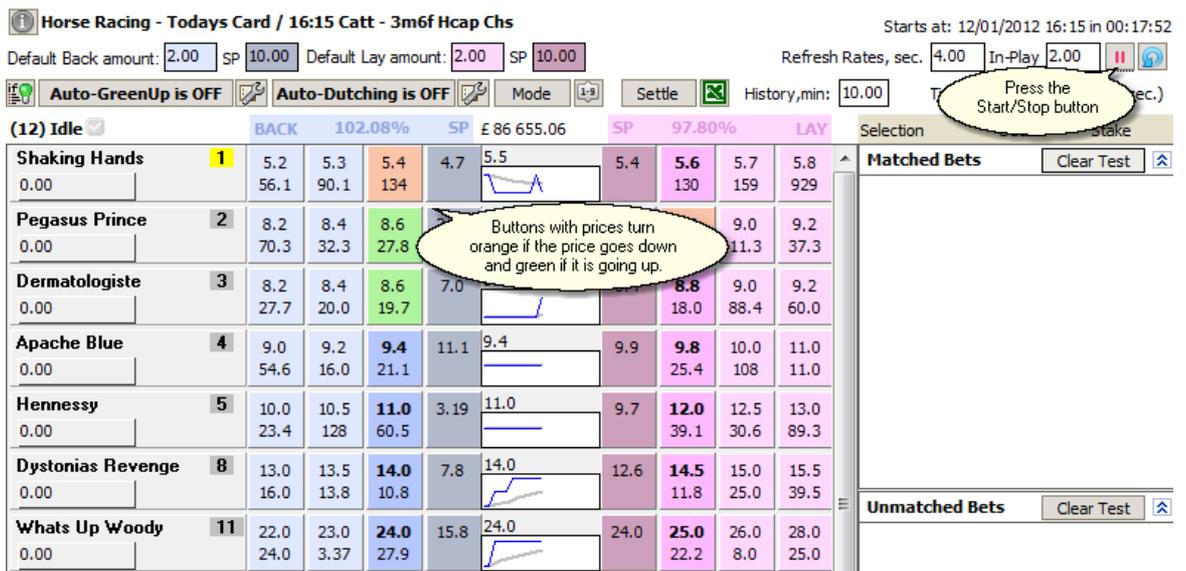
3. Switch to the "My Markets" tab and check that the market's name is there.



4. Check your Test Funds. The first you will place will be a test bet to avoid any risks. You are given 100 test currency units at the beginning. You can deposit or withdraw test funds if needed.



5. Start refreshing the market. As prices keep changing on the screen, choose the selection you want to bet on. Note its current back and lay prices. Check the Default Back and Default Lay amounts in this market.



6. Click directly on the blue betting button. The program will try to place a back bet with a size equal to the Default Back amount and the price displayed on the betting button.

**Horse Racing - Todays Card / 16:15 Catt - 3m6f Hcap Chs**

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 10.00

Auto-GreenUp is OFF Auto-Dutching is OFF History dep

(12) Idle 101.45%

The default amount for backing is £2.

The current back price offered for Shaking Hands is 5.6

Selection	Rank	Back	SP	Lay	SP	Stake
Shaking Hands	1	5.4 165	5.5 184	5.6 198	4.6	5.6 84.3
Pegasus Prince	2	8.2 59.1	8.4 34.6	8.6 163	2.64	8.6 117
Dermatologiste	3	8.2 27.7	8.4 30.0	8.6 4.4	5.9	8.6 47.4

7. To safeguard you from possible errors while you are doing your first steps, it will ask for your permission:

Confirm

Going to Back £ 2.00 at 5.60 on selection(s) "Shaking Hands". Are you sure you want to place this bet?

Yes Cancel

You will be able to turn these confirmation windows off when you feel confident. For now just press "Yes".

8. You can see your first bet to the right of the market window. Congratulations! You are now ready to go to One-Click Betting.

**Horse Racing - Todays Card / 16:15 Catt - 3m6f Hcap Chs**

Starts at: 12/01/2012 16:15 in 00:15:41

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 10.00 Refresh Rates, sec. 4.00 In-Play 2.00

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min: 10.00 Timestamp: 15:59:15 (4.25 sec.)

(12) Idle 102.46% SP £ 91 925.36 SP 98.36% LAY

The Profit/Loss (P/L) reflects the new bet

Back £2 at 5.6, matched.

Selection	Rank	BACK	SP	LAY	SP	Stake
Shaking Hands	1	5.4 165	5.5 184	5.6 198	4.6	5.6 84.3
Pegasus Prince	2	8.2 59.1	8.4 34.6	8.6 163	2.64	8.6 117
Dermatologiste	2	7.8 70.3	8.0 308	8.2 46.3	5.9	8.4 54.7
Apache Blue	4	8.6 61.4	8.8 20.0	9.0 62.6	11.0	9.2 23.4
Hennessy	5	10.5 128	11.0 48.4	11.5 8.1	3.19	12.0 89.3
Dystonias Revenge	8	12.0 118	12.5 26.3	13.0 37.9	6.6	13.5 20.0
Whats Up Woody	11	18.5 2.70	20.0 16.7	22.0 24.0	15.8	23.0 8.0

**Matched Bets**

TEST -6712000

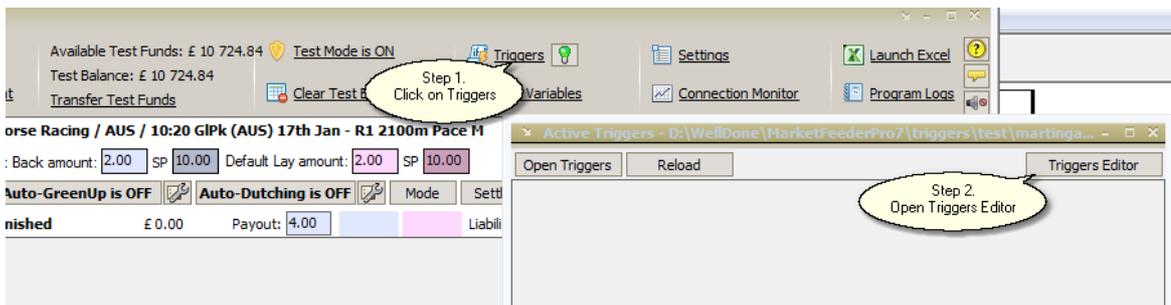
Shaking Hands 5.60 2.00

**Unmatched Bets**

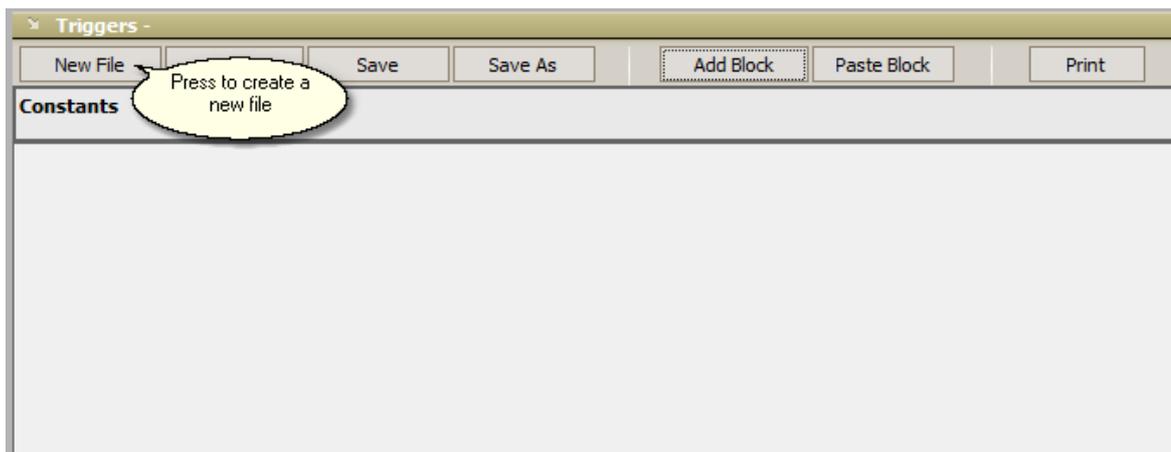
## 11.3 Creating your first trigger

There are 50 trigger actions you can choose from, but to get you started quickly, we'll go through creating a very simple laying trigger.

So open Triggers Editor in this way.



Press New File. This will create an empty triggers file.



All triggers must exist inside a block, even if there is only one trigger in the block. So press Add Block. Click on the block's name and type in something more meaningful there.



In majority of cases the block must be set to be repeated "just once". This option will be offered by default.

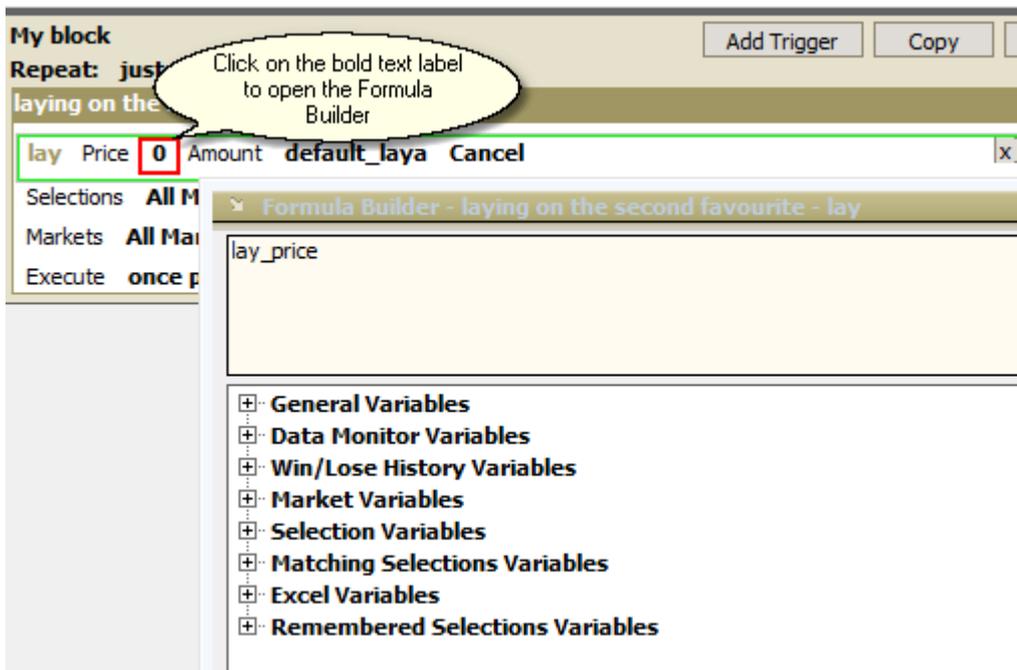
Now press Add Trigger and rename the trigger that will appear on the screen to "laying on the

second favourite".

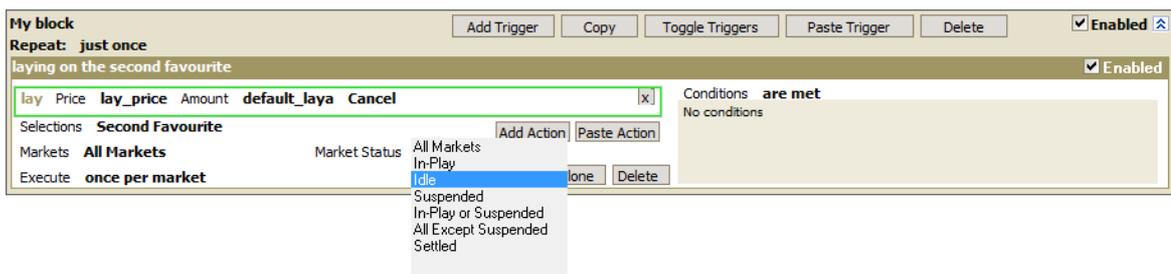
As you can see, the program adds the first action to the trigger automatically. Its default action is lay, just what we need!



But we will work with the other fields of the trigger. We will set the Price to `lay_price` - this variable holds the value of the current lay price of a selection. The Amount is already filled with `default_aya` - that's a variable holding the default lay amount in a market. We'll leave it like that.



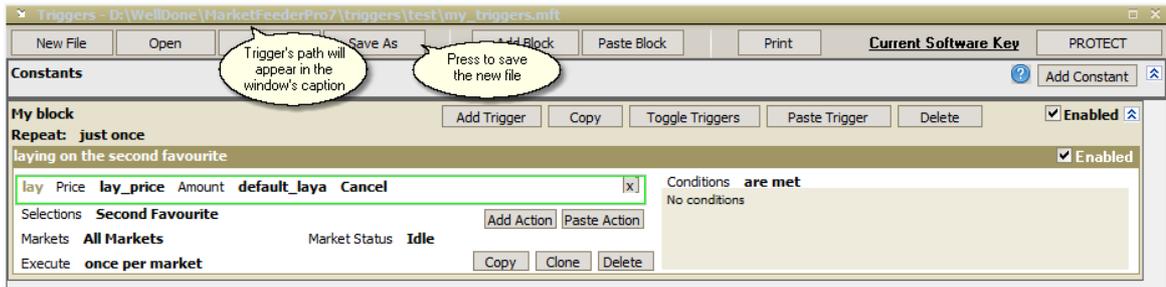
Fill all other fields as shown in the picture using drop-down lists.



Here's the summary of what the trigger does.

**Lay the default lay amount at the current lay price on the second favourite, in all types of markets, in Idle state (before In-Play), one time in each market.**

Now don't forget to save the trigger file. Press Save As and type the name for the file, for example "my\_triggers.mft".



Let's check our trigger now. Load it into the program by pressing Open Triggers and choosing "my\_triggers.mft" from the list.



Add some market and turn the triggers ON. It is also HIGHLY RECOMMENDED to always test new triggers, in Test Mode. So make sure it is turned ON.

The screenshot shows the MarketFeeder Professional interface for a horse racing market. The main window displays a list of horses and their odds, along with various controls and indicators. Callouts highlight specific features:

- Switch Test Mode ON:** A callout pointing to the 'Test Mode is ON' indicator.
- Turn triggers ON:** A callout pointing to the 'Triggers' button.
- Enable triggers in this market:** A callout pointing to the 'Auto-GreenUp is OFF' button.
- Start refreshing the market and watch this window:** A callout pointing to the 'Refresh Rates' section.

Horse	SP																		
1. Louis (US) R1	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
2. Indy Heir	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
3. Renewing	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
4. Teddys Dream	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
5. Flexnow	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
6. Airliner	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
7. Bandit Eyes	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
8. Byrd William	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Watch the trigger place a lay bet in the market. It will go flashing green once it is executed.

The screenshot shows the MarketFeeder Professional interface for a horse racing market. The main window displays a list of horses and their odds, along with various controls and indicators. Callouts highlight specific features:

- It placed a lay bet on the second favourite:** A callout pointing to the '3. Renewing' row.
- The trigger fired in market 21:05 OakIP (US):** A callout pointing to the 'Active Triggers' window.

Horse	SP																		
1. Granite Harbor	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
2. Indy Heir	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
3. Renewing	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00	-8.00
4. Teddys Dream	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
5. Flexnow	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
6. Airliner	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
7. Bandit Eyes	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90
8. Byrd William	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90	1.90

## 11.4 Programming your first staking plan

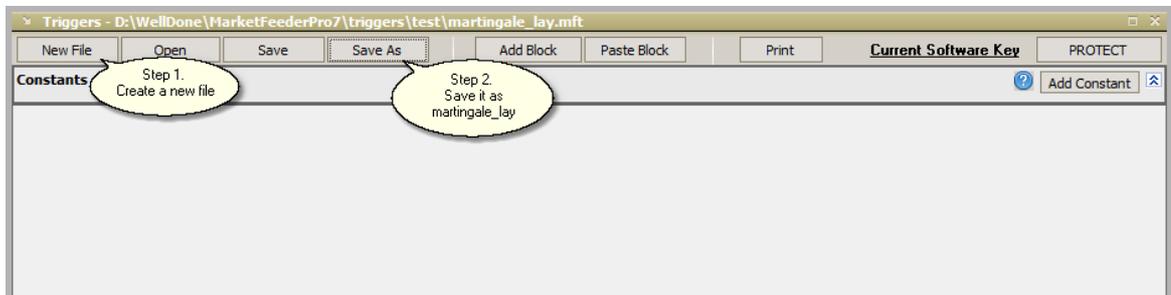
Here we'll lead you through creating triggers for a simple staking plan.

Let's take the well known and notorious Martingale plan for an example.

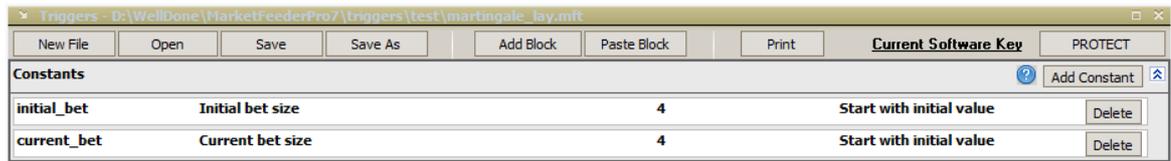
So we'll lay on the favourite in every race and double our bet size after each loss. Once a bet has won, we will return to the initial stake size.

If you haven't tried creating triggers before, read this manual first.

To start with, create a new triggers file and save it under the name of "martingale\_lay.mft".



Then add two constants by pressing Add Constant and name them in the following way.



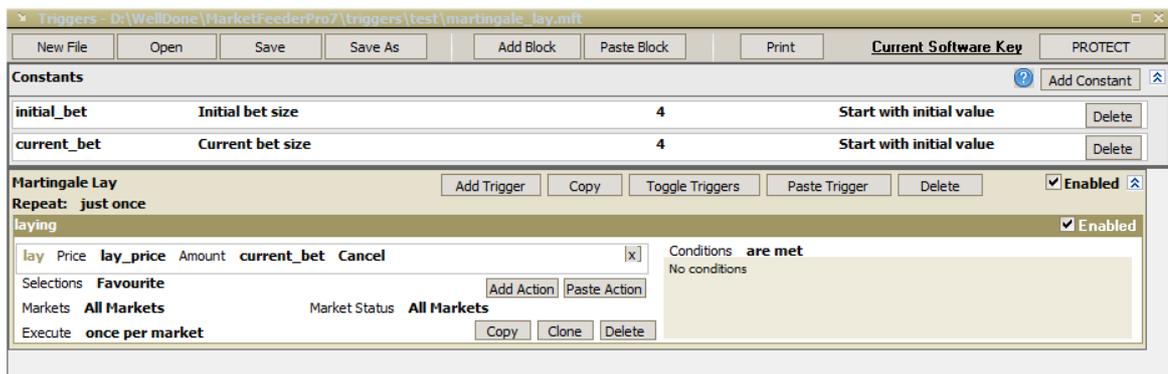
**initial\_bet** will define the size of our initial, default bet.

**current\_bet** will hold the value of the current bet size.

Then add a trigger block to put triggers in. Name it "Martingale Lay".

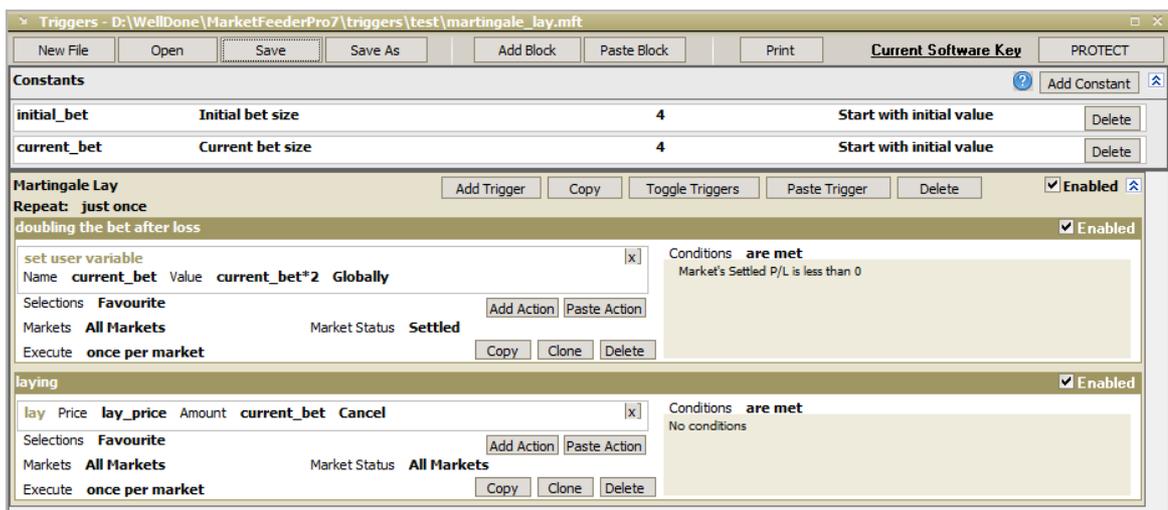


Our first trigger will place a lay bet on the favourite. We'll call it simply "laying".



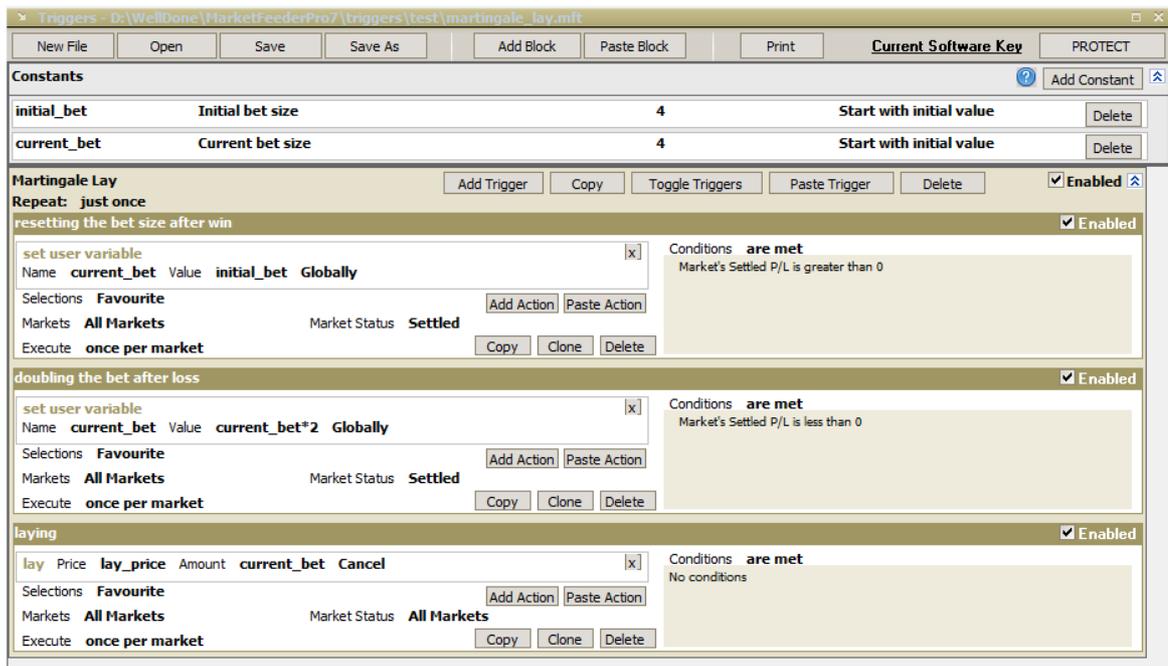
Pay attention to the value we placed in the Amount field. It should be `current_bet`, as this variable holds the value of the current bet size.

The second trigger will double the size of the bet after a loss. As the value of the bet size is stored in the variable `current_bet`, we need to set this variable to a new value.



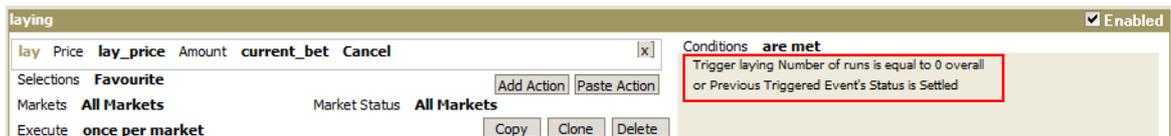
Note that the trigger should be set to act in Settled markets. Also its condition stipulates that the market's Settled P/L is less than 0. Together with the Market Status parameter it means that the trigger will be executed in markets that have been settled with loss.

The third trigger will reset the size of the bet to the initial value after profit.



It also should be applied only to settled markets, and only when their Settled P/L is greater than 0, that is if they were settled with profit.

In effect our staking plan is ready to go. However, there is an important nuance to it. Usually you would want to bet in a sequence, that is betting in the next market only if the bets in the previous market have been settled. We will need to make the program wait till the previous market where a bet was triggered is settled. To do that, we'll add these conditions to the laying trigger.



They mean:

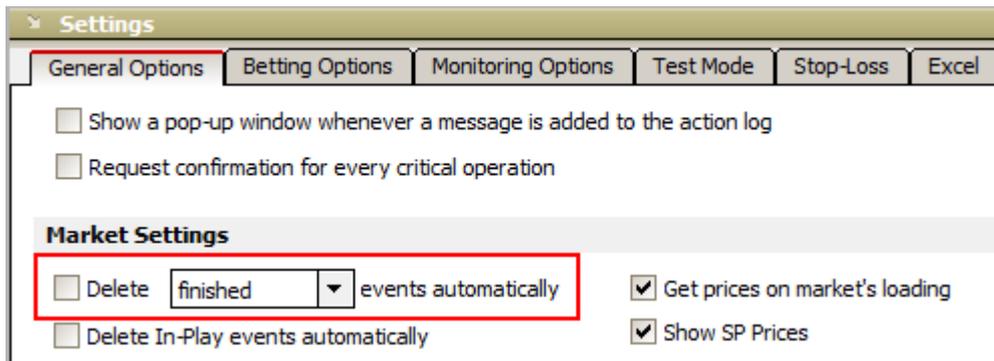
Either this trigger has never been executed yet

or

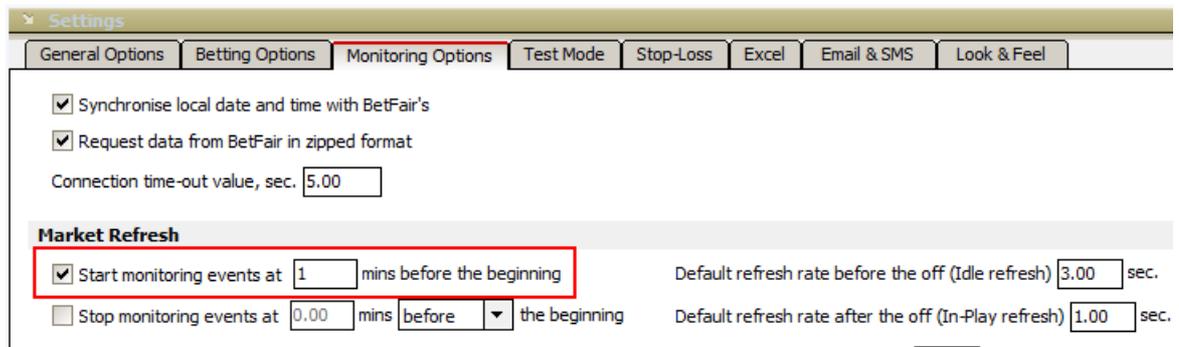
The market where it was executed before is now settled.

Without these conditions the trigger will lay in any market that is being refreshed. So if two or more markets are refreshed simultaneously, nothing would prevent it from laying in all of them.

Let's save the triggers we've made and load them into MarketFeeder Pro. It is HIGHLY RECOMMENDED to always test new triggers, especially staking plans, in Test Mode. So we make sure it is turned ON. We will also turn off deleting settled markets as the conditions of one of our triggers queries the state of the previous markets, so we need them to stay in the program's memory.



You can add several markets now and set them to start being monitored at around 1 min before the off.



After a test session this is the result we've got.

Time	Market	Selection	Amount	Price	P/L	Balance
10:06:20	Horse Racing / AUS / 10:00 Cran (AUS) 17th Jan - R2 2575m Trot S				-0.20	10721.04
10:06:20	Horse Racing / AUS / 10:00 Cran (AUS) 17th Jan - R2 2575m Trot S	6. Backina Lifetime	4.00	3.70	4.00	10721.24
09:44:29	Horse Racing / AUS / 09:40 GibD (AUS) 17th Jan - R2 1800m Pace M				-0.80	10717.24
09:44:29	Horse Racing / AUS / 09:40 GibD (AUS) 17th Jan - R2 1800m Pace M	2. Closure	16.00	2.00	16.00	10718.04
09:36:40	Horse Racing / AUS / 09:32 Cran (AUS) 17th Jan - R1 2080m Pace M	4. Christiano	8.00	3.50	-20.00	10702.04
09:20:57	Horse Racing / AUS / 09:15 GibD (AUS) 17th Jan - R1 1800m Pace M	3. Sam Rae	4.00	3.10	-8.40	10722.04
09:05:53	Horse Racing / AUS / 09:00 APrk (AUS) 17th Jan - R8 1660m Pace M				-0.20	10730.44
09:05:53	Horse Racing / AUS / 09:00 APrk (AUS) 17th Jan - R8 1660m Pace M	7. Rotkara Stella	4.00	3.25	4.00	10730.64
08:54:28	Horse Racing / AUS / 08:50 Mngl (AUS) 17th Jan - R8 1609m Pace M				-0.20	10726.64
08:54:28	Horse Racing / AUS / 08:50 Mngl (AUS) 17th Jan - R8 1609m Pace M	5. Artistic Spirit	4.00	4.00	4.00	10726.84
08:41:40	Horse Racing / AUS / 08:35 Canb (AUS) 17th Jan - R7 1400m Hcap				-0.20	10722.84
08:41:40	Horse Racing / AUS / 08:35 Canb (AUS) 17th Jan - R7 1400m Hcap	7. Natch Catch	4.00	3.35	4.00	10723.04
08:30:13	Horse Racing / AUS / 08:25 APrk (AUS) 17th Jan - R7 2138m Pace M				-0.20	10719.04
08:30:13	Horse Racing / AUS / 08:25 APrk (AUS) 17th Jan - R7 2138m Pace M	9. Cullen Hanover	4.00	4.30	4.00	10719.24
08:17:48	Horse Racing / AUS / 08:15 Warr (AUS) 17th Jan - R8 1400m Hcap				-0.20	10715.24
08:17:48	Horse Racing / AUS / 08:15 Warr (AUS) 17th Jan - R8 1400m Hcap	8. Fits And Starts	4.00	3.00	4.00	10715.44
08:14:08	Horse Racing / AUS / 08:10 Mngl (AUS) 17th Jan - R7 1609m Pace M				-1.60	10711.44
08:14:08	Horse Racing / AUS / 08:10 Mngl (AUS) 17th Jan - R7 1609m Pace M	3. The Big Mach	32.00	2.72	32.00	10713.04
08:01:13	Horse Racing / AUS / 07:55 Canb (AUS) 17th Jan - R6 1300m Hcap				-27.20	10681.04
08:01:13	Horse Racing / AUS / 07:55 Canb (AUS) 17th Jan - R6 1300m Hcap	2. Sydneys Destiny	16.00	2.70	-27.20	10681.04
07:50:03	Horse Racing / AUS / 07:45 APrk (AUS) 17th Jan - R6 1660m Pace M				-10.88	10708.24
07:50:03	Horse Racing / AUS / 07:45 APrk (AUS) 17th Jan - R6 1660m Pace M	6. Judd	8.00	2.36	-10.88	10708.24
07:38:55	Horse Racing / AUS / 07:35 Warr (AUS) 17th Jan - R7 1700m Hcap				-3.64	10719.12
07:38:55	Horse Racing / AUS / 07:35 Warr (AUS) 17th Jan - R7 1700m Hcap	1. Constant Force	4.00	1.91	-3.64	10719.12
07:35:16	Horse Racing / AUS / 07:30 Mngl (AUS) 17th Jan - R6 1609m Pace M				-0.20	10722.76
07:35:16	Horse Racing / AUS / 07:30 Mngl (AUS) 17th Jan - R6 1609m Pace M	3. Neffeli Lavra	4.00	3.60	4.00	10722.96

## 11.5 Most Common Sports

In this chapter you will find general advices on how to configure the program for your favourite sports. Please feel free to deviate from the suggested settings as they certainly cover only most common cases.

### 11.5.1 Horse Racing

You would normally want to bet in as many today's horse races as possible.

To add all necessary markets at once, use Market Locator, namely the following templates:

- **[HORSE RACING] UK and Irish win not in-play yet** for all today's UK & Irish win markets
- **[HORSE RACING] UK and Irish win and place** for all today's UK & Irish win & place markets
- **[HORSE RACING] UK and Irish win Handicap** for all today's UK & Irish handicap win markets
- **[HORSE RACING] UK and Irish win non-handicap** for all today's UK & Irish non-handicap win markets
- **[HORSE RACING] UK and Irish win where Favourite less than 2** for all today's UK & Irish win markets where the favourite's price is less than 2.0
- **[HORSE RACING] Australian and New Zealand win** for all today's (coming in the next 24 hours) Australian and New Zealand win markets

#### Recommended Settings

Although technically you will be able to monitor all those markets at once, we don't recommend refreshing more than **10** of them at the same time. Firstly, you will be limited by the BetFair's request limit. Read more in Connection Monitor. Secondly, it may eat up too much of your computer's memory and slow down the performance of the program.

Thus we recommend setting your Monitoring Options to "Start monitoring events at 10 mins before the beginning".

Settings

General Options | Betting Options | Monitoring Options | Test Mode | Stop-Loss | Excel | Email & SMS | Look & Feel

Show a pop-up window whenever a message is added to the action log

Request confirmation for every critical operation

Recommended General Options

**Market Settings**

Delete settled events automatically

Delete In-Play events automatically

Delete events on exit

First 0 favourites active for auto-trading

Get prices on market's loading

Show SP Prices

Show markets in Race Mode

By default all selections are are active for auto-trading

**Selection Settings**

Retrieve all price offers

Show price difference for the following periods (mins): 1.00 5.00 10.00

Show selection's index next to its name

Above the chart show last traded price

Show P/L net of exchange commission

Show selection's prices

Show selection's chances of winning

To arrange the silks data on the screen in the order most suitable for you, play with the "Horse Racing Silks" table using drag-n-drop.

Settings

General Options | Betting Options | Monitoring Options | Test Mode | Stop-Loss | Excel | Email & SMS | Look & Feel

Synchronise local date and time with BetFair's

Request data from BetFair in zipped format

Connection time-out value, sec. 5.00

Recommended Monitoring Options

**Market Refresh**

Start monitoring events at 10.00 mins before the beginning

Stop monitoring events at 0.00 mins before the beginning

Download match score

Default refresh rate before the off (Idle refresh) 2.00 sec.

Default refresh rate after the off (In-Play refresh) 1.00 sec.

Default market's history depth 10.00 mins

**Scheduled Market Search**

Automatically add new markets to "My Markets" (hold 'Ctrl' key to select multiple items):

Market Locator Template:

Feeder Pro 7\locator\MF\_UK\_Irish\_Horse\_Races\_Win.mfl Browse

Edit

Scheduler

On program's start-up

exactly at this time every day: hh/mm/ss 16:17:00

once in 0.00 hours

**Charts**

Default chart data back price

Show last 10.00 mins  Show trends

Show last 20 refreshes Default smoothing: 0.90

**Horse Racing Silks**

Download Horse Racing Silks

What to show on screen. Use drag-n-drop to move the bits you want to display up and arrange them in the necessary order.

Stall
Saddle
Trainer
Age/Weight
Form
Days since l.r.
Jockey
Sex
Rating
Extra equip.

Save Restore defaults

We have developed a special market mode for races, Race Mode. So it is a good idea to configure your Settings to "Show markets in Race Mode" by default. You will have all essential information on screen, including the silks, plus the multi-coloured bars will let you know instantly which runner is ahead of the others and which one is limping behind.

**Horse Racing - Todays Card / 14:40 Sedge 05 Jan - 2m4f Nov Hrd**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh R:

Auto-GreenUp is OFF Auto-Dutching is OFF Mode Settle History,min:

(9) Idle Race Length: 4023.36 m £ 1 010

<b>Judiciary</b>	<b>1</b>	<b>1.87</b>			
0.00		Stall: 0 • Saddle: 1 • Trainer: Tim V			<b>1.87</b>
<b>Saga De Tercey</b>	<b>2</b>	<b>3.35</b>			<b>5.1</b>
0.00		Stall: 0 • Saddle: 7 • Trainer: Donald McCain •	7.2		5.7
<b>All That Remains</b>	<b>3</b>	<b>5.9</b>			<b>7.2</b>
0.00		Stall: 0 • Saddle: 2 • Trainer: Steve Gollings •	5.3		3.66
<b>Ballybanks</b>	<b>6</b>	<b>80</b>			<b>990</b>
0.00		Stall: 0 • Saddle: 4 • Trainer: Robert Johnson •	38.0		2.00
<b>Jaws</b>	<b>4</b>	<b>55</b>			<b>46.0</b>
0.00		Stall: 0 • Saddle: 5 • Trainer: Ferdy Murphy •	19.5		3.83
<b>Monashee</b>	<b>5</b>	<b>120</b>			<b>990</b>
0.00		Stall: 0 • Saddle: 6 • Trainer: George Charlton •	22.0		2.00

Brief Mode  
Full Mode  
Race Mode  
Engineer Mode

The optimal refresh rate for races is 2 to 4 sec before the off and 0.3 to 1 sec at In-Play.

To get the list of withdrawn runners, press the Market Info button.

The screenshot displays a horse racing betting interface. At the top, the race title is "Horse Racing / AUS / 04:20 Wyng (AUS) 5th Jan - R1 1200m Mdn". Below this, there are fields for "SP 20.00", "Default Lay amount: 4.00", and "SP 20.00". A callout bubble points to an information icon with the text "Press to open Market Information". The interface includes buttons for "Auto-GreenUp is OFF", "Auto-Dutching is OFF", "Mode", "Settle", and "History,min:". A list of runners is shown on the left, with "10. Camargo Miss" selected, showing a price of "1.50". A "Market Information" window is open, displaying details for the race, including "Venue: AUS. Time Zone: AEST", "Withdrawn runners", and a list of runners with their odds and percentages: "5. Strategic Weapon; 22.52; 7.9%", "15. Suzanne; 20.53; 4.3%", and "8. De Nederlanden; 20.53; 3.2%". The window also contains "MARKET INFORMATION" and a note: "For further information please see Rules & Regs." and a detailed explanation of the "Who will win this race?" market.

## 11.5.2 Football

We have prepared several Market Locator templates for you to search for today's Football matches. They are:

- [SOCCER] Correct score Match Odds Total goals Going in-play Volume 1000 Starting in 24 hours
- [SOCCER] Current in-play match odds
- [SOCCER] Italian in-play match odds and correct score
- [SOCCER] Match odds and Correct score starting in 10 minutes
- [SOCCER] Over-Under will turn in-play Favourite less 1.3 Volume greater 2000
- [SOCCER] UK match odds going in-play and high volume

The recommended mode for monitoring Football markets is Brief Mode.

**Soccer - Fixtures / Fixtures 04 January / Newcastle v Man Utd / Match Odds -** Started at: 04/01/2012 23:28:09. 00:02:17 **Score: 2-0**

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rates, sec.  In-Play

**Auto-GreenUp is OFF**  **Auto-Dutching is OFF**  Mode           History,min:  Timestamp: 23:30:25 (2.17 sec.)

(3) In-Play <input checked="" type="checkbox"/>		BACK				LAY				Selection	Odds	Stake
<b>Newcastle</b>	<b>1</b>	1.11	1.12	<b>1.13</b>	1.14	1.14	1.15	1.16	<b>Matched Bets</b>	<input type="button" value="Clear Test"/>	<input type="button" value="🔗"/>	
0.00		16837	12676	47554		2590	100778	1458				
<b>Man Utd</b>	<b>3</b>	27.0	28.0	<b>30.0</b>	32.0	<b>32.0</b>	34.0	36.0				
0.00		1869	35.8	37.1		162	101	86.0				
<b>The Draw</b>	<b>2</b>	10.0	10.5	11.0	11.5	11.5	12.0	12.5				
0.00		10.0	28602	219		43.4	16.5	9117				

If you will be trading in Asian Handicap markets, you may want to turn the Full Mode on, to see all three P/Ls for each selection.

**Soccer - Fixtures / Fixtures 05 January / Cordoba v Espanyol / Asian Handicap - Asian Handicap** Starts at: 05/01/2012 21:00 in 03:45

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rates, sec.  In-Play

**Auto-GreenUp is OFF**  **Auto-Dutching is OFF**  Mode         History,min:  Timestamp: 17:14:36 (3.17 se)

(66) Idle <input checked="" type="checkbox"/>		BACK				LAY				Selection	Odds	Stake
<b>Espanyol +0.5&amp;+1.0</b>	<b>47</b>	1.01	1.22	<b>1.25</b>	1.25	<b>1.38</b>	1.40		<b>Matched Bets</b>	<input type="button" value="Clear Test"/>		
0.47		52.8	3303	3541		826	826		<b>TEST</b> -6432000			
+0.45, -1.00, -2.00												
Leap (ticks): 0 Price dif: 1.00 min: 0.00 5.00 min: 0.00 10.00 min: 0.00 MA: 1.250												
Volume: 0.12% POM: 4.18 WOM: 0.81 ID: 59044 Auto-Trading ON <input checked="" type="checkbox"/>												
<b>Cordoba -0.5</b>	<b>59</b>	2.98	3.00	<b>3.26</b>		<b>3.43</b>	3.62	3.77	<b>TEST</b> -6435955			
0.00		417	51.6	36.0		13.0	315	298	<b>Cordoba +0.0&amp;&amp;...</b>	<b>2.94</b>	<b>2.00</b>	
+0.00, +0.00												
Leap (ticks): 0 Price dif: 1.00 min: 0.00 5.00 min: 0.00 10.00 min: 0.00 MA: 0.000												
Volume: 0.00% POM: 0.81 WOM: 0.45 ID: 68247 Auto-Trading ON <input checked="" type="checkbox"/>												
<b>Espanyol +0.5</b>	<b>49</b>	1.36	1.40	<b>1.41</b>	1.42	<b>1.50</b>	1.51	1.54	<b>TEST</b> -6445958			
0.78		2293	49.7	81.3		46.0	826	826	<b>Espanyol +0.5&amp;&amp;...</b>	<b>1.25</b>	<b>2.00</b>	
+0.74, -2.00												
Leap (ticks): 0 Price dif: 1.00 min: 0.00 5.00 min: 0.00 10.00 min: 0.00 MA: 1.420												
Volume: 0.32% POM: 1.43 WOM: 0.59 ID: 59044 Auto-Trading ON <input checked="" type="checkbox"/>												
<b>Cordoba +0.0&amp;-0.5</b>	<b>57</b>	2.54	2.69	<b>2.72</b>	2.16	<b>2.94</b>	3.08	3.21	<b>Unmatched Bets</b>	<input type="button" value="Clear Test"/>		
-3.88		536	19.3	39.0		40.0	396	373				
-3.88, +0.90, +1.80												
Leap (ticks): 0 Price dif: 1.00 min: 0.00 5.00 min: 0.00 10.00 min: 0.00 MA: 2.160												
Volume: 0.15% POM: 0.73 WOM: 0.42 ID: 68247 Auto-Trading ON <input checked="" type="checkbox"/>												

Here are some recommended settings for monitoring football games.

### Monitoring Options

Settings

General Options | Betting Options | **Monitoring Options** | Test Mode | Stop-Loss | Excel | Email & SMS | Look & Feel

Synchronise local date and time with BetFair's  
 Request data from BetFair in zipped format  
 Connection time-out value, sec.

**Market Refresh**

Start monitoring events at  mins before the beginning  
 Default refresh rate before the off (Idle refresh)  sec.  
 Stop monitoring events at  mins  the beginning  
 Default refresh rate after the off (In-Play refresh)  sec.  
 Download match score  
 Default market's history depth  mins

**Scheduled Market Search**

Automatically add new markets to "My Markets" (hold 'Ctrl' key to select multiple items):

Market Locator Template:

Scheduler  
 On program's start-up  
 exactly at this time every day: hh/mm/ss   
 once in  hours

**Charts**

Default chart data   
 Show last  mins  Show trends  
 Show last  refreshes Default smoothing:

**Horse Racing Silks**

Download Horse Racing Silks

What to show on screen. Use drag-n-drop to move the bits you want to display up and arrange them in the necessary order.



Stall
Saddle
Trainer
Age/Weight
Form
Days since l.r.
Jockey
Sex

### 11.5.3 Greyhound Racing

Market Locator templates:

- [GREYHOUND] Australian and New Zealand win
- [GREYHOUND] Australian place markets
- [GREYHOUND] UK and Irish win

The recommendations for Greyhound Racing are pretty much the same as for Horse Racing, except that BetFair currently does not provide silks for this sport. Therefore, as an alternative for Race Mode, you could also use Brief Mode or Engineer Mode, depending on your needs.

Settings

General Options Betting Options Monitoring Options Test Mode Stop-Loss Excel Email & SMS Look & Feel

Show a pop-up window whenever a message is added to the action log

Request confirmation for every critical operation

Recommended General Options

**Market Settings**

Delete  events automatically

Delete In-Play events automatically

Delete events on exit

First  favourites active for auto-trading

Get prices on market's loading

Show SP Prices

Show markets in

By default all selections are  for auto-trading

**Selection Settings**

Retrieve all price offers

Show price difference for the following periods (mins):

Show selection's index next to its name

Above the chart show

Show P/L net of exchange commission

Show selection's prices

Show selection's chances of winning

Settings

General Options Betting Options Monitoring Options Test Mode Stop-Loss Excel Email & SMS Look & Feel

Synchronise local date and time with BetFair's

Request data from BetFair in zipped format

Connection time-out value, sec.

Recommended Monitoring Options

**Market Refresh**

Start monitoring events at  mins before the beginning

Stop monitoring events at  mins before the beginning

Download match score

Default refresh rate before the off (Idle refresh)  sec.

Default refresh rate after the off (In-Play refresh)  sec.

Default market's history depth  mins

**Scheduled Market Search**

Automatically add new markets to "My Markets" (hold 'Ctrl' key to select multiple items):

Market Locator Template:

Scheduler

On program's start-up

exactly at this time every day: hh/mm/ss

once in  hours

**Charts**

Default chart data

Show last  mins

Show last  refreshes

Show trends

Default smoothing:

**Horse Racing Silks**

Download Horse Racing Silks

What to show on screen. Use drag-n-drop to move the bits you want to display up and arrange them in the necessary order.



Stall	▲
Saddle	
Trainer	≡
Age/Weight	
Form	
Days since l.r.	
Jockey	
Sex	

## 11.6 Frequently Used Scenarios

### 11.6.1 One-Click Betting

The first thing you may want to try in MarketFeeder Pro is one-click betting.

Just open any market and press one of the betting buttons next to a preferred selection. When you click on it with a left button of your mouse, a bet is placed immediately, with the price displayed on that button and the default back or lay amount appointed for this market.

Soccer - Fixtures / Fixtures 05 January / Cambridge Utd v Southport / Match Odds - Match Odds Starts at: 05/01/2012 21:30 in 04:07:17

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 0.30 In-Play 1.00

Auto-GreenUp is OFF Settle History,min: 15.00 Timestamp: 17:22:42 (0.47 sec.)

(3) Idle 99.65% LAY Selection Odds Stake

Selection	Odds	Stake
Cambridge Utd	2.04 2315	2.06 1892
Southport	3.65 10.3	3.90 17397
The Draw	3.55 122	3.60 238

Matched Bets: TEST -6956000 Cambridge Utd 2.10 4.00

Unmatched Bets: TEST SP -7251936 Persian Snow 1.50 10.00

Annotations:

- This will be the size of all back bets (points to 4.00)
- And this will be the size of all lay bets (points to 20.00)
- Press any of these buttons to place a bet immediately at the price displayed on the button. (points to the odds columns)

Markets supporting SP bets:

Horse Racing - Todays Card / 17:30 Ludl - 2m5f Mdn Hrd Starts at: 05/01/2012 17:30 in 00:02:04

Default Back amount: 2.00 SP 10.00 Default Lay amount: 2.00 SP 20.00 Refresh Rates, sec. 3.00 In-Play 1.00

Auto-GreenUp is OFF Mode Settle History,min: 15.00 Timestamp: 17:27:55 (3.32 sec.)

(15) Idle SP LAY Selection Odds Stake

Selection	Odds	Stake
Persian Snow	1.67 572	1.68 2860
Zahirah Moon	5.3 9.0	5.4 20.0
Endofdiscussion	32.5 65.8	33.0 132
Cardinal Rose	27.0 13.2	28.0 29.0

Matched Bets: TEST SP -7234597 Zahirah Moon SP 20.00

Unmatched Bets: TEST SP -7251936 Persian Snow 1.50 10.00

Annotations:

- These will be the liabilities for SP bets (points to 10.00)
- If a market supports SP betting, you can place SP bets by pressing these buttons (points to the odds columns)
- Your total lay SP liability for this selection (points to 10.00)

You can back at the current lay price and lay at the current back price by pressing **Shift + left button** of your mouse.

To place a bet at the best available price (at 1.01 for back bets and at the maximum possible price for lay bets, according to the maximum best lay price setting), press **Ctrl + left button** of your mouse on the corresponding back or lay bet button.

If you are in the Engineer Mode, you can also place a back bet with a predefined payout or a lay bet with a predefined liability by pressing **Alt + left mouse button**.

If you want to turn one-click betting off for safety reasons, do it in the "Betting Options" tab of the Settings.

Right-clicking on a betting button will bring up the Betting Interface.

## 11.6.2 Green Up (Offset Betting, Trading Out)

### Auto-Greenup

1. Add a market where you want to trade, preferably one with high volume of matched bets. Switch it to Brief Mode.
2. Turn Auto-Greenup on.
3. Start refreshing the market.
4. Wait till you notice that some selection's price is growing.
5. Lay on that selection with one click.
6. Notice the green price label telling you the minimum back price for a greenup.
7. Watch MarketFeeder Pro complete the trade when the price is right.
8. Open Auto-Greenup settings and play with them to achieve different results. Try Stop-Loss as well as the "Always attempt to green up" option.

### Manual Greenup

1. Switch a market to Engineer Mode and start refreshing it.
2. Wait till you find a selection whose price is falling down.
3. Back on that selection with one click.
4. Look at the trade-out button. The upper figure shows you what P/L the selection will have if you trade out now. The lower P/L shows you how much money you will win or lose on that selection.
5. When the lower value becomes positive, press the trade-out button to green up.
6. Alternatively you can right-click on any betting button of this selection and press "Green Up".

## 11.6.3 Scalping With the Ladder

1. Add a market where you want to trade and choose a selection for scalping.
2. Click on that selection's name to open the Ladder.

**Horse Racing - Todays Card / 16:15 Ling - 1m4f Sell Stks**

Default Back amount:  SP  Default Lay amount:  SP  Refresh Rate

Auto-GreenUp is OFF  Auto-Dutching is OFF     History, min:

**(4) Idle**  **101.19%** SP **£ 30 170.79** SP **99.59%** LAY

Horse	SP	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
<b>Eagle Nebula</b> 0.00	<b>1.83</b> 86.0	1.57	1.83	1.78	<b>1.84</b> 6.0	1.85	1.86	1.86	1.86	1.86	1.86
<b>Rowan Ridge</b> <b>2</b> 0.00	3.35 66.8	3.40 151	<b>3.45</b> 115	1.25	3.45	3.41	<b>3.50</b> 53.2	3.55	3.60	3.60	3.60
<b>Herschel</b> <b>3</b> 0.00	9.2 26.9	9.4 34.3	<b>9.6</b> 29.3	1.78	9.8	6.0	<b>10.0</b> 98.9	10.5	11.0	11.0	11.0
<b>Sunset Boulevard</b> <b>4</b> 0.00	13.0 39.7	13.5 22.0	<b>14.0</b> 86.5	2.72	14.0	11.3	<b>15.0</b> 28.7	15.5	16.0	16.0	16.0

Click to open the ladder

- Click on the last traded price to scroll down to the currently traded prices.

Price Ladder

Eagle Nebula

Horse Racing - Todays Card / 16:15 Ling

Green Up Bet to GreenUp Spread Loss Distribute Loss

Cancel All Back Cancel All Lay P/L: 0.00 'What if P/L:

Refresh at: 1.00 Show Chart Show matched amounts

SP	11.50 %	1.83	£20 271	88.50 %	SP
		<b>1.89</b>	655		
		<b>.88</b>	1 078	101.59	
		<b>1.87</b>	1 407	120.97	
		<b>1.86</b>	1 755	30.91	
		<b>1.85</b>	1 577	30.35	
		<b>1.84</b>	3 689	19.98	
		<b>1.83</b>	3 048	592.65	
	34.00	<b>1.82</b>	2 631		
	156.66	<b>1.81</b>	367		
	74.13	<b>1.80</b>	465		
	91.12	<b>1.79</b>			
		<b>1.78</b>			
	20.00	<b>1.77</b>	172		
	100.00	<b>1.76</b>			
	217.47	<b>1.75</b>			
	3.78	<b>1.74</b>	42		
		<b>1.73</b>			
	174.19	<b>1.72</b>			

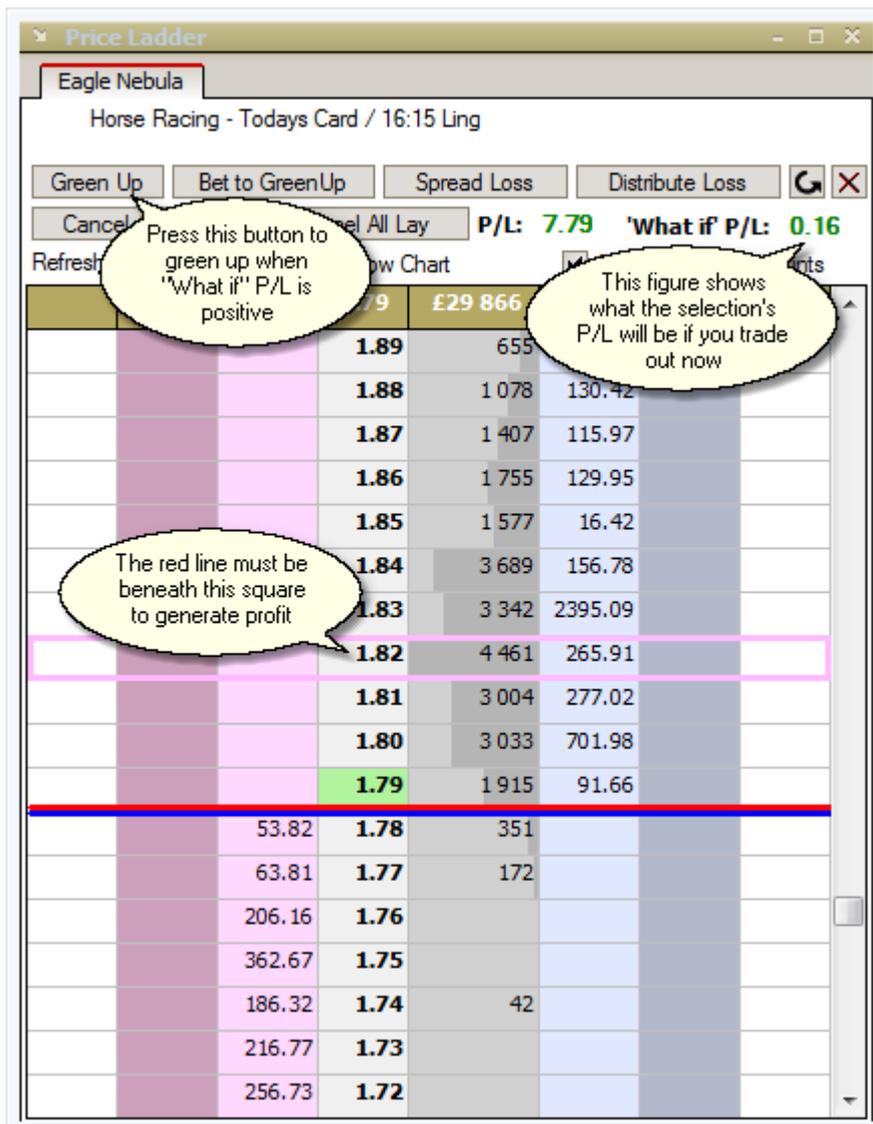
Click to scroll down to the last traded price

The current lay price is right above the red line

The current back price is right under the blue line

### Backing then Laying (speculation for the fall)

Using One-Click Betting or the Betting Interface, place a bet at the current best back price.



Wait till the red line drops below the pink rectangle. When the right moment comes, press the **Green Up** button to complete the trade. The bet will be calculated and placed automatically.

**Horse Racing - Today**  
 Default Back amount: 5.00  
 Auto-GreenUp is On  
 (4) Idle

**Eagle Nebula**  
0.16

**Rowan Ridge**  
0.16

**Herschel**  
0.16

**Sunset Boulevard**  
0.16

**Price Ladder**  
 Eagle Nebula  
 Horse Racing - Today's Card / 16:15 Ling  
 Green Up | Bet to Green Up | Spread Loss | Distribute Loss  
 Cancel All Back | Cancel All Lay | P/L: 0.16 'What if' P/L:  
 Refresh at: 1.00 | Show Chart | Show matched amounts

SP	17.76 %	1.79	£31 388	82.24 %	SP
		1.89	655	43.69	
		1.88	1 078	130.42	
		1.87	1 407	115.97	
		1.86	1 755	129.95	
		1.85	1 577	18.07	
		1.84	3 689	156.78	
		1.83	3 342	2400.09	
		1.82	4 461	253.91	
		1.81	3 004	327.02	
		1.80	3 033	257.60	
	33.83	1.79	2 358		
	183.46	1.78	1 105		
	64.94	1.77	498		
	208.16	1.76			
	364.40	1.75			
	227.47	1.74	42		
	216.77	1.73			

Starts at: 06/01/2012 16:15 in 00:09:59  
 Rates, sec. 2.00 | In-Play 1.00 | .00 | Timestamp: 16:04:59 (2.29 sec.)

**Matched Bets** | Clear Test

Selection	Odds	Stake
TEST -8293000		
Eagle Nebula	1.82	10.00
TEST -8671000		
Eagle Nebula	1.79	10.17

**Unmatched Bets** | Clear Test

**Laying then Backing (speculation for the rise)**

Click on another selection's name to open a new tab in the Ladder. Place a lay bet by clicking inside the cell right above the red line.

Price Ladder

Eagle Nebula Rowan Ridge

Horse Racing - Today's C

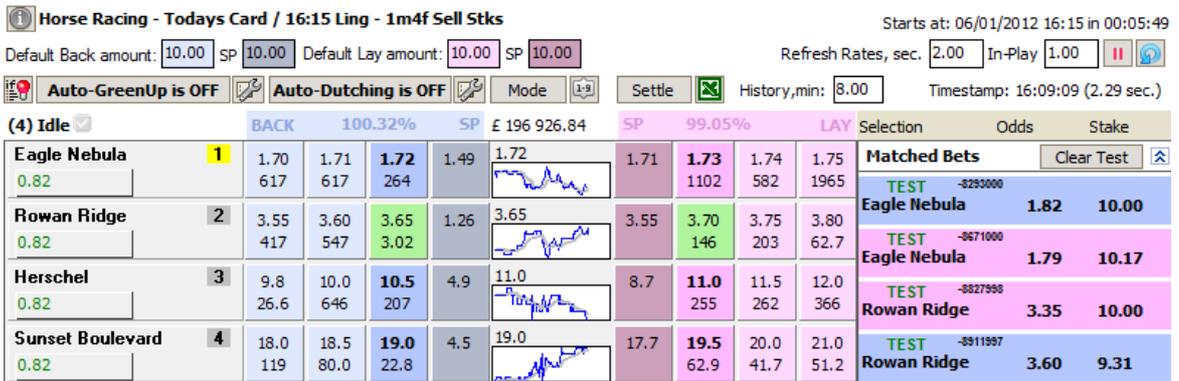
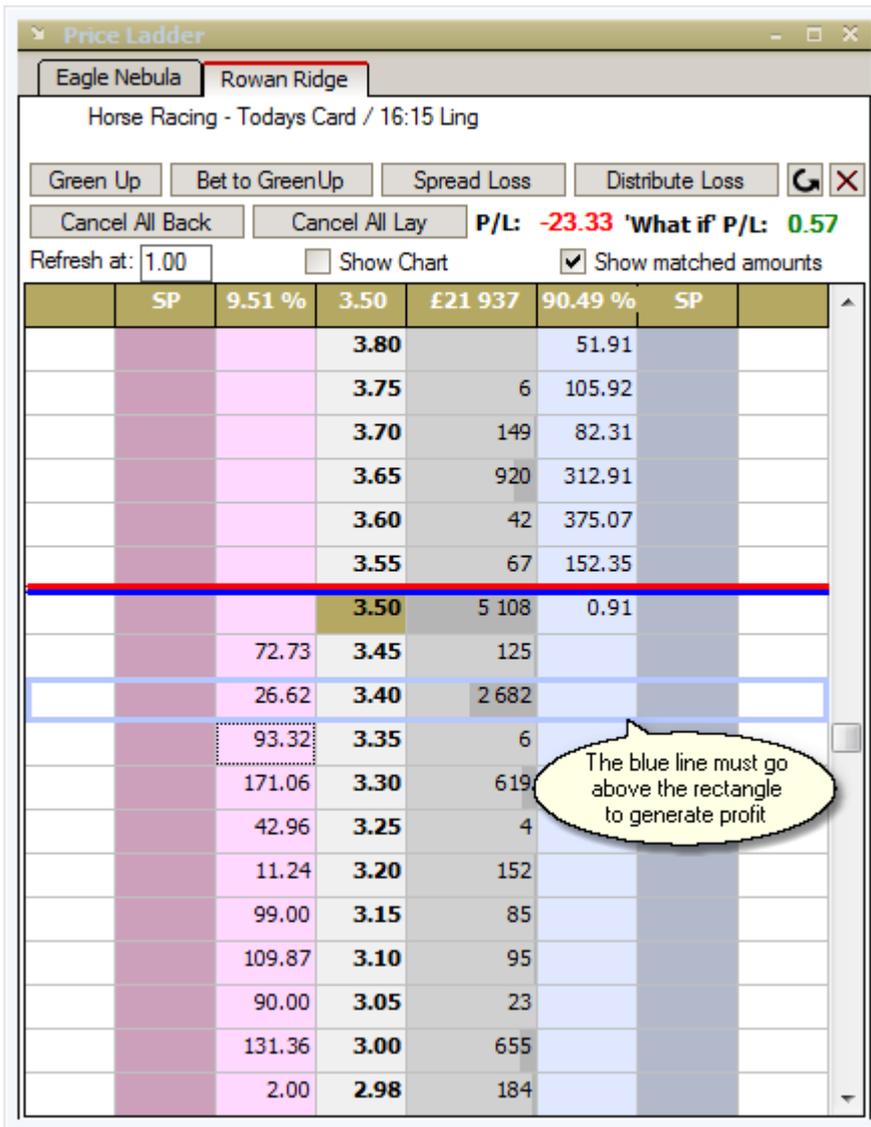
Green Up Bet to Green Up Distribute Loss

Cancel All Back Cancel All Lay P/L: 0.16 What if P/L:

Refresh at: 1.00 Show Chart Show matched amounts

SP	16.99 %	3.45	£17 523	83.01 %	SP
		3.80		51.91	
		3.75	6	105.92	
		3.70	149	83.31	
		3.65	920	320.80	
		3.60	42	387.07	
		3.55	67	157.15	
		3.50	3 253	534.90	
		3.45	125	590.24	
		3.40	2 439		
	55.00	3.40			
	33.46	3.35	6		
	96.89	3.30	125		
	14.96	3.25	4		
	0.03	3.20	152		
	16.00	3.15	85		
	17.09	3.10	95		
	55.00	3.05	23		
	131.36	3.00	655		
		2.98	184		

Wait till the blue line gets above the light-blue rectangle. Guided by the "What if" P/L, press **Green Up** again to complete another trade.



You can repeat these steps as many times as you want, enjoying regular profits.

### 11.6.4 Dutching (Arbitrage Betting, Hedging, Book %)

1. Add a win market where you want to try Dutching. Choose one that have its back book % or lay book % close to 100%.

**Horse Racing - Todays Card / 17:50 Ling - 2m Hcap Hrd**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rate

Auto-GreenUp is OFF Auto-Dutching is OFF Mode 1-9 Settle History,min: 15.0

(5) Idle  BACK 100.63% SP £ 108 789.26 SP 98.57% LAY

		BACK		SP		SP		LAY	
<b>Hi Note</b> <b>1</b>	3.15	3.20	3.25		3.26	3.30	3.35	3.40	
0.00	100	281	2		240	29.8	117		
<b>Petit Ecuyer</b> <b>2</b>	4.2	4.3	4.4		4.2	4.5	4.6	4.7	
0.00	128	190	11.5		58.1	59.6	54.5		
<b>Grafite</b> <b>3</b>	4.2	4.3	4.4	1.94	4.4	4.5	4.6	4.7	
0.00	162	62.6	13.4		4.1	36.6	55.1	55.0	
<b>Last Shot</b> <b>5</b>	8.0	8.2	8.4	9.0	8.4	8.6	8.8	9.0	
0.00	21.6	91.8	66.1		8.6	10.2	49.2	49.2	
<b>Beau Fighter</b> <b>4</b>	7.6	7.8	8.0	1.73	8.2	8.2	8.4	8.6	
0.00	272	44.8	246		8.0	8.0	760	53.8	

Choose a market with high liquidity and balanced prices

2. Open Auto-Dutching settings. Configure them in this way.

**Horse Racing - Todays Card / 17:50 Ling - 2m Hcap Hrd**

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rate

Auto-GreenUp is OFF Auto-Dutching is OFF Mode 1-9 Settle History,min: 15.0

(5) Idle  BACK 145 211.95 SP 98.77% LAY

		BACK		SP		SP		LAY	
<b>Hi Note</b> <b>1</b>	3.00	3.00	3.00		2.92	3.05	3.10	3.15	
0.00	7	7	7		375	188	1074		
<b>Petit Ecuyer</b> <b>3</b>	4.6	4.6	4.6		4.5	4.7	4.8	4.9	
0.00	1	1	1		121	93.3	74.7		
<b>Grafite</b>	4.4	4.4	4.4		4.1	4.4	4.5	4.6	
0.00	1	1	1		133	76.0	118		
<b>Last Shot</b>	9.0	9.0	9.0		9.0	9.0	9.2	9.4	
0.00	1	1	1		2.00	86.2	47.3		
<b>Beau Fighter</b> <b>5</b>	9.2	9.2	9.2		8.6	9.2	9.4	9.6	
0.00	8	8	8		69.6	59.3	45.7		

Dutching Settings

- Max Payout 4.00 GBP
- Amount to win 5.00 GBP
- Minimum Profit% 0.10
- Back side  Lay side
- First 4 selections
- Stop after each Dutch
- Adjust amounts
- Bet In-Play

One less than the number of selections

3. Turn Auto-Dutching on. Watch MarketFeeder Pro place bets to complete the Dutching.

Horse Racing - Todays Card / 17:50 Ling - 2m Hcap Hrd Starts at: 05/01/2012 17:50 in 00:02:47

Default Back amount: 4.00 SP 20.00 Default Lay amount: 4.00 SP 20.00 Refresh Rates, sec. 3.00 In-Play 1.00

Auto-GreenUp is OFF  Auto-Dutching is OFF  Mode  Settle  History\_min: 15.00 Timestamp: 17:47:11 (3.32 sec.)

(5) Idle	BACK	101.02%		SP	£ 301 198.53	SP	99.07%		LAY	Selection	Odds	Stake
<b>Hi Note</b> 4.75	3.10 953	3.15 1045	<b>3.20</b> 712	1.59	3.20	3.15	<b>3.25</b> 547	3.30 227	3.35 374	<b>Matched Bets</b> Clear Test		
<b>Petit Ecuyer</b> 4.75	4.9 258	5.0 407	<b>5.1</b> 37.8	3.00	5.1	5.1	<b>5.2</b> 257	5.3 195	5.4 147	TEST -8413993 <b>Hi Note</b>	<b>3.00</b>	<b>18.75</b>
<b>Grafite</b> 4.75	3.60 247	3.65 109	<b>3.70</b> 51.9	1.72	3.75	3.63	<b>3.75</b> 244	3.80 446	3.85 666	TEST -8413992 <b>Grafite</b>	<b>3.85</b>	<b>14.61</b>
<b>Last Shot</b> 4.75	7.6 177	7.8 218	<b>8.0</b> 313	9.0	8.0	8.4	<b>8.2</b> 304	8.4 574	8.6 295	TEST -8413991 <b>Petit Ecuyer</b>	<b>5.10</b>	<b>11.03</b>
<b>Beau Fighter</b> -51.24	9.0 279	9.2 130	<b>9.4</b> 184	2.85	9.6	9.0	<b>9.8</b> 130	10.0 389	10.5 279	TEST -8413990 <b>Last Shot</b>	<b>8.20</b>	<b>6.86</b>

Profit = £5 minus commission

4. Experiment with Auto-Dutching settings yourself (don't forget to have Test Mode on!) till you get best results.

### 11.6.5 Staking Plans

A staking plan is a sequence of bets calculated by a specific rule. Usually a staking plan is designed to recoup or minimise losses, sometimes to increase profits.

The main part of any staking plan is correcting the size of a bet according to the previous bet's results. This should normally be done as soon as that bet (or several bets in one market) is settled.

Virtually all known staking plans can be realised in MarketFeeder Pro through triggers.

The simplest plan that recoups previous losses by increasing the size of the next bet by the amount of the loss can be found in your library of triggers, under the names of [simple\\_staking\\_plan\\_back.mft](#) and [simple\\_staking\\_plan\\_lay.mft](#). Just open one of those files and give it a try (in Test Mode preferably).

If you want anything more elaborate than those, experiment with other staking plan triggers in your library. You are encouraged to edit the values of the constants in the header of each trigger file. This way you can change the length of a staking plan cycle, the initial bet size, the extent to which bets are modified etc.

Eventually you will be able to design and implement your own staking plan. The main steps you would need to follow are:

1. Determine what type of bet you will be placing (back or lay) and on what conditions. Make a trigger that places this bet and put it in the very bottom of your trigger block.
2. Formulate on which conditions the size of the stake is modified, e.g. if the previous result is a loss, if there have been three losses in a row, if the size of the loss is greater than a certain value etc. Make a trigger with those conditions and set its "Market Status" property to "Settled". It will then be executed each time a market is settled (with or without bets).

3. Define when the size of the bet should get back to its normal (usually when all the losses are recouped or when a bet has reached a certain maximum value). Put this trigger before number 2 and 1.

4. Add all other triggers that you may need for the staking plan to work properly. It could be triggers modifying some variables, or those acting as a stop-loss.

Our support team is always ready to give you a hand in making your triggers.

## 12 Excel Interface

### 12.1 Overview

MF Pro allows you to interact with Excel spreadsheets in both directions. MF Pro passes market and account data to Excel documents and can accept some commands back from Excel. It also can process values taken from specific Excel cells and react to them through triggers.

#### Refreshing Market Data

If any of "My Markets" is being monitored, the list of selections and their data will be displayed and updated in the market sheet. Below is the example of a selection row in a sheet, with an explanation of each cell:

Address in the example sheet	Description
<b>A4</b>	Selection's name
<b>B4:D4</b>	Three best back prices offered for the selection
<b>E4</b>	Last price traded for the selection
<b>F4:H4</b>	Three best lay prices offered for the selection
<b>I4</b>	Back price leap (the number of ticks back price has changed by)
<b>J4</b>	Total back matched amount for the selection
<b>K4</b>	The unique ID of the selection in BetFair database
<b>L4</b>	The total amount of SP back bets placed on the selection.
<b>A5</b>	Volume percentage of the selection as compared to the total amount matched in the market
<b>B5:D5</b>	Three amounts offered for the three best back prices

<b>E5</b>	Profit/Loss figure
<b>F5:H5</b>	Three amounts offered for the three best lay prices
<b>I5</b>	Lay price leap (the number of ticks lay price has changed by)
<b>J5</b>	Total lay matched amount for the selection
<b>K5</b>	Reserved for future use
<b>L5</b>	The total amount of SP lay bets placed on the selection.
<b>A6</b>	The selection's place in the event's outcome.
<b>B6</b>	Total back unmatched amount for the selection
<b>C6</b>	Reserved for future use
<b>D6</b>	Back volume of the selection. If you don't enable the option "Retrieve all price offers", back volume will be the sum of the three amounts offered for the three best back prices. Otherwise it'll be the sum of all the amounts offered for this selection at different back prices.
<b>E6</b>	Pressure of Money which in this context is back volume divided by lay volume of the selection (D6/F6).
<b>G6</b>	Reserved for future use
<b>H6</b>	Total lay unmatched amount for the selection
<b>I6</b>	The first price difference out of three possible.
<b>J6</b>	Reserved for future use
<b>L6</b>	The actual SP price of the selection. It is calculated by BetFair, only after the market turns In-Play.

**Market where SP and Bet Persistence are available:**

	A	B	C	D	E	F	G	H	I	J	K	L	
1	Idle	Horse Racing - Todays Card / 14:40 Sthl								5f Hcap			
2	Funds	64.48	64.48	EUR	Test Funds	70000	Places	1	Winner		SP & Persiste	YES	
3	Selection	Back	101.47		429540.91	98.85			Trends	Matched	ID	SP	
4	Saviles Delight	2.96	2.98	3	3	3.05	3.1	3.15	0	0	125451	0	
5		64.63	1693.9	1499.1	3997.2	3.8	3431.4	1190.1	1251.7	0		20	
6		0	0	7190.2	1.22	5873.2		0	0	0		0	
7	Fern House	4	4.1	4.2	4.3	4.3	4.4	4.5	-1	0	919983	7	
8		11.17	2007.6	480.06	350.72	3.8	205.29	729.53	398.04	-1		0	
9		0	0	2838.4	2.13	1332.9		0	0	0		0	
10	Blushing Russian	4.9	5	5.1	5.2	5.2	5.3	5.4	0	0	880487	0	
11		15.28	193.01	315.89	271.89	-16.8	305.63	118.56	192.73	0		4	
12		0	0	780.79	1.27	616.92		0	0	0		0	
13	Preskani	15.5	16	16.5	17	17	17.5	18	0	0	894782	0	
14		1.98	163.79	143.23	457.67	3.8	69.63	35	344.91	0		0	
15		0	0	764.69	1.7	449.54		0	0	0		0	
16	Kitchen Sink	16	16.5	17	17	18	18.5	19	0	0	954814	8	
17		1.39	56.2	47.8	22.39	3.8	20.18	35.07	61.95	0		0	
18		0	0	126.39	1.08	117.2		0	0	0		0	

	A	B	C	D	E	F	G	H	I	J	K	L	
1	Suspended	Horse Racing - Todays Card / 16:40 Sthl								1m Hcap			
2	Funds	64.48	64.48	EUR	Test Funds	70000	Places	1	Winner	Especially	SP & Persiste	YES	
3	Selection	Back	-1		1735779	-1			Trends	Matched	ID	SP	
4	Safebreaker	1.94	1.95	1.98	1000	0	0	0	0	0	2558066	0	
5		54.69	74.66	395.22	13.17	4.42	0	0	0	0		0	
6		2	0	483.05	0	0		0	0	0		0	
7	Especially	0	0	0	1.01	3.3	3.35	3.45	0	0	2428376	0	
8		29.04	0	0	4.42	4	2.63	14.08	0	0		0	
9		1	0	0	0	20.71		0	0	0		0	
10	Terracos Do Pinh	2.62	2.64	3.05	1000	0	0	0	0	0	2490895	0	
11		5.51	6.58	7	26.34	-32.56	0	0	0	4.65		0	
12		0	0	39.92	0	0		0	0	0		0	
13	Silver Sprite	3.5	4	5.2	1000	0	0	0	0	0	2554593	0	
14		10.76	13.17	89.58	6.58	4.42	0	0	0	0		0	
15		0	0	109.33	0	0		0	0	0		0	

Market where SP and Bet Persistence are not available:

	A	B	C	D	E	F	G	H	I	J	K	L	
1	Idle	Soccer - Fixtures / Fixtures 14 January / Standard v Genk / M								Match Odds			
2	Funds	64.48	64.48	EUR	Test Funds	70000	Places	1	Winner		SP & Persiste	NO	
3	Selection	Back	101.01		5736.36	99.69			Trends	Matched	ID	SP	
4	Standard	1.73	1.77	1.78	1.78	1.79	1.8	1.81	0	0	571279	0	
5		61	746.68	2.75	106.15	-4	3.12	982.17	107.76	0		0	
6		0	6	855.58	0.78	1093.1		0	0	0		0	
7	Genk	4.9	5.1	5.4	5.4	5.5	5.6	5.7	0	4	14072	0	
8		21.64	13.39	2.66	28.72	16.72	20.8	41	10.6	0		0	
9		0	0	44.77	0.62	72.4		0	0	0		0	
10	The Draw	3.7	3.75	3.8	3.85	3.9	3.95	4	0	0	58805	0	
11		17.36	3.15	56.9	30.1	-4	57.49	100.58	46.23	0		0	
12		0	0	90.15	0.44	204.3		5	0	0		0	

## 12.2 Connecting MF Pro to Excel

To connect MF Pro to Excel simply click on the "Launch Excel" button.



MF Pro will work with any instance of Excel that is opened at the moment. If no spreadsheets are opened it will create a new workbook automatically and will use it for exchanging data with the application during the whole session. This means you can connect to MF Pro from your own spreadsheets without the need to utilize a special Excel file.

Once a connection between MF Pro and Excel is established the "Launch Excel" button becomes disabled. If there are any markets in "My Markets" list MF Pro will add a separate sheet for each of them. It will load the essential market data into each sheet: name, number of places, scheduled time of start etc. Please remember than market sheets are not deleted together with markets.

Each market sheet will have a special name. It has the following format: "query[market ID]", for example "query124524". Read how to refer to such sheets from inside the triggers in section "Excel-Bound Variables".

## 12.3 Custom Cells

One of the new and powerful features of MF Pro is that it supports as many custom cells and formulas as you want.

Apart from the standard selection and market data that you can use in Excel spreadsheets you can make MF Pro show your own formulas and calculations in the cells that you will tell it to.

This is possible through a table of custom cells and formulae available in "Excel Options".

Custom Cells & Formulas	
Cell Address	Cell Value/Formula
S13:1	bm_backid
N3	winplace_market_volume
N4	winplace_market_name
S12:2	=SUM(B{sel_index*3+1}:D{sel_index*3+1})
sheet1!A1	total_won

Each row in the table represents a cell or a group of cells of the same kind.

The left column defines the address of the cell and the right column defines its formula.

### Cell Address

**[sheet\_name]![cell\_address]**

This is a generic representation of a cells address in Excel. Use it if you want your formula to be inserted in a specific cell in your spreadsheet. In the picture above you can see an example of such address: sheet!A1. With each refresh of each market MF Pro will output the total won amount into the cell addressed sheet!A1.

Certainly, you need to have a sheet named sheet1 in your spreadsheet in order to create a custom

cell with such address.

Also, you can't use market or selection variables in formulas addressed in this way, because MF Pro can't determine what market or selection you are referring to. So only general and bet history variables are allowed.

Excel functions and arithmetic calculations are allowed though. If a formula contains an Excel function you must put an equation sign in front of the expression. So, you might have written "=MAX(total\_won, last\_won)" or "=SUM(A1:A10)" or whatever you like.

Please keep in mind that non-Roman characters (for example Cyrillic) are not allowed for cell addresses.

However you can feel free to use them in the cell formula, especially if you have a non-English Excel. Also please use the punctuation and syntax that is required by your local Excel copy.

Here is an example of a formula localized for German Excel: ODER  
(inplay\_market\_num<refr\_market\_num; total\_won>0).

### [cell\_address]

If you provide only a cell address, this will let MF Pro know that you want to calculate and display the same formula in this cell, for each market that you are monitoring. In the picture above there are two such examples: N3 and N4. This means these formulas will be displayed in every market sheet, in cells N3 and N4 respectively. Therefore you can use market variables here, as well as variables starting with r\_[number]\_ and s\_[number]\_.

All Excel functions and arithmetic operations are acceptable as well.

### S[column]:[row]

Such syntax commands MF Pro to display the same formula in a specific place for each selection in each market monitored. The [column] is an integer number identifying the number of the column where a formula will be displayed. Columns are numerated from 1 to 256 and correspond with the Excel column names from "A" to "IV".

The [row] is the number of the row where the formula must be put. It can be an integer number from 1 to 3, since each selection occupies three rows in a market sheet.

### Cell Value/Formula

Insert an expression or an Excel formula into this field. As you can see from the examples, expressions can contain arithmetic operations, functions and trigger variables. If you have one or more Excel functions inside the expression add an equation sign in front of it.

Excel functions must be entered in the language of your MS Office installation. For example, if you have an Italian copy of Excel enter commands in Italian language.

To add/delete a row in the table press "+" and "-" buttons.

If you need to import custom cells that you can express through the existing market data, please read section "Importing Selection Data From a Sheet"

Please note: custom cells are updated in a spreadsheet only if one or more markets are being monitored.

## 12.4 Importing Selection Data From a Sheet

How to use: read section "Excel Options".

With the "Import Selection Cells" function you can match specific selections against the numbers or strings that you prepared by yourself. For example, you are subscribed to a tipster service and receive lists of expected prices every night. You want to compare tomorrow's races data to the tipster's lists and lay if any selection's price is equal or greater than the expected odds.

With MF Pro it is easy to do this: you just need to insert all tipster's records in a separate spreadsheet, with the names of selections being stored in the first column and their prices in the next column. See below:

	A	B	C	D	E
1	Hegrid	3.1			
2	North Shore	3.6			
3	Princess Nicole	10			
4	Lupita	14.5			
5	Royal Approval	15			
6	Adjudication	21			
7	Market Watcher	28			
8	Sharekan	20			
9	May Tobin	32			
10	Spa Wells	48			
11	Palace Storm	55			
12	Zululand	48			
13	Lucky Guy	50			
14	Chaco	60			
15	Hawkwind	50			
16					
17					
18					
19					
20					
21					
22					
23					
24					

query20551575 query20551749 query20551606 my\_sheet

The picture shows a sheet named "my\_sheet" with an example list of selections. You see the names of the selections in column A and their respective numbers in column B. If you wish you may

shift these columns to the right, for example, place names in column C and the numbers - in column D. The most important thing is that the selections' names must be stored in the leftmost column of the cell range. Let's shift the cells down and right to demonstrate that it does not matter for MF Pro:

	A	B	C	D	E	
1						
2						
3						
4						
5				Hegrid	3.1	
6				North Shore	3.6	
7				Princess Nicole	10	
8				Lupita	14.5	
9				Royal Approval	15	
10				Adjudication	21	
11				Market Watcher	28	
12				Sharekan	20	
13				May Tobin	32	
14				Spa Wells	48	
15				Palace Storm	55	
16				Zululand	48	
17				Lucky Guy	50	
18				Chaco	60	
19				Hawkwind	50	
20						
21						
22						
23						
24						

query20551575 / query20551749 / query20551606 my\_sheet

You can insert the selections from several markets, one under another, with no particular order. MF Pro will match the names against the real selections that it will find among "My Markets".

Now let's import these values into MF Pro. I click "Import Selection Cells" and a new window opens:

**Import Selection Cells**

You can import the values from your spreadsheet based on a list of selections' names arranged in a column. Specify the range of cells with selections and values below.

MF Pro will automatically match the names against the selections in "My Markets" and create custom cells for each of them. See an example below:

	A	B	C	D
1	Sims	3.1	1.11	
2	Majestic Chief	3.25	1.45	
3	Francesco	13.5	1.02	
4	Mujamead	19	1.15	
5	Pugnacity	19	-0.8	
6	Strathaird	18	1.09	
7	Finlays Footsteps	13	-0.7	
8	One And Gone	22	-0.09	
9	Ocean Of Champagne	24	1.01	
10	Mr Chocolate Drop	55	1	
11	Dream On Dreamers	90	0	
12				
13				
14				

**Range: A1:C11**

In the picture you can see three columns filled with selection data. In the leftmost column there is a list of selection names. The columns B and C contain some custom data specific for each selections.

In order to make MF Pro copy these data and display them as custom cells for these selections you need to enter the range of cells you are importing. It must include the column with the selection names and all the cells that you will be importing.

Note: only the actual value of the cell will be imported, and not the formula. If you need to import formulas create a new custom cell and insert the formula there.

Sheet name:

Range:

Output starting column:   Clear previously imported cells

It gives a short description of what this function does. You need to enter the name of the sheet where your data are stored, the range address in Excel notation and the column in the market sheet that you want to start outputting the data from.

The sheet name and range must be taken from the sheet where you have the list of selections with your custom data. In our example it is "my\_sheet" and "D5:E15". If you don't specify the range correctly or don't include all the cells into it, MF Pro won't be able to recognize all the cells you are trying to import.

The "Output starting column" can be anything you choose. We should give only one advice: start from any column outside the table that MF Pro uses for displaying the default market data. Otherwise your custom cells will be overwritten with those data. So choosing anything starting from column L will be fine.

Let's fill the fields now:

**Import Selection Cells**

You can import the values from your spreadsheet based on a list of selections' names arranged in a column. Specify the range of cells with selections and values below.

MF Pro will automatically match the names against the selections in "My Markets" and create custom cells for each of them. See an example below:

	A	B	C	D
1	Sims	3.1	1.11	
2	Majestic Chief	3.25	1.45	
3	Francesco	13.5	1.02	
4	Mujamead	19	1.15	
5	Pugnacity	19	-0.8	
6	Strathaird	18	1.09	
7	Finlays Footsteps	13	-0.7	
8	One And Gone	22	-0.09	
9	Ocean Of Champagne	24	1.01	
10	Mr Chocolate Drop	55	1	
11	Dream On Dreamers	90	0	
12				
13				
14				

**Range: A1:C11**

In the picture you can see three columns filled with selection data. In the leftmost column there is a list of selection names. The columns B and C contain some custom data specific for each selections.

In order to make MF Pro copy these data and display them as custom cells for these selections you need to enter the range of cells you are importing. It must include the column with the selection names and all the cells that you will be importing.

Note: only the actual value of the cell will be imported, and not the formula. If you need to import formulas create a new custom cell and insert the formula there.

Sheet name:

Range:

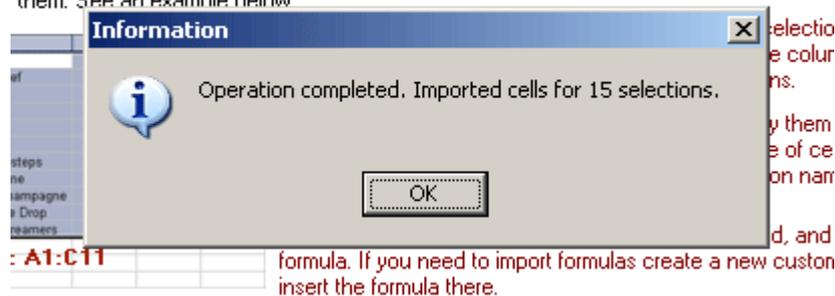
Output starting column:   Clear previously imported cells

The box "Clear previously imported cells" will delete all cells that were previously imported into MarketFeeder Pro (in all markets). If you untick this box all the cells that you are importing will be added to already existing cells.

Now, let's press "Create Custom Cells". MF Pro will process the Excel sheet we've supplied and - if everything is fine - will report how many selections it has processed:

range of cells with selections and values below.

automatically match the names against the selections in "My Markets" and create custom cells for each of them. See an example below:



Now if we refresh the market that we imported selection data for, we will see that MF Pro shows the custom cells in the market sheet, in column L:

	A	B	C	D	E	F	G	H	I	J	K	L
1	Idle	Horse Racing - Todays Card / 18:25 DownP							2m2f Hcap			
2	Funds	103.91	97.89	EUR	Test Funds	1000	Places	1	Winner			
3	Selection	Back	106.84	14697.59	-1	Trends	Matched	ID				
4	Hegrid	2.96	3.2	3.25	3.25	3.3	3.4	3.5	1	0	589542	3.1
5		78.17	7.39	77.12	12.01	0	197.05	46.21	14.76	-2	0	
6		0	0	96.52	0.37	258.02		0	0	0		
7	North Shore	3.6	3.65	3.7	3.85	3.8	3.85	3.9	0	0	71757	3.6
8		17.25	176.35	219.54	16.55	0	12.53	22.9	53.81	1	0	
9		0	0	412.44	4.62	89.24		0	0	0		
10	Princess Nicole	10	10.5	11	11	12	12.5	14	0	0	1456616	10
11		2.27	70.87	113.05	5.9	0	7.39	8.86	4.43	0	0	
12		0	0	189.82	9.18	20.68		0	0	0		
13	Lupita	12.5	14.5	15	15	17.5	18	0	0	0	2001402	14.5
14		0.72	3.65	27.02	17.46	0	5.46	18.45	0	0		
15		0	0	48.13	2.01	23.91		0	0	0		
16	Royal Approval	14	14.5	15	13	1000	0	0	0	0	43748	15
17		0.26	45.34	16.44	3.31	0	3.65	0	0	0		
18		0	0	65.09	17.83	3.65		0	0	0		
19	Adjudication	18.5	20	21	21	27	28	0	0	0	1179360	21
20		0.52	8.71	12.34	3.75	0	4.87	18	0	0		
21		0	0	24.8	1.08	22.87		0	0	0		
22	Market Watcher	25	27	28	25	0	0	0	0	0	546196	28
23		0.1	18.01	3.27	9.22	0	0	0	0	0		
24		0	0	30.5	0	0		0	0	0		
25	Sharekan	21	22	23	32	1000	0	0	1	0	1537605	20

You now can create triggers comparing these numbers to the market data.

Let's finish out example and create a trigger that will compare these figures with the actual selection's prices and lay if they are equal or greater than the custom odds we've imported.

lay on selections with custom cells  Enabled

lay Price  Amount  Cancel

Selections **All Matching Selections**

Markets **Horse Races** Market Status **Idle**

Execute **once per market**

Conditions **are met**

Selection's Lay Price is equal or greater than cell\_querymarket\_id\_L(sel\_index\*3+1)

After executing the trigger we've got 7 lay bets (if you want to avoid laying at the odds of 1000, add another condition to the trigger that prevents doing so):

Hegrid 13.68	2.96 7.39	3.20 77.1	3.25 6.88	3.25 	3.40 50.2	3.50 14.8	70.0 5.90	ID: -1188225289747 <b>Hegrid 3.40 4.00</b> ID: -1188225289748 <b>North Shore 3.80 4.00</b> ID: -1188225289749 <b>Princess Nicole 12.0 4.00</b> ID: -1188225289750 <b>Lupita 17.5 4.00</b> ID: -1188225289751 <b>Royal Approval 1000 4.00</b> ID: -1188225289752 <b>Adjudication 27.0 4.00</b> ID: -1188225289753 <b>Sharekan 1000 4.00</b>  Withdrawn runners: <input type="checkbox"/>
North Shore 12.16	3.60 176	3.65 156	3.70 40.2	3.75 	3.80 12.5	3.90 29.0	4.00 78.2	
Princess Nicole -20.00	10.0 70.9	10.5 113	11.0 4.43	11.0 	12.0 20.2	12.5 8.86	14.0 4.43	
Lupita -42.00	12.5 3.65	14.5 27.0	15.0 11.6	15.0 	17.5 5.46	18.0 18.5		
Royal Approval -3972.00	14.0 45.3	14.5 10.3	15.0 3.31	13.0 	1000 3.65			
Adjudication -80.00	18.5 8.71	20.0 12.3	21.0 6.91	21.0 	27.0 4.87	28.0 18.0		
Market Watcher 26.60	19.5 85.1	25.0 18.0	28.0 9.22	25.0 				
Sharekan -3972.00	16.0 104	17.0 18.5	24.0 5.00	32.0 	1000 3.65			
May Tobin 26.60	16.0 104	34.0 18.6	36.0 12.8	30.0 	50.0 7.38			
Spa Wells 26.60	34.0 12.5	46.0 13.8	48.0 2.95	34.0 				
Zuuland	26.0	46.0	48.0	23.0				

### Importing cells for selections in specific markets

You can directly specify the markets that the selections will be searched in. If a selection has a unique name which appears only in one market, then that's not necessary. However, if the same selection's name can be found in more than one market (for example, "The Draw" or a horse's name in win and place markets), you can make the program know which one you mean.

Enclose the name of the market in square brackets and put the selection's name next to it.

Examples:

[20:50 GLghs - 1m2f] Marie Tempest

[20:50 GLghs (Place)] Marie Tempest

[Russia v Finland] Over 1.5 Goals

You can input only a part of the market's name, it is not necessary to type in the whole name. Only make sure that the pattern identifies the market completely.

### Importing Cells vs Custom Cells For Selections

There is a big difference between importing selection cells and creating one formula for each selection. You should only import cells if you can't express the values of these cells through the existing market data that MF Pro displays in the market sheet. For example, if you want to display the average of the current back price and last traded price of a selection, you don't need to import the cells, each showing this figure for a particular selection. Instead, you need to create a custom cell with a formula  $(back\_price + last\_traded)/2$ . MF Pro will then automatically propagate this

formula among all selections existing in "My Markets". You will thus save your time and computer resources, as maintaining imported cells is more resource-consuming than maintaining a custom cell formula.

Use cells import if you have some unique information about selections, something that can't be expressed through any market figures - predicted odds are an ideal example.

Always remember that you can import only the actual values of the cells, not their formulas. If you are trying to import formulas, then this is an obvious evidence that you can create a custom cell instead.

Examples of the information that can be imported and can't be expressed through custom cells:

- predicted odds
- predicted order of selections
- staking plan according to a tipster's advice
- predicted volume of selections

**It is also possible (and in most cases easier) to import selection data from a text file.**

## 12.5 Betting and Cancelling Bets from Excel

Though all betting functions are implemented within the application, you may still want to launch betting from inside your Excel spreadsheet. This must be achieved through special functions with a pre-defined syntax. These functions exchange data with MF Pro through a DDE channel. DDE is a technology that allows two applications to interact with each other.

At the end of this page you will see the examples of both betting and cancelling procedures. You can apply these examples right away without knowing much about DDE technology. If you are interested in details please read the following paragraph.

Here are some ready VBA procedures that you can insert in an Excel sheet's code before connecting MF Pro to it. By calling these procedures you can manipulate bets directly from Excel.

### Backing

```
Sub Back(marketID As Long, selectionID As Long, price As Double, amount  
As Double, handicapID as Long)  
Dim feed As Integer  
Dim data As String  
feed = Application.DDEInitiate("FEEDER7", "betting")  
If feed > 0 Then  
    data = "back/" & marketID & "/" & selectionID & "/" & price & "/" &
```

```
amount & "/" & handicapID
    Range("AB1000") = data
    Application.DDEPoke feed, "bet", Range("AB1000")
End If
End Sub
```

## Laying

```
Sub Lay(marketID As Long, selectionID As Long, price As Double, amount
As Double, handicapID as Long)
    Dim feed As Integer
    Dim data As String
    feed = Application.DDEInitiate("FEEDER7", "betting")
    If feed > 0 Then
        data = "lay/" & marketID & "/" & selectionID & "/" & price & "/" &
amount & "/" & handicapID
        Range("AB1000") = data
        Application.DDEPoke feed, "bet", Range("AB1000")
    End If
End Sub
```

Please pay attention that since version 6.0 handicap markets are supported, so you must specify the handicap ID of the selection you want to bet on. This ID is zero in all markets except Asian Handicap markets.

## Updating a bet addressed by its ID

```
Sub Update(betID As Double, newPrice As Double, newAmount As Double)
    Dim feed As Integer
    Dim data As String
    feed = Application.DDEInitiate("FEEDER7", "betting")
    If feed > 0 Then
        data = "update/" & betID & "/" & newPrice & "/" & newAmount
        Range("AB1000") = data
        Application.DDEPoke feed, "bet", Range("AB1000")
    End If
End Sub
```

Note: if you wish to leave either price or amount the same, you can input zero (0) instead of any of these parameters (but not both at the same time). For example:

```
Update 4038075284#, 0, 4
```

This will change only the amount of the bet.

### **Cancelling a bet addressed by its ID**

```
Sub Cancel(betID As Double)
  Dim feed As Integer
  Dim data As String
  feed = Application.DDEInitiate("FEEDER7", "betting")
  If feed > 0 Then
    data = "cancel/" & betID
    Range("AB1000") = data
    Application.DDEPoke feed, "cancel", Range("AB1000")
  End If
End Sub
```

### **Cancelling a lay bet addressed by its price and amount**

```
Sub CancelCustom(betType As String, marketID As Double, price As Double,
amount As Double)
  Dim feed As Integer
  Dim data As String
  feed = Application.DDEInitiate("FEEDER7", "betting")
  If feed > 0 Then
    data = betType & "/" & marketID & "/" & price & "/" & amount
    Range("AB1000") = data
    Application.DDEPoke feed, "cancel", Range("AB1000")
  End If
End Sub
```

**Example:** CancelCustom "lay", 20520613, 2, 10

## 12.6 List of Current Bets

If you ever intend to place or cancel bets from inside the Excel sheet, you might need to get the current bets' details directly from that sheet.

When you connect MF Pro to Excel a separate sheet for your current bets is created. It's called "bets".

For the convenience of referring to each bet the list is organised in several columns. Each column lists bets in the same order and with the same set of parameters.

Cell	Title	
<b>B4</b>	Number	The number of bets of the given type
<b>A5</b>	Type	The type of bet (either Back or Lay)
<b>B5</b>	ID	The unique ID (number) of the bet. If a bet is a real one (made with real money), this ID will be assigned to it by BetFair. Otherwise the ID will be generated by MF Pro.  You might need this ID for cancelling or updating the bet.
<b>C5</b>	Market ID	The unique ID of the market where the bet was placed. This ID is generated by BetFair.
<b>D5</b>	Selection ID	The unique ID of the selection that the bet was placed on. This ID is generated by BetFair.
<b>E5</b>	Handicap ID	The Asian Handicap ID of the result you are betting on. This ID refers to Asian Handicap markets only, and is needed together with the selection ID in order to place, cancel or update a bet.  For all other markets this field will show zero.
<b>F5</b>	Price	The price that the bet was offered or matched at. If it is a "limit on close" SP bet, then this field will show the limit price.
<b>G5</b>	Amount	The amount of the bet. If it is an SP bet, the field will show the liability.
<b>H5</b>	Test/Real	If the bet is placed in test mode, this field will show 1, otherwise - 0.
<b>I5</b>	Category	The category of the bet, according to BetFair terminology.  E - normal exchange bet.  M - Market on Close bet. The bet remains unmatched until the market is reconciled and a starting price is determined. If no starting price is available for the selection, the bet lapses.  L - Limit on Close bet. The bet remains unmatched until the market is reconciled and a starting price is determined. If the starting price is better than the price specified, then the bet is matched. If no starting

price is available for the selection, the bet lapses.

Example:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W		
1	Current Bets																								
2																									
3																									
4	All Bets										Matched Bets										Unmatched B				
5	Type	ID	Market ID	Selection	Handicap	Price	Amount	Test	Category	Number	Type	ID	Market ID	Selection	Handicap	Price	Amount	Test	Category	Number	Type	ID	Market ID	Selection	Hanc
6	Back	-2.44E+11	100621617	1544283	0	15	12	1	L	2	Back	-5.05E+10	100624386	3380010	0	7	8	0	E	3	Back	-2.44E+11	100621617	1544283	
7	Lay	-2.5E+11	100621617	1472573	0	1.2	20	1	M		Lay	-5.05E+11	100624386	3028495	0	6.4	7	1	E		Lay	-2.5E+11	100621617	1472573	
8	Back	-5.05E+10	100624386	3380010	0	7	8	0	E												Back	-5.11E+11	100620608	1408	1E
9	Lay	-5.05E+11	100624386	3028495	0	6.4	7	1	E																
10	Back	-5.11E+11	100620608	1408	1E+08	3	10	1	E																

You might need to scroll the page to the right to see all three columns (all bets, matched bets and unmatched bets).

### Why would you need this sheet?

The purpose of this sheet is to give you direct access to the parameters of your current bets. If you intend to bet manually or using triggers and other automated trading functions, you may ignore this tool and turn it off in the settings. It is only needed if you want to place or cancel bets directly from Excel, for example, if you work with MF Pro from a special pre-saved Excel spreadsheet.

## 13 Time Machine

Time Machine is a tool for MarketFeeder Pro that allows you to back test your betting strategies in markets whose data are stored on your disk rather than downloaded from BetFair.

The full Time Machine manual can be opened with a link that is present in the installation folder of MarketFeeder Pro. The file's name is manual\_tm.chm.

Alternatively, you can call the help file from inside Time Machine, press the blue question button in the bottom-left corner of the program's window.

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