Strukture name	Description - english
EndOfDayRapportStruktur	The structure should be used for storing status data once per day. A day is defined after the danish calender and is from 00:00 to 23:59. The file should only contain bets and games settled on the day. The file should at the latest be stored at 04:00 for the previous day.
FastOddsSlutStruktur	The structure should be used for storing data directly after a fixed odds game is settled.
FastOddsTransaktionStruktur	The structure should be used for storing transactions for fixed odds games. Should be stored minimum every 5 minutes if there have been any transactions.
JackpotUdløsningStruktur	Structure for reporting a triggered jackpot which the gambling provider has taken part of. The data structure should be stored every time a jackpot has been triggered, also if the game is being played in a network and the jackpot has been triggered by a player of one of the other gambling providers.
KasinospilPrSessionStruktur	Structure for reporting casino games per session. Every file can contain several sessions but should be stored minimum every 5 minutes if there have been any transactions. The file should only contain data for ended sessions. The gambling provider should provide either KasinoSpilPrSessionStruktur or KasinospilPrTrækStruktur.
KasinoSpilPrTrækStruktur	Structure for reporting casino games per draw. Every file can contain several draws but should be stored minimum every 5 minutes if there have been any transactions. The gambling provider should provide either KasinoSpilPrSessionStruktur or KasinospilPrTrækStruktur.
PokerCashGamePrHåndStruktur	Structure for reporting poker cash games per hand. Every file can contain several hands but should be stored minimum every 5 minutes if there have been any transactions. The gambling provider should provide either PokerCashGamePrSessionStruktur or PokerCashGamePrHåndStruktur.
PokerCashGamePrSessionStruktur	Structure for reporting poker cash games per session. Every file can contain several sessions but should be stored minimum every 5 minutes if there have been any transactions. The gambling provider should provide either PokerCashGamePrSessionStruktur or PokerCashGamePrHåndStruktur.
PokerTurneringSlutStruktur	The structure should be used for storing data directly after a poker turnament is over.
PokerTurneringStartStruktur	The structure should be used for storing data directly after the gambling provider set up a poker turnament.
PokerTurneringTransaktionStruktur	The structure should be used for storing transactions in a poker turnament. Should be stored minimum every 5 minutes if there have been any transactions.
PuljespilEndOfGameStruktur	The structure should be used for storing data at end-of-game in a pool game. Should be stored after the closing of stakes and cancellations, but before the first match begins.
PuljespilSlutStruktur	The structure should be used directly after a pool game has ended.

PuljespilStartStruktur	The structure should be used directly after a gambling provider set up a pool game.
PuljespilTransaktionStruktur	The structure should be used for reporting all players gaming transactions on a pool game. Should be stored minimum every 5 minutes if there have been any transactions.