INTERFACE SPECIFICATIONS

HKEX Orion Market Data Platform
Derivatives Market Datafeed Products (OMD-D)

- Derivatives Lite

Binary Protocol

Version 1.0
11 Jul 2017

DOCUMENT HISTORY

Version	Date	Changes	2/49
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CONTENTS

1. INTRODUCTION

1.1 PURPOSE

This document specifies the Binary interface of the datafeed product "Derivatives Lite" ("D-Lite") under HKEX Orion Market Data Platform ("OMD") for the Derivatives Market ("OMD-D").

This document is the Transmission Specification(s) of the relevant Datafeed(s) under the Market Data Vendor Licence Agreement, the Market Data End-User License Agreement and/or the Market Data Application Service Provider Licence ("License Agreement"). Please refer to the summary table at Section 1.3 for the information applicable to the Datafeed(s) under your License Agreement.

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1.2 READING GUIDE

The chapters following this introduction are:

Chapter 2:   System Overview

Chapter 3:   Message Formats

Chapter 4:   Recovery

Chapter 5:   Aggregated Order Book Management

Chapter 6:   Auction Period Special Handling

Chapter 7:   HKEX Derivatives Market

1.3 PRODUCTS

The datafeed product described in this section is available by splitting into two separate sets of multicast group channels for the Stock Options Market and the Non-Stock Options Markets to better serve OMD-D clients on bandwidth consumption planning. Messages are applicable to datafeeds irrespective of whether it belongs to Stock Options Market or non-Stock Options Markets. For the avoidance of doubt, Stock Options Market ("SOM") refer to the market for trading the stock option that is a financial contract based on a single underlying stock which is traded on SEHK and cleared through the SEHK Options Clearing House Limited (SEOCH). Non-Stock Options Markets ("Non-SOM") refer to the markets of trading HKEX derivatives products on HKFE. For the latest list of derivatives products on HKFE, please refer to the HKEX website."

1.3.1 Derivatives Lite ('D-Lite')

D-Lite comprises a conflated feed to provide Level 2 book showing up to 5 aggregated price levels and snapshots of order depth information for active series which refer to the series eligible for Volatility Control Mechanism (VCM series) for the Derivatives Market.

1.3.1.1 *Complimentary Feed to D-Lite – Derivatives Trades ('DT')*

DT is a streaming trades feed with all Trade and Trade Amendments and offered complimentarily to D-Lite clients.

1.3.2 Summary Table

● The information supplied in the corresponding sub-section applies to D-Lite
▲ Complimentary service to the Datafeed(s)

Section	Message Formats	Derivatives Lite (D-Lite)
3.1	Data Types	●
3.2	Packet Structure	●
3.3	Packet Header	●
3.4	Control Messages	●
3.5	Retransmission	●
3.6	Refresh	●
3.7	Reference Data	●
3.8	Status Data	●
3.9.1	Add Order (330)	●
3.9.4	Aggregate Order Book Update (353)	●
3.9.6	Quote Request (336)	●
3.10.1	Trade (350)	▲
3.10.2	Trade Amendment (356)	▲
3.10.3	Trade Statistics (360)	●
3.10.5	Calculated Opening Price (364)	●
3.10.6	Estimated Average Settlement Price (365)	●
3.11.1	Market Alert (323)	●
3.12.1	Open Interest (366)	●
5	Aggregate Order Book Management	●

2. SYSTEM OVERVIEW

2.1 SCOPE

Figure 1: Access to Market Data
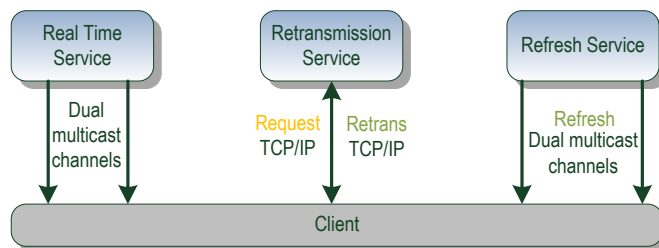
OMD provides market data represented in an efficient binary message format for all instruments traded on the Derivatives Market. It has been designed for high throughput and low latency.

2.1.1 Multicast

Messages are published in a one-to-many fashion using the IP multicast and UDP transport protocols. Multicast is not a connection-oriented protocol. Data is sent strictly in one direction from server to clients.

2.1.2 Dual Multicast Channels

Due to the inherently unreliable nature of the UDP transport, packets may be lost or delivered out-of-order. To mitigate the risk of packet loss, the messages are duplicated and sent over two separate multicast channels (dual channels). Technically, a multicast channel corresponds to a multicast group.

Each pair of dual multicast channels has a unique identifier, which is referred to as the ChannelID.

More details regarding the configuration parameters (including IP addresses, port numbers corresponding to the multicast channels) will be found in a Connectivity Guide which will be provided at a later stage.

2.1.3 Recovery Mechanisms

OMD provides two recovery mechanisms:

- A retransmission server provides on request gap-fill retransmission of lost messages. The retransmission requests and gap-fill replies are point-to-point (TCP/IP connection).

- A refresh server provides snapshots of the market state at regular intervals throughout the business day. Snapshots are sent using multicast on separate channels for the real time messages.

2.2 SESSION MANAGEMENT

Each multicast channel maintains its own session. A session is limited to one business day. During this day the message sequence number is strictly increasing and therefore unique within the channel.

OMD-D does not operate on non-trading days of the Hong Kong Derivative Market where a trading day ends at the close of the after hour trading session. HKEX may perform system testing on Saturdays, Sundays or days when OMD-D is not in operation. Clients should treat data transmitted via OMD-D on those days as non production data and disregard them.

2.2.1   Start of Day

Housekeeping and system maintenance work may take place overnight until 6:00am. In this regard, Clients are advised to make connection to OMD Derivatives Market ("OMD-D") at or after 6:00am every business day to ensure that the data received from OMD-D are good for the start of the day. Please also refer to the OMD-D Developer's Guide for more information.

On each channel the first message at the start of the business day is the Sequence Reset message. The Sequence Reset message carries sequence number 1. On receipt of this message, the client must clear all cached data for all instruments.

The messages sent at start of day are:

- Commodity Definition, Class Definition, Series Definition Base, Series Definition Extend and Combination, messages for all tradeable series, including Combo Series
- Latest series quotation and trade snapshot.
- Latest market and series status snapshot
- Previous day open interest & settlement information for all tradeable series if available
- The latest Market message, COP ,EAS

If a client starts listening after the start of business day and misses the Sequence Reset message and reference data, it must use the refresh service to recover and synchronize with the real time channels.

2.2.2   Normal Transmission

Normal message transmission is expected between when the market opens for trading and when the market is closed. Heartbeats are sent every at regular intervals (currently set at every 2 seconds) on each channel when there is no activity. HKEX may adjust this interval.

2.2.3   End of Day

OMD will typically shut down following the end of after hours trading at around midnight Hong Kong time. Later shutdown is possible to cater for special circumstances such as capital adjustment effective the following trading day. Shutdown time is not rigid and the Exchange has the right to adjust this time according to the different trading situations.

Clients should wait for a Market Status (320) message marking end of day before disconnecting.

2.2.4   Error Recovery

2.2.4.1   System Component Failure

If a system component fails that leads to a small amount of packet loss and requires a failover or restart, there will be a short interruption in multicast dissemination from either Line A or Line B. The system is deployed in an active-active configuration with Line A and Line B being generated independently and so line arbitration will allow the client to continue receiving messages – see section 4 for more information about recovery.

2.2.4.2   Disaster Recovery

In the unlikely event of a disaster recovery situation at the primary site, OMD will be brought up at the disaster recovery (DR) site.

During the interruption, no data will be sent including heartbeats.

A Disaster Recovery (DR) Signal message indicating the DR status will also be sent on its dedicated channel when OMD is brought up – see section 3 for more information about the DR Signal message. *See Developers Guide for more details.*

IP addresses and ports that have been provided for the disaster site's retransmission service should be used. *See Connectivity Guide for more details.*

2.3　TRADING SESSIONS

Normally, trading is conducted in auction trading session(s) and continuous trading session(s) every trading day. However, there are situations where there is only half day trading with fewer trading session(s) (Christmas eve, New Year eve and Chinese New Year eve), or a trading session is suspended due to a typhoon etc. OMD is not affected by the number of trading sessions and will continue to provide real time data as long as the Exchange's trading system is available.

2.3.1　Extended Trading Hours

Extended trading hours may apply to certain products. Trading hours of individual products are listed on the HKEX website.

2.4　RACE CONDITIONS

Due to the nature of the dissemination protocol the real time order/trade data and reference data are disseminated via separate channels so users need to be aware that there is a race condition.

As an example suppose a Market Status message is sent showing a change to state 'Closed', however for a very short time after this message the regular order and trade information for this series may continue to arrive.

3. MESSAGE FORMATS

3.1 DATA TYPES

The following table lists all the data types used by OMD.

Format	Description
String	ASCII characters which are left aligned and padded with spaces, unless otherwise specified.
Uint8	8 bit unsigned integer.
Uint16	Little-Endian encoded 16 bit unsigned integer.
Uint32	Little-Endian encoded 32 bit unsigned integer.
Uint64	Little-Endian encoded 64 bit unsigned integer.
Int16	Little-Endian encoded 16 bit signed integer.
Int32	Little-Endian encoded 32 bit signed integer.
Int64	Little-Endian encoded 64 bit signed integer.
Binary	Unicode encoding used for Chinese characters which are left aligned and padded with binary null.

3.1.1 Null Values

From time to time certain fields cannot be populated and specific values are used to represent null. This is currently used within Int32 fields of the Trade (350) message, the Aggregate Order Book Update (353) message, the Trade Statistics (360) message, the Calculated Opening Price (364) message, the Trade Amendment (356) message as well as the Add Order messages. Null values may also be used within the Int64 field of the EAS (365) message.

Format	Null representation (Hex 2's complement)
Int32	0x80000000
Int64	0x8000000000000000

3.1.2 Currency Values

See the ISO-3166 Currency Codes for a full list of possible data values. Currently the system uses the following codes; 'HKD', 'USD', 'CNY'. HKEX may add or delete currency code(s), whenever applicable, in the future.

3.1.3 Decimal Values

Decimal values are sent as integers. This is done for efficiency - for example, a price value sent as "12345" and with 3 decimal places should be interpreted as "12.345". See individual fields for number of decimal places used.

3.1.4 Bitmap Values

Certain fields within the Add Order (330) and Trade (350) messages are bitmap representations which can denote a number of properties within a single field.

For example, with the 'DealType' field shown below, if a value of 3 is received this indicates that the trade is both "Printable" and a 'Occurred at Cross'.

Offset	Field	Format	Len	Description	Values
33	DealType	Uint8	1	Deal Type Bitmap	0 None 1 Printable (see note) 2 Occurred at Cross 4 Reported Trade

Note : The Printable property does not apply to Reported Trade. For other trades, i.e. trades matched by the trading system, it will be OFF for trades on Combo Series to avoid double counting of the trade quantity to market turnover.

3.2   PACKET STRUCTURE

Multicast packets are structured into a common packet header followed by zero or more messages. Messages within a packet are laid out sequentially, one after another without any spaces between them.

| Packet Header | Message 1 | Message 2 | … | Message n |
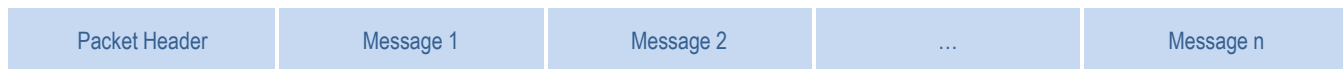
The maximum length of a packet is 1500 bytes which includes the multicast headers, packet header and messages.

The packet header provides information including the total packet length, the number of messages within the packet, the sequence number of the first message and a send timestamp.

 A packet will only ever contain complete messages. A single message will never be fragmented across packets.

The format of each message within a packet will vary according to message type. However, regardless of the message type, each message will start with a two-byte message size (MsgSize) followed by a two-byte message type (MsgType). These are described in the following table.

Table 1: MsgSize and MsgType Fields

Field	Format	Len	Description
MsgSize	Uint16	2	Message length (including this field)
MsgType	Uint16	2	Type of message. The valid values for MsgType are below: 100 Sequence Reset 101 Logon 102 Logon Response 201 Retransmission Request 202 Retransmission Response 203 Refresh Complete 301 Commodity Definition 302 Class Definition 303 Series Definition Base 304 Series Definition Extended 305 Combination Definition 320 Market Status 321 Series Status 322 Commodity Status 330 Add Order 353 Aggregate Order Book Update 336 Quote Request 350 Trade 356 Trade Amendment 360 Trade Statistics 364 Calculated Opening Price 365 Estimated Average Settlement Price 323 Market Alert 366 Open Interest

3.3   PACKET HEADER

All packets will begin with a common packet header.

Offset	Field	Format	Len	Description
0	PktSize	Uint16	2	Size of the packet (including this field)
2	MsgCount	Uint8	1	Number of messages included in the packet
3	Filler	String	1	
4	SeqNum	Uint32	4	Sequence number of the first message in the packet
8	SendTime	Uint64	8	UTC Timestamp. The number of nanoseconds since *January 1,* 1970, *00:00:00 GMT*, precision is provided to the nearest millisecond.
Packet length			16	

3.4   CONTROL MESSAGES

3.4.1   Heartbeat

Heartbeats consist of a packet header with MsgCount set to 0. They do not carry a sequence number and therefore do not increment the sequence number of the multicast channel. SeqNum is set to the sequence number of the previous message sent on the channel.

The Heartbeat message will be identical for all the services.

3.4.2   Sequence Reset (100)

The Sequence Reset message is sent on each multicast channel at start of day. It may also be sent when there is a need for the rectification of stock reference data before market open.

The client must ignore the sequence number of the Sequence Reset message itself, and set the next expected sequence number to NewSeqNo. The client may receive multiple sequence reset messages from all channels. Whenever the Sequence Reset message is received, clients must clear all cached data for all instruments traded in the Derivatives Market and then subscribe to the refresh channels to receive the current state of the market.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	`100` Sequence Reset
4	NewSeqNo	Uint32	4	New sequence number.	Always set to 1
Total Length			8		

3.4.3   Disaster Recovery Signal (105)

The Disaster Recovery (DR) Signal message is sent on a dedicated multicast channel (DR channel) whenever site failover is triggered. In normal situation, the dedicated DR channel only carries Heartbeat till end of business day.

When site failover begins, DR Signal is sent with "DRStatus=1" indicating that the DR process has been activated. Clients should then clear all cached market data and prepare their own system for the site failover. When the site failover process finishes, DR Signal will be sent with "DRStatus=2" thereupon clients could start rebuild the latest market image from the refresh service. The same DR Signal will be sent periodically until end of business day.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	**105** DR Message
4	DRStatus	Uint32	4	Status during site failover	**1** – DR in progress **2** – DR completed
Total Length			8		

3.5 RETRANSMISSION

Refer to Retransmission service for details on the retransmission messages.

Note that when the Logon (101) or Retransmission Request (201) messages are sent to the OMD server, the client must also include a packet header as shown below.

Also note that the same header is used by the RTS server when sending either Logon Response (102) or Retransmission Response (202) messages to clients. Again in this case the SeqNum and SendTime fields are not relevant and can be discarded.

Offset	Field	Format	Len	Values	Notes
0	PktSize	Uint16	2	**32**	16 bytes for this header plus 16 bytes for either the Logon (101) or Retransmission Request (201) message
2	MsgCount	Uint8	1	**1**	One message only
3	Filler	String	1		Empty Filler
4	SeqNum	Uint32	4	**0**	This field is not used
8	SendTime	Uint64	8	**0**	This field is not used
Total Length			16		

After this header, the fields for either Logon (101) or Retransmission Request (201) should follow.

Please note that Retranmission service is not available for Add Order (330) message which is a snapshot message refreshed every second.

3.5.1 Logon (101)

The Logon message enables client authentication. This is not required for multicast channels and is only used for retransmission requests.

Normal operation: Client sends a Logon message containing username to the OMD, which responds with a Logon Response message with the SessionStatus set to 0 (Session Active).

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	**101** Logon
4	Username	String	12	Username to log on, padded with binary null characters	
Total Length			16		

3.5.2 Logon Response (102)

Message Fields

Offset	Field	Format	Len	Description	Values	
0	MsgSize	Uint16	2	Size of the message		
2	MsgType	Uint16	2	Type of message.	102	Logon Response
4	SessionStatus	Uint8	1	Status of the session	0	Session Active
					5	Invalid username or IP address
					100	User already connected
5	Filler	String	3			
Total Length			8			

3.5.3 Retransmission Request (201)

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	201 Retransmission Request
4	ChannelID	Uint16	2	Multicast Channel ID to which the retransmission relates	
6	Filler	String	2		
8	BeginSeqNum	Uint32	4	Beginning of sequence	
12	EndSeqNum	Uint32	4	Message sequence number of last message in range to be resent	
Total Length			16		

3.5.4 Retransmission Response (202)

Message Fields

Offset	Field	Format	Len	Description	Values	
0	MsgSize	Uint16	2	Size of the message		
2	MsgType	Uint16	2	Type of message.	202	Retransmission Response
4	ChannelID	Uint16	2	Multicast Channel ID with which the retransmission relates		
6	RetransStatus	Uint8	1	Status of the Retransmission response	0	Request accepted
					1	Unknown/Unauthorized channel ID
					2	Messages not available
					100	Exceeds maximum sequence range
					101	Exceeds maximum requests in a day
7	Filler	String	1			
8	BeginSeqNum	Uint32	4	Beginning of sequence		
12	EndSeqNum	Uint32	4	Message sequence number of last message in range to be resent		
Total Length			16			

3.6   REFRESH

Refer to Refresh service for details on the Refresh Complete message.

3.6.1   Refresh Complete (203)

This message is published to mark the end of a refresh cycle or the end of a snapshot cycle of Add Order (330) messages, see section 0 for a full description of refresh.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	**203** Refresh Complete
4	LastSeqNum	Uint32	4	Sequence number with which the refresh is synchronized.	Numerical
Total Length			8		

3.7   REFERENCE DATA

Static Reference data is organized into 5 messages which are shown in the entity relationship diagram below.   The underlined field(s) form the primary key for each message type.
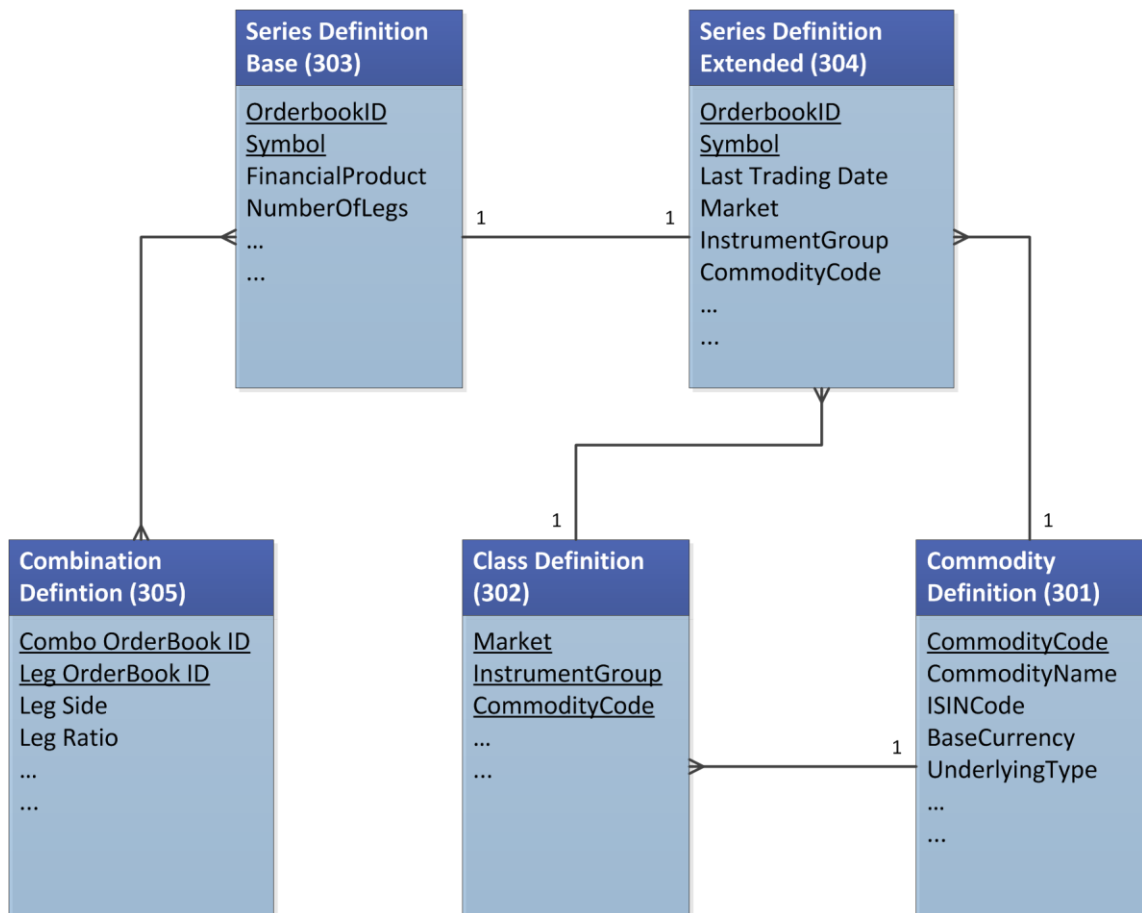
3.7.1 Commodity Definition (301)

Describes individual commodities available from the OMD-D system.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	301 Commodity Definition
4	CommodityCode	Uint16	2	Numerical identifier of the Underlying. This is the unique identifier of the message. The Series Definition Extended and the Class Definition are retrieved through this field which links them to the Commodity Definition. eg. 2005 (HKB).	
6	DecimalInUnderlyingPrice	Uint16	2	Number of implicit decimals in the underlying price received from external sources.	
8	ISINCode	String	12	A code which uniquely identifies a specific securities issue (International Securities Identification Number). For more information about ISIN code, see the international standard ISO 3166.	
20	BaseCurrency	String	3	Defines the trading currency for the instrument or the currency for the underlying. The representation of the currency follows the S.W.I.F.T. handbook and ISO 3166 standard.	See Currency Values in section 3.1.2 for full details.
23	UnderlyingPriceUnit	Uint8	1	The price unit for the underlying	1 Price 2 Yield * 3 Points 4 Yield Diff * 5 IMM Index * 6 Basis Points * 7 Inverted Yield * 8 Percentage of Nominal * 9 Dirty Price *
24	CommodityName	String	32	Descriptive Name of the underlying Eg. Hang Seng Index	
56	NominalValue	Int64	8	Nominal Value of the Commodity	Applicable for 3-Year EFN Futures only
64	UnderlyingCode	String	20	Underlying Code of the Commodity	
84	UnderlyingType	Uint8	1	Type of the underlying	1 Stock 2 Currency 3 Interest rate 4 Energy * 5 Soft and Agrics * 6 Metal 7 Stock Index 8 Currency Index * 9 Interest Rate Index * 10 Energy Index * 11 Softs and Agrics Index * 12 Metal Index *
85	EffectiveTomorrow	Uint8	1	This declaration is for series to be traded the next day	0 False 1 True
86	CommodityID	String	6	Commodity ID of the underlying E.g. HSB	
92	Filler	String	2		
Total Length			94		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

3.7.2 Class Definition (302)

Describes individual instrument classes available from the OMD-D system. The key of a Class Definition is composed by Country, Market, Instrument Group and Commodity Code.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	302 Class Definition
4	Country	Uint8	1	Country Identifier	
5	Market	Uint8	1	Market Code	See section 0 for a list of possible values
6	InstrumentGroup	Uint8	1	Instrument Group. This field together with the Commodity, forms the unique identifier of the message	See section 7.2.1 for a list of possible values
7	Modifier	Uint8	1	Expiration date modified. Value is incremented by one each time the instrument is involved in an issue, split, etc. Note that the modifier value can be different for Call and Put options that have the same expiration and strike price.	0-255
8	CommodityCode	Uint16	2	Numerical identifier of the Underlying This field, together with the InstrumentGroup forms the unique identifier of the message The Commodity Definition and the Series Definition Extended are retrieved through this field which links them to the Class Definition Eg. eg. 2005 (HKB).	
10	Filler	String	2		
12	PriceQuotationFactor	Int32	4	Implies the contracted value of the product / series	Decimal places determined from Class Definition field "DecimalInContractSize"
16	ContractSize	Uint32	4	Number of Underlying entities per contract.	Decimal places determined from Class Definition field "DecimalInContractSize"
20	DecimalInStrikePrice	Uint16	2	Number of implicit decimals in the strike price.	
22	DecimalInContractSize	Uint16	2	Number of implicit decimals in the Contract Size and the Price Quotation Factor fields.	
24	DecimalInPremium	Uint16	2	The number of decimals used in Price fields	
26	RankingType	Uint16	2	This identifies how the instrument is ranked.	1 Price, Time 2 Inverted Price, Time * 3 Price, Traders before MM, Time * 4 Inverted Price, Traders before MM, Time * 5 Price, MM before Traders, Time * 6 Inverted Price, MM before Traders, Time * 7 Price, Baits before Normal Orders, Time * 8 Inverted Price, Baits before Normal Orders, Time * 11 Price, Own Orders, Time * 12 Inverted Price, Own Orders, Time *
28	Tradable	Uint8	1	Defines if the instrument is a tradable instrument or not.	1 Yes 2 No

Offset	Field	Format	Len	Description	Values
29	PremiumUnit4Price	Uint8	1	The premium unit that describes the price unit in the order.	1 Price 2 Yield * 3 Points 4 Yield Diff * 5 IMM Index * 6 Basis Points * 7 Inverted Yield * 8 Percentage of Nominal * 9 Dirty Price *
30	BaseCurrency	String	3	Defines the trading currency for the instrument or the currency for the underlying. The representation of the currency follows the S.W.I.F.T. handbook and ISO 3166 standard.	See Currency Values in section 3.1.2 for full details.
33	InstrumentClassID	String	14	The ASCII representation of the instrument class.	
47	InstrumentClassName	String	32	The full ASCII representation. name_short	
79	IsFractions	String	1	Is the premium internally represented as fractions?	Y Yes N No
80	SettlementCurrencyID	String	32	Full descriptive name of the Settlement Currency. The representation of the currency follows the S.W.I.F.T. handbook and ISO 3166 standard.	See Currency Values in section 3.1.2 for full details.
112	Effective Tomorrow	Uint8	1	This declaration is for series to be traded the next day	0 False 1 True
113	TickStepSize	Int32	4	Minimum Fluctuation of the product / series	Decimal places determined from Class Definition field 'DecimalInPremium'
117	Filler	String	1		
Total Length			118		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

3.7.3 Series Definition Base (303)

Describes basic series information.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	303 Series Definition Base
4	OrderbookID	Uint32	4	Numerical identifier of the order book This is the unique identifier for the series The Combination Definition is retrieved through this field which links it to the Series Definition Base	
8	Symbol	String	32	Short Name	

Offset	Field	Format	Len	Description	Values
40	FinancialProduct	Uint8	1	Financial Product	1 Option 2 Forward * 3 Future 4 FRA * 5 Cash * 6 Payment * 7 Exchange Rate * 8 Interest Rate Swap * 9 REPO * 10 Synthetic Box Leg/Reference * 11 Standard Combination 12 Guarantee * 13 OTC General * 14 Equity Warrant * 15 Security Lending *
41	NumberOfDecimalsPrice	Uint16	2	The number of decimals used in Price fields	
43	NumberOfLegs	Uint8	1	Number of legs in the series There can be up to 256 legs per series	
44	StrikePrice	Int32	4	In general, it is the price at which a specific options series can be exercised. Zero implies the Strike Price is not applicable, e.g. for futures contracts. For Combo Series, this field may not have meaning but can be used with other fields such as CommodityCode, ExpirationDate, InstrumentGroup and Modifier to differentiate the series from the others.	Decimal places determined from Class Definition (302) field "DecimalInStrikePrice". Not applicable for Combo Series.
48	ExpirationDate	String	8	Expiry date of the series	YYYYMMDD
56	Filler	Uint16	2		
58	PutOrCall	Uint8	1	Identifies whether the series is a put or call type	0 Undefined 1 Call 2 Put
59	Filler	String	1		
Total Length			60		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

3.7.4 Series Definition Extended (304)

Describes series static data.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	304 Series Definition Extended
4	OrderBookID	UInt32	4	Orderbook ID	0 If Not Available
8	Symbol	String	32	Symbol This is the unique identifier of the message	

Offset	Field	Format	Len	Description	Values
40	Country	Uint8	1	Country Identifier	
41	Market	Uint8	1	Market Code	See section 0 for a list of possible values
42	InstrumentGroup	Uint8	1	Instrument Group	See section 7.2.1 for a list of possible values
43	Modifier	Uint8	1	Expiration date modified. Value is incremented by one each time the instrument is involved in an issue, split, etc. Note that the modifier value can be different for Call and Put options that have the same expiration and strike price.	0-255
44	CommodityCode	Uint16	2	Numerical identifier of the Underlying This is the unique commodity identifier. The Commodity Definition and the Class Definition are retrieved through this field which links them to the Series Definition Extended Eg. HSI	
46	ExpirationDate	Uint16	2	Expiry date of the series	
48	StrikePrice	Int32	4	In general, it is the price at which a specific options series can be exercised. Zero implies the Strike Price is not applicable, e.g. for futures contracts. For Combo Series, this field may not have meaning but can be used with other fields such as CommodityCode, ExpirationDate, InstrumentGroup and Modifier to differentiate the series from the others.	Decimal places determined from Class Definition field "DecimalInStrikePrice". Not applicable for Combo Series.
52	ContractSize	Int64	8	Number of Underlying entities per contract.	Decimal places determined from Class Definition field "DecimalInContractSize" 0 If Not Available
60	ISINCode	String	12	A code which uniquely identifies a specific securities issue (International Securities Identification Number). For more information about ISIN code, see the international standard ISO 3166.	0 If Not Available
72	SeriesStatus	Uint8	1	The actual status of the series.	0 If Not Available 1 Active (both expired and not expired) 2 Suspended (temporarily stopped) 3 Issued 4 Delisted
73	EffectiveTomorrow	Uint8	1	This declaration is for next day series	0 False 1 True
74	PriceQuotationFactor	Int32	4	Implies the contracted value of the product / series	Decimal places determined from Class Definition field "DecimalInContractSize"
78	Filler	String	2		

Offset	Field	Format	Len	Description	Values
80	EffectiveExpDate	String	8	The effective expiration date is the actual expiration date of the series and will normally be the same as expiration_date_n in the series binary code. The effective expiration date can be changed during the lifetime of the series whereas expiration_date_n will continue to hold the original expiration date.	**YYYYMMDD** " " 8 blank spaces if not available
88	DateTimeLastTrading	Int64	8	The last trading date/time of the Series in UTC timestamp (nanoseconds since 1970) precision to the nearest second	UTC Timestamp
96	Filler	String	8		
Total Length			104		

3.7.5 Combination Definition (305)

Describes a combination orderbook.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	**305** Combination Definition
4	ComboOrderbookID	UInt32	4	Numerical identifier of the combination order book	
8	LegOrderbookID	UInt32	4	This is the orderbook identification number of the leg	
12	Filler	String	3		
15	LegSide	String	1	Identifies whether the leg within the combination order book is the same side as that defined for the leg in the OrderBook definition Possible values: As Defined or Opposite	**B** As Defined **C** Opposite
16	LegRatio	Int32	4	Relative numbers of bid and ask contracts between the combo legs.	
Total Length			20		

3.8 STATUS DATA

3.8.1 Market Status (320)

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	**320** Market Status
4	StateLevel	Uint16	2	Indicates the level which a state applies to	**1** Market **2** Instrument Type **3** Instrument Class **4** Instrument Series **5** Underlying * **99** End of Business Day
6	Market	Uint8	1	Market Code Populated only if StateLevel = 1, 2 or 3	See section 0 for a list of possible values **0** If Not Available
7	Instrument	Uint8	1	Instrument Group Populated only if StateLevel = 2, 3	See section 7.2.1 for a list of possible values **0** If Not Available
8	OrderbookID	Uint32	4	Orderbook ID Populated only if StateLevel = 4	**0** If Not Available
12	CommodityCode	Uint16	2	Commodity Populated only if StateLevel = 3 or 5 eg. 2005 (HKB).	**0** If Not Available
14	Filler	String	2		
16	ActualStartDate	String	8	UTC Start Date	**YYYYMMDD**
24	ActualStartTime	String	6	UTC Start Time. If specified it is a warning and defines the next planned state.	**HHMMSS**
30	PlannedStartDate	String	8	UTC next planned Date. If specified it is a warning and defines the next planned state. If not specified it is a state change.	**YYYYMMDD**
38	PlannedStartTime	String	6	UTC next planned time. If specified it is a warning and defines the next planned state. If not specified it is a state change.	**HHMMSS**
44	SecondsToStateChange	Uint16	2	Number of seconds to the next state change	**0** If Not Available
46	State	Uint16	2	Numeric identification of the State Type.	See full list of states within section 8.1 If StateLevel is 4 **0** End of the Current State If StateLevel is 1, 2 or 3 **0** If Not Available
48	Priority	Uint8	1	The priority of the State, either the Trading Session State or Instrument Session State. The State Priority is a number between 1-255.	**0** If Not Available
49	Filler	String	3		
	Total Length		52		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

The Market Status (320) message can be used to derive the active state of a series. Readers should refer to the Developer's Guide for a fuller description.

3.8.2 Series Status (321)

The Series Status message is generated whenever a series is suspended or resumed, or when the date/time of last trading is changed.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	321 Series Status
4	OrderbookID	Uint32	4	Numerical identifier of the order book	
8	Suspended	String	1	Defines if the series is suspended or not.	Y Yes N No
9	Filler	String	3		
Total Length			12		

3.8.3 Commodity Status (322)

The Commodity Status message is generated whenever a commodity state changes.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	322 Commodity Status
4	CommodityCode	Uint16	2	Underlying definitions are defined by each exchange. Commodity Code is a part of the Series definition. eg. 2005 (HKB).	
6	Suspended	String	1	Defines if the series is suspended or not.	Y Yes N No
7	Filler	String	1		
Total Length			8		

3.9 ORDER BOOK DATA

During auction session, Add Order (330) messages will not be transmitted until the completion of auction but Aggregate Order Book Update (353) will be disseminated to provide change in price depth as other trading sessions.

3.9.1 Add Order (330)

All outstanding orders of the VCM series will be transmitted through Add Order messages and the interval of this transmission is set at one second. The OrderbookID is unique per series but will not increment consecutively. Unique orders are identified by OrderBookID, Side and OrderID. The OrderBookPosition identifies the rank of an order when compared to other orders within the orderbook for each series.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	330 Add Order
4	OrderbookID	Uint32	4	Uniquely identifies a series available for trading	

Offset	Field	Format	Len	Description	Values
8	OrderID	Uint64	8	Unique identifier per series and side for each order performed within the trading system	Values may not be consecutive
16	Price	Int32	4	Price	Decimal places determined from Series Definition Base field 'NumberOfDecimalsPrice'
20	Quantity	Uint32	4	Number of contracts	
24	Side	Uint8	1	Side of the order	0 Bid 1 Offer
25	LotType	UInt8	1	Lot Type	Lot Type. Values: 0 Undefined * 1 Odd Lot * 2 Round Lot 3 Block Lot * 4 All or None Lot *
26	OrderType	Uint16	2	Order Type Bitmap	Additional order attributes. Values: 0 Not applicable 1 Force * 2 Short Sell * 4 Market Bid * 8 Price Stabilization * 16 Override Crossing * 32 Undisclosed * 1024 Fill-and-kill immediately * 2048 Firm color disabled * 4096 Convert to aggressive (if locked market)* 8192 Bait/implied order *NOTE: Applicable types may be defined by the marketplace.* *NOTE 2: This field is a bit map. Multiple values may be set simultaneously.*
28	OrderBookPosition	UInt32	4	Order rank information for the order position within the order book for each series	Integer
Total Length			32		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

3.9.2 Aggregate Order Book Update (353)

Aggregate Order Book Update (353) messages will be sent whenever there is a orderbook change within the top 5 price levels.

For series with pre-auction periods the best bid and ask may both be equal to the calculated opening price or may be equal to Null if the book is uncrossed but with market orders present. See Examples 5 and 6 in Section 5 for details.

Refer to Section 5 - Aggregate Order Book Management for details on the Aggregate Order Book Update message.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	353 Aggregate Order Book Update
4	Orderbook ID	Uint32	4	Uniquely identifies a series available for trading	
8	Filler	String	3		
11	NoEntries	Uint8	1	Number of book entries within the message	

Offset	Field	Format	Len	Description	Values
12	AggregateQuantity	Uint64	8	Aggregated number of shares.	
20	Price	Int32	4	Price	Decimal places determined from Series Definition Base field 'NumberOfDecimalsPrice' Null when PriceLevel is 255
24	NumberOfOrders	Uint32	4	Number of orders	
28	Side	Uint8	1	Side of the order	`0` Bid `1` Offer
29	Filler		1		
30	PriceLevel	Uint8	1	Indicates the price level (within top 5) of the information carried in the message	`1` to `5` Level 2 Orderbook Liquidity
31	UpdateAction	Uint8	1	Type of market data update action	`0` New `1` Change `2` Delete `74` Clear
32	Filler	String	4		
Total Length...			$12 + 24n_O$		

$(n_O$ = value of NoEntries$)$

3.9.3 Quote Request (336)

The Quote Request message is generated whenever market participants request a new quotation.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message.	`336` Quote Request
4	OrderbookID	Uint32	4	Order book ID	
8	NumberOfLots	Int32	4	Number of Lots	
12	BidAskFlag	Uint8	1	Indicates if the quote request is for a Bid or Ask (or both)	`0` Bid `1` Ask `2` Bid and Ask
13	Filler	String	3		
Total Length...			16		

3.10 TRADE AND PRICE DATA

3.10.1 Trade (350)

The Trade message is generated each time a trade has been performed.

The executions may be marked as non-printable. If a participant is looking to use the data in trade tickers or volume calculations, it is recommended that participants ignore messages marked as non-printable to prevent double counting.

- NOTE 1: Combination orders on the book that execute will always be represented by this message.
- NOTE 2: Combination orders that execute will have the Printable flag set to "N". The trades that occur in the legs of the Combo Series will be printable. This avoids double counting of the combination order and its leg trades. Leg trades will be published with the Trade message.

Important messages: Clients who intend to calculate trade statistics based on Trade (350) and Trade Amendment (356) are advised NOT to compare their internally aggregated turnover with those carried in the Trade Statistics (360) as they may not be synchronized given the former trade messages are disseminated on streaming basis whilst the latter statistics are published on snapshot basis.   Please also note that price information (Open/High/Low/Last Price) provided in Trade Statistics (360) cannot be derived from Trade (350) and Trade Amendment (356). For information only, the price information excludes (i) Reported Trade (DealType = 4 or above); and (ii) Leg Trades from Combo versus Combo Trades (where

OrderID being zero and not "Occurred at Cross" (i.e. DealType not = 2 or 3). However, it is important to note that the stated behavior is not exclusive to Leg Trades from Combo versus Combo Trades and thus cannot be used to differentiate such Leg Trades).

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	350 Trade
4	OrderbookID	Uint32	4	Orderbook ID	
8	OrderID	Uint64	8	Order ID	0 If Not Available
16	Price	Int32	4	Traded Price	Decimal places determined from Series Definition Base field 'NumberOfDecimalsPrice' Null means N/A
20	TradeID	Uint64	8	Match ID	
28	ComboGroupID	Uint32	4	Used to group combo and leg executions together	
32	Side	Uint8	1	Side of Orderbook ID	0 Not Available 1 Not Defined * 2 Buy Order 3 Sell Order
33	DealType	Uint8	1	Deal Type Bitmap	0 None 1 Printable (see note) 2 Occurred at Cross 4 Reported Trade
34	TradeCondition	Uint16	2	The condition in which a trade was executed. Field is a Bitmap.	0 None 1 Late Trade * 2 Internal Trade / Crossing 8 Buy Write * 16 Off Market *
36	DealInfo	Uint16	2	Information Bitmap of a deal.	0 None 1 Reported Trade
38	Filler	String	2		
40	Quantity	Uint64	8	The quantity being matched in this execution.	
48	TradeTime	Uint64	8	Date and time of the last trade in UTC timestamp (nanoseconds since 1970) precision to the nearest 1/100th second	UTC Timestamp
Total Length..			56		

Remark *: denotes that the value is not currently in use for existing products. However, please note that HKEX may use the value anytime when introducing new products

Note : The Printable property does not apply to Reported Trade. For other trades, i.e. trades matched by the trading system, it will be OFF for trades on Combo Series to avoid double counting of the trade quantity to market turnover.

3.10.2 Trade Amendment (356)

Represents a trade amendment or cancellation.

Notes:
- If a traded quantity is reduced then a Trade Amendment (356) delete ("TradeState" = 3) will be sent followed by a rectification ("TradeState" = 2).
- Price and Quantity may not be available for cancelled trades which have already been given up ("TradeState" = 1) and in such cases the Price and Quantity will be NULL and 0 respectively. Please ignore these values.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	356 Trade Amendment
4	TradeID	Uint64	8	Match ID	
12	ComboGroupID	Uint32	4	Used to group combo and leg executions together	
16	Price	Int32	4	Traded Price	Decimal places determined from Class Definition field 'DecimalInPremium' "NULL" means not available
20	Quantity	Uint64	8	Defines number of contracts in a deal.	"0" means not available if *Price* is "NULL"
28	TradeTime	Uint64	8	Date and time of the last trade in UTC timestamp (nanoseconds since 1970) precision to the nearest 1/100th second	UTC Timestamp
36	TradeState	Uint8	1	Trade State	1 Deleted (with given up trade). The trade has been deleted. 2 Rectified. The trade has been rectified. 3 Deleted (Normal). The trade has been deleted.
37	Filler		3		
Total Length			40		

3.10.3 Trade Statistics (360)

Trade information for completed deals. The trade information or statistics information carried in this message type is provided on snapshot basis.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	360 Trade Statistics
4	OrderbookID	Uint32	4	Uniquely identifies the series	
8	Price	Int32	4	Last Traded Price	Decimal places determined from Class Definition field 'DecimalInPremium'
12	DealSource	Uint8	1	Deal Source of the last trade	See full list of deal sources at the end of this document Deal Source in Trade Statistics is only applicable to cases where Turnover is higher than that in the previous Trade Statistics for the same series, and should be ignored otherwise.
13	Session	Uint8	1	Session indicator used to distinguish between the T and T+1 sessions	0 Statistics for T Session 1 Statistics for T+1 Session
14	Filler		2		
16	AggregateQuantity	Int64	8	Volume – total within the latest deal(s)	
24	Open	Int32	4	Price of the first committed Trade in the series during the repective Session	Decimal places determined from Class Definition field 'DecimalInPremium'

Offset	Field	Format	Len	Description	Values
28	High	Int32	4	Highest price of normal trades in the session. This is calculated after all Trades, Trades Cancellations and Trade Corrections have been taken into account.	Decimal places determined from Class Definition field 'DecimalInPremium'
32	Low	Int32	4	Lowest price of normal trades in the session. This is calculated after all Trades, Trades Cancellations and Trade Corrections have been taken into account.	Decimal places determined from Class Definition field 'DecimalInPremium'
36	Filler		4		
40	TradeReportVolume	UInt64	8	Total volume of reported trades for the respective Session	
48	DealCount	UInt32	4	Number of deals completed in the respective Session	
52	Turnover	UInt64	8	Cumulative volume for the respective Session	
Total Length..			60		

3.10.4 Calculated Opening Price (364)

The Calculated Opening Price (COP) message indicates an instrument's theoretical opening price during the pre-opening phases of the market (prior to an auction). A COP message is generated when the indicative matching price or volume varies. If the Price set to Null, the COP is no longer applicable.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	364 Calculated Opening Price
4	OrderbookID	Uint32	4	Order book ID	
8	CalculatedOpeningPrice	Int32	4	Calculated Opening Price	Decimal places determined from Series Definition Base field 'NumberOfDecimalsPrice'
12	Filler		4		
16	Quantity	UInt64	8	Shows the quantity available at COP	
Total Length			24		

3.10.5 Estimated Average Settlement Price (365)

The Estimated Average Settlement (EAS) Price message is generated for selected securities at regular intervals throughout the business day. Clients should ignore EAS message if the EAS value is NULL.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	365 EAS Message
4	EASType	String	1	Determines whether this is a Stock EAS or Index EAS message	E Stock EAS Other Values: Please refer to the Index Code tables in the appendix.

Offset	Field	Format	Len	Description	Values
5	InstrumentCode	String	20	Corresponds to the 'UnderlyingCode' field within the Commodity Definition message.	Stock EAS: 5 digit security codes with possible values 1 – 99999 Other Values: The Index Provider's Index Code. Please refer to the Index Code tables in the appendix.
25	EAS	Int64	8	Estimated Average Settlement Value	2 implied decimal places
33	Filler	String	3		
Total Length			36		

3.11 NEWS

3.11.1 Market Alert (323)

The Market Alert message is generated periodically to relay market announcements and alerts. The "AlertID" and "Source" fields provide a unique key for any given announcement. "Source" field indicates the origin of the alert message. For each "Source", "AlertID" is unique on every business day.

If the size of a single announcement is greater than the maximum supported packet size, then the alert will be sent as multiple messages, each with the same 'AlertID'. These Market Alert (323) messages are disseminated sequentially each with the "LastFragment" field set to "N" except the last message within the alert which has the 'LastFragment' field set to 'Y'. Note that in this case the Header field would be the same for all messages within this announcement.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	323 Market Alert
4	AlertID	Uint16	2	The reference ID for this alert, unique for any given day	
6	Source	String	1	Source ID for this alert message	H Market Alerts sent through the Trading System M Other Market Alerts
7	Filler	String	1		
8	Header	Binary	320	Header. In the case of multiple fragments, this field is only populated in the first fragment.	Unicode UTF-16LE encoded If Header starts with [C], the Market Alert is in Chinese. Otherwise, it is in English.
328	LastFragment	String	1	Indicates whether this message is the last in a sequence of messages.	Y Complete N Not complete
329	InfoType	Uint8	1	Information Type	0 Not Specified 1 Company Announcement 2 Market Message 3 Static Line 4 Notice Received
330	Priority	Uint8	1	Priority	0 Not Specified 1 Low priority 2 Medium priority 3 High priority 4 Critical priority
331	NoLines	Uint8	1	Maximum 3 lines	
332	Content	Binary	320	Market Alert Content – number of occurrences according to 'NoLines' field	Unicode UTF-16LE encoded The language will be either English or Chinese
Total Length			$332 + 320\,n_p$		

(n_p = value of NoLines)

3.12 CLEARING INFORMATION

The trading system disseminates clearing related information.

3.12.1 Open Interest (366)

Typically issued at start of day to show the Previous Trading Day and then around the end of day with the Current Trading Day Open Interest information. In the event of corrections, Open Interest messages may be resent multiple times.

Message Fields

Offset	Field	Format	Len	Description	Values
0	MsgSize	Uint16	2	Size of the message	
2	MsgType	Uint16	2	Type of message	366 Open Interest
4	DayIndicator	Uint16	2	Session indicator used to distinguish between the previous and current trading days	0 Current Trading Day 1 Previous Trading Day
6	Filler		6		
12	OrderbookID	Uint32	4	Uniquely identifies the series	
16	Settlement	int32	4	Settlement Price	Decimal places determined from Class Definition field 'DecimalInPremium'
20	DealCount	Uint32	4	Deal Count	
24	GrossOI	Uint32	4	Gross Open Interest	
28	NetOI	Uint32	4	Net Open Interest	
32	Turnover	UInt64	8	Turnover	
Total Length			40		

4.   RECOVERY

OMD provides three different mechanisms for recovering missed data:

Line arbitration – using dual multicast channels (Line A and Line B)
Retransmission Server – recovery of a limited number of messages
Refresh Server – snapshot of current market state

These mechanisms should be used as described in the following table.

Table 2: Recovery Mechanisms

Event	Action
Packet lost on one either Line A or Line B	Try to recover data from the other line with a configurable timeout ("arbitration mechanism").
Dropped packet(s) on both Line A and Line B	Recover dropped message(s) from the Retransmission Server.
Late start up or extended intraday outage	Wait for a refresh of the current market state and then continue with real time messages.

4.1   GAP DETECTION

Each packet provides the sequence number (SN) of the first message it contains. This sequence number starts at 1 and increases with each subsequent message.

The sequence numbers provided in every packet header is calculated by adding the previous sequence number and the message count, as shown in table below:

Table 3: Sequence Number Calculation

Packet	Sequence Number	Message Count
Packet 1	1	4
Packet 2	5	2
Packet 3	7	1
Packet 4	8	3
Packet 5	11	1

If the client drops the first five packets they would request a gap fill for messages 1-11.

All messages conform to the message level sequencing. Each channel has its own sequence number. This allows recipients to detect gaps or duplicates in each message sequence number and, if appropriate, reconcile them (line arbitration) with the primary or secondary multicast groups or request retransmission of the missing / corrupted messages.

Users should use this sequence number to detect gaps in the transmission of messages.

The following diagram illustrates how the message sequence number should be used to detect gaps in the feed.

Figure 2: Gap Detection using the Sequence Number (SN)

```
                          ┌──────────────┐
                          │    Begin     │
                          └──────┬───────┘
                                 ▼
                       ┌────────────────────┐
                       │ Received new Packet │
                       └──────────┬─────────┘
                                  ▼
                    ╱─────────────────────────╲           ┌──────────────┐
                   ╱ Is current SN greater than ╲   Yes    │ Gap Detected │
                   ╲  the next expected SN ?    ╱─────────▶└──────┬───────┘
                    ╲─────────────────────────╱                  │
                                 │ No                            │
   ┌──────────────┐              ▼                               │
   │ Ignore Packet│   ╱─────────────────────────╲                │
   │  (Duplicate) │   ╱ Is current SN + MsgCount  ╲               │
   └──────▲───────┘   ╲ in current packet less than╱              │
          │   Yes     ╲   the next expected SN ?  ╱               │
          └───────────╲─────────────────────────╱                │
                                 │ No                             ▼
                                 ▼                        ┌────────────────────┐
                       ┌────────────────────┐   ◀─────────│ Recover lost       │
                       │ Extract first      │             │ messages           │
                       │ message in packet  │             └────────────────────┘
                       └──────────┬─────────┘
                                  │          ┌──────────────────┐   ┌────────────────────┐
                                  │          │ Extract next     │◀──│ Increase msg       │◀──┐
                                  │          │ message in packet│   │ processed count by 1│  │
                                  │          └──────────────────┘   └──────────▲─────────┘  │
                                  ▼                                            │            │
                   ╱──────────────────────────╲                               │            │
                   ╱ Is current SN in current   ╲    No    ┌────────────────────┐          │
                   ╲ packet + msg processed count╱────────▶│ Ignore message     │──────────┘
                   ╲  equal to next expected SN? ╱         │ (Duplicate)        │
                    ╲──────────────────────────╱          └────────────────────┘
                                 │ Yes
                                 ▼
                       ┌────────────────────┐
                       │ Process messages   │
                       └──────────┬─────────┘
                                  ▼
                    ╱─────────────────╲          ┌────────────────────┐
                    ╱ End of Message ? ╲   No     │ Increase next      │
                    ╲                  ╱─────────▶│ expected SN by 1   │
                     ╲────────────────╱          └────────────────────┘
                              │ Yes
                              ▼
                       ┌──────────────┐
                       │     End      │
                       └──────────────┘
```

4.2 LINE ARBITRATION

Client applications should check the sequence number (SN) and message count (MC) for every packet received. SNs are unique and increase monotonically for each service, the MC indicates the number of messages within each packet.

Line A and Line B are identical in terms of:

- SNs
- Messages that are sent
- Sequence in which messages are sent

However it is not guaranteed that a packet content between Line A and Line B will be the same. For example the third packet of the day from the Line A could contain SN 10 with MC 3, where as the third packet of the day from Line B could contain SN 9 with MC 4. For this reason clients must arbitrate on SN (at the message level) rather than packet content. Client applications should listen to both Line A and Line B in real-time. Clients should look at packets coming from both lines and process the ones that arrive first, regardless of whether they came from Line A or Line B. It is advisable to apply the "first come – first served" rule.

Figure 3 – Detecting Missing Packets
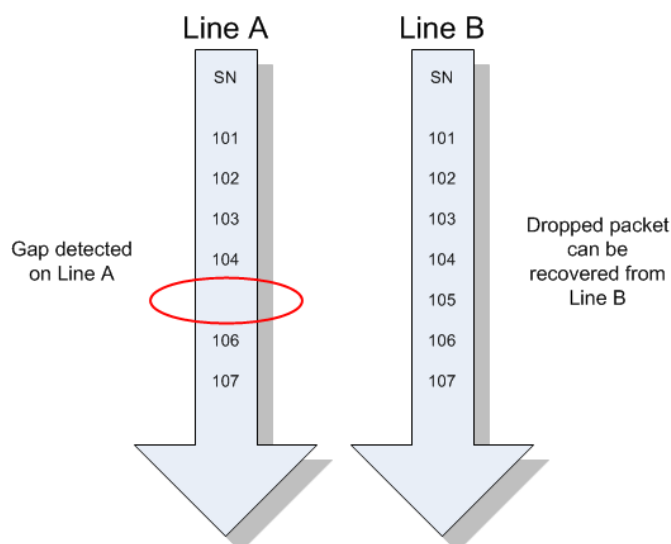
Additional Notes;

- The above example of a dropped packet is a simplified example assuming 1 message per packet, in reality each packet is likely to contain multiple messages
- Whilst the order of individual messages between Line A and Line B will be identical, there is no guarantee that the packets will contain exactly the same messages.
- In the example below, three packets are sent on each line, but message 'OrderUpdate3' appears in one packet from Line A but in the subsequent packet on Line B.

Figure 4 – Normal Message Delivery

Primary				Secondary		
Messages	MC	SN		SN	MC	Messages
OrderUpdate1 OrderUpdate2 OrderUpdate3	3	101		101	2	OrderUpdate1 OrderUpdate2
Trade1 OrderUpdate4	2	104		103	3	OrderUpdate3 Trade1 OrderUpdate4
Trade2 Statistics1	2	106		106	2	Trade2 Statistics1

4.3   RETRANSMISSION SERVICE

The retransmission service is provided via the TCP/IP protocol and is designed to allow clients to recapture a small number of missed messages already published on the real time channels.

It is not intended that clients use the retransmission server to recover data after long outages or on late start up (in these situations, clients should use the Refresh service). To that end, it aims to support the retransmission of the data covering the market activities for the last 15-30 seconds only. This figure is indicative only and may be shorter than 15 seconds if a spike happens in the market. The sequence range of messages that a client can request and the number of retransmission requests permitted per day is also limited.

The following diagram illustrates the message flow during a retransmission session:

Figure 5: Retransmission Request
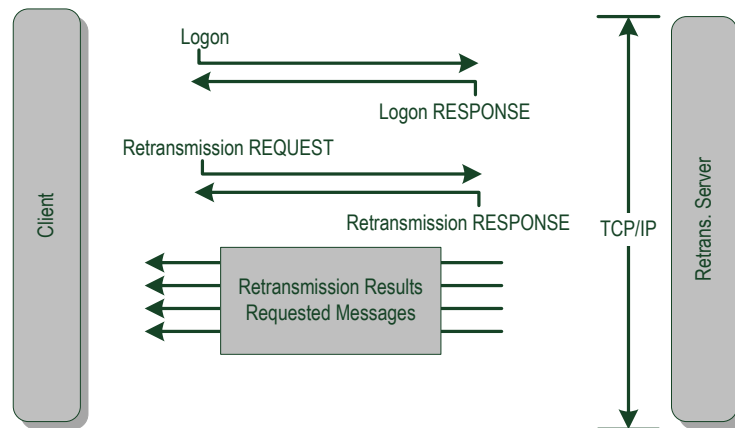
Logon

The client establishes a TCP/IP connection and initiates a session by sending the Logon message. Once the client is authenticated the server will respond immediately with the Logon Response message. If the client does not send a Logon message within the logon timeout interval, the server will close the connection.

Logons may be rejected for the following reasons:

- Invalid username
- User already connected

In all cases the server will close the connection after sending the Logon Response message.

Making a request

The client can make a retransmission request by sending the Retrans Request message. The server will respond with a Retrans Response message to indicate whether the request has been accepted or not.

In the case of a successful request the server will send the requested messages immediately after the Retrans Response message.

The sequence numbers will be the same as when they were first sent on the real time multicast channel. The framing of the retransmitted messages into a packet may differ from the original transmission.

Retransmission requests may be rejected for the following reasons:

Unknown channel ID or illegal (not authorized)

Messages not available

Exceeds maximum sequence range

Exceeds maximum requests in a day

In the case where the client has exceeded the maximum number of requests allowed in a day, the server will close the connection after sending the Retrans Response message.

The following diagram is a guideline of the flow of logic when making a request:

Figure 6: Requesting Dropped Packets
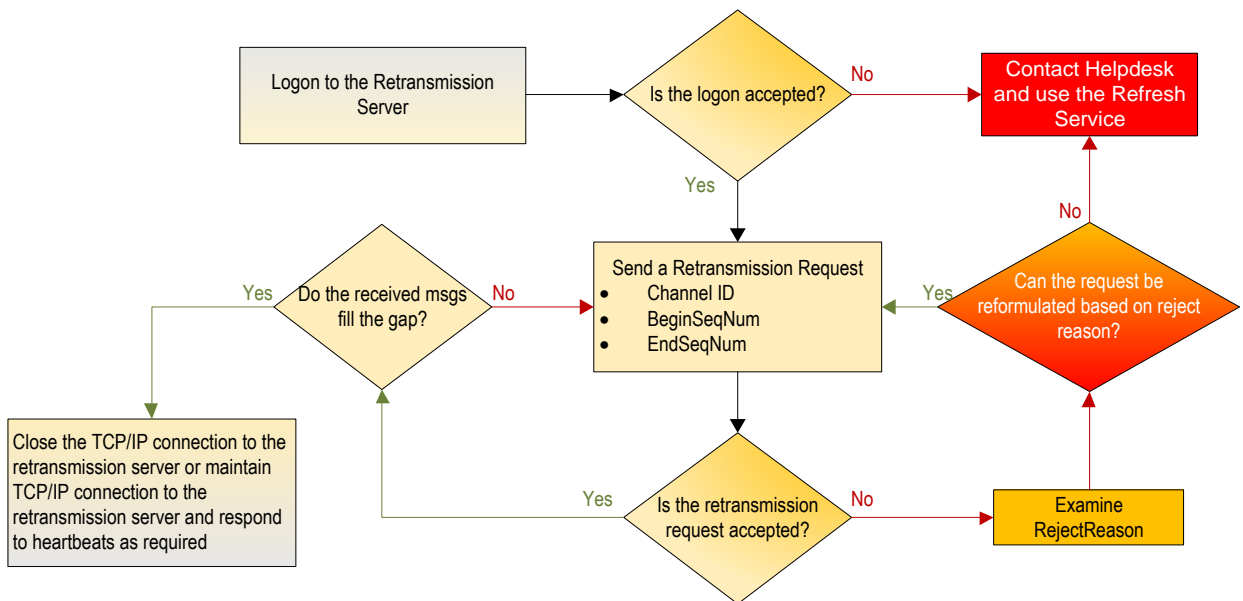
Multiple requests and concurrent sessions

Clients can send multiple requests during a session and can keep the session open during idle periods by responding to heartbeats sent by the server. Concurrent sessions however will not be supported. Each user can only have one session open at a time.

If a client makes multiple requests, the server will process them serially. Clients are unable to cancel outstanding requests.

Heartbeats

To determine the health of the user connection on the TCP/IP channel, the Retransmission Server will send regular heartbeat packets to the user. The heartbeat frequency is 30 seconds. The client application must respond with a "Heartbeat

Response" packet. The time out for this heartbeat response packet is set at 5 seconds. If no response is received by the server within this timeframe, the TCP/IP session will be disconnected.

Figure 7: Retransmission Server Heartbeat Message

A "heartbeat response" packet consists in an exact copy of the incoming heartbeat packet.

Closing the session

Sessions should be terminated by gracefully closing the TCP/IP connection.

System limits

The system limits mentioned above are set as follows:

System Limit	Value
Maximum sequence range that can be requested	10,000
Maximum number of requests per day	1,000
Logon timeout (seconds)	5
Heartbeat interval (seconds)	30
Heartbeat response timeout (seconds)	5

Please note that the maximum number of requests per day limit is across all channels.

High availability

For each site, two sets of IP address and port are provided for the retransmission service in order to facilitate high availability. Clients may connect to both retransmission servers at the start of the day and maintain the connection during the day by responding to heartbeats.

In the event that Retransmission Server A (RTS A) does not respond to a logon or retransmission request, Retransmission Server B (RTS B) should be used.

In the event of a failure of either RTS A or RTS B, there may be a short period of unavailability. This failure should be detected by clients through the loss of connection. In this case the other RTS should be used.

RTS B should not be used as a means of requesting from two sources at the same time.

Disaster recovery

Two sets of backup IP address and port are also provided for the disaster site's retransmission service.

During normal conditions the retransmission service at the disaster site is not available. If clients attempt to connect, this will fail.

In the unlikely event of a disaster recovery situation, the retransmission service at the disaster site will be brought up and clients may connect via the backup IP addresses and ports.

4.4 REFRESH SERVICE

The refresh service is designed to allow clients to recover from a large scale data loss. This can happen after a late start or during a major outage.

Synchronization is on a per channel basis. For each real time multicast channel (besides those for Trade, Trade Amendment & Quote Request which are not recoverable via the Refresh service), there exists a corresponding refresh multicast channel on which snapshots of the market state are sent at regular intervals throughout the business day. No ordering should be assumed between the various dfferent data types unless otherwise stated – this is due to the nature of using multiple different multicast channels for refresh.

Snapshot

A snapshot of the market state is described in the table below.

Message	Snapshot description
Series Definition	A full list of all series, which includes any series modifications or series additions made intraday. The order is sent as: • Commodity Definition (301) • Class Definition (302) • Series Definition Base (303) • Series Definition Extended (304) • Combination Definition (305) *NOTE: Next day series are not currently included in Refresh* *NOTE: Within the Refresh Service the Commodity Definition (301), Class Definition (302) and Series Definition Extended (304) are sent on a dedicated multicast channel and arrive in that order. Similarly the Series Definition Base (303) and Combination Definition (305) are sent on a dedicated multicast channel and arrive in that order.*
Market Status	The most recent **Market Status** message(s) – see section 3.8.1 for details about interpreting market state
Series Status	The most recent **Series Status** message(s) for each series
Commodity Status	The most recent **Commodity Status** message(s) for each commodity
Orders	The latest level 2 orderbook via **Aggregate Order Book** messages and full order book provided for VCM series via **Add Order** messages
Trade Statistics	The latest **Trade Statistics** messages for each series in the T and T+1 sessions *NOTE : T+1 may not be available for all series and in any event would not be available until after the T+1 session has begun*
EAS	The latest **Estimated Average Settlement** message for each underlying received (both for Cash and Index EAS)
COP	The latest **Calculated Opening Price** message for each series
Market Alert	Latest 400 **Market Alert** messages at the maximum since start of day
Open Interest	Potentially up to 2 latest **Open Interest** message for each series – one for the Current Trading Day, and one for the Previous Trading Day

The ordering of refresh messages types within the multicast channels is detailed below;

Channel	Refresh Sequence
Static Base	Series Definition Base (303), Combination Definition (305)
Order	Calculated Opening Price (364), Aggregate Order Book Update (353), Add Order (330)
Static Extended	Commodity Definition (301), Class Definition (302), Series Definition Extended (304)
Series Status	Market Status (320), Commodity Status (322), Series Status (321)
Trade Statistics	Trade Statistics (360)
Market Alert	Market Alert (323)
Open Interest	Open Interest (366)
Implied Volatility	Implied Volatility (367)
EAS Price	EAS Price (365)

Refresh complete

A Refresh Complete message is sent at the end of a snapshot indicating the sequence number with which the snapshot is synchronized.

Snapshot processing

Below is an overview of the steps to carry out in order to process a channel snapshot.

- Subscribe to the real time multicast channel and cache received messages.

- Subscribe to the corresponding refresh multicast channel and discard messages until the Refresh Complete message is received.
- Process received messages until the next Refresh Complete message is received.
- Store the LastSeqNum sequence number provided in the Refresh Complete.
- Unsubscribe to the refresh multicast channel.

- Discard the cached real time messages with sequence number less than or equal to LastSeqNum.
- Process the remaining cached real-time messages and resume normal processing.

Missed messages

The retransmission server does not support refresh channels. If a client misses messages, it must wait for the next snapshot. Similarly if a client starts listening during the middle of a snapshot, it must wait for the next snapshot.

4.4.1 Refresh of Market Status

Many of the messages within refresh are singular per series and the refresh server simply published the most recent value. However the refresh data will typically include a number of Market Status (320) messages will be sent together and correct processing users should refer the description given in Section 3.8.1 to determine the correct Trading and Instrument Session State.

5. AGGREGATE ORDER BOOK MANAGEMENT

Book Identification

A book is uniquely identified by either OrderbookID or Symbol and there is a 1-to-1 map between these two identifiers. OrderbookID is an integer representation of 4 bytes, Symbol is a longer String representation (32 bytes) that gives the short name. Whilst Symbol is 'readable' to human users, the OrderbookID is more efficient when sending market data updates, and therefore OrderbookID is the identifier that appears on every series related message.

Partial Price Depth

The price level within the Aggregate Order Book Update message determines the number of price levels the order price is away from the best price for a given order book. An order with price level 1 means the order's price is the best price, a price level of 2 will be used for orders at the next best price, etc.

OMD provides a view of multiple price depths of aggregate order book for the Derivatives Market. This view can be visualized as a number of rows in a table for each of the bid and ask sides. On each side there are a number of rows showing the aggregate quantity available at a number of price levels. Below is using 10 price depths of aggregate order book as the example.

Bid Side			Ask Side		
PriceLevel	AggregateQuantity	Price	Price	AggregateQuantity	PriceLevel
1	700	9730	9760	500	1
2	350	9720	9770	300	2
3	150	9710	9780	100	3
4	250	9700	9790	150	4
5	100	9690			

Book Updates

Book update messages are generated by OMD as delta messages defined in section 5 (**Aggregate Order Book Update (353)**). Each message may contain any combination of new, changed, deleted or orderbook clear entries for a book. The nature of an entry is defined by its UpdateAction.

> **New**, to create/insert a new price level
>
> **Delete**, to remove a price level
>
> **Change**, to update aggregate quantity at a price level
>
> **Orderbook Clear**, to inform users that all price levels should be cleared

Example 1 – Quantity Reduction and Explicit Addition

For example suppose the Ask order at price level 9770 is reduced in quantity and at the same time a new order is added at price level 9850, then the following message is sent;

Offset	Field Name	Value
0	MsgSize	60
2	MsgType	53
4	OrderbookID	1234
8	Filler	NULL
11	NoEntries	**2**
12	AggregateQuantity	200
20	Price	9770
24	NumberOfOrders	1
28	Side	1 (Offer)
30	PriceLevel	2

	31	UpdateAction	1	
	32	Filler	NULL	
	36	AggregateQuantity	300	
	44	Price	9850	
	48	NumberOfOrders	1	
	52	Side	1 (Offer)	
	54	PriceLevel	5	
	55	UpdateAction	0	
	56	Filler	NULL	

The resulting book should now be as follows:

Bid Side			Ask Side		
PriceLevel	AggregateQuantity	Price	Price	AggregateQuantity	PriceLevel
1	700	9730	9760	500	1
2	350	9720	9770	200	2
3	150	9710	9780	100	3
4	250	9700	9790	150	4
5	100	9690	9850	300	5

Example 2 – Implicit Level Adjustments

The client must adjust the price level of entries below deleted or inserted entries. Potential level adjustments must be carried out after each single entry in Aggregate Order Book message.

For example, if a bid order with price 9740 and quantity 50 is added to the order book above, it will cause the following message to be sent:

Offset	Field Name	Value
0	MsgSize	36
2	MsgType	53
4	OrderbookID	1234
8	Filler	NULL
11	NoEntries	1
12	AggregateQuantity	50
20	Price	9740
24	NumberOfOrders	1
28	Side	0 (Bid)
30	PriceLevel	1
31	UpdateAction	0
32	Filler	NULL

After processing this message, the client's book should look as follows:

Bid Side			Ask Side		
PriceLevel	AggregateQuantity	Price	Price	AggregateQuantity	PriceLevel
1	50	9740	9760	500	1
2	700	9730	9770	200	2
3	350	9720	9780	100	3

| 4 | 150 | 9710 | 9790 | 150 | 4 |
| 5 | 250 | 9700 | 9850 | 300 | 5 |

Price levels of the other 4 Bid orders must all be incremented although there will not be Aggregate Order Book Update messages sent for the increment.

Example 3 – Implicit Deletions

If a new book entry causes the bottom entry of a book to be shifted out of the book (i.e. more than 4 price levels away from the best price), the client must delete the excess entry. If the book shrinks again, OMD resends the entries that have temporarily fallen out.

For example, if a bid order with price 9750 and quantity 250 is added to the book above, it will cause the following message to be sent:

Offset	Field Name	Value
0	MsgSize	60
2	MsgType	53
4	OrderbookID	1234
8	Filler	NULL
11	NoEntries	1
12	AggregateQuantity	250
20	Price	9750
24	NumberOfOrders	1
28	Side	0 (Bid)
30	PriceLevel	1
31	UpdateAction	0
32	Filler	NULL

After processing this message, the client's book should look as follows:

Bid Side			Ask Side		
PriceLevel	AggregateQuantity	Price	Price	AggregateQuantity	PriceLevel
1	250	9750	9760	500	1
2	50	9740	9770	200	2
3	700	9730	9780	100	3
4	350	9720	9790	150	4
5	150	9710	9850	300	5

Price 9750 and quantity 250 is added according to the message.
Price 9700 and quantity 250 must be deleted by the client.

Example 4 – Explicit Additions

If orders are removed so that there are now less than 5 levels visible then the server will also automatically send the additional level(s) that are now revealed.

For example, if the bid order with price 9750 and quantity 250 is now removed from the book above and this reveals an 6th level which needs to be disseminated then it will cause the following message to be sent:

Offset	Field Name	Value
0	MsgSize	60

	2	MsgType	53	
	4	OrderbookID	1234	
	8	Filler	NULL	
	11	NoEntries	2	
	12	AggregateQuantity	250	
	20	Price	9750	
	24	NumberOfOrders	1	
	28	Side	0 (Bid)	
	30	PriceLevel	1	
	31	UpdateAction	2	
	32	Filler	NULL	
	36	AggregateQuantity	250	
	44	Price	9700	
	48	NumberOfOrders	1	
	52	Side	0 (Bid)	
	54	PriceLevel	5	
	55	UpdateAction	0	
	56	Filler	NULL	

The resulting order book should now be;

Bid Side			Ask Side		
PriceLevel	AggregateQuantity	Price	Price	AggregateQuantity	PriceLevel
1	50	9740	9760	500	1
2	700	9730	9770	200	2
3	350	9720	9780	100	3
4	150	9710	9790	150	4
5	250	9700	9850	300	5

Example 5 – Market Orders

Market Orders may arrive during the Pre-Open period. If a Calculated Opening Price (COP) is available then the COP Merge will be applied – see example 7 below. However, if a COP is not available (i.e. the order book is not crossed or not locked), then the following table demonstrates how market orders are displayed.

- One or more market orders are present on the Bid side (since Price Level 1 has a Price which is Null)

- There are no market orders present on the Ask side (since Price Level 1 has a Price which is not Null)

- The best bid limit order is at price 9710 and the best ask limit order is at 9720

Bid Side			Ask Side		
PriceLevel	Aggregate Quantity	Price	Price	Aggregate Quantity	PriceLevel
1	7900	Null	9720	8200	1
2	7700	9710	9730	2000	2
3	6800	9700	9740	1000	3
4	2000	9690	9750	1500	4
5	200	9680	9860	8000	5

Example 6 – COP Merge

Certain series involve a Pre-Open period during which the order book may be merged to the calculated opening price. Taking the previous example as a starting point, imagine the following two events occur;

- A new bid limit order arrives at price 9720, quantity 1000

- A COP message arrives for price 9720

These two events mean that the order book will be modified as shown below. Note the following points;

- Best bid and best ask are now the same price (this is the COP price)

- Any limit orders at or better than the COP are aggregated into Price Level 1 and this includes any market orders

- Remaining limit orders which are worse than the COP are shown at Price Level 2 and below

	Bid Side			Ask Side	
PriceLevel	**Aggregate Quantity**	**Price**	**Price**	**Aggregate Quantity**	**PriceLevel**
1	8900	9720	9720	8200	1
2	7700	9710	9730	2000	2
3	6800	9700	9740	1000	3
4	2000	9690	9750	1500	4
5	200	9680	9860	8000	5

Example 7 – Orderbook Clear
In certain failure scenarios the system may send an 'Orderbook Clear' message at which point clients should clear both Bid and Ask side orderbooks for the specified series. An example message is shown below.

Following an 'Orderbook Clear' message any existing orders for the series will be resent as normal to rebuild the current image.

Field	Value
MsgSize	36
MsgType	353
Orderbook ID	123456
Filler	—
NoEntries	1
AggregateQuantity	0
Price	0
NumberOfOrders	0
Side	0
Filler	—
PriceLevel	0
UpdateAction	74
Filler	—

6. AUCTION PERIOD SPECIAL HANDLING

During the pre-opening period the level 2 orderbook messages that are disseminated are adjusted so that clients do not receive a crossed orderbook. Note that this special handling only applies to instruments which have an opening auction.

During auction session before the matching takes place, a Calculated Opening Price (364) message will be disseminated in the event of crossed book. In such case, Aggregated Order Book Update (353) messages will be sent to update the top price level of both sides with Price equalling the COP, Number of Orders and Aggregate Quantity including those of market orders and orders at prices at or better than the COP. See Example 6 in the previous section for details. If the book is not crossed then a Calculated Opening Price (364) will not be available, and any market orders will be displayed at Price Level 1. See Example 6 in the previous section for details.

In this way:

- D-Lite clients will receive orderbook messages that are adjusted using 'COP Merge' (details below)
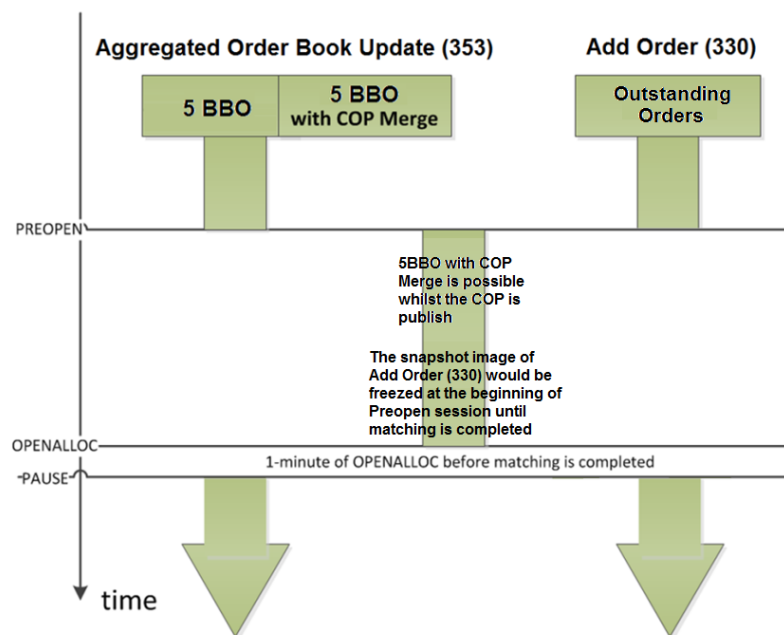

Figure 1 - Auction Period

COP Merge

Bids with a price that is the same or greater than the COP will be shown at the COP price.

Offers with a price that is the same or less than the COP will be shown at the COP price.

7.   HKEX DERIVATIVES MARKET

7.1   MARKET STATES

The market states and types of trading activity can take place in each state are explained below:

"AHFT" means After Hour Trading Session.

Status Code	Symbol	Description	Applicability	Session
1	OPENALLOC	OPEN ALLOCATION SESSION	Markets with Pre-market Opening Period	Regular
2	CLOSE	MARKET CLOSED	Markets not tradable in T+1 Session	Regular
3	OPEN	MARKET OPEN	All markets	Regular
4	PREOPEN	PREOPEN SESSION	Markets with Pre-market Opening Period	Regular
5	PREOPENALLOC	PREOPEN ALLOCATION SESSION	Markets with Pre-market Opening Period	Regular
6	PAUSE	MARKET PAUSE	All markets	Regular
7	PRE_MKT_ACT	PRE-MARKET ACTIVITIES	Markets without Pre-market Opening Period	Regular
8	CL_START	CLEARING SESSION START	Markets tradable in T+1 Session	All
9	CL_CLOSE	CLEARING SESSION CLOSED	All markets	All
10	AHT_CLOSE	AHFT MARKET CLOSED	Markets tradable in T+1 Session	AHFT
11	AHT_CLR_INFO	AHFT RESET PRICE INFORMATION	Markets tradable in T+1 Session	AHFT
12	AHT_INACT_T_ORDER	AHFT INACTIVE NON T+1 ORDER	Markets tradable in T+1 Session	AHFT
13	AHT_NEXT_DAY	AHFT RESET PRICE INFORMATION FOR NEXT BUSINESS DAY	Markets tradable in T+1 Session	AHFT
14	AHT_OPEN	AHFT MARKET OPEN	Markets tradable in T+1 Session	AHFT
15	AHT_OPEN_PL	AHFT MARKET OPEN	Markets tradable in T+1 Session with price limit control enabled	AHFT
16	AHT_PRE_MKT_ACT	AHFT PRE-MARKET ACTIVITIES	Markets tradable in T+1 Session	AHFT
17	OPEN_PL	MARKET OPEN	Markets enabled with price limit control	Regular
18	CLOSE_TODAY	MARKET CLOSED FOR TODAY TRADING	Markets tradable in T+1 Session	Regular
19	OPEN_DPL	MARKET OPEN	Markets enabled with dynamic price banding mechanism	Regular
20	FAILOVER	SITE FAILOVER	All markets	All
21	CLOSE_TODAY_E	MARKET CLOSED FOR TODAY TRADING	Markets tradable in T+1 Session For London Metal Mini Futures Market (Market Code 120) only	Regular
22	AHT_CLOSE_E	AHFT MARKET CLOSED	Markets tradable in T+1 Session For London Metal Mini Futures Market (Market Code 120) only	AHFT

23	OPEN_DPL_VCM	MARKET OPEN	Markets enabled with dynamic price banding mechanism and VCM control	Regular
24	OPEN_VCM	MARKET OPEN	Markets enabled with VCM control	Regular
25	VCM_COOL_OFF_DPL *	VCM COOL OFF	Instrument Series State, VCM cool off status with dynamic price banding mechansim	Regular
26	VCM_COOL_OFF *	VCM COOL OFF	Instrument Series State, VCM cool off status	Regular
27	RESET_VCM	RESET VCM	Reset counter for VCM trigger time	Regular
28	SUSPEND [#]	SUSPEND [#]	Instrument Series State, suspension of trading [#]	All [#]

* Applicable to Instrument Series (i.e. StateLevel 4) only

Subject to change

7.2   DEAL SOURCES

The deal source codes are explained below:

Deal Source Code	Description
1	Matched by system, automatically.
2	Matched by system, manually.
3	Matched outside exchange, different brokers.
4	Matched outside exchange, different brokers, reg. by exchange.
5	Matched outside exchange, one broker.
6	Matched outside exchange, one broker, reg. by exchange.
7	Combination order matched against another combination order when matched by the Exchange, electronically.
20	Deal made at the end of an auction.
36	Tailor-made combination
43	Combo versus Outright

7.3   LIST OF INSTRUMENT CODE

Instrument Code	Description
4	Futures
6	Call (American style)
7	Put (American style)
22	Call (European style)
23	Put (European style)
170	Options Straddle
171	Options Strangle
172	Standard Combo Series for Stock Options Market (SOM) – Synthetic Futures
201	Time Spread (level = 01)
202	Time Spread (level = 02)
203	Time Spread (level = 03)
204	Time Spread (level = 04)
205	Time Spread (level = 05)
206	Time Spread (level = 06)
207	Time Spread (level = 07)
208	Time Spread (level = 08)
209	Time Spread (level = 09)
210	Time Spread (level = 10)
211	Time Spread (level = 11)
212	Time Spread (level = 12)
213	Time Spread (level = 13)
214	Time Spread (level = 14)
215	Time Spread (level = 15)
216	Time Spread (level = 16)
217	Time Spread (level = 17)
218	Time Spread (level = 18)
219	Time Spread (level = 19)
220	Time Spread (level = 20)
221	Time Spread (level = 21)
222	Time Spread (level = 22)
223	Time Spread (level = 23)
250	Tailor-made combination
254	Exchange Rate
255	Payment Currency

Note:
Instrument codes 4, 6, 7, 22 and 23 are for normal series whereas the remaining are for Combo Series.

7.4   LIST OF MARKET ID

Market ID	Description	Market Type
1	CESC Index Futures / Options	Non-SOM
2	Stock Futures	Non-SOM
3	Three-Year Exchange Fund Note Futures	Non-SOM
8	Gold Futures	Non-SOM
16	Mini Hang Seng Index Futures / Options	Non-SOM
20	Stock Options	SOM
24	HIBOR	Non-SOM
27	Dividend Futures	Non-SOM
34	Hang Seng Index Futures / Options	Non-SOM
35	Flexible Hang Seng Index Options	Non-SOM
37	Flexible H-shares Index Options	Non-SOM
38	H-shares Index Futures / Options	Non-SOM
51	HSI Volatility Index Futures	Non-SOM
60	Sector Index Futures	Non-SOM
70	Renminbi Currency Futures / Options	Non-SOM
93	IBOVESPA Index Futures	Non-SOM
96	S&P BSE Sensex Index Futures	Non-SOM
99	FTSE/JSE Top 40 Index Futures	Non-SOM
102	MICEX Index Futures	Non-SOM
115	Physically Settled CNH Gold Futures	Non-SOM
116	Physically Settled USD Gold Futures	Non-SOM
117	MOF T-Bond Futures	Non-SOM
120	London Metal Mini Futures	Non-SOM
122	Cash-Settled RMB Currency Futures	Non-SOM
125	Cash-Settled CNHUSD Futures	Non-SOM

7.5   LIST OF INDEX CODE FOR INDEX EAS

Index Provider's Index Code for Index EAS

Index Code	Name of the Index	EAS Type
0001400	Hang Seng China Enterprises Index	H
0000100	Hang Seng Index	H
0000101	HSI Sub Indices – Finance	H
0000102	HSI Sub Indices – Utilities	H
0000103	HSI Sub Indices – Property	H
0000104	HSI Sub Indices – Commerce & Industry	H