Lightspeed Gateway Simulator Guide

The Lightspeed Gateway Simulator is a virtual Gateway to test your implementation of the Lightspeed Gateway Protocol. All executions are automatic regardless of price. Please see below for all the pertinent information on how to use the Lightspeed Gateway Simulator.

1. IP and Port
   192.168.25.240:31001

2. Login
   Lightspeed Gateway Simulator accepts any username and password except when password is "drowssap". Lightspeed Gateway Simulator generally ignores the content of session field. However, client can use session id to request certain reaction from the simulator.

Session Field	Action from Simulator
Starts with number, ie 2NM	Simulator will try to communicate with the client using Lightspeed Gateway protocol of the specified version. If the number is a invalid version number, simulator will using Lightspeed Gateway 1.0.
Contains H	Simulator will ignore heartbeat check
Contains N	Simulator will delete the existing journal file, and create a new one.
Contains M	Simulator will be in multiple account mode.

3. Heartbeat
   By default, Lightspeed Gateway Simulator sends server heartbeat and expects client's heartbeat. However, if session id contains 'H', it will not send server heartbeat and ignores client's heartbeat. If heartbeat is enabled, client will be disconnected from Lightspeed Gateway Simulator if it misses at least 10 heartbeats (approximately 10 seconds).

4. Journal
   Lightspeed Gateway Simulator uses client's username and password to generate the name for journal file. Journal file will be created, if it does not exist.

5. Error
   Lightspeed Gateway Simulator informs client for any error by soup debug message. Simulator will discard any request if it is unable to send data to the client.

6. Action

First Letter of Symbol	Action
Everything Else	Immediately accept, and fill at order price.
B	Accept and never fill; canceled by cancel requests or expired by tif
C	Accept, immediately fill in 2 parts at order price.
D	Accept and fill at order price, send a done away trade to offset the position at the order price, send a done away trade to reestablish the position at 10 cent above the order price.
E	Do nothing.
H	Reject.
K	Accept, and then cancel.
L	Accept, fill in 2 parts (at order price), break 1.
N	Accept, fill 100 at order price, leave remainder; canceled by cancel requests or expired by tif.
O	Accept, fill 1/2 at order price, leave remainder; canceled by cancel requests or expired by tif.
P	For non-Island trades: Accept and never fill; cancel requests are rejected. For Island trades: Same treatment as "everything else."