LIVE TV REAL TIME UDP PROTOCOL



<u>3 characters based with semi-colon and delimiters, ultra-short content, request on demand, udp protocol.</u>

Each packet MUST be folowed by a Carriage Return (hex 13) and Line Feed (hex 10) {"\r\n"}



STREAM DESCRIPTION	STREAM w/o "	REQUIRED ARGUMENT(S)	OPTIONAL ARGUMENT(S)	<u>SPORT</u>	REQUEST
CLOCK	'clk;'	1	1	UWW/WT	"clock"
BREAK	'brk;	1	0	UWW/WT	"break"
PERIOD	'prd;'	1	0	WT	"period"
POINTS	'pt1;' / 'pt2;'	1	0	WT	
SCORE	'sc1;'	2	0	UWW/WT	"scores"
WARNINGS / GAM-JEOM	'wg1;'	2	0	UWW/WT	"warnings" / "gam-jeom"
CAUTIONS	'ct1;'	2	0	UWW	"cautions"
MATCH	'mch;'	14	0	UWW/WT	"informations"
ATHLETES	'at1;'	6	0	UWW/WT	"athletes"
AVANTAGE	'avt;'	1	0	UWW	"avantage"
INJURY	'ij1;' / 'ij2;'	1	1	UWW/WT	"ij1" / "ij2"
ACTIVITY	'ac1;' / 'ac2;'	1	1	UWW	"ac1" / "ac2"
WINNER	'wmh;'	2	0	UWW/WT	"winmatch"
IDENTIFICATION	'mat;'	3	0	UWW	"identification"
CHALLENGE / IVR	'ch1;'	1	1	UWW/WT	
REFEREES	'ref;'	2	x	UWW/WT	"referees"
PRELOAD	'pre;'	0	1	UWW/WT	
READY	'rdy;'	0	1	UWW/WT	
HELLO	'hel;'	0	0	UWW/WT	
ВУВУЕ	'bye;'	0	0	UWW/WT	



CLOCK

UWW / WT

Stream broadcasted when clock change, operator start, correct or stop the clock, or when period is finished

MAIN STREAM	clk:
IVIAIN STREAM	CIK;

REQUIRED ARGUMENT 1:23 Scoreboard clock

OPTIONAL ARGUMENT ;start Operator action : starting the clock

;stop Operator action : starting the clock

;stopEnd Automatic action : end of period / match

EXAMPLES w/o "

'clk;1:59;start' / 'clk;1:58' / 'clk;1:57;stop' / 'clk;0:00;stopEnd'



BREAK

UWW / WT

Stream broadcasted during the breaking time (inter-periods)

MAIN STREAM brk;

REQUIRED ARGUMENT 59 Scoreboard break {ss}

0:59 Scoreboard break {m:ss}

EXAMPLES w/o "

'brk;0:59' / 'brk;58' / 'brk;0:00;stopEnd' / 'brk;0;stopEnd'



<u>PERIOD</u>

WT

Stream broadcasted when period (round) changes

MAIN STREAM	prd;	
REQUIRED ARGUMENT	1	Period number 1
	2	Period number 2
	3	Period number 3
	4	Period number 4

EXAMPLES w/o "

'prd;1' / 'prd;2' / 'prd;3' / 'prd;4'



Stream broadcasted when points are added

Main stream for athlete 1 **MAIN STREAM** pt1;

> Main stream for athlete 2 pt2;

REQUIRED ARGUMENT Punch point 1

> 2 Body point

3 Head point

EXAMPLES w/o " 'pt1;1' / 'pt1;2' / 'pt1;3' / 'pt2;1' / 'pt2;2' / 'pt2;3'



SCORE

UWW / WT

Stream broadcasted when score changes

MAIN STREAM sc1;

REQUIRED ARGUMENTS 1 score of athlete 1

;sc2; delimiter for athlete 2

2 score of athlete 2

EXAMPLES w/o "

'sc1;1sc2;2' / 'sc1;18;sc2;24'



WARNINGS / GAM-JEOM

UWW / WT

Stream broadcasted when warnings / gam-j eom changes

MAIN STREAM wg1;

REQUIRED ARGUMENTS 1 warning / gam-jeom of athlete 1

;wg2; delimiter for athlete 2

2 warning / gam-jeom of athlete 2

EXAMPLES w/o "

'wg1;1;wg2;2' / 'wg1;4;wg2;3'



CAUTIONS

UWW

Stream broadcasted when cautions changes

MAIN STREAM ct1;

REQUIRED ARGUMENTS 1 Cautions of athlete 1

;ct2; delimiter for athlete 2

2 Cautions of athlete 2

EXAMPLES w/o "

'ct1;1;ct2;2' / 'ct1;4;ct2;3'



MATCH

UWW / WT

Stream broadcasted when match is I oaded

MAIN STREAM mch;

REQUIRED ARGUMENTS 1234 *Match number*

;1/8 final Round / Phase

;Men -59Kg Sport / Discipline

;1 Mat / Court

;#000000 Color Athlete 1

;#FFFFFF Text Color Athlete 1

;#000000 Color Athlete 2

;#FFFFFF Text Color Athlete 2

;a14ddd5c GUID

;Senior Age category / Division

;2 Number of periods

;120 Period duration

;cntDown Count up or count down clock

;3 Hit level

EXAMPLE w/o "

'mch;1234;1/8 final;Men -59Kg;1;#000000;#FFFFFF;#000000;#FFFFFF;a14ddd5c;Senior;2;120;cntDown;3'



<u>ATHLETES</u>

UWW / WT

Stream broadcasted when match is loaded or when names or country changes

MAIN STREAM at1;

REQUIRED ARGUMENTS F.MODOUX Short name athlete 1

;Frederic MODOUX Long name athlete 1

;SUI Team athlete 1

;at2; Delimiter for athlete 2

F.MODOUX Short name athlete 2

;Frederic MODOUX Long name athlete 2

;SUI Team athlete 2

EXAMPLE w/o "

'at1;F.Modoux;Frederic MODOUX;SUI;at2;F.MODOUX;Frederic MODOUX;SUI'



<u>AVANTAGE</u>

UWW

Stream broadcasted when score is equal and advantage changes

avt; **MAIN STREAM**

Athlete number having avangage (0 if none) **REQUIRED ARGUMENT** 1

EXAMPLES w/o " 'avt;1' / 'avt;2' / 'avt;0'



INJURY

UWW / WT

Stream broadcasted when injury time is running

MAIN STREAM	ii1·	Main stream for athlete 1
	11 1 ,	iviani stream for atmete 1

ij2; Main stream for athlete 2

ij0; Main stream for unidentified athlete

REQUIRED ARGUMENT 1:23 Clock of the injury time

OPTIONAL ARGUMENT ;show When showing the injury time

;hide When hiding the injury time

;reset When reseting the injury time

EXAMPLES w/o "

'ij1;1:23;show' / 'ij1;1:22' / 'ij1;1:21;hide' / 'ij2;0:45;show' / 'ij2;0:44' / 'ij2;0:44;hide' / 'ij0;1:42'



ACTIVITY



Stream broadcasted when activity time is running

MAIN STREAM ac1;

ac2;

REQUIRED ARGUMENT 1:23 Clock of the activity time

OPTIONAL ARGUMENT ;show When showing the activity time

;hide When hiding the activity time

;reset When reseting the activity time

EXAMPLES w/o "

'ac1;28;show' / 'ac1;27' / 'ac1;26;hide' / 'ac2;9;show' / 'ac2;8' / 'ac2;7;hide'



<u>WINNER</u>

UWW / WT

Stream broadcasted when winner is selected and can be update when classification points are selected

MAIN STREAM wmh;

REQUIRED ARGUMENTS F.MODOUX Winner name

;3-0VF Classification points

EXAMPLES w/o "

'wmh;F.MODOUX' / 'wmh;F.MODOUX;3-0VF'



IDENTIFICATION

UWW

Stream broadcasted when requested only

MAIN STREAM mat;

REQUIRED ARGUMENTS 1 Mat or court number

;xxx.xxx.xxx IP of the scoreboard PC

;V1.2 Software version

EXAMPLE w/o "

'mat;1;192.168.0.1;V1.2'



CHALLENGE / IVR

UWW / WT

Stream broadcasted when challenge / IVR is requested or updated

MAIN STREAM	ch1:	Main stream for athlete 1

ch2; Main stream for athlete 2

REQUIRED ARGUMENT 1 Boolean if challenge is accepted or denied. -1 for canceled challenge

OPTIONAL ARGUMENT ;1 Boolean if the accepted challenge is won or lost

EXAMPLES w/o "

'ch1;' / 'ch1;0' / 'ch1;1' / 'ch1;1;0' / 'ch1;1;1' / 'ch2;' / 'ch2;0' / 'ch2;1' / 'ch2;1;0' / 'ch2;1;1' / 'ch1;-1' / 'ch2;-1'



REFEREES

UWW / WT

Stream broadcasted before match start or when referees name/team changes

MAIN STREAM	ref;	
REQUIRED ARGUMENT	Referee NAME	Name of the referee
	;SUI	Team of the referee
OPTIONAL ARGUMENTS	;ju1	Delimiter for 1st judge
	;Judge NAME	1st judge name
	;SUI	1st judge team
	;ju2	Delimiter for 2nd judge
	;Judge NAME	2nd judge name
	;SUI	2nd judge team
	;ju3	Delimiter for 3rd judge
	;Judge NAME	3rd judge name
	;SUI	3rd judge team

EXAMPLE w/o "

'ref;Frederic MODOUX;SUI;ju1;Frederic MODOUX;SUI;ju2;Frederic MODOUX;SUI;ju3;Frederic MODOUX;SUI'



PRELOAD

UWW / WT

Stream broadcasted when match is preloaded

MAIN STREAM pre;

OPTIONAL ARGUMENT FightLoaded Any optional comment

EXAMPLE w/o "

'pre;' / 'pre;FightLoaded'



READY

UWW / WT

Stream broadcasted when match is ready to start

MAIN STREAM rdy;

OPTIONAL ARGUMENT FightReady Any optional comment

EXAMPLE w/o "

'rdy;' / 'rdy;FightReady'



HELLO

UWW / WT

Stream broadcasted just before opening the connection/software

MAIN STREAM

hel;

EXAMPLE w/o "

'hel;'



BYBYE

UWW / WT

Stream broadcasted just before closing the connection/software

MAIN STREAM

bye;

EXAMPLE w/o "

'bye;'



Packets must be broadcasted on the whole subnet! Ex: class A 10.255.255, class B 172.17.255.255, class C 192.168.1.255

Data can be broadcasted on different ports for each mat / court but can share the same LAN

Each packet must be seperated by a Carriage Return {\r} and Line Feed {\n} so if packet paste each other on network, they still can be read

When changes happens, data are broadcasted when those changes happens.

When request is done from a client, the answer must go only to this client endpoint and not broadcasted on the whole subnet

Requests can be done on the same port used to broadcasted the data, or on another dedicated request port

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