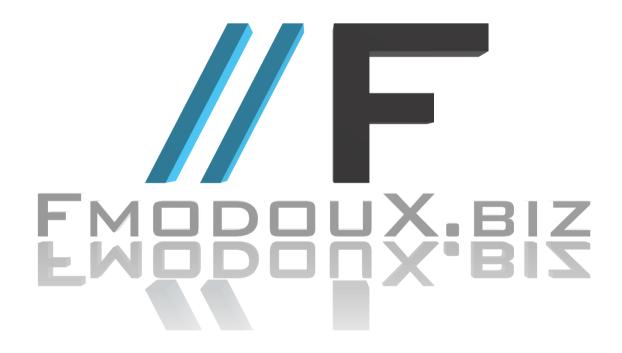# LIVE TV REAL TIME UDP PROTOCOL

3 characters based with semi-colon and delimiters, ultra-short content, request on demande, udp protocol.

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

FXprotocol 2k20

STREAM DESCRIPTION	STREAM w/o ''	REQUIRED ARGUMENT(S)	OPTIONAL ARGUMENT(S)	SPORT	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	
BYBYE	'bye;'	0	0	UWW / WT	

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CLOCK

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

UWW / WT

MAIN STREAM	clk;	
REQUIRED ARGUMENT	1:23	*Scoreboard clock*
OPTIONAL ARGUMENT	;start	*Operator action : starting the clock*
	;stop	*Operator action : starting the clock*
	;corr	*Operator action : correcting 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

<u>Stream broadcasted during the breaking time (inter-periods)</u>

UWW / WT

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'

PERIOD

Stream broadcasted when period (round) changes

MAIN STREAM   prd;   _WT_

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'

POINTS

Stream broadcasted when points are added

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

                         pt2;   Main stream for athlete 2

REQUIRED ARGUMENT   1   *Punch point*

                           2   *Body point*

                           3   *Head point*

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

SCORE

Stream broadcasted when score changes

UWW / WT

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

Stream broadcasted when warnings / gam-jeom changes

UWW / WT

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

Stream broadcasted when cautions changes

UWW

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

<u>Stream broadcasted when match is loaded</u>

UWW / WT

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'*

ATHLETES

<u>Stream broadcasted when match is loaded or when names or country changes</u>

UWW / WT

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'*

AVANTAGE

<u>Stream broadcasted when score is equal and advantage changes</u>

MAIN STREAM   avt;   *UWW*

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

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

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INJURY

<u>Stream broadcasted when injury time is running</u>

UWW / WT

MAIN STREAM	ij1;	Main stream for athlete 1
	ij2;	Main stream for athlete 2
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'

ACTIVITY

<u>Stream broadcasted when activity time is running</u>

UWW

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'

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WINNER

Stream broadcasted when winner is selected

UWW / WT

MAIN STREAM   wmh;

REQUIRED ARGUMENTS   F.MODOUX   *Winner name*

                            ;3-0VF   *Classification points*

EXAMPLES w/o ''   *'wmh;F.MODOUX'   /   'wmh;F.MODOUX;3-0VF'*

//F FmodouX

IDENTIFICATION

<u>Stream broadcasted when requested only</u>

UWW

MAIN STREAM   mat;

REQUIRED ARGUMENTS   1   *Mat or court number*

                                    ;xxx.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

<u>Stream broadcasted when challenge / IVR is requested or updated</u>

UWW / WT

MAIN STREAM   ch1;   Main stream for athlete 1

                          ch2;   Main stream for athlete 2

REQUIRED ARGUMENT   1   *Boolean if challenge is accepted*

OPTIONAL ARGUMENT   ;1   *Boolean if challenge is won*

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'

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REFEREES

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

UWW / WT

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*

EXAMPLE w/o ''　　　　*'ref;Frederic MODOUX;SUI;ju1;Frederic MODOUX;SUI;ju2;Frederic MODOUX;SUI;ju3;Frederic MODOUX;SUI'*

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PRELOAD

Stream broadcasted when match is preloaded

UWW / WT

MAIN STREAM   pre;

OPTIONAL ARGUMENT   FightLoaded   *Any optional comment*

EXAMPLE w/o ''   *'pre;FightLoaded'*

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READY

Stream broadcasted when match is ready to start

UWW / WT

MAIN STREAM   rdy;

OPTIONAL ARGUMENT   FightReady   *Any optional comment*

EXAMPLE w/o "   *'rdy;FightReady'*

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HELLO

Stream broadcasted just before opening the connection/software

MAIN STREAM   hel;   *UWW / WT*

EXAMPLE w/o "   *'hel;'*

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BYBYE

Stream broadcasted just before closing the connection/software

MAIN STREAM   bye;   *UWW / WT*

EXAMPLE w/o "   *'bye;'*

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