

LIVE TV REAL TIME UDP PROTOCOL



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

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



FXprotocol 2k20

<u>STREAM DESCRIPTION</u>	<u>STREAM w/o "</u>	<u>REQUIRED ARGUMENT(S)</u>	<u>OPTIONAL ARGUMENT(S)</u>	<u>SPORT</u>	<u>REQUEST</u>
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	0	UWW / WT	
READY	'rdy;'	0	0	UWW / WT	
HELLO	'hel;'	0	0	UWW / WT	
BYBYE	'bye;'	0	0	UWW / WT	

CLOCK

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

MAIN STREAM	clk;	
REQUIRED ARGUMENT	1:23	<i>Scoreboard clock</i>
OPTIONAL ARGUMENT	;start	<i>Operator action : starting the clock</i>
	;stop	<i>Operator action : starting the clock</i>
	;corr	<i>Operator action : correcting the clock</i>
	;stopEnd	<i>Automatic action : end of period / match</i>

EXAMPLES w/o " 'clk;1:59;start' / 'clk;1:58' / 'clk;1:57;stop' / 'clk;0:00;stopEnd'

BREAK

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'



PERIOD

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'

POINTS

Stream broadcasted when points are added

MAIN STREAM

pt1; Main stream for athlete 1

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

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

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

MAIN STREAM	ct1;	
REQUIRED ARGUMENTS	1	<i>Cautions of athlete 1</i>
	;ct2;	<i>delimiter for athlete 2</i>
	2	<i>Cautions of athlete 2</i>

EXAMPLES w/o " 'ct1;1;ct2;2' / 'ct1;4;ct2;3'



MATCHStream broadcasted when match is loaded

MAIN STREAM	mch;	
REQUIRED ARGUMENTS	1234	<i>Match number</i>
	;1/8 final	<i>Round / Phase</i>
	;Men -59Kg	<i>Sport / Discipline</i>
	;1	<i>Mat / Court</i>
	;#000000	<i>Color Athlete 1</i>
	;#FFFFFF	<i>Text Color Athlete 1</i>
	;#000000	<i>Color Athlete 2</i>
	;#FFFFFF	<i>Text Color Athlete 2</i>
	;a14ddd5c	<i>GUID</i>
	;Senior	<i>Age category / Division</i>
	;2	<i>Number of periods</i>
	;120	<i>Period duration</i>
	;cntDown	<i>Count up or count down clock</i>
	;3	<i>Hit level</i>

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

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

MAIN STREAM	at1;	
REQUIRED ARGUMENTS	F.MODOUX	<i>Short name athlete 1</i>
	;Frederic MODOUX	<i>Long name athlete 1</i>
	;SUI	<i>Team athlete 1</i>
	;at2;	<i>Delimiter for athlete 2</i>
	F.MODOUX	<i>Short name athlete 2</i>
	;Frederic MODOUX	<i>Long name athlete 2</i>
	;SUI	<i>Team athlete 2</i>

EXAMPLE w/o "**'at1;F.Modoux;Frederic MODOUX;SUI;at2;F.MODOUX;Frederic MODOUX;SUI'**

AVANTAGE

Stream broadcasted when score is equal and advantage changes

MAIN STREAM

avt;

REQUIRED ARGUMENT

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

EXAMPLES w/o "

'avt;1' / 'avt;2' / 'avt;0'



INJURY

Stream broadcasted when injury time is running

MAIN STREAM	ij1;	Main stream for athlete 1
	ij2;	Main stream for athlete 2
REQUIRED ARGUMENT	1:23	<i>Clock of the injury time</i>
OPTIONAL ARGUMENT	;show	<i>When showing the injury time</i>
	;hide	<i>When hiding the injury time</i>
	;reset	<i>When resetting the injury time</i>

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

Stream broadcasted when activity time is running

MAIN STREAM	ac1;	
	ac2;	
REQUIRED ARGUMENT	1:23	<i>Clock of the activity time</i>
OPTIONAL ARGUMENT	;show	<i>When showing the activity time</i>
	;hide	<i>When hiding the activity time</i>
	;reset	<i>When resetting the activity time</i>

EXAMPLES w/o "

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

WINNER

Stream broadcasted when winner is selected

MAIN STREAM	wmh;	
REQUIRED ARGUMENTS	F.MODOUX	<i>Winner name</i>
	;3-0VF	<i>Classification points</i>

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



IDENTIFICATION

Stream broadcasted when requested only

MAIN STREAM	mat;	
REQUIRED ARGUMENTS	1	<i>Mat or court number</i>
	;xxx.xxx.xxx.xxx	<i>IP of the scoreboard PC</i>
	;V1.2	Software version

EXAMPLE w/o " *'mat;1;192.168.0.1;V1.2'*



CHALLENGE / IVR

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	<i>Boolean if challenge is accepted</i>
OPTIONAL ARGUMENT	;1	<i>Boolean if challenge is won</i>

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'

REFEREES

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

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

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

PRELOAD

Stream broadcasted when match is pre loaded

MAIN STREAM

pre;

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



READY

Stream broadcasted when match is ready to start

MAIN STREAM

rdy;

EXAMPLE w/o " 'rdy;'



HELLO

Stream broadcasted just before opening the connection/software

MAIN STREAM

hel;

EXAMPLE w/o "

'hel;'



BYBYE

Stream broadcasted just before closing the connection/software

MAIN STREAM

bye;

EXAMPLE w/o "

'bye;'

