

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

<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	1	UWW / WT	
READY	'rdy;'	0	1	UWW / WT	
HELLO	'hel;'	0	0	UWW / WT	
BYBYE	'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;	
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

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'



PERIOD

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'



POINTS

WT

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

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-jeom changes**MAIN STREAM**

wg1;

REQUIRED ARGUMENTS1 *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 loaded

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*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'*

AVANTAGE

UWW

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

UWW / WT

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

UWW

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

UWW / WT

Stream broadcasted when winner is 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	<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

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
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'

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***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 pre loaded

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;'

