

// FMDDDUX UWW timing software protocol

<u>Category</u> :	Content / sample (w/o '):	Request:
Clock	'clk;1:23' / 'clk;1:23;start' / 'clk;1:23;stop' / 'clk;1:23;corr' / 'clk;3:00;stopEnd'	''clock''
BreakTime	'brk;0:27'	''break''
Scores (both)	'sc1;0;sc2;1'	"scores"
Warning (both)	'wg1;1;wg2;1'	"warnings"
Cautions (both)	'ct1;1;ct2;1'	"warnings"
Matchinfos	'mch;1234;'QUALIFICATIONS';FS 60;A;ColoWt1;ColoTextWt1;ColoWt2;ColoTextWt2;Iddb;Rduration;cntDown'	"informations"
Wrestlers (both)	'wt1;F.MODOUX(SUI);wt2;F.MODOUX(SUI)'	"wrestlers"
Avantages	'avt;1' / 'avt;2' / 'avt;0'	"avantages"
Injury	'ij1;0:24' / 'ij2;0:26' / 'ij1;0:24;show' / 'ij1;0:12;hide'	"ij1" / "ij2"
WinnerMatch	'wmh;F.MODOUX(SUI)' / 'wmh;F.MODOUX(SUI);3-0VF'	"winmatch"
Identification	'matA;xxx.xxx.xxx;Vy.z'	''ident''
Activity Times	'ac1;0:12' / 'ac2;0:12' / 'act/1/0:12/show' / 'ac1;0:12;hide' / 'ac1;0:00;reset'	"ac1" / "ac2"
Challenge	'ch1;v;w' / 'ch2;v;l' / 'ch1;c'	
Referees	'ref;RefreeName;jud;JudgeName;cha;ChairmanName'	"referees"
Hello / Bybye	'hello !' / 'bybye !'	
Universal datagram	MAT/fightNumber/sport/age/clock/period/Countries/WRESTLERS/Scores/Warnings/cautions/activity/injury/avantage/winner/classificationPts broadcasted on port 10'000 NCY	