

# UWW timing software protocol

<u>Category :</u>	<u>Content / sample (w/o '):</u>	<u>Request :</u>
<b>Clock</b>	'clk;1:23' / 'clk;1:23;start' / 'clk;1:23;stop' / 'clk;1:23;corr' / 'clk;3:00;stopEnd'	"clock"
<b>BreakTime</b>	'brk;27'	"break"
<b>Expected Start Date</b>	'esd;0:27'	
<b>Scores (both)</b>	'sc1;0;sc2;1'	"scores"
<b>Warning (both)</b>	'wg1;1;wg2;1'	"warnings"
<b>Cautions (both)</b>	'ct1;1;ct2;1'	"warnings"
<b>MatchInfos</b>	'mch;1234;'QUALIFICATIONS';FS 60;A;ColoWt1;ColoTextWt1;ColoWt2;ColoTextWt2;Iddb;Rduration;cntDown'	"informations"
<b>Wrestlers (both)</b>	'wt1;F.MODOUX(SUI);wt2;F.MODOUX(SUI)'	"wrestlers"
<b>Avantages</b>	'avt1' / 'avt2' / 'avt0'	"avantages"
<b>Injury</b>	'ij1;0:24' / 'ij2;0:26' / 'ij1;0:24;show' / 'ij1;0:12;hide'	"ij1" / "ij2"
<b>WinnerMatch</b>	'wmh;F.MODOUX(SUI)' / 'wmh;F.MODOUX(SUI);3-0VF'	"winmatch"
<b>Identification</b>	'matA;xxx.xxx.xxx.xxx;Vy.z'	"ident"
<b>Activity Times</b>	'ac1;12' / 'ac2;12' / 'ac1;12;show' / 'ac1;12;hide' / 'ac1;0;reset'	"ac1" / "ac2"
<b>Challenge</b>	'ch1;v;w' / 'ch2;v;l' / 'ch1;c'	
<b>Referees</b>	'ref;RefreeName;jud;JudgeName;cha;ChairmanName'	"referees"
<b>PreLoad match</b>	'pre;'	
<b>Hello / Bybye</b>	'hello !' / 'bybye !'	
<b>Universal datagram</b>	MAT/fightNumber/sport/age/clock/Countries/WRESTLERS/Scores/Warnings/cautions/activity/injury/avantage/winner/classificationPts broadcasted on port 10'000 NCY	