



## Daktronics Soccer TV Feed Specification

ED-16804, Rev 0

Baud Rate = 9600  
Data Bits = 8  
Stop Bits = 1  
Parity = None

<i>Field</i>	<i>Length</i>	<i>Description</i>	<i>Justification</i>	<i>Type</i>
<b>1</b>	1	SOH (0x01)		Header
<b>2</b>	5	Game Time	'MM:SS'	Data
<b>3</b>	10	Home Team Name	Left	Data
<b>4</b>	10	Guest Team Name	Left	Data
<b>5</b>	2	Home Team Score	Right	Data
<b>6</b>	2	Guest Team Score	Right	Data
<b>7</b>	1	Half	Right	Data
<b>8</b>	2	Home Shots On Goal	Right	Data
<b>9</b>	2	Home Saves	Right	Data
<b>10</b>	2	Home Corner Kicks	Right	Data
<b>11</b>	2	Guest Shots On Goal	Right	Data
<b>12</b>	2	Guest Saves	Right	Data
<b>13</b>	2	Guest Corner Kicks	Right	Data
<b>14</b>	2	Home Fouls	Right	Data
<b>15</b>	2	Guest Fouls	Right	Data
<b>16</b>	1	EOT (0x04)		Footer

### All Fields

All data characters are ASCII printable characters. Leading characters and fields that are blank will be filled with ASCII spaces (0x20).

### Notes:

- The data stream will be transmitted every time that any data field changes. If nothing is changing and the game clock is stopped, the data stream will be retransmitted approximately once a second.

### Revision History

0 6 September 2006 Original Document