



# Daktronics Volleyball TV Feed Specification ED-19266, Rev 0

 $\begin{array}{ll} \text{Baud Rate} &= 9600 \\ \text{Data Bits} &= 8 \\ \text{Stop Bits} &= 1 \\ \text{Parity} &= \text{None} \end{array}$ 

Field	Length	Description	Justification	Type
1	1	SOH (0x01)	-	Header
2	7	Game Clock Time	'MM:SS.T'	Data
3	1	Game Clock Status	Right	Data
4	2	Home Current Game Score	Right	Data
5	2	Guest Current Game Score	Right	Data
6	1	Home Time Outs Left	Right	Data
7	1	Guest Time Outs Left	Right	Data
8	1	Home Service Indicator	Right	Data
9	1	Guest Service Indicator	Right	Data
10	1	Home Games Won	Right	Data
11	1	Guest Games Won	Right	Data
12	1	Game Number	Right	Data
13	2	Home Game 1 Score	Right	Data
14	2	Home Game 2 Score	Right	Data
15	2	Home Game 3 Score	Right	Data
16	2	Home Game 4 Score	Right	Data
<i>17</i>	2	Guest Game 1 Score	Right	Data
18	2	Guest Game 2 Score	Right	Data
19	2	Guest Game 3 Score	Right	Data
20	2	Guest Game 4 Score	Right	Data
21	2	Checksum	MS, LS	Footer
22	1	EOT (0x04)		Footer

### **All Fields**

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

### Field 2

The decimal point and tenths of a second value will only be transmitted for the last minute of the game. The field will be padded with ASCII spaces (0x20) for the remainder of the game.

#### Field 3

An ASCII space (0x20) will be sent in the data stream to indicate that the game clock is running. An lower case 's' (0x73) will be sent in the data stream to indicate that the game clock is stopped.

### Field 21

The checksum includes only the data bytes and is calculated by adding all of the data bytes together. A corresponding ASCII character for the hex value in each nibble of the calculated checksum is then transmitted to make the two (2) byte ASCII checksum. The Most Significant byte is sent first and then the Least Significant byte next.









### **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 31 May 2001

Original Document

