



Daktronics Football TV Feed Specification

ED-16098, Rev 1

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

Field	Length	Description	Justification	Type
1	1	SOH (0x01)		Header
2	5	Game Clock Time	'MM:SS'	Data
3	10	Home Team Name	Left	Data
4	10	Guest Team Name	Left	Data
5	2	Home Team Score	Right	Data
6	2	Guest Team Score	Right	Data
7	1	Quarter	Right	Data
8	2	Ball On	Right	Data
9	1	Down	Right	Data
10	2	To Go	Right	Data
11	1	Home Possession Indicator	Right	Data
12	1	Guest Possession Indicator	Right	Data
13	2	Play Clock Time	'SS'	Data
14	1	Home Time Outs Left	Right	Data
15	1	Guest Time Outs Left	Right	Data
16	2	Checksum	MS, LS	Footer
17	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 16

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.
- Equipment installed in the calendar years before the 2007 football season may not include fields 13 to 16 in the data stream unless an update has been done to the control system.

Revision History

0	2 February 2006	Original Document
1	26 July 2007	Added fields 13 to 16 (Play Clock time, Home and Guest TOL, and Checksum)