



Daktronics Basketball TV Feed Specification ED-16593, 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	Shot Clock Time	'SS'	Data
5	3	Home Team Score	Right	Data
6	3	Guest Team Score	Right	Data
7	2	Home Team Fouls	Right	Data
8	2	Guest Team Fouls	Right	Data
9	1	Home Time Outs Left – Full	Right	Data
10	1	Home Time Outs Left – Partial	Right	Data
11	1	Home Time Outs Left – Total	Right	Data
12	1	Guest Time Outs Left – Full	Right	Data
13	1	Guest Time Outs Left – Partial	Right	Data
14	1	Guest Time Outs Left – Total	Right	Data
15	1	Period	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 2

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

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 15

Regulation and overtime periods will be transmitted with the corresponding ASCII value for the period number.

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.

Revision History

0 26 July 2006 Original Document

Examples: (Note valid checksums are not shown here)

```
<SOH>12:34__s22_87_76_7_93142134CS<EOT>
<SOH>12:33__s21_87_76_7_93142134CS<EOT>
<SOH>12:32__s20_87_76_7_93142134CS<EOT>
<SOH>12:31__s19_87_76_7_93142134CS<EOT>
<SOH>12:34__s15_87_76_7_93142134CS<EOT>
<SOH>12:33__s14_87_76_7_93142134CS<EOT>
<SOH>12:32__s24_90_76_7_93142134CS<EOT>
<SOH>12:31__s23_90_76_7_93142134CS<EOT>
<SOH>12:31__s23_90_76_7_93142134CS<EOT>
<SOH>12:34__s11_87_76_7_93142134CS<EOT>
<SOH>12:34__s11_87_76_7_93142134CS<EOT>
<SOH>12:33__s10_87_76_7_93142134CS<EOT>
<SOH>12:33__s10_87_76_7_93142134CS<EOT>
<SOH>12:32__24_89_76_7103142134CS<EOT>
<SOH>12:32__24_89_76_7103142134CS<EOT>
<SOH>12:32__24_89_76_7103142134CS<EOT>
```