

# Fightclub Client: Requirements on files

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*Written to match the requirements of version 0.3*

## Abstract

Fightclub Client uses plain text files for loading data. They can be created and edited using a common text editor; this file describes the syntactical requirements on such data files.

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## 1 General notes

Fightclub Client uses plain text files for loading data. They can be created and edited using a common text editor; however, those files require use of the respective file extension listed below and have to be encoded using UTF-8 (without Byte Order Mark).

To avoid loading wrong files – and the resulting malfunction – a **file header**, consisting of some XML-styled code, may be added to the first lines of a data file:

```
<FightclubExchangeFile>stages</FightclubExchangeFile>
<ExchangeProtocolVersion>1</ExchangeProtocolVersion>
<ExchangeFileTitle>Stages for some tournament</ExchangeFileTitle>
<ExchangeFileContentDescr>A short description</ExchangeFileContentDescr>
```

### Note:

- The tags are *case sensitive*: `<FightclubExchangeFile>` gets recognized, while other variations like `<FIGHTCLUBexchangefile>` do not.
- Line breaks inside a tag are *not* allowed; the whole tag must be opened and closed on the same line.
- The values of `<FightclubExchangeFile>` and `<ExchangeProtocolVersion>` depend on the exchange file and are listed below.

As long as not being stated otherwise, `\t` represents a tabstop. It is *not* possible to use spaces for indentation.

## 2 Requirements on data files

This section depicts the format of the exchange files.  
Examples are stored in the `sample-files` directory.

### 2.1 Files specifying stages

File extension	<code>.fcstages</code>
<code>&lt;FightclubExchangeFile&gt;</code>	<code>stages</code>
<code>&lt;ExchangeProtocolVersion&gt;</code>	<code>1</code>

There are two kinds of stages: stages of a physics fight and so-called **roomclock stages**, like an address of welcome or a lunch break.

For each *stage of a physics fight*, the list of phases will be gone through in the specified order while *roomclock stages* only display their label without going through any phases.

### Syntax for physics fight stages

The syntax of a physics fight stage depends on the roles involved in it. It is

```
stage label \t problem \t rep. id \t opp. id \t rev. id
```

for stages featuring all roles (Reporter, Opponent, Reviewer),

```
stage label \t problem \t rep. id \t opp. id
```

for stages without reviewer and

```
stage label \t problem \t rep. id
```

for stages with only a reporter.

*Key:*

- stage label: should be used to indicate fight, room and stage nr (e.g. PF 3/D1 for stage 1 of physics fight 3 in room D or just a simple time like 09:00)
- problem: either the problem's number or -1 (when specifying -1, the problem may be selected from a list)
- rep. id, opp. id, rev. id: either the *team id* of the reporting, opposing or reviewing team or the *personal id* of the Reporter, Opponent or Reviewer

Please mind the difference between a *stage* and a *physics fight*:

If there are three teams participating in a physics fight, there have to be three stages – and therefore three lines in the stages file.

Teams with the Observer's role are not listed in such a stages file.

Example for a four-teams-fight between hun, pol, chn and sgp with an observer:

```
Final/Stage 1 \t 9 \t hun \t pol \t chn
Final/Stage 2 \t 17 \t pol \t chn \t sgp
Final/Stage 3 \t 3 \t chn \t sgp \t hun
Final/Stage 4 \t 5 \t sgp \t hun \t pol
```

### Syntax for roomclock stages

For specifying a roomclock stage, simply add a single-column line to the stages file.

### Example lines for a stages file

Address of Welcome

```
PF 3/D1 \t -1 \t ger \t cze \t uk
D 15:40 \t 17 \t aggr/2 \t dch3
14:50 \t 9 \t wshp/4
```

## 2.2 Files specifying phases

File extension	.fcphases
<FightclubExchangeFile>	phases
<ExchangeProtocolVersion>	1

### General syntax

duration \t overtime \t title \t performances \t options

#### Key:

- duration: the maximum duration of the phase in seconds
- overtime: the maximum allowed overtime in seconds
- title: the title of the phase as displayed
- performances: the roles performing during this phase
- options: further configuration of the phase

You may omit

- the options column or
- the performances column together with the options column, but *not* the performances column alone.

Lines consisting of less than three tabular-separated columns are treated as comments and ignored.

### Allowed values for performances

- rep: the Reporter is performing during the current phase
- opp: the Opponent is performing during the current phase
- rev: the Reviewer is performing during the curr
- nll: none of the three listed above are performing in the current phase

You have to specify *at least one* of these values, including nll. Values can be combined, e.g. one may use repopp for the discussion phase.

### Allowed options

- a: autoadvance to the next phase if maximum duration *and* allowed overtime elapsed
- c: carry the *whole elapsed* time to the next phase
- o: only carry the *elapsed overtime* to the next phase
- r: show the roomclock. Use this option only for phases with no maximum duration.

- n: do not use any “special” options and behave like a “normal” phase.

Again, you have to specify *at least one* of these values, including n.

#### Example lines for a phases file

```
720 \t 0 \t Presentation of the report \t rep \t n
240 \t 0 \t The Opponent takes the floor \t opp \t c
840 \t 0 \t Discussion between Reporter and Opponent \t repopp \t n
120 \t 0 \t Preparation of the Reviewer \t rev \t n
600 \t 0 \t Break \t nll \t r
```

### 2.3 Files specifying problems

File extension	.fcproblems
<FightclubExchangeFile>	problems
<ExchangeProtocolVersion>	1

#### General syntax

```
nr \t title
```

The list should be sorted by problem numbers in ascending order.

*Key:*

- nr: the number of the problem; requires an integer value larger than 0
- title: the title of the problem

Lines consisting of less than three tabular-separated columns are treated as comments and ignored.

#### Example lines for a problems file

```
5 \t Leidenfrost Stars
10 \t Pulling Glasses Apart
12 \t Torsion Gyroscope
```

*This is only an extract; a full problems file should of course contain all 17 problems ;)*

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