

# Fightclub: Requirements on files

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*Written to match the requirements of:*

*Fightclub Department 0.6*

*Fightclub Dashboard 0.4*

*Fightclub Nano 0.2*

## Abstract

Most Fightclub applications use plain text files for loading data. They can be created and edited using a common text editor. This document describes the syntactical requirements on such data files.

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# 1 General notes

This section introduces the principles of data files and IDs. Since most Fightclub applications depend on these mechanisms, knowledge about them is vital.

## 1.1 General requirements on files

Fightclub applications use 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 in sections 2.1ff and have to be encoded *according to the favor of your operating system*; i.e. UTF-8 without Byte Order Mark on recent LINUX systems and ANSI on Windows systems (actually, ANSI is not an encoding, but references to the current codepage).

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 each data file:

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

### Note:

- These tags are *case sensitive*; for example, <FightclubExchangeFile> is recognized, while other variations like <FIGHTCLUBexchangefile> are not.
- Line breaks inside a tag are *not* allowed; the whole tag has to be opened and closed on the same line.
- The values of <FightclubExchangeFile> and <ExchangeProtocolVersion> depend on the respective exchange file.

As long as not being stated otherwise, **→** represents a tabstop and **↪** a continuation of the previous line. It is *not* possible to use spaces for indentation.

## 1.2 Two flavours of IDs

Fightclub Department uses IDs for referencing to teams or participants. Those IDs are derived from the teams file (if present; see section 2.4).

There are two flavours of IDs:

### a) Referencing teams: **Team IDs**

Team IDs consist of several arbitrary characters. There are only two limitations:

1. Team IDs must *not* contain the slash character (/)
2. All team IDs must be unique

Although you may use any character defined in your encoding (excluding the slash) for composing a team ID, it is recommended to use “only” latin letters (upper- and lowercase), numbers, underscores and “common” symbols to be on the safe side.

Examples for valid team IDs: foobar, themysteryof237, maschendrahtzaun

Invalid team IDs are: 08/15, here/there, pe/\k, \_\_\_\_/\\_\_\_\_\_\o/\_\_\_\_\_

**b) Referencing participants: Personal IDs**

Personal IDs consist of a team ID and a slash (/) followed by an integer number. The integer number is determined by the position of the participant in his team’s list of participants (see section 2.4).

Examples for valid personal IDs: #lolblub42/1, foobaz/5, holzpfosten/2

Invalid personal IDs are: voo/doo, invalid/23.7, not/a/personal/id

## 2 Files required by Fightclub Department

### 2.1 Files specifying stages

File extension	.fcstages
<FightclubExchangeFile>	stages
<ExchangeProtocolVersion>	1

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  $\mapsto$  problem  $\mapsto$  rep. id  $\mapsto$  opp. id  $\mapsto$  rev. id

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

stage label  $\mapsto$  problem  $\mapsto$  rep. id  $\mapsto$  opp. id

for stages without reviewer and

stage label  $\mapsto$  problem  $\mapsto$  rep. id

for stages with only a reporter.

*Key:*

- stage label: should be used to indicate physics 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 as stated in the problems file or -1 (when specifying -1, an arbitrary problem may be selected via the provided combo box)
- 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 at least three lines in the stages file.

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

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

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

## Syntax for roomclock stages

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

### Example lines for a stages file

Address of Welcome

PF 3/D1 ↦ -1 ↦ ger ↦ cze ↦ uk

D 15:40 ↦ 17 ↦ aggr/2 ↦ dch3

14:50 ↦ 9 ↦ wshp/4

## 2.2 Files specifying phases

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

### General syntax

duration ↦ overtime ↦ title ↦ performances ↦ 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 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 current phase

- `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`: carry the *elapsed overtime* to the next phase
- `r`: roomclock phase; use this option only for phases where elapsed time and maximum duration are not relevant (e.g. breaks)
- `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	↦ 0	↦ Presentation of the report	↦ rep	↦ n
240	↦ 0	↦ The Opponent takes the floor	↦ opp	↦ c
840	↦ 0	↦ Discussion between Reporter and Opponent	↦ repopp	↦ n
120	↦ 0	↦ Preparation of the Reviewer	↦ rev	↦ n
600	↦ 0	↦ Break	↦ nll	↦ r

## 2.3 Files specifying problems

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

### General syntax

`nr ↦ 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 two tabular-separated columns are ignored.

### Example lines for a problems file

```
5   ↪ Leidenfrost Stars
10  ↪ Pulling Glasses Apart
12  ↪ Torsion Gyroscope
```

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

## 2.4 Files specifying teams

File extension	.fcteams
<FightclubExchangeFile>	teams
<ExchangeProtocolVersion>	1

### General syntax

team id ↪ team name ↪ <list of participants>

Key:

- team id: the unique *team id* (see section 1.2) assigned to this team
- team name: the name of the team (doesn't need not be unique)
- <list of participants>: a tabstopp-separated list of all participants belonging to this team; may be omitted

Lines consisting of less than two tabular-separated columns are ignored.

### Example lines for a teams file

```
ger  ↪ Germany      ↪ R. Mason      ↪ S. Friedl  ↪ W. El-Kishawi
      ↪              ↪ B. Magnussen ↪ A. Medert
cze  ↪ Czech Rep.   ↪ P. Stepanek ↪ J. Domes  ↪ D. Rychlý
      ↪              ↪ D. Wittek  ↪ T. Wolf
uk   ↪ Un. Kingdom  ↪ J. Dranczewski ↪ P. Cloud  ↪ Y. Fei
      ↪              ↪ L. Jiao    ↪ B. Miller
```

The following IDs are derived from this example:

ger **Team ID** representing an arbitrary member of team Germany, i.e. R. Mason, S. Friedl, W. El-Kishawi, B. Magnussen or A. Medert. When such a Team ID is used in a stages file, one of the team's members may be selected via the provided combo boxes.

ger/1 **Personal ID** representing member 1 of team Germany, i.e. R. Mason

ger/3 **Personal ID** representing member 3 of team Germany, i.e. W. El-Kishawi

ger/7 **Invalid personal ID** since team Germany consists of five members

### 3 Files required by Fightclub Dashboard

#### 3.1 Files specifying a list of Departments

File extension	.fcdeps
<FightclubExchangeFile>	departments
<ExchangeProtocolVersion>	1

##### General syntax

port  $\mapsto$  id  $\mapsto$  label

*Key:*

- port: the port the department's status is broadcasted to
- id: the department's ID
- label: the label to be displayed in Fightclub Dashboard

Lines consisting of less than three tabular-separated columns are ignored.

Each Fightclub Dashboard broadcasting to the network or a custom IP address has to use a unique port/ID combination. Therefore, using Fightclub's standard broadcast port/ID combination (45454/12345) should be avoided.

##### Example lines for a departments file

```
3030  $\mapsto$  12649  $\mapsto$  Room A
4040  $\mapsto$  31080  $\mapsto$  Room B
5050  $\mapsto$  41123  $\mapsto$  Room C
```



## 4 Files required by Fightclub Nano

### 4.1 Phases files for Fightclub Nano

File extension	.fcnano
<FightclubExchangeFile>	nano
<ExchangeProtocolVersion>	1

Although it is possible to use “normal” Fightclub Department phases files (see section 2.2) with Fightclub Nano, this file format, boiled down to Fightclub Nano’s capabilities, is provided.

#### General syntax

duration  $\mapsto$  overtime  $\mapsto$  title  $\mapsto$  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
- options: further configuration of the phase

You may omit the options column.

Note that – compared to “normal” phases files – the performances column is gone.

Lines consisting of less than three tabular-separated columns are ignored.

#### 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: carry the *elapsed overtime* to the next phase
- r: roomclock phase; use this option only for phases where elapsed time and maximum duration are not relevant (e.g. breaks)
- n: do not use any “special” options and behave like a “normal” phase

You should specify *at least one* of these values (including n) or omit the column.

#### Example lines for a nano phases file

```
720  $\mapsto$  0  $\mapsto$  Presentation of the report  $\mapsto$  n
240  $\mapsto$  0  $\mapsto$  The Opponent takes the floor  $\mapsto$  c
840  $\mapsto$  0  $\mapsto$  Discussion between Reporter and Opponent  $\mapsto$  n
600  $\mapsto$  0  $\mapsto$  Break  $\mapsto$  r
```

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