

Fightclub: Requirements on files

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*Written to match the requirements of
Fightclub Department 0.6
Fightclub Dashboard 0.4*

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
```


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