

# Fightclub: Requirements on files

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*Written to match the requirements of  
Fightclub Department 0.5*

## 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 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 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 exchange file and are listed in sections 2.1ff.

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 UTF-8 character (excluding the slash) for building a team ID, it is *not* recommended to do so. Instead, you should “only” use latin letters (upper- and lowercase), numbers, underscores and “more common” symbols.

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 for use with Fightclub Department

This section depicts the format of the exchange files used by Fightclub Department. Examples are stored in the sample-files directory.

### 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  ↪ 9  ↪ hun  ↪ pol  ↪ chn
Final/Stage 2  ↪ 17 ↪ pol  ↪ chn  ↪ sgp
Final/Stage 3  ↪ 3  ↪ chn  ↪ sgp  ↪ hun
Final/Stage 4  ↪ 5  ↪ sgp  ↪ hun  ↪ 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  ↪ -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 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: 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 tabstop-separated list of all participants belonging this team.

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 using such a Team ID in a stages file, one of 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 only five members

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