Overview

This output consists of `EventMessages` for all play-by-play (PBP) and detected events, with corresponding frame information.

Object Definition

Example EventMessage[1]

```
{
  "gameId": "71db5fce-4ef5-423c-8425-a72e071c2ad5",
  "period": 1,
  "gameClock": 719.34,
  "shotClock": 10.0,
  "wallClock": 1487355005167,
  "eventType": "PASS",
  "playerId": "75807170-df14-4a75-b584-7fe652cde73c",
  "homePlayers": [
    "32db7fce-4ef5-461c-8425-a72e071c2ad5",
    "1b515b57-7edb-4744-bf4f-47e4e25eaa7e",
    ...
  ],
  "awayPlayers": [
    "32db7fce-4ef5-461c-8425-a72e071c2ad5",
    "1b515b57-7edb-4744-bf4f-47e4e25eaa7e",
    ...
  ],
}
```

EventMessage Objects

Field	Type	Description
gameId	UUID	Second Spectrum game ID `"gameId": "0e5f30e9-9450-49c1-bdbd-db6d39a90150"`
period	Integer	Quarter number, or overtime period. Since NBA games

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[1] The example message is formatted for easy reading. Actual output messages will not contain linefeeds or extra whitespace.

		consist of 4 quarters, overtime periods continue counting from 5.
		```"period": 1```
gameClock	Float	Game clock, in seconds. Game clock counts down from 720 to 0. ```"gameClock": 719.34```
shotClock	Float	Shot clock, in seconds. Shot clock counts down from 24 to 0. Represented as `null` when the shot clock is off at the end of periods. ```"shotClock": 23.34```
wallClock	Integer	Wall clock time, encoded as the number of milliseconds since January 1, 1970, GMT. ```"wallClock": 1487355005167```
eventType	String	Event type. ```"eventType": "PASS"```
playerId	UUID	Primary player associated with the event ```"playerId": "32db7fce-4ef5-461c-8425-a72e071c2ad5"```
pbpId	Integer	Integer corresponding to the sequence number of the event in the play-by-play data (when applicable) ```"pbpId": 32```
homePlayers	JSON Array of UUIDs	IDs home team players. Will always have 5 items.

| | | ```
"homePlayers": [
    "32db7fce-4ef5-461c-8425-a72e071c2ad5",
    "1b515b57-7edb-4744-bf4f-47e4e25eaa7e",
    ...
  ],
``` |
| awayPlayers | JSON Array of UUIDs | IDs away team players. Will always have 5 items.<br><br>```
"awayPlayers": [
    "32db7fce-4ef5-461c-8425-a72e071c2ad5",
    "1b515b57-7edb-4744-bf4f-47e4e25eaa7e",
    ...
  ],
``` |

Event Types

The following events will be included in the NBA_EVENTS output.

Event Abbreviation	Event Description
SHOT	Shot
FT	Free Throw
FOUL	Foul
REB	Rebound
TO	Turnover
PASS	Pass
TOUCH	Any time a player possesses the ball
DRIBBLE	Dribble

TMO	Timeout
VIO	Violation