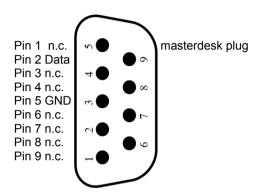
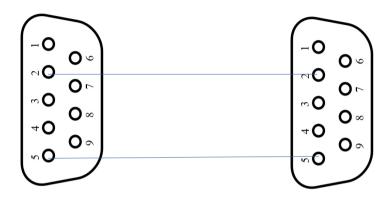
Data format for Underwater refeering system.

Baudrate: 9600
Data-Bits: 8
Stop-Bits: 1
Parity: None
Data refresh: 250ms

Data transfer to computer (data livestream information)

Display and Masterdesk are connected with a RS-232 cable. Only cable with 1 to 1 wiring are allowed. There is no handshake.





all dada in ASCII

```
linefeed and carriage return at the end
DA15:00R00-0001a___00__00__00__00__00(LF)(CR)
12345678901234567890123456789012345678901
                                             DA Startbits
12345678901234567890123456789012345678901
 \wedge \wedge \wedge \wedge \wedge
                                            Actual game time, break time, penalty throw time, timeout ... 15:00, 14,59 ...
12345678901234567890123456789012345678901
                                             status of game R= game is running T= Time out P= penalty throw E= game end, half time break
12345678901234567890123456789012345678901
                                             goals blue
                                                        0-99
12345678901234567890123456789012345678901
                                             goals white 0-99
12345678901234567890123456789012345678901
                                             game number 0-99
12345678901234567890123456789012345678901
                                             space = Games with only one halftime, "a" = first halftime, "b" = second halftime
12345678901234567890123456789012345678901
                                             space = no color "b" = blue "w" = white
12345678901234567890123456789012345678901
                                             3x penalty time for 3 blue players _159_030_015
                                                                                                   example: 1. 1:59 2. 0:30 3. 0:15 "_" meaning is SPACE
12345678901234567890123456789012345678901
                                             3x penalty time for 3 blue players _159_030_015
                                                                                                   example: 1. 1:59 2. 0:30 3. 0:15 "_" meaning is SPACE
```