

Data Broadcast Protocol

1.UDP network interface

We use UDP communication broadcast mode, the port number is **6678**.

General data package format:

Head	ID	Data Length	Tail
0xCC 0xCC		Exclude Head and Tail 4 Bytes		0xCD

3.Team Info

Name	Length	Remark
Head	2 Byte	0xCC 0xCC
ID	1 Byte	0x06 = home team 0x07 = guest team
Data Length	2 Byte (little-endian)	
Team Name	20 Byte	Team name use utf-8 character, more than 20 byte will cut off, less than fill 0x00.
Player1Number	1 Byte	
Player1Name	20 Byte	Player name use utf-8 character, more than 20 byte will cut off, less than fill 0x00.
Player2Number	1 Byte	
Player2Name	20 Byte	
....		
Player16Number	1 Byte	the player number will be 0x00 when there is not enough player
Player16Name	20 Byte	
Tail	1 Byte	0xCD

4.Match info

Name	Length	Remark
Head	2 Byte	0xCC 0xCC
ID	1 Byte	0x08
Data Length	2 Byte (little-endian)	

Match period	1 Byte	
Match Time	3 Byte	1st Byte: Minute part of the time 2nd Byte: Second part of the time 3rd Byte: 1/10 Second part of the time
Shock clock	1 Byte	
Home Foul	1 Byte	
Home Timeout	1 Byte	
Home Score	1 Byte	
Guest Foul	1 Byte	
Guest Timeout	1 Byte	
Guest Score	1 Byte	
Tail	1 Byte	0xCD

Sample: CC CC 07 00 0D 01 02 03 05 01 02 08 04 05 06 CD

1. 0xCC 0xCChead
3. 0x07 ID represent send all match info
4. 0x00 0x0Ddata length represent 13 Bytes
5. 0x01 0x02 0x03 match time represent 01:02.03
6. 0x05 shock clock 5s
7. 0x01 home foul 1 times
8. 0x02 home timeout 2 times
9. 0x08 home score 8 points
10. 0x04 guest foul 4 times
11. 0x05 guest timeout 5 times
12. 0x06 guest score 6 points
13. 0xCD tail

5. Player Individual Info

Name		Length	Remark
Head		2 Byte	0xCC 0xCC
ID		1 Byte	0x09 = home player stats info 0x0A = guest player stats info
Data length		2 Byte (little-endian)	
Player1		20 Byte	
	Player number	1 Byte	the player number will be 0x00 when there is not enough player
	One Point made	1 Byte	
	One Point miss	1 Byte	
	One Point Rate	1 Byte	

	Two Point made	1 Byte	
	Two Point miss	1 Byte	
	Two Point rate	1 Byte	
	Three Point made	1 Byte	
	Three Point miss	1 Byte	
	Three Point rate	1 Byte	
	Free throw made	1 Byte	
	Free throw miss	1 Byte	
	Free throw rate	1 Byte	
	Rebounds	1 Byte	
	Assistant	1 Byte	
	Foul	1 Byte	
	reserved	1 Byte	
	reserved	1 Byte	
	reserved	1 Byte	
	reserved	1 Byte	
Player2		20 Byte	
...			
Player16		20 Byte	
Tail		1 Byte	0xCD