

Ultra Score Data Out Protocol (for Ball Games)

The Data Out function of Ultra Score program can export the real time timing and scoring data with UDP broadcast.

The broadcast is on port **2800**. Any software in the same network as Ultra Score can listen on this port to receive the real time data.

1. General Data

Item	Length	
Head	2 BYTE	0xFF 0xFE
ID	1 BYTE	0x01 for general data
Length	2 BYTE	0x12 0x00 (Length=18)
Period	1 BYTE	1 st Period = 0x01, 2 nd Period=0x02
Match Timer Status	1 BYTE	This data composed by following flags: Match Timer=0x10, Break Timer=0x20 Timing=0x01, not start yet or paused=0x02 Ex: Match Timer is timing: 0x11, Break Timer paused: 0x22
Minute part of Match Timer	1 BYTE	Ex: 0x0B when match timer is 11:59.5 0xFF means the match timer be closed (not display)
Second part of Match Timer	1 BYTE	Ex: 0x3B when match timer is 11:59.5 0xFF means the match timer be closed (not display)
1 / 10 second part of Match Timer	1 BYTE	Ex: 0x05 when match timer is 11:59.5 0xFF means the match timer be closed (not display)
Second part of Shot Clock	1 BYTE	Ex: 0x18 when shot clock is 24 (for Basketball) In American-football , this also be used for play clock. In Field-hockey , this also be used for 40" or 8" count down. In Water-polo , this also be used for shot clock. 0xFF means the shot clock be closed (not display)
1 / 10 second part of Shot Clock	1 BYTE	Ex: 0x09 when shot clock is 24.9. 0xFF means the shot clock be closed (not display)
Timeout	1 BYTE	Ex: 0x3C when timeout 60 seconds

		0xFF means no available timeout.
Reserved	1 BYTE	
Reserved	1 BYTE	
Team A Score	1 BYTE	
Team B Score	1 BYTE	
Team A Foul	1 BYTE	
Team B Foul	1 BYTE	
Team A Timeout times	1 BYTE	
Team B Timeout times	1 BYTE	
Team A Possession / Serve	1 BYTE	0x01 when team A serve
Team B Possession / Serve	1 BYTE	0x01 when team B serve
Foot	2 BYTE	0xFD 0xFC

2. Player Individual Data

Item		Length	
Head		2 BYTE	0xFF 0xFE
ID		1 BYTE	0x02 for team A, 0x03 for team B
Length		2 BYTE	0x3C 0x00 (Length=60)
Player 1	Number	1 BYTE	0x05 when player number is 5
	Individual Score	1 BYTE	0x20 when player individual score is 32
	Individual Foul	1 BYTE	0x04 when player individual foul is 4
Player 2	Number	1 BYTE	
	Individual Score	1 BYTE	
	Individual Foul	1 BYTE	
...	
Player 20	Number	1 BYTE	
	Individual Score	1 BYTE	
	Individual Foul	1 BYTE	
Foot		2 BYTE	0xFD 0xFC

3. Penalty

Item		Length	
Head		2 BYTE	0xFF 0xFE
ID		1 BYTE	0x04 for team A, 0x05 for team B
Length		2 BYTE	0x06 0x00 (Length=6)
Penalty Info 1	Player Number	1 BYTE	0x05 when player number is 5
	Minute part of Penalty Time	1 BYTE	0x01 when penalty time is 119 second (01:59)
	Second part of Penalty Time	1 BYTE	0x38 when penalty time is 119 second (01:59)
Penalty Info 2	Player Number	1 BYTE	
	Minute part of	1 BYTE	

	Penalty Time		
	Second part of Penalty Time	1 BYTE	
Penalty Info 3	Player Number	1 BYTE	
	Minute part of Penalty Time	1 BYTE	
	Second part of Penalty Time	1 BYTE	
Foot		2 BYTE	0xFD 0xFC

4. Player on Court Data

Item		Length	
Head		2 BYTE	0xFF 0xFE
ID		1 BYTE	0x06 for team A, 0x07 for team B
Length		2 BYTE	0x28 0x00 (Length=40)
Player 1	Number	1 BYTE	0x05 when player number is 5
	On Court State	1 BYTE	0x01 when player on the court
Player 2	Number	1 BYTE	
	On Court State	1 BYTE	
...	
Player 20	Number	1 BYTE	
	On Court State	1 BYTE	
Foot		2 BYTE	0xFD 0xFC