

Ultra Score Data Out Protocol (for Futsal)

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 BYTES | 0xFF 0xFE |
| ID | 2 BYTES | 0x71 0x01 for general data |
| System ID | 1 BYTE | Identify each system in one stadium. 0x01 by default. |
| Length | 2 BYTES | 0x1E 0x00 (Length=30) |
| Period | 1 BYTE | 1 st Half = 0x01, Break=0x02, 2 nd Half=0x03 |
| 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 |
| Match Timer | 3 BYTES | Minute part + second part + 1/10 second part. Ex: 0x0B 0x3B 0x05 when match timer is 11:59.5 0xFF 0xFF 0xFF means the match timer be closed (not display) |
| Timeout | 1 BYTE | Ex: 0x3C when timeout 60 seconds 0xFF means no available timeout. |
| Team A Score | 1 BYTE | |
| Team B Score | 1 BYTE | |
| Team A First Half Score | 1 BYTE | |
| Team B First Half Score | 1 BYTE | |
| Team A Second Half Score | 1 BYTE | |
| Team B Second Half Score | 1 BYTE | |
| Team A Extra-time 1 1st Half Score | 1 BYTE | |
| Team B Extra-time 1 1st Half Score | 1 BYTE | |
| Team A Extra-time 1 2nd Half Score | 1 BYTE | |
| Team B Extra-time 1 2nd Half Score | 1 BYTE | |
| Team A Extra-time 2 1st Half Score | 1 BYTE | |

| | | |
|------------------------------------|---------|-----------|
| Team B Extra-time 2 1st Half Score | 1 BYTE | |
| Team A Extra-time 2 2nd Half Score | 1 BYTE | |
| Team B Extra-time 2 2nd Half Score | 1 BYTE | |
| Team A Shootout Score | 1 BYTE | |
| Team B Shootout Score | 1 BYTE | |
| Team A Timeout Times | 1 BYTE | |
| Team B Timeout Times | 1 BYTE | |
| Team A Warning | 1 BYTE | |
| Team B Warning | 1 BYTE | |
| Team A Yellow Card | 1 BYTE | |
| Team B Yellow Card | 1 BYTE | |
| Team A Red Card | 1 BYTE | |
| Team B Red Card | 1 BYTE | |
| Foot | 2 BYTES | 0xFD 0xFC |

2. Player Data

| Item | Length | |
|-----------|---------------|---|
| Head | 2 BYTES | 0xFF 0xFE |
| ID | 2 BYTES | 0x72 0x01 for team A, 0x73 0x01 for team B |
| System ID | 1 BYTE | Identify each system in one stadium. 0x01 by default. |
| Length | 2 BYTES | 0x8C 0x00 (Length=140) |
| Player 1 | Number | 3 BYTES Player number in ASCII mode. 0x31 0x35 0x00 when player number is 15. 0x00 0x00 0x00 when no player available. |
| | Score | 1 BYTE 0x20 when player score is 32 |
| | Yellow Card | 1 BYTE 0x01 when player yellow card is 4 |
| | Red Card | 1 BYTE |
| | Penalty Times | 1 BYTE |
| Player 2 | Number | 3 BYTES |
| | Score | 1 BYTE |
| | Yellow Card | 1 BYTE |
| | Red Card | 1 BYTE |
| | Penalty Times | 1 BYTE |
| ... | ... | ... |
| Player 20 | Number | 3 BYTES |
| | Score | 1 BYTE |
| | Yellow Card | 1 BYTE |
| | Red Card | 1 BYTE |
| | Penalty Times | 1 BYTE |
| Foot | 2 BYTES | 0xFD 0xFC |

3. Penalty

| Item | | Length | |
|----------------|---------------|---------|--|
| Head | | 2 BYTES | 0xFF 0xFE |
| ID | | 2 BYTES | 0x74 0x01 for team A, 0x75 0x01 for team B |
| System ID | | 1 BYTE | Identify each system in one stadium. 0x01 by default. |
| Length | | 2 BYTES | 0x0F 0x00 (Length=15) |
| Penalty Info 1 | Player Number | 3 BYTES | Player number in ASCII mode. 0x31 0x35 0x00 when player number is 15. |
| | Penalty Time | 2 BYTES | Minute part + second part 0x01 0x38 when penalty time is 119 second (01:59) |
| Penalty Info 2 | Player Number | 3 BYTES | |
| | Penalty Time | 2 BYTES | |
| Penalty Info 3 | Player Number | 3 BYTES | |
| | Penalty Time | 2 BYTES | |
| Foot | | 2 BYTES | 0xFD 0xFC |

4. Player on Court Data

| Item | | Length | |
|-----------|----------------|---------|---|
| Head | | 2 BYTES | 0xFF 0xFE |
| ID | | 2 BYTES | 0x76 0x01 for team A, 0x77 0x01 for team B |
| System ID | | 1 BYTE | Identify each system in one stadium. 0x01 by default. |
| Length | | 2 BYTES | 0x50 0x00 (Length=80) |
| Player 1 | Number | 3 BYTES | Player number in ASCII mode. 0x31 0x35 0x00 when player number is 15. |
| | On Court State | 1 BYTE | 0x01 when player on the court |
| Player 2 | Number | 3 BYTES | |
| | On Court State | 1 BYTE | |
| ... | ... | ... | |
| Player 20 | Number | 3 BYTES | |
| | On Court State | 1 BYTE | |
| Foot | | 2 BYTES | 0xFD 0xFC |