

Ultra Score Data Out Protocol (for Artistic Swimming)

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. Competitor Start List Data (Sort by starting order)

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		2 BYTES	0x50 0x0a for start list data
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0xb2 0x02 (Length=690)
Competitor 1	Number	3 BYTES	Competitor number in ASCII mode. 0x31 0x35 0x00 when player number is 15. 0x00 0x00 0x00 when no competitor available.
	Name	20 BYTES	Name in UTF-8 format. Ex: 0xe7 0x8e 0x8b 0xe8 0xbe 0xbe 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 for “王达” Each athlete of this competitor separate with “/”.
Competitor 2	Number	3 BYTES	
	Name	20 BYTES	
...		...	
Competitor 30	Number	3 BYTES	
	Name	20 BYTES	
Foot		2 BYTES	0xFD 0xFC

2. Competitor Result List Data (Sort by Result)

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		1 BYTE	0x51 0x0a for result list data
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0xfe 0x01 (Length=510)
Competitor 1	Number	3 BYTES	Competitor number in ASCII mode. 0x31 0x35 0x00 when player number is 15. 0x00 0x00 0x00 when no competitor available.

	Result	11 BYTES	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x30 0x30 0x00 0x00 0x00 0x00 for "9.5200" Ex: 0x35 0x2e 0x30 0x30 0x32 0x30 0x44 0x4e 0x53 0x00 0x00 for "5.0020 DNS"
	Rank	3 BYTE	Rank in ASCII format. Ex: 0x31 0x32 0x00 for "12"
Competitor 2	Number	3 BYTES	
	Result	11 BYTES	
	Rank	3 BYTE	
...		...	
Competitor 30	Number	3 BYTE	
	Result	11 BYTES	
	Rank	3 BYTE	
Foot		2 BYTES	0xFD 0xFC

3. Current Competitor Data

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	1 BYTE	0x52 0x0a for current competitor data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x6F 0x00 (Length=111)
Competitor Number	3 BYTES	Competitor number in ASCII mode. 0x31 0x35 0x00 when player number is 15.
Difficulty Degree	10 BYTES	In ASCII format.
Actual Difficulty Degree	10 BYTES	In ASCII format.
Elements Score	10 BYTES	In ASCII format.
Artistic Impression Score	10 BYTES	In ASCII format.
Pen	10 BYTES	In ASCII format.
Synchro Errors	10 BYTES	In ASCII format.
Score	10 BYTES	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x30 0x30 0x00 0x00 0x00 0x00 for "9.5200"
IRM	5 BYTES	Invalid Result Mark, In ASCII format. Ex: 0x44 0x4e 0x53 0x00 0x00 for "DNS".
Current Rank	3 BYTES	Rank in ASCII format. Ex: 0x31 0x32 0x00 for "12"
Combined Score - Figure	10 BYTES	In ASCII format.
Combined Score - Tech Routine	10 BYTES	In ASCII format.
Combined Score - Free Routine	10 BYTES	In ASCII format.
Combined Score	10 BYTES	In ASCII format.
Foot	2 BYTES	0xFD 0xFC



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