

Ultra Score Data Out Protocol (for Cricket)

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	0x51 0x01 for general data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x38 0x00 (Length=56)
Team A Overs	4 BYTE	Value in ASCII format. Ex: 0x31 0x32 0x2E 0x31 for "12.1"
Team B Overs	4 BYTE	
Team A Wickets	1 BYTE	
Team B Wickets	1 BYTE	
Team A Total Runs	1 BYTE	
Team B Total Runs	1 BYTE	
Team A Balls	1 BYTE	
Team B Balls	1 BYTE	
Team A Extras	1 BYTE	
Team B Extras	1 BYTE	
Team B Over1 Score	1 BYTE	
Team A Over2 Score	1 BYTE	
Team B Over2 Score	1 BYTE	
Team A Over3 Score	1 BYTE	
Team B Over3 Score	1 BYTE	
Team A Over4 Score	1 BYTE	
Team B Over4 Score	1 BYTE	
Team A Over5 Score	1 BYTE	
Team B Over5 Score	1 BYTE	
Team A Over6 Score	1 BYTE	
Team B Over6 Score	1 BYTE	
Team A Over7 Score	1 BYTE	
Team B Over7 Score	1 BYTE	
Team A Over8 Score	1 BYTE	
Team B Over8 Score	1 BYTE	
Team A Over9 Score	1 BYTE	

Team B Over9 Score	1 BYTE	
Team A Over10 Score	1 BYTE	
Team B Over10 Score	1 BYTE	
Team A Over11 Score	1 BYTE	
Team B Over11 Score	1 BYTE	
Team A Over12 Score	1 BYTE	
Team B Over12 Score	1 BYTE	
Team A Over13 Score	1 BYTE	
Team B Over13 Score	1 BYTE	
Team A Over14 Score	1 BYTE	
Team B Over14 Score	1 BYTE	
Team A Over15 Score	1 BYTE	
Team B Over15 Score	1 BYTE	
Team A Over16 Score	1 BYTE	
Team B Over16 Score	1 BYTE	
Team A Over17 Score	1 BYTE	
Team B Over17 Score	1 BYTE	
Team A Over18 Score	1 BYTE	
Team B Over18 Score	1 BYTE	
Team A Over19 Score	1 BYTE	
Team B Over19 Score	1 BYTE	
Team A Over20 Score	1 BYTE	
Team B Over20 Score	1 BYTE	
Foot	2 BYTES	0xFD 0xFC

2. Player Individual Data

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		2 BYTES	0x54 0x01 for team A, 0x55 0x01 for team B
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0xB4 0x00 (Length=180)
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.
	Runs	1 BYTE	0x02 when player Runs is 2
	Overs	1 BYTE	
	Balls	1 BYTE	
	Maiden Over	1 BYTE	
	Overs Bowled	1 BYTE	
	Wide	1 BYTE	
Player 2	Number	3 BYTES	

	Runs	1 BYTE	
	Overs	1 BYTE	
	Balls	1 BYTE	
	Maiden Over	1 BYTE	
	Overs Bowled	1 BYTE	
	Wide	1 BYTE	
...	...	...	
Player 20	Number	3 BYTES	
	Runs	1 BYTE	
	Overs	1 BYTE	
	Balls	1 BYTE	
	Maiden Over	1 BYTE	
	Overs Bowled	1 BYTE	
	Wide	1 BYTE	
Foot		2 BYTES	0xFD 0xFC

3. Player on Court Data

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		2 BYTES	0x56 0x01 for player on court data
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0x0F 0x00 (Length=15)
Batsman1	Number	3 BYTES	Player number in ASCII mode. 0x31 0x35 0x00 when player number is 15. 0x00 0x00 0x00 when no player available.
	Runs	1 BYTE	
Batsman2	Number	3 BYTES	
	Runs	1 BYTE	
Bowler	Number	3 BYTES	
	Overs	1 BYTE	
	Balls	1 BYTE	
	Maiden Over	1 BYTE	
	Overs Bowled	1 BYTE	
Foot		2 BYTES	0xFD 0xFC