

Ultra Score Data Out Protocol (for Diving)

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 0x09 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		2 BYTE	0x51 0x09 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 0x00 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52" Ex: 0x35 0x2e 0x30 0x30 0x20 0x44 0x4e 0x53 0x00 0x00 0x00 For "5.00 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 BYTES	
	Result	11 BYTES	
	Rank	3 BYTE	
Foot		2 BYTES	0xFD 0xFC

3. Current Competitor Data (for Individual)

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	2 BYTE	0x52 0x09 for current competitor data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x9e 0x00 (Length=158)
Competitor Number	3 BYTES	Competitor number in ASCII mode. 0x31 0x35 0x00 when player number is 15.
Current Dive	1 BYTE	Ex: 0x01 for dive 1.
Current Dive Type	1 BYTE	0x01 for Individual; 0x02 for Synchronised
Current Dive Height	3 BYTES	In ASCII format Ex: 0x31 0x30 0x00 for 10 m. Ex: 0x37 0x2E 0x35 for 7.5 m.
Current Difficulty Code	10 BYTES	In ASCII format Ex: 0x31 0x30 0x31 0x63 0x00 0x00 0x00 0x00 0x00 0x00 for 101c
Current Difficulty Code Score	10 BYTES	In ASCII format
Current Difficulty Code Caption	20 BYTES	UTF-8 format.
Current Dive Score	10 BYTES	ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Judge1 Score	10 BYTES	ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"

Judge1 Score Validity	1 BYTES	Ex: 0x01 for valid; 0x00 for invalid.
Judge2 Score	10 BYTES	ASCII format.
Judge2 Score Validity	1 BYTES	
Judge3 Score	10 BYTES	ASCII format.
Judge3 Score Validity	1 BYTES	
Judge4 Score	10 BYTES	ASCII format.
Judge4 Score Validity	1 BYTES	
Judge5 Score	10 BYTES	ASCII format.
Judge5 Score Validity	1 BYTES	
Judge6 Score	10 BYTES	ASCII format.
Judge6 Score Validity	1 BYTES	
Judge7 Score	10 BYTES	ASCII format.
Judge7 Score Validity	1 BYTES	
Total Score	10 BYTES	
Deduction	5 BYTES	Result in ASCII format. Ex: 0x35 0x31 0x2E 0x35 0x00 for "51.5"
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"
Foot	2 BYTES	0xFD 0xFC

4. Current Competitor Data (for Synchronised)

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	2 BYTE	0x53 0x09 for current competitor data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0xca 0x00 (Length=202)
Competitor Number	3 BYTES	Competitor number in ASCII mode. 0x31 0x35 0x00 when player number is 15.
Current Dive	1 BYTE	Ex: 0x01 for dive 1.
Current Dive Type	1 BYTE	0x01 for Individual; 0x02 for Synchronised
Current Dive Height	3 BYTES	In ASCII format Ex: 0x31 0x30 0x00 for 10 m. Ex: 0x37 0x2E 0x35 for 7.5 m.
Current Difficulty Code	10 BYTES	In ASCII format Ex: 0x31 0x30 0x31 0x63 0x00 0x00 0x00 0x00 0x00 0x00 for 101c
Current Difficulty Code Score	10 BYTES	In ASCII format
Current Difficulty Code Caption	20 BYTES	UTF-8 format.

Current Dive Score	10 BYTES	
Execution Judge1 Score	10 BYTES	ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Execution Judge1 Score Validity	1 BYTES	Ex: 0x01 for valid; 0x00 for invalid.
Execution Judge2 Score	10 BYTES	ASCII format.
Execution Judge2 Score Validity	1 BYTES	ASCII format.
Execution Judge3 Score	10 BYTES	ASCII format.
Execution Judge3 Score Validity	1 BYTES	ASCII format.
Execution Judge4 Score	10 BYTES	ASCII format.
Execution Judge4 Score Validity	1 BYTES	ASCII format.
Execution Judge5 Score	10 BYTES	ASCII format.
Execution Judge5 Score Validity	1 BYTES	ASCII format.
Execution Judge6 Score	10 BYTES	ASCII format.
Execution Judge6 Score Validity	1 BYTES	ASCII format.
Synchronisation Judge1 Score	10 BYTES	ASCII format.
Synchronisation Judge1 Score Validity	1 BYTES	ASCII format.
Synchronisation Judge2 Score	10 BYTES	ASCII format.
Synchronisation Judge2 Score Validity	1 BYTES	ASCII format.
Synchronisation Judge3 Score	10 BYTES	ASCII format.
Synchronisation Judge3 Score Validity	1 BYTES	ASCII format.
Synchronisation Judge4 Score	10 BYTES	ASCII format.
Synchronisation Judge4 Score Validity	1 BYTES	ASCII format.
Synchronisation Judge5 Score	10 BYTES	ASCII format.
Synchronisation Judge5 Score Validity	1 BYTES	ASCII format.
Total Score	10 BYTES	ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Deduction	5 BYTES	ASCII format. Ex: 0x31 0x2E 0x35 for Penalty 1.5.
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"
Foot	2 BYTES	0xFD 0xFC