Ultra Score Data Out Protocol (for Football)

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	0x11 0x01 for general data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x14 0x00 (Length=20)
Period	1 BYTE	0x01=1st Half, 0x02=2nd Half
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)
Additional Timer	3 BYTE	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)
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 Shootout Score	1 BYTE	
Team B Shootout Score	1 BYTE	
Foot	2 BYTES	0xFD 0xFC

2. Shootout Data

Item	**Length**	
Head	2 BYTES	0xFF 0xFE
ID	2 BYTES	0x12 0x01 for shootout data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x0B 0x00 (Length=11)
Shootout Round	1 BYTE	
Team A Shootout 1 Status	1 BYTE	Pending=0x00, Goal=0x01, Miss=0x02
Team A Shootout 2 Status	1 BYTE	
Team A Shootout 3 Status	1 BYTE	
Team A Shootout 4 Status	1 BYTE	
Team A Shootout 5 Status	1 BYTE	
Team B Shootout 1 Status	1 BYTE	
Team B Shootout 2 Status	1 BYTE	
Team B Shootout 3 Status	1 BYTE	
Team B Shootout 4 Status	1 BYTE	
Team B Shootout 5 Status	1 BYTE	
Foot	2 BYTES	0xFD 0xFC