

Ultra Score Data Out Protocol (for Breaking)

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. Current Athlete Data (for Solo Preliminary)

Item	Length	
Head	2 BYTE	0xFF 0xFE
ID	1 BYTE	0x16 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTE	0x6E 0x00 (Length=110)
Athlete Number	2 BYTE	Ex: 0x01 0x00 means athlete No 1.
Current Rank	3 BYTE	Rank in ASCII format.
Athlete A Score	10 BYTE	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Athlete B Score	10 BYTE	
Athlete A J1 Score	5 BYTE	
Athlete A J2 Score	5 BYTE	
Athlete A J3 Score	5 BYTE	
Athlete A J4 Score	5 BYTE	
Athlete A J5 Score	5 BYTE	
Athlete A J6 Score	5 BYTE	
Athlete A J7 Score	5 BYTE	
Athlete A J8 Score	5 BYTE	
Athlete B J1 Score	5 BYTE	
Athlete B J2 Score	5 BYTE	
Athlete B J3 Score	5 BYTE	
Athlete B J4 Score	5 BYTE	
Athlete B J5 Score	5 BYTE	
Athlete B J6 Score	5 BYTE	
Athlete B J7 Score	5 BYTE	
Athlete B J8 Score	5 BYTE	
IRM	5 BYTE	Invalid Result Mark
Foot	2 BYTE	0xFD 0xFC

2. Current Athlete Data (for Team Preliminary)

Item	Length	

Head	2 BYTE	0xFF 0xFE
ID	1 BYTE	0x17 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTE	0x78 0x00 (Length=120)
Athlete Number	2 BYTE	Ex: 0x01 0x00 means athlete No 1.
Current Rank	3 BYTE	Rank in ASCII format.
Score	10 BYTE	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Routine Score	10 BYTE	
Athlete Score	10 BYTE	
Routine 1 Score	10 BYTE	
Routine 2 Score	10 BYTE	
Athlete 1 Score	10 BYTE	
Athlete 2 Score	10 BYTE	
Athlete 3 Score	10 BYTE	
Athlete 4 Score	10 BYTE	
Athlete 5 Score	10 BYTE	
Athlete 6 Score	10 BYTE	
IRM	5 BYTE	Invalid Result Mark
Foot	2 BYTE	0xFD 0xFC

3. Current Athlete Data (for Solo Knockout)

Item	Length	
Head	2 BYTE	0xFF 0xFE
ID	1 BYTE	0x18 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTE	0xE1 0x00 (Length=225)
Athlete A Score	10 BYTE	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Athlete B Score	10 BYTE	
Athlete A Round 1 Score	10 BYTE	
Athlete A Round 2 Score	10 BYTE	
Athlete B Round 1 Score	10 BYTE	
Athlete B Round 2 Score	10 BYTE	
Athlete A Round 1 J1 Score	5 BYTE	
Athlete A Round 1 J2 Score	5 BYTE	
Athlete A Round 1 J3 Score	5 BYTE	
Athlete A Round 1 J4 Score	5 BYTE	
Athlete A Round 1 J5 Score	5 BYTE	

Athlete A Round 1 J6 Score	5 BYTE	
Athlete A Round 1 J7 Score	5 BYTE	
Athlete A Round 1 J8 Score	5 BYTE	
Athlete B Round 1 J1 Score	5 BYTE	
Athlete B Round 1 J2 Score	5 BYTE	
Athlete B Round 1 J3 Score	5 BYTE	
Athlete B Round 1 J4 Score	5 BYTE	
Athlete B Round 1 J5 Score	5 BYTE	
Athlete B Round 1 J6 Score	5 BYTE	
Athlete B Round 1 J7 Score	5 BYTE	
Athlete B Round 1 J8 Score	5 BYTE	
Athlete A Round 2 J1 Score	5 BYTE	
Athlete A Round 2 J2 Score	5 BYTE	
Athlete A Round 2 J3 Score	5 BYTE	
Athlete A Round 2 J4 Score	5 BYTE	
Athlete A Round 2 J5 Score	5 BYTE	
Athlete A Round 2 J6 Score	5 BYTE	
Athlete A Round 2 J7 Score	5 BYTE	
Athlete A Round 2 J8 Score	5 BYTE	
Athlete B Round 2 J1 Score	5 BYTE	
Athlete B Round 2 J2 Score	5 BYTE	
Athlete B Round 2 J3 Score	5 BYTE	
Athlete B Round 2 J4 Score	5 BYTE	
Athlete B Round 2 J5 Score	5 BYTE	
Athlete B Round 2 J6 Score	5 BYTE	
Athlete B Round 2 J7 Score	5 BYTE	
Athlete B Round 2 J8 Score	5 BYTE	
IRM	5 BYTE	Invalid Result Mark
Foot	2 BYTE	0xFD 0xFC

4. Current Athlete Data (for **Team Knockout**)

Item	Length	
Head	2 BYTE	0xFF 0xFE
ID	1 BYTE	0x19 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTE	0xCD 0x00 (Length=205)
Team A Score	10 BYTE	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Team B Score	10 BYTE	
Team A Routine Score	10 BYTE	

Team B Routine Score	10 BYTE	
Team A Athlete Score	10 BYTE	
Team B Athlete Score	10 BYTE	
Team A Routine 1 Score	10 BYTE	
Team A Routine 2 Score	10 BYTE	
Team A Athlete 1 Score	10 BYTE	
Team A Athlete 2 Score	10 BYTE	
Team A Athlete 3 Score	10 BYTE	
Team A Athlete 4 Score	10 BYTE	
Team A Athlete 5 Score	10 BYTE	
Team B Routine 1 Score	10 BYTE	
Team B Routine 2 Score	10 BYTE	
Team B Athlete 1 Score	10 BYTE	
Team B Athlete 2 Score	10 BYTE	
Team B Athlete 3 Score	10 BYTE	
Team B Athlete 4 Score	10 BYTE	
Team B Athlete 5 Score	10 BYTE	
IRM	5 BYTE	Invalid Result Mark
Foot	2 BYTE	0xFD 0xFC