

## Ultra Score Data Out Protocol (for Gymnastics)

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. Athlete Start List Data (Sort by starting order)

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		2 BYTES	0x50 0x04 for start list data
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0x76 0x02 (Length=630)
Athlete 1	Number	1 BYTE	Ex: 0x01 means athlete No 1. 0x00 means no athlete.
	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 0x00 0x00 0x00 for “王达”
Athlete 2	Number	1 BYTE	
	Name	20 BYTES	
...		...	
Athlete 30	Number	1 BYTE	
	Name	20 BYTES	
Foot		2 BYTES	0xFD 0xFC

### 2. Athlete Result List Data (Sort by Result)

Item		Length	
Head		2 BYTES	0xFF 0xFE
ID		1 BYTE	0x51 for result list data
System ID		1 BYTE	Identify each system in one stadium. 0x01 by default.
Length		2 BYTES	0xE0 0x01 (Length=480)
Athlete 1	Number	2 BYTES	Number in ASCII format. Ex: 0x31 0x00 means athlete No 1.
	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 BYTES	Rank in ASCII format. Ex: 0x31 0x32 0x00 for "12"
Athlete 2	Number	1 BYTE	
	Result	11 BYTES	
	Rank	3 BYTES	
...		...	
Athlete 30	Number	1 BYTE	
	Result	11 BYTES	
	Rank	3 BYTES	
Foot		2 BYTES	0xFD 0xFC

### 3. Current Athlete Data (for Artistic Gymnastics and Rhythmic Gymnastics)

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	1 BYTE	0x52 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0xDC 0x00 (Length=220)
Athlete Number	2 BYTES	Number in ASCII format. Ex: 0x31 0x00 means athlete No 1.
Current Rank	3 BYTES	Rank in ASCII format. Ex: 0x31 0x32 0x00 for "12"
Score	10 BYTES	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Difficulty Score	10 BYTES	In ASCII format.
Execution Score	10 BYTES	In ASCII format.
Penalty	10 BYTES	In ASCII format.
Reserved	170 BYTES	
IRM	5 BYTES	Invalid Result Mark, In ASCII format.Ex:0x44 0x4e 0x53 0x00 0x00 for "DNS".
Foot	2 BYTES	0xFD 0xFC

### 4. Current Athlete Data (for Figure Skating)

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	1 BYTE	0x52 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0xDC 0x00 (Length=220)
Athlete Number	2 BYTES	Number in ASCII format. Ex: 0x31 0x00 means athlete No 1.
Current Rank	3 BYTES	Rank in ASCII format.

		Ex: 0x31 0x32 0x00 for "12"
Score	10 BYTES	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52"
Presentation Total Score	10 BYTES	In ASCII format.
Presentation SS Score	10 BYTES	
Presentation TR Score	10 BYTES	
Presentation PE Score	10 BYTES	
Presentation CH Score	10 BYTES	
Presentation IN Score	10 BYTES	
Technical Element Total Score	10 BYTES	In ASCII format.
Technical Element 1 Score	10 BYTES	
Technical Element 2 Score	10 BYTES	
Technical Element 3 Score	10 BYTES	
Technical Element 4 Score	10 BYTES	
Technical Element 5 Score	10 BYTES	
Technical Element 6 Score	10 BYTES	
Technical Element 7 Score	10 BYTES	
Technical Element 8 Score	10 BYTES	
Technical Element 9 Score	10 BYTES	
Technical Element 10 Score	10 BYTES	
Technical Element 11 Score	10 BYTES	
Technical Element 12 Score	10 BYTES	
Penalty	10 BYTES	In ASCII format.
IRM	5 BYTES	Invalid Result Mark, In ASCII format.Ex:0x44 0x4e 0x53 0x00 0x00 for"DNS".
Foot	2 BYTES	0xFD 0xFC

#### 5. Current Athlete Data (for **Wu Shu Tao Lu Traditional**)

Item	Length	
Head	2 BYTES	0xFF 0xFE
ID	1 BYTE	0x52 for current athlete data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0xDC 0x00 (Length=220)
Athlete Number	2 BYTES	Number in ASCII format. Ex: 0x31 0x00 means athlete No 1.
Current Rank	3 BYTES	Rank in ASCII format. Ex: 0x31 0x32 0x00 for "12"
Score	10 BYTES	Result in ASCII format. Ex: 0x39 0x2E 0x35 0x32 0x00 0x00 0x00 0x00 0x00 0x00 for "9.52".
Judge Score 1	10 BYTES	In ASCII format.

Judge Score 2	10 BYTES	In ASCII format.
Judge Score 3	10 BYTES	In ASCII format.
Judge Score 4	10 BYTES	In ASCII format.
Judge Score 5	10 BYTES	In ASCII format.
Judge Score 6	10 BYTES	In ASCII format.
Judge Score 7	10 BYTES	In ASCII format.
Judge Score	10 BYTES	In ASCII format.
Addition	10 BYTES	In ASCII format.
Deduction	10 BYTES	In ASCII format.
Reserved	110 BYTES	
IRM	5 BYTES	Invalid Result Mark, In ASCII format.Ex:0x44 0x4e 0x53 0x00 0x00 for"DNS".
Foot	2 BYTES	0xFD 0xFC