

Ultra Score Data Out Protocol (for Table-tennis)

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	0x36 0x02 for general data
System ID	1 BYTE	Identify each system in one stadium. 0x01 by default.
Length	2 BYTES	0x25 0x00 (Length=37)
Match Name	8 BYTES	Match name in ASCII, Ex: A1001
Total Games	1 BYTE	Total Games of current match Ex: 7
Finished Games	1 BYTE	Finished Games of current match.
Current Game	1 BYTE	Current Game Ex: 1-7
Team A Serve	1 BYTE	0x00 = No serve 0x01 = Serve
Team B Serve	1 BYTE	
Team A Game 1 Points	1 BYTE	Team A Points on Game 1
Team B Game 1 Points	1 BYTE	
Team A Game 2 Points	1 BYTE	
Team B Game 2 Points	1 BYTE	
Team A Game 3 Points	1 BYTE	
Team B Game 3 Points	1 BYTE	
Team A Game 4 Points	1 BYTE	
Team B Game 4 Points	1 BYTE	
Team A Game 5 Points	1 BYTE	
Team B Game 5 Points	1 BYTE	
Team A Game 6 Points	1 BYTE	
Team B Game 6 Points	1 BYTE	
Team A Game 7 Points	1 BYTE	
Team B Game 7 Points	1 BYTE	
Team A Yellow Card	1 BYTE	
Team B Yellow Card	1 BYTE	
Team A Red Card	1 BYTE	
Team B Red Card	1 BYTE	
Team A Game Won	1 BYTE	Game Won for Team A
Team B Game Won	1 BYTE	

WLT	1 BYTE	0x00 = Not finished yet 0x01 = Match won by Team A 0x02 = Match won by Team B
Match Sequence of Team Match	1 BYTE	0x00 = Not a team match 0x01 = The 1 st match of the team match 0x02 = The 2 nd match of the team match ...
Team A Team Score	1 BYTE	Team Score for Team A
Team B Team Score	1 BYTE	
Foot	2 BYTES	0xFD 0xFC