

World Taekwondo Realtime Display

(c) 2019-2022 SenSoft Automation, Alphen aan den Rijn, NL



WT RTDS 2022

by SenSoft Automation

World Taekwondo Realtime Display is an output screen which provides information about ongoing fights, scoring and final results. It also shows the next matches coming up.

WT RTDS 2022

(c) 2022 SenSoft Automation

All rights reserved. No parts of this work may be reproduced in any form or by any means - graphic, electronic, or mechanical, including photocopying, recording, taping, or information storage and retrieval systems - without the written permission of the publisher.

Products that are referred to in this document may be either trademarks and/or registered trademarks of the respective owners. The publisher and the author make no claim to these trademarks.

While every precaution has been taken in the preparation of this document, the publisher and the author assume no responsibility for errors or omissions, or for damages resulting from the use of information contained in this document or from the use of programs and source code that may accompany it. In no event shall the publisher and the author be liable for any loss of profit or any other commercial damage caused or alleged to have been caused directly or indirectly by this document.

Printed: December 2022 in Alphen aan den Rijn NL

Publisher

SenSoft Automation

Managing Editor

Ronald Sens

Technical Editors

John van Leeuwen Richard Mooij

Cover Designer

Ronald Sens

Team Coordinator

Production

Special thanks to:

All the people who contributed to this document.

Table of Contents

	Foreword	0
Part I	Introduction	7
1	Main setup	8
2	Communication	13
3	Setup in TP4webserver	14
4	Output screen	15
	Index	0

WT RTDS 2022

Part



1 Introduction

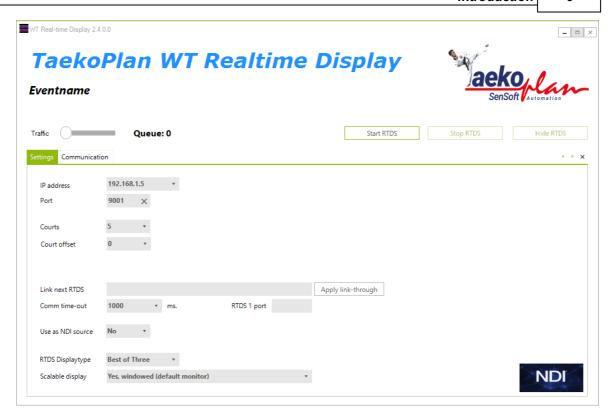
WT RTDS is the abbreviation for World Taekwondo Real Time Display. It is meant to show the actual situation on each court during the matches, like scores, rounds, round-times, gam-jeoms and the final results.



1.1 Main setup

To be able to run the RTDS you need to setup the parameters required.

The main setup screen is as shown below:



There are two tabs: **Settings** and **Communication**.

Settings tab:





This tab provides all entry fields for setting up the display.

IP Address

This is the IP address to which is the connection from the TP4Webserver is made. Sometimes a computer has more than one connection active (like cabled, WIFI and/or a second cabled connection). You need to tell the program to which connection it has to listen for incoming data.

Port

This is the port on which to listen for incoming data Always check if this port is not blocked by a firewall!

Courts

This is the number of courts used in the event.

Court offset

This is the number of courts to skip (not show). If for example you have court one not in use, you may enter 1 here to tell the program only to show courts 2 upto 6.

Link next RTDS

You can create a chain of RTDS systems by entering here the correct URL for a next RTDS system.

The data as received by this system will be sent unchanged to the next one.

Comm time-out

Set here the time-out in milliseconds for this link connection

RTDS 1 port

This is the port you are sending the data through to the next RTDS As this is an outgoing port, firewall does not have impact.

Apply link-through

To apply the settings and start the transfer of the data, click this button once.

Use as NDI source



This enables the second screen with the template data to be provided as NDI source. This will make it possible for any NDI compatible receiver to pick it up and show it on another computer in the network. The name of the source is **WT_RTDS**.

RTDS Displaytype

This decides which display format to use for the competition. You can select conventional, Best of Three or Para.

There are differences in layout.



Conventional:

000		R1	R2	R3	GR	TOTAL	GJ
000	CHUNG	0	0	0	0	0	0
	HONG	0	0	0	0	0	0

Best of Three:

000		R1	R2	R3	TOTAL
000	CHUNG	0	0	0	0
000	HONG	0	0	0	0

Para:

000		R1	GR	TOTAL	GJ
000	CHUNG	0	0	0	0
	HONG	0	0	0	0

Scalable display

You can select where the output window is shown:



Fullscreen second monitor will display the output on the whole client area on the extended screen (you need to set the display settings of Windows to Extended). Windowed will show the output in a window on your main display. You can resize and move the window and also move it to a second monitor.

Traffic



Change the slider to allow traffic to be shown on the second tab **Communication**.

Queue

Queue: 0

This provides info on the no. of not processed messages yet. It should always be 0 to show that all messages are processed.



This will start the RTDS on the second screen. Please note that for optimal viewing the monitor should have a resolution of 1920x1080.



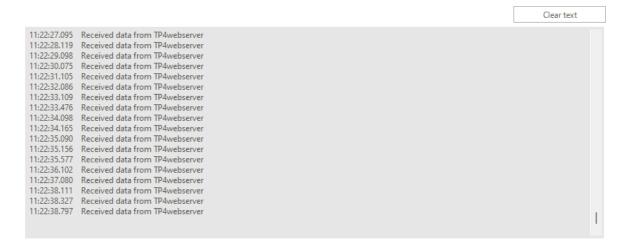
This will stop the RTDS and clear the second screen.

Hide RTDS

This will hide the RTDS. It will stay active but will not be visible anymore.

1.2 Communication

The second tab shows the status of the communication:



In this example the traffic slider is set to off, so only basic information is shown.

When you set the traffic slider to the right, the output will be different:

```
"home":1, "away":0 }, "roundTime":"00:04", "action":"MATCH_TIME", "description":"MATCH_TIME", "position":320, "timestamp":"2022-02-10T10:20:53+02:00" }, "relationships":{ "homeCompetitor":{ "data":{ "id":"RI-23324", "type":"competitors" } } }}

11:24:06.396 Received data: { "data":{ "type":"match-actions", "attributes":{"eventName":"9th Turkish Open 2022", "competitorBlue":"OZKAN Hazan", "competitorRed":"Rathi Motahareh", "countryBlue":"TUR", "countryRed":"RII", "wtfName":"WOMEN -55kg", "roundName":"Round of 16", "flagBlue":"TUR", "flagRed":"RII", "matchld":"513", "courtNo":"5", "score":{ "home":4, "away":15 }, "round":3, "penalties":{ "home":6, "away":0} }, "roundTime":"00:20", "action":"MATCH_TIME", "description":"MATCH_TIME", "josition":308, "timestamp":"2022-02-10T10:23:34+02:00" }, "relationships":{ "homeCompetitors":{ "data":{ "id":"TUR-18508", "type":"competitors" } } } } } } } } } } } } } } 

11:24:07.070 Received data: { "data":{ "id":"RI-23512", "type":"competitors" } } } } } } } } } 

11:24:07.070 Received data: { "data":{ "type":"match-actions", "attributes":{ "eventName":"9th Turkish Open 2022", "competitorBlue":"SEDAGHAT MANSOORI Asma", "competitorRed":"KARABULUT Beyza", "countryBlue":"IRI", "countryRed":"TUR", "wtfName":"WOMEN -59kg", "roundName":"Round of 16", "flagBlue":"IRI", "flagRed":"TUR", "matchld":"414", "courtNo":"4", "score":{ "home":24, "away":26 }, "round":3, "penalties":{ "home":1, "away":0}, "roundTime":"00:03", "action":"MATCH_TIME", "description":"MATCH_TIME", "position":321, "timestamp":"2022-02-10T10:20:54+02:00"}, "relationships":{ "homeCompetitor":{ "data":{ "id":"RI-23324", "type":"competitors" } } } } } } 
], "awayCompetitor":{ "data":{ "id":"TUR-6801", "homeCompetitor":{ "data":{ "id":"RI-23324", "type":"competitors" } } } } } } } } 
], "awayCompetitor":{ "data":{ "id":"TUR-6801", "homeCompetitor":{ "data":{ "id":"RI-23324", "type":"competitors" } } } } } } } } } } } } } % }
```

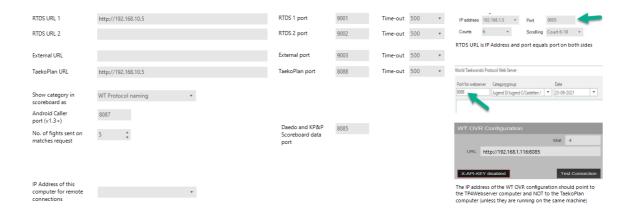
Now all data is shown. This makes it easy to check if data is received in a proper way.



Click this button to clear the textbox.

1.3 Setup in TP4webserver

To be able to use the WT RTDS, you need to set it up also in the TP4Webserver.



RTDS URL 1

The first RTDS URL should be set to the IP Address of the computer receiving the data of the webserver.

RTDS 1port

This is the port to which the data for the RTDS is sent.

Time-out

This is the time out in milliseconds for the data transfer.

The same setup can be done for a second RTDS. You can also decide to chain the first RTDS to a second one to lower the CPU usage.

Always start the RTDS when the TP4Webserver is started and running.

1.4 Output screen

The output is shown on a second screen or windowed.

For this to show fullscreen, please use a second monitor with extended screen option set in Windows.

The output fullscreen and windowed is identical.



This screen shows the ongoing fights. On the left the fight are shown with fightnumbers, names, scoring per round and total score and gam-jeoms. On the right the next three upcoming matches are shown.

Important to know:

- When a match is finished, a timer for one minute is started to clear the matchdata from the screen. If in the meantime a new match is loaded, this timer is stopped.
- When the last fight is completed, the next matchdata will be cleared completely.