

# Automated Commentaries for Simulated Soccer

## Server Monitor Protocol

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Author	Akbar Sherwani
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## **Sign-off sheet**

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**Document Author Signature: AS\***

**Document Author Name: Akbar Sherwani**

**Quality Assurance Signature: AM\***

**Quality Assurance Name: Ahsan Mussa**

**Project Manager Signature: AM\***

**Project Manager Name: Ahsan Mussa**

\* By signing this document you approve that the entire contents of the deliverable has been reviewed and is in line with the objectives of the project.

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## 1. Monitor Protocol:

### 1.1. Explanation:

The Soccer Server communicates with the monitor on the UDP port 6000. Once a monitor has connected to this port it needs to register itself as a monitor to begin receiving information.

To register the monitor needs to send what monitor version it requires:

*(dispinit version <version>)*

Once this has been achieved the Soccer Server sends the following messages depending on the monitor version:

- Show Information – Displays players positions and game data
- Message Information – Displays messages sent by players and coaches.
- Draw Information – Information for monitor to draw certain points on the field of play.
- Server Parameters (Version 2+) – Details on server parameters
- Player Parameters (Version 2+) – Details on players parameters

All of the above information which is sent is sent as bytes. The format when received is in Struts:

Example of a show information strut:

```
typedef struct {  
    char pmode ;  
    team_t team[2] ;  
    pos_t pos[MAX_PLAYER * 2 + 1] ;  
    short time ;  
} showinfo_t ;
```

The strut is sent over a byte and you need to read individual bytes to access the pmode or time data.

Example strut:

```
typedef struct {  
    char name[16]; /* name of the team */  
    short score; /* current score of the team */  
} team_t ;
```

We do however need identify the type of strut and then we can access the data inside.

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### **1.2. Usage**

In our system we would be looking at show information the most in terms of getting the players positions and the play mode data. This information will be sent every 100ms and we will need to store the data so we can build up what is occurring and what has occurred to commentate.

Details of the meanings of the individual data can be found in the server manuals appendix.

We will also listen into the Message Information so we can identify what the coaches are saying to the team. The message information has a similar strut which contains the message information passed from the coaches.

### **1.3. Which Monitor Version**

The server is backwards compatible with any of the monitor versions so it would not make a difference if we were using a older version. We have chosen version 2 of the monitor protocol as it contains the information we need and also there is large amount of information regarding its protocol.