

## Specification 3.6 - Magic « Internet office (=”Greece”)

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### General

This document is based on *Automation of results updating* created by Fotis Skoularikis, named *Spec-1* in this document.

Up to and including version 2.1 the specification only contained continuous result reporting. It has now been extended to include European Master Points reporting (see section 3).

All columns are tab-separated. All rows are separated by CR+LF. The first row contains column headers.

### Magic hierarchy

The basic Magic hierarchy is built up by the following entities:

Event ∈ Serie ∈ Team ∈ Roster ∈ Player

Line-ups and results are entered for Round + Segment. In case of single-segment matches, the value of Segment is always 1.

### Problems: Tournament + Group

*Spec-1* asks for Tournament + Group while Magic Team only knows about Event + Serie. There is no 1:1 relationship between the two. Here are some Magic samples that point out the problem:

Malmö 2004: Event: European Teams. Serie: Open / Women / Seniors

Barcelona 2004: Event: Champion’s Cup. Serie: Q-A / Q-B / Semi-final / Final

Tenerife 2005: Event: Mixed teams. Serie Q-A / Q-B / Q-C / ... / Final stages

This has to be solved one way or the other.

### Problems: Round + Segment

*Spec-1* asks for Round in 2B and 2C. Magic uses Round + Segment. Both 2B and 2C have been expanded to include Segment.

### General file export column naming

Column names have the following prefixes to indicate column type:

cs Text  
n Integer  
f Decimal number  
date Date

2B, 2C and 2E follow this general structure for what columns are included in the file:

- Eight human-eye columns
- n file-specific columns (see 2B and 2C)
- Eight ID columns

### Eight human-eye columns

csEvent Event name  
csSerie Serie name  
nRound Round number  
nSegment Segment number (1)  
nTable Table number  
csRoom “Open” or “Closed” (2)  
csTeamHome Home team name  
csTeamAway Away team name

- (1) Always 1 in case of single-segment matches.
- (2) If not applicable, for instance in case of a match result report, this column is empty.

### Eight ID columns

nEventID Internal ID  
nSerieID Internal ID  
nTeamIDHome Internal ID  
nTeamIDForeignHome Foreign ID (1)  
nTeamHome Team number (2)  
nTeamIDAway Internal ID  
nTeamIDForeignAway Foreign ID (1)  
nTeamAway Team number (2)

- (1) If used, this foreign team ID can be returned from the external system by using file 2A-a.
- (2) Team numbering usually starts at 1.

## 1A – Pairs event

Not covered in this specification.

## 2A-c – Initial teams list

Greece sends this file to Magic some time before the event and Magic imports the event data. Later, after possible changes, Magic returns 2A and 2E which then can be followed by 2A-a and 2A-b.

For events that have been created by Greece, 2A-a will have no purpose since foreign team IDs already exist in Magic. For ad-hoc events created by Magic, 2A-a will have a purpose.

2A-c will have the following layout, based on the file `barcelona_participants.txt` that was used for Champion's Cup 2004 in Barcelona. To the right are the Magic fields equivalent to the information of the file:

eventname	csEvent + csSerie
teamname	csTeam
teamid	nTeamIDForeign
Surn	csLastName
Name	csFirstName
role	Not used (1)
CountryLongName	Not used
CountryAbbrevIOC	csCountryIOC
EBLCode	csMemberID

- (1) Empty if player, else npc, pc, trainer, etc. Only players and playing captains will be currently imported into Magic.

## 2A – Team list (event setup)

This follows *Spec-1* except for what has been described in the *Problems* section above. This is a complete list of columns:

csEvent	Event name
csSerie	Serie name
csTeam	Team name
csMemberID	EBL member code (1)
csRole	Role (2)
csFirstName	First name
csLastName	Last name
nEventID	Internal ID
nSerieID	Internal ID
nTeamID	Internal ID
nTeamIDForeign	Foreign ID (3)
nTeam	Team number (4)
csCountryISO	ISO-3 country code (5)
csCountryIOC	IOC country code (5)
nPlayerID	Internal ID (1)
nSortRoster	Player sort order (6)

- (1) There is no guarantee that all EBL member codes exist at first export. File 2A-b can be used by the external system to return member codes.
- (2) An empty field indicates a player, else their role (PC, NPC, Coach, ...) is used.
- (3) Initially the foreign ID column is empty. If used, the external system can return this ID by using file 2A-a.
- (4) Team numbering usually starts at 1.
- (5) ISO and IOC codes can be used to identify countries in case team names do not. ISO codes do not exist in case of "Olympic countries" like Scotland and Wales.
- (6) For easier data entry at the line-up counter Magic keeps track of pair combinations and makes partners appear next to each other in player lists.

## 2A-a – Foreign team ID confirmation

Magic can keep track of a foreign team ID that is supplied by an external system. This makes it easier and safer for the external system to import data.

After import of 2A, 2A-a can be returned to Magic. Two columns are needed to resolve the IDs:

nTeamID	Internal ID
nTeamIDForeign	Foreign team ID

## 2A-b – EBL member code confirmation

Magic does not guarantee that EBL member codes exist at first 2A export. Therefore 2A-b can be used to return member codes for players who lack such. 2A-b can also be used to correct misspelled names and incorrect member codes.

After import of 2A, 2A-b can be returned to Magic. Two columns are needed to resolve the IDs:

nPlayerID	Internal ID
csMemberID	EBL member code
csFirstName	First name
csLastName	Last name

## 2B – Team match results

Eight human-eye columns and eight ID columns are supplied. In between, the following columns can be found:

fIMPCarryOverHome	(1)
fIMPHome	(2)
fIMPAdjustmentHome	(3)
fIMPTotalHome	(4)
fVPCarryOverHome	(5)
fVPHome	(6)
fVPAdjustmentHome	(7)
fVPTotalRoundHome	(8)
fVPTotalHome	(9)
nRankHome	(10)
nRankMaxHome	(11)
fIMPCarryOverAway	(1)
fIMPAway	(2)
fIMPAdjustmentAway	(3)
fIMPTotalAway	(4)
fVPCarryOverAway	(5)
fVPAway	(6)
fVPAdjustmentAway	(7)
fVPTotalRoundAway	(8)
fVPTotalAway	(9)
nRankAway	(10)
nRankMaxAway	(11)
csComment	General information

- (1) For the first segment of each round, carry-over IMPs equals to knock-out carry-over. For later segments it equals to the sum of all previous segments (including knock-out carry-over if applicable). Example below.
- (2) Segment IMPs.
- (3-ko) At knock-out, IMP adjustments can be used for penalties or other adjustments. A penalty shows as a negative IMP adjustment.
- (3-vp) At VP events, IMP adjustments can be used to make changes to one but not the other team. This means that the final result can be 40-30 from one team's perspective but 27-40 from the other.
- (4) = fIMPCarryOver + fIMP + fIMPAdjustment
- (5) VP carry-over is only possible for the first round of an event.
- (6) These VPs are based on the total IMPs (4).
- (7) VP adjustment can be used for penalties or other adjustments. A penalty shows as a negative VP adjustment.
- (8) = fVP + fVPAdjustment
- (9) Accumulated VP up to and including this round
- (10) Rank based on total VP (9)
- (11) In case of a tie this rank shows the higher of the tied ranks. If nRank = 5 and nRankMax = 7 it is a three-way tie.

### IMP carry-over sample

	C-O	1	2	3	4
fIMPCarryOver	--	12	46	60	
fIMP	12	34	14	...	
fIMPTotal	--	46	60	...	

## 2C – Team line-ups

Eight human-eye columns and eight ID columns are supplied. In between, the following player columns can be found:

csPlayerNameNorth	(1)
csPlayerNameSouth	(1)
csPlayerNameEast	(1)
csPlayerNameWest	(1)
csMemberIDNorth	(2)
csMemberIDSouth	(2)
csMemberIDEast	(2)
csMemberIDWest	(2)

- (1) Format: FirstName Space LastName
- (2) EBL member code, if available. Magic Team can get this code by using file 2A-b.

## 2D – Team board results

Eight human-eye columns and eight ID columns are supplied. In between, the following results columns can be found:

nBoard  
csContractOpen  
csDeclarerOpen  
nTricksWonOpen  
csLeadOpen  
nResultNSOpen  
nResultEWOpen  
csContractClosed  
csDeclarerClosed  
nTricksWonClosed  
csLeadClosed  
nResultNSClosed  
nResultEWClosed  
fIMPHome  
fIMPAway

Currently one file per match is created.

## 2E – Team match schedule

This is a complete list of teams, rounds and matches. The column layout is identical to 2B – Team match result.

For the IMP and VP columns, only fIMPCarryOver and fVPCarryOver are used. Remaining columns are empty.

### 3 - EMP

Magic contains the following fields to deal with synchronization issues:

nPlayerID            Local key (Magic)  
nPlayerIDForeign   Foreign key (Greece)  
csEBLCode

These fields allow both Magic and Greece to work independently. Records that are added in both systems can be spotted by the other and dealt with accordingly. The same goes for changes.

### 3A – Players (Greece -> Magic)

This file contains the complete player list from the main player database in Greece. It has the following format:

nPlayerID            Local key (Magic)  
nPlayerIDForeign   Foreign key (Greece)  
csEBLCode  
csLastName  
csFirstName  
csSex                M / W / [Empty]  
dateBirth            YYYY-MM-DD

### 3B – Players and totals (Magic -> Greece)

3B contains players, total master points (EMP), rating points (RP) and senior master points (SMP).

nPlayerID            Local key (Magic)  
nPlayerIDForeign   Foreign key (Greece)  
csEBLCode  
csCountryIOC        (1)  
csLastName  
csFirstName  
csSex                M / W / [Empty]  
dateBirth            YYYY-MM-DD  
nYear                (2)  
nYearLastActive    (2)  
nEMPTotal  
nRPTotal  
nSMPTotal  
nTitle                (3)

- (1) This column is only relevant for players added by Magic since those do not have any EBL member codes yet.
- (2) nYear shows what year the points relate to while nYearLastActive shows the year of the last transaction for the player.
- (3) 0 = No title (the field may also be empty)  
1 = European Master  
2 = European LifeMaster  
3 = European GrandMaster

### 3C – EMP details (Magic -> Greece)

3C gives details on the events.

### 3D – Ranks (Magic -> Greece)

3D gives a number of ranking lists. The combination of nMPTType and nRankType decides the ranking list. Since only nPlayerID is supplied, this file must be used in combination with 3B.

nPlayerID            Local key (Magic)  
nYear  
nMPTType            (1)  
nRankType            (2)  
csCountryIOC        (3)  
nRank

- (1) 1 = EMP = European master points  
2 = RP = Rating points  
3 = SMP = Senior master points
- (2) 1 = EBL All  
2 = EBL Women  
3 = EBL Senior  
4 = EBL Junior  
11 = NBO All  
12 = NBO Women  
13 = NBO Senior  
14 = NBO Junior
- (3) This column is only shown for the rank types 11-14. The purpose of it is for players who have changed NBOs so they can appear in different NBO ranking lists in different years.

There are different senior ranking lists. The combination (nMPTType,nRankType) = (1,3) gives the senior rating for normal EMPs while (3,1) gives the senior rating for SMPs. (3,3) gives the same result as (3,1).