Live Broadcast Service

Two years ago, in Pau, modules were added to the Open Source g2b/Wrama system used for the live show - play and running scores - to perform a special type of "almost real-time" broadcast on Internet of the same information: live bid and play from both rooms and parallel running scores synchronized to the live deal.

The method requires no special equipment; it works by sending a pure HTML/Javascript page (several in the next stage, possibly with more "main" matches) from the private server running the data on the competition site to a number of public servers outside.

The page are refreshed (the FTP transmission is repeated) at short intervals, while the browsers of the end users ask for refresh automatically.

There is no limit to the possible audience, because "primary" external servers can refresh the page(s) to a number of "secondary" ones.

More important, there is no cost involved, because the external servers already exist: they should be the ones owned by the NBOs (condition, the FTP receiving service must be active).

To link a server to the chain, the Web Master should define a folder to receive the page(s) through FTP and a password to actually access the server; the pathname of the folder and the password should be communicated **not later than 20 April 2010** to

Prof. Gianni Baldi
gianni.baldi@gmail.com

As soon as such data is available, tests will be done sending data coming from an actual competition, possibly at the end of April.

To make available the page to the NBO members, the Web Masters only needs to create and publish a link to the main HTML page in the set

Prof. Gianni Baldi is available for any further information.