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Olympic Data Feed

ODF Weather Messages Interface Document

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Version history

Version	Date	Comments
R2 v1.0	2 October 2009	Submitted for review version
R2 V2.0	30 October 2009	Submitted for approval
R2 V3.0	27 November 2009	Approval version, Add the serialization to the messages
R2 V3.1	31 March 2010	Added Copyright
R2 V3.2	30 April 2010	Some issues detected

File reference: ODF/INT060-R2 v3.2 APP

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v2.0	SFA	• Submitted for approval
R2 v3.0	APP	• Approval version • Add the attribute Serial in the header to all messages.
R2 v3.1	APP	• Added copyright
R2 v3.2	APP	• Add Venue attribute in the ODFBody for all weather messages • Change the Trigger and Frequency section for DT_VEN_COND to include data for Day, Night and Global data for the day • Add Wind_Degree attribute in the DT_VEN_COND for fix the Wind degree direction • Add Code attribute in the element DateTime for DT_VEN_COND message to can inform of general information for periods forecast in the day, change to optional the attribute Time for these cases and clarify some comments for the Condition and Temperature elements.

TABLE OF CONTENT

1. Introduction

1.1. This document

This document describes the ODF weather messages. These messages apply to places or venues condition.

1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF weather messages, with the intention that the information message producer and the message consumer can successfully interchange the information provided by these messages.

1.3. Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4. Glossary

The following abbreviations are used in this document

- **IOC –** International Olympic Committee
- **ODF –** Olympic Data Feed
- **RSC –** Results System Codes
- **WNPA –** World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF weather Messages in a general way.

2.2. End to End data flow

The general rules as described in the documents referenced in the chapter 1.5 will have to be considered for a complete and formal definition. In the following chapters, for each ODF weather message it will be defined the description, header values, triggers and frequency, structure, values and sort of the message. The message structure and the values to be included in the entire message attributes, including ODF header, as well as the sort of the message according to certain ODF attributes.

Any ODF message should follow all the previous definitions in order to be considered as an ODF compliant message.

3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes' entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	**Code Entity Set of Values**	
CC @Competition	CC @Competition should be notified in advance for the whole competition.	
CC @PeriodCode	**Code**	**Description**
	HO	Hourly
	MD	Midday
	TN	Tonight
CC @PlaceCode	Defined in ODF Common Codes See entity Region The entity's attribute to be used is Code	
CC @PrecType	**Code**	**Description**
	R	Rain
	S	Snow
CC @UnitPrec	**Code**	**Description**
	C	Centimetres
	M	Millimetres
	I	Inches
CC @UnitPres	**Code**	**Description**
	HPA	Hectopascal
CC @UnitTemp	**Code**	**Description**
	C	Celsius
	F	Fahrenheit
CC @UnitWind	**Code**	**Description**
	MPH	Miles per hour
	KMH	Kilometres per hour
	MS	Metres per second
CC @WeatherCondition	Defined in ODF Common Codes Document See entity Weather conditions • The entity's attribute to be used is Code	
CC @VenueCode	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Venue	
CC @WeatherPoints	**Code**	**Description**
	C	Common information on all venue

CC @WindDirection	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Code

4. General Issues

4.1. ODF header

ODF Weather Messages will follow the general ODF message structure the same way it is described in the ODF Central Messages Interface Document, chapter “5.1.1. ODF header”. Please, refer to that document for further information.

4.2. Attributes Definition

The attributes types are explained in the chapter “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.

4.3. Weather messages definition

In general, it is important to point out a couple of clarifications in regards to the ODF weather Messages definition.

4.3.1. General information for all messages

- For all the messages its content must be UTF-8.
- For all the messages, as a clarification, in case that you do not know data for some attributes proceed:

  a) In case that the attribute is required send it empty.

  b) In case that the attribute is optional send it empty or not send the attribute.

5. Point in Time

5.1. List of Messages

The following table lists the ODF weather messages, with their types and their names.

Message Type	Message name
DT_PLA_COND	Place Conditions
DT_VEN_COND	Venue Conditions
DT_WEA_ALERT	Weather Alerts

5.2. Place Condition

5.2.1. Description

The Place condition is a message containing the forecast conditions of a place (Region with Venue or without Venue associate).
There are three types of Places:

Place-Country: For example Great Britain
Place without Venues associated: For example Dublin
Place with Venues associates: For example London

5.2.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: GL 0 CC @PlaceCode 0 00	This is a general identifier
DocumentType	DT_PLA_COND	Place Condition message
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
DocumentSubtype	CC @PlaceCode	Place code
Venue	PDC	Code by default
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.2.3. Trigger and Frequency

- Each hour: For that place the weather provider will send the message with all the data for this hour.

5.2.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

Competition						
	Code					
	Place					
		Code				
		DateTime (1..N)				
			Date			
			Time			
			Conditions			
				Condition		
					Code	
					Value	
			Description (0..N)			
				Period		
				Language		
				-		

5.2.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Place	Code	M	CC@PlaceCode	Unique ID of the Place
Place/DateTime	Date	M	*YYYYMMDD*	Date for the forecast
	Time	M	HHMMSSmmm	Time of the conditions Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Place/DateTime/Conditions/Condition	Code	M	SKY	Weather conditions type
	Value	M	CC@WeatherCondition	Codes that describe the Weather Condition, they depend on the @Code
Place/DateTime/Description	Period	M	HO	Code that say this Description is sent hourly
	Language	M	*CC@Language*	Language
	-	M	*Free text*[1]	Description of the weather in a Place

5.2.6. Message sort

There is not any special sort order requirement for this message. Usually, DateTime will be the attribute used to sort the conditions.

[1] The length of the information provided should be codified in UTF-8, and not more than 4000 characters

5.3. Venue Condition

5.3.1. Description

The weather condition is a message containing the forecast and current conditions of the venue for today and several days.

5.3.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: GL 0 CC @VenueCode 0 00	This is a general identifier
DocumentType	DT_VEN_COND	Venue weather conditions message
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
DocumentSubtype	CC @VenueCode	Venue code
Venue	PDC	Code by default
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.3.3. Trigger and Frequency

This message should be sent each hour the conditions and the forecast information that contain (for the day and for the next days), thisforecast information will be defined bellow:

For Summer Games

- The first message of the day will be a forecast message must be provided at 6:00 h. and must update all the information of the current day and the two days

after. It must include the hours depicted in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day			6:00	9:00	12:00	15:00	18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00

- There will be an update message at 11:00 h. It must include information for the hours shown in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day					12:00	15:00	18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00

- There will be another forecast message at 17:00 h. It must include information for the hours shown in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5..

First/Current day							18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 3	0:00	3:00	6:00					

- Finally, there will be an update message at 23:00 h. It must include information for the next days (not for the current day), including the following hours plus hourly the weather provider must send day, night and global data for Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5..

First/Current day								
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 3	0:00	3:00	6:00					

For Winter Games

- The message should contain data for the current day and the two following days. It must always include all the hours specified in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day	6:00	7:00	8:00	9:00	10:00	11:00	12:00	13:00
	14:00	15:00	16:00	17:00	18:00	19:00	20:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	

- Messages should be sent on an hourly basis, from 6:00 to 21:00 at least, as close as possible to the top of the hour. Past/Current hours should be updated with real data, not forecast.

- An additional message is required every day before 00:15. This should be considered the first message of the day.

5.3.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

Competition					
	Code				
	Venue				
		Code			
		DateTime (1..N)			
			Date		
			Code		
			Time		
			Conditions		
				Code	
				Humidity	
				Wind_Direction	
				Wind_Degree	
				Prec_Type	
				Condition (1,2)	
					Code
					Value
				Precipitation (0, N[2])	
					Unit
					Value
				Pressure (0, N[3])	
					Unit
					Value
				Temperature (1,N[4])	
					Code
					Unit
					Value
					Type
				Wind (1, N[5])	
					Code
					Unit
					Value
			Description (0..N)		
				Period	
				Language	
				-	

[2] N depends on the @Unit

[3] N depends on the @Unit

[4] N depends on the @Code+@Unit+@Type

[5] N depends on the @Code+@Unit

		AccumulatedSnowfall (0,1)			
			Prec_Type		
			Precipitation (1..N[6])		
				Unit	
				Value	
			SnowfallFrom		
				ValidFrom	
					Date
					Time
				DateTime	
					Date
					Time
			SnowfallTo		
				ValidTo	
					Date
					Time
				DateTime	
					Date
					Time

5.3.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Venue	Code	M	CC @VenueCode	Unique ID of the Venue
Venue/DateTime	Date	M	YYYYMMDD	Date of the conditions
	Code	M	TIME, DAY, NIGHT, GLOBAL	TIME is the hourly forecast DAY is the forecast for the morning data of the day, NIGHT is the forecast for the night data of the day, GLOBAL is the forecast for the data of the day
	Time	O	HHMMSSmmm	Time of the conditions only required for @Code=TIME Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Venue/DateTime/Conditions	Code	M	CC@WeatherPoints	Weather Points
	Humidity	M	N(3)	Humidity in %
	Wind_Direction	M	CC @WindDirection	Wind direction
	Wind_Degree	M	Numeric	Wind Degree (direction)
	Prec_Type	O	CC @PrecType	Precipitation type
Venue/DateTime/Conditions/Condition Send twice in the case of Winter conditions	Code	M	SKY or SNOW	Weather conditions type SNOW only use for Winter
	Value	M	CC @WeatherCondition	Codes that describe the Weather Condition, they depend on the @Code
Venue/DateTime/Conditions/Precipitation	Unit	M	CC @UnitPrec	Metric system unit for precipitation
	Value	M	N(4).N(1) 9990.0	Precipitation quantity
Venue/DateTime/Conditio	Unit	M	CC @UnitPres	Metric system unit for pressure

[6] N depends on the @Unit

Element	Attribute	M/O	Value	Comments
ns/Pressure	Value	M	N(4) 9990	Air pressure
Venue/DateTime/Conditions/Temperature Send with three different @Code in the case of Winter conditions	Code	M	AIR, SNOW, WIND	Air, Snow or Wind Chill temperature Snow and Wind Chill temperature only Mandatory in Winter
	Unit	M	CC @UnitTemp	Metric system unit for temperature
	Value	M	±N(3).N(1) ±990.0	Temperature of the @Code
	Type	O	MAX, MIN, NOR	Maximum, Minimum or Normal temperature Maximum and Minimum only required for @Code=AIR (and only for Time = DAY, NIGHT and GLOBAL)
Venue/DateTime/Conditions/Wind Send with twice different @Code in the case of Winter conditions	Code	M	SPEED, GUSTS	Wind Speed and Wind Gusts Gusts is only Mandatory in Winter
	Unit	M	CC @UnitWind	Metric system unit for Wind
	Value	M	N(3).N(2) 990.00	Wind@Code
Venue/DateTime/Description This description has sense send only at 12:00 and at 21:00	Period	M	CC @PeriodCode	Only use at Midday and at Tonight
	Language	M	*CC@Language*	Language
	-	M	*Free text*[7]	Description of the weather in a Venue
Venue/AccumulatedSnowfall	Prec_Type	M	CC @PrecType	Precipitation type
Venue/AccumulatedSnowfall/ Precipitation	Unit	M	CC @UnitPrec	Metric system unit for precipitation
	Value	M	N(4).N(1) 9990.0	Precipitation quantity
Venue/AccumulatedSnowfall/SnowfallFrom/ValidFrom	Date	M	*YYYYMMDD*	Date Start date of validity period
	Time	M	*HHMMSSmmm*	Time Start time of validity period Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Venue/AccumulatedSnowfall/SnowfallFrom/DateTime	Date	M	*YYYYMMDD*	Start Date accumulated snowfall
	Time	M	*HHMMSSmmm*	Start Time accumulated snowfall Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Venue/AccumulatedSnowfall/SnowfallTo/ValidTo	Date	M	*YYYYMMDD*	Date End date of validity period
	Time	M	*HHMMSSmmm*	Time End time of validity period Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Venue/AccumulatedSnowfall/SnowfallTo/DateTime	Date	M	*YYYYMMDD*	End Date accumulated snowfall

[7] The length of the information provided should be codified in UTF-8, and not more than 4000 characters

Element	Attribute	M/O	Value	Comments
	Time	M	*HHMMSSmmm*	End Time accumulated snowfall Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000

5.3.6. Message sort

There is not any special sort order requirement for this message. Usually, Venue Date and Time will be the attribute used to sort the conditions.

5.4. Weather alert

5.4.1. Description

The weather alert is a message containing the current alerts for the Regions that has associated a Venue (Summer Games) or for the Venues (in Winter Games). When there is a weather situation that makes it necessary to alert the audience, one message has to be provided. Region/Venue Alert Messages are produced only in exceptional conditions.

5.4.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: GL 0 CC @PlaceCode 0 00	This is a general identifier
DocumentType	DT_WEA_ALERT	Weather alert message
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
DocumentSubtype	CC @PlaceCode	Place code
Venue	PDC	Code by default
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.4.3. Trigger and Frequency

- Whenever there is a weather situation that makes it necessary to alert the audience.

5.4.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

Competition						
	Code					
	Place					
		Code				
		Alerts(1..N)				
			Code			
			ValidFrom			
				Date		
				Time		
			ValidTo			
				Date		
				Time		
			Description			
				Language		
				-		

5.4.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	*CC @Competition*	Unique ID for competition
Place	Code	M	*CC@PlaceCode*	Unique ID of the Place (it can be a Region for Summer Games or a Venue for Winter Games)
Alert	Code	M	*Numeric*	Sequencial Number
Place/Alerts/ValidFrom	Date	M	*YYYYMMDD*	Date Start date of validity
	Time	M	*HHMMSSmmm*	Time Start date of validity Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Place/Alerts/ValidTo	Date	M	*YYYYMMDD*	Date End date of validity
	Time	M	*HHMMSSmmm*	Time End date of validity Where HH(hour) – 00..23, MM(minutes) – 00, SS(seconds) – 00, mmm(miliseconds) – 000
Region/DateTime/Description	Language	M	*CC@Language*	Language
	-	M	*Free text*[8]	Description of the Alert in a Place

5.4.6. Message sort

There is not any special sort order requirement for this message.

[8] The length of the information provided should be codified in UTF-8, and not more than 4000 characters

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