## NovoDS Synchronized Playback

## **Overview**

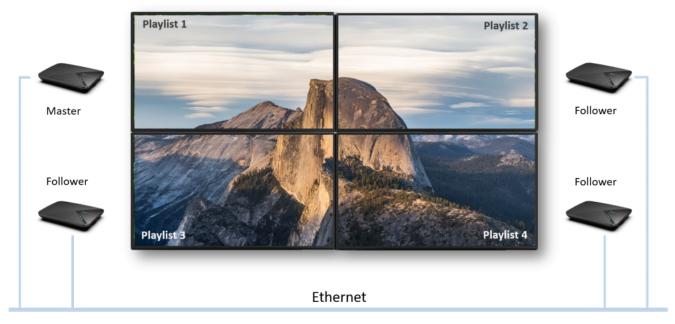
Synchronized playback allows a group of NovoDS players the ability to display their content at the same timing. Typically, this is used in two application scenarios

- Multiple NovoDS players display the same content at the exact same timing. This is quite popular in exhibition halls, shopping malls, and museums, etc.
- Multiple NovoDS players are used to construct a video wall. In this case, each of NovoDS players plays its part of the video, and, with the exact same timing, their playback as a whole renders the full video flawlessly on the video wall.

The following video clip demonstrates the video playback synchronized by 2 NovoDS4k players.

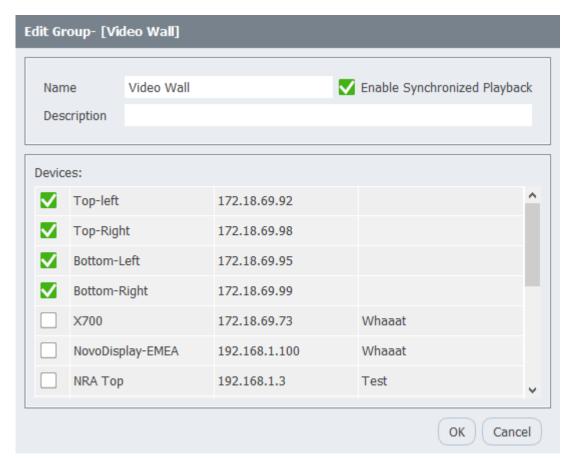
## Configuration

The basic concept of synchronized playback is to designate one player as the master unit and the rest synchronize their playback to this master unit. Time-sync signals are sent over the Ethernet to serve this purpose. (Note: WiFi is not recommended due to its high rate of packet loss.)



The rest of this article describes how to configure this feature.

- 1. Identify the NovoDS players for the synchronized playback and connect them in the same Ethernet
- 2. Create a device group in NovoDS Studio.



3. Designate one of NovoDS players as the master unit and the rest automatically become follower units.



- 4. Upload content (playlists) to all NovoDS players. For video wall applications, it is likely that each player has its unique playlist as each player only plays a part of the video and as a whole, their synchronized playback becomes a full video.
- 5. Start the playback of the master unit, and the follower units will start their playback automatically.