## Synchronise Menu boards and video wall arrays.

The DSA Playlist Sync feature allows playlists on two or more players to run in time synchronised mode. Content running on each player will play and remain precisely in step provided playlists have the same number of items, each with corresponding duration.

For operation of a video wall we recommend a single looping video in each playlist. This is ideal for large format high resolution video walls.

Each player can play separate media or part of an overall multiscreen animation in a synchronised presentation, allowing high impact engaging presentations across an array of screens.

Playlist Synchronisation is easy and cost effective to implement. Simply connect players on a separate network segment using a low cost router. Then configure one of the locally networked DSA players as a Sync Master (in the player settings) and enable the Time Sync Option in the Playlists.

DSA playlist synchronisation allows high resolution video to be played on video ways without the need for expensive video processors. 4K video can be presented on a 2x2 wall using HD screens at native resolution. Just connect a DSA player to each screen.
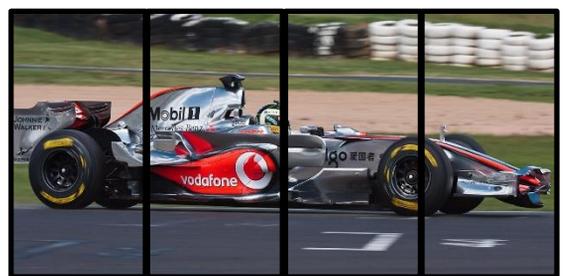
Applications:

➤ Menu Boards
➤ Video Walls
➤ Screen Arrays
➤ Video Banners / Towers

Key advantages

➤ *Low cost solution*
➤ *Easy implementation*
➤ *High impact*
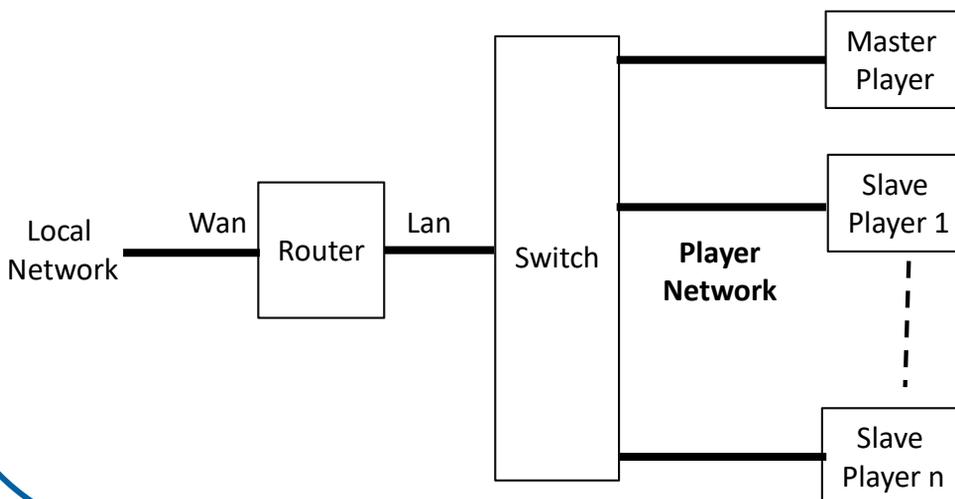➤ *Create animations across screens*

Setting up Sync with DSA

- Connect all players to the SAME local network using a low cost router. Note the first 3 common digits of the network IP address – eg 192.168.1…..Choose one player to be the master player (any one will do).

- Create a playlist for each player. In each case tick the SYNC option in the playlist properties.

New Playlist	✕
Name: My Syncronised Playlist 1	
Playlist Settings	
☑ Playlist Sync	
☐ Max duration	
✔ Create ✕ Cancel	

- During registration of the master player, tick the Synchronisation option in the player settings and set the IP address to xxx.yyy.zzz.255 using the first three parts of the network IP noted above. If the player is already registered, stop the player in *settings/apps/dsa player : Force Stop. D*elete "security.txt" in the *Standbyplayer* folder. Then start the player app again to access the app settings (you will need the player's location code).
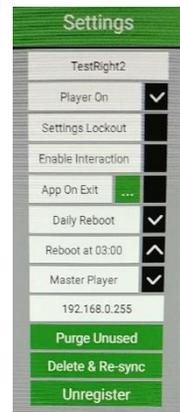
- Now save the new settings. When the master player is sent playlist with Sync enabled, you will see a green screen "*Generating Schedule*" first, then master content will play,

- The other players are slaves by default when sent a synchronised playlist. Once a SYNC playlist is downloaded, you will see a green screen "*Generating Schedule*" first and then "*Waiting for Signal*" as the slave waits to synchronise. Full synchronisation should occur within two loops on the master player.

- We strongly recommend a Router such TP-Link TL-WR841N. Use an additional switch for player arrays greater than 4.

Settings

TestRight2
Player On ✓
Settings Lockout ☐
Enable Interaction ☐
App On Exit ... ☐
Daily Reboot ✓
Reboot at 03:00 ^
Master Player ✓
192.168.0.255
Purge Unused
Delete & Re-sync
Unregister

Local Network — Wan — Router — Lan — Switch — **Player Network**

Master Player

Slave Player 1

Slave Player n

Note
All players must be
The same model

Contact us for a demonstration. DSA is provided and supported by: