



DV75H Ethernet Synching (requires firmware version 2.53 or higher)

Before starting, one of the DV75Hs will have to be designated as the "SERVER" (usually #1) with the other players designated as "CLIENTS". **Players (even if 2) have to be connected together using an Ethernet hub (switcher).**

1) Using a program, such as NOTEPAD on a PC, create a text file (.txt) called dspconfig in the root menu of the CF card for each player. ****NOTE TO MAC USERS **** You should use **TextWrangler** (with line break set for Windows CRLF) or Word (saving your file as a PLAIN TEXT file with MS-DOS encoding) since TextEdit does not add the proper termination characters (carriage return and line feed) at the end of a new line. Also, **BlueHarvest** is VERY useful for removing unwanted **MAC** trash files.

Each dspconfig.txt file has to start off with the following three lines:

```
set dsp sync status on
set dsp sync serverip "192.168.1.101"
set dsp sync numofsync 4
```

The text above is for a **4**-player synch system, if you wish to synch five (**5**) players you will have the change line 3 to be: "set dsp synch numofsync **5**".

2) You now need to give each player a **unique** IP address by using the following two command lines:

```
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.AAA", where AAA is a unique IP address of the player.
```

Player #1 (server) has to be given the same IP address that is in the set dsp sync serverip "192.168.1.**###**" command line:

Example for player#1:

```
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.101"
```

3) The next 4 lines will set up the remaining parameters of the network:

```
set dsp lan subnet "255.255.255.0"
set dsp lan gateway "192.168.1.1"
set dsp lan dns fix
set dsp lan dnsaddress "192.168.1.1"
```

4) You may also want to disable the on-screen display and make sure the player is set to standard mode by including the following 2 lines in the **dspconfig.txt** file:

```
set dsp adv osd disable
set dsp adv dspmode standard
```

Sample DSPCONFIG.TXT files for a 2-player synch system...

```
#-----
#DSPCONFIG.TXT for CF card/player #1 - note serverip and ipaddress is the SAME.
#-----
set dsp sync status on
set dsp sync serverip "192.168.1.101"
set dsp sync numofsync 2
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.101"
set dsp lan subnet "255.255.255.0"
set dsp lan gateway "192.168.1.1"
set dsp lan dns fix
set dsp lan dnsaddress "192.168.1.1"
set dsp adv osd disable
set dsp adv dspmode standard
```

```
#-----
```



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#DSPCONFIG.TXT for CF card/player #2 of 2 - note unique ipaddress

```
#-----  
set dsp sync status on  
set dsp sync serverip "192.168.1.101"  
set dsp sync numofsync 2  
set dsp lan ip fix  
set dsp lan ipaddress "192.168.1.102"  
set dsp lan subnet "255.255.255.0"  
set dsp lan gateway "192.168.1.1"  
set dsp lan dns fix  
set dsp lan dnsaddress "192.168.1.1"  
set dsp adv osd disable  
set dsp adv dspmode standard
```

5) You will now create a **playlist** plain text file in the root directory on each CF card consisting of the names of the files you wish to play in synch on each player. The text below will play files named **file1.jpg** and then **file2.wmv** in synch on all the players.

```
file1.jpg  
file2.wmv
```

If the files you wish to play have different names – For example, if you want **synch1.mpg** to play on player 1 while **synch2.mpg** is to play on player 2, the two playlist.txt files would contain the follow lines of text:

```
Contents of playlist.txt for player #1...  
synch1.mpg
```

```
Contents of playlist.txt for player #2...  
synch2.mpg
```

6) With the current version of the DV75H ESYNCH firmware, the “server” player will wait for the initialization feedback from all the players (the number determined by the **numofsync** parameter) before initiating synch playback on all the players. When a “client” player has completed playing it’s file, it will cue up at the next file automatically and start transmitting a completion code on the network – you will notice this activity by the flashing of the LAN LED on the player. When the “server” completes it’s video it waits for the completion status from all the players before initiating the next file playback.

This new start-up procedure allows the players to now be powered up independent to each other.

Sample files for a 2-player ESYNCH system can be found at www.technovision.com/esynch2

Sample files for a 3-player ESYNCH system can be found at www.technovision.com/esynch3

Sample files for a 4-player ESYNCH system can be found at www.technovision.com/esynch4

Sample files for a 5-player ESYNCH system can be found at www.technovision.com/esynch5



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Sample DSPCONFIG.TXT plain text files for a 3-player synch system...

```
#-----
#DSPCONFIG.TXT for CF card/player #1 - note serverip and ipaddress is the SAME.
#-----
set dsp sync status on
set dsp sync serverip "192.168.1.101"
set dsp sync numofsync 3
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.101"
set dsp lan subnet "255.255.255.0"
set dsp lan gateway "192.168.1.1"
set dsp lan dns fix
set dsp lan dnsaddress "192.168.1.1"
set dsp adv osd disable
set dsp adv dspmode standard

#-----
#DSPCONFIG.TXT for CF card/player #2 - note unique ipaddress
#-----
set dsp sync status on
set dsp sync serverip "192.168.1.101"
set dsp sync numofsync 3
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.102"
set dsp lan subnet "255.255.255.0"
set dsp lan gateway "192.168.1.1"
set dsp lan dns fix
set dsp lan dnsaddress "192.168.1.1"
set dsp adv osd disable
set dsp adv dspmode standard

#-----
#DSPCONFIG.TXT for CF card/player #3 - note unique ipaddress
#-----
set dsp sync status on
set dsp sync serverip "192.168.1.101"
set dsp sync numofsync 3
set dsp lan ip fix
set dsp lan ipaddress "192.168.1.103"
set dsp lan subnet "255.255.255.0"
set dsp lan gateway "192.168.1.1"
set dsp lan dns fix
set dsp lan dnsaddress "192.168.1.1"
set dsp adv osd disable
set dsp adv dspmode standard
```