



DV75 Ethernet Synching (REPEAT Mode – no playlist.txt file)

Before starting, one of the DV75s will have to be designated as the "SERVER" (usually #1) with the other players designated as "CLIENTS". Players are then connected together using an Ethernet hub (switcher), and ONLY if you are synching two (2) DV75 players, can you use a CAT5 crossover cable to connect the players.

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 have the following three lines (the remaining lines/functions can be set in the SETUP menu):

```
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 two (**2**) players you will have the change line 3 to be: "set dsp synch numofsync **2**".

2) You now need to give each player (CF card) 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 will also want to disable the on-screen display and make sure the player is set to **REPEAT** mode by including the following 2 lines in the **dspconfig.txt** file:

```
set dsp adv osd disable
set dsp adv dspmode repeat
```

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

```
#-----
#DSPCONFIG.TXT for CF card/player #1 (of 2) - 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 repeat
```



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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 repeat
```

5) With the current version of the DV75 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.

6) A TV66K controller can be attached to all the players if you require interactive control of the files. For the wiring instructions (players and/or buttons) to the TV66K, see the manual for the controller.

Unlike a regular ESYNCH system, you do not have to create a playlist.txt file for the players to follow. The players will automatically start playing the first media file (on each CF card) in synch. After each file has completed playing, the system will sequence through all the media files (alphabetically by default, but can be changed on the SETUP/ADVANCED/FILE SORT menu option). After the last file is played on player#1, the system will restart back to file#1.



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

```
#-----  
#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 repeat  
  
#-----  
#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 repeat  
  
#-----  
#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 repeat
```