DV75N Ethernet Synching (REPEAT Mode – no playlist.txt file required)

All of the procedures that are described below can be done manually (via infrared remote) in the LAN and ADVANCED menu on each player, but if you want to set up each player for ESYNCH mode without going into the MAIN MENU, you can create a unique (but very similar) DSPCONFIG.TXT file on each player. **NOTE** The DSPCONFIG.TXT file needs to be run only once to set the player up. Once the player is configured you can delete the DSPCONFIG.TXT file from the internal SDHC card via the BASIC/View option (by highlighting and deleting the file). .

Before starting, one of the DV75Ns will have to be designated as the "SERVER" (usually #1) with the other players designated as "CLIENTS". If synching just two (2) DV75N players, you can connect them together using a CAT5 crossover cable (Part# CAT5X-1), but if connecting more than 2 players, you will need an Ethernet hub (switcher) and cables.

1) Using a program, such as NOTEPAD on a PC, you can create a unique configuration text file (.txt) called dspconfig and then each unique dspconfig and video content is copied to the internal SD card in **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 to put it into ESYNCH mode:

```
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**".

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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"
```

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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"
```

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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
```

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

```
#--------------------------------------------------------------------------
#DSPCONFIG.TXT for 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


#----------------------------------------------------------------
#DSPCONFIG.TXT for 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.

A sample ESYNCH dspconfig.txt file and content for a 2-player system can be found at:
www.technovision.com/esynch2

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 (sorted alphabetically) on each internal SD card, in synch. After each file has completed playing, the system will sequence through all the media files before restarting 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 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 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 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
```

A sample ESYNCH dspconfig.txt file and content for a 3-player system can be found at:
www.technovision.com/esynch3