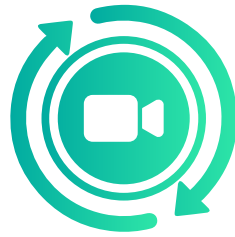


Sync**WIZ**

A complete solution for video synchronous recording and playback of archived videos with seamless 2110 integration to redefine broadcasting standards.



SyncWIZ

Tricube SyncWIZ is a solution for synchronous multichannel recording and playback of recorded archive. It contains 3 applications: SyncRecorder, SyncPlayer, and SyncPlayer Core.

SyncRecorder is a standalone software that you can use for synchronous multichannel recording from any possible sources: hardware devices, NDI signals, network streams, YouTube videos. The recordings could be split into chunks of desired duration for better archive management.



SyncPlayer is an application to playback the recorded content from a remote location. It requires SyncPlayer Core to be installed along with SyncRecorder on a recording server machine. The Core application controls the actual playback and streams the resulting Multiview to the Player side.

Features that make SyncWIZ unique:

- Frame-accurate synchronous multichannel recording,
- Wide range of supported inputs including online videos from webpages,
- Consumers and Professional video recording formats,
- Remote playback from any location

The document describes ways users can work with SyncWIZ.

User Scenarios

SyncWIZ is a perfect solution for video analytics who needs to monitor multiple channels at the same time for analyzing channels audience, detect highlights for future analysis. For such users, SyncRecorder is set up to record the monitoring channels into a video archive split into chunks of 30-60 minutes. The recording is running continuously, and when users need to analyze video recorded at a specific date, it's a task for SyncPlayer.

Another scenario fits regular video archive workflows, where the desired channels should be recorded into proxy formats and stored in a video library. Here SyncRecorder plays the key role, and SyncPlayer is required only when users need to check the archived content.

The 3rd scenario is for video editing workflows – the recorded video can be checked with SyncPlayer to get understanding what part of the content should be edited with non-linear editors. SyncRecorder supports professional formats including XDCAM and ProRes which are ready for NLE software.

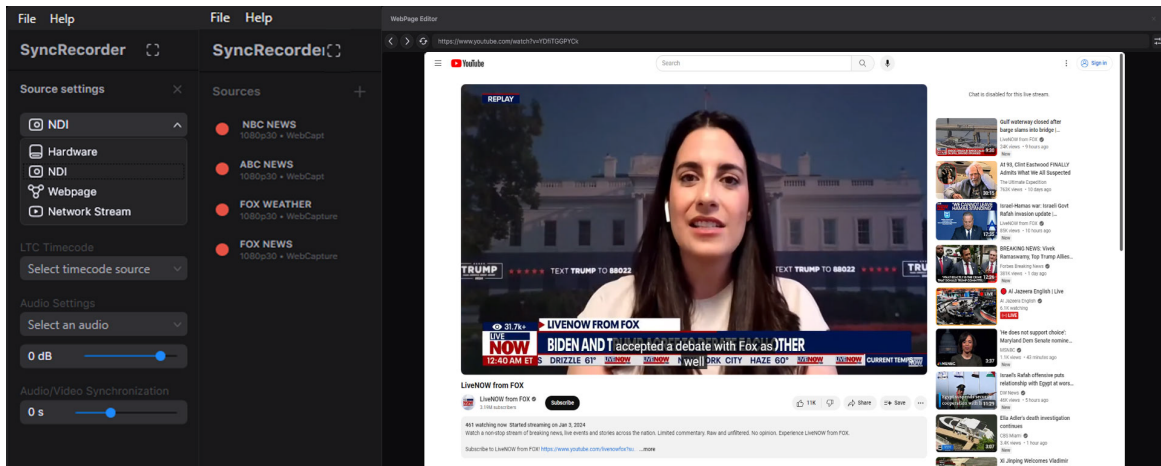
SyncRecorder

Deltacast ST2110 hardware and Blackmagic Design IP cards, along with SyncRecorder, allow you to record video from multiple sources—hardware devices, NDI, SRT, RTMP, UDP streams, web-pages (including live YouTube videos and streaming video players)—synchronously.

Once you start SyncRecorder, you should configure the input sources and the recording destinations:



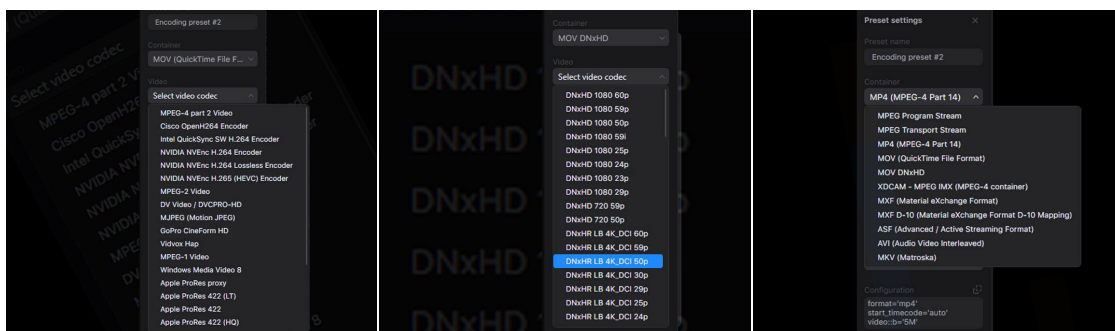
With Add Source button, you open a source editor where you should set a type of the video source: hardware, NDI, network stream, or a webpage:



For Hardware and NDI sources, you should set the device to work with or a name of the stream. For Network stream, type a stream URL. For WebPage, click the Set Webpage button – a browser opens where you can set the desired webpage for capturing.

Add as many sources as you need. On each of the preview panels, you can set which source to preview.

When all the sources are configured, it's time to set up the recording. Click Add Destination button to open the Destination Editor:



There you can set the target disk and folder, the recording chunks duration, and the encoding preset. You can adjust the preset with the Edit button and configure it depending on your requirements. SyncRecorder supports consuming formats (H.264, MPEG-2) as well as professional ones (ProRes, XDCAM).

For video archives it's important to set a naming template so the output files have unique names. You can use source name, date and time, chunk numbers and other options to set naming templates.

A unique feature of SyncRecorder is that you may have different destinations being recorded at the same time and even record one source to several destinations at once. For example, you can record a ready-to-edit format along with a low-bitrate proxy video. To have more destinations, just add them at the Destinations area with the + button.

Once all the destinations are done, you can set which destinations to use for which sources for recording. At the preview panels, open the Destinations list and check the required ones.

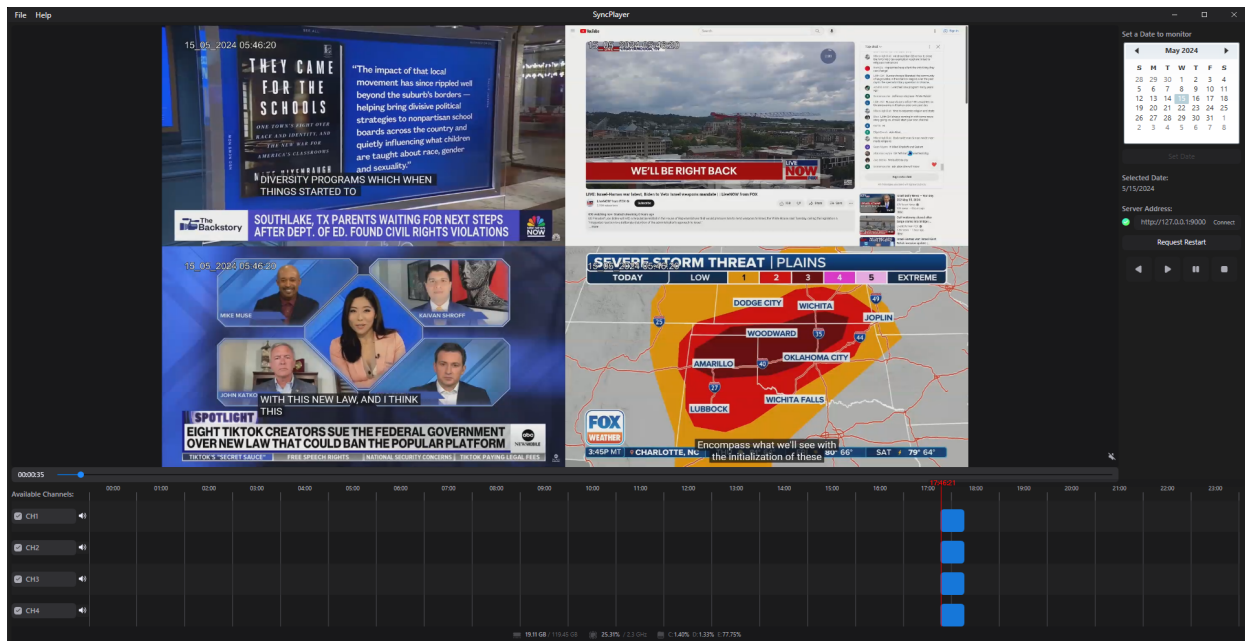
When everything is configured, you can start the recordings. You can start each channel individually with the record button. But if you want to record the channels synchronously, you should set the In Sync checkbox for the channels you want to synchronize. The synchronized channels recording is started with the record button above the preview area.



SyncRecorder configuration can be saved as a project and load later restoring all the settings.

SyncPlayer

This is a remote player for the recorded video:



Once started, please set the target URL to control the recorded archive. The URL has the following structure:

`http://{ip_address}:{port_number}`

where `ip_address` is an IP address of a machine where SyncRecorder is running or where the video archive is located, and the `port_number` is a port to send the commands to. Click the Connect button to set up the connection. If the target URL is set properly, you'll have a green circle next to the input URL field. If the connection interrupts, the circle becomes yellow.

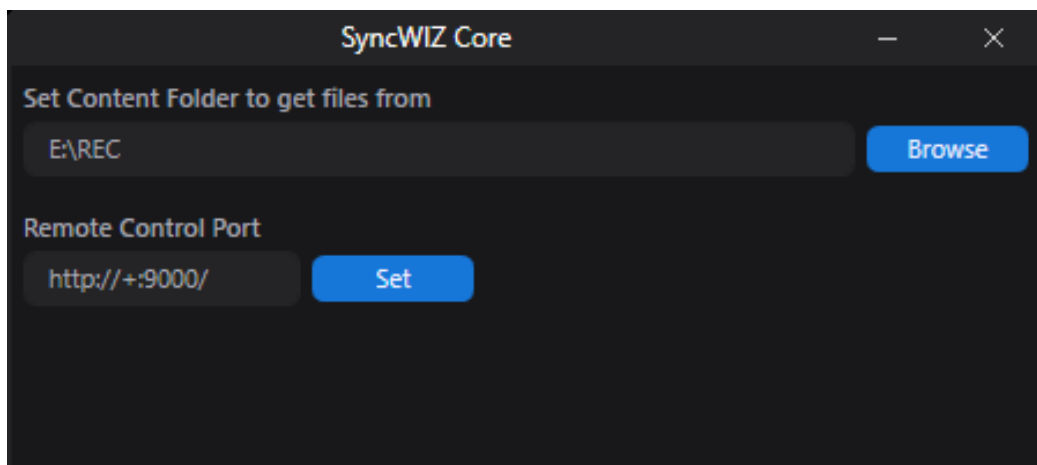
Once the connection is set, you should choose a desired date to monitor the recorded video. For this, select the date in a calendar and click the "Set the date" button. If there are recordings available at the specified date, you'll have a timeline of all the recorded channels available below the preview area.

To start a playback, click on the target chunk. All the files that start at the same time will be played on the preview. You can control the playback with Play, Pause, Reverse buttons at the right side of the window.

You can control audio and video from each of the received channel with the channel list at the left from the timeline. The checkbox controls if the video is available. The Sound button controls if the resulting Multiview contains audio from the channel.

SyncPlayer Core

This is software that controls the recording archive and streams a Multiview to SyncPlayer. You should set a path to the video archive library when you start it with the Browse button. Optionally, you can change the remote control port number. Once set, keep the software running so SyncPlayer can work properly.



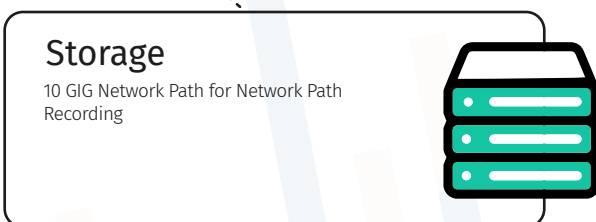
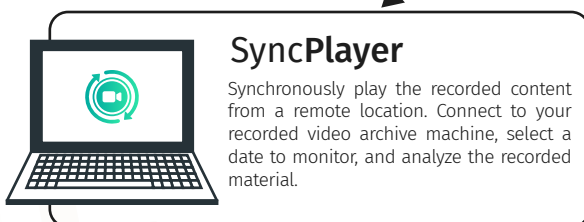
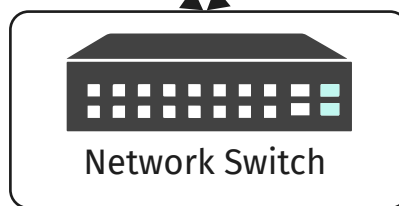
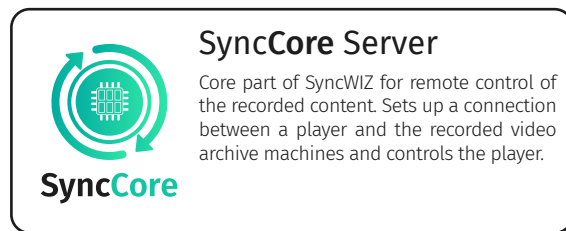
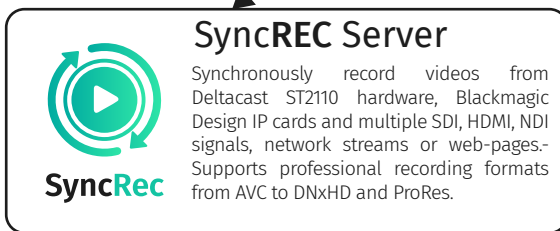
When SyncPlayer Core is minimized, it's available in the system tray, so it doesn't displayed on the taskbar that prevents users from occasional closing of the application.

Common Workflow

You should start SyncRecorder, configure it, and start capturing the content to your video archive. Then you should start SyncPlayer Core application on the same machine and set the path to the video archive there. Minimize the SyncPlayer Core so it's running at the system background.

On the remote machine where you want to control the recordings, start SyncPlayer, connect the video archive machine, and request the available recordings at a specified date.


[inputs →]



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