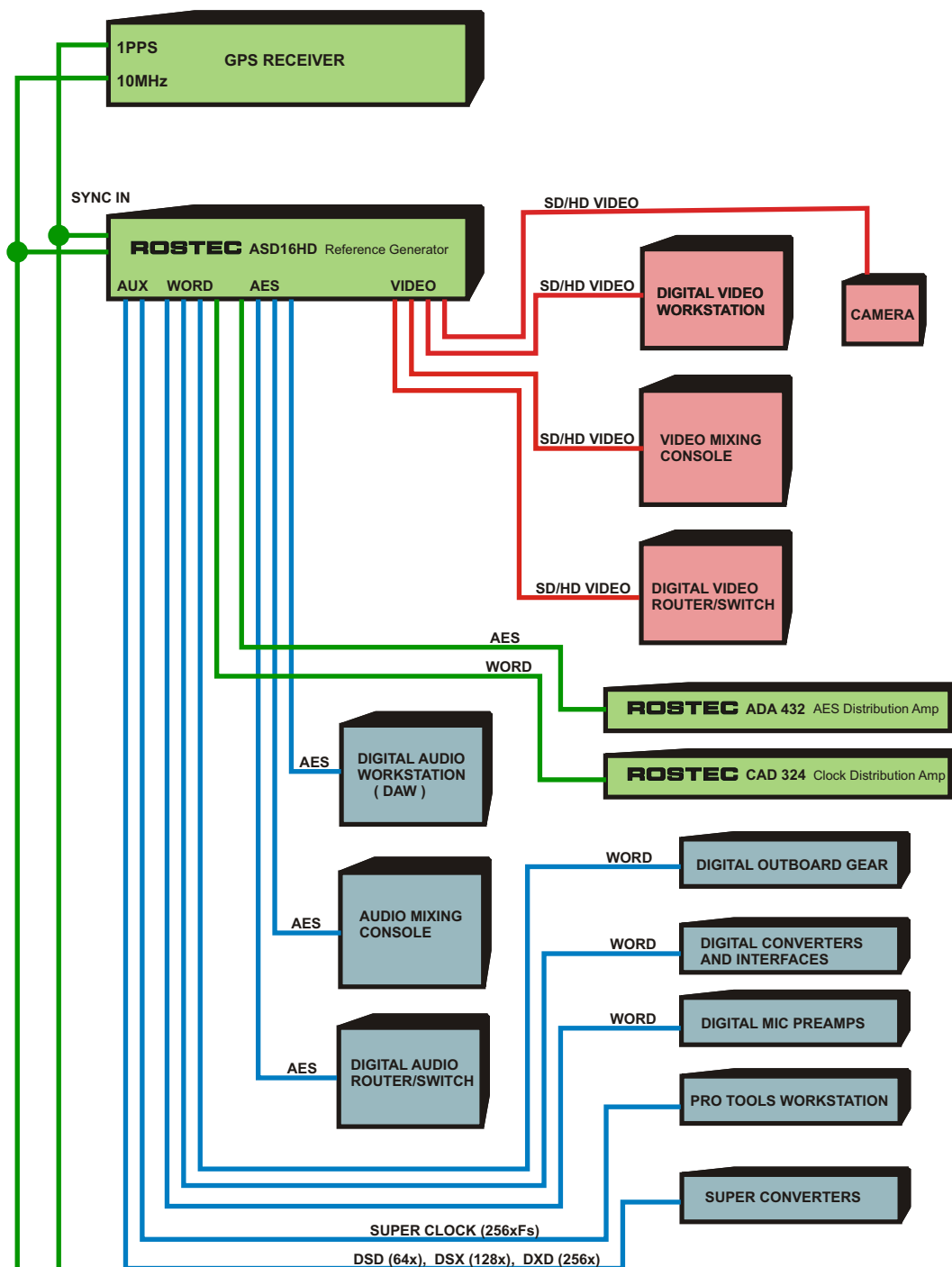
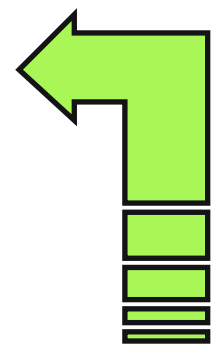
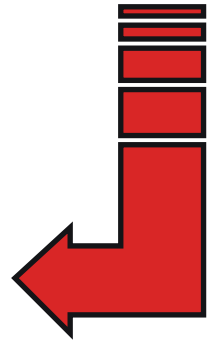
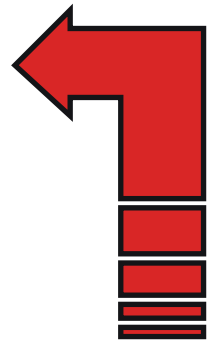


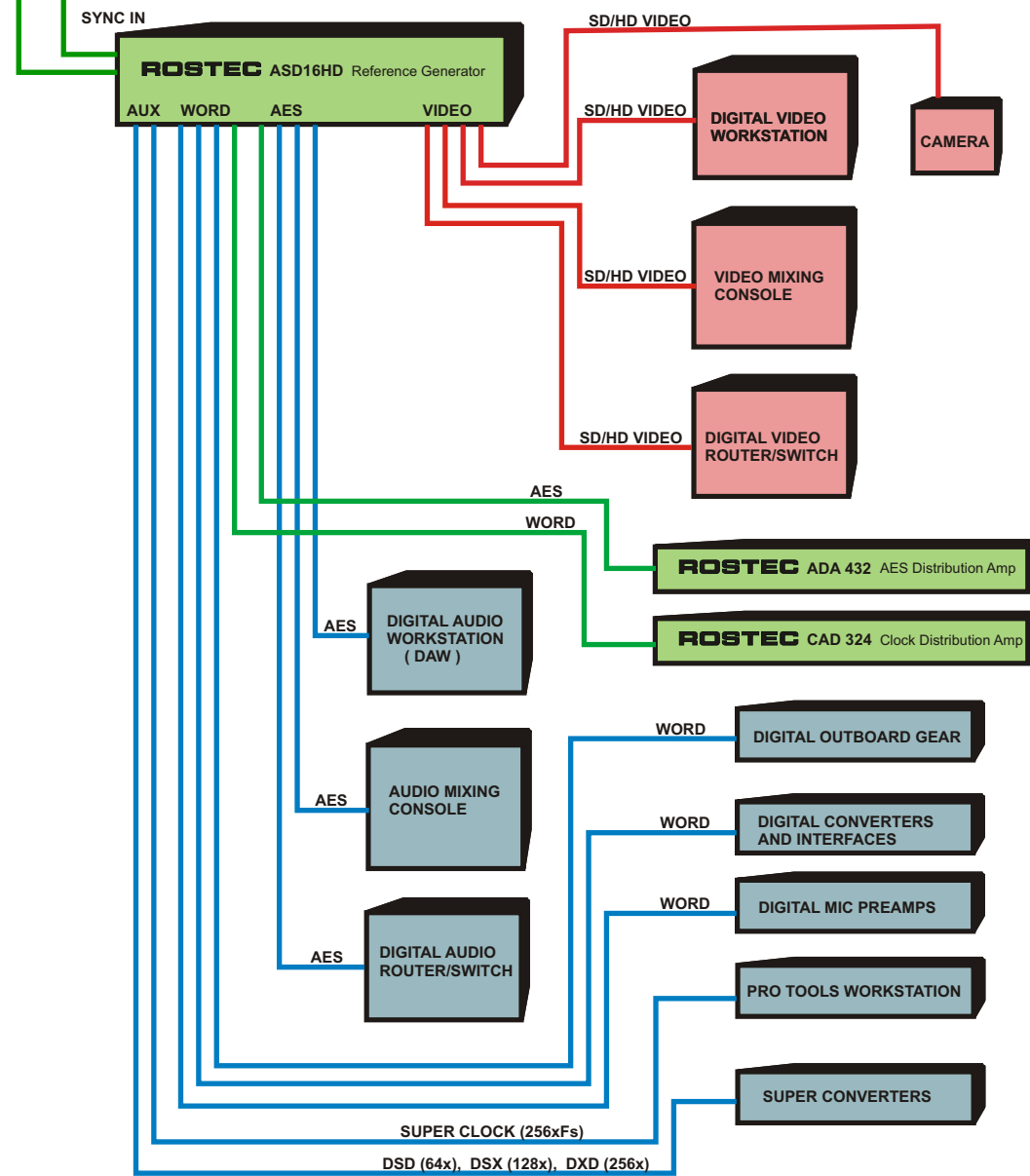
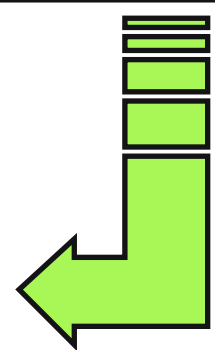
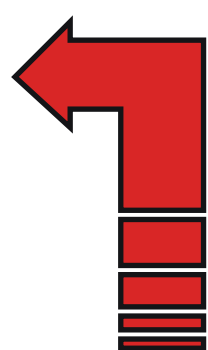
ASD16HD Reference Generator as sync slave in a multi Video/Audio suite environment



PROGRAM MATERIAL AND DATA CAN BE SEAMLESSLY TRANSFERRED IN REALTIME BETWEEN VARIOUS UNITS BECAUSE ALL VIDEO FRAMES, AES BLOCKS AND CLOCK EDGES ARE PERFECTLY ALIGNED IN FREQUENCY AND TIME, THIS PREVENTS BUFFER OVER- AND UNDERRUN, WHICH MEANS NO ROLLING VIDEO PICTURE OR WRONG COLORS AND NO AUDIO CLICKS OR DROP OUTS.



PROGRAM MATERIAL AND DATA CAN BE SEAMLESSLY TRANSFERRED IN REALTIME BETWEEN STUDIOS AND BETWEEN EQUIPMENT. THIS IS POSSIBLE BECAUSE ALL VIDEO FRAMES, AES BLOCKS AND CLOCK EDGES ARE PERFECTLY ALIGNED IN TIME TO THE 1PPS PULSE FROM THE MASTER GPS RECEIVER. THERE WILL BE A TIME DELAY BETWEEN STUDIOS DUE TO THE PHYSICAL DISTANCE, BUT THIS DELAY IS FIXED AND IDENTICAL ON ALL UNITS WHEN MEASURED BETWEEN STUDIOS. AT REASONABLE DISTANCES THE DELAY IS ABSORBED BY BUFFERS AND WILL NOT CREATE BUFFER OVER- OR UNDERRUN, BECAUSE THE DELAY IS CONSTANT



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