

# Setup Device Reference Signal (GenLock)

Introducing a Reference Signal will force the Output Hardware to send Frames based on the Reference Clock.

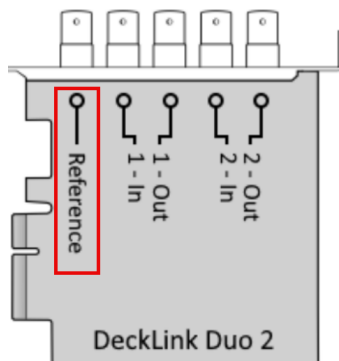
Multichannel SYNC as a use case

If you plan to synchronize multiple channel, you should connect an external clock to your device, then CUE all Channel via LINK (or Commands) and UNPAUSE all Channel. This will start all Channel (almost) SYNC, while the Reference Clock will make sure, that all Channel STAY SYNC. This is only guaranteed for all Channel, that output over the same Device.

This article shows, how to use Action Buttons to start multiple Channel in SYNC.

Providing a Reference Signal (GenLock)

Please check with your manufacturer, if your Output Card supports a Reference Input. In this example we use "Blackmagic DeckLink Duo 2":



If none of your other hardware generates a Clock Signal, you can use separate hardware to generate such a signal, like the Blackmagic Sync Generator.

Setting the Reference Input in PLAYDECK

Some Devices need specific reference input settings, like AJA Devices. In this Example, we set the AJA Reference Input to "external" for the Device:

Settings

Playlist

Application

Subtitles / CC

Video

Channel

Outputs

Inputs

Director View

Streaming

Recording

Audio

Channel Audio

Input Audio

Normalization

Network

Channel ID:

1

2

3

4

5

6

7

8

Refresh Page

Preview

Output not started yet

Output Scaler:

Position

0

/

0

Pixel X/Y

Scale type

Original Size

Fixed Size

Percental

600

/

338

Pixel X/Y

66

/

66

% X/Y

Lock X/Y

Device Output:

Device

Some AJA Card

Line

SDI

&lt;None&gt;

ref-in=external

Show Help

Desktop Output:Monitor

NVIDIA GeForce RTX 3080 - 3840x1600@144,00 - PRIMARY

&lt;No Audio&gt;

Name

PlaydeckCh1

Show Help

Device

Dante Virtual Soundcard (x64) (ASIO)

If you click on SHOW HELP, you will see all other Options, that can be set for each device manufacturer.