

Technical Disclosure Commons

Defensive Publications Series

February 03, 2016

AUDIO/VIDEO SYNC OVER WI-FI IN DIFFERENT DEVICES

Simon Wang

Follow this and additional works at: http://www.tdcommons.org/dpubs_series

Recommended Citation

Wang, Simon, "AUDIO/VIDEO SYNC OVER WI-FI IN DIFFERENT DEVICES", Technical Disclosure Commons, (February 03, 2016)

http://www.tdcommons.org/dpubs_series/140



This work is licensed under a [Creative Commons Attribution 4.0 License](https://creativecommons.org/licenses/by/4.0/).

This Article is brought to you for free and open access by Technical Disclosure Commons. It has been accepted for inclusion in Defensive Publications Series by an authorized administrator of Technical Disclosure Commons.

AUDIO/VIDEO SYNC OVER WI-FI IN DIFFERENT DEVICES

ABSTRACT

A method for audio/video sync over a wireless network such as Wi-Fi in different devices using a timecode is disclosed. The timecode is sent back via Wi-Fi browser channel to enable low latency transmission, and synchronization is achieved by sending a control signal alone. The advantages of the method include synchronizing video stream playback from a mobile device with audio stream playback from another device in real time.

BACKGROUND

When playing back audio/video streams in different devices, they are typically out of sync. Existing technology such as Bluetooth or universal plug and play (UPnP) is used for playing media back from a device and sending audio or video stream wireless to a remote device. However, this requires heavy Wi-Fi traffic between sender and receiver devices, and in particular, imposes heavy processor and memory requirement on the sender device because it typically requires re-transcoding of the media stream. Thus, there is a requirement for lightweight sync for making the two streams sync together, so that the user could get the feeling of playing back audio and video from the same device.

DESCRIPTION

A method for audio/video sync over a wireless network such as Wi-Fi in different devices using a timecode is disclosed. The audio stream timecode from a remote screen is used to drive a video stream playback in a sender device.

In one instance, the timecode is sent back via Wi-Fi browser channel to enable low latency transmission. Thus, this method requires lightweight sync between a sender and a receiver that is achieved by sending a control signal alone. The actual media bytes are independently received from the cloud.

The method for audio/video sync can be implemented with any application that allows multiple network devices to sync audio/video streams. The advantages of the method include, for example, synchronizing video stream playback from a mobile device, with audio stream playback from another device in real time.