AUDIO/VIDEO SYNC OVER WI-FI IN DIFFERENT DEVICES

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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.