Ezsync™ Video Processor

The Ezsync is configured with 1 to 5 channels (referred to as synchronizing channels) of DVI-D video (dual link or single link) to be synchronized to a master video timing. The master video timing is automatically selected to be either Input 1 or the Repeater Input. The first box in a system will use Input 1 as the Master timing, allowing up to 4 additional channels to be synchronized to it. A Repeater Output is provided so that Ezsync Video Processors can be daisy-chained to allow more channels to be synced to a master video timing.

The Ezsync re-times soft synced inputs into a stable output with a fixed frame time, locked to the master video vertical sync. To avoid video artifacts, the input vertical syncs must be synchronized to within typically +/- 325 usecs of the master video vertical sync. (section entitled Soft sync Constraint Analysis).

The re-timing is performed by using a FIFO rather than a frame memory. The FIFO provides “rubber-banding” to the system, such that periodic, standard video can be “pulled” from FIFO’s that are being filled by a soft sync input with varying timing.

Each channel can be individually configured in Auto Mode or Manual Mode. In Auto Mode, the synchronized output timing is simply a delayed version of the master timing. In Manual Mode, the synchronized output timing may have different timing and resolution than the master timing, while maintaining the same frame time as the master timing, and retaining a “lock” to the master timing. For timings (and resolutions) different than the master timing, the user will define the output timing desired (see section entitled Output Video Timing).

The Ezsync is designed to require minimal programming. Most key parameters have pre-programmed default values. A configuration utility allows the user to program parameters when the default parameters are not suitable.

Features

- Synchronizes multiple channels to a master sync source
- Each channel individually configured as Auto Mode (same timing as Master) or Manual Mode, which supports different resolutions while maintaining gunlock.
- DVI-D input/output (single link and dual link)
- Up to 2560x1600 resolution
- Remote interface for both initial configuration and, if required, operational control via RS-232, USB, or Ethernet (optional)

Synchronizing Video Outputs

Synchronizing the video timings of multiple graphic cards can sometimes be required for multi-monitor or multi-projector applications. True video genlocked operation is not available with most graphics cards, and those that support genlocking are often expensive or lacking in other features.

To overcome this issue, some specialized software and hardware implementations can be done that will “soft sync” the video frames across otherwise independent computers and graphics cards. “Soft sync” is implemented by closed loop modifications of the video timing (ex: varying the clock frequency, adding or subtracting pixels and lines, etc.) to keep the outgoing Vertical Sync (VS) within an acceptable range of the master timing’s VS. These real-time modifications result in varying frame times, also known as frame jitter.

Downstream devices may not synchronize properly to the soft sync video due to the frame jitter within the video. For these situations, the Ezsync can convert the soft sync video into stable video, genlocked to a master timing.
Soft sync Constraint Analysis

The EZsync requires inputs to be synchronized to within certain constraints. Two (2) key EZsync design items dictate constraints on the incoming soft synced channels. These design items are as follows:

1. Each synchronizing channel has 131,000 pixels of FIFO depth (262,000 pixels for Dual DVI channels), and
2. A synchronizing channel’s FIFO is "cleared" each frame, at the start of incoming active pixels known as Line 1 Pixel 1 (L1P1).

These two items help determine the soft sync constraints. Each specific configuration will require its own analysis, but for this discussion we assume the master timing and soft synced channels are 1080P.

Design item 1 equates to a line buffer size of:

\[ 131,000 \text{ pixels} / (1920 \text{ pixels/line}) = 68 \text{ lines}. \]

Design item 2: Because the FIFO is cleared each frame at the start of active incoming video, it is essential that this "clear" function happens during the output vertical blank period (OVBP), when theoretically the FIFO should be empty and pixels are not being read out yet. Thus, a soft sync input’s frame start can vary by OVBP.

Standard 1080P has an OVBP of ~45 lines. This is the maximum allowed variation in a soft sync input. Assuming most soft sync techniques should lead and lag a master timing by equal amounts, the EZsync automatically selects a delay of 50% * OVBP. Thus, the allowable variation of the soft sync channel’s L1P1 with respect to the master channel’s L1P1 is +/- 50% * OVBP. In the example above, this is +/- 22 lines (+/- 325 usecs).

In summary, the input channel’s L1P1 clears the FIFO. For proper operation, the input channel’s L1P1 must occur within the OVBP. If not, then a FIFO overrun or underrun will occur and a black image will be output for that frame.

Master Timing, Output Video Timing Modes

Master video timing is automatically selected from the Repeater Input or Input 1. The Repeater input can only be connected to a repeater output from an upstream EZsync device.

If a channel is in Auto Mode, its output timing is the same as the master timing, but delayed by an integer number of lines. This mode is fully automated.

If a channel is in Manual Mode, the output resolution is the same as the input resolution, with a stable clock generated from the master timing. The channel’s resolution can be different than the master resolution, but the frames are locked to the master timing. This mode requires additional programming.
Spec Summary

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<td>Standard: TMDS (single link, dual link)</td>
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<td>DVI-D video syncing, more</td>
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<td>Active Clocks per Line</td>
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<td>Active Lines per frame</td>
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<td>Video Latency</td>
<td>user programmable as x lines. Default value is 50% of master timing output vertical blank time</td>
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<td>Specification</td>
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Ordering Configuration

All EZsync units include a repeater input and repeater output. In addition, the EZsync may be ordered with 1 to 5 synchronizing channels. The ordering part number is EZsync-n, where n is the number of synchronizing channels. Valid part numbers are:

EZsync-1, EZsync-2, EZsync-3, EZsync-4, EZsync-5

For optional Ethernet interface, please add :E to the part number, such as EZsync-5 :E.

EZsync Operation

Typically, the EZsync operates as follows:
1. Upon power up, the EZsync configures itself based on its previously saved configuration.
2. When valid video is detected, the EZsync synchronizes the incoming video to the master channel, per the programmed line delay.

What’s Included

- EZsync Video Processor (with 1 – 5 synchronizing channels)
- EZsync Configuration software
- USB Cable
- Power Cable
- Rackmount Ears

Additional Resources

To view our full line of Video Processors or other products, visit our website at: www.westardisplaytechnologies.com

Call us for more information and pricing.

+1 (636) 300-5164