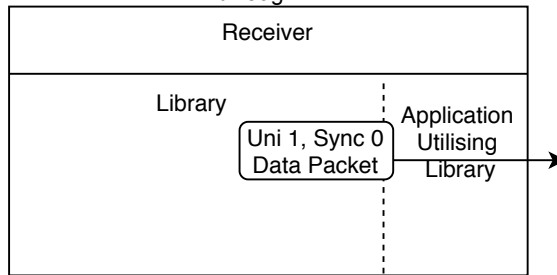
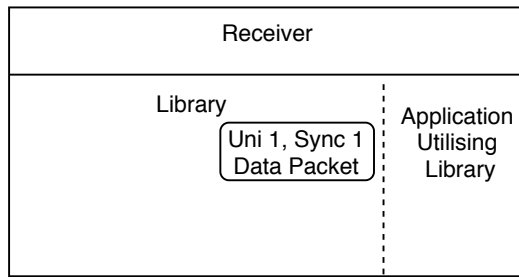


# ANSI E1.31 - 2018 Synchronisation Mechanism Explained

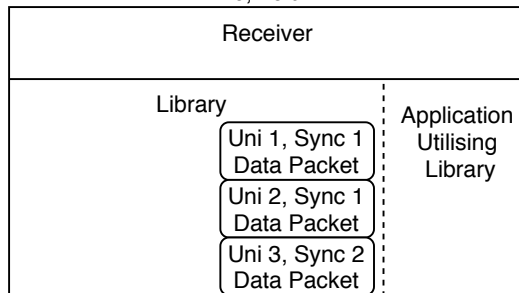
Data with sync address = 0, passed straight through



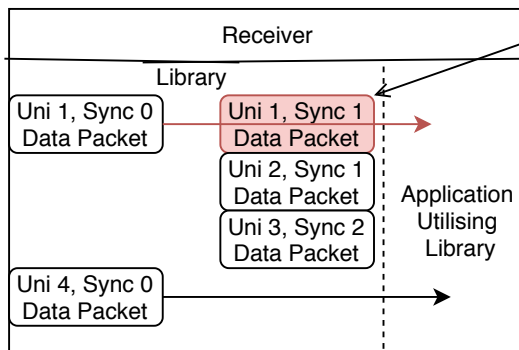
Data with sync address > 0, held



More data for other universe with sync address > 0, held

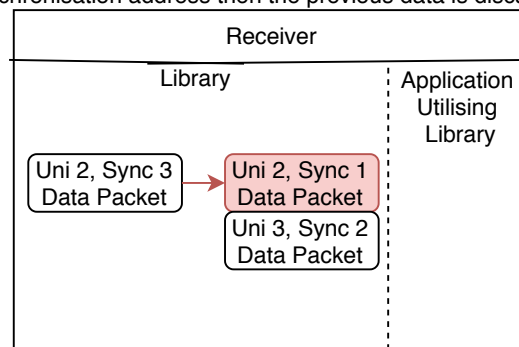


Unsynchronised data can still get through

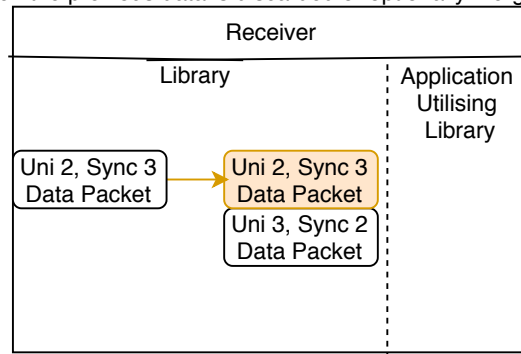


Data waiting for synchronisation is discarded if a packet for that same universe arrives (regardless of if it is waiting for synchronisation)

If data arrives for the same universe but a different synchronisation address then the previous data is discarded

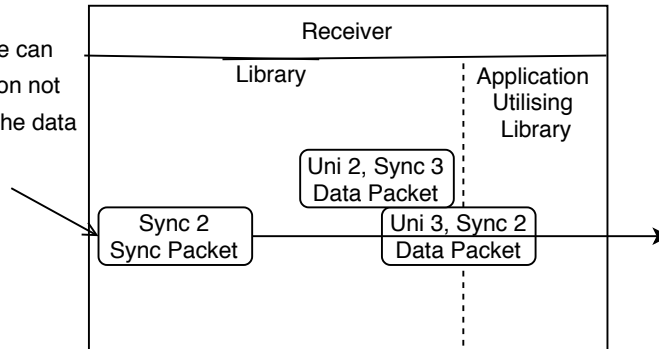


If data arrives for the same universe and synchronisation address then the previous data is discarded or optionally merged.

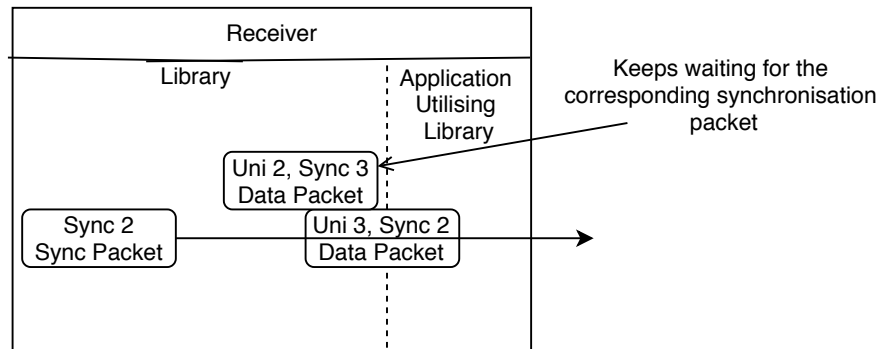


Synchronisation packets trigger all data packets waiting for that synchronisation address (note the sync packet itself isn't passed on).

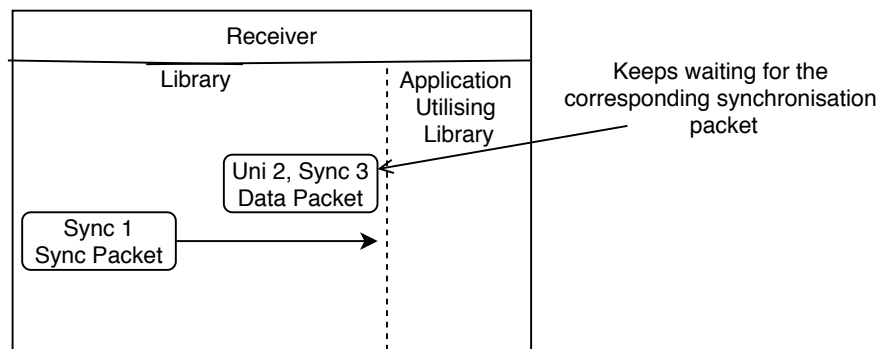
Note that any source can trigger synchronisation not just the one that sent the data originally



Synchronisation packets trigger all data packets waiting for that synchronisation address (note the sync packet itself isn't passed on).



Synchronisation packets may have no effect if no data is waiting for that address



Universe discovery packets have no direct effect on this mechanism and cannot be synchronised

