

Guidelines for Nubart Sync Implementation

Initial procedures on the Nubart platform.

1- Access Nubart's login page.

Access your Nubart customer area utilizing the Admin invitation link provided. Retain your registration details for future reference.

Access the platform at your convenience via www.nub.art/customer/login.

In addition to overseeing Nubart Sync, the Nubart platform enables you to access your audio guide usage statistics and user feedback through the **Stats** tab.

2 - Collaborator Invitation (Optional)

If you will not be directly conducting the Nubart Sync integration, but instead a technician will, please ensure to invite them to the Nubart platform as an "employee" with permissions like "Video controller". To accomplish this, go to the **Employees** section in the main menu.

3- Upload your videos to Assets.

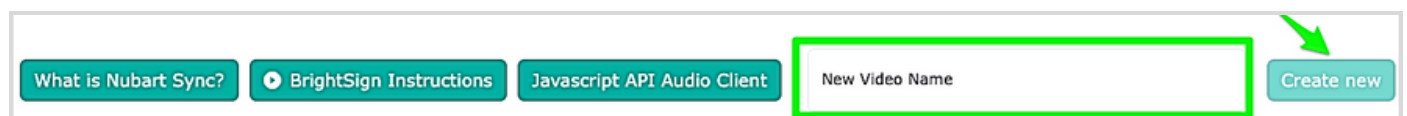
Navigate to Assets and sequentially upload the mp4 files of the videos requiring synchronization.

Attention: Please be aware that these are not the definitive files intended for publication on Brightsign. These videos are required for reference purposes and to verify synchronization. Consequently, you have the option to upload them in low resolution to expedite the process. The crucial aspect is that, irrespective of resolution, they match the length and content of the videos slated for publication on Brightsign.

4- Generate the video instances.

Proceed to the **Video Sync** tab located in the top menu.

In **Video Sync**, enter the video instance name in the **New Video Name** field. Click on **Create New** to confirm.

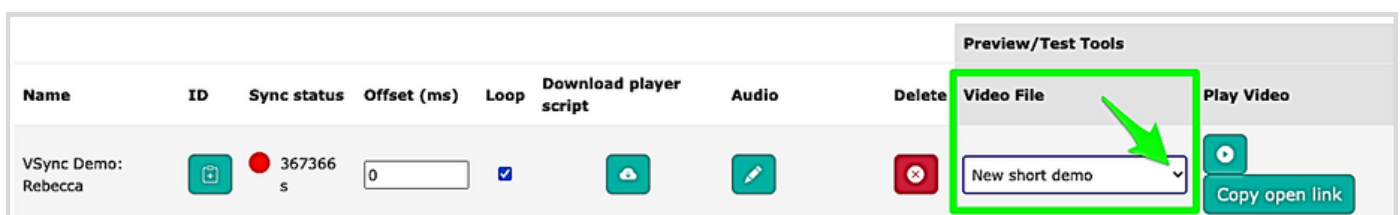


What is Nubart Sync? BrightSign Instructions Javascript API Audio Client Create new

Attention: Our production team may not be as acquainted with the exhibition as you are. To facilitate video identification, kindly assign a descriptive name to each video instance. For instance, use "3-Interview with Picasso" instead of just "3" or "int-pic". This designated name can not be changed afterwards.

Proceed to the **Video File** section and select the drop-down menu to view all the video files previously uploaded to **Assets**.

Choose the video that matches the video instance you have just generated.



Name	ID	Sync status	Offset (ms)	Loop	Download player script	Audio	Delete	Video File	Play Video
VSynC Demo: Rebecca		367366 s	<input type="text" value="0"/>	<input checked="" type="checkbox"/>				<div>Video File <input type="text" value="New short demo"/></div>	<div> Copy open link</div>

Repeat the procedure as needed, generating a new video instance for each video requiring synchronization.

To play a single video with synchronized sound in various languages, you need to generate one single video instance.

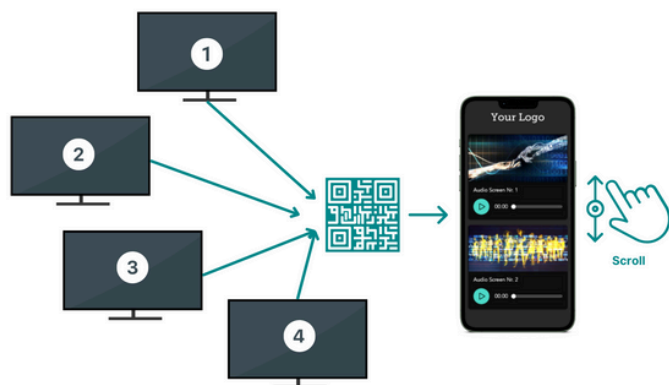
If you require playing the identical video in two separate locations, you must generate two distinct video instances for the same video.

5- Connecting the audio tracks.

Before moving forward, determine your preferred method for streaming the synchronized tracks to your audience:

Option A:

A unified QR code for all screens and soundtracks.



This variation enables the integration of synchronized tracks with conventional pre-recorded soundtracks, along with various multimedia elements such as videos, images, and PDFs, into a unified audio guide.

In that scenario, you simply need to upload all audio guide material in **Assets**, and the project manager designated to you at Nubart will handle the rest.

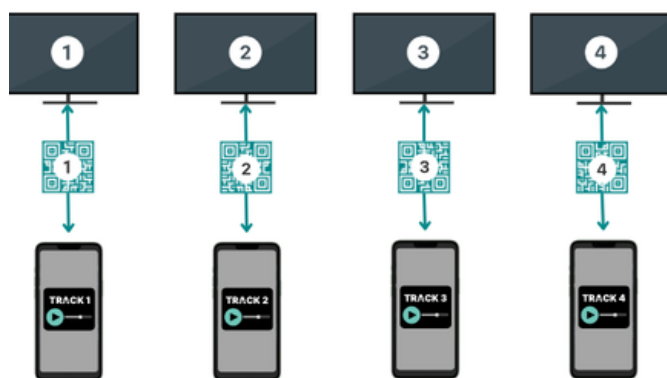
Option C:

Hybrid Model (combination of A and B)

It is entirely feasible to integrate both approaches: a multimedia PWA audio guide encompassing all details and, additionally, a QR code adjacent to each display. Consult with us, and we will provide assistance.

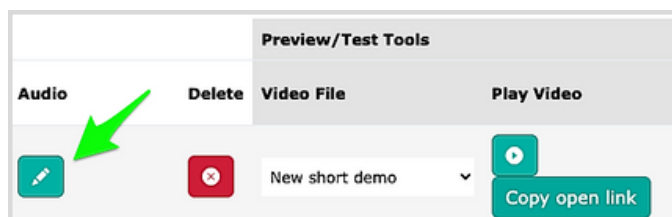
Option B:

Each screen has one QR code paired with its corresponding soundtrack.



This variation enables the placement of a QR code beside each screen, providing only access to the corresponding soundtrack.

You can execute this by yourself:



Attention: Soundtracks should match the video's duration and have a **constant bitrate**. Let us know if you need help for this.

- Select **Audio**
- Choose the mp3-file.
- Assign a title and language.
- Add tracks in other languages if required.
- Download the corresponding QR code:



Determine the looping of your videos.

Name	ID	Sync status	Offset (ms)	Loop	Download player script	Audio
VSync Demo: Rebecca		375232 s	0	<input checked="" type="checkbox"/>		

Deselect the **Loop** option if you prefer your video to stop after playing once, rather than looping.

It is crucial to complete this step **before** downloading the HTML scripts (step Nr. 5).

5 - HTML Scripts

It is now time to click the **Download player script** button to acquire the **videoplayer.html** file required for the BrightSign player.

Name	ID	Sync status	Offset (ms)	Loop	Download player script
VSync Demo: Rebecca		436500 s	0	<input checked="" type="checkbox"/>	

This script holds the connection between the local video file and Nubart Sync, featuring a distinct token linked to the video instance.

Publish content on BrightSign Player.

Prior to commencement

Nubart Sync-enabled BrightSign players require a continuous Internet connection (via Ethernet cable or WIFI) to maintain regular communication with our system. The necessary bandwidth is minimal since the video file is played locally.



On our platform's Video Sync tab, you will discover a button labeled Brightsign Instructions. This button will initiate a video guiding you through the process systematically. We suggest viewing it to acquaint yourself before proceeding.

Rename the video you intend to post as "video.mp4".

Two files must be uploaded to the Brightsign device: the **videoplayer.html** file previously downloaded and the local video file intended for publication. Rename the file to **video.mp4**.

Attention: It is crucial that these two files are always named **videoplayer.html** and **video.mp4**.

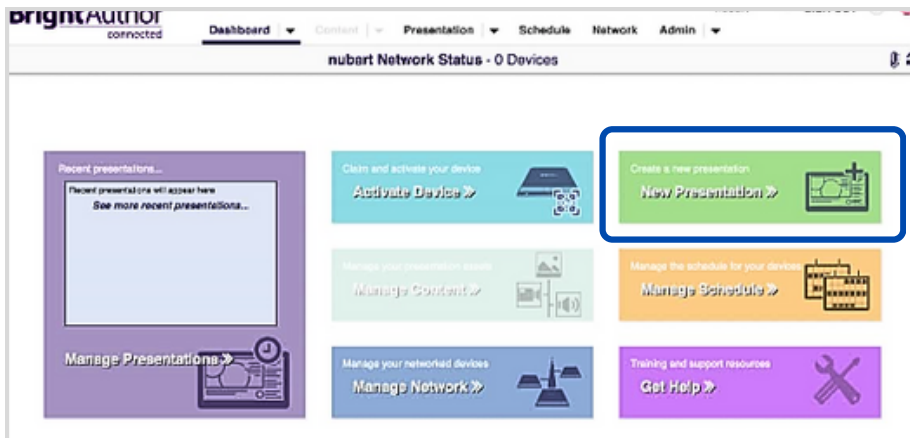


Put the two files **videoplayer.html** and **video.mp4** in a folder with no other contents.

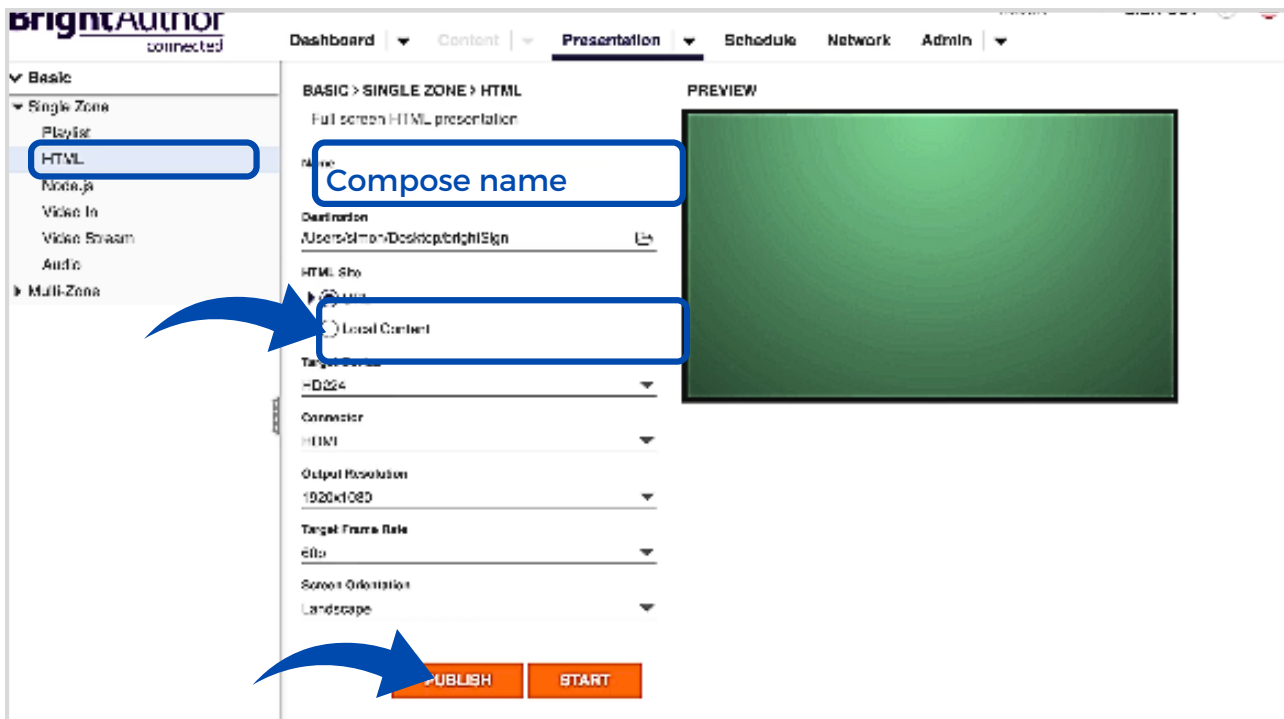
Assign a name of your choosing to this folder. **The name of the folder will aid in distinguishing the files and recognizing them when publishing.**

Publishing the video on Brightsign Author.

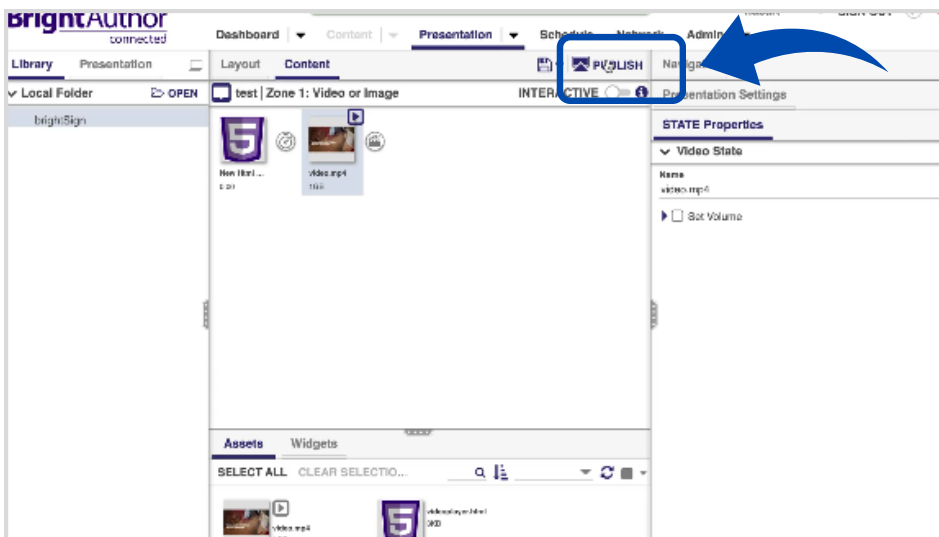
Access your Brightsign Author account and choose **New Presentation**.



Select **HTML**, name the post, and click on **local content**.



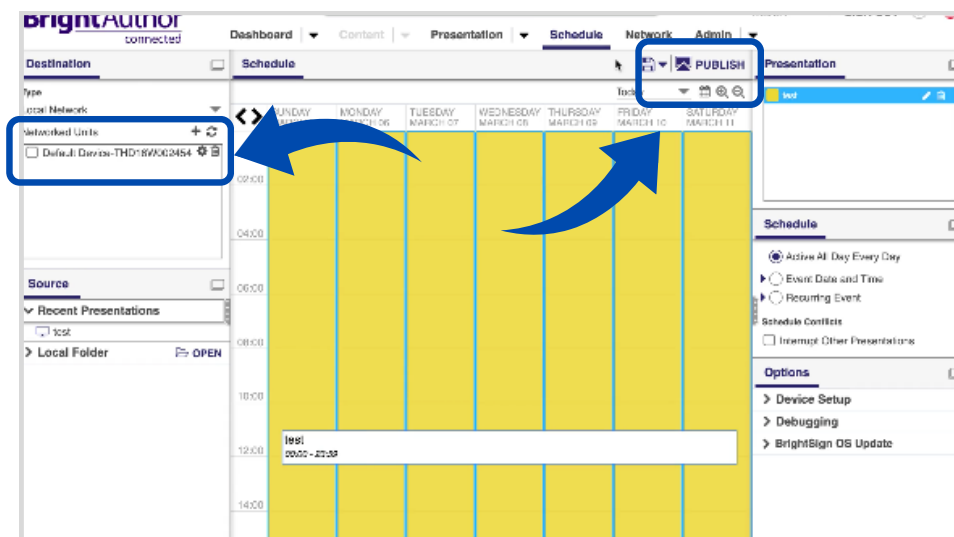
The file explorer on your hard drive will open. Navigate to the folder you prepared earlier and select the **videoplayer.html** file you wish to publish.



Click on the orange **PUBLISH** button.

Prior to proceeding, please make sure you see the two files located in the "Content" section: **video.mp4** and **videoplayer.html**.

Choose the video and then click on **publish** at the top right.



Now select your device.

Click the **publish** button once more.

Repeat the aforementioned procedure with all of your videos.

Final inspections

Synchronization Status

Once the video plays in the BrightSign player, the indicator in the **Sync Status** column will turn green and show the seconds since the last sync signal received by the player. Refresh the page to update this information.

Name	ID	Sync status	Offset (ms)	Loop	Download player script	Audio
Poliédrico ESP-CAT-ENG - Barcelona		9 s	0	<input checked="" type="checkbox"/>		
Movilidad reducida - Barcelona		1335 s	0	<input type="checkbox"/>		

Attention: If you choose not to loop your video, but to activate it intermittently, it is perfectly normal to see often a red light under Sync Status.









The **Sync Status** indicator enables you to routinely verify that all is functioning correctly, no matter your location.

Offset

In certain instances, there might be a minor delay in the synchronisation of video and audio, particularly evident when the video features individuals speaking and lip-syncing is essential.

The latency is a result of a time delay caused by the BrightSign player, the display, and the HDMI cable. This delay is consistent but varies across installations and requires adjustment in our **Offset (ms)**-section:

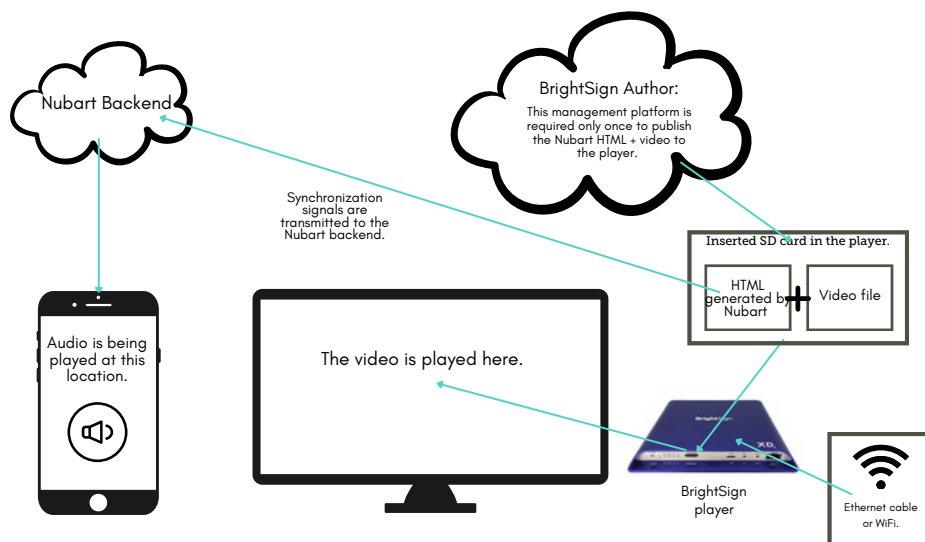
- Position yourself in front of the screen and access the audio tracks on your smartphone. Keep a tablet or laptop nearby to access the Nubart Sync platform as well.
- Enter an **Offset (ms)** value for each impacted video instance.
- Refresh the page on your smartphone and replay the audio track.
- Adjust the Offset value as required, using either positive or negative values.
- Repeat these actions until you are content with the sync.

Name	ID	Sync status	Offset (ms)	Loop	Download player script	Audio
Poliédrico ESP-CAT-ENG - Barcelona		 9 s	<input type="text" value="0"/>	<input checked="" type="checkbox"/>		
Movilidad reducida - Barcelona		 1335 s	<input type="text" value="0"/>	<input type="checkbox"/>		

Now you are done!

Please write to your Nubart project manager or contact us at info@nubart.eu if you require assistance or need adjustments in the future.

Nubart Sync + Brightsign Overview:



Not utilizing Brightsign?

Nubart Sync is compatible with various systems akin to Brightsign, as well as with any modern Chromium-based browser.

You can also adapt the approach described here to suit your specific situation. If not, consult the technical support of the system you intend to use for guidance on publishing a video from an HTML script.

If your facility features intricate audiovisual systems like mappings, micromappings, or projections, your AV-integrator can directly utilize our web API. Contact us!