

# Artfabrik

Waves System

Version 1.0 (28/08/2026)

## Description

This project prevents a black screen from appearing during multiplayer transitions triggered by a single input contact. The triggering process uses a fade-out method and a colored waiting screen to mask the black screen issue during the triggered transition. Because the "Playback start synchronization" feature cannot be used for this behaviour, an initial "Playback start synchronization" sequence has been added to ensure the first synchronization of the "idle" video of each player. By default, the fade-out uses a one-second fade to white.

*Limitations: because the synchronization function cannot be used with this method, the synchronization quality at triggering will be lower than a pure synchronization method with black screen issue*

## Installation

- To ensure the simultaneous triggering of each player, the trigger device must be connected to **standalone contact input** of each player (leader and followers).
- To ensure the initial synchronization when the players start up, each player (leader and followers) must be connected to the local network and the **Playback start synchronization** option must be enabled.
- The contents of the **player-leader** folder must be copied into the storage of the leader player.
- The contents of the **player-follower** folder must be copied into the storage of the follower players.
- Replace the examples video by yours:
  - **001 [J900]** folder for the triggered video file (**leader and followers**),
  - **900 [L00P] Waiting** folder for the "idle" video file (**leader and followers**),
  - **100 [SEQ] [J900] Sync On Boot** folder for the initial synchronization video files (**leader only**),
    - **001 Prepare Sync.mp4**, 30 seconds waiting video to ensure that all players are completely start up,

- 002 [SYNCHRO001] Sync.mp4 , 5 seconds synchronized video to ensure an initial synchronization with follower players,
- 100 [LOOP] Wait To Sync folder to wait the initial synchronization (**followers only**),
  - WaitSync.mp4 , in a loop 5 seconds video to wait the initial synchronization,
- SYNCHRO folder for synchronized video (**followers only**),
  - 001 [J900] Sync.mp4 , 5 seconds synchronized video to ensure an initial synchronization from leader player,

## Application configuration

By default the transition between the "idle" loop video and the triggered video is defined as fade to white style and for 1 second duration.

To change the fade duration, edit the `index.html` located in the `www` folder, and change the transition duration of the `.fade-out` CSS class on line 20 `transition: opacity 1s ease; .`

*Example: increase the duration to 2.5 seconds:*

```
...
transition: opacity 2.5s ease;
...
```

To change the fade transition color, edit the `index.html` located in the `www` folder, and change the background color of the `.fade` CSS class on line 13 `background-color: rgb(255, 255, 255); .` Then, replace the `Waitscreen.jpg` file in the `SYSTEM` folder with a solid-color JPEG image in the new color.

*Example: fade to black:*

```
...
background-color: rgb(255, 255, 255);
...
```

## Organization of content

*Contents of the leader player:*

```
{
  000 [WEBS 1][J100] Empty
    001 [J900]
      |- loop2.mp4
    100 [SEQ] [J900] Sync On Boot
      |- 001 Prepare Sync.mp4
      |- 002 [SYNCHR0001] Sync.mp4
    900 [LOOP] Waiting
      |- loop4.mp4
    SYSTEM
      |- Waitscreen.jpg
    www
      |- web-config.json
      |- fade
        |- contact.js
        |- idal-sdk.min.js
        |- index.html
}
```

*Contents of the follower players:*

```
{
  000 [WEBS 1][J100] Empty
    001 [J900]
      |- loop2.mp4
    100 [LOOP] Wait To Sync
      |- WaitSync.mp4
    900 [LOOP] Waiting
      |- loop4.mp4
    SYNCHRO
      |- 001 [J900] Sync.mp4
    SYSTEM
      |- Waitscreen.jpg
    www
      |- web-config.json
      |- fade
        |- contact.js
        |- idal-sdk.min.js
        |- index.html
}
```