# SMPTE Timecode

Whenever more than one device - software, hardware, computer etc. - are used simultaneously to create one final thing - e.g. a movie with music, or a lightshow running in sync to music or to a video - then a way to synchronize all devices is required. SMPTE Timecode is something like the standard for such a task: the timecode master sends a continuous stream of data which permanently states the time the master has advanced into the show/track/clip. And all other devices - here: timecode slaves - are to react to the very time as programmed in each device.

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| **More info on Linear Timecode** | https://en.wikipedia.org/wiki/Linear_timecode |
| **More info om SMPTE Timecode** | https://en.wikipedia.org/wiki/SMPTE_timecode |
| **Signal** | digital audio signal, 80 bit per frame |
| **Framerate** | 24, **25**, 29.97, 30 fps |
| **Connector/Cables** | usually 3 pin XLR. |

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