the SYNC feature work usually over a UDP broadcast .
UDP broadcast are only working in a local LAN and does not cross a router.
But it would be also possible to stream to a Multicast address.
The problem is that due different network equipment, different internet connection speeds and different routings it is difficult to reach SYNC over internet.
Delays 20 - 100 ms are good possible, this can be also balanced by the Exstreamer buffer (Strat Threshold or UDP Start Threshold).
But if your ISP does change any routing then you have to balance this again, for that reason it makes only limited sense.
With our new RTP/BRTP protocol we have done something to prevent delay deviatations, this would help a little bit.
With this you will get at least fix delays with are not changing over the time.
On the following link you can find our Barix STL guide this might be interesting for you :
http://www.barix.com/index.php?option=com_docman&task=doc_download&gid=335&itemid=0
Please let us know if you have further questions.
Best regards
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make also sure the customer´s network equipment can handle the multicast stuff.
Note, the Instreamer can send to multicast addresses and the Exstreamer can listen to Multicast addresses.
But the Instreamer does not support full multicasting, IGMP is not supported. This must be handled from the routers.
But it works, we have customer who are using it.
Best regards
Stefan Homuth
Barix Tech Support