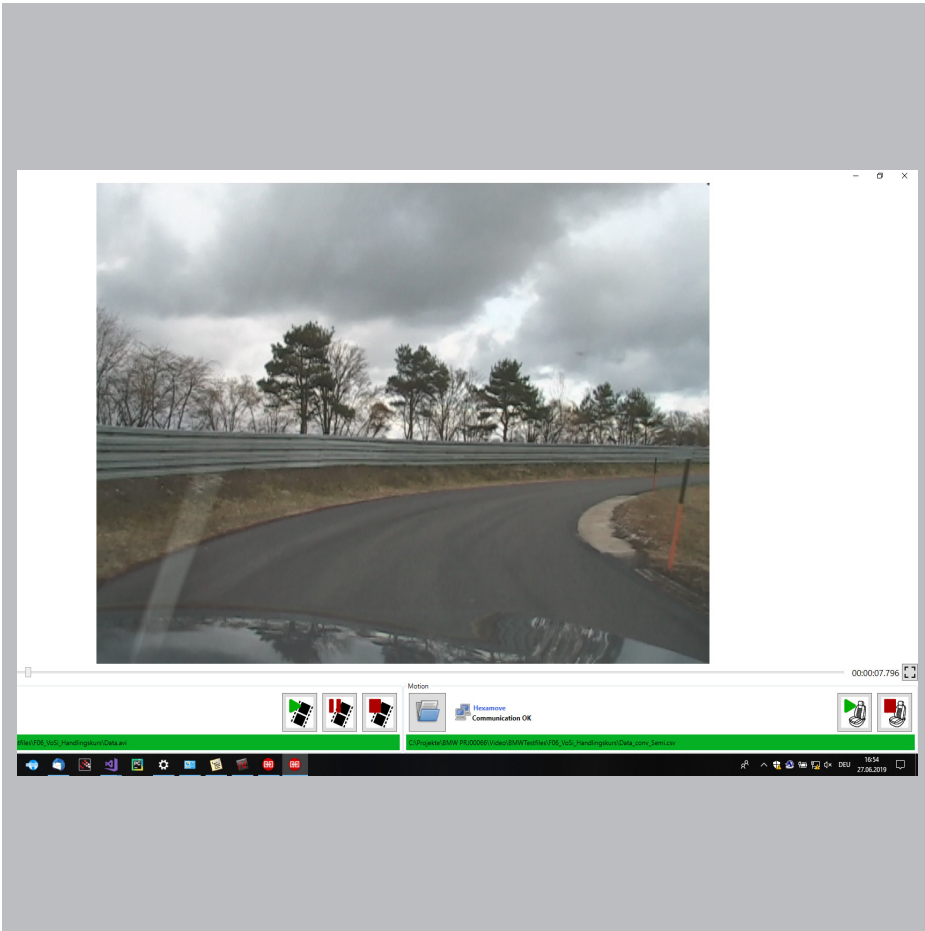# New Hexamove Function Module
Motion and video synchronization with Hex-Video-Player

- Motion and video in real-time synchronisation
- Speed can be adjusted
- Starting point can be individually selected

Our Hexamove 5th generation software has been expanded to include a further function module. The **HexVideoPlayer** software synchronises video files precisely using the motion of the Hexamove motion system.

Windows and the Hexamove controller communicate via Ethernet. Although Windows is not a proper real-time system, motion and image remain perfectly in synch. This remains the case even with time-lapse or slow-motion effects.

MP4 is the main type of video file employed, but other formats can also be used. The motion data are conventional drive files, i.e. text files in csv format with one column for the time, another for the 6 degrees of freedom for the translations X, Y and Z and the rotations around these main axes.

Before starting, the **HexVideoPlayer** software checks the workspace, i.e. whether the programmed motion can even be performed. It also ensures that

the starting position can be approached or motion can be faded when scrolling in the video.

The software is designed as a separate program and can therefore also be used with video projectors. It is also well suited to reproducing motion created with the HexVideoProgramming software.