

## Disclaimer

Declarant: Hangzhou Hikvision Technology Co.

To whom it may concern,

Regarding the discrepancy between the VS Player-OSD time and the watermark time, Hikvision has identified that this difference arises due to the cyclic acquisition mechanism used by the VS Player during playback.

The player captures the watermark timestamp of the current playback frame every second, but this interval does not align with the real-time refresh of the video screen. As a result, there is a 1-second delay in the consistency of the GTime with the OSD time on the VS Player.

For example:

At 0:30:01.500ms, the OSD time shows 0:30:01, and the watermark time also displays 0:30:01 (watermark information is obtained once).

At 0:30:02.000ms, the OSD time shows 0:30:02, but the watermark time still displays 0:30:01 (watermark information has not reached its refresh interval yet).

At 0:30:02.500ms, the OSD time shows 0:30:02, and the watermark time updates to 0:30:02 (watermark information is obtained once).

In summary, based on the current mechanism of VS Player, there is a probability of 1 second deviation between the OSD time and the watermark time. This discrepancy is normal and does not affect the consistency between the OSD and the watermark information in code stream.

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