

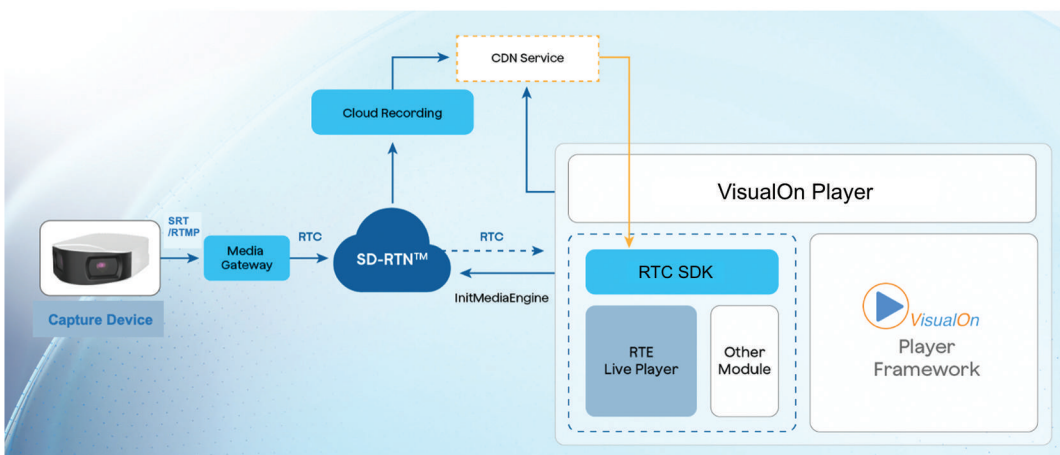
VisualOn Ultra-Low Latency

Deliver Real-Time Streaming Experiences with Sub-Second Latency

VisualOn's Ultra-Low Latency (ULL) playback solution supports sub-second streaming performance for time-critical applications such as live sports, auctions, gaming, and interactive events. Built to minimize buffering and maintain stability across varying network conditions, it offers seamless integration with WebRTC SDKs as well as other low-latency streaming protocols and platforms.

Key Benefits:

- Sub-Second Latency – Real-time performance for sports, auctions, and interactive apps.
- Flexible Deployment – Supports WebRTC, HLS/DASH.
- Cross-Platform – Runs on mobile, web, and embedded systems.
- Stable Playback – Handles jitter, packet loss, and ABR seamlessly.
- Interactivity Ready – Enables overlays, commerce, and real-time ads.
- Advanced Features – Multi-Camera Views, Multi-stream Synchronization, Trick Play, Language Filtering, Closed Caption Generation with Real-Time Text, Handle Large Concurrent Capacity, and more.



End-to-End Ultra-Low Latency Workflow

Solution We Provide:

Players

OSMP+, Native+, HTML5+

Advanced Features



WebRTC Broadcast Streaming SDK

Benchmark Data:

	640x360 350Kbps			768x432 500Kbps			1280x720 2000Kbps		
Type	VisualOn RTC	DASH	HLS	VisualOn RTC	DASH	HLS	VisualOn RTC	DASH	HLS
Latency(s)	0.5-1	4.5-5	5.8	0.5-1	4.8-5.5	6	0.5-1	5-6	6.3