How does just:play handle daylight time savings?

Georg - 2026-05-11 - just:live/play

In some countries, the clock is changed twice to save energy, which is called DST (Daylight Saving Times). At that time, the internal clock of the Mac will change by jumping 1 hour back or forth in time.

In case you are using this internal clock as Master clock for just:out, the second thing that will happen is a Master-Reference TC drift of 1h shown in just:connect's "Summary & Performance" tab. In case the "Restart on drift" option is activated, just:out will restart automatically and resume playout at the new time, skipping or repeating 1h of the scheduled rundown.

In case you are having the "Restart on drift" option deactivated, you have to restart the just:out engine to adjust for the new time. This will also make the playout jump for 1h, skipping or repeating 1h of the scheduled rundown.

In case you are using an LTC TC which does not change, nothing will change and the playout will continue, showing the "old, unchanged" time in the UI. In this case you can use the "Timecode offset" feature in just:connect to match the new time and restart the engine to take the new time over.

We recommendto do the restart of the engine during the night or during times where different content is on air.

In case of a redundant setup, the restart of the master engine can be made while the redundant engine is on air.