

ANALOG WAY LIVECORE™

Module: SCREEN PRESET

Crestron 3-series

Date: **January 03, 2017**
Driver version: **V3.01**
Compatible with: **LiveCore™ Firmware v4.00.x or above**

GENERAL

This is an optional module for controlling LiveCore™ series processors. It allows you to recall Presets from memory for one single screen, either to the Program or to the Preview. Therefore, one SCREEN PRESET module must be implemented in your project for each screen declared in your setup.

CONNECTION

This module has to be connected to the main module (LiveCore_Main).

Control

Inter_connect_Modules

| | | |
|------------------------|-------------|--|
| From_Module_Main | String_in | To be connected to the main module (LiveCore_Main) |
| Refresh_All | Digital_in | Pulse for module initialization |
| To_Module_Main | String_out | To be connected to the main module (LiveCore_Main) |
| Message_Txt | String_out | Status message to be displayed in user interface. To be connected to the main module (LiveCore_Main) |
| Refresh_In_Progress_FB | Digital_out | Module initialization in progress |
| Next_Module_Refresh_OS | Digital_out | To be connected to next module for daisy chain initialization |

General

The analog values below are Preset memory indexes (1=>144)

| | | |
|--|-------------|--|
| Main_Screen_Preset_Set | Ana_in | Load a Preset from memory to the Program |
| Preview_Screen_Preset_Set | Ana_in | Load a Preset from memory to the Preview |
| Preview_Screen_Preset_S&T | Ana_in | Load a Preset from memory to the Preview, execute a TAKE action on the defined screen then wait for the end of the operation |
| Screen_Preset_Loading_FB | Digital_out | 1 if a Preset is being loaded |
| Main_Screen_Preset_FB | Ana_out | Active Preset index loaded to the Program |
| Preview_Screen_Preset_FB | Ana_out | Active Preset index loaded to the Preview |
| Preview_Screen_Preset_S&T_In_Progress_FB | Digital_out | Preset load and TAKE status |

Screen_Presets_Available

X is the preset memory index (1=>144)

| | | |
|-----------------------------|-------------|----------------------------|
| Screen_PresetX_Available_FB | Digital_out | 1 if Preset X is available |
|-----------------------------|-------------|----------------------------|

Screen_Preset_PL_Status

X is the preset memory index (1=>144)

| | | |
|-------------------------|-------------|--------------------------------------|
| Screen_PresetX_Is_PL_FB | Digital_out | 1 if Preset X is "Perspective layer" |
|-------------------------|-------------|--------------------------------------|

Screen_Presets_Width

X is the Preset memory index (1=>144)

| | | |
|-------------------------|---------|-----------------------------------|
| Screen_PresetX_Width_FB | Ana_out | Screen width defined for Preset X |
|-------------------------|---------|-----------------------------------|

Screen_Presets_Height

X is the Preset memory index (1=>144)

| | | |
|--------------------------|---------|------------------------------------|
| Screen_PresetX_Height_FB | Ana_out | Screen height defined for Preset X |
|--------------------------|---------|------------------------------------|

Parameters

| | | |
|-------------------|-------|---|
| Number_Screen_0-7 | Param | Screen number controlled by this module (1 module per screen) |
|-------------------|-------|---|