

# ANALOG WAY MIDRA

## Module: SCREEN

## AMX NETLINX

Date: **April 16, 2014**  
Driver version: **V1.10**  
Tested with: **Midra Firmware v01.01.03 and v01.02.11**

## INTRODUCTION

This is an optional module for controlling Midra series switchers. This module allows you to:

- Read screen properties
- Read/change screen layers properties
- Change TBar position
- Read misc. status

One module per screen has to be implemented in the project.



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## IMPLEMENTATION

To interface this module in an AMX program, the programmer must perform the following tasks:

- Include the Midra\_Screen module in the main program project. This module must be implemented and configured in the program as many times as the number of screens configured and controlled on the Midra switcher (see example program available with this package).
- Edit the file Midra\_User\_Definitions.axi: If the SCREEN module is used in the main program and that one or more instances have been declared then you must assign the value 1 to the corresponding variables Midra\_ScreenX\_Usage (where X is the screen number). If this is not the case, the value of these variables must remain at 0.

## COMMANDS

### Command Control

None

### Channels

The channels supported by the SCREEN module are listed below.

Channel code	Description
1..8	Read layer X properties (channel 1 for layer 1, channel 2 for layer 2, ...)
11..18	Freeze/unfreeze layer X on the Preview (level 11 for layer 1, level 12 for layer 2, ...)
21..28	Disable layer X border on the Preview (level 21 for layer 1, level 22 for layer 2, ...)
31..38	Set layer X border style to 'edge' on the Preview (level 31 for layer 1, level 32 for layer 2, ...)
41..48	Set layer X border style to 'shadow' on the Preview (level 41 for layer 1, level 42 for layer 2, ...)
51..58	Freeze/unfreeze layer X on the Main (level 51 for layer 1, level 52 for layer 2, ...)

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61..68	Disable layer X border on the Main (level 61 for layer 1, level 62 for layer 2, ...)
71.78	Set layer X border style to 'edge' on the Main (level 71 for layer 1, level 72 for layer 2, ...)
81.88	Set layer X border style to 'shadow' on the Main (level 81 for layer 1, level 82 for layer 2, ...)
120	TAKE for this screen
121	Freeze/unfreeze this screen
123	Enable or disable the display of the frame selected as the "Quick Frame" to be displayed with a cut transition
253	Module initialization (this screen only)
255	Module initialization (automatically performed after being connected).

## Levels

The channels supported by the SCREEN module are listed below.

Level code	Description
11..18	Select layer X border transparency value (alpha channel) on the Preview (level 11 for layer 1, level 12 for layer 2, ...) -> 0 = transparent
21..28	Select the video input displayed in the layer X on the Preview (level 21 for layer 1, level 22 for layer 2, ...) -> See below for the list of Inputs assignable on Layers
51..58	Select layer X border transparency value (alpha channel) on the Main (level 51 for layer 1, level 52 for layer 2, ...) -> 0 = transparent
61..68	Select the video input displayed in the layer X on the Main (level 61 for layer 1, level 62 for layer 2, ...) -> See below for the list of Inputs assignable on Layers
120	Set the T-bar position (0 to 65535)



## FEEDBACKS

### Channels

The channels supported by the SCREEN module are listed below.

Channel code	Description
131	TAKE available for this screen
132	TAKE ONE SHOT will be used to do the next transition for this screen: transition will be applied in one step
133	TAKE TWO SHOT will be used to do the next transition for this screen: transition will be applied in two steps, generally due to frame switching. In this case, T-bar will need 2 moves
134	TAKE AUTO SEQUENCE will be used to do the next transition for this screen: transition will be applied in multiple steps, using "CLOSING" and "OPENING" transitions, generally due to the need of too many scalers. In this case, TBar movement will launch a TAKE
254	Screen availability
255	Module initialization status

### Levels

The channels supported by the SCREEN module are listed below.

Level code	Description
111..118	Transparency (alpha) of the layer's border X on the Preview (level 111 for layer 1, level 112 for layer 2, ...) -> 0 = transparent
121	Valid layers count
130	T-bar position (0 to 65535)
151..158	Transparency (alpha) of the layer's border X on the Main (level 151 for layer 1, level 152 for layer 2, ...) -> 0 = transparent



## Texts

The channels supported by the SCREEN module are listed below.

Address code	Description
1	Valid layers count

## List of inputs assignable on Layers

0	No input
1	Input or Frame 1
2	Input or Frame 2
3	Input or Frame 3
4	Input or Frame 4
5	Input or Frame 5
6	Input or Frame 6
7	Input or Frame 7
8	Input or Frame 8
9	Input or Frame 9
10	Input or Frame 10
11	Color (or Black) fill the PiP

