

# ANALOG WAY ALTA 4K

## Module: SCREEN

### Crestron 3-series & 4-series & VC-4

Date: **December 2022**  
Driver version: **V1.0.0**  
Compatible with: **Alta 4K Firmware v1.0.0 or above**

## GENERAL

This module provides information from a screen of the Alta 4K video processor as well as some commands to change layers content and trigger transitions.

**Note:** When Preset Toggle is enabled for a Screen, the layers in Program replace the layers in Preview during a Take or Take Cut (“swap” effect). If Preset Toggle is disabled, the layers in Preview are copied to Program and remain in Preview during a Take or Take Cut.

## LAYER SOURCES

None	0
Inputs	[1, 99]
Still images (Foreground layer)	[101, 150]
Background sets (Background layer)	[151,199]
Color	400

## AUDIO SOURCES

None	0
De-embedded audio from live inputs	[1 .. 16]
Dante 8ch audio groups	[101..104]
Analog audio inputs	[201..202]
Follow layer	[1001..1008]
Follow audio layer	2000

## CONTROL

### Parameters

ScreenName	Param List	The Screen identifier
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### General

Screen_RefreshInfos	Digital_in	Pulse this signal to force the download and processing of information from the Alta 4K video processor. Most of the time, this signal is never used
Screen_Take_Cmd	Digital_in	Pulse this signal to trigger a "TAKE" transition
Screen_Cut_Cmd	Digital_in	Pulse this signal to trigger a "CUT" transition
Screen_Take_EnableToggleMode_CMD	Digital_in	Enable or disable Preset Toggle for the screen
Screen_Is_Available_FB	Digital_out	Equals 1 when the screen is available
Screen_Take_FB	Digital_out	Equals 1 when a transition is in progress
Screen_Take_ToggleModeEnabled_FB	Digital_out	Equals 1 when Preset Toggle is enabled
Screen_ScreenLabel_Txt[1]	String_out	The screen label

### Screen\_Infos

Screen_ScreenWidth_FB	Analog_out	The screen width
Screen_ScreenHeight_FB	Analog_out	The screen height
Screen_LayerCount_FB	Analog_out	The screen layer count

### Background\_Images

Screen_Img_Background_Cmd[X]	Analog_in	Defines the index of the image in the image library that will be associated with background image X of the screen
Screen_PrvgBgSource_CMD	Analog_in	Use to select the background set of the screen (Preview)
Screen_PrgBgSource_CMD	Analog_in	Use to select the background set of the screen (Program)
Screen_Img_Background_FB[X]	Analog_out	The image index selected to be on background image X

Screen_PrvgBgSource_FB	Analog_out	Current screen background set value (Preview)
Screen_PrgBgSource_FB	Analog_out	Current screen background set value (Program)

### Foreground\_Images

Screen_Img_Foreground_Cmd[X]	Analog_in	Defines the index of the image in the image library that will be associated with foreground frame X of the screen
Screen_PrvgFgSource_CMD	Analog_in	Use to select the foreground image of the screen (Preview)
Screen_PrvgFgTop_CMD	Analog_in	Defines the top position of the foreground image (Preview)
Screen_PrvgFgLeft_CMD	Analog_in	Defines the left position of the foreground image (Preview)
Screen_PrgFgSource_CMD	Analog_in	Use to select the foreground image of the screen (Program)
Screen_PrgFgTop_CMD	Analog_in	Defines the top position of the foreground image (Program)
Screen_PrgFgLeft_CMD	Analog_in	Defines the left position of the foreground image (Program)
Screen_Img_Foreground_FB[X]	Analog_out	The image index selected to be on foreground frame X
Screen_PrvgFgSource_FB	Analog_out	Current screen foreground frame value (Preview)
Screen_PrvgFgTop_FB	Analog_out	Top position of the foreground image (Preview)
Screen_PrvgFgLeft_FB	Analog_out	Left position of the foreground image (Preview)
Screen_PrvgFgWidth_FB	Analog_out	The width of the foreground image (Preview)
Screen_PrvgFgHeight_FB	Analog_out	The left position of the foreground image (Preview)
Screen_PrgFgSource_FB	Analog_out	Current screen foreground frame value (Program)
Screen_PrgFgTop_FB	Analog_out	Top position of the foreground image (Program)
Screen_PrgFgLeft_FB	Analog_out	Left position of the foreground image (Program)
Screen_PrgFgWidth_FB	Analog_out	The width of the foreground image (Program)
Screen_PrgFgHeight_FB	Analog_out	The left position of the foreground image (Program)

### Preview\_Sources

Screen_PrvgSource_Cmd[X]	Analog_in	The source to be assigned to layer X (Preview)
Screen_PrvgSource_FB[X]	Analog_in	The source assigned to layer X (Preview)

### Preview\_Position\_Size

Screen_PrvgTop_Cmd[X]	Analog_in	Assign layer X top value (Preview)
Screen_PrvgLeft_Cmd[X]	Analog_in	Assign layer X left value (Preview)
Screen_PrvgWidth_Cmd[X]	Analog_in	Assign layer X width value (Preview)
Screen_PrvgHeight_Cmd[X]	Analog_in	Assign layer X height value (Preview)
Screen_PrvgTop_FB[X]	Analog_out	Layer X top value (Preview)
Screen_PrvgLeft_FB[X]	Analog_out	Layer X left value (Preview)
Screen_PrvgWidth_FB[X]	Analog_out	Layer X width value (Preview)
Screen_PrvgHeight_FB[X]	Analog_out	Layer X height value (Preview)

### Program\_Sources

Screen_PrgSource_Cmd[X]	Analog_in	The source to be assigned to layer X (Program)
Screen_PrgSource_FB[X]	Analog_in	The source assigned to layer X (Program)

### Program\_Position\_Size

Screen_PrgTop_Cmd[X]	Analog_in	Assign layer X top value (Program)
Screen_PrgLeft_Cmd[X]	Analog_in	Assign layer X left value (Program)
Screen_PrgWidth_Cmd[X]	Analog_in	Assign layer X width value (Program)
Screen_PrgHeight_Cmd[X]	Analog_in	Assign layer X height value (Program)
Screen_PrgTop_FB[X]	Analog_out	Layer X top value (Program)
Screen_PrgLeft_FB[X]	Analog_out	Layer X left value (Program)
Screen_PrgWidth_FB[X]	Analog_out	Layer X width value (Program)
Screen_PrgHeight_FB[X]	Analog_out	Layer X height value (Program)

### Audio

Screen_Audio_Cmd	Analog_in	Defines screen audio source
Screen_Audio_FB	Analog_out	The screen audio source
Screen_AudioLayer_Preview_CMD	Analog_in	The source to be assigned to the Screen audio layer (Preview)
Screen_AudioLayer_Program_CMD	Analog_in	The source to be assigned to the Screen audio layer (Program)
Screen_AudioLayer_Preview_FB	Analog_out	The source assigned to the Screen audio layer (Preview)
Screen_AudioLayer_Program_FB	Analog_out	The source assigned to the Screen audio layer (Program)

### Borders

Screen_EnablePrevBorder_Cmd[X]	Digital_in	Pulse this signal to enable layer X border (Preview)
Screen_DisablePrevBorder_Cmd[X]	Digital_in	Pulse this signal to disable layer X border (Preview)
Screen_EnableProgBorder_Cmd[X]	Digital_in	Pulse this signal to enable layer X border (Program)
Screen_DisableProgBorder_Cmd[X]	Digital_in	Pulse this signal to disable layer X border (Program)
Screen_PrevBorderEnabled_FB[X]	Digital_out	Equals 1 when layer X border is enabled (Preview)
Screen_ProgBorderEnabled_FB[X]	Digital_out	Equals 1 when layer X border is enabled (Program)
Screen_BorderColor_Cmd[X]	String_in	The border color using R,G,B format: red would be: "255,0,0"