

# ANALOG WAY VIDEOCOMPOSITOR

## Module: SCREEN PL

### Crestron 3-series

Date: **October 1st 2018**  
Driver version: **V4.01**  
Compatible with: **LiveCore™ Firmware v4.00.x or above**

## GENERAL

This is an optional module to control LiveCore™ series image processors. It allows you to control the standard features of one single screen declared in your setup. Therefore, one SCREEN PL 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
Screen_Available_FB	Digital_out	Screen validity feedback (for the main module)

### General

Screen_Refresh_PB	Digital_in	Pulse to update screen status
Screen_Take_PB	Digital_in	TAKE (according to selected mode on the device)
Screen_TBar_Set	Analog_in	TBAR control (0% TBAR is down, 100% TBAR is up)
Background_Input_For_Prev_Sel	Analog_in	Background selection for Preview (1 to 4)
Background_Input_For_Main_Sel	Analog_in	Background selection for Program (1 to 4)
Screen_Is_PL_FB	Digital_out	1 if screen is perspective
Screen_Z_Mixing_Status_FB	Digital_out	1 if screen is Z mixing
Screen_Name_FB	String_out	Screen label (16 char. Max)
Screen_Width_FB	Analog_out	Screen width (pixel)
Screen_Height_FB	Analog_out	Screen height (pixel)
NB_L_Valid_FB	Analog_out	Number of valid Layers
Screen_Take_FB	Digital_out	TAKE in progress
Screen_TBar_FB	Analog_out	TABR position
Background_Input_For_Prev_FB	Analog_out	Background selected for Preview (1 to 4)
Background_Input_For_Main_FB	Analog_out	Background selected for Program (1 to 4)

### Check Layer

X is the layer index (1=>24)

Check_LX_infos_PB	Digital_in	Pulse to update layer X status
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## Prev Layer

X is the layer index (1=>24)

Y is Main (Program) or Preview

LX_Input_For_Y_Sel	Analog_in	Input selection for layer X on destination Y
LX_Input_For_Y_FB	Analog_out	Input selected for layer X on destination Y
LX_Border_Off_For_Y_PB	Digital_in	Pulse to hide border on layer X for destination Y
LX_Border_Edge_For_Y_PB	Digital_in	Pulse to enable border 'edge' on layer X for destination Y
LX_Border_Smoth_For_Y_PB	Digital_in	Pulse to enable border 'smooth' on layer X for destination Y
LX_Border_Smoth_Edge_For_Y_PB	Digital_in	Pulse to enable border 'smooth edge' on layer X for destination Y
LX_Border_Shadow_Edge_For_Y_PB	Digital_in	Pulse to enable border 'shadow edge' on layer X for destination Y

## Input values

0	No input
1	Input 1 of Master Device
2	Input 2 of Master Device
3	Input 3 of Master Device
4	Input 4 of Master Device
5	Input 5 of Master Device
6	Input 6 of Master Device
7	Input 7 of Master Device
8	Input 8 of Master Device
9	Input 9 of Master Device
10	Input 10 of Master Device
11	Input 11 of Master Device
12	Input 12 of Master Device
13	Input 1 of Slave Device
14	Input 2 of Slave Device
15	Input 3 of Slave Device
16	Input 4 of Slave Device
17	Input 5 of Slave Device
18	Input 6 of Slave Device
19	Input 7 of Slave Device
20	Input 8 of Slave Device

21	Input 9 of Slave Device
22	Input 10 of Slave Device
23	Input 11 of Slave Device
24	Input 12 of Slave Device
25	Frame 1 of master device
26	Frame 2 of master device
27	Frame 3 of master device
28	Frame 4 of master device
29	Frame 1 of slave device
30	Frame 2 of slave device
31	Frame 3 of slave device
32	Frame 4 of slave device
33	Logo 1 of master device
34	Logo 2 of master device
35	Logo 3 of master device
36	Logo 4 of master device
37	Logo 1 of slave device
38	Logo 2 of slave device
39	Logo 3 of slave device
40	Logo 4 of slave device
41	Color (or Black) fill the PiP

## Drag & Drop

X is the layer index (1=>24)

Y is Main (Program) or Preview

LX_Width_For_Y_Sel	Analog_in	Sets layer X width on destination Y
LX_Width_For_Y_FB	Analog_out	Layer X width on destination Y
LX_Height_For_Y_Sel	Analog_in	Sets layer X height on destination Y
LX_Height_For_Y_FB	Analog_out	Layer X height on destination Y
LX_H_Pos_For_Y_Sel	Analog_in	Sets layer X horizontal offset on destination Y
LX_H_Pos_For_Y_FB	Analog_out	Layer X horizontal offset on destination Y
LX_V_Pos_For_Y_Sel	Analog_in	Sets layer X vertical offset on destination Y
LX_V_Pos_For_Y_FB	Analog_out	Layer X vertical offset on destination Y

## Perspective\_Layer

X is the layer index (1=>24)

Y is Main (Program) or Preview

LX_PL_Layer_H_Position_For_Y_FB	Analog_out	Layer X H_Position on destination Y
LX_PL_Layer_V_Position_For_Y_FB	Analog_out	Layer X V_Position on destination Y
LX_PL_Layer_Z_Position_For_Y_FB	Analog_out	Layer X Z_Position on destination Y
LX_PL_Layer_H_Rotation_For_Y_FB	Analog_out	Layer X H_Rotation on destination Y
LX_PL_Layer_V_Rotation_For_Y_FB	Analog_out	Layer X V_Rotation on destination Y
LX_PL_Layer_Z_Rotation_For_Y_FB	Analog_out	Layer X Z_Rotation on destination Y
LX_PL_Layer_Flags_For_Y_FB	Analog_out	Layer X Flags on destination Y

## Parameters

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