

ANALOG WAY LIVEPREMIER™

Module: PRESETS

Crestron 3-series & 4-series

Date: **June 30th 2021**
Driver version: **V2.1.0**
Compatible with: **LivePremier™ Firmware V2.0.231 or above**

GENERAL

This module reads LivePremier™ screen/aux presets status and provides its related controls.

Notes:

- **LivePremier™** preset memories can be loaded either on a Screen or on an Auxiliary outputs (preview or program destination).
- This module also allows to save the current screen/aux layer configuration (preview or program destination) to a preset memory (must enable the SAVE mode).
- By default, the LOAD mode is enabled, meaning that signals such as **Preset_ScreenPrev_Cmd[X]** or **Preset_ScreenPrg_Cmd[X]** or **Preset_AuxPrev_Cmd[X]** or **Preset_AuxPrg_Cmd[X]** will load the corresponding preset to screen X or an Auxiliary output X. When the SAVE mode is enabled, the same signals will define which screen or aux destination will be stored in the selected preset.

Control

Parameters

ScreenAuxPresetOffset	Param	The offset where Screens and AUX outputs presets will start. The first preset will be (ScreenAuxPresetOffset + 1)
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General

Presets_RefreshInfos	Digital_in	Pulse this signal to force information retrieval. Most of the time this signal is never used
Presets_SavePreset_Cmd	Digital_in	Pulse this signal to enable preset SAVE mode. Enabling this mode is required to save a screen/aux (preview or program) to a memory
Presets_Recalling_FB	Digital_out	Equals 1 when a preset is being recalled
Presets_SavingMode	Digital_out	Equals 1 when the preset SAVE mode is enabled.

Availability

Presets_Available_FB	Digital_in	Equals 1 when presets are available, 0 otherwise
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ScreenPreviewPresets

Preset_ScreenPrev_Cmd[X]	Analog_in	Load or Save screen/aux preset to/from Screen X preview
Preset_ScreenPrev_FB[X]	Analog_out	Last screen/aux preset loaded to Screen X preview
Preset_ScreenPrevModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Screen X preview has been modified. Eg: because, of a source, size, or position modification

ScreenProgramPresets

Preset_ScreenPrg_Cmd[X]	Analog_in	Load or Save screen/aux preset to/from Screen X program
Preset_ScreenPrg_FB[X]	Analog_out	Last screen/aux preset loaded to Screen X program
Preset_ScreenPrgModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Screen X program has been modified. Eg: because, of a source, size, or position modification

AuxPreviewPresets

Preset_AuxPrevCmd[X]	Analog_in	Load or save screen/aux preset to/from Auxiliary X preview
Preset_AuxPrev_FB[X]	Analog_out	Last screen/aux preset loaded to Auxiliary X preview
Preset_AuxPrevModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Auxiliary X preview has been modified. Eg: because, of a source, size, or position modification

AuxProgramPresets

Preset_AuxPrg_Cmd[X]	Analog_in	Load or save screen/aux preset to/from Auxiliary X program
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Preset_AuxPrg_FB[X]	Analog_out	Last screen/aux preset loaded to Auxiliary X program
Preset_AuxPrgModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Auxiliary X program has been modified. Eg: because, of a source, size, or position modification

Presets_Width

Presets_ScreenWidth_FB[X]	Analog_out	The preset X screen width
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Presets_Height

Presets_ScreenHeight_FB[X]	Analog_out	The preset X screen height
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Labels

Presets_Labels_FB[X]	Serial_out	The preset X label
LayerPresetLabel_FB[X]	Serial_out	The layer X preset label