

# ANALOG WAY LIVEPREMIER™

## Module: INPUTS

### Crestron 3-series & 4-series

Date: **July 19th 2021**  
Driver version: **V2.2.0**  
Compatible with: **LivePremier™ Firmware V2.0.231 or above**

## GENERAL

This module reads LivePremier™ inputs status.

## Control

### General

AW_In_RefreshInfos	Digital_in	Pulse this signal to force information retrieval. Most of the time this signal is never use
--------------------	------------	---

### InputStatus

AW_In_Available_FB[X]	Digital_out	Equals 1 when input X is available, 0 otherwise
AW_In_SignalPresence_FB[X]	Digital_out	Equals 1 when a valid signal has been detected on input X, 0 otherwise

### Hdcp

AW_In_HdcpToggle_Cmd[X]	Digital_In	Toggles an input HDCP status according to its feedback. HDCP status can be forced or default.
AW_In_HdcpDefault_Cmd[X]	Digital_In	Forces an input HDCP to go to its default mode, changing to HDCP when the content is.
AW_In_Hdcp_FB[X]	Digital_Out	Equals 1 when HDCP content compatibility is enabled for input X.

### Freeze

AW_In_FreezeToggle_Cmd[X]	Digital_In	Freezes input X
AW_In_FreezeToggle_FB[X]	Digital_Out	Equals 1 when input X is frozen, 0 otherwise

### In\_Program

AW_In_UsedInProgram_FB[X]	Digital_Out	Equals to 1 when input X is displayed on a Screen or an Aux (program)
---------------------------	-------------	---

### In\_Preview

AW_In_UsedInPreview_FB[X]	Digital_Out	Equals to 1 when input X is displayed on a Screen or an Aux (preview)
---------------------------	-------------	---

### Capabilities

AW_In_OutOfCapabilities_FB[X]	Digital_Out	Equals to 1 when input X cannot handle input signal. This can happen when the input signal format is larger than the input selected capacity.
-------------------------------	-------------	---

**Format**

AW_In_SignalWidth_FB[X]	Analog_Out	Input X signal width in pixels
AW_In_SignalHeight_FB[X]	Analog_Out	Input X signal height in pixels
AW_In_Format_FB[X]	String_Out	Input signal format (text): 'Width' x 'Height' in pixels

**Label**

AW_In_Label_FB[X]	String_Out	Input X label
-------------------	------------	---------------