ANALOG WAY LIVECORE^{TM}

Module: SCREEN PRESETS

AMX NETLINX

Date: **January 03, 2017**
Driver version: **V3.01**
Compatible with: **LiveCore^{TM} Firmware v04.00.x or above**

INTRODUCTION

This is an optional module for controlling LiveCore^{TM} series processors. It allows you to recall Presets from memory for one single screen, either to the Program or to the Preview. Therefore, one SCREEN PRESETS module must be implemented in your project for each screen declared in your setup.

IMPLEMENTATION

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

- Edit the file LiveCore_User_Definitions.axi: If the SCREEN PRESETS module is used in the main program then you must assign the value 1 to the variable LiveCore_*Screen_PresetsX*_Usage (where X is the controlled screen index).

- Include the LiveCore_Screen_Presets module in the main program and adjust specific module parameters (see example program available with this package).

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COMMANDS

Command Control

None

Channels

The channel codes supported by the SCREEN PRESETS module are listed below.

Channel code	Description
253 (not 255 like the other modules)	Module initialization (automatically performed after being connected)
701..844	Load a Preset from memory to the Program. Channel 701 for preset 1, channel 702 for preset 2,…
901..1044	Load a Preset from memory to the Preview. Channel 901 for preset 1, channel 902 for preset 2,…

Levels

The level codes supported by the SCREEN PRESETS module are listed below.

Level code	Description
121	Load a Preset from memory to the Program. Level 121 value is the Preset index (1=>144)
122	Load a Preset from memory to the Preview. Level 122 value is the Preset index (1=>144)
125	Load a Preset from memory to the Program, execute a TAKE action on the corresponding screen then wait for the end of the operation. Level 125 value is the Preset index (1=>144)
126	Load a Preset from memory to the Preview, execute a TAKE action on the corresponding screen then wait for the end of the operation. Level 125 value is the Preset index (1=>144)

FEEDBACKS

Channels

The channel codes supported by the SCREEN PRESETS module are listed below.

Channel code	Description
125	Preset load status
126	Preset load and TAKE status
255	Module initialization status
301..444	Preset X availability (channel 301 for Preset 1, channel 302 for Preset 2, …)
561…644	Preset Perspective layer status. 1 if preset contain Perspective Layers, 0 if not (channel 561 for Preset 1, channel 562 for Preset 2, …)
701..844	Loaded Preset on Program. Channel 701 for preset 1, channel 702 for preset 2,…
901..1044	Loaded Preset on Preview. Channel 901 for preset 1, channel 902 for preset 2,…

Levels

The level codes supported by the SCREEN PRESETS module are listed below.

Level code	Description
123	Active Preset loaded to the Program. Level 123 value is the Preset index (1=>144)
124	Active Preset loaded to the Preview. Level 124 value is the Preset index (1=>144)
125	Preset load status
201..344	Screen width defined for Preset X (level 201 for Preset 1, level 202 for Preset 2, …)
401..544	Screen height defined for Preset X (level 401 for Preset 1, level 402 for Preset 2, …)