

ANALOG WAY
 MIDRA™ – Crestron 3-series
 MAIN MODULE

CONTACT SUPPORT

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NOTES:	Driver version V1.11 , tested with MIDRA™ Firmware v02.00.15
HAND-IN DATE:	October 16, 2017

GENERAL INFORMATION

SIMPLWINDOWS NAME:	Midra_Main_V1.11
CATEGORY:	Logic
VERSION:	Driver version V1.11
SUMMARY:	This module is the core module for controlling Midra™ series switchers. It must be implemented once in the main program. You have to implement one TCP-Client Crestron object in your project and connect it to the main module. IP address: Midra™ machine IP address Default port: 10500
GENERAL NOTES:	-
CRESTRON HARDWARE REQUIRED:	3 series processor
SETUP OF CRESTRON HARDWARE:	-
VENDOR FIRMWARE:	MIDRA™ firmware V02.00.15
VENDOR SETUP:	-
CABLE DIAGRAM:	TCP-IP

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CONTROL:

From_device	S	To be connected to TCP-IP client RX\$
Refresh_General_Statuts_PB	D	Pulse for initialization after each TPC-IP connection
Wake_Up_PB	D	Pulse to wake-up the Midra™ device
Shutdown_PB	D	Pulse to shutdown the Midra™ device
Take_All_PB	D	Start the transition from Preview to the Main (according to selected mode) for all screens
Screens_Take_Available_FB	D	1 if Take is available for all screens (see sample program)
Quick_Frame_All_PB	D	Enable/disable the display of the "Quick Frame" for all screens (all other layers are hidden)
Freeze_All_PB	D	Pulse to freeze/unfreeze all layers of all screens

CONTROL: Inter_connect_other_modules

Optional modules connections (to be connected if the corresponding optional modules are used in your program)

From_Module_In_Video	S	Commands from Midra_In_Video module to Midra™ device
Mess_Txt_From_Module_In_Video	S	Module_In_Video module status text
From_Module_In_Audio	S	Commands from Midra_Audio module to Midra™ device
Mess_Txt_From_Module_In_Audio	S	Midra_Audio module status text
From_Module_Frame_logo	S	Commands from Midra_Frame_logo module to Midra™ device
Mess_Txt_From_Module_Frame_logo	S	Midra_Frame_logo module status text

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CONTROL: Inter_connect_screen_module - X is screen number (1=>2)
 You can connect up to 2 Midra_Screen optional modules. To prevent processor overloading, do not add any unnecessary Midra_Screen modules in your program (when the corresponding screen is not used or not available)

ScreenX_Available_FB	D	Screen X validity (1 if valid, 0 if unused)
From_Module_ScreenX	S	Midra_Screen X module commands to Midra™ device
Mess_Txt_From_Module_ScreenX	S	Midra_Screen X module text status

FEEDBACK : Control

To_device	S	To be connected to TCP-IP client TX\$
Refresh_General_Statuts_In_Progress_FB	D	Module status refresh in progress
Refresh_Next_Module_OS	D	To be connected to next module for daisy chain initialization
Device_Standby_FB	D	Standby status
Device_Standby_Progression	A	Standby operation progress status
Device_Ready_FB	D	Device 'ready' status, after power up
Quick_Frame_All_FB	D	1 if displaying the "Quick Frame" on the background layer (all other layers are hidden) for all screens
Freeze_All_FB	D	1 if all layers of all screens are 'frozen'
Output_1_HDCP_Warning_FB	D	1 if black Ouput1 because of HDCP protection
Output_2_HDCP_Warning_FB	D	1 if black Ouput2 because of HDCP protection

FEEDBACK : Inter_connect_screen_modules - X is screen number (1=>2)

To_Module_ScreenX	S	From TCP-IP client RX\$ to Midra_Screen X module
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FEEDBACK : Inter_connect_screen_preset_modules - X is screen number (1=>2)

To_Module_ScreenX_Presets	S	From TCP-IP client RX\$ to Midra_Screen_Presets module (screen X)
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FEEDBACK : Inter_connect_other_modules

Optional modules connections (to be connected if the corresponding optional modules are used in your program).

To_Module_In_Video	S	From TCP-IP client RX\$ to Midra_In_Video module
To_Module_In_Audio	S	To_Module_In_Audio
To_Module_Frame_logo	S	From TCP-IP client RX\$ to Midra_Frame_logo module

FEEDBACK : General

User_Messages_TXT	S	User text messages
Device_Type\$	S	Device type
Cmd_Set_Ver\$	S	Device version
Updater_Ver\$	S	Device updater version
Device_Serial_Num\$	S	Device serial number

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FEEDBACK : Flags

Device capabilities flags (could be enabled or disabled depending on the type of device and options)

Flags_Mixer_Mode_Available	D	1 if the Mixer mode is available
Flags_Matrix_Mode_Available	D	1 if the Matrix mode is available
Flags_Matrix_Mode_Type_Basic	D	1 if the Matrix mode type 'basic' is available
Flags_Matrix_Mode_Type_Medium	D	1 if the Matrix mode type 'medium' is available
Flags_Matrix_Mode_Type_Complex	D	1 if the Matrix mode type 'complex' is available
Flags_Quad_Mode_Available	D	1 if the QuadraVision mode is available
Flags_Mosaic_Display_Available	D	1 if the Mosaic display is available on the output 2
Flags_OSD_Available	D	1 if the On Screen Display (OSD) is available
Video_Out_Available_FB	D	1 if the Video output is available
Layer_Flip_Available_FB	D	1 if the Live Layer content flip option is available
Background_Resize_Available_FB	D	1 if the background layer is resizable
Frame_Only_Available_FB	D	1 if only frames are available for Quick Frame (no logo)
Flags_Mixer_Mode_Layer_Frame_Available	D	1 if layer Frame is available with Mixer mode
Flags_Mixer_Mode_Layer_PiP1_Available	D	1 if layer PiP1 is available with Mixer mode
Flags_Mixer_Mode_Layer_PiP2_Available	D	1 if layer PiP2 is available with Mixer mode
Flags_Mixer_Mode_Layer_PiP3_Available	D	1 if layer PiP3 is available with Mixer mode
Flags_Mixer_Mode_Layer_PiP4_Available	D	1 if layer PiP4 is available with Mixer mode

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Flags_Mixer_Mode_Layer_Logo1_Available	D	1 if layer Logo 1 is available with Mixer mode
Flags_Mixer_Mode_Layer_Logo2_Available	D	1 if layer Logo 2 is available with Mixer mode
Flags_Mixer_Mode_Layer_Audio_Available	D	1 if layer Audio is available with Mixer mode
Flags_Border_Style_None_Available	D	1 if Border style 'None' is available
Flags_Border_Style_Edge_Available	D	1 if Border style 'Edge' is available
Flags_Border_Style_Smooth_Available	D	1 if Border style 'Smooth' is available
Flags_Border_Style_Smooth_Edge_Available	D	1 if Border style 'Smooth Edge' is available
Flags_Border_Style_Shadow_Available	D	1 if Border style 'Shadow' is available
Flags_Frame_Transition_Cut_Available	D	1 the Cut Transition is available for the background layer
Flags_Frame_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for the background layer
Flags_Frame_Transition_Fade_Available	D	1 the Fade Transition is available for the background layer
Flags_Frame_Transition_Slide_Available	D	1 the Slide Transition is available for the background layer
Flags_Frame_Transition_Wipe_Available	D	1 the Wipe Transition is available for the background layer
Flags_Frame_Transition_Circle_Available	D	1 the Circle Transition is available for the background layer
Flags_Frame_Transition_Stretch_Available	D	1 the Stretch Transition is available for the background layer

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Flags_PiP1_Transition_Cut_Available	D	1 the Cut Transition is available for PiP1
Flags_PiP1_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for PiP1
Flags_PiP1_Transition_Fade_Available	D	1 the Fade Transition is available for PiP1
Flags_PiP1_Transition_Slide_Available	D	1 the Slide Transition is available for PiP1
Flags_PiP1_Transition_Wipe_Available	D	1 the Wipe Transition is available for PiP1
Flags_PiP1_Transition_Circle_Available	D	1 the Circle Transition is available for PiP1
Flags_PiP1_Transition_Stretch_Available	D	1 the Stretch Transition is available for PiP1
Flags_PiP2_Transition_Cut_Available	D	1 the Cut Transition is available for PiP2
Flags_PiP2_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for PiP2
Flags_PiP2_Transition_Fade_Available	D	1 the Fade Transition is available for PiP2
Flags_PiP2_Transition_Slide_Available	D	1 the Slide Transition is available for PiP2
Flags_PiP2_Transition_Wipe_Available	D	1 the Wipe Transition is available for PiP2
Flags_PiP2_Transition_Circle_Available	D	1 the Circle Transition is available for PiP2
Flags_PiP2_Transition_Stretch_Available	D	1 the Stretch Transition is available for PiP2
Flags_PiP4_Transition_Cut_Available	D	1 the Cut Transition is available for PiP4
Flags_PiP4_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for PiP4
Flags_PiP4_Transition_Fade_Available	D	1 the Fade Transition is available for PiP4
Flags_PiP4_Transition_Slide_Available	D	1 the Slide Transition is available for PiP4
Flags_PiP4_Transition_Wipe_Available	D	1 the Wipe Transition is available for PiP4
Flags_PiP4_Transition_Circle_Available	D	1 the Circle Transition is available for PiP4
Flags_PiP4_Transition_Stretch_Available	D	1 the Stretch Transition is available for PiP4

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Flags_Logo1_Transition_Cut_Available	D	1 the Cut Transition is available for Logo 1
Flags_Logo1_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for Logo 1
Flags_Logo1_Transition_Fade_Available	D	1 the Fade Transition is available for Logo 1
Flags_Logo1_Transition_Slide_Available	D	1 the Slide Transition is available for Logo 1
Flags_Logo1_Transition_Wipe_Available	D	1 the Wipe Transition is available for Logo 1
Flags_Logo1_Transition_Circle_Available	D	1 the Circle Transition is available for Logo 1
Flags_Logo1_Transition_Stretch_Available	D	1 the Stretch Transition is available for Logo 1
Flags_PiP3_Transition_Cut_Available	D	1 the Cut Transition is available for PiP3
Flags_PiP3_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for PiP3
Flags_PiP3_Transition_Fade_Available	D	1 the Fade Transition is available for PiP3
Flags_PiP3_Transition_Slide_Available	D	1 the Slide Transition is available for PiP3
Flags_PiP3_Transition_Wipe_Available	D	1 the Wipe Transition is available for PiP3
Flags_PiP3_Transition_Circle_Available	D	1 the Circle Transition is available for PiP3
Flags_PiP3_Transition_Stretch_Available	D	1 the Stretch Transition is available for PiP3
Flags_Logo2_Transition_Cut_Available	D	1 the Cut Transition is available for Logo 2
Flags_Logo2_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for Logo 2
Flags_Logo2_Transition_Fade_Available	D	1 the Fade Transition is available for Logo 2
Flags_Logo2_Transition_Slide_Available	D	1 the Slide Transition is available for Logo 2
Flags_Logo2_Transition_Wipe_Available	D	1 the Wipe Transition is available for Logo 2
Flags_Logo2_Transition_Circle_Available	D	1 the Circle Transition is available for Logo 2
Flags_Logo2_Transition_Stretch_Available	D	1 the Stretch Transition is available for Logo 2

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Flags_Audio_Transition_Cut_Available	D	1 the Cut Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Clean_Cut_Available	D	1 the Clean Cut Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Fade_Available	D	1 the Fade Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Slide_Available	D	1 the Slide Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Wipe_Available	D	1 the Wipe Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Circle_Available	D	1 the Circle Transition is available for Audio (Audio layer is considered as a standard layer)
Flags_Audio_Transition_Stretch_Available	D	1 the Stretch Transition is available for Audio (Audio layer is considered as a standard layer)

FEEDBACK : Video_Mode

Video_Mode_Mixer_PB	D	1 if Mixer mode is enabled
Video_Mode_Matrix_PB	D	1 if Matrix mode is enabled
Video_Mode_Quad_PB	D	1 if Quadravision mode is enabled

PARAMETERS

Time message	In seconds	Time duration for displaying user messages
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