

# ANALOG WAY LIVEPREMIER™

## Module: SCREEN

### Crestron 3-series

Date: Oct 14th 2020  
Driver version: V2.0.0  
Compatible with: LivePremier™ Firmware v2.0.231 or above

## GENERAL

This module reads LivePremier™ Screens and AUX outputs status and provides their related controls.

**Note:** The screen “**copy mode**” when enabled will swap preview and programs layout when the “Take” operation is activated. When it is disabled, the screen preview layout is applied on the program video buffer. The default value of “copy mode” is enabled.

## SOURCES

Here are the different layer source values:

NONE	0
INPUTS	[1, 99]
IMAGES	[101, 199]
PREVIEW	[201, 299]
PROGRAM	[301, 399]
COLOR	400
BCKGROUND_SET	[501, 599] Only for “Native” layer
AUX_PROGRAM	[601, 699]

## Control

### Parameters

Screen name	Param List	Screen or AUX identifier
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### General

Screen_RefreshInfos	Digital_in	Pulse this signal to force information retrieval. Most of the time this signal is never used
Screen_Take_Cmd	Digital_in	Pulse this signal to trigger a "TAKE" command
Screen_Cut_Cmd	Digital_in	Pulse this signal to trigger a "CUT" command
Screen_Is_Available_FB	Digital_out	Equals 1 when the screen is available
Screen_Take_FB	Digital_out	Equals 1 when a TAKE transition is ongoing for the screen

### Screen\_Infos

Screen_Width_FB	Analog_out	The screen width
Screen_Height_FB	Analog_out	The screen height
Screen_LayerCount_FB	Analog_out	The number of layers of the screen
Screen_ScreenGroup_Txt	String_out	The name of the screen group this screen belongs to
Screen_ScreenLabel_Txt	String_out	The screen label

### Capabilities

Screen_PreviewLayerOutOfCapabilities_FB[X]	Digital_out	Equals 1 when a preview layer does not have enough resources to process a source
Screen_ProgramLayerOutOfCapabilities_FB[X]	Digital_out	Equals 1 when a program layer does not have enough resources to process a source
Screen_LayerCapabilities_FB[X]	String_out	The layer capacity

### Preview\_Sources

Screen_PrivNativeSource_Cmd	Analog_in	The background set index to be assigned to the preview background of the screen.
Screen_PrivSource_Cmd[X]	Analog_in	The preview layer source value to be assigned to layer X
Screen_PrivNativeSource_FB	Analog_in	The background set index assigned to the preview background of the screen.
Screen_PrivSource_FB[X]	Analog_in	The preview layer source value assigned to layer X

### Preview\_Position\_Size

Screen_PrivTop_Cmd[X]	Analog_in	Assign X layer top value
Screen_PrivLeft_Cmd[X]	Analog_in	Assign X layer left value
Screen_PrivWidth_Cmd[X]	Analog_in	Assign X layer width value
Screen_PrivHeight_Cmd[X]	Analog_in	Assign X layer height value
Screen_PrivTop_FB[X]	Analog_out	X layer top value

Screen_PrivLeft_FB[X]	Analog_out	X layer left value
Screen_PrivWidth_FB[X]	Analog_out	X layer width value
Screen_PrivHeight_FB[X]	Analog_out	X layer height value

### Program\_Sources

Screen_PrgNativeSource_Cmd	Analog_in	The background set index to be assigned to the program background of the screen.
Screen_PrgSource_Cmd[X]	Analog_in	The program layer source value to be assigned to layer X
Screen_PrgNativeSource_FB	Analog_in	The background set index assigned to the program background of the screen.
Screen_PrgSource_FB[X]	Analog_in	The program layer source value assigned to layer X

### Program\_Position\_Size

Screen_PrgTop_Cmd[X]	Analog_in	Assign X layer top value
Screen_PrgLeft_Cmd[X]	Analog_in	Assign X layer left value
Screen_PrgWidth_Cmd[X]	Analog_in	Assign X layer width value
Screen_PrgHeight_Cmd[X]	Analog_in	Assign X layer height value
Screen_PrgTop_FB[X]	Analog_out	X layer top value
Screen_PrgLeft_FB[X]	Analog_out	X layer left value
Screen_PrgWidth_FB[X]	Analog_out	X layer width value
Screen_PrgHeight_FB[X]	Analog_out	X layer height value

### Border\_Color

Screen_BorderColor_Cmd[X]	String_in	The border color following R,G,B format: red would be: "255,0,0"
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### Preview\_Border

Screen_EnablePrevBorder_Cmd[X]	Digital_in	Pulse this signal to enable X preview layer border
Screen_DisablePrevBorder_Cmd[X]	Digital_in	Pulse this signal to disable X preview layer border
Screen_PrevBorderEnabled_FB[X]	Digital_out	Equals 1 when preview layer X border is enabled

### Program\_Border

Screen_EnableProgBorder_Cmd[X]	Digital_in	Pulse this signal to enable X program layer border
Screen_DisableProgBorder_Cmd[X]	Digital_in	Pulse this signal to disable X program layer border
Screen_ProgBorderEnabled_FB[X]	Digital_out	Equals 1 when program layer X border is enabled

### Copy\_Screen

Screen_EnableCopyMode_Cmd	Digital_in	Pulse this signal to enable the screen copy mode
Screen_DisableCopyMode_Cmd	Digital_in	Pulse this signal to disable the screen copy mode

Screen_CopyModeEnabled_FB	Digital_out	Equals 1 when the copy mode is enabled
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**LayerPresets**

Screen_RecallPresetPreviewLayer_Cmd[X]	Analog_in	Recall a layer preset for preview layer X
Screen_RecallPresetProgramLayer_Cmd[X]	Analog_in	Recall a layer preset for program layer X