

# ANALOG WAY LIVEPREMIER™

## Module: SCREEN-AUX

### Crestron 3-series & 4-series

Date: **August 30th 2025**  
Driver version: **V5.0.0**  
Compatible with: **LivePremier™ Firmware V5.0.0 or above**

## GENERAL

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

#### Notes:

- 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.
- **It is to be noted that without a VideoCompositor license, some signals like layers and widgets positions and sizes are not available in multiviewers, screens and auxiliaries modules.**

## SOURCES

Here are the different layer source values:

|               |                                    |
|---------------|------------------------------------|
| NONE          | 0                                  |
| INPUTS        | [1, 299]                           |
| IMAGES        | [301, 499]                         |
| PREVIEW       | [501, 599]                         |
| PROGRAM       | [601, 699]                         |
| COLOR         | 700                                |
| BCKGROUND_SET | [801, 899] Only for “Native” layer |
| AUX_PROGRAM   | [901, 999]                         |

## Control

### Parameters

| Screen name | Param List | Screen or AUX identifier |
|-------------|------------|--------------------------|
|-------------|------------|--------------------------|

### 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\_OriginSources

|                                |           |                                                                                                                                            |
|--------------------------------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------|
| Screen_PrivOriginSource_FB[XX] | Analog_in | Represents the source asked for layer XX which can differ from Screen_PrivSource_FB[X] when backup source mode is enabled for this source. |
|--------------------------------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------|

### 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\_OriginSources

|                               |           |                                                                                                                                           |
|-------------------------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Screen_PrgOriginSource_FB[XX] | Analog_in | Represents the source asked for layer XX which can differ from Screen_PrgSource_FB[X] when backup source mode is enabled for this source. |
|-------------------------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------|

### 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" |
|---------------------------|-----------|------------------------------------------------------------------|

### 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            |

### 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 |