

# ANALOG WAY LIVEPREMIER™

## Module: PRESETS

### Crestron 3-series & 4-series

Date: **November 11th 2021**  
Driver version: **V2.3.0**  
Compatible with: **LivePremier™ Firmware V2.0.231 or above**

## GENERAL

This module reads LivePremier™ screen/aux presets status and provides its related controls.

### Notes:

- **LivePremier™** preset memories can be loaded either on a Screen or on an Auxiliary outputs (preview or program destination).
- This module also allows to save the current screen/aux layer configuration (preview or program destination) to a preset memory (must enable the SAVE mode).
- By default, the LOAD mode is enabled, meaning that signals such as **Preset\_ScreenPrev\_Cmd[X]** or **Preset\_ScreenPrg\_Cmd[X]** or **Preset\_AuxPrev\_Cmd[X]** or **Preset\_AuxPrg\_Cmd[X]** will load the corresponding preset to screen X or an Auxiliary output X. When the SAVE mode is enabled, the same signals will define which screen or aux destination will be stored in the selected preset.

## Control

### Parameters

ScreenAuxPresetOffset	Param	The offset where Screens and AUX output presets will start. The first preset will be (ScreenAuxPresetOffset + 1)
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### General

Presets_RefreshInfos	Digital_in	Pulse this signal to force information retrieval. Most of the time this signal is never used
Presets_SavePreset_Cmd	Digital_in	Pulse this signal to enable preset SAVE mode. Enabling this mode is required to save a screen/aux (preview or program) to a memory
Presets_Recalling_FB	Digital_out	Equals 1 when a preset is being recalled
Presets_SavingMode	Digital_out	Equals 1 when the preset SAVE mode is enabled.

### Availability

Presets_Available_FB	Digital_in	Equals 1 when presets are available, 0 otherwise
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### ScreenPreviewPresets

Preset_ScreenPrev_Cmd[X]	Analog_in	Load or Save screen/aux preset to/from Screen X preview
Preset_ScreenPrev_FB[X]	Analog_out	Last screen/aux preset loaded to Screen X preview
Preset_ScreenPrevModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Screen X preview has been modified. Eg: because, of a source, size, or position modification

### ScreenProgramPresets

Preset_ScreenPrg_Cmd[X]	Analog_in	Load or Save screen/aux preset to/from Screen X program
Preset_ScreenPrg_FB[X]	Analog_out	Last screen/aux preset loaded to Screen X program
Preset_ScreenPrgModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Screen X program has been modified. Eg: because, of a source, size, or position modification

### AuxPreviewPresets

Preset_AuxPrevCmd[X]	Analog_in	Load or save screen/aux preset to/from Auxiliary X preview
Preset_AuxPrev_FB[X]	Analog_out	Last screen/aux preset loaded to Auxiliary X preview
Preset_AuxPrevModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Auxiliary X preview has been modified. Eg: because, of a source, size, or position modification

### AuxProgramPresets

Preset_AuxPrg_Cmd[X]	Analog_in	Load or save screen/aux preset to/from Auxiliary X program
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Preset_AuxPrg_FB[X]	Analog_out	Last screen/aux preset loaded to Auxiliary X program
Preset_AuxPrgModified_FB[X]	Digital_out	Equals 1 when the screen/aux preset loaded to Auxiliary X program has been modified. Eg: because, of a source, size, or position modification

#### **Presets\_Width**

Presets_ScreenWidth_FB[X]	Analog_out	The preset X screen width
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#### **Presets\_Height**

Presets_ScreenHeight_FB[X]	Analog_out	The preset X screen height
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#### **Labels**

Presets_Labels_FB[X]	Serial_out	The preset X label
LayerPresetLabel_FB[X]	Serial_out	The layer X preset label