CRESTRON

Manufacturer:Barco N.V.
Model:E2
Device Type:Screen Management System

GENERAL INFORMATION

SIMPLWINDOWS NAME:	Barco E2
CATEGORY:	Screen Management System
VERSION:	1.0
SUMMARY:	Control of the E2 device.
GENERAL NOTES:	This module is used to control an E2 via TCP/IP. The ports used are 9876 & 9999. After connecting, the module will automatically retrieve the list of sources, destinations, backgrounds, presets & stills.
CRESTRON HARDWARE REQUIRED:	3-Series controller.
SETUP OF CRESTRON HARDWARE:	TCP/IP: Fill in the IP address of the E2 as parameter.
VENDOR FIRMWARE:	E2 V3.2
VENDOR SETUP:	Install and configure E2
CABLE DIAGRAM:	None

CONTROL:

Signal/Function Name	D,S,A	Digital, Serial, Analog signal property definition.
connect	D	High to connect on port 9876, to receive notifications.
powerOn	D	Pulse to turn on E2 via Wake-On-LAN.
LogCommunication	D	Flag to log communication to and from E2
queueScreenDestChanges	D	Pulse to enable queueing of the following actions: activateSource activateSourceOnLeftside activateSourceOnRightside activateSourceOnTop

		activateSourceOnBottom
		activateSourceFullScreen
		activateSourceTopLeftAligned
		activateSourceTopRightAligned
		activateSourceBottomLeftAligned
		activateSourceBottomRightAligned
		removeSource (only for screen destinations)
		activateBackground
		removeBackground
commitScreenDestChanges	D	Pulse to execute the queued changes with one command per destination.
getFrameInfo	D	Pulse to retrieve the configuration of the device.
getSources	D	Pulse to retrieve the list of sources.
activateSource	D	Pulse to activate a source on the selected screen destination on position x, y. The source is positioned in the area with width & height, the alignment is set with the source Alignment signal.
activateSourceOnLeftside	D	Pulse to activate the selected source on the left half side of the selected screen destination.
activateSourceOnRightside	D	Pulse to activate the selected source on the right half side of the selected screen destination.
activateSourceOnTop	D	Pulse to activate the selected source on top half of the selected screen destination.
activateSourceOnBottom	D	Pulse to activate the selected source on bottom half of the selected screen destination.
activateSourceFullScreen	D	Pulse to activate the selected source full screen of the selected screen destination.
activateSourceTopLeftAligned	D	Pulse to activate the selected source on the top left part of the selected screen destination.
activateSourceTopRightAligned	D	Pulse to activate the selected source on the top right part of the selected screen destination.
activateSourceBottomLeftAligned	D	Pulse to activate the selected source on the bottom left part of the selected screen destination.
activateSourceBottomRightAligned	D	Pulse to activate the selected source on the bottom right part of the selected screen destination.
activateSourceOnAuxDestination	D	Pulse to activate the selected source on the selected aux destination.

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removeSource	D	Pulse to remove the selected source from the selected aux or screen destination.
freezeSource	D	Pulse to freeze the selected source on the selected aux or screen destination.
unfreezeSource	D	Pulse to unfreeze the selected source on the selected aux or screen destination.
iSourceID	A	This is the source ID.
XPos	A	This is the horizontal position to be used with activateSource.
YPos	A	This is the vertical position to be used with activateSource.
Width	A	This is the width of the area to be used with activateSource.
Height	A	This is the height of the area to be used with activateSource.
SourceAlignment	A	This is the alignment to be used with activateSource. This can a combination of following values : ALIGNMENT_CENTER = 0, ALIGNMENT_LEFT = 1, ALIGNMENT_RIGHT = 2, ALIGNMENT_TOP = 4, ALIGNMENT_BOTTOM = 8,
PercentageHeightForCornerPIP	A	This is the percentage of the destination height used for the ActivateSource-Aligned functions.
PercentageWidthForCornerPIP	A	This is the percentage of the destination width used for the ActivateSource-Aligned functions.
selectSource_#	D	Pulse to select a source.
getBackgrounds	D	Pulse to retrieve the list of backgrounds.
activateBackground	D	Pulse to activate the selected background on the selected screen destination.
removeBackground	D	Pulse to remove the background from the selected screen destination.
freezeBackground	D	Pulse to freeze the background on the selected screen destination.
unfreezeBackground	D	Pulse to unfreeze the background on the selected screen destination.
iBackgroundID	A	This is the background ID.
selectBackground_#	D	Pulse to select a background.

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getDestinations	D	Pulse to retrieve the list of destinations.
freezeDestination	D	Pulse to freeze the selected destination.
unfreezeDestination	D	Pulse to unfreeze the selected destination.
iDestinationID	A	This is the destination ID.
iDestinationType	A	This is the destination type ID.
selectDestination_#	D	Pulse to select a destination.
iLayerID	A	This is the layer ID.
selectLayer_#	D	Pulse to select a layer.
getPresets	D	Pulse to retrieve the list of presets.
activatePreset	D	Pulse to activate the selected preset.
savePreset	D	Pulse to save the selected preset.
saveAsNewPreset	D	Pulse to save as a new preset.
deletePreset	D	Pulse to delete the selected preset.
renamePreset	D	Pulse to rename the selected preset
iPresetID	A	This is the preset ID.
NewPresetName$	S	The preset name to be used with SaveAsNewPreset
selectPreset_#	D	Pulse to select a preset.
getContentForDestinations	D	Pulse to retrieve the current content for all destinations.
getStills	D	Pulse to retrieve the list of stills.
takeStillSource	D	Pulse to take a still of a source
takeStillBackground	D	Pulse to delete a still of a background.
deleteStill	D	Pulse to delete a still.
iStillID	A	This is the still ID.

selectStill_#	D	Pulse to select a still

FEEDBACK:

Connected	D	High when connected on port 9876.
NotificationReceived	D	High to indicate a change occurred on the device.
FrameName$	S	Serial signal containing the name of the device.
FrameType$	S	Serial signal containing the type (E2/S3).
FrameVersion$	S	Serial signal containing the version number of the firmware.
FrameOSVersion$	S	Serial signal containing the version number of the OS.
FrameIPAddress$	S	Serial signal containing the IP address.
FrameMACAddress$	S	Serial signal containing the MAC address.
NumSources	A	Indicates the number of sources.
oSourceID	A	Indicates the source ID of the selected source.
SourceType	A	Indicates the source type ID of the selected source.
SourceFrozen	D	High to indicate if the selected source is frozen.
SourceCapacity	A	Indicates the capacity of the selected source. Values: 1=SL, 2=DL, 4=4K.
SourceWidth	A	Indicates the width of the selected source.
SourceHeight	A	Indicates the height of the selected source.
SourceName$	S	Serial signal containing the source name of the selected source.
SourceStillName$	S	Serial signal containing the source still name of the selected source.
SelectedSource_#	D	High to indicate the selected source.
SourceFrozen_#	D	High to indicate if the selected source is frozen.

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SourceType_#	A	Indicates the source type ID for all sources
SourceWidth_#	A	Indicates the source width for all sources
SourceHeight_#	A	Indicates the source height for all sources
SourceCapacity_#	A	Indicates the capacity for all sources. Values: 1=SL, 2=DL, 4=4K.
SourceName$_#	S	Serial signal containing the names of all sources.
SourceStillName$_#	S	Serial signal containing the names of the stills of all sources.
NumBackgrounds	A	Indicates the number of backgrounds.
oBackgroundID	A	Indicates the background ID of the selected background.
BackgroundType	A	Indicates the background type ID of the selected background.
BackgroundFrozen	D	High to indicate if the selected background is frozen.
BackgroundHeight	A	Indicates the height of the selected background.
BackgroundWidth	A	Indicates the width of the selected background.
BackgroundCapacity	A	Indicates the capacity of the selected background. Values: 1=SL, 2=DL, 4=4K.
BackgroundName$	S	Serial signal indicating the background name of the selected background.
SelectedBackground_#	D	High to indicate the selected background.
BackgroundFrozen_#	D	High to indicate if the selected background is frozen.
BackgroundType_#	A	Indicates the background type for all backgrounds.
BackgroundWidth_#	A	Indicates the background width for all backgrounds.
BackgroundHeight_#	A	Indicates the background height for all backgrounds.
BackgroundCapacity_#	A	Indicates the background capacity for all backgrounds. Values: 1=SL, 2=DL, 4=4K.
BackgroundName$_#	S	Serial signal containing the names of all backgrounds.
NumDestinations	A	Indicates the number of destinations.
oDestinationID	A	Indicates the destination ID of the selected destination.

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oDestinationType	A	Indicates the destination type ID of the selected destination.
DestinationHeight	A	Indicates the height of the selected destination.
DestinationWidth	A	Indicates the width of the selected destination.
DestinationNumLayers	A	Indicates the number of available layers on the selected destination.
DestinationFrozen	D	High to indicate if the selected destination is frozen.
DestinationName$	S	Serial signal containing the name of the selected destination.
SelectedDestination_#	D	High to indicate the selected destination.
DestinationType_#	A	Indicates the destination type of all destinations.
DestinationFrozen_#	D	High to indicate which destinations are frozen.
NumLayers_#	A	Serial signal containing the number of layers for each destination.
DestinationWidth_#	A	Indicates the width of all destinations.
DestinationHeight_#	A	Indicates the height of all destinations.
DestinationName$_#	S	Serial signal containing the destination name of all destinations.
oLayerID	A	Indicates the layer ID of the selected layer for a selected destination.
WindowSourceName$	S	Serial signal containing the source name of the source on the selected destination & layer.
WindowSourceHeight	A	Indicates the height of the source on the selected destination & layer.
WindowSourceWidth	A	Indicates the width of the source on the selected destination & layer.
WindowSourceXPos	A	Indicates the horizontal position of the source on the selected destination & layer.
WindowSourceYPos	A	Indicates the vertical position of the source on the selected destination & layer.
WindowSourceStillName$	S	Serial signal containing the source still name of the source on the selected destination & layer.
oLayerCapacity	A	Indicates the capacity of selected destination & layer. Values: 1=SL, 2=DL, 4=4K.
WindowSourceFrozen	D	High to indicate if the source on the selected destination & layer is frozen.

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WindowSourceID	A	Indicates the Window Source ID
SelectedLayer_#	D	High to indicate the selected layer on the selected destination.
NumPresets	A	Indicates the number of presets.
oPresetID	A	Indicates the preset ID of the selected preset.
PresetName$	S	Serial signal containing the name of the preset.
SelectedPreset_#	D	High to indicate the selected preset.
PresetName$_#	S	Serial signal containing the names of all presets.
LayerID_##	A	Indicates the layer ID of all layers for the first 8 destinations.
LayerCapacity_##	A	Indicates the layer capacity of all layers for the first 8 destinations. Values: 1=SL, 2=DL, 4=4K.
WindowWidth_##	A	Indicates the width of the sources on all layers for the first 8 destinations.
WindowHeight_##	A	Indicates the height of the sources on all layers for the first 8 destinations.
WindowXPos_##	A	Indicates the horizontal position of the sources on all layers for the first 8 destinations.
WindowYPos_##	A	Indicates the vertical position of the sources on all layers for the first 8 destinations.
WindowSourceID_##	A	Indicates the source ID of the sources on all layers for the first 8 destinations.
BackgroundSourceID_#	A	Indicates the background ID of all destinations.
WindowSourceName$_##	S	Serial signal containing the names of the sources on all layers for the first 8 destinations.
WindowSourceStillName$_##	S	Serial signal containing the source still names of the sources on all layers for the first 8 destinations.
BackgroundSourceName$_#	S	Serial signal containing the background name on all destinations.
NumStills	A	Indicates the number of stills.
oStillID	A	Indicates the still ID.
StillName$	S	Serial signal containing the name of the selected still.
StillHeight	A	Indicates the height of the selected still.

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StillWidth	A	Indicates the width of the selected still.
StillURL$	S	Serial signal containing the URL of the selected still.
SelectedStill#	D	High to indicate the selected still.
StillWidth_#	A	Indicates the width of all stills.
StillHeight_#	A	Indicates the height of all stills.
StillName$_#	S	Serial signal containing the name of all selected still.
StillURL$_#	S	Serial signal containing the URL of all selected still.

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15 Volvo Drive · Rockleigh, NJ 07647
800.237.2041 / 201.767.3400

http://application.market.com

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PARAMETERS:

IP-Address	P	IP address of the device.

TESTING:

OPS USED FOR TESTING:	1.501.0025
SIMPL WINDOWS USED FOR TESTING:	4.05.03.00
DEVICE DB USED FOR TESTING:	79.00.001.00
CRESTRON DB USED FOR TESTING:	59.00.002.00
SYMBOL LIBRARY USED FOR TESTING:	508
SAMPLE PROGRAM:	Barco E2 Demo V1.0
REVISION HISTORY:	V. 1.0 – Original Release