





GENERAL INFORMATIO	N			
SIMPLWINDOWS NAME:	Biamp Tesira State Control v2.3			
CATEGORY:	DSP			
VERSION:	2.3			
SUMMARY:	This module controls most mute/state points in the Biamp Tesira.			
	This Biamp Tesira State Control v2.3 module is used to control a wide variety of control objects within the Biamp Tesira. This module's parameters need to be setup correctly in order to control the state object that you wish to control. So understanding what your state object requires is important to the settings of this module.			
	The following are required.			
	<pre>Instance_Tag: Instance_Tag is the unique name that was assigned inside the Biamp Tesira Programming.</pre>			
	Note: If your Instance_Tag has spaces in its name, surround the name with quotes using the $\x22$ hex escape sequence. Example: $\x22$ My Name $\x22$			
GENERAL NOTES:	Attribute_Code: Attribute_Code selection informs the module what type of state to control. This is required since some Biamp Tesira objects having multiple state control points. The choices are Mute, InputMute, OutputMute, CrossPointLevelState, Crosspoint, ChannelMute, MuteIn, MuteOut, MuteSource, WallState, State, Connected, HostMasterMute, HostMute, Streaming, EmbeddedAudioMute, VideoMute, VideoFreeze and AuxMute. If the object that you wish to control contains one of these control attribute codes, then this module will control that object.			
	The following maybe optional.			
	Index_1 : When controlling a Biamp Tesira object, part of the control protocol may use Index_1. When Index_1 is not required, the parameter needs to be set to 0.			
	Index_2 : When controlling a Biamp Tesira object, part of the control protocol may use Index_2. When Index_2 is not required, the parameter needs to be set to 0.			
	Index_1 in most cases represents the input value, and Index_2 represents the output value. So when dealing with things like Crosspoints, both Index_1 and Index_2 are required. Understanding the Biamp Tesira control object is mandatory in order to setup this module correctly.			
	During initialization of the module, it will automatically try to figure out based on the Instance_Tag what type of Biamp Tesira control object you are attempting to control. Once it acquires the identification, it will request only the appropriate state information from the Biamp Tesira control object. If it was not able to figure out what type of control object, it will send queries based on a standard list. In this case you may get some errors back from the Biamp Tesira indicting the commands are not supported. This is normal, but if ALL commands are returned with errors, than your Instance_Tag may be incorrect or not currently configured.			
CRESTRON HARDWARE REQUIRED:	3-series processor only (Note: use 1.X modules for 2-series processors)			







GENERAL INFORMATION continued				
SETUP OF CRESTRON HARDWARE:	This module requires the Biamp Tesira Command Processor IP v2.3 or the Biamp Tesira Command Processor RS232 v2.3 modules in order to operate. Please read the help files associated with these modules.			
VENDOR FIRMWARE:	Tesira Server - 3.3.0.18 Tesira Forte - 3.3.0.18			







PARAMETER:	
Instance_Tag	Instance_Tag is the unique name, for the control object, that was assigned inside the Biamp Tesira Programming. Note: If your Instance_Tag has spaces in its name, surround the name with quotes using the \x22 hex escape sequence. Example: \x22My Name\x22
Attribute_Code	Attribute_Code selection informs the module what type of state to control. This is required since some Biamp Tesira objects having multiple state control points. The choices are Mute, InputMute, OutputMute, CrossPointLevelState, Crosspoint, ChannelMute, MuteIn, MuteOut, MuteSource, WallState, State, Connected, HostMasterMute, HostMute, Streaming, EmbeddedAudioMute, VideoMute, VideoFreeze and AuxMute. If the object that you wish to control contains one of these control attribute codes, then this module will control that object.
Index_1	When controlling a Biamp Tesira object, part of the control protocol may use Index_1. When Index_1 is not required, the parameter needs to be set to 0. Index_1 in most cases represents the input value, and Index_2 represents the output value. So when dealing with things like Crosspoints, both Index_1 and Index_2 are required. Understanding the Biamp Tesira control object is mandatory in order to setup this module correctly.
Index_2	When controlling a Biamp Tesira object, part of the control protocol may use Index_2. When Index_2 is not required, the parameter needs to be set to 0. Index_1 in most cases represents the input value, and Index_2 represents the output value. So when dealing with things like Crosspoints, both Index_1 and Index_2 are required. Understanding the Biamp Tesira control object is mandatory in order to setup this module correctly.
Command_Processor_ID	Setting to indicate the ID for the command processor that this module will register itself with.







CONTROL:		
Poll_State	D	Pulse to poll for the current value. If the control object that you are controlling has been able to successfully register a subscription, then this signal may not do anything. A subscription is a process of registering for unsolicited messages. Some Biamp Tesira control objects have this capability.
State_On, State_Off, State_Toggle	D	Pulse to change state of the control object.







FEEDBACK:		
Is_Initialized	D	Signal is high to indicate the module has successfully received all required responses from its initializing queries.
State_ls_On, State_ls_Off	D	Indicates the current state status.







TESTING:			
OPS USED FOR TESTING:	CP3: v1.501.2867.24563		
SIMPL WINDOWS USED FOR TESTING:	4.07.03		
CRES DB USED FOR TESTING:	63.07.003.00		
DEVICE DATABASE:	86.05.003.00		
SYMBOL LIBRARY USED FOR TESTING:	1038		
SAMPLE PROGRAM:	Biamp Tesira v2.3 IP Demo Biamp Tesira v2.3 RS232 Demo		
REVISION HISTORY:	v2.0 – Initial Release v2.1 – No revisions have been performed. v2.2 – Added the options AudioMute,VideoMute and VideoFreeze to the list of supported attribute codes. v2.3 – Added the option AuxLevel to the list of supported Attribute Codes for the module.		