Partner: AVPro Edge
Models: MXNet USP
Device Type: Network Switching

GENERAL INFORMATION

SIMPL WINDOWS NAME:	AVPro Edge MXNet USP Multiview Layout v1.0
CATEGORY:	AVPro Edge MXNet USP
VERSION:	v1.0
SUMMARY:	This module works in conjunction with the AVPro Edge MXNet USP CommandProcessor v1.0 module for control of a Multiview Layout. The full suite of AVPro MXNet USP modules includes: • AVPro Edge MXNet USP CommandProcessor v1.0 • AVPro Edge MXNet USP Encoder v1.0 • AVPro Edge MXNet USP Decoder v1.0 • AVPro Edge MXNet USP SerialPort v1.0 • AVPro Edge MXNet USP IRPort v1.0 • AVPro Edge MXNet USP CEC v1.0 • AVPro Edge MXNet USP DestinationRouter v1.0 • AVPro Edge MXNet USP MultiDestinationRouter v1.0 • AVPro Edge MXNet USP VW DecoderAssign v1.0 • AVPro Edge MXNet USP VW Layout v1.0 • AVPro Edge MXNet USP VW LayoutRecall v1.0 • AVPro Edge MXNet USP Matrix PresetRecall v1.0 • AVPro Edge MXNet USP Matrix Macro v1.0 • AVPro Edge MXNet USP External Stream Source v1.0 • AVPro Edge MXNet USP Digital Signage v1.0 • AVPro Edge MXNet USP Multiview Layout v1.0
GENERAL NOTES:	This module requires one instance of the AVPro Edge MXNet USP CommandProcessor v1.0 module to register with and a matching instance of the AVPro Edge MXNet USP Decoder v1.0.
CRESTRON HARDWARE REQUIRED:	4-Series processor
SETUP OF CRESTRON HARDWARE:	N/A
VENDOR FIRMWARE:	MXNet USP Control Box V3.43 MXNet USP-ES v0.24.0 MXNet USP-PL v1.11.0 MXNet USP-PR v1.40.0
VENDOR SETUP:	N/A

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PARAMETERS:

Command_Processor_ID	The unique identifier of the command processor module that this module registers with.
Matrix_Destination_Index	Specifies the decoder module matrix index that this Multiview layout will target.
Layout_Name	Specifies the internal USP layout name of the Multiview layout, exactly as saved in the AVPro Mentor interface. The layout must be created in Mentor with its default sources dragged into the layout and saved before it can be recalled; recalling a layout that has no saved sources renders a small square in the top-left of the output. Runtime template switching is not supported - use one layout, and one instance of this module, per template. Multiple modules may target the same decoder.

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CONTROL:

Layout_Activate	D	Pulse to send the current layout configuration to the decoder.
Window_*_Source	A	Set the current window source. Layout must be activated for change to take effect live.
Audio_Mode	A	Sets the current audio mode of the layout. Valid values are as follows: **0d = Audio Follows Window** **1d = Audio Follows Source** **2d = No Audio** Layout must be activated for change to take effect live.
Window_Audio_Index	A	Sets the window audio selection when Audio_Mode = 0d. NOTE: This value must be set to a window that currently exists in the layout to swap to Window Mode. Non-existent window values in the layout will prevent Audio_Mode from swapping to Window Mode. Layout must be activated for change to take effect live.
Source_Audio_Index	A	Sets the source audio selection when Audio_Mode = 1d. NOTE: This value must be set to a source that currently exists in the layout to swap to Source Mode. Non-existent sources in the layout will prevent Audio_Mode from swapping to Source Mode. Layout must be activated for change to take effect live.
Resolution	A	Sets the current resolution of the layout. Valid values are as follows: **1d = 720P50** **2d = 720P60** **3d = 1080P24** **4d = 1080P50** **5d = 1080P60** **6d = 4K30** **7d = 4K50** **8d = 4K60** Layout must be activated for change to take effect live.

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FEEDBACK:

Is_Initialized	D	Indicates that the module has successfully initialized with the command processor.
Layout_Active_fb	D	Indicates that the layout is currently active on the specified decoder at the provided destination index.
Window_*_Source_fb	A	Indicates the currently selected source for the specific window. NOTE: This represents the currently selected source, which is separate from the currently active source displayed via the decoder.
Audio_Mode_fb	A	Indicates the current audio mode of the layout. Valid values are as follows: **0d = Audio Follows Window** **1d = Audio Follows Source** **2d = No Audio** NOTE: This represents the currently selected audio mode, which is separate from the currently active audio mode on the live output.
Audio_Current_Index_fb	A	Indicates the current index of the audio source. This will represent the current window index when Audio_Mode_fb = 0d, and the current source index when Audio_Mode_fb = 1d. This value will be 0d when Audio_Mode_fb = 2d. NOTE: This represents the currently selected audio index, which is separate from the currently active audio index on the decoder.
Resolution	A	Indicates the current resolution of the layout. Valid values are as follows: **1d = 720P50** **2d = 720P60** **3d = 1080P24** **4d = 1080P50** **5d = 1080P60** **6d = 4K30** **7d = 4K50** **8d = 4K60** NOTE: This represents the currently selected resolution, which is separate from the currently active resolution on the decoder.

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TESTING:

OPS USED FOR TESTING:	CP4 2.8006.00110
SIMPL WINDOWS USED FOR TESTING:	4.3100.00
CRES DB USED FOR TESTING:	228.5000.003.00
DEVICE DATABASE:	200.44500.001.00
SYMBOL LIBRARY USED FOR TESTING:	1237
SAMPLE PROGRAM:	AVPro Edge MXNet USP v1.0 Demo.smw
REVISION HISTORY:	v1.0 – Initial Release

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