



Manufacturer: Barco N.V.  
Model: Event Master Controller  
Device Type: Video Processing

## CONTACT SUPPORT:

COMPANY NAME:	Barco NV
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## GENERAL INFORMATION

SIMPLWINDOWS NAME:	Barco Event Master Map Recall PresetsCues
CATEGORY:	Screen management system
VERSION:	V1.0
SUMMARY:	Module to map cues and presets into grids on 6 pages. Also used to recall cues and presets from on the grids.
GENERAL NOTES:	Demo program to map and recall cues and presets.
CRESTRON HARDWARE REQUIRED:	Minimum 3-series.
SETUP OF CRESTRON HARDWARE:	CP3 and CP4
VENDOR FIRMWARE:	Encore3 : V10.1 E2, EX, S3, IP4K : min. V8.2
VENDOR SETUP:	Setup of the system via the Event Master Toolset. Define inputs, outputs, sources, destinations, presets & cues. To use all layouts in the demo, destinations need to have min. 3 layers
CABLE DIAGRAM:	Control via TCP-IP port 9999 and 10000



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## CONTROL:

<u>Signal/Function Name</u>	<u>D,S,A</u>	<u>Digital, Serial, Analog signal property definition.</u>
<b>RemoveAllPresetCue</b>	D	Press to delete all mapped cues and presets on the selected page.
<b>RemovePresetCue</b>	D	Press to delete the selected mapped cue or preset.
<b>Logging</b>	D	Set high to enable logging.
<b>Play</b>	D	Press to play the selected cue.
<b>Stop</b>	D	Press to stop the selected cue.
<b>Next</b>	D	Press to select the next cue.
<b>Cut</b>	D	Press to cut from preview to program.
<b>Transition</b>	D	Press to transition from preview to program.
<b>SelectPreset</b>	A	Selects a preset from the presets.
<b>SelectCue</b>	A	Selects a cue from the cues.
<b>StorebyIPAddress</b>	S	Sets the IP address from the device.
<b>SelectPage_&lt;Nr&gt;</b>	D	Press to select one of the 6 pages.
<b>MapPresetCue&lt;Nr&gt;</b>	D	Press to store the selected preset or cue in this position.
<b>RecallPresetCue_&lt;Nr&gt;</b>	D	Press to recall a preset to preview, or recall a cue.
<b>PresetID_&lt;Nr&gt;</b>	D	Sets the preset ID.
<b>PresetName_&lt;Nr&gt;</b>	S	Sets the preset name.
<b>CueID_&lt;Nr&gt;</b>	D	Sets the cue ID.
<b>CueName_&lt;Nr&gt;</b>	S	Sets the cue name.



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FEEDBACK:		
<b>PresetsActive</b>	D	Indicates if a preset is selected.
<b>CueIsActive</b>	D	Indicates if a cue is selected.
<b>PGM</b>	D	Is high when Program mode needs to be active in the Event Master.
<b>PVW</b>	D	Is high when Preview mode needs to be active in the Event Master.
<b>CuePlay</b>	D	Pulsed to play a cue in the Event Master.
<b>CueStop</b>	D	Pulsed to stop a cue in the Event Master.
<b>CuePause</b>	D	Pulsed to pause a cue in the Event Master.
<b>ActionCut</b>	D	Pulsed to cut from preview to program in the Event Master.
<b>ActionTransition</b>	D	Pulsed to transition from preview to program in the Event Master.
<b>ActivatePreset</b>	D	Pulsed to activate the preset in the Event Master.
<b>SelectedPage_&lt;Nr&gt;</b>	D	Indicates the selected page.
<b>RecallPosSelected_&lt;Nr&gt;</b>	D	Indicates the selected position.
<b>RecallPosActive_&lt;Nr&gt;</b>	D	Indicates if a selected position is active.
<b>Recall_PresetCue_Selected_&lt;Nr&gt;</b>	D	Indicates the selected position.
<b>PresetCueNamePosSelected_&lt;Nr&gt;</b>	S	Indicates the name of the preset or cue in the selected position.
<b>PresetCueColor_&lt;Nr&gt;</b>	A	Indicates 0/1 for a preset/cue. Is used to show a different color presets/cues.
<b>SelectPreset_&lt;Nr&gt;</b>	D	Pulsed to select the preset in the Event Master.
<b>SelectCue_&lt;Nr&gt;</b>	D	Pulsed to select the cue in the Event Master.



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## TESTING:

OPS USED FOR TESTING:	CP3 : CP3 1.8001.0295 CP4 : CP4 2.8006.00110
SIMPL WINDOWS USED FOR TESTING:	4.30
DEVICE DB USED FOR TESTING:	200.435
CRES DB USED FOR TESTING:	228.35
SYMBOL LIBRARY USED FOR TESTING:	508
SAMPLE PROGRAM:	Barco Event Master Demo V1.0.smw
REVISION HISTORY:	V1.0 Initial Release