



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



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FEEDBACK:

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