

**Partner: Clearone**  
**Model: ViewPro**  
**Device Type: Network Streaming**



### GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	ClearOne ViewPro RendererLayout Control v1.0
<b>CATEGORY:</b>	Network Streaming
<b>VERSION:</b>	1.0
<b>SUMMARY:</b>	This module provides layout functionality for a single ViewPro Renderer endpoint.
<b>GENERAL NOTES:</b>	<p>This is a standalone control module which allows for controlling layout functionality on a single ViewPro Renderer endpoint.</p> <p>This module requires an instance of the primary "Clearone ViewPro Command Processor IP v1.0" comm module to be included in the program. Control for this component module will be bound to and flow through the primary Comm module.</p> <p>Regarding control operation, it is not uncommon for there to be a couple second delay between when a control operation is performed and when the device responds with status. As such, you may notice a brief lag for feedback after performing certain operations.</p>
<b>CRESTRON HARDWARE REQUIRED:</b>	3-series processor <u>only</u>
<b>SETUP OF CRESTRON HARDWARE:</b>	This module requires the "Clearone ViewPro Command Processor IP v1.0" module in order to operate. Please read the help file associated with that module for additional information.
<b>VENDOR FIRMWARE:</b>	3.2.54

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**PARAMETER:**

<b>Command_Processor_ID</b>	Setting to indicate the ID for a particular processing module. Up to 16 separate processing modules may be used in a single program, each one operating independently. Note that if multiple processing modules are to be used in a single program, they <b>must</b> each have different ID's set.
<b>Renderer_Name</b>	Setting to indicate the name of the Renderer to control.
<b>Device_Type</b>	Setting to indicate the type of renderer being controlled (D110 or D210). Note it is very important to select the correct device type as the protocol used to communicate with the device is slightly different for each type.
<b>Layout_Entries_Per_Page</b>	Setting to indicate how many layout entries should be returned at a time (i.e. a page of entries).
<b>Source_Entries_Per_Page</b>	Setting to indicate how many source entries should be returned at a time (i.e. a page of entries).
<b>Audio_Map_Entries_Per_Page</b>	Setting to indicate how many audio map entries should be returned at a time (i.e. a page of entries).

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**CONTROL:**

<b>Layouts_Page_Top</b>	D	Pulse to navigate to the top of the layouts list.
<b>Layouts_Page_Up</b>	D	Pulse to navigate up by one page in the layouts list.
<b>Layouts_Page_Down</b>	D	Pulse to navigate down by one page in the layouts list.
<b>Layouts_Page_Bottom</b>	D	Pulse to navigate to the bottom of the layouts list.
<b>Layouts_Recall_Layout</b>	A	Recall a layout from the layouts list.
<b>Video_Sources_Page_Top</b>	D	Pulse to navigate to the top of the video source list.
<b>Video_Sources_Page_Up</b>	D	Pulse to navigate up by one page in the video source list.
<b>Video_Sources_Page_Down</b>	D	Pulse to navigate down by one page in the video source list.
<b>Video_Sources_Page_Bottom</b>	D	Pulse to navigate to the bottom of the video source list.
<b>Video_Sources_Recall_Source_Win_[x]</b>	A	Recall a source from the video source list to be shown on a particular window in the current layout. The module supports setting a video source on up to 16 windows in a given layout.
<b>Audio_Map_Page_Top</b>	D	Pulse to navigate to the top of the audio map list.
<b>Audio_Map_Page_Up</b>	D	Pulse to navigate up by one page in the audio map list.
<b>Audio_Map_Page_Down</b>	D	Pulse to navigate down by one page in the audio map list.
<b>Audio_Map_Page_Bottom</b>	D	Pulse to navigate to the bottom of the audio map list.
<b>Audio_Map_Output_Type</b>	A	Set the output type to use when recalling an audio map. Note, not all output types are supported or available on all renderers. Valid values are: 0: Unbalanced Audio 1: Balanced Audio 2: USB Audio 3: HDMI Audio
<b>Audio_Map_Recall_Map</b>	A	Recall an audio map from the audio map list.
<b>Clear_Error</b>	D	Pulse to clear any received error messages.
<b>Enable_Polling</b>	D	Set high to enable polling for specific values every 15 seconds. Note, a finished program may have many control modules in it. Enabling polling on all may cause a considerable amount of traffic. It is highly recommended to disable polling unless required.

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**FEEDBACK:**

<b>Is_Initialized</b>	D	High to indicate the control module has received all the pertinent information from the device that it needs to operate and is ready for control.
<b>Layouts_Current_Page</b>	A	Value indicating the current page of the layouts list.
<b>Layouts_Total_Pages</b>	A	Value indicating the total number of pages in the layouts list.
<b>Layouts_Total_Entries</b>	A	Value indicating the total number of entries in the layouts list.
<b>Layouts_Current_Layout</b>	A	Value indicating the current layout as reported by the device.
<b>Layouts_Current_Layout_Name</b>	S	Value indicating the name of the current layout as reported by the device.
<b>Layouts_Current_Window_Count</b>	A	Value indicating the number of windows in the current layout.
<b>Layouts_Name_[x]</b>	S	Value indicating the name of the layouts on the current page of the layouts list.
<b>Layouts_Window_Name_[x]</b>	S	Value indicating the name of the windows for the current layout.
<b>Video_Sources_Current_Page</b>	A	Value indicating the current page of the video source list.
<b>Video_Sources_Total_Pages</b>	A	Value indicating the total number of pages in the video source list.
<b>Video_Sources_Total_Entries</b>	A	Value indicating the total number of entries in the video source list.
<b>Video_Sources_Name_[x]</b>	S	Value indicating the name of the sources on the current page of the source list.
<b>Video_Sources_Current_Source_Win_[x]</b>	A	Value indicating the current source for each window in the current layout.
<b>Video_Sources_Current_Source_Win_Name_[x]</b>	S	Value indicating the current source name for each window in the current layout.
<b>Audio_Map_Current_Page</b>	A	Value indicating the current page of the audio map list.
<b>Audio_Map_Total_Pages</b>	A	Value indicating the total number of pages in the audio map list.
<b>Audio_Map_Total_Entries</b>	A	Value indicating the total number of entries in the audio map list.
<b>Audio_Map_Current_Output_Type</b>	A	Value indicating the current audio output type.
<b>Audio_Map_Current_Map</b>	A	Value indicating the current audio map as reported by the device.
<b>Audio_Map_Current_Map_Name</b>	S	Value indicating the name of the current audio map as reported by the device.
<b>Audio_Map_Name_[x]</b>	S	Value indicating the name of the maps on the current page of the audio map list.

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**FEEDBACK:**

Has_Error	D	High to indicate that an error message has been received from the device.
Error_Text	S	Value indicating the error last received from the device.

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**TESTING:**

<b>OPS USED FOR TESTING:</b>	CP3: 1.501.2867.24563
<b>SIMPL WINDOWS USED FOR TESTING:</b>	4.07.03.00
<b>CRES DB USED FOR TESTING:</b>	63.06.002.00
<b>DEVICE DATABASE:</b>	86.05.003.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	1038
<b>SAMPLE PROGRAM:</b>	Clearone ViewPro v1.0 Demo IP.smw
<b>REVISION HISTORY:</b>	v1.0 – Initial Release