

Partner: EverPass
Model: EverPass Media
Device Type: Media Player

**GENERAL INFORMATION**

SIMPLWINDOWS NAME:	EverPass Media Command Processor v1.0
CATEGORY:	Media Player
VERSION:	1.0
SUMMARY:	Authenticates to the EverPass Control API and maintains the connection for one EverPass organization.
GENERAL NOTES:	One Command Processor per EverPass organization (location or zone). Device and Event List modules link to it by Command Processor ID. On program start it authenticates with the Client ID and Secret, resolves the organization, and pulls the initial device and event lists. The connection is held and recovers on its own; the only intentional disconnect is a pulse to Disconnect.
CRESTRON HARDWARE REQUIRED:	Crestron 4-Series processor.
SETUP OF CRESTRON HARDWARE:	The processor needs outbound internet access to reach the EverPass Control API at api.everpass.com over HTTPS (TCP 443).
VENDOR FIRMWARE:	N/A
VENDOR SETUP:	An EverPass organization with Control API access. Generate an OAuth Client ID and Secret in the EverPass Manager, and note the numeric Organization ID and, for Device modules, the Device ID from the device table.

PARAMETERS:

Command_Processor_Id	Unique identifier that Device and Event List modules reference to link to this processor.
Client_Id	OAuth 2.0 Client ID generated in the EverPass Manager.
Client_Secret	OAuth 2.0 Client Secret paired with the Client ID. Treated as a credential and not logged.
Organization_Id	Numeric EverPass organization ID of the organization (location or zone) this Command Processor controls.

CONTROL:

Connect	D	Pulse to authenticate and begin communication with the EverPass API.
Disconnect	D	Pulse to stop communication and clear the access token.
Reconnect	D	Pulse to clear state, re-authenticate, and refresh all data.
Refresh	D	Pulse to re-query the device list and the event list right away.
Debug	D	Set high to enable verbose debug trace messages to the console.

FEEDBACK:

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Is_Communicating	D	High when the module is communicating with the EverPass API.
Is_Authenticated	D	High when a valid access token is held.
Is_Initialized	D	High once authentication, organization resolution, and the initial data queries have finished.
Debug_Enabled	D	High when verbose debug output is enabled.
Device_Count_Fb	A	Number of devices currently known for the organization.
Live_Event_Count_Fb	A	Number of live events currently available.

TESTING:

PLATFORM USED FOR TESTING:	CP4N
SIMPL WINDOWS USED FOR TESTING:	4.2800.00
CRES DB USED FOR TESTING:	228.05000.001
DEVICE DATABASE:	200.425.001.00
SYMBOL LIBRARY USED FOR TESTING:	1230
SAMPLE PROGRAM:	EverPass Media v1.0 Demo
REVISION HISTORY:	v1.0 – Initial Release