



EPIPHAN VIDEO PEARL 2 DRIVER

RELEASE

Crestron Electronics, Inc.

REVISION HISTORY

Version	Date	Comments	Author
1.0.00	12/4/2018	Initial release	Casey Blicharz
1.0.01	1/23/2018	Bug fixes	Casey Blicharz

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1 RECORDERS

MODULE INPUTS

Name	Type	Description
StartRecordingOnRecorder[N]	D	Starts recording on the specified recorder.
StopRecordingOnRecorder[N]	D	Stop recording on the specified recorder.

MODULE OUPUTS

Name	Type	Description
RecorderCount	A	Specifies the number of recorders available on the unit. This will only output recorders on the device, not the maximum number of recorders.
Recorder[N]_IsAvailable_F	D	Specifies if the recorder at index N is available to be used.
Recorder[N]_Name_F	S	Specifies the recorder name at index N.
Recorder[N]_IsRecording_F	D	Specifies if the recorder at index N is recording.

2 CHANNELS

MODULE INPUTS

Name	Type	Description
StartRecordingOnChannel[N]	D	Starts recording on the specified channel.
StopRecordingOnChannel[N]	D	Stops recording on the specified channel.
ActivateLayout[X]_OnChannel[N]	D	Sets the specified layout (X) to be active on the specified channel (N).
StartStream[X]_OnChannel[N]	D	Starts the specified stream (X) on the specified channel (N).
StopStream[X]_OnChannel[N]	D	Stop the specified stream (X) on the specified channel (N).
StartAllStreams_OnChannel[N]	D	Starts all streams on the specified channel.
StopAllStreams_OnChannel[N]	D	Stops all streams on the specified channel.

MODULE OUPUTS

Name	Type	Description
ChannelCount	A	Specifies the number of channels available on the unit. This will only output recorders on the device, not the maximum number of channels.
Channel[N]_IsAvailable_F	D	Specifies if the channel at index N is available to be used.
Channel[N]_Name_F	S	Specifies the channel name at index N.
Channel[N]_IsRecordinging_F	D	Specifies if the channel at index N is recording.
Channel[N]_LayoutCount_F	A	Specifies the number of layouts currently configured on the device (Up to 5 are supported in the module).
Channel[N]_Layout[X]_IsAvailable_F	D	Specifies if the layout (X) is available for use on the specified channel (N).
Channel[N]_Layout[X]_Name_F	S	Specifies the layout (X) name on the specified channel (N).
Channel[N]_Layout[X]_IsActive_F	D	Specifies if the layout (X) is the current active layout on the specified channel (N).
Channel[N]_PublisherCount_F	A	Specifies the number of publishers available on the unit (Up to 5 are supported in the module).

Channel[N]_Publisher[X]_IsAvailable_F	D	Specifies if the publisher (X) on the specified channel (N) is available for use.
Channel[N]_Publisher[X]_StreamingName_F	S	Specifies the publisher (X) streaming name on the specified channel (N).
Channel[N]_Publisher[X]_StreamingType_F	A	Specifies the streaming type of the publisher (X) on the specified channel (N). Values: Unknown = 0, RTSP = 1, RTMP = 2, WowzaStreamingCloud = 3, OriginalLivestream = 4, RTP_UDP_Push = 5, MPEG_TS_UDP = 6, MPEG_TS_RTP = 7
Channel[N]_Publisher[X]_StreamingState_F	A	Specifies the streaming state of the specified publisher (X) on the specified channel (N). Values: Unknown = 0, Started = 1, Stopped = 2, Starting = 3, Error = 4
Channel[N]_AllStreamsActive_F	D	Specifies if all streams on the channel (N) are active. Certain streams will not be included in this: RTP_UDP_Push MPEG_TS_UDP MPEG_TS_RTP
Channel[N]_NotAllStreamsActive_F	D	Specifies if all streams on the channel (N) are not active. Certain streams will not be included in this: RTP_UDP_Push MPEG_TS_UDP MPEG_TS_RTP

3 INPUTS

MODULE INPUTS

None

MODULE OUPUTS

Name	Type	Description
VideolnputCount	A	Specifies the number of video inputs on the device.
AudiolnputCount	A	Specifies the number of audio inputs on the device.
Videolnput[N]_IsAvailable_F	D	Specifies if the video input at index N is available.
Videolnput[N]_HasSignal_F	D	Specifies if the video input at index N has a signal.
Videolnput[N]_Name_F	S	Specifies the video input name at index N.
Videolnput[N]_Resolution_F	S	Specifies the video input resolution at index N.
Audiolnput[N]_IsAvailable_F	D	Specifies if the audio input at index N is available.
Audiolnput[N]_Name_F	S	Specifies the audio input name at index N.

4 OUTPUTS

MODULE INPUTS

None

MODULE OUPUTS

Name	Type	Description
VideoOutputCount	A	Specifies the number of video outputs available on the device.
VideoOutput[N]_IsAvailable_F	D	Specifies if the video output at index N is available.
VideoOutput[N]_HasSignal_F	D	Specifies if the video output at index N has a signal.
VideoOutput[N]_Name_F	S	Specifies the video output name at index N.
VideoOutput[N]_Resolution_F	S	Specifies the video output resolution at index N.
VideoOutput[N]_ResolutionAndRate_F	S	Specifies the video output resolution and refresh rate at index N.

5 DISK INFORMATION

MODULE INPUTS

None

MODULE OUPUTS

Name	Type	Description
UsedSpaceSerial	S	Specifies the amount of used space on the system in megabytes.
UsedSpaceAnalog	A	Specifies the amount of used space on the system in megabytes.
TotalSpaceSerial	S	Specifies the amount of total space on the system in megabytes.
TotalSpaceAnalog	A	Specifies the amount of total space on the system in megabytes.
FreeSpaceSerial	S	Specifies the amount of free space on the system in megabytes.
FreeSpaceAnalog	A	Specifies the amount of free space on the system in megabytes.

6 COMMUNICATION

MODULE INPUTS

Name	Type	Description
StartCommunication	D	Starts communication with the device with the specified address, port, username, and password. This will also start the polling cycle that happens every 15 seconds.
StopCommunication	D	Stops communication with the device – polling will be disabled but commands may still be sent.
DeviceAddress	S	The address of the device, such as an IP address or a hostname.
DevicePort	A	The port the driver should use for communication. If 0 or no value is specified the driver will default to port 80.
DeviceUsername	S	The username on the device. *Required for communication
DevicePassword	S	The password on the device *Required for communication if a password exists. If no password exists for the username, then this signal may be left blank / not set.

MODULE OUPUTS

Name	Type	Description
IsCommunicating_F	D	Specifies if the driver is communicating with the device. Every 15 seconds the driver will send a request to the device for its hardware information. If this response fails then this signal will go low. If it succeeds then this signal will go high.

7 LOGGING

You can use the following commands in text console to enable/disable logging.

- USERPROGCMD "REGULARLOG ON"
- USERPROGCMD "REGULARLOG OFF"
- USERPROGCMD "VERBOSELOG ON"
- USERPROGCMD "VERBOSELOG OFF"

When reporting issues, please enable these logs and provide the output. It will either print to SIMPL Debugger if it is open and connected or it will print to Text Console otherwise.