

**SIMPLWINDOWS  
NAME:**

Jupiter Fusion 950 Routing

**CATEGORY:**

TV/Video Projector

**VERSION:**

1.0

**SUMMARY:**

Allows different sources to be placed in a window

**GENERAL NOTES:**

This module allows any RGB or Video input to be displayed in an existing window on the Jupiter system. Typically, a preconfigured layout would be recalled using the "Jupiter Fusion 950 Layouts" module. Each window within that layout will have a unique number associated with it... called the Window ID. You can use as many copies of this module as you have video windows displayed on the Jupiter. Enter the unique Window ID of the window to control in the parameter field of this module. So if the window ID is 101, enter 101d. When the windows are created in the Jupiter software, it is recommended to create each window with a user-defined ID so that you can more simply integrate it with the Crestron system.

The source to display in each window is specified using the analog input of this module. You can specify input numbers 1 - 100 for each type of input. The input number and format (video/rgb, NTSC/PAL, etc.) are specified according to the list below:

RGB inputs - 1d - 99d  
SVideo NTSC - 1001d - 1099d  
SVideo NTSCJ - 1101d - 1199d  
SVideo PAL - 1201d - 1299d  
SVideo PALM - 1301d - 1399d  
SVideo PALN - 1401d - 1499d  
SVideo SECAM - 1501d - 1599d  
SVideo PALNc - 1601d - 1699d  
SVideo NTSC443 - 1701d - 1799d  
SVideo PAL60 - 1801d - 1899d  
Video NTSC - 2001d - 2099d  
Video NTSCJ - 2101d - 2199d  
Video PAL - 2201d - 2299d  
Video PALM - 2301d - 2399d  
Video PALN - 2401d - 2499d  
Video SECAM - 2501d - 2599d  
Video PALNc - 2601d - 2699d  
Video NTSC443 - 2701d - 2799d  
Video PAL60 - 21801d - 2899d

You can use an analog Initialize symbol to specify which source you want to display. For example, to see RGB source 2, setup the Analog Initialize to send out 2d. To select NTSC Video source 5, use 2005d. To see S-Video PAL source 15, use 1215d.

Note that some source selections may be invalid based on the capabilities of the Jupiter system.

This module must be used in conjunction with the "Jupiter Fusion 950 Processor" module. The processor module will make sure that commands are sent to the Jupiter system in the proper sequence (wait for a reply to one command before sending the next). The To\_Jupiter\_Processor\$ output of this module should be connected to the From\_Program\$ input of the Jupiter Fusion 950 Processor module. If you are using multiple copies of the module, you should first route the outputs of each module into separate inputs of a Serial Concatenation symbol. Then connect the output of the Serial Concatenation symbol to the input of the Jupiter Fusion 950 Processor module. See the demo program for an example of how this is implemented.

You can connect to the Jupiter system in two ways. The simplest way is using a RS232 connection directly to the serial port on the Fusion 950 unit. When using RS232 control, you must be sure that the Fusion 950 is running the Galileo Connect software. This software should already be installed on the Jupiter system, but it may not be running. If it is running, a corresponding icon will appear in the system tray. It is recommended to put the Galileo connect software in the Startup folder, so that it is always activated when the Jupiter system powers up.

You can also control the Jupiter system via TCP/IP. To accomplish this, you will need to install a TCP/IP Client object in the program. The port number is 25456d. When you see the Connect-F output of the TCP/IP Client go high, you will need to send an appropriate user name and password. See the demo program for an example of how this is implemented.

**CRESTRON  
HARDWARE  
REQUIRED:** CNMSX  
CNXCOM  
ST-COM  
C2-COM

**SETUP OF CRESTRON  
HARDWARE:** RS232:  
Baud Rate - 9600  
Parity - None  
Data Bits - 8  
Stop Bits - 1

TCP/IP:  
Port #25456d

**VENDOR FIRMWARE:** None

**VENDOR SETUP:** Be sure that the Galileo Connect software is running on the Jupiter system if you are using RS232 control.

**CABLE NUMBER:** CNSP-124

## CONTROL:

<b>Window_Source</b>	A	Used to specify which source to display in the window
<b>Window_Number</b>	P	Used to specify which window you would like to change the source for.

## FEEDBACK:

<b>To_Jupiter_Processor\$</b>	S	Serial signal to be routed to the From_Program\$ input of the Jupiter_Fusion_950_Processor module
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**OPS USED FOR TESTING:** v3.015.cuz, 5.12.63x.upz

**COMPILER USED FOR TESTING:** SimplWindows Ver 2.03.12

**SAMPLE PROGRAM:** Jupiter Fusion 950 Demo

**REVISION HISTORY:** None