



PIXELHUE

Pixelhue P & Q series switchers Module Help File

Pixelhue, AV clients (Crestron)

PIXELHUE P & Q SERIES SWITCHERS V1.00.00 MODULE HELP

Module name	Pixelhue P-Q Series. <i>umc, Pixelhue.usp, PixelhueBase.clz</i>
Version	1.00.00
Description	This document defines the common Crestron module interface for the Pixelhue P10, P20 and Q8 devices.
Maintainer	Pixelhue
Parameters	IP Address <i>Ip address of device to connect and control</i> Username Username to use for the API Access. Password <i>Password to use for the API Access.</i> DeviceType Model type of device.
Inputs	Poll_Enable, Digital <i>Set to high to enable polling. Set low to disable.</i> Poll_Time, Analog <i>Set seconds for time between poll sequences.</i> Close_Error_Popup, Digital <i>Pulse to close the error page popup message.</i> Device Factory_Reset_All, Digital <i>Pulse to reset the device, and clear all data.</i> Factory_Reset_and_Keep_User_Data, Digital <i>Pulse to reset the device, while keeping all user data.</i> Output_Mapping_Enable, Digital <i>Pulse to toggle the output mapping function.</i> <i>*Only available on Q8 series.</i>

MVR_Template, Analog

Change to adjust the MVR template. Each model has a different number of available templates.

Input_Connector_List**Input_Active_Connector****Input_XX_Select, Digital**

Pulse to select an Input.

Active_Hue, Analog

Slider adjust value for Hue. (Range -180 to +180)

Active_Saturation, Analog

Slider adjust value for Saturation. (Range 0 to 200)

Active_Contrast, Analog

Slider adjust value for Contrast. (Range 0 to 200)

Active_Contrast_R, Analog

Slider adjust value for Contrast Red. (Range 0 to 200)

Active_Contrast_G, Analog

Slider adjust value for Contrast Green. (Range 0 to 200)

Active_Contrast_B, Analog

Slider adjust value for Contrast Blue. (Range 0 to 200)

Active_Brightness, Analog

Slider adjust value for Brightness. (Range 0 to 200)

Active_Brightness_R, Analog

Slider adjust value for Brightness Red. (Range 0 to 200)

Active_Brightness_G, Analog

Slider adjust value for Brightness Green. (Range 0 to 200)

Active_Brightness_B, Analog

Slider adjust value for Brightness Blue. (Range 0 to 200)

Save_Input_Color_Effects, Digital

Pulse to send the values to the device and update values.

Output_Connector_List**Screens****Screen_XX_Select, Digital**

Pulse to select a Screen.

Layer_List**Layer_XX_Select, Digital**

Pulse to select a Layer.

Active_Layer

Layer_Show_PGM, Digital

Pulse to show the current layers on the PGM screen.

Layer_Show_PVW, Digital

Pulse to show the current layers on the PVW screen.

Layer_Select_Input, Digital

Pulse to show the list of available input sources.

Layer_Select_Screen, Digital

Pulse to show the list of available screen sources.

Layer_Select_Gallery, Digital

Pulse to show the list of available gallery sources.

LayerSource_Input

Select_LayerSource_Input_XX, Digital

Pulse to select a new input source for the chosen layer

LayerSource_Screen

Select_LayerSource_Screen_XX, Digital

Pulse to select a new screen source for the chosen layer

LayerSource_Gallery

Select_LayerSource_Gallery_XX, Digital

Pulse to select a new gallery source for the chosen layer

Images

Preset_List

Select_Preset_XX, Digital

Pulse to select a preset.

Manage_Preset

Preset_Load_To_PGM, Digital

Pulse to load the selected preset to the selected PGM screen.

Preset_Load_To_PVW, Digital

Pulse to load the selected preset to the selected PVW screen.

Preset_New_Name, Serial

String to be used when renaming a preset, or creating a new preset.

Preset_Rename, Digital

Pulse to rename the selected preset.

Preset_Delete, Digital

Pulse to delete the selected preset.

Preset_Save_From_PGM, Digital

Pulse to save the current layers on the selected PGM screen.

Preset_Save_From_PVW, Digital

Pulse to save the current layers on the selected PVW screen.

Controls

Take_Time, Analog

Slider to adjust the take fade time. (Values 0-1000 as milliseconds)

Take_Effect_Cut, Digital

Pulse to select the take effect as cut (or immediate).

Take_Effect_Fade, Digital

Pulse to select the take effect as fade (or transition).

Layer_TakeType_Swap, Digital

Pulse to set the take type as swap (PGM and PVW will swap layouts).

Layer_TakeType_Copy, Digital

Pulse to set the take type as copy (PGM and PVW will copy selected layouts).

FTB, Digital

Pulse to toggle the FTB (blackout).

Freeze, Digital

Pulse to toggle the Freeze.

Cut, Digital

Pulse to send the PVW to PGM window.

Take, Digital

Pulse to send the PVW to PGM window with effects.

Match_PGM, Digital

Pulse to set the PVW to match the PGM layout.

Outputs	Poll_Enable_Fb, Digital While high polling is enabled. Error_Popup, Digital Goes high when an error is reported. Error_Message, Serial <i>Displays the current error message.</i> Device Device_Name, Serial <i>Displays the current device name.</i> Output_Mapping_Enable_Fb, Digital <i>Reports if the output mapping is enabled or not.</i> Input_Connector_List Number_Of_Inputs, Analog Reports the number of inputs to be displayed. Input_XX_Name, Serial <i>Text readout of the name of the input.</i> Input_XX_Type, Serial <i>Text readout of the type of the input.</i> Input_XX_Sync, Digital High if there is a sync on the input. Input_XX_Enabled, Digital High if the input is enabled. Input_Active_Connector Input_XX_Select_Fb, Digital <i>High if the input is selected.</i> Active_Hue_Fb, Analog <i>Displays the value for Hue. (Range -180 to +180)</i> Active_Saturation_Fb, Analog <i>Displays the value for Saturation. (Range 0 to 200)</i> Active_Contrast_Fb, Analog <i>Displays the value for Contrast. (Range 0 to 200)</i> Active_Contrast_R_Fb, Analog <i>Displays the value for Contrast Red. (Range 0 to 200)</i> Active_Contrast_G_Fb, Analog <i>Displays the value for Contrast Green. (Range 0 to 200)</i> Active_Contrast_B_Fb, Analog <i>Displays the value for Contrast Blue. (Range 0 to 200)</i>
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Active_Brightness_Fb, Analog

Displays the value for Brightness. (Range 0 to 200)

Active_Brightness_R_Fb, Analog

Displays the value for Brightness Red. (Range 0 to 200)

Active_Brightness_G_Fb, Analog

Displays the value for Brightness Green. (Range 0 to 200)

Active_Brightness_B_Fb, Analog

Displays the value for Brightness Blue. (Range 0 to 200)

Active_Color_Temp_Fb, Analog

Displays the value for color temperature in k. (Range 0 to 10000)

Output_Connector_List**Number_Of_Outputs, Analog**

Reports the number of outputs to be displayed.

Output_XX_Name, Serial

Text readout of the name of the output.

Output_XX_Type, Serial

Text readout of the type of the output.

Output_XX_Sync, Digital

High if there is a sync on the output.

Output_XX_Enabled, Digital

High if the output is enabled.

Screens**Number_Of_Screens, Analog**

Reports the number of screens to be displayed.

Screen_XX_Select_Fb, Digital

High if the screen has been selected.

Screen_XX_Name, Serial

Text readout of the name of the output.

Number_Of_ScreenLayouts, Analog

Reports the number of screenLayouts to be displayed.

Screen_Interface_Laouts_XX, Serial

Text readout of the name of the screenLayout.

Layer_List**Number_Of_Layers, Analog**

Reports the number of layers to be displayed.

Layer_Select_XX_Fb, Digital

High if the layer has been selected.

Layer_Select_XX_Name, Serial

Text readout of the name of the layer.

Active_Layer

Layer_Show_PGM_Fb, Digital

High if the PGM layer is selected.

Layer_Show_PVW_Fb, Digital

High if the PVW layer is selected.

Layer_Select_Input_Fb, Digital

High if the layer Input List is selected.

Layer_Select_Screen_Fb, Digital

High if the layer Screen List is selected.

Layer_Select_Gallery_Fb, Digital

High if the layer Gallery List is selected.

Layer_Input_Enabled, Digital

High if the layer Input List is enabled.

Layer_Screen_Enabled, Digital

High if the layer Screen List is enabled.

Layer_Gallery_Enabled, Digital

High if the layer Gallery List is enabled.

Layer_MVR_Enabled, Digital

High if the MVR Template List is enabled.

LayerSource_Input

LayerSource_Screen

Select_LayerSource_Screen_XX_Enabled, Digital

High if the LayerSource Screen item is enabled.

LayerSource_Gallery

Images

Number_Of_Images, Analog

Reports the number of images to be displayed.

Image_XX_Name, Serial

Text readout of the name of the image.

	Image_XX_Dimensions, Serial Text readout of the dimensions of the image. Preset_List Select_Preset_XX_Fb, Digital High if the preset has been selected. Preset_XX_Name, Serial Text readout of the name of the preset. Manage_Preset Controls Take_Time_Fb, Analog Reports the current take fade time. (Values 0-1000 as milliseconds) Take_Effect_Cut_Fb, Digital High if the take effect is cut (or immediate). Take_Effect_Fade_Fb, Digital High if the take effect is fade (or immediate). Layer_TakeType_Swap_Fb, Digital High if the takeType is swap. Layer_TakeType_Copy_Fb, Digital High if the takeType is copy. FTB_Fb, Digital High if FTB is active. Freeze_Fb, Digital High if Freeze is active.									
Version History	<table><tr><th>Version</th><th>Date</th><th>Remarks</th></tr><tr><td>1.00.00</td><td>10/15/25</td><td>Initial release</td></tr><tr><td></td><td></td><td></td></tr></table>	Version	Date	Remarks	1.00.00	10/15/25	Initial release			
Version	Date	Remarks								
1.00.00	10/15/25	Initial release								
Advisories/ remarks										
Dependencies	Pixelhue.usp, PixelhueBase.dll,									
Processor support	2-Series, not currently supported. 3-Series, not currently supported. 4-Series, supported.									