

ANALOG WAY LIVEPREMIER™

Module: AUDIO

Crestron 3-series

Date: **Oct 14th 2020**
Driver version: **V2.0.0**
Compatible with: **LivePremier™ Firmware V2.0.231 or above**

GENERAL

This module reads LivePremier™ audio status and provides audio routing as well as audio mute commands.

SOURCES

Audio channels embedded in live sources and Dante audio channels are grouped into units of 8 channels. Each group of 8 channels will provide the same commands and feedbacks.

| | |
|---------------|---|
| AUDIO_SOURCES | [1, 192] audio channels (24 inputs of 8 channels) |
| DANTE_SOURCES | [193, 256] Dante audio channels (8 inputs of 8 channels) |

Control

| | | |
|--------------------|------------|---|
| Audio_RefreshInfos | Digital_in | Pulse this signal to force information retrieval. Most of the time this signal is never use |
|--------------------|------------|---|

Inputs [Gr01, Gr24]

| | | |
|----------------------------|-------------|---|
| GrXX_In_MuteOn_Cmd[Y] | Digital_in | Pulse this signal to mute channel Y (input XX) |
| GrXX_In_MuteOff_Cmd[Y] | Digital_in | Pulse this signal to unmute channel Y (input XX) |
| GrXX_InAudioDetected_FB[Y] | Digital_out | Equals 1 when audio is detected on channel Y (input XX) |
| GrXX_InMutelsOn_FB[Y] | Digital_out | Equals 1 when audio is muted on channel Y (input XX) |

Dante inputs [Gr01, Gr08]

| | | |
|---------------------------------|-------------|---|
| GrXX_DanteIn_MuteOn_Cmd[Y] | Digital_in | Pulse this signal to mute channel Y (Dante input XX) |
| GrXX_DanteIn_MuteOff_Cmd[Y] | Digital_in | Pulse this signal to unmute a channel (Dante input XX) |
| GrXX_DanteInAudioDetected_FB[Y] | Digital_out | Equals 1 when audio is detected on channel Y (Dante input XX) |
| GrXX_DanteInMutelsOn_FB[Y] | Digital_out | Equals 1 when audio is muted on channel Y (Dante input XX) |

Outputs [Gr01, Gr20]

See audio and Dante audio source values for audio routing and feedbacks.

| | | |
|-----------------------------|-------------|---|
| GrXX_OutSrc_Cmd[Y] | Analog_in | The value of the input audio channel to assign to channel Y (output XX) |
| GrXX_OutMuteOn_FB[Y] | Digital_in | Pulse this signal to mute channel Y (output XX) |
| GrXX_OutMuteOff_FB[Y] | Digital_out | Pulse this signal to unmute channel Y (output XX) |
| GrXX_OutSrc_FB[Y] | Analog_out | Input audio channel associated to channel Y (output XX) |
| GrXX_OutAudioDetected_FB[Y] | Digital_out | Equals 1 when audio has been detected on channel Y (output XX) |
| GrXX_OutMutelsOn_FB[y] | Digital_out | Equals 1 when channel Y is muted (output XX) |

DanteOutputs [Gr01, Gr08]

See audio and Dante audio source values for audio routing and feedbacks.

| | | |
|----------------------------------|-------------|---|
| GrXX_DanteOutSrc_Cmd[Y] | Analog_in | The value of the audio channel to assign to channel Y (Dante output XX) |
| GrXX_DanteOutMuteOn_FB[Y] | Digital_in | Pulse this signal to mute channel Y (Dante output XX) |
| GrXX_DanteOutMuteOff_FB[Y] | Digital_out | Pulse this signal to unmute channel Y (Dante output XX) |
| GrXX_DanteOutSrc_FB[Y] | Analog_out | Input audio channel associated to channel Y (Dante output XX) |
| GrXX_DanteOutAudioDetected_FB[Y] | Digital_out | Equals 1 when audio has been detected on channel Y output (Dante output XX) |
| GrXX_DanteOutMutelsOn_FB[y] | Digital_out | Equals 1 when channel Y is muted (Dante output XX) |