

# ANALOG WAY LIVEPREMIER™

## Module: PRESETS

### Crestron 3-series & 4-series

Date: **August 30th 2025**  
Driver version: **V5.0.0**  
Compatible with: **LivePremier™ Firmware V5.0.0 or above**

## GENERAL

This module reads LivePremier™ screen/aux presets status and provides its related controls.

### Notes:

- **LivePremier™** preset memories can be loaded either on a Screen or on an Auxiliary outputs (preview or program destination).
- This module also allows to save the current screen/aux layer configuration (preview or program destination) to a preset memory (must enable the SAVE mode).
- By default, the LOAD mode is enabled, meaning that signals such as **Preset ScreenPrev Cmd[X]** or **Preset ScreenPrg Cmd[X]** or **Preset AuxPrev Cmd[X]** or **Preset AuxPrg Cmd[X]** will load the corresponding preset to screen X or an Auxiliary output X. When the SAVE mode is enabled, the same signals will define which screen or aux destination will be stored in the selected preset.

## Control

### Parameters

|                       |       |  |
|-----------------------|-------|--|
| ScreenAuxPresetOffset | Param | The offset where Screens and AUX output presets will start. The first preset will be (ScreenAuxPresetOffset + 1) |
|-----------------------|-------|--|

### General

|                        |             |  |
|------------------------|-------------|--|
| Presets_RefreshInfos   | Digital_in  | Pulse this signal to force information retrieval. Most of the time this signal is never used                                       |
| Presets_SavePreset_Cmd | Digital_in  | Pulse this signal to enable preset SAVE mode. Enabling this mode is required to save a screen/aux (preview or program) to a memory |
| Presets_Recalling_FB   | Digital_out | Equals 1 when a preset is being recalled   |
| Presets_SavingMode     | Digital_out | Equals 1 when the preset SAVE mode is enabled.   |

### Availability

|                      |            |  |
|----------------------|------------|--|
| Presets_Available_FB | Digital_in | Equals 1 when presets are available, 0 otherwise |
|----------------------|------------|--|

### ScreenPreviewPresets

|                                 |             |  |
|---------------------------------|-------------|--|
| Preset_ScreenPrev_Cmd[X]        | Analog_in   | Load or Save screen/aux preset to/from Screen X preview  |
| Preset_ScreenPrev_FB[X]         | Analog_out  | Last screen/aux preset loaded to Screen X preview  |
| Preset_ScreenPrevModified_FB[X] | Digital_out | Equals 1 when the screen/aux preset loaded to Screen X preview has been modified. Eg: because, of a source, size, or position modification |

### ScreenProgramPresets

|                                |             |  |
|--------------------------------|-------------|--|
| Preset_ScreenPrg_Cmd[X]        | Analog_in   | Load or Save screen/aux preset to/from Screen X program  |
| Preset_ScreenPrg_FB[X]         | Analog_out  | Last screen/aux preset loaded to Screen X program  |
| Preset_ScreenPrgModified_FB[X] | Digital_out | Equals 1 when the screen/aux preset loaded to Screen X program has been modified. Eg: because, of a source, size, or position modification |

### AuxPreviewPresets

|                              |             |   |
|------------------------------|-------------|---|
| Preset_AuxPrevCmd[X]         | Analog_in   | Load or save screen/aux preset to/from Auxiliary X preview  |
| Preset_AuxPrev_FB[X]         | Analog_out  | Last screen/aux preset loaded to Auxiliary X preview  |
| Preset_AuxPrevModified_FB[X] | Digital_out | Equals 1 when the screen/aux preset loaded to Auxiliary X preview has been modified. Eg: because, of a source, size, or position modification |

### AuxProgramPresets

|                             |             |   |
|-----------------------------|-------------|---|
| Preset_AuxPrg_Cmd[X]        | Analog_in   | Load or save screen/aux preset to/from Auxiliary X program  |
| Preset_AuxPrg_FB[X]         | Analog_out  | Last screen/aux preset loaded to Auxiliary X program  |
| Preset_AuxPrgModified_FB[X] | Digital_out | Equals 1 when the screen/aux preset loaded to Auxiliary X program has been modified. Eg: because, of a source, size, or position modification |

### Presets\_Width

|                           |            |                           |
|---------------------------|------------|---------------------------|
| Presets_ScreenWidth_FB[X] | Analog_out | The preset X screen width |
|---------------------------|------------|---------------------------|

### Presets\_Height

|                            |            |                            |
|----------------------------|------------|----------------------------|
| Presets_ScreenHeight_FB[X] | Analog_out | The preset X screen height |
|----------------------------|------------|----------------------------|

### Labels

|                        |            |                          |
|------------------------|------------|--------------------------|
| Presets_Labels_FB[X]   | Serial_out | The preset X label       |
| LayerPresetLabel_FB[X] | Serial_out | The layer X preset label |