Core 3 UI™

Advanced Touch Screen GUI Framework

- *Delivers the "wow" factor while saving time*
- *Library of drag-and-drop graphical objects that makes GUI design and programming simple*
- *Control objects resize instantaneously while maintaining image quality*
- *Symbols with common names rather than join numbers*
- *Media objects use one serial signal for all metadata*
- *Change themes right from the touch screen*

Core 3 UI™ enables the generation of dynamically rich user interfaces with greater power and efficiency. Effortlessly integrate fluid gesture-driven controls, animated feedback, metadata, embedded apps, and full-motion HD video for a deeply engaging and ultra-intuitive touch screen experience. And all this new capability actually comes at a lower cost, significantly cutting programming time! As a Crestron dealer, you have the absolute best solutions at your disposal to surpass anything on the market. Core 3 UI empowers you to be even more competitive by offering truly amazing custom GUIs in less time.

Core 3 UI leverages the power of Adobe® Air® and other emerging technologies to create a truly dynamic and intuitive touch screen experience. But Core 3 UI goes way beyond mere object support, letting designers merge multiple objects and apps on a single touch screen page. Core 3 UI graphics scale perfectly to fit any touch screen so a single project can be deployed across multiple touch screens of varying sizes with minimal effort.

New SmartObjects™ enable rapid GUI development, letting programmers instantly add controls, user presets, and metadata interfaces for everything from simple keypads to complex media devices and environmental systems. Now adding ADMS™, iPod®, SiriusXM®, or Pandora® to your project is a simple drag-and-drop operation cutting days of programming time to hours or even minutes. Quickly configure a complete distributed audio system with touch screen controls in every room. Add animated weather objects and user-selectable background themes.

Please also refer to the Core 3 UI Feature Webpage at http://www.crestron.com/core3ui/ for additional resources.

Core 3 UI is NOW AVAILABLE for the following products:

- AV2 (XPanel)
- AV3 (XPanel)
- CP2E (XPanel)
- CP3 (XPanel)
- CP3N (XPanel)
- DMPS-100-C (XPanel)
- DMPS-200-C (XPanel)
- DMPS-300-C (XPanel)
- DMPS-300-C-AEC (XPanel)
- MC3 (XPanel)
- PAC2 (XPanel)
- PRO2 (XPanel)
- PRO3 (XPanel)
- RACK2 (XPanel)
- TPCS-4SM
- TPCS-4SMD
- TPMC-4SM
- TPMC-4SMD
- TPMC-4SM-FD
- TPMC-4SMD-FD
- TPMC-8T-GA
- TPMC-8X-GA
- TPMC-9
- TPMC-9L
- TPMC-V12
- TPMC-V15
- TSW-550
- TSW-750
- TSW-1050
- V12 (via DGE-2)
- V15 (via DGE-2)
- V24R-C (via DGE-2)

Core 3 UI is coming soon for the following products:

- TST-600
- TST-600-WALL

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SPECIFICATIONS

Core 3 UI™ Compatible Touch Screens

TPMC-4SM, TPMC-4SMD, TPMC-4SM-FD, TPMC-4SMD-FD, TPCS-4SM, TPCS-4SMD, TPMC-8T-GA, TPMC-8X-GA, TPMC-9, TPMC-9L, TPMC-V12, TPMC-V15, TSW-550, TSW-750, TSW-1050, V12 (via DGE-2), V15 (via DGE-2), V24R-C (via DGE-2), Core 3 UI XPanel

Core 3 UI SmartObjects™

SmartObjects use a single smart object ID to connect to the control system (instead of traditional join numbers); some object contain extra features which make them easier to implement like click-and-hold, scroll-to, and discrete digital signals for each button being pressed.

Button List: Scrolling list populated with a user-specifiable number of buttons; each button supports a label, page flip, and indirect text; separate vertical and horizontal oriented objects exist

Icon List: Scrolling list populated with a user-specifiable number of icons; each list entry supports a theme icon or an external image, a text label, and a page flip; separate vertical and horizontal oriented objects exist

RSS Feed List: Scrolling list that will read, parse, and display standard RSS feeds, including images or HTML formatting in the respective feed; optionally the RSS URL can be updated dynamically from the control system

DPad: Realistic looking D-Pad with up, down, left, right, and center buttons; the center button text is customizable, allowing flexible application of the control

Simple Keypad: Flexible numeric keypad, which always displays 0-9, like a standard telephone; allows for customizable miscellaneous buttons

Video Switcher: A widget which combines a scrolling list with drag-and-drop functionality geared towards controlling video sources in a switcher matrix

Tab Button: A group of buttons neatly aligned to create a row or column of tabs; each button supports an icon and text label; separate vertical and horizontal oriented objects exist

SmartObject Compatibility

3-Series Control Systems: AV3, CP3, CP3N, MC3, PRO3, TPCS-4SM, TPCS-4SMD, all future 3-Series Processors

2-Series Control Systems: PRO2, AV2, CP2, CP2E, PAC2, RACK2, DMPS-100-C, DMPS-200-C, DMPS-300-C, DMPS-300-C-AEC

Core 3 UI Smart Applications

Smart Applications bundle up common functions, typically very complex and time consuming to program, into a single object with a single smart object ID, thereby enabling a full-featured touch screen in less time than before.

Media Player Application: Pre-built app that allows full browse and playback functionality of an ADMS, ADMS-G2, Crestron iServer®, CEN-IDOCV, and CEN-IDOCV-DSW; a single smart object ID connects the application to the control system

Weather Application [Coming Soon!]**:** Pre-built app which displays weather for a selected city; does not need a control system to gather data from weather server

Weather Widget: Pre-built widget designed to provide a “dashboard” weather view; displays weather data for default location in the Weather Application

Smart Applications Compatibility

3-Series Control Systems: AV3, CP3, CP3N, MC3, PRO3, TPCS-4SM, TPCS-4SMD, all future 3-Series Processors

2-Series Control Systems: Not Supported

Core 3 UI Standard Objects

A standard object is one that uses traditional joins (digital, analog, serial) to communicate with the control system. Core 3 UI standard objects follow the styles laid out in the project or pageÕs theme.

Animation Object: A theme based animation object that supports variable frame rates and automatic playback at runtime

Border: A border with variable line thickness, color, text label, corner radius, and text alignment; often used to frame a set of related objects

Image Object: The Image Object is a flexible, multi-purposed control that can serve as a single or multi-mode image/button, and a custom animation; supports dynamic graphics; may use built-in image resources (style), external (custom) image, or a combination of both

Background Selector: A widget-like control that requires no SIMPL programming and no configuration other than deciding to use the project level or page level background; at runtime the list will be populated with the respective backgrounds and clicking on an item will trigger the background to change; separate vertical and horizontal oriented objects exist

Theme Selector: A widget-like control that requires no SIMPL programming and no configuration other than deciding to use the project level or page level theme; at runtime the list will be populated with the respective themes preview image; clicking on an item will trigger the theme to change; separate vertical and horizontal oriented objects exist

Drape Controller: Used in applications where realistic feedback from a shade or drape is necessary; the control can be used to scale an analog value on the touch screen instead of via programming on the control system

Liquid Gauge: Used to display feedback from an analog join; can be used to send analog values to the control system; can be used to scale an analog value on the touch screen instead of via programming on the control system; separate vertical and horizontal oriented objects exist

Meter Gauge: Used to display feedback from an analog join; can be used to send analog values to the control system; can be used to scale an analog value on the touch screen instead of via programming on the control system

Segmented Gauge: Used to display feedback from an analog join; can be used to send analog values to the control system; can be used to scale an analog value on the touch screen instead of via programming on the control system; separate vertical and horizontal oriented objects exist

Signal Level Gauge: Used to display feedback from an analog join; perfect for wireless strength or volume; can show 1 to 15 segments; can be used to scale an analog value on the touch screen instead of via programming on the control system

Signed Liquid Gauge: Same as Liquid Gauge, except the zero point is in the middle of the gauge; perfect for showing graphic EQ settings where

both positive and negative values exist; separate vertical and horizontal oriented objects exist

Fader Slider: Combines a liquid gauge with a slider knob, enabling the accurate representation of feedback from an analog join, with precise control of an analog value; if touch settable is enabled, a user pressing on the track will trigger an analog join value to be sent out to the control system; can be used to scale an analog value on the touch screen instead of via programming on the control system; separate vertical and horizontal oriented objects exist

Gesture Canvas: Can be used to determine the directionality as well as velocity of a swiping gesture in any direction

Knob: A free-spinning rotational slider that does not display feedback; perfect for volume control

Formatted Text: Used to display advanced text on a touch screen; supports HTML text via an indirect text serial join; supports static text defined at design time; can be used as multiline and/or truncated text; supports all CIP tags (CIP tags allow you to send a digital, analog, or serial join and display as text)

Scrollable Text: Supports all the same features as the formatted text object, but instead of clipping text when it overflows, it will scroll the text into view; perfect for alarm status, artist/album name, and more

Simple Label: Used to display basic text on a touch screen; font color and font size can be changed via properties in design time instead of using HTML formatting; also supports indirect text, CIP HTML tags, multiline, and text truncating

Text Entry: Used when a user needs to input text from a keyboard; supports the ability to launch the on-screen keyboard; text can be displayed with an optional password character (*), perfect for password entry

Button: Single-mode button that supports either a styled (from the theme) or custom icon; supports both static and indirect text

Multi-Mode Button: Similar to the standard button, but allows for multiple modes of icons and text

Standard Object Compatibility

3-Series Control Systems: AV3, CP3, CP3N, MC3, PRO3, TPCS-4SM, TPCS-4SMD, all future 3-Series Processors

2-Series Control Systems: PRO2, AV2, CP2, CP2E, PAC2, RACK2, DMPS-100-C, DMPS-200-C, DMPS-300-C, DMPS-300-C-AEC, MC2E, MC2W, QM-RMC, QM-RMCRX-BA, PAC2M, DIN-AP2, AES, AMS, AMS-AIP

Notes:

This product may be purchased from an authorized Crestron dealer. To find a dealer, please contact the Crestron sales representative for your area. A list of sales representatives is available online at www.crestron.com/salesreps or by calling 800-237-2041.

The specific patents that cover Crestron products are listed online at: patents.crestron.com.

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Specifications subject to change without notice. Revised 03/21/13