



UI Tiles – AV Solutions – Multi Button Tile - Cloud

version 2.0000.0015

Driver

This release note is for the AV Solutions Multi Button Tile Extension.

Notes and Recommendations

Drivers->UI Tiles->AV Solutions-> Multi Button Tile

System Requirements and Dependencies

This driver has the following minimum requirements and dependencies:

- Crestron Home v4.010.0260
- An offline license is required for the driver to operate beyond its 2-hour trial

Introduction

This UI extension driver provides the integrator with the ability to add up to 30 buttons within a single tile. The tile is typically used to simplify the users' experience by assigning functions to those buttons avoiding the mess of creating multiple quick actions scattered around the UI. Each button can be configured to support real-time feedback (through configuration) for existing Crestron Home functions. Its primary purpose is to enhance the users' experience by enabling control of devices under a single tile.

Key Features

- Flexible Viewing Options: Can be viewed at the room level, on the home page, or both, for intuitive access tailored to user preferences.
- Customization: Supports up to 30 buttons under a single tile, each with a custom label and its own active and inactive icons.
- Real Feedback Configuration: Enables true status feedback from devices, ensuring the UI reflects actual on/off states for each button individually, rather than just sending commands — by setting a distinct icon for each button's active and inactive state.
- State Persistence: Automatically saves and loads driver state upon processor reboot, ensuring seamless recovery of active/inactive statuses and configurations.

- Quick Actions Integration: Supports Crestron Home Quick Actions to update button states from global shortcuts, enhancing accessibility and one-tap automation.

Installation/Upgrade Instructions

Installation Settings



License Key

Obtain a license key from your provider. The driver operates in trial mode for 2 hours without a key.

Enter License Key Here



Display In Home Page

Show this tile on the Home page.

☒



Display In Room

Show this tile at the room level.

☒

- License Key: Required for indefinite use; without it, the driver enters a 2-hour trial mode.
- Display In Home Page: Leave checked to show the tile on the home page. Uncheck to hide
- Display In Room: Leave checked to show the tile on a room level. Uncheck to hide

Installation Settings



Persist State To NVRAM

Save the button states so they are restored after a processor reboot.

☒



Page Main Title

Title shown on the tile's inner page.

Multi Button Tile



Icon Keys

The icon keys can be found at this link.

<https://sdkcon78...>

- Persist State To NVRAM: Enables state saving/loading to non-volatile RAM for recovery after reboots or power loss
- Page Main Title: Custom Title for the page once tile opens.
- Icon Keys: The link takes you to the website with all the Icon Keys supported by Crestron SDK.

Tile Icon

Icon key shown on the tile.

Number Of Buttons

The quantity of buttons to display (1-30).

Cancel Next

- Tile Icon: Enter the desired Icon Key for the icon to be shown on the tile.
- Number of Buttons: Enter the number of buttons to be shown inside the tile.

Installation Settings

Button 1 Name

Enter the label for button 1.

Button 1 Active Icon

Icon key for button 1 in its active state.

Button 1 Inactive Icon

Icon key for button 1 in its inactive state.

- Button x Name: Enter the desired name to be displayed on the button
- Button x Active Icon: Enter the desired icon key representing the Active/On Status.

- **Button x Inactive Icon:** Enter the desired icon key representing the Inactive/Off Status.

Actions & Events

- **Actions**

Mode	Sequence
< Multi Button Tile	
+	Btn 01: Button 1 State
+	Btn 01: Button 1 State Toggle
+	Btn 01: Button 1 Trigger

- **Button x State:** This action sets the state of the button to Active/On & Inactive/Off. This action is typically set to true by the controlled device feedback when it turns on and vice versa. This keeps the button synchronized with the controlled device or element.
- **Button x State Toggle:** Toggles Between the two states of the button.
- **Button x Trigger:** Simulates a button press in software, firing the Button x Press event.

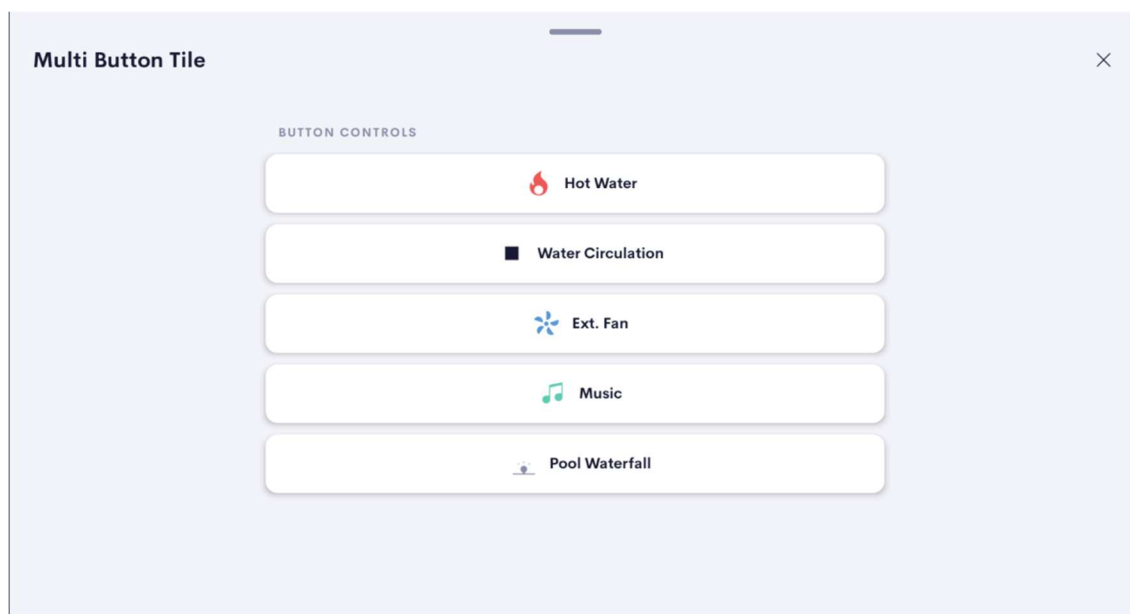
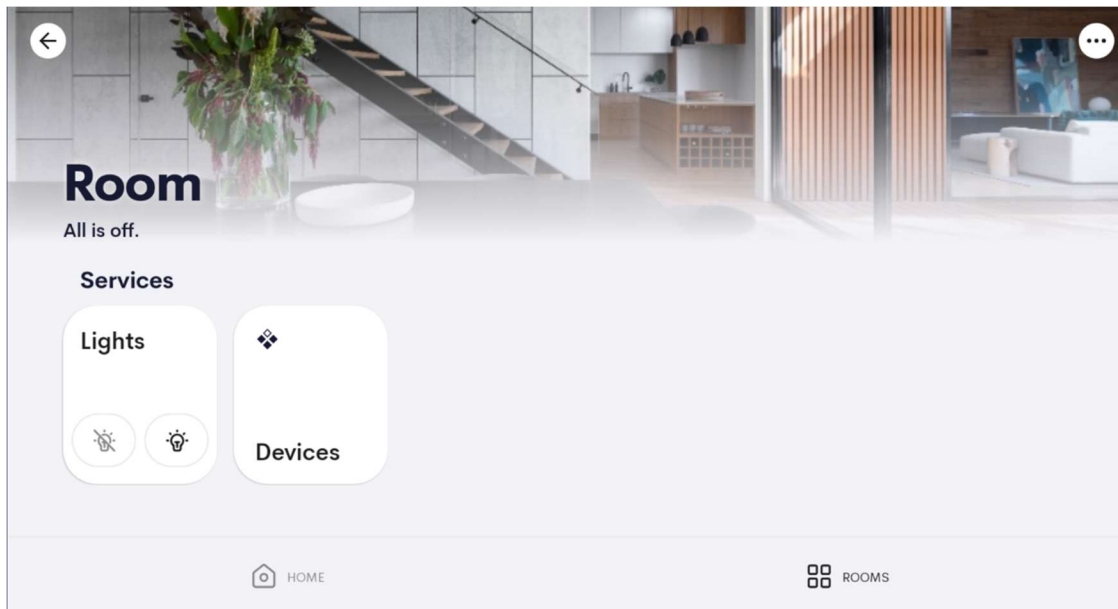
- **Events**

⚡ Btn 01: Button 1 Press	• Button x Press: Set Event to trigger whatever action is required on a button press (The use of IF statements assists the implementation of toggle functionality)
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Setup Guide: Device Control and Synchronization

Now that the driver is added and basic parameters are set, you are able to configure it to efficiently control other devices (e.g., via events and actions), update the buttons status based on the controlled device's feedback to keep everything fully synchronized and create Quick Actions for related operations. This ensures bidirectional communication—your tile not only sends commands but also reflects real-world states

End-User Experience



Limitations/Known Issues

Reducing the number of buttons removes the hidden buttons' Actions and Events and drops any automation wired to them; increasing the number again re-creates them but does not restore the previous wiring. Upgrading the driver resets the saved button states, whereas a normal reboot preserves them.

Supported Features

- Set controlled device On/Off
- Synchronize tile state depending on the controlled device feedback

Test Environment

- Crestron Home v4.010.0260

Contact Information

- Company: AV Solutions LTD Cyprus
- Author: Stylianos Michael
- Email: support@ch-drivers.com
- Website: <https://avsolutionsltd.com/>

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