

AD-DA.ca, QueueSpeak

Description

QueueSpeak turns a Q-SYS design into a conferencing, delegation and voting system. Delegates ask for the floor from their seat; their requests wait in the Request List, the seats allowed to speak are in the Active List, and the first seat of the Active List has the Focus. The plugin opens and mutes the seat microphones, points the cameras and switches the video router as seats move through these lists, and runs polls with live results and reports. It scales from a four-seat meeting room to a 265-seat assembly, with any microphone, any camera supported by the plugin and any control surface.

The plugin has five modes. One plugin in **Normal** mode holds the seats and the queue. The other modes connect to it, or to each other, by component name:

- **Normal** — the main plugin: seats, Request List and Active List, audio, cameras, timer and voting.
- **Single Seat** — controls one seat of a Normal plugin at a time, from its own controls, a Q-SYS TSCG3, an nnoince micnode2g or a web page. Connects to a Normal plugin, and optionally to a User Library plugin.
- **User Library** — a directory of delegates recalled by PIN code or NFC tag. Single Seat and Dashboard Web UCI plugins connect to it.
- **Dashboard Web UCI** — a browser dashboard for chairmen, operators and administrators. Connects to a Normal plugin, and optionally to a User Library plugin and a Logging plugin.
- **Logging** — records the seat and vote activity of a Normal plugin to a text file on the Core. Connects to a Normal plugin.

The Normal plugin must have its Script Access set to **Script** or **All**, otherwise the Single Seat, Dashboard Web UCI and Logging plugins cannot find it. A User Library plugin needs the same Script Access when Single Seat or Dashboard Web UCI plugins connect to it, and so does a Logging plugin read by a Dashboard Web UCI plugin. With **Camera Control** on, the Mediacast (or camera) router must be a named component with Script Access **Script** or **All**; with **Camera Type** **Q-SYS NC**, so must every camera. Generic Visca and Panasonic cameras are reached by IP address.

Developed and tested on Q-SYS Designer 9.13.x, 10.0.x, 10.1.x and 10.2.0.

Key Features

- **Up to 265 Seats** — Each seat has its own name, role, priority, microphone, mix routing, cameras and vote controls, plus a Floor seat (Seat 0)

- **Request List and Active List** — Seats ask for the floor, are promoted to the Active List and take the Focus, with list limits, eviction, auto-promote and priority interruption
- **Roles and Presets** — Delegate, Chairman, Technician and Observer roles, each with its own Request, Release and microphone signal actions, saved in presets that are recalled in one step
- **Automatic Camera Control** — A primary and a secondary camera per seat, Q-SYS NC, Generic Visca or Panasonic PTZ, a standby camera prepared before the switch, and audio-driven switching between active seats
- **Audio Routing** — Gain-sharing automatic mixer, Floor Mix, up to eight group mixes (A to H), optional mix-minus and direct outputs per seat, and actions driven by the microphone signal
- **Voting** — Prepared polls, weighted and anonymous votes, role-based eligibility, live results and JSON and PDF reports
- **Web Pages** — A delegate page served by a Single Seat plugin and a full Dashboard Web UCI with user levels and a kiosk mode, without extra hardware
- **User Library** — Delegates log in on a seat by PIN code or NFC tag, which recalls their name, role, priority, gain, mixes and vote weight
- **15 Languages** — Vote reports and every web page follow the `Language` property, and a browser can pick another language

Properties

License

Type: `string`

Default Value: *(empty)*

Description: License key of the primary Core. A license is issued per Core: it runs as many QueueSpeak plugins as needed on that Core and cannot be moved to another Core. The voting, camera and User Library features are enabled by the license. Keys can be entered offline. Without a valid license the plugin runs in demo mode for 30 minutes; in emulation every feature is enabled for free, so a design can be prepared without a Core. To purchase a license, go to <https://ad-da.ca>. Only in `Normal` mode.

License Backup

Type: `string`

Default Value: *(empty)*

Description: License key of the backup Core, used when the primary key is not valid on the Core running the design. When the primary Core fails, the backup Core takes over without its own license, but a design that boots on the backup Core, or a backup Core that restarts, needs a valid backup key. Only in `Normal` mode.

Mode

Type: `enum`

Choices: `Normal`, `Single Seat`, `User Library`, `Dashboard Web UCI`, `Logging`

Default Value: `Normal`

Description: `Normal` is the main plugin. The other modes work through a Normal plugin (see the Description). Shown in every mode.

Presets JSON

Type: `boolean`

Default Value: `false`

Description: Shows the JSON import and export field of the presets on the Settings page, to copy every preset out of the plugin or paste them back. Only in `Normal` mode.

TSC Type

Type: `enum`

Choices: `None`, `Q-SYS TSCG3`, `nnounce micnode2g`, `Web`

Default Value: `Q-SYS TSCG3`

Description: Control surface of the seat. `None` leaves only the plugin's controls, for a custom UCI. `Q-SYS TSCG3` connects a Q-SYS touch screen controller and its optional lightbar and sensors. `nnounce micnode2g` connects the micnode primary button and its LEDs. `Web` serves a delegate page from the plugin, without hardware. Only in `Single Seat` mode.

User Library

Type: `boolean`

Default Value: `false`

Description: In `Single Seat` mode, shows the controls that connect to a User Library plugin and recall a delegate by PIN code or NFC tag. In `Normal` mode, adds the `Logout Everybody` button on the Dashboard page. Shown in `Normal` and `Single Seat` modes.

Seats Count

Type: `integer`

Min: `4`

Max: `265`

Default Value: `8`

Description: Number of delegate seats, not counting Seat 0 (the Floor). Only in `Normal` mode.

Seats Controls

Type: `boolean`

Default Value: `true`

Description: Shows the Seats pages (`Seats 1-20`, `Seats 21-40` ...) and the Vote Seats page.

When off, a `Seat 0` page shows only the Floor, and the seat controls stay available as pins, which suits designs where Single Seat plugins or custom UCIs control the seats. Only in `Normal` mode.

Dashboard Seats Controls

Type: `boolean`

Default Value: `true`

Description: Creates one button per seat, with its name, mute and mute lock, on the Dashboard page, and one result line per seat on the Vote Dashboard page. Turn it off when the seat count is high and the Dashboard is controlled from other UCIs. When off, `DashboardSeatAction`, `DashboardSeatName0`, `DashboardSeat0`, `DashboardSeatName<n>`, `DashboardSeat<n>`, `DashboardSeatMute<n>`, `DashboardSeatMuteLock<n>`, `VoteDashboardSeatName<n>`, `VoteDashboardSeatValue<n>` and `VoteDashboardSeatCasted<n>` do not exist. Only in `Normal` mode.

Internal Audio Component

Type: `boolean`

Default Value: `true`

Description: Adds the plugin's audio processing (gain-sharing automatic mixer, signal presence, mixers) and its audio pins: `Seat Microphone <n>` and `Floor` inputs, `Floor Mix` and `Group Mix A` to `H` outputs, and the optional per-seat outputs below. Turn it off when the audio is processed outside the plugin; the plugin then drives only the mute controls, and the audio settings are disabled. Shown in `Normal` and `Single Seat` modes; in Single Seat mode, set it like the Normal plugin.

Aux Mixes Count

Type: `integer`

Min: `0`

Max: `8`

Default Value: `8`

Description: Number of group mixes, named A to H. Each one adds a `Group Mix <letter>` output pin and a group button on every seat. With `0`, the seats have no mix buttons and are all in the Floor Mix. Only in `Normal` mode, hidden when `Internal Audio Component` is off.

Seats Mixes Minus Output

Type: `boolean`

Default Value: `false`

Description: Adds one `Seat Mix Minus <n>` output pin per seat: the other seats' microphones and the Floor input, without the seat's own microphone, to feed its loudspeaker without feedback. Also adds the `To Seats` controls of the Floor. Only in `Normal` mode, hidden when `Internal Audio Component` is off.

Seats Direct Output

Type: `boolean`

Default Value: `false`

Description: Adds one `Seat Direct <n>` output pin per seat, carrying the seat's microphone after its mute, without the automatic mixer's gain. Only in `Normal` mode, hidden when `Internal Audio Component` is off.

Camera Control

Type: `boolean`

Default Value: `true`

Description: Adds the camera controls, the Cameras page and the router control. When off, the plugin works with audio only. The design needs at least one camera and a Mediacast (or camera) router, set up as described in the warning above. Shown in `Normal` and `Single Seat` modes.

Camera Count

Type: `integer`

Min: `2`

Max: `20`

Default Value: `8`

Description: Number of cameras on the Cameras page. Shown in `Normal` and `Single Seat` modes, hidden when `Camera Control` is off.

Camera Type

Type: `enum`

Choices: `Q-SYS NC`, `Generic Visca`, `Panasonic, AW-HE40`, `Panasonic, AW-UE70`, `Panasonic, AW-UE150`

Default Value: `Q-SYS NC`

Description: How the cameras are driven. `Q-SYS NC` uses named Q-SYS camera components, and a seat stores its camera positions as PTZ values with Save and Load buttons. The other choices reach each camera by IP address, and a seat recalls a camera preset number instead. Shown in `Normal` and `Single Seat` modes, hidden when `Camera Control` is off.

Camera Visca Protocol

Type: `enum`

Choices: `UDP`

Default Value: `UDP`

Description: Transport of the VISCA commands. Only UDP is supported. Shown in `Normal` and `Single Seat` modes when `Camera Control` is on and `Camera Type` is `Generic Visca`.

Auto Framing Support

Type: `boolean`

Default Value: `false`

Description: Adds an `Auto Frame` button to each seat camera, which turns on the auto framing of the camera when it has one. Shown in `Normal` and `Single Seat` modes when `Camera Control` is on and `Camera Type` is `Q-SYS NC`.

Voting

Type: `boolean`

Default Value: `true`

Description: Adds the voting module: the Vote Dashboard, Vote Seats and Vote Editor pages, their controls and pins. Voting is a licensed feature. Shown in `Normal` and `Single Seat` modes.

Force Anonymous Voting

Type: `boolean`

Default Value: `false`

Description: Asks for every poll to be treated as anonymous, whatever its own `Vote Anonymous` setting. In this version the value is passed to the Dashboard Web UCI plugin; the Vote Dashboard page and the vote reports of the Normal plugin follow each poll's `Vote Anonymous` setting. Only in `Normal` mode, hidden when `Voting` is off.

Language

Type: `enum`

Choices: `English`, `Spanish`, `French`, `German`, `Portuguese (Brazil)`, `Italian`, `Polish`, `Dutch`, `Swedish`, `Turkish`, `Chinese (Simplified)`, `Japanese`, `Korean`, `Arabic`, `Ukrainian`

Default Value: `English`

Description: Language of the vote reports and default language of the web pages. Set it on the Normal plugin only: the Single Seat and Dashboard Web UCI plugins read it from the Normal plugin they connect to. Only in `Normal` mode.

Debug Print

Type: `enum`

Choices: `None`, `Camera`, `Audio`, `Voting`, `Seats`, `ACPR`, `UserLibrary`, `All`

Default Value: `None`

Description: Prints the debug messages of one area, or of `All`, to the plugin's debug output. `ACPR` is the automatic camera switching, `UserLibrary` the User Library mode. Keep `None` in normal operation. Shown in every mode.

Controls

Status

Controls name: Status

Type: Indicator-Status

Pin Style: Output

Pin Name: Status

Description: Operational status of the plugin, shown on every page. In Normal mode it also reports a vote in progress and the last problem met by a seat action or the cameras.

OK - Vote in progress (Budget 2027)

Fault - Camera / Mediacast Router Missing

Fault - Seat #0 cameras' not configured

Fault - Active list is full

Missing - Missing a valid license key, visit AD-DA.ca

With Camera Control on, every seat needs a primary or secondary camera and the Cameras page needs a router; until then the seat stays Unconfigured and Status names the first seat to fix. Without a license on a Q-SYS Core, the plugin runs as a demo and then reports Fault - Demo ended .

QueueSpeak

Version 3.0.0.0

AD-DA.CA

Fault - Seat #0 cameras' not configured

Mediacast Router

Camera/Mediacast Router

None

Controlled Output

Active

1

Standby

None

Cameras

*Select cameras according to the router patch order

Component

Camera 01

None

Camera 02

None

Camera 03

None

Camera 04

None

Normal Mode

The Normal plugin is the main plugin: it holds the seats, the Request List and the Active List, the audio, the cameras, the timer and the voting. Its pages depend on the properties: `Dashboard` and `Timer`; one Seats page per 20 seats (`Seats 1-20` , `Seats 21-40` ...), or a `Seat 0` page with only the Floor when `Seats Controls` is off; `Cameras` only with `Camera Control`; `Settings`; `Vote Dashboard`, `Vote Seats` (also needs `Seats Controls`) and `Vote Editor` only with `Voting`; then `About`.

Dashboard Page

The screenshot shows the QueueSpeak dashboard interface. At the top, it says 'QueueSpeak' and 'Version 3.0.0.0'. Below this is a green bar with 'OK'. The main area is divided into several panels:

- Request List:** A dropdown menu set to 'Set Active' with a 'Clear' button. Below it, a list of requests: 1 - [003] Ward 1, 2 - [007] Ward 5, 3 - [004] Ward 2, 4 - [008] Ward 6.
- Active List:** A dropdown menu set to 'Release' with a 'Clear' button. Below it, a list of active seats: [005] Ward 3.
- Focus Seat:** A red button with the number '5' and a label 'Ward 3'.
- Active Camera:** A red button with the number '3' and a label 'Ward 3'.
- Standby Seat:** A green button with the number '3' and a label 'Ward 1'.
- Standby Camera:** A green button with the number '1' and a label 'Ward 1'.
- Controls:** Four buttons: 'Reset all lists' (red, labeled 'RESET'), 'Next Seat in Request List' (green, labeled 'NEXT'), 'Reset Seats' mute lock' (blue), and 'Block Seats' actions' (brown).
- Display Configuration:** A section with three dropdown menus: 'Dashboard list display' (set to 'Number + Name'), 'Position in request list', and 'Position on seat buttons'.
- Bottom Section:** A section for floor and seat controls. It includes a dropdown for '0-Floor' and a 'Set Focus' dropdown. Below these are eight seat buttons labeled '1-Chair', '2-Clerk', '3-Ward 1', '4-Ward 2', '5-Ward 3', '6-Ward 4', '7-Ward 5', and '8-Ward 6'. Each seat button has a 'Mute' button below it.

Request List

Request List Action

Controls name: `DashboardRequestListAction`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Dashboard~Request List~Action`

Description: Action applied to a seat selected in the Request List. Default `Set Active`.

- `Set Focus` — Puts the seat at the top of the Active List, with the focus. If the Active List is full, the last seat is removed when `Allow eviction when full` is on; otherwise the action is refused and the status reports that the Active List is full.

- **Set Active** — Adds the seat at the bottom of the Active List, or gives it the focus when the Floor has it. Refused when the Active List is full and eviction is not allowed.
- **Set Standby** — Moves the seat to the first position of the Request List.
- **Delete** — Removes the seat from the Request List.
- **Move Up** — Swaps the seat with the one before it.
- **Move Down** — Swaps the seat with the one after it.

Clear Request List

Controls name: DashboardClearRequestList

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Request List~Clear

Description: Removes every seat from the Request List.

Request List

Controls name: DashboardRequestList

Type: Text-ListBox

Pin Style: Output

Pin Name: Dashboard~Request List~List

Description: Seats waiting for the floor, in request order, shown as set by **Dashboard list display** and **Position in request list**. Selecting a seat applies the **Request List Action** to it.

Active List

Active List Action

Controls name: DashboardActiveListAction

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Dashboard~Active List~Action

Description: Action applied to a seat selected in the Active List. Default **Release**.

- **Release** — Removes the seat from the Active List. When it had the focus, the standby seat takes it, as with **Next**.
- **Set Focus** — Moves the seat to the top of the Active List, with the focus.

Clear Active List

Controls name: DashboardClearActiveList

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Active List~Clear

Description: Removes every seat from the Active List, except the seats with a mute lock. When no seat is left, the Floor takes the focus.

Active List

Controls name: DashboardActiveList

Type: Text-ListBox

Pin Style: Input / Output

Pin Name: Dashboard~Active List~List

Description: Seats allowed to speak, the seat with the focus first, shown as set by Dashboard list display. Selecting a seat applies the Active List Action to it.

Focus Seat

Focus Seat Number

Controls name: DashboardFocusSeat

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Focus Seat

Description: Number of the seat that has the focus, 0 for the Floor.

Focus Seat Name

Controls name: DashboardFocusSeatName

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Focus Seat Name

Description: Name of the seat that has the focus.

Active Camera

Active Camera Number

Controls name: DashboardActiveCamera

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Active Camera

Description: Number of the camera on the router's active output, as numbered on the Cameras page. Only when Camera Control is on.

Active Camera Seat Name

Controls name: DashboardActiveCameraSeatName

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Active Camera Seat Name

Description: Name of the seat the active camera shows. Only when Camera Control is on.

Standby Seat

Standby Seat Number

Controls name: DashboardStandbySeat

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Standby Seat

Description: Number of the seat that takes the focus on Next: the next seat of the Active List, otherwise the first seat of the Request List, otherwise the Floor. Empty when there is none.

Standby Seat Name

Controls name: DashboardStandbySeatName

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Standby Seat Name

Description: Name of the standby seat.

Standby Camera

Standby Camera Number

Controls name: DashboardStandbyCamera

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Standby Camera

Description: Number of the camera prepared for the standby seat. The plugin picks a camera other than the active one whenever it can and moves it to the standby seat at once, so the switch does not wait for the camera to move. Only when Camera Control is on.

Standby Camera Seat Name

Controls name: DashboardStandbyCameraSeatName

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Status~Standby Camera Seat Name

Description: Name of the seat the standby camera is prepared for. Only when Camera Control is on.

Controls

Reset All Lists

Controls name: DashboardReset

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Controls~Reset

Description: Clears the Request List and the Active List, stops and resets the timer, and gives the focus to the Floor.

Next Seat in Request List

Controls name: DashboardNext

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Controls~Next

Description: Removes the seat with the focus from the Active List and gives the focus to the standby seat. With **Auto-promote on Next** on, the first seat of the Request List then fills the free place; while the Active List still has room, **Next** only promotes one more seat from the Request List and leaves the focus where it is. Works during a vote.

Reset Seats' Mute Lock

Controls name: DashboardResetLock

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Controls~Reset Seat's Mute Lock

Description: Removes the mute lock of every seat, then applies the automatic mutes again.

Block Seats' Actions

Controls name: DashboardBlock

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Dashboard~Controls~Block

Description: When on, the seats' **Request** and **Release** buttons and the microphone signal actions do nothing. The Dashboard and the **Activate** buttons still work.

Logout Everybody

Controls name: DashboardLogoutAll

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Dashboard~Controls~Logout Everybody

Description: Gives every seat its default name back (**Delegate <n>**) and disables it, so each delegate must log in again through the User Library. Only when the **User Library** property is on.

Display Configuration

Dashboard List Display

Controls name: DashboardListName

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Dashboard~Display Configuration~Dashboard list display

Description: How seats are written in the Request List and the Active List: Name Only, Number Only (Seat-001) or Number + Name ([001] Delegate 1). Default Number + Name.

Position in Request List

Controls name: DashboardRequestListPosition

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Dashboard~Display Configuration~Position in request list

Description: When on, each line of the Request List starts with the seat's position (1 - [004] Delegate 4). On by default.

Position on Seat Buttons

Controls name: DashboardShowPosition

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Dashboard~Display Configuration~Position on seat buttons

Description: When on, the seat buttons of the Dashboard show the seat's position in the Request List. On by default.

Floor Name

Controls name: DashboardSeatName0

Type: Indicator-Text

Pin Style: Output

Pin Name: Dashboard~Seats~0~Name

Description: Number and name of the Floor (0-Floor). Only when Dashboard Seats Controls is on.

Seat Button Action

Controls name: DashboardSeatAction

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Dashboard~Seats~Action

Description: Action of the seat buttons: Add to Request List adds the seat at the end of the

Request List; **Add to Active List** adds it at the bottom of the Active List, or gives it the focus when the Floor has it. Only when **Dashboard Seats Controls** is on.

Floor Button

Controls name: **DashboardSeat0**

Type: **Button-StateTrigger**

Pin Style: **Input** / **Output**

Pin Name: **Dashboard~Seats~0~Activate**

Description: Gives the focus to the Floor. Lit while the Floor has the focus. Only when **Dashboard Seats Controls** is on.

Seat Name

Controls name: **DashboardSeatName<n>**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **Dashboard~Seats~<n>~Name**

Description: Number and name of the seat (**4-Delegate 4**), one per seat, 1 to **Seats Count** . Only when **Dashboard Seats Controls** is on.

Seat Button

Controls name: **DashboardSeat<n>**

Type: **Button-StateTrigger**

Pin Style: **Input** / **Output**

Pin Name: **Dashboard~Seats~<n>~Activate**

Description: Applies the **Seat Button Action** to the seat, one per seat, 1 to **Seats Count** . Lit while the seat has the focus; shows the seat's Request List position when **Position on seat buttons** is on. Only when **Dashboard Seats Controls** is on.

Seat Mute

Controls name: **DashboardSeatMute<n>**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Dashboard~Seats~<n>~Mute**

Description: Mutes or opens the seat's microphone at once, whatever its state; follows the seat's **Mute** . Opening a microphone here locks it open (mute lock on), muting it removes the lock. One per seat, 1 to **Seats Count** . Only when **Dashboard Seats Controls** is on.

Seat Mute Lock

Controls name: **DashboardSeatMuteLock<n>**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: `Dashboard~Seats~<n>~Mute Lock`

Description: Keeps the seat's microphone in its current mute state: the automations no longer mute or open it, and `Clear Active List` keeps the seat. Follows the seat's `Mute Lock`. One per seat, 1 to `Seats Count`. Only when `Dashboard Seats Controls` is on.

Request List Data

Controls name: `RequestListData`

Type: `Text`

Pin Style: `Output`

Pin Name: `Dashboard~Request List~Data`

Description: Not shown on the page. The seat numbers of the Request List, in order, as a JSON array (`[4,7]`).

Active List Data

Controls name: `ActiveListData`

Type: `Text`

Pin Style: `Output`

Pin Name: `Dashboard~Active List~Data`

Description: Not shown on the page. The seat numbers of the Active List, the seat with the focus first, as a JSON array.

Timer Page

QueueSpeak
Version 3.0.0.0
AD-DA/CA

OK

Timer & Countdown

02:14 02:46

-- - + ++

▶ ◻ ⏸ ■

Timer Settings

Duration (sec)	300
Add time + (sec)	10
Add time ++ (sec)	60
Remove time - (sec)	10
Remove time -- (sec)	60

The timer counts the speaking time. It starts by itself when set so by `Auto-Start Timer on` on the Settings page, and `Timer limit action` decides what happens when it reaches `Duration (sec)`. During a vote, the countdown uses the poll's `Vote Timer Limit` instead.

Timer & Countdown

Timer Running

Controls name: TimerState

Type: Indicator-Led

Pin Style: Output

Pin Name: Timer~State~Led

Description: On while the timer runs.

Timer

Controls name: Timer

Type: Indicator-Text

Pin Style: Output

Pin Name: Timer~State~Timer

Description: Elapsed time, as mm:ss. The timer stops by itself at 60 minutes.

Countdown

Controls name: Countdown

Type: Indicator-Text

Pin Style: Output

Pin Name: Timer~State~Countdown

Description: Time left before Duration (sec), as mm:ss. When Timer limit action is Disabled, it goes on below zero (-00:15).

Remove Time --

Controls name: TimerMinusMinus

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Timer~Controls~MinusMinus

Description: Takes Remove time -- (sec) off the countdown.

Remove Time -

Controls name: TimerMinus

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Timer~Controls~Minus

Description: Takes Remove time - (sec) off the countdown.

Add Time +

Controls name: TimerPlus
Type: Button-Trigger
Pin Style: Input / Output
Pin Name: Timer~Controls~Plus
Description: Adds Add time + (sec) to the countdown.

Add Time ++

Controls name: TimerPlusPlus
Type: Button-Trigger
Pin Style: Input / Output
Pin Name: Timer~Controls~PlusPlus
Description: Adds Add time ++ (sec) to the countdown.

Play

Controls name: TimerPlay
Type: Button-Trigger
Pin Style: Input / Output
Pin Name: Timer~Controls~Play
Description: Starts the timer. Does nothing while it runs.

Play / Pause

Controls name: TimerPlayPause
Type: Button-StateTrigger
Pin Style: Input / Output
Pin Name: Timer~Controls~PlayPause
Description: Starts the timer, or pauses it while it runs. Lit while the timer runs.

Pause

Controls name: TimerPause
Type: Button-Trigger
Pin Style: Input / Output
Pin Name: Timer~Controls~Pause
Description: Pauses the timer. Does nothing when it is stopped.

Stop

Controls name: TimerStop
Type: Button-Trigger
Pin Style: Input / Output
Pin Name: Timer~Controls~Stop
Description: Stops the timer and sets it back to zero.

Timer Settings

Duration (sec)

Controls name: `TimerDuration`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: `Timer~Settings~Duration`

Description: Speaking time in seconds, the start of the countdown. Default `60`.

Add time + (sec)

Controls name: `TimerStepPlus`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Timer~Settings~StepPlus`

Description: Seconds added by `+`, from 1 to 600. Default `10`.

Add time ++ (sec)

Controls name: `TimerStepPlusPlus`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Timer~Settings~StepPlusPlus`

Description: Seconds added by `++`, from 1 to 600. Default `60`.

Remove time - (sec)

Controls name: `TimerStepMinus`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Timer~Settings~StepMinus`

Description: Seconds removed by `-`, from 1 to 600. Default `10`.

Remove time -- (sec)

Controls name: `TimerStepMinusMinus`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Timer~Settings~StepMinusMinus`

Description: Seconds removed by `--`, from 1 to 600. Default `60`.

Seats Page

Version 3.0.0.0

QueueSpeak

AD-DA CA

OK

Seat 000

Activate

State Idle

Primary Camera Cam Wide

Secondary Camera None

Audio Input (Floor)

Name Floor

Save Load 0 -6 20

Save Load

Focus Standby

To Floor Mix -20.0 Mute

Seat 001

Activate

State Idle

Primary Camera Cam Chair

Secondary Camera Cam Wide

Name Chair

Save Load 9 -6 21

Save Load

Focus Priority 1

Active Standby Request List

Release Request

Seat 002

Activate

State Idle

Primary Camera Cam Chair

Secondary Camera Cam Wide

Name Clerk

Save Load 18 -6 22

Save Load

Focus Priority 1

Active Standby Request List

Release Request

Seat 003

Activate

State Requested

Primary Camera Cam Left

Secondary Camera Cam Wide

Name Ward 1

Save Load 27 -6 23

Save Load

Focus Priority 1

Active Standby Request List 1

Release Request

Seat 004

Activate

State Requested

Primary Camera Cam Left

Secondary Camera Cam Wide

Name Ward 2

Save Load 36 -6 24

Save Load

Focus Priority 1

Active Standby Request List 3

Release Request

Seat 005

Activate

State Focus

Primary Camera Cam Left

Secondary Camera Cam Wide

Name Ward 3

Save Load 45 -6 25

Save Load

Focus Priority 1

Active Standby Request List

Release Request

Seat 006

Activate

State Idle

Primary Camera Cam Right

Secondary Camera Cam Wide

Name Ward 4

Save Load 54 -6 26

Save Load

Focus Priority 1

Active Standby Request List

Release Request

Seat 007

Activate

State Requested

Primary Camera Cam Right

Secondary Camera Cam Wide

Name Ward 5

Save Load 63 -6 27

Save Load

Focus Priority 1

Active Standby Request List 2

Release Request

Seat 008

Activate

State Requested

Primary Camera Cam Right

Secondary Camera Cam Wide

Name Ward 6

Save Load 72 -6 28

Save Load

Focus Priority 1

Active Standby Request List 4

Release Request

The seats are spread over pages of 20, named [Seats 1-20](#) , [Seats 21-40](#) and so on. Each page starts with the Floor ([Seat 000](#) , Seat 0), the seat that has the focus when no delegate has it: an audience microphone, a lectern or a wide shot of the room. When [Seats Controls](#) is off, the [Seat 0](#) page shows only the Floor and the seat controls below exist as pins only.

A seat's camera controls depend on [Camera Type](#) : with [Q-SYS NC](#) , a position is a set of PTZ values saved from the camera; with the other types, it is a preset number of the camera. The microphone signal, mic open and gain controls exist only with [Internal Audio Component](#) , and the mix buttons only when [Aux Mixes Count](#) is above [0](#) .

► Seat states

Seat 000

Floor Activate

Controls name: [Seat0Activate](#)

Type: [Button-StateTrigger](#)

19 / 87

Pin Style: /

Pin Name:

Description: Gives the focus to the Floor. Lit while the Floor has the focus. Does nothing when the Floor is .

Floor State

Controls name:

Type:

Pin Style:

Pin Name:

Description: State of the Floor: , or (see Seat states).

Floor Primary Camera

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Main camera of the Floor, among the cameras of the Cameras page, or . The Floor needs a primary or a secondary camera. Only when is on.

Floor Secondary Camera

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Second camera of the Floor, used when the primary camera is on air for another seat. It cannot be the same camera as the primary one. Only when is on.

Floor Name

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Name of the Floor. Default .

Floor Primary Save

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Reads the current PTZ values of the primary camera into the Floor's primary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Primary Load

Controls name: **Seat0PrimaryPositionLoad**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Primary~Load**

Description: Moves the primary camera to the Floor's primary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Primary Position

Controls name: **Seat0PrimaryPosition**

Type: **Text**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Primary~Position**

Description: PTZ values of the primary camera for the Floor. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Primary Preset

Controls name: **Seat0PrimaryPreset**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Primary~Preset**

Description: Preset number recalled on the primary camera for the Floor, **1** to **127**. Default **1**. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

Floor Secondary Save

Controls name: **Seat0SecondaryPositionSave**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Secondary~Save**

Description: Reads the current PTZ values of the secondary camera into the Floor's secondary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Secondary Load

Controls name: **Seat0SecondaryPositionLoad**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Secondary~Load**

Description: Moves the secondary camera to the Floor's secondary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Secondary Position

Controls name: **Seat0SecondaryPosition**

Type: **Text**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Secondary~Position**

Description: PTZ values of the secondary camera for the Floor. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Floor Secondary Preset

Controls name: **Seat0SecondaryPreset**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Camera~Secondary~Preset**

Description: Preset number recalled on the secondary camera for the Floor, **1** to **127**. Default **1**. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

To Seats Gain

Controls name: **Seat0SeatGain**

Type: **Knob-dB**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Audio~To Seats Gain**

Description: Level of the **Floor** audio input in the seats' mix-minus outputs, from -100 to 10 dB. Default -20 dB. Only when **Internal Audio Component** and **Seats Mixes Minus Output** are on.

To Seats Mute

Controls name: **Seat0SeatMute**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Seats~0 (Floor)~Audio~To Seats Mute**

Description: Mutes the **Floor** input in the seats' mix-minus outputs. Opened automatically while the Floor has the focus, muted otherwise. Only when **Internal Audio Component** and **Seats Mixes Minus Output** are on.

To Seats Mute Lock

Controls name: **Seat0SeatMuteLock**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: Seats~0 (Floor)~Audio~To Seats Mute Lock

Description: Keeps To Seats Mute in its current state: the automations no longer change it. Only when Internal Audio Component and Seats Mixes Minus Output are on.

Floor Focus

Controls name: Seat0Focus

Type: Indicator-Led

Pin Style: Output

Pin Name: Seats~0 (Floor)~Status~Focus

Description: On while the Floor has the focus.

Floor Standby

Controls name: Seat0Standby

Type: Indicator-Led

Pin Style: Output

Pin Name: Seats~0 (Floor)~Status~Standby

Description: On while the Floor is the standby seat.

Floor Primary Auto Frame

Controls name: Seat0PrimaryAutoFraming

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~0 (Floor)~Camera~Primary~Auto Framing

Description: Turns the auto framing of the primary camera on or off for the Floor. Only when Camera Control and Auto Framing Support are on and Camera Type is Q-SYS NC.

Floor Secondary Auto Frame

Controls name: Seat0SecondaryAutoFraming

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~0 (Floor)~Camera~Secondary~Auto Framing

Description: Turns the auto framing of the secondary camera on or off for the Floor. Only when Camera Control and Auto Framing Support are on and Camera Type is Q-SYS NC.

To Floor Mix Gain

Controls name: Seat0MixGain

Type: Knob-dB

Pin Style: Input / Output

Pin Name: Seats~0 (Floor)~Audio~To Mix Gain

Description: Level of the Floor audio input in the Floor Mix output, from -100 to 10 dB. Default -20 dB. Only when Internal Audio Component is on.

To Floor Mix Mute

Controls name: `Seat0MixMute`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seats~0 (Floor)~Audio~To Mix Mute`

Description: Mutes the `Floor` input in the `Floor Mix` output. Opened automatically while the Floor has the focus, muted otherwise.

To Floor Mix Mute Lock

Controls name: `Seat0MixMuteLock`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seats~0 (Floor)~Audio~To Mix Mute Lock`

Description: Keeps `To Floor Mix Mute` in its current state: the automations no longer change it.

Seat `<n>`

One block per seat, 1 to `Seats Count`, titled with the seat number (`Seat 001`).

Enable

Controls name: `Seat<n>Enable`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seats~<n>~Enable`

Description: Turns the seat on or off. A disabled seat leaves the Request List and the Active List, its microphone is muted even when mute-locked, its controls are disabled, and it is left out of the vote count. On by default.

Name

Controls name: `Seat<n>Name`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: `Seats~<n>~Config~Name`

Description: Name of the seat, shown in the lists, on the Dashboard and in the vote reports. Default `Delegate <n>`.

Activate

Controls name: `Seat<n>Activate`

Type: `Button-StateTrigger`

Pin Style: `Input` / `Output`

Pin Name: `Seats~<n>~Activate`

Description: Gives the focus to the seat at once, at the top of the Active List. Refused when the

Active List is full and **Allow eviction when full** is off. Does nothing when the seat is disabled or **Unconfigured**. Lit while the seat has the focus.

State

Controls name: **Seat<n>State**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **Seats~<n>~Status~State**

Description: State of the seat: **Unconfigured**, **Disabled**, **Idle**, **Requested**, **Active**, **Focus** or **Override** (see Seat states).

Role

Controls name: **Seat<n>Role**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Config~Role**

Description: Role of the seat: **Delegate**, **Chairman**, **Technician** or **Observer**. The role picks the Request, Release and microphone signal actions of the active preset's role profile (Settings page). In a vote, a **Delegate** always votes, a **Chairman** votes only when the poll's **Vote Chairman Can Vote** is on, and a **Technician** or an **Observer** never votes. Default **Delegate**.

Focus

Controls name: **Seat<n>Focus**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: **Seats~<n>~Status~Focus**

Description: On while the seat has the focus.

Priority

Controls name: **Seat<n>Priority**

Type: **Knob-Integer**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Config~Priority**

Description: Priority of the seat, from **1** to **5**, the highest being **5**. Used by **Active seat interruption** on the Settings page to decide whether the seat may interrupt the seat that has the focus. Default **1**.

Active

Controls name: **Seat<n>Active**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: Seats~<n>~Status~Active

Description: On while the seat is in the Active List, with or without the focus.

Standby

Controls name: Seat<n>Standby

Type: Indicator-Led

Pin Style: Output

Pin Name: Seats~<n>~Status~Standby

Description: On while the seat is the standby seat, the next to take the focus.

Request List Position

Controls name: Seat<n>RequestListPosition

Type: Indicator-Text

Pin Style: Output

Pin Name: Seats~<n>~Status~Request List Position

Description: Position of the seat in the Request List, empty when it is not there. Useful on a seat interface with a single LED.

In Request List

Controls name: Seat<n>InRequestList

Type: Indicator-Led

Pin Style: Output

Pin Name: Seats~<n>~Status~In Request List

Description: On while the seat is in the Request List.

Release

Controls name: Seat<n>Release

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seats~<n>~Release

Description: Runs the Release action of the seat's role for its current state (Release action (Idle), (Active) or (In Request List) on the Settings page). Does nothing when the seat is disabled or Unconfigured, or when Block Seats' Actions is on.

Request

Controls name: Seat<n>Request

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seats~<n>~Request

Description: Runs the Request action of the seat's role for its current state (Request action

(Idle), (Active) or (In Request List) on the Settings page). Does nothing when the seat is disabled or Unconfigured, or when Block Seats' Actions is on.

Primary Camera

Controls name: Seat<n>PrimaryCamera

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Seats~<n>~Camera~Primary~Selector

Description: Main camera of the seat, among the cameras of the Cameras page, or None. A seat without a primary or a secondary camera is Unconfigured. Only when Camera Control is on.

Primary Save

Controls name: Seat<n>PrimaryPositionSave

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seats~<n>~Camera~Primary~Save

Description: Reads the current PTZ values of the primary camera into the seat's primary position. Only when Camera Control is on and Camera Type is Q-SYS NC.

Primary Load

Controls name: Seat<n>PrimaryPositionLoad

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seats~<n>~Camera~Primary~Load

Description: Moves the primary camera to the seat's primary position. Only when Camera Control is on and Camera Type is Q-SYS NC.

Primary Position

Controls name: Seat<n>PrimaryPosition

Type: Text

Pin Style: Input / Output

Pin Name: Seats~<n>~Camera~Primary~Position

Description: PTZ values of the primary camera for the seat. Only when Camera Control is on and Camera Type is Q-SYS NC.

Primary Auto Frame

Controls name: Seat<n>PrimaryAutoFraming

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~<n>~Camera~Primary~Auto Framing

Description: Turns the auto framing of the primary camera on or off for the seat. Only when **Camera Control** and **Auto Framing Support** are on and **Camera Type** is **Q-SYS NC**.

Primary Preset

Controls name: **Seat<n>PrimaryPreset**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Primary~Preset**

Description: Preset number recalled on the primary camera for the seat, **1** to **127**. Default **1**. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

Secondary Camera

Controls name: **Seat<n>SecondaryCamera**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Selector**

Description: Second camera of the seat, used when the primary camera is on air for another seat. It cannot be the same camera as the primary one. Only when **Camera Control** is on.

Secondary Save

Controls name: **Seat<n>SecondaryPositionSave**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Save**

Description: Reads the current PTZ values of the secondary camera into the seat's secondary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Secondary Load

Controls name: **Seat<n>SecondaryPositionLoad**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Load**

Description: Moves the secondary camera to the seat's secondary position. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Secondary Position

Controls name: **Seat<n>SecondaryPosition**

Type: **Text**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Position**

Description: PTZ values of the secondary camera for the seat. Only when **Camera Control** is on and **Camera Type** is **Q-SYS NC**.

Secondary Auto Frame

Controls name: **Seat<n>SecondaryAutoFraming**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Auto Framing**

Description: Turns the auto framing of the secondary camera on or off for the seat. Only when **Camera Control** and **Auto Framing Support** are on and **Camera Type** is **Q-SYS NC**.

Secondary Preset

Controls name: **Seat<n>SecondaryPreset**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Camera~Secondary~Preset**

Description: Preset number recalled on the secondary camera for the seat, **1** to **127**. Default **1**. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

Signal

Controls name: **Seat<n>Signal**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: **Seats~<n>~Audio~Mic Signal**

Description: On while the seat's microphone input is above **Microphone signal threshold (dB)**, and for **Microphone signal hold time (sec)** after it drops (Settings page). It drives the microphone signal actions and the automatic camera switching; it does not tell whether the microphone is open. Only when **Internal Audio Component** is on.

Open

Controls name: **Seat<n>Open**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: **Seats~<n>~Audio~Mic Open**

Description: On while the automatic mixer lets the seat's microphone into the mixes (the mixer's channel open state). Only when **Internal Audio Component** is on.

Gain

Controls name: **Seat<n>Gain**

Type: **Knob-dB**

Pin Style: **Input** / **Output**

Pin Name: Seats~<n>~Audio~Gain

Description: Gain of the seat's channel in the automatic mixer, from -100 to 20 dB. It changes the Floor Mix and group mixes, not the Seat Direct <n> output. Only when Internal Audio Component is on.

Mute

Controls name: Seat<n>Mute

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~<n>~Audio~Mute

Description: Mutes the seat's microphone on every output, direct output included. The plugin opens it while the seat is in the Active List and mutes it otherwise, unless the seat is mute-locked. Opening the microphone by hand locks it open (mute lock on), muting it by hand removes the lock.

Mute Lock

Controls name: Seat<n>MuteLock

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~<n>~Audio~Mute Lock

Description: Keeps the seat's microphone in its current mute state: the automations no longer mute or open it, and Clear Active List keeps the seat. Mute still works by hand. Reset Seats' Mute Lock on the Dashboard removes every lock.

Floor Mix

Controls name: Seat<n>FloorMix

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~<n>~Mix~Floor Mix

Description: Sends the seat's microphone to the Floor Mix output. On by default. Only when Internal Audio Component is on and Aux Mixes Count is above 0.

Group Mix

Controls name: Seat<n>GroupMix<letter>

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seats~<n>~Mix~Group <letter>

Description: Sends the seat's microphone to the Group Mix <letter> output, one button per group, A to the letter set by Aux Mixes Count (up to H). Off by default. Only when Internal Audio Component is on and Aux Mixes Count is above 0.

On the `Seat 0` page (`Seats Controls` off), two seat pins have other names: `Seats~<n>~Status~Activate` for `Seat<n>Activate` and `Seats~<n>~Status~RequestListPosition` for `Seat<n>RequestListPosition`.

Cameras Page

The Cameras page links the plugin to the video router and to the cameras. It is shown only when the `Camera Control` property is on, with one camera slot per camera (`Camera Count`, 2 to 20).

The plugin finds the router and the cameras by their component name. To rename a component in Q-SYS Designer, go offline, select the component and change its `Code Name` in the Properties pane (in Q-SYS Designer 9.4 and lower, rename the component block itself). Set its `Script Access` to `Script` or `All`, otherwise the plugin cannot see it.

Mediacast Router

Camera/Mediacast Router

Controls name: `Router`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Cameras~Router~Component`

Description: Router that switches the cameras. The list holds `None` and every Camera Router (`video_router`) and Mediacast Router (`mc_router_class`) component of the design. With `None`, the camera slots are disabled and `Status` shows `Fault` (`Camera / Mediacast Router Missing`). Only when `Camera Control` is on.

Active Output

Controls name: RouterActiveOutput

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Cameras~Router~Active Output

Description: Router output that carries the live camera, the camera of the Focus seat. Choices are the output numbers of the selected router; default 1. Disabled while Router is None. Only when Camera Control is on.

Standby Output

Controls name: RouterStandbyOutput

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Cameras~Router~Standby Output

Description: Router output that receives the camera of the Standby seat, already moved to its position, so it can be previewed before it goes live. None (default) leaves no standby output. It falls back to None when it is the same as Active Output or beyond the router's output count. Only when Camera Control is on.

Cameras

Camera <n>

Controls name: Camera<n>

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Cameras~Camera~Component <n>

Description: Camera component of slot <n>, one per camera, 1 to Camera Count. The list holds every Q-SYS NC camera (onvif_camera_operative) of the design. Slot <n> is router input <n>: select the cameras in the router's patch order. Slots beyond the router's input count are disabled, and a camera already assigned to another slot is set back to None. Only when Camera Type is Q-SYS NC.

Camera <n> (IP address)

Controls name: Camera<n>

Type: Text

Pin Style: Input / Output

Pin Name: Cameras~Camera~IP Address <n>

Description: IP address of the camera of slot <n>, one per camera, 1 to Camera Count. Slot <n> is router input <n>: enter the cameras in the router's patch order. Slots beyond the router's input count are disabled. Only when Camera Type is Generic Visca or one of the Panasonic models.

Settings Page

Version 3.0.0.0

QueueSpeak



OK

Room Name

Room Name

Council Chamber

Changing this hides previous logs and reports until you switch back to the old name.

Active Preset

Active Preset and Description

Chairman moderated (4)

Chairman-moderated workflow with up to four active seats. Seat request

Preset Link

When enabled, the editor follows the active preset for live editing.

Clear on Preset change

When enabled, changing the active preset clears the current state.

Preset Editor

New

Duplicate

Delete

Audio activated

Automatic (1 active)

Automatic (4 actives)

Chairman moderated (1 active)

Selected Preset

Preset Name and Description

Chairman moderated (4)

Chairman-moderated workflow with up to four active seats. Seat request

Configuration

Maximum request list length

0

Max seats allowed in request list. (0=Unlimited)

Maximum active list length

4

Max seats in active list, incl. focus. (0=Unlimited)

Allow eviction when full

Manual promotion is blocked when the active list is full.

Auto-promote on Next

On Next, fill active list from request list if room.

Active seat interruption

Disabled

No seat can interrupt the active seat.

Interrupted seat behaviour

Clear

Interrupted seat returns to idle state.

Role Profile Editor

Role profile

Delegate

Release action (Idle)

Disabled

Button does nothing when pressed.

Release action (Active)

Release then Floor

Releases seat, then returns focus to Floor.

Release action (In Request List)

Delete

Removes the seat from the request list.

Request action (Idle)

Request

Adds the seat to the request list.

Request action (Active)

Disabled

Button does nothing when pressed.

Request action (In Request List)

Delete

Removes itself from the request list.

Mic signal detected action (Idle)

Disabled

Signal detection is disabled.

Mic signal loss action (Active)

Disabled

Signal detection is disabled.

Audio

Microphone signal threshold (dB)

-20.0

Mic level that triggers the signal indicator.

Microphone signal hold time (sec)

2

Time indicator stays lit after signal drops.

Timer

Auto-Start Timer on

Disabled

Timer does not auto-start.

Timer limit action

Disabled

Action taken when the countdown reaches zero.

Video

Hold router switch while cam moves

Waits for camera movement before switching feed.

Cam feedback wait time (sec)

5

Max seconds to wait for camera move feedback.

Auto Camera Switch

Auto switch camera between active seats

Switches camera to whichever active seat is talking.

Allow interruption

Allows a talking seat to take the camera from another talking seat.

Talk time before switch (sec)

1.0

Time a seat must talk before the camera switches to them.

Return to focus delay (sec)

3.0

Delay before returning to the Focus seat when quiet.

Minimum time on camera (sec)

2.0

Minimum time a seat stays on camera before switching again.

The Settings page holds the room name and the presets. A preset is a complete set of queue rules: list lengths, interruption, timer, video and auto camera switch settings, plus one role profile per seat role ([Delegate](#) , [Chairman](#) , [Technician](#) , [Observer](#)) that tells what each seat button and the microphone signal do. The plugin runs on the **active preset**. The settings fields below the [Selected Preset](#) section show and edit the preset selected in the **Preset Editor**, which is not always the active one: every change is saved at once into that preset, and applies live when it is also the active preset.

All presets are kept in the plugin, with the design. When the Preset Editor has no preset selected, the settings fields are disabled and empty.

Room Name

Room Name

Controls name: [RoomName](#)

Type: [Text](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~Room Name](#)

Description: Name of the room, [Main Room](#) by default. Vote reports and logs are saved on the Q-SYS Core under [media/QueueSpeak/<Room Name>/](#), and the name is shown on the Dashboard Web UCI and in vote reports. Characters other than letters, digits, spaces, [-](#) and [_](#) are removed, the name is cut at 32 characters, and an empty name goes back to [Main Room](#).

Changing the Room Name hides the logs and reports saved under the previous name. They stay on the Core and come back when the previous name is set again.

Active Preset

Active Preset

Controls name: [PresetSelector](#)

Type: [Text-ComboBox](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~Active Preset~Selector](#)

Description: Preset the plugin runs on. The list holds every preset, in alphabetical order; default [Automatic \(4 actives\)](#). Selecting a preset applies its settings at once, without clearing the lists unless [Clear on Preset change](#) is on.

► **Built-in presets**

Active Preset Description

Controls name: PresetSelectorDescription
Type: Text
Pin Style: Output
Pin Name: Settings~Active Preset~Description
Description: Description of the active preset.

Preset Link

Controls name: PresetLink
Type: Button-Toggle
Pin Style: Input / Output
Pin Name: Settings~Preset~Link
Description: When on, the Preset Editor and the Active Preset follow each other: selecting a preset in one selects it in the other, so the settings fields edit the running preset live. Off by default.

Clear on Preset change

Controls name: PresetClearOnChange
Type: Button-Toggle
Pin Style: Input / Output
Pin Name: Settings~Preset~Clear on Preset change
Description: When on, changing the active preset clears the Focus, the Active List, the Request List, an Override and the timer. Off by default: the lists are kept and follow the new rules.

Preset Editor

New

Controls name: PresetAdd
Type: Button-Trigger
Pin Style: None
Description: Creates a preset named Preset <n> (the first free number) with default values: all role actions disabled, no list limit, no interruption, and selects it in the editor.

Preset List

Controls name: PresetEditor
Type: Text-ListBox
Pin Style: None
Description: Every preset, in alphabetical order. The selected preset is the one the settings fields below show and edit.

Duplicate

Controls name: PresetDuplicate
Type: Button-Trigger

Pin Style: `None`

Description: Copies the selected preset to a new preset named `Preset <n>`. Disabled when no preset is selected.

Delete

Controls name: `PresetDelete`

Type: `Button-Trigger`

Pin Style: `None`

Description: Deletes the selected preset at once, without confirmation. When the last preset is deleted, a `Preset 1` with default values is created. Disabled when no preset is selected.

Selected Preset

Preset Name

Controls name: `PresetName`

Type: `Text`

Pin Style: `None`

Description: Name of the preset selected in the editor; typing a new name renames it. An empty name or the name of another preset is refused. When the renamed preset is the active one, `Active Preset` follows.

Preset Description

Controls name: `PresetDescription`

Type: `Text`

Pin Style: `None`

Description: Description of the preset selected in the editor, shown in `Active Preset Description` when it is the active preset.

Configuration

Maximum request list length

Controls name: `SettingMaxRequestList`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Maximum request list length`

Description: Maximum number of seats in the Request List, 0 to `Seats Count`; `0` is unlimited. When the list is full, new requests are ignored until a place is free.

Setting description

Controls name: `SettingMaxRequestListInfo`

Type: `Text`

Pin Style: `None`

Description: Read-only help text beside the setting, updated with its value. Every setting of the Configuration, Role Profile Editor, Audio, Timer, Video and Auto Camera Switch sections has one, named after the setting with `Info` added (`SettingPriorityInfo`, `SettingReleaseIdleInfo` ...). They have no pin and are not repeated below.

Maximum active list length

Controls name: `SettingMaxActiveList`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Maximum active list length`

Description: Maximum number of seats in the Active List, Focus seat included, 0 to `Seats Count`; `0` is unlimited. When a new Focus seat makes the list too long, the seat at the bottom of the list is removed.

Use `Maximum request list length` and `Maximum active list length` together for first-come, first-served meetings that keep a fixed number of open microphones.

Allow eviction when full

Controls name: `SettingAllowEviction`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Allow eviction when full`

Description: When on, a manual `Set Focus` or `Set Active` from the Dashboard can promote a seat even when the Active List is full: `Set Focus` removes the last seat of the Active List, `Set Active` can remove the current Focus seat. When off, a manual promotion is refused while the Active List is full, and `Status` shows `Active list is full`.

Auto-promote on Next

Controls name: `SettingAutoPromote`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Auto-promote on Next`

Description: When on, a place freed in the Active List is filled at once with the first seat of the Request List. With `Maximum active list length` above 1, each press of `Next` on the Dashboard adds one seat from the Request List, without releasing the Focus seat, until the Active List is full; then `Next` releases the Focus seat and brings in the next one. When off, a Focus seat that releases itself while it is the only active seat returns the room to the Floor.

Active seat interruption

Controls name: `SettingPriority`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Active seat interruption`

Description: Whether a seat can take the Focus from the current Focus seat, by comparing their `Priority` (Seats page). It applies to the `Activate/Request` and `Override` actions.

- `Disabled` — No seat can interrupt the Focus seat. With `Activate/Request`, the seat joins the Active List if there is room, otherwise the Request List.
- `Higher only` — A seat with a higher priority than the Focus seat takes the Focus.
- `Higher/equal` — A seat with an equal or higher priority takes the Focus.

Interrupted seat behaviour

Controls name: `SettingInterruptedSeat`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration~Interrupted seat behaviour`

Description: What happens to a Focus seat that is interrupted and is no longer in the Active List.

- `Clear` — The seat returns to Idle.
- `First in Request List` — The seat goes to the top of the Request List, to speak again next.

Role Profile Editor

Role profile

Controls name: `PresetEditorRole`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~RoleProfileEditor~Role profile`

Description: Role whose actions are shown and edited below: `Delegate` (default), `Chairman`, `Technician` or `Observer`. Each seat uses the profile of its own `Role` (Seats page).

The eight actions below are saved per role, in the preset selected in the editor. Each one is chosen by the seat's state when the button is pressed or the signal changes: `Idle`, `Active` (the seat is in the Active List or has the Focus) or `In Request List`.

Release action (Idle)

Controls name: `SettingReleaseIdle`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~RoleProfileEditor~Release action (Idle)`

Description: Action of the seat's Release button while the seat is Idle. Choices: `Disabled`,

Request, **Activate/Request**, **Unmute**, **Mute**, **Toggle Mute**, **Override** (see *Seat actions* below).

Release action (Active)

Controls name: **SettingReleaseActive**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~RoleProfileEditor~Release action (Active)**

Description: Action of the seat's Release button while the seat is active. Choices: **Disabled**, **Release then Next**, **Release then Floor**, **Unmute**, **Mute**, **Toggle Mute**, **Override**.

Release action (In Request List)

Controls name: **SettingReleaseInRequestList**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~RoleProfileEditor~Release action (In Request List)**

Description: Action of the seat's Release button while the seat waits in the Request List. Choices: **Disabled**, **Delete**, **Unmute**, **Mute**, **Toggle Mute**, **Override**.

Request action (Idle)

Controls name: **SettingRequestIdle**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~RoleProfileEditor~Request action (Idle)**

Description: Action of the seat's Request button while the seat is Idle. Choices: **Disabled**, **Request**, **Activate/Request**, **Unmute**, **Mute**, **Toggle Mute**, **Override**.

Request action (Active)

Controls name: **SettingRequestActive**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~RoleProfileEditor~Request action (Active)**

Description: Action of the seat's Request button while the seat is active. Choices: **Disabled**, **Release then Next**, **Release then Floor**, **Unmute**, **Mute**, **Toggle Mute**.

Request action (In Request List)

Controls name: **SettingRequestInRequestList**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~RoleProfileEditor~Request action (In Request List)**

Description: Action of the seat's Request button while the seat waits in the Request List. Choices:

[Disabled](#), [Delete](#), [Unmute](#), [Mute](#), [Toggle Mute](#), [Override](#).

Mic signal detected action (Idle)

Controls name: [SettingSignalHigh](#)

Type: [Text-ComboBox](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~RoleProfileEditor~Mic signal detected action \(Idle\)](#)

Description: Action when the seat's microphone signal goes above [Microphone signal threshold \(dB\)](#). [Request](#) and [Activate/Request](#) act only while the seat is Idle. Choices:

[Disabled](#), [Request](#), [Activate/Request](#), [Unmute](#). Disabled when [Internal Audio Component](#) is off.

Mic signal loss action (Active)

Controls name: [SettingSignalLow](#)

Type: [Text-ComboBox](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~RoleProfileEditor~Mic signal loss action \(Active\)](#)

Description: Action when the seat's microphone signal stays below the threshold for [Microphone signal hold time \(sec\)](#). The release actions act only while the seat is active. Choices:

[Disabled](#), [Release then Next](#), [Release then Floor](#), [Mute](#). Disabled when [Internal Audio Component](#) is off.

► Seat actions

Audio

Microphone signal threshold (dB)

Controls name: [SettingSignalThreshold](#)

Type: [Knob-dB](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~Audio~Microphone signal threshold \(dB\)](#)

Description: Level above which a seat's microphone signal is detected, lighting its [Mic Signal](#) LED and triggering [Mic signal detected action \(Idle\)](#). -100 to 20 dB; -20 dB in the built-in presets. Disabled when [Internal Audio Component](#) is off.

Microphone signal hold time (sec)

Controls name: [SettingSignalHoldTime](#)

Type: [Knob-Integer](#)

Pin Style: [Input](#) / [Output](#)

Pin Name: [Settings~Audio~Microphone signal hold time \(sec\)](#)

Description: Time the **Mic Signal** LED stays on after the signal drops below the threshold, 1 to 10 seconds; 2 in the built-in presets. When it runs out with no new signal, **Mic signal loss action (Active)** is triggered. Disabled when **Internal Audio Component** is off.

Timer

Auto-Start Timer on

Controls name: **SettingTimerStart**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~Timer~Auto-Start Timer on**

Description: When the speaking timer starts by itself. The timer is reset at every new Focus seat, and is not started during an Override or while a vote is running.

- **Disabled** — The timer never starts by itself.
- **New Focus Seat** — The timer starts whenever a seat takes the Focus.
- **New Focus Seat (Delegate Only)** — The timer starts only when a seat with the **Delegate** role takes the Focus.

Timer limit action

Controls name: **SettingTimerAction**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Settings~Timer~Timer limit action**

Description: What happens when the countdown reaches zero. Choices: **Disabled** (nothing), **Release then Next** (the Focus seat is released and the Standby seat takes the Focus, or the Floor when there is none), **Release then Floor** (the Focus seat is released and the room returns to the Floor).

Video

Hold router switch while cam moves

Controls name: **SettingRouterWait**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Settings~Video~Hold router switch while cam moves**

Description: When on, the router switches to a camera only once it has reached its position, so the move is not seen live. On in the built-in presets. Applies to Q-SYS NC cameras only. Only when **Camera Control** is on.

Cam feedback wait time (sec)

Controls name: SettingRouterWaitLimit

Type: Knob-Integer

Pin Style: Input / Output

Pin Name: Settings~Video~Cam feedback wait time (sec)

Description: Longest wait for the camera's end-of-move feedback before the router switches anyway, 1 to 10 seconds; default 5. Disabled while Hold router switch while cam moves is off. Only when Camera Control is on.

Auto Camera Switch

Auto switch camera between active seats

Controls name: SettingAutoCameraSwitch

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Settings~AutoCameraSwitch~Auto switch camera between active seats

Description: When on, the live camera follows whichever seat of the Active List is talking, detected by its microphone signal, and returns to the Focus seat when they are quiet. The other settings of this section are disabled while it is off. Only when Camera Control and Internal Audio Component are on.

Allow interruption

Controls name: SettingCameraSwitchAllowInterruption

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Settings~AutoCameraSwitch~Allow interruption

Description: When on (default), an active seat that starts talking can take the camera from the seat on camera. When off, the camera stays on the talking seat until it is quiet, then goes to another active seat already talking, or else back to the Focus seat. Only when Camera Control and Internal Audio Component are on.

Talk time before switch (sec)

Controls name: SettingCameraSwitchDelay

Type: Knob-Float

Pin Style: Input / Output

Pin Name: Settings~AutoCameraSwitch~Talk time before switch (sec)

Description: How long an active seat must talk before the camera switches to it, 0.1 to 10 seconds; default 1. Only when Camera Control and Internal Audio Component are on.

Return to focus delay (sec)

Controls name: SettingCameraSwitchReturnDelay

Type: Knob-Float

Pin Style: Input / Output

Pin Name: Settings~AutoCameraSwitch~Return to focus delay (sec)

Description: How long the camera waits, after the seat on camera stops talking, before it goes to another talking seat or back to the Focus seat, 0.1 to 30 seconds; default 3. Only when Camera Control and Internal Audio Component are on.

Minimum time on camera (sec)

Controls name: SettingCameraSwitchMinHold

Type: Knob-Float

Pin Style: Input / Output

Pin Name: Settings~AutoCameraSwitch~Minimum time on camera (sec)

Description: Shortest time a seat stays on camera before another automatic switch, 0 to 30 seconds; default 2. Only when Camera Control and Internal Audio Component are on.

Import / Export

Presets JSON

Controls name: Configuration

Type: Text

Pin Style: Input / Output

Pin Name: Settings~Import Export~Configuration

Description: Every preset of the plugin as one JSON text. Copy it to export the presets; paste a JSON text to replace all the presets with it. A text that is not valid JSON brings back the built-in presets. The field is shown only when the Presets JSON property is on; the control always holds the presets.

Vote Dashboard Page

Version 3.0.0.0

QueueSpeak

AD-DA/CA

OK - Vote in progress (Budget 2027)

Chart



Poll Result

60% Yes

20% No

20% Abstain

Colors

Question

Adopt the 2027 operating budget as presented?

Start Vote

End Vote

Vote Selector

Vote in Progress

START

END

Budget 2027 (698B7A)

Seats

1-Chair	2-Clerk	3-Ward 1	4-Ward 2	5-Ward 3	6-Ward 4	7-Ward 5	8-Ward 6
		Yes	No	Yes	Abstain	Yes	
Vote Casted	Vote Casted	Vote Casted	Vote Casted	Vote Casted	Vote Casted	Vote Casted	Vote Casted

Only when **Voting** is on.

Chart

Chart

Controls name: **VoteDashboardSVG**

Type: **Button-Trigger**

Pin Style: **None**

Description: Pie chart of the results of the poll in progress, or of the completed poll selected in **Vote Selector**, one color per option. Empty when no poll with results is selected.

Poll Result

Colors

Controls name: **VoteDashboardResultColor**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Vote~Dashboard~Result Color**

Description: When on (default), each line of **Poll Result** takes the color of its slice in the chart. When off, the lines are not colored.

Poll Result

Controls name: **VoteDashboardResult**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **Vote~Dashboard~Result**

Description: Percentage of each option, highest first, updated at each vote cast. When **Weighted Vote** is on for the poll, the percentages are computed on the weighted votes.

Question

Question

Controls name: **VoteDashboardQuestion**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **Vote~Dashboard~Question**

Description: Question of the poll in progress, or of the poll selected in **Vote Selector**.

Controls

Start Vote

Controls name: **VoteDashboardStart**

Type: **Button-StateTrigger**

Pin Style: **Input** / **Output**

Pin Name: **Vote~Dashboard~Controls~Start**

Description: Starts the poll selected in **Vote Selector**. The timer is reset and started, the poll's options are sent to every seat entitled to vote, preset to its **Default Option**, and **Status** shows **Vote in progress (<poll name>)**. Disabled while a vote is in progress, with no poll selected, or when the selected poll is completed. Its value is **1** while a vote is in progress.

Starting a vote needs a license with the Vote feature. Without it, **Status** reports a fault, **No license for Vote feature.**, and nothing starts.

End Vote

Controls name: **VoteDashboardStop**

Type: **Button-StateTrigger**

Pin Style: **Input** / **Output**

Pin Name: **Vote~Dashboard~Controls~Stop**

Description: Ends the vote in progress. When **Auto Cast Option** is on, the seats that have an option selected but not cast are cast first. The results are then final, the poll becomes completed and read-only, the seats' vote controls are cleared and **Status** shows **Vote completed**. Enabled only while a vote is in progress. Its value is **1** when no vote is in progress.

Vote Selector

Controls name: **VoteDashboardList**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: `Vote~Dashboard~Controls~Selector`

Description: Poll to run or to review, shown as `<name> (<Poll ID>)`, sorted by name, with `- COMPLETED` after completed polls. Lists the editable polls and the completed ones; templates (read-only polls) are not listed. Selecting a completed poll shows its results on the page. Disabled while a vote is in progress.

Vote in Progress

Controls name: `VoteDashboardState`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Vote~Dashboard~Status~Vote in Progress`

Description: On while a vote is in progress.

Seats

Seat Name

Controls name: `VoteDashboardSeatName<n>`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `Vote~Dashboard~Seats~<n>~Name`

Description: Seat number and name, as `<n>-<seat name>`. One per seat, 1 to `Seats Count`. Only when `Dashboard Seats Controls` is on.

Seat Vote

Controls name: `VoteDashboardSeatValue<n>`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `Vote~Dashboard~Seats~<n>~Value`

Description: Option cast by the seat. Stays empty when `Anonymous Vote` is on for the poll. One per seat, 1 to `Seats Count`. Only when `Dashboard Seats Controls` is on.

Vote Casted

Controls name: `VoteDashboardSeatCasted<n>`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Vote~Dashboard~Seats~<n>~Casted`

Description: On when the seat has cast a vote, also for an anonymous poll. One per seat, 1 to `Seats Count`. Only when `Dashboard Seats Controls` is on.

Vote Seats Page

Version 3.0.0.0

QueueSpeak

AD-DA-CA

OK - Vote in progress (Budget 2027)

Seat 001

Cast

Weight 1

Options

Value / Casted

Seat 002

Cast

Weight 1

Options

Value / Casted

Seat 003

Cast

Weight 1

Options Yes

Value / Casted Yes

Seat 004

Cast

Weight 1

Options No

Value / Casted No

Seat 005

Cast

Weight 1

Options Yes

Value / Casted Yes

Seat 006

Cast

Weight 1

Options Abstain

Value / Casted Abstain

Seat 007

Cast

Weight 1

Options Yes

Value / Casted Yes

Seat 008

Cast

Weight 1

Options

Value / Casted

Only when **Voting** and **Seats Controls** are on. When **Seats Controls** is off, the page is hidden but its controls keep their pins.

A seat can vote when it is enabled (**Seat<n>Enable**) and its **Role** is **Delegate**, or **Chairman** when **Chairman Can Vote** is on for the poll. **Technician** and **Observer** seats never vote. The controls of the other seats are disabled during the vote.

Seat **<n>**

Cast

Controls name: **VoteSeat<n>Cast**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Vote~Cast**

Description: Casts the option selected in **Options**. Does nothing when no vote is in progress, when no option is selected, or when the seat has already cast and **Lock Options** is on. Without **Lock Options**, casting again replaces the seat's vote. One per seat, 1 to **Seats Count**.

Weight

Controls name: **VoteSeat<n>Weight**

Type: **Knob-Integer**

Pin Style: **Input** / **Output**

Pin Name: **Seats~<n>~Vote~Weight**

Description: Number of votes the seat counts for when **Weighted Vote** is on for the poll, **1** to **100**, **1** by default. Cannot be changed while a vote is in progress. One per seat, 1 to **Seats Count**.

Options

Controls name: **VoteSeat<n>Options**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

48 / 87

Pin Name: Seats~<n>~Vote~Options

Description: Options of the poll in progress, preset to its **Default Option** when the vote starts. When **Auto Cast Option** is on, selecting an option casts it at once. The seat's Request and Release buttons can also change it (see **Release Action** and **Request Action** on the Vote Editor page). One per seat, 1 to **Seats Count**.

Value

Controls name: VoteSeat<n>Value

Type: Text

Pin Style: Output

Pin Name: Seats~<n>~Vote~Value

Description: Option cast by the seat. Cleared when the vote ends. One per seat, 1 to **Seats Count**.

Casted

Controls name: VoteSeat<n>Casted

Type: Indicator-Led

Pin Style: Output

Pin Name: Seats~<n>~Vote~Casted

Description: On when the seat has cast a vote. Cleared when the vote ends. One per seat, 1 to **Seats Count**.

Vote Editor Page

Version 3.0.0.0

QueueSpeak



AD-DA/CA

OK - Vote in progress (Budget 2027)

Polls

Name	Poll ID	Completed Timestamp
Budget 2027	698B7A	
Bylaw 2026-14	5154E2	
Park renaming	4A93D1	

3/50

Add

Delete

Duplicate

Export

Poll Details

Poll Name

Budget 2027

Question

Adopt the 2027 operating budget as presented?

Options

Yes, No, Abstain

Default Option

Template Mode

Read-Only

Poll Parameters

Lock Options

Auto Cast Option

Weighted Vote

Anonymous Vote

Seat Buttons Control Vote

Release Action

Disabled

Request Action

Disabled

Vote Timer Limit

120.0

Timer Limit Action

Disabled

Chairman Can Vote

Only when **Voting** is on. Polls are prepared here, then run from the Vote Dashboard page. They are saved with the plugin in the design. The fields of **Poll Details** and **Poll Parameters** are disabled with no selection, and for a template or a completed poll; a change is saved at once.

Polls

Poll List

Controls name: **VoteList**

Type: **Text-ListBox**

Pin Style: `None`

Description: Every poll of the plugin. Selecting a poll loads it into `Poll Details` and `Poll Parameters`. Completed polls come first, then templates, then the other polls, each group sorted by name. The columns are:

- lock icon — the poll is read-only: a template, or a completed poll
- `Name` — name of the poll
- `Poll ID` — identifier given by the plugin when the poll is created, used in `Vote Selector` and in the report file names
- `Completed Timestamp` — end of the vote, `YYYY-MM-DDThh:mm:ss`, empty until the poll is completed

Poll Count

Controls name: `VoteCount`

Type: `Indicator-Text`

Pin Style: `None`

Description: Number of polls out of the maximum, for example `3/50`. A plugin holds at most 50 polls.

Add

Controls name: `VoteAdd`

Type: `Button-Trigger`

Pin Style: `None`

Description: Creates a poll named `new_poll` with the options `Yes, No, Abstain` and the default parameters, and selects it. Disabled when the plugin holds 50 polls.

Delete

Controls name: `VoteDelete`

Type: `Button-Trigger`

Pin Style: `None`

Description: Deletes the selected poll, with its results, without confirmation. Disabled with no selection, for a template (turn `Template Mode` off first) and for the poll in progress. Completed polls can be deleted.

Duplicate

Controls name: `VoteDuplicate`

Type: `Button-Trigger`

Pin Style: `None`

Description: Creates an editable copy of the selected poll, named `<name>_COPY`, with the same question, options and parameters and no results. This is how a template or a completed poll is run again. Disabled with no selection or when the plugin holds 50 polls.

Export

Controls name: `VoteExport`

Type: `Button-Trigger`

Pin Style: `None`

Description: Writes the report of the selected completed poll as two files, a `.json` and a `.pdf`, in `media/QueueSpeak/<Room Name>/Voting/` on the Q-SYS Core, named `<end timestamp>_<poll name> (<Poll ID>)`. `Room Name` is set on the Settings page (`Main Room` when empty). The report is written in the language of the `Language` property. Enabled only for a completed poll, and needs a valid license.

The files are not written while emulating. When `Dashboard Seats Controls` is on, selecting a completed poll in `Vote Selector` also writes them.

► Poll report

Poll Details

Poll Name

Controls name: `VoteName`

Type: `Text`

Pin Style: `None`

Description: Name of the poll, shown in the list and in `Vote Selector`. Up to 32 characters.

Question

Controls name: `VoteQuestion`

Type: `Text`

Pin Style: `None`

Description: Question shown on the Vote Dashboard page and in the report. Up to 150 characters.

Options

Controls name: `VoteOptions`

Type: `Text`

Pin Style: `None`

Description: Choices of the poll, separated by commas, in the order they are offered to the seats, `Yes, No, Abstain` by default. Spaces around each option and empty entries are ignored.

Default Option

Controls name: `VoteDefault`

Type: `Text-ComboBox`

Pin Style: `None`

Description: Option preselected on every seat entitled to vote when the vote starts, or empty for none. Its choices are the poll's `Options`; it is cleared when it no longer matches one of them.

Template Mode

Controls name: `VoteReadOnly`

Type: `Button-Toggle`

Pin Style: `None`

Description: Makes the poll a read-only template: its fields are locked, it cannot be deleted and it is not offered in `Vote Selector`. Use `Duplicate` to run it. Disabled for a completed poll, which is read-only for good.

Poll Parameters

Lock Options

Controls name: `VoteLockOptions`

Type: `Button-Toggle`

Pin Style: `None`

Description: When on, a seat cannot change its vote once cast: its `Options` and `Cast` are disabled and its Request and Release buttons are ignored until the end of the vote. When off (default), a seat can cast again until the vote ends; its last vote counts.

Auto Cast Option

Controls name: `VoteAutoCast`

Type: `Button-Toggle`

Pin Style: `None`

Description: When on, selecting an option casts it at once, without `Cast`. When the vote ends, every enabled seat that has an option selected but not cast, such as the `Default Option` left untouched, is cast. Seats with no option selected are not counted. When off (default), only cast votes are counted.

Weighted Vote

Controls name: `VoteWeighted`

Type: `Button-Toggle`

Pin Style: `None`

Description: When on, each vote counts for the `Weight` of its seat (Vote Seats page), and the percentages are computed on the weighted votes. For example, a seat of weight `10` adds 10 votes to its option. When off (default), every seat counts for one vote.

Anonymous Vote

Controls name: `VoteAnonymous`

Type: `Button-Toggle`

Pin Style: `None`

Description: When on, the option cast by each seat is hidden from the Vote Dashboard seats, from `Vote~Data` and from the exported report; only totals and percentages are shown. `Vote Casted` still shows which seats voted. Off by default.

The `Force Anonymous Voting` property is forwarded to the Dashboard Web UCI. On the plugin's own pages, in `Vote~Data` and in the exported reports, the poll's own `Anonymous vote` decides.

Seat Buttons Control Vote

Controls name: `VoteUseSeatButtons`

Type: `Button-Toggle`

Pin Style: `None`

Description: When on (default), the Request and Release buttons of the seats perform `Request Action` and `Release Action` while this poll is in progress, instead of their queue actions. When off, they keep driving the Request List and Active List as usual, and seats vote with `Options` and `Cast` (or their Web UCI). The Dashboard's lists and seat controls stay usable either way. `Release Action` and `Request Action` are disabled when it is off.

Release Action

Controls name: `VoteReleaseAction`

Type: `Text-ComboBox`

Pin Style: `None`

Description: What the seat's Release button does during the vote, `Disabled` by default. Only when `Seat Buttons Control Vote` is on.

- `Disabled` — the button does nothing during the vote
- `Previous` — selects the previous option, from the first back to the last
- `Next` — selects the next option, from the last back to the first; with no option selected, selects the second
- `Cast` — casts the selected option
- `Select 1 and Cast` — selects the first option and casts it
- `Select 2 and Cast` — selects the second option and casts it

Request Action

Controls name: `VoteRequestAction`

Type: `Text-ComboBox`

Pin Style: `None`

Description: What the seat's Request button does during the vote, `Disabled` by default. Same

choices as **Release Action**: **Disabled**, **Previous**, **Next**, **Cast**, **Select 1 and Cast**, **Select 2 and Cast**. Only when **Seat Buttons Control Vote** is on.

Vote Timer Limit

Controls name: **VoteTimerLimit**

Type: **Knob-Seconds**

Pin Style: **None**

Description: Length of the vote, **10** to **3600** s, **120** s by default. While the poll is in progress, **Countdown** on the Timer page counts down from it.

Timer Limit Action

Controls name: **VoteTimerLimitAction**

Type: **Text-ComboBox**

Pin Style: **None**

Description: What happens when the timer reaches **Vote Timer Limit**.

- **Disabled** — nothing: the timer keeps running and the vote goes on until **End Vote** (default)
- **End Vote** — the vote ends as with **End Vote** on the Vote Dashboard page

Chairman Can Vote

Controls name: **VoteChairmanCanVote**

Type: **Button-Toggle**

Pin Style: **None**

Description: When on, seats with the **Chairman** role can vote in this poll. Off by default. **Delegate** seats always vote; **Technician** and **Observer** seats never do.

Vote Data

Controls name: **VoteData**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **Vote~Data**

Description: The poll as JSON, in the form of the report's JSON file: the poll in progress, updated at each vote, or the completed poll selected in **Vote Selector**. Empty when no poll with results is selected. Hidden pin.

Vote Report

Controls name: **VoteReport**

Type: **Indicator-Text**

Pin Style: **Output**

Pin Name: **VoteReport**

Description: Text of the report of the completed poll last exported or selected in `Vote Selector`, as in the PDF. Hidden pin.

Vote Report PDF Path

Controls name: `VoteReportPDFPath`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `VoteReportPDFPath`

Description: Path on the Q-SYS Core of the PDF written with `Vote Report`. Hidden pin.

Single Seat Mode

A plugin in `Single Seat` mode follows one seat of a `Normal` plugin at a time, the seat chosen with `Seat Selector`. Its controls are generic: they always carry the same names and pins whatever the seat, so a custom UCI or a touch panel can be built once and pointed at any seat. Depending on the `TSC Type` property, it also drives a Q-SYS TSCG3 touch panel, an announce micnode2g, or serves its own web page for the seat. With the `User Library` property on, a delegate can log in to the seat with a PIN code or an NFC tag stored in a `User Library` plugin.

Each control of the Controls page is linked to the control of the same name of the selected seat on the `Normal` plugin (`SeatName` to `Seat<n>Name`, `VoteSeatWeight` to `VoteSeat<n>Weight` ...): a change on either side is shown on the other, and a control disabled on the `Normal` plugin is disabled here. When no `Normal` plugin is connected, every control is disabled and empty.

With `TSC Type` set to `Web`, the plugin serves a web page for the seat, opened in the browser of a tablet or a phone, at the address shown in `URL`. The delegate logs in with a name, or with a PIN code when the User Library is used, then has the buttons chosen in `Buttons`. A menu on the page gives a language selector, remembered by the browser, and a Logout button. Only one browser at a time can open the page of a seat; another one is told that the page is already open on another device.

With the `User Library` property on, `Recall`, an NFC tag read by the TSCG3 sensors, or a PIN code typed on the web page recalls the delegate onto the seat. The recall works only when the `Normal` plugin's license includes the User Library feature (see `Feature - User Library` on its About page).

The `Normal` plugin must have its Script Access set to `Script` or `All`, otherwise it does not appear in `Component`. The same applies to the touch panel components and to the `User Library` plugin selected on the Settings page.

The controls shown depend on the Single Seat plugin's own properties (`Camera Control`, `Camera Type`, `Auto Framing Support`, `Internal Audio Component`, `Voting`). Set them like those of the `Normal` plugin it follows.

Controls Page

The screenshot shows the QueueSpeak AD-DA-CA interface. At the top, it says 'QueueSpeak' and 'Version 3.0.0.0'. Below this, there are two main sections: 'Seat' and 'Vote'.

Seat Section:

- Name:** Ward 1
- State:** Requested
- Role:** Delegate
- Focus:** (Red circle icon)
- Priority:** 1
- Active:** (Green circle icon)
- Standby:** (Brown circle icon)
- Request List:** 1
- Buttons:** Release (Orange), Request (Yellow)
- Primary Camera:** Cam Left
- Save:** (Red button), **Load:** (Green button)
- Secondary Camera:** Cam Wide
- Save:** (Red button), **Load:** (Green button)
- Signal:** (Green circle icon)
- Open:** (Green circle icon)
- 0.0:** (Text)
- Mute:** (Red button)
- MIX:** (Green button)
- A, B, C, D, E, F, G, H:** (Green buttons)

Vote Section:

- Weight:** 1
- Cast:** (Blue button)
- Options:** Yes
- Value / Casted:** Yes

Seat

Enable

Controls name: SeatEnable

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seat~Enable

Description: Enables or disables the seat. Follows Seat<n>Enable of the Normal plugin.

Name

Controls name: SeatName

Type: Text

Pin Style: Input / Output

Pin Name: Seat~Config~Name

Description: Name of the delegate at the seat. Read-only on the page when the User Library property is on, since the name then comes from the recalled delegate.

Activate

Controls name: SeatActivate

Type: Button-StateTrigger

Pin Style: Input / Output

Pin Name: `Seat~Activate`

Description: Activates the seat at once.

State

Controls name: `SeatState`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `Seat~Status~State`

Description: State of the seat in the conferencing logic (`Idle`, `Requested`, `Active`, `Focus`, `Override` ...), as on the Seats page of the `Normal` plugin.

Role

Controls name: `SeatRole`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Config~Role`

Description: Role of the seat, used by the role profiles and the vote eligibility. The choices are those of the `Normal` plugin.

Focus

Controls name: `SeatFocus`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Seat~Status~Focus`

Description: Lights red when the seat has the focus.

Priority

Controls name: `SeatPriority`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Config~Priority`

Description: Priority of the seat, `1` to `5`, `1` by default. The higher the value, the higher the priority.

Active

Controls name: `SeatActive`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Seat~Status~Active`

Description: Lights green when the seat is active.

Standby

Controls name: SeatStandby

Type: Indicator-Led

Pin Style: Output

Pin Name: Seat~Status~Standby

Description: Lights orange when the seat is the standby seat.

Request List Position

Controls name: SeatRequestListPosition

Type: Indicator-Text

Pin Style: Output

Pin Name: Seat~Status~Request List Position

Description: Position of the seat in the Request List.

In Request List

Controls name: SeatInRequestList

Type: Indicator-Led

Pin Style: Output

Pin Name: Seat~Status~In Request List

Description: Lights yellow when the seat is in the Request List.

Release

Controls name: SeatRelease

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seat~Release

Description: Triggers the seat's Release action, as configured on the Settings page of the **Normal** plugin.

Request

Controls name: SeatRequest

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seat~Request

Description: Triggers the seat's Request action, as configured on the Settings page of the **Normal** plugin.

Primary Camera

Controls name: SeatPrimaryCamera

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Selector

Description: Primary camera of the seat, chosen from the cameras of the Normal plugin. Only when Camera Control is on.

Primary Save

Controls name: SeatPrimaryPositionSave

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Save

Description: Reads the current pan, tilt and zoom of the primary camera into Primary Position. Only when Camera Type is Q-SYS NC.

Primary Load

Controls name: SeatPrimaryPositionLoad

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Load

Description: Sends the position stored in Primary Position to the primary camera. Only when Camera Type is Q-SYS NC.

Primary Position

Controls name: SeatPrimaryPosition

Type: Text

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Position

Description: Stored primary camera position of the seat. Only when Camera Type is Q-SYS NC.

Primary Auto Frame

Controls name: SeatPrimaryAutoFraming

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Auto Framing

Description: Turns the Auto Framing of the primary camera on or off. Only when Camera Type is Q-SYS NC and Auto Framing Support is on.

Primary Preset

Controls name: SeatPrimaryPreset

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Seat~Camera~Primary~Preset

Description: Camera preset recalled on the primary camera for the seat. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

Secondary Camera

Controls name: **SeatSecondaryCamera**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Selector**

Description: Second camera of the seat, chosen from the cameras of the **Normal** plugin. Only when **Camera Control** is on.

Secondary Save

Controls name: **SeatSecondaryPositionSave**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Save**

Description: Reads the current pan, tilt and zoom of the secondary camera into **Secondary Position**. Only when **Camera Type** is **Q-SYS NC**.

Secondary Load

Controls name: **SeatSecondaryPositionLoad**

Type: **Button-Trigger**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Load**

Description: Sends the position stored in **Secondary Position** to the secondary camera. Only when **Camera Type** is **Q-SYS NC**.

Secondary Position

Controls name: **SeatSecondaryPosition**

Type: **Text**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Position**

Description: Stored secondary camera position of the seat. Only when **Camera Type** is **Q-SYS NC**.

Secondary Auto Frame

Controls name: **SeatSecondaryAutoFraming**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Auto Framing**

Description: Turns the Auto Framing of the secondary camera on or off. Only when **Camera Type** is **Q-SYS NC** and **Auto Framing Support** is on.

Secondary Preset

Controls name: **SeatSecondaryPreset**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Camera~Secondary~Preset**

Description: Camera preset recalled on the secondary camera for the seat. Only when **Camera Control** is on and **Camera Type** is not **Q-SYS NC**.

Signal

Controls name: **SeatSignal**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: **Seat~Audio~Mic Signal**

Description: Lights when signal is present on the seat's microphone. Only when **Internal Audio Component** is on.

Open

Controls name: **SeatOpen**

Type: **Indicator-Led**

Pin Style: **Output**

Pin Name: **Seat~Audio~Mic Open**

Description: Lights when the automatic mixer has the seat's microphone open. Only when **Internal Audio Component** is on.

Gain

Controls name: **SeatGain**

Type: **Knob-dB**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Audio~Gain**

Description: Gain of the seat's microphone, **-100** to **20** dB. Only when **Internal Audio Component** is on.

Mute

Controls name: **SeatMute**

Type: **Button-Toggle**

Pin Style: **Input** / **Output**

Pin Name: **Seat~Audio~Mute**

Description: Mutes or unmutes the seat's microphone on every output.

Mute Lock

Controls name: `SeatMuteLock`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Audio~Mute Lock`

Description: Locks the mute state of the seat, so the automation can neither mute nor unmute it. `Mute` stays available by hand.

Floor Mix

Controls name: `SeatFloorMix`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Mix~Floor Mix`

Description: Sends the seat's microphone to the Floor Mix. On by default. Only when `Internal Audio Component` is on.

Group Mix

Controls name: `SeatGroupMix<g>`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Mix~Group <g>`

Description: Sends the seat's microphone to the Group `<g>` mix, one per group, `A` to `H`. Only when `Internal Audio Component` is on.

Vote

Weight

Controls name: `VoteSeatWeight`

Type: `Knob-Integer`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Vote~Weight`

Description: Weight of the seat's vote, `1` to `100`, `1` by default. Only when `Voting` is on.

Cast

Controls name: `VoteSeatCast`

Type: `Button-Trigger`

Pin Style: `Input` / `Output`

Pin Name: `Seat~Vote~Cast`

Description: Casts the option selected in `Options` for the poll in progress. Only when `Voting` is on.

Options

Controls name: VoteSeatOptions

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Seat~Vote~Options

Description: Options of the poll in progress; select the seat's choice here. Only when Voting is on.

Value

Controls name: VoteSeatValue

Type: Text

Pin Style: Input / Output

Pin Name: Seat~Vote~Value

Description: Option cast by the seat. Read-only on the page. Only when Voting is on.

Casted

Controls name: VoteSeatCasted

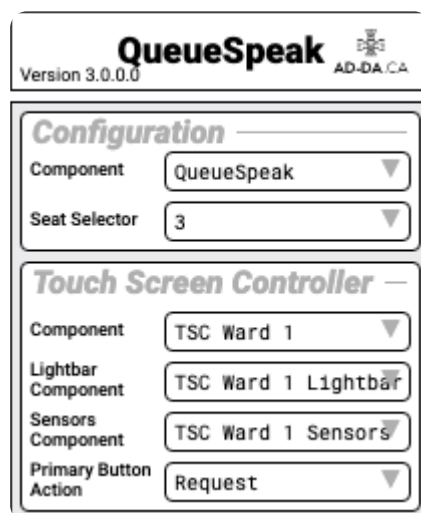
Type: Indicator-Led

Pin Style: Input / Output

Pin Name: Seat~Vote~Casted

Description: Lights green once the seat has cast its vote. Only when Voting is on.

Settings Page



The screenshot shows the QueueSpeak settings interface. At the top, it says 'QueueSpeak' with a logo and 'Version 3.0.0.0' and 'AD-DA, CA'. Below this are two main sections: 'Configuration' and 'Touch Screen Controller'. The 'Configuration' section has two dropdown menus: 'Component' set to 'QueueSpeak' and 'Seat Selector' set to '3'. The 'Touch Screen Controller' section has four dropdown menus: 'Component' set to 'TSC Ward 1', 'Lightbar Component' set to 'TSC Ward 1 Lightbar', 'Sensors Component' set to 'TSC Ward 1 Sensors', and 'Primary Button Action' set to 'Request'.

Configuration

Component

Controls name: ConfigurationComponent

Type: Text-ComboBox

Pin Style: /

Pin Name:

Description: plugin to follow. Lists the QueueSpeak plugins of the design in mode, by default.

Seat Selector

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Seat followed by the plugin, to the of the selected plugin, by default. Changing it links every control of the Controls page to the new seat. A number above the falls back to .

Touch Screen Controller

Component

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Touch panel or microphone that triggers the : the TSCG3 status component for (its primary button), the micnode component for (its PTT button). The micnode LED shows the seat state: green when unmuted; when muted, flashing yellow for , red for , green for , or , off otherwise. Only when is or .

Lightbar Component

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Lightbar component of the TSCG3. The lightbar is green when the seat is unmuted; when muted, yellow for , red for , green for , or , off otherwise. Only when is .

Sensors Component

Controls name:

Type:

Pin Style: /

Pin Name:

Description: Sensors component of the TSCG3. An NFC tag read by the panel recalls the matching delegate from the `User Library` plugin. Only when `TSC Type` is `Q-SYS TSCG3`.

Primary Button Action

Controls name: `ConfigurationPrimaryButtonSelector`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Configuration~Primary Button`

Description: What the primary button of the touch panel or the micnode does, `Request` by default. Only when `TSC Type` is `Q-SYS TSCG3` or `nnounce micnode2g`.

- `Request` — triggers `Request`.
- `Release` — triggers `Release`.
- `Mute` — toggles `Mute`.

The screenshot shows the QueueSpeak configuration interface. At the top, it says 'QueueSpeak Version 3.0.0.0' and 'AD-DA, CA'. The interface is divided into three main sections:

- Configuration:** Contains a 'Component' dropdown set to 'QueueSpeak' and a 'Seat Selector' dropdown set to '4'.
- Web Server:** Contains an 'Interface' dropdown set to 'Any', a 'Buttons' text field with 'Request and Release', two green buttons labeled 'Show Name' and 'Show State', and a 'URL' text field with 'http://192.168.10.24'.
- User Library:** Contains a 'Component' dropdown set to 'QueueSpeak Library', a 'Recall Mode' dropdown set to 'Load User Configuration', a 'Recall Pin' text field, and two buttons labeled 'Recall' (green) and 'Logout' (red).

Web Server

The web page of the seat, here for `ward 2` waiting in the Request List, with `Show Name` and `Show State` on:

Ward 2



Requested

RELEASE

REQUEST

Interface

Controls name: ConfigurationWebInterface

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Web Interface

Description: Network interface of the Q-SYS Core whose address is shown in URL, or Any (default). The web server always listens on every interface. Only when TSC Type is Web.

Buttons

Controls name: ConfigurationWebMode

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Web Mode

Description: Buttons shown on the web page: Request, Release, Request and Release (default) or Mute (a mute toggle). Only when TSC Type is Web.

Show Name

Controls name: ConfigurationWebShowName

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Configuration~Web Show Name

Description: Shows the seat's name on the web page. Off by default. Only when TSC Type is Web.

Show State

Controls name: ConfigurationWebShowState

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Configuration~Web Show State

Description: Shows the seat's state on the web page. Off by default. Only when TSC Type is Web.

URL

Controls name: ConfigurationWebURL

Type: Indicator-Text

Pin Style: None

Description: Address of the seat's web page, `http://<Core address>:<8000 + seat number>/`, for example `http://192.168.1.50:8003/` for seat 3. Only when TSC Type is Web.

User Library

Component

Controls name: ConfigurationLibraryComponent

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Library Component

Description: User Library plugin holding the delegates. Lists the QueueSpeak plugins of the design in User Library mode, None by default. Only when the User Library property is on.

Recall Mode

Controls name: ConfigurationLibraryRecallMode

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Library Recall Mode

Description: What a recall applies to the seat, Load User Configuration by default. In both modes the seat takes the delegate's name and is enabled. Only when the User Library property is on.

- Keep Seat Configuration — only the name changes; the seat keeps its role, priority, gain, mixes and vote weight.
- Load User Configuration — the seat also takes the delegate's role, priority, gain, Floor Mix, Group mixes A to H and vote weight.

Recall Pin

Controls name: ConfigurationLibraryPin

Type: Text

Pin Style: Input / Output

Pin Name: Configuration~Library Pin

Description: PIN code of the delegate to recall with Recall. The field is cleared after the recall. Only when the User Library property is on.

Recall

Controls name: ConfigurationLibraryRecall

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Configuration~Library Recall

Description: Recalls the delegate whose PIN code or tag is in Recall Pin. Nothing happens when no delegate matches. Only when the User Library property is on.

Logout

Controls name: ConfigurationLibraryLogout

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Configuration~Library Logout

Description: Logs the delegate out: clears the seat's name and disables the seat. Only when the User Library property is on.

User Library Mode

A plugin in User Library mode is a directory of delegates, stored as JSON. Each delegate has a name, up to five PIN codes or NFC tags, and a seat profile (role, priority, gain, mixes, vote weight), applied to the seat when the Single Seat plugin's Recall Mode is Load User Configuration. Single Seat plugins with the User Library property on recall a delegate by PIN code, typed or entered on the seat's web page, or by NFC tag read by a Q-SYS TSCG3, and load the profile onto their seat. A Dashboard Web UCI plugin can edit the directory from a browser. The directory is also saved on the Q-SYS Core in media/QueueSpeak/UserLibrary.json, and reloaded from that file when the plugin starts with an empty directory.

The User Library plugin must have its own Script Access set to Script or All, otherwise the Single Seat and Dashboard Web UCI plugins cannot read it.

Library Page

Version 3.0.0.0

QueueSpeak

AD-DA.CA

Users

5/1000

Chair684790

ClerkDACE0B

Ward 108BDE7

Ward 25E3DD8

Ward 3D44119

New

Duplicate

Delete

Import / Export

```
{ "gain": 0, "id": "08BDE7", "voteWeight": 1, "name": "Ward 1", "isBookMix": true, "codes": [{"value": "1101", "name": "", "Text": "1101"}], "Text": "Ward 1 08BDE7", "role": "Deleg", "A": false, "B": false, "C": false, "D": false, "E": false, "F": false, "G": false, "H": false }
```

User Information

Name

Ward 1

Pin Codes / Tags

TSC Sensors

None

Enter pin here

Add Pin

Enter tag name here

Add Tag

Select a code below, then Delete

Delete

1101

Seat Recall Profile

Role

Delegate

Priority (1-5)

1

Gain (dB)

0.0

Vote Weight

1

Audio Groups

MIX

A

B

C

D

E

F

G

H

Users

Count

Controls name: `LibraryCount`

Type: `Indicator-Text`

Pin Style: `None`

Description: Number of delegates over the limit, for example `5/1000`. The library holds up to 1000 delegates.

Users List

Controls name: `LibraryList`

Type: `Text-ListBox`

Pin Style: `None`

Description: Delegates of the library, sorted by name. Selecting one shows it in the fields on the right.

User Information

Name

Controls name: LibraryName

Type: Text

Pin Style: None

Description: Name of the selected delegate, up to 60 characters. It becomes the seat's name on recall.

Pin Codes / Tags

TSC Sensors

Controls name: LibraryTSCSensorsComponent

Type: Text-ComboBox

Pin Style: None

Description: Sensors component of a Q-SYS TSCG3 used to read the NFC tags to register, None by default. Add Tag is available only when one is selected.

Enter pin here

Controls name: LibraryCodeInput

Type: Text

Pin Style: None

Description: PIN code to add to the selected delegate.

Add Pin

Controls name: LibraryCodeAdd

Type: Button-Trigger

Pin Style: None

Description: Adds the code typed in Enter pin here. A code already used by any delegate shows Duplicate! and is refused; a sixth code shows Max 5!.

Enter tag name here

Controls name: LibraryCodeNameInput

Type: Text

Pin Style: None

Description: Name given to the next NFC tag, shown in the code list beside the tag number. Required before Add Tag.

Add Tag

Controls name: LibraryCodeAddTag

Type: Button-Trigger

Pin Style: None

Description: Waits 15 seconds for a tag on the TSC Sensors (Waiting for tag... in the name

field), then adds it to the selected delegate. Press again to cancel. The same uniqueness and five-code limits apply.

Delete

Controls name: `LibraryCodeDelete`

Type: `Button-Trigger`

Pin Style: `None`

Description: Removes the code or tag selected in the list below.

Codes List

Controls name: `LibraryCodeList`

Type: `Text-ListBox`

Pin Style: `None`

Description: PIN codes and tags of the selected delegate, at most five. A code or tag is unique in the whole library.

Seat Recall Profile

Role

Controls name: `LibraryRole`

Type: `Text-ComboBox`

Pin Style: `None`

Description: Role given to the seat: `Delegate` (default), `Chairman`, `Technician` or `Observer`.

Priority (1-5)

Controls name: `LibraryPriority`

Type: `Knob-Integer`

Pin Style: `None`

Description: Priority given to the seat, `1` to `5`, `1` by default.

New

Controls name: `LibraryAdd`

Type: `Button-Trigger`

Pin Style: `None`

Description: Adds a delegate named `New User` with the default profile and selects it.

Duplicate

Controls name: `LibraryDuplicate`

Type: `Button-Trigger`

Pin Style: None

Description: Copies the selected delegate and its profile, with _COPY added to the name. The PIN codes and tags are not copied, since they must stay unique.

Delete

Controls name: LibraryDelete

Type: Button-Trigger

Pin Style: None

Description: Deletes the selected delegate.

Gain (dB)

Controls name: LibraryGain

Type: Knob-dB

Pin Style: None

Description: Microphone gain given to the seat, -100 to 20 dB, 0 by default.

Import / Export

Database

Controls name: LibraryImportExport

Type: Text

Pin Style: None

Description: The whole directory as JSON. Copy it for a backup or to another User Library plugin; pasting a JSON directory here replaces the current one. Text that is not valid JSON shows Invalid JSON! and is ignored.

Vote Weight

Controls name: LibraryVoteWeight

Type: Knob-Integer

Pin Style: None

Description: Vote weight given to the seat, 1 to 100, 1 by default.

Floor Mix

Controls name: LibraryFloorMix

Type: Button-Toggle

Pin Style: None

Description: Sends the seat to the Floor Mix. On for a new delegate.

Group Mix

Controls name: LibraryGroupMix<g>

Type: Button-Toggle

Pin Style: None

Description: Sends the seat to the Group <g> mix, one per group, A to H.

Dashboard Web UCI Mode

A plugin in Dashboard Web UCI mode serves a dashboard for moderators and administrators, opened in a web browser from the Q-SYS Core at the address shown in URL (http://<Core address>:8000/). It follows a Normal plugin, and optionally a User Library plugin and a Logging plugin. The page updates live and reconnects by itself after a network loss.

The web application has these pages, chosen from a side menu:

- **Dashboard** — focus and standby seats, Request List and Active List with their actions, the seat grid when Dashboard Seats Controls is on, and the timer.
- **Vote Dashboard** — the poll in progress with live results, the PDF report of a completed poll, and the list of saved vote reports. Only when Voting is on.
- **Vote Editor** — the polls and their options, as on the Vote Editor page. Only when Voting is on; administrators only.
- **User Library** — the delegates of the selected User Library plugin, as on its Library page. Administrators only.
- **Logs** — recent entries, download of the current log file, log settings and past log files of the selected Logging plugin. Administrators only.
- **Settings** — the active preset; administrators also get the room name, the preset editor and the web users.



Vote Dashboard

Council Chamber

● Vote in progress (Budget 2027)

Poll

LIVE

Selected poll

Budget 2027

In Progress

Question

Adopt the 2027 operating budget as presented?

Result

Bars

Pie

5 / 6 Yes

VOTED

LEADING

Yes

60% · 3 votes

No

20% · 1 vote

Abstain

20% · 1 vote

VOTE REPORTS

2026-09-22T20-14-37_Bylaw 2026-11 (5C21E0).pdf

Download

Delete

2026-09-22T20-14-37_Bylaw 2026-11 (5C21E0).json

Download

Delete

2026-09-08T19-52-03_Snow removal contract (A7D914).pdf

Download

Delete

2026-09-08T19-52-03_Snow removal contract (A7D914).json

Download

Delete

2026-08-25T21-06-48_Budget amendment 3 (19BE42).pdf

Download

Delete

2026-08-25T21-06-48_Budget amendment 3 (19BE42).json

Download

Delete

Start Vote

Stop Vote

The side menu also holds the language selector, which changes the language for that browser only, a light or dark theme, and **Help**. Help, also opened with `?`, lists the keyboard shortcuts (`Space` next seat, `B` block, `R` reset all, `T` play or pause the timer, `S` stop it, arrows to change it, `F1` to `F5` to switch pages) and starts a guided tour that highlights each part of the pages the user can see.

Kiosk mode turns the Dashboard into a read-only display for a public screen: no menu and no buttons, a large countdown, and the Vote Dashboard shown while a poll is in progress. It is turned on by opening the address with `?kiosk=1` (`?kiosk=0` turns it off) and is remembered by the browser.

A lock screen asks for a passcode, matched against the web users of the Configuration page. The role of the user sets the access:

- `Guest` — kiosk mode only, no action possible, even through the server.
- `Operator` — Dashboard and Vote Dashboard, and the active preset on Settings.
- `Administrator` — everything, including the Vote Editor, User Library, Logs, the timer settings, the preset editor and the web users.

The web users are managed on the Configuration page or by an administrator on the Settings page of the web application; both stay in step. The list is also saved on the Q-SYS Core in `media/QueueSpeak/DashboardWebUsers.json`.

The `Normal`, `User Library` and `Logging` plugins must have their Script Access set to `Script` or `All`, otherwise they do not appear in the lists of the Configuration page. The web page is served over plain HTTP on port `8000`.

Configuration Page

Version 3.0.0.0

QueueSpeak



AD-DA/CA

QueueSpeak

Component

QueueSpeak ▼

User Library

Component

QueueSpeak Library ▼

Logging

Component

QueueSpeak Log ▼

Core Media API

Username

reports

Password

Web Server

Interface

Any ▼

URL

http://192.168.10.20:8000/

Web Users

2

Administrator (Administrator)

Operator (Operator)

New

Delete

Name

Passcode

Role

▼

QueueSpeak

Component

Controls name: ConfigurationComponent

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Component

Description: Normal plugin shown by the dashboard. Lists the QueueSpeak plugins of the design in Normal mode, None by default. The connection is retried every 5 seconds until the plugin is found.

User Library

Component

Controls name: ConfigurationLibraryComponent

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Library Component

Description: User Library plugin shown on the User Library page of the web application. Lists the plugins in User Library mode; leave None when not used.

Logging

Component

Controls name: ConfigurationLogComponent

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Log Component

Description: Logging plugin shown on the Logs page of the web application. Lists the plugins in Logging mode; leave None when not used.

Core Media API

Username

Controls name: ConfigurationCoreMediaUsername

Type: Text

Pin Style: Input / Output

Pin Name: Configuration~Core Media~Username

Description: User of the Q-SYS Core, used to log in to its Management API over HTTPS. The web application uses it to list, download and delete the vote reports and log files of the room (media/QueueSpeak/<Room Name>/Voting and Logs). Changing it logs in again. When empty, the requests are sent without logging in.

Password

Controls name: ConfigurationCoreMediaPassword

Type: Text

Pin Style: Input / Output

Pin Name: Configuration~Core Media~Password

Description: Password of that Core user. Changing it logs in again.

The password is shown in clear text on the page and on its pin. Use a Core user created for this purpose, with only the rights it needs.

Web Server

Interface

Controls name: ConfigurationWebInterface

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Configuration~Web Interface

Description: Network interface of the Q-SYS Core whose address is shown in URL and used for the Core Management API, or Any (default). The web server always listens on every interface.

URL

Controls name: ConfigurationWebURL

Type: Indicator-Text

Pin Style: None

Description: Address of the web application, http://<Core address>:8000/.

Web Users

Count

Controls name: ConfigurationWebUserCount

Type: Indicator-Text

Pin Style: None

Description: Number of web users.

Users List

Controls name: ConfigurationWebUserList

Type: Text-ListBox

Pin Style: None

Description: Web users, shown with their role. Selecting one shows it in the fields below. A new plugin has an Administrator and an Operator user.

New

Controls name: ConfigurationWebUserAdd

Type: Button-Trigger

Pin Style: None

Description: Adds a user with the Operator role and an empty passcode, and selects it.

Delete

Controls name: ConfigurationWebUserDelete

Type: Button-Trigger

Pin Style: None

Description: Deletes the selected user.

Name

Controls name: ConfigurationWebUserName

Type: Text

Pin Style: None

Description: Name of the selected user, shown in the web application once logged in.

Passcode

Controls name: ConfigurationWebUserPasscode

Type: Text

Pin Style: None

Description: Passcode typed on the lock screen. A user with an empty passcode cannot log in.

Role

Controls name: ConfigurationWebUserRole

Type: Text-ComboBox

Pin Style: None

Description: Access level of the selected user: Guest, Operator or Administrator.

Change the passcodes of the two default users before the system goes into service. With no web user at all, the web application opens without a lock screen and with administrator access.

Web Users Data

Controls name: ConfigurationWebUsers

Type: Text

Pin Style: None

Description: The web user list as JSON, kept by the plugin. Not shown on the page; edit the users with the controls above.

Logging Mode

A plugin in Logging mode records the activity of a Normal plugin: seats becoming active or taking the focus, requests, returns to idle, speaking time, moderator overrides and polls. Each entry is time-stamped ([YYYY-MM-DD HH:MM:SS.mmm]) and names the seat according to Delegate ID/Name format . The entries are shown on the page and written to a text file on the Q-SYS Core, in media/QueueSpeak/<Room Name>/Logs/ , one file per day named after the date (2026-10-14.txt). New entries reach the file within 3 seconds. A Dashboard Web UCI plugin can show the log and download its files.

The Normal plugin must have its Script Access set to Script or All , otherwise it does

not appear in **Component**.

Logging Page

Version 3.0.0.0

QueueSpeak

AD-DA/CA

Configuration

ComponentQueueSpeak

Log Settings

Log when a seat becomes Active/Focus

Log Request List entries

Log return to Idle

Log speaking duration

Log moderator Override

Log vote start/stop and duration

Delegate ID/Name formatBoth

Save To File

Save to file

RetentionNever

Session Log

Clear

[2026-10-14 19:54:09.257] Seat 5 (Ward 3) requested the floor
[2026-10-14 19:54:09.274] Seat 3 (Ward 1) requested the floor
[2026-10-14 19:54:09.277] Seat 7 (Ward 5) requested the floor
[2026-10-14 19:54:09.280] Seat 4 (Ward 2) requested the floor
[2026-10-14 19:54:09.282] Seat 8 (Ward 6) requested the floor
[2026-10-14 19:54:09.287] Seat 5 (Ward 3) is now Focus
[2026-10-14 19:54:15.760] Vote started: Adopt the 2027 operating budget as

Configuration

Component

Controls name: **ConfigurationComponent**

Type: **Text-ComboBox**

Pin Style: **Input** / **Output**

Pin Name: **Configuration~Component**

Description: **Normal** plugin to log. Lists the QueueSpeak plugins of the design in **Normal** mode, **None** by default. The connection is retried every 5 seconds until the plugin is found.

Log Settings

Log when a seat becomes Active/Focus

Controls name: LogActive

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log when a seat becomes Active/Focus

Description: Logs <seat> is now Active or <seat> is now Focus . On by default.

Log Request List entries

Controls name: LogRequest

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log Request List entries

Description: Logs <seat> requested the floor when a seat enters the Request List. On by default.

Log return to Idle

Controls name: LogIdle

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log return to Idle

Description: Logs <seat> returned to Idle . A seat coming back from Disabled or Unconfigured is not logged. On by default.

Log speaking duration

Controls name: LogSpeakingDuration

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log speaking duration

Description: Logs <seat> spoke for MM:SS when a seat leaves Active or Focus , after the return to Idle line. On by default.

Log moderator Override

Controls name: LogOverride

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log moderator Override

Description: Logs <seat> started Override and <seat> ended Override . On by default.

Log vote start/stop and duration

Controls name: LogVoteTime

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Settings~Log vote start/stop and duration

Description: Logs Vote started: <question> and Vote ended: <question> (duration MM:SS). Only when Voting is on in the Normal plugin. On by default.

Delegate ID/Name format

Controls name: LogDelegateFormat

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Logging~Settings~Delegate Format

Description: How a seat is named in the log, Both by default: Name (Jane Doe), ID (Seat 3) or Both (Seat 3 (Jane Doe)). A seat without a name is always written Seat <n>.

Save To File

Save to file

Controls name: LogSaveToFile

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Logging~Save~Save to file

Description: Writes the new entries to the day's file. On by default. When off, entries are only shown on the page; the change applies to the entries logged from then on.

Retention

Controls name: LogRetentionDays

Type: Text-ComboBox

Pin Style: Input / Output

Pin Name: Logging~Save~Retention

Description: Deletes the log files older than the period, by the date in their name, checked at start-up and every hour: Never (default, keeps every file), 7 Days , 14 Days , 30 Days , 60 Days , 90 Days , 180 Days or 365 Days .

Session Log

Clear

Controls name: LogClear

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Logging~Log~Clear

Description: Empties the list below. Entries already written or waiting to be written to the file are kept.

Entries

Controls name: LogList

Type: Text-ListBox

Pin Style: Output

Pin Name: Logging~Log~Entries

Description: The last 500 entries, newest last.

Flush

Controls name: LogFlush

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: LogFlush

Description: Writes the waiting entries to the file at once. Not shown on the page; the Dashboard Web UCI uses it before downloading the log.

Count

Controls name: LogCount

Type: Text

Pin Style: Output

Pin Name: LogCount

Description: Number of entries in Entries. Not shown on the page.

Entries Data

Controls name: LogEntriesJSON

Type: Text

Pin Style: Output

Pin Name: LogEntriesJSON

Description: The entries of Entries as JSON, each with its time stamp and text. Not shown on the page.

Current File

Controls name: LogCurrentFilePath

Type: Text

Pin Style: Output

Pin Name: LogCurrentFilePath

Description: Path of the file written today, for example media/QueueSpeak/Main Room/Logs/2026-10-14.txt. Not shown on the page.

About Page



Only in **Normal** mode.

License

License

Controls name: **License**

Type: **Indicator-Status**

Pin Style: **Output**

Pin Name: **About~License~License Validity**

Description: Validity of the license entered in the **License** or **License Backup** property: **Valid**, **Invalid**, or **Emulating** while emulating.

Feature - Vote

Controls name: **FeatureVOTE**

Type: **Indicator-Status**

Pin Style: **Output**

Pin Name: **About~License~Vote Feature**

Description: **Enabled** when the license includes the Vote feature, **Disabled** otherwise. Every feature shows **Enabled** while emulating.

Feature - Camera

Controls name: **FeatureCAMERA**

Type: **Indicator-Status**

Pin Style: **Output**

Pin Name: About~License~Camera Feature

Description: Enabled when the license includes the Camera feature, Disabled otherwise.

Feature - User Library

Controls name: FeatureUSERS

Type: Indicator-Status

Pin Style: Output

Pin Name: About~License~Users Feature

Description: Enabled when the license includes the User Library feature, Disabled otherwise.

Plugin Info

Build Version

Build version of the plugin, for example 3.0.0.408. A label, not a control.

For support contact

Support address, support@ad-da.ca. A label, not a control.

Documentation

Controls name: DocURL

Type: Indicator-Text

Pin Style: Output

Pin Name: About~Plugin Info~Doc URL

Description: Address of this user guide, <https://hub.ad-da.ca/docs/q-sys-plugins/ad-da-ca-queuespeak>