QuizSystems - QuizMaster Menu Options

Menu	Menu Item	Meaning	Options/Function	A+	B-	YES	NO	LIVE
+ or -	Zero Score	Clear all scores to '0'?	YES/NO	YES	NO	YES	NO	Next Line
+ or -	Heat #	Current heat in play	1 to Max Heat (typically loads next set of team/player names)	Next Value Up	Next Value Down	N/A	N/A	Next Line
- only	Show #X (+name)	Current Show Preset	1-12 (Each stores all the settings listed here as a single 'show')	Next Show	Previous Show	N/A	N/A	N/A
+ only	Show #X (+name)	Current Show Preset	Alphanumeric characters (to change the (12chr wide) name)	Next Character	Previous Character	sets 'A'	sets 'a'	Move Cursor
+ only	Lockout	'Win' Lock time (how long buttons are disabled) *	Manual (locked till enabled) or Auto (0.5 to 10 sec)	Next Value Up	Next Value Down	N/A	N/A	Next Line
+ only	Lights	Time the lights are enabled for a 'win'	Manual (set till enabled) or Auto (0.5 to 10 sec)	Next Value Up	Next Value Down	N/A	Manual	Next Line
+ only	Mode	Select the game style	Classic/Offer It/Tombola/Talent/Buildup	Next Option	Previous Option	N/A	N/A	Next Line
	... Classic	Think BoB, Counterpoint, Uni Challenge etc						
	... Offer It	As Classic, but keeps the order of who pressed	Pressing 'Offer' will move the 2nd team etc (I.E. offer on wrong)					
	... Tombola	Acts as a single button game start (1 player only)	Player#1 presses to start, presses again to pick, Master reset	N.B. Currently 'Talent' exists as a mode as well. This will be withdrawn in				
	...Buildup	Think BGT, Blankety Blank. "Light on when ready"	A line of 'dots' (on master) are populated as each person presses	future releases as it's functionality is better supported by 'build-up'.				
+ only	# per Team	How many players per team	1-8 I.E. so if we have two teams of 3 - '3'. Individuals are a team of '1'	Next Value Up	Next Value Down	N/A	N/A	Next Line
+ only	TopL Score	Value assigned to A+ for scoring	-63 to +63 ,typically +1	Next Value Up	Next Value Down	N/A	sets '0'	TopL Line
+ only	BotL Score	Value assigned to B- for scoring	-63 to +63 ,typically -1	Next Value Up	Next Value Down	N/A	sets '0'	BotL Line
+ only	TopR Score	Value assigned to C↑ for scoring	-63 to +63 ,typically +2	Next Value Up	Next Value Down	N/A	sets '0'	TopR Line
+ only	BotR Score	Value assigned to D↓ for scoring	-63 to +63 ,typically -2	Next Value Up	Next Value Down	N/A	sets '0'	BotR Line
+ only	GFXY Score	Value assigned to GFX+Y for scoring	-63 to +63 ,typically +0 To use, set GFX+Y Mode to 'Score'	Next Value Up	Next Value Down	N/A	sets '0'	GFXY Line
+ only	GFXN Score	Value assigned to GFX+N for scoring	-63 to +63 ,typically +0 To use, set GFX+N Mode to 'Score'	Next Value Up	Next Value Down	N/A	sets '0'	GFXN Line
+ only	Score Mods	Changes score parameters	g or G |abcd or ABCD	0 or 1 or 2					
	... g/G	Multiplies GFX+ score by 10 (when set to uppercase)	Set to Uppercase = score*10, lowercase as normal (affects Y &N)	sets 'G'	sets 'g'	N/A	N/A	Move Cursor
	... abcd/ABCD	Multiplies A-D score by 10 (when set to uppercase)	Set to Uppercase = score*10, lowercase as normal	Individual U/C	Individual L/C	All U/C	All L/C	Move Cursor
	... 0/1/2	Changes the way points are awarded	0'=normal. '1' sets A+B to team#1, C+D to#2. '2' opposite of '1'	Next Value Up	Next Value Down	N/A	N/A	Move Cursor
+ only	ScoreRdyLk	Enables Auto Lock or Auto Ready on Score press	abcd or ABCD	L or R					
	... abcd/ABCD	Selects if Auto is enabled (for ABCD score buttons)	Lowercase = abcd disabled, uppercase = ABCD enabled	Individual U/C	Individual L/C	N/A	N/A	Move Cursor
	... L/R	Selects if Auto will call the Ready or the Lock state	R= Auto Ready, L=Auto Lock (all selected do one or the other)	sets 'R'	sets 'L'	N/A	N/A	Move Cursor
+ only	GFXdefault	GFX page and bank used as default	A/B/C/D/N/L/X/Y	0 to Max GFX					
	... A/B/C/D/N/L/X/Y	Page used at power-up, Heat change & menu exit	Specifying 'X' means 'as you are' (so no change from current)	Next Value Up	Next Value Down	N/A	N/A	Move Cursor
	... 0 to 8	Bank used at power-up, Heat change & menu exit	Specifying '0' means 'as you are' (so no change from current)	Next Value Up	Next Value Down	N/A	N/A	Move Cursor
+ only	GFX+RdyLk	Enables Auto Lock or Auto Ready on GFX change	ynabcd or YNABCD	L or R					
	...ynabcd/YNABCD	Selects if Auto is enabled (for GFX+ 'X' buttons)	Lowercase = ynabcd disabled, uppercase = YNABCD enabled	Individual U/C	Individual L/C	N/A	N/A	Move Cursor
	... L/R	Selects if Auto will call the Ready or the Lock state	R= Auto Ready, L=Auto Lock (any selected do one or the other)	sets 'R'	sets 'L'	N/A	N/A	Move Cursor
+ only	GFX+Live	Selects if live team (to award scores to) follows GFX+ 'X'	ynabcd or YNABCD where U/C 'A' maps to Team#1, 'B ' to #2 etc	Individual U/C	Individual L/C	N/A	N/A	Move Cursor
+ only	GFX Seq	Selects how many/which GFX pages are sequenced	AB to ABCDNYL (where only letters shown are in sequence)	Increase Pages	Decrease Pages	N/A	N/A	Next Line
+ only	Max GFX	The total number of Graphics banks in use	1-8 I.E. so if you want to use only 3 banks - '3'	Next Value Up	Next Value Down	N/A	N/A	Next Line
+ only	Max Heat	The total number of Heats in play	1-8 I.E. so if you want to play only 2 Heats - '2'	Next Value Up	Next Value Down	N/A	N/A	Next Line
+ only	Heat ↑↓ =	How changing Heat affects GFX and Scores	g or G	0 or ø					
	...g or G	What happens with GFX pages on Heat change	Lowercase 'g' = 'nothing', uppercase 'G' = use GFXdefault	sets 'G'	sets 'g'	N/A	N/A	Move Cursor
	... 0 or ø	What happens with Scores on Heat change	ø = 'nothing', 0 = zero	sets '0'	sets ' ø'	N/A	N/A	Move Cursor
+ only	ReadyCSR↩	Where the cursor returns to on 'Ready' (Next/Yes)	inPlay (so whoever it was previously on) or LastBuz (who buzzed)	Opposite Value	Opposite Value	N/A	N/A	Next Line
+ only	Offer Dly	The delay before 'Offer' is enabled ++	None to 10 sec (in 1/2 sec increments). N.B. only works for 'Classic'	Increase Delay	Decrease Delay	N/A	Set None	Next Line
+ only	Offer Mode	Alternative function of the Offer/No key						
	... Normal	Normal operation *	The key works as 'normal'	Opposite Value	Opposite Value	N/A	N/A	Next Line
	... ↑Score-	Shift+Score (A-D) = -A-D value	Holding Offer & then pressing a A-D score button, negates the score	Opposite Value	Opposite Value	N/A	N/A	Next Line
+ only	GFX+A-D Mode	Alternative function of the GFX+A-D Gfx combinations						
	... Normal	Normal operation	The key works as 'normal' (so calls the A/B/C/D Graphic)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	... -Score	Negate Score	Negates the scoring value assigned to A/B/C/D	Opposite Value	Opposite Value	N/A	N/A	Next Line
+ only	GFX+L Mode	Alternative function of the GFX+L Graphics combination						
	... Normal	Normal operation	The key works as 'normal' (so calls the 'L' LOCK Graphic)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	... Heat	Heat select	The next Heat is called. If 'Max Heat' then move to Heat#1	Opposite Value	Opposite Value	N/A	N/A	Next Line
+ only	GFX+N Mode	Alternative function of the GFX+N Graphics combination						
	... Normal	Normal operation	The key works as 'normal' (so calls the 'N' NO Graphic)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	... Score	Acts as a 6th Scoring value	The key works as a score button (using the GFXN Score value)	Opposite Value	Opposite Value	N/A	N/A	Next Line

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+ only	GFX+Y Mode	Alternative function of the GFX+Y Graphics combination						
	… Normal	Normal operation	The key works as 'normal' (so calls the 'Y' YES Graphic)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	… Score	Acts as a 5th Scoring value	The key works as a score button (using the GFXY Score value)	Opposite Value	Opposite Value	N/A	N/A	Next Line
+ only	ScoreCMode	Alternative function of the Score C key						
	… Normal	Normal operation	The key works as a score button (using the TR C Score value)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	.. GFXSeq ↑	Move upward in the GFX sequence	Call the next lowest GFX in the sequence - C to B to A etc	Opposite Value	Opposite Value	N/A	N/A	Next Line ↑
+ only	ScoreDMode	Alternative function of the Score D key						
	… Normal	Normal operation	The key works as a score button (using the BR D Score value)	Opposite Value	Opposite Value	N/A	N/A	Next Line
	… GFXSeq ↓	Move downward in the GFX sequence	Call the next highest GFX in the sequence - A to B to C etc	Opposite Value	Opposite Value	N/A	N/A	Next Line ↓
+ only	QM/QMD 1 (to 4)	Changes parameters for Master/Master Display	< or > | ↑or↓| P or p | x or /x | T ot t | = or /≠ | S or s					
	… < or >	Which direction 'dots' are displayed ***	For 'Buildup' game only, alters the 'dot' order (L→R or R→L)	>	<	>	<	Move Cursor
	… ↑or↓	Player/Team line shift (↑='normal', ↓='shift') ***	Shifts the line for P/T down by 1 (typically used if no score)	↑	↓	↑	↓	Move Cursor
	… P or p	Is the Player name displayed? ***	'P' means 'YES', 'p' means 'NO'	P	p	P	p	Move Cursor
	… x or /x	Are the Player & Team names 'swapped' ? ***	'/x' means Player above Team, 'x' means Team above Player	/x	x	/x	x	Move Cursor
	… T or t	Is the Team name displayed ? ***	'T' means 'YES', 't' means 'NO'	T	t	T	t	Move Cursor
	… = or /≠	Is the score shown for the winning team? ***	'=' means display is shown, '≠ ' means it's not	=	≠	=	≠	Move Cursor
	… S or s	Is the scoreboard shown? ****	'S' means 'YES', 's' means 'NO'	S	s	S	s	Move Cursor
+ only	QM4-1 MIDI	for QuizMaster 4-1, SIO out to MIDI (or RS232) +++	'1' or '0' where '1'=ON and '0' =OFF (typically all '1'); 1=MIDI	'1'	'0'	All 4 to '1'	All 4 to '0'	Move4-1 Cursor
+ only	MIDI Chan#	If a QuizMaster is set to MIDI, the channel# used +++	1-16. Each QuizSolo will send a full-velocity note on (0-15) for a win.	Next Value Up	Next Value Down	N/A	N/A	Next Line
+ only	Misc Syst	Changes miscellaneous system wide parameters	L or l | W or w | ○ or ● | P or T					
	… L or l	Do Master/Master Display Lx outputs follow 'Lock'?	'L' means lights remain on in Lockout, 'l' means they go off	L or l	L or l	L or l	L or l	Move Cursor
	… W or w	Do Master/Master Display Lx outputs follow 'Win'?	'W' means lights remain on during win, 'w' means they go off	W or w	W or w	W or w	W or w	Move Cursor
	… ○ or ●	Do teams excluded from 'offer' remain lit?	'●' means lights remain on, 'o' means they go off	○ or ●	○ or ●	○ or ●	○ or ●	Move Cursor
	… M or m	Whether the MIDI output codes are verbose	'M' means 'offer' codes are sent (for team1-6), 'm' they are not	M or m	M or m	M or m	M or m	Move Cursor
	… G or R	Whether Graphics banks are displayed as 'Rounds'	'G' means 'Gfx', 'R' means 'Rnd'	G or R	G or R	G or R	G or R	Move Cursor
+ only	LxP 8-1 & 16-9	The 'idle' status of each individual Player light	'1' or '0' where '1'=ON and '0' =OFF (typically all '0')	'1'	'0'	All 8 to '1'	All 8 to '0'	Move Cursor
+ only	LxT 8-1 & 16-9	The 'idle' status of each Team light	'1' or '0' where '1'=ON and '0' =OFF (typically all '0')	'1'	'0'	All 8 to '1'	All 8 to '0'	Move Cursor
+ only	LxLOK 8-1 & 16-9	How each Player light behaves on Lockout	'1' or '0' where '1'=ON and '0' =OFF (typically all '0')	'1'	'0'	All 8 to '1'	All 8 to '0'	Move Cursor
+ only	LxP/T 8-1 & 16-9	If a Player light should be Player or Team centric	'1' or '0' where '1'= act as Team and '0' = Player (typically all '0')	'1'	'0'	All 8 to '1'	All 8 to '0'	Move Cursor
+ only	LxInv 8-1 & 16-9	If the Lx output is inverted (after all above settings)	'1' or '0' where '1'=inverted and '0' =not (typically all '0')	'1'	'0'	All 8 to '1'	All 8 to '0'	Next Line
+ only	Team01-16 SFx	Selects which buzzer Fx is assigned to the team	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	Offer SFx	Selects which buzzer Fx is assigned to the Offer key	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	OffDly SFx	Selects which buzzer Fx is assigned to the Offer Delay	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	ScoreA-D SFx	Selects which buzzer Fx is assigned to the A-D keys	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	GFXA-L SFx	Selects which buzzer Fx is assigned to GFX+A-L keys	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	GFX+♻SFx	Selects which buzzer Fx is assigned to GFX+Live key	Various Buzzer Sfx as well as 'No Audio' and specials	Next Value Up	Next Value Down	Play Sfx	N/A	Next Line
+ only	**Live QM #**	Sets 'live' master & if it's menu+ or Menu-	1-4 (if present) for the master # with +/- for accessible menu	Next Value Up	Next Value Down	N/A	N/A	Move Cursor

Button C↑ = Previous Menu Line   **Button D↓** = Next Menu Line

Notes   WE **STRONGLY (!!!)** ADVISE CONNECTING **ALL** UNITS WHEN PROGRAMMING FOR A SHOW, TO ENSURE THEY **ALL** 'LEARN' THE SAME SETTINGS

Press '**MENU**' quickly twice to access '**MENU-**', or hold it for 5 seconds to enter '**MENU+**'. You can return to '**LOCKOUT**', i.e. exit from the menu, by pressing just once again (the system will then save any changes to **all** the **attached** units). Once you've chosen to enter the full ('**MENU+**') menu, you can subsequently access it with the quick double-press. Holding for 5 secs or changing '**Live QM #**' to '**X-Menu**' (where 'X' is the Master you want in control), sets the system back to '**MENU-**'.

* You cannot 'offer' unless Lockout is 'manual', as the decision to do so, must be operator controlled (and therefore cannot be subject to the system being auto-enabled).

** The 'Live' QuizMaster is the one with working buttons (where '1' = 1st module from the 'Controller' terminating plug, '2' 2nd etc). **If you set this incorrectly you can lose control of the system and/or lose menu access** If this happens, plug up a QuizMaster as the first module (I.E. adjacent to the 'Controller' terminating plug) followed by at least one player module attached to the PSU. Hold the 'MENU' key and apply power. This will set '1+Menu' (I.E. Master#1), so the controls work and the full menu is on.   You can now use the working QuizMaster to configure all the other modules. Remember that the 1st unit (nearest to the 'Controller' terminating plug) in any system (irrespective of type) is responsible for passing the settings to all the others, so if you want something that will eventually reside in that position 're-configured' (to fix, for example, any errant master selection), it'll need to be moved up-stream while you do that, then moved back.

*** These parameters only apply during display of a 'Win'. **** The parameters only apply when 'idle'.

++ A delayed offer (where the system counts down to zero before auto-enabling), only works if the system is locked out (i.e. before pressing 'offer'). The system MUST also be set to operate in 'Classic' mode.

+++ MIDI is only available on QuizMaster(s). Note that selecting MIDI, changes the baud rate (from 57,600 bps to 31,250 bps), allows channel selection, as well as inhibiting all other serial comms (apart from Note On messages).