



**redtooth**  
quizzes



Redtooth Quiz center 5  
User Manual

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## 1 Introduction

This is the user manual for Quiz center version 5. With the help of Quiz center you can download and manage quizzes for you quiz subscription. But that's not all! Spice up your quiz nights with additional mini games like horseracing and card games? Look at the history of scores of quizzes that have been played? Just some of the things Quiz center helps you with.

This manual focusses on Quiz Center and explains how you can use the quiz Director. For information on the installation of Quiz Center, the quiz hardware (receiver and keypads) as well as running a quiz show please refer to the Quiz Center quick start guide.

## 2 Quiz center

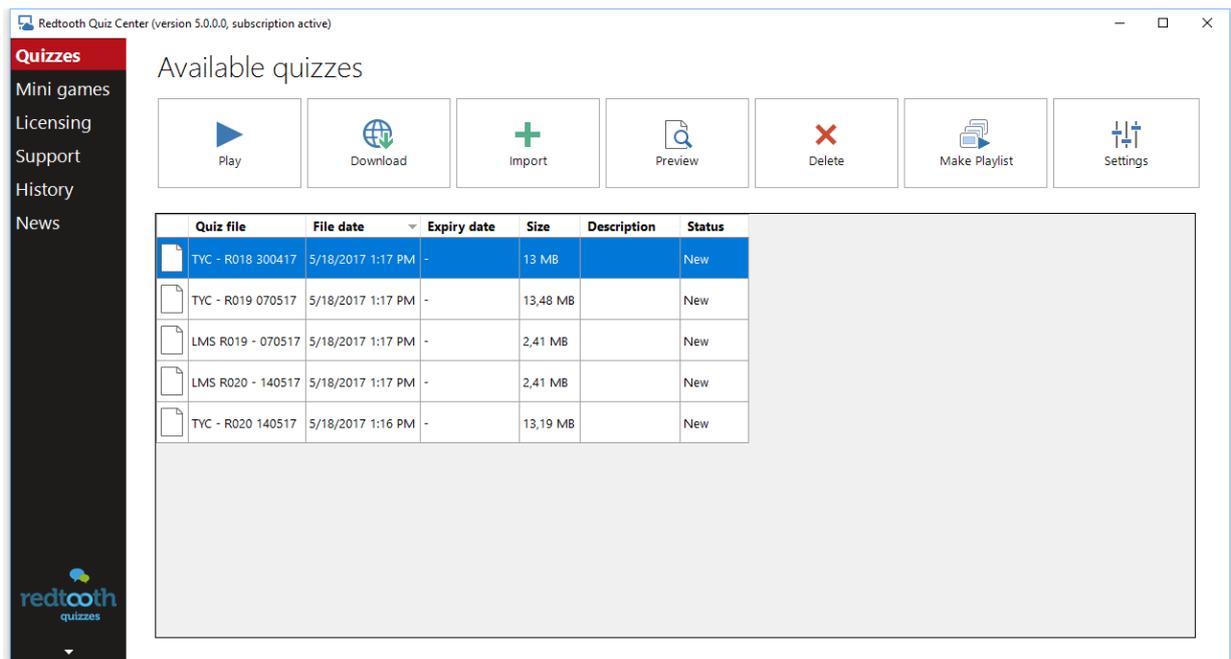
On the left hand side of Quiz center you can find six different sections that can be activated by left mouse clicking them.



In this chapter the different sections will be outlined.

### 2.1 Quizzes

The quizzes section allows you to download and manage the quizzes from your quiz subscription.



The quizzes section shows a list of quizzes that have been downloaded or imported into quiz center.

The list shows the following information about each quiz:

- The first column contains an (optional) image indicating what type of quiz it is.
- Quiz file - the name of the quiz
- File date - when was the quiz downloaded
- Expiry date - the date at which the quiz can no longer be played. If it list only a '-' it means the quiz has no expiry

- Size - the file size of the quiz
- Description - description of the quiz
- Status - either 'New' or 'Last played on', the date on which the quiz was played.

There are six buttons on top of the list, the following sections will describe their purpose

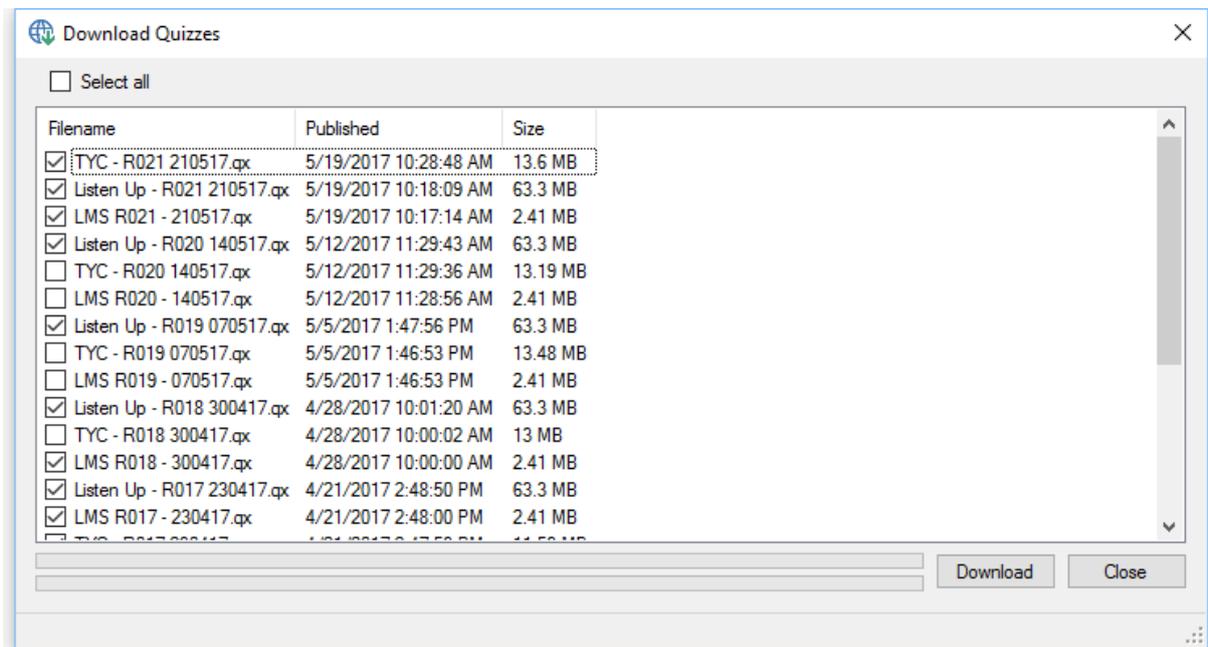
### 2.1.1 Play

Press the *Play* button to play the selected quiz from the list in the Redtooth Quiz player.

### 2.1.2 Download

Press *Download* to download new quizzes.

If new quizzes are available, the window will be shown.



Here please put checkmarks before the quizzes you would like to download. By pressing the '*Download*' button the quizzes will be downloaded to your computer and appear in the list of quizzes in Quiz Center. Press *Close* to close the window once finished.

### 2.1.3 Import

Press *Import* to open a window where you can select a quiz from your computer that you also want to display in the list of quizzes. This can for example be a quiz that you purchased separately.

### 2.1.4 Preview

Press *preview* to create a PDF file from the selected quiz. The PDF will show all quiz questions including the correct answers. You could use this as a printed handout for the quizmaster (or alternatively copy the pdf to your tablet or smartphone).

### 2.1.5 Delete

Press *Delete* to delete the selected quiz from the list

### 2.1.6 Make Playlist

Press *Make Playlist* to create a combine a set of quizzes into a playlist.

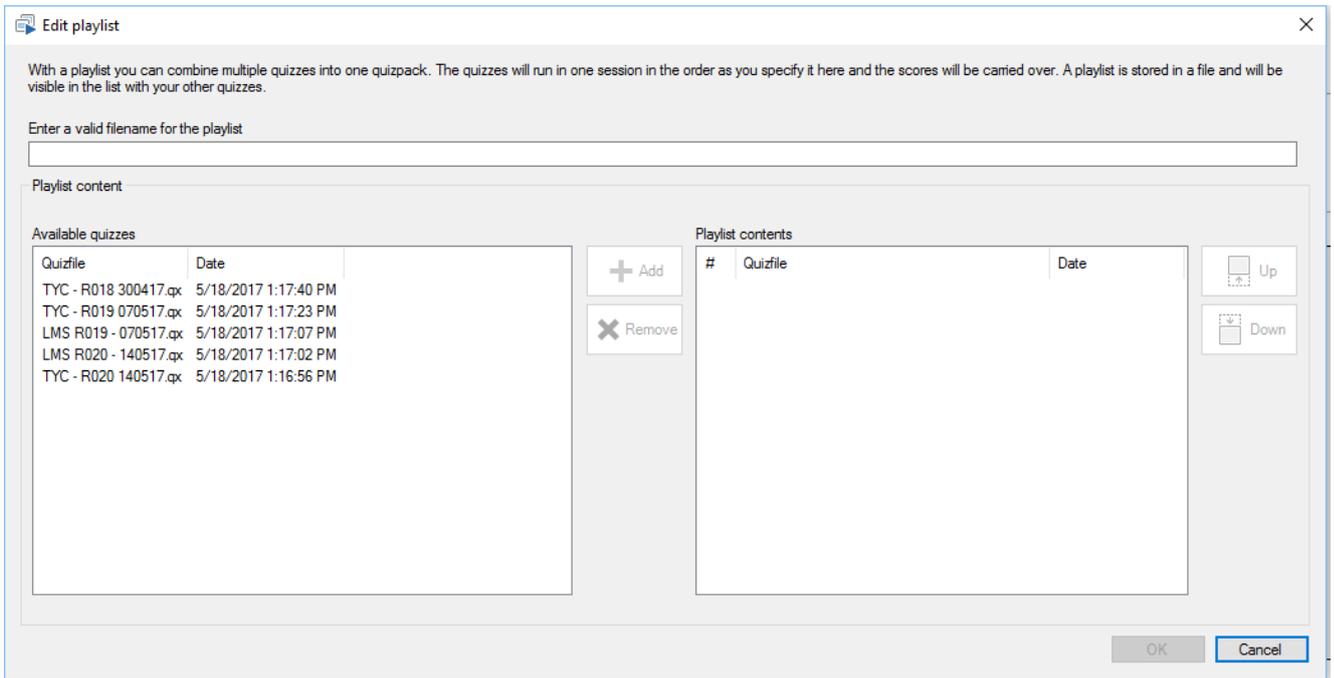
If you want to extend the length of your quiz night you can do so by combining multiple quizzes into one big quiz which will be played as if it is one quiz.

When you press the *Make Playlist* button the window shown on the next page will appear.

At the top you enter a name for the playlist.

On the left hand side you see all available quizzes. You can add them to the playlist by selecting one or more quizzes from the list (you can select multiple by pressing the Ctrl key on the keyboard followed by clicking multiple quizzes) followed by pressing the *Add* button.

The selected quizzes will now be added to the list with Playlist contents. If you made a mistake you can select one or more quizzes in the Playlist contents list, followed by pressing the *Remove* button.



Finally, press OK to save the playlist. The playlist will now be added to your list of quizzes as if it would be a regular quiz.

	Quiz file	File date	Expiry date	Size	Description	Status
	TYC 18 + 19 combined playlist	6/15/2017 3:29 PM	-	428 B	Playlist with 3 combined quizzes	New
	TYC - R018 300417	5/18/2017 1:17 PM	-	13 MB	Playlist with 3 combined quizzes	Last played on 2-6-2017 15:31:02

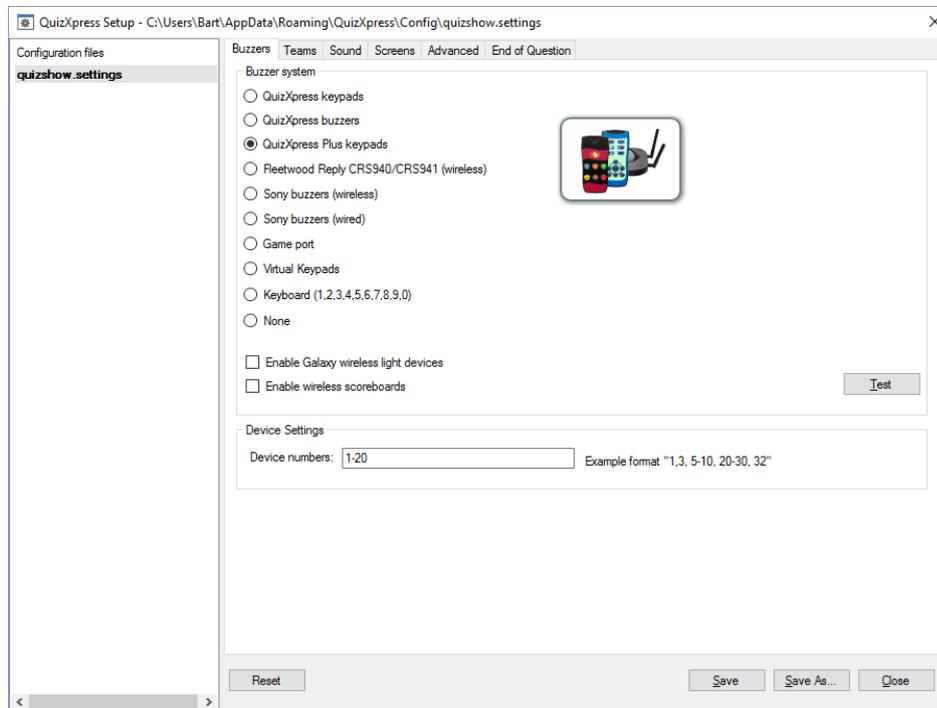
### 2.1.7 Setup

Press Setup to change the settings for the quiz player.

There are some aspects of the game show that you may want to change. Some examples of this are: The team names, the welcome screen captions, the slideshow pictures etc.

By default, all settings are preconfigured so it is not necessary to change anything. If you for example want to change the player names though, you can do this through the settings.

Quiz Setup allows you to manage multiple settings files. In the list on the left you can see the available configurations. The one in **bold** is the active configuration meaning that these settings will be used when running a quiz. You can change the active file by right clicking it and selection 'Activate' from the context menu. To load a file for editing, double-click it or select 'Load' from the context menu.



By clicking 'Reset', the system reverts to the default configuration. Note that you'll always have to select a buzzer system before you can use any functionality.

By clicking the 'Save' button the current settings file is saved.

By clicking the 'Save As...' button, the current settings file can be saved using a different name.

There are several tab pages on which the various settings can be changed. In the following sections you can find a description of each page and its settings.

#### 2.1.7.1 *Configuring your hardware – the 'Buzzers' tab page*

For the Redtooth keypad quiz, please select QuizXpress keypads. In the field 'device number' please fill in the keypads that you are going to use for the quiz. If you have 20 keypads for example, please enter 1-20.

The Redtooth keypad have six multiple choice buttons and one fastest finger button. The base station is connected to the PC by a USB cable and has a range of 100 meters\350 feet and can read up to 100 keypads per second.

The keypad quiz system comes with a Quizmaster remote which can be used by the quizmaster to operate the quiz. You can read more about the functions of the remote in the Quiz Center Quick Start guide.

Please refer to Appendix A for more information about the installation of the QuizXpress keypad system.

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*Note: When playing the Quiz, not all keypads indicated in Quiz Setup have to be used. Before starting the quiz, a keypad sign on screen is shown. Participating players make themselves known by pressing a key on their keypad during this sign on screen.*

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#### 2.1.7.2 Setting up teams – the ‘Teams’ tab page

On the team tab you can see a list of all Players\Teams that are playing along with the quiz.

The (number of) teams when choosing all buzzers types except the Sony buzzers, is derived from the ‘Keypads’ string as entered on the ‘Buzzers’ tab. For example, when the string 1-50 is used, the ‘Teams’ tab will show a list of keypad 1 to 50 and the default team names *Player 1 ... Player 50*. The names of the players can be changed in the second column of the list by double clicking on the name of by pressing F2. Please note that a name for a player has to be unique.

As explained before, if you would like to change the number of teams, please modify the ‘Keypads’ string on the ‘Buzzers’ tab.

As can be seen in the picture below, various other commands are available:

- **Generate Names:** this enables you to quickly generate team names using a certain pattern, followed by an index. For example, you could quickly generate names like : team 1...team 50, player 1...player 50, participant 1...participant 50
- **Import:** import the list team names from Excel or a text file. For Excel just put the names in the first column of the first sheet, for a text file put all names on a new line.
- **Save to PDF:** in order to have an overview of the teams assigned to each keypad, the list can be exported to PDF by pressing the ‘Save to PDF’ button.
- **Groups:** it is possible to divide players into groups. You can read more about this below.

Keypads definition as defined on the Buzzers tab : 1-20

Teams

Name prefix

Keypad Id	Team Name	Group
1	Player 1	Quizmaniacs
2	Player 2	Quizmaniacs
3	Player 3	Quizmaniacs
4	Player 4	Quizmaniacs
5	Player 5	Quizmaniacs
6	Player 6	Quizmaniacs
7	Player 7	Quizmaniacs
8	Player 8	Quizmaniacs
9	Player 9	Quizmaniacs
10	Player 10	Quizmaniacs
11	Player 11	The Quizzards
12	Player 12	The Quizzards
13	Player 13	The Quizzards
14	Player 14	The Quizzards
15	Player 15	The Quizzards
16	Player 16	The Quizzards
17	Player 17	The Quizzards
18	Player 18	The Quizzards
19	Player 19	The Quizzards
20	Player 20	The Quizzards

It is possible to divide players\teams into groups. When clicking the 'Groups' button, a list is shown that enables you to enter group names and their accompanying set of keypads. Please see a picture of this below:

QuizXpress Setup - C:\Users\Bart\AppData\Roaming\QuizXpress\Config\quizshow.settings

Configuration files  
quizshow.settings

Buzzers Teams Sound Screens Advanced End of Question

Keypads definition as defined on the Buzzers tab : 1-20

Groups

Group	Keypads
The Quizzards	1-10
Quizmaniacs	11-20

Keypad group behavior

Fastest finger first questions

Lockout the group after wrong answer

Do not lockout the group, other groupmembers can try

Voting questions

Accept only the first response from a group

Accept all responses from a group (points are summed)

Accept all responses from a group (points are averaged)

By pressing the 'Add button', a window appears allowing you to enter both the Group name and the accompanying keypads (by entering a keypad string). It is also possible to remove the groups.

When entering the keypad range for a group (for example "1, 2, 3, 10-20"), a check will be done if the keypad range falls within the keypad range as defined on the 'Buzzers' tab. If this is not the case, an error message will be given.

The other settings you can change here are how groups should behave for fastest finger- and voting questions.

The options for fastest finger questions are (*note: these type of questions are not used in the Redtooth keypad quiz*):

<b>Lockout</b>	With this option enabled, only the first player in a group to respond can answer the question. If the answer provided is wrong, the whole group is locked out.
<b>No lockout</b>	If the first person in the groups answers wrong, another person in the group can still try.

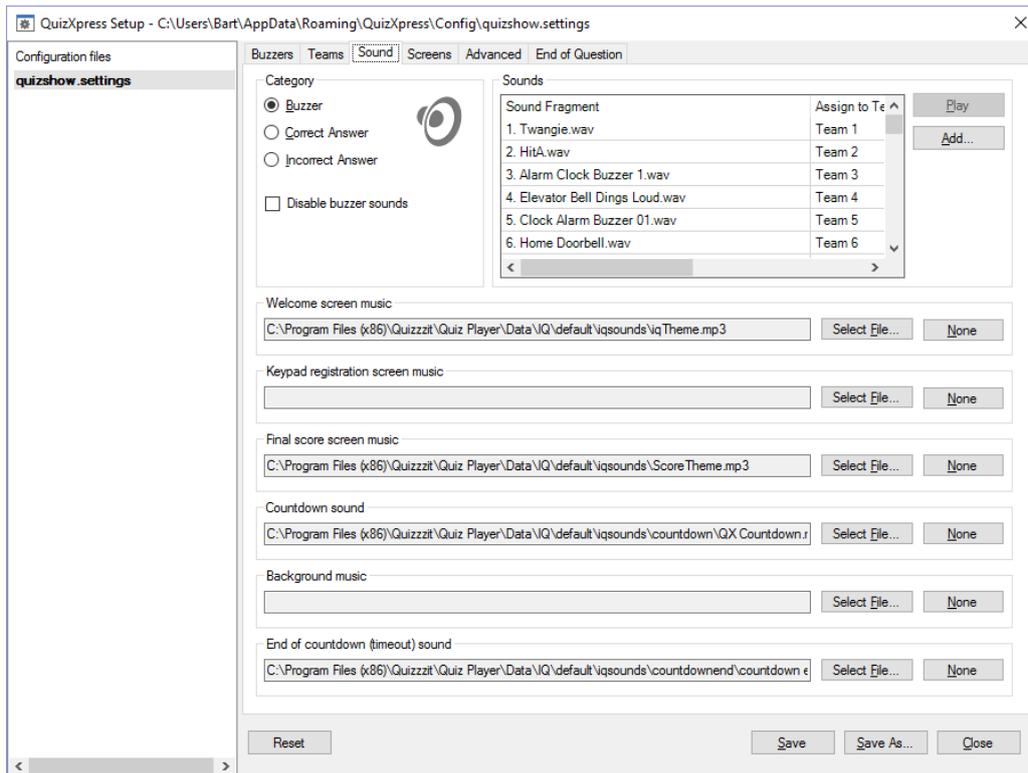
The options for voting (everyone answers) questions are:

<b>Accept only the first response</b>	Only the first answer received from the group will count and add points to the group score
<b>Sum points</b>	All responses are accepted and the points are summed
<b>Average points</b>	All responses are accepted and the points are averaged

#### [2.1.7.3 Configuring sounds – the 'Sounds' tab page](#)

On the sound settings page you can enter various settings applicable to the sounds played during a quiz.

On the left-hand side in the group box 'Category' you first choose a category of sounds which you want to change. Next, the 'sounds-list' on the right-hand side will be filled with the sounds from the category chosen. *Note: this applies for fastest finger questions which are not used in the Redtooth keypad quiz.*



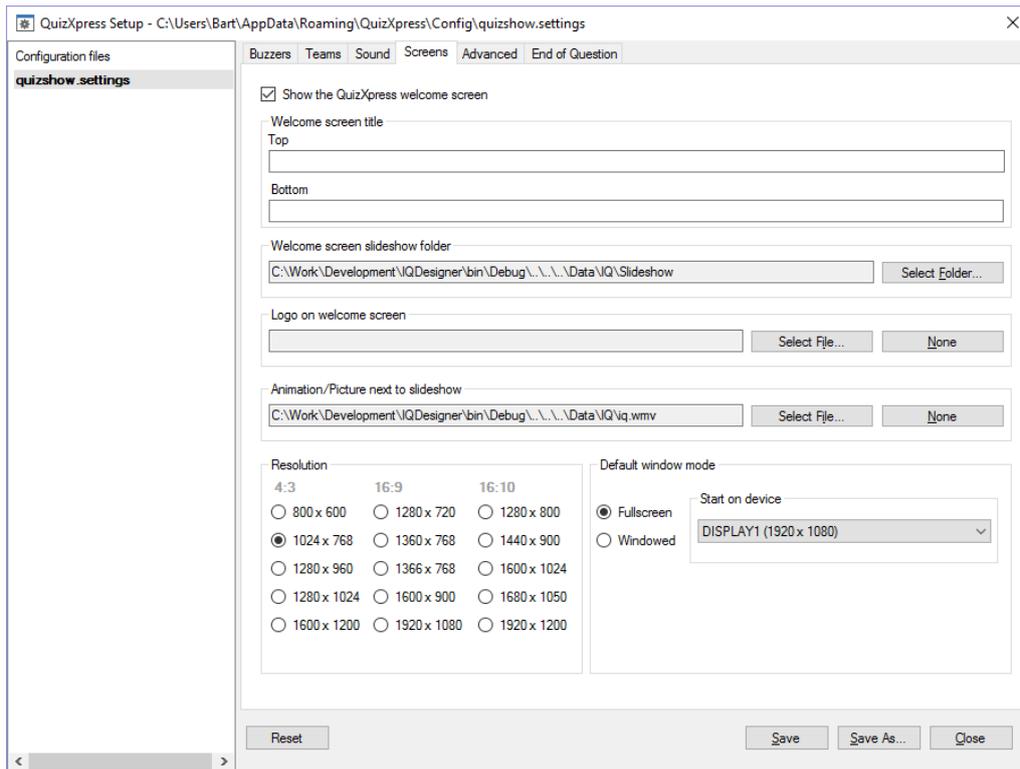
The following sounds/music can be set:

- *Welcome screen music* - the music played when the keypad quiz starts
- *Keypad registration screen music* – the music played during when the keypad registration screen is shown
- *Final score screen music* - the music played when the final scores are shown
- *Countdown sound* – the sound played during the countdown
- *Background music* – the music to fill all otherwise silent moments
- *End of countdown music* – the music played when the countdown finished

Each of these sounds can be ‘cleared’ by pressing the ‘None’ button. In this case no sound will be played.

#### 2.1.7.4 Customizing the look – the ‘Screens’ tab page

The ‘Screens’ tab page contains various settings used to customize the welcome screen. It also contains settings related to the various display resolutions\modes of the quiz player.



The following settings apply to the welcome screen:

- Welcome screen title, Top and Bottom: text to be displayed on top of the screen and at the bottom of the screen.
- Welcome screen slideshow folder: folder containing the pictures that will be shown in the slideshow played on the welcome screen.
- Logo on welcome screen: logo that is shown on top of the screen. This logo is shown next to the welcome screen 'Top text' (optional; pressing 'Clear' shows no logo).
- Animation (movie)/picture shown next to the slideshow (optional; pressing 'Clear' shows no movie/picture next to the slideshow).

The 'Resolution' section displays all possible resolutions the quiz player supports. The resolutions are categorized into three different screen ratios: 4:3, 16:9 and 16:10. Depending on the resolution of the external display connected to the laptop that will display the quiz, choose one of these ratios and resolutions.

As for the window mode, *Fullscreen* is the default selected mode. This makes the quiz player run full screen. If you select *Windowed*, the quiz will run in a window (non full screen). When you connect an external display to the computer, it is possible to select the screen on which the quiz show will be started.

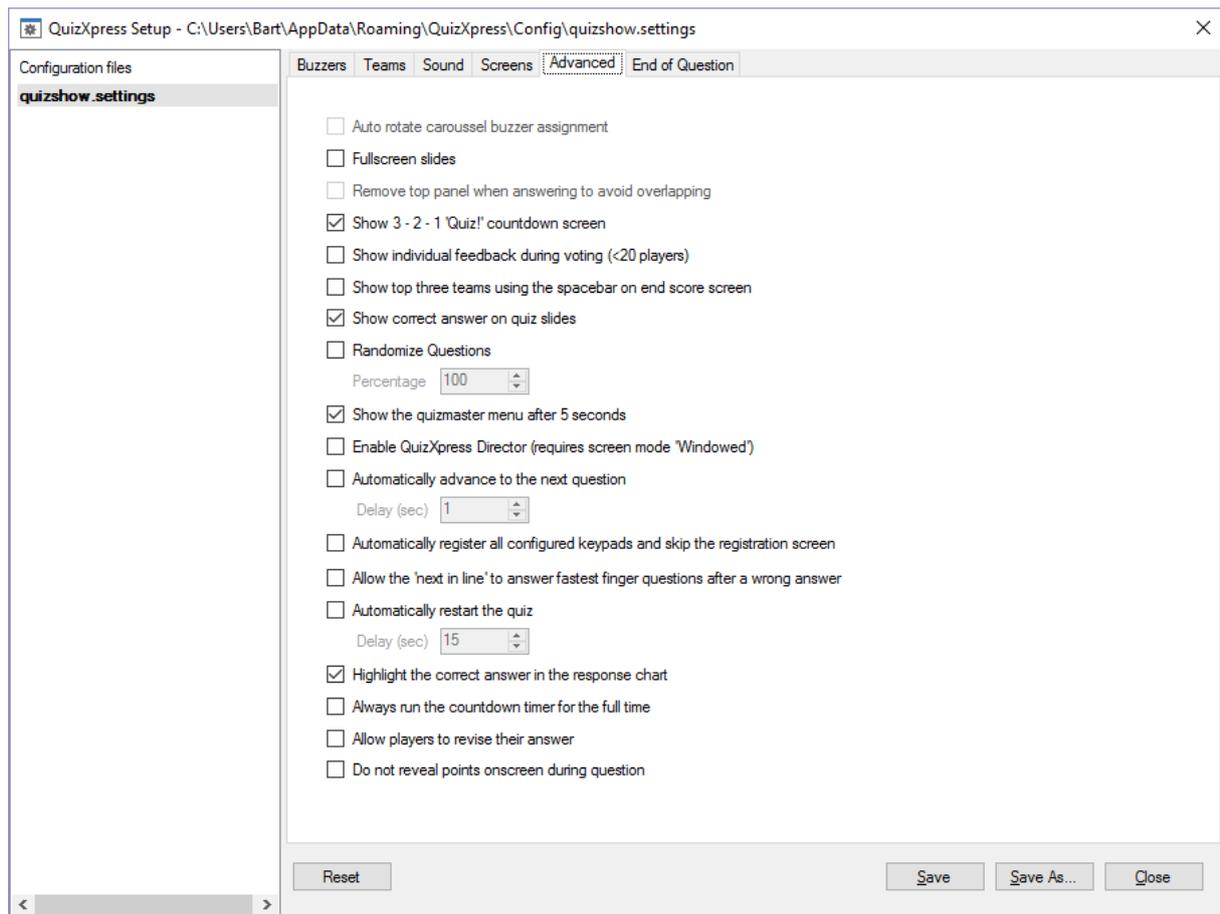
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Note: you can switch between a Full screen (maximized) quiz and a windowed quiz by pressing the *M* or the *F* key on the keyboard.

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#### 2.1.7.5 Other settings – the 'Advanced' tab page

The advanced tab page contains several advanced settings. The settings that can be changed for the keypad quiz are described below.



### Show 3-2-1 Quiz countdown screen

Indicates whether a countdown animation is shown before the quiz start

### Show individual feedback during voting (<20 players)

When this option is checked, each individual vote will be shown for questions. If this option is not checked, only a counter will be shown with the total number of votes received. This only applies when there are less than 20 players.

### Show top three teams using space on end score screen:

When set, the final score screen does not show the top 3 players automatically but waits for the spacebar to be pressed. Pressing the spacebar multiple times subsequently shows the 3<sup>rd</sup>, 2<sup>nd</sup> and 1<sup>st</sup> place. After this a full ranking is shown.

### **Show correct answer**

If checked (default), the correct answer (indicated by a green checkmark) is shown when a multiple choice question is evaluated. If not checked, the correct answer is not shown. This enables you to tell the audience yourself what the correct answer is.

### **Randomize Questions**

When checked, questions from a quiz will be shown in random order. When rounds are present, the questions within each round will be shuffled. By providing a percentage, you can tell QuizXpress to only show part of the questions (in random order). The way slides are shuffled is controlled by the 'Shuffle mode' option that you can set per slide.

### **Show Quizmaster Hints**

When running a quiz show in QuizXpress Live, multiple commands are available at different stages. Think of: showing charts, advancing to the next slide, show score overviews or judge questions. All of these commands have shortcut keys on the keyboard (or they can be operated by a Quizmaster remote). In order to guide beginning users, Quizmaster hints can be shown during a quiz, showing all available commands once applicable. Once the quizmaster is confident in operating the system, he or she could switch this setting off (in Quiz Setup) so that the audience does not see the hints anymore. By default, quizmaster hints are disabled for the keypad quiz.

### **Enable QuizXpress Director**

When this option is checked, Director will open immediately when the quiz show starts. If this setting is not switched on, you can still open Director at any time with the 'D' key. You can read more about QuizXpress Director in chapter 3.

### **Automatically advance to the next question**

With this option you can make Live go to the next question without interference. So, if you have a batch of multiple choice questions to run against your audience without being present this is the option to use. You can also set the time in-between the questions.

### **Automatically register all keypads**

Normally the audience has to sign in at beginning of a session. This way the system knows which keypads are participating and can thus end a question when all responses have been received. If this registration process is inconvenient, you can set this flag and the system will skip the registration screen and sign in all configured keypads. So for example when you have set the device configuration to "1-100", keypads 1-100 will all be registered

### **Automatically restart the quiz**

This option lets the quiz automatically restart once it's on the final score screen after a certain amount of seconds. This enables you to create a standalone quiz that does not need any attendance by a quizmaster.

## Highlight the correct answer in the response chart

When you do not want the correct answer to be highlighted in the chart with responses, switch off this setting. This can be used for example when you want to first check with the audience how many responses there were to each answer without highlighting the correct one.

## Always run the countdown timer for the full time

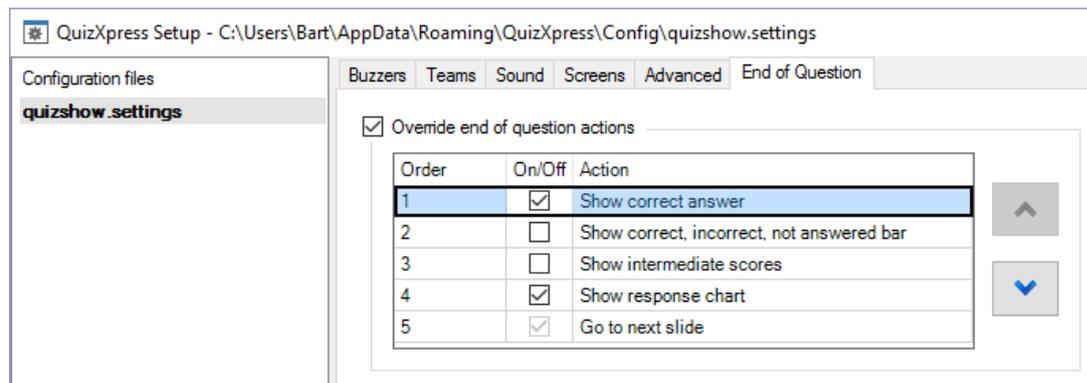
When you want to let the clock run for the full specified time, regardless if everyone already answered, tick this option (when the option is off, the clock stops as soon as everybody answered). If you prefer a consistent countdown time, put a checkmark before this option.

## Allow players to revise their answer

When you tick this option, players are allowed to revise their answer as long as the countdown clock is running.

### 2.1.7.6 End of Question actions

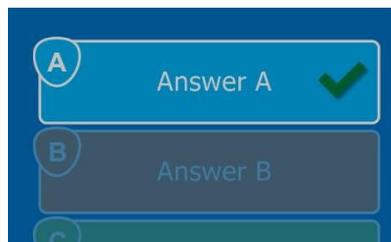
On this tab you can define the actions that are executed (and in which order) when a question finished (all responses have been received).



Normally, if the actions are not overridden, a standard sequence of actions is executed sequentially such as highlighting the correct answer, show statistics in the info panel etc. When overriding the standard actions, the configured actions are executed one by one in the set order whenever you press the OK button on the quizmaster remote control, press the spacebar or click the 'Next' button in Director.

The following actions are available for you to configure:

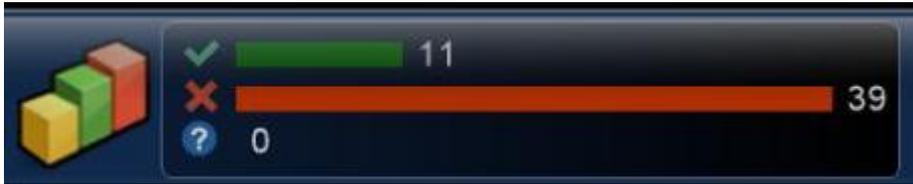
### Show correct answer



This action highlights the correct answer on the slide and shows an indicator next to the correct answer. You can skip this action if you do not want to show the correct answer.

### Show correct, incorrect, not answered bar

Shows the response chart in the top info bar.



### Show intermediate scores

Opens the leaderboard (top 20 overview, normally opened with 'S' key)

### Show response chart

Shows the response bar chart screen

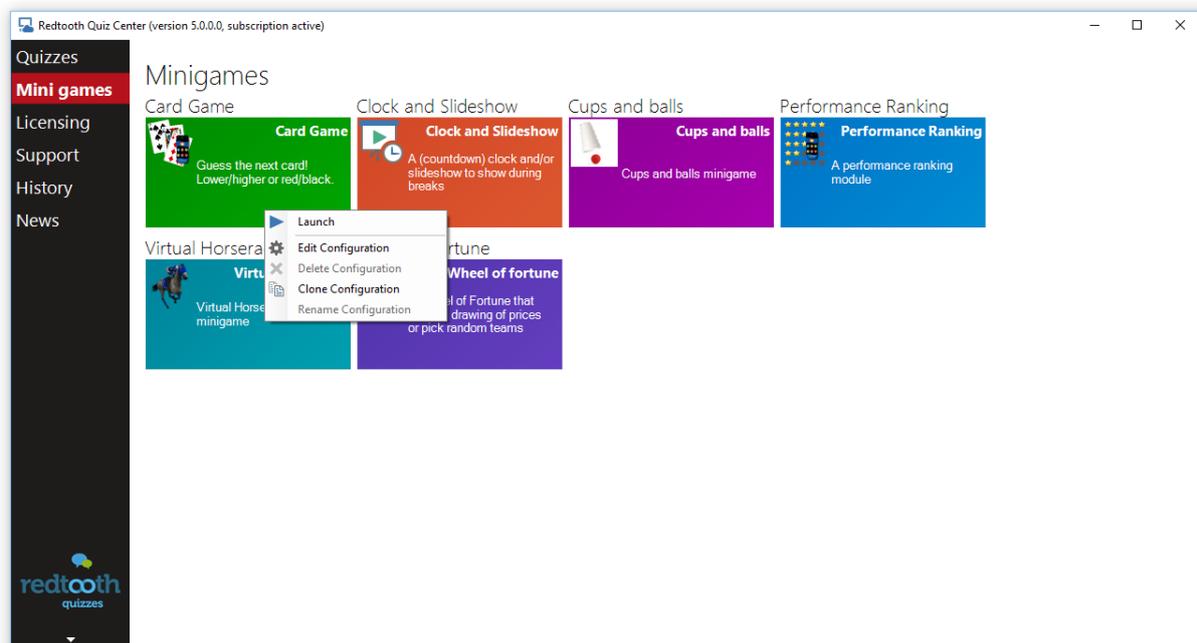
### Go to next slide

Advance to the next slide, this action is always on and is always executed last

## 2.2 Mini games

In the Mini games section you can launch and configure mini games. Mini games are small games\extensions that can be part of the quizzes you download.

If you want to play and configure the games separately though you can do this from here.



You can run a mini game by left clicking on it. The game will be started and projected onto the same screen as the quiz (on the laptop or external display if connected). The tiles you see each represent a mini game with a configuration.

Alternatively, right clicking on a mini game gives you the following options:

- Launch – start the mini game
- Edit Configuration – edit the settings of the mini game
- Delete Configuration – delete the configuration (tile). The last tile of a game cannot be deleted, in this case the option is greyed out
- Clone Configuration – create a duplicate of the configuration. A window is shown in which you can enter the title of the new configuration
- Rename Configuration – change the name of the configuration

For example, let's say you have a red/black cards game with 4 cards where the players have to guess whether the next card will be red or black. This game has been configured with 4 cards, a certain background image and a certain background music. Let's say you want to create a configuration with 5 cards. In order to do this, right click on the 4 cards game and choose 'Clone Configuration'. Now you enter (for example) *5 cards red black* as the configuration name. This will result in a new tile with *5 cards red black* as the title. This will have the exact same configuration as the 4 cards game (4 cards, modified background and background music). Now let's change the number of cards to 5. Right click on the *5 cards red black* tile and choose *Edit Configuration*. In the configuration that appears, change the number of cards to 5.

In this way you can create any number of mini games with configurations that be started by just left clicking them.

After a mini game has been played, the scores are displayed on screen.



HIGH SCORES		
1	Player 1	0
2	Player 2	0
3	Player 3	0
4	Player 4	0
5	Player 5	0
6	Player 6	0
7	Player 7	0
8	Player 8	0
9	Player 9	0
10	Player 10	0
11	Player 11	0
12	Player 12	0

Close

Currently 6 plugins are available:

- A full 3D *virtual horserace* mini game where the audience can bet on a particular horse using their wireless keypads after which a race will run with a random outcome. Points will be added based on the outcome of the race.
- A *card game* where the audience needs to survive several cards by correctly predicting the next card (red/black or higher/lower) to gain points.
- A *cups-and-ball* game (also known as the shell game) where the audience needs to guess under which cup a ball is located after shuffling the cups. Points or prizes can be won with this game.
- A *Wheel of Fortune*. Spin the wheel and win a prize or points!
- A *performance ranking* module where players can rank a performance of one of the other players.
- A *clock/slideshow* module that shows the current time or a countdown timer optionally mixed with a picture slideshow (e.g. for advertising purposes). To be used during breaks of the quiz.

Please note that mini games can also be started from Director. You can read more about Director in chapter 3.

This following section will explain more about the configuration options of the currently available plugins. It will show the configuration window for each plugin along with a description of the options.

### 2.2.1 Virtual horse race

The Virtual Horserace module has the following configuration options:

Horserace configuration -

Game Billboards

Background image

Header

Please choose your winning horse!

Number of horses (4-6) 6 Track:  30 sec  50 sec  90 sec

Points to win

1st	20	4th	0
2nd	10	5th	0
3rd	5	6th	0

Distant finish Close finish

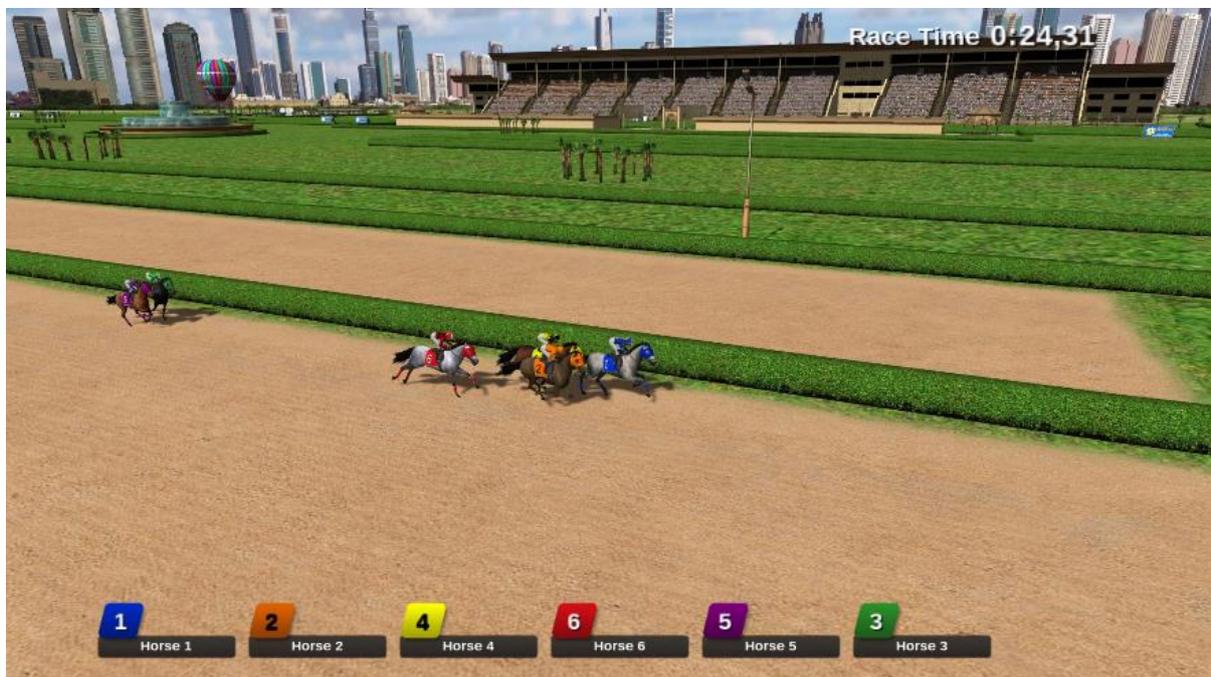
Show minimap during race with horse positions

Lane	Horse name
1	Horse 1
2	Horse 2
3	Horse 3
4	Horse 4
5	Horse 5
6	Horse 6

OK Cancel

- Background image: select the background image shown on the screen where the players pick the winning horse
- Header: text that is shown on the screen where the players pick the winning horse Number of horses: pick the number of horses that participate in the race
- Track: choose different track lengths which last approximately 30, 50 or 90 seconds
- Points to win: points that can be won for the different rankings
- Distant finish – close finish : choose here if horses should finish closely or distant
- Show a (mini) map during the race with horse positions: shows a little overview in the top right corner during a horse race outlining the positions of the horses
- Horse names : you can enter the names of the horses here
- Billboards tab: there are four billboard signs next to the race track. You can choose your own images to be displayed in these billboards

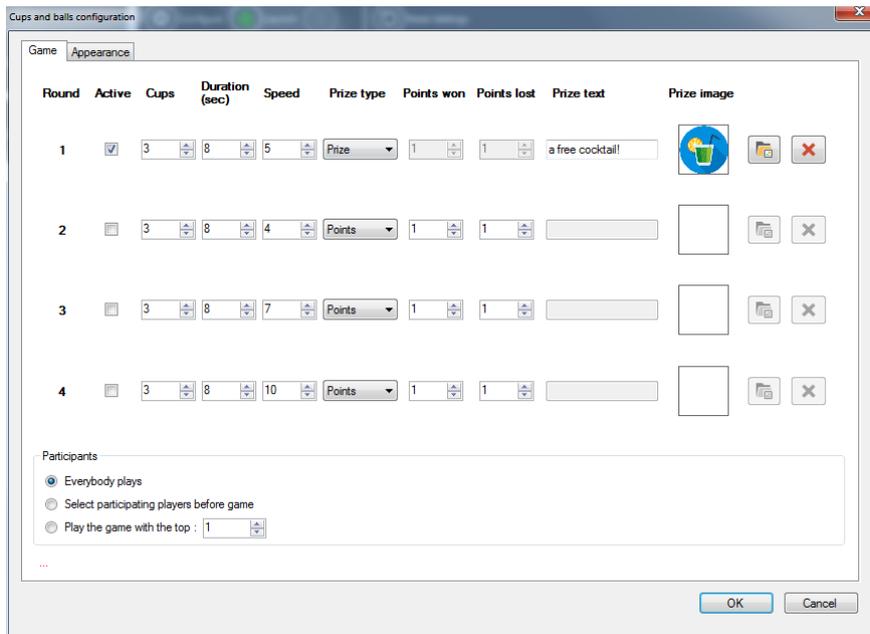
Please find below a picture of the horse race game in action.



In order to go through the various steps of the horserace (players chose horse, go to the start, start the race) just press the OK button of the remote or the spacebar on the keyboard.

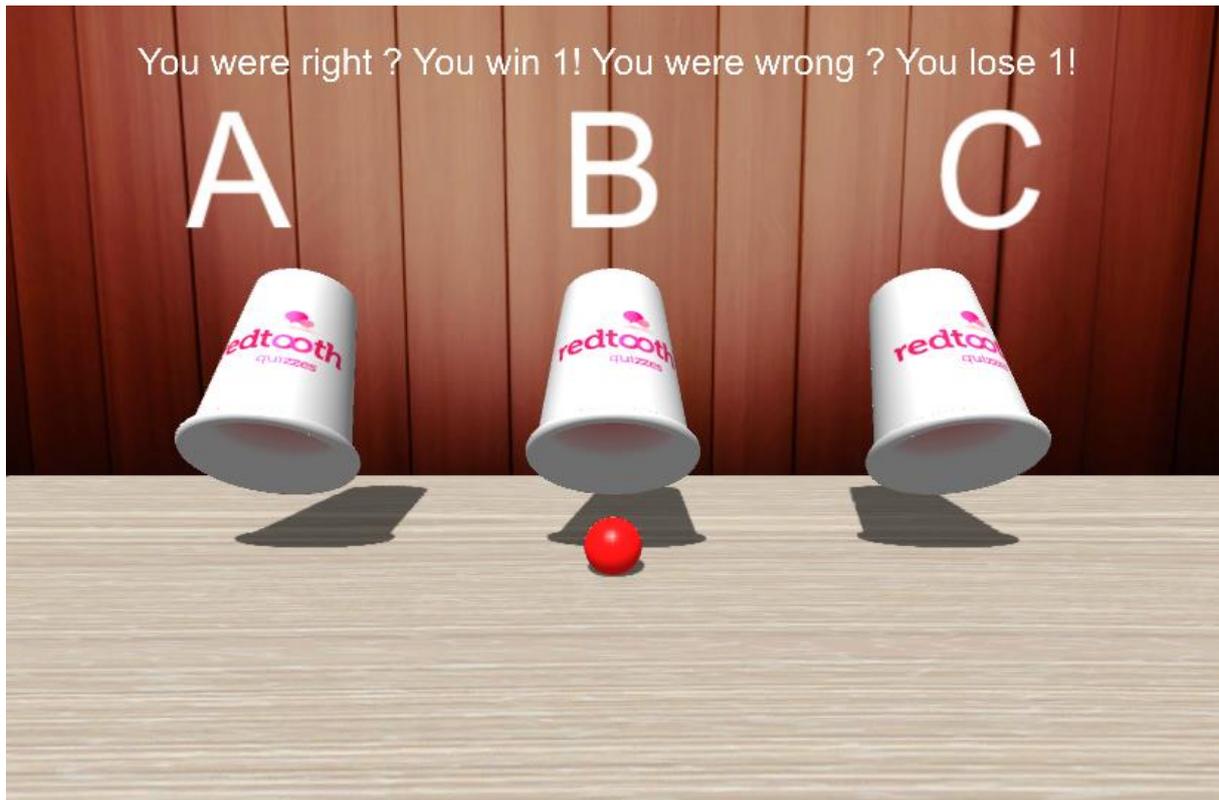
## 2.2.2 Cups and Balls

Available configuration options:



- Round: you can define up to four games that will run one after another (for example with increasing speed/number of cups).
- Active: indicates whether a round is active (if not active, it will be skipped)
- Cups : the number of cups that will be played with
- Duration: the duration of the shuffling of the cups
- Speed : the speed of the shuffling
- Prize type: indicate of a prize can be won or if points can be won
- Points won: the amount of points a player wins if he or she is correct (if the 'Prize type' is 'Points')
- Points lost: the amount of points a player loses if he or she is incorrect (if the 'Prize type' is 'Points')
- Prize text : text shown when a prize is won
- Prize image: image of the prize won. Images can be selected or deleted using the two buttons next to the image.
- Participants: all players can play along, only top ranked players can play along or selected players can play along (selection is done before the game starts, on the director screen).
- Appearance tab: here you can select images to be shown on the cups (for example a company logo), a background image as well as the texture of the table that the cups are on. Also, you can select an alternative background music which plays once the cups are shuffling

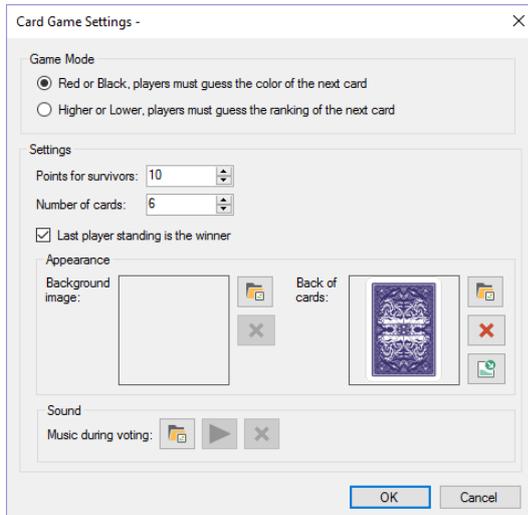
Please find below a picture of the cups and balls game in action.



In order to go through the various steps of the game (cups are loaded, ball is shown, cups are shuffled, players choose a cup, ball is revealed) just press the OK button of the remote or the spacebar on the keyboard.

### 2.2.3 Card game

Available configuration options:



- Game mode: choose between red/black or higher/lower guessing
- Points for survivors: how many points do the players win when they survived up to the end
- Number of cards: how many cards are on the table
- Last player standing is the winner: with this option, the player who survived last wins, even when not all cards have been turned
- Background image: choose a background image shown during the game
- Music during voting: choose the music that is played while all players make their bets
- Back of cards: the image to be used at the back of the card (use 357x500 pixels). Use this to brand the game for your own purpose.

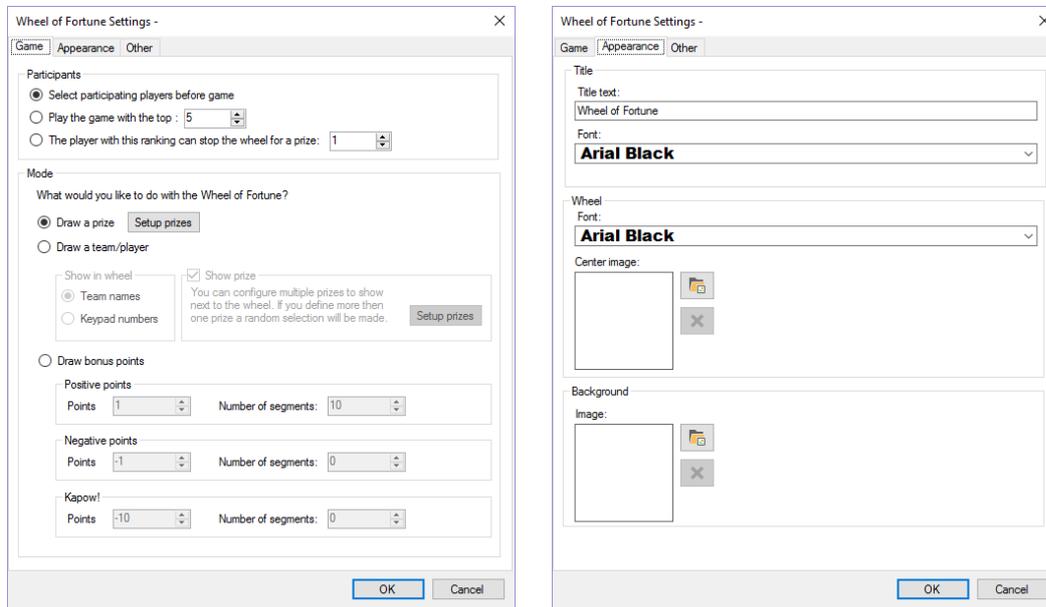
Please find below a picture of the card game in action.



In order to go through the various steps of the cards game (show message to the players to make a choice, reveal the next card, next card)) just press the OK button of the remote or the spacebar on the keyboard.

## 2.2.4 Wheel of Fortune module

Configuration screens with default settings:



- Participants: selected players play the wheel (selection is done before the wheel starts, on the director screen), the top ranked players play the wheel or a single player of a certain rank can stop the wheel with his or her keypad.
- Draw a prize: prizes (which can also be positive or negative points) are shown in the wheel. By pressing the 'Setup prizes' button the prizes can be configured.
- Draw a team/player: the participant selected are distributed across the wheel. The number of segments on the wheel can be chosen by selecting a value for 'Number of segments'. If the checkmark is checked before 'Show prize', prizes which can be won (or lost) are shown next to the wheel. While the wheel spins, the prizes highlight one after another. When the wheel stops on a player/team, the highlighted prize is won (\lost in the case of negative points). Prizes (or points) can be defined by pressing the 'Setup prizes' button. This mode does not work in combination with the 'stop the wheel' option in the 'participants' section, as for the stop the wheel game prizes are required in the wheel.
- Draw bonus points: the positive, negative and Kapow! Points are distributed across the wheel in the number of segments indicated. For positive and negative points, each segment increases resp. decreases in value (for example: positive points 1 and number of segments 5 results in the values 1,2,3,4 and 5 ; negative points -2 and number of segments 4 results in the values -2,-4,-6,-8). Kapow! points are negative points which are fixed in the number of sections specified. The Kapow! Segments are the ones players do not want to land on! The total number of segments for the 'Draw bonus points' section cannot exceed 30.
- Appearance tab: set the title text of the game and the fonts used. Choose a background image as well as the image shown at the center of the wheel.
- Other tab: Set the wheel spinning speed as well as the spin time.

Please find below a picture of the wheel of fortune game in action.

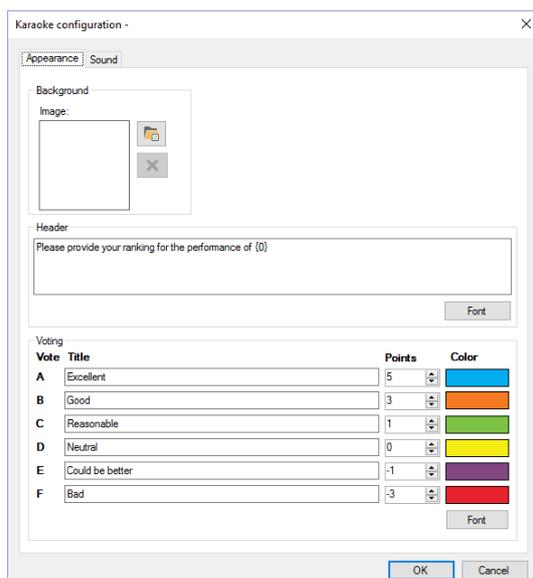


In order to spin the wheel, press the OK button of the remote or the spacebar on the keyboard.

When the 'Stop the wheel' setting is on, the player that can stop the wheel with his or her keypad is indicated in the 'Teams' panel in the game.

### 2.2.5 Performance ranking

Module settings:



- Background : choose the background picture shown during performance ranking
- Header: choose the text shown on screen during performance ranking
- Title\Points\Color: enter labels shown on screen indicating performance quality. Each label has a number of points attached as well as a color.
- Sound tab: on the sound tab you can configure the music played before a performance starts, the music during the performance and the music played after the performance.

Please find below a picture of the performance ranking module in action.



When the performance ranking plugin is started, a window is shown in which one of the players must be selected being the player who is going to be judged by the other players.

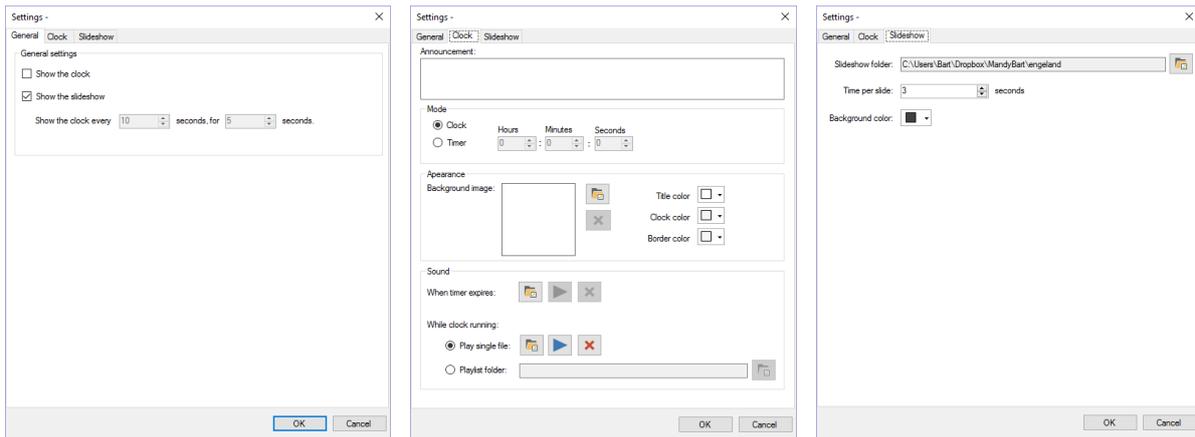
When the OK button on the presenter remote or the spacebar is pressed, performance starts and players can start giving their opinion on the performance. The bottom of the performance ranking shows the time that passed since the beginning of the performance as well as the number of players that voted so far.

When the OK button on the presenter remote or the spacebar is pressed again, players can no longer vote and the final score is shown on the screen.

### 2.2.6 Clock and slideshow module

This module can either show a digital (countdown) clock, a picture slideshow with cool transition effects or a mix of both.

Configuration options:

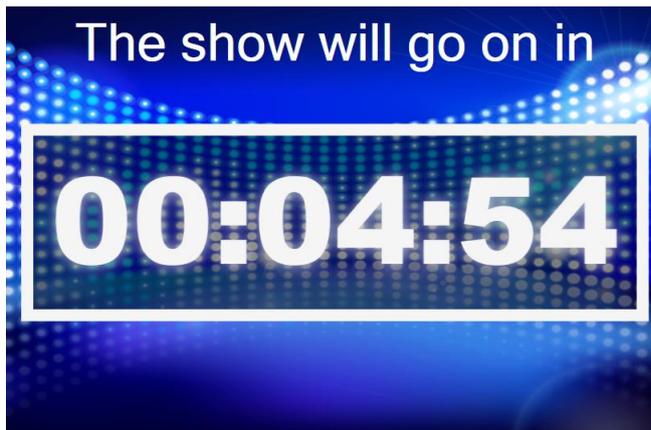


On the first page you can configure if you want to show the clock, the slide show or both (in which case the clock will show at a configurable interval for a certain amount of time)  
 For the clock you can configure the following options:

- Announcement : text which is displayed on screen above the clock
- Mode – Clock: the time is shown on screen
- Mode – Timer: a time counts down from the specified time to 00:00:00
- Background Image: image which is shown in the background
- Timer expires sound: played when the timer expires
- Clock ticking sound: played while the clock is ticking or,
- A playlist folder: the folder from which the module will randomly play MP3 files while the clock is ticking. (note that when you use the clock *embedded in* the quiz that this folder also exists on PC where you run your quiz)

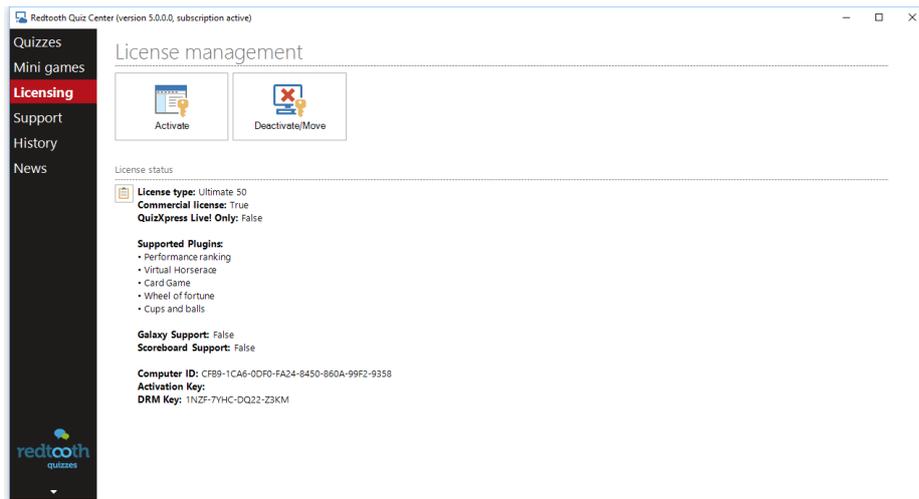
On the last page you can configure the slideshow by selecting a folder from which the slideshow selects pictures and some timing information.

Please find below a picture of the clock in action (default settings).



## 2.3 Licensing

In the Licensing section you can see the details of your license. In contrary to the previous version of Quiz center, the license will remain valid until your subscription is ended.



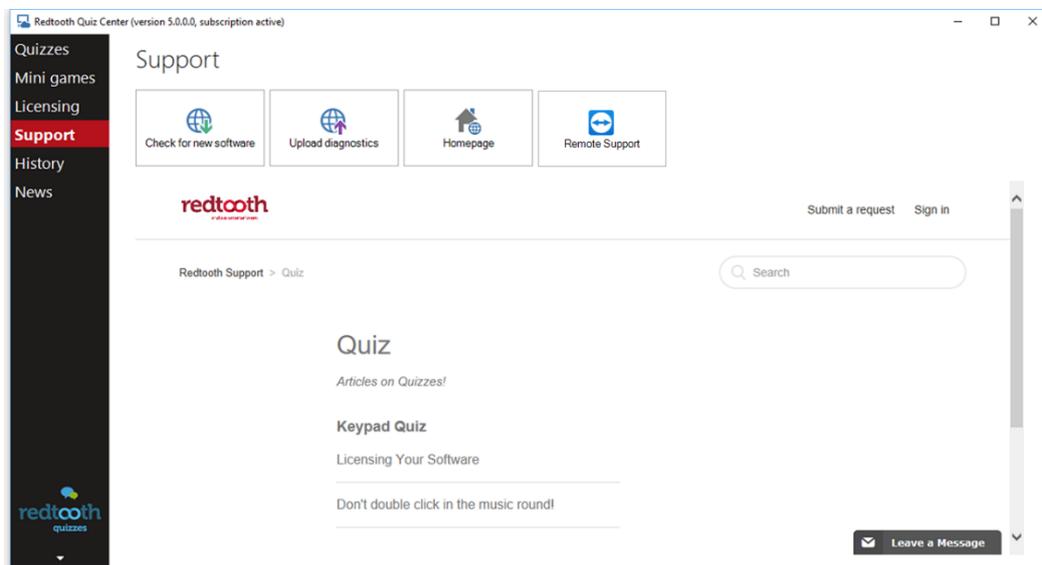
The license section also has two buttons to Activate or Deactivate a license.

Pressing the *Activate* button pops up the Activation window. Should you have to reactivate your license, you can do so through the window that appears.

Pressing the *Deactivate* button deactivates your Quiz Center license. After deactivating the license you can use your activation key on another computer that has Quiz Center installed.

## 2.4 Support

If you need us for any assistance please visit the support section.



The options of the support section are described below.

### 2.4.1 Check for updates

When you click the *Check for updates* button Quiz Center checks if a newer version of the software is available. Please note that Quiz Center will also tell you automatically if a newer version is available on start-up.

### 2.4.2 Upload diagnostics.

Should a problem occur we might ask you to send diagnostics to us, containing information about Redtooth interactive quiz that enables us look at the details and assist you further.

### 2.4.3 Homepage

Visit the homepage of Redtooth quizzes for the latest information on Redtooth interactive quizzing.

### 2.4.4 Request Remote Support.

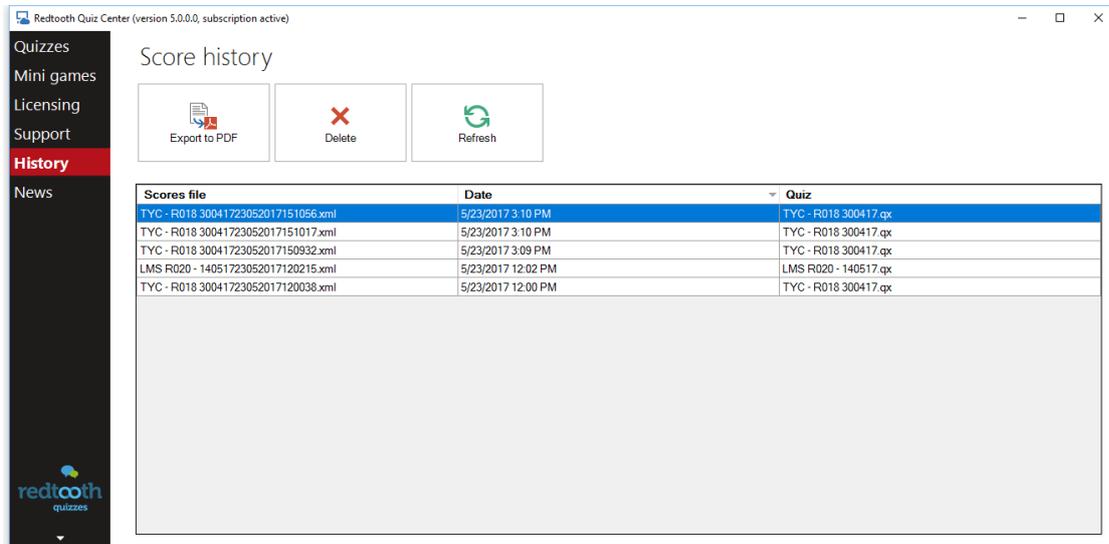
Clicking the *Remote Support* button downloads TeamViewer. Use this if you require remote assistance on your computer. After installing TeamViewer you will see an ID and a password. If you create a ticket in the Redtooth support site (see below) with the ID and password we will be able to assist you remotely.

### 2.4.5 Redtooth support site

The support section also shows the Redtooth Support site, where you can find more articles about the Redtooth interactive keypad quiz. Here you can also login\sign in to create a ticket with your issue.

## 2.5 History

The history section shows a list of the results of all quizzes that have been played. You can export the scores to a PDF document which you can for example publish to your site or send to the participants.



The options of the history section are described below.

#### 2.5.1 Export to PDF

Export the leader board of the selected quiz to PDF.

#### 2.5.2 Delete

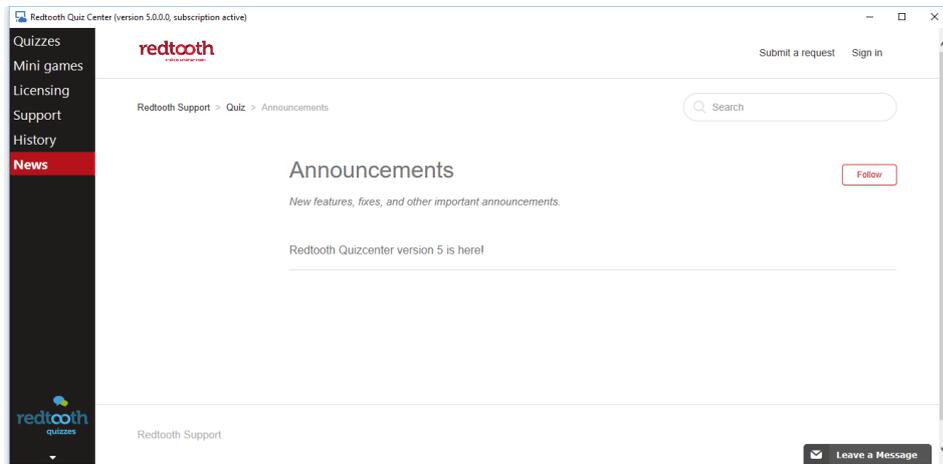
Delete the results of the selected quiz.

#### 2.5.3 Refresh

Refresh the list to retrieve the most recent version of the results history.

## 2.6 News

The news section lists announcements regarding Redtooth quizzing or the keypad quiz.



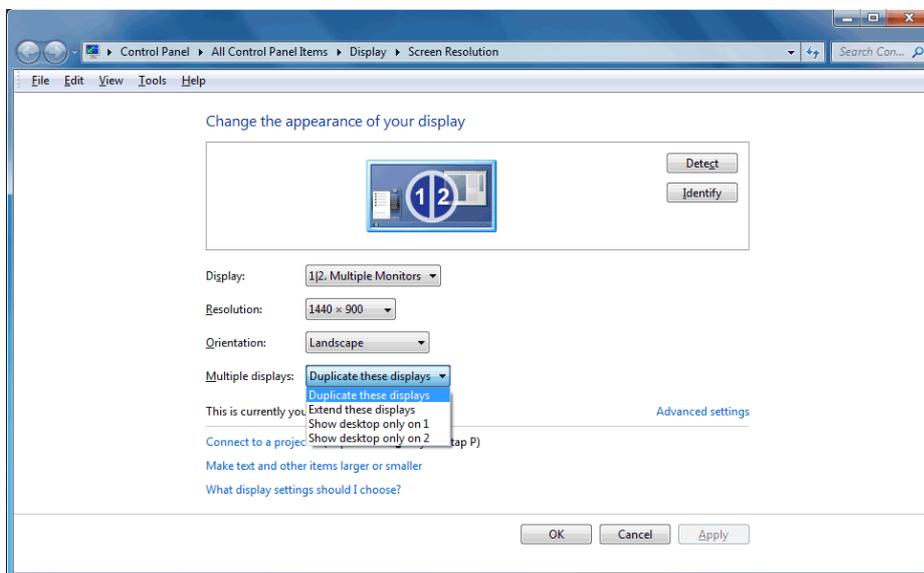
### 3 Quiz Director

The Redtooth quiz player contains an advanced quizmaster management console called *Director*, which you can (optionally) run during a quiz on the laptop screen (while the quiz runs on a beamer, TV set or LED screen).

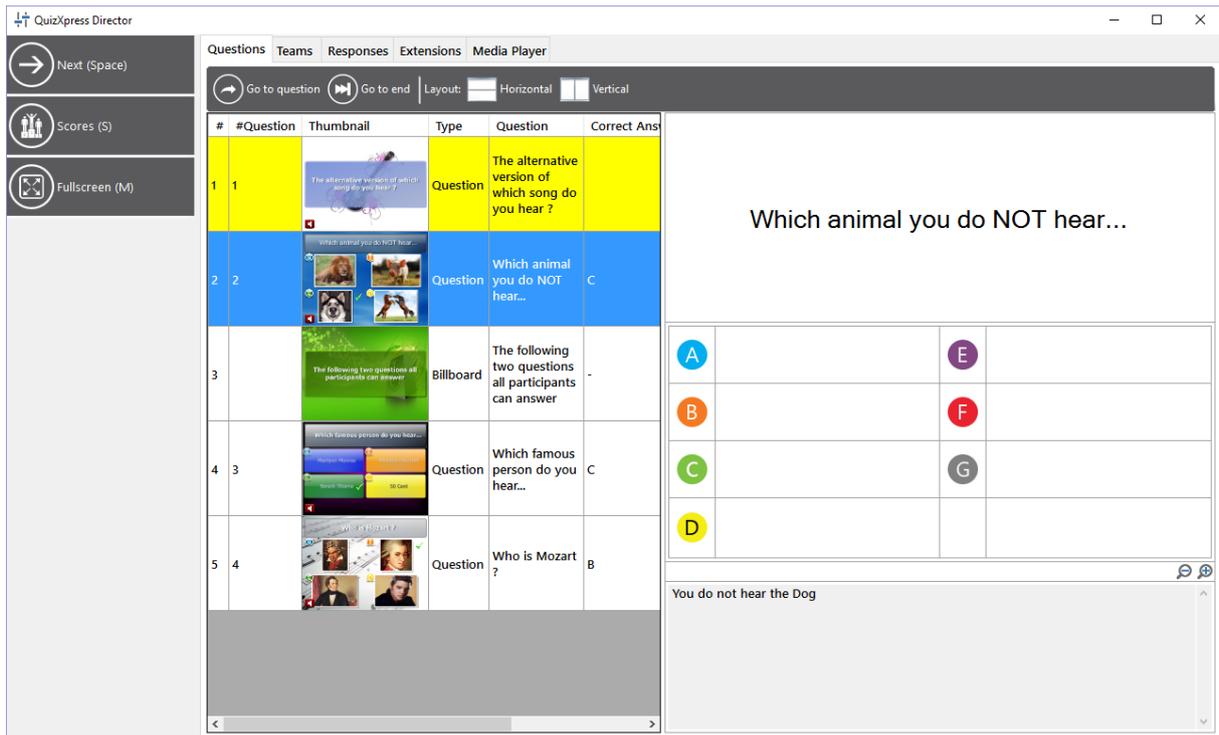
You can perfectly run a quiz without Director, but should you want to use it, you can start it as follows:

- By pressing the 'D' key after a quiz has started. It will now pop up on the laptop screen.
- By opening the settings (*Quizzes* section, press the button *Settings*). In the settings windows, click on the tab *Advanced* and put a tick mark before *Enable Director*.

In order for Director to be shown on the laptop screen while the quiz is running on an external screen, make sure to extend the desktop in Windows (in the Windows display settings choose 'Extend these displays' (on Windows 10, hit Windows Key + P for this)).



This chapter will describe in more detail what you can do with QuizXpress Director.



The QuizXpress Director user-interface consists of a command area (left panel), where all the current available command buttons are listed and a set of tabbed views, each having a distinct function.

*Tip: there are solutions in the market to make a part of the Windows desktop screen visible on a mobile device or tablet (for example see <http://www.getidisplay.com/>). Using a solution like this would allow you to walk around the room with a tablet and control Director from there.*

The available views in Director are:

Questions	Overview of the loaded quiz and controls to navigate between slides
Teams	Overview of all the teams/players and their scores
Responses	Real time response overview
Round scores	Overview of the scores and winners per round ( <i>only visible if rounds are used in the quiz file</i> )
Extensions	List of installed QuizXpress 'plugins' and controls to start, stop and configure these plugins
Media Player	A list of media files (sound and video) and controls to add, start, stop or pause a media file (you can also restart a video or sound on the current slide if available)

There are two ways to open the Director window:

- 1) Check the 'Enable QuizXpress Director' checkbox in Quiz Setup, Advanced tab to open Director always on startup
- 2) At any time during the quiz show, press the 'D' key.

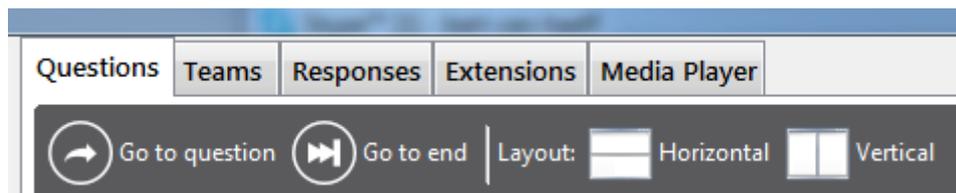
For multi-screen configurations, Director will open on the opposite screen of where the quiz show is running. So if your quiz show runs on the beamer and you have extended your desktop in Windows,

Director will open on your laptop screen. You can also explicitly set the target screen for the quiz show in Quiz Setup ('Screens' section)

You can always close Director if you don't need it anymore and come back to it with the 'D' key at any time (*note: if you started a minigame from within Director you first need to end that game or you'd lose control over that game*).

### 3.1.1 The 'Questions' view

The 'Questions' tab provides you an overview of all the questions in the loaded quiz. You can see thumbnails of all the slides and if you select a question, the question, answers as well as documentation will be shown in the right pane (note that is not a full graphical representation).



With the toolbar you can do the following:

- Jump to a particular question (this is only possible when there is no question counting down). In order to do this, click on another question in the list followed by a click on 'Go to question'.
- Jump to the end of the quiz (this is only possible when there is no question counting down). When clicking this button, the final score overview is shown
- Switch between a horizontal or a vertical layout

The list of questions shows a visual indication of questions that have been visited (green) as well as the current question which is yellow.

### 3.1.2 The 'Teams' view

The 'Teams' view provides you with an overview of all the players/teams currently active on the system. You can see their Name, the (optional) group they're in, assigned keypad, score, the last recorded response, the total time spent answering (ranking of teams is based on score and if scores are equal, the total amount of time spent during all questions is taken into consideration) and whether a player is enabled.

The screenshot shows the QuizXpress Director software interface. The 'Teams' tab is active, displaying a table with the following columns: Name, Group, Keypad, Score, Last Response, Total Time (Ms), and Enabled. The table lists 25 teams, each with a unique keypad number (1-25) and a score of 0. The 'Enabled' column for all teams is set to 'Yes'.

Name	Group	Keypad	Score	Last Response	Total Time (Ms)	Enabled
Team 1		1	0		0	Yes
Team 2		2	0		0	Yes
Team 3		3	0		0	Yes
Team 4		4	0		0	Yes
Team 5		5	0		0	Yes
Team 6		6	0		0	Yes
Team 7		7	0		0	Yes
Team 8		8	0		0	Yes
Team 9		9	0		0	Yes
Team 10		10	0		0	Yes
Team 11		11	0		0	Yes
Team 12		12	0		0	Yes
Team 13		13	0		0	Yes
Team 14		14	0		0	Yes
Team 15		15	0		0	Yes
Team 16		16	0		0	Yes
Team 17		17	0		0	Yes
Team 18		18	0		0	Yes
Team 19		19	0		0	Yes
Team 20		20	0		0	Yes
Team 21		21	0		0	Yes
Team 22		22	0		0	Yes
Team 23		23	0		0	Yes
Team 24		24	0		0	Yes
Team 25		25	0		0	Yes

With the toolbar you can perform the following actions:

- Disable/Enable a player
- Edit the details of a player: shows a window enabling you to modify team name, group (if applicable), keypad and score. Double clicking on the list will also show the same window

The 'Edit player data' dialog box is shown, allowing for the modification of a player's details. The fields are as follows:

- Name: Team 1
- Group: (empty dropdown)
- Score: 0
- Keypad: 1
- Galaxy device: (empty dropdown)
- Scoreboard: (empty dropdown)

Buttons for 'OK' and 'Cancel' are located at the bottom right of the dialog.

- Add a new player/team during a quiz: shows the same window as when you would edit a team\player. Adding a player may come in handy if a new player needs to be added while the quiz show is already in progress. If the assigned keypad is not in range for the current configuration of the receiver (for example you cannot add keypad 105 if your keypad configuration states "1-100") the keypad will be added to the configuration and the receiver will reinitialize.
- Delete team: deletes a player\team. In contrary to the disabling\enabling of teams, this really removes the team. It will no longer be shown in score overviews.
- Undo the score changes made during the last question. This can help to undo the points if for example the quiz has an error.
- Reset scores: resets all scores and the total time spent to 0.

- Import: import the results (points and keypad assignment) from a previous quiz.

### 3.1.3 The 'Responses' view

The 'Responses' view provides you with a 'real-time' overview of the responses being received by the system. You can see the keypad number, team\player name, the response given and at what time (if screen space permits). This is a read-only view and there's nothing to configure and helps you during the quiz show for example to see which response is still missing. When playing a mini game, you can also see here which choice players made during a game (or which players didn't make a choice yet).

Questions	Teams	Responses	Round scores	Extensions	Media Player																		
D	Team 1	1	A	Team 2	2	D	Team 3	3	C	Team 4	4	A	Team 5	5	D	Team 6	6	B	Team 7	7	C	Team 8	8
9.08 s			14.36 s			10.55 s			8.38 s			13.88 s			2.11 s			1.66 s			15.28 s		
B	Team 9	9	D	Team 10	10	A	Team 11	11	C	Team 12	12	A	Team 13	13	D	Team 14	14	D	Team 15	15	D	Team 16	16
10.91 s			4.89 s			9.64 s			5.41 s			13.70 s			2.56 s			8.84 s			7.52 s		
B	Team 17	17	C	Team 18	18	A	Team 19	19	D	Team 20	20	B	Team 21	21	A	Team 22	22	A	Team 23	23	A	Team 24	24
11.56 s			12.11 s			3.57 s			6.03 s			7.95 s			8.02 s			6.00 s			10.16 s		
A	Team 25	25	C	Team 26	26	C	Team 27	27	D	Team 28	28	B	Team 29	29	C	Team 30	30	A	Team 31	31	C	Team 32	32
6.47 s			2.51 s			8.13 s			3.75 s			11.92 s			7.04 s			15.29 s			13.12 s		
C	Team 33	33	A	Team 34	34	C	Team 35	35	C	Team 36	36	A	Team 37	37	A	Team 38	38	B	Team 39	39	D	Team 40	40
3.51 s			14.61 s			13.77 s			15.66 s			6.59 s			12.64 s			1.70 s			11.49 s		
C	Team 41	41	A	Team 42	42	C	Team 43	43	B	Team 44	44	D	Team 45	45	B	Team 46	46	B	Team 47	47	A	Team 48	48
4.50 s			5.98 s			10.45 s			3.34 s			4.11 s			9.74 s			2.75 s			11.44 s		
B	Team 49	49	C	Team 50	50		51			52			53			54			55			56	
15.11 s			2.64 s																				

### 3.1.4 The 'Round scores' view

If your quiz uses rounds (meaning there is an end-of-round slide somewhere), the 'Round scores' tab will be visible in Director.

The round scores tab shows the score total per round. You can show\hide the scores for each round by expanding\collapsing the round nodes.

QuizXpress Director

Questions Teams Responses Round scores Extensions Media Player

Round

1

Round	Name	Score	Total Time (Ms)
1	Team 9	18	8648
1	Team 10	18	12262
1	Team 12	6	7452
1	Team 15	6	10524
1	Team 18	6	10987
1	Team 17	6	10988
1	Team 3	6	12032
1	Team 14	6	12816
1	Team 19	6	13649
1	Team 6	6	13708
1	Team 11	6	14444
1	Team 20	6	14822
1	Team 8	6	14919
1	Team 5	6	17342
1	Team 2	-5	8597
1	Team 7	-5	10517
1	Team 16	-5	11793
1	Team 1	-5	12528
1	Team 13	-5	13066
1	Team 4	-5	16777

2

Round	Name	Score	Total Time (Ms)
2	Team 15	-2	2692
2	Team 12	-2	2827
2	Team 3	-2	3019
2	Team 8	-2	3083
2	Team 10	-2	3139

### 3.1.5 The 'Extensions' (mini games) view and QuizXpress plugins

The 'Extensions' view is your access point to the QuizXpress extension modules (also referred to as mini games).

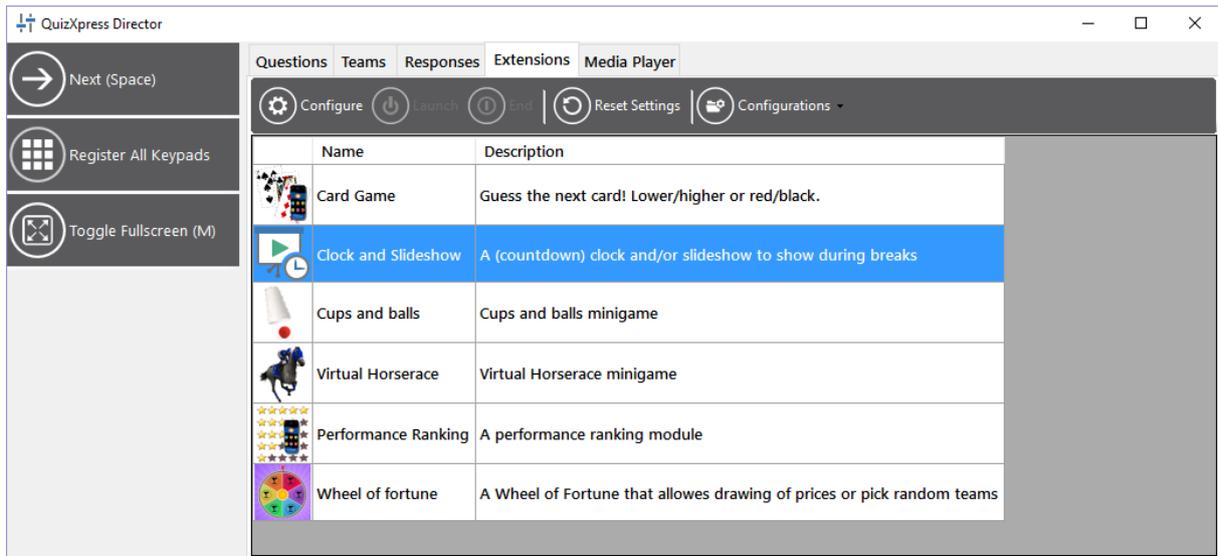
Paragraph 3.2 described how to run mini games from Quiz Center as separate stand-alone games that have no connection to a quiz. Quizzes that you download can contain one or more mini games that will be stated automatically while going through the quiz. There is a third option though to start mini games which is through QuizXpress Director. From QuizXpress Director, you can start a mini game at any moment during a quiz when it is idle (not counting down).

There are three actions you can perform on a plugin; configure, launch and end.

The 'Configure' button opens a window to change settings for the plugin.

The 'Launch' button starts the plugin on the main quiz screen for the contestants

The 'End' button terminates a plugin and lets the quiz player return to the normal quiz screen.



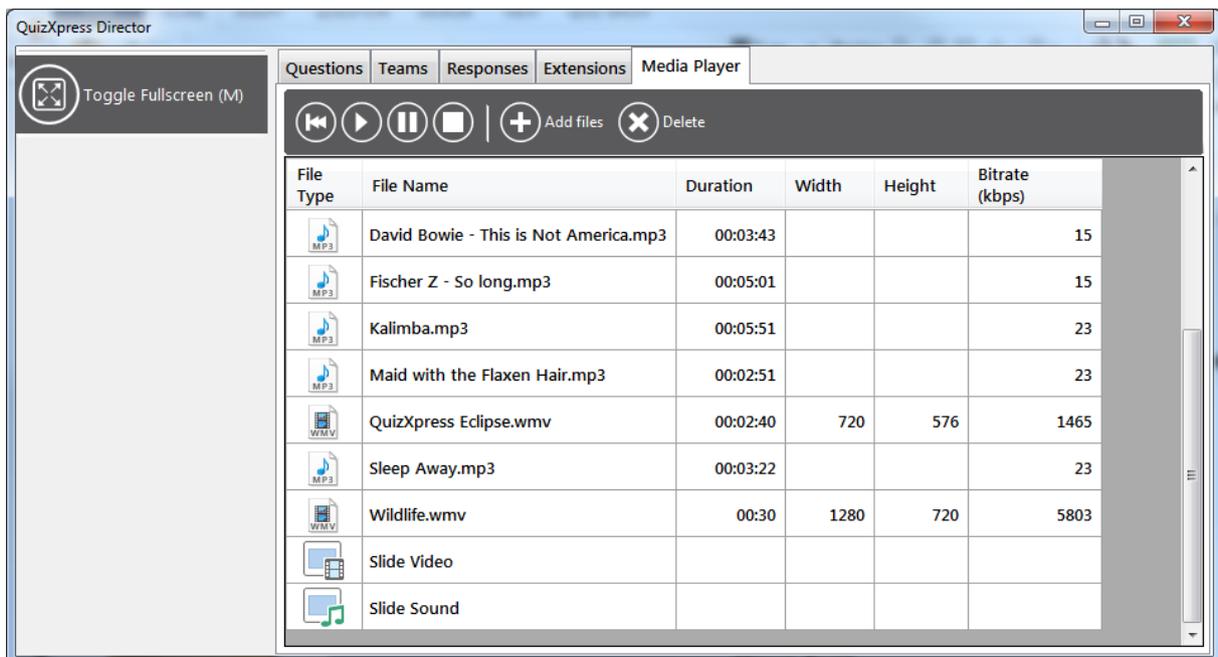
Once running, the plugin may present additional buttons in the left side panel to allow you to access specific functions of the plugin.

For the configuration options of each plugin please refer to section 2.2.

### 3.1.6 The 'Media Player' tab

The last tab in Director shows the QuizXpress media player. Using the media player you can:

- Launch a full screen video on the main screen
- Start playing an MP3 file
- Replay/resume the video on the current slide
- Replay/resume the sound on the current slide
- Maintain a list of media files



When adding files to the list, these file are actually copied to the QuizXpress application data folder (Explorer path %AppData%\QuizXpress\Media). This is to prevent any issues when original files are moved, deleted etc. So if you delete a file from the list, it will be deleted from the QuizXpress storage but the original will remain untouched.

## About Redtooth Interactive

Redtooth is the leading supplier of entertainment for the pub industry. We are the largest supplier of pub quizzes to the UK market with more than 3,000 pubs and clubs receiving its weekly quiz. The company has 23 different games available and produces 16,000 questions and answers each month.

Redtooth Quizzes

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