



WHAT'S NEW
SPRING 2026

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What's New in SmartQuiz 8.5

SmartQuiz 8.5 delivers a major upgrade packed with new features, smarter tools, and fresh ways to engage your audience. This release introduces two exciting new minigames — *Lucky Marbles* and *Quiz Duel* — and opens the door to advanced custom logic with a powerful built-in **JavaScript engine** for dynamic behaviours and slide routing.

There are also significant updates to the **SmartQuiz app** and **SmartQuiz Web App**: players can now use **Jokers**, and answer grids can feature **shuffled letters** for added challenge. The **Director app** has been enhanced too — it now supports **remote volume control** of quiz players, and a new **Dark Mode** option improves usability in low-light environments.

On the host side, you can now virtually **roast players with an AI-generated voice** for wrong answers, configure text reveal animations word-by-word or letter-by-letter, and use new text symbols to display detailed player and team data on your slides. Trivia Feud gets smarter with correct-answer variations and reveal timing controls, and a host of quality-of-life improvements make quiz creation smoother than ever.

Whether you're hosting a high-stakes competition or a fun family game night, SmartQuiz 8.5 gives you more power, flexibility, and entertainment in every round.

We'd like to thank all our customers and partners for your continued support and feedback. Your ideas, suggestions, and bug reports play a key role in helping us improve SmartQuiz with every release!

Major new features

This chapter lists the major new features in SmartQuiz 8.5

New minigames

Quiz Duel

A fun and easy to use western inspired minigame. The game has different modes:

- **Random duel mode**, In Duel Mode, two players are randomly selected from all players. The player that shoots first shoots the other player and wins points. The player who got shot dies, loses points and cannot play in future rounds. When a player that is not selected shoots, they lose points as well.
- **Elimination mode**, In Elimination Mode, all the players have to shoot as quickly as possible. When a player shoots, their time is recorded. The amount of players in the slowest percentile die (For example, 50% Elimination percentile leads to the slowest 50% of players being eliminated). Shooting early results in an immediate loss.
- **All-team duel mode**, In All team duel mode, the same rules apply as the random duel mode. However, it is ensured that all teams play a round. When there is an uneven amount of players, the last player plays against a bot.

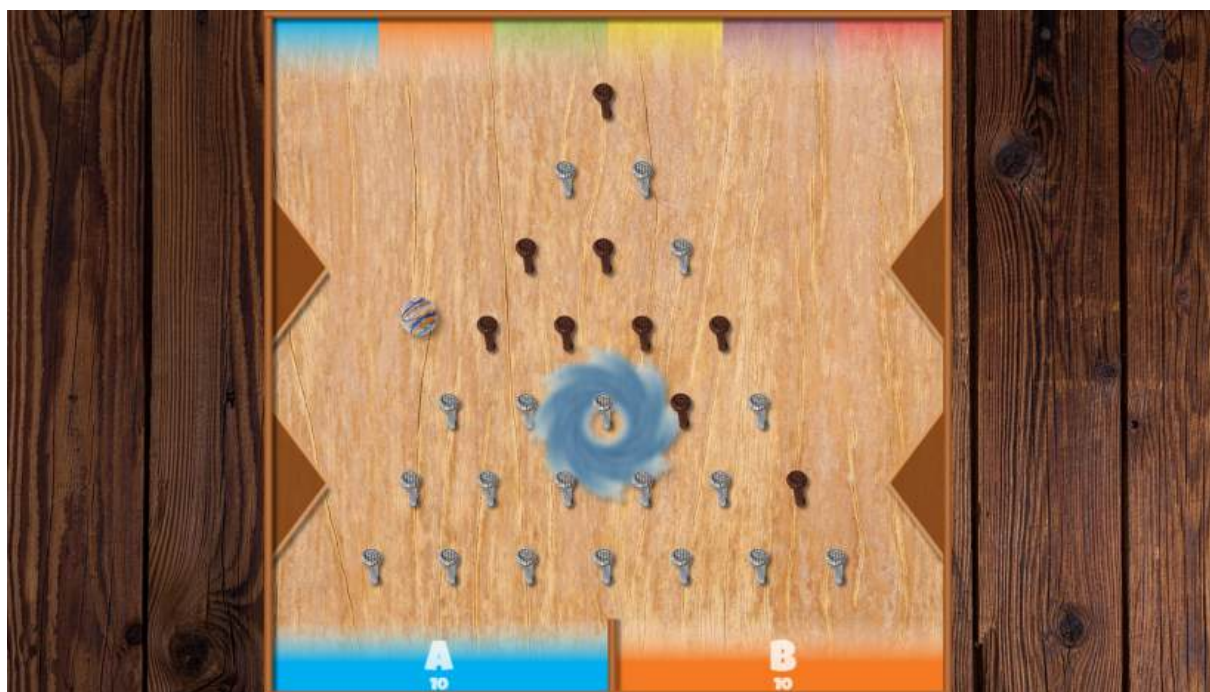


With fun graphics and western style sound effects this game will elevate your event.

Lucky Marbles

Players can score points in this exciting twist on the classic Plinko marble game. After choosing the bucket they think the marble will land in—and optionally voting or competing to select the release point—the marble drops and bounces its way down the board, guided by a realistic physics simulation. With multiple board layouts and an

optional rotating *vortex* that can send the marble back to a random starting position, every round is full of suspense and surprises.

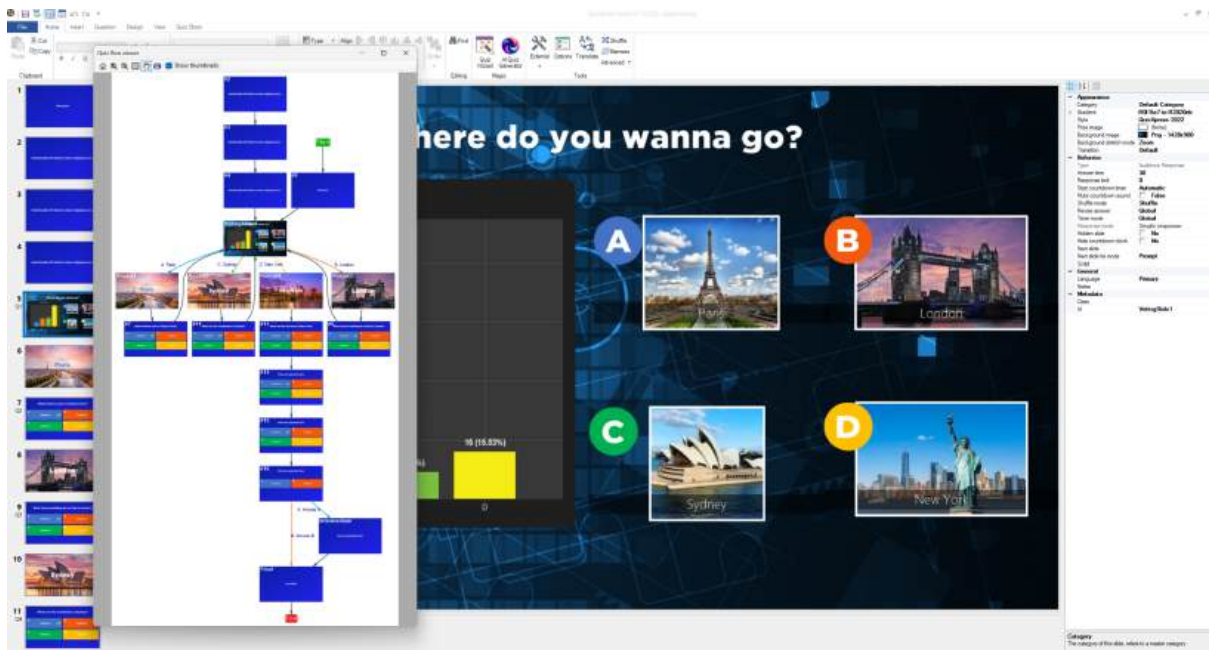


You can also configure multiple rounds with different board layouts and number of baskets (more baskets is less change for points)

Slide routing

Normally a quiz runs linearly from slide 1 to the end. With the new slide routing you can now define different 'routes' in your quizzes. Routes can be static (for example slide 10 will always be followed by slide 20) or dynamic, based on the outcome of a voting slide.

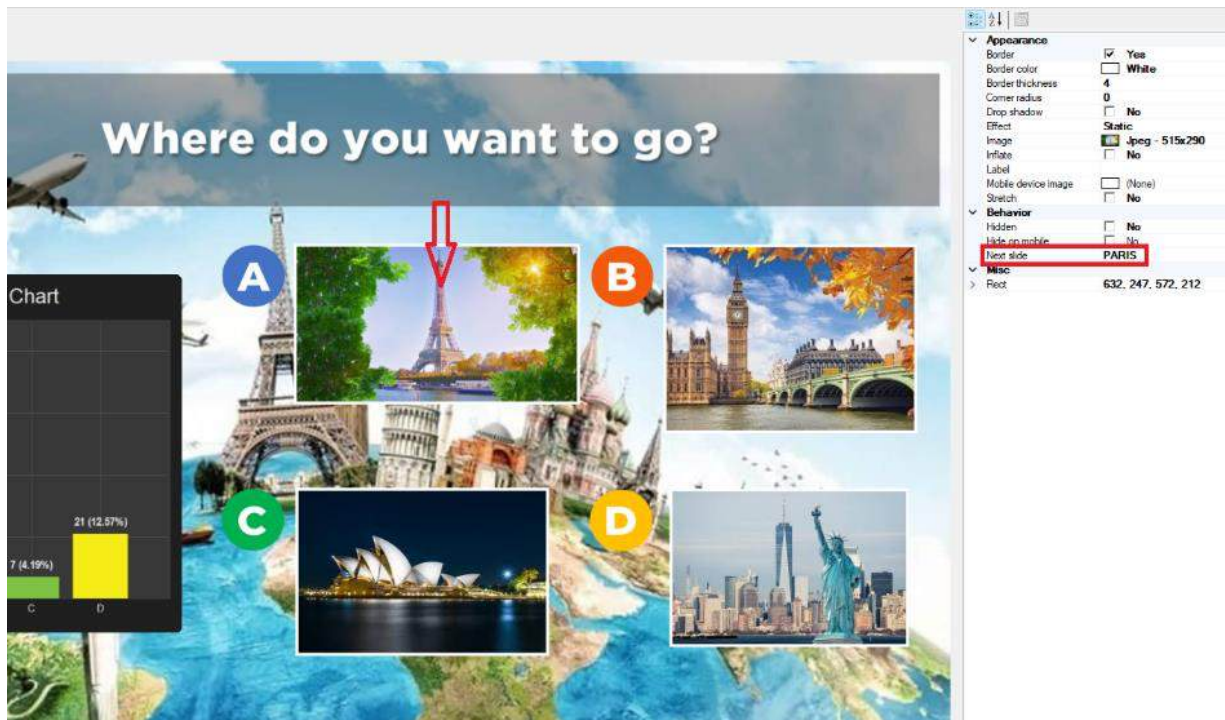
With this last option, you can have your players decide where to go next based on their votes (or have them select a video clip to play or music fragment). A built-in viewer helps to visualize the build flow.



You define a route by giving slides you want to jump to a Id (in the slide's metadata properties):



And referring to that id in the "Next slide" property of an answer on a voting slide:

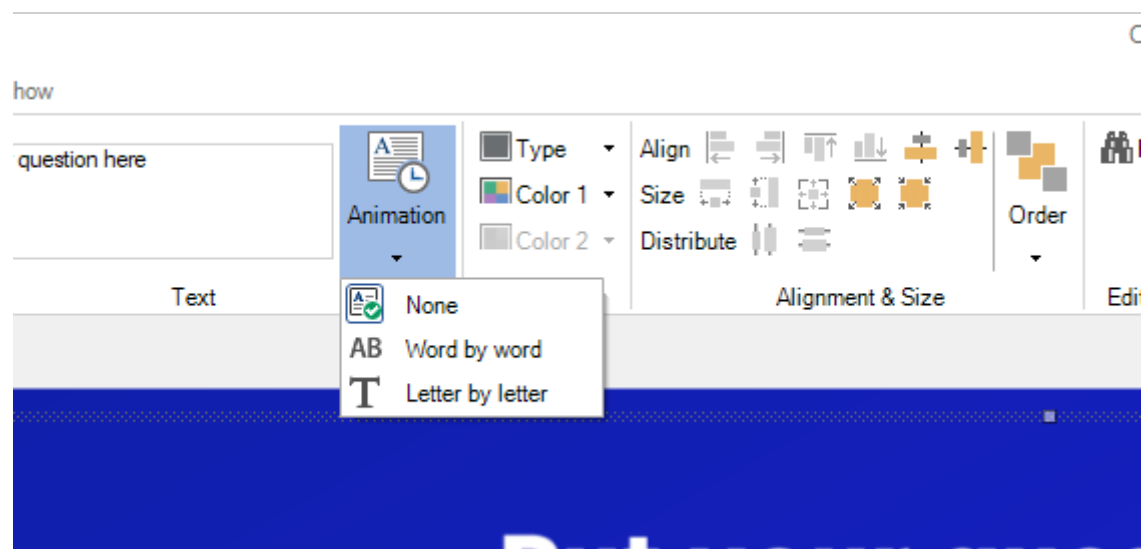


This will cause the system to jump to the Paris slide when A has the most votes. Every slide has a “Next slide” property that defines the next slide. When left empty, the default flow is executed (going to the slide next in line)

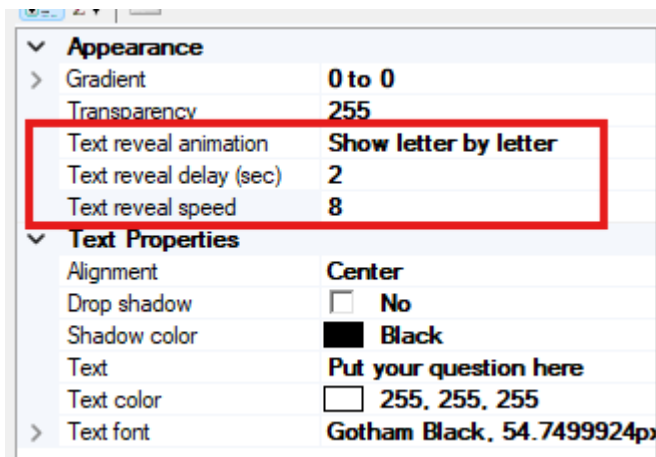
Text reveal animations

For all question and answer items you can now define how they appear on the screen:

- Word by word
- Letter by letter



In the advanced properties you can tweak the animation with a start delay- and speed property:



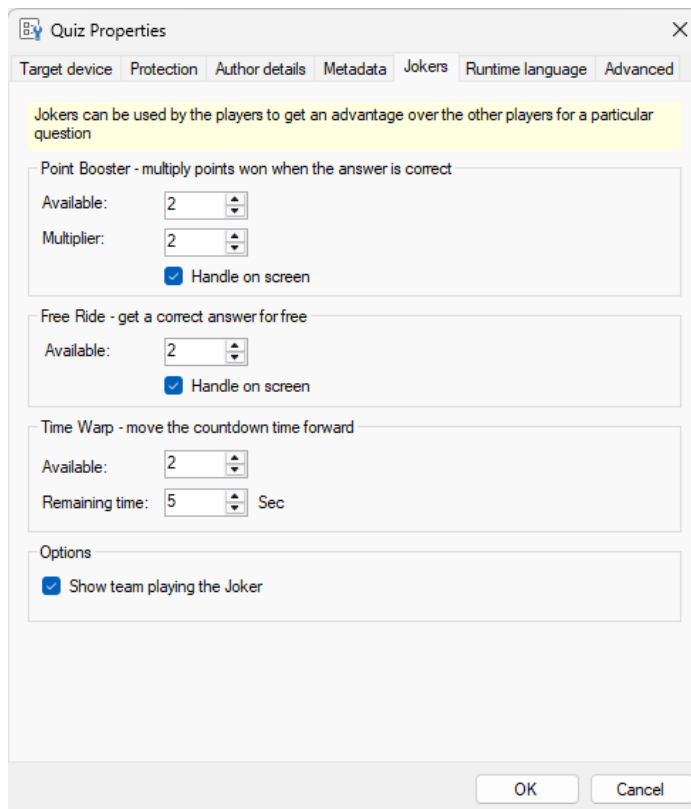
You can use this feature if you want to read the question aloud without revealing it immediately.

Jokers

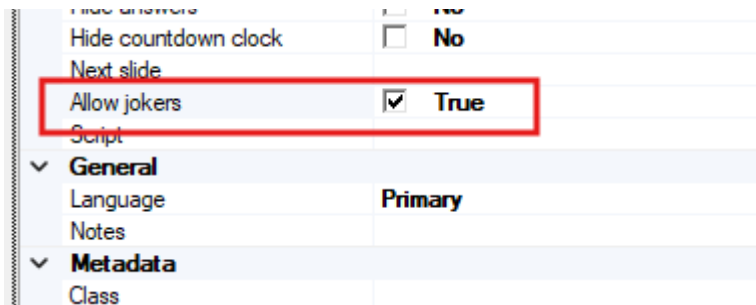
You can now enable and configure **Jokers** in your quiz. Players can choose to play a Joker whenever they think it will give them an advantage. Currently, three types of Jokers are available:

- **Time Warp**, move the time forward so other players have less time answering
- **Free Ride**, get the question correct without answering
- **Point Boost**, players get their points multiplied when correct

Joker are defined in Studio, in the File->Options form:



Jokers are automatically enabled on all applicable questions. When needed you can explicitly disable jokers in the slide properties:



When jokers are available, players see a menu on their smart buzzer (app or web) by which they can play the joker of their choice:

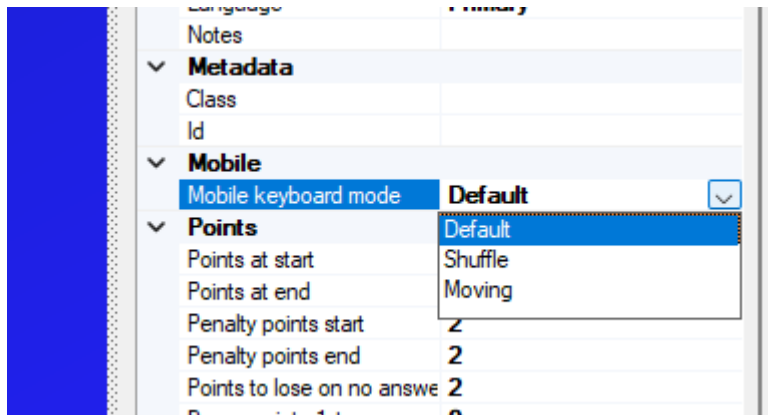


Note: only one player can play a Time Warp per question and Free Ride and Point Booster are mutually exclusive. More types of joker will become available in future versions.

Shuffle letter grid on mobile

For first-letter questions you can now have the letter grid on the mobile buzzer shuffled (once or every 2 seconds) as an extra challenge for the players. The setting is available in the slide's advanced properties panel:

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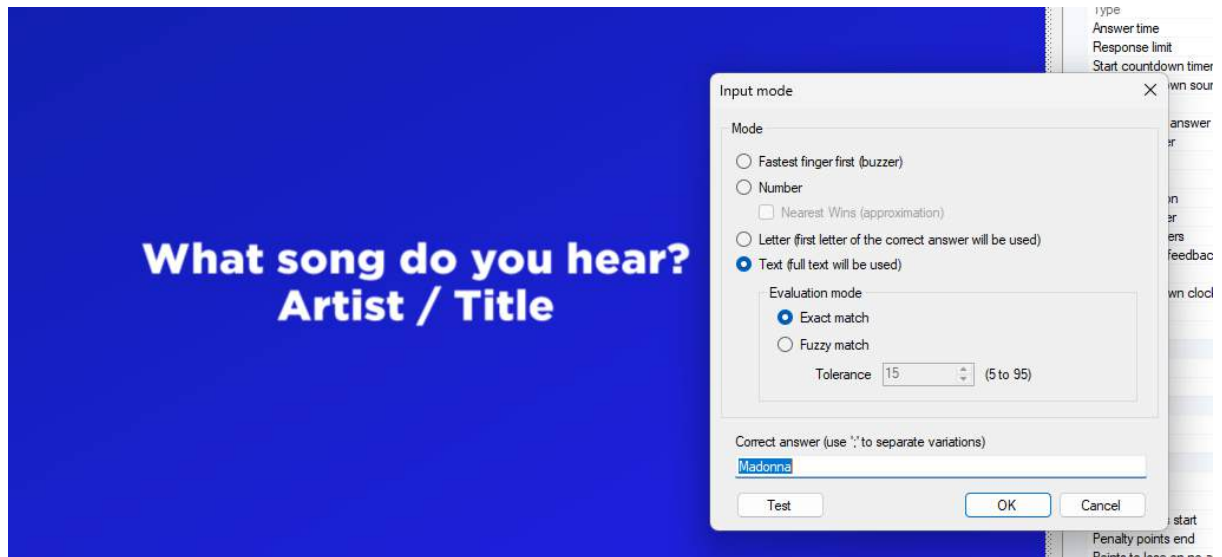
When this option is set to *Shuffle* or *Moving* the grid on the buzzer has a random layout:



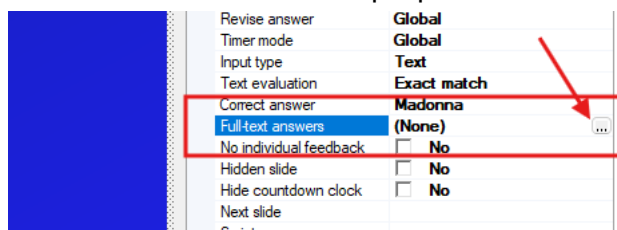
Multi-response full text questions

Text questions can now have multiple responses. For example, you can play a song and ask for the artist and the title. Each correct answer will yield 50% of the points. Let's say you're playing a Madonna song named Holiday and you want the players to answer both the artist and the title:

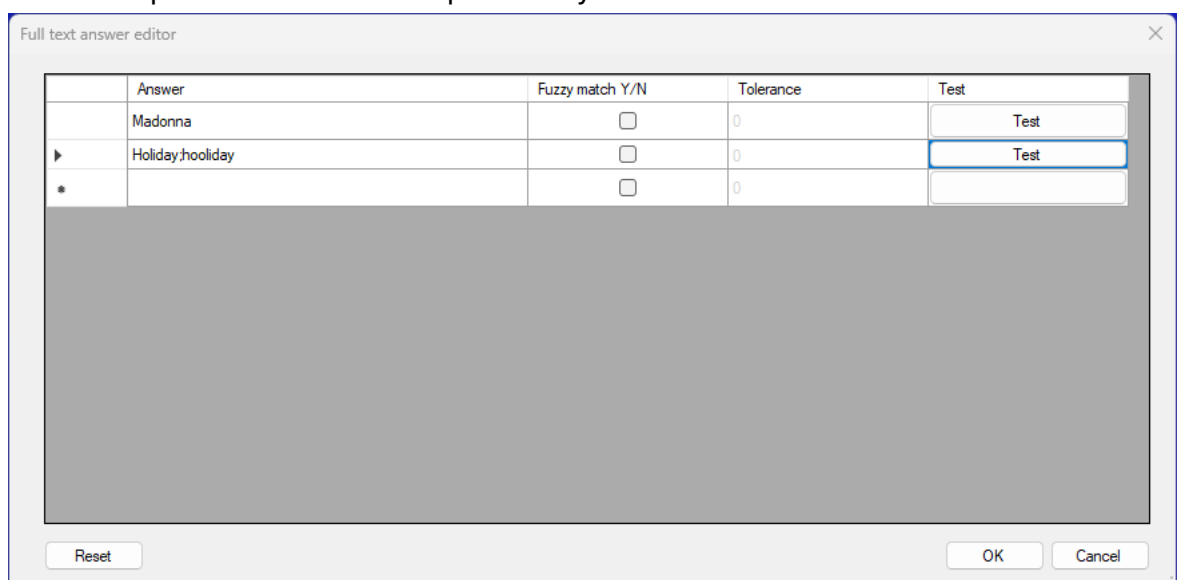
- 1) Create a standard text question with the correct answer: Madonna



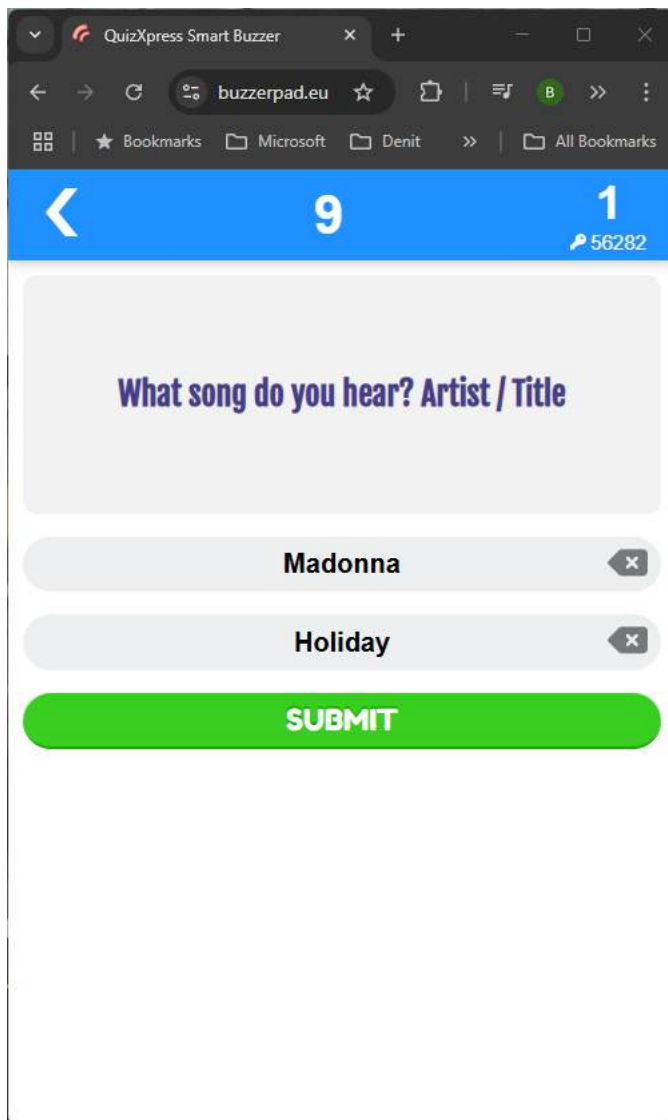
- 2) Go to the slides advanced properties and look for "Full-text answers"



- 3) Click the three dots [...] to open the Full-text answer editor and add the song title "Holiday". If needed you can also set fuzzy matching per answer or enter answer variations per correct answer separated by a semicolon:



When the question is presented the player sees the following screen:



By default the player sees as much input fields as there are correct answers defined but you can also limit the amount of inputs with the “Full-text response limit” setting:

Timer mode	Global
Input type	Text
Full-text answers	Madonna Holiday.holiday
Full-text response limit	2
No individual feedback	☐ No
Hidden slide	☐ No

So for example you could ask “Name 4 countries that border Germany”, set the Full-text response limit to 4 and enter all of the 9 bordering countries as the correct answers.

AI roast

If you’re up for some fun you can now let AI roast a player publicly after having given a wrong answer. This option is available from Director (desktop) on the ‘Players / Teams’ tab. Select the player you want to roast and right click to get the popup menu:

Pause Countdown (P)

Fullscreen (M)

Swap Screen

Show QR Code

Questions

Players / Teams

Responses

Analyzer

Extensions

Media Player

Mobile

Refresh

Disable

Enable

Disable Others

Edit Team

Add Team

Delete Team

Undo last question

#	Name	Group	Keypad	Score	Last Response	Total Time (s)	Enabled
1	Team 1		1	0		0.00	Yes
2	Team 2		2	0		0.00	Yes
3	Team 3		3	0		0.00	Yes
4	Team 4		4	0		0.00	Yes
5	Team 5			0		0.00	Yes
6	Team 6			0		0.00	Yes
7	Team 7			0		0.00	Yes
8	Team 8			0		0.00	Yes
9	Team 9			0		0.00	Yes
10	Team 10			0		0.00	Yes

Enable

Disable

Disable others

Enable all

Edit

Delete

Add 10 points

Subtract 10 points

Add points

Subtract points

Add points & animate

Subtract points & animate

Vote

Gentle AI Roast

Mean AI Roast

You can select a gentle- or mean roast (the ‘meanest’ an AI can do). The generation will take into account the question asked, the players name and the wrong answer given and will be read aloud with a AI generated voice.

Note: this option requires 5 AI credits (available from our shop) and a working internet connection.

New quiz player theme ‘Techno’

It is well known that good design comes from Italy! We asked [our Italian partner](#) to developed this new Techno theme that gives the quiz show a modern sleek look. There is also a new matching slide style named. Some screenshots:

PIN: 78202



Scan to join

2. connect

The game show will begin shortly!

Or go to <https://www.buzzerpad.eu> and use PIN 78202



1

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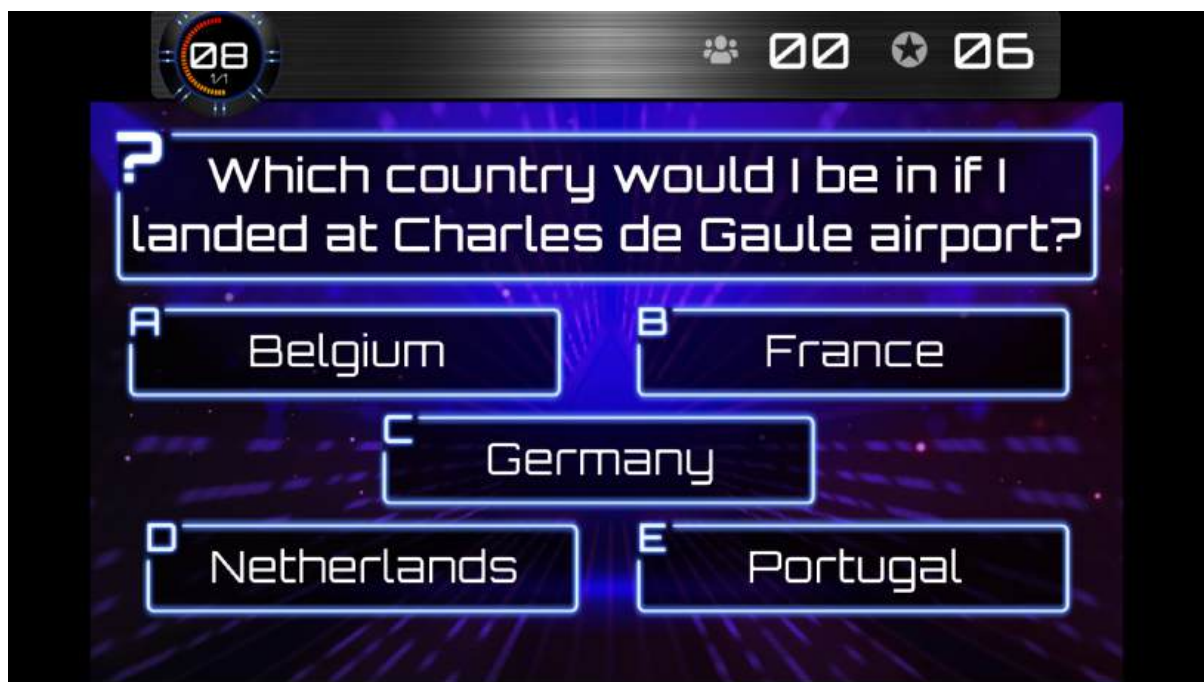
19

20

PIN: 62147

www.buzzerpad.eu

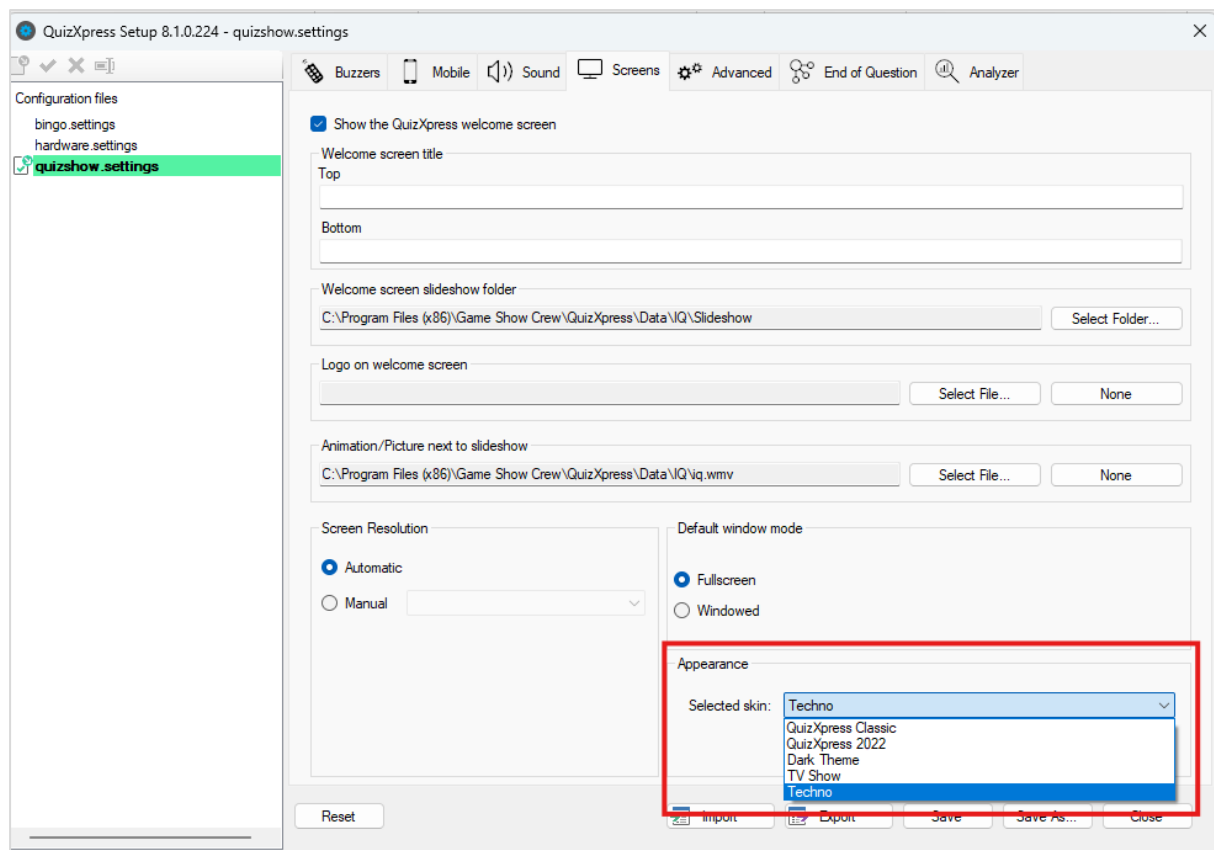




1	Team 1	-02	6	Team 6	-02
2	Team 2	-02	7	Team 7	-02
3	Team 3	-02	8	Team 8	-02
4	Team 4	-02	9	Team 9	-02
5	Team 5	-02	10	Team 10	-02

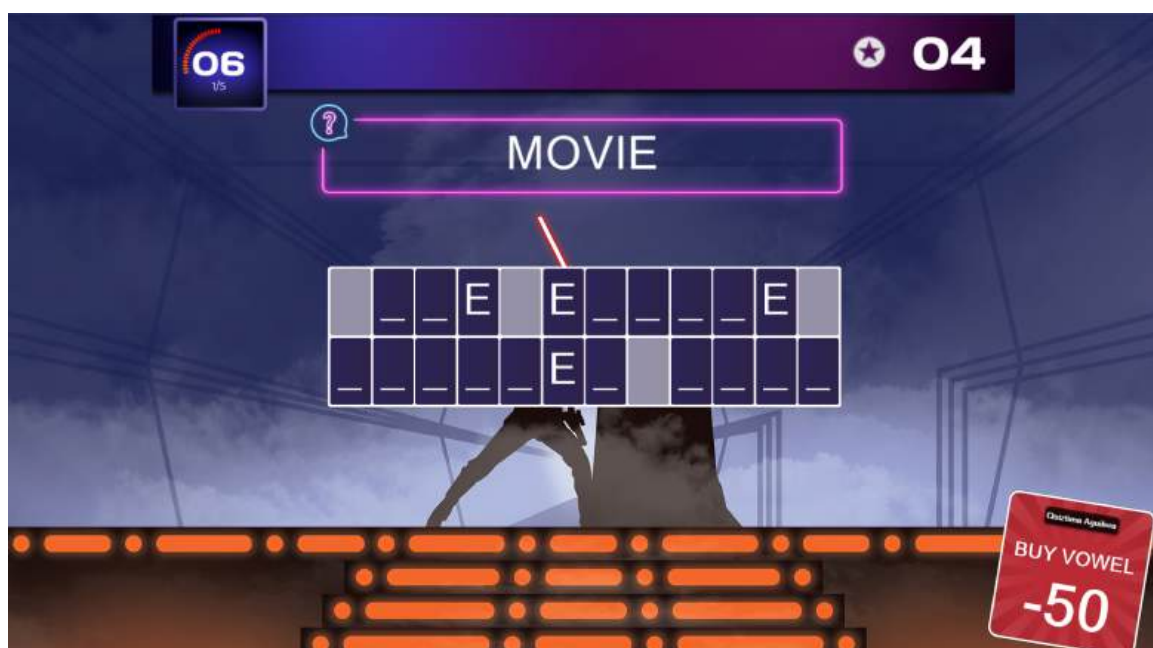
A	Belgium	✗	B	France	✓
C	Germany	✗			
D	Netherlands	✗	E	Portugal	✗

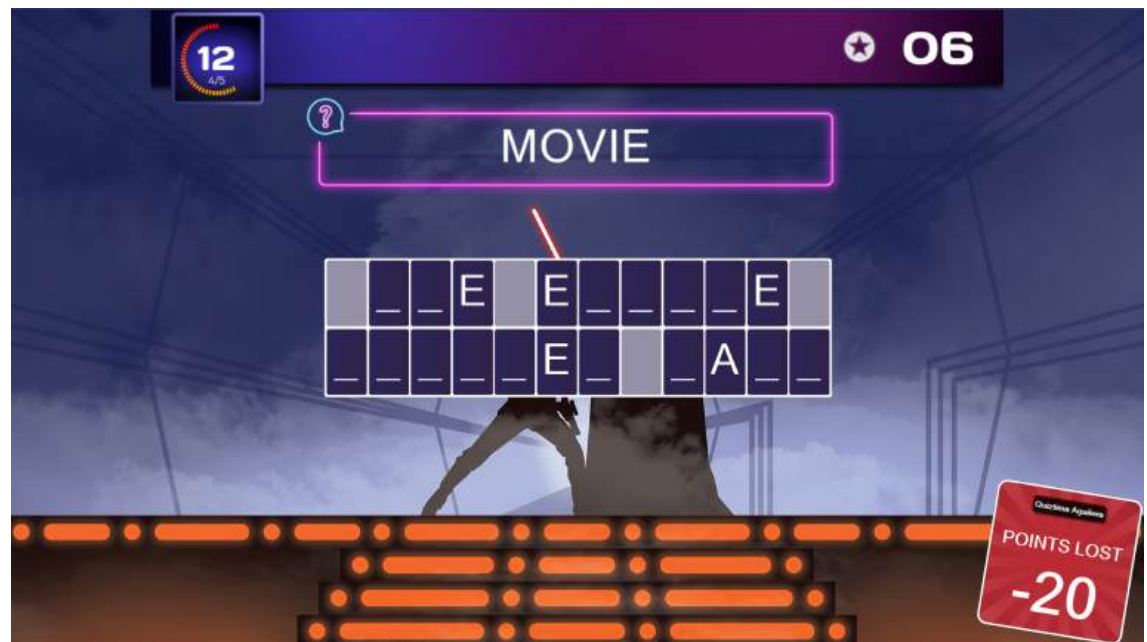
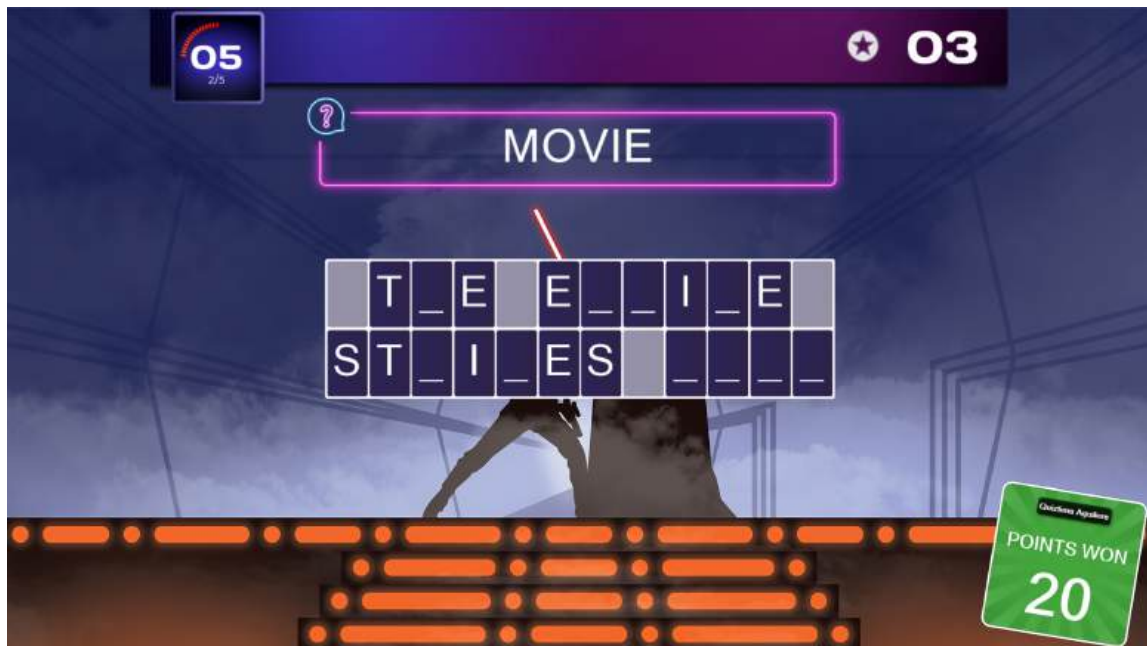
You can switch between the available skins in Quiz Setup:



Single player manual Word Game

Word Game now supports a single-player mode. In this mode, the player can buy vowels and earn- or lose points by guessing consonants. The active player can be selected in SmartQuiz Director, and the scoring settings for vowels and consonants can be configured in SmartQuiz Studio.



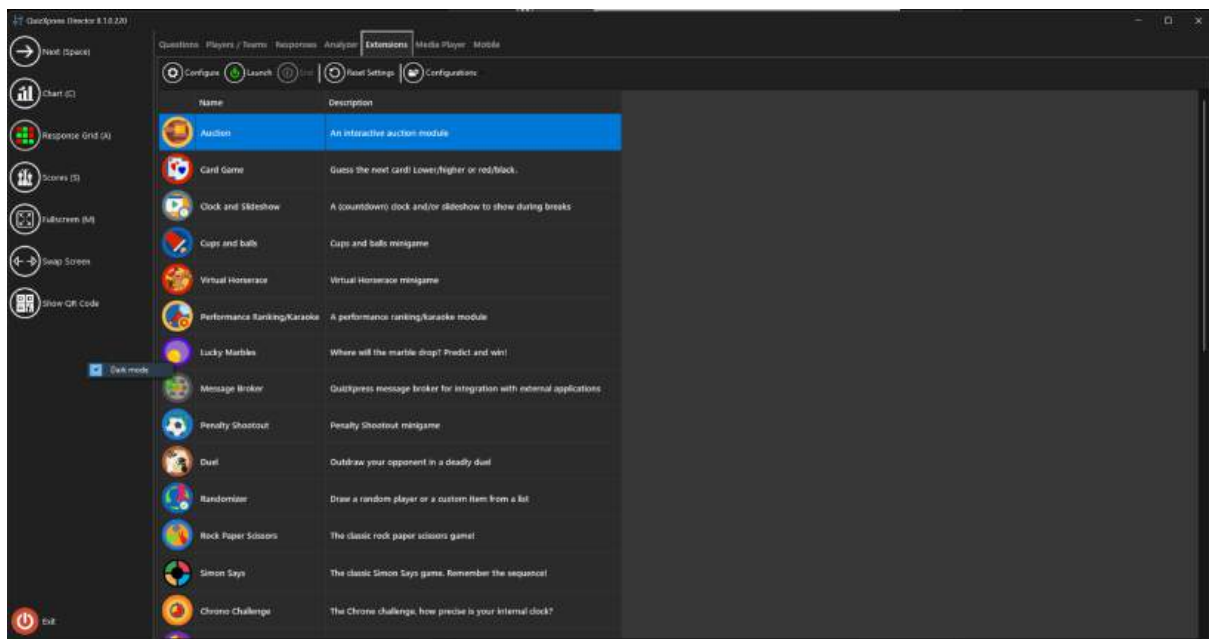


The scoring settings for vowels and consonants can be configured in SmartQuiz Studio after selecting the Word game element on the slide.

▼ Behavior		
Manual control	☒	True
Points consonant present	10	
Penalty points consonant	20	
Buy vowel points	50	

Dark mode for Director

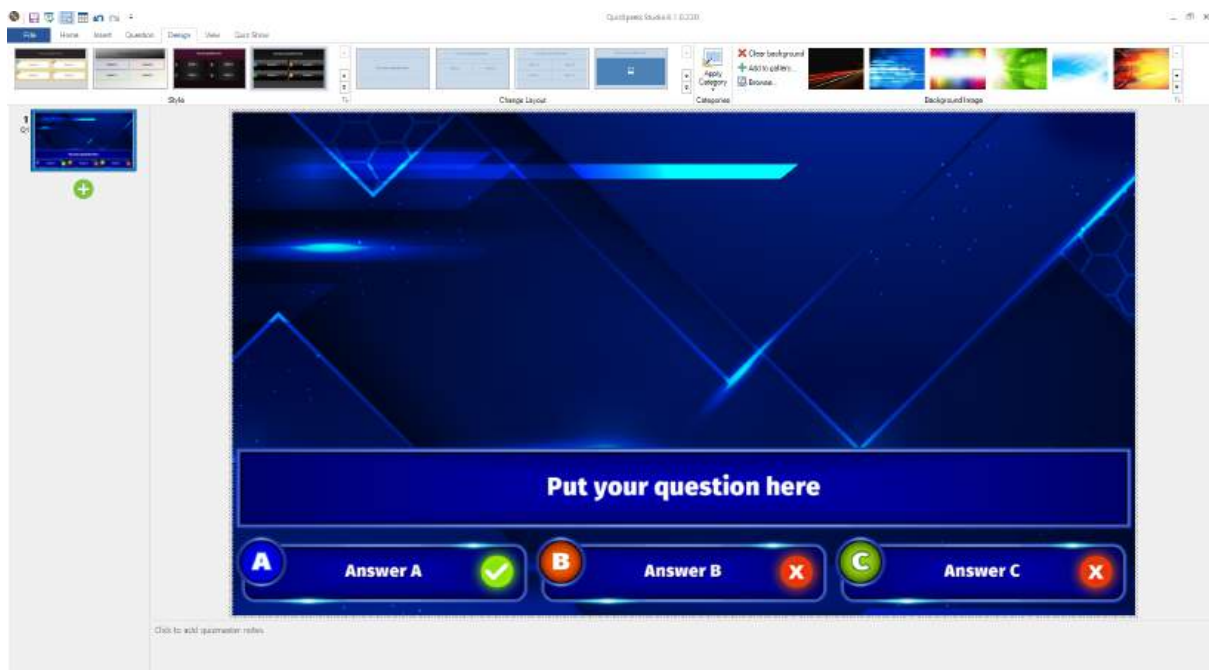
To reduce eye strain when running SmartQuiz in a venue, Director can now be set to dark mode. To do so, right-click the left side Director panel and select “Dark mode”:



Note: you will need to re-open Director for this setting to have effect.

Three new ‘lower third’ layouts

There are three new slide layouts in so called ‘lower third’ configuration:





These type of layouts can for example be used when using SmartQuiz as an overlay on a TV camera stream (using a chromakey color)

Edit question form

Instead of selecting questions and answers one by one to change their texts, there is now an 'Edit...' entry in the slide's context menu (right click slide and select Edit...). This brings up the Edit question form:

Edit question

Question

Which country would I be in if I landed at Charles de Gaulle airport?

Answers

	Correct answer	Answer text
A	☐	Belgium
B	☒	France
C	☐	Germany
D	☐	Netherlands
E	☐	Portugal
F	☐	

Notes

Paris Charles de Gaulle Airport is one of the world's principal aviation centres, as well as France's largest international airport.

OK

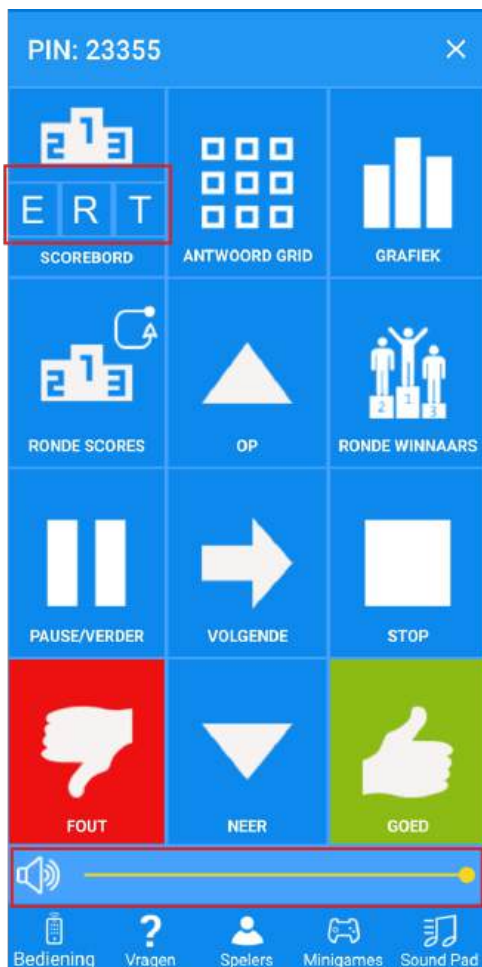
Cancel

In this form you easily change the question and answers in one go.

Enhanced remote Director options

The remote control Director app has been enhanced with three new functionalities:

- Volume control: change the playback volume of the quiz player in real time remotely
- E,R,T score screens: the extended score screens can now be opened from the remote control app
- Filtering quizzes: when using the remote control to connect to quiz center, you can now quickly filter in the list of available quizzes.

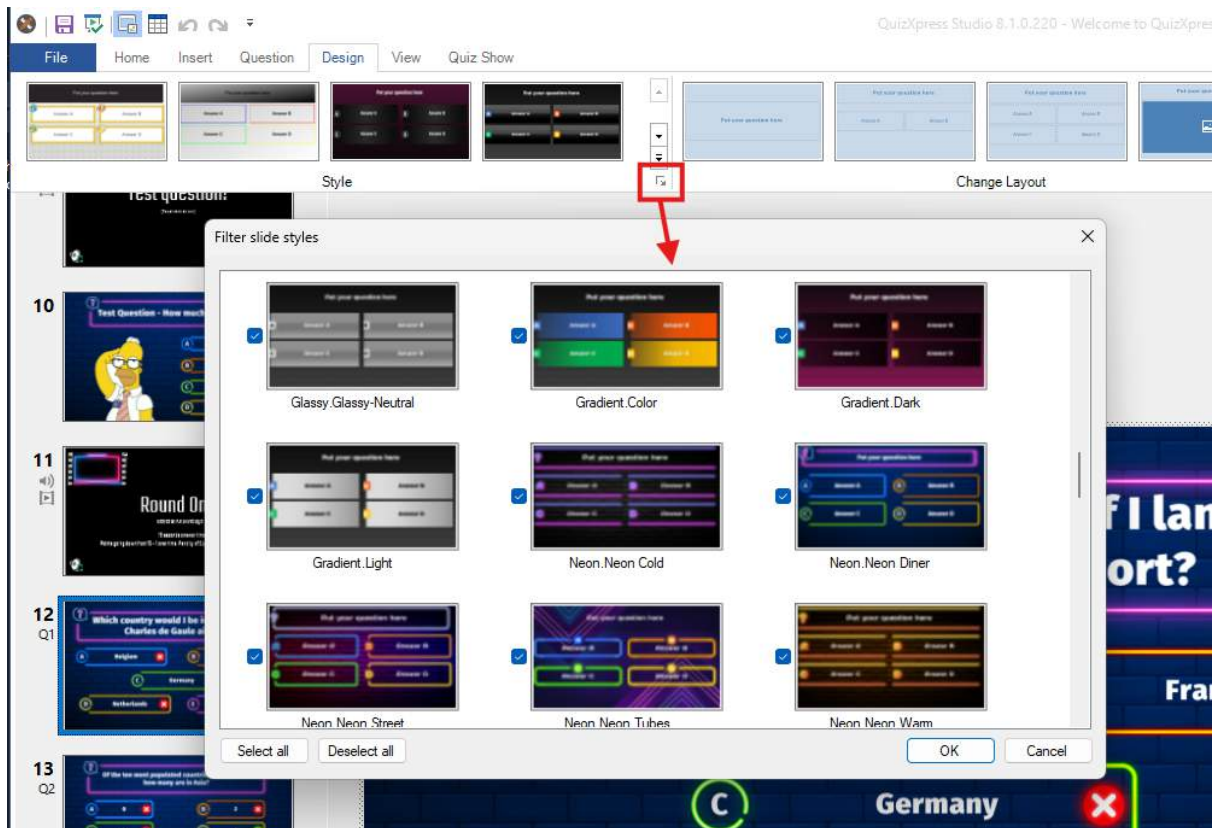


Note: this is currently only available on Android, the updated iOS version will follow later this year.

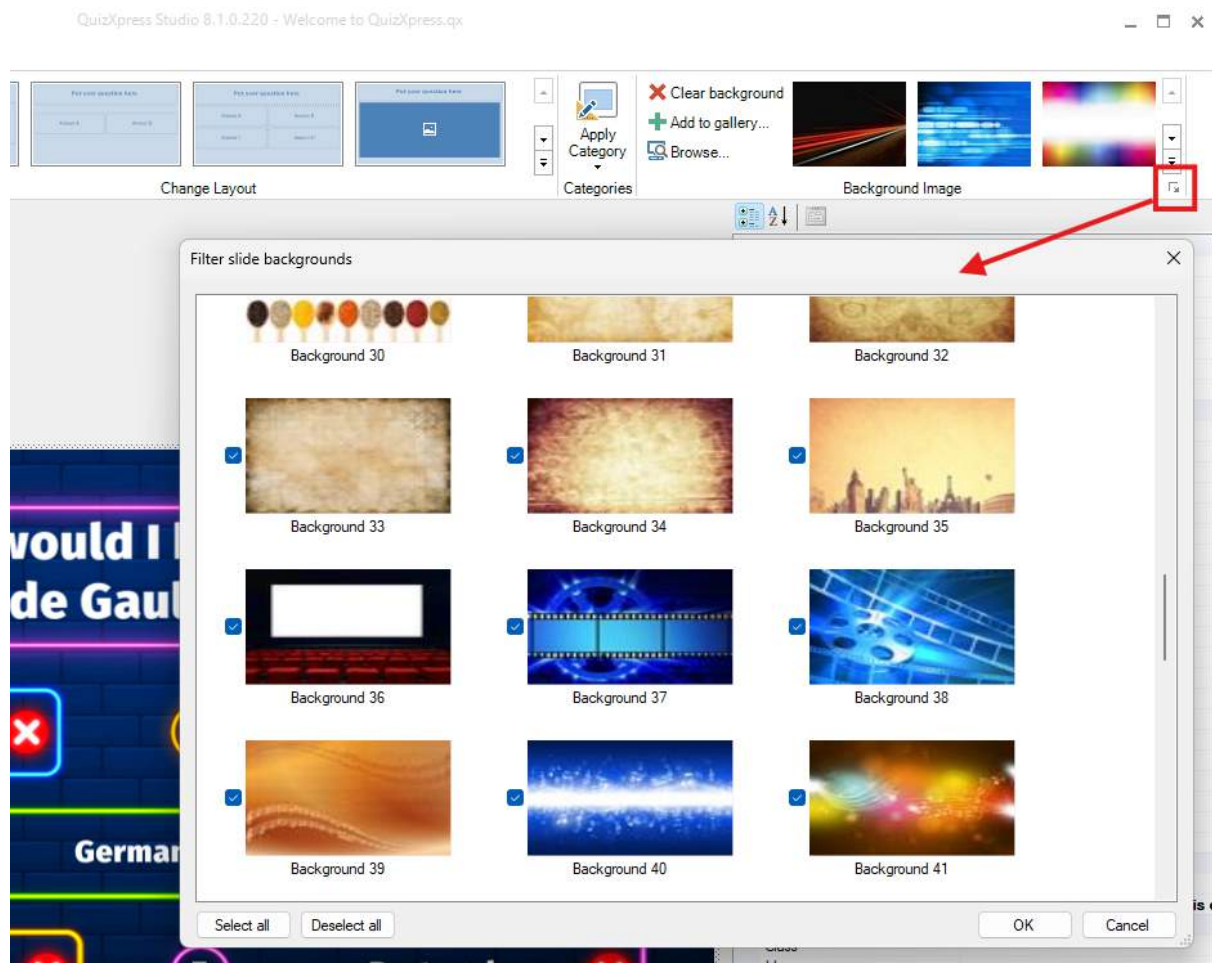
Filtering for style- and background gallery

In Studio you can now better organize your workspace by filtering items you don't use for both styles and backgrounds. You access the filter from the 'dialog launcher' button in the Studio ribbon.

Filtering styles:

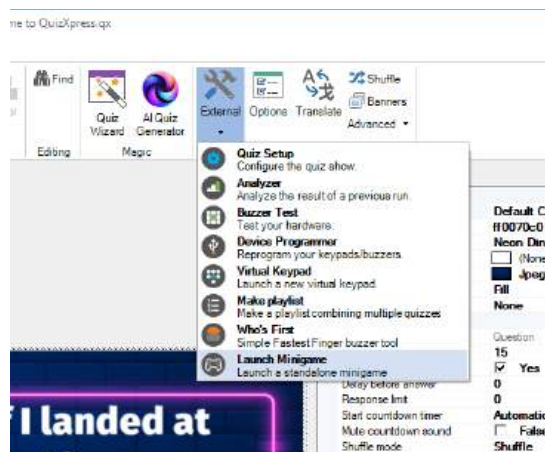


Filtering backgrounds:

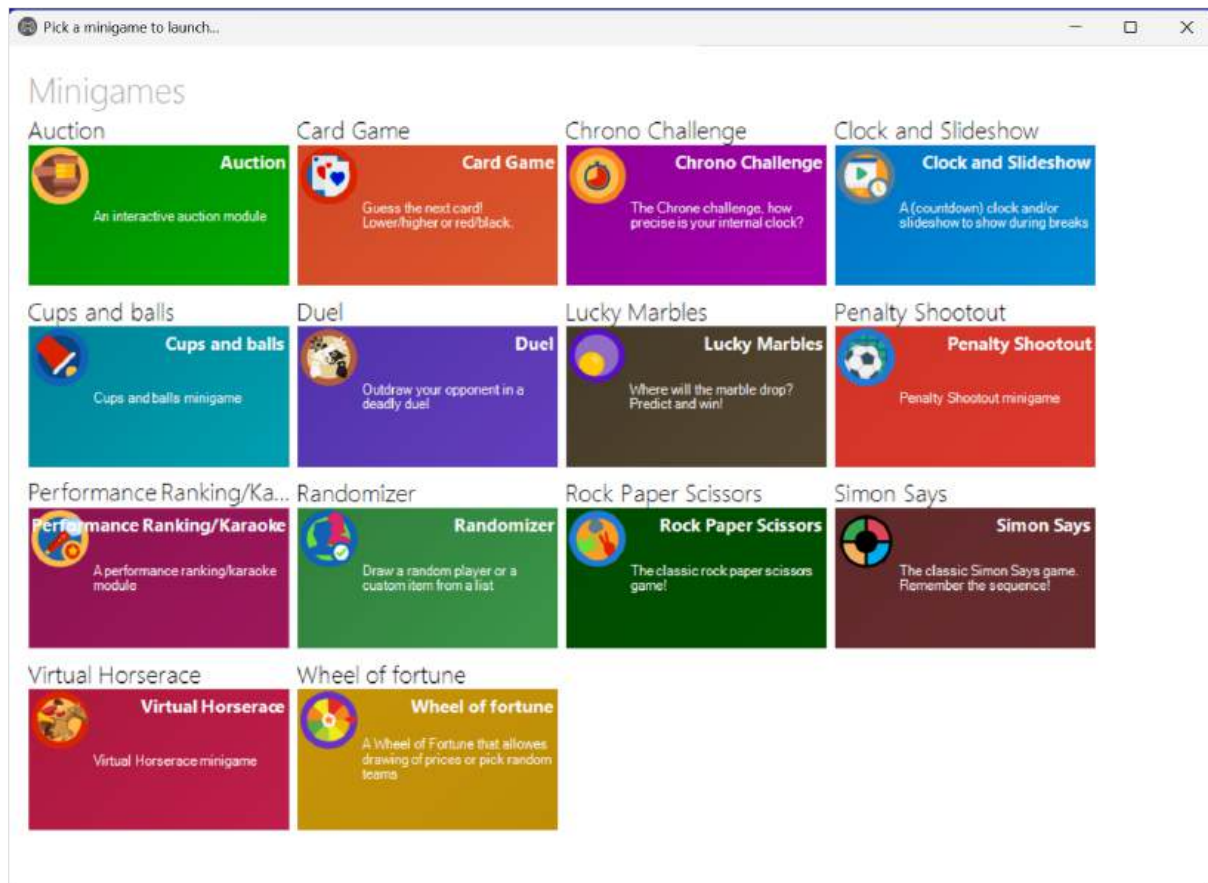


New standalone minigame launcher

The software now includes a new application that can be used to launch a minigame standalone.



When started you are presented with an overview of all available minigames that can be started:

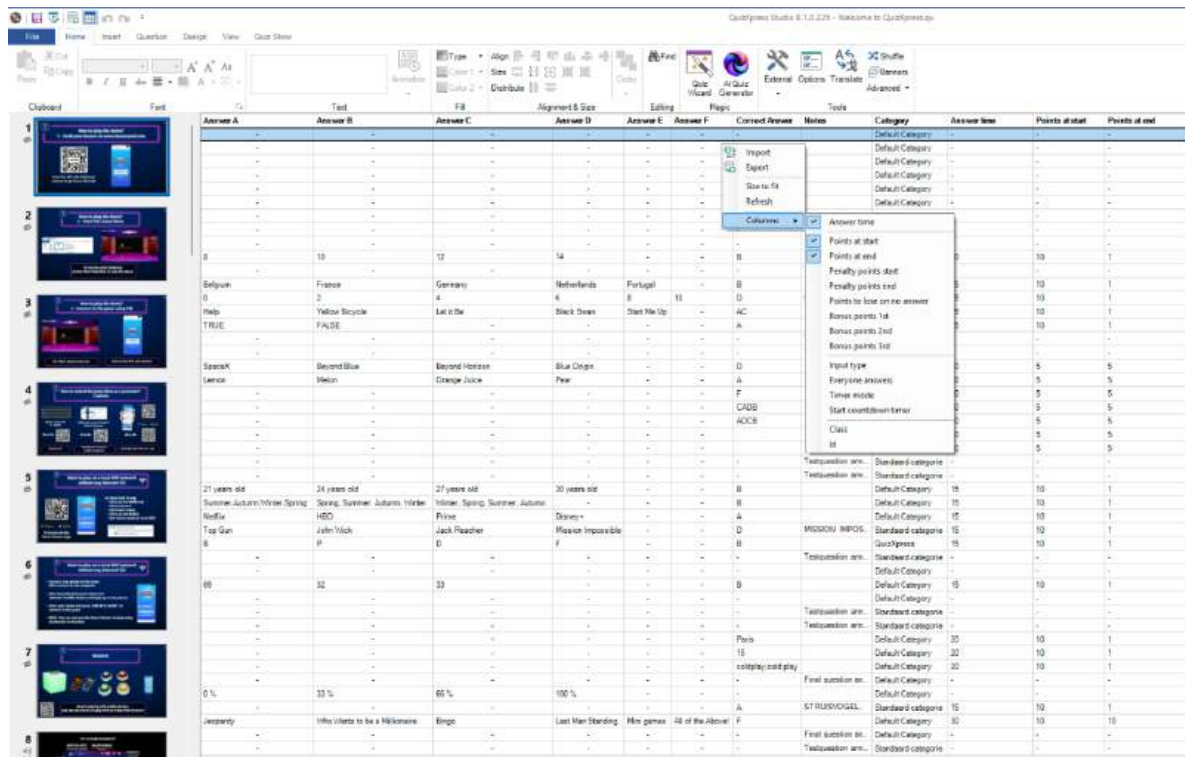


By right-clicking a tile you can configure the minigame and even make and store different configurations (which will appear as separate new tiles). When launching a game that requires player interaction on mobile keypads, a connect screen with a PIN code and QR code is presented, for the mobile buzzers to connect. You can for example use the minigame launcher to run a quick game in a venue to give away a free drink.

Minor new features and enhancements

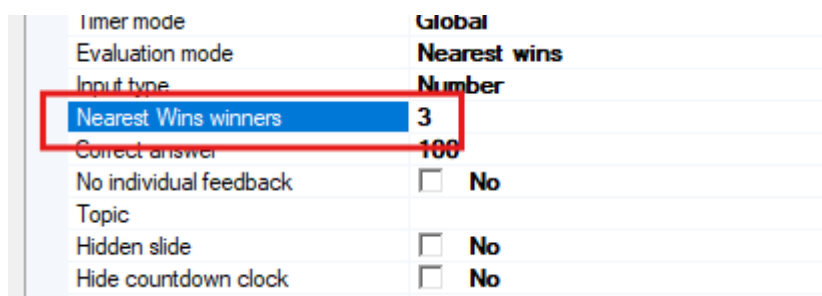
Show extra columns in grid view

While editing/reviewing your quiz in grid view its now possible to show extra columns. Right-click the grid and enable/disable columns in the context menu. The settings are persisted to the Studio settings files:



Arbitrary number of winners on nearest wins question

On numeric nearest-wins type question, an arbitrary number of players can now win points (as opposed to only 1 player on the previous version). You configure the number of winners on the properties grid:



In this case the top 3 of players nearest to the correct answer win points.

Multiple correct answers in Trivia Feud

When running a Trivia Feud question in multiplayer mode (where players enter the list of answers in text) you can now specify multiple correct answers, separated by a semicolon:

The screenshot shows the 'Survey Editor' window. At the top, the 'Survey question' field contains 'Name something you take to a campsite'. Below this, the 'Survey answers' section has a yellow information box stating: 'Enter the survey options here, or let AI complete the survey for you. For multiplayer mode you can enter multiple variations per option, separated by a semicolon. With the tolerance value you can control the tolerance for spelling errors.' Below the info box, there are eight answer entries, each with a text input field and a numeric tolerance dropdown:

Number	Answer	Tolerance
1	Tent;Shelter	25
2	Sleeping bag;Bag	20
3	Flashlight;Torch	15
4	Camping stove; Oven	12
5	Cooler;Coolbox;Coolbag	10
6	Backpack;	8
7	Bug spray; Deet; Musquito Spray	6
8	First aid kit;	4

Below the answers, there is a 'Complete with AI' button and a 'Sum: 100' label. At the bottom, the 'Game Mode' section has three radio buttons: 'Manual (control from Director)' (selected), 'Interactive (Fastest Finger)', and 'Multiplayer (text input)'. To the right, the 'Options' section has a 'Tolerance' dropdown set to 15. At the bottom right are 'OK' and 'Cancel' buttons.

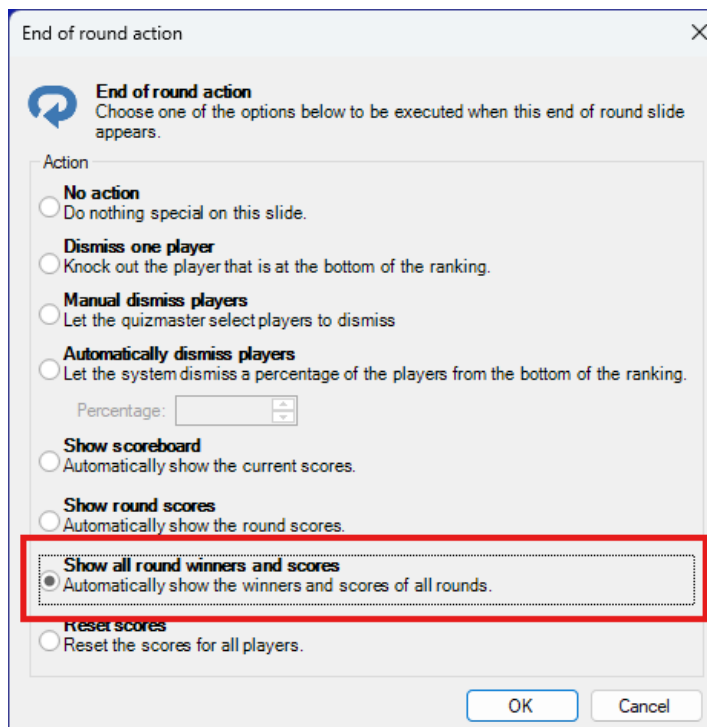
The input of the players is matched against each entry with the set tolerance.

New property 'Minigame title'

When a minigame is loaded, by default, the mobile buzzer shows the name of the minigame. You can now override that and provide your own text. So instead of seeing “Horse race”, you can now show something more exciting.

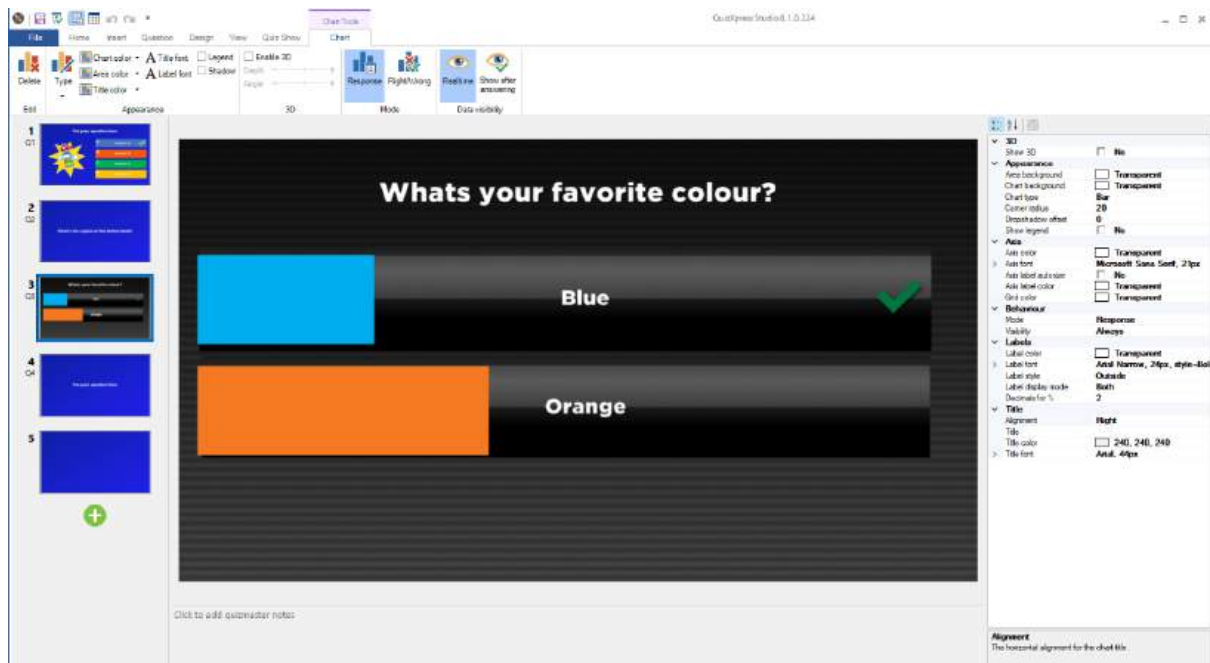
New end-of-round action: Show the winners and scores of all rounds

We added a new end of round action that automatically shows a list of round winners.



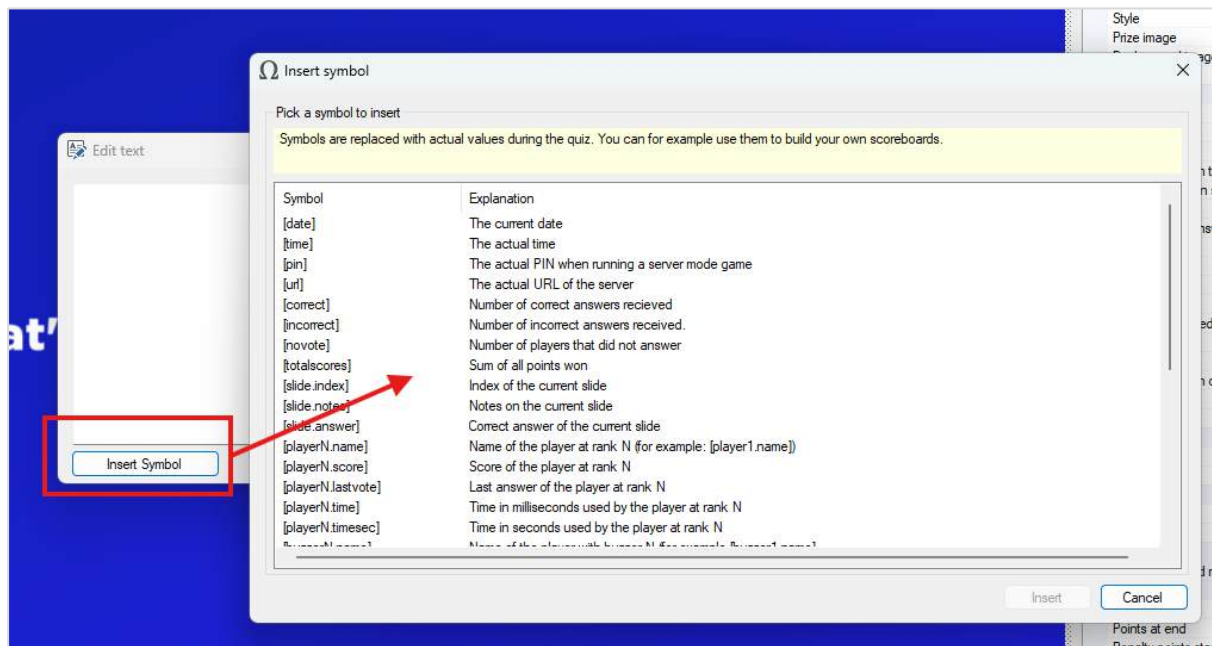
Transparency support for the in-place chart element

You can now set the background colour of the chart element to transparent to make more interesting layouts with charts. This allows you for example to build audience response slides where the chart overlays the answers:



'Insert Symbol' button

When editing text elements in the text editor form, there is now a new button to help you use text symbols.

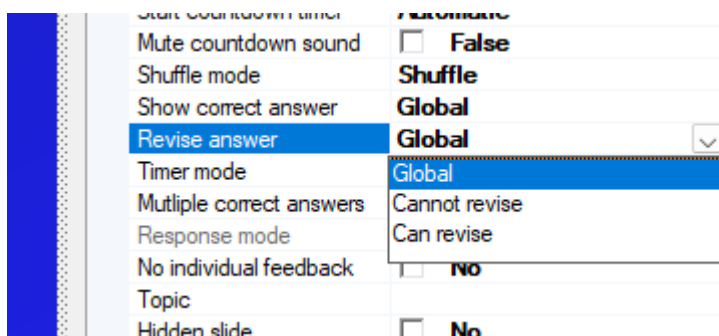


Text symbols are a great way to make you quiz slides more dynamic and for example to design your own custom scoreboards.

There is a new text symbol to be able to show round ranking:
[round.playerX.roundscore], [round.playerX.name]

Revise answer per slide

The global option to allow players to revise their answers (set in Quiz Setup) can now be set per slide:

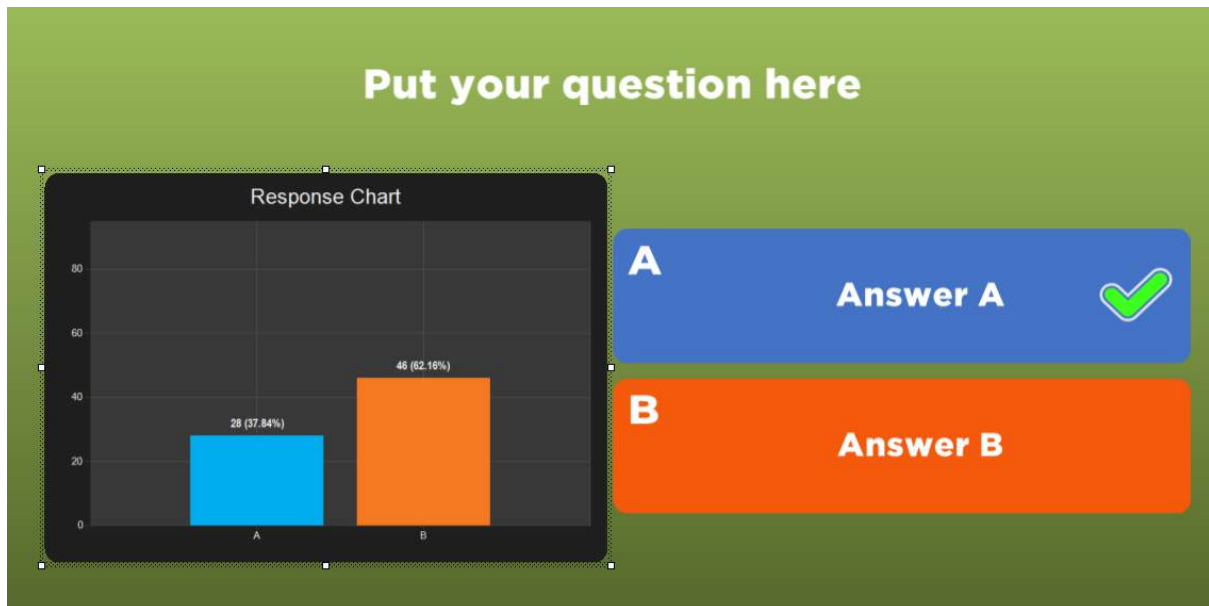


'Keep playing' property for sound

By default, the music you put on a slide will stop when the countdown timer ends. With this new flag you can let the music play until you move to the next slide

Corner radius for a chart and new dark theme

Give your on-slide charts a more modern look with the new corner radius property.



By default, charts now have a dark colour scheme applied once inserted

Unpack command in Studio

You can now unpack a previously packed quiz file. This will extract all media (audio/video) to a local folder and link the media elements in the quiz to the local files. This speeds up quiz loading times and reduces memory usage in the quiz player. Its primary use is preventing issues when dealing with huge quiz files (~1.5Gb or higher).

Margins setting for Trivia board element

On a trivia board you can now set the margin between the buttons

New Trivia Feud reveal options

two new properties ('Reveal order' and 'Reveal delay') for Trivia Feud to control the reveal order and speed of the panels

Mute countdown sound

You can now mute the countdown sound per question

Win points in the randomizer

the randomizer plugin can now assign points to the drawn player

Updated Ribbon Tab Titles

Ribbon tab titles are no longer displayed in all capital letters. While this was once a Microsoft design standard, modern guidelines no longer require it, so we've updated the styling for a cleaner, more contemporary look.

Notes in grid view

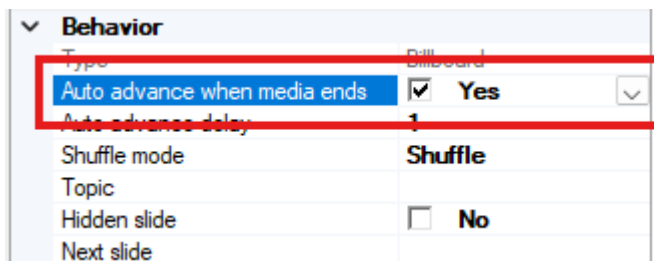
We added the 'notes' field in the grid view in Studio (also in grid import from-/export to Excel)

New AI model

For all AI operations in the system we now use the latest, most capable AI models. Due to this we also removed the manual AI model selection in Studio.

Move to next slide when media ends

You can now let the system automatically advance to the next slide when a video or sound on a billboard ends. This helps creating self-running quizzes. This property is available at the slide level when there is media element on the slide:

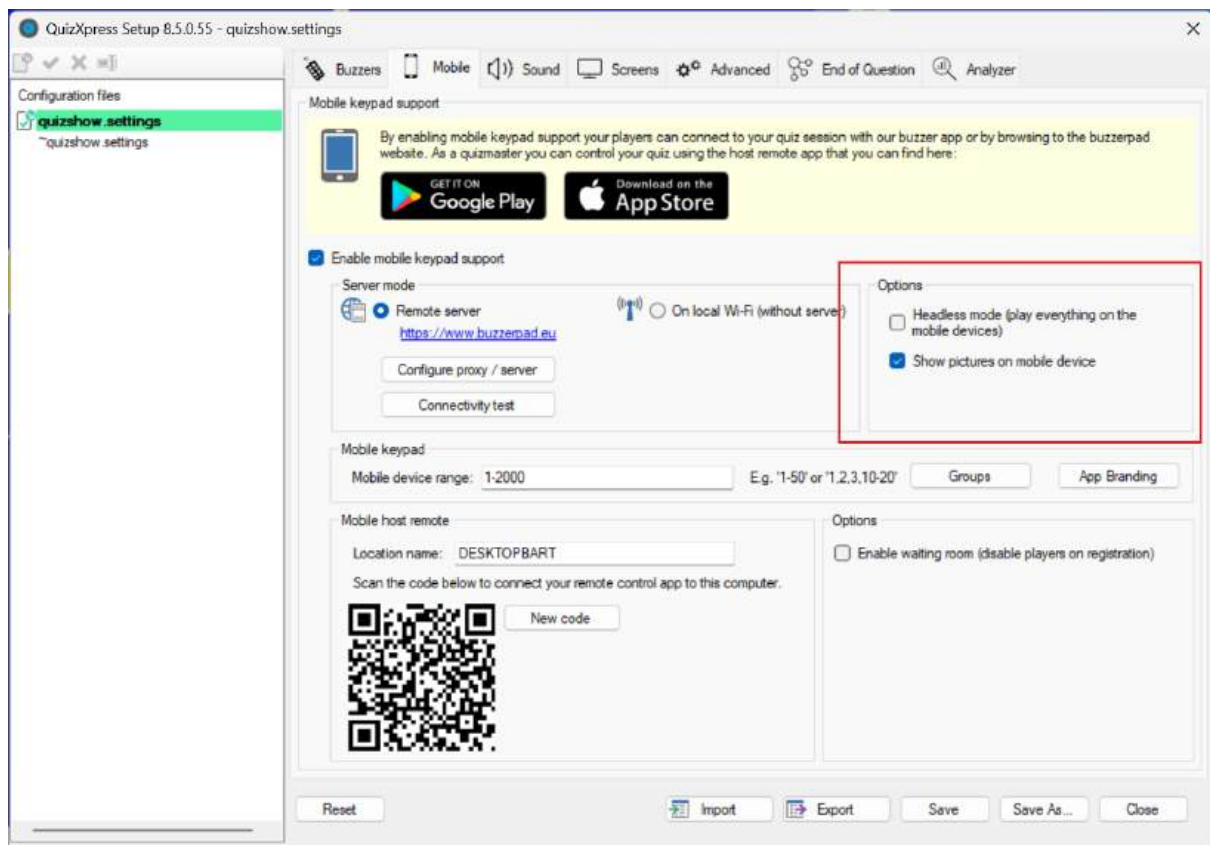


Word game reveal now follows slide settings

The Word Game element now follows the slide's 'Show correct answer' property. When set to 'Do not show' the word game will not reveal the correct answer when the question ends. When set to 'Global' (the default) the word game will follow the 'Show correct answer on quiz slides' setting from Quiz Setup.

Headless mode for buzzerpad

Headless mode is now also available when using mobile keypads in cloud mode (via the buzzerpad server). The mobile section of Quiz Setup now looks like:



Also the “Show pictures on mobile device” setting is now used as the default value for the quiz player’s option to send pictures to the connected mobile devices. You can still override this setting during the quiz in the Mobile Settings form of the quiz player.

Technical enhancements

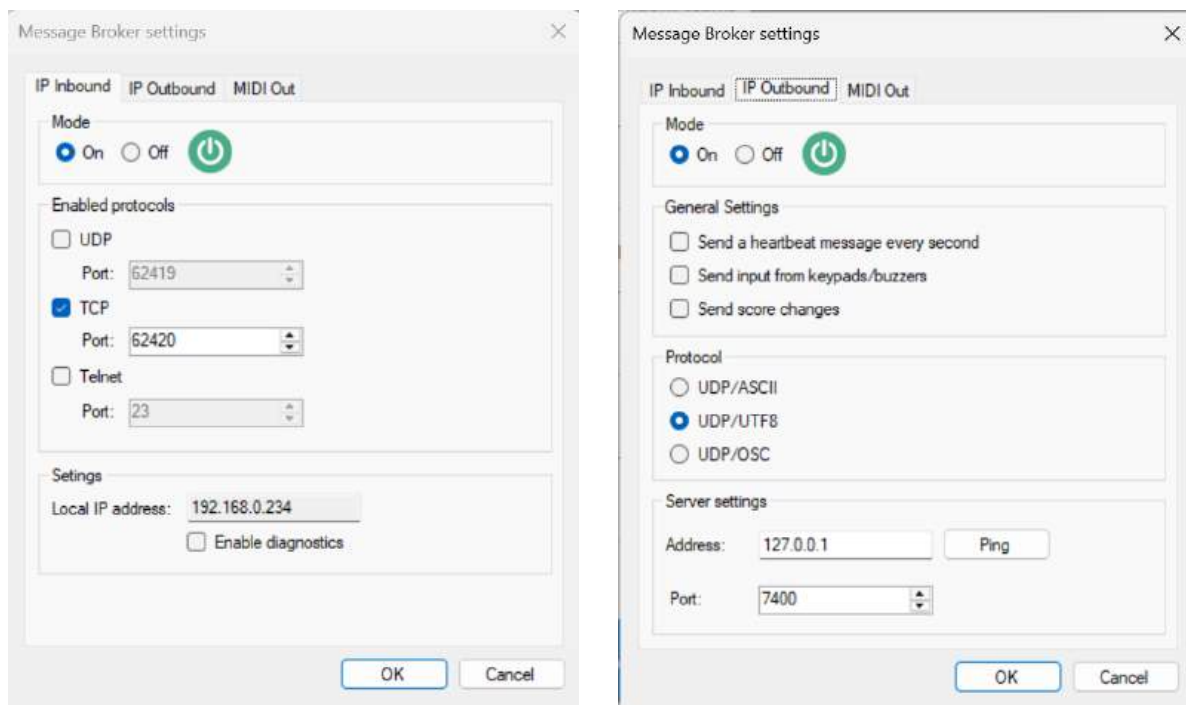
In order to facilitate solutions where SmartQuiz is integrated in a bigger system (for example like a quiz room), we have made some technical improvements.

MessageBroker enhancements

Our technical integration module has become more useful:

- New inbound communication channels UDP, TCP and Telnet
- New commands you can send for example via a console running Telnet
- New UTF8 encoding for the output channels with UTF8 encoding
- A new test form to trigger output events

This opens new capabilities for more advanced integrations for example in Quiz Rooms



Connecting to the running quiz player using Telnet:

```
Telnet localhost
qx>help
OK:
Available commands
help: Displays help information for available commands.
exit: Closes the terminal connection.
setvolume: Sets the volume of the quiz player (0-100)
selectplayers: Select (enable) the specified range of players. Usage: "enableplayers 1,2,3" or "enableplayers 1-5"
selectplayer: Enable the player with the given device and disable all others
judgecorrect: Judge fastest finger question as correct.
playjoker: Play a joker for the given team.
enableallplayers: Enable all the players
showresponsechart: Show response chart.
showleaderboard: Show the leaderboard
judgeincorrect: Judge fastest finger question as incorrect.
resumetimer: Resume the countdown timer.
pausetimer: Pause the countdown timer.
getcurrentscreen: Get the current active screen
endquiz: End the quiz.
goto: Goto the specified slide, specify -n or -i.
getplayers: Get the registered players with their attributes.
addscore: Add points to the score of the given team
setscore: Set the score of the given team.
buzz: Send vote for given team.
buzzwithtext: Send text vote for given team.
setteamname: Set the name of a team.
next: Advance to the next slide/screen.

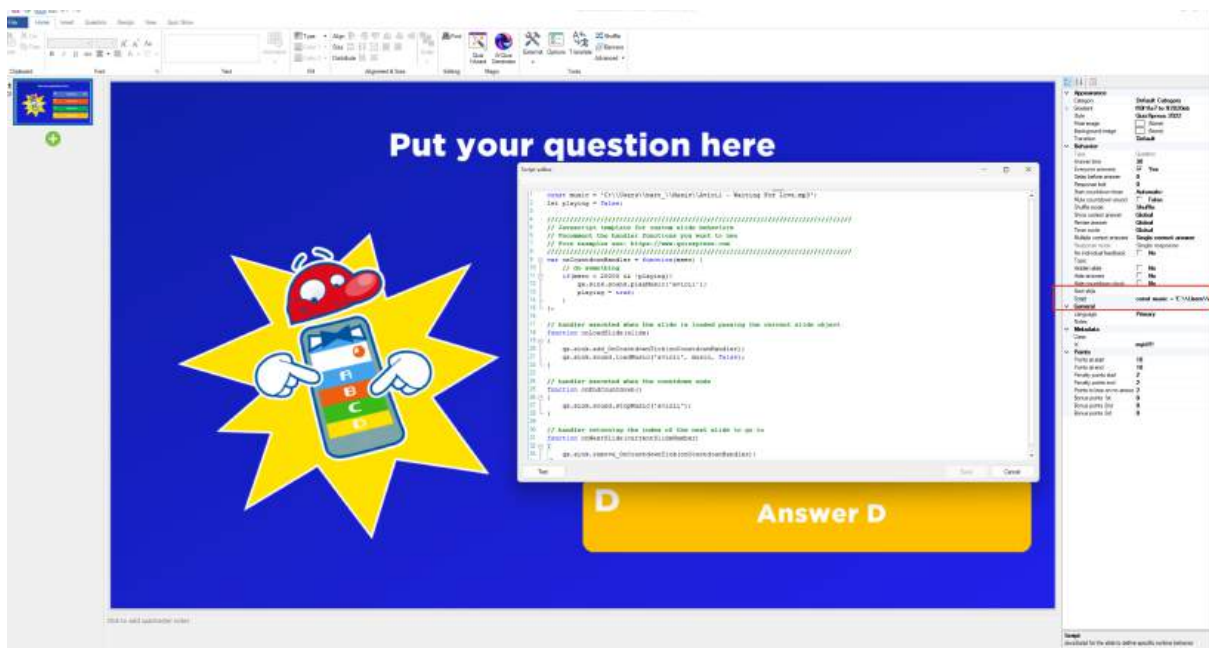
qx>
```

You can connect from the same computer or from a remote system (telnet [ip address]).

MessageBroker is described in more details in a separate document. Contact us if you are interested.

Custom behaviours with built-in JavaScript engine

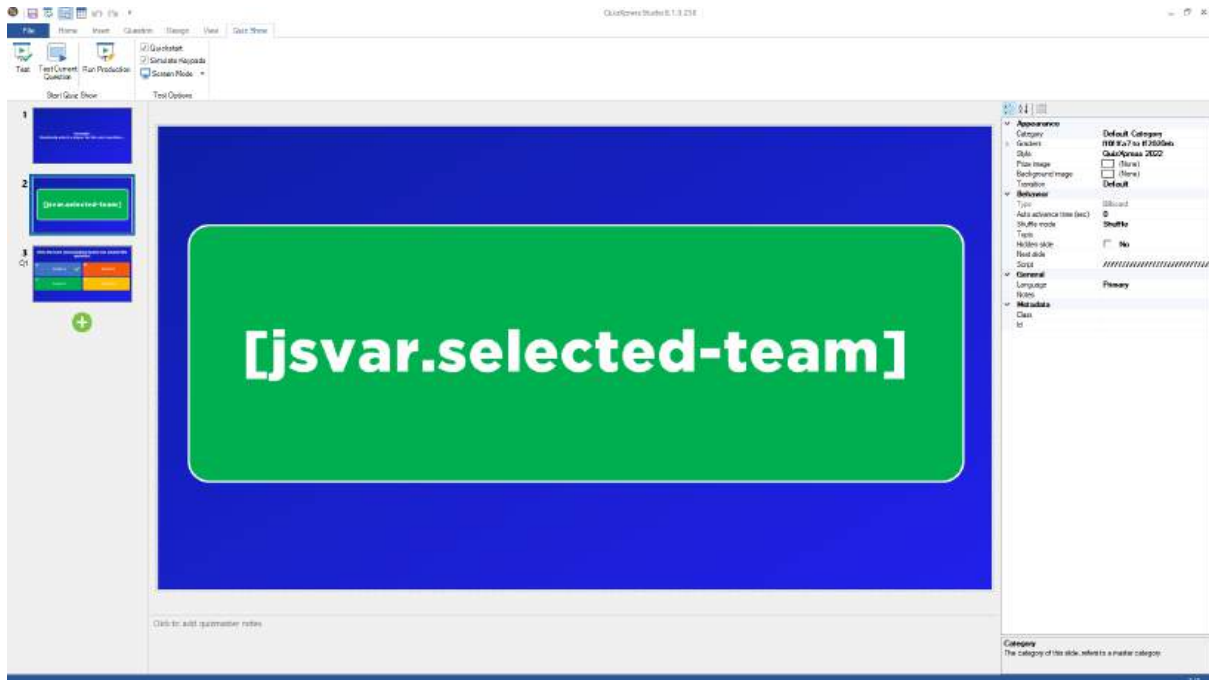
The system now has a built-in JavaScript engine that can execute specific logic for quiz slides. With access to the internal SmartQuiz data model all sorts of new possibilities open up. A syntax coloured script editor and standard template guides you writing scripts. *Note that this feature is for advanced use cases (for example in Quiz Rooms) and technical users and is not required for running a quiz under normal conditions.*



With the new **[jsvar.<varname>]** text symbol you can present text on your slide for which the values come from JavaScript code.

Here's an example where we randomly pick a team and play the next question with only that team.

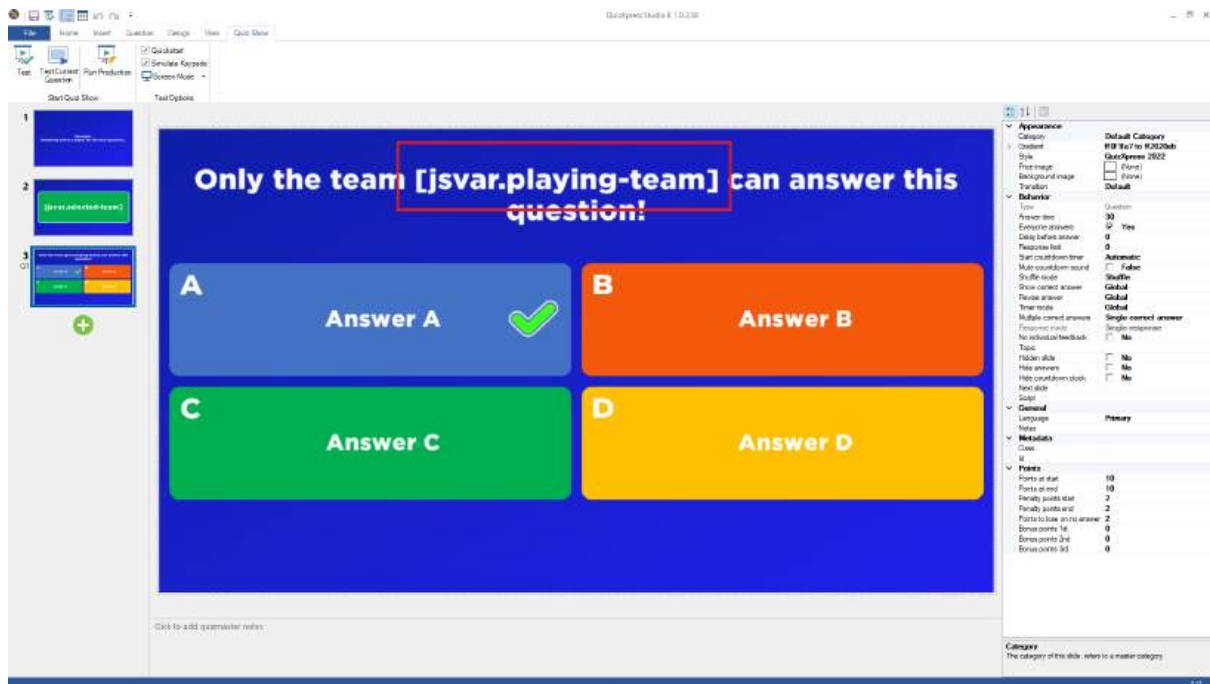
We create a slide with only one text field:



We add the following JavaScript on the slide:

```
Script editor
1 ///////////////////////////////////////////////////////////////////
2 // Javascript template for custom slide behaviors
3 // Uncomment the handler functions you want to use
4 // For examples see: https://github.com/gameshowrew
5 ///////////////////////////////////////////////////////////////////
6
7 // Handler executed when the slide is loaded passing the current slide object
8 //
9 function onLoadSlide(slide)
10 {
11     // make sure all teams are enabled
12     qx.teams.forEach((team, index) => {
13         team.excluded = false;
14     });
15     qx["selected-team"] = "...";
16     randomize(50);
17 }
18
19 function randomize(start)
20 {
21     function step(i)
22     {
23         if (i >= 0)
24         {
25             // pick a random team here
26             var randomIndex = Math.floor(Math.random() * qx.teams.length);
27             var selectedTeam = qx.teams[randomIndex];
28             if (i == 0)
29             {
30                 // display the winner
31                 qx["selected-team"] = "*** " + selectedTeam.name + " ***";
32                 qx["playing-team"] = selectedTeam.name;
33                 // disable all other teams
34                 qx.teams.forEach((team, index) => {
35                     if (team != selectedTeam)
36                         team.excluded = true;
37                 });
38             }
39             else {
40                 // schedule next
41                 qx["selected-team"] = selectedTeam.name;
42                 setTimeout(() => step(i - 1), 750 * 1/i);
43             }
44         }
45     }
46     step(start);
47 }
```

Now when the slide is loaded it will show a random team name 50 times on the slide (going slower and slower) and when done, it will select one team. All other teams will be disabled going to the next slide. The name of the selected team is stored in a global variable named “playing-team”. We can use and display that name on the next slide with:

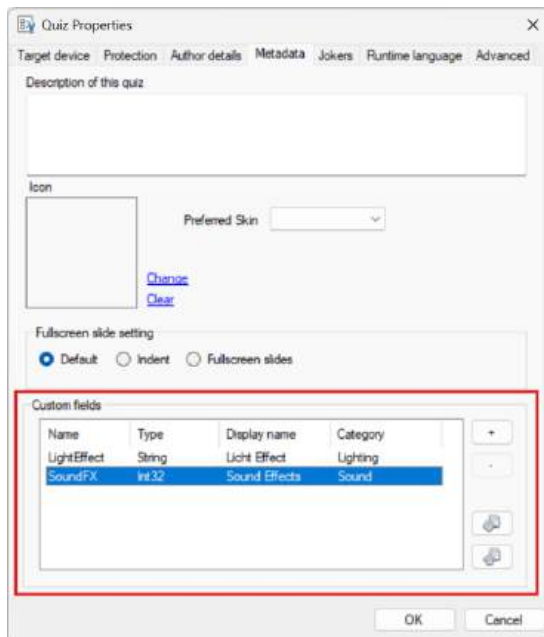


This is just one example of what you can do with JavaScript and the [jsvar] text symbol but there are many possibilities now!

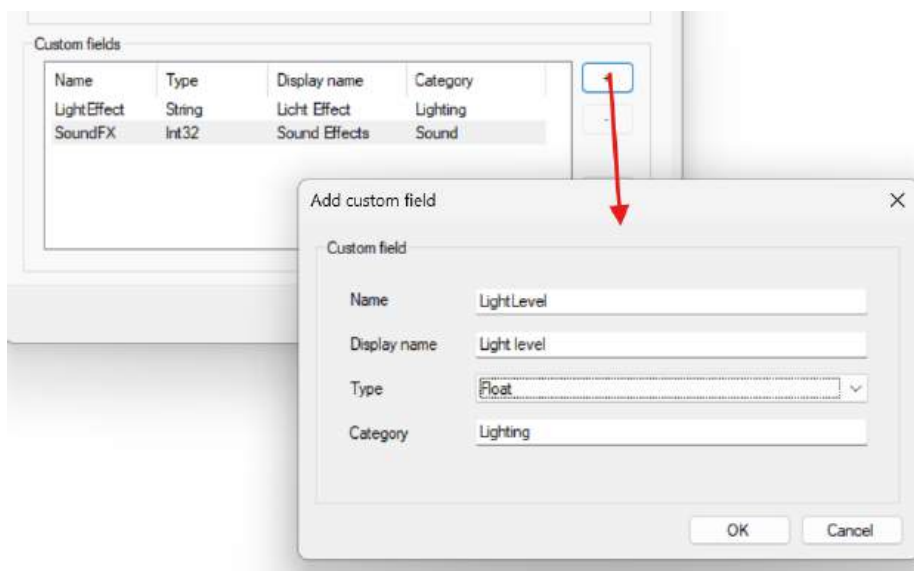
Custom data fields

You can now define your own data dictionary in a quiz and store arbitrary pieces of data with the quiz slides. When interfacing with SmartQuiz, the data can be retrieved using the TCP channel (commands `getslide` or `getquiz`) and can be used to drive external logic such as light effects, sound effects, custom hardware or other functionality. This logic would reside in an integration layer around SmartQuiz that communicates with QX using the TCP inbound channel in MessageBroker.

You define custom fields in your quiz in the File->Options dialog, tab Metadata:



Here you can add fields of type: string, int or float



When the fields are defined they appear in the property grid for each slide:

Hidden slide	☐ No
Hide answers	☐ No
Hide countdown clock	☐ No
Next slide	
Script	
General	
Language	Primary
Notes	
Lighting	
Light effect	Effect 2
Light level	1.5
Metadata	
Class	
Id	
Points	
Points at start	10
Points at end	10
Penalty points start	2
Penalty points end	2
Points to lose on no answer	2
Bonus points 1st	0
Bonus points 2nd	0
Bonus points 3rd	0
Sound	
Sound Effects	42

The integration layer can retrieve data from the current slide to get the custom fields:

```

Telnet localhost
qx>getslide 2
OK:
<Question Identity="2e36ecbc-c623-4f9e-ab71-bf37e05bdb7e" Number="2" Type="Question" InputType="Default" AnswerTime="30" Category="Default Category" CorrectAnswersMode="Single" CorrectAnswer="A" CountdownMode="Automatic" Hidden="false" HideAnswers="false" HideCountdownClock="false" ReviseAnswerMode="Global" LockOutOnWrongAnswer="true" ResponseMode="Single" ResponseLimit="0" TimerMode="Global" Voting="true" IsAutoJudge="true" IsOpen="false">
  <Text>Put your question here</Text>
  <Notes></Notes>
  <Answers>
    <Answer Index="1" Text="Answer A" Correct="true" />
    <Answer Index="2" Text="Answer B" Correct="false" />
    <Answer Index="3" Text="Answer C" Correct="false" />
    <Answer Index="4" Text="Answer D" Correct="false" />
  </Answers>
  <Pictures>
    <Picture Effect="None" Correct="false" Hidden="false" HideOnMobile="false" Correctness="0" />
  </Pictures>
  <Points From="10" To="10" ToLoseFrom="2" ToLoseTo="2" Bonus1="0" Bonus2="0" Bonus3="0" />
  <CustomFields>
    <CustomField Name="SoundFX" Type="Int32">42</CustomField>
    <CustomField Name="LightLevel" Type="Single">1.5</CustomField>
    <CustomField Name="LightEffect" Type="String">Effect 2</CustomField>
  </CustomFields>
</Question>
qx>

```

The `getslide` command returns the data of a single slide in human readable XML format. You can also use `getquiz` to get the data of all slides in one call.

We hope you will enjoy this new update! If you need any help, found a bug or if you have any suggestions, you can always contact us at info@redtoothsmartquiz.com, or visit/join our SmartQuiz support Facebook group at <https://www.facebook.com/groups/smartquizsupport>

