Speakers Timer



















Messaging





Messages are moving light patterns, which can be broadcast to the speaker. Before a speach, the meaning of those patterns can be negotiated.

Examples:

- 1: speak faster
- 2: speak slower
- 3: come to the point
- 4: be more divergent
- 5: Audience has questions
- 6: change the subject
- 7: bad topic!
- 8: talk more about this
- 9: bravo!!!

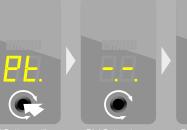
Note:

Messaging can be use any time while Timer is running and will not affect speakers time. By default, both display types are selected to display message broadcast. If long and short displays are in use together, it may not be desired that the audience sees messages to the speaker. For this reason, Message Broadcast can be selected with either both, short desk Display only, long public Display only, or Controller only (for preview).

Message Broadcast Display select



Extended Time









Installation

