



SELECTFORGE

INTERLOCKED SELECTOR · AUTO-RETURN

Forge selections into your Q-SYS Core. One button active at a time — up to 128. Give any selector a countdown and it hands control back to the previous one, automatically. Your base scenario always wins.

V1.2.0

Q-SYS DESIGNER 9.12+

PERPETUAL LICENSE

NO SUBSCRIPTION

1	BASE SHOW	Base Show	0	—	PREVIOUS
2	FANFARE ⌚	Fanfare	30	0:24	⌚ RETURNING
3	ANNOUNCE	Announcement	45	—	—
4	BLACKOUT	Blackout	0	—	—

What is SelectForge?

SelectForge is a bank of **interlocked selector buttons** — one active at a time, up to 128. Give any selector a **countdown duration**, and when the time runs out SelectForge **returns to the previous selection by itself**. Punch a one-shot scenario — an announcement, a fanfare, a special cue — and your base scenario takes control back automatically.

SETUP — ONCE, IN DESIGNER

1

Drop it in
Drag SelectForge from the plugin list into your design.

2

Set the count
In Properties, set **Selector Count** — how many selectors you need (1–128).

3

Name & time
Give each selector a **label** and a **duration** — 0 = permanent, 30 = auto-return after 30 s.

4

Wire & push
Wire **ActiveIndex** (or the button pins) to what the selection drives. Push to the Core.

THE ACTIVESTATE STRIP

INDEX

2

Fanfare

PREVIOUS

1 · Base Show

✕ CLEAR ALL

FIELD	WHAT IT SHOWS
INDEX	Number of the active selector (0 = nothing selected).
ACTIVE SELECTOR	The name of the active selector.
PREVIOUS / NAME	Where the countdown will return to when it expires.
✕ CLEAR ALL	Turns everything off — the only manual way to reach "nothing selected". Also a pin.
STATUS	Shows Ready , Active: <name> , or Countdown: <name> (M:SS) .

Remote control: everything also exists as **pins** — drive **ActiveIndex** from a UCI, a schedule or a GPI exactly as if you pressed the buttons.

Countdown & Auto-Return

Each selector row: a **button**, a **label**, a **duration**, a live **remaining** countdown, and a **state**.

1	BASE SHOW	Base Show	0	—	PREVIOUS
2	FANFARE ⌚	Fanfare	30	0:24	⌚ RETURNING

HOW IT PLAYS OUT

1 · SELECT Base Show active (Duration 0 = stays)	2 · PUNCH Press Fanfare (Duration 30) — it takes over	3 · COUNT DOWN Button shows ⌚ · REMAINING ticks 0:30 → 0:00	4 · AUTO-RETURN Base Show is re-activated by itself
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Duration 0 = permanent. The selector stays until you pick another one — a classic interlock. Any value **1–3600 s** arms the countdown & auto-return.

THE STATE COLUMN

STATE	MEANING
ACTIVE	This selector is on, no countdown (permanent).
⌚ RETURNING	On and counting down — will return to the previous selector at zero.
PREVIOUS	The selector the countdown will come back to.
—	Idle.

RE-TRIGGER — PRESS IT AGAIN

Pressing the active selector again does three things — and never switches back to the previous one:

- ① it **stays active** · ② its countdown **restarts from the full duration** · ③ the output is **re-sent** — perfect to re-launch the running scenario.

Rules, Pins & License

GOOD TO KNOW — THE RULES, BY DESIGN

One selector active at a time. Always. Selecting one automatically releases the others — that's the interlock.

Clicking never turns a selector off. To reach "nothing selected": press **X CLEAR ALL** or send **0** to the **ActiveIndex** pin.

Auto-return never re-triggers. When the countdown expires and the previous selector comes back, **its own countdown does not restart** — it just resumes.

On re-selection, ActiveIndex briefly dips to 0 then back. That's the re-send pulse (Q-SYS only notifies on change) — it's normal and it's what re-fires your downstream.

THE PINS

PIN	DIRECTION	USE
ActiveIndex	In + Out	Send 1...N to select from outside; send 0 to clear. Reads back the active index.
Sel n Activate	In + Out	Per-selector button state.
Sel n Name / Duration	In + Out	Rename or re-time any selector from outside.
Sel n Remaining	Out	Live countdown text (M:SS).
PreviousIndex / Name	Out	The auto-return target.
ClearAll	In	Trigger = everything off.
Status	Out	Plugin status text.

LICENSE

LICENSED

Designer emulation: everything works, free, no key needed. Design and rehearse at will.

LICENSE REQUIRED

Physical Core: enter your key (**SLF-XXXX-XXXX-XXXX**) in the KEY field. Without it, selectors refuse to activate. Keys are locked to one Core — contact BV Factory with your Core ID. Perpetual, no subscription.

Quick Recipes

Set the durations once — then it's one press per scenario.

I WANT...	SETUP
Base show + 30 s announcement that returns by itself	Sel 1 Base Show , Duration 0 · Sel 2 Announce , Duration 30 . Select 1 at show start; punch 2 whenever needed — control comes back alone.
A re-triggerable jingle	Give the jingle a duration. Press it again while it runs → countdown restarts from full, output re-fires.
A classic interlock selector (no timers at all)	All Durations = 0 . Pure one-of-N selection.
A panic reset	Wire a button to the ClearAll pin, or send 0 to ActiveIndex .
Scene recall from a UCI or schedule	Drive ActiveIndex with 1...N — identical behavior to pressing the buttons, countdowns included.

TROUBLESHOOTING

PROBLEM	FIX
Clicking the active selector doesn't turn it off	By design — it re-arms instead (countdown restarts, output re-fires). Use X CLEAR ALL or ActiveIndex = 0 .
No countdown starts	That selector's DURATION is 0 — it's a permanent selection.
It returned to "nothing" instead of my base scenario	No previous selection existed when you punched the timed selector. Select the base first , then the timed one.
Downstream sees a quick 0 on ActiveIndex	Normal — that's the re-send pulse on re-selection. It's what makes downstream re-fire.
Buttons refuse to activate	On a physical Core, check License Status . LICENSE REQUIRED = enter a valid key.

Need a key, another Forge, or a Bridge?

bvfactory.dev

BRIDGE CONNECTS · FORGE CREATES · MIND ORCHESTRATES