

**Is the plugin supported for all Q-SYS Core processors?**

Yes – the Automatic Camera Preset Recall Plugin is supported for all Q-SYS Core Processors.

**Is there any facial recognition component to the design, or are there any plans for this in the future?**

The Automatic Camera Preset Recall Plugin leverages fixed, pre-determined camera positions based on likely user locations, with the recall based on the audio angle of the speaker to the microphone. There is no facial recognition data utilized for this plugin, and thus is safe for data-sensitive environments.

**What is the reaction time for camera switching?**

Camera switching can be customized from a minimum delay of one second, to a maximum of five seconds. Meaning at minimum, an individual zone must be active for at least one second before the switching logic is executed. More reactive switching tends to be disorienting and not ideal for most conferencing solutions.

**What is the maximum number of microphones and zones?**

The plugin supports up to ten Sennheiser TeamConnect Ceiling 2 (TCC2), with up to twenty zones per microphone. For discrete microphones, up to ninety microphones are supported, with one zone per individual microphone.

**Are third-party cameras supported through this plugin?**

No – the Automatic Camera Preset Recall Plugin is designed for use with networked Q-SYS conference cameras.

**Are third-party microphones (including gooseneck) supported through this plugin?**

Yes – plugin functionality is driven by an audio signal being detected by the Core. So long as audio is wired into the QSC Core and Q-SYS can detect that signal, audio from other systems should be able to drive the Q-SYS networked cameras.

**What is the maximum number of Q-SYS PTZ-IP Conference Cameras supported for the primary/secondary camera feature set?**

The plugin currently supports up to sixteen Q-SYS PTZ-IP Conference Cameras - up to eight primary cameras and eight secondary cameras. (Note: primary cameras can use the same secondary camera, but a secondary camera cannot also be leveraged as a primary camera.)

**What is the difference between a primary and secondary camera?**

When the primary camera is engaged, the secondary camera is used so viewers will not see the primary camera pan, tilt, or zoom when steering toward another speaker talking in a different part of the room.

**If a camera needs to be replaced, will the zone coordinates remain within the Q-SYS design?**

If you give the new camera the same name as its predecessor, then there will be no changes in the zone coordinates.

**What occurs when multiple talkers are speaking at the same time?**

If multiple microphones are active for more than several seconds, then the plugin will default to the set Home position (often a wide-shot view of the room).

**Will the preset maintain if the far end gate is open?**

Just as with in-room microphones, if the far-end gate is active for more than several seconds then the plugin will default to the set Home position (often a wide-shot view of the room).

**Is it necessary to have side-by-side cameras to leverage the primary/secondary camera feature set within the plugin?**

No – side-by-side cameras are not a requirement to utilize this feature. For example, front and back of room, or front and side of room, are acceptable configurations as well.

**Does the plugin support camera tally lights?**

The plugin does not directly support tally lights, but there are control pins for all the controls, making automation and integration for additional features easy.

**Which version of Q-SYS Designer Software (QDS) is the plugin compatible with?**

The plugin is compatible with QDS v9.0 or higher.

**Does this plugin work with UC Platforms?**

Yes – the plugin works with all major UC Platforms.