

QSC, Super Snapshot

Description

Advanced snapshot management plugin for Q-SYS. Save and recall control states across multiple components with flexible scene organization, per-control value overrides, and smooth ramped transitions.

Unlike standard snapshot banks where all controls are recalled for every snapshot, Super Snapshot lets you choose exactly which controls are included in each scene. Scene 1 can recall TV input and lights, while Scene 2 recalls only the TV input — no need for separate snapshot banks.

Configuration happens while the design is running. Add or remove components and controls without going offline.

This plugin requires components to have **Script Access** enabled in order to read and write their control values.

Key Features

- **Online Configuration** — Modify scene content while the design is running
- **Multi-Scene Management** — Create up to 64 scenes with custom names and independent control configurations
- **Component-Based Organization** — Add any Q-SYS component and selectively include specific controls per scene
- **Per-Control Values** — Override saved values with custom entries for precise scene configuration
- **Ramped Transitions** — Smooth crossfades between scenes with configurable ramp time
- **Write Protect** — Three levels of write protect, scenes, components and controls
- **Configuration Export/Import** — Backup and restore complete scene configurations via JSON

Properties

Super Snapshot Properties		
Snapshots		
Snapshot Count	8	
Live Match	Yes	▼
<i>Subscribes to every configured control to keep Match indicators live. Uses more resources.</i>		
Debug		
Debug Print	None	▼
Show Debug	No	▼

Snapshot Count

Type:

Min:

Max:

Default Value:

Description: Number of scenes available in the plugin.

Live Match

Type:

Choices: ,

Default Value:

Description: Keeps the indicators (per-scene and global) accurate even when a control's value is changed from outside the plugin, instead of only re-checking on Save, Load, or a configuration edit.

Enabling this subscribes an event handler to every control configured across every scene. On designs with many scenes and controls, this uses more Core resources. Leave this set to unless live matching is required.

Matching is debounced: control changes set an internal flag, and a timer checks it every 0.5 seconds before recalculating. Match indicators may lag up to 0.5 seconds behind an external value change.

Subscriptions are automatically cleared and reconnected whenever scenes, components, or controls are added, removed, or the configuration is imported.

Debug Print

Type:

Choices: , , , ,

Default Value:

Description: Level of debug information printed to console. prints configuration changes, prints scene save/load activity, prints function entry calls, and prints all debug categories.

Show Debug

Type:

Choices: ,

Default Value:

Description: Show/Hide the debug window.

Controls

STATUS

Controls name: `Status`

Type: `Indicator-Status`

Pin Style: `Output`

Pin Name: `Status`

Description: Displays the plugin's operational status. Reports `Compromised` when a scene references a missing component or control.

OK

Compromised - Scenes #3-4 require attention

Controls Page

Global Controls

Ramp Time	00:00:01	Load Prev	Load Next
Last	1	Initial	
Match	1	Initial	

Scenes Controls

01	Initial	Press Hold	Load	Save	Last Match
02	Shutdown	Press Hold	Load	Save	Last Match
03	Input 1	Press Hold	Load	Save	Last Match
04	Input 2	Press Hold	Load	Save	Last Match
05	Input 4	Press Hold	Load	Save	Last Match
06		Press Hold	Load	Save	Last Match
07		Press Hold	Load	Save	Last Match
08		Press Hold	Load	Save	Last Match

GLOBAL CONTROLS

RAMP TIME

Controls name: `ramp.time`

Type: `Knob-Seconds`

Min:

Max:

Pin Style: `Input` / `Output`

Pin Name: Controls~Ramp Time

Description: Transition duration in seconds when loading scenes. Set to 0 for instant recall.

LOAD PREV

Controls name: load.prev

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Controls~Load Prev

Description: Load the previous scene in sequence. Wraps to last scene when at scene 1. If no scene has been loaded yet, it also loads the last scene.

LOAD NEXT

Controls name: load.next

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Controls~Load Next

Description: Load the next scene in sequence. Wraps to scene 1 when at the last scene. If no scene has been loaded yet, it loads scene 1.

MATCH

Controls name: match

Type: Indicator-Text

Pin Style: Output

Pin Name: Controls~Match

Description: Displays the scene numbers that currently match the live design. When more than one scene matches, the values are shown as a comma-separated list.

MATCH NAME

Controls name: match.name

Type: Indicator-Text

Pin Style: Output

Pin Name: Controls~Match Name

Description: Displays the names of the matching scene(s), in the same order as match.

LAST

Controls name: last

Type: Indicator-Text

Pin Style: Output

Pin Name: Controls~Last

Description: Displays the number of the last loaded scene.

LAST NAME

Controls name: `last.name`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `Controls~Last Name`

Description: Displays the name of the last loaded scene.

SCENE CONTROLS

*Repeated for each scene (based on the Snapshot Count property). Scenes that have not been created via the **Editor page** are disabled.*

SCENE NAME

Controls name: `name.n`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `Controls~n~Name`

Description: Displays the name of the scene at this position. Edit the name from the **Name** field on the Scene Editor page.

PRESS AND HOLD

Controls name: `presshold.n`

Type: `Button-Momentary`

Pin Style: `Input` / `Output`

Pin Name: `Controls~n~Press Hold`

Description: Recall scene on short press, Save scene on long press.

Save when the timer reaches the `settings.presshold` value.

Recall on button release if the press duration did not reach the configured value.

LOAD

Controls name: `load.n`

Type: `Button-StateTrigger`

Pin Style: `Input` / `Output`

Pin Name: `Controls~n~Load`

Description: Recall all saved control values for this scene with the configured ramp time.

This button's state (`Value = 1`) reflects whether the scene is currently active, per the `settings.loadbehavior` (**Load Active Behavior**) setting: either the last loaded scene, or a scene whose values currently match the live design.

SAVE

Controls name: `save.n`

Type: `Button-Trigger`

Pin Style: `Input` / `Output`

Pin Name: `Controls~n~Save`

Description: Capture current control values from all configured components into this scene. The button is disabled when the scene is write-protected.

This button is disabled when **Write Protect** is enabled for the associated scene.

If **Write Protect** is enabled on specific components or controls within the scene, the scene can still be saved, but protected values will be preserved.

LAST

Controls name: `last.n`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Controls~n~Last`

Description: Illuminates when this scene was the most recently loaded.

MATCH

Controls name: `match.n`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Controls~n~Match`

Description: Illuminates when current control values match the saved values for this scene.

Scene Editor Page

Scenes

#	Name
1	Initial
2	Shutdown
3	Input 1
4	Input 2
5	Input 4

5/8

Up

Down

Duplicate

New

Delete

Selected Scene

Scene Number

1

Name

Initial

Write Protect

Scene Status

OK

Named Components

Audio_Player

Add

Component Name	Controls Count
Audio_Player	1
Gain	4
Mixer_8x8	152
Standard_Delay	9

Import All

Write Protect

Delete

Controls Configuration

Add

Control Name	Value
bypass	false
gain	0.0
invert	false
mute	false

Write Protect

Delete

Value

0.0

Hint

Enter a value between -100.0 and 20.0.

SCENES

SCENES LIST

Controls name: `setup.scenes.list`

Type: `Text-ListBox`

Pin Style: `None`

Pin Name: `None`

Description: Displays all scenes with their number and name. Select a scene to configure its components and controls below. Columns show:

- Scene Index
- Scene Name

SCENE COUNT

Controls name: `setup.scenes.count`

Type: Indicator-Text

Pin Style: None

Pin Name: None

Description: Shows current scene count and total count (e.g., 4/8).

UP

Controls name: `setup.scenes.up`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Reorder selected scene in the list.

DOWN

Controls name: `setup.scenes.down`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Reorder selected scene in the list.

DUPLICATE

Controls name: `setup.scenes duplicate`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Create a copy of the selected scene with all its components and control configurations.

NEW

Controls name: `setup.scenes.new`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Create a new empty scene at the end of the list.

DELETE

Controls name: `setup.scenes.delete`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Remove the selected scene. Cannot delete locked scenes.

SELECTED SCENE

SCENE STATUS

Controls name: setup.selected.status

Type: Indicator-Status

Pin Style: None

Pin Name: None

Description: Displays the status of the currently selected scene.

Shows **OK** when all required components are present and configured correctly.

Shows **Compromised** if any elements are missing or invalid, displays the name of the missing control or component.

SCENE NUMBER

Controls name: setup.selected.number

Type: Indicator-Text

Pin Style: None

Pin Name: None

Description: Read-only display of the selected scene's index number.

NAME

Controls name: setup.selected.name

Type: Text-Textbox

Pin Style: None

Pin Name: None

Description: Editable name for the selected scene.

PROTECT

Controls name: setup.selected.protect

Type: Button-Toggle

Pin Style: None

Pin Name: None

Description: Toggle save protection for the selected scene — prevents the scene from being overwritten until unlocked.

NAMED COMPONENTS

COMPONENT SELECTOR

Controls name: `setup.components.selector`

Type: `Text-ComboBox`

Pin Style: `None`

Pin Name: `None`

Description: Dropdown list of all available components in the design.

ADD

Controls name: `setup.components.add`

Type: `Button-Trigger`

Pin Style: `None`

Pin Name: `None`

Description: Add the selected component to the scene's component list.

COMPONENT LIST

Controls name: `setup.components.list`

Type: `Text-ListBox`

Pin Style: `None`

Pin Name: `None`

Description: Displays all components added to the selected scene. Columns show:

- **Component Name**
- **Controls Count**

Long displayed values are shortened in the list: component names show the first 23 characters before `...`, and controls counts show the first 13 characters before `...`. A space separates the name and count columns.

PROTECT

Controls name: `setup.components.protect`

Type: `Button-Toggle`

Pin Style: `None`

Pin Name: `None`

Description: Toggle save protection for the selected component — prevents the component from being overwritten until unlocked.

This control is disabled when Scene Protect is enabled.

IMPORT ALL

Controls name: `setup.components.importall`

Type: `Button-Trigger`

Pin Style: `None`

Pin Name: `None`

Description: Automatically add all controls from the selected component to the Controls Configuration list.

All imported controls are added using their current values.

DELETE

Controls name: `setup.components.delete`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Remove the selected component from the scene.

This button is disabled when **Write Protect** is enabled on the scene or on the selected component.

CONTROLS CONFIGURATION

CONTROL SELECTOR

Controls name: `setup.controls.selector`

Type: Text-ComboBox

Pin Style: None

Pin Name: None

Description: Dropdown list of available controls on the selected component. Read-only controls are excluded.

The selected control is added with its current value.

ADD

Controls name: `setup.controls.add`

Type: Button-Trigger

Pin Style: None

Pin Name: None

Description: Add the selected control to the configuration list.

CONTROLS LIST

Controls name: `setup.controls.list`

Type: Text-ListBox

Pin Style: None

Pin Name: None

Description: Displays all controls configured for the selected component. Columns show:

- **Controls Name**

- **Controls Value**

Long displayed values are shortened in the list: control names show the first 23 characters before `...`, and control values show the first 13 characters before `...`. A space separates the name and value columns.

Trigger controls display a blank value in this list.

DELETE

Controls name: `setup.controls.delete`

Type: `Button-Trigger`

Pin Style: `None`

Pin Name: `None`

Description: Remove the selected control from the configuration.

This button is disabled when **Write Protect** is enabled on the scene, the selected component, or the selected control.

PROTECT

Controls name: `setup.controls.protect`

Type: `Button-Toggle`

Pin Style: `None`

Pin Name: `None`

Description: Toggle save protection for the selected control — prevents the control from being overwritten until unlocked.

This control is disabled when Component Protect or Scene Protect is enabled.

VALUE

Controls name: `setup.controls.value`

Type: `Text-Textbox`

Pin Style: `None`

Pin Name: `None`

Description: Edit value for the selected control.

Available for knob controls and text controls without choices; hidden otherwise.

This control reverts to the previous value if the user input is invalid.

For knobs, this control uses min/max validation.

CHOICES

Controls name: `setup.controls.choices`

Type: `Text-ComboBox`

Pin Style: `None`

Pin Name: `None`

Description: Dropdown populated with available choices from the selected control.

Available on text controls with choices and on Boolean controls; disabled otherwise.

Settings Page

Global Settings

Auto-load scene on startup: 1 - Scene 1

Press Hold Save Duration (Seconds): 1

Load Active Behavior: Match

Log

Create log entry on scene load: ☒

Create log entry on scene save: ☒

Configuration Import & Export

```
{
  "Scenes": [
    {
      "Protected": false,
      "Components": [
        {
          "Protected": false,
          "Controls": [
            {
              "Protected": false,
              "Value":
            }
          ]
        }
      ]
    }
  ]
}
```

GLOBAL SETTINGS

AUTO-LOAD SCENE ON STARTUP

Controls name: `settings.autoload`

Type: `Text-ComboBox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Auto Load`

Description: Select a scene to be automatically recalled when the plugin initializes. Choose `None` to disable automatic scene recall.

PRESS HOLD SAVE DURATION (SECONDS)

Controls name: `settings.presshold`

Type: `Knob-Integer`

Min: `1`

Max: `10`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Press Hold`

Description: Defines how long a scene button must be pressed and held before the current scene is saved.

LOAD ACTIVE BEHAVIOR

Controls name: `settings.loadbehavior`

Type: `Text-ComboBox`

Choices: `Last`, `Match`, `Disabled`

Default Value: `Match`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Load Active Behavior`

Description: Controls when a scene's `load.n` button reports itself as active (`Value = 1`).

`Last` — The scene that was most recently loaded is reported as active.

`Match` — Any scene whose configured control values currently match the live design is reported as active. With `Live Match` disabled, this only updates after a Save, Load, or configuration change.

`Disabled` — No scene is ever reported as active; `load.n` always reports `Value = 0`.

LOG

CREATE LOG ENTRY ON SCENE LOAD

Controls name: `settings.log.load`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Log Load`

Description: When enabled, a log entry is created each time a scene is successfully loaded. The log entry includes the scene number, scene name, and the time the load operation occurred.

CREATE LOG ENTRY ON SCENE SAVE

Controls name: `settings.log.save`

Type: `Button-Toggle`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Log Save`

Description: When enabled, a log entry is created each time a scene is successfully saved. The log entry includes the scene number, scene name, and the time the save operation occurred.

CONFIGURATION IMPORT & EXPORT

JSON CONFIGURATION

Controls name: `config.json`

Type: `Text-Textbox`

Pin Style: `Input` / `Output`

Pin Name: `Settings~Configuration`

Description: Complete plugin configuration in JSON format. Copy to backup all scenes, components, and control settings. Paste a valid JSON string to restore configuration.

User can use Search and Replace to match new component's name via their preferred IDE.