

SEVENTH-DAY ADVENTIST CHURCH MEDIA STATION

PHONE REMOTES

PHONE REMOTES — COMPLETE REFERENCE

Every control on the phone remotes, what it does, and who

What this is

Written for whoever has to answer a question about one, not for whoever is holding it. The person holding it Every control on the phone remotes, what it does, and who may use it. Written for whoever has to answer a question about one, not for whoever is holding it — the person holding it needs the printed card, which the app generates.

The manual's \$47 is the short version. This is all of it. Both are in the app under **Docs**, and both print: Docs offers this one as *Remote reference*. THE THREE PAGES SCREEN LIVE SERVICE

1. Connecting

Version 2.8.0 · Brandon Kissinger

One address

`http://<booth-computer>:3000/`

Printed on the card, shown in **Settings** > **Connections** with a QR code beside it. The same address for everybody — the booth, the platform, a phone handed to a visiting preacher.

Two codes and a name

Opening the address asks for two things.

FIELD	WHAT IT IS
Code	Four digits. The booth code or the platform code , both in Settings > Connections
Name	Whatever the person is called. Required

Which code decides **what they may do**. The name decides **who they are** — it appears in the booth's list of connected phones, on any request they send, and on the line that says who last drove the service.

The code field takes only digits and stops at four. Filling it moves focus to the name box. **Connect** stays disabled until both are filled.

ANSWER	WHAT THE PAGE SAYS
Wrong code	<i>That code does not work here.</i>
No name	<i>Please put your name in.</i>
20 wrong tries from one address	<i>Too many tries — wait a minute.</i>

Sessions

Entering a code mints a session that lasts **12 hours** and lives in a cookie. After that the address alone is the way back in for a phone the booth has not hung up.

Hanging a phone up ends its session. The page returns to the keypad and somebody has to type the code on purpose to come back. It is not a lockout — they know the code. To lock somebody out, change the code.

Codes that end

A code can be issued with an ending: **No end**, **Today** (midnight), or **4 hours**. A phone whose code has run out is told *This code has ended* rather than being shown the pairing hint — whoever is holding it had a working code that morning, and "check the four digits" sends them hunting for a mistake they did not make. A phone already connected is hung up when its code runs out.

Older codes

Churches that paired a code per phone before the two role codes existed keep those codes. They still open the door, and they still work in the address.

2. Who may do what

Powers, not ranks. A role is a name for a set of powers most churches want; any one phone can be granted a different set.

POWER	GUEST	ADMIN	BUTTONS
Move — next, previous, jump to a stanza	yes	yes	yes
Ask — say something to the booth, read the reply	yes	yes	—
Look up — find a hymn or a passage and put it on the wall	yes	yes	—
Point — draw on the congregation's screen	per phone	per phone	—
Order — step or jump the order of service	—	yes	yes
Screen — sources, cue, take, blank, logo, freeze, graphics	—	yes	yes
Clock — start, pause, reset the service timer	—	yes	yes
Playing — the film and the music under it	—	yes	yes
Broadcast — see the stream, stop it	—	yes	—
Remotes — pause, message or hang up another phone	—	yes	—

Buttons is a control surface — a Stream Deck key, a Companion button, a script. It authenticates with a long token rather than a code, never loads a page, and gets no pen and no reply channel: it has no screen to draw on and nobody standing at it to read an answer.

3. The guest remote

One page with a strip of tabs. It has one job.

Header

Name and role	Who this phone is, and what it may do
Connection pill	<i>Connected, Reconnecting, or Paused</i>
✉ Messages	Every note the booth has sent this service, with what was replied. Carries an unread count
Theme button	Light or dark. Opens light; remembered on that phone

The card — what is on screen

ELEMENT	WHAT IT SHOWS
Mode	<i>Hymn, Bible, PowerPoint, Video, Announcements, Blank, Logo</i> — colour-coded down the card's left edge
Detail	Hymn number and title, or the passage and translation, or the deck name
Position	<i>Verse 2 of 4, or Slide 12 of 40</i>
The wall	A picture of the congregation's screen. Redrawn when the screen changes, not as a video
What is coming	The next stanza, verse, or item in the order — quieter, beneath the picture
Order pill	<i>Order 4/9 → Scripture reading</i>
Drift pill	<i>3 min behind or 3 min ahead, only when two minutes or more</i>
Overlay pill	How many graphics are over the picture
Screen held	The projector is frozen
Output pill	<i>The screen is switched off or Rehearsing — the room sees nothing</i>
Captions	The last two lines of live captions, when they are running

Pointing at the screen

The drawing canvas sits **on** the picture of the wall. Draw with a finger and the mark appears on the projector where it was drawn.

CONTROL	WHAT IT DOES
Four swatches	Red, yellow, green, white
↶	Undo the last mark
×	Clear every mark

Present only on a phone the booth has given the **Point** power, and only while the booth is allowing anybody to draw — the pen row disappears when it is not.

A mark takes itself off after three seconds. A phone pointing at the screen is a laser pointer, not a whiteboard: the mark belongs to the sentence being said, and one that outlives the sentence is clutter only the congregation can see. Each mark is timed from when it landed, so drawing for ten seconds does not leave the first stroke up for thirteen. The booth can make that 5 or 10 seconds, or **Stay** — in which case marks last until somebody clears them, and are wiped when the screen changes to something else.

Moving through the service

CONTROL	WHAT IT DOES
NEXT	The next stanza, verse or slide. More than twice the width of PREV, because it is most of the taps in a service
PREV	The one before
Stanza chips	<i>Title · 1 · 2 · 3 · 4</i> — straight to a verse rather than stepping past the ones between

Disabled at the ends: NEXT greys out on the last stanza, PREV on the title.

Tabs

TAB	WHAT IS IN IT
Order	Every item in the service, the live one marked, how far through you are. Read-only for a guest
Timer	The service clock, the same one the platform monitor shows. Read-only for a guest — <i>The booth runs the clock</i>
Ask	Five things to say to the booth

Looking something up

Two bars at the bottom of the page: **Search the hymnal** and **Search a verse**. Tap one, type a number, a reference or a few words, pick a result, and a confirmation shows what is about to replace what. **Send to screen** puts it up.

The bar it came from is then replaced in place by a row reading **ON THE WALL**, with a **X** that puts back what was there before. Stepping a stanza does the same: the chips mean the hymn, so moving through them returns the wall to it.

The bar follows the wall rather than the tap. Every press is a round trip, and a bar that lit on tap would disagree with the screen for as long as that took — or for ever, if the booth took the screen back in between.

There is **no hold-to-fire control anywhere on a guest remote**. The confirmation does the work a hold does and can be read while talking.

Asking the booth

PRESET
Ready when you are
Please blank the screen
Wrong slide — go back
My microphone is off
Come to the platform

The tray then says **Sent — waiting for the booth**, and **The booth has read it** once the operator opens the Remotes panel from the request. One request every **4 seconds** per phone: it raises a notification on the operator's screen mid-service, and a pocket must not be able to bury them.

A message from the booth

The tone decides how hard it knocks. A **nudge** or a **now** covers the page and takes its buttons until dismissed; a **note** slides in at the top as a strip and leaves by itself after a few seconds, marking itself read as it goes. Tapping the strip opens it in full.

Got it — **back to the remote** hands the remote straight back; nothing is revoked by a message. The holder can answer without typing — 👍 **Will do**, 🙅 **Can't yet**, or one of three quick replies — and the answer reaches the booth by the same path as any other request from that phone, with the same name on it.

Paused

The booth can take a phone's buttons without disconnecting it. The page says *The booth has paused this remote* and keeps showing what is on the projector. A paused phone may still dismiss a message and still ask for something — otherwise the pause is a trap.

4. The admin remote

Three pages, with a key each along the bottom. **LIVE** is the middle key and half again as wide: it is where the service is driven and the place you return to after every detour, so it is the target you can hit without aiming.

Across every page

The fault strip. The booth's own ranked list — the one beside the ON AIR badge — worst three, and nothing at all when nothing is wrong. Ranked by the booth and passed through, so a phone in the foyer and the desk cannot disagree about which fault matters most.

Screen

SECTION	CONTROLS
Sources	PowerPoint, Hymn, Scripture, Video, Announcements. Each shows what it is holding. Tap to cue (amber), hold to take (red = live). Tapping the cued source clears it
Look up	A Scripture / Hymn switch and a box. A reference, keywords, a hymn number or a first line. Tapping a result puts it in that source's ready slot — never straight on screen
PowerPoint	Switch to the deck
LOGO / BLANK	Hold to fire
Hold the picture	Freeze the projector on one frame
Graphics	Everything over the picture, named — <i>NAME · Pr. Adeyemi X</i> . A graphic in a saved look takes the whole look with it
Clear overlays	All of them at once

Blank and Logo are deliberately **not** in the sources list: taking the screen away is a different act from choosing between two things to put on it, and a list where Blank sits a thumb-width from Hymn will eventually blank a sanctuary.

Live

Everything the guest sees — the wall, the pen, what is coming, the notes, the chips, PREV and NEXT — plus:

CONTROL	WHAT IT DOES
ON AIR bar	Stage, elapsed, dropped frames, watching, recording. Grey off air
STOP	Hold to end the broadcast

Dropped frames lead the line when there are any: it is the one fault that gets worse for as long as nobody looks at it.

Service

SECTION	CONTROLS
Order of service	Every item. Tap one to go straight there. Item back / Next item
Service timer	The clock, with Start / Pause and Reset
Send to the booth	The five presets, two to a row
Other phones	Every other connected phone — Pause / Release , and Hang up . Hidden entirely when nobody else is on

A remote is never offered these controls for itself: a phone that can pause its own buttons can strand its holder with nobody there to undo it.

Who is driving

When somebody else moves the service, a pill says so for twenty seconds — *Booth pressed NEXT*. Steering only: a line that lit for every pen stroke is a line nobody reads. Nothing is locked; a lock strands the service the moment its holder walks away.

5. Keyboard

For a laptop or a presentation clicker. Ignored while typing in a box.

KEY	WHAT IT DOES	NEEDS
→, Page Down, Space, Enter	Next	Move
←, Page Up, Backspace	Previous	Move
1–9	Jump to that stanza	Move, and a hymn on screen
0	The title slide	Move, and a hymn on screen
B	Blank	Screen
L	Logo	Screen
P	PowerPoint	Screen
F	Hold the picture	Screen
Esc, Enter, Space	Dismiss a message from the booth	—

Space and Enter belong to a focused button first; only a bare press means next.

6. The read-only page

```
http://<booth-computer>:3000/<code>/view
```

Status with no buttons — safe to hand to anybody who only needs to watch. It gets the wall, what is coming, the order and the clock. It is **never** sent the booth's notes, the list of other phones, the sources, the broadcast or the fault list: what is never sent cannot be read over a shoulder.

7. Control surfaces

A Stream Deck key, a Bitfocus Companion button, or anything that can open a web address.

```
http://<booth-computer>:3000/<token>/do/<verb>
```

A plain `GET`, because opening a URL is the one thing such a device does without a plugin. The token is a long secret, minted when the surface is paired and never typed: a four-digit code is right for a phone somebody is watching, and wrong for a button that holds its credential for ever with nobody looking at it.

An unknown verb answers **403** rather than *ok*. A key pasted with a typo used to report success on every press, and the only symptom was a button that quietly did nothing all service.

Payloads come from the query string: `/do/item-jump?index=3`.

8. Every verb

VERB	POWER	WHAT IT DOES
<code>nav-next</code> , <code>nav-prev</code>	Move	Step whatever is live
<code>verse-jump</code>	Move	Straight to a stanza (<code>verse</code> , <code>-1</code> for the title)
<code>item-next</code> , <code>item-prev</code>	Order	Step the order of service
<code>item-jump</code>	Order	Straight to an item (<code>index</code>)
<code>cue</code>	Screen	Line a source up (<code>mode</code>)
<code>take</code>	Screen	Put it on screen (<code>mode</code>)
<code>stage</code>	Screen	Put a search result in a ready slot (<code>kind</code> , <code>ref</code>)
<code>blank</code> , <code>logo</code> , <code>passthrough</code>	Screen	Change what kind of thing is up
<code>freeze</code>	Screen	Hold the picture
<code>layer-off</code>	Screen	Take one graphic off (<code>id</code>)
<code>clear-overlays</code>	Screen	Take them all off
<code>timer-start</code> , <code>timer-pause</code> , <code>timer-reset</code>	Clock	Run the service clock
<code>stream-stop</code>	Broadcast	End the broadcast
<code>remote-pause</code>	Remotes	Pause or release another phone (<code>deviceId</code> , <code>paused</code>)
<code>remote-hangup</code>	Remotes	End another phone's session (<code>deviceId</code>)
<code>draw-stroke</code> , <code>draw-undo</code> , <code>draw-clear</code>	Point	Mark the congregation's screen
<code>hand</code>	Ask	Ask the booth for something (<code>text</code>)
<code>ack</code>	Ask	Dismiss a message from the booth
<code>ppt-next</code> , <code>ppt-prev</code>	Move	Kept for phones holding a pre-2.0 page in cache

`hand` and `ack` still work while a phone is paused. Everything else does not.

9. Addresses

ADDRESS	WHAT IT IS
<code>/</code>	The door — code and name
<code>POST /enter</code>	Trades a code and a name for a session
<code>/r/</code>	The page, for a phone that entered at the door
<code>/<code>/</code>	The page, for a phone that has the code in its address
<code>/<code>/view</code>	The read-only page
<code>GET /<code>/events</code>	The live picture, pushed over SSE. <code>?view=1</code> asks for less
<code>POST /<code>/action</code>	One verb
<code>GET /<code>/find?kind=&q=</code>	Look something up. Needs the power to stage the answer
<code>GET /<code>/wall.jpg</code>	A picture of the congregation's screen
<code>GET /<code>/slide.png</code>	The PowerPoint slide that is up
<code>GET /<code>/program.mjpg</code>	The broadcast picture, for a second machine
<code>GET /<code>/key.png</code>	The graphics with their transparency, for a switcher
<code>GET /<code>/do/<verb></code>	One press of a physical button
<code>/<code>/manifest.webmanifest</code> , <code>/<code>/icon.svg</code>	So the page can live on a home screen

Adding the page to a phone's home screen is worth the ten seconds: a browser's own bars eat about a sixth of the height, and the page is drawn to fit one screen exactly.

10. From the booth

The remote button

In the top bar, carrying the number of phones connected — **phones, not connections**: one pastor with the page and the read-only view open is one phone. Click it for the list.

CONTROL	WHAT IT DOES
Pause / Release	Take a phone's buttons, or hand them back
Message	The presets, or a box to type something else
Hang up	End its session; it must type the code again
Clear _n_ marks off the screen	Wipe what the phones have drawn. Shown only when there is something to wipe
Print a card	The printable sheet
Codes	The full Remotes panel

The Remotes panel

Three parts, in the order somebody standing with a phone uses them.

Connect a phone. One QR, one address, and the two codes. The picture is the door rather than a device, so it never changes — print it once and leave it by the phones. Beside each code is a copy button and a re-mint; re-minting hangs up everybody currently holding that role, which is the only thing a new code can honestly mean.

Pointing at the screen. Whether phones may draw at all, how long a mark lasts, and a button that wipes the wall now. Turning drawing off takes what is already up with it — a switch that stopped the next mark but left the last one on the wall would be one an operator has to press twice.

On the line now. A row per phone somebody is holding, which is what this panel could not show before: a phone that types a code is a *session*, and the panel used to draw rows from the church's saved list, which a session is never in. Each row carries how long it has been connected, what it last did, and how many marks it has on the wall.

CONTROL	WHAT IT DOES
Pause / Give control back	As above
Message	The presets, a box to type in, and Note / Nudge / Now
Hang up	End its session
v	Rename it, and change what it may do

Opening the disclosure gives a switch per power — move through what is up, drive the order, look something up, talk to the booth, run the clock, change the screen, drive what is playing, see and stop the stream, settle the other phones — plus **Point at the screen**, which has always been its own switch. *Guest preset* and *Admin preset* put a phone back on the ordinary list for its role.

The phone reloads itself the moment any of this changes, so the buttons it shows are always the ones it may press. Changing a power is not a re-pairing: nobody types anything again.

Desk buttons. A Stream Deck, a Companion button, or anything else that can open a web address, with the list of addresses to copy. These get a long secret address rather than four digits, because a button on a desk holds its password forever and nobody is watching it.

Settings > Connections

CONTROL	WHAT IT DOES
Port	3000 unless something else has it
Booth code	Four digits, editable, with a re-roll
Platform code	The same, and never allowed to match the booth's
Address and QR	What to print, and what to scan
Print a card	The sheet
Answer on	Which network the server answers on

The printed card

Letter size, one page, generated from this machine so nothing needs filling in with a pen: the church's own name, the address, the QR code, the **platform** code, and four steps.

The booth code is deliberately not on it. That sheet goes on a wall, and the code that can blank a sanctuary does not belong on a wall.

11. Rules this all follows

A remote does what happens during a service, and nothing that happens before one. No settings, no library, no slide or song editing, no backups, no imports — on either remote. This is what keeps the admin remote phone-shaped instead of a bad copy of a settings panel.

If a control needs hold-to-fire, it does not belong on the guest remote. Hold-to-fire exists because a pocket can tap. The guest remote's answer to that class of risk is not a harder button — it is no button.

A remote is never sent what it cannot act on. A guest is not sent the sources, the graphics, the broadcast or the fault list.

Whenever a press does not move the wall, the page says why. Held, paused, output stopped, rehearsing. A remote that fails silently is worse than no remote, because the holder's next move is to press harder and then improvise.

Timings. Hold to fire: 700 ms. Hold to take a source: 550 ms. One request to the booth every 4 s. A session lasts 12 hours. The wall renderer shuts down two minutes after the last phone stops asking for a picture.