

BuzzIn.Live

BuzzIn.Live is the go-to online buzzer system! BuzzIn.Live allows you to ditch the physical hardware limitation and just use your internet-connected devices. Both the host and players can use either phones, tablets, or computers! All of them will work together to create one uniform experience.

How-To Guide

Last Update 8/2/2020

****This Guide has not been updated to showcase the timer and round features****

From here on, the leader (or person who will be controlling the game) will be referred to as the host. Most buttons display their current state (enabled/disabled) through the icon located beside the text inside the button

-Quick Picture Overview-

Free Host Dashboard - Home

BuzzIn.live

Code players use to join → Game Code: 700286 ← Opens the settings menu

Spacebar also resets buzzers!

← Enables/disables the players buzzers. State of lock is shown by the icon

Players:

Player Limit: 8

Clicking the ⓪ symbol removes the player

Buzzed Players:

← List of players who have buzzed (in order of buzz time)

Clicking the buzz order number will individually remove their buzz

⓪ 1. Reagan

⓪ 2. Joshua

Clicking a player's name will rename the player

Not Buzzed Players:

← List of players who have NOT buzzed in

⓪ Steve

Free Host Dashboard - Settings

BuzzIn.live

Settings

← Closes the settings menu

Gameplay

← Limits the game to only one buzz at a time. After the first buzz the remaining player's buzzers are locked

Sound dropdown to change the buzzer sound (Only 1 option for free games) →

Sound

Current Sound:

← Enables/disables the sound option on player devices

Enables the buzzer sounds for only the first buzz (on Host device) →

← Enables the buzzer sounds for all buzzes (on Host device)

Miscellaneous

← Removes all players from game

Toggles the list of buzzes located on the player's device →

← Toggles allowing new players to join

Premium Host Dashboard – Home

BuzzIn.live Premium

Game Code: 475179

Settings ⚙️

How To Info ?

Link to game: <https://buzzin.live/play/OE3AE8DB4AF8>

^ Direct link to game for players

Reset ALL Buzzers

Spacebar also resets buzzers!

Toggle Lock 🔒

Players:

Player Limit: 200

Buzzed Players:

Click the +/- buttons to give/subtract points to the player

1. Jake 6 Bears

<-- Team the player is on. Click to add, change, or remove player from a team

Not Buzzed Players:

Jill 2 No Team Assigned

<-- Team tag shown if player is not apart of any team

Teams:

<-- Teams list

1. Bears 7
2. Lions 0

<-- Points for the team are calculated by adding all the points given to the player on the team and then adding the points given directly to the team

Click to add team -->

Premium Host Dashboard – Settings

BuzzIn.live Premium

Game Code: 475170

Settings

Settings

Close

Click to reveal premium key

<— Premium key (hidden for privacy) can be revealed here

Premium

Early Buzz Penalty ✕

<— Early Buzz Locking Toggle (Default off)

Set Penalty Time (Currently 3000ms)

<— Early Buzz Locking Time (Default 3 seconds)

Button to toggle on/off teams -->

Show Teams ✓

Button to toggle on/off points -->

Show Points ✓

Set Points increment (Currently 1 point)

<— Set the amount of points incremented for each +/- press

Premium sounds can be found in the dropdown menu under sounds

Gameplay

One Buzz Only ✕

Sound

Current Sound: Pop

<— Change the buzzer sound here (12 more options)

More settings located below (not shown), but they are the same as the free dashboard's settings

Player's View - Ready

BuzzIn.live

Game Code: 700286 ← Game code player used to join

You: Steve ← Nickname player used

Sound: ← Sound option to toggle sound on the player's device.
(Only is host has not disallowed player sound)

Spacebar also works as buzzer button!

List of players who have already buzzed in. → Buzzes:
Top 3 are shown and then own position

1. Reagan
2. Joshua

← Buzzer button in the ready state



Player's View - Buzzed

BuzzIn.live

Game Code: 700286

You: Reagan

Sound:

Spacebar also works as buzzer button!

← Buzzer in "Buzzed" state

Buzzes:

1. Reagan [YOU]
2. Joshua



Player's View – Locked

BuzzIn.live

Game Code: 700286
You: Steve
Sound:

Spacebar also works as buzzer button!



← Buzzer in locked state

Buzzes:

1. Reagan
2. Joshua

Player's View – Penalty (Premium Only)

BuzzIn.live

Game Code: 475179
You: Jake (Bears) ← Name and (Team) of the player
Sound:

Spacebar also works as buzzer button!



← Buzzer in penalty state for buzzing while buzzers are still locked.
(Only if host has enabled penalty locking!)

Buzzes:

-Detailed Guide-

Creating a Game

The host can create a game by clicking the “Create” button on the BuzzIn.Live home screen (<https://buzzin.live>). The game tiers screen will appear asking whether the host wants to start a “Free” or “Premium” game (See tier comparison chart). Selecting the free tier will take you directly to the Host Dashboard. If the host selects the Premium tier, they will be prompted for a Premium Key. If the host has not bought a Premium Key, they can be bought below the tier summaries on the same page. Once inputting a key, the host will be taken to the Host Dashboard with the premium features unlocked.

Free vs Premium Tiers

Feature	Free	Premium
Buzzing-In & Resetting	✓	✓
Individual Buzzer Resetting	✓	✓
Locking/Unlocking Buzzers	✓	✓
Internet Latency Correction	✓	✓
Timer	✓	✓
Scoreboard (Coming Soon	✓	✓
Max Player Limit (Host not incl.)	8	200
Points		✓
Teams		✓
Round Mode		✓
Early Buzz Penalty Locking		✓

More Buzzer Sounds		✓
Direct Link to Game for Players		✓

Using the Host Dashboard (All Tiers)

Premium only features are discussed in the next section

Players/Buzz-Order

The host dashboard is how the host controls the game/buzzer system. Players that join will appear in a list under the heading “Not Buzzed Players”. When a player buzzes-in, their name will be moved above the “Not Buzzed Players” list to under the heading “Buzzed Players”. The players in this list are arranged by buzzing order. Players in this list also have a number beside their name indicating the buzz order.

Removing Buzzes

Players buzzes can be reset in two ways. First, all the buzzes can be reset using the red ‘Reset All Buzzes’ button. The second way is by individually removing buzzes. This can be done by clicking the buzz order number beside a player’s name.

Locking Buzzers

Players buzzers can be locked with the yellow “Toggle Lock” button. The icon in the button shows the state of whether the buzzers are locked or not. While locked, players will be unable to buzz-in and their buzzers will display yellow with a “LOCKED” text.

One Buzz Only Mode

One buzz only mode automatically locks the buzzers after the first buzz is received. This can be enabled via the “Settings” button.

Sounds

In the Settings, the sound settings can be toggled to either enable/disable buzzer sounds on player devices or toggle the host device to play the buzzer sounds for

all buzzes, first buzz, or no buzzes. The buzzer sound can also be changed with the Premium game mode (See the Premium section below).

Removing/Renaming Players

Players can be removed by clicking the ⊘ symbol beside a player's name. This will kick them from the game. You can rename a player by clicking on their name. This will prompt you for the new name for that player. If you wish to remove all players, a button "Remove All Players" is located at the bottom of the settings menu.

Player Buzz List

By default, players can see the first three buzzes and their own buzz. This can be enabled/disabled by toggling the "Show Buzz List on Player Devices" button.

Disallowing New Players

The host can enable/disable new players from joining by toggling the "Allow New Players to Join" button in the settings menu.

Internet Latency/Lag Correction

BuzzIn.Live tracks the latency in each player's correction and corrects for it with their buzzes (up to 1 full second of latency. Most poor connections only have a latency of up to 300 milliseconds). If a player is fully disconnected and lost connection to the internet, their device will be unable to send buzzes.

Disconnects/Reconnecting

If a player or host disconnects, their device will keep trying to reconnect. During this process, their name will show "(Disconnected)" beside their name on the Host Dashboard. A "Waiting for Connection" warning will also show on the disconnected device. The reconnecting process is automatic and does NOT require reloading. Reloading will cause the player to join as a new player. If a player rejoins as a new player, their name will be added to the list again and their "(Disconnected)" name will remain until removed.

Using the Host Dashboard (Premium Only)

Features discussed here are only available in Premium games

Starting the Game

At the start of the game, a prompt will appear asking to save the Premium Key used to the computer through a “cookie”. This is a nice feature to save the key but is not always reliable depending on how the computer’s security settings are setup. Please also save the Premium Key somewhere else too.

Points

This feature adds a +/- button beside both player and team names. Click these buttons will add/subtract points to that player or team. The amount incremented by a single click can be changed in the settings with the “Set Points Increment” button. The points for a team are calculated by adding up all the points of the players on that team and then adding the points given directly to the team.

Teams

Teams can be added by clicking the “No Team Assigned” button beside a player or the “Add Team” button under the Teams header. Teams can be assigned by clicking the team tag beside a player (By default says “No Team Assigned”). Clicking the team name beside the player will also allow the host to change the player to another team.

Early Buzz Penalty

This feature turns on a lock for players who try to buzz-in while their buzzers are still locked. If a player buzzes in early, their buzzers are locked for the penalty time specified (default 3 seconds) and the player’s buzzer shows a “PENALTY” text. Players will be unable to use their buzzers during the time their buzzers are penalty locked. To enable/disable this feature, toggle the button “Early Buzz Penalty” in the settings menu. The penalty lock time can be changed in the

settings using the “Set Penalty Time” button and will prompt the host to enter a time in milliseconds for the buzzers to be locked.

More Buzzer Sounds

The buzzer sound can be changed by clicking the dropdown in the settings beside the “Current Sound:” text. Clicking the dropdown will display all the sounds and selecting a sound will change the sound and play the sound as a preview.

Direct Linking to Game

At the top of the host dashboard, a link will be visible below the “Game Code”. This link can be copied and sent to players. Using this link will bring players to a screen to enter a nickname and then join the game without having entered the game code.

Having Problems Or Have A Feature To Suggest?

Leave Feedback via the “Contact/Feedback” button on the home page!