Companion — caspar-AV user guide

This module drives a caspar-AV show from a Stream Deck or any other Bitfocus Companion surface: **fire cues and pads, run transport on any screen, and see what CasparCG is actually doing.**

The README covers installing the module. This is how to build a surface with it.

> **Before you rely on this:** point it at **caspar-avd, the daemon** — not at CasparCG itself. Rehearse a page before a show; this drives a live playback server with no confirmation step.
>
> This module was built with AI assistance, directed and reviewed by a human author.

Connecting

The same address as the console, port **8080** by default.

Fire a cue rather than stacking transport buttons

This is the most important thing on the page.

caspar-avd compiles a cue into **one `BEGIN` / `COMMIT` batch**, so the server locks every touched channel and releases them **on the same frame**. That is the whole reason cues exist rather than being a list of buttons.

A Companion button firing three separate screen actions lands them on three different frames. If a change has to be simultaneous — and on a multi-screen look it usually does — put it in a cue and fire the cue.

An action naming an unknown screen fails the **entire** cue rather than firing the ones that resolve. Half a cue on stage is worse than none.

Three health lights, not one

Conflating them sends people to the wrong fault:

Light	Question it answers
caspar-avd is connected	Can this module reach the daemon?
CasparCG is connected	Can the daemon reach CasparCG?
OSC telemetry is arriving	Does anyone know what is on screen?

The third is the subtle one, and it is the one to put on every page carrying playing colour.

CasparCG answers no "what is playing" question over AMCP — it *pushes* its monitor state as OSC. So commands can work perfectly while the module knows nothing at all, and every "is this playing" feedback reads false. That is **unknowable**, not **not playing**, and the difference matters when someone is deciding whether to fire a cue again.

Intent and reality are never merged

- **Screen is enabled** reads the show — what it is *configured* to do.
- **Screen is playing / paused / playing a specific file / near its end** read telemetry — what CasparCG is *actually* doing.

caspar-avd never merges the two and neither does this module. **If they disagree, that is information**, not a bug to reconcile.

Clip near its end is the one worth a dedicated button on a show where something has to follow a clip out.

The pad grid survives a re-lay-out

Pad presets fire by **pad position**, not by cue id — so a Stream Deck laid out to mirror the grid stays correct when the show is re-laid-out.

The blue feedback lights while that pad still holds the cue the button was built for. When the show changes underneath, the button still fires the right *pad*, and the blue tells you whether it is still the cue you meant.

Raw AMCP, and the mistake everyone makes

A two-word AMCP command puts its target **between** the words:

```
MIXER 1-10 FILL 0 0 0.5 0.5      ✓
MIXER FILL 1-10 0 0 0.5 0.5      ✗ 400 ERROR
```

Batches can answer **COMMIT PARTIAL**, meaning an inner command failed. This module logs that as a warning rather than letting it pass as success — so check the log after a batch that looked fine but did not land.

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media-scanner is not optional

In CasparCG 2.5 the media and thumbnail commands are **proxied to media-scanner**, and answer 501 without it running.

The **SCANNER** preset shows its state and refreshes the library when pressed. If media commands return 501, that is what to look at first.

Building a surface that fails safe

1. **Cues for anything that must be simultaneous.** Transport buttons are for single-screen work.
2. **All three health lights** on the main page.
3. **OSC telemetry** specifically on any page with playing colour — otherwise the colour lies by omission.
4. **Pad grid mirroring the show's grid**, so muscle memory transfers.
5. **Near-its-end** where the operator can see it, if anything has to follow a clip out.

Troubleshooting

Symptom	Cause
Every "playing" light is off but video is on screen	OSC telemetry is not arriving. It is unknowable, not stopped.
A multi-screen change arrives ragged	Separate transport actions on one button land on separate frames. Use a cue.
A cue fired nothing at all	One of its actions names a screen that does not exist, and that fails the whole cue by design.
A raw AMCP command returns 400	Two-word command with the target in the wrong place. See above.
Media commands return 501	media-scanner is not running.
A batch reported success but only half landed	Look for COMMIT PARTIAL in the log.

See also

- README — installing, and the full action/feedback/variable list
- `companion/HELP.md` — the same material, in Companion's help panel