

Companion — SimpleCue user guide

This module drives [SimpleCue](#) over OSC from a Stream Deck or any other Bitfocus Companion surface — GO, cue fire, transport, master level, with cue standby and playing colour.

The [README](#) covers installing the module. This is how to set it up so that the lights on it mean something.

Before you rely on this: OSC is UDP and **nothing is acknowledged**. A command that vanishes in the network looks exactly like one that worked, and when SimpleCue goes away it simply stops sending — so every feedback holds its last known value indefinitely. The whole shape of this guide follows from that.

This module was built with AI assistance, directed and reviewed by a human author.

Connecting — and step 2 is not optional

In SimpleCue, open **Audio → Control setup**:

1. Turn **OSC** on and note its input port (default **53000**). That goes in *SimpleCue OSC input port*.
2. **Add an OSC target** pointing at this Companion machine, on the port set in *Local status (feedback) port* (default **53001**).

SimpleCue sends no status at all until a target exists. Skip step 2 and everything still appears to work — actions fire, cues play — while every feedback on the surface stays dark forever. That is the single most common way this ends up half-configured.

If Companion is on a different machine, **the target host must be Companion's IP**, not `127.0.0.1`.

The Control setup panel has a live monitor of incoming OSC. **If a button seems to do nothing, look there first** — it answers the one question worth asking: is anything arriving at all?

GO is not "fire cue N"

GO performs whatever the standby marker is sitting on — the cue itself, or one of its sub-cues — and then advances. It is the space bar, and it is stateful.

Cue: fire fires one named cue regardless of where the marker is.

Those are different buttons for different jobs. A surface built out of GO alone follows the operator's position in the list; a surface built out of Cue: fire does not move the marker at all. Most shows want both, and want them visually distinct.

Cue numbers are text

Cue fields are **text, not dropdowns**. SimpleCue's cue numbers are free text — 12 , 12.5 , PRE — and it does not publish its cue list over OSC, so there is nothing to enumerate.

They accept Companion variables, so a cue number can be built at press time.

Numbers match loosely: 12.50 finds 12.5 . That is deliberate, and it means a trailing zero typed under pressure does not lose a cue.

Reading the feedbacks

Feedback	Lights when
Cue is standing by	The marker is on that cue — it is what GO will fire
Cue is playing	That cue is sounding (several can be at once)
Anything is playing	At least one cue is sounding
Playback is paused	
A cue is vamping	Something is looping, waiting to be released
Master level is below a threshold	For catching a master left pulled down
SimpleCue status is live	Status has arrived recently
SimpleCue reported an error	Usually a cue number that does not exist

Put "SimpleCue status is live" on any page carrying cue colour. It is the one that distinguishes a current green from a stale one — without it, a surface showing a cue playing may be showing what was true before the machine went away.

Resync

The module sends a status query every few seconds (configurable; 0 turns it off), which makes SimpleCue re-publish its whole state.

This is what recovers the surface after either end restarts, or after a lost datagram. Turning it off means a single dropped packet can leave a light wrong until the next change.

Master level: relative moves need the status path

Master level: adjust by works from the level SimpleCue *last reported*. With no status path back to Companion the module has no starting point, so **the action is skipped** rather than jumping from an assumed 0 dB.

If your relative master buttons do nothing, step 2 of the connection setup was never done.

Building a surface that fails safe

1. **"SimpleCue status is live"** on every page with cue colour.
 2. **GO and Cue: fire visually distinct**. They are not interchangeable.
 3. **Master-below-threshold** somewhere — a master left pulled down is silent in a way nothing else on the surface reveals.
 4. **Leave the resync running**. It is what makes the page self-heal.
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Troubleshooting

Symptom	Cause
Actions work, nothing lights up	No OSC target in SimpleCue pointing back at Companion.
Feedback worked on one machine, not another	The target host is <code>127.0.0.1</code> rather than Companion's IP.
Relative master moves do nothing	Same cause — no status path, so there is no level to adjust from.
A cue number is refused	It does not exist. The error feedback lights for exactly this.
Lights are stuck on an old state	SimpleCue stopped sending. That is what the status-is-live feedback is for.
GO fired something unexpected	It fires the standby marker, not a fixed cue. Use Cue: fire.

See also

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

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<https://github.com/stoatworks-labs/companion-module-simplecue>