Companion. Meet RollVT.

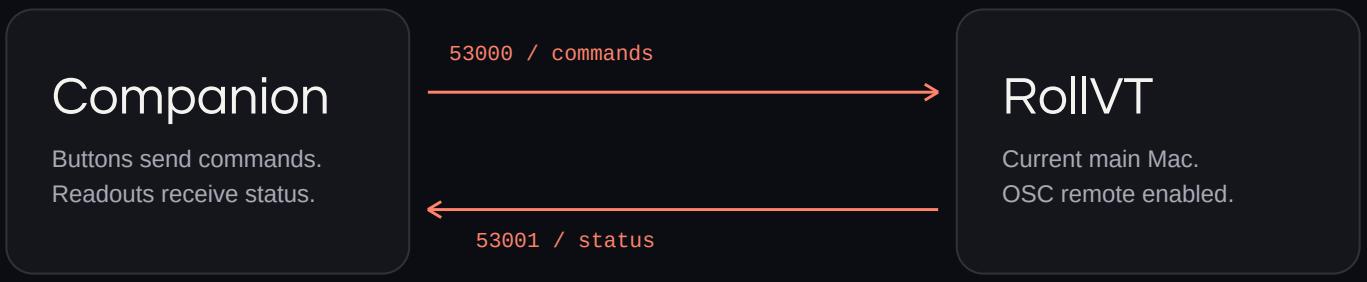
Your show. At your fingertips.

A practical setup guide for control and status
over OSC on your local show network.

BETA 0.1.3 Companion 5.0.6 / RollVT 0.9.1.276 beta

Use a licence with **Pro features**, including the full-featured beta. RollVT Basic does not include OSC remote control. This module uses the shipping OSC interface; no new RollVT build is required.

Two directions. Two ports.



These are the default ports. Both apps may run on one Mac, or on separate computers that can reach each other over the chosen network.

02 Connect the two applications
03 Understand and refresh feedback
04 Readouts, variables and presets
05 Control reference
06 Show operation and backup
07 Troubleshooting and updates

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Connect in six steps.

Install the module, choose the player, then give status a route back.

01 **Import the beta module**

Download **halfgreybear-rollvt-0.1.3.tgz** from rollvt.app. Import it through Companion's **Modules** page, then add **HALF GREY BEAR > RollVT**. The beta is not yet in the public module catalogue.

02 **Point Companion at the RollVT Mac**

Enter the RollVT Mac's **IPv4 address**. If both apps run on the same computer, use **127.0.0.1**. The field starts empty so a player is never selected accidentally.

03 **Match the command port**

Set **RollVT OSC command port** to **53000**, or the port set in RollVT. If QLab also runs on that Mac, give RollVT its own unused port.

04 **Choose the feedback listen port**

Use **53001**, or another unused port. Each RollVT connection needs its own feedback port. Avoid **12321**, normally used by Companion's own OSC service.

05 **Enable OSC and route feedback in RollVT**

Open **Inspector > Integrations > OSC**. Enable OSC remote. Set **Status feedback host** to the Companion computer's IPv4 address, and the feedback port to **53001** (or your choice in step 4). Allow UDP through any firewall.

06 **Add your controls and rehearse**

Add buttons from the connection's **Presets**. Test control and feedback with a rehearsal show when it is safe to operate playback.

> **A sent command is not a delivery receipt.**
>
> Commands can work without feedback. The connection stays amber until one valid status value arrives. Successful UDP sending does **not** confirm that RollVT received or acted on the command.

Know what feedback means.

Status helps you operate the show. It is not a connection-health monitor.

> **Last-known values, not a heartbeat.**
>
> RollVT .276 sends ten fields **only when their values change**. There is no OSC heartbeat, acknowledgement or snapshot-request command. Closing the player, losing the network or switching to a following backup can leave old colours and labels visible.

Never use the green connection indicator or `feedback_complete` for automatic failover. An apparently complete set of values may be stale.

Get a fresh snapshot

Start the Companion connection **before** enabling status feedback in RollVT. After restarting Companion or changing its connection settings:

01 **Clear the feedback host in RollVT**
Commit the change. This clears the feedback cache without restarting the command listener.

02 **Restore the Companion feedback host**
Commit the change again. Simply saving unchanged settings does not resend the snapshot.

03 **Check KNOWN and RX UTC**
KNOWN x/10 counts distinct fields received since reset. **RX UTC** shows the last valid incoming status timestamp. Silence during pause or idle is normal.

Unknown values	A dash means the field has not arrived. It does not mean zero, stopped, muted or empty.
Countdown	Time follows received values. Companion does not invent countdown progress while feedback is silent.
Forget status	**Forget last-known status** only clears the local cache. It does not request a resend or change playback.

Feedback is accepted only from the configured RollVT IPv4 address. Use a trusted local show network: OSC has no authentication.

Read the show at a glance.

These presets are displays. Pressing a readout deliberately sends no command.

LEFT	Remaining time on the live clip.
LIVE	Name of the playing clip.
STANDBY	Selected standby cue name, not the selected bin clip.
Playback state	PLAYING, PAUSED, STOPPED / HELD or UNKNOWN.
MASTER	Master audio fader percentage, not dB.
LOOPS	`inf` means infinite; blank means not looping. Otherwise, loop passes remaining.
KNOWN	How many of the ten distinct status fields have arrived since reset.
RX UTC	Time the last valid status message arrived, in UTC.

Build your own readouts

The 16 variables cover live and standby names and cue positions; program active, paused and blackout; remaining time and seconds; master percentage; loop passes; playback state; known-field count; complete/any feedback received; and the last receive timestamp.

The eight boolean feedbacks cover playing, paused, stopped/held, blackout, numbered live or standby cues, time below a threshold while running, and all ten fields received. Unknown state does not light these feedbacks.

> **Seeing $NA? Replace the old preset text.**
>
> Version 0.1.3 fixes earlier readouts. Import it and **re-drag the readouts** onto your page, or replace their variables with the Variables picker. A connection labelled RollVT uses `$(RollVT:remaining)`, not `$(this:remaining)`. Use your actual connection label. A dash afterwards means no value has arrived yet.

50 presets include transport, LAST 10 SECS / LAST 30 SECS rehearsal, readouts, fire/standby cues 1-12, master mute/unity, graphics clear and a separate emergency-stop section.

Your control reference.

26 actions cover transport, selection, audio, aspect and overlays.

Transport	**GO**; stop with fade; stop instantly; panic stop and black; toggle pause/resume; restart the live clip; re-fire the previous played cue.
Rehearse ending	Jump to **0-3600 seconds** before the out-point. Presets include **LAST 10 SECS** and **LAST 30 SECS**.
Solo	Toggle solo for the next take. Solo state is not available over OSC.
Cue stack	**Cue next / Cue previous** select without firing. Standby a numbered cue, or fire a numbered cue.
Media bin	Select the next/previous bin clip, or fire a numbered bin clip.
Blackout	Set blackout explicitly on or off, or toggle blackout.
Master volume	Set **0-100%**, converted automatically to RollVT's 0-1 range. This is a fader percentage, not dB: **0 = mute; 100 = unity.**
Aspect	Set the selected clip to **Fit, Fill or Stretch**. RollVT refuses this edit while the show is locked. Live output changes only if that selected clip is live.
Overlays	Fire a preset by name or library position; take a lower third, logo or clock off air; clear all overlays.
Local status	Forget cached feedback in Companion. This does not operate RollVT.

Copy numbered presets and edit their positions for cues beyond 12. Place instant-stop and panic controls deliberately so they cannot be mistaken for routine transport.

Be deliberate on show day.

Selection, numbered targets and backup roles all affect what a button does.

Understand the target

GO follows focus	GO uses RollVT's current focus: the standby cue or selected bin clip. STANDBY reports the cue stack, so it may not name the next bin clip that GO fires.
Numbered buttons	Use **1-based whole positions** in the cue, bin or overlay library. These are not persistent IDs or decimal cue labels. Reordering or replacing the show can change the target. No cue catalogue or dynamic name dropdowns are downloaded.
Overlay names	Names are sent as strings, even digit-only names. The separate library-position action sends an integer.
One press, one send	Presets fire on button down. No playback commands are retried or queued; matching fires are debounced by RollVT within **150 ms**. Pause is a toggle, with no absolute pause/resume action.

Read the state correctly

`playing` is RollVT's program-active flag and stays 1 while paused. **Program is playing** feedback requires active and not paused. **STOPPED / HELD** can still show an end frame; it does not mean black. Cue position 0 means bin playback or no live cue.

Main and backup

Aim Companion at the **current main**. A following backup intentionally ignores OSC control and emits no status, even after a redundancy link loss. This module does not perform Take Over or automatic failover.

> **Promote first. Then use the backup connection.**
>
> Give a separate backup connection its own feedback port, for example **53002**. Use it only after manually promoting that Mac in RollVT, then obtain a fresh snapshot (page 3). **Do not send simultaneous GO commands to both Macs** as a workaround.

Get back to a clean setup.

Check the route, the role and the saved button text.

Bad configuration	Enter a unicast IPv4 address and ports **1024-65535**. Command and feedback ports must differ.
Address in use	Another connection or service owns the feedback port. Choose a unique port and update RollVT to match.
Amber / no values	Check feedback host, port, firewall and a fresh snapshot (page 3). Confirm Pro access and that this Mac is not a following backup.
No control	Inspect RollVT's OSC **last received** and as-run log. Check target IP/command port, OSC enablement, Pro access and the active main role.
Socket error	Correct the network/configuration issue and save the connection again. Commands attempted with an unavailable socket are discarded, not deferred.

Updating from 0.1.0-0.1.2

Import the **0.1.3** package and select it for the connection if Companion asks. Navigation presets are now **CUE NEXT** and **CUE PREVIOUS**; the action IDs and OSC commands are unchanged.

Existing buttons keep their saved appearance. Re-drag presets or change **Text size** from Auto to a fixed size, usually **12-14**. GO uses 30, STOP uses 24 and numbered FIRE buttons use 18. For long clip names, use a smaller size or wider key. Fix $NA readouts as shown on page 4.

> **Before the audience arrives**
>
> Confirm the current main, exercise GO/stop and cue selection in rehearsal, check numbered targets after any reorder, and acquire a fresh feedback snapshot. Keep emergency controls clearly separated.

HALF GREY BEAR
support@halfgreybear.com / rollvt.app