

KueSync v0.12.63

Sync Keynote / PowerPoint slides across Macs and PCs — from Bitfocus Companion, or machine-to-machine from a presenter remote (no Companion required).

A Krometis Analytics product. © 2026 Krometis Analytics. All rights reserved. kuesync.com · support@kuesync.com

Agent Installer - macOS/ install on each presentation Mac
 KueSync-Agent-0.12.63.pkg
 uninstall.sh (to remove KueSync later — run from Terminal; see "Uninstalling")
Agent Installer - Windows/ install on each presentation PC
 KueSync-Agent-Setup-0.12.63.exe
Companion Module/
 krometis-kuesync-0.12.63.tgz import into Companion 4+ (recommended)
 krometis-kuesync/ drop-in folder for Companion 3's developer-modules path

Requires a Mac with an M-series chip (Apple silicon, M1 or later — KueSync is optimized for it) or Windows 10/11. All machines on the same network. Bitfocus Companion is optional — a Leader machine with a presenter remote (or a phone clicker link) drives the fleet too.

1. Install the Agent (on each presentation Mac)

Double-click Agent Installer - macOS/KueSync-Agent-0.12.63.pkg (Mac) or run Agent Installer - Windows/KueSync-Agent-Setup-0.12.63.exe (PC) and follow the prompts. The installer is Developer ID-signed **and notarized by Apple**, so it opens with a normal double-click — no security bypass needed. (The Windows installer is Authenticode-signed the same way.)

- When it finishes, the **KueSync** app (your KA logo) is in your Applications folder, and **KS** appears in the menu bar. Open it any time from Launchpad or Applications.
- The first time it moves a slide, macOS asks to let it control Keynote / PowerPoint — click **OK**.

Note each machine's **IP address** (System Settings → Network).

2. Add the Module to Companion (once, on the Companion Mac)

Companion 4 or newer (recommended — one click, no developer path):

1. Companion: **Settings** → **Modules** → **Import module package**.
2. Choose Companion Module/krometis-kuesync-0.12.63.tgz.
3. **Connections** → **Add connection** → search **KueSync** (or **Krometis**).

It installs like any built-in module and persists across restarts — no developer-modules folder needed.

Companion 3 (or if you prefer the dev folder):

1. Extract Companion Module/krometis-kuesync-0.12.63.tgz and copy the krometis-kuesync folder into your Companion developer-modules folder.
2. Companion: **Settings** → **Developer modules path** → point at that folder's parent → restart Companion.
3. **Connections** → **Add connection** → search **KueSync**.

Either way the module includes its dependencies — nothing to install.

3. Configure ONE connection for ALL machines

- **Machine 1–8 IP** — put each presentation Mac's IP in its own box (e.g. 192.168.1.51).

Find a Mac's IP in its **KS menu** (menu bar). Leave unused boxes blank. Every button drives all connected machines in sync.

- **Default port** — 37100.
- **License key** — blank for the 7-day free trial (during the beta, the trial is your free access).

Status shows connected/configured (e.g. 3/3).

A Mac with two LAN connections? The agent listens on every network at once, so just enter the IP on the *same subnet as Companion*. The **KS menu** lists all of that Mac's addresses with their interface names — copy the right one. To lock the agent to a single network, pick it under **KS ■ Set listen network** (it restarts the agent on just that interface).

4. Drive your slides

Open **Presets** and drag KueSync buttons onto a page:

- **Transport** — NEXT, PREV (+ NEXT (static) / PREV (static)), FIRST, LAST, START, STOP, +5, -5, **RESYNC ALL**
- **Deck / Roll** — GO DECK (arm), SYNC ROLL, **END SHOW**, RUN CUE (+ (static) variants), **STOP AUTO**, PAUSE, RESUME, CANCEL
- **Go to slide** — one-touch buttons for slides 1–20
- **Status** — current slide (excludes hidden slides), **machines healthy**, **FLEET** (sync indicator), **per-machine slides**, **BUILD** position, **Current Leader**, license (+ providing machine)
- **Monitor** — presenter **notes**, **slide name**, **presentation name** (live, like OSCPoint)
- **Media** (PowerPoint) — PLAY/PAUSE video, VIDEO END, VIDEO STOP, **OPEN FILE**

Every button broadcasts to all machines at once. Each agent then waits the same brief **sync window** (set in the connection, default 120 ms) on its own clock before changing the slide, so all screens flip together — no clock sync between Macs required.

Deck / roll buttons

- **GO DECK** brings every machine up **full screen at slide 1 and holds** — it does not advance.

Use it to arm the show on standby.

- **SYNC ROLL** starts the synced roll **from the current slide** (press it after GO DECK). It

advances all machines together, in lockstep, playing every in-slide build and animation, and at the end relies on **Keynote's own loop** to wrap cleanly to slide 1 (see below). Rolls until you stop it.

- **END SHOW** stops the roll **and exits the slideshow** on every machine (back to the editor) — the clean way to take the whole fleet down at the end.

- **RUN CUE** plays through once (with builds) and stops at the end.
- **STOP AUTO** stops the roll but **holds on the current slide** (stays full screen).

Enable Keynote's loop for SYNC ROLL. In the Keynote deck: **Document inspector ■ Document tab ■ Presentation ■ check "Loop slideshow."** With that on, advancing past the last build wraps to slide 1 using Keynote's own behavior — every animation plays, no black screen — and because KueSync sends the same advance to every machine at the same gated moment, they all wrap together. (If a deck's loop is left off, KueSync falls back to restarting it at slide 1 at the end, which briefly shows the transition each lap.)

Set this once per deck.

Builds & animations play by default

NEXT / PREV and SYNC ROLL / RUN CUE all step through in-slide builds and animations, and stay in sync across the fleet because every machine fires the same "next" at the same gated time — one press advances one build, exactly like pressing the arrow key on a single Mac, mirrored on all of them.

This assumes every Mac is running the **same deck** (the normal case for a mirrored show). If a machine misses a press it can slip a step — the **FLEET** indicator shows this and **RESYNC ALL** snaps everyone back.

Static variants (NEXT (static), SYNC ROLL (static), etc.) use **absolute slide numbers** instead: they keep machines perfectly locked and self-correcting but **skip builds**. Use them on build-free decks and video walls.

Each agent fires the move at a shared moment so screens flip together. KueSync continuously measures every machine and corrects each cue per machine, so the fleet stays dead-on with no clock setup, on any network — including isolated direct-wired rigs. Leave **Sync timing** on Standard; **Relative** exists only as a compatibility fallback.

■ STOP AUTO — disengage auto-advance

The red **STOP AUTO** button instantly halts any running roll or cue (SYNC ROLL / RUN CUE, builds or static) and **holds on the current slide** — it sends no slide command, so nothing jumps; you simply take back manual control with NEXT/PREV. (PAUSE freezes the timer and RESUME continues; STOP AUTO ends the auto-run entirely.)

Health, failover & drift (the redundancy promise)

- **Healthy ≠ connected.** Each agent sends a heartbeat every ~2s. A machine counts as **healthy** only if it reported within the **Health timeout** (default 6s) — so a backup whose agent has wedged or whose link went half-open turns **red** instead of sitting there falsely green. The **Healthy N/total** status button and the connection status both reflect health, not just an open socket.

- **Automatic feedback failover.** All the readouts (current slide, total, playing, FLEET) follow the first **healthy** machine. If the main machine dies, the backups keep the readouts alive instead of freezing on the dead one's last value.

- **FLEET** stays green while every healthy machine is on the same slide and turns ****red** the instant one slips. **Press it to RESYNC ALL****.

- **Per-machine slides** status button shows each machine at a glance, e.g. 5 · 5 · 4 (X = unhealthy) — so you see ***which*** one drifted, not just that one did. Press it to RESYNC ALL.

- **Reconnect realignment** (on by default): if a machine drops and rejoins mid-show it has missed advances, so KueSync snaps **just that machine** to the fleet's current slide — the others aren't disturbed. (It skips that machine's in-slide builds; a slide-boundary snap is the honest recovery.)

- **Auto-resync** (off by default, in the connection settings): if drift persists past the settle window for the configured seconds, KueSync snaps everyone to the primary's slide. It's **off by default because the snap skips builds** — turn it on for video walls / static decks where self-healing matters more than build fidelity.

- **Build step.** Because KueSync issues every advance, it tracks the build position within a slide

(build_step variable = advances since the slide number changed) even though Keynote can't report it. That's the **intended** position; a machine that silently fell a build behind from an out-of-band action still can't be observed (see the caveat below) — RESYNC ALL to a slide boundary cures it.

Build-aware on PowerPoint; slide-level on Keynote. On **Windows PowerPoint**, KueSync now reads the real build/click position (build_index / build_count) and the **FLEET** indicator is build-aware — it turns red when two machines sit on the **same slide** but different builds. On **Keynote**, the build index isn't exposed by scripting, so FLEET stays slide-level there; snap to a slide boundary (RESYNC ALL or a Go-to-slide button) to realign build state.

Timing (on the button)

Open a **SYNC ROLL / RUN CUE** button's action:

- **Default slide timing (seconds)** — the interval between build/animation steps.
- **Override default timing per slide** — e.g. 7=120, 12=30. **This now works **with** builds:** the

hold is keyed to the slide the fleet is showing, so slide 7 can hold 120 s (e.g. an embedded video) while every other slide keeps advancing and playing its builds at the default interval. (On a slide that **also** has click-builds, the custom time applies to each step on that slide — most timed slides like a video are build-free, so this is usually just "hold this slide for N seconds.")

- **Start from slide 1, Loop deck.**

5. Licensing

Each connection runs free for **30 days**, then needs a license key (entered in the connection settings, verified offline). The license button shows amber during trial, red on expiry. An in-progress show is never cut off mid-cue. The trial start is stored so re-adding the connection won't restart it, and rolling the clock back won't extend it. (It's deterrence, not DRM — it isn't tamper-proof.)

6. Leader / Follower & redundancy (new in v6)

By default every Mac is a **Follower** — driven by Companion, exactly as before. v6 adds an optional **Leader** mode so you can drive the whole synced fleet from one presentation Mac with a standard **presenter remote** (PerfectCue, Logitech, Kensington...), with no Companion required. Companion keeps working at the same time.

Make a Mac a Leader

1. On that Mac, open **KS menu (menu bar) › Leader / Follower Setup...** — this opens the local setup page.
2. Switch **Mode** to **Leader**, give it a **priority** (the main machine highest), then **Scan** your subnet and tick the **Followers** it should drive (or add IPs manually). Save.
3. The first time you enable Leader mode, KueSync guides you to allow it under ****System Settings › Privacy & Security › Input Monitoring and Accessibility**** (one click each) — so it captures the remote and is show-ready immediately. Followers need none of this.
4. Use the **presenter remote** — KueSync captures the click and advances every machine (and itself) in perfect sync, builds and all. Default keys are Page Up/Down + arrows; use **Learn** to bind any remote.

Redundant Leaders (automatic failover)

Add one or more backup Leaders under **Redundant Leaders** (by IP). KueSync continuously elects the best healthy Leader. If the active Leader freezes or drops, the strongest backup **promotes itself instantly** and your next click drives the fleet — no console to touch. When the primary recovers it rejoins as a silent standby and only reclaims control once it's **confirmed stable** (healthy for a settling window, caught up to the current slide, and its remote is proven live) — a seamless, click-synchronized handover. Followers are the source of truth, so two Leaders can never both drive the same machine (no split-brain).

In Companion: the new **Current Leader** status button shows who's driving, by machine number **and** IP. Drag it on alongside the other status buttons.

Security note

An agent with Automation permission can drive Keynote/PowerPoint on its machine, so **on a shared or untrusted network you should set a Fleet Password**. Set it once on the **Leader's KueSync Settings** page (**KS menu ■ Settings**) — the Leader pushes it to the Followers it drives automatically — and enter the same password in the Companion connection's **Fleet Password** field (and in any presenter-remote / phone-clicker link). Without one, anyone on the LAN can advance slides on these machines. (The Settings page itself is guarded by the **Settings and Control PIN**.)

Uninstalling the Agent

Open **Terminal** (Applications ■ Utilities ■ Terminal), then drag Agent Installer/uninstall.sh into the window after typing `sudo bash` (note the trailing space), and press Return. You'll be asked for your Mac password. For example:

```
sudo bash "/path/to/Agent Installer/uninstall.sh"
```

This stops and removes the KueSync agent, menu app, and helpers. (We run it from Terminal rather than a double-click because macOS blocks downloaded double-click scripts for security.)

Troubleshooting

Problem	Fix
Module not in Add Connection list	Confirm the krometis-kuesync folder (with node_modules) is in the dev path; restart Companion.
Connection shows O/N	Check each machine's IP/port; confirm KS shows "Running"; same network.
Buttons do nothing	Grant Automation permission on that Mac (Step 1).
Slide stuck at 0	Open a document and start the show on that Mac.