Resolume HUD

Widget Creator — Quick Start Guide

v1.3 | February 2026 | show-tools.app

IMPORTANT — SAFETY NOTICE

This software is safe to use. You may see a Windows SmartScreen warning when you first run it — this is because we do not yet have a verified publisher certificate. This is a cost limitation, not a security issue. The software is open source and you can verify the code yourself on our GitHub. Click "More info" then "Run anyway" to proceed.

Starting with v1.3, you will be automatically notified of available updates when you launch the application.

GETTING STARTED

The Main Window

When you launch Resolume HUD, you will see the main HUD Manager and Widget Builder. This is your home base for creating, managing, and configuring all of your widgets.

Hamburger Menu (top left)

- **Exit App** — Closes the program and all active widgets.
- **Info** — About section with version and links.
- **Settings** — Customize your experience:
  - Layout theme
  - Default widget border color (editable per widget later)
  - Default opacity
  - Language selection (coming soon)

PROFILES

At the top of the main window, you can create, import, export, and switch between profiles. Profiles let you organize different widget setups for different shows or configurations.

01　Select a profile from the dropdown (e.g., "Default").

02　Click the **+** button to create a new profile.

03　Use **Export** to save a profile, or **Import** to load one from another machine.

OSC SETUP

Before creating widgets, you need to enable OSC communication between Resolume and the HUD.

01 Open **Resolume Preferences** and navigate to the **OSC** tab.

02 Enable **OSC Output** and make sure the destination is set to localhost (**127.0.0.1**).

03 Make sure the **OSC Output Port** in Resolume matches the **UDP Port** in the HUD Widget Creator.

We recommend leaving OSC mapping on "Default" rather than "Send All" to reduce unnecessary data traffic.

CREATING YOUR FIRST WIDGET

Widget Types

- **Color** — Displays a live color swatch (e.g., Colorize Hue).
- **Value** — Shows a numeric value or percentage.
- **Bar Gauge** — Visual bar from 0–100, with fill or X/Y modes. Orientation can be vertical or horizontal.
- **Speed** — Displays speed/rate values.

Step by Step

01 Choose a widget type (e.g., Color for a Hue widget).

02 **Set the OSC Address** — You have two options:
Manual: In Resolume, go to Shortcuts, select your parameter (e.g., Colorize Hue), copy the OSC command string, and paste it into the OSC Address field. Make sure the OSC Output icon is enabled for that parameter.
Learn Mode: Skip this for now and use "Learn OSC Address" after the widget is created (see below).

03 **Min/Max Values** — Leave defaults unless you are monitoring a specific range (e.g., BPM or a custom timeline range). Enable and set min/max to display accurate values.

04 **Appearance** — Set the widget name (e.g., "Colorize"), size, opacity, and background color. Default settings work well for most cases — you can always edit later.

05 Review your settings and click **Create**.

LEARN OSC ADDRESS (THE EASY WAY)

If you skipped the manual OSC setup, or want to change a widget's parameter later:

01 In Resolume, enter **OSC Edit** mode and select the desired parameter.

02   Make sure **OSC Output is OFF** for that parameter first.

03   In the HUD Manager, select the widget and click **Learn OSC Address**.

04   Back in Resolume, **turn OSC Output ON** for that parameter.

05   A confirmation popup will appear — click **Yes** and the address auto-populates.

06   Exit the OSC mapper. Your widget is now linked and live.

MANAGING WIDGETS

- **Edit** — Select a widget and press Edit, or use the Quick Edit panel.
- **Enable/Disable** — Toggle widgets on or off at any time.
- **Duplicate** — Clone a widget with all its settings.
- **Link Widgets** — In the Edit view, go to the Create tab and hit Link. Choose which widget to attach to and where (side, top, or bottom). Linked widgets move together as a group.

Closing & Reopening

You can close the main manager window and your widgets will stay live on screen. To reopen the manager, **triple-click** any widget. To close everything at once, use **Exit App** in the hamburger menu.

FEEDBACK & CONTACT

Found a bug? Have a feature idea? Want to brainstorm a new tool? Reach out!

Email: showtoolsofficial@gmail.com

Website: show-tools.app

Happy busking!