ARCHER WORKS

PREMIERE PRO PLUGIN · INSTALL AND USER GUIDE

CLAUDE BRIDGE

Let Claude work inside Adobe Premiere Pro: import sequences from other projects, bring in media and XML by path, create and open projects, and read what's in them.

Version 1.1.0
November 2026

macOS
Premiere Pro 2023 or later

Free
archerworks.com.au

WHAT IT DOES

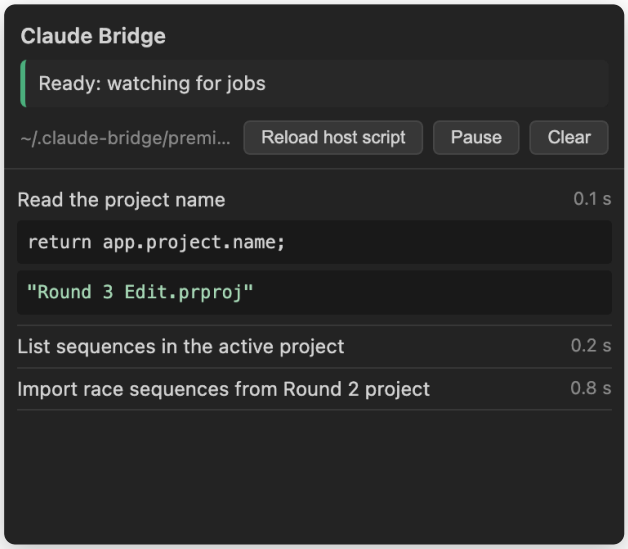
Claude Bridge is a small panel for Premiere Pro. It gives Claude a safe, visible way to run scripts inside Premiere, so jobs that normally need someone clicking through dialogs can be done for you.

Good for

- Pulling sequences out of an older project into the one you're working in.
- Importing files, folders of media or an XML by path, into the right bin, without file pickers.
- Creating a new project or opening an existing one.
- Listing projects, sequences and bins, and filing sequences into bins.

How it works

Claude hands a job to the panel through a private folder on your Mac. The panel runs it in Premiere and hands back the result. Every job appears in the panel with a label, the script and what happened, so you can always see what Claude did.



The panel in Premiere Pro, showing three finished jobs.

What you need

A Mac	Windows isn't supported yet.
Adobe Premiere Pro	2023 or later. Tested on version 26.3.
A Claude app that can run commands	Claude Code, in Terminal or in the Claude desktop app's Code tab.
Python 3	Included with Apple's Command Line Tools. The installer offers to set it up if it's missing.

01 INSTALL

1 Download and unzip

Download `claude-bridge-1.1.0-mac.zip` from archerworks.com.au/marketplace and double-click it. You'll get a folder called `Claude Bridge 1.1.0`.

2 Run the installer

Inside the folder, **right-click** `Install Claude Bridge.command` and choose **Open**. Because the installer isn't from the App Store, macOS asks for confirmation the first time; click **Open** again. A Terminal window opens, runs the install and lists the next steps.

3 Restart Premiere Pro

Premiere only looks for new panels when it starts, so quit it completely and open it again.

> **If macOS won't open the installer:** open System Settings, go to Privacy & Security, scroll down and click **Open Anyway** next to the message about the installer. Or open Terminal, type `bash ` (with a space), drag the installer into the window and press Return.

What the installer changes

Copies the panel	To `~/Library/Application Support/Adobe/CEP/extensions`. An earlier version is moved to `~/.claude-bridge/previous-versions`.
Allows unsigned panels	Sets Adobe's `PlayerDebugMode` setting to 1. Premiere only loads panels from Adobe's marketplace otherwise. Many independent panels need this setting.
Adds the `premiere` command	At `~/.claude-bridge/bin/premiere`. This is what Claude runs.

Nothing else on your Mac is changed, and no other Premiere panels are touched.

02 OPEN THE PANEL AND CHECK IT

1. **Open the panel**

   In Premiere Pro, choose **Window › Extensions › Claude Bridge**.

2. **Give it its own frame**

   Drag the panel’s tab so it sits in a frame of its own, not as a tab behind another panel. Jobs only run while the panel is visible. Save your workspace afterwards (Window › Workspaces › Save Changes) so it reopens there.

3. **Check the status line**

   It should read **Ready: watching for jobs** with a green bar.

4. **Run the health check**

   Open Terminal and run:

   ```
   ~/.claude-bridge/bin/premiere doctor
   ```

   It checks the panel, Premiere and the job queue, and either says everything is healthy or lists numbered steps to fix. Then try:

   ```
   ~/.claude-bridge/bin/premiere ping
   ```

   You should see the bridge version, your Premiere version and the open project.

> **Panel not in the Extensions menu?** Make sure you restarted Premiere after installing. If it’s still missing, run the installer again and check its messages for errors.

03 SET UP CLAUDE

Claude needs to know the command exists and how to use it safely. You do this once per project folder.

1. **Find the instructions file**

   The download includes `For Claude.md`. It explains the command, the rules for reliable jobs and what each result means.

2. **Give it to Claude**

   Either copy its contents into the `CLAUDE.md` file in the folder you work in with Claude Code, so it's read every session, or start a session by asking:

   > *Read "For Claude.md" in my Claude Bridge folder. You'll use it to work in Premiere Pro.*

3. **Allow the command**

   The first time Claude runs `premiere`, Claude Code asks for permission. Allow it for the session, or always if you're comfortable.

Your first job

With Premiere open and the panel showing Ready, ask Claude something simple:

> *Use Claude Bridge to check Premiere is ready, then list the sequences in my open project.*

Claude runs the health check, then a job labelled something like "List sequences in the active project". The job appears in the panel, and Claude reports the result back to you.

04 USING IT DAY TO DAY

Things to ask for

Import every sequence from “Round 2 Edit.prproj” into the project I have open, and put them in a bin called Round 2.

Import the drone folder in my Footage drive into a bin called Aerials.

Create a new project called Client Review in my Projects folder and import this XML into it.

Which bins in this project have the most sequences? Don’t change anything.

Rules for reliable jobs

1. **Keep the panel visible**

   In its own frame, not as a hidden tab. A hidden panel won’t take jobs, and Claude is told why.

2. **Close dialogs first**

   Don’t let Claude run a job while a dialog is open in Premiere: Link Media, Export, Save As, project conversion and so on. Premiere can’t answer scripts during a dialog.

3. **Run the health check before a big session**

   `premiere doctor` lists anything wrong and the exact fix, in order.

4. **Give big imports time**

   Jobs stop after two minutes by default. For large imports, ask Claude to allow longer; it uses `--max-seconds 600`.

5. **Restart Premiere when told**

   If a job times out, the panel says so. Premiere’s script engine is stuck at that point, and only restarting Premiere clears it.

Pausing and clearing

Pause stops the panel taking new jobs until you click it again; anything Claude sends meanwhile is refused with a clear message. **Clear** empties the list in the panel. **Reload host script** reloads the panel’s Premiere-side script without closing the panel.

05 READING THE PANEL

PANEL SAYS	WHAT TO DO
Ready: watching for jobs	Nothing. It’s healthy.
Loading host.jsx…	Wait. After 30 seconds it warns; after two minutes, restart Premiere.
ExtendScript not loaded	Click **Reload host script**. Hover over the status for the error.
Hidden: this tab is behind another panel	Bring the tab to the front, or give it its own frame.
Running: … (watchdog in N s)	A job is running. Wait for it to finish.
Premiere’s script engine did not answer…	A job timed out. Restart Premiere.
Superseded by a newer Claude Bridge panel	Two copies of the panel are open. Close this one.
Paused	Click **Pause** again to resume.

Click any job in the list to see the script Claude ran and the result. Failed jobs are shown in red, with the error.

06 FIXING PROBLEMS

Start with the health check. It tells you what's wrong and what to do, in order.

```
~/.claude-bridge/bin/premiere doctor
```

Step by step

1. **Two panels running**

   Run `premiere restart-engine`, close every Claude Bridge tab, then open the panel once from the Window menu.

2. **Panel open but not responding**

   Close and reopen the panel. If the health check still reports it as stale, run `premiere restart-engine` and open the panel again.

3. **A job timed out, or "Loading host.jsx" for over two minutes**

   Quit Premiere and reopen your project. If Premiere won't quit, use Force Quit from the Apple menu. Then open the panel and run the health check again.

4. **Before the next job**

   Run `premiere ping` to confirm everything is answering.

What Claude's errors mean

EXIT CODE	MEANING
0	Finished successfully.
1	The script hit an error. Claude can usually fix it and try again.
2	The command was typed wrong.
3	The panel isn't open, or its script hasn't loaded.
4	The panel is paused.
5	Still running when Claude stopped waiting.
6	Premiere's script engine stopped answering. Restart Premiere.
7	The panel is hidden behind another tab.

07 COMMAND REFERENCE

Claude runs these for you. They're listed here for checking things yourself in Terminal.

```
premiere doctor            health check and recovery steps
premiere restart-engine    stop stale panel processes (--dry-run to preview)
premiere status            the panel's latest status report
premiere ping              bridge and Premiere version, open project
premiere call projectList  list open projects
premiere run -e 'return app.project.name;' --label "Read the project name"
premiere run script.jsx --label "What it does" --max-seconds 600
```

Helpers available to scripts

HELPER	DOES
findSequence	Finds a sequence by name or ID.
binPath	Finds or creates a bin by its path, such as Round 2 › Highlights.
importToBin	Imports files by path into a bin, creating it if needed.
importSequences	Copies sequences from another project.
moveSequencesToBin	Files sequences into a bin.
newProject / openProject	Creates or opens a project, with no dialogs. Never overwrites a file.
projectList / sequenceList	Lists open projects, or sequences in a project.
save	Saves a project.

The helpers scan one bin at a time and stop at the job's time limit, so a big project can't freeze Premiere.

08 UNINSTALL, PRIVACY AND SUPPORT

Uninstall

Right-click `Uninstall Claude Bridge.command` in the download folder and choose Open, then restart Premiere. It removes the panel and the command. It leaves the `PlayerDebugMode` setting on, in case other panels you use need it, and keeps your job history in `~/.claude-bridge` until you delete that folder.

Privacy and safety

- Claude Bridge sends nothing over the internet and opens no network ports.
- Jobs pass through a folder only your Mac user account can access.
- Every job is shown in the panel with its script and result.
- Each job has a time limit and an expiry, so a forgotten job never runs later by surprise. A job interrupted by closing the panel is reported, never re-run.
- The panel runs one job at a time, and its helpers never overwrite an existing project.

> **Worth knowing:** Claude can run any Premiere script through the panel, including ones that change or save your project. Keep backups of important projects, and ask Claude to describe what it will do before it changes anything.

Support

Claude Bridge is made by Archer Works, a video production company on the Gold Coast, and provided free, as is. For bugs and questions, email wade@archerworks.com.au with the output of `premiere doctor`.

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