

AudioMonitor (iOS) – Test Instructions

Install

1. Install TestFlight from the App Store.
2. Open the invite link and tap View in TestFlight → Install.
3. After installation, open AudioMonitor from your Home Screen.

First-run setup

When iOS asks for permission to access the Microphone, tap Allow.

If permission was denied accidentally:

1. Open Settings
2. Scroll down and tap AudioMonitor
3. Enable Microphone
4. Close and reopen the app

Basic testing

Speak, clap, or play audio near the microphone and confirm the audio meters respond.

Test both quiet and loud sounds and observe the meter movement and peak indicators.

Peak testing: make a short loud sound near the microphone, such as a clap, a desk tap, or a sharp spoken word. The moving needle should jump right away. The peak marker should hold briefly at the highest recent point so you can still see that short spike.

If the peak marker turns red, that means the recent sound was very high and close to distortion.

What to test

- Microphone access works correctly
- Real-time audio meter movement is responsive
- Peak indicators respond to sudden sounds

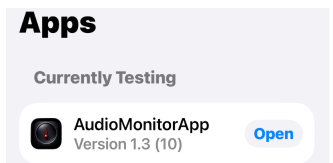
TestFlight



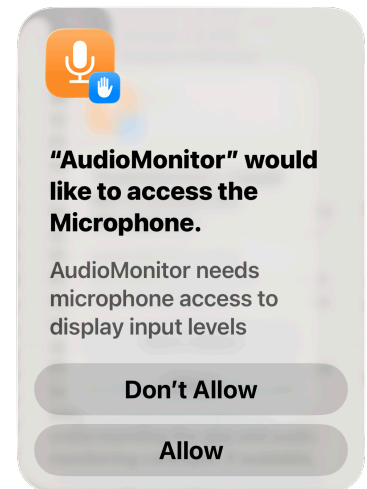
AudioMonitorApp



Choose AudioMonitorApp from TestFlight



Allow Microphone Access



Audio Monitor App



- Input device name is displayed correctly
- Layout works in portrait and landscape
- App continues monitoring after switching apps

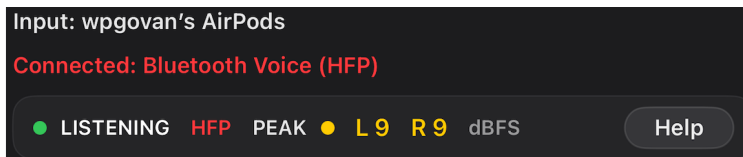
Using Help

Open the Help section in AudioMonitor and review the explanations about audio levels, meters, and peak indicators.

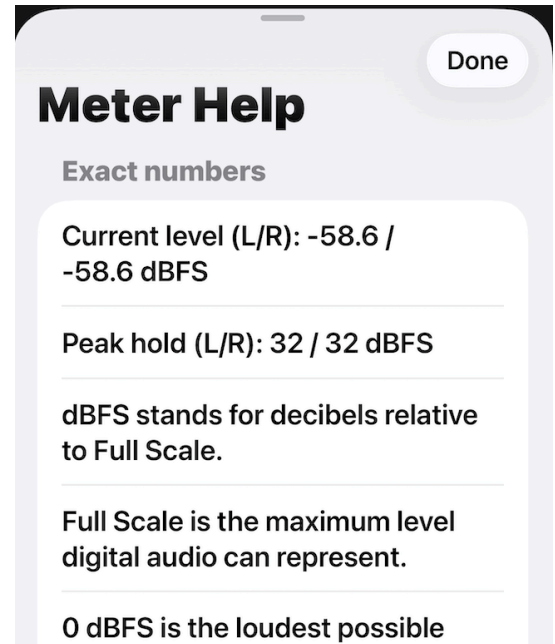
Please evaluate whether the Help content is clear, easy to read, and helpful for understanding both the app and basic audio monitoring concepts.

Confirm that Help clearly explains the following:

These terms should be explained in plain language so testers do not need prior audio knowledge.



- LISTENING – the app is actively reading the microphone and updating the meter in real time.
- HFP – a Bluetooth voice-call mode used by many wireless headsets. It may sound lower quality than the built-in microphone or a wired or USB microphone.
- AGC? – the phone may be automatically turning the microphone level up when things are quiet and down when things are loud.



The white dot indicates the peak value, changes to red when peak is too high.

- PEAK – the highest recent sound level. Testers should know they can trigger it with a clap, tap, or short loud word.
- dBFS – the digital loudness scale used by the meter. Numbers closer to 0 are louder, and 0 is the maximum before distortion.

Check whether the Help section clearly explains the meter colors:

- Green – quiet to comfortably safe levels
- Yellow – healthy or normal speech peak range
- Orange – loud but still usable
- Red – too hot or near clipping

The loudness badge may show Very Quiet, Quiet, Normal, Loud, or Very Loud. During testing, confirm that these labels appear appropriately when speaking at different levels.

If available, try the AI Help feature and check whether the explanation it generates is accurate and easy to understand.

Quick checklist

- Audio meters respond to sound
- Peak indicators update
- A short loud sound makes the peak marker hold briefly
- Very loud sounds may turn the peak marker red
- Input name is correct
- Layout works in portrait and landscape
- Help explanations are clear
- Loudness badge labels make sense during speech

Reporting issues

When reporting a bug, please include:

- Device model (iPhone or iPad)
- iOS version
- Input device used (Built-in, AirPods, USB, etc.)
- What you expected vs. what happened
- Screenshot if possible