

AudioMonitorApp (macOS) - Test Instructions

Install

1. Install TestFlight from the Mac App Store.
2. Open the invite email or link and click View in TestFlight -> Install.
3. Launch AudioMonitorApp from the Applications folder.

TestFlight



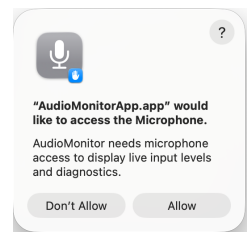
AudioMonitorApp



First-run setup (important)

- If macOS asks for permissions (Microphone / Audio Input Monitoring), click Allow.
- If you accidentally deny permission:
 1. Open System Settings -> Privacy & Security -> Microphone
 2. Enable AudioMonitorApp
 3. Quit and reopen the app

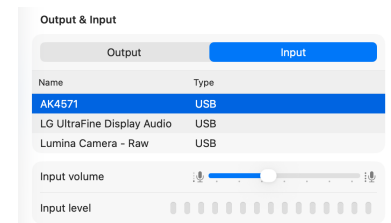
Permission Warning



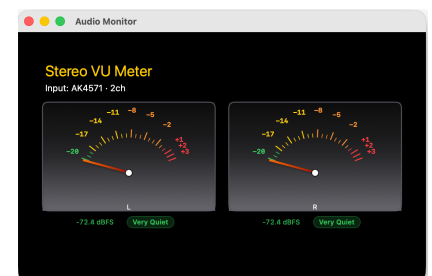
Using the app

- Open AudioMonitorApp (from the Applications folder).
- Select an input device (Built-in mic, AirPods, USB mic, etc.).
- Speak or play audio and confirm the L / R meters move.

System Settings > Sound > Input
or Sound > Input



Audio Meters app L/R



Meter behavior vs. status badges (important distinction)

Audio meters

- The meters show real-time audio levels.
- They should move smoothly when sound is present.
- You do not need to think about dB values, just whether movement makes sense.

Status Badges

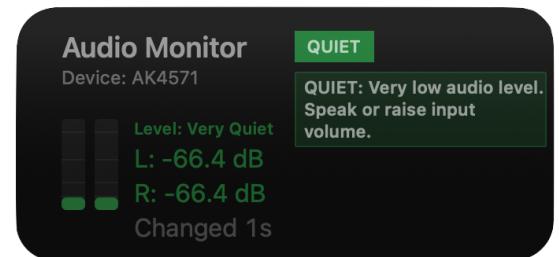


App status badges & banners

The badge color and text describe the state of the audio and data flow:

- LIVE (blue): Audio is actively updating.
- QUIET (yellow / green / gray): Input is connected, but audio level is very low.
- NO ACTIVITY / SILENT: No audio detected (muted, disconnected, or silent input).
- NOT UPDATING: The app is not currently sending updates to the widget. Opening the app should restore updates.

Medium Widget



Adding the widget (macOS)

7. Right-click the desktop -> Edit Widgets
8. Search for AudioMonitorApp
9. Add a Medium or Large widget (you can add more than one widget).
(The small widget shows badges, not banners.)

What testers should evaluate

A. Audio levels

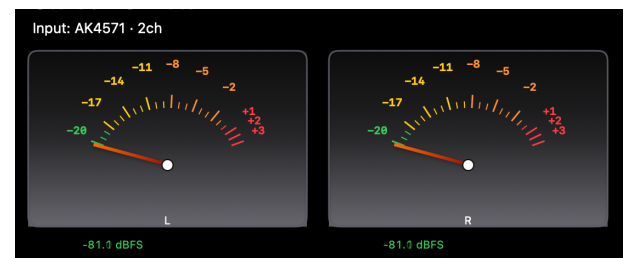
Please test with at least two input devices if possible:
(The widget Device should show the mic name.)

- Built-in mic
- AirPods / Bluetooth mic
- USB mic (if available)

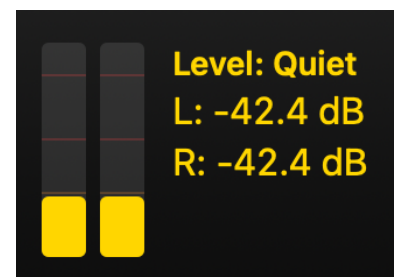
Check:

- Do the L / R meters move when your speaking or playing sound?
- Do meters respond smoothly (no long freezes)?
- Do both channels behave reasonably (not stuck forever)?

App Audio Meters levels



Widget Audio Levels



B. Widget status badges & banners

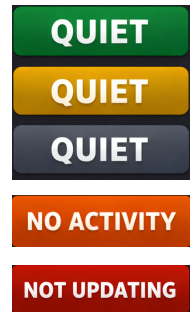
In the widget, verify the banners and messages feel correct:

- LIVE when audio is active
- QUIET when input is connected but quiet
- NO ACTIVITY when silent or muted
- NOT UPDATING when the app is not sending data

Watch for:

- Widget stuck on NOT UPDATING while the app is open
- Widget showing NO ACTIVITY when audio is clearly present
- Confusing transitions between QUIET and NO ACTIVITY

Status Badges



C. Last activity indicator

What it means

“Last activity: 0s ago” shows how long it has been since the input last switched between quiet and active audio. It’s an activity change, not every tiny meter fluctuations.

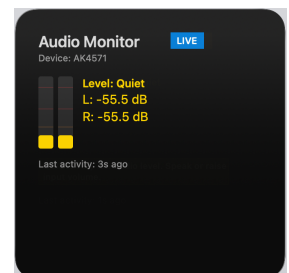
How to test

1. Add a Medium or Large widget so the “Last activity” line is visible.
2. Speak (or play audio) for a few seconds. Within the next widget refresh, confirm “Last activity” resets to a small value (for example, 0–5s ago).
3. Stop speaking and wait until the widget shows QUIET (about 5 seconds of sustained quiet). Confirm the “Last activity” value continues increasing.
4. Speak again. Confirm “Last activity” resets again to a small value.
5. Optional: stay quiet for about 2 minutes and confirm the widget reaches NO ACTIVITY, and “Last activity” is roughly in that range

Activity Indicator

Last activity: 0s ago

Large Widget



D. Widget update reliability

- Does the widget update while the app is running?
- If you quit the app, does the widget eventually show NOT UPDATING?

- After reopening the app, does the widget recover to LIVE or QUIET?
Click on widget to start the app.

E. Device switching

Try:

- Switching between input devices
- Disconnecting / reconnecting a USB mic
- Switching AirPods between Mac and iPhone, then back

Check:

- Does the app recover without restart?
- Does the widget recover?

F. Performance & stability

- Any crashes?
- Does your Mac get warm or the fan turn on while the app is running?
- Any obvious UI or layout issues in Medium / Large widgets?

Quick test checklist (2 minutes)

- App meters move when speaking
- Widget shows LIVE or QUIET while app is running
- Widget updates within a few seconds
- Quitting the app leads to NOT UPDATING
- Reopening the app restores updates

How to report issues (please include)

When reporting a bug, please send:

Large, Medium, and Small Widgets



- Mac model and CPU (e.g., M1, M2, M3)
- macOS version
- Input device used (Built-in / AirPods / USB mic)
- What you expected vs. what happened
- Screenshot of the app and widget (if possible)

If something gets stuck, also tell me:

- Was the app running?
- Did opening the app fix it?

Note for testers: widget responsiveness

The widget updates more slowly than the app by design.

Small delays (a few seconds) when audio levels change are expected.

Please report only if the widget:

- stops updating entirely, or
- shows incorrect status for an extended time

