

# av-launcher user guide

A menu-bar tray launcher for the fleet's local web-server apps: pick a **network interface** and **port**, **Start/Stop** the server, **Open** the web UI, and leave it in the **system tray**.

If you're using `srt-router`, `flock` or `RFutils` as a desktop app, this is the shell you're looking at.

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## If the server won't start on a clean Mac, read this first

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For an unsigned `.app` that bundles helper binaries, approving the app does NOT unquarantine its payload. The helpers are SIGKILLED silently.

That is exactly this app's shape — a tray app wrapping an embedded server binary. The failure mode is nasty:

- the app launches and **looks completely fine**;
- the server **never starts**;
- **there is no visible error**.

**This is the first thing to check, not a bug in the server.** Clearing the quarantine attribute on the whole bundle is the usual fix:

```
xattr -dr com.apple.quarantine "/Applications/<the app>.app"
```

Consuming apps ship signing notes of their own — see each app's `launcher/SIGNING.md`.

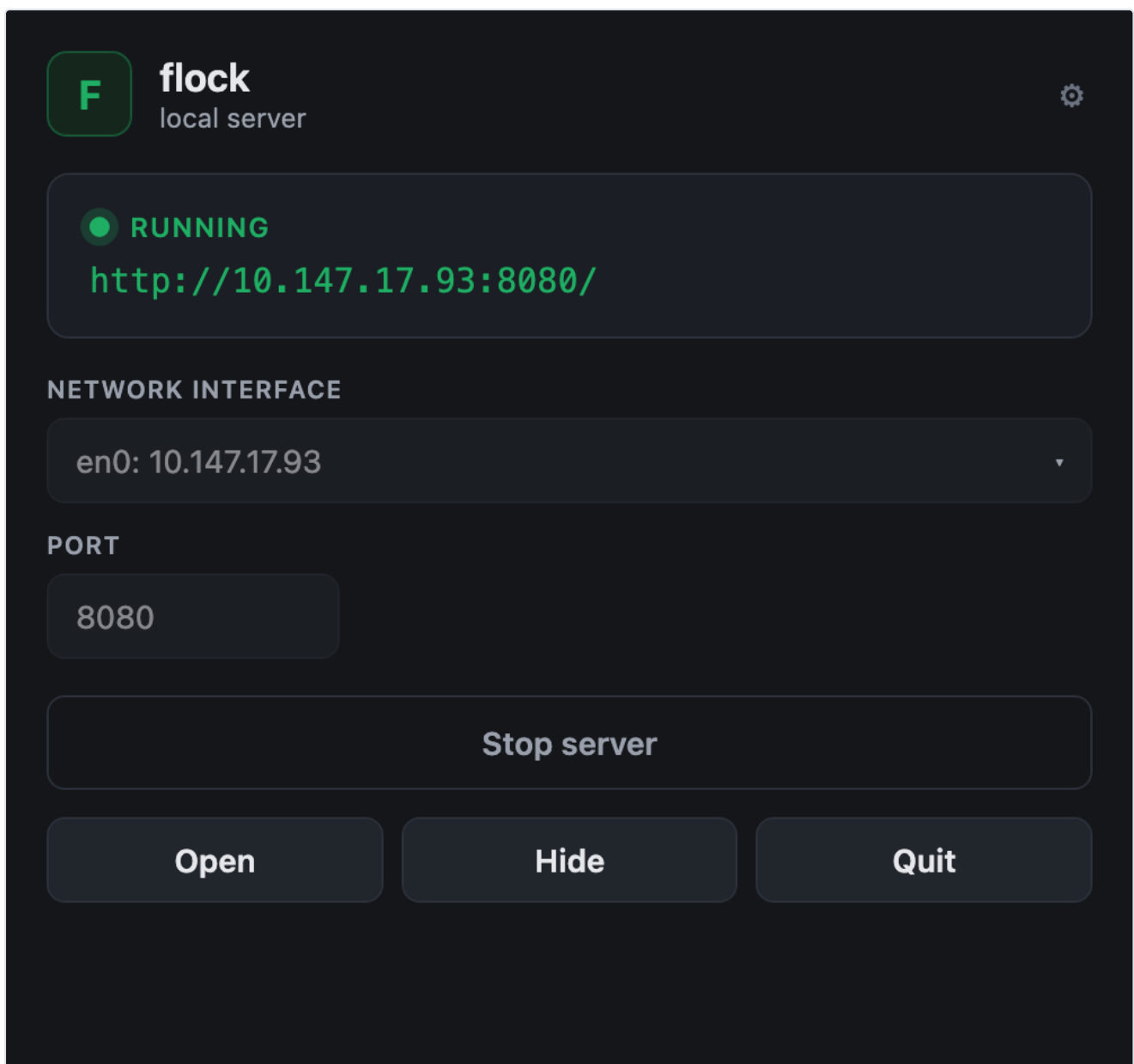
## What has and hasn't been tested

The Rust backend compiles and the panel UI has been exercised **via its mock backend**. **The full tray app has not been run end-to-end against a live server on the target machine.**

Given the above, that gap matters: **the untested path is exactly the one where the Gatekeeper problem shows up.**

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## Using the panel



*The same shell, themed per app — [srt-router](#) and [RFutils](#) get their own name, icon and colour, and behave identically.*

The URL under the RUNNING badge is **the address the server is actually bound to**, not a template. If it says `127.0.0.1` when you expected a LAN address, the interface selector is the thing to change — copy that URL to reach the app from another machine.

| Control       | Does                                        |
|---------------|---------------------------------------------|
| GUI Interface | which network interface the server binds    |
| Port          | which port                                  |
| Start / Stop  | run or kill the server                      |
| Open          | open the web UI in your browser             |
| Hide          | back to the tray — the server keeps running |
| Quit          | <b>stops the server and exits</b>           |

**Hide and Quit are different.** Hiding leaves the server running; quitting kills it. If you close the panel expecting the app to keep serving, use Hide.

## Interface and port

The **GUI Interface** dropdown lists every bindable IPv4 interface plus **All interfaces (0.0.0.0)**.

- **A specific interface** → the server binds that IP, and the URL shows that IP.
- **All interfaces** → the server binds `0.0.0.0`, and the URL shows your **primary non-loopback IP** so the link is still clickable.

**"All interfaces" means the server is reachable from your whole network.** Whether that's appropriate depends on the app you're launching and what it can do — several of these fleet apps have no authentication. Pick a specific interface if you want it contained.

Your interface and port choice is **remembered** between launches, in the OS app-config directory.

**If your port silently reverts to the default**, the saved settings file is missing or unreadable — every failure there falls back to the default without an error.

## Starting and stopping

- **Pressing Start when it's already running does nothing harmful** — it just reports the current status. It does **not** restart the server.
- **If the server exits on its own**, the panel notices the next time it refreshes status, not instantly.
- **Stop and Quit kill the process outright.** There's no graceful shutdown, so an app that writes state on exit may not get the chance. Stop the server before unplugging anything it was writing to.

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## Troubleshooting

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| Symptom                                          | Cause                                                                                                                                                                                                               |
|--------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| App opens, server never starts, no error (macOS) | <b>The Gatekeeper quarantine trap</b> (If the server won't start on a clean Mac, <a href="#">read this first</a> ). Check this first.                                                                               |
| Server starts then immediately stops             | Often the working directory: several apps read relative paths ( <code>state/routes.json</code> , <code>data/registry.json</code> ) and fail if started elsewhere. That's a launcher-config issue, not a server bug. |
| Port reverted to the default                     | The saved settings file is missing or unreadable; it falls back silently ( <a href="#">Interface and port</a> ).                                                                                                    |
| URL shows an IP I didn't pick                    | You chose "All interfaces", so it shows your primary non-loopback IP to keep the link clickable ( <a href="#">Interface and port</a> ).                                                                             |
| Others on the network can reach it               | "All interfaces" binds <code>0.0.0.0</code> ( <a href="#">Interface and port</a> ).                                                                                                                                 |
| Closed the panel and the app kept serving        | That's Hide. Quit stops it ( <a href="#">Using the panel</a> ).                                                                                                                                                     |
| Start did nothing                                | It was already running ( <a href="#">Starting and stopping</a> ).                                                                                                                                                   |
| The app lost unsaved state on Quit               | Quit kills the child; there's no graceful shutdown ( <a href="#">Starting and stopping</a> ).                                                                                                                       |

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## See also

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- [API.md](#) — the launcher contract and the command surface
- [adding-an-app.md](#) — wrapping another app in this shell
- [DEVELOPING.md](#) — building it