Creating an AudioMoth Play Desktop App

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AudioMoth Play is a web app that allows users to view, listen to, and export clips from existing AudioMoth recordings. It also allows users to explore settings for filters and triggered recordings before applying them on AudioMoth devices in the field.

Google Chrome allows users to create desktop apps which run a local version of a website or web app. This can be done with AudioMoth Play to produce a progressive web app that can be run in the field without an internet connection.

1   Creating the App

To create a local app shortcut, first open Google Chrome and navigate to the AudioMoth Play website:

```
play.openacousticdevices.info/?app=true
```

Once loaded, adjust the window size if necessary, and then click the three vertical dots in the top right of the window to open the menu. Open the *Cast, save and share* sub-menu, and then click *Install page as app...* (as shown in Figure 1).

A small window should open containing a text box and a checkbox (shown in Figure 2). Entering a name in the text box allows you to set a name for the app shortcut. Calling the app **AudioMoth-Play** will make it consistent with other AudioMoth desktop apps.

2   Shortcut Location

After clicking *Install*, each platform will create the Chrome app shortcut in a different location and require additional steps to become usable.

2.1   Windows

On Windows, the Chrome app will be placed in your **AppData** folder at */AppData/Roaming/Microsoft/Windows/Start Menu/Programs/Chrome Apps* and shortcuts will be added to your desktop and the taskbar.
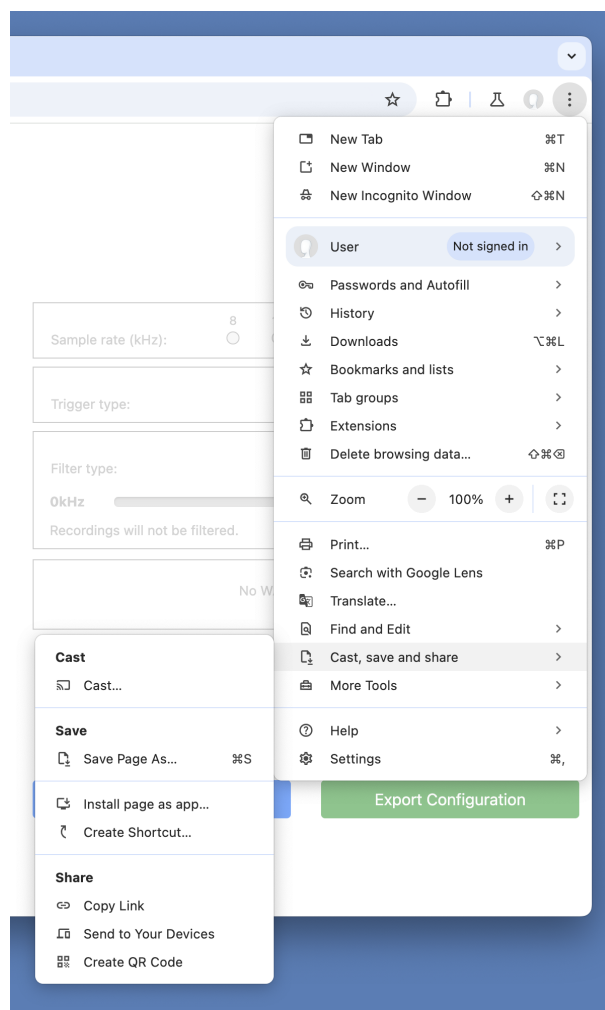

Figure 1: *In the three dot menu, the **Install page as app...** option is in the **Cast, save and share** sub-menu.*

2.2   Mac

On Mac, the Chrome app will be created at */Users/USERNAME/Applications/Chrome Apps/*. You can move the app to any convenient location such as the */Applications/* folder. Or, to save a shortcut to the app to your dock, open the AudioMoth Play app and right-click the icon on your dock. From this menu click *Options*, then *Keep in Dock*. This is shown in Figure 3.
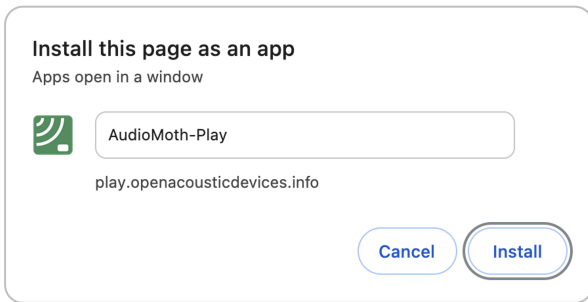
Figure 2: *Select **Install** and AudioMoth Play will install as a Chrome app.*

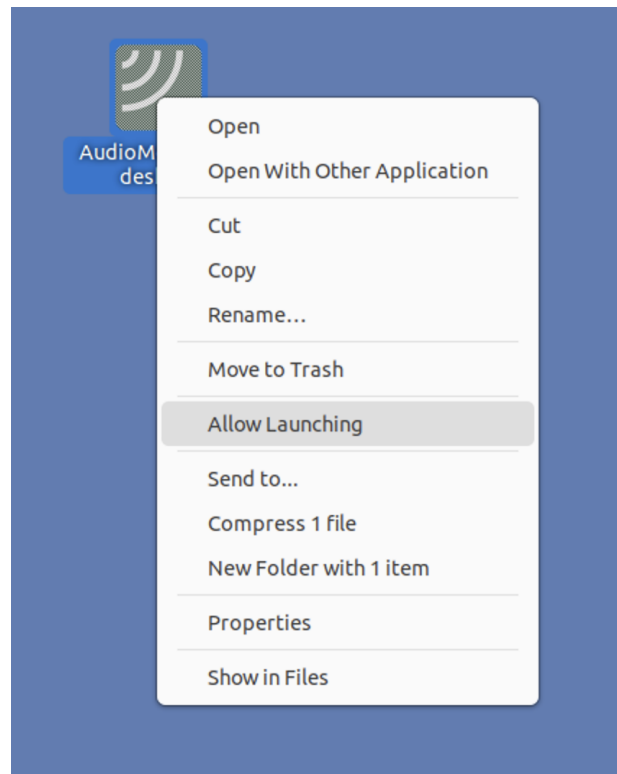**Figure 3:** *Right-click the icon on the dock to save the AudioMoth Play shortcut.*

Figure 4: *Before they can be run from the desktop, Chrome apps on Linux must have launching enabled.*

2.3 Linux

On Linux, the Chrome app will be added to your desktop. However, by default, it cannot be run. First, right-click the app icon and click ***Allow Launching*** (shown in Figure 4).