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macOS companion app

WebChat

The macOS menu bar app embeds the WebChat UI as a native SwiftUI view. It connects to the Gateway and defaults to the **main session** for the selected agent (with a session switcher for other sessions).

Local mode: connects directly to the local Gateway WebSocket.

Remote mode: forwards the Gateway control port over SSH and uses that tunnel as the data plane.

Launch & debugging

Manual: Lobster menu → “Open Chat”.

Auto-open for testing:

```
dist/OpenClaw.app/Contents/MacOS/OpenClaw --webchat
```

Logs: `./scripts/clawlog.sh (subsystem bot.molt , category WebChatSwiftUI)`.

How it's wired

Data plane: Gateway WS methods `chat.history` , `chat.send` , `chat.abort` , `chat.inject` and events `chat` , `agent` , `presence` , `tick` , `health` .



Session: defaults to the primary session (`main` , or `global` when scope is `global`). The UI can switch between sessions.

Onboarding uses a dedicated session to keep first-run setup separate.

Security surface

Remote mode forwards only the Gateway WebSocket control port over SSH.

Known limitations

The UI is optimized for chat sessions (not a full browser sandbox).

< Voice Overlay

Canvas >

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