macOS companion app › `Menu Bar`

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Menu Bar

What is shown

We surface the current agent work state in the menu bar icon and in the first status row of the menu.

Health status is hidden while work is active; it returns when all sessions are idle.

The "Nodes" block in the menu lists **devices** only (paired nodes via `node.list`), not client/presence entries.

A "Usage" section appears under Context when provider usage snapshots are available.

State model

Sessions: events arrive with `runId` (per-run) plus `sessionKey` in the payload. The "main" session is the key `main`; if absent, we fall back to the most recently updated session.

Priority: main always wins. If main is active, its state is shown immediately. If main is idle, the most recently active non-main session is shown. We do not flip-flop mid-activity; we only switch when the current session goes idle or main becomes active.

Activity kinds:

`job` : high-level command execution (`state: started|streaming|done|error`).

`tool :` `phase: start|result` `with` `toolName` `and` `meta/args .`

IconState enum (Swift)

```
idle

workingMain(ActivityKind)

workingOther(ActivityKind)

overridden(ActivityKind)  (debug override)
```

ActivityKind → glyph

```
exec  → 💻

read  → 📄

write  → 🥮

edit  → 📝

attach  → 📎

default → 🛠
```

Visual mapping

`idle :` normal critter.

`workingMain :` badge with glyph, full tint, leg "working" animation.

`workingOther :` badge with glyph, muted tint, no scurry.

`overridden :` uses the chosen glyph/tint regardless of activity.

Status row text (menu)

While work is active: `<Session role>` · `<activity label>`

Examples: Main · exec: `pnpm test` , Other · read:
`apps/macos/Sources/OpenClaw/AppState.swift` .

When idle: falls back to the health summary.

Event ingestion   ›

Source: control-channel `agent` events
(`ControlChannel.handleAgentEvent`).

Parsed fields:

stream: `"job"` with `data.state` for start/stop.

stream: `"tool"` with `data.phase` , `name` , optional `meta` / `args` .

Labels:

`exec` : first line of `args.command` .

`read` / `write` : shortened path.

`edit` : path plus inferred change kind from `meta` /diff counts.

fallback: tool name.

Debug override

Settings ▸ Debug ▸ "Icon override" picker:

System `(auto)` (default)

Working: `main` (per tool kind)

Working: `other` (per tool kind)

`Idle`

Stored via `@AppStorage("iconOverride")` ; mapped to `IconState.overridden` .

Testing checklist

Trigger main session job: verify icon switches immediately and
status row shows main label.

Trigger non-main session job while main idle: icon/status shows non-main; stays stable until it finishes.

Start main while other active: icon flips to main instantly.

Rapid tool bursts: ensure badge does not flicker (TTL grace on tool results).

Health row reappears once all sessions idle.

< macOS Dev Setup   Voice Wake >

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