

Audio Bug

User Manual

Version 0.9.5 — 15 August 2026

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1. What Audio Bug does

Audio Bug records sound in a place you care about and lets you listen to it from a web page, wherever you are.

It has two parts.

The device is a small unit with a built-in microphone and a memory card. You plug it in, it joins your WiFi network, and it listens. When it hears something louder than the room's normal background, it records until the sound stops. Every recording is saved to its memory card. The device can also recognise certain sounds — a dog barking, glass breaking, a baby crying, an alarm — and send you a notification when it hears one.

The console is the web page you use to control the device. From it you can listen live, play back recordings, download them, change settings and set up notifications.

Recordings live on the device's memory card, not on the website. They stay there until you delete them or the card fills up.

If you only want the device working and are happy to read the rest later, the *Audio Bug Quick Start Guide* is one printed sheet that takes you from the box to listening in about ten minutes. This manual covers everything it leaves out.

What you need before you start

- The device, with its memory card fitted. The card that came with the device is ready to use. If you are fitting your own, format it as **FAT32** first — a large card bought new is usually formatted exFAT instead, which the device cannot read (see [The setup page says the memory card is not readable](#)).
- A USB power supply and cable. The device is meant to stay plugged in.
- Your home WiFi, and its name and password.
- Any computer or phone with a web browser.
- Your device's MAC address — a serial number in the form `AA:BB:CC:DD:EE:FF` that identifies your device. It is supplied with the device, and the device also shows it to you during setup, so you do not need to find it beforehand (see [Find your device's MAC address](#)).
- The web address of your console. Unless you have been told otherwise this is `https://audiobug.jakata.net`.

Note: Every date and time you see is in **UTC**. In summer, British time is one hour ahead of it.

About the pictures: the screens in this manual are real, captured from the software this manual describes. The device and site in them are made up, so the names, addresses and recordings you see will differ from your own. Every instruction can be followed from the words alone if a picture does not load.

2. Setting up your device

A new device does not know your WiFi network, and it has no buttons or screen to tell you anything. Instead, it makes a WiFi network of its own that you connect a phone or laptop to, and gives you a setup page to fill in. You need nothing but the device and a phone.

You do not need to take the memory card out, and you do not need a card reader.

Setting up a brand-new device — giving it your WiFi and finding the MAC address you register it with — is done entirely from the setup page. Leave the card in the device.

Give the device your WiFi details

Before you start: you need the device with its memory card fitted, a USB power supply, a phone or laptop, and your WiFi network name and password.

1. Plug the device into power and wait about a minute.

When it has no network to join, it creates one of its own, named `AudioBug-` and four characters, for example `AudioBug-1CA0`.

2. On your phone or laptop, open the list of WiFi networks and connect to the `AudioBug-` network. It needs no password.

3. Wait a few seconds. A page headed **Audio Bug setup** opens by itself.

If it does not, open a browser and go to `http://192.168.4.1`.

Audio Bug setup

THIS DEVICE'S MAC ADDRESS

AA:BB:CC:DD:EE:FF

Copy

Firmware 0.9.6

You need this to register the device on the console.

CHOOSE YOUR WIFI NETWORK

MyHomeNetwork ●●●●  ▼

PASSWORD

Show

Save and connect

The device will join this network and this setup page will close.

- Write down the MAC address shown near the top of the page, or choose **Copy**. You need it to register the device in section 3.
- Choose your network from the **Choose your WiFi network** list.

Networks are listed strongest first. If yours is not there — some routers hide their name — choose **Other (type the name)...** at the bottom of the list and type it in, exactly, including capital letters.
- Type your WiFi password in the **Password** box. Choose **Show** if you want to check what you typed.
- Choose **Save and connect**.

The page says *Connecting...* and can take up to a minute. It may go blank for a few seconds while the device tries your network — this is normal, and the page comes back by itself. Stay on it.
- Read the result.
 - Connected to your network** means the device is on your WiFi and the setup network is about to disappear. Setup is finished. The message also offers a **Register this device** link: reconnect your phone to your own WiFi, then follow it to arrive at a registration form that already knows this device's MAC address.

Audio Bug setup

Connected to MyHomeNetwork. This setup network will now disappear.

[Register this device](#) — open that once your phone is back on your own network, and the form will already know this device.

THIS DEVICE'S MAC ADDRESS

AA:BB:CC:DD:EE:FF

Copy

Firmware 0.9.6

You need this to register the device on the console.

- **Could not join** *your network* almost always means the password was wrong. Type it again and choose **Save and connect** again.

Audio Bug setup

Could not join MyHomeNetwork. The password may be wrong. Check it and try again.

THIS DEVICE'S MAC ADDRESS

AA:BB:CC:DD:EE:FF

Copy

Firmware 0.9.6

You need this to register the device on the console.

CHOOSE YOUR WIFI NETWORK

MyHomeNetwork ●●●●  ▼

PASSWORD

●●●●●●●● [Show](#)

Save and connect

Your password is stored on the device's memory card and never appears on the setup page again.

Note: The setup network is open, so anyone nearby could connect to it while it is up. It disappears as soon as the device joins your WiFi, and it only comes back if the device loses your network for ten minutes. Set the device up promptly rather than leaving it unconfigured for days.

If the setup network never appears, see [My new device never comes online](#).

Find your device's MAC address

You need the MAC address to register the device in section 3. It is supplied with the device, and there are two other ways to read it.

From the setup page. Connect to the device's `AudioBug-` network as above. The address is shown near the top of the page, with a **Copy** button. This works before the device has ever been on a network, and it is the quickest way.

From the memory card. Once the device has been switched on at least once, it writes a file called `MAC` on its card containing its address and nothing else:

1. Unplug the device from power.
2. Take the memory card out and put it in your computer's card reader.
3. Open the file called `MAC` in the top level of the card. Any text editor will do — on Windows, Notepad.

It contains one line, like this:

```
AA:BB:CC:DD:EE:FF
```

4. Eject the card safely, put it back in the device, and plug the device in again.

Leave the file alone. The device does not read it back, so changing it will not change the device's address, and deleting it only means the device writes it again next time it starts.

Set up a device that has moved, or a network that has changed

If a device that used to work stops connecting — you have changed your router, your WiFi password, or moved the device to another building — it puts its `AudioBug-` setup network back up by itself after about ten minutes of failing to connect.

1. Wait ten minutes after the device has lost the network, with the device plugged in.
2. Connect your phone to the `AudioBug-` network and follow steps 3 to 8 of [Give the device your WiFi details](#).

You do not need to register the device again. It stays on your site with its recordings and settings.

Note: While the setup network is up, the device checks every five minutes whether its old network has come back, and rejoins it if it has. A router that simply rebooted needs nothing from you.

If you can reach the console and the device is still online, you can change its network from there instead, without waiting — see [Change the WiFi network a device uses](#).

Where to put the device

- Somewhere it can stay plugged into power.
 - Somewhere with decent WiFi. If recordings are slow to download, move it closer to the router.
 - Away from constant noise such as a fan, an extractor or a road-facing window. Steady noise never starts a recording by itself, but it does make the device less sensitive to the sounds you want.
-

3. Creating your account and registering your device

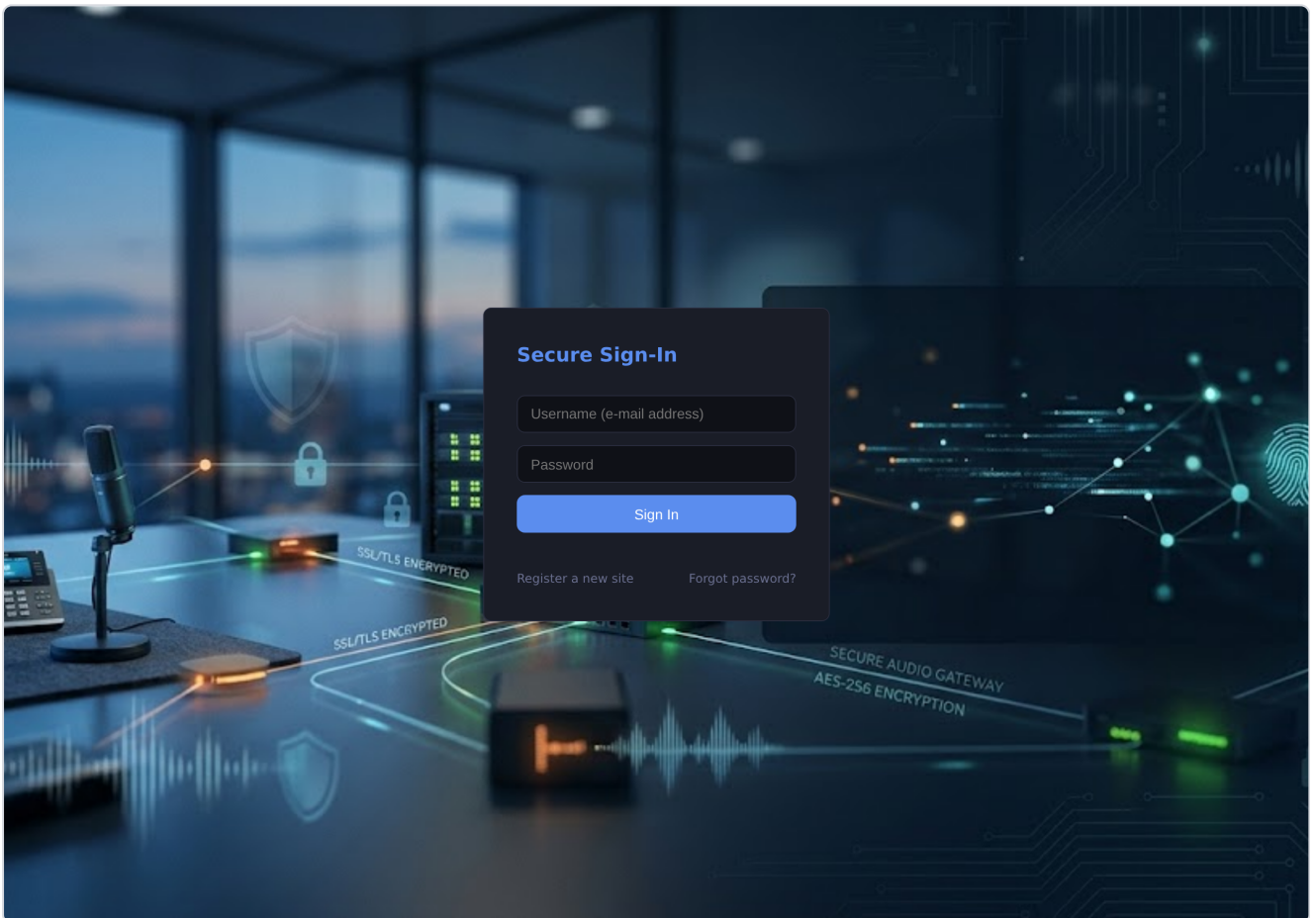
Your **site** is your account. It owns your devices, and it is the only account that can see them or hear anything they record. Other people's sites are invisible to you, and yours to them.

You sign in with your e-mail address. Password reset links go to the same address, so use one you can read.

Register your site

Before you start: your device must be powered on and connected — finish section 2 first. Registration will not work while the device is offline, because the system pairs the device to your site during this step.

1. Open your console address in a browser. The **Secure Sign-In** page appears.



If you follow the **Register this device** link from the device's setup page instead, the registration form opens straight away with the **Device MAC** box already filled in. Skip to step 3.

Register a Site

E-mail address

Your e-mail address is your username — you sign in with it, and password resets go to it.

Site name (optional, e.g. Back Garden)

Password (min 8 characters)

AA:BB:CC:00:00:02

The device must be powered on and connected to this server before you register.

Create Site

[Back to sign-in](#)

2. Choose **Register a new site**. The **Register a Site** form appears.

Register a Site

E-mail address

Your e-mail address is your username — you sign in with it, and password resets go to it.

Site name (optional, e.g. Back Garden)

Password (min 8 characters)

Device MAC (AA:BB:CC:DD:EE:FF)

The device must be powered on and connected to this server before you register.

Create Site

[Back to sign-in](#)

3. Type your e-mail address in the **E-mail address** box. This becomes the username you sign in with.
4. Optionally type a name for the site, such as `Back Garden`, in the **Site name** box. This is only a label shown at the top of the page. You never sign in with it, and it does not have to be unique.
5. Type a password of at least 8 characters.
6. Type your device's MAC address in the **Device MAC** box, in the form `AA:BB:CC:DD:EE:FF` — unless it is already filled in, in which case leave it. If you do not have it to hand, see [Find your device's MAC address](#).
7. Choose **Create Site**. The button reads **Creating...** for a moment while the system pairs the device. The console then opens and shows *Site created and device registered*.

If you see *Registration failed* or a message about the device, check the MAC address for typing mistakes and check the device is powered on and online. A device that is already registered to another site cannot be registered again until that site removes it.

Sign in

1. Open your console address.
2. Type your e-mail address and password.

3. Choose **Sign In**. The console opens with your device selected.

Your session stays signed in on that browser until you choose **Sign out**.

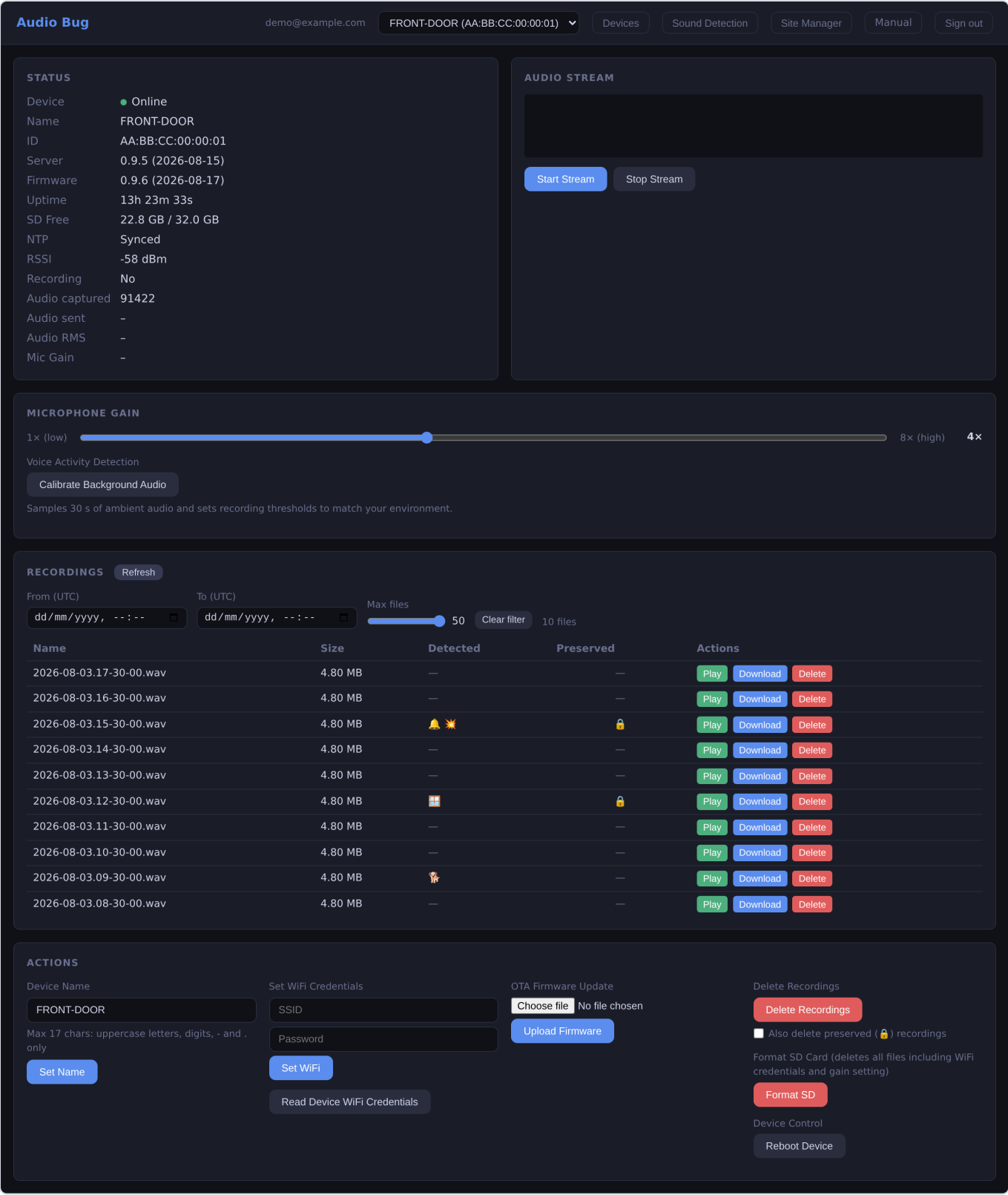
4. Using the console

The console is one page. Along the top are the site name, the device list, the buttons **Devices**, **Sound Detection** and **Site Manager**, a **Manual** link, and **Sign out**.



Manual opens this manual in a new tab, so the copy you are reading is always the one that matches your console.

Below that are panels for status, live audio, the microphone, recordings and actions. This is the whole console — everything in this section happens on this one page.



Choosing a device

The list at the top shows **every** device registered to your site. Devices that are switched off or off the network are shown with — *offline* after their name and cannot be chosen. Choose any online device to work with it.

If you have only one device, it is chosen for you.

Check that a device is working

The **Status** panel answers this. The lines that matter most:

Line	What it tells you
Device	Online with a green dot means the device is working right now.
Name	The name you gave the device, or its MAC address if you have not named one.
Firmware	The version of software on the device.
Uptime	How long since the device last restarted.
SD Free	Space left on the memory card, and its total size.
NTP	Synced means the device has the right time.
RSSI	WiFi signal strength. The closer to zero, the better the signal.
Recording	Yes means it is recording right now.
Mic Gain	The microphone volume setting.

STATUS

Device

● Online

Name

FRONT-DOOR

ID

AA:BB:CC:00:00:01

Server

0.9.5 (2026-08-15)

Firmware

0.9.6 (2026-08-17)

Uptime

13h 23m 33s

SD Free

22.8 GB / 32.0 GB

NTP

Synced

RSSI

-58 dBm

Recording

No

Audio captured

91422

Audio sent

-

Audio RMS

-

Mic Gain

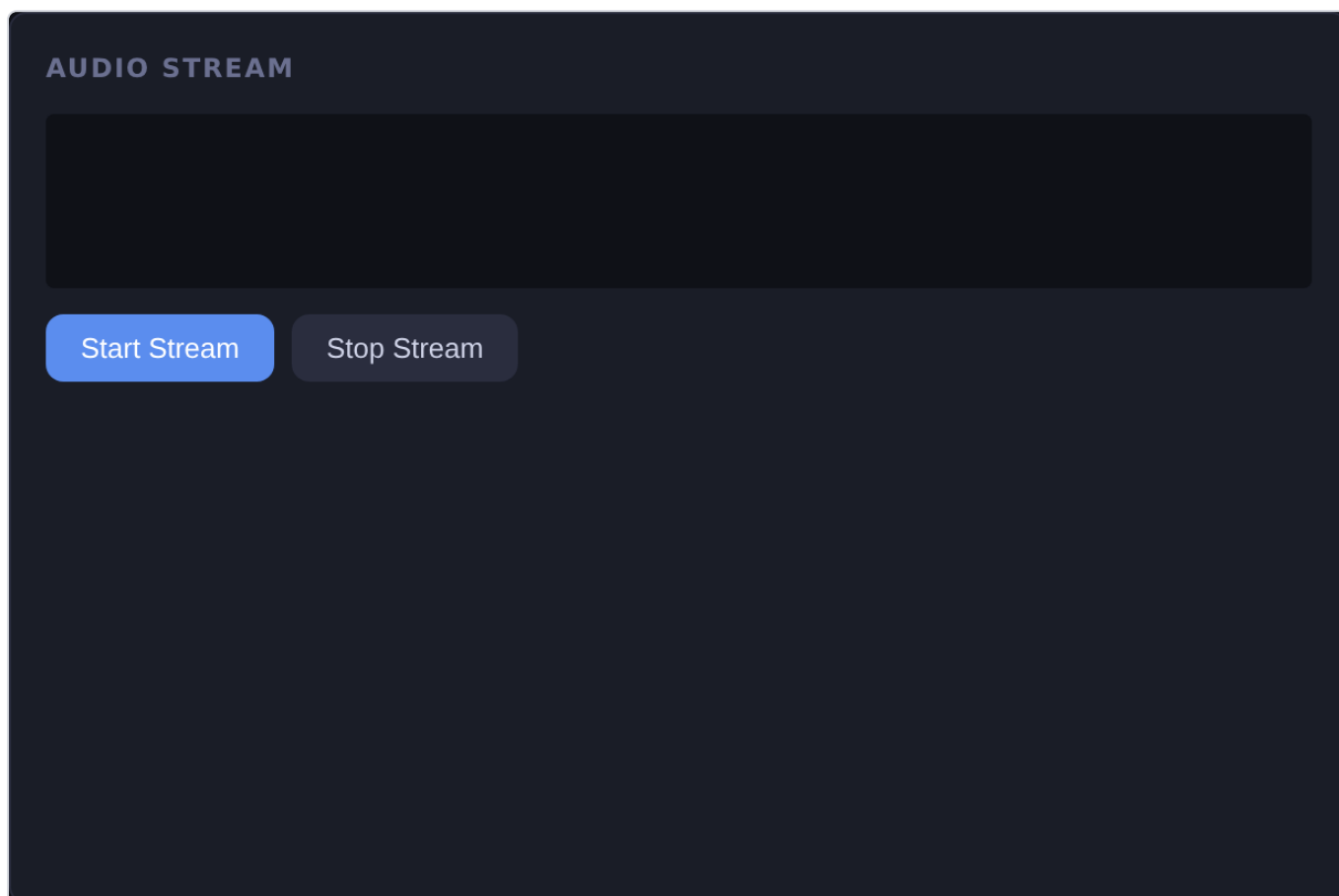
-

The panel keeps itself up to date while the device is online.

Listen to live audio

Before you start: the device must show **Online**.

1. Choose the device from the list at the top.
2. Choose **Start Stream**. The line in the black box starts moving and live audio plays through your computer.
3. To stop, choose **Stop Stream**.



If you see the line moving but hear nothing, check your computer's volume and that the browser tab is not muted.

Note: Listening live does not create a recording, and it does not stop the device recording sounds in the normal way.

Find and play a recording

Recordings are named for the date and time they started, in UTC — for example `2026-08-03.14-30-00.wav` began at 14:30:00 UTC on 3 August 2026.

Before you start: the device must show **Online**. Recordings are fetched from the device itself, so an offline device cannot show you any.

1. In the **Recordings** panel, choose **Refresh**. The 50 most recent recordings are listed, newest first.

RECORDINGS Refresh					
From (UTC)		To (UTC)		Max files	
dd/mm/yyyy, --:--		dd/mm/yyyy, --:--		<input type="range"/> 50	Clear filter 10 files
Name	Size	Detected	Preserved	Actions	
2026-08-03.17-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.16-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.15-30-00.wav	4.80 MB	🐶💣	🔒	Play	Download Delete
2026-08-03.14-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.13-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.12-30-00.wav	4.80 MB	🏠	🔒	Play	Download Delete
2026-08-03.11-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.10-30-00.wav	4.80 MB	—	—	Play	Download Delete
2026-08-03.09-30-00.wav	4.80 MB	👤	—	Play	Download Delete
2026-08-03.08-30-00.wav	4.80 MB	—	—	Play	Download Delete

- To narrow the list to a particular period, type a date and time in **From (UTC)** and **To (UTC)**. The list reloads as soon as you set each one.
- Choose **Play** on the recording you want. A player appears below the list. Use it to pause, or drag to move within the recording.
- To close the player, choose **×** beside its name.

The **Max files** slider sets how many to list, up to 50. **Clear filter** puts the dates and the slider back to the start.

Only 50 recordings can be listed at once. If the count beside the filters says *cap reached — refine with filters*, there are older ones you have not been shown. Set a **From** and **To** range to reach them.

The **Detected** column shows a symbol for each sound the device recognised in that recording — 🐶 for a dog barking, 🏠 for glass breaking, and so on. Hover over a symbol to see its name. A 🔒 in the **Preserved** column means the recording is protected from being deleted automatically (see [Protect recordings you want to keep](#)).

Download a recording

- Find the recording as above.
- Choose **Download** on its row. The button shows **...** for a few seconds, then your browser saves the file.

Recordings are ordinary WAV audio files and play in any media player.

Note: Download one at a time. Let each finish before starting the next.

Delete recordings

Deleting is permanent. There is no recycle bin on the device.

To delete one recording:

1. Find it in the **Recordings** list.
2. Choose **Delete** on its row, then confirm. The list refreshes without it.

To delete all recordings on a device:

1. In the **Actions** panel, under **Delete Recordings**, decide whether to include preserved recordings. Tick **Also delete preserved (🔒) recordings** only if you want those gone too.
2. Choose **Delete Recordings** and confirm. The console shows *Deleting recordings....* On a full card this takes a minute or two.

Your WiFi details, device name and settings are kept either way.

Name a device

A name is easier to recognise than a MAC address, and it appears on every notification the device sends.

1. In the **Actions** panel, type a name in the **Device Name** box — up to 17 characters, using capital letters, digits, **-** and **.** only. For example `FRONT-DOOR`.
2. Choose **Set Name**. The **Status** panel shows the new name, as does the device list at the top.

The **Actions** panel is where most of the rest of this section happens: naming, WiFi, firmware updates, deleting recordings, formatting the card and restarting.

ACTIONS

Device Name

FRONT-DOOR

Max 17 chars: uppercase letters, digits, - and . only

Set Name

Set WiFi Credentials

SSID

Password

Set WiFi

Read Device WiFi Credentials

OTA Firmware Update

Choose file No file chosen

Upload Firmware

Delete Recordings

Delete Recordings

☐ Also delete preserved (🔒) recordings

Format SD Card (deletes all files including WiFi credentials and gain setting)

Format SD

Device Control

Reboot Device

Adjust the microphone

The **Microphone Gain** slider sets the recording volume. Move it and the device changes straight away and remembers the setting.

Raise it if live audio and recordings are too quiet to make out. Lower it if they sound distorted.

It does not make the device notice quieter sounds. Turning it up makes what you hear louder, not what the device reacts to.

MICROPHONE GAIN

1x (low) 8x (high) 4x

Voice Activity Detection

Calibrate Background Audio

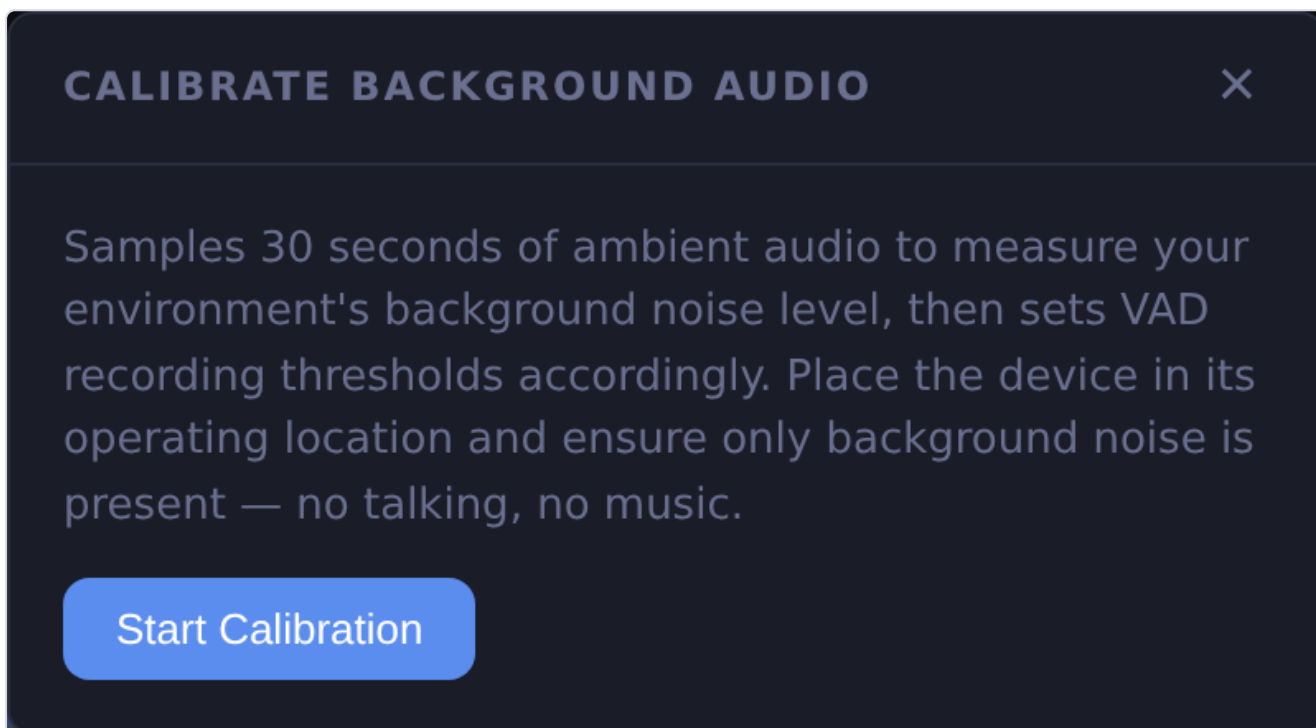
Samples 30 s of ambient audio and sets recording thresholds to match your environment.

Match the device to a noisy room

The device learns what "quiet" sounds like where it is standing, and learns it again by itself if you move it somewhere noisier. Use this only if it is recording constantly, or missing sounds you expect.

Before you start: the room must be at its normal background noise — nobody talking, no music. The device cannot record while it is listening.

1. In the **Microphone Gain** panel, choose **Calibrate Background Audio**.



2. Read the note, then choose **Start Calibration**. A countdown runs while the device listens. It takes 30 seconds.
3. When it finishes, the panel shows *Calibration complete — new thresholds applied and saved*.
4. Choose **Dismiss**.

The device remembers this, including after a restart. In an already-quiet room nothing changes, which is normal — the device is as sensitive as it goes.

Change the WiFi network a device uses

Use this when your network name or password changes, and do it **before** the change takes effect if you can. It only works while the device is still online.

1. In the **Actions** panel, under **Set WiFi Credentials**, type the network name in **SSID** and the password in **Password**.
2. Choose **Set WiFi**. The console shows *WiFi credentials sent*.

The device stores the new details and uses them next time it connects.

To check what a device currently has stored, choose **Read Device WiFi Credentials**. The network name and password appear below the button.

Warning: If the device is already offline this will not reach it. Wait about ten minutes and set it up over its own setup network instead — see [Set up a device that has moved, or a network that has changed](#).

Restart a device

1. In the **Actions** panel, choose **Reboot Device** and confirm. The console shows *Reboot command sent*. The device goes offline and comes back within about a minute.

Recordings and settings are not affected.

Erase the memory card

Warning: Format SD erases everything on the card, including preserved recordings, the stored WiFi details and the microphone setting. The device drops off your network afterwards and puts its AudioBug- setup network up instead, so you have to give it your WiFi details again — see [Give the device your WiFi details](#). To clear recordings only, use **Delete Recordings** instead.

1. In the **Actions** panel, choose **Format SD**.
2. Read the warning and confirm.

Update the software on a device

Do this only with a file supplied for the purpose, named `firmware.bin`.

1. In the **Actions** panel, under **OTA Firmware Update**, choose the file.
2. Choose **Upload Firmware**. A progress bar fills as the file transfers.
3. Wait for *OTA complete — device rebooting*. The device restarts and comes back online within a minute or so, showing the new version in the **Status** panel.

If it reports a failure, the device keeps the software it already had and carries on working. Try again; if it fails again, restart the device first.

Note: Do not leave the page while an update is running.

5. Sound detection and alerts

As well as recording sound, the device can recognise particular sounds and tell you about them.

What it can recognise

Sound	Recognises	Does not recognise
 Dog Bark	A dog barking	Howling, growling, whining, panting
 Glass Breaking	A window or pane being smashed	Clinking glasses, bottles, glass being handled
 Baby Crying	An infant crying	An adult crying, sobbing, screaming or shouting
 Intruder Alarm	A security alarm or siren	Phones, ringtones, car horns, doorbells, alarm clocks
 Loud Bang	A gunshot, explosion or door slam	—
 Thunderclap	Thunder	—
 Fireworks	Fireworks	—

How accurate it is

It is good, not perfect. It would rather stay quiet than cry wolf, so it misses some real events. Two are weaker than the rest:

- **Dog Bark** is cautious. A dog barking on and on is usually caught, a single bark often is not.
- **Thunderclap** catches a storm overhead. Distant rumbles are usually missed, because thunder sounds much like fireworks.

Treat it as a helpful extra, not as something to rely on. There is no sensitivity setting. If a sound gives you notifications you do not want, untick its **Alert** box.

Turn sound detection on

Before you start: choose the device you want at the top of the page. These settings are per device.

1. Choose **Sound Detection**.
2. Turn on **Enable Sound Detection**. The setting saves as soon as you change it.

SOUND DETECTION

×

☒ Enable Sound Detection

	Detect	Alert	Preserve
Dog Bark	☒	☐	☐
Glass Breaking	☒	☒	☒
Baby Crying	☐	☐	☐
Intruder Alarm	☒	☒	☒
Loud Bang	☐	☐	☐
Thunderclap	☐	☐	☐
Fireworks	☐	☐	☐

☐ Keep only recordings containing a detected sound

Records continuous 5-minute periods and discards any with none of the selected sounds. Use Preserve to protect a kept recording from auto-deletion.

Alert Settings

One account for all of this site's devices. Required for sound types with Alert checked to send a notification.

☒ Push Notification (Pushover)

☐ E-mail Notification

- For each sound you care about, tick the boxes you want:
 - Detect** — note this sound in the recording's details, so it shows in the **Detected** column.
 - Alert** — send you a notification when this sound is heard.
 - Preserve** — protect any recording containing this sound from being deleted automatically.
- Close the window with ✕.

Ticking **Alert** without **Detect** does nothing: a sound has to be detected before it can be alerted on.

Set up notifications

Notifications can go to your phone through the Pushover app, to an e-mail address, or both. These settings apply to every device on your site, not just the selected one.

Before you start: for push notifications you need a Pushover account and its **Application Token** and **User Key**, from the Pushover website.

1. Choose **Sound Detection** and scroll to **Alert Settings**.
2. For push notifications, tick **Push Notification (Pushover)** and enter your **Application Token** and **User Key**.
3. For e-mail, tick **E-mail Notification** and type the address in **Destination E-mail Address**.
4. Choose **Save Alert Settings**. The console shows *Alert settings saved*.
5. Choose **Test Notification** and check it arrives. The console shows *Test notification sent*.

A notification is titled with the device's name and says which sound was heard and when — for example *Dog Bark detected at 2026-08-03 14:30:12*.

Note: You will not be flooded. A sound that goes on and on sends you a few notifications, not hundreds.

Your token and key are never shown back to you. Leave those boxes empty when saving and the ones already stored are kept.

Protect recordings you want to keep

The device deletes its oldest recordings when the card gets full. Ticking **Preserve** for a sound type means any recording containing that sound is skipped when that happens, and skipped by **Delete Recordings**. Preserved recordings show  in the list.

You can still delete a preserved recording yourself with **Delete** on its row, and **Format SD** removes it along with everything else.

Whether a recording is preserved is decided when the recording ends. Ticking **Preserve** later does not protect recordings you already have.

Keep only recordings that contain a recognised sound

Normally the device keeps every recording it makes. This option throws away the ones that turn out to contain nothing you asked for.

1. Choose **Sound Detection**.
2. Tick **Keep only recordings containing a detected sound**.

Two things change. The device starts recording more readily, so non-human sounds like glass and alarms set it off as well as voices. And when each recording ends, it is kept only if one of your ticked sounds was recognised in it. Everything else is deleted straight away.

Use this when you are watching for one specific event and do not want the card filling with everything else.

6. Managing your site

Change your e-mail address, site name or password

1. Choose **Site Manager**.

SITE MANAGER

Username

demo@example.com

Your e-mail address — you sign in with it, and password resets go to it. Changing it leaves you signed in, but use the new one next time.

Site Name

e.g. Back Garden

A display label only, up to 64 characters. Not a credential — you never sign in with it.

Save Site Details

Change Password

Current password

New password (min 8 characters)

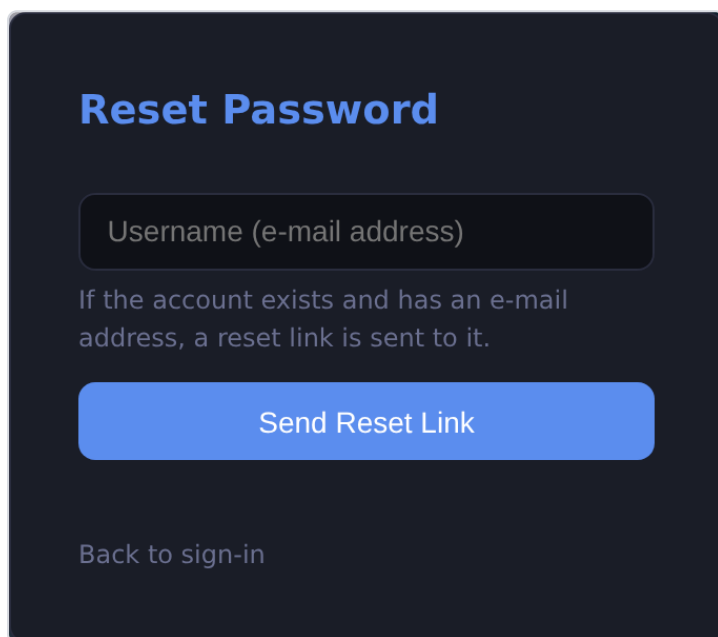
Change Password

2. To change what you sign in with, type a new address in **Username**. To change the label at the top of the page, type it in **Site Name**.

3. Choose **Save Site Details**. The console confirms the change. You stay signed in — use the new address next time.
4. To change your password, type your current one and a new one of at least 8 characters, then choose **Change Password**. The window closes and the console shows *Password changed*.

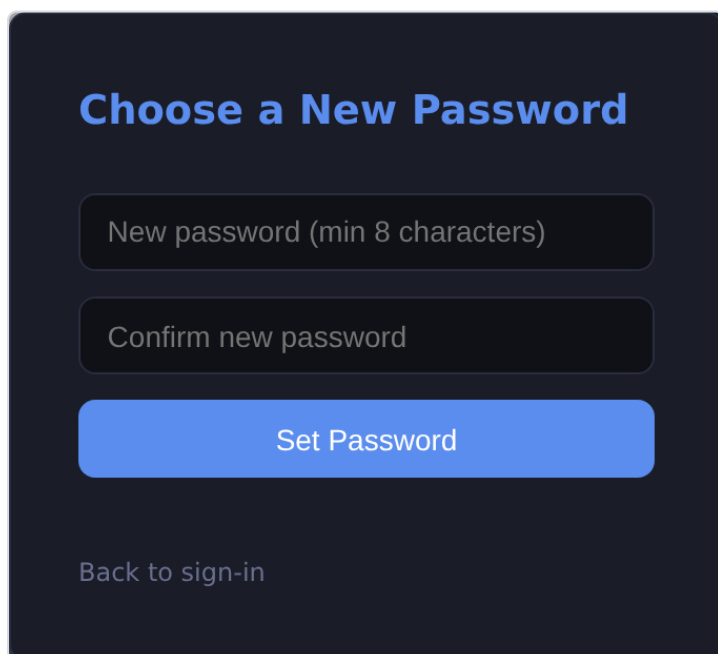
Reset a forgotten password

1. On the sign-in page, choose **Forgot password?**.



The image shows a 'Reset Password' form on a dark background. At the top, the title 'Reset Password' is in blue. Below it is a text input field with the placeholder 'Username (e-mail address)'. Under the field, a message reads: 'If the account exists and has an e-mail address, a reset link is sent to it.' Below this is a blue button labeled 'Send Reset Link'. At the bottom left, there is a link that says 'Back to sign-in'.

2. Type your e-mail address and choose **Send Reset Link**. The page says *If that account exists, a reset link is on its way*. It says this whether or not the address is registered.
3. Open the e-mail and follow the link. The **Choose a New Password** page opens.



The image shows a 'Choose a New Password' form on a dark background. At the top, the title 'Choose a New Password' is in blue. Below it are two text input fields: the first with the placeholder 'New password (min 8 characters)' and the second with 'Confirm new password'. Below these fields is a blue button labeled 'Set Password'. At the bottom left, there is a link that says 'Back to sign-in'.

4. Type a new password twice and choose **Set Password**. You are returned to the sign-in page.

The link works for one hour and once only. If it expires, request another.

Add another device to your site

Before you start: set the new device up with your WiFi first (section 2), and make sure it is powered on and online. You cannot add a device that has never connected.

1. Choose **Devices**.

DEVICES

×

Every device ever registered to this site is listed. A device can be removed whether or not it is currently connected; a connected device is told to forget its credential so it can be registered again.

Name	MAC	Status	First seen	Last seen	
FRONT-DOOR	AA:BB:CC:00:00:01	online	2026-08-17 14:41:29	2026-08-17 14:42:29	Remove
GARAGE	AA:BB:CC:00:00:03	online	2026-08-17 14:42:07	2026-08-17 14:42:07	Remove

AA:BB:CC:DD:EE:FF

Name (optional)

Add Device

The device must be powered on and connected before it can be added.

2. Type the new device's MAC address in the **AA:BB:CC:DD:EE:FF** box. Read it off the device's setup page, or off its memory card — see [Find your device's MAC address](#).
3. Optionally type a name.
4. Choose **Add Device**. The console shows *Device added* and the device appears in the list and in the selector at the top of the page.

Remove a device

Removing a device unpairs it from your site. It can be registered again afterwards, by you or by somebody else. Recordings on its card are not deleted.

1. Choose **Devices**.
2. Choose **Remove** on the device's row, then confirm. The console shows *Removed* with the MAC address.

This works whether the device is online or not. A device that is online at the time is told to forget its pairing straight away; one that is offline is refused the next time it connects, and then needs registering again.

7. Troubleshooting

My new device never comes online

What you see: you gave the device your WiFi details on its setup page, but it never appears in the console, or registration says the device is not connected.

Most likely: the WiFi password was wrong, or the network is one the device cannot join.

Try this:

1. Check the setup page's own answer first. **Could not join** means the device reached your network and was refused — that is a wrong password almost every time. Type it again, watching for capital letters, and choose **Save and connect**.
2. Check the password by connecting a phone to the same network with it.
3. If your router offers two separate networks, one of them ending in `5G` or `5GHz`, use the other one. The device cannot join the 5 GHz kind.
4. If your network is not in the list at all, choose **Other (type the name)...** and type the name exactly, including capital letters.
5. Move the device closer to the router and try again. A network the device can barely hear may appear in the list and still fail to join.

The setup page never appears

What you see: there is no `AudioBug-` network to connect to, or you connect to it and no page opens.

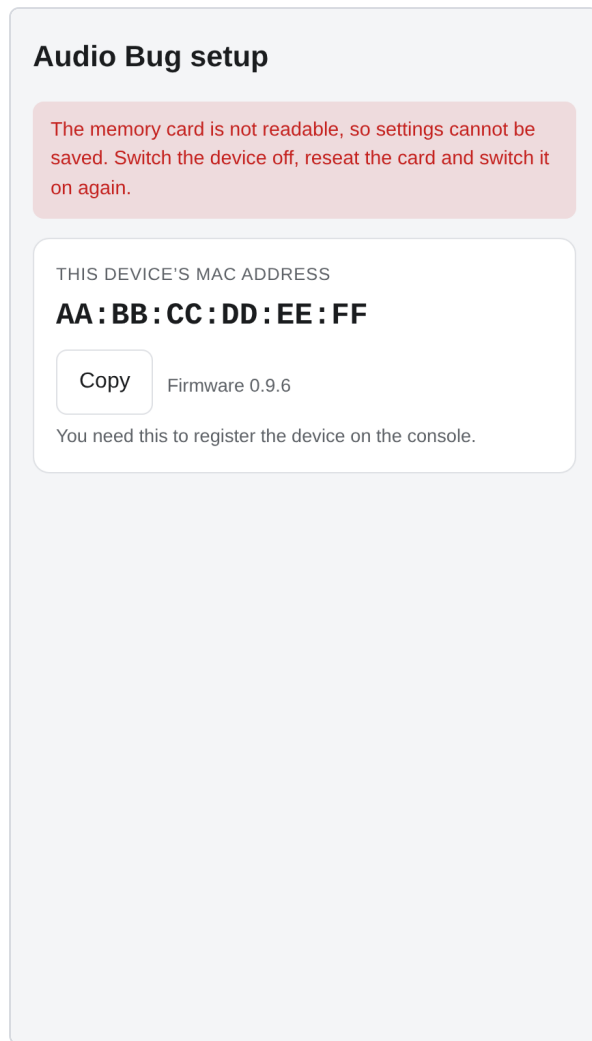
Try this:

1. Give it a minute after plugging in, then look at the WiFi list again. The name ends in four characters from the device's own address, for example `AudioBug-1CA0`.
2. If you connected but no page opened, open a browser and go to `http://192.168.4.1` — typed exactly, without `https`.
3. Turn off mobile data on your phone while you do this. Some phones quietly send the page to the mobile network instead, and it never loads.
4. If the setup page opens but says the memory card is not readable, see [The setup page says the memory card is not readable](#).
5. If the device already had a working network, the setup page only comes back after about ten minutes of failing to reach it. Wait, and look again.
6. If there is still no setup network, use the memory-card method below.

The setup page says the memory card is not readable

What you see: the setup page opens and shows the MAC address, but instead of the WiFi boxes it says the memory card is not readable and settings cannot be saved.

Most likely: the card is not seated properly, or it is formatted in a way the device cannot read.



Try this:

1. Unplug the device, take the card out, push it back in until it clicks, and plug the device in again. Wait a minute and reopen the setup page.
2. If it still says the same thing, put the card in a computer and check how it is formatted. The device reads **FAT32** only. A card of 64 GB or more, bought new, is normally formatted **exFAT**, which will never mount.
3. Reformat the card as FAT32 and put it back. On Windows, cards over 32 GB are not offered FAT32 in the standard format window — use a free FAT32 formatting tool, or a smaller card. Formatting erases the card. On a card that has been in service, this deletes your recordings; on a brand-new card there is nothing to lose.
4. If a card that used to work has suddenly stopped, try another card. Memory cards do wear out, and this device writes to its card continuously.

Until the card is readable the device cannot save WiFi details, so setup cannot be completed — but the MAC address on the page is still correct and still readable.

Setting up a device from its memory card

Use this only when the setup page cannot be reached at all. It does the same job with a text file instead of a web page.

Before you start: you need the memory card from the device, a computer with a card reader, and your WiFi network name and password.

1. Unplug the device from power and take the memory card out.
2. Put the card in your computer's card reader.
3. Create a plain text file in the top level of the card — not inside any folder — named exactly:

```
Wifi-Password.txt
```

On Windows, turn on file name extensions in File Explorer's **View** menu so you can be sure it is not really `Wifi-Password.txt.txt`.

4. Type two lines in it — your network name first, your password second, and nothing else:

```
MyHomeNetwork  
my-wifi-password
```

Both are case-sensitive. Delete any blank lines or trailing spaces.

5. Save the file, eject the card safely, and put it back in the device.
6. Plug the device in and wait a minute.

It reads the file, joins your network, and deletes the file so your password is not left on the card. If `Wifi-Password.txt` is still on the card afterwards, the device has not read it — check the name and the two lines again.

You will also see a file called `MAC` on the card. That one belongs there — the device writes it when it starts. Leave it alone.

My device shows as offline

What you see: the device is listed with — *offline* and cannot be selected.

Most likely: it has lost power or lost the WiFi network.

Try this:

1. Check it is plugged in and the power supply is working.
2. Check your WiFi is working on another device in the same room.
3. Wait five minutes. The device keeps trying to reconnect on its own.
4. Unplug it for ten seconds and plug it back in.
5. If your WiFi password or router has changed since the device was working, it cannot be told the new details over the network. Leave it plugged in for ten minutes: it puts its own

AudioBug- setup network back up, and you can give it the new details there — see [Set up a device that has moved, or a network that has changed](#).

No recordings appear

What you see: the **Recordings** list stays empty, or says no recordings match.

Try this:

1. Choose **Refresh**. The list does not load by itself.
2. Choose **Clear filter**. A **From** or **To** date left over from an earlier search hides everything outside it. Remember the filters are in UTC.
3. Check **NTP** in the **Status** panel says **Synced**. If it does not, the device does not have the right time and your date filters will not match anything.
4. Make a loud noise near the device and watch the **Recording** line in the **Status** panel. If it never says **Yes**, the device is not being triggered: run [Match the device to a noisy room](#).
5. Check whether **Keep only recordings containing a detected sound** is ticked in the **Sound Detection** window. With it on, recordings without a recognised sound are thrown away deliberately.

No alerts arrive

What you see: the device is recording and the **Detected** column shows sounds, but no notification reaches you.

Try this:

1. Open **Sound Detection** and check **Enable Sound Detection** is on.
2. Check the sound type has both **Detect** and **Alert** ticked.
3. Scroll to **Alert Settings** and check the channel you want is ticked, and that the token, key or e-mail address is filled in.
4. Choose **Test Notification**. If the test arrives but real ones do not, the settings are fine and the sound is not being recognised — see [How accurate it is](#).
5. If the test does not arrive, check the Pushover token and key, check the e-mail address for typing mistakes, and look in your spam folder.

My alerts say a sound happened when it did not

What you see: notifications for a dog, thunder or an alarm that was not there.

Most likely: an unrelated sound resembled one the device listens for.

Try this:

1. Open the recording named in the notification and listen to it.

2. If the sound type is causing repeated false alarms, untick its **Alert** box. Leave **Detect** ticked and the sound is still noted on recordings without notifying you.

I have forgotten my password

Try this: follow [Reset a forgotten password](#). If the reset e-mail does not arrive, check your spam folder. If it still does not arrive, contact whoever supplied your device and ask them to send you a reset link.

The device keeps recording constantly

What you see: recordings appear back to back, each about 5 minutes long, and the card fills quickly.

Most likely: the device is somewhere much noisier than the level it last measured, so ordinary background noise is loud enough to count as an event.

Try this:

1. Run [Match the device to a noisy room](#) in the room's normal background noise.
2. Move the device away from any constant noise source — a fan, an extractor, a road-facing window.
3. Open **Sound Detection** and check whether **Keep only recordings containing a detected sound** is ticked. It makes the device record more readily.

Give it a quarter of an hour before trying anything else. The device often sorts this out by itself.

Recordings I wanted have disappeared

Most likely: the card filled up and the oldest were deleted to make room.

Try this:

1. Check **SD Free** in the **Status** panel.
2. Download anything you want to keep — the device is not an archive.
3. Tick **Preserve** for the sound types that matter, so future recordings containing them are not deleted automatically.

A download fails part-way

Most likely: another download was still running, or the WiFi signal is poor.

Try this:

1. Wait for any other download to finish, then try again.
 2. If downloads often fail, move the device closer to the router.
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8. Frequently asked questions

Where are my recordings stored? On the memory card in the device. They are fetched from it when you press **Play** or **Download**. Nothing is kept on the website.

How long do recordings last? Until you delete them or the card runs out of room, at which point the oldest are deleted to make space for new ones. Anything marked  is skipped.

How long can one recording be? Five minutes. A sound that goes on longer is continued in the next file, so nothing is lost.

Why did recording stop while the sound was still going? It does not. Recording carries on until the room has been quiet again for a while.

Can I listen live and record at the same time? Yes. Listening live has no effect on recording.

Where do I find this manual again? Choose **Manual** at the top of the console. It opens in a new tab, and it is always the edition that matches the console you are signed in to. The Quick Start Guide that came with your device has a code you can scan for it as well.

Can two people use the same site at once? Yes, if they both sign in with the same details. Only one of them should listen live to a device at a time.

Can somebody else see my recordings? No. Only your site sees your devices, and only someone signed in to your site can hear them. Whoever runs the server can manage your account — its name, e-mail address and password — but is blocked from your audio and from your devices' controls.

Why are all the times wrong by an hour? They are in UTC. In summer, British local time is one hour ahead.

What is the file called `MAC` on the memory card? The device's own MAC address, which it writes down the first time you switch it on so you can find it without the paperwork. Leave it there. Changing it does not change the device's address, and if you delete it the device simply writes it again.

What is the `AudioBug-WiFi` network I can see? A device that has no working network of its own makes one, so you can open its setup page and give it yours. It disappears as soon as the device joins your WiFi.

Why does the setup network have no password? Because a password would have to be printed on a label or read off the memory card, which is the fiddly step the setup page exists to remove. The network is only up while the device has nowhere to connect, and it goes away the moment setup succeeds.

Somebody else could connect to it, then. While it is up, yes — someone within WiFi range could open the page, read the device's MAC address and point it at a different network. They

cannot reach your recordings or your site: a device already registered to you stays registered to you. Set a new device up promptly rather than leaving it sitting unconfigured.

Do I need the memory card? Yes. Without it the device cannot store recordings or remember your WiFi details. The setup page still shows you the MAC address, but it will not let you save WiFi details until the card is readable.

What happens during a power cut? The device stops recording. When power returns it restarts by itself, rejoins WiFi and carries on. Recordings already on the card are not affected.

Does the device work if my internet goes down? It keeps recording to its card, as long as it still has WiFi. You cannot reach it from the console until the connection is back.

Can I add more sound types? No. The list is fixed in the version of the software your device is running.

Can I make detection more or less sensitive? No. There is no setting for it. You can only choose which sounds to detect and which to be notified about.

9. Glossary

Alert — a notification sent to your phone or e-mail when a chosen sound is recognised.

Console — the web page you use to control your devices.

Detect — noting a recognised sound against a recording, so it appears in the **Detected** column.

Device — the recording unit: microphone, memory card and WiFi in one small box.

Firmware — the software running inside the device. Shown in the **Status** panel and updated from the **Actions** panel.

Setup network — the temporary WiFi network a device makes, named `AudioBug-` and four characters, when it has no working network of its own. Connecting to it opens the setup page where you give the device your WiFi details.

MAC address — a serial number that identifies your device, written as six pairs of characters, for example `AA:BB:CC:DD:EE:FF`. You need it to register a device. The device writes its own into a file called `MAC` on its memory card when it starts.

NTP — how the device gets the right time from the internet. **Synced** means it has it.

OTA — "over the air": updating the device's software over WiFi, with no cables.

Preserve — protecting a recording from automatic and bulk deletion. Shown as .

Pushover — a separate app and service that delivers notifications to your phone. An account with it is needed for push notifications.

RSSI — how strong the device's WiFi signal is. The closer the number is to zero, the better.

SD card — the removable memory card in the device, where recordings are stored.

Site — your account. It owns your devices and nobody else's.

Site name — an optional label for your site, shown at the top of the console. It is not used to sign in.

SSID — the name of a WiFi network.

UTC — the time standard all dates and times here use. The same as GMT: in summer, British time is an hour ahead of it.

WAV — the audio file format recordings are saved in. It plays in any media player.