Label Station
by Mood Swings Design

Install guide for testers

macOS, with Google Chrome. Version 1.2.0, test build. About 10 minutes.

Label Station prints a label on your own label printer for every item that sells in your Whatnot live show. It has two parts that work together on your computer:

- **The Label Station app**, which looks after your printer and keeps the list of what sold.
- **The Label Station Chrome extension**, which reads your own sales from your seller dashboard tab and passes them to the app. It only reads. It never clicks, bids or changes anything on Whatnot.

Nothing leaves your computer. No account, no sign-in, no tracking.

What you were sent

One zip file, for the kind of Mac you have (Part 1 shows how to tell). Inside it is a folder with three things:

Item	What it is
`Label-Station-1.2.0-x64-test.dmg` (Intel Mac) or `Label-Station-1.2.0-arm64-test.dmg` (Apple silicon Mac)	The installer for the app. Your kit has the one that matches your Mac.
`extension` folder	The Chrome extension. You point Chrome at this folder in Part 4.
`Label Station - Install guide (Mac).pdf`	This guide.

There are two kits. The Intel kit is **Label-Station-1.2.0-mac-intel-test.zip** and unpacks to a folder called **Label Station 1.2.0 test (Mac Intel)**. The Apple silicon kit is **Label-Station-1.2.0-mac-apple-silicon-test.zip** and unpacks to **Label Station 1.2.0 test (Mac Apple silicon)**.

This is a test build. It is not signed with Apple yet, so macOS blocks the first time you open the app. Part 2 says exactly what to click. It never checks for updates. When there is a newer build, it reaches you the same way this

one did.

What you need before you start

- A Mac running **macOS 13 Ventura or later**.
- **Google Chrome**, the browser you run your Whatnot shows in.
- Your label printer, already installed on the Mac and able to print from another program. A DYMO LabelWriter needs DYMO's own Mac driver, which comes with the free DYMO Connect for Desktop from dymo.com. A Brother QL needs Brother's Mac driver.
- About 10 minutes, before a show rather than during one.

1 Unzip the kit
2 Install the app
3 Pick your printer
4 Add the extension to Chrome
5 Run a show
6 If something goes wrong
7 Sending feedback
8 Uninstalling

Part 1. Unzip the kit

A zip is a folder that has been squeezed into one file so it can be sent. The first job is to take the folder out.

1. First, check which Mac you have, so you know you were sent the right kit. Click the **Apple menu** at the top left of the screen and choose **About This Mac**.

   - If it says **Chip: Apple M1** (or M2, M3, M4), you have an **Apple silicon** Mac.
   - If it says **Processor: Intel**, you have an **Intel** Mac.

   Andy sends the zip that matches. If the wrong one is opened, macOS says the app cannot be opened or that it needs Rosetta. If that happens, tell us which Mac you have and we will send the other kit.

2. Open the **Finder** (the blue smiling face in the Dock) and go to your **Downloads** folder. You will see the zip you were sent.

3. **Double-click the zip.** The Mac unpacks it next to itself, into a new folder with the same name but no `.zip`. It takes a few seconds.

4. Open the new folder. Inside is the kit folder, **Label Station 1.2.0 test (Mac Intel)** or **Label Station 1.2.0 test (Mac Apple silicon)**. Open that too. You should see the three items from the table on the first page.

> **Keep this folder.** Chrome will read the extension from it every time it starts. Do not delete it or move it after Part 4. If you want it somewhere tidier than Downloads, move the whole kit folder to Documents now, before you continue.

Part 2. Install the app

1. In the kit folder, double-click the **.dmg** file. A window opens showing the Label Station icon and a shortcut to your **Applications** folder.

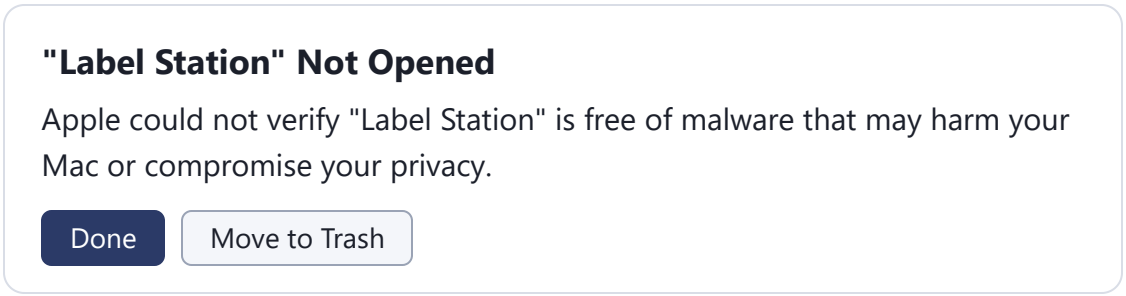
2. Drag the **Label Station** icon onto the **Applications** shortcut and let go. The app is copied across.

3. Eject the installer disk, which you no longer need: click the small **eject arrow** next to it in the Finder sidebar, or drag it to the Trash.

4. Open **Label Station** from your **Applications** folder (or from Launchpad).

5. The first time, macOS blocks it. This build is not signed with Apple yet, so macOS cannot check who made it, which is expected for a test build. It does not mean the file is unsafe. It happens once; after you get past it, the app opens normally. The box you see depends on your macOS version. Find yours below.

If you have macOS 15 Sequoia or later



1. Click **Done**. Do not click Move to Trash.
2. Click the **Apple menu**, choose **System Settings**, then click **Privacy & Security** in the list on the left.
3. Scroll down to the **Security** section. A line says **"Label Station" was blocked to protect your Mac**, with an **Open Anyway** button beside it. Click **Open Anyway**.
4. Enter your Mac password (or use Touch ID) when it asks.
5. A last box appears. Click **Open Anyway** in it. Label Station starts.

> On macOS 15, control-clicking the app and choosing Open does **not** get past this box any more. Use System Settings as above.

If you have macOS 13 Ventura or 14 Sonoma

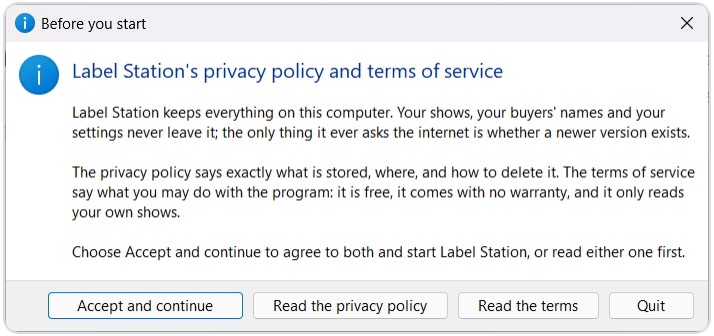
> **"Label Station" can't be opened because Apple cannot check it for malicious software.**
>
> Cancel

1. Click **Cancel** (or **OK**, whichever the box offers).
2. In your **Applications** folder, **control-click** (or right-click) **Label Station** and choose **Open**.
3. A similar box appears, this time with an **Open** button. Click **Open**. Label Station starts.

The System Settings route described above, with Open Anyway, also works on these versions.

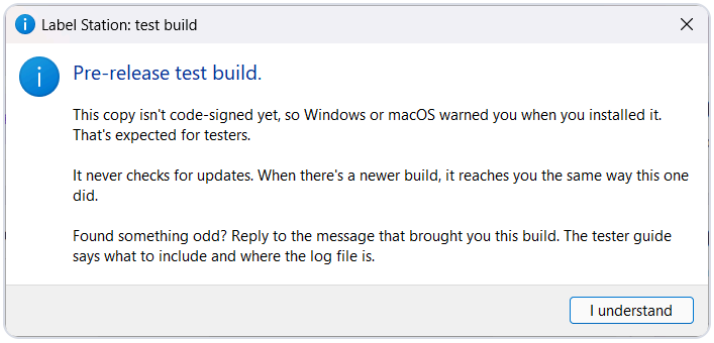
> **If the box says "Label Station" is damaged and can't be opened. You should move it to the Trash**, do **not** move it to the Trash. Nothing is wrong with your Mac. Tell us, and say which macOS version you have (Apple menu, then About This Mac).

6 The first time it starts, a box called **Before you start** shows the privacy policy and the terms of service. Click **Read the privacy policy** or **Read the terms** if you want to see them first, then click **Accept and continue**.



This box appears once. This picture was taken on Windows; on a Mac the box looks the same apart from the window frame.

7 A second box tells you this is a pre-release test build. Click **I understand**.



You see this once per computer. Taken on Windows; on a Mac it looks the same apart from the window frame.

8 The Label Station window opens on its **Live** tab. It is waiting for Chrome, which is normal: you connect Chrome in Part 4.

> **Closing the window does not quit the app.** The red button at the top left of the window only closes the window. Label Station keeps running from a small icon in the **menu bar**, at the top right of the screen. Click that icon to open the window again or to **Quit**. You can also press `Cmd + Q` with the window in front to quit. Labels keep printing while the window is closed.

Part 3. Pick your printer

Your label printer must already be installed on the Mac and able to print from other programs. Label Station uses that same printer. If you are not sure it is set up, look in **System Settings**, then **Printers & Scanners**. A DYMO LabelWriter needs DYMO's own Mac driver (it comes with the free DYMO Connect for Desktop from dymo.com), and a Brother QL needs Brother's Mac driver.

1. In the Label Station window, click the **Setup** tab.

2. In the **Printer** card on the right, open the **Queue** list and choose your label printer. The list shows the printers your Mac knows about. If yours is not listed, make sure it is switched on and plugged in, then click **Refresh**.

3. Read the line under the list.
   - **Green** means ready. Go to step 4.
   - **Red** means something to fix, and the line says what. The most common one: a **DYMO** or **Brother QL** printer needs **Printer language** set to **Mac driver**. Scroll down to the **Calibration** card, change Printer language there, and the line turns green.

4. Load labels and click **Print test label**. A sample label prints. If the text sits too far up, down or to one side, the **Preview & margins** card on the left lets you add a margin on any edge, and **Print alignment label** prints a ruler that shows exactly where your printer stops.

5. Scroll down to **Label size** and check the width and height match the labels in your printer. The preview on the left is the true shape of the next label.

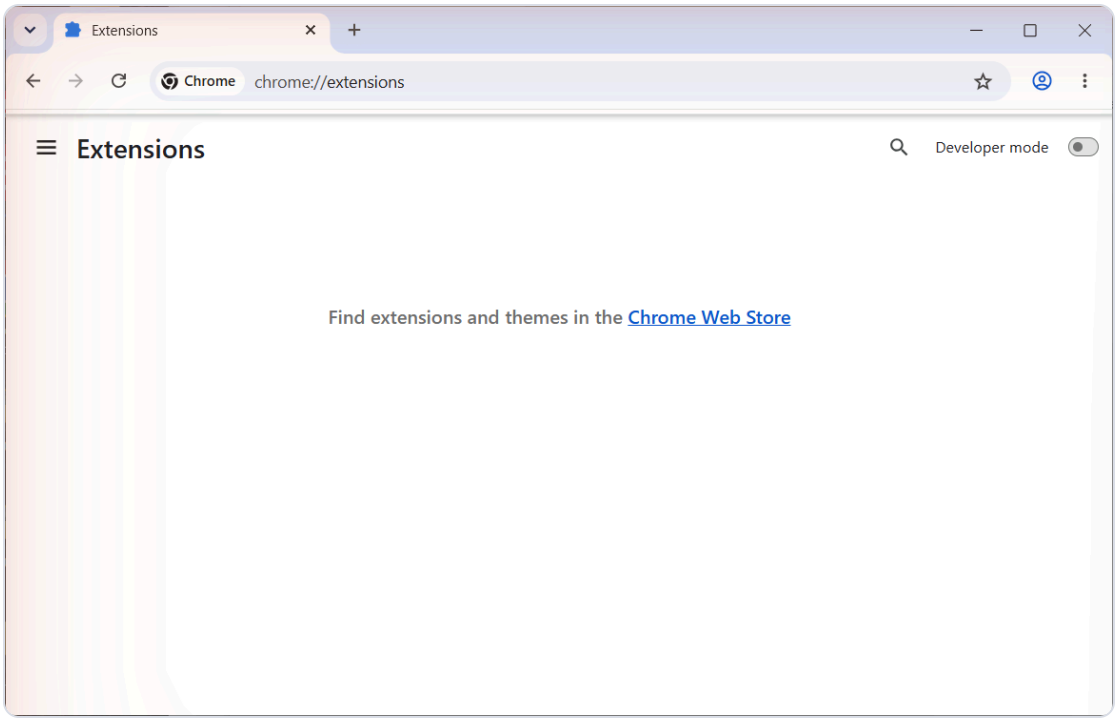
> **Darkness and print quality.** For a DYMO or Brother QL, these come from the printer's own driver, not from Label Station. The app's **Open printer settings** button opens **Printers & Scanners** in System Settings, where the Mac keeps that printer. If your labels print too light or too dark, tell us which printer you have; this is one of the things the Mac build still needs testers for.

Part 4. Add the extension to Chrome

The extension is not in the Chrome Web Store yet, so for this test you add it by pointing Chrome at the **extension** folder in your kit. Chrome calls this loading an unpacked extension. It takes four clicks.

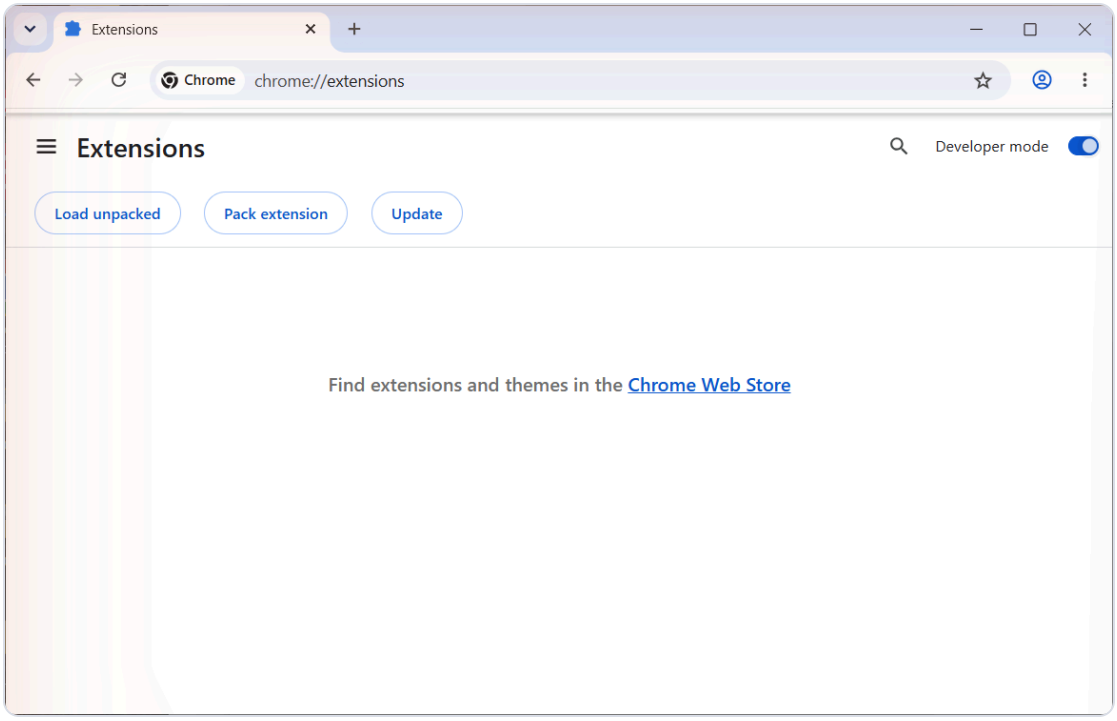
The pictures in this part were taken on Windows. Chrome looks the same on a Mac.

1. Open **Google Chrome**. Click in the address bar at the top, type `chrome://extensions` and press `Return`. The Extensions page opens.



The Extensions page. The Developer mode switch is at the top right. Taken on Windows; the page looks the same in Chrome on a Mac.

2. Turn on the **Developer mode** switch at the top right. Three buttons appear under the heading.



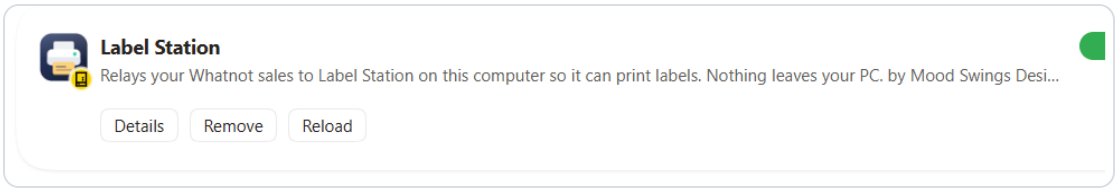
With Developer mode on, Load unpacked appears at the top left. Taken on Windows; the page looks the same in Chrome on a Mac.

3. Click **Load unpacked**. A window opens asking you to pick a folder.

4. Find your kit folder (in Downloads unless you moved it) and open it. Click the **extension** folder **once** so it is highlighted, then click **Select**. (On a Mac the button says Select, not Select Folder.)

   Pick the folder itself, not a file inside it. If Chrome says "Manifest file is missing or unreadable", you picked the wrong folder: try again and choose the one named **extension**.

5. **Label Station** now shows as a card on the Extensions page, with its switch on. Leave this page; you do not need to come back to it.



The Label Station card. (This picture was taken on Windows in Microsoft Edge, which lays the page out a little differently; in Chrome on a Mac the card is on the same page you were just on.)

6. Pin it, so it is always one click away: click the **puzzle piece** icon at the right end of Chrome's address bar, find **Label Station** in the list, and click the **pin** next to it. The Label Station printer icon now sits beside the address bar.

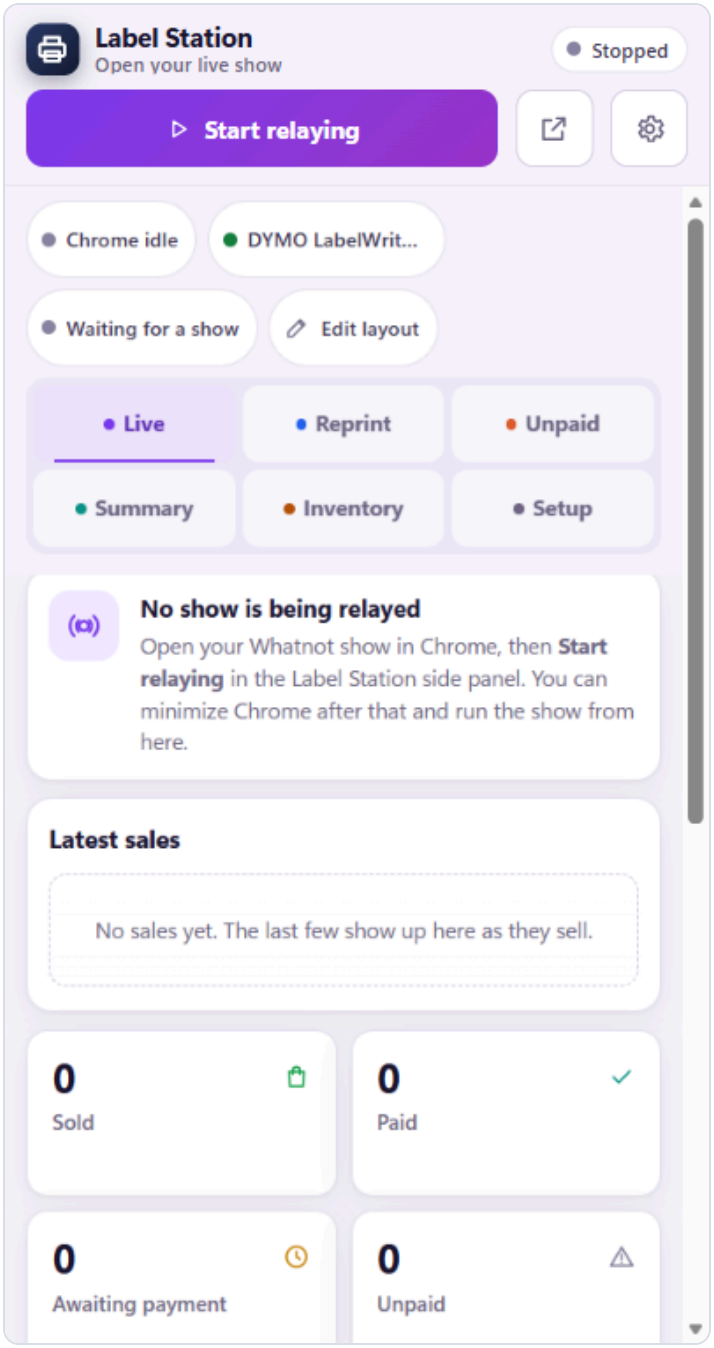
> **If Chrome asks "Disable developer mode extensions?" when it starts**, click **Keep** (or close the message). That is Chrome's standard reminder for any extension that did not come from its store. It will stop once Label Station is in the Chrome Web Store.

Part 5. Run a show

1. Make sure Label Station is running (its window is open, or its icon is in the menu bar at the top right of the screen).

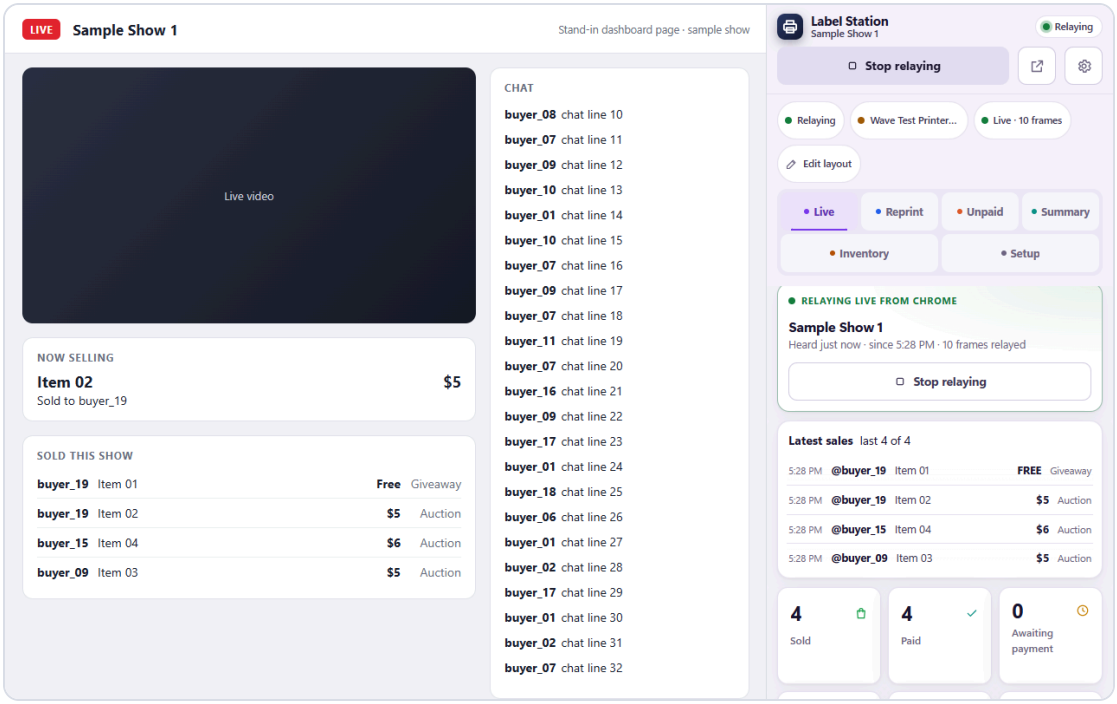
2. In Chrome, open your Whatnot **seller dashboard** for the show, the page you run the show from.

3. Click the **Label Station** icon beside the address bar. A panel opens on the right side of Chrome. The top of the panel is the relay control; underneath it is the Label Station app itself, the same thing as the window.



The side panel, before a show: a Start relaying button at the top and the app below. Taken on Windows; the panel looks the same in Chrome on a Mac.

4 Click **Start relaying**. The pill at the top turns to **Relaying** and the app shows your show's name. From now on each sale prints its label when the hammer falls, and shows up under Latest sales and Sold.



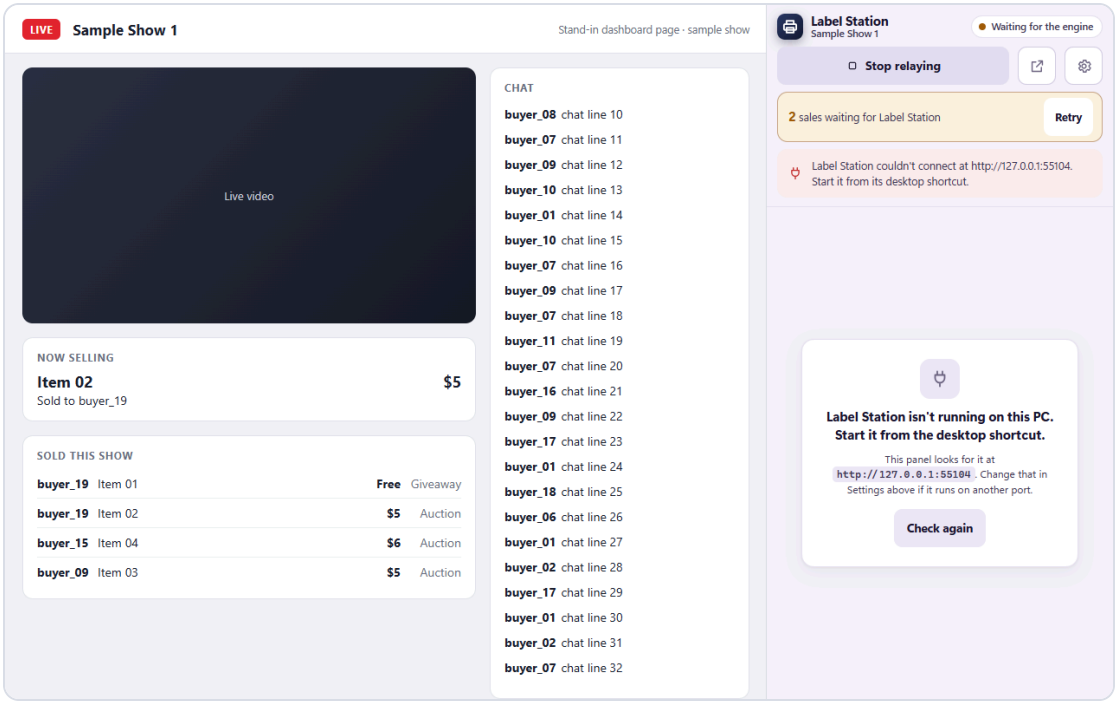
Relaying. The left side is a stand-in for your dashboard page; the panel on the right is real. Taken on Windows; the page looks the same in Chrome on a Mac.

5 You can minimise Chrome after that and run the show from the Label Station window if you prefer. Keep the dashboard tab open; the extension reads from it.

6 When the show ends, click **Stop relaying** in the panel (click twice: the first click asks you to confirm). The **Reprint** tab has every sold item in case a label needs printing again, and **Summary** has the totals.

> **You are set up when:** the app's Setup tab shows a green printer line, a test label printed, the Label Station icon sits beside Chrome's address bar, and the panel's pill reads **Relaying** on your show. From then on, each show is just: open the dashboard, click the icon, Start relaying.

> **If the panel says "Label Station isn't running on this PC"**, the app is not started. Open it from your Applications folder, or from its menu bar icon, then click **Check again** in the panel. Any sales from while it was off are kept and print once it is back.



The app was closed mid-show: the panel holds the sales and offers Retry. Taken on Windows; the panel looks the same in Chrome on a Mac.

Part 6. If something goes wrong

What you see	What to do
"Label Station" Not Opened (macOS 15 and later)	Click **Done**, then open **System Settings**, **Privacy & Security**, scroll to Security and click **Open Anyway** (Part 2, step 5). Expected for a test build.
"Label Station" can't be opened because Apple cannot check it for malicious software (macOS 13 and 14)	Click Cancel, then control-click Label Station in Applications, choose **Open**, and click **Open** in the box (Part 2, step 5).
"Label Station" is damaged and can't be opened. You should move it to the Trash	Do not move it. Nothing is wrong with your Mac. Tell us, and say which macOS version you have (Apple menu, About This Mac).
macOS says the app cannot be opened or needs Rosetta	You were probably sent the other kit. Tell us which Mac you have (Apple menu, About This Mac) and we will send the right one.
Chrome says "Manifest file is missing or unreadable"	You picked the wrong folder. Load unpacked again and pick the folder named **extension** (Part 4, step 4).
The Label Station card has an error or is greyed out	The kit folder was moved or deleted. Put it back (or unzip the kit again), then click **Reload** on the card, or remove it and load it again.
The panel says Label Station isn't running	Open the app from Applications or from its menu bar icon, then click **Check again**. If the app is running and it still says this, open the panel's gear and check the address reads `http://127.0.0.1:7475`.
Relaying, but nothing prints	In the app's **Setup** tab, check the printer line under Queue is green and the printer is on with labels loaded. For a DYMO or Brother QL, check **Printer language** is **Mac driver**. Click **Print test label**. Then check the **Each sale** card: Print labels must be on.
Labels print, but the text is cut off or in the wrong place	Setup: check **Label size** matches your labels, then add a margin on the cut-off edge in **Preview & margins**. **Print alignment label** shows where your printer stops.
"This tab moved to another show"	Your dashboard tab is on a different show now (a raid, or you opened another show). Click **Relay this show** to follow it.
Two "Stop relaying" buttons	They do the same thing. One is in the panel's top strip, one is on the app's relay card.

Part 7. Sending feedback

Reply to the message that brought you this build. The more of these you include, the faster we can fix it:

- What you did, what you expected, and what happened instead.
- A screenshot, if there is anything on screen.
- Your printer model and the label size you use.
- Your Mac's macOS version (Apple menu, About This Mac).
- The app's log file. It lives in your data folder:
  `~/Library/Application Support/Label Station/station.log`
  To get there: in the Finder, open the **Go** menu and choose **Go to Folder** (or press `Shift` + `Cmd` + `G`), paste `~/Library/Application Support/Label Station` and press `Return`.
  The log has times, printer names and your show's item titles and buyer handles, nothing else.

Everything Label Station keeps is in that same data folder: your settings, each show's list of sales, and the logs. Nothing is sent anywhere by the app.

Part 8. Uninstalling

The app

1. If Label Station is running, click its menu bar icon (top right of the screen) and choose **Quit**.
2. Open your **Applications** folder and drag **Label Station** to the Trash.

Your data folder (settings, shows, logs) is left in place on purpose, so a reinstall finds your shows again. To remove it too, in the Finder choose **Go**, then **Go to Folder**, paste `~/Library/Application Support`, press Return, and drag the **Label Station** folder to the Trash.

The extension

1. In Chrome, go to `chrome://extensions`.
2. On the **Label Station** card, click **Remove**, then confirm.

You can then delete the kit folder.

Label Station by Mood Swings Design. Test build 1.2.0 for Mac. This guide matches macOS 15 and Chrome; older macOS versions show slightly different boxes, described where they differ.