

Connecting to Maptur in Blender from iOS

This guide will walk you through the steps to connect your Maptur Client running in Blender to the iOS application.

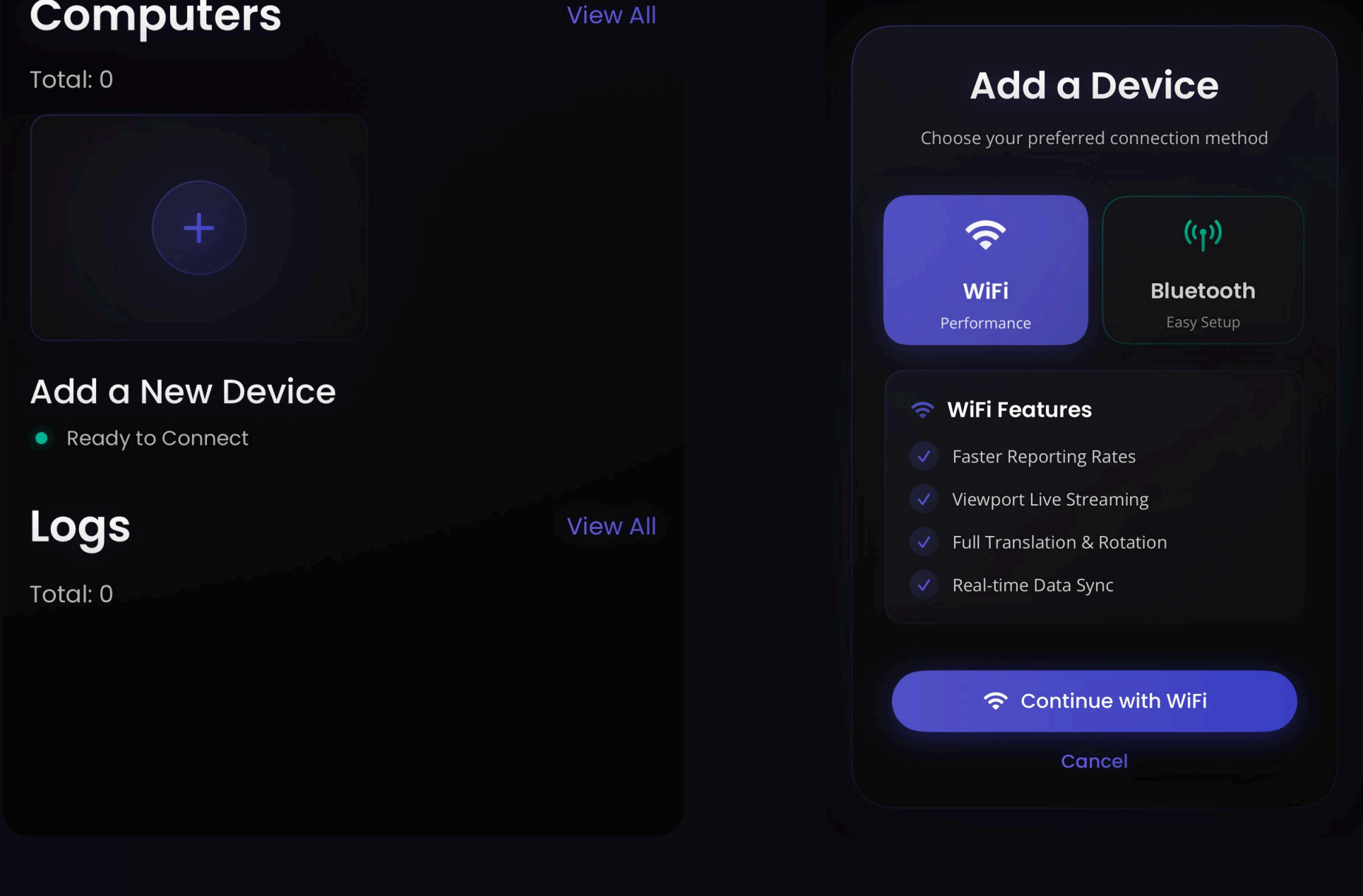
Step 1: Start the Server

Inside of the Maptur Blender Interface Click “Start Server” to allow network connections from the Maptur iOS App



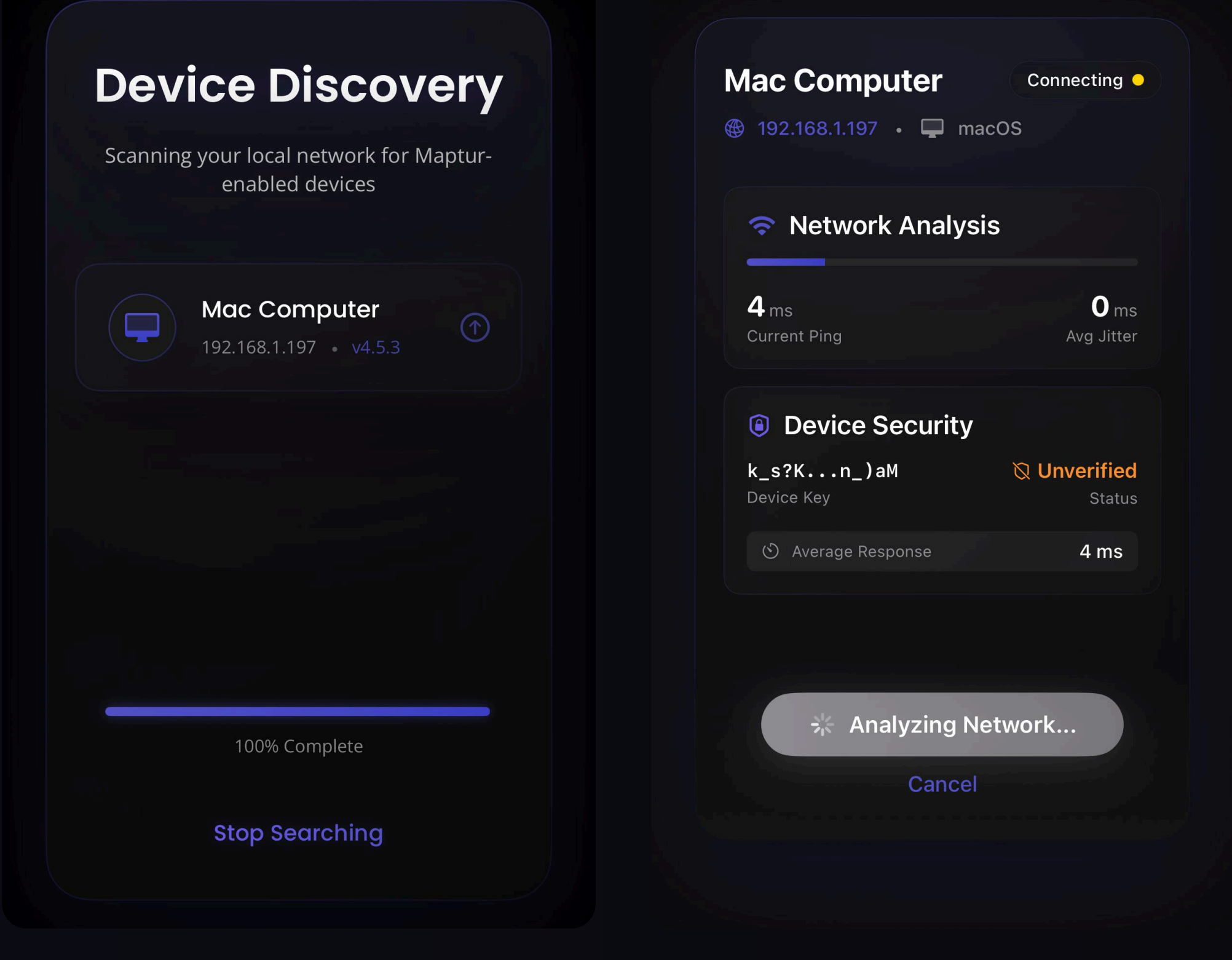
Step 2: Connection Type

Inside the Maptur App, tap the Add Computer icon on the Home page or open the Computers menu to begin searching for a new device. When prompted, you'll see the Connection Type Menu. Simply select the connection method you prefer for this device to continue setup.



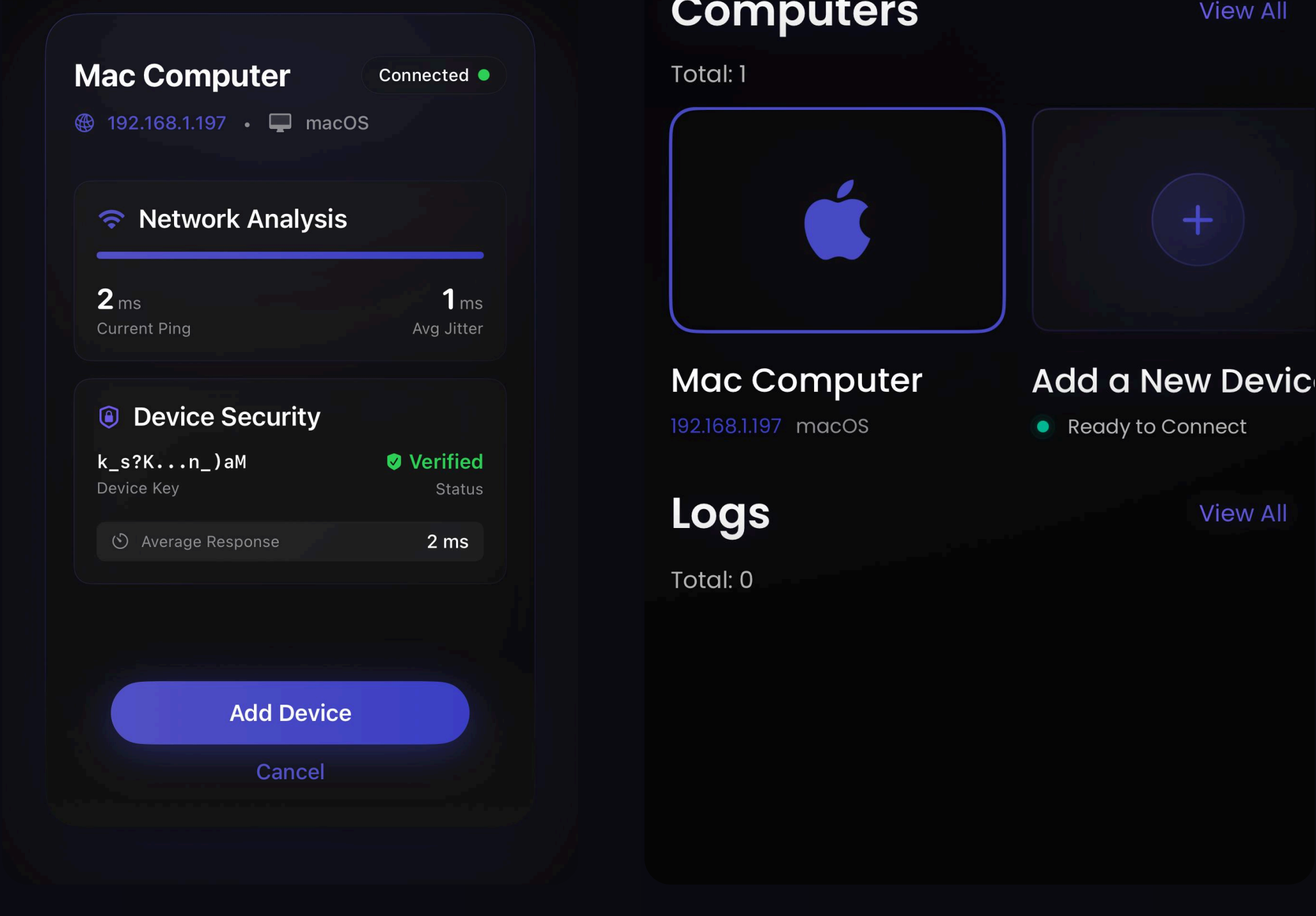
Step 3: Device Search

After selecting your connection type, the device search will begin. Click on the device that appears that you want to add, then start the network analysis.



Step 4: Adding a Device

Once your network analysis is complete, you can then add the device to your Maptur interface and start using the live connection.



Step 5: Establishing a Connection

Once the device has been added, you can connect to the computer and view details in the Blender client about the phone that is currently connected.

