

## IX Mobile App-On-PC via USB Mirror Display

This solution allows for an external Android™ device running the IX Mobile client to mirror its control onto a PC laptop, tablet, or desktop computer's display. **This is recommended for advanced installers only.**

### Requirements

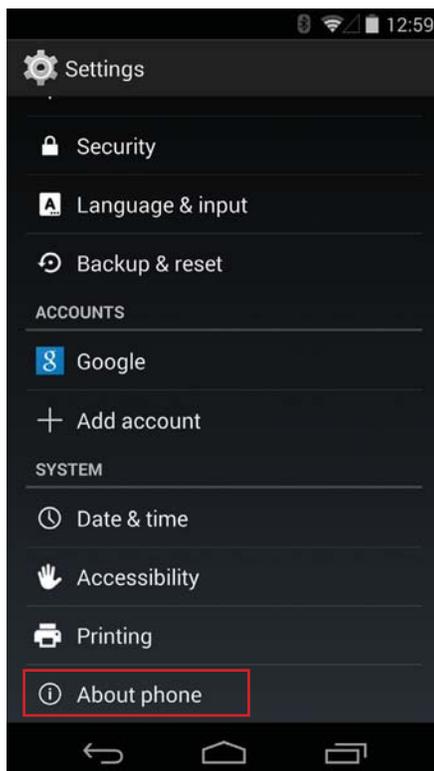
1. A PC running Windows® or Mac OS X®.
  - Working installation of Google Chrome™ (most recent version).
2. An Android™ device capable of running IX Mobile with:
  - Built-in screen or connected monitor -- the mobile device running Android does not require a screen, however, it will need to be connected to one for setup. After setup, the mirrored display can be used for all interactions.
  - USB slave / OTG (On-The-Go) connection -- used for ADB (Attached Detection Protocol) connection to enable the mirror.
  - ADB drivers -- ADB drivers for the chosen device or compatibility with generic ADB drivers are required to establish the mirror. Please visit the Android device manufacturer's website to download appropriate ADB driver.
  - Speaker / Mic -- the Android device will power the speaker and microphone. Select the best option (i.e. microphone headset) for the application.

### Accessing Developer Mode / Installing ADB Drivers

Your devices screen shots may vary from the ones depicted below.

**Step 1:**

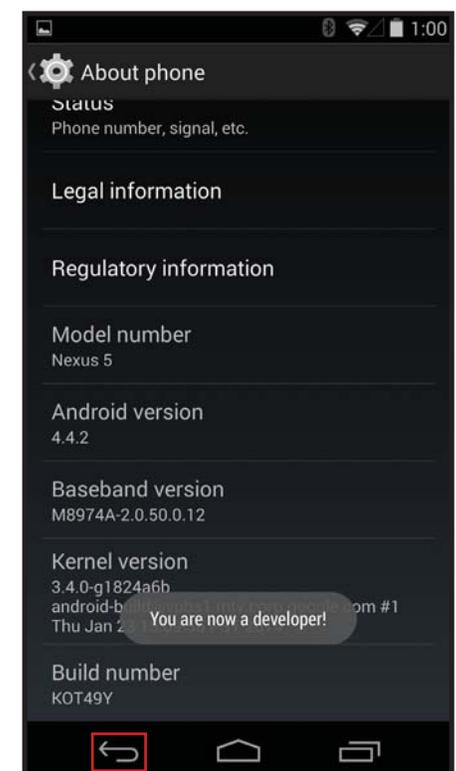
Go to Settings > "About phone"

**Step 2:**

Continue to tap "Build number" until developer message appears

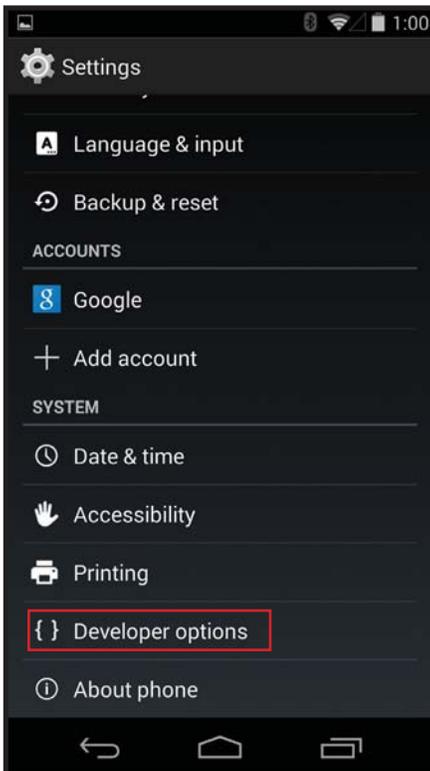
**Step 3:**

Once in developer mode, return to main Settings screen by tapping back button

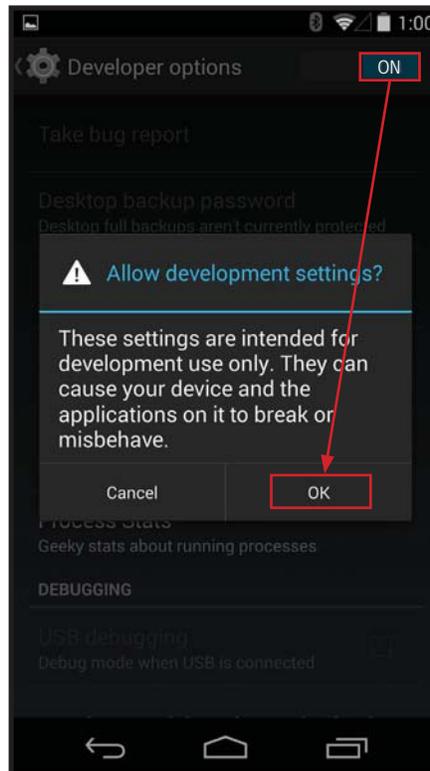


**Accessing Developer Mode / Installing ADB Drivers (cont.)****Step 4:**

Go to Settings > "Developer options"

**Step 5:**

Turn "ON" development settings, tap "OK"

**Step 6:**

Select USB debugging then click "OK"



Connect the Android device to the computer via the USB slave or OTG port. ADB drivers should then be installed. If they are not installed automatically, do a Google™ search for the appropriate drivers and install them (example: for a Google Nexus™ 5 device, search for "Google nexus 5 ADB driver"). If product-specific ADB drivers cannot be found, install "Generic" ADB drivers (also can be found via web search, or within the application interface shown later).

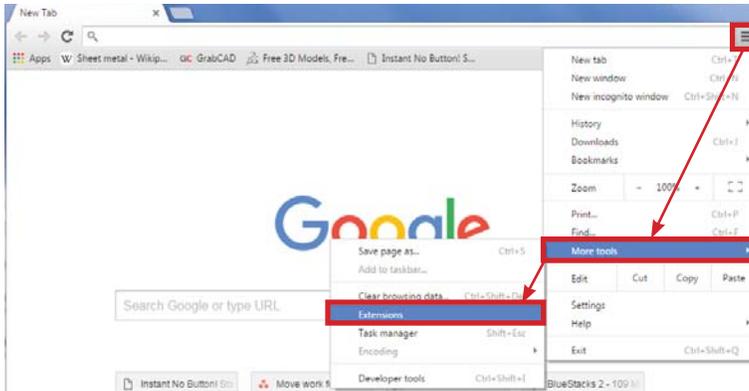
**Installing Vysor**

Within Google Chrome, install the "Vysor" extension from the [Chrome Web Store, Extensions category](#). The Chrome launcher should then be added to the Windows Taskbar (or Mac launcher), which can then be used to launch the Vysor mirroring application.

## Installing Vysor (cont.)

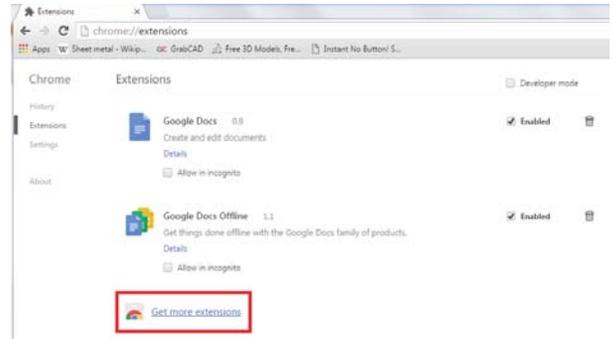
### Step 1:

Open Google Chrome > Go to the “Customize” button > More tools > Extensions.



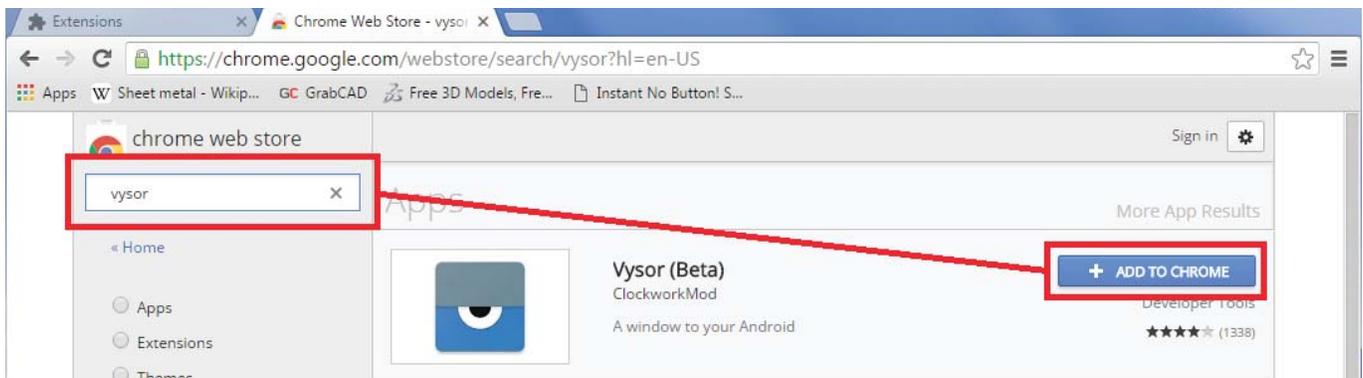
### Step 2:

Click “Get more extensions”



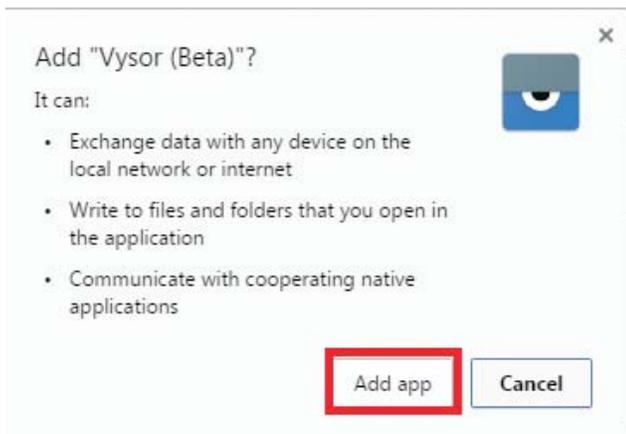
### Step 3:

Search for “Vysor” on the Chrome Web Store. Once Vysor is found click “ADD TO CHROME”.



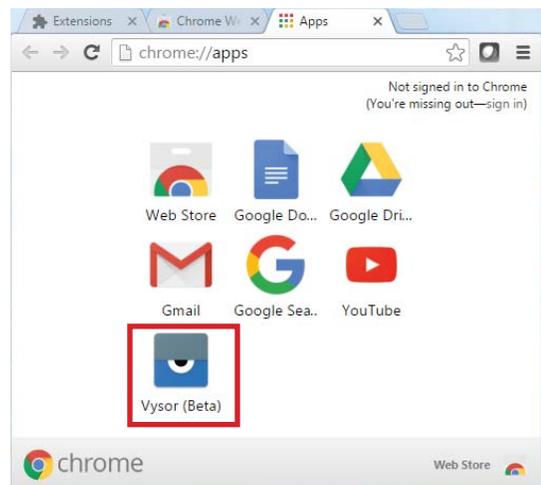
### Step 4:

Click “Add app”



### Step 5:

Click on icon to launch Vysor



After launching Vysor on the PC, click the “Find Devices” button to connect to the Android mobile device. If the device is not visible in the USB devices list, confirm the ADB drivers are correctly installed (if manufacturer specific ADB drivers could not be found, a link to generic ADB drivers is provided in the Vysor main window).

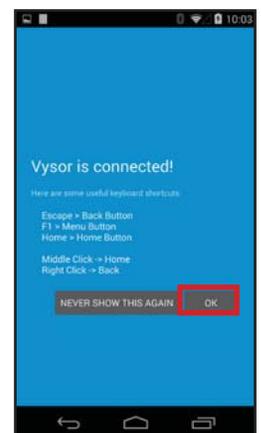
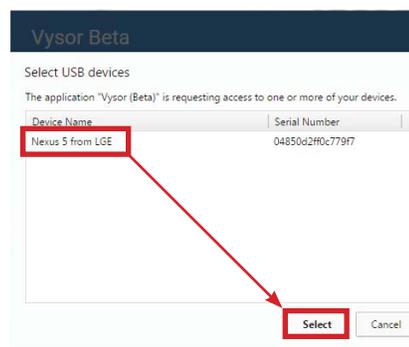
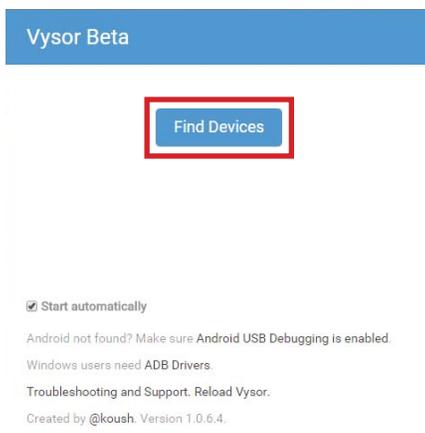
Once Vysor is connected to the device, follow the prompts on the Android screen to complete the installation and setup. If prompted, enable “Unknown Sources” in the device settings to install Vysor on Android. On the PC, authorize the USB debugging key. It is recommended to select “NEVER SHOW THIS AGAIN” once the USB debugging key has been approved.

**Step 1:**  
Click “Find Devices”

**Step 2:**  
Select the device

**Step 3:**  
On “Allow USB debugging?” screen, check “Always allow from this computer”. Click “OK”.

**Step 4:**  
Vysor is connected!  
Click “OK”



The Android’s screen should be mirrored on the PC’s monitor. Interaction with the Android device can now occur on the device itself or via the PC interface (i.e. keyboard, mouse). Once mirroring is complete, continue choosing audio connection method.

