

Mariner Software

Knowledgebase > Contour for iOS > How do I use a web browser to transfer files between Contour for iOS and a computer?

How do I use a web browser to transfer files between Contour for iOS and a computer?

Customer Service - 2017-12-26 - Contour for iOS

Using a Web browser, it is possible to transfer files between Contour for iOS and a computer over a network connection. The computer might be a Mac or a PC; it might be a desktop computer, a portable computer, a netbook, an ultraportable laptop, or something else. By enabling transfer from within Contour for iOS and accessing a transfer page with a Web browser, it should be possible to transfer files to the iOS device from the computer or to the computer from the iOS device.

It is not currently possible to use these steps to transfer files between two iOS devices. Currently, files can only be transferred between an iOS device and a computer.

There are two ways to transfer files:

- **Download screenplays from the device.** Downloading a screenplay file will transfer it from the device to the computer.
- **Upload screenplays to the device.** Uploading a screenplay file will transfer it from the computer to the device.

Preparation

You will want to make sure that the iOS device and the computer you will use to transfer files are connected to the same network. The iOS device will be connected to the network over a WiFi connection. The computer will need to be connected to the same network--this may be over WiFi or over an Ethernet connection.

Open Contour for iOS and navigate to the screenplay list screen. At the bottom of the list (in the grey section below the list), in the center, is a **blue WiFi symbol**:

To make screenplays on your iOS device available to other computers on the network, tap this symbol.

Tapping the WiFi symbol will raise a new screen, with a set of instructions. At the top of this screen is a grey stripe with an address that looks like this:

`http://10.0.1.1:8080`

Make a note of the address that appears in the grey stripe on your iOS device.

Leave your iOS device running (do not lock it; leave the screen on) and follow the next set of steps on your computer.

In a Web browser, display the transfer screen.

Open the Web browser you normally use to browse the Internet. It should be possible to complete any of the steps in this tutorial with any current Web browser.

Type the full address that appeared in the the grey stripe (in the screen that appeared after you tapped the WiFi symbol in Contour for iOS) into the address bar in the Web browser and press enter (or return) to go to the address you've typed.

The Web browser should now load an image of an iOS device that looks like this:

Downloading screenplays from the device

To transfer screenplay files to your computer from your iOS device, locate the name of the screenplay you would like to transfer (in the list of screenplays that appears on the transfer screen) and click on it.

If you do not see your screenplay in the list, try scrolling down or up; the transfer screen should allow for scrolling if the list of screenplays is longer than the space available in the image.

Once you have clicked on a screenplay file to download, it will download through your Web browser like any file you've downloaded from the Internet. Once the download is complete, the file should appear in the same folder downloads are normally saved to by your Web browser.

Uploading screenplays to the device

To transfer screenplay files to your iOS device from your computer, use the buttons that appear beneath the list, toward the bottom of the image:

- Click the **Select File** button to select a screenplay file to transfer. A dialog will appear; use this dialog to navigate to the point in Finder or Windows Explorer that the screenplay file is saved to and select the screenplay file.
- Once you have selected the file you would like to transfer to your iOS device, click the **Upload** button.

The transfer screen reload in the Web browser; when it does, the screenplay you've uploaded should now appear in the list.

Related Content

- [When attempting to load screenplay downloaded from Contour for iOS, Contour for Windows returns an error message that the file could not be opened due to a malformed tag. How can I resolve this?](#)