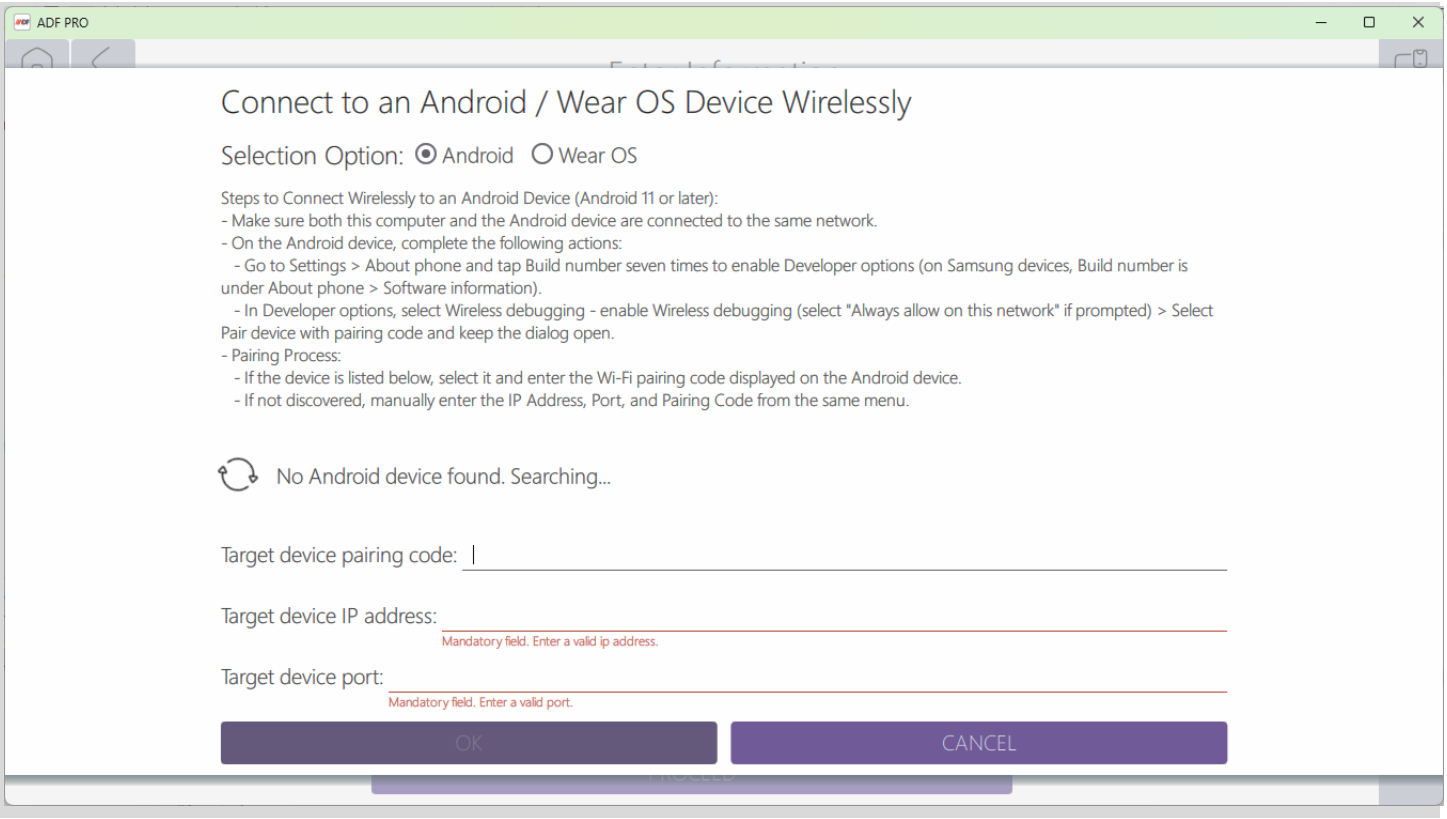
Introduction

This guide explains how to wirelessly connect an Android or Wear OS device to perform an acquisition, a scan, or screen capture.

This document applies to the following applications		
ADFPRO Mobile & Computer Triage	MDI Mobile Device Investigator	

Accessing the Wireless Connection Wizard

1. From the Scan screen, or from the Enter Information screen of Acquire, Screen Capture or Collect Files, click the **Add Device** button. The wireless connection is not available in Preview.
2. In the modal window, select **Android / Wear OS Wireless**.
3. The **Connect to an Android / Wear OS Device Wirelessly** dialog will appear.



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4. Select the device operating system:
    - Android
    - Wear OS

   Based on your selection, the relevant connection steps will be displayed within the modal.

Connecting an Android Device Wirelessly

Requirements

- The Android device runs Android 11 or later. Older versions have no Wireless debugging: connect them with a USB cable.
- The computer and the Android device must be on the same Wi-Fi network. Networks that isolate their clients, such as many guest and corporate Wi-Fi networks, block the connection: use another network or a mobile hotspot.
- Developer options and Wireless debugging must be enabled on the Android device.
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Steps

1. On the Android device:
    - Go to **Settings > About phone** (on Samsung devices: **Settings > About phone > Software information**).
    - Tap **Build number** 7 times to enable **Developer options**.
    - Go to **Settings > System > Developer options** (on Samsung devices: **Settings > Developer options**).
    - Enable **Wireless debugging** and select **Always allow on this network** if prompted.
    - Tap **Wireless debugging**, then select **Pair device with pairing code** and leave the dialog open.
    -
2. On the desktop application:
    - If the device is automatically listed, select it and enter the **Wi-Fi pairing code**.
    - If not listed, manually enter the **IP address**, **port**, and **pairing code**. The **Pair device with pairing code** dialog shows the IP address and port together, for example 192.168.1.20:41235. Enter the part before the colon (192.168.1.20) in the **Target device IP address** field and the part after it (41235) in the **Target device port** field.

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3. After successful pairing, the application connects to the device. If it shows **Android device paired successfully** and asks for the port instead, enter the connection port:
    - On the Android device, return to the **Wireless debugging** screen. Under **IP address & Port**, it shows the device address, for example 192.168.1.20:37099. The number after the colon (37099) is the connection port.
    - Enter this number in the **Target device port** field of the application.
    - Select **OK** to complete the connection.

    Note: The device uses one port for pairing and a different one for connecting. The pairing port is shown in the **Pair device with pairing code** dialog, also under **IP address & Port**. The application has already used it for pairing, and it cannot be used to connect. The application asks for the connection port when it could not find it on the network by itself, for example when you entered the IP address and port yourself.

Connecting a Wear OS Device Wirelessly

Requirements

- The computer and the Wear OS device must be on the same Wi-Fi network. Networks that isolate their clients, such as many guest and corporate Wi-Fi networks, block the connection: use another network or a mobile hotspot.
- Developer options, ADB debugging and Wireless debugging must be enabled on the watch.

Steps

1. On the Wear OS device:
    - Go to **Settings > Display** and ensure **Screen timeout** is set to 1 minute.
    - Go to **Settings** > **System** > **About** > **Versions** (on Galaxy Watch: **Settings** > **About watch** > **Software information**).
    - Tap **Build number** 7 times (on Galaxy Watch: **Software version** 5 times) to enable **Developer options**.
    - In **Developer options**, enable **ADB Debugging**.
    - Select **Wireless debugging** and enable it. Select **Allow** or **Always allow on this network** when prompted.
    - Choose **+ Pair new device** and keep the dialog open.
2. On the desktop application:

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- If the device is listed, select it and enter the **pairing code** displayed on the Wear OS device screen.
- If not listed, manually enter the **IP address**, **port**, and **pairing code** from the pairing screen. If the watch shows the IP address and port together, for example 192.168.1.20:41235, enter the part before the colon (192.168.1.20) in the **Target device IP address** field and the part after it (41235) in the **Target device port** field.

3. After successful pairing, the application connects to the watch. If it shows **Wear OS device paired successfully** and asks for the port instead, enter the connection port:
   - On the Wear OS device, go to **Settings** > **Developer options** > **Wireless debugging** and note the port shown on this screen, next to the IP address. This is the connection port.
   - Enter this number in the **Target device port** field of the application.
   - Select **OK** to complete the connection.

   Note: The watch uses one port for pairing and a different one for connecting. The pairing port is shown in **+ Pair new device**. The application has already used it for pairing, and it cannot be used to connect. The application asks for the connection port when it could not find it on the network by itself, for example when you entered the IP address and port yourself.

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