



How to mirror with Mac

Step 1 | Visit connect.goditto.com

Visit connect.goditto.com and enter the room code that is displayed in the room.

Note: Steps 1 and 2 are not required if you already have the Ditto Connect app on your Mac.

Step 2 | Select a Method for Mirroring

After you enter the room code, you will be presented with several options for sharing.

Option 1 and 2 are very similar.

- **Option 1 | Install** - This allows you to keep the Ditto Connect application on your computer for later use. You will need to install the downloaded application.
- **Option 2 | Download** - This allows you to temporarily download the Ditto Connect app on your computer. You will not need to install anything. Each time you want to share, you will need to download the application again. This is a great option for guests.
- **Option 3** - This option is only available when using the Chrome web browser. It allows you to mirror directly from the browser without downloading or installing anything. See - [How to connect from a Chromebook or Chrome browser](#)

Step 3 | Launch Ditto Connect on Your Mac

Open the Ditto Connect application on your Mac.

Ditto may ask for permission to access certain Mac features. If prompted, you must approve Ditto. Otherwise, screen sharing may not be possible.

Step 4 | Enter Room Code

If prompted, enter the room code displayed in the room you want to connect to. Click Connect. [Fig. 1](#)

Step 5 | Connect

Click Start Sharing. [Fig. 2](#)

Mirror a Specific Application

To mirror a specific application and keep the rest of your desktop hidden, choose an open application from the drop-down list.

Mirror Multiple Devices to a Receiver

It is possible to share multiple devices to the same display at the same time. Simply connect another device. The receiver will display both devices in a new layout.

Step 6 | Stop Mirroring

Click the Stop Sharing button. Your screen will stop mirroring to the receiver. [Fig. 3](#)

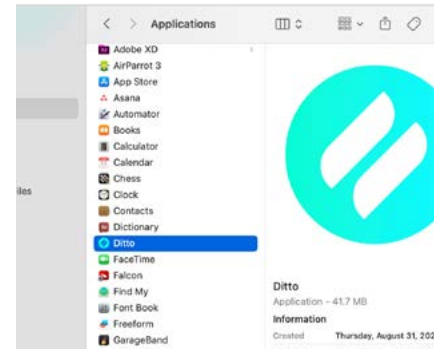


Fig. 1

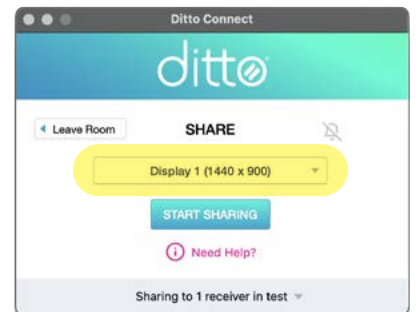


Fig. 2

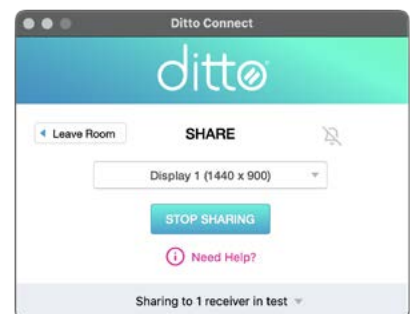


Fig. 3