

MobileTogether App (Windows)

User Manual

MT App for Windows: Introduction

To use the MobileTogether Windows app, do the following:

1. [Download and Start the MT App](#)
2. [Set Up an MT Server and Connect to It](#)
3. [Run a Solution](#)

The topics that follow describe these steps and the MobileTogether app interface.

- [Download and Start the MT App](#)
- [Set Up MT Servers](#)
- [Start Page](#)
- [Run a Solution](#)
- [App Settings](#)
- [Server Settings](#)
- [Troubleshooting](#)

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Download and Start the MT App

To start the MobileTogether client app, do the following:

1. Download and install the MobileTogether app from the Altova website or Windows Store.
2. To start MobileTogether, tap the MobileTogether icon on your device's homescreen or in its Apps folder.

The MobileTogether app starts and displays [its Start page](#).

Set Up MT Servers

To set up a new MobileTogether server, do the following:

1. Tap the **More (Three Dots)** icon on the screen and select **Settings**.
2. Go to the **Servers** section, and tap the **Add** icon (it's a circle with plus symbol in it). A new server configuration form is displayed.
3. Complete the fields of the form by tapping into a field and entering the required data.
 - *Name*: The name by which the server will be known on your device
 - *Address*: The fully qualified domain name (FQDN) or IP address of the MobileTogether Server
 - *Port*: The server port on which MobileTogether Server is available. MobileTogether Server defaults are 8083 for HTTP, and 8084 for HTTPS
 - *SSL*: SSL can be used if this has been set up on the MobileTogether Server. The setting up of SSL is described in the MobileTogether Server documentation.
 - *User name*: The MobileTogether Server user account to use when the client connects to the server. If none has been assigned to you by your MobileTogether Server administrator, use `anonymous`
 - *Password*: The password of the MobileTogether Server user account. If `anonymous` is the user name, no password is required. The *Show Password* option allows you to see the password characters
 - *Login*: You can access a server directly by using the login name/password of a MobileTogether Server user account. Some servers additionally allow the users of specific domains to log in with their domain logins. If this is the case, then the allowed domains are listed as options for this setting. Select the domain you want, and then enter your domain login details (name and password) in the respective fields.
 - *Save Password*: The password that you enter can be saved by switching this option to **On**. (If you use a domain account to log in, password saving might not be enabled. Consult your MobileTogether administrator in this case.)
4. To save the server settings, tap the **Back** button on your device when you finish with the last field. This takes you to the Settings page. The added server will be listed there.

Start Page

The application's Start page has three sections: Solutions, Favorites, Running.

Solutions

The **Solutions** section shows all the solutions that have been transferred from the currently selected MobileTogether Server to the mobile device. To change the currently selected MobileTogether Server, tap **More (Three Dots) | Settings** to go to the Settings page and select another MobileTogether Server from the Servers section.

Running

Some solutions are designed to keep running in the background after you start another solution. These running solutions (from all servers to which the client is connected) are displayed in the **Running** section. To close a running solution, press that solution's icon, and, in the menu that appears, tap *Close solution*. Note that when you install a new version of the MobileTogether app, all running solutions are closed.

Favorites

The **Favorites** section contains solutions of the currently selected MobileTogether Server that have been defined as favorites. To define a solution as a favorite, go to the Solutions page, press the solution, and, in the menu that is displayed, tap the **Add to Favorites** option.

Note: The Start page has two icons at the bottom of the page: a **Refresh** icon and a **More** icon.

Run a Solution

You can start a solution or return to a running solution as follows:

- *Start a solution:* In the Solutions or Favorites section, tap a solution to run it on your device.
- *Return to a running solution:* In the Running section, select a solution to continue working with it.

Automated Tests

To run the automated tests of a solution (if automated tests have been created), long-tap the solution and select the option to run automated tests. To run the automated tests of all solutions, select this option via the **More (Three Dots)** icon at the top of the page.

App Settings

To access the Settings page, tap **More** and select **Settings**. The Settings page has two sections: *General* and *Servers*.

General Settings

- *Reload solutions on app start*: Reloads all the solutions from the connected server whenever the app is started.
- *List solutions with details*: Displays a descriptive text below the solution name in the Solutions section.
- *Themes*: Select a light or dark theme, or the system setting for themes.
- *Return to solution list when started from shortcut*: Returns to the Start page, where the Solutions list is displayed.

Note: By default, Windows Modern UI and Universal Windows Apps do not send network traffic to the local computer. This is known as net isolation. To enable network traffic use a tool such as [Windows Loopback Exemption Manager](#) or [Windows 8 AppContainer Loopback Utility](#). Alternatively, you can use the following command to check what containers are currently Loopback-exempted:
`checknetisolation LoopbackExempt -s`. To add the MT Client app to the exemption list, run:
`checknetisolation LoopbackExempt -a -p=<SID>`, where <SID> is the Package ID of the MT Client app. Run `checknetisolation LoopbackExempt -d -p=<SID>`, to remove a package from the Loopback exemption list.

Servers

This section contains a list of MobileTogether Servers that have been set up on the mobile device. Select the server to use, by tapping it. Tapping a MobileTogether Server name opens the [Server Settings form](#) of that MobileTogether Server. You can edit [a server's settings](#) by clicking the server's **Edit** icon. In the [Server Settings form](#) that appears, you can edit these settings. Edits can be carried out even when a solution is running; however, all running solutions will be closed before any edits are saved. Below the Server Settings form, there is an option to delete the server.

To add a new server, click the **Add Server**, icon indicated by a plus-symbol icon. This opens the [Server Settings form](#) of a new server.

Go back to Start page

To go back to the Start page from the Settings page, tap the **Back** key.

Server Settings

Server Settings are defined in the Server Settings form. To access this form, go to the [Start page](#), tap **More**, and select the *Servers* section.

The Server Settings form contains the settings to connect to a MobileTogether Server. Its fields are listed below. When inside a field, tap **Next** to go to the next field. Tap the **Back** button when you finish with the last field. In the case of a new server, the server will be added to the list of servers, the mobile device will connect to the MobileTogether Server, and solutions for the user specified in the server settings will be downloaded to the mobile client. If a solution is running, you will be asked whether you want to close all running solutions and save the modified server settings, or whether you want to cancel the server-setting modifications.

- *Name*: The name by which the server will be known on your device
- *Address*: The fully qualified domain name (FQDN) or IP address of the MobileTogether Server
- *Port*: The server port on which MobileTogether Server is available. MobileTogether Server defaults are 8083 for HTTP, and 8084 for HTTPS
- *SSL*: SSL can be used if this has been set up on the MobileTogether Server. The setting up of SSL is described in the MobileTogether Server documentation.
- *User name*: The MobileTogether Server user account to use when the client connects to the server. If none has been assigned to you by your MobileTogether Server administrator, use `anonymous`
- *Password*: The password of the MobileTogether Server user account. If `anonymous` is the user name, no password is required. The *Show Password* option allows you to see the password characters
- *Login*: You can access a server directly by using the login name/password of a MobileTogether Server user account. Some servers additionally allow the users of specific domains to log in with their domain logins. If this is the case, then the allowed domains are listed as options for this setting. Select the domain you want, and then enter your domain login details (name and password) in the respective fields.
- *Save Password*: The password that you enter can be saved by switching this option to **On**. (If you use a domain account to log in, password saving might not be enabled. Consult your MobileTogether administrator in this case.)

Troubleshooting

This topic lists solutions to problems you might encounter.

- *MobileTogether protocol in email applications:* At the time of writing (December 2023), links that use the `mobiletogether://` protocol do not work in Gmail and some other email applications, but they work perfectly in popular email applications such as AquaMail, K9, and MailWise. They have been tested in AquaMail and K9, and work correctly in these applications. The `mobiletogether://` protocol is used for MobileTogether-specific tasks such as opening a MobileTogether solution via the link or updating the server settings on your client device via the link.

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