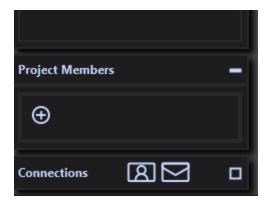


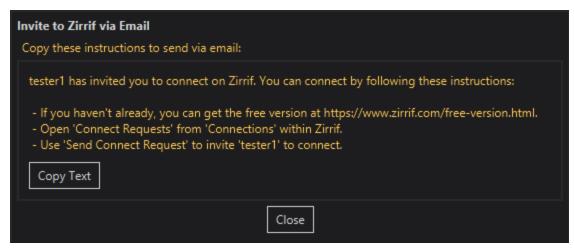
HOW TO CONNECT TO OTHER USERS IN ZIRRIF



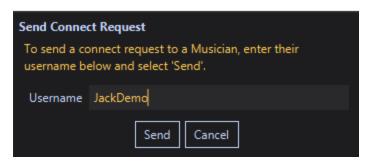
To invite a musician to connect, select the 'Connect Request'
[23], under Connections .



This will open up a window 'Musician Connect Requests'. Select 'Send Zirrif Invite' to a non-Zirrif user or 'Send Connect Request' for a Zirrif user. You will also be able to see Connection Requests from other musicians in this window.

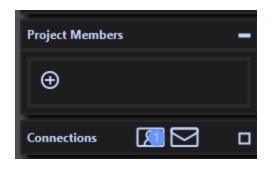


To Invite to Zirrif
via Email, select
'Copy Text' to copy
these instructions
into your email
application.
The instructions will
include your specific
Username.

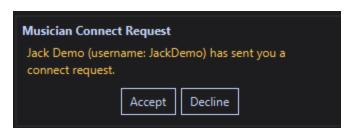


To **Send Connect Request** to an existing Zirrif user, enter their **Username** in the field. This is not an email address, but their Username on their Zirrif Account.

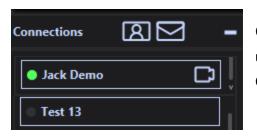
Note: Usernames are not publicly searchable with Zirrif at this time.



The invitee will select 'Connect Request' to see all Connection Requests.

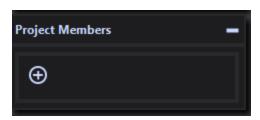


Select 'Accept' for both accounts to be connected.



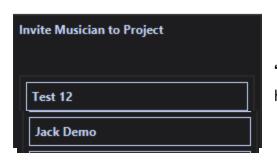
Once the invitee has accepted, the inviter will see the name under 'Connections'. A green indicator will show when **Connections** are currently online.

Note: You must have a connection set up with a musician before you can invite them to a music project. This allows users to have many music connections, but only specific musicians on specific projects.

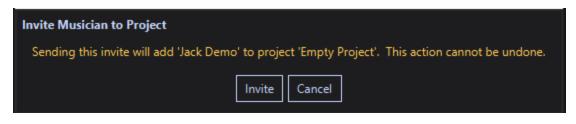


To invite a 'Connection' to a Music Project, click on the under **Project Members**.

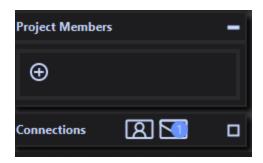




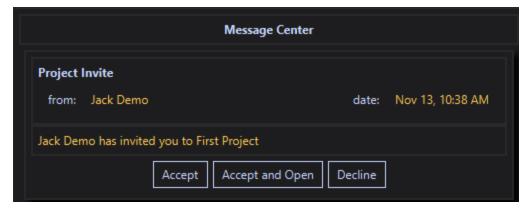
Select the Username that you wish to add to the Project and 'Invite'. This will add that 'Connection' to the Project that you have currently open.



Selecting 'Invite' will email the Musician and also send them a message in Zirrif.



The invitee will Select 'Messages' to view notifications on **Project Invites**. The invited user will also receive a message via email. Select 'Messages' to view the invite.



The invitee will select 'Accept', 'Accept and Open' or 'Decline' for this Project Invite.