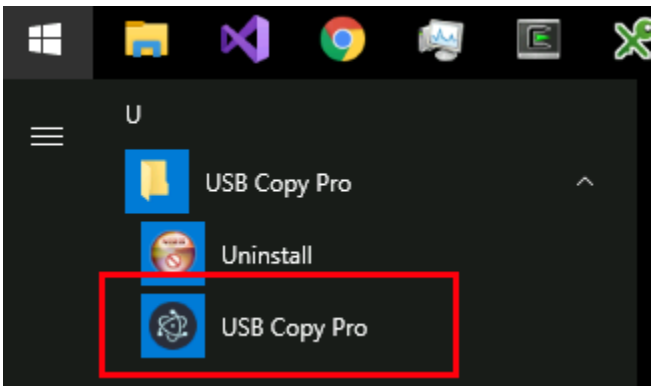
USB Copy Pro
Version 3

Quickstart Guide

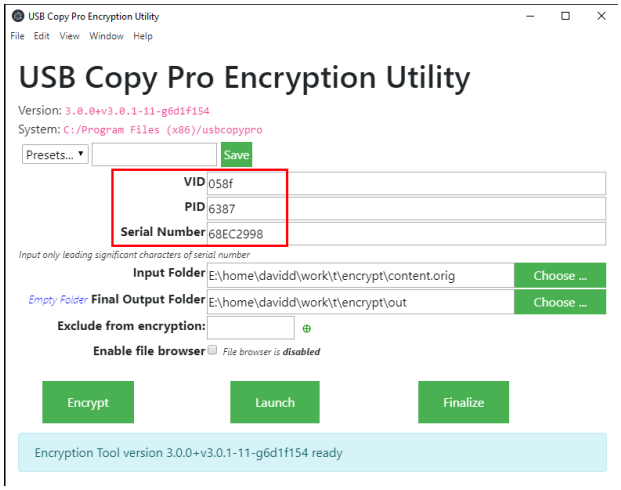
Last Updated: 2020-09-03

Here's how to create, test, and deploy encrypted content to a USB drive using *USB Copy Pro.*

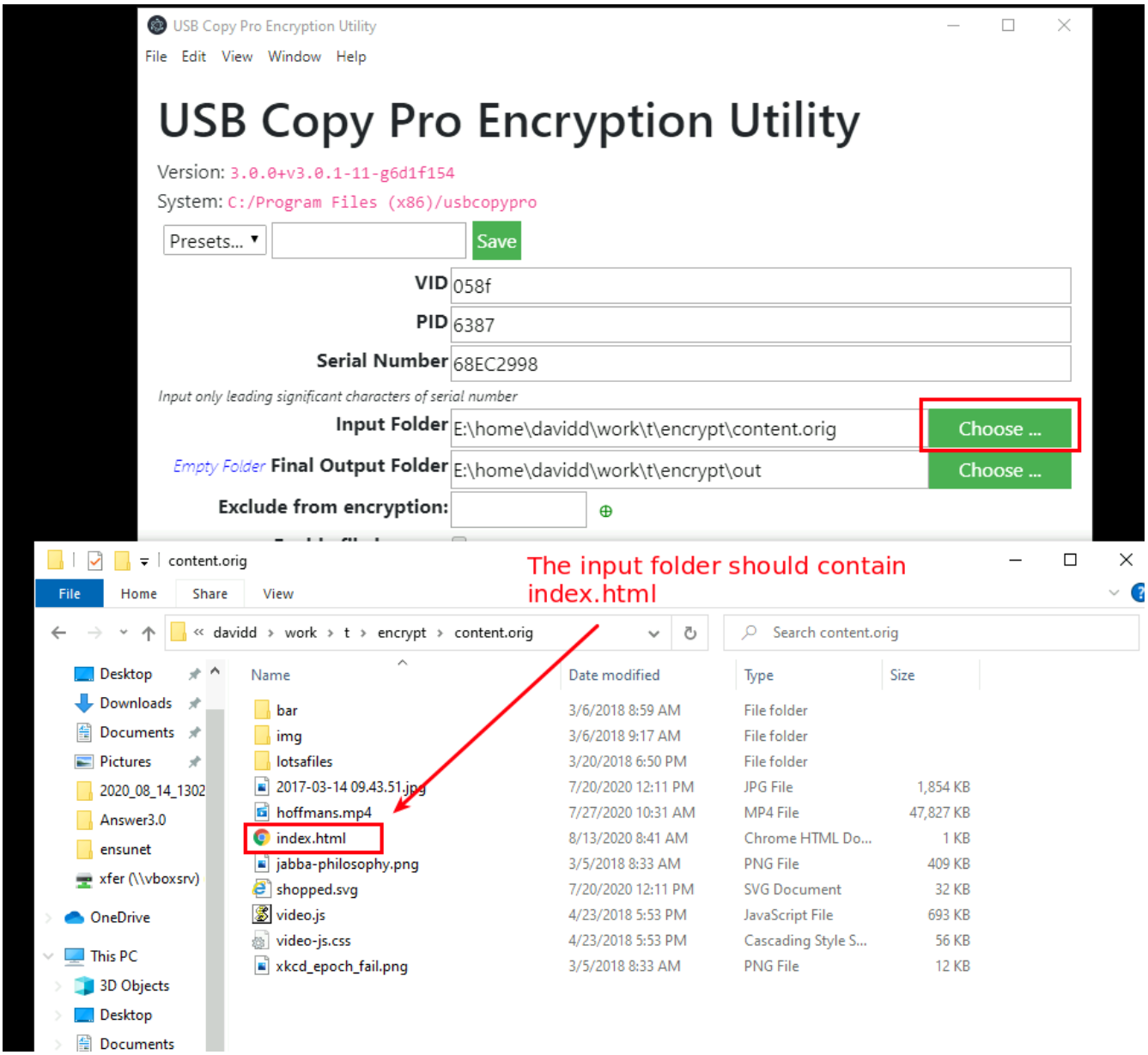
1. Launch the application from the start menu.



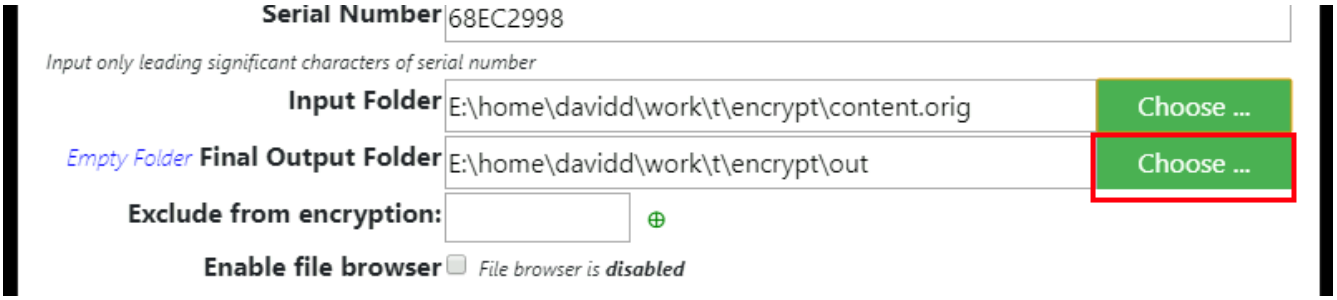
2. Input the Vendor ID (VID), Product ID (PID), and leading digits of the serial number.
   - VID and PID are numbers in hexadecimal representation, and **are not** case-sensitive.
   - Serial number is a string stored on the drive, and **IS** case sensitive.



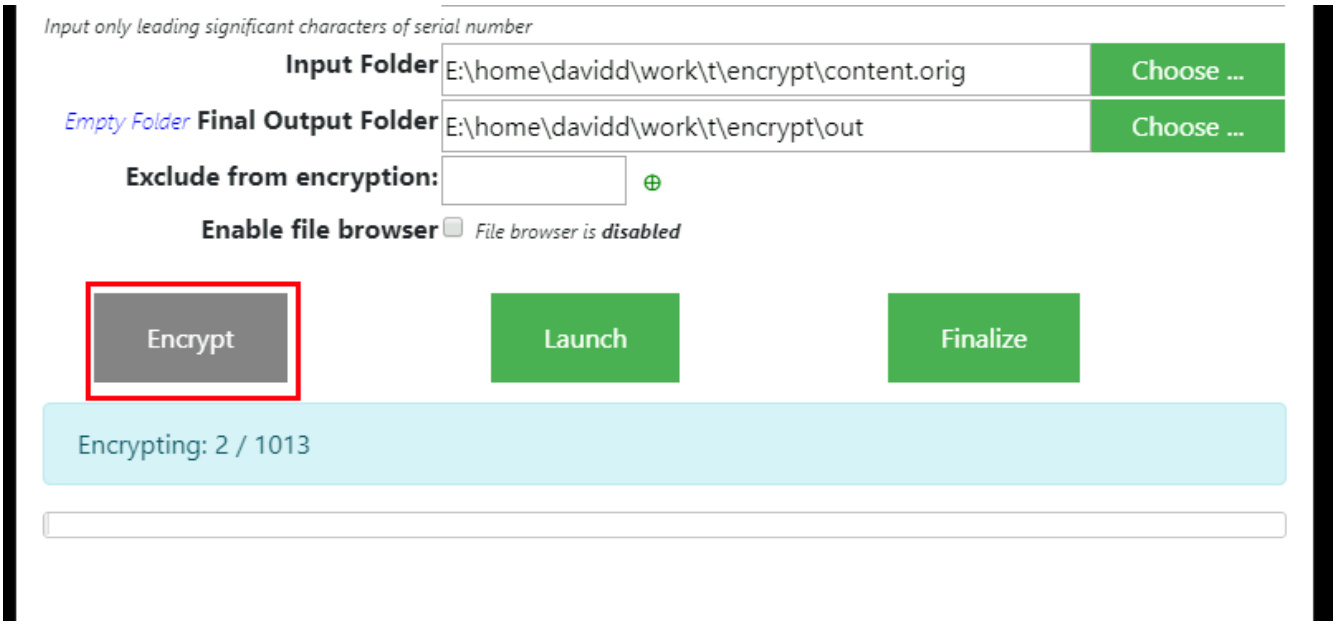
3. Select the folder that contains the root of the web application to be encrypted.
    - NOTE: the application must not reference files present on the local machine, but outside of the root folder.
    - The web app **should not** access internet resources, e.g. the jQuery CDN. Those resources should be downloaded and saved prior to encryption.



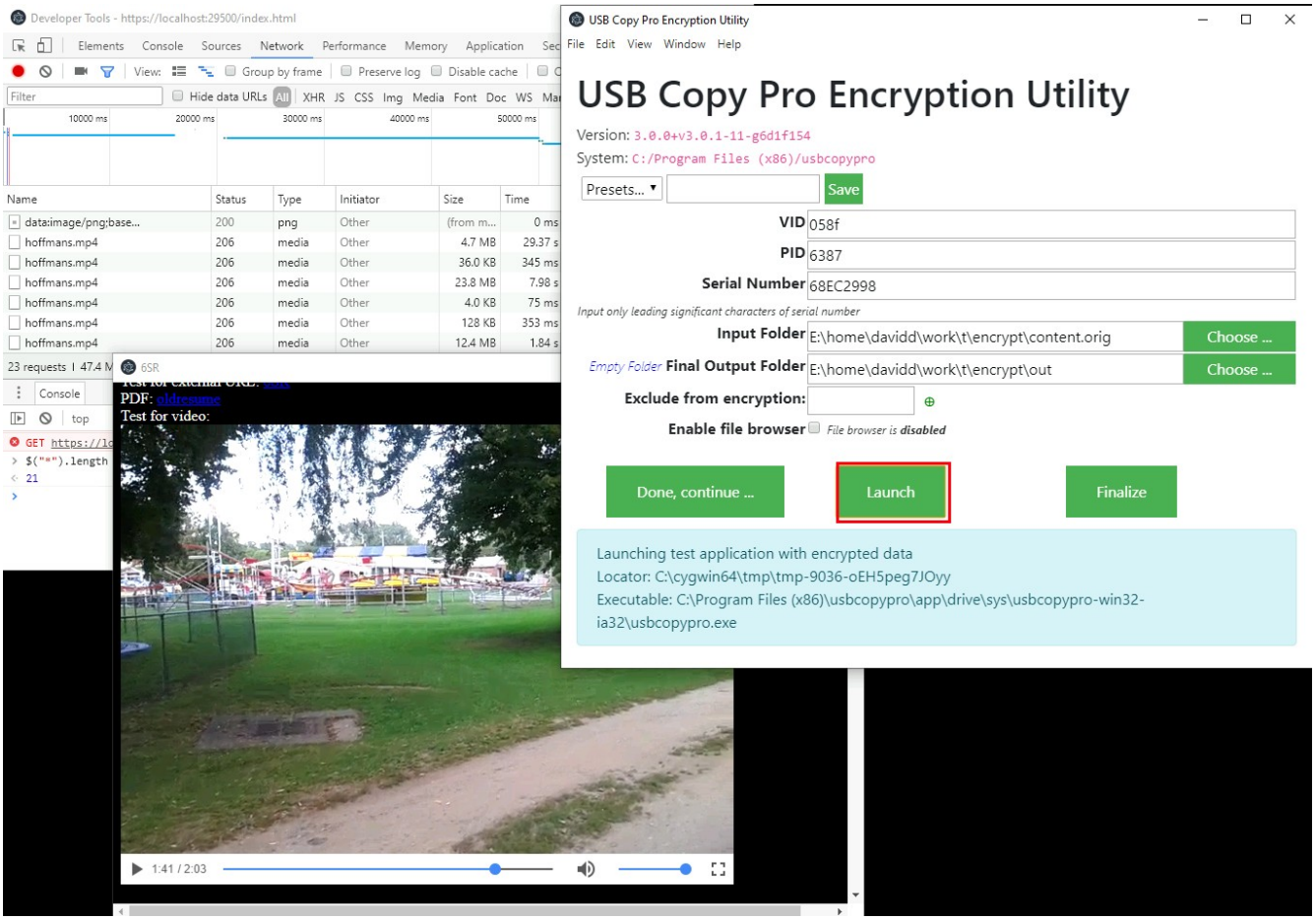
4. Select the output folder.
    - It is possible to make this output folder the root of the USB drive itself, but doing so may result in long encryption times. It is often faster to set the output folder to a temporary location and then manually copy things into the drive later.



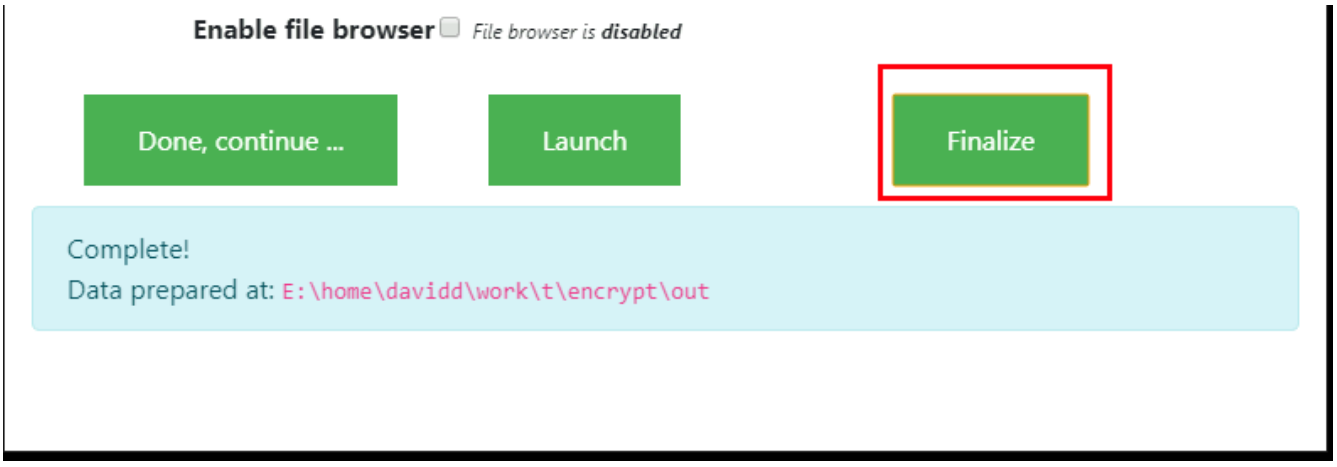
5. Click “Encrypt”



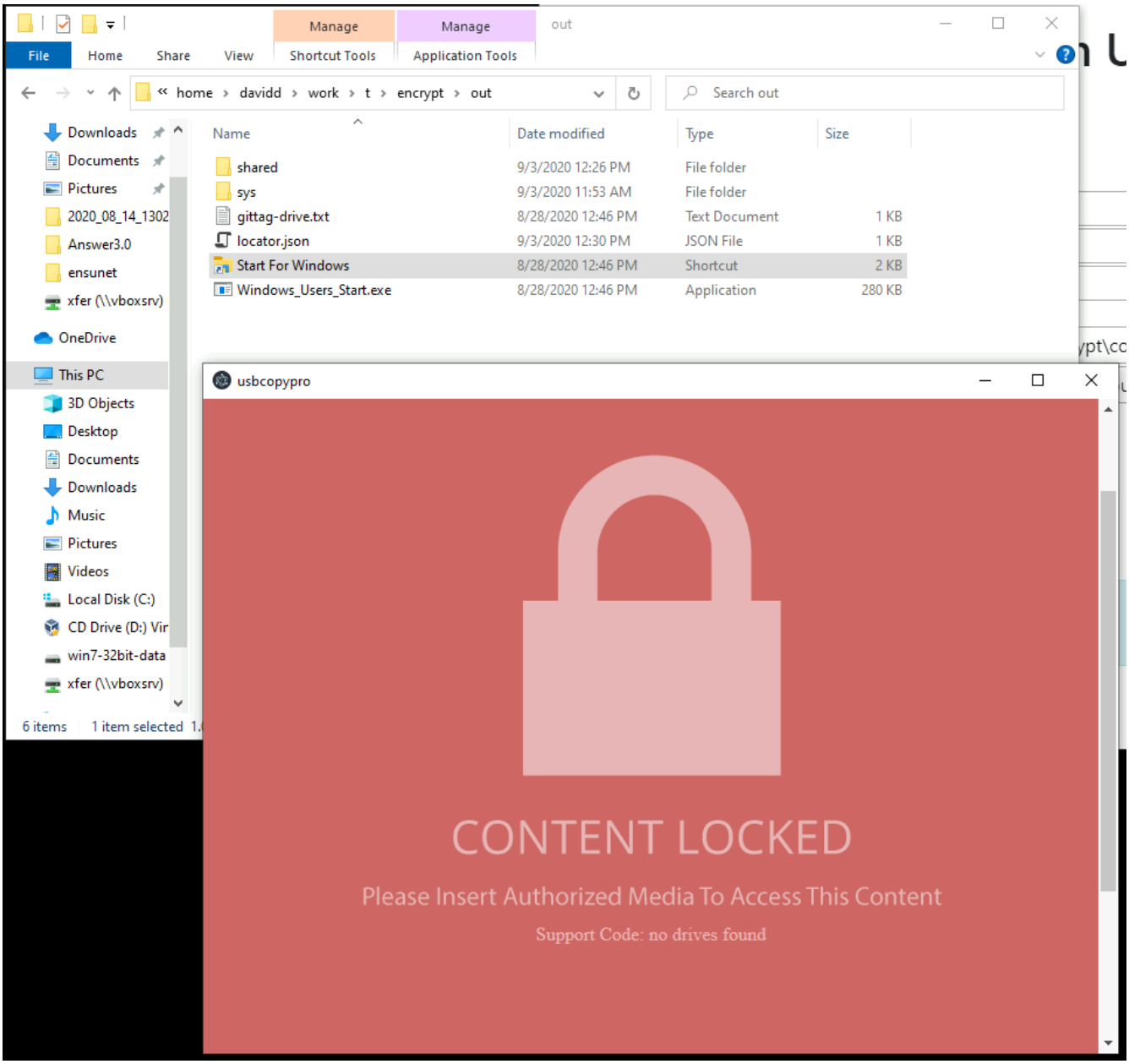
6. On successful encryption, you can click “Launch” to test out your app.
    - The dev tools window will automatically open up to allow for debugging of the application.



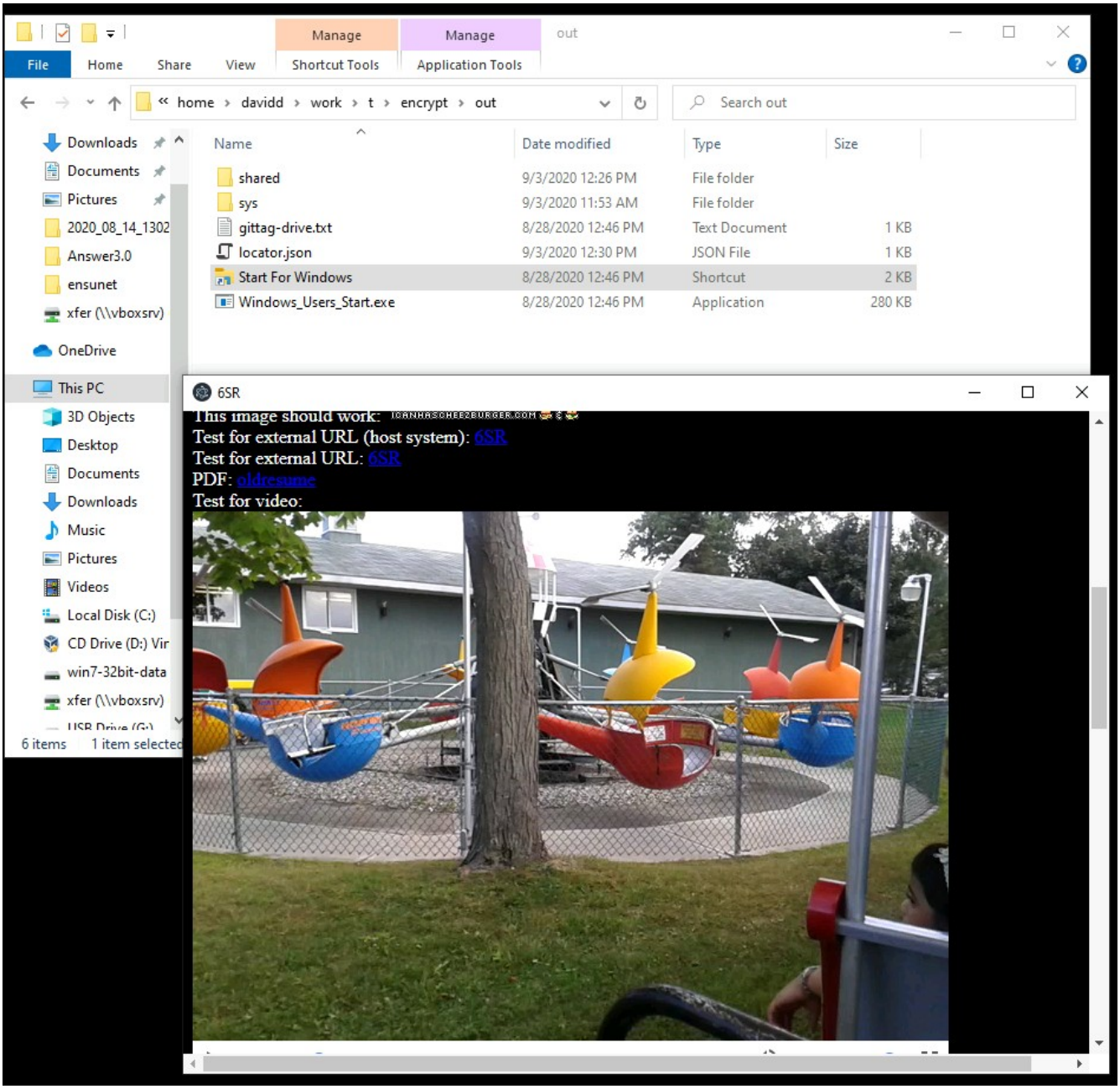
7. If everything looks good, click “Finalize” to copy the system to the output folder.



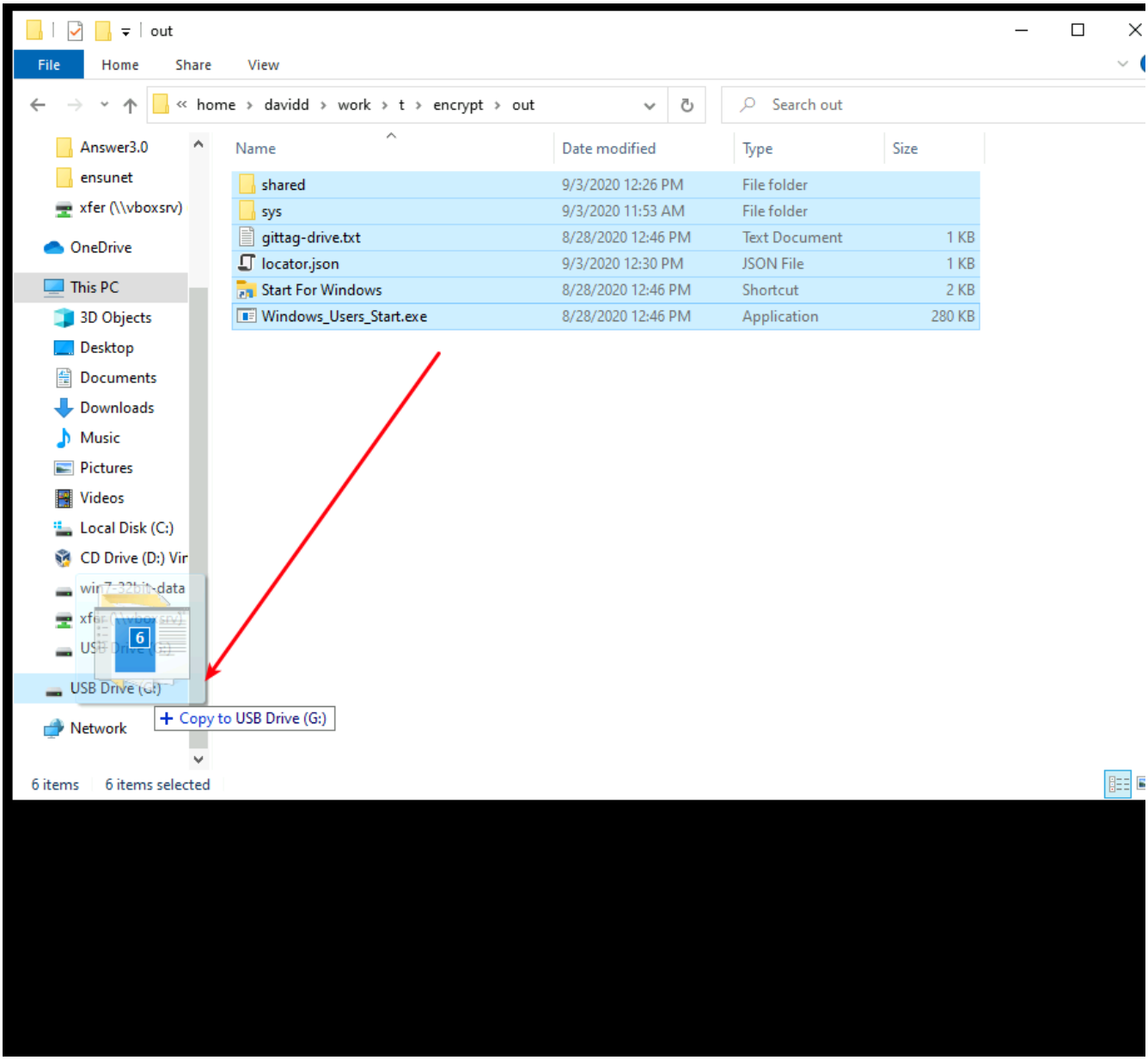
8. With the USB drive **unplugged**, open the output folder and click the “Start for Windows” shortcut. This should show the “locked” screen.



8. Plug the USB drive into the machine, and run “Start for Windows” shortcut again. The app should authenticate and load.



9. Copy all the files in the output folder to the root of the drive.



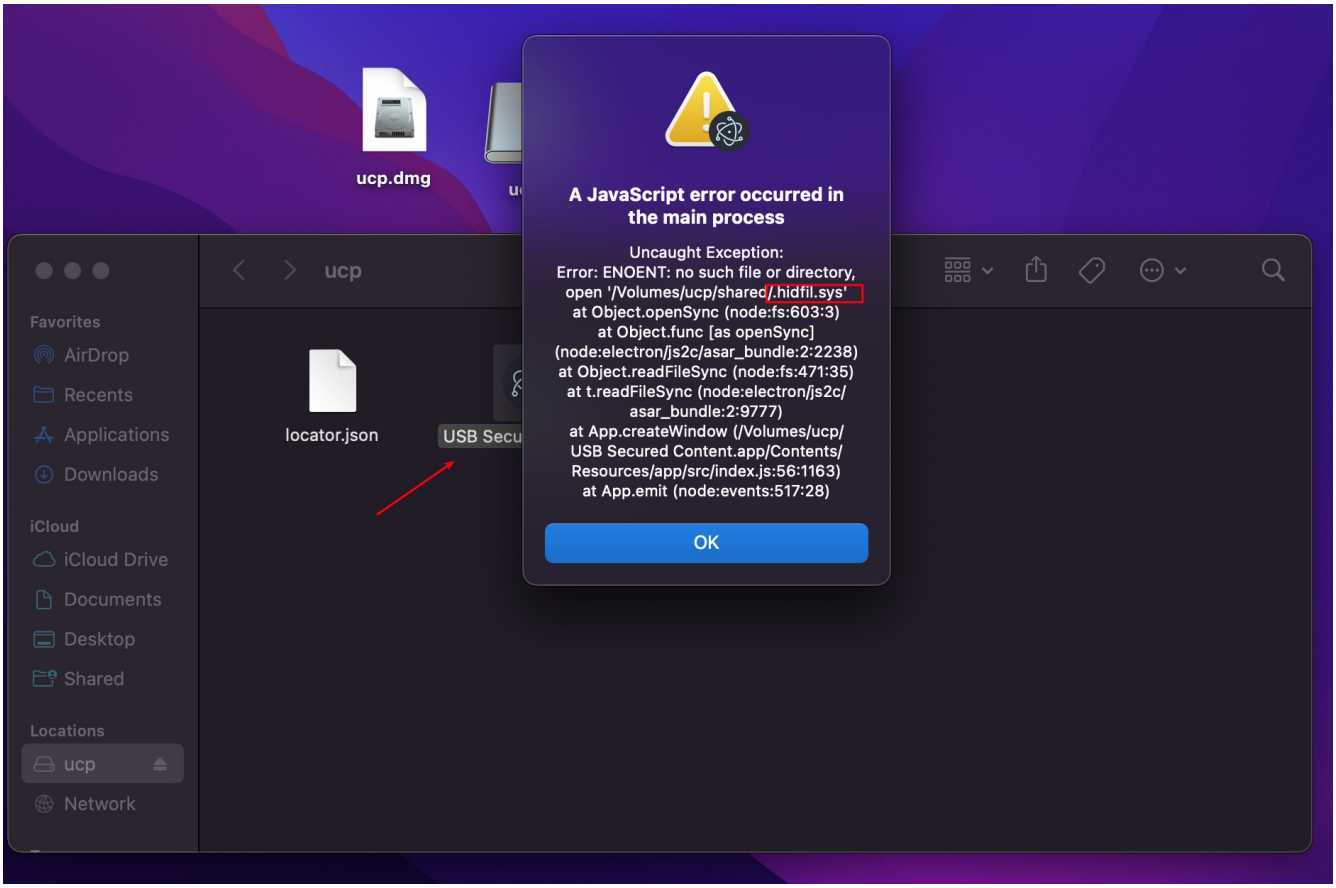
At this point, we have a working system WITHOUT the OSX build. Providing support for the mac application requires a several extra steps. The following steps must be run on an OSX machine with the standard system application “Disk Utility” installed.

10. Locate the “ucp.dmg” file distributed with the installer and copy it to a mac. Mount it and confirm that it contains the mac build of the application.

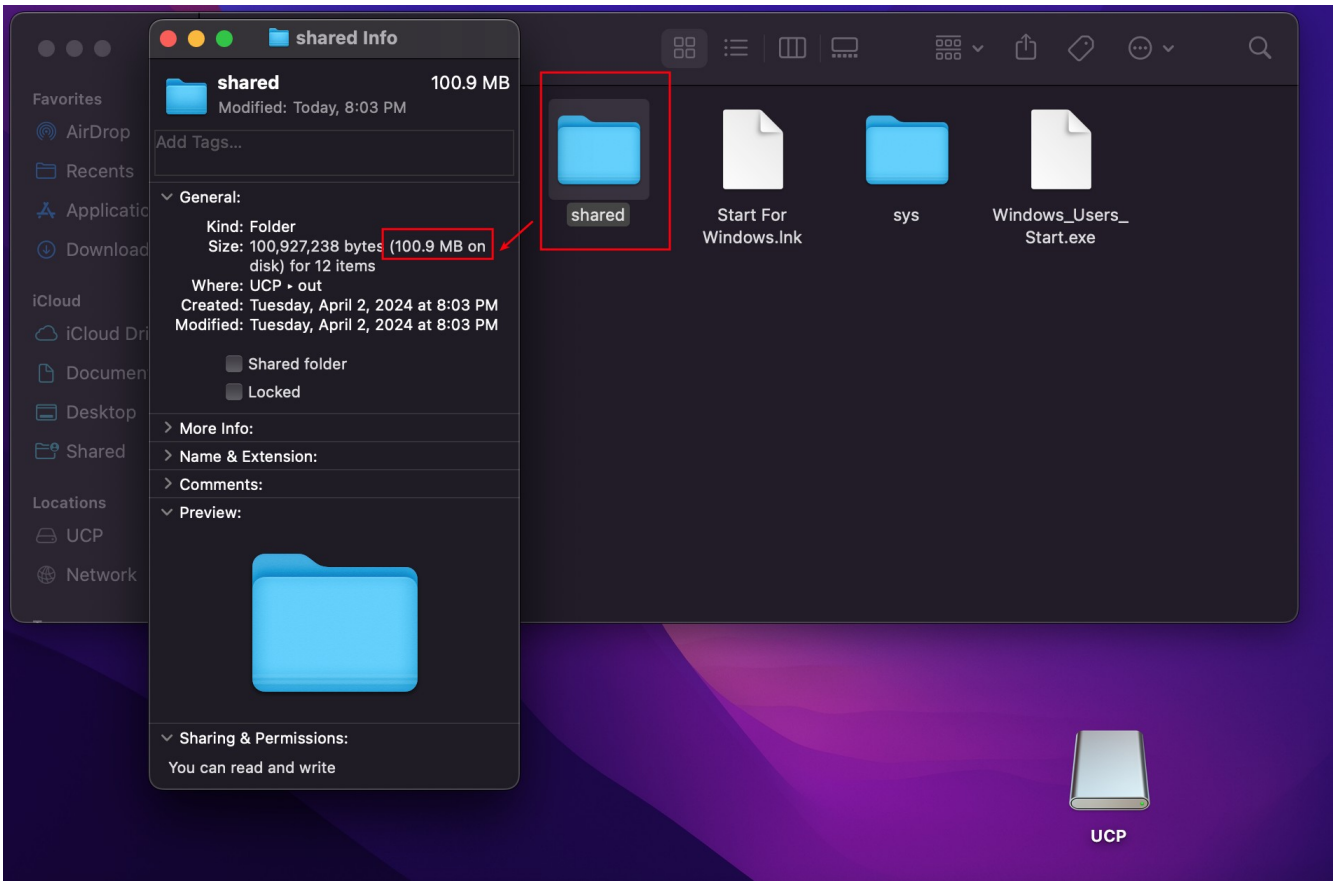
IMPORTANT NOTE: if you downloaded this file using a web browser, you'll need to open up a terminal and clear the attributes, or it won't load:

```
xattr -c ucp.dmg
```

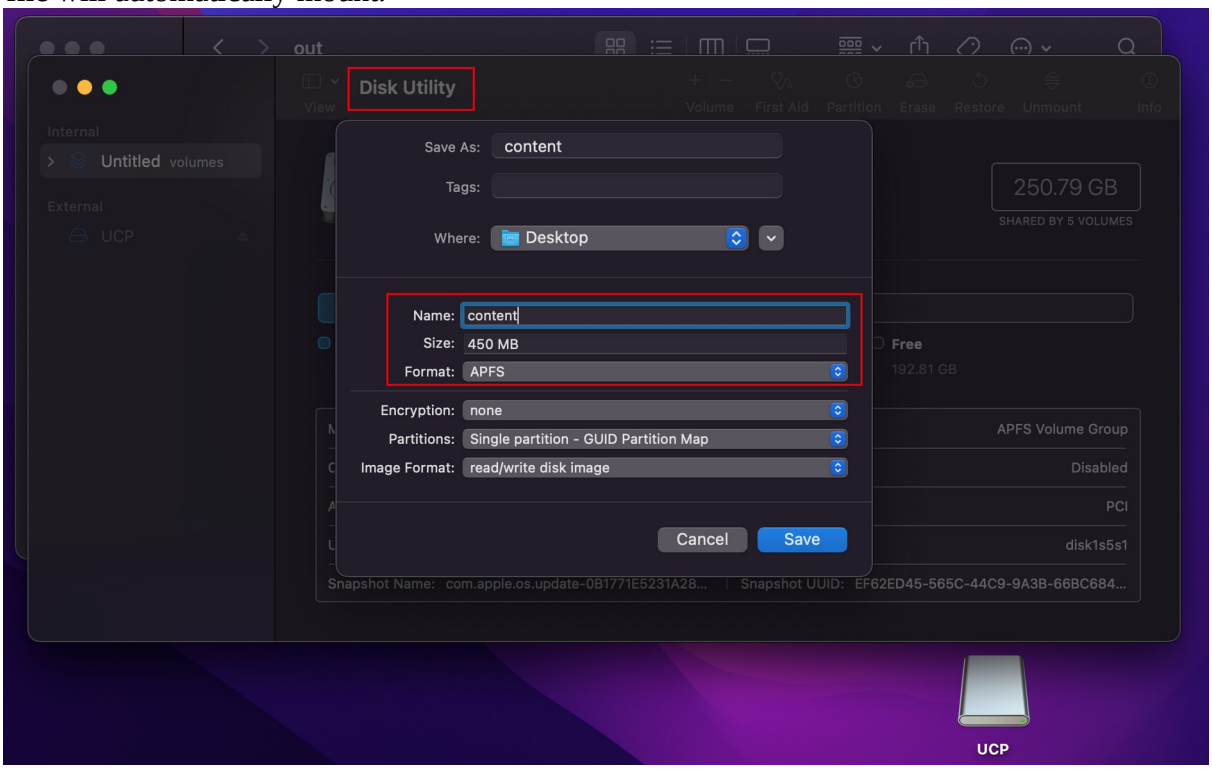
If things are OK, you will see an error message indicating that ".hidfil.sys" can't be found. This means the application checked and loaded, and that the download was successful. Click "OK" through the error messages and close the application.



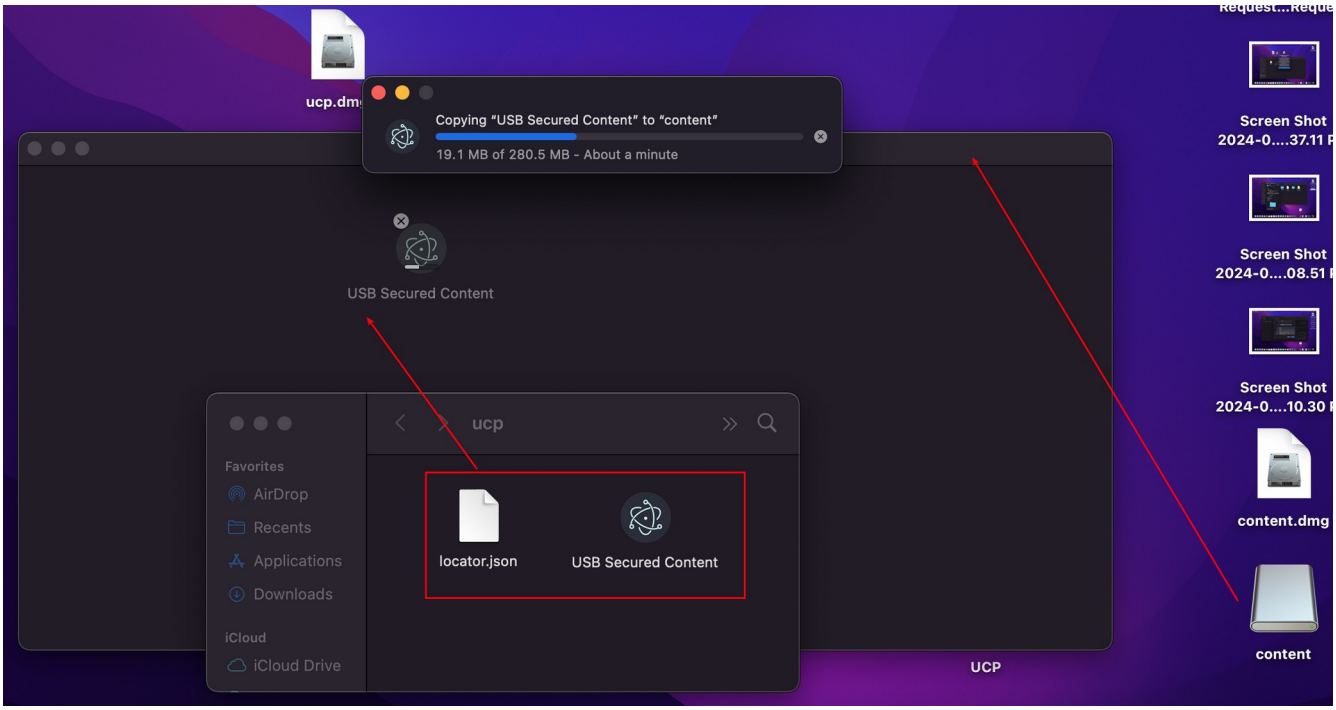
11. Plug in the USB drive with the content created in the previous steps into the mac, and determine the size of the “shared” folder.



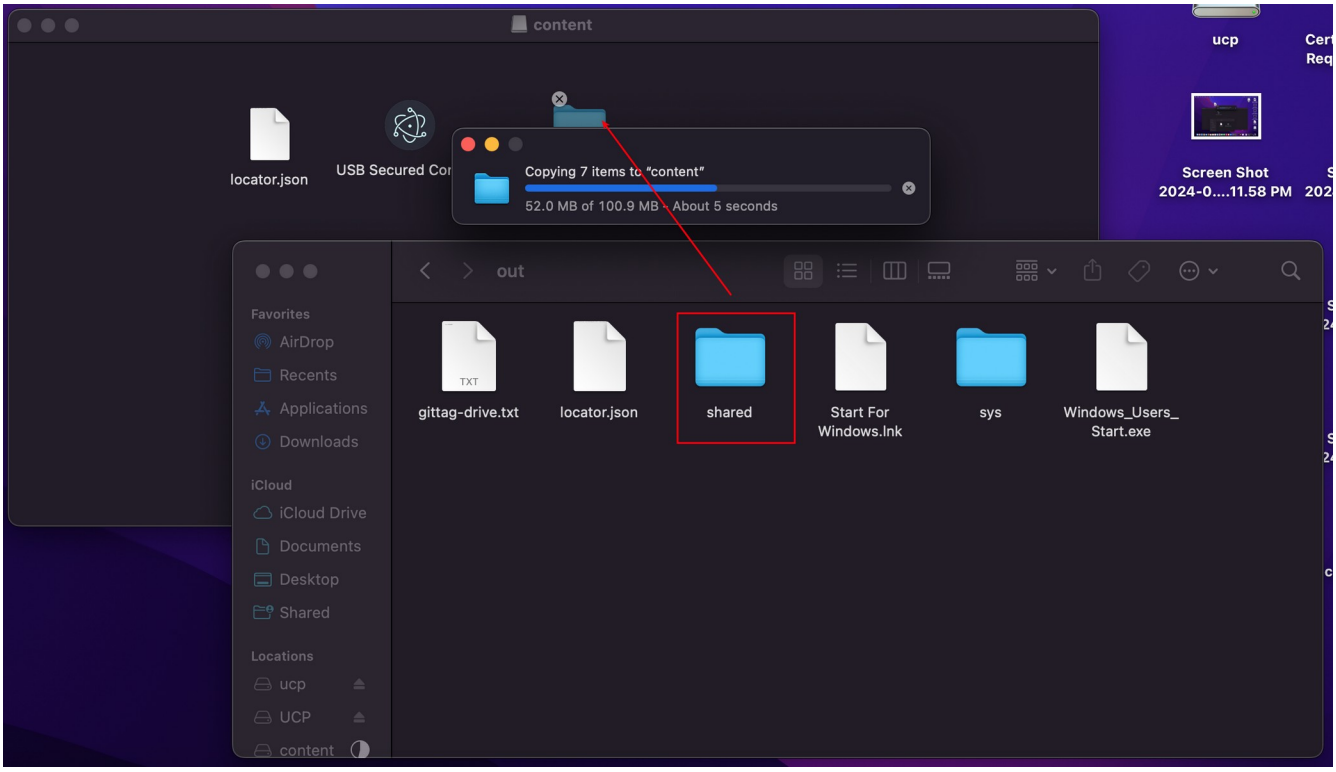
12. Open “Disk Utility” and go to “File → New Image → Blank Image”. Name it “content”, and use the APFS format and give it a size large enough to accommodate the shared folder AND the application, plus about 50Mb overhead. The mac application is about 300 Mb. After creation, the new dmg file will automatically mount.



14. Open the mounted ucp.dmg drive, which contains the mac application. Copy the “USB Secured Content” application and locator.json files onto the newly created disk image.



13. From the USB drive, copy ONLY THE SHARED FOLDER into the new disk image.



14. Unmount the new disk image, and copy the NEW disk image named “content.dmg” created in step 12 to the USB drive. You can rename “content.dmg” to whatever you’d like, as long as the file extension remains the same. The end user can now double-click on the dmg file, and then open the content by double-clicking on “USB Secured Content” application.