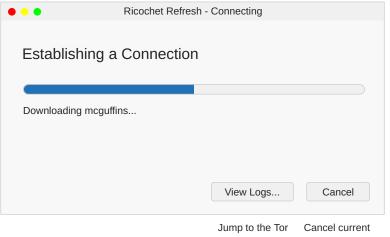
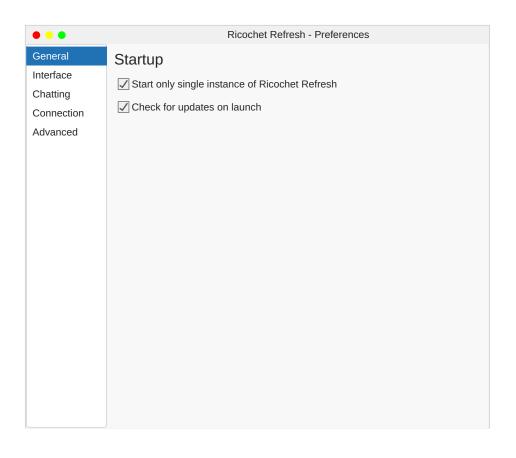


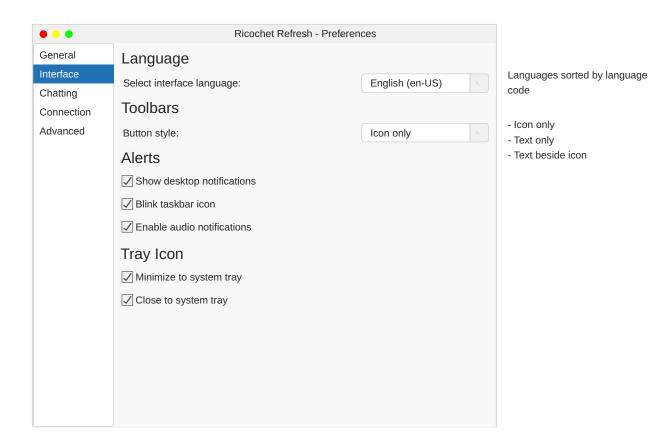
We will try to follow a desktop-ified version of Tor Browser's about:torconnect page here

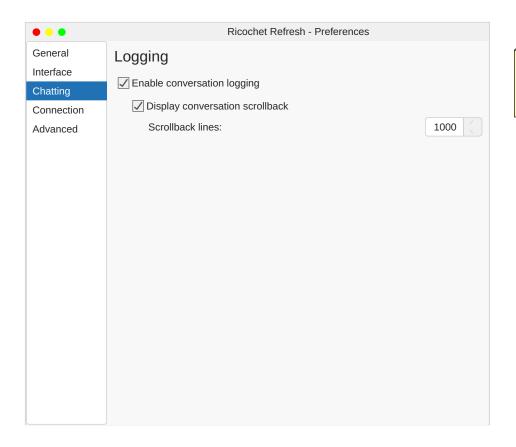
Configure opens Connect begins a separate bootstrapping tor preferences window



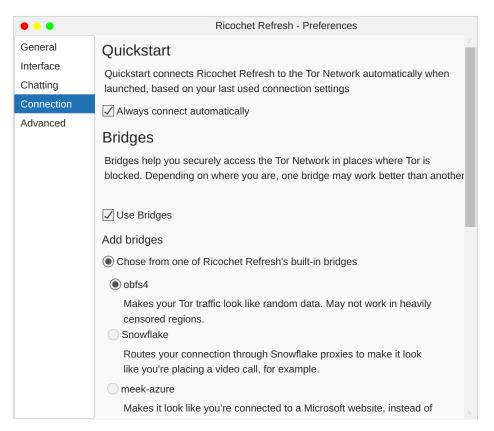
Jump to the Tor Cancel current logs section of bootstrap attempt the preferences page







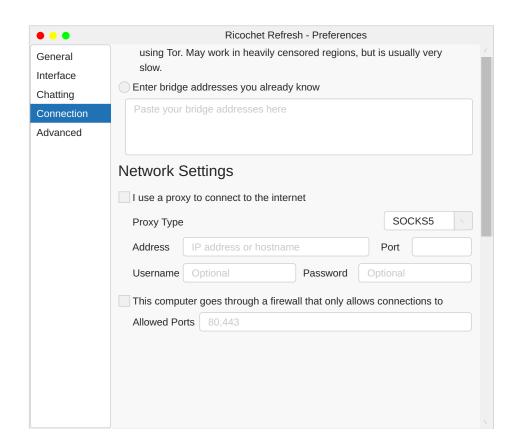
TODO: chat formatting options? timestamp options?



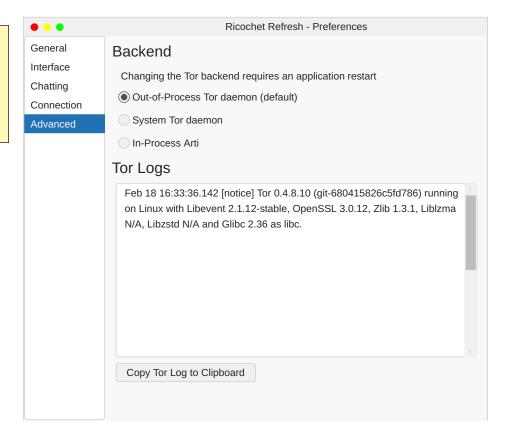
This tab will be left blank or somehow disabled if configured to use TOR_FRIENDLY_APPLICATIO whatever for system tor

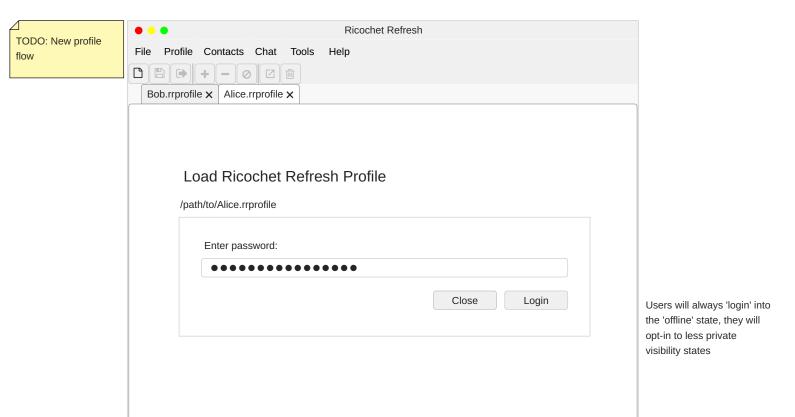
Add bridges region collapses if Use bridges is not ticked

Mirrors the network settings portion of Tor Browser's about:preferences



TODO: should logs be in a separate dialog instead? We *could* put the logs just in the connection/bootstrap dialog.





TODO: not sure we explicitly need a 'Save Profile', the profile will be autosaving. Maybe instead of Save Profile As we should frame it as Backup

- New Profile
- Open Profile...
- Close Profile
- Save Profile
- Save Profile As...

File:

- Logout
- Logout All Profiles

Profile

- Quit

File

Profile: - Online

- Set Visibility >

- Restricted

- Edit Profile...

Tools

- Hidden

Contacts:

Contact

- Copy Ricochet Id - Ban/Unban Contact

Help

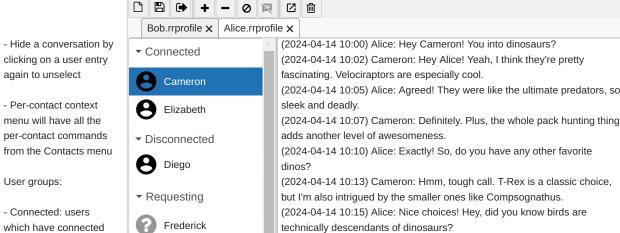
- Connect/Disconnect

- Chat: - Delete Contact - Delete Logs... - Preferences
- Tools:
- Add Contact... Export Logs... Downloads
- Help: - Manual
- - Licenses - Check for Updates ..
 - About

TODO: Check for updates dialog

TODO: Downloads dialog

Toolbar: New Profile, Save Profile, Logout | Add Contact, Delete Contact, Ban Contact, Connect/Disconnect Contact | Export Logs, Delete Logs Ricochet Refresh



Contacts Chat

(2024-04-14 10:00) Alice: Hey Cameron! You into dinosaurs? (2024-04-14 10:02) Cameron: Hey Alice! Yeah, I think they're pretty

(2024-04-14 10:05) Alice: Agreed! They were like the ultimate predators, so

(2024-04-14 10:10) Alice: Exactly! So, do you have any other favorite

but I'm also intrigued by the smaller ones like Compsognathus. (2024-04-14 10:15) Alice: Nice choices! Hey, did you know birds are

(2024-04-14 10:18) Cameron: Yeah, it's mind-blowing to think about. Evolution is wild!

Online

Visibility Modes: progress outoing friend requests Online - identity and endpoint servers are

to our, or which we have

connected to their

- Disconnected: no

active connection:

- Requesting: in-

attempts when

- Banned: no endpoint

server, actively blocking

'offline' to us

endpoint server

enabled Restricted - endpoint servers are enabled Hidden - no endpoints enabled, but outgoing connections can occur Offline - no endpoints

Banned

NOTE: Online should really communicate 'most risk', users can be cyberstalked if they always stay in Online mode

enabled, no outgoing

connections either

Profile button:

Open a dialog where user

B I <u>U</u> 0

It really is

can:

- get Ricochet id
- set display name
- set profile image
- set profile info
- w/e else metadata users opt into

TODO: Edit profile dialog

Minor text formatting:

- Bold - Italic
- Underline
- Add Atachment Inline-image
- NOTE:

- Attachments are sent as-is, but are not rendered/previewed by the application.
- Inline-images will be somehow re-encoded to hopefully avoid malformed image decoder bugs/exploits

- URLS will never open a browser, only open a context menu with the option to copy the URL to clipboard

- exported conversations should be standardised to avoid leaking user's locale re timestamps, any potential formatting options,
- user status (connect/disconnect) messages will appear in chat

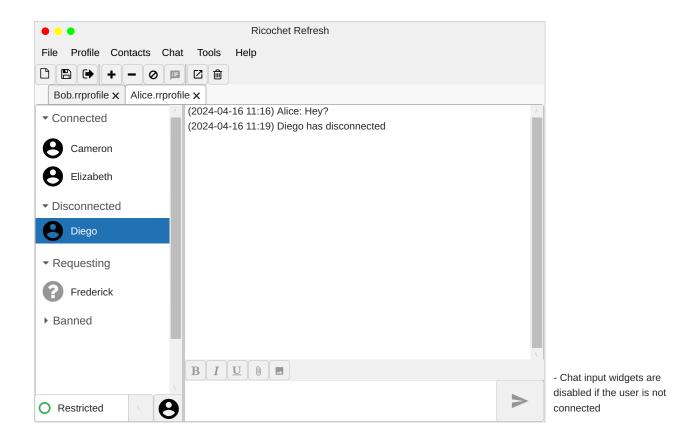
TODO: Chat Thumbnail and Image UI; images should have be optionally spoiler'd and have text descriptions

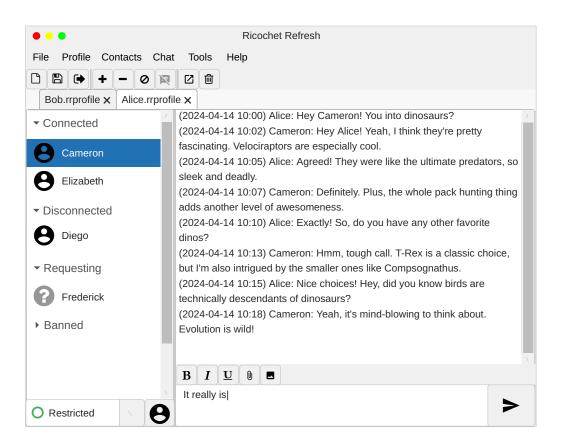
TODO: Chat Attachment UI

TODO: Incoming Friend Request flow

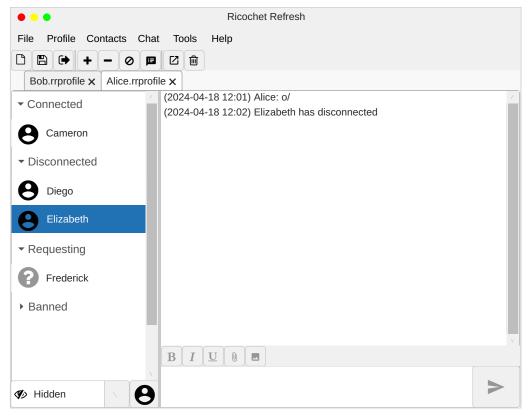
In 'Online' mode identity and endpoint servers are enabled, anyone can cyberstalk the user if they know the user's Identity Server Service ID

In 'Restricted' mode (identity server disabled, endpoint servers enabled) only confirmed/allowed contacts may contact us. New contacts will not be able to access the public identity server to get through the gosling handshake to get their own endpoint server. This way stranges will not be able to cyber-stalk a user based off of their (potentially) public identity server





In 'Hidden' mode we do not enable any of our endpoint servers or identity servers, so even contacts do not gain our online/offline metadata. Connections are outgoing only and must be explicitly initiated by the user. This does imply that two users which are both in 'Hidden' mode will not be able to ever connect to each other!



- Chat input widgets are disabled if the user is not connected
- User must opt-in to connecting to contacts when in Hidden mode using the chat icon in the toolbar or connect action in the contacts menu

Contact goes into
Connecting... group when connect is initiated
Once a user reaches
Connected, then chat can

happen

