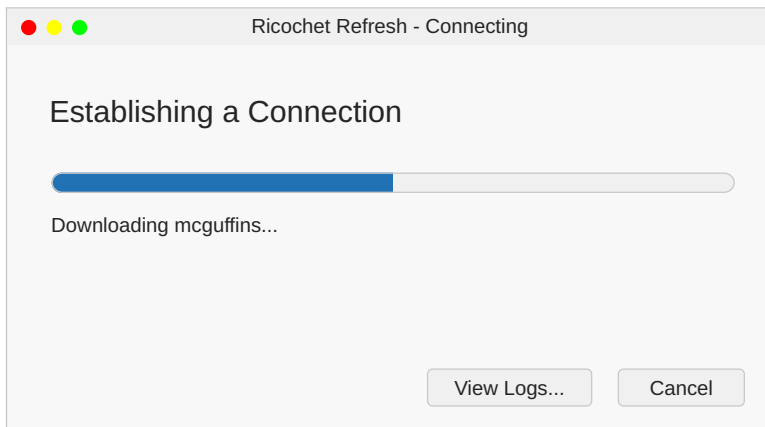


We will try to follow a desktop-ified version of Tor Browser's [about:torconnect](#) page [here](#)

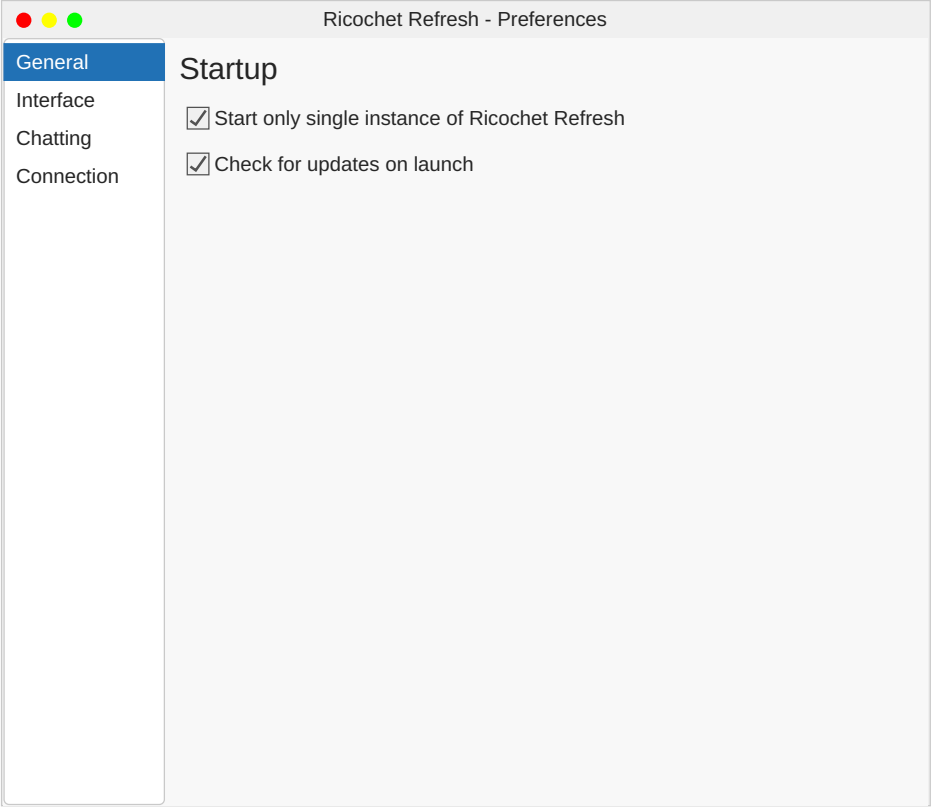
Configure opens a separate preferences window

Connect begins bootstrapping tor



Open the Tor Logs dialog

Cancel current bootstrap attempt



Ricochet Refresh - Preferences

General

Interface

Chatting

Connection

Language

Select interface language:

English (en-US)

Toolbars

Button style:

Icon only

Alerts

☒

Show desktop notifications

☒

Blink taskbar icon

☒

Enable audio notifications

Tray Icon

☒

Minimize to system tray

☒

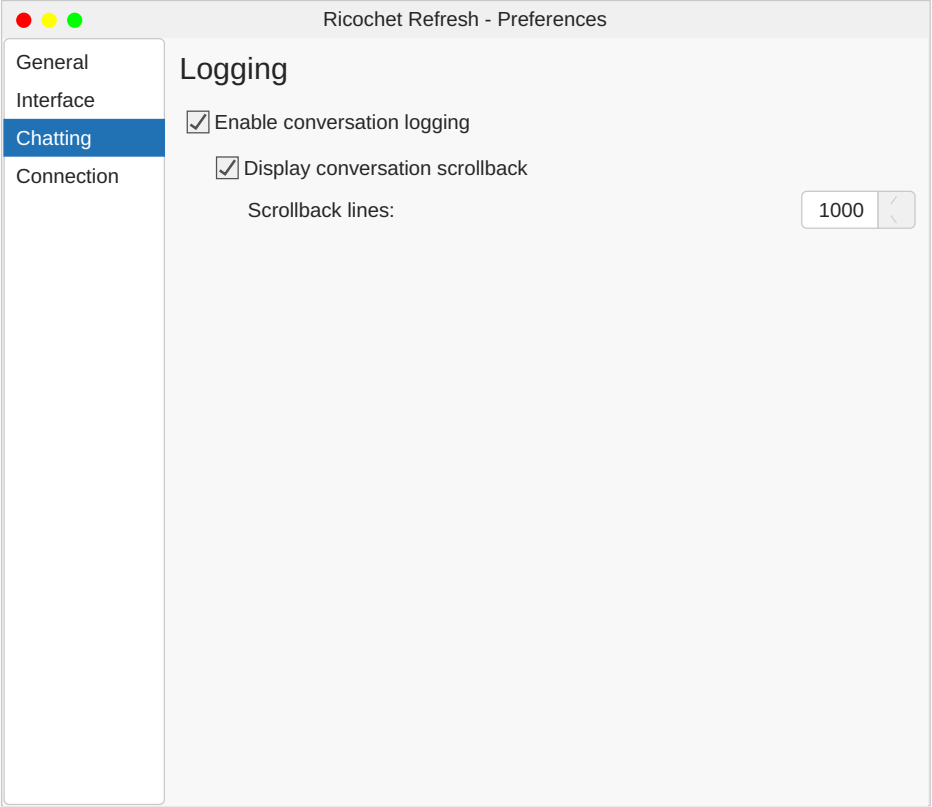
Close to system tray

Languages sorted by language code

- Icon only

- Text only

- Text beside icon



Logs are stored in the encrypted profile file

TODO: chat
formatting options?
timestamp options?

Ricochet Refresh - Preferences

General

Interface

Chatting

Connection

Quickstart

Quickstart connects Ricochet Refresh to the Tor Network automatically when launched, based on your last used connection settings

☒ Always connect automatically

Bridges

Bridges help you securely access the Tor Network in places where Tor is blocked. Depending on where you are, one bridge may work better than another

☒ Use Bridges

Add bridges

☒ Chose from one of Ricochet Refresh's built-in bridges

☒ obfs4

Makes your Tor traffic look like random data. May not work in heavily censored regions.

☐ Snowflake

Routes your connection through Snowflake proxies to make it look like you're placing a video call, for example.

☐ meek-azure

Makes it look like you're connected to a Microsoft website, instead of using Tor. May work in heavily censored regions, but is usually very slow.

☐ Enter bridge addresses you already know

Paste your bridge addresses here

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

Add bridges region collapses if Use bridges is not ticked

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

Ricochet Refresh - Preferences

General

Interface

Chatting

Connection

Network Settings

☐ I use a proxy to connect to the internet

Proxy Type

SOCKS5

Address

IP address or hostname

Port

Username

Optional

Password

Optional

☐ This computer goes through a firewall that only allows connections to

Allowed Ports

80,443

Advanced

View the Tor logs

View Logs...

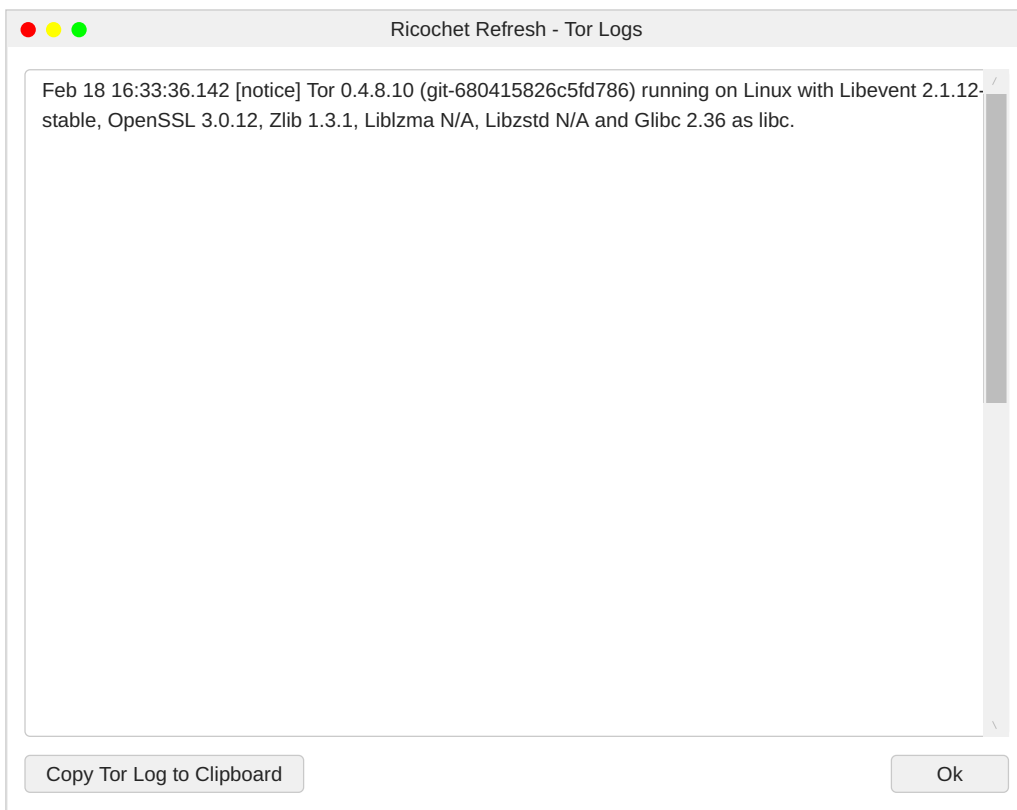
Backend

Select which Tor client implementation to use. Changing requires an application restart.

☒ Out-of-Process Tor daemon (default)

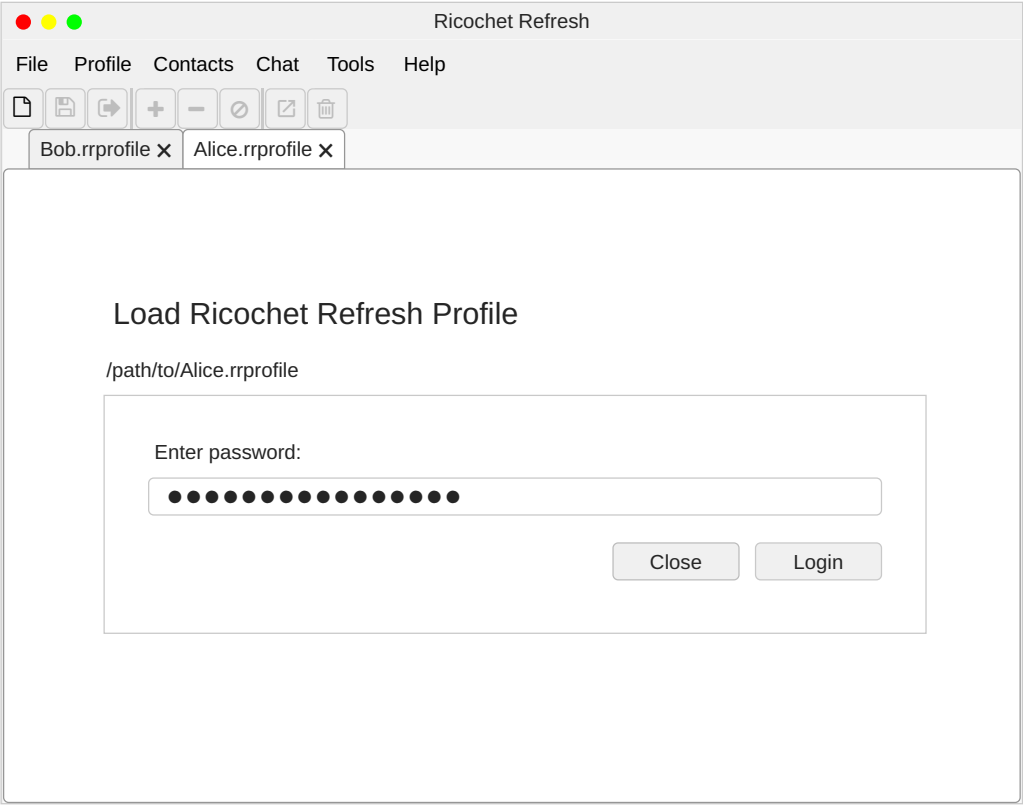
☐ System Tor daemon

In-Process Arti



This dialog should match layout of Tor Browser's `about:preferences#connection` Tor Logs dialog

TODO: New profile flow



Users will always 'login' into the 'offline' state, they will opt-in to less private visibility states

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

- File:
- New Profile
 - Open Profile...
 - Close Profile
 - Save Profile
 - Save Profile As...
 -
 - Logout
 - Logout All Profiles
 -
 - Quit

- Profile:
- Set Visibility >
 - Online
 - Restricted
 - Hidden
 - Copy Ricochet Id
 - Edit Profile...
- Contacts:
- Add Contact...
 - Delete Contact
 - Connect/Disconnect Contact
 - Ban/Unban Contact

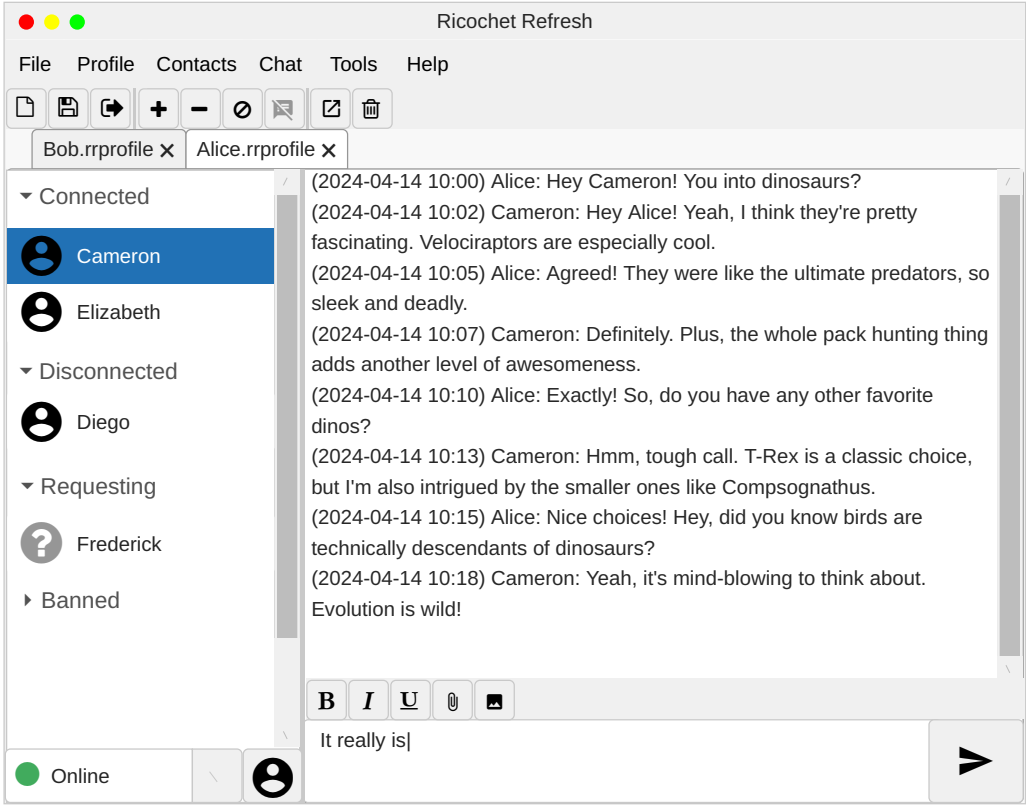
- Chat:
- Export Logs...
 - Delete Logs...
- Tools:
- Downloads
 - Tor logs
 - Preferences

- 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



- 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, etc
- 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

Visibility Modes:

- Online - identity and endpoint servers are enabled
 - Restricted - endpoint servers are enabled
 - Hidden - no endpoints enabled, but outgoing connections can occur
 - Offline - no endpoints enabled, no outgoing connections either
- NOTE: Online should really communicate 'most risk', users can be cyberstalked if they always stay in Online mode

Profile button:

- Open a dialog where user can:
- get Ricochet id
- set display name
- set profile image
- set profile info
- w/e else metadata users opt into

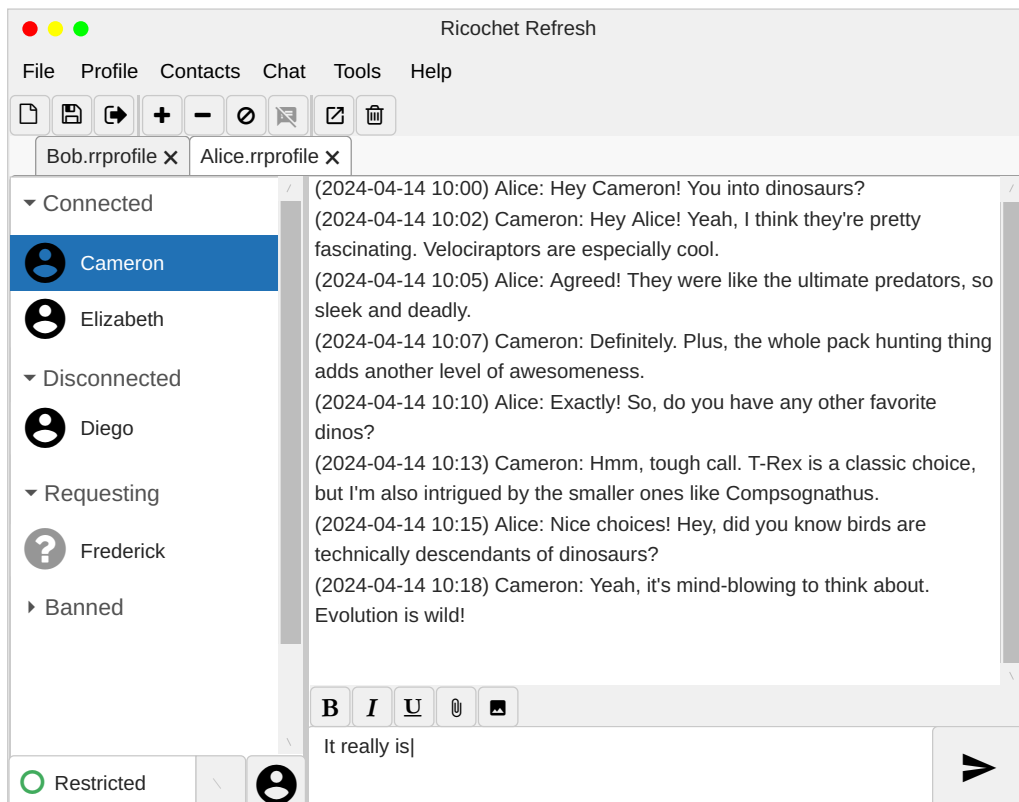
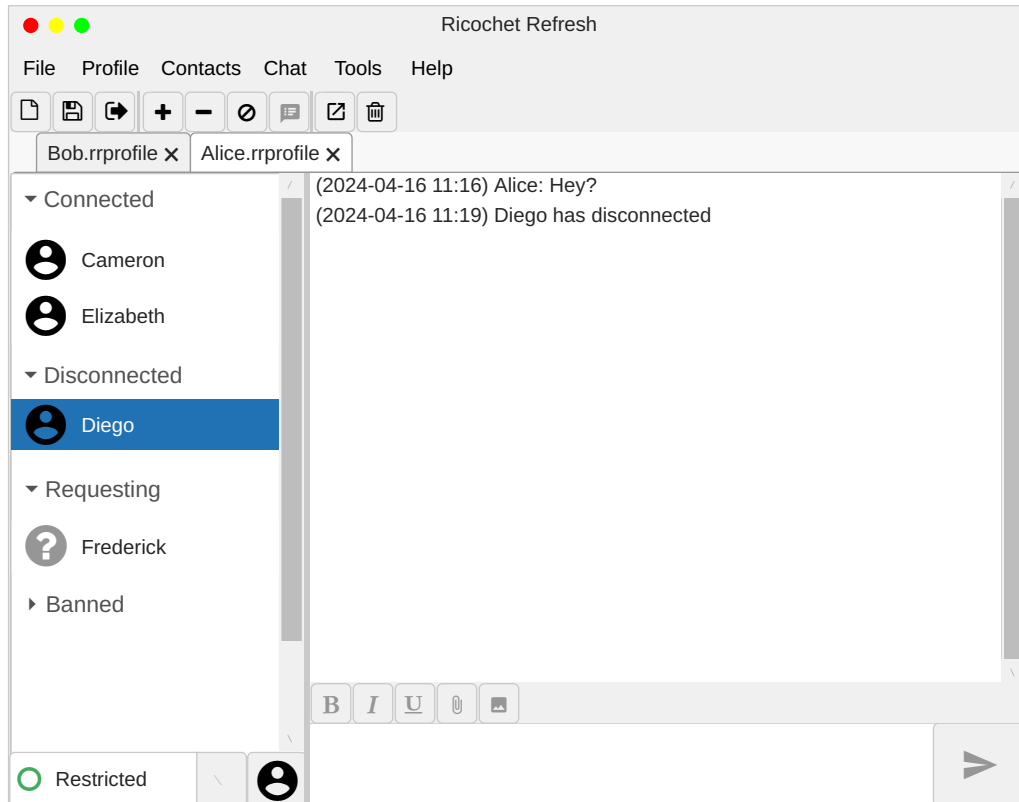
TODO: Edit profile dialog

Minor text formatting:

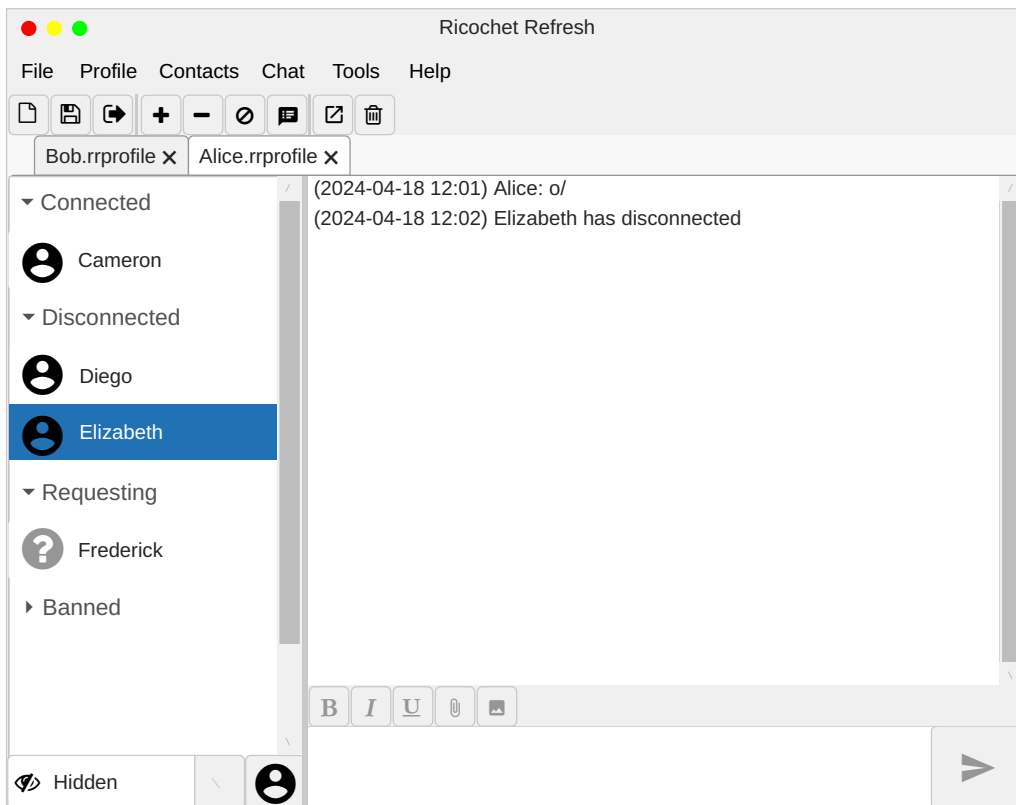
- Bold
 - Italic
 - Underline
 - Add Attachment
 - Inline-image
- NOTE:
- Attachments are sent as-is, but are not rendered/previewed by the application.
 - Inline-images will be somehow re-encoded to hopefully avoid malformed image decoder bugs/exploits

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 strangers will not be able to cyber-stalk a user based off of their (potentially) public identity server

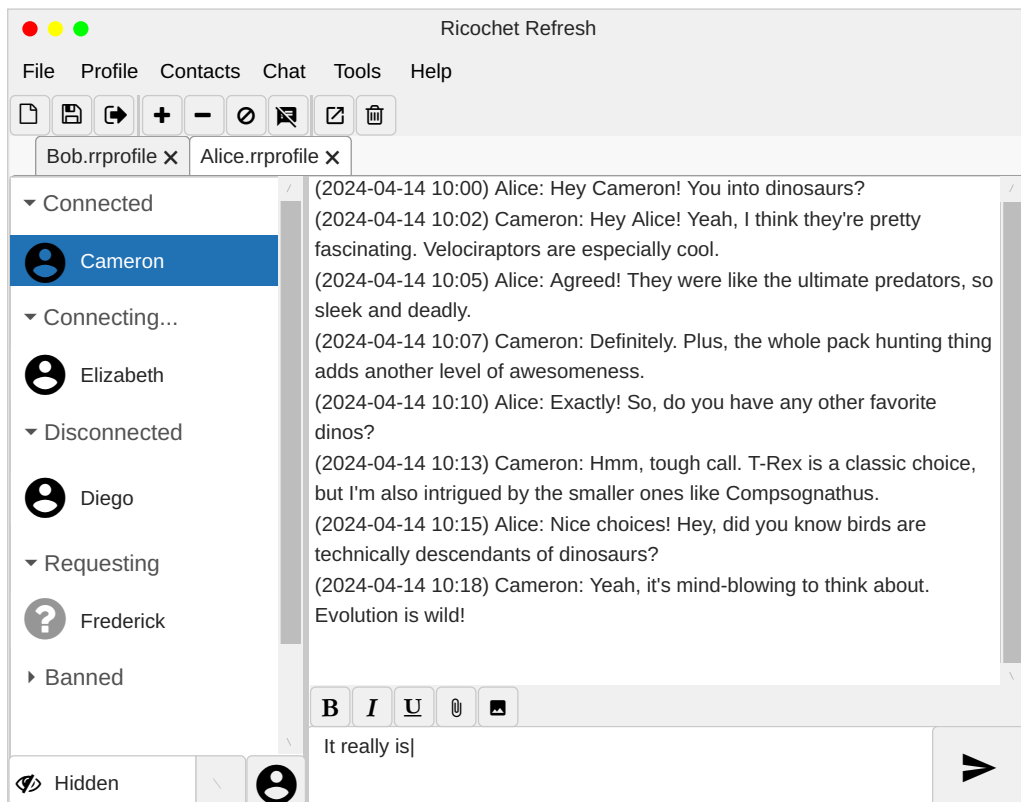


In 'Hidden' mode we do not enable any of our endpoint servers or identity servers, so even contacts do not gain our online/offline metadata. Connections are outgoing only and must be explicitly initiated by the user. This does imply that two users which are both in 'Hidden' mode will not be able to ever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