

Most of the instructions are provided in the readme in terms of getting the code to run which is just a series of linux commands but this is just to help set up the environment.

1. Pick your environment
  - + In order to do the tasks you need to have a debian based environment, which can be Kali Linux, Ubuntu, mint OS, and several others
  - + If you already have a debian based linux installed as your OS then all you need to do is download the source code from github follow the instructions on the readme
  - + If not then you'll need to choose 2 things: 1. The virtual tool that you're going to use can be VirtualBox, VMware, or some other tool. 2. Your OS, which should not matter which one you choose so long as it is debian based.
2. Download your virtual environment tool
  - + Whichever virtual environment you choose just simply google it, go to the provider's website and install it and just hit next several times
3. Download the ISO
  - + After you have chosen your virtual environment then you need to download an ISO file for your vm, just to the website's provider and to the downloads and download from there. The file should have .iso at the end of it
4. Create your virtual environment
  - + In your virtual environment tool there should a option that says something like "new" or "create new VM"
  - + Most of it can be left as default
  - + Here's a video on how to install kali linux on virtualbox:  
<https://www.youtube.com/watch?v=I97dVlKImVg> , due note there may be different version
5. Open a terminal
  - + Just open up a terminal use the command `git clone <thenameoftheproject>` and everything you need should all be there
6. Read readme
  - + Just simply follow the readme and began fuzzing

If you need to shut down your vm or computer for whatever reason, just simply have the machine save the state, and then reboot when you want to run it again.

If you computer shuts down automatically, just run the `qemu` command again

And run the command `afl-fuzz -i - -o /mnt/out -- ./bin/fuzzcan` and you should be able to resume where you left off on in the fuzzing stage