

# LiteMessage

LiteMessage is a small, lightweight, Java based peer-to-peer messaging app. It is cross-platform, implemented in the console, and open source. It currently utilizes a dynamic contacts system that grows as you message more people. This program is best utilized with other's on the same LAN. LiteMessage currently DOES NOT encrypt message traffic. However, it is planned for the future.

## Getting Started

When you start the program for the first time, it will ask you for a display name. The program will not allow you to use anything that contains a comma, as it will create formatting errors when saved and cause file corruption. For the most part, anything else is allowed.

When you are given a menu with items that have numbers in front of them, you make a selection by typing the number and then pressing enter.

**To message somebody**, select 'Message Somebody' from the main menu. It will then ask you to select a contact (if any are currently stored) or to enter a hostname or IP address. The first time you message somebody, you must know their IP address or hostname. After that, their info will be stored as a contact, and you will be able to select them based off of their display name. To exit the messaging session, type "cmd-exit" into the console. This will disconnect you and return you to the main menu. The person you are trying to message must be waiting for you by using the 'Receive Messages' selection from the main menu.

**To receive messages**, select 'Receive Messages' from the main menu. Select this if you are expecting somebody else to message you. This will then place you in a state that will allow other people to message you. Currently, if you need to exit out of this state, you must close out of the program. This option should be removed in the future in favor of a system that will connect you automatically when an incoming connection is detected.

**To change settings**, select 'Change Settings' from the main menu. From here, you can change your display name, as well as enable or disable dynamic UID. Enabling dynamic UID will allow the IP address of a contact to be updated even if the computer's generated unique ID does not match. In other words, enabling this could easily allow somebody to impersonate another individual while chatting with you. However, this is useful if your group switches between computers frequently. By default, this setting is set to disabled.

## License and Legal Information

Warning! This program does not currently encrypt any messages/data that are/is sent! Even if it did, I assume no responsibility for any data that was intercepted while using this program, or any consequences that a similar situation may cause. I assume no responsibility for anything that happens while using this program. I am not forcing you to use this program. Somebody else might force you, but that is not my concern. I assume that you will be using this under your own free will.

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