User Manual - Turtlenet

Ballmer Peak

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Chapter 1

General

1.1 System Overview

Turtlenet is a purpose-built, privacy oriented social network, which demands zero security or technical knowledge on behalf of its users. It allows communication between users securely, which can either be in the form of instant messaging, or creating posts to a series of user created 'walls.'

What makes Turtlenet significant is even the service operators are unaware of the content of messages. It is designed from the ground up that they can never have access, even if they wanted to. This resolves a more common security issue that plagues modern social media networks, an issue Turtlenet has been created to not have.

1.2 Contact

Team contact information:

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Chapter 2

Getting Started

2.1 Getting started

Welcome to using Turtlenet! Through the use of Turtlenet, you will experience the ease of use and the practicality of communicating and socialising with your friends, family, business associates or anyone else that you know through a medium where your data is ensured to be protected. This user manual has been designed and written specifically to assist the users by providing detailed description of all the various uses of the program. Let's get started!

2.2 System Requirements

These are the minimum system requirements for Turtlenet:

Windows:

- Client: Windows Vista SP2 or greater; Server: Windows Server 2008 or 2012(64-bit)

- Browser: Internet Explorer 7, Firefox, Chrome

Mac OS X:

- Intel-based using Mac OS X 10.7.3 (Lion) or later

- a 64-bit browser (Google Chrome may be a 32-bit browser, which could stop Java from operating successfully.)

Linux:

- Any distribution capable of running a Java Virtual Machine (JVM) that is compatible with the official release of Java.

- Our UI uses 'Google Web Toolkit' (GWT) which requires GTK2 (GIMP Tool Kit) so this may also be required for your system

Source:

- Java Development Kit (JDK)

- Java Runtime Environment (JRE)

- Google Web Toolkit (GWT)

- Apache Ant

- GIMP Tool Kit 2 (GTK2)

- GNU make / Capability of using makefiles

- For Windows users, we suggest using 'Cygwin' for ease of use but there could be ways of building the source without it.

2.3   The Turtlenet Interface

Turtlenet comes with a simple interface that has the main menu, which has the following sections:

- Login screen

- My Wall

- My Details

- Messages

- Friends

- Logout

2.4   Account Creation

The user is expected to create a new account when using Turtlenet for the first time. In order to create an account, enter a user name and a password, as well as repeating your password into the confirmation box. Once the user has created an account, simply enter your password to login to Turtlenet. From here onwards, the user can then add further profile details should they wish to. How to do so will be explained under the 'Using the System' section.

2.5 Transferring Keys

talk about QR codes

Chapter 3

Using the System

This section extends upon the fundamentals mentioned in the Turtlenet (TN) general section.

3.1   Creating an Account

The 'General' chapter only briefly mentions creating an account so to make this section complete as a 'go-to' resource for users it will also be mentioned here too.

   This is where your private communications begin. Therefore it is important that this is done correctly otherwise you can't bolster your privacy with our client.
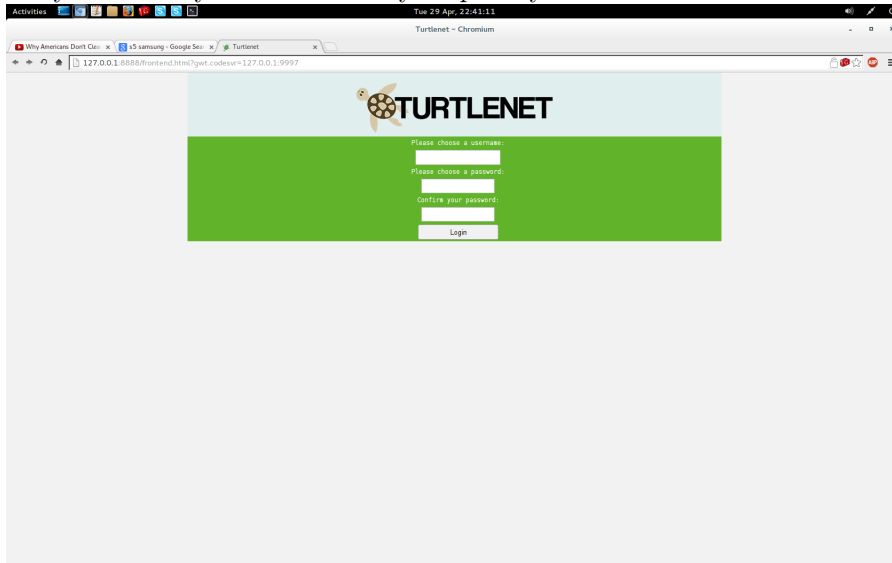
   This image shows the account creation page, which you should see when you run the client for the first time on your computer. From the top there are three text boxes:

- a Username box

- a Password box

- a Confirmation box

You fill in each of the fields with the required information which will be the following:

- The Username box should be filled in with your user name. This is what other users would call you when posting messages. This should be something that represents you, but should not link to you outside of Turtlenet. Simply, your Turtlenet user name should not be the same as any other user name you use on the internet. Can't improve anonymity if you use the same name around the internet.

- The Password is important as it is the only form of validation for logging into Turtlenet. Therefore it should be easy to remember but difficult for anyone else to crack. A good method for coming up with new passwords is to use four or five words, like a phrase you use. An example would be 'ThisIsTurtlenetzPassword'. This is better and easier to remember than what is usually suggested which is a shorter password with numbers in them: 'P@ssw0rd'. Of course, it depends on who is remembering the password so choose your own method if either option mentioned feels uncomfortable for you.

- The Confirmation box is where you type the password you defined in the previous box. Because of this, they should match, and must if the account creation is to be successful. The easiest way of thinking about this box is that it is giving you the practice of inputting your password while it is still fresh in your mind, to help you remember for later on.

By filling in these text boxes with the kind of information mentioned in this section, you can then click the button underneath these boxes to create your account. If successful, the password prompt screen should appear and you can move onto logging into Turtlenet to begin the communicative fun!

## 3.2   Logging into Turtlenet

Logging into the Turtlenet client is as simple as using the password that you had used to create your account, as it is your primary method of informing the system of who you are. Please understand that whilst the password is a way of proving that you are 'you,' other users will not know your password, or even anything you post until you link them your public key, which will be covered later in this chapter.
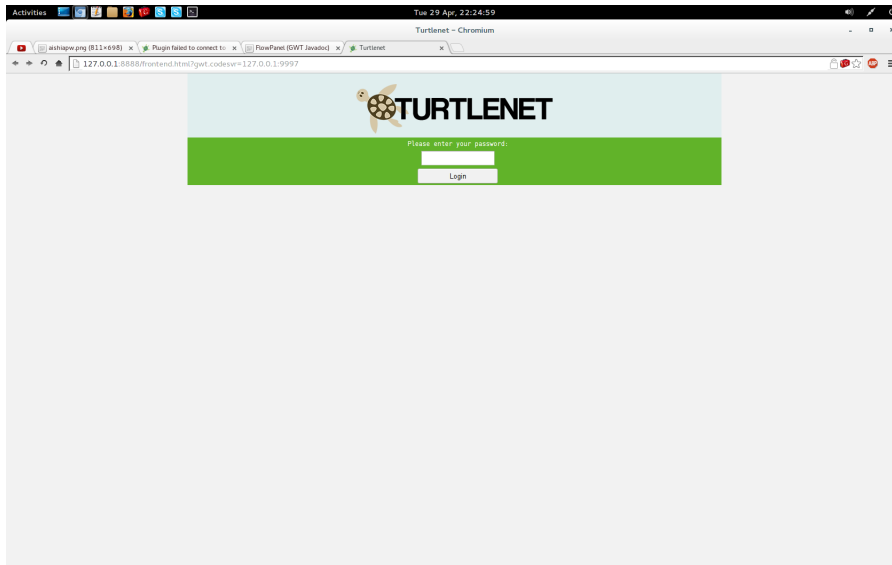
The screen shot shows the initial page you might see once you have created an account. Enter your password into the white text box above the 'Login' button and if the password is correct, you would have logged in.

3.3 Navigating around the Turtlenet client

Getting around the client's various areas is important in order to make the most of the functionality provided by Turtlenet. This is why all of the main segments are provided as buttons at the top of the interface:
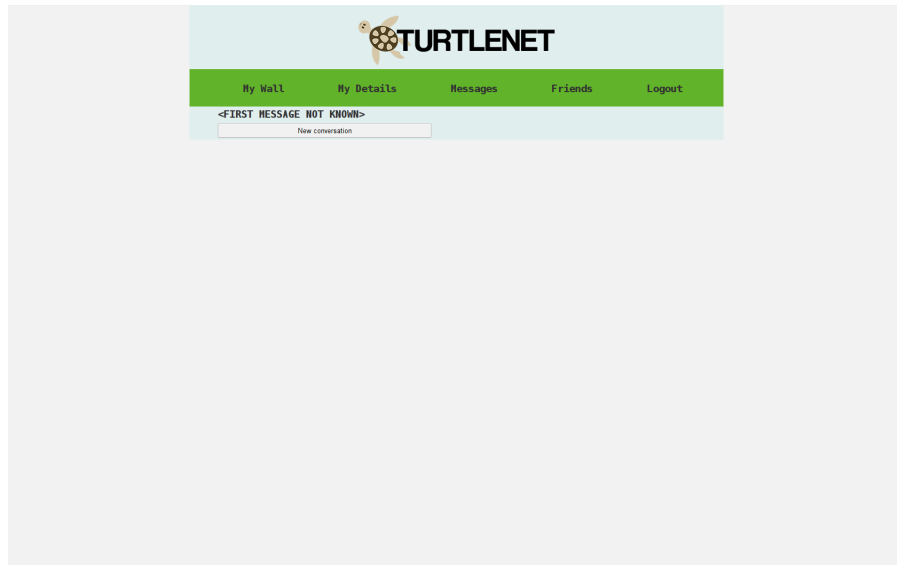
The image shows that there are several main sections to the client - The wall, the user's details, messages between the user and other people, friends that the user has linked with and finally the function to logout. Click the corresponding button to get to the area you wish to view. The following chapters will go through each section from right to left, as it is important to obtain other users that can read what you post.

3.4   Logging out

For when you decide that you want to leave the safety of Turtlenet and work on other things, or you simply need to be away for a while and want to be sure that no one is using your account, you will want to log off. It is as painless as clicking the 'log off' button found at the top right of every page. Doing so will take you to the login screen (the one with just the password box and login button). Of course, we wish you good fortune until you come and join us again at Turtlenet.

## 3.5   Getting and Making Friends on Turtlenet

Part of the philosophy of Turtlenet is to encrypt the messages that you send so that only the intended recipients can read them with any understanding. These people are known as your 'friends' on Turtlenet. In order to make any use of Turtlenet you need to add friends. You do this by exchanging 'public keys' with another user. Turtlenet uses Asymmetric relationships - this means that you may have some people as friends but they might not have you as a friend. Therefore you might understand what people have typed but they might not be reciprocated. If this doesn't make

sense at the moment, the following chapters will help.

3.5.1   The 'Getting'

In order to get public keys from other users, they need to pass the information to you in some other format - it is near, if not fully, impossible to pass the key through Turtlenet so you need to agree to some other form of communication until Turtlenet is set up for both you and your soon-to-be TN-friends. In an internet based age, the most secure, and ironic, way of getting the key off of your friend would use a method that does not use the internet, such as a text message or a phone call - even standard mail would suffice and be more secure than an internet equivalent.

Once you have the public key off of your friend, you will want to proceed to the 'friends' section of the Turtlenet client, by clicking the button near the top which has 'Friends' written upon it. You should either see the following or something to it's effect:
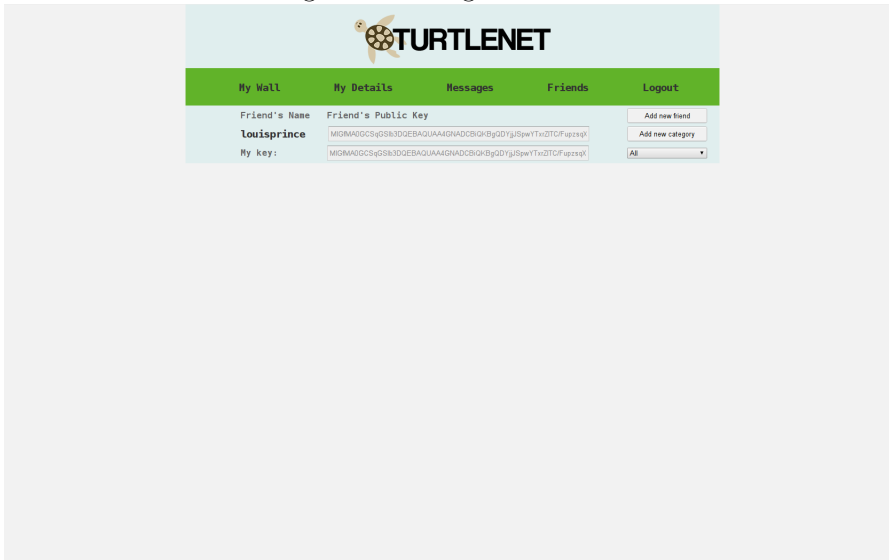
As you can see, there is 'My Key' which will be used by you to allow others to send you messages but that will be explained in the next chapter. For now, you want to click the 'Add new friend' button

Chapter 4

Troubleshooting

4.1   Frequently Asked Questions

how do i mine fish