

## **Bill's Wasta Linux Documentation currently contains the following documents:**

1. [How to get software updates for a Full Wasta-Offline Mirror residing on a 1TB USB hard drive. \(.odt, .html and .pdf\)](#)
2. [How to get software updates from one Wasta computer and transfer them to another Wasta computer using wasta-offline-setup. \(.odt, .html and .pdf\)](#)
3. [How to install Wasta Linux totally replacing Windows. \(.odt, .html and .pdf\)](#)
4. [How to install Wasta Linux to dual boot with an Existing Windows system. \(.odt, .html, and .pdf\)](#)
5. [How to obtain a Full Wasta-Offline Mirror residing on a 1TB USB hard drive. \(.odt, .html and .pdf\)](#)
6. [How to update your Wasta-Linux software offline by memory stick or external hard drive. \(.odt, .html and .pdf\)](#)
7. [How to shrink the size of pictures for users of Wasta Linux. \(.odt, .html and .pdf\)](#)
8. [Wasta-Offline-Use-Full-Mirror-or-Memory-Stick-and-wasta-offline-setup-Flow-Chart. \(.odg and .pdf\)](#)
9. [How to upgrade Wasta Linux using the Manus custom installer memory stick. \(.odt, .html and .pdf\)](#)
10. [How to use the Nemo File Manager \(.odt, .html, and .pdf\)](#)
11. [Glossary of Common Terms for Translators using Adapt It and Paratext on Wasta Linux. \(.odt, .html and .pdf\)](#)

**Important Note:** The illustrations, screenshots and graphics for the document files above are contained in the [wasta-docs-images folder](#). This folder must be present along side the above documents for the images and screenshots to appear within the LibreOffice Writer (odt) and the Browser (.html) documents - since all images are linked to the images within the wasta-docs-images folder, rather than being embedded in the odt and html documents. If you want to copy the odt or html documents to a different location, be sure to also copy the wasta-docs-images folder along with them. The pdf documents, however, do have the images embedded within them and may be copied elsewhere without requiring the wasta-docs-images folder to be present.