## **Post Installation Step One – Connect!**

Connect to your d3ck with a browser. This will require you to know the IP address of the d3ck, of course, it's a bit of a chicken-and-egg sort of thing. On a Raspberry Pi the d3ck will use DHCP to get an IP address on the network it has booted up into. Amazon's EC2 should tell you what your IP addr is.

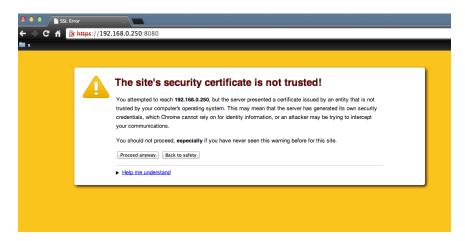
The preferred (e.g. tested!) platform is Google's Chrome Browser on Mac OS X. It'll work with Firefox as well, but it's a tiny bit flakier at times. It's been lightly tested on windows; I doubt if Linux has an up-to-date enough browser, but who knows?

In any case, type in your d3ck's IP address in the top bar prefixed by "https://", and ending with ":8080", like:

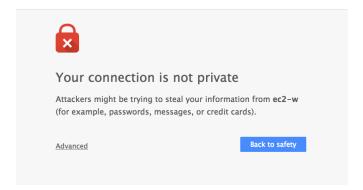
https://192.168.0.33:8080

When first connecting you'll get (probably) familiar scary warnings about certificates. This is because your d3ck generated them itself and they're not trusted by the big names in certificate-land (probably a good thing!)

And... great, Google just changed this screen to something different, a bit more dire, I guess; older ones look like:



New ones look like:

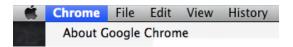


Anyway, whatever the dire warning, click on the "Proceed Anyway" button and move on

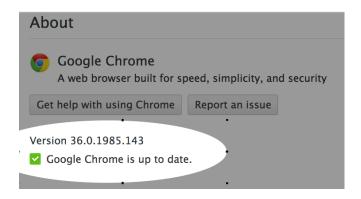
to the next step; in the 2<sup>nd</sup> message, you have to click on the "Advanced" button. God, Google's browser is so wrong about certificates, they really don't seem to understand security at all (pardon my editorial;))

## Step Two - Setup

It's a great idea to upgrade your browser, which can usually be done in the browser itself by selecting "about" or something. For instance on my Mac, you can go to the top of the screen, click on "About Google Chrome" or "About Firefox", like this:

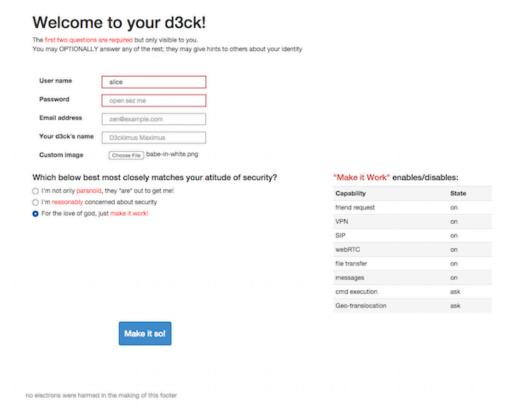


It'll popup an information screen that should look something like this (important bit highlighted!):



When all is well, close that menacing box warning about browsers, and with any luck you'll see a very, very simple setup screen — **you need to enter only two things, a username and password you'll use to login**; you can optionally add an image that others will see when they talk to your d3ck... the other things are purely cosmetic right now, including the "attitude about security question" at the end (eventually this will setup a security profile):

Warning – the error checking isn't very good (ok – basically nonexistent right now!), so don't fuck with my program, or it'll fail silently;) The image size is capped at a few meg right now (this actually has some interesting implications... but more on that later.)



Hit "Make it so!" when done, and you're ready to roll – just don't forget your username and password, you'll use it on the next screen (I'll be linking in Google authentication and other easy things for alternate authentication schemes later.)

While the security posture shows you what, in theory, will be enabled, for now it'll be automatically set to "make it work" no matter what you select (TBD!)

## Step Two and a half - login!

Hardly worth mentioning... but the next screen is a login page. Don't forget your password and login!

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<b>← ⇒ C ㎡</b>	khttps://192.168.0.250:8080/login.html	
<b>■</b> x		

### d3ck Login - please enter your username and password entered in the setup page

UserName:	
Password:	
Submit	

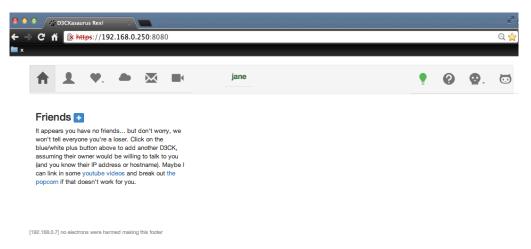
Submit and you should be good to go.

## Step Three - the basic UI

If you see something like this you've made it!

The buttons at the top are, in order:

- 1) Home this page
- 2) Details about your d3ck



- 3) Trust and friends (mostly unused now)
- 4) File storage. I use a cloud icon... might change this to a disk or something. But your d3ck can store files, and when it gets an encrypted boot disk it'll be an easy way to stash encrypted data. It shows how many files are there when used.
- 5) The little lettery thing will be the message center. It currently stores the

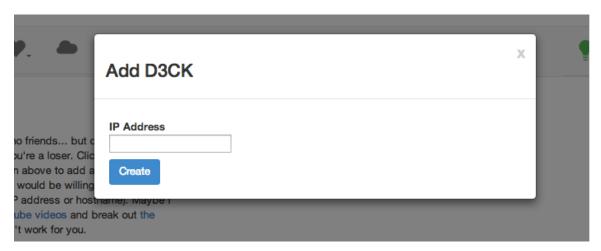
various activity that goes on behind and in front of the d3ck... calls made, received, files transferred, etc., etc. Later on options will be used to not store things, store only certain types of activity, nuke records, etc.

6) The little camera icon. **This is a really important icon**! If it's green it generally means your camera – if your computer has one – is on, and others connected to you can see and hear you. More on this later.

The top right hand side are more status-y/admin stuff; the first should be a green lightbulb, that's your status, then an inoperative help button, a logout/if-things-go-bad-button, and finally a link to github sources for all this.

## Step Four – adding a friend

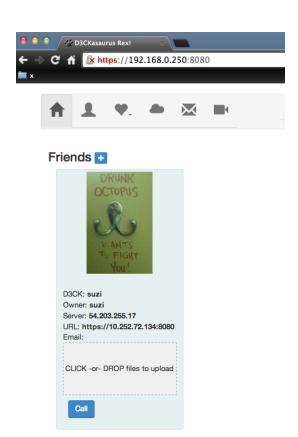
By itself the d3ck is a pleasant companion, but it's meant to facilitate secure-ish conversations and transfers of data; to add another d3ck, you click on the Blue button/white plus sign by "Friends", and it'll popup a prompt to enter in an IP address¹:



Lamely, the error checking here blows. So enter it correctly! **TCP port 8080 of the remote d3ck MUST be accessible from your own d3ck in order for it to work.** And UDP 8080 must be accessible for VPN to work.

Currently d3cks automatically accept friend requests (this will change :)), so it should just work; if all went well your browser should refresh and you'll see a new card (e.g. a box with another d3ck's information) in your d3ck's main screen, something like:

<sup>&</sup>lt;sup>1</sup> IP address, please... hostnames... still working on the issues with certs and those...



[192.168.0.7] no electrons were harmed making this footer

If the "Call" button is blue, that means they're ready to be connected to. But first....

# Step Five - file transfer

Passing notes, or files, from d3ck to d3ck is really simple. You see that box above that says "CLICK –or- DROP files to upload"? That's all there is to it, drag a file into the box, and the d3cks will do an SSL encrypted file transfer using client-side certificates for authentication². Both sides will get a little message on the right-hand side of the d3ck screen that says when the deed has been done.

## Step Six – the big enchilada, VPN connecting

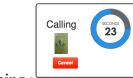
File transfer is all well and good, but for more serious stuff you really want a full-blown VPN connection, which basically places your two d3ck's in the same local network, albeit virtually.

To connect d3cks and start the magic, click on the blue "Call" button.

On the calling side you'll see a box telling you that the call is in process, and on the

<sup>&</sup>lt;sup>2</sup> Don't worry if that doesn't mean much to you. When your d3cks become pals they swap certificates to use for VPN and SSL data transfers like this.

receiving that an incoming call requests your attention.



Incoming:



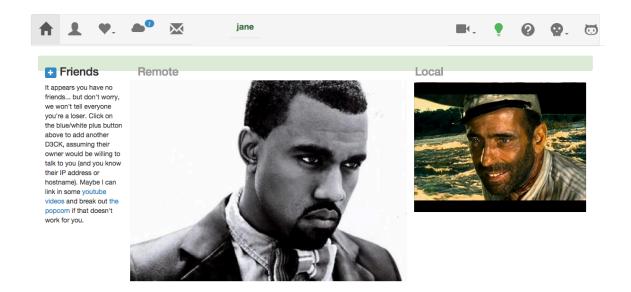
When the VPN connection is complete, you'll note two changes in the UI – the camera at the top of the UI turns green (if you have a good browser), and the button below a user will change from a blue "Call" to a yellow "End":

If you're really luck... and the code works... you now simply click on the green camera at the top, and voila! Video and voice should be staring you in the face.

IMPORTANT NOTE! You may see, at the top of your browser below the address, something that asks you:



YOU MUST allow this in order for video and voice to work. Firefox in particular is really picky about clicking this before anything else, so as soon as you see this click allow!



# Step Seven – turn it off

IMPORTANT – even if you shut down your browser, a connection will still be up. You must hit the "End" in order to kill the d3ck VPN connection. Or turn off your d3ck (this will be fixed later...!)

But click end, and you're alone again, naturally.

Maybe.

Feel free to drop me comments, critique, suggestions, etc. to <u>zen@d3ck.com</u>.