



User Manual v2.1 (updated)

ARMOR TECHNOLOGIES

Privacy Protection

GUARANTEED!

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1. Getting Started / Initialization

To initialize ArmorWare 2.1 you will require:

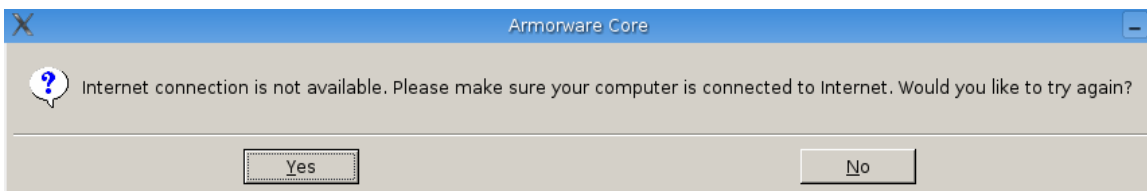
- ✓ Username
- ✓ Temporary Password

These were provided to you by email soon after your ArmorWare order was placed. The subject of the email should be “ArmorWare Account Activation”. Please check your records. If you are missing this email, please contact us at support@armorware.com

To ensure proper initialization of ArmorWare 2.1, please perform the following steps:

1. In Windows confirm that the USB Memory Drive is properly inserted into your computer’s USB port. Reboot your computer.
2. As ArmorWare is loading you will see the ArmorWare logo followed by the *Welcome to ArmorWare* window. When prompted, enter the **username** and **password** provided to you by email.
3. Click **Start Initialization**.

If instead of the *Welcome to ArmorWare* window you see the “*Internet connection is not available*” warning, proceed first to **Setting up Internet Connection** (See Section 2). Do NOT close the warning window - just disregard it for now.



4. Create your new password or pass phrase (minimum 8 characters in length – 20 or more is recommended). Also, make sure it is meaningless and contains a combination of upper/lower case letters, digits and special characters. You can include spaces to make it a phrase.

Creating effective passwords:

There are many articles and recommendations already available on the Internet to help you create an effective password.

The following sources are good starting points to learn more:

<http://world.std.com/~reinhold/diceware.html>

<http://www.ephesus.com/Encryption/Passphrase.html>

<http://www.gnupg.org/>

Once you have entered your new pass phrase, click “OK”. At this stage, to speed up the key generation process, you can randomly move your mouse and/or type some random input on the keyboard. Depending on your computer’s speed, this process might take between 2-10 minutes (if you provide some random mouse/keyboard input), or up to 30 minutes (if you do not provide any random input).


We apologize for the long waiting time. This is because ArmorWare uses 4096-bit encryption to provide you with the highest level of protection available on the market.

5. Choose the directory to save the newly created account. Click the name **USB_Memory_Drive** and then click OK.

Congratulations! Now you have completed initializing ArmorWare 2.1.

Make sure that the CD and the USB Memory Drive are inserted into the computer next time you want to run ArmorWare.

If you would like to **shut down ArmorWare** and get back to Windows please follow this procedure:

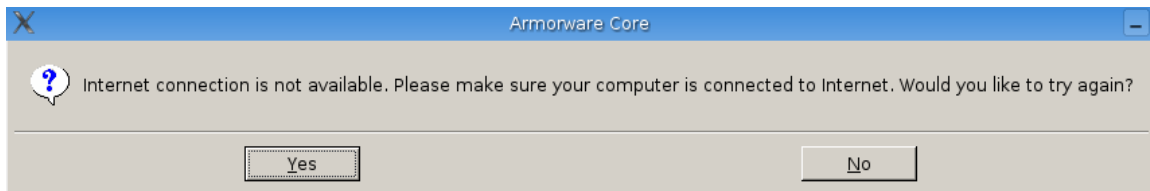
1. Click on **K**  icon found in the bottom left corner of the desktop. Then go to **Log Out → Turn Off Computer** or **Restart Computer**. Please don’t use End Session.
2. ArmorWare will proceed with the proper shut down procedure. Please don’t turn off your computer yet.
3. When ArmorWare is done with the procedure it will open up your CD-ROM automatically. At this point it is safe to take the CD and the *ArmorKey* out.
4. Close the CD-ROM tray and press **Enter**.

Now your computer will restart. If you have an older computer, it might not automatically restart and you will have to press the Power button.

2. Setting Up Your Internet Connection

If you are using **cable/LAN** or **open wireless/WLAN** to connect to the Internet under Windows, then you don't need to set up any connections. ArmorWare will automatically configure all settings. Skip this chapter unless you see the “*Internet connection is not available*” warning.

If while working in ArmorWare you do get the “*Internet connection is not available*” warning, do not close the dialog box right away. Ignore it, and proceed to set up your Internet connection according to instructions.



2.1 ===== Setting Up a Dial-up Connection =====

Note that ArmorWare supports only external, USB or PCMCIA modems, so it is important to first confirm that you have one of them. If you have to buy a modem, make sure it is “100% hardware controlled”. (The majority of modems preinstalled on newer computers are “software controlled” modems. While these modems work under Windows, they will not work with ArmorWare.)


Modems that have been confirmed by us to work with ArmorWare are

For desktops: U.S. Robotics 56K Faxmodem – Model **5686E**
 OR ZoomModem V.92 EXT – Model **3049**

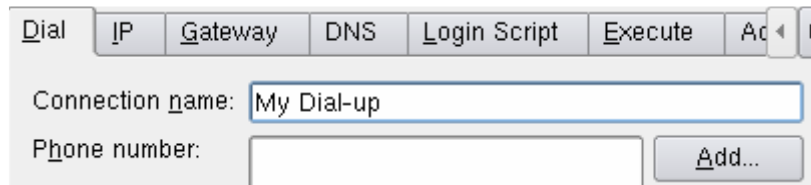
For laptops: Zonet 56K / V.92 Data Fax PCMCIA Modem – Model **ZFM5600-CF**

To set up a dial-up connection you will need the following information:

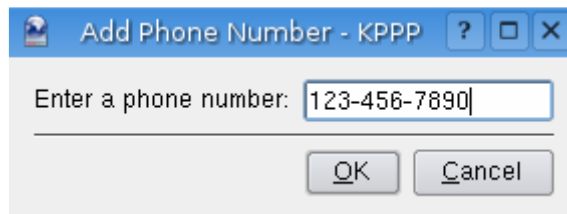
- ✓ The ISP dial-up connection number
- ✓ Login ID (provided by the ISP)
- ✓ Password (provided by the ISP)

1. Click on **K**  icon found in the bottom left corner of the desktop. Then click on **Internet → Network/Internet Configuration → KPPP (Internet Dial-up Tool)**.
2. Once the *KPPP* Window has opened click on the **Configure** button. Then, in the *KPPP Configuration* Window, under **Accounts** tab click on **New**.

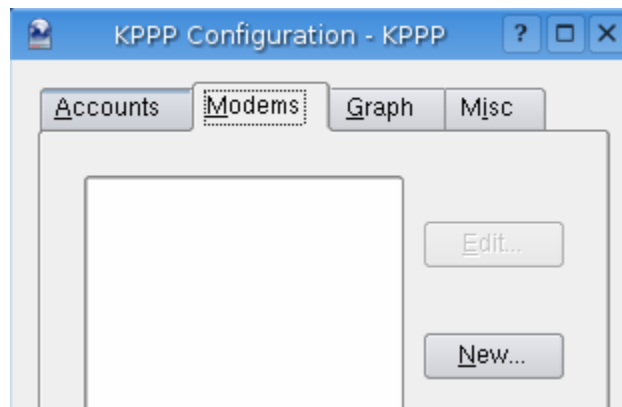
3. In the *Create New Account* Window click on **Manual Setup** button. In the *New Account* Window (in the **Connection Name** field) type in the desired connection name (e.g. default or AOL). Click **Add**.



4. In the *Add Phone Number* Window enter your ISP connection **phone number**. Click **OK**. Click **OK** again.

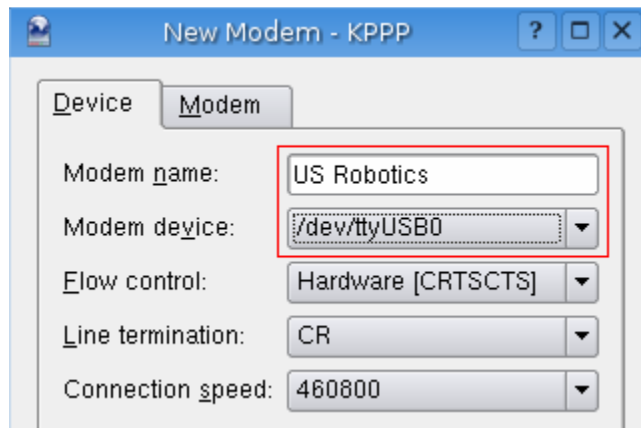


5. In the *KPPP Configuration* Window click on the **Modems** tab. Then click on **New**.



In the **Modem name** field type a name for a modem, e.g. US Robotics. Then from the **Modem device** drop down list choose **/dev/ttyUSB0** if you have a USB connected modem (i.e. using a Serial-to-USB adapter for connecting your modem). Or, choose **/dev/ttyS0** or **/dev/ttyS1** if you have a Serial connected modem.

Please set the **Connection speed** to 115200. Click **OK**. Click **OK** again.



- Now that you are back in the main *KPPP* Window enter your login ID and password. Make sure that the correct connection is selected. Click on **Connect**.

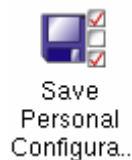


- Once you are connected, the connection time will be displayed in the task bar at the bottom of the screen.

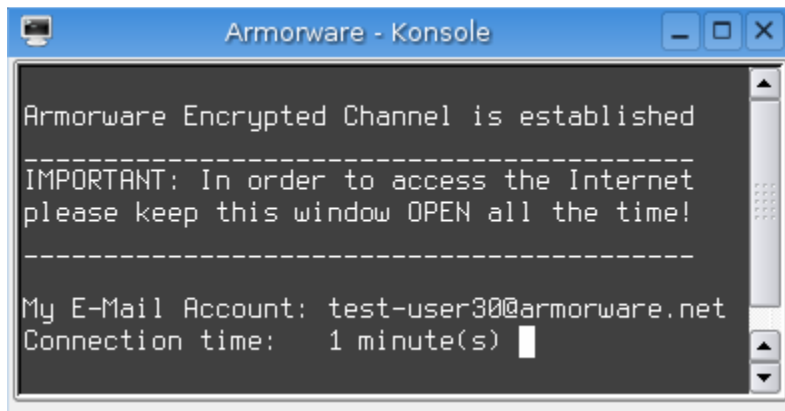
If you are using a **USB port** to connect to your modem and are getting an error while trying to connect to the ISP, try unplugging and plugging your modem back into the computer. Then, repeat step 6.

If you are using a **Serial port** to connect to your modem and are getting errors, then try to turn it off and on.

- The most important step is to **SAVE** the configurations to the **USB Armorkey**, **otherwise you will lose the setup for the newly created connection**. First however, ensure that you are disconnected from the Internet by clicking on the **Disconnect** button and completely closing the *KPPP* window. Then click on the **Save Personal Configuration Files** icon on the desktop.



Once these operations have been performed, you can go back to the “*Internet connection is not available*” warning and click on **Yes** to retry. Then click **No**. After ArmorWare has successfully established the encrypted connection, you will see the information window.



Next time you want to use ArmorWare, ignore the warning, then simply open the *KPPP* window and click on **Connect**. After you have verified that the modem has successfully connected to the Internet, go back to the warning and click **Yes**. Then click **No**.

2.2 ===== Setting Up a Cable/LAN Connection =====

If you are using a **cable modem** to connect to the Internet, ArmorWare will detect all the necessary settings automatically and connection should be instantaneous. Usually a cable connection will not give the "*Internet connection is not available*" warning. If this warning is displayed, this is not a software problem (for example, missing configuration files). Rather, it is a hardware problem.


In this circumstance, the first thing to do is to check all the cables going to and from your cable modem. Also, try turning off your computer, then turning off your cable modem. Wait for 30 seconds. Then, proceed in this sequence (Note: following this sequence is very important):

- ✓ Turn on your cable modem
- ✓ Wait until all the appropriate modem lights turn on (approximately one minute)
- ✓ Turn on your computer with ArmorWare installed

If ArmorWare still has trouble connecting, contact our support department for alternate instructions at support@ArmorWare.com.

2.3 **Setting Up a DSL Connection**

If you have a DSL connection and have a router between your computer and your DSL modem, then go to section 2.4 (if it's a wireless router) or 2.2 (if it's a wired router). These instructions are only applicable if your DSL modem is directly connected to your computer with a wire.

1. Click on **K**  icon found in the bottom left corner of the desktop. Then go to **Internet → Network/Internet Configuration → DSL/PPPoE Configuration Tool**.
2. At the scanning prompt, click Yes. The tool will try to communicate with your DSL modem. If the tool is not able to find the modem it will write a warning message "NOT CONNECTED". In this case please contact us for alternate solution.
3. If the tool has successfully communicated with your DSL modem it will present you with a series of prompts. Click **Yes** to all of them.
4. At the prompt where it asks you to type in your username, please type in your **DSL username** (not ArmorWare's username). This username was provided to you by your ISP and is used to establish your DSL connection.
5. The next prompt will ask you for your password. Same as with username, it is the **DSL password**. This was provided to you by your ISP and is used to establish your DSL connection. At all the subsequent prompts, please click **Yes**.
6. At the end of the prompts DSL tool will automatically establish the connection.


Now you are connected to the internet and you can proceed with the initialization. Next time you run ArmorWare your computer will connect to the network automatically.

Once these operations have been performed, you can go back to the "*Internet connection is not available*" warning and click on **Yes** to retry. Then click **No**.

2.4 == Setting Up a Wireless/WLAN Connection

If you are using an **open (non password protected)** wireless network to connect to the Internet, ArmorWare will detect all the necessary settings automatically and connect instantaneously. If you still see the “*Internet connection is not available*” warning, wait for 30 seconds and try again.

If you are using a **protected** or **WEP encrypted** wireless network (i.e. if there is a password on your network), then you will have to follow these steps:

1. Click on **K**  icon found in the bottom left corner of the desktop. Then click on **Internet → Wifi-radar (Wireless tool)**.
2. In the list of preferred networks click once on the network you want to connect to. Then click on **Connect** button on the right side of the screen.
3. You will be prompted to create a new profile. Click **Yes**. In the profile screen click on **Wifi Options**. Under the **Key** entry please type in the encryption key for your network. Unless you have a manually assigned IP address please proceed to step 5.
4. In case you have to manually assign an IP address please click on Automatic network configuration (DHCP). Then please type in all the necessary entries.
5. Once you are done click on **Save**.
6. Back in the *Wifi Radar* window please check the line under the list of networks. Make sure it says **Connected to <your network> ip <valid IP address>**.
7. Click **Close**.

Now you are connected to the internet and you can proceed with the initialization. Next time you run ArmorWare your computer will connect to the network automatically.

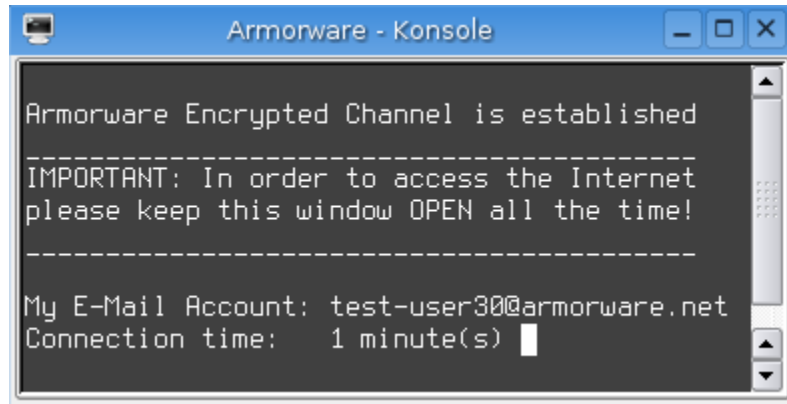
Once these operations have been performed, you can go back to the “*Internet connection is not available*” warning and click on **Yes** to retry. Then click **No**.

If ArmorWare still does not connect, please contact us for alternate solution.

3. Browsing the Internet

Before opening a browser, make sure that the **Secure Encrypted Channel** is established.

To verify that the connection was established, check if the following information window was displayed shortly after you launched ArmorWare. This is applicable if you are using cable or open wireless networks to connect to the Internet.

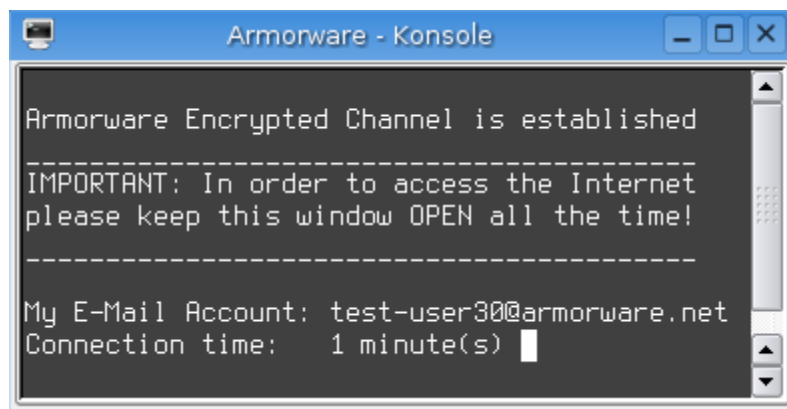


If you are using a DSL or dial-up to connection, first launch the *DSL* tool or *KPPP dial-up* tool respectively. Connect to the ISP. After you have verified that the connection was successfully established, look for the information window.

Another way to check if the encrypted channel is established is to look for the **Encrypted Channel** icon in the bottom right corner of the screen, next to the clock.

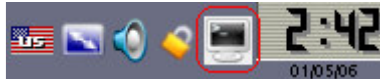


If you click on that icon, a window displaying your email account and other information will appear.



If this window is not displaying this kind of information and is showing errors, this means that ArmorWare could not establish the connection. Make sure that you have configured your Internet connection properly. (Refer to *Setting Up Your Internet Connection* in Section 2).

Never close this window. You can minimize it back to the corner of the display by simply clicking on the icon again.



This encrypted channel is a crucial part of anonymous browsing. **If it is closed, Internet access will not be available.** To open it up again, simply click on the **ArmorWare Secure Channel** icon on your desktop.



3.1.1 **FireFox Browser**



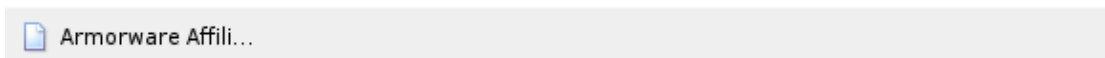
1. **To open a website:**

Select the address bar by double clicking on it, or pressing **Ctrl+L**. Then type the address that you would like to visit (e.g. <http://www.google.com/>). Press **Enter**.



2. **To add a bookmark:**

Simply drag the web address onto the *Bookmarks Toolbar*. Alternatively, you can go to **Bookmarks → Bookmark this Page**.




3. **To manage bookmarks:**

If you would like to delete, rename or change a bookmark, go to **Bookmarks** → **Manage bookmarks**. When the *Bookmark Manager* Window opens, right click on the bookmark that you would like to modify and select the desired action (e.g. **Delete** or **Rename**).

Note how the *Personal Toolbar* has its own folder. You can manage its bookmarks by simply expanding this folder and following the same procedure as above.



4. To use tabbed browsing:

To open a link on the page you are currently viewing in a new tab, you can either right click on the link and choose **Open Link in New Tab**, or you can simply middle click on it. If you do not have a 3 button mouse, but do have a 2 button mouse with a scroll wheel, you can middle click by clicking the mouse wheel. You can also open a blank tab by pressing **Ctrl+T**, and then typing the web address that you would like to visit. Close tabs using the **Close Tab**  icon.

5. To increase/decrease the font size:

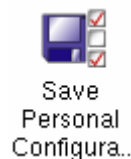
Simply go to **View** → **Text size** and click on **Increase** or **Decrease**. Alternatively, you can use **Ctrl++** and **Ctrl+-**. To return to the default sized font press **Ctrl+0**.

6. Printing:

To print go to **File** → **Print** or use the **Ctrl+P** shortcut. For more information on how to set up your printer, refer to *Printer* (Section 8).

7. Please remember:

At the end of the working session, if you have made any modifications to the configuration of the browser (including bookmarks), you must **SAVE** to the **USB Armorkey**, otherwise you will lose all the settings that you might have changed. To do this, first close Firefox browser, then simply click on the **Save Personal Configuration Files** icon on the desktop.



3.1.2 Importing Favorites from MS Explorer to FireFox

Exporting favorites from MS Explorer (Note that you must be operating in a Windows environment)

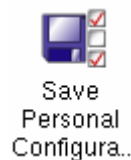
1. Open *Explorer*. Go to **File → Import and Export**. This will launch the *Import/Export Wizard*.
2. In the wizard click on **Next**. Select **Export Favorites**. Click **Next**.
3. Select the folders that you would like to export and click **Next**.
4. Insert the USB *Armorkey* into your computer and wait until Windows recognizes it. In the Import/Export wizard click on **Browse**. Navigate to the *Armorkey* and save the file there. Click **Next**. And **Finish**.

At this point your favorites are stored in the file on your *Armorkey*. Now insert the *ArmorWare* CD and reboot your computer into *ArmorWare*.

Importing the contacts into FireFox (Note that you must be operating in the *ArmorWare* environment)

1. Open *FireFox*. Go to **Bookmarks → Manage Bookmarks**.
2. When the *Bookmarks Manager* window opens go to **File → Import**. In the *Import Wizard* select **From file** and click **Next**.
3. On the left side of *Import Bookmark* window double click the **File System**. Then on the right side scroll down to **mnt** and double click it. Then double click **sda1** (please refer to section 5.2 to check the name of your *Armorkey*). There you should see your bookmarks file. Select it and click **Open**.

This procedure will place your newly imported bookmarks in your *FireFox*'s *Bookmarks* folder. Don't forget that you must **SAVE** to the **USB *Armorkey***, otherwise you will lose all the bookmarks that you might have imported. To do this, first close *FireFox* browser, then simply click on the **Save Personal Configuration Files** icon on the desktop.



3.2 Konqueror Browser



1. To open a website:

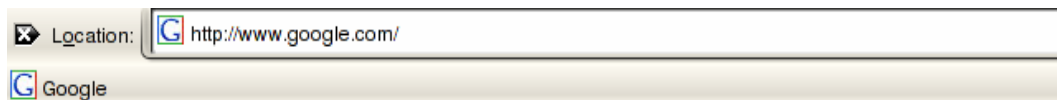
First, select the address bar by double clicking on it or pressing **Ctrl+L**. Then type the address that you would like to visit (e.g. <http://www.google.com/>). Press **Enter**.



2. To add a bookmark:

There are several ways to add a bookmark. One can either go to **Bookmarks** → **Add Bookmark**, or simply press **Ctrl+D**.

Another useful feature of *Konqueror Browser* is the **Personal Bookmark Toolbar** (similar to FireFox Browser).

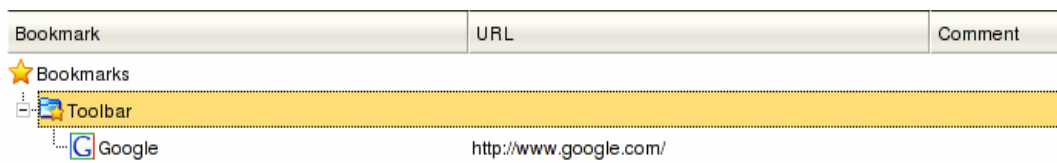


You can add bookmarks to the *Personal Bookmark Toolbar* by going to **Bookmarks** → **Toolbar** → **Add Bookmark**.



3. To manage bookmarks:

If you would like to delete, rename or change a bookmark, go to **Bookmarks** → **Edit bookmarks**. When the *Bookmark Manager* window opens, right click on the bookmark that you would like to modify and select the desired action (e.g. **Delete** or **Rename**).

Note how the *Personal Toolbar* has its own folder. You can manage its bookmarks by simply expanding this folder and following the same procedure as above.




4. To use tabbed browsing:

To open a link on the page you are currently viewing in a new tab, you can either right click on the link and choose **Open Link in New Tab** or simply middle click on it. You can also open a blank tab with the  icon or by pressing **Ctrl+T**, and then typing the web address that you would like to visit. Close tabs using the  icon.

5. To increase/decrease the font size:

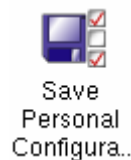
Simply go to **View → Increase (Decrease) Text Font**. Alternatively, you can use **Ctrl++** and **Ctrl+-**. Or, use the  Icons.

6. Printing:

To print go to **Location → Print**, or you can use the **Print**  icon, or simply press **Ctrl+P**. In the *Print dialog* window, make sure that the right printer is selected. For more information on how to set up your printer, please refer to the *Printer* (Section 8)

7. Please remember:

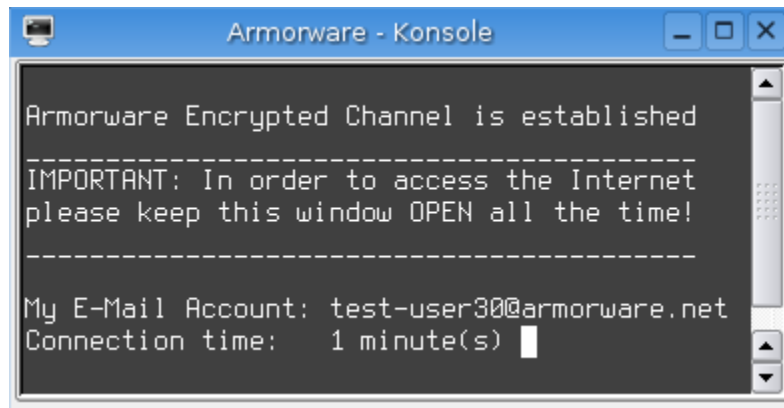
At the end of the working session, if you have made any modifications to the configuration of the browser (including bookmarks), you have to **SAVE** to the **USB Armorkey**. Simply click on the **Save Personal Configuration Files** icon on the desktop.



4. Email

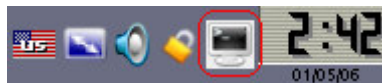
Prior to opening an email client, make sure that the **Secure Encrypted Channel** is established.

To verify that it was established, check if the following information window was displayed shortly after you have launched ArmorWare. This applies if you are using cable or open wireless networks to connect to the Internet.

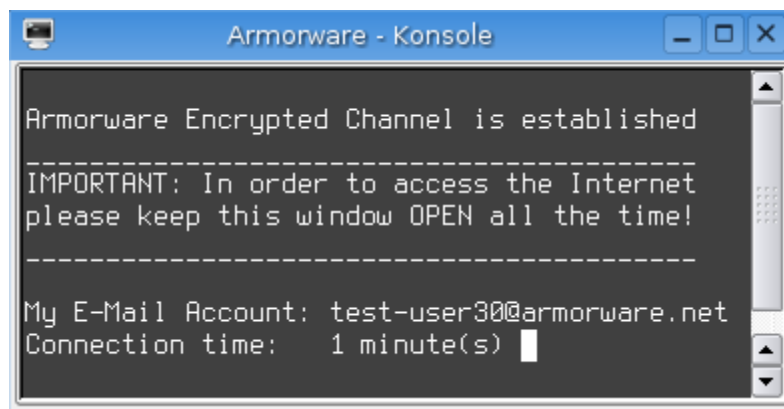


If you are using a DSL or dial-up connection, first launch the *DSL* tool or *KPPP dial-up* tool respectively. Connect to the ISP. After you have verified that the connection was successfully established, look for the information window.

Another way to see if the encrypted channel was established is to check for the **Encrypted Channel** icon in the bottom right corner of the screen, next to the clock.

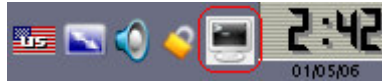


If you click on that icon, a window displaying your email account and other information will appear.



If this window is not displaying this kind of information, and is showing some errors, this means that ArmorWare could not establish the connection. Make sure that you have configured your Internet connection properly. Please refer to *Setting Up Your Internet Connection* (Section 2).

Never close this window. You can minimize it back to the corner of the display by simply clicking on the icon again.





This encrypted channel is a crucial part of the anonymous browsing. **If it is closed, Internet access will be unavailable.** To open it again, simply click on the **ArmorWare Secure Channel** icon on the desktop.






4.1.1 ===== ThunderBird =====





1. To send an email:

To create a new email message simply click on the **Write**  icon. Once the new window opens you can either type in the “**To:**” email address, or you can click the **Contacts**  button and choose the address from the *Address Book*. Then click on **Add to To:** button. For more information on the *Address Book* see the **Address Book** section (4.1.2).


Type in a subject line or leave it blank.

To attach a file to a message, simply click on the **Attach**  icon and navigate to the file that you would like to attach. For navigation you can use **Go up a level**  button or **Go to home**  button. Once the file is selected, click **Open**.

To send a message you can choose between **encrypted** or **unencrypted**. To send encrypted messages you must have the recipient’s public encryption key. The messages will be encrypted by default, provided that you have the encryption key.

To send an unencrypted message, either click on the  **Encrypt** icon (it will change color from green to gray), or click on the **OpenPGP**  icon and then uncheck the **Encrypt Message** box.

Remember that **if you do not have a public encryption key for the recipient, then you can only send them unencrypted messages**. For more information on how to add *public keys* see **Encryption** (Section 6).

When you are satisfied with the content of your message, press the **Send**  icon.


If you are sending an encrypted message with an attachment you will be prompted to choose one of 3 attachment encryption scenarios:

- ✓ Encrypt the message, but not an attachment
- ✓ Encrypt the message and the attachment separately
- ✓ Encrypt the message and the attachment as a whole


There is no essential difference between the second and third choice if you are sending this email to another ArmorWare user. You can choose either one.

If you are sending the email to a Windows or a Mac user, then you will have to check which method they prefer (PGP or MIME).

2. To receive email:

To read new mail, simply click on the **Get Mail**  icon. Once the new mail has been downloaded, click on it to open. If the message has been encrypted, then type in your pass phrase to read its decrypted content.

Here you have an option of letting Thunderbird remember your pass phrase for 5 minutes. We recommend keeping this checkmark there, since it is very convenient for browsing through messages without having to type your pass phrase every time. The only time you may want to remove the checkmark is when you are reading email in a crowded or public place (e.g. an Internet café,) and there is a chance that someone might read your emails if you leave your computer unsupervised for a brief time.




To read sent mail, expand your **Inbox** folder by clicking on the + sign  **Inbox** . Then click on the **Sent** folder and click on the desired message to open it. You might need to enter your pass phrase to be able to read it.

To save attachments, simply **right click** on it and choose **Save As**. Then navigate to where you would like to save it to and press **Save**. Or you can simply open it for previewing (depending on the file type).

3. To a create new folder:


If you would like to create a new folder for better organization of your emails, right click on **Inbox** → **New Folder**. To **move** messages to that folder simply drag them. To **copy** messages to the folder drag them while holding the **Ctrl** key.


4. To reply or forward an email:

Select the desired email and click on the **Reply**  or **Forward**  icon. The message will automatically be encrypted (provided that you have the recipient's public encryption key). You can also send unencrypted emails by clicking the **Encrypt**  icon so that it changes color from green to gray.

5. To delete an email:

You have two choices for removing an email: either move it to the **Trash** folder or actually **Delete** it. When you move the email to the trash folder you are just moving messages away from the *Inbox*. When you delete messages they are gone from the system completely.


To trash a message simply drag it to the **Trash** .

To delete a message just **right click on it** → **Delete Message**, press **Delete** or click the **Delete**  icon. To delete multiple files, use **Shift+Left Click** to select them and follow the same procedure.

6. To save a message:

Right Click on the message → **Save As**, or can go to **File** → **Save As**. Then, simply select the location where you would like to save to and press **Save**.

7. Printing:

To print go to **File** → **Print**, or use the **Print**  icon, or simply press **Ctrl+P**. In the *Print dialog* window, make sure that the right printer is selected. For more information on how to set up your printer, please refer to *Printing* (Section 8).

8. Please remember:

At the end of the working session you have to **SAVE** to the **USB Armorkey**, **otherwise you will lose all the settings that you might have changed**. To do this, simply click on **Save Personal Configuration Files** icon on the desktop.



4.1.2 ===== Thunderbird Address book =====

1. To open Address Book:

You can open *Address Book* from *Thunderbird* by going to **Tools → Address Book** or by clicking the **Address Book**  icon.

2. To add a new contact:

You can either use **New Card** icon, or you can go to **File → New → Address Book Card**, or simply press **Ctrl+N**.

In the *New Card* window fill in the desired fields. Notice that you can add up to 3 different *Phone Numbers*. Also you can add a *Home* and *Work Address* by clicking on the **Address** Tab.

There are other various details available in the **Other** tab. After you are finished click **OK**.

3. To edit or delete a contact:

If you would like to edit a contact you can either select the contact and press the **Properties** icon, or right click on the desired contact and choose **Properties**. If you would like to delete an unwanted contact, simply use the **Delete** icon or right click on it and choose **Delete**. Please be aware that the deletion process does not have a prompt. Therefore, if you accidentally press on the **Delete** icon you will be asked if you would really like to delete the contact. It will simply be deleted.

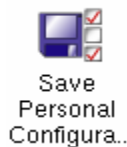
4. To print the Address Book:

If you would like to print a single card or the entire *Address Book*, go to **File → Print Card** or **Print Address Book**.

For more information on how to set up your printer, please refer to the *Printing* (Section 8)

5. Please remember:

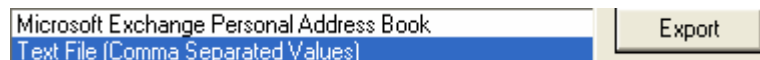
At the end of the working session you must **SAVE to the USB Armorkey**, otherwise you will lose the new contacts that you have created. To do this, simply click on **Save Personal Configuration Files** icon on the desktop.



4.1.3 Importing Contacts from MS Outlook Express to Thunderbird

Exporting the contacts from MS Outlook Express (Note that you must be operating in a Windows environment)

1. Open *Outlook Express*. Click **File** → **Export** → **Address Book**.
2. When *Address Book Export Tool* opens select **Text File** (Comma Separated Values).




3. Insert the USB *Armorkey* into your computer and wait until Windows recognizes it. Then, in the *Address Book Export Tool* click **Browse** and navigate to the *Armorkey*. Type in **addressbook** as the file name and save it by clicking **Save**. Then Click **Next**.
Note: You can save the file with any name anywhere on the *Armorkey*. Just make sure that you will be able to navigate to it later.
4. Once the next window has opened, select the following fields: **First Name**, **Last Name**, **Email Address**. You can optionally select **Nickname** and **Middle Name**. Make sure that all other fields are deselected. Press **Finish**.



Note: Currently *ArmorWare* does not support importing other fields (e.g. home/business address).

5. Once the address book has been exported successfully click **OK** and close the *Address Book Export Tool* by clicking **Close**.
6. Now that you have the text file with your address book on the USB *Armorkey* insert the *ArmorWare* CD and reboot your computer.

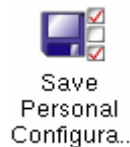
Importing the contacts to Thunderbird (Note that you must be operating in the ArmorWare environment)

1. Open *Thunderbird*. Go to **Tools → Address Book** or click on the **Address Book**  icon.
2. In the *Address Book* window, click **Tools → Import**.
3. When the *Import* window has opened, select **Address Books**. Click **Next**. Select the **Text file** and click **Next** again.

First, from the drop down **Files of Type** list select **Comma Separated** instead of **LDIF**. Then, browse to the USB *Armorkey* and select the file that you saved the Address Book to (i.e. addressbook.csv). Click **OK**.

For more information on how to browse to your *Armorkey*, refer to **Navigating the File System** (Section 5).

4. Now use the **Move Up** and **Move Down** buttons to match the address book fields on the left to the correct data for import on the right. Uncheck the items you do not want to import. Use **Next** and **Previous** to go through all the import contacts.
5. When you are notified that the addresses were successfully imported, click **Finish**. Once you are back in the *Address Book* window, notice that the imported address book appears in the list of address books on the left. Also notice that you can drag and drop the contacts between the two address books.
6. At this stage the contacts have been imported into your *Thunderbird Address Book* and are ready to be used in emails. The most important step is to **SAVE** to the **USB Armorkey**, otherwise you will lose all the newly imported contacts. To do this, simply click on the **Save Personal Configuration Files** icon on the desktop.



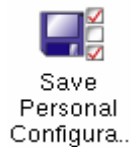
4.1.4 **Importing Other Email Accounts to Thunderbird**

If you would like to set up Thunderbird for checking your other email (such as your Yahoo! Email address, for example), then follow these instructions:

1. Open *Thunderbird*. Go to **Edit** → **Account Settings**. Then click on **Add Account**.
2. Select **Email Account**. Click **Next**.
3. Type in your **Name** (this will be your display name; it doesn't have to be your real name) and **Email Address**. Click **Next**.
4. Select the type of server (POP or IMAP) and the name of the incoming server (usually it would be of the form "mail.xxxxxx.xxx"). If you are not sure what this is, please contact the email provider to find out. Click **Next**.
5. Type in your email username (not ArmorWare username) and click **Next**. If you are not sure what this is, please contact the email provider to find that out. (Usually the email username would be "bob" if your email is "bob@xxxxxx.xxx")
6. Give a name to the account. (I.e. My Yahoo, or My Comcast...). Click **Next**.
7. Once you are satisfied with the settings click **Finish**.


At this point your new email account will be shown in Account Settings window on the left side, next to the existing ArmorWare account. You can add as many emails as you wish. However, remember that all these emails are being stored on your *Armorkey*, thus reducing it's free space.

At this point the new email account(s) have been created in your *Thunderbird Account Settings* and are ready to be checked of new messages. The most important step is to **SAVE** to the **USB Armorkey**, otherwise you will lose all the newly created account(s). To do this, simply click on the **Save Personal Configuration Files** icon on the desktop.



5. Navigating the File System and Shredding

1. Show Desktop icon:

The **Show Desktop** icon is analogous to the *Windows Show Desktop*  icon. If you click on it, it will minimize all the currently opened windows and give you instant access to the **Desktop**.

2. To check the system name of the Armorkey:

By default the USB **Armorkey** is named **sda1**. Depending on your computer configuration it might be named **sdb1**, **sdcl**... If you look on your desktop you will see a **Hard Disk [sd*1]** icon. Where * stands for **a,b** or **c**...



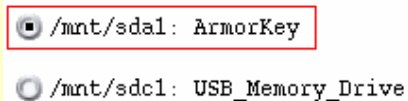
Whenever you need to save to your *Armorkey*, simply save it to **sd*1**.



A shortcut to checking the name of the *Armorkey* would be to click on **Save Personal Configurations Files** icon on the desktop. Then, in the newly opened window check, which line has **Armorkey** listed after it. Everything written before *ArmorKey* would be the path to the *Armorkey*. The characters written after **/mnt/** would be the name of the *Armorkey*.

Note that other USB devices, such as other USB memory drives or hard drives, would have **USB_Memory_Drive** written after them.

After you are done checking click **Cancel** to close the *Save ArmorWare configuration files* window.



3. Using multiple USB Memory Drives:

If you are using more than one USB Memory Drive, make sure that you attach them **after** *ArmorWare* has fully loaded. Additional USB Memory Drives will

have their names assigned in alphabetical order according to **sdb1**, **sdc1**, **sdd1**...

When you are done using the particular USB drive, right click on its icon and then click on **Unmount**. After the device has successfully unmounted, remove it from your computer USB port.

4. Navigating the file system:

To navigate the file system click on the **USB Armorkey**. Usually it is labeled **sda1**, but it might be different. Please refer to the section above.



This will open the *Konqueror Explorer* window, which is similar to the *MS Windows File Explorer*. When the *Konqueror Explorer* window is open you can use the **Up**, **Back** and **Forward** as you would in *Windows Explorer*. The **Up** button will move you to a directory above.

The **root directory** is similar to the drive **C:/** in Windows. This is the “highest” directory (i.e. you can not go any higher in the hierarchy). To view what is in the root directory, simply click the **Up** button until it says **file:/** in the *Location bar*.

To see the *Desktop* files, go to **/ramdisk/home/knoppix/Desktop** (this is the path from the root directory).

To navigate to the **USB Armorkey** from the root directory, simply click on **/mnt**, then click on the **sd*1**. Where * can be **a,b,c**... To check the name of your *Aarmorkey* refer to the section above.

5. Shredding:

To **Shred** a file, simply drag the file onto the **Shredder** icon on the *Desktop*.



Note that shredding does not work on folders. To **shred a folder** you must **shred the contents of the folder first**, and then **trash** the folder. To **Trash** a folder, simply drag it onto the **Trash** icon.



6. Encryption



6.1 EnigMail

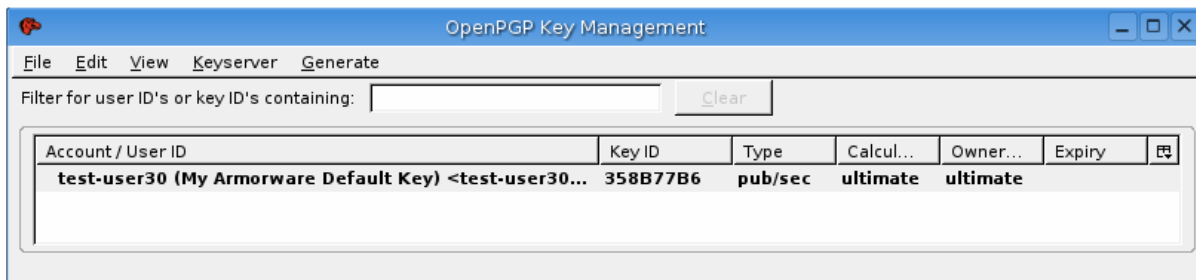
EnigMail is part of the Thunderbird Mail client. The following section assumes that you have opened the Thunderbird Mail client.

1. To clear saved pass phrase:

When you first open an encrypted email in Thunderbird, at the pass phrase prompt, you can choose to let Thunderbird remember your pass phrase for 5 minutes. We suggest leaving that feature on as it of great convenience. However, if you are in a crowded environment, such as an Internet café, then you should not leave your encrypted emails unprotected if you are absent for a couple of minutes. Before leaving, you can tell Thunderbird to clear your pass phrase from its memory before 5 minutes pass.

To clear your pass phrase from Thunderbird, go to **Enigmail → Clear Saved Pass phrase**. Now each time you click on an encrypted message you will be prompted for your pass phrase.

The following subsections will relate to Enigmail's *OpenPGP Key Management* window. To open the *OpenPGP Key Management* window go to **Enigmail → OpenPGP Key Management**.



2. To export your public key:

To export your public keys you have 4 choices:

- ✓ Export to a file
- ✓ Copy to a clipboard
- ✓ Insert in directly into an email message
- ✓ Upload to a key server (you must be connected to the Internet)

Exporting the keys to a file will give you an opportunity to email the encryption keys as an attachment, or you can transfer the encryption keys through the USB *Armorkey*. To do this, **right click** on your keys and select **Export Keys to File**.

When you are prompted to include the secret key, press **No**, since you do not want people to know your private encryption key. Then choose a path to where you would like to save the file and click **Save**.

Copying keys to clipboard will allow you to paste the key into a document or put it on your website. To do this, **right click** on your keys and select **Copy Public Keys to Clipboard** so you can paste it wherever you choose.

Inserting the keys into an email is a very fast and convenient way to share your keys via email. Simply open a new Thunderbird email message and then go to **Enigmail** → **Insert Public Key**. Select the key that you would like to insert and click **OK**.

Uploading to the key server is a very convenient way to share your public keys with other ArmorWare users. **ArmorWare key server** is a database of users and their public keys that is available online. If one ArmorWare user uploads his/her public key to our key server, then any other ArmorWare user would be able to download that user's keys without having to contact them. In the *OpenPGP Key Management* window, select the key that you want to upload. **Right click** on it and select **Upload Public Keys to Keyserver**. In the *Select Keyserver* window click **OK**.

Please note that you must be connected to the Internet in order to upload your keys.

3. To import an encryption key:

To import someone's encryption key you have 4 choices:

- ✓ Import key from a file
- ✓ Import key for clipboard
- ✓ Import key directly from an email message
- ✓ Import from a key server

Import a key from a file if you were given a file with someone's public key. Make sure that that file has the **.asc** extension. In *OpenPGP Key Management* window, go to **File** → **Import Keys from File**. Then navigate to the file with the keys and click **Open**. After you have confirmed the keys were successfully imported, click **OK**.

Import a key from clipboard if you have found someone's key on a website, for example. Make sure that you have copied all the text between:

-----BEGIN PGP PUBLIC KEY BLOCK-----

-----END PGP PUBLIC KEY BLOCK-----

Then, in the *OpenPGP Key Management* window, go to **Edit → Import Keys from Clipboard**. After you have confirmed the keys were successfully imported, click **OK**.

Import a key directly from an email message if you have received an email with someone's key directly in the body of that email. In Thunderbird, select that email message and go to **Enigmail → Sender's Key → Import Public Key**.

Import a key from a key server if you would like to quickly and easily get a public key from another ArmorWare user. ArmorWare key server is a database of users and their public keys available online. Therefore if one ArmorWare user uploads their public key to our key server, then any other ArmorWare user would be able to download that user's keys without contacting them.

To do this, in the *OpenPGP Key Management* window, go to **Keyserver → Search for Keys**. In the newly opened window type the username of the person that you would like to contact. Remember that the username is of the form **aw******, where **** is a four digit number. Once the necessary key has been found, make sure that you put a checkmark next to it and click on **OK**.

Please note that you must be connected to the Internet in order to download keys from a key server.

4. To sign a key:

'Signing a key' is required to ensure that the key you have imported is really the recipient's key and not an impostor's. Usually you would call the person to quickly verify that the key is really his or hers. To sign a key, simply **Right click on it → Sign key**. In the next window specify the kind of checking you have done and click **OK**. You will be prompted to enter your pass phrase. Once you have done this, the key is ready to be used.

5. To generate new key pair:

If you forget your pass phrase, you will need to delete the current key and generate a new one. Select a key that you want to delete and **right click** on it. Select **Delete Key**.

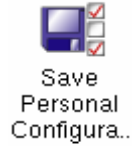
Please note that Armor Technologies cannot help you restore your key in the event that you have forgotten your pass phrase or accidentally deleted your key. **You must generate a new key!** All data encrypted with the lost key will be lost as well, since there will be no way to decrypt it.

The next step is to generate a new key. In *OpenPGP Key Management* window go to **Generate → New Key Pair**. In the *Generate OpenPGP Key* window type in your new passphrase two times. You can check the box next to **Key does not expire**. Most importantly, select the **key size** that you would like to use. We recommend using the highest standard (4096-bit). Then press **Generate Key**.

When you are prompted to create a revocation certificate, navigate to USB *Armorkey* and click **Save**. This file will be required if your key becomes compromised or lost again.

6. Please remember:


At the end of the working session you have to **SAVE** to the USB *Armorkey*, **otherwise you will lose all new keys that you might have imported or generated.** To do this, simply click on the **Save Personal Configuration Files** icon on the desktop.



7. **Armorvault**

Armorvault is an encrypted folder on your *Armorkey*. It is useful when you want to save sensitive files on your *Armorkey*. This will provide another level of security for your sensitive data in case you lose your USB *Armorkey*.

1. **Running Armorvault for the first time:**

Double click on the **Armorvault**  icon on the desktop. Since you are running it for the first time you will be prompted to create a password for encryption. Make sure that it is at least 8 characters long, although we suggest 20 or more. Also, make sure it is meaningless and contains upper/lower case, digits and special characters.

Creating effective passwords:

There are many articles and recommendations already available on the Internet to help you create an effective password.

The following sources are good starting points to learn more:

<http://world.std.com/~reinhold/diceware.html>

<http://www.ephesus.com/Encryption/Passphrase.html>


<http://www.gnupg.org/>

Make sure that the password you create is not too hard to remember. If you forget this password, all the files in your *Armorvault* will be lost.

If *Armorvault* was successfully created, you will see an information window. Click **OK**. Then you will see a new *Armorvault - Konqueror* window. This is the encrypted folder. Now you can drag and drop files there to have them encrypted and stored.

2. **Opening ArmorVault subsequent times:**

To re-open *Armorvault*, simply double click on the *Armorvault* icon. You will be prompted for your password. After you have successfully entered your password you will see a new *Armorvault - Konqueror* window. This is the encrypted folder. Now you can drag and drop files here to have them encrypted and stored.

After you are done storing files in *Armorvault* you can click on the  icon in the top right corner of the *Armorvault* to close it. **Please note that simply closing the *ArmorVault* window will not lock *Armorvault*.** Refer to the section below for instructions on how to lock *Armorvault*..

3. Locking Armorvault:

You should lock *Armorvault* once you are done using *Armorvault*, or you want to leave your computer for some time. If anyone else tries to open *Armorvault* they will be prompted for a password.

To lock *Armorvault* simply **right click** on the *Armorvault* icon and go to **Actions** → **Unmount** *Armorvault*. All the open *Armorvault* windows will be closed and *Armorvault* will lock.

4. If you have forgotten your password:

If you have forgotten your password, **it is impossible to recover the files stored in your** *Armorvault*. The only thing that can be done is to destroy this *Armorvault* and create a new one.

If you see the “*Please verify your password and try again*” warning displayed and you have tried all possible password combinations that you could have used to encrypt *Armorvault*, contact our support department at support@ArmorWare.com for instructions on how to recreate an *Armorvault*.

5. Remote Armorvault :



This service allows customers to have their own *Armorvault* on a remote *Armor* server. Customers can store much larger amounts of encrypted data and they do not have to worry that they will lose all their sensitive files if they lose their *Armorkey*. All the data will get encrypted with your keys before being sent to our server.

The usage of the *Remote Armorvault* is very similar to that of the *Armorvault*. Simply dragging and dropping will move/copy files to it. The first time you start the *Remote Armorvault* you will be asked to create a password. At this point please use the same passphrase as you were using at the time of initialization.

If you would like to change *Remote Armorvault*'s password please use the password changing utility located at **K Menu** → **Settings** → **Change Password**.

8. Printing

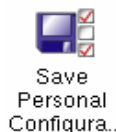
8.1 **Setting up a printer**

1. Click on **K**  icon found in the bottom left corner of the desktop, then click on **Settings → Printing Manager**.
2. In the *Configure Printers* Window click on the **Add**  → **Add Printer/Class**. Once Printer Wizard appears click **Next**. Select **Local Printer**.
3. Next, select the port number for your printer. If you have a **USB** printer, then select a **USB** port. If you have a **Parallel** printer, select the **Parallel** port. Click **Next**.
4. Select the **manufacturer** and the **model** of your printer. If your printer is not on this list, then it may not be compatible with ArmorWare 2.1. Alternatively, try using another printer model from the same manufacturer. Select a model that is as close as possible to your printer (e.g. the two adjacent models to your printer - one above, one below the place where your printer should be in the list). For example, if you have an HP LaserJet 3040, try the drivers for LaserJet 3050 or LaserJet 3030. Click **Next**.
5. In the *Driver Selection* Window choose a **driver** that is marked [**recommended**]. Click **Next**.
6. Click on **Test** to check if the test page will print. If it does print, then click **Next** to continue.

If it does not print, click **Back** twice to go back to the printer models screen. Select a different printer model from the list. Repeat the procedure until you have tried both adjacent printer models.

If the printer still does not work, please contact us for alternate solution.

7. Press **Next** three more times to reach the *General Information* Window. Make sure that you type in the **Name** for you printer.
8. Click **Next** and **Finish**. Now your printer is ready to be used. The most important step is to **SAVE** the configurations to the **USB ArmorKey**, **otherwise you will lose the setup for the newly created printer**. To do this, simply click on the **Save Personal Configuration Files** icon on the desktop.



9. Documents Support

9.1 Microsoft Office documents

ArmorWare comes with an Office-like application suite called *OpenOffice*. *OpenOffice* handles all the popular Microsoft Office documents. Simply go to **K Menu → Office → OpenOffice.org** and then launch the appropriate application according to this table:

MS Office Application	OpenOffice Application
MS Word	OpenOffice.org Writer
MS Excel	OpenOffice.org Calc
MS PowerPoint	OpenOffice.org Impress
Paint	OpenOffice.org Draw

If you would like to open a file using any of the above application, then **first** launch the application, and then go to **File → Open** and navigate to that file.

9.2 Adobe PDF documents

ArmorWare comes with a reader for PDF documents. If you would like to view a .pdf document, simply double click on it. Or, you can go to **Office → Adobe Reader**.

9.3 Other types of documents

If you would like to:

- View a picture stored in .jpg, .bmp, or .gif format, you can do so by launching the *KView*. *KView* is located in **K Menu → Multimedia → Graphics → KView**.
- Listen to an audio clip you can launch the *JuK* player located in **K Menu → Multimedia → JuK**. *JuK* supports all the popular music formats.
- View a video clip you can launch the *XMMS* player located in **Menu → Multimedia → XMMS**. *XMMS* supports all the popular music formats.

9.4 Calculator

If you need to use a calculator, please launch the *KCalc*, located in **K Menu → Office → KCalc**. *KCalc* performs all of the simple calculations. If you would like to invoke the scientific functions open *KCalc* and go to **Settings**.