hcGUI Wallet—User Operation Manual

A User guide to the HC Wallet.

1. Installation

- hcGUI is a cross-platform GUI program used when operating HC;

- Currently, hcGUI can run on *Windows, Linux, and macOS.*

- hcGUI is available at: https://github.com/HcashOrg/hcGUI/releases

macOS, Ubuntu (14.04 or later) or Debian users:

- Users using a macOS, Ubuntu (14.04 or later) or the latest version of Debian do not require any dependencies.

Fedora or similar Linux users:

- If you are using Fedora or a similar Linux release version, and see the following error: error while loading shared libraries: libXss.so.1

- Then you'll need to install the *libXScrnSaver* package; On Fedora you can install this with the following command:

- sudo dnf -y install libXScrnSaver

LINUX USERS:

- Download and extract the compressed file:

- tar -xvzf hcGUI-X.X.X.tar.gz

- Then run:

- ./hcGUI

Note: When starting hcGUI, Hcd and hcwallet will also be initiated.

MACOS USERS:

- Double-click the .dmg file and drag the .app file to your application folder.

- Then double-click hcGUI.app to open the program.

WINDOWS USERS:

- Download and run the *HcGui.Setup.2.0.0.exe* program. After this a hcGUI shortcut will be created on your desktop and start menu.

- Double-click this shortcut to run the program.

2. Graphic Interface

How to create a wallet:

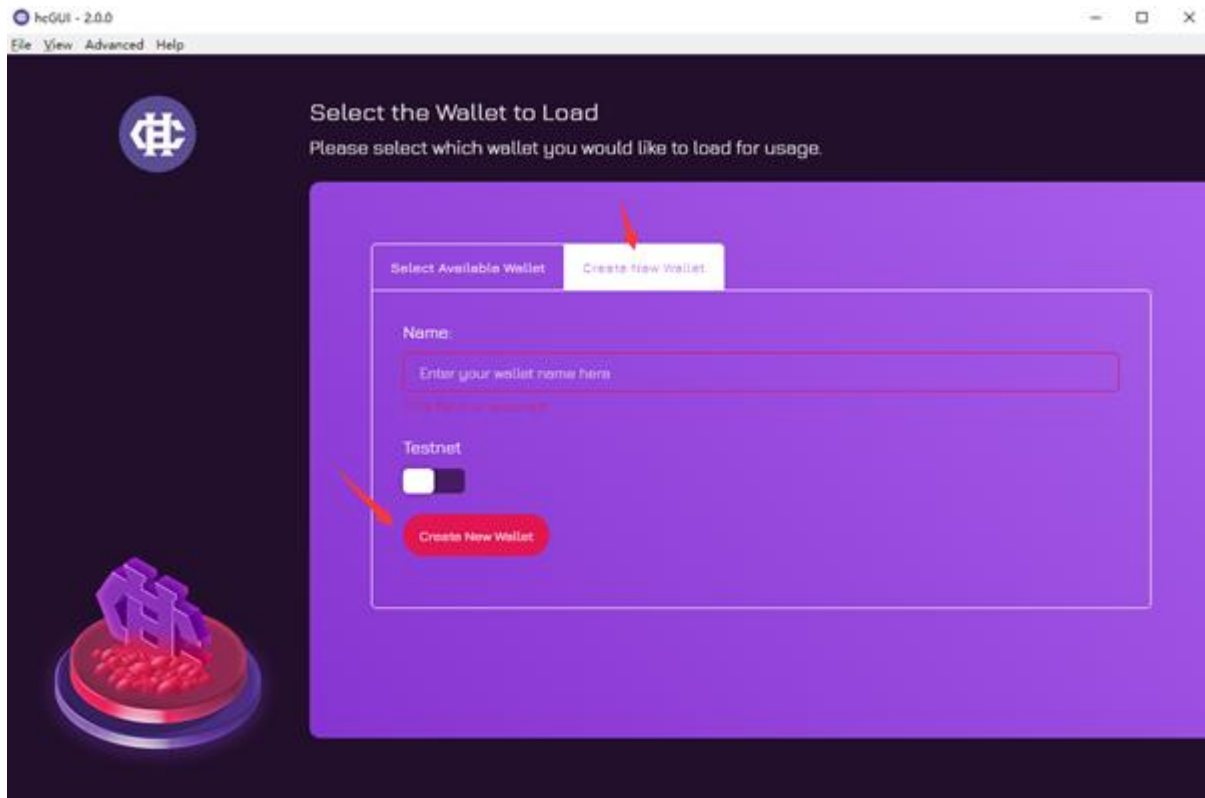After launching the program, a graphical interface will appear; this interface should appear as shown in Figure 2.1.

Figure 2.1

- From here, enter a **username** in the '**Name**' section.

- When the wallet is opened, the '**Testnet**' option will be set as default, please note that this Testnet setting is to be used for testing only (**do not transfer tokens to a testnet wallet)**. We do encourage users to first use the wallet with this feature and become familiar with its operation.

- When users feel ready, click the button and switch to the MainNet setting.

- After these steps, click '**Create New Wallet**' to create a new wallet;

After this you'll be asked to either create a new wallet with a new wallet seed or with an existing wallet seed.

- A **Wallet Seed** contains the wallet's master private key. If an encrypted password or wallet is lost, it's data can only be recovered through a **Wallet Seed**.

- Thus, this **Wallet Seed** must be backed-up and stored in a safe place by the user.

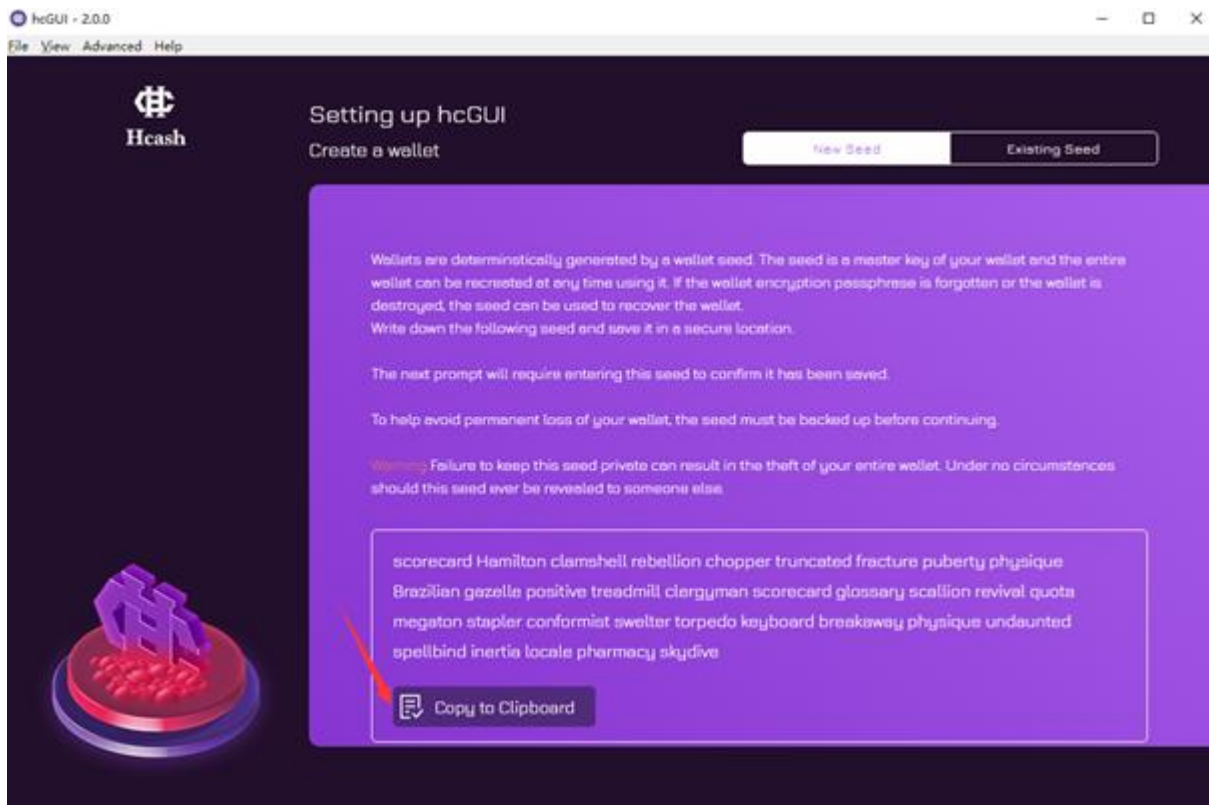- If a **Wallet Seed** is leaked or exposed, your HC tokens are at high risk of being stolen.
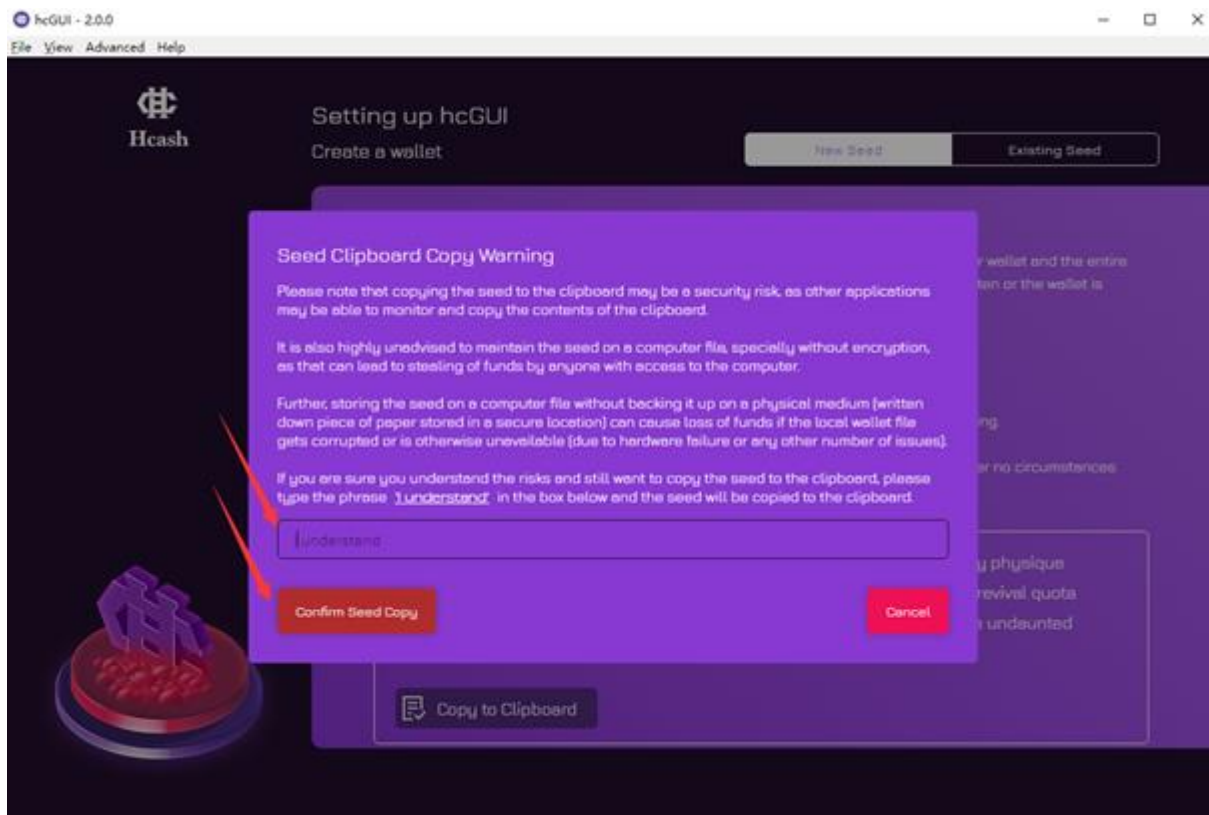
Figure 2.2

Figure 2.3

- To save a Wallet seed, click the '**Copy to Clipboard**' button (shown in Figure 2.2), enter the phrase '**I understand**' (shown in Figure 2.3), click '**Confirm Seed Copy**', and then save and store this information in a secure place.
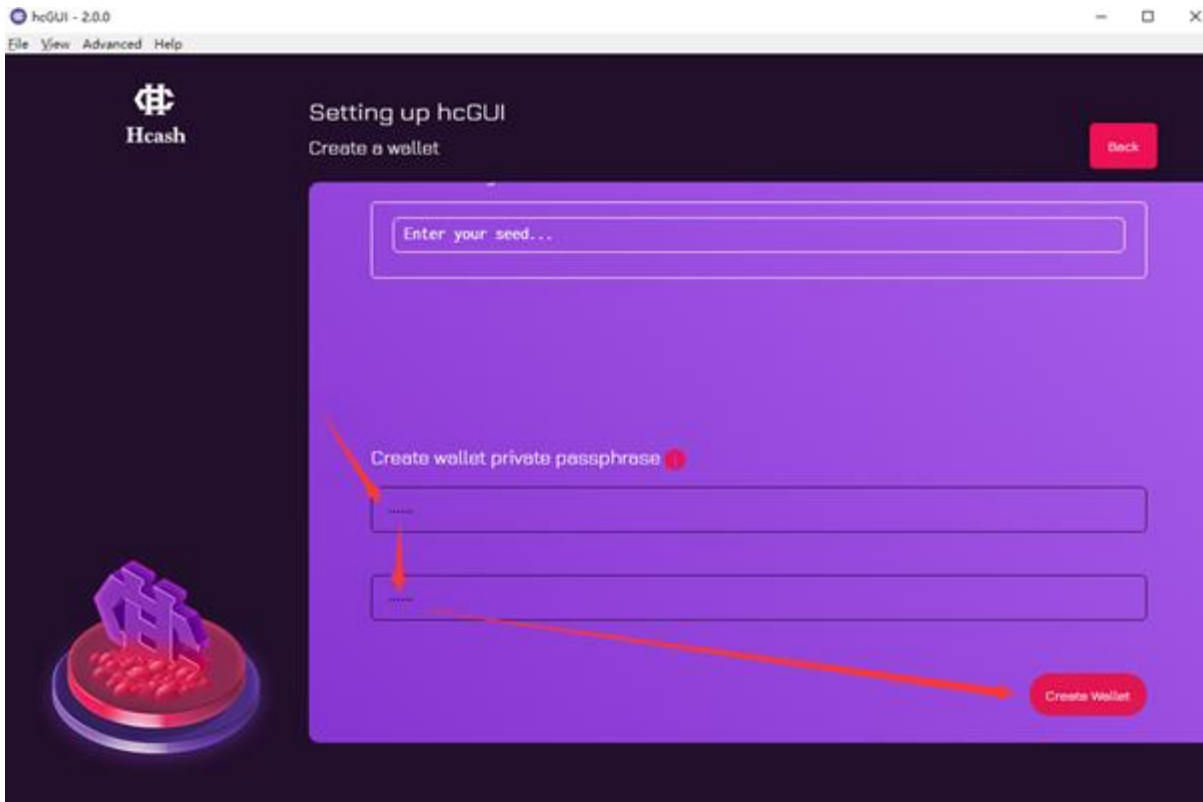

Figure 2.4

After this, click '**Continue**' and you'll be directed to a page that resembles Figure 2.4.

- Here you'll be asked to create a new wallet passphrase.

- Enter your new password in both boxes under the section '**Create wallet private passphrase**' and click '**Create Wallet**'.

- From here, the wallet will begin generating. Please note that it may take several minutes to load HC blockchain data (as shown in Figure 2.5).
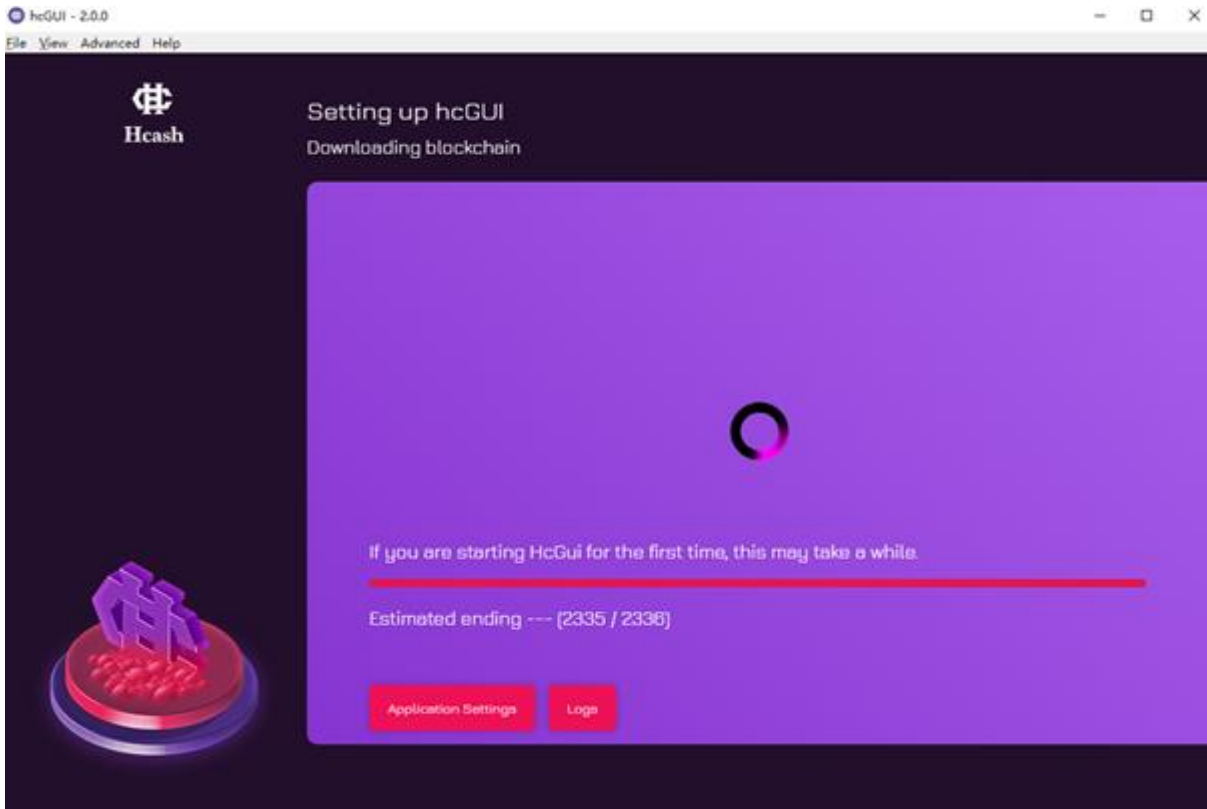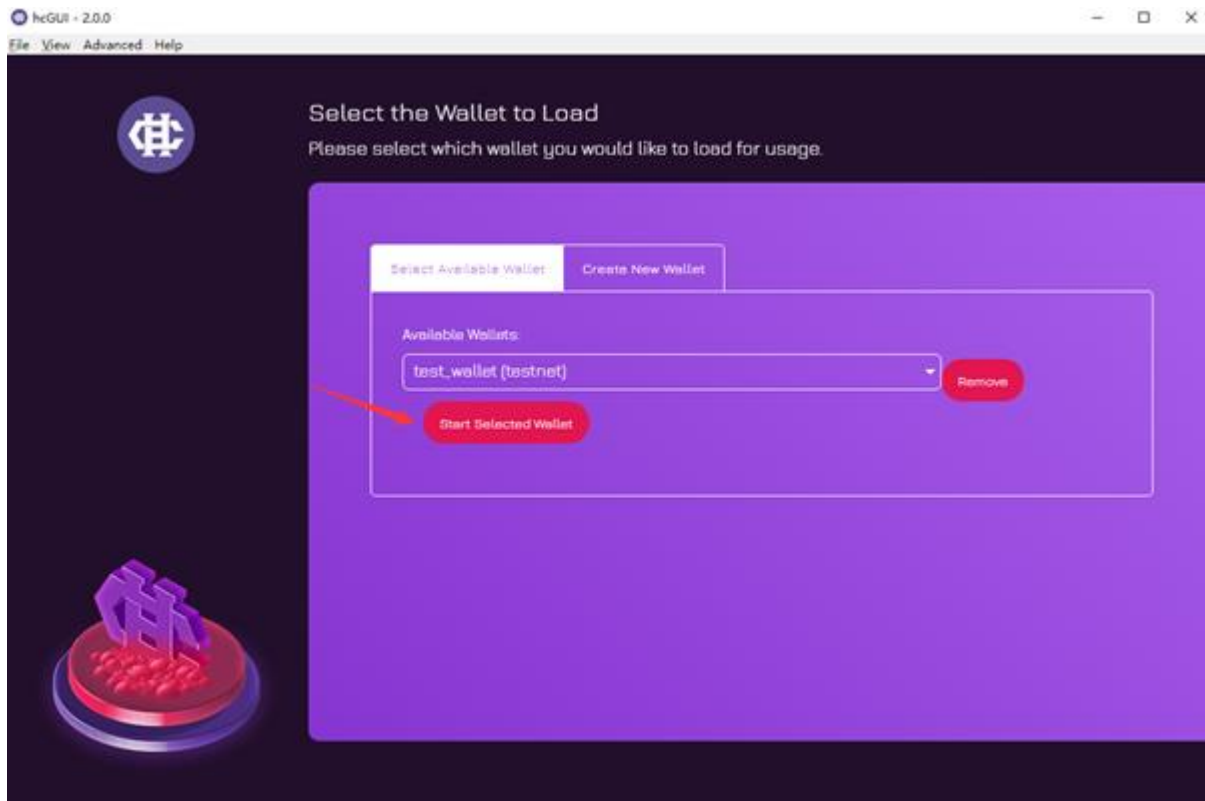

Figure 2.5

3. Wallet Operation

Figure 3.0

To begin using the wallet, click '**Start Selected Wallet**', and follow the password (private passphrase) prompts.
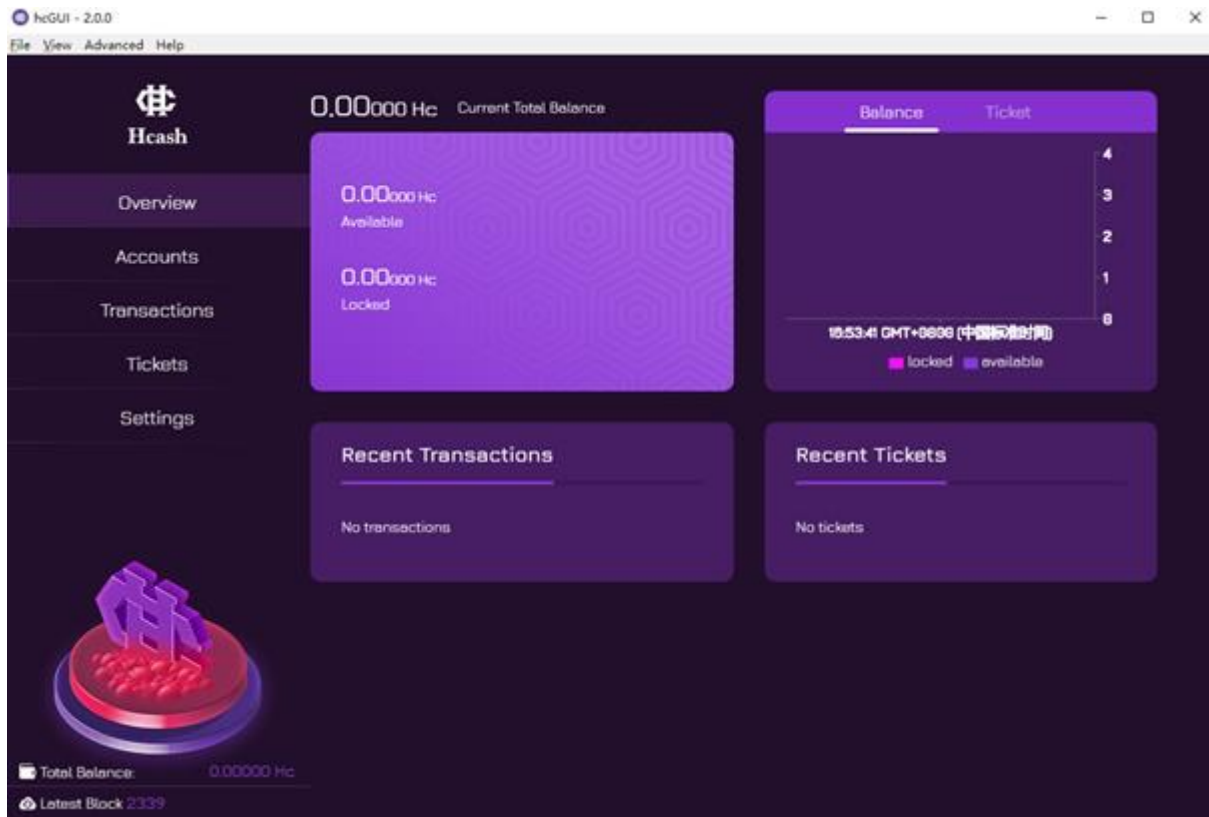
Figure 3.1

- As shown in figure 3.1, **'Current Total Balance'** shows a user's current total balance (the number of tokens available to be used in the HC network);

- The '**Ticket'** section on the right side shows the number of tickets; and

- **'Recent Transactions'** shows a history of transactions made by the user
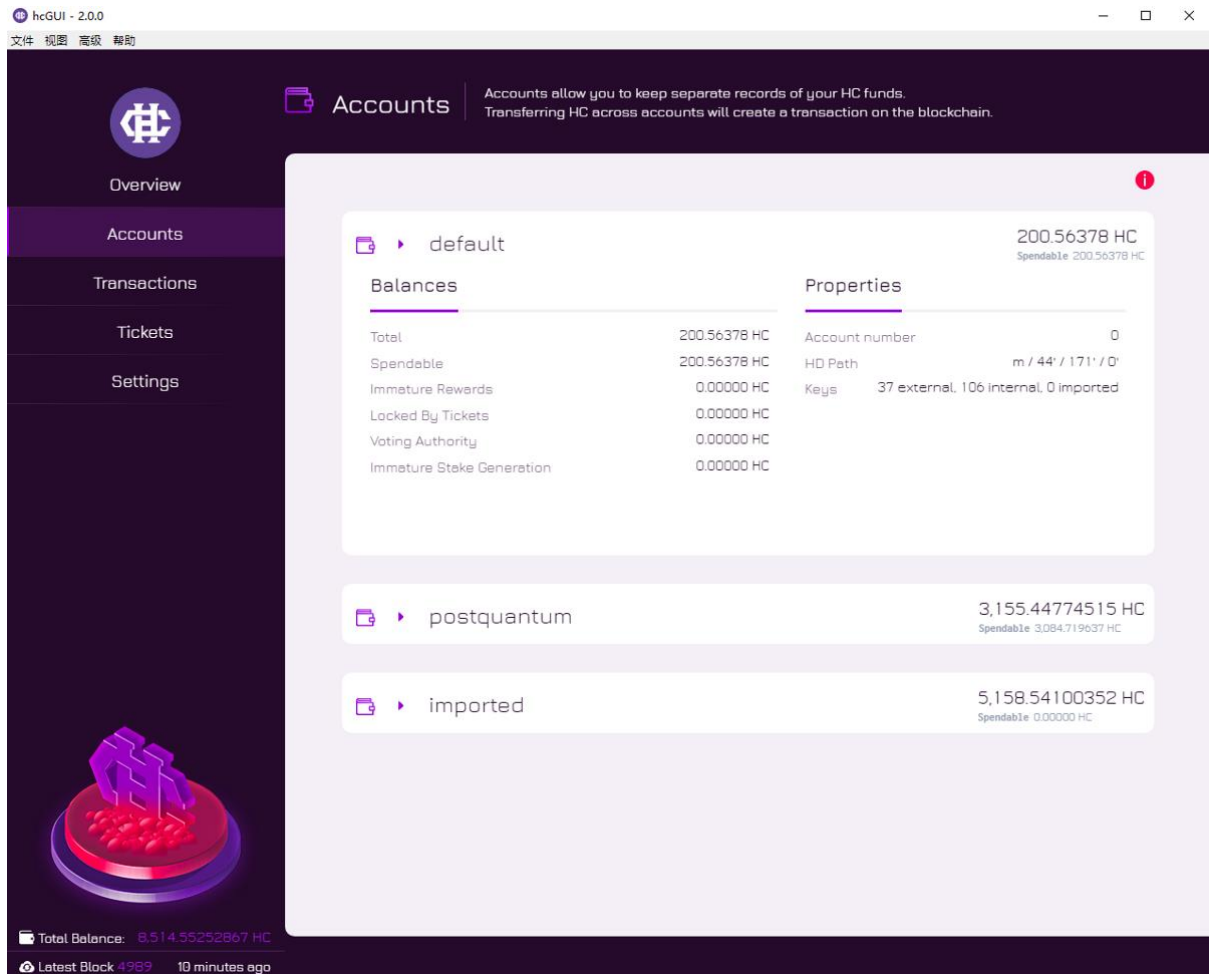
Figure 3.2

Figure 3.2 shows that each wallet has 3 accounts, labelled: **Default**, **Postquantum** and **Imported**;

- A Default account is the default account used in the wallet;

- A Postquantum account is generated by a post-quantum signature algorithm.

- An Imported account is any account imported by a user. In the future we will **create another tutorial for how to import accounts**.

- The numbers on the right side of each account shows the number of coins the user owns.

- The exclamation point shown above these accounts indicates the number of tickets purchased.

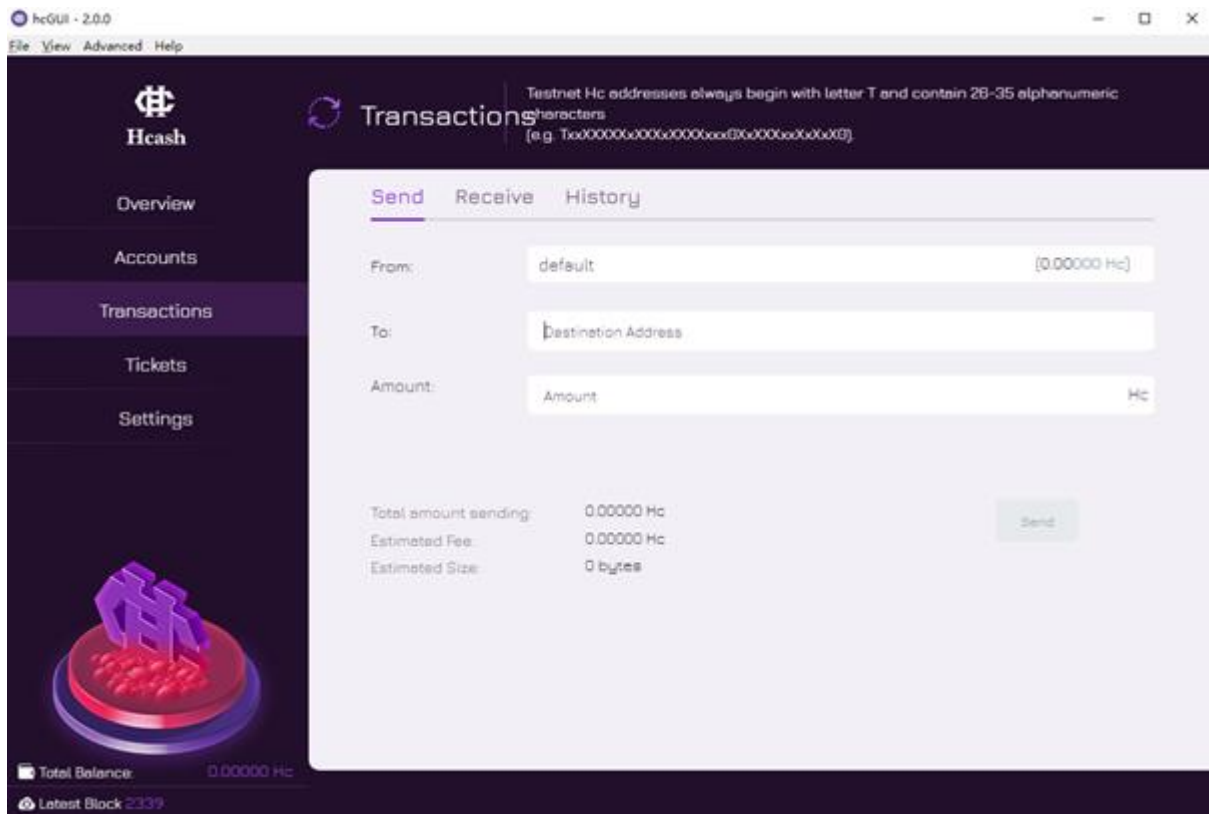- The word '**Spendable**' indicates the number of tokens currently available for use.

Figure 3.3

Figure 3.3 illustrates how to send tokens to a destination address;

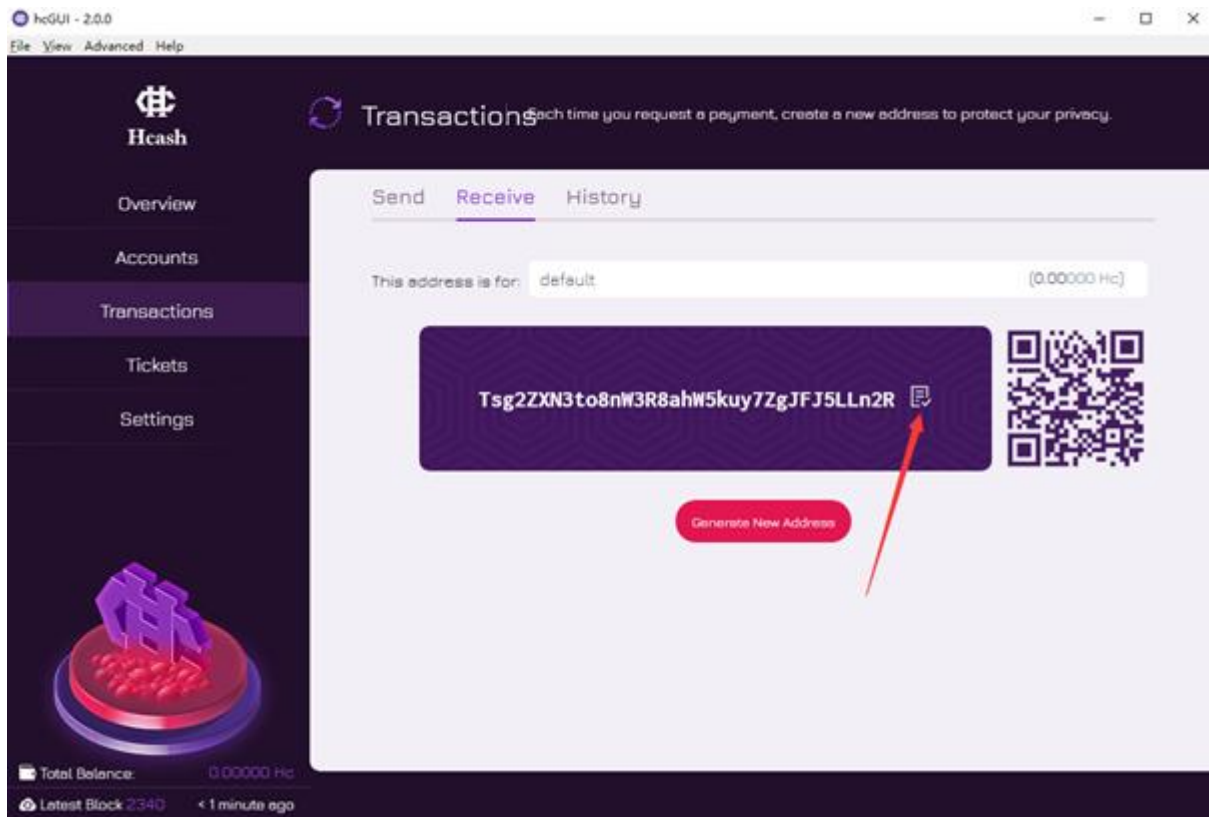- The destination address is an address which receives tokens (HC).

Figure 3.4

Figure 3.4 illustrates how to create a receiving address.

- There will be a default address displayed on the interface when you click the '**Receive'** tab. If you'd like to generate a new address, you can do so by clicking '**Generate New Address'**.

- To copy this address, share it with senders and use it to receive tokens, click the button appearing next to the address (shown in Figure 3.4); this will copy your new address and allow you to paste it to senders.
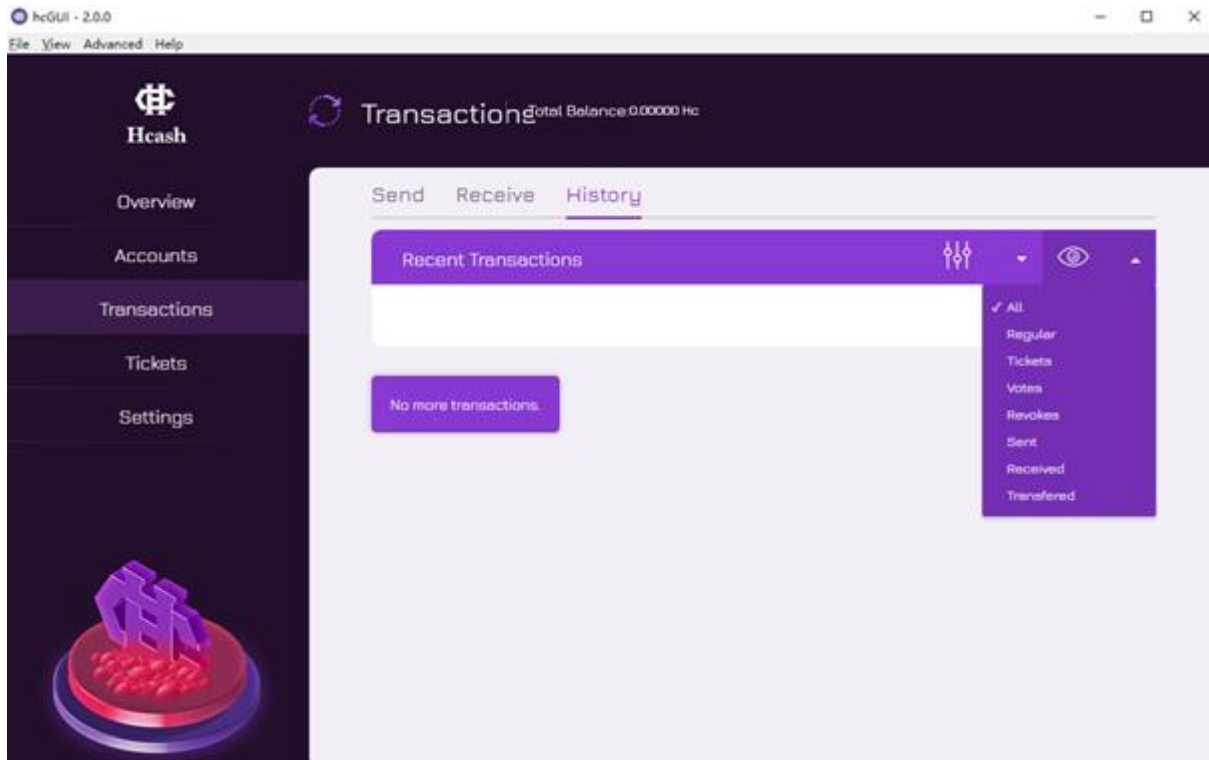
Figure 3.5

Figure 3.5 shows the history of a user's transactions.

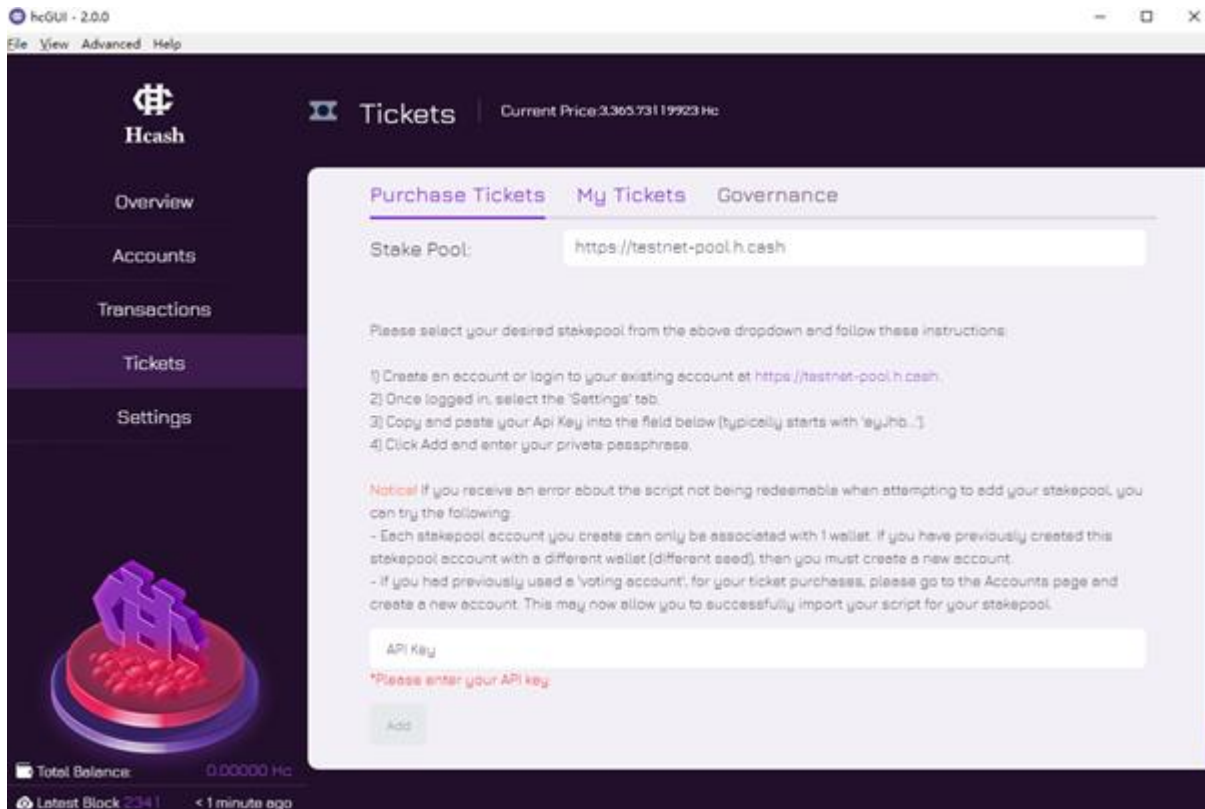- Users can choose to display different types of historical transactions for better organisation.

Figure 3.6

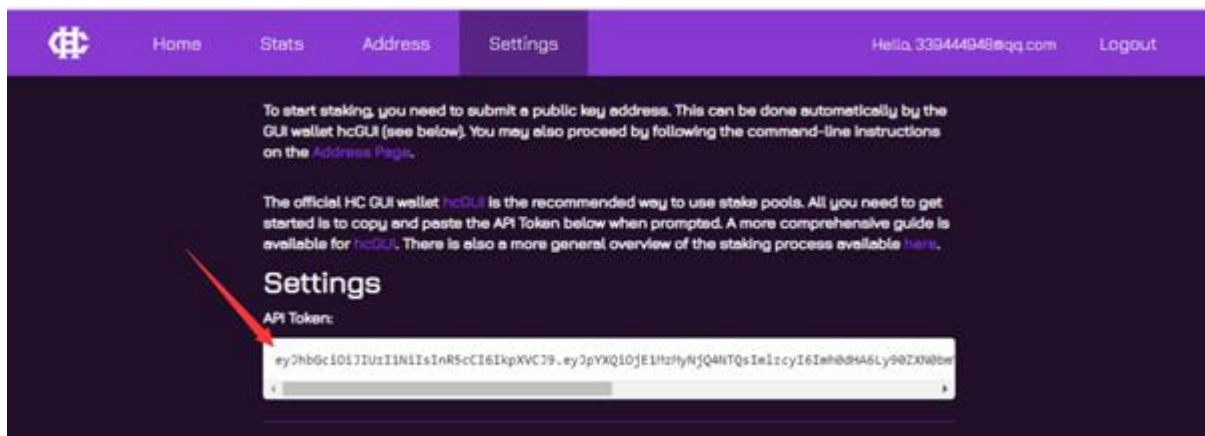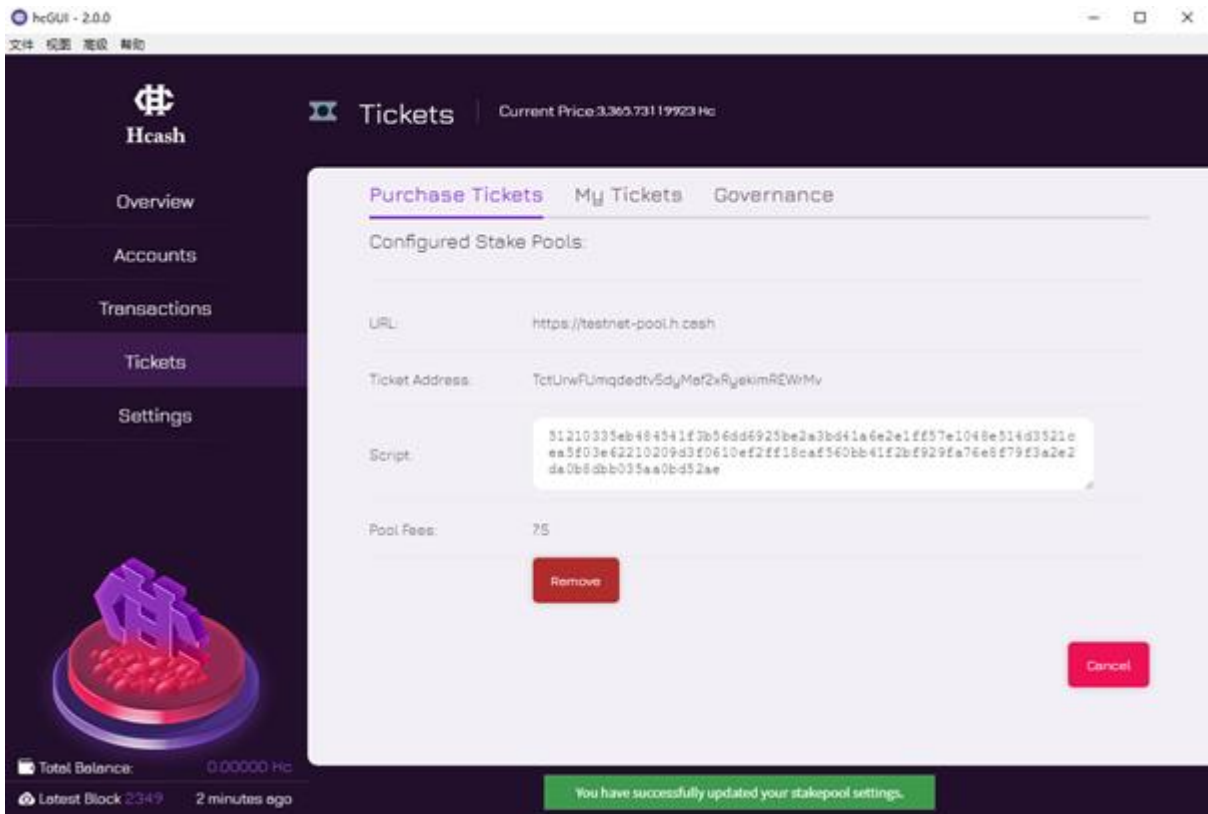Figure 3.6 shows the '**Tickets**' related function
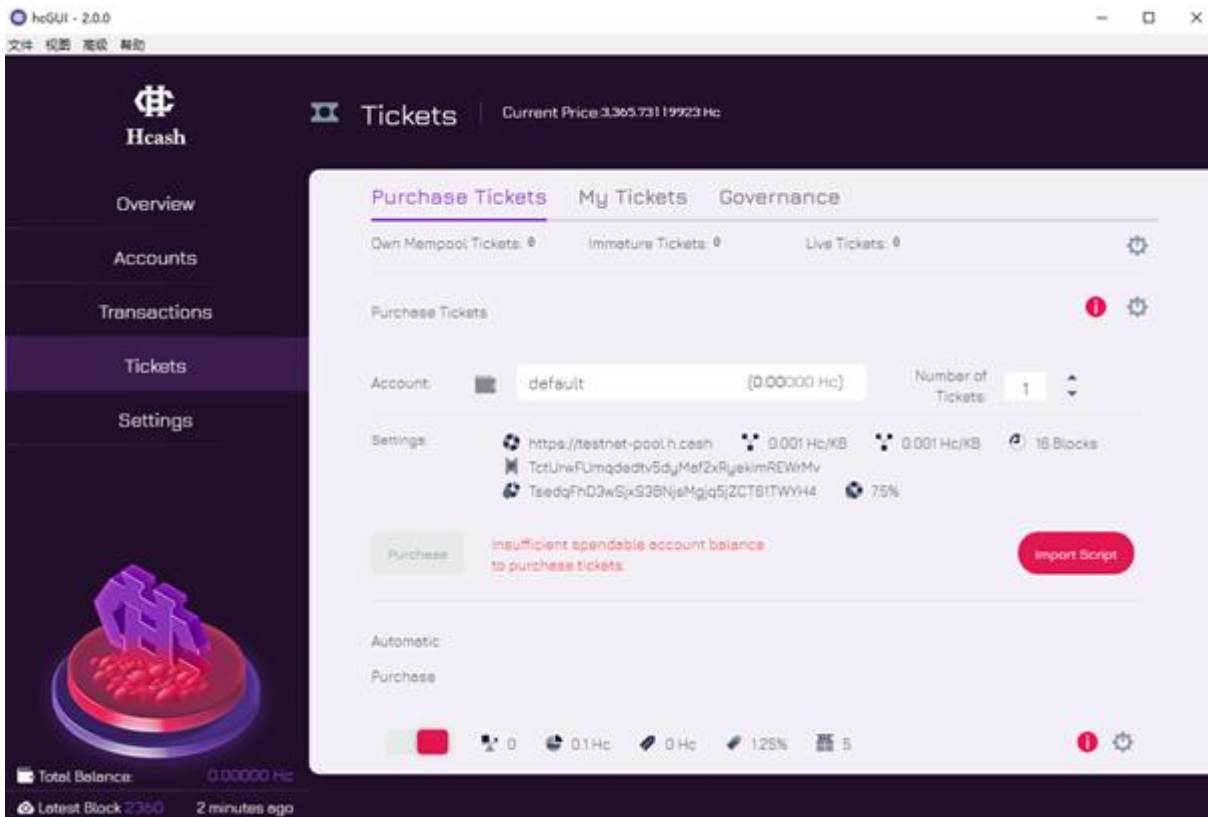

Figure 3.7

Figure 3.8

Figure 3.9

According to the '**Stake Pool**' prompt in Figure 3.6, users will first need to register an account at: testnet-pool.h.cash, verify their email address, login to the website, copy the newly generated API Token (seen below in Figure 3.7) from the website, copy that into the '**API Key**' input box in the wallet (seen in Figure 3.6), click '**Add**' and then enter their passphrase. After this, you will be directed to the interface page that resembles Figure 3.8 (seen below). Later, in further tutorials, you will be shown how to set up an automatic ticket purchase script (as shown below in Figure 3.9).
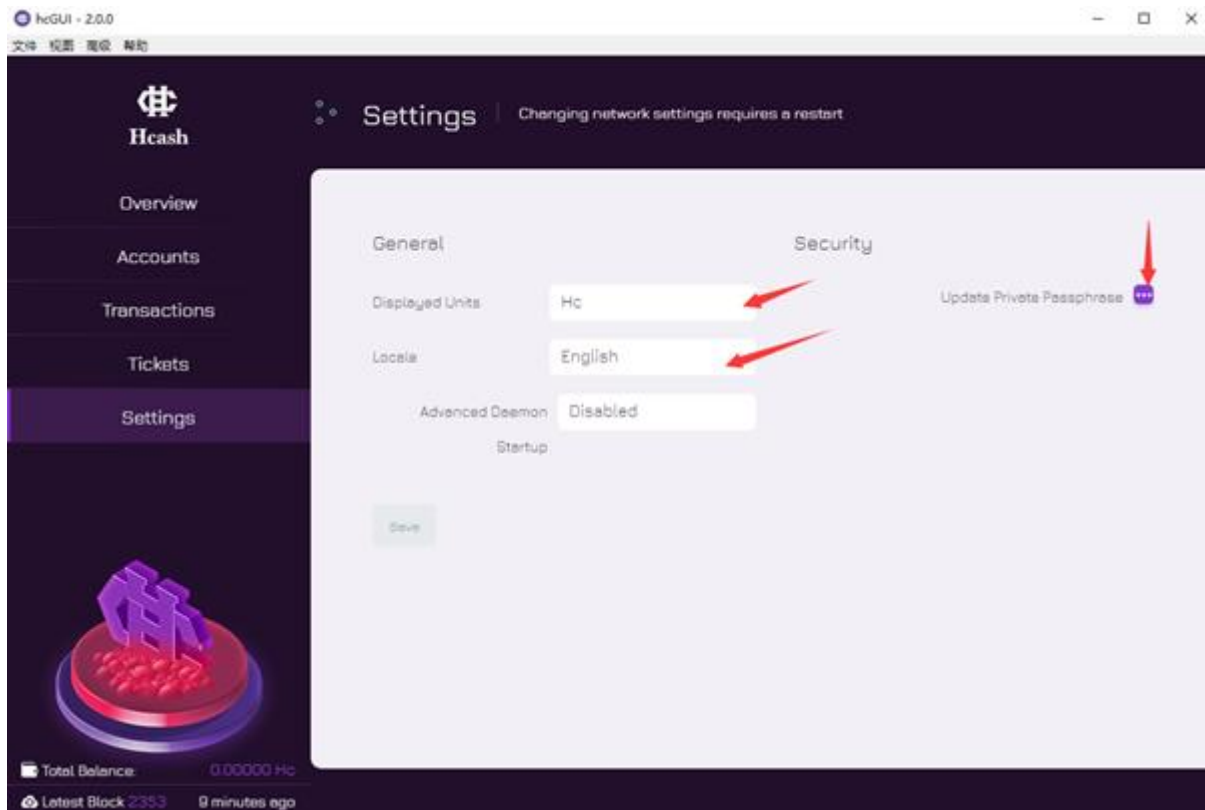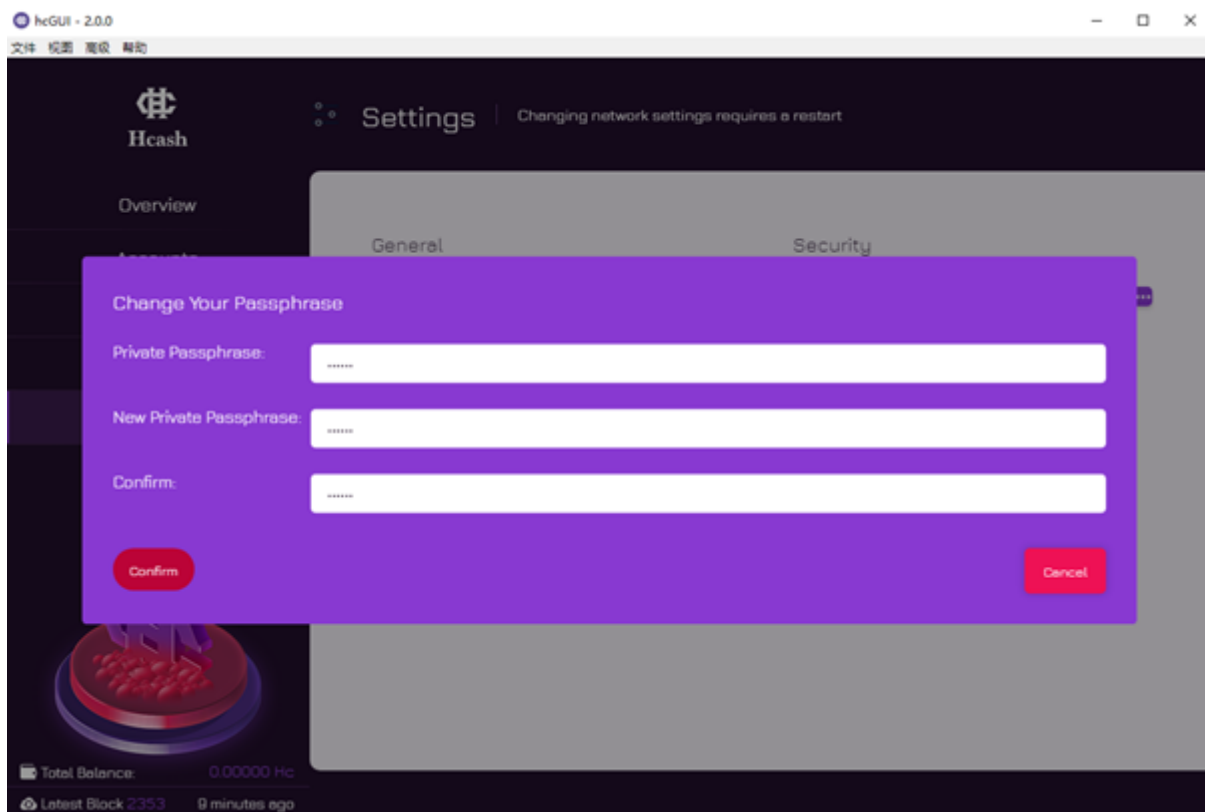
4. Settings Configuration

Figure 4.1

Figure 4.2

As shown in Figure 4.1, users can set the type of token display
unit and switch languages. Users can also change their
password by first clicking the '**Update Private
Passphrase'** button on the right of the screen, second by
entering in relevant information in the popup box (as shown in
Figure 4.2) and third by clicking Confirm.