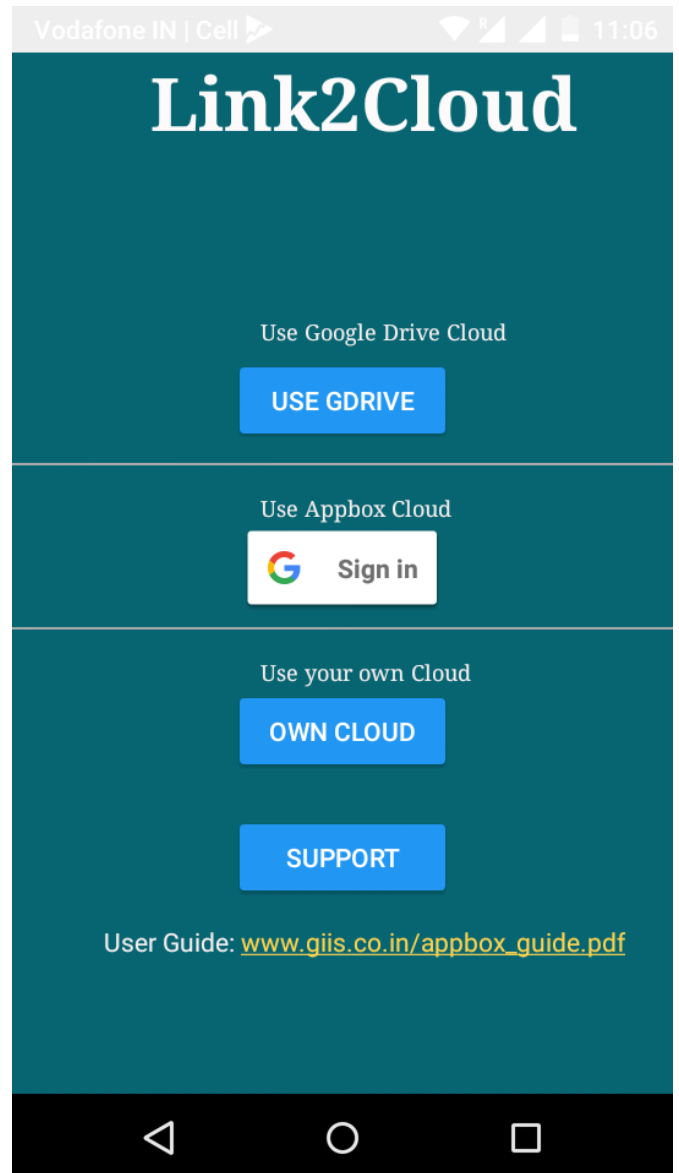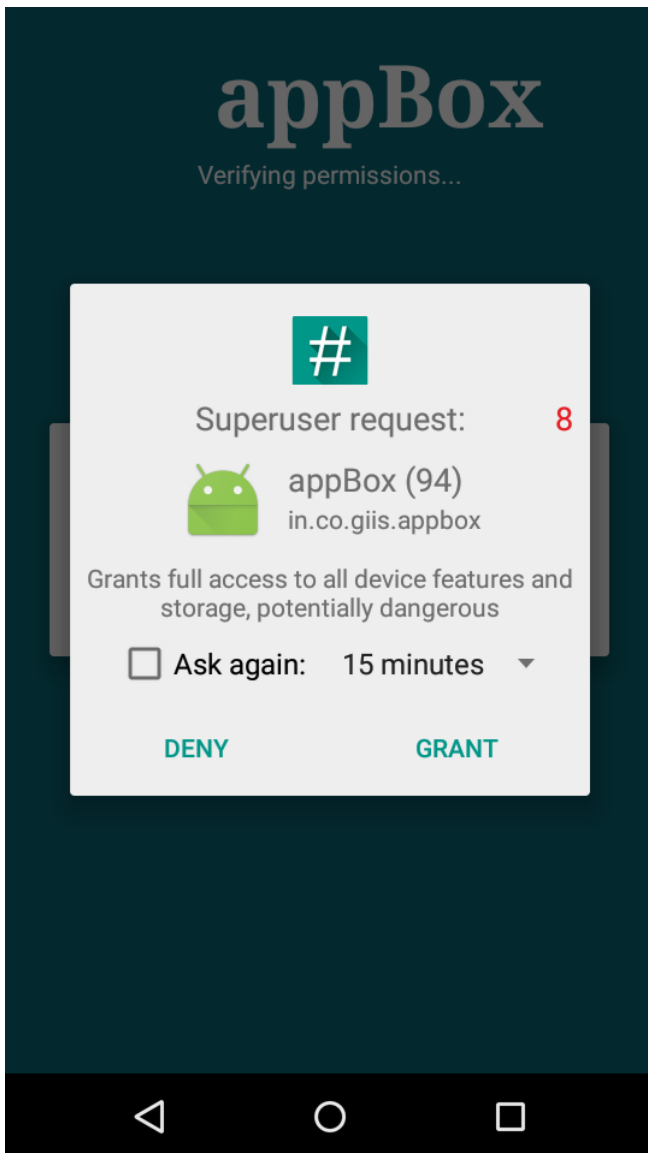# Link2Cloud User Guide
- Lakshmipathi.G <hello@giis.co.in>

When you first open the **Link2Cloud** with Su permission - it will greet with two (1.a,1.b) screens like:
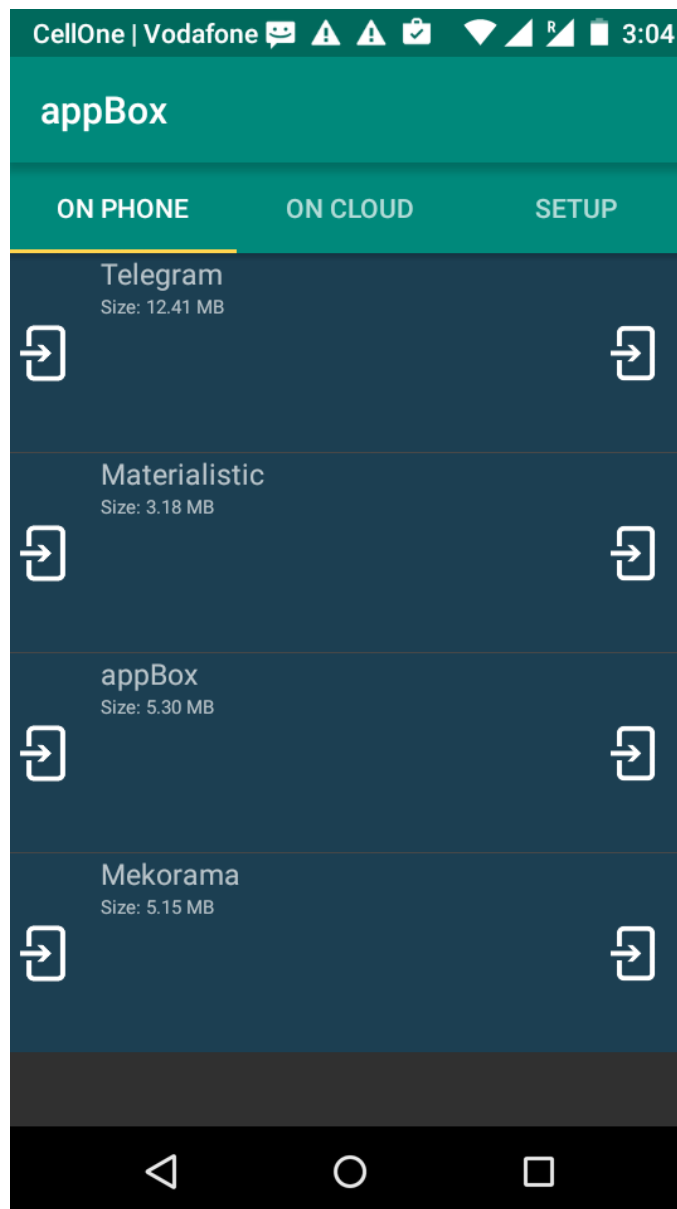
Link2Cloud previously called as '**appBox**', if you see appBox in screenshot assume it as **Link2Cloud**.

Use **GDRIVE** option allows you to Upload apps to **Google Drive** and later run it. (Its new feature,but pretty straight forward to use. Always **wait for a minute before and after** your upload apps).

Next it shows option to **Login with Gmail** to access *Link2Cloud Cloud* or Continue without login if you like to use *your own Cloud* using Linux or Mac.
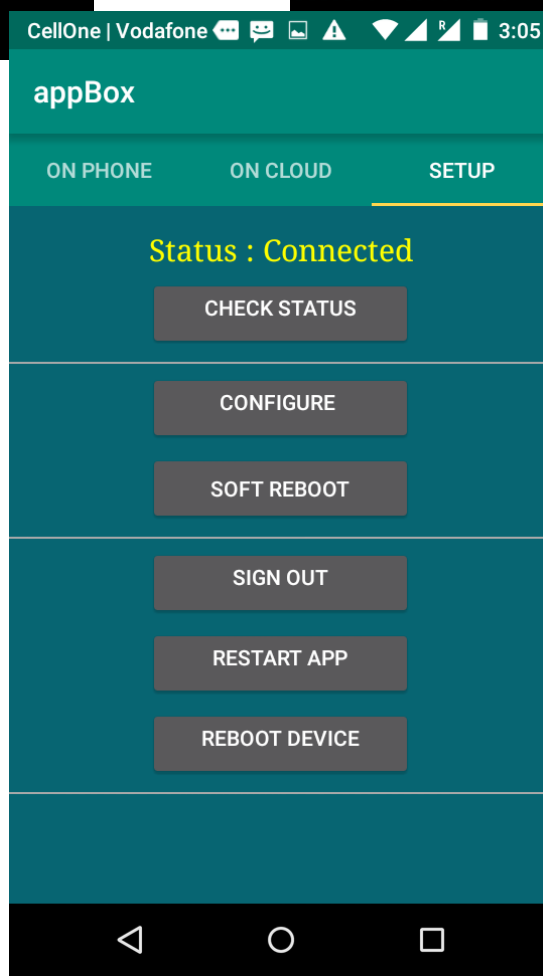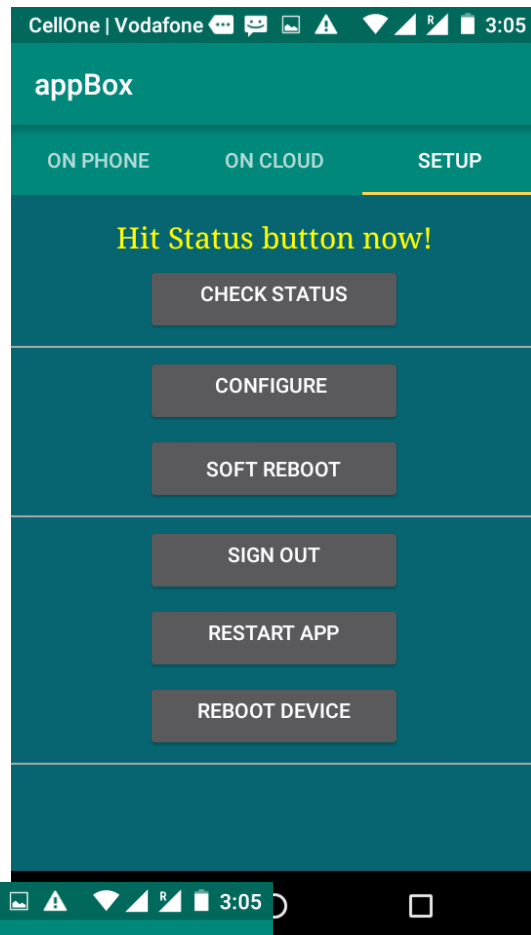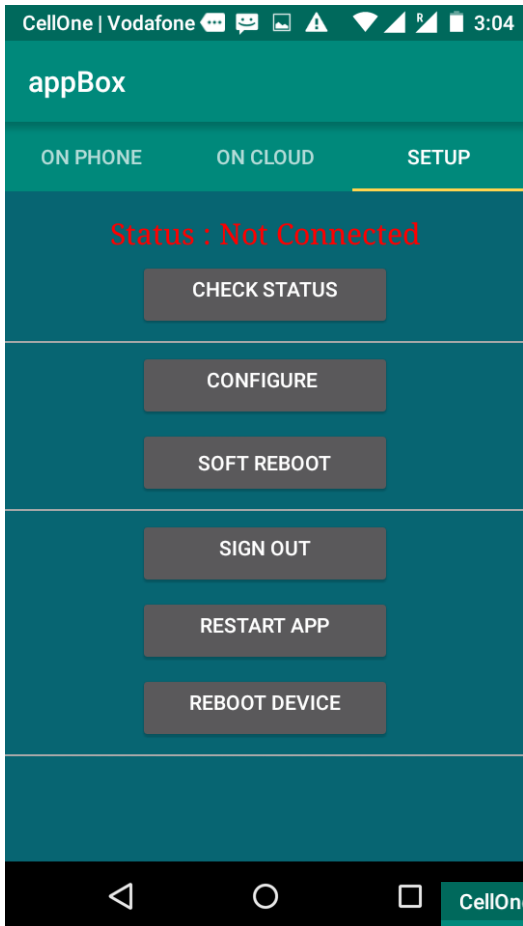
Link2Cloud Cloud:

When you **Login with Gmail** you will see three tabs namely "On Phone", "On Cloud" and "Setup".
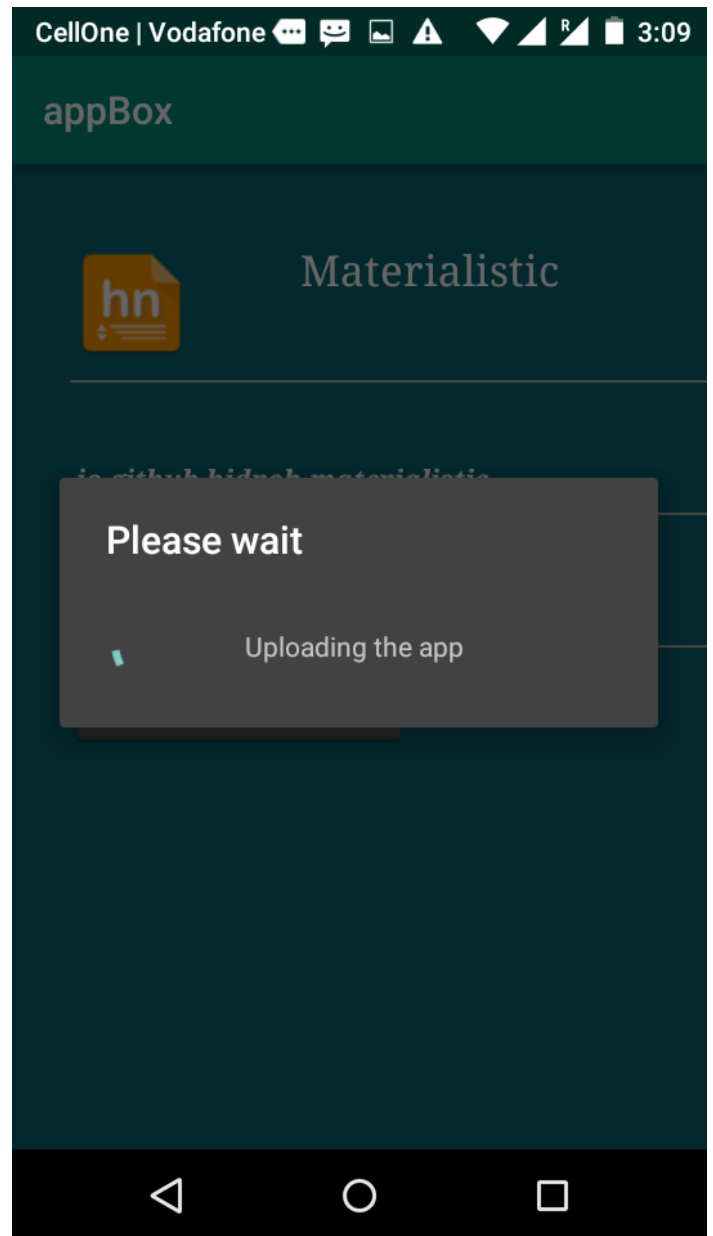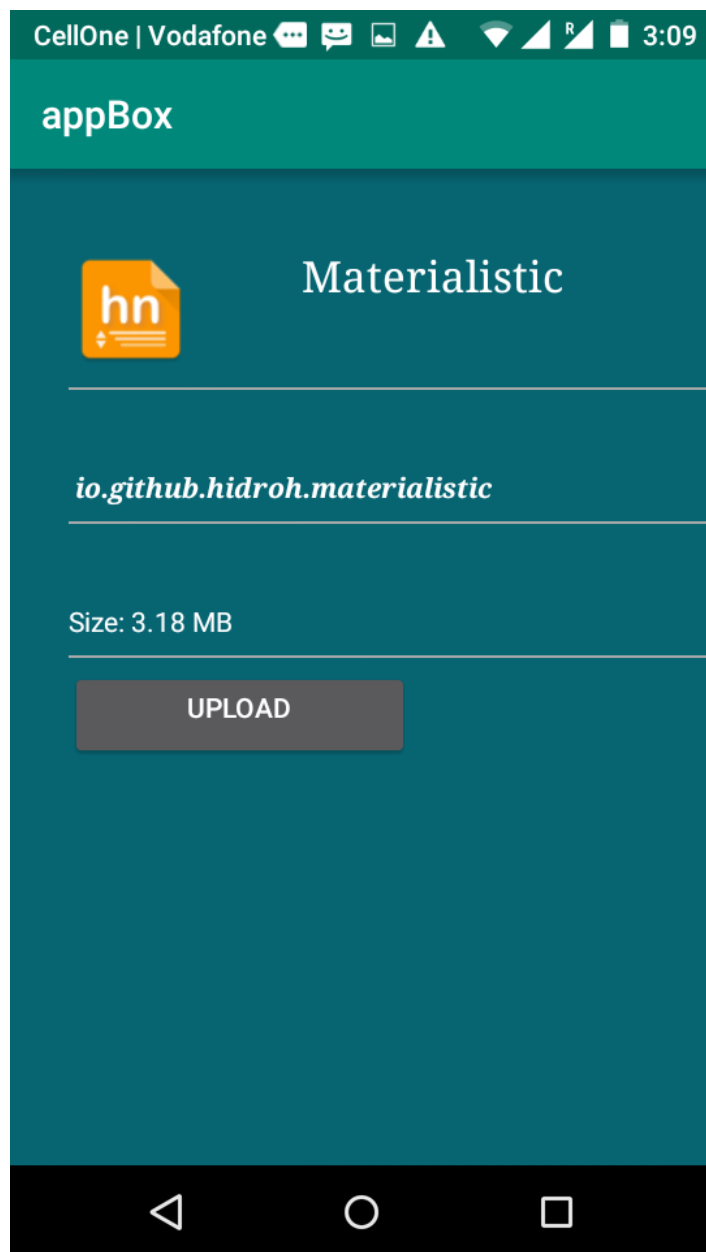

As you guessed "On Phone" will list available apps on your mobile. First thing you **must** do is goto "Setup" -> "Check Status" it will display status as *"Status : Not Connected"* . (3.a)
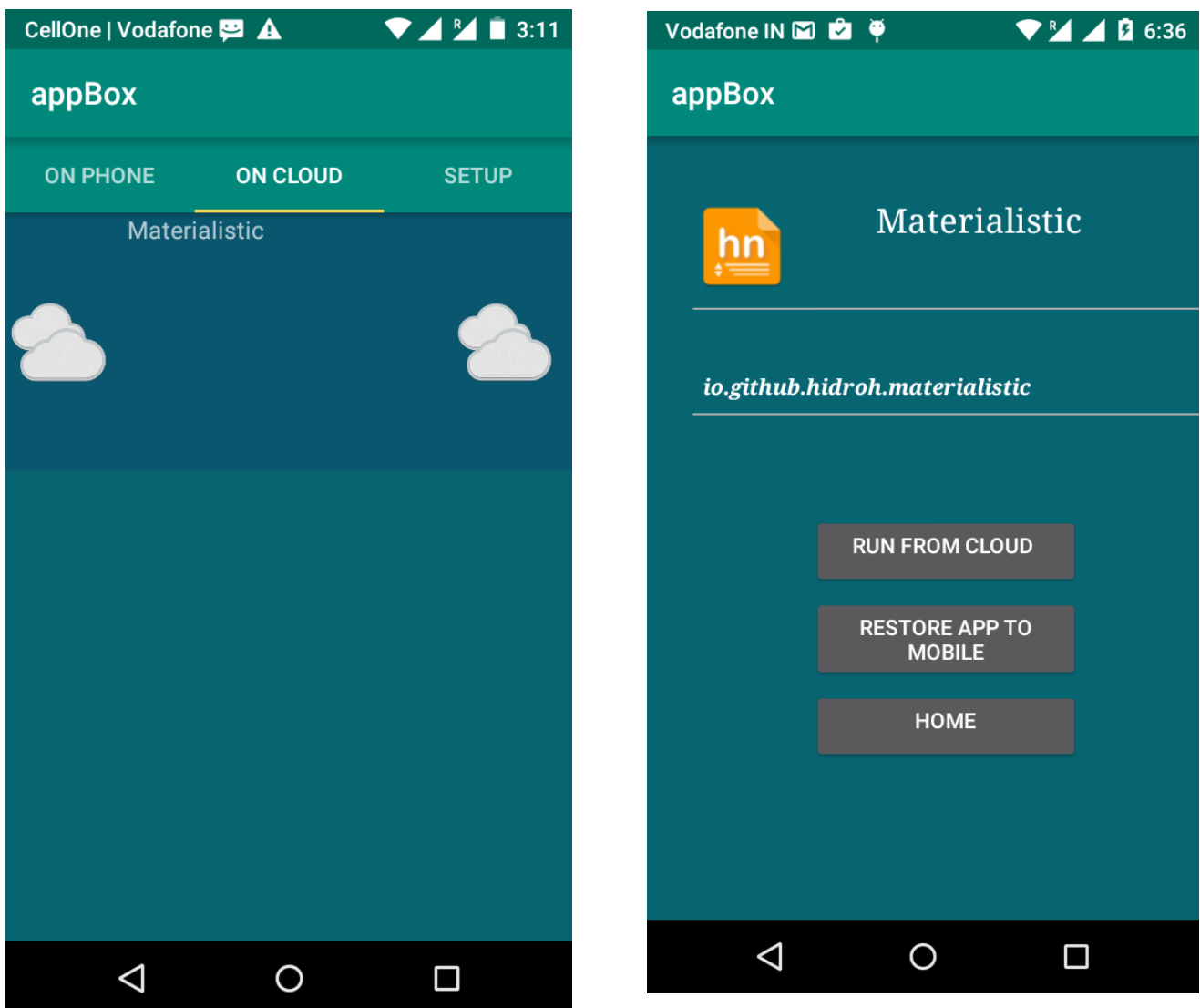
Now Click "Configure" and wait for few seconds(3.b). Again "Check Status" It should be "*Status : Connected*".(3.c)

Great! Once connected, we are ready to upload apps to Cloud server. Goto "On Phone" and click on any app you want to run from Cloud and click "Upload". (4.a,4.b) If you are on slow network, its recommended that you wait for *2 to 5 minutes before running this app from cloud*.

Now app sucessfully uploaded to Cloud. (Remember, please **dont** uninstall the app from mobile now, because Link2Cloud needs meta-data like user-id etc to work properly.)Wait for 60 seconds and now test the cloud app. Goto "On Cloud", click on the app. You will see 5.b screen. Click "Run From Cloud" and give few seconds for the app to launch and run from Cloud!

If you are little paranoid like me, feel free to click on "Restart Device". Then Configure and Check Status from "Setup" to run the app from "On Cloud".

Great, the app runs directly from cloud server! We saved ~3MB space with above app!
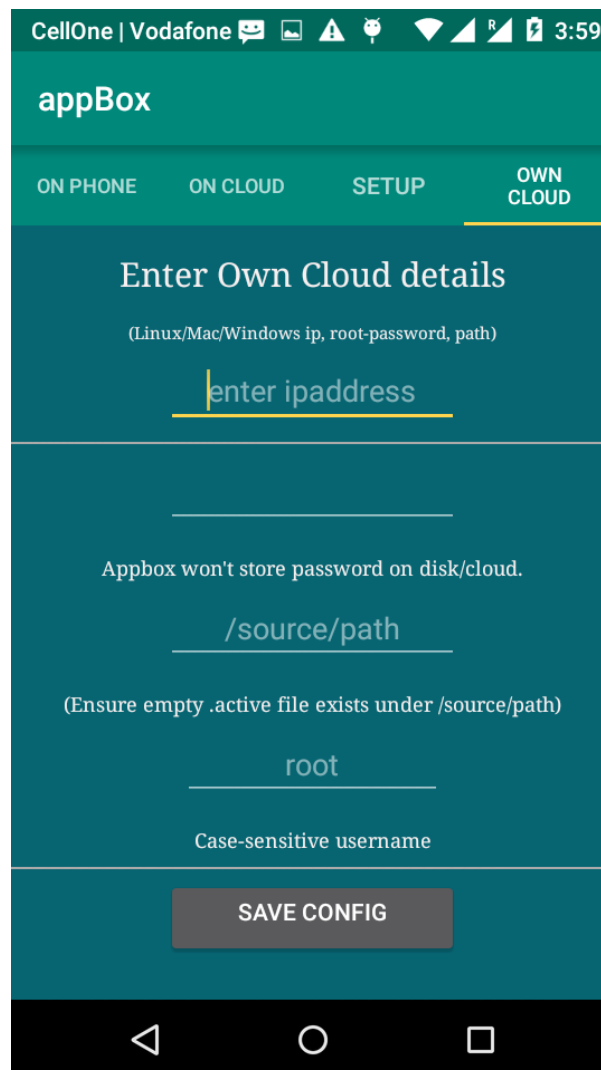
Restore Apps

As shown in above screen there is "Restore App to Mobile" option. It downloads the app from Cloud back to your mobile. With this option you restore app to its original state. Thus you can run this app without connecting to Cloud server. This also helps you to *upload less frequently used apps to Cloud* and restore them later whenever you need them.

"Setup" screen has other options like "Sign out", "Restart App". I will let you to guess about its functionality! So that's our Link2Cloud Cloud server. Lets learn about "Own Cloud" next.

Own Cloud

Prerequisite: Linux/Mac by default comes with **sshd** running on port 22. For Windows, you need to install **sshd servers** (See example Setup with Cygwin[*]).

If you have privacy concerns using strangers cloud server or want to re-use your own Linux/Mac machine as server, then this is the option for you. Click on "Own Cloud" and you will get screen (6.a) like:
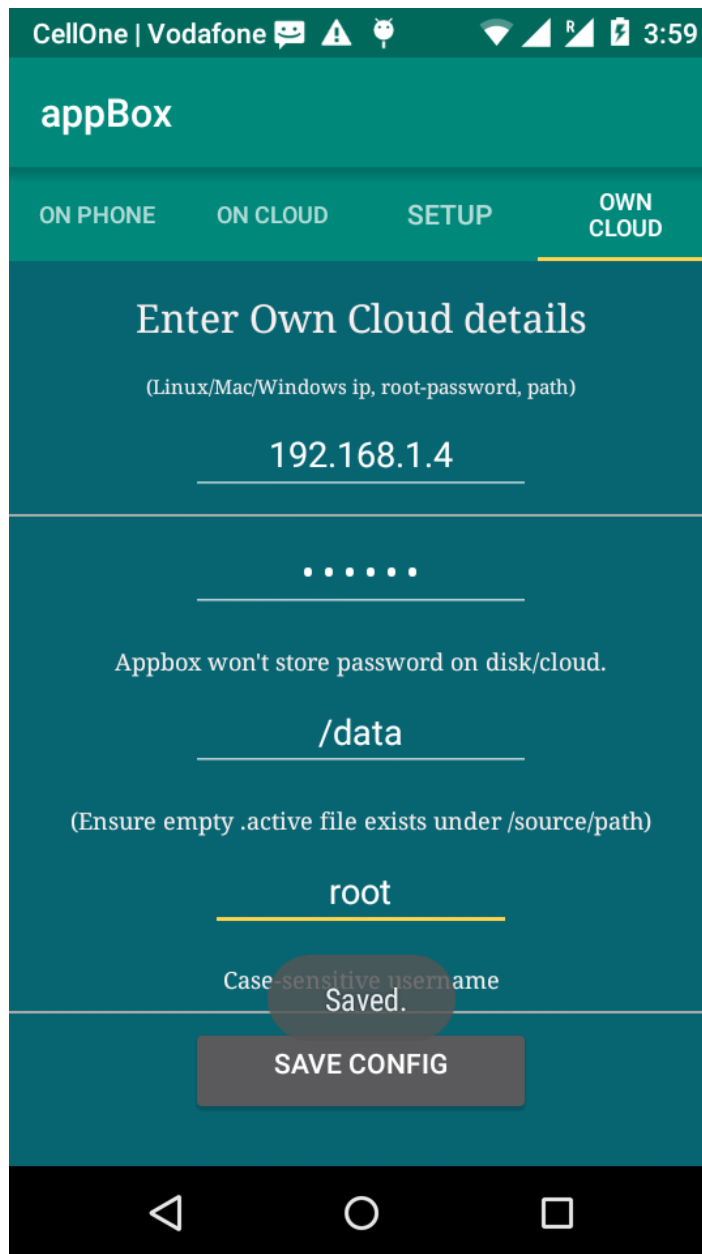

[*] Setup openssh with cygwin https://www.howtogeek.com/howto/41560/how-to-get-ssh-command-line-access-to-windows-7-using-cygwin/

As shown below (7.a), fill the details:

- *Ipaddress* is your Linux/Mac system.
- *Root password* refers to admin password for given ipaddress.
- *Source directory* a place to store uploaded apps.
- *username* should be 'root' for Linux/Mac. Admin username for Windows.

Note you **must** ensure an empty file named ".active" is created with *"Source directory"*. And Click "Save Config". Remember *"Root password"* is **not** stored by Link2Cloud. If you close and reopen Link2Cloud, you **must** enter the *"Root password"* on this screen before uploading new apps to your server.

Now you proceed to "Setup" -> Configure and Check Status. Once *"Status: Connected"* start uploading apps to your own Cloud! That's it. Enjoy your own Cloud!.