



GETTING STARTED

A QUICK VISUAL UNDERSTANDING

CODEVAULT
AN ANTF MYPERION SERVER SOLUTION

STARTING THE SOFTWARE

This will appear when you first open the software. This allows you to run codes in case of an issue, but also boots the interface

The boot code is already inserted for you, simply click in the box after “startup” & press ENTER



```
ANTFTerminal
antf/startup
(C) Copyright 2017 ANTF Group. To Load the Application type antf/startup and press enter. To save you time we put it in for you.
```

The screenshot shows a terminal window titled "ANTFTerminal" with a dark purple background. The text "antf/startup" is entered at the top. Below it, a copyright notice reads: "(C) Copyright 2017 ANTF Group. To Load the Application type antf/startup and press enter. To save you time we put it in for you." At the bottom of the terminal, there are two logos: "CODEVAULT AN ANTF MYPERION SERVER SOLUTION" on the left and "MYPERION AN ANTF PLATFORM" on the right. A red arrow points from the text "simply click in the box after 'startup' & press ENTER" to the "antf/startup" text in the terminal.

STARTING THE SOFTWARE

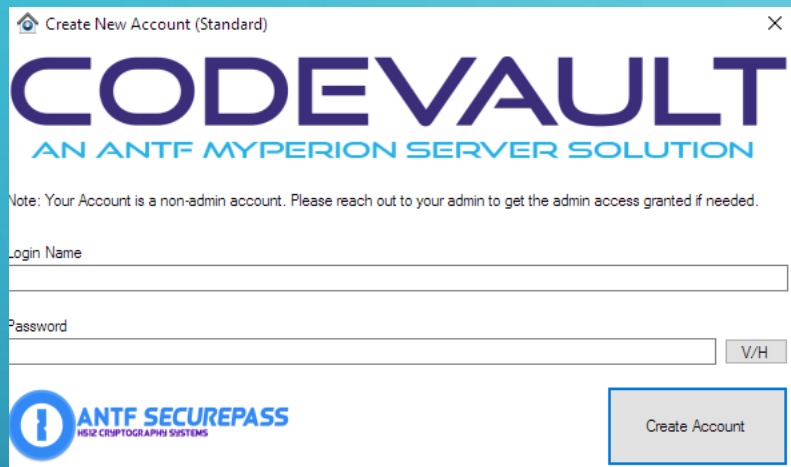


The ANTF MyPerion Agent will launch and communicate with ANTF Server and the files on the NAS or computer (No We Do Not Make Copies of Your Code) (It connects To the Server to Check Updates)

Red Arrow: Go Back to Terminal and Cancel Launch

Orange Arrow: Open Drive Path Manager to change location of files

ACCOUNT SETUP



Create New Account (Standard)

CODEVAULT

AN ANTF MYPERION SERVER SOLUTION

Note: Your Account is a non-admin account. Please reach out to your admin to get the admin access granted if needed.

Login Name

Password

ANTF SECUREPASS
HS12 CRYPTOGRAPHY SYSTEMS

Create Account

Create the Primary Account. The Primary account has Administrator Access. All Accounts created after this will be Standard Accounts (You can tell by the Top of the Window. Notice how this says (Standard) or (Administrator))

For the Username and Password, you can use any characters you want expect this one in parenthesis (`) or (~)

These are characters reserved by the system. When finished click Create Account

LOGIN

ANTF Login

CODEVAULT

AN ANTF MYPERION SERVER SOLUTION

Choose User

Justin LePore.account

Login To Selected User

Login Name

Password V/H

Account Type: Unknown

Status: Unknown

[New Account](#)

[Can't Login](#)

ANTF SECUREPASS
HSIZ CRYPTOGRAPHY SYSTEMS

Step One: Choose The Account From The List

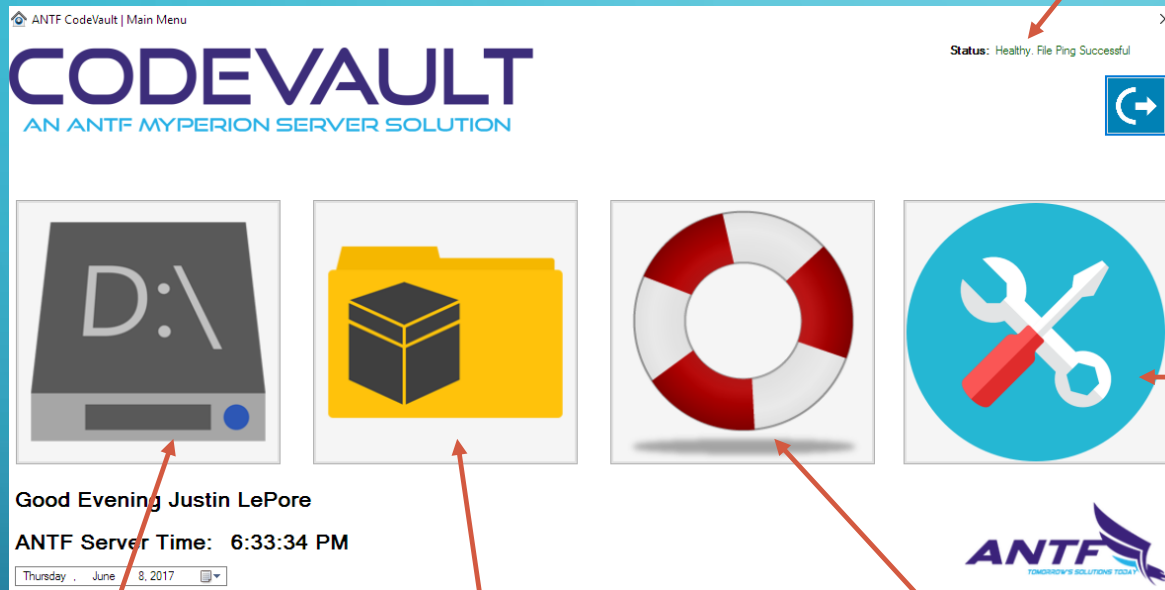
Step Two: Login into it, the username will autofill. Then press Login

Note: If you cant remember your password or are locked out (disabled), please contact an Administrator

To make a new Standard Account, click here

Shows Selected Account Information

MAIN MENU



Indicates Test File was contacted

Logout

Settings (Admin's Only)

Change Drive Path
(Admin's Only)

Go To Your
CodeVault

Help & Support

SETTINGS MENU (ADMIN'S ONLY)



Back to main menu

Enable/Disable/Delete/Change Password of Other users (See Separate Guide (Account MGMT))

Check for application updates

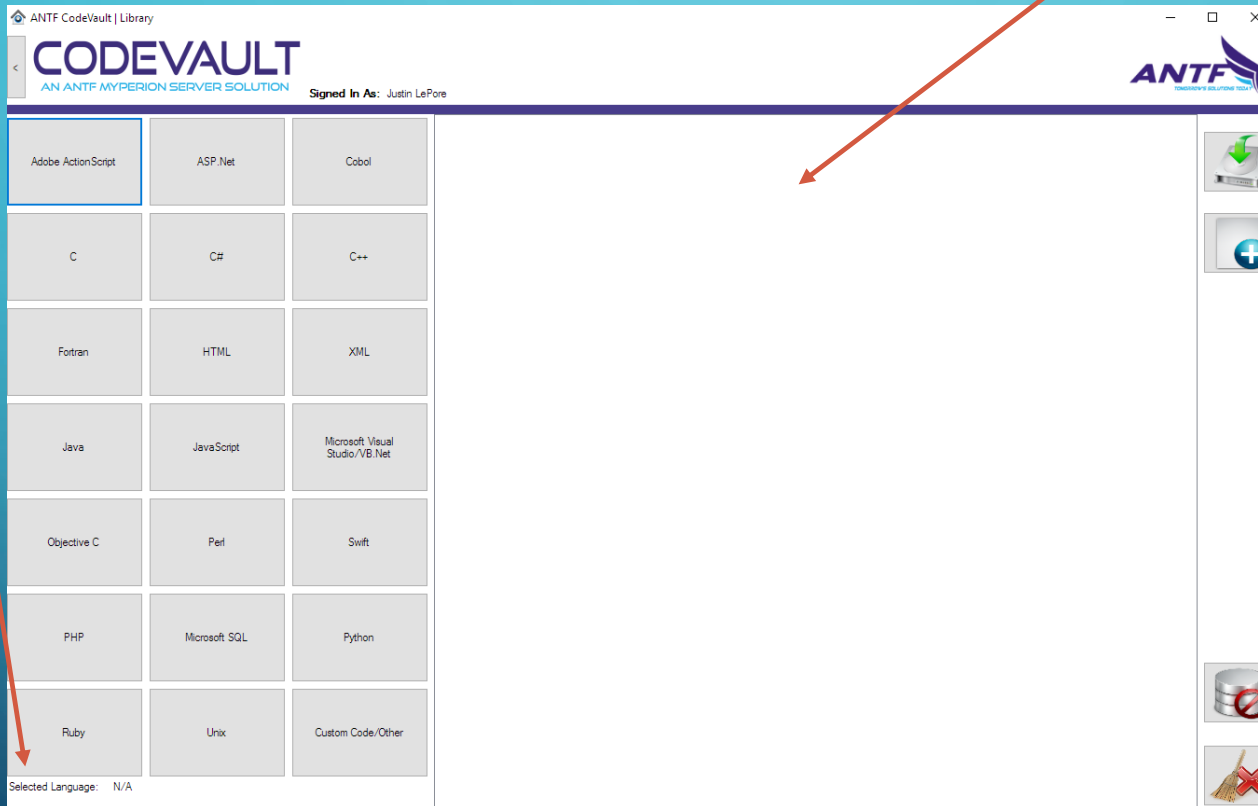
Logs Off and opens Terminal Client from Boot

About/Info/Stats

MY VAULT MAIN INTERFACE

Back to main menu

Choose coding language to load its library index (This is noted below the options)



All Entries Show Here. Click on one to Select It

Open Entry To View/Edit

Create New Entry

Delete Selected Entry

Clear All Entries Under Selected Language

*Encryption will encode your text as Lines in 512 Bit AES Encryption
And will then save the entry

CREATE NEW ENTRY

The screenshot shows the 'New Code Entry' window in ANTF Code Vault. The interface includes an 'Actions' bar with icons for opening files, pasting, saving, and encrypting. A text input field is labeled 'Name of Code Entry (Required)' with 'Frame Relay' entered. A language selector shows 'AS' selected. The main area contains a code editor with line numbers and code. Annotations with red arrows point to various elements:

- Paste From clipboard**: Points to the clipboard icon in the Actions bar.
- Open Text/RTF Files**: Points to the folder icon in the Actions bar.
- Finish/Save**: Points to the green checkmark icon in the Actions bar.
- Encrypt Text (optional)**: Points to the lock icon in the Actions bar.
- File Entry Name**: Points to the text input field containing 'Frame Relay'.
- Indicates Selected Language**: Points to the 'AS' language selector.
- Line Numbers**: Points to the line numbers on the left side of the code editor.
- Your Code**: Points to the code text in the editor.

```
1 /* Click to Go to Frame and Play
2 Clicking on the specified symbol instance moves the playhead to
3 the specified frame in the timeline and continues playback from that frame.
4 Can be used on the main timeline or on movie clip timelines.
5
6 Instructions:
7 1. Replace the number 5 in the code below with the frame number you
8 would like the playhead to move to when the symbol instance is clicked.
9 */
10
11 button_1.addEventListener(MouseEvent.CLICK,
12   fl_ClickToGoToAndPlayFromFrame);
13
14 function fl_ClickToGoToAndPlayFromFrame(event:MouseEvent):void
15 {
16   gotoAndPlay(5);
17 }
```

VIEW/EDIT CODE

*Encryption will encode your text as Lines in 512 Bit AES Encryption And will then save the entry

*Decryption will only work if text is encrypted. If you try to decrypt non-encrypted text, you could lose all your code Permanently!

The screenshot shows the ANTF Code Vault application window. The title bar reads "ANTF Code Vault". Below the title bar is an "Actions" menu with several icons: a document with a plus sign (Copy to Clipboard), a document with a right-pointing arrow (Export To RTF File), a printer (Print Code), a document with a lock (Decrypt Encrypted Code), a pencil (Edit Code), a green checkmark (Done Editing/Save), a document with a lock and a right-pointing arrow (Encrypt Code (optional)), an envelope (Email Code (BETA)), and a code block icon with "AS" above it (Indicates Selected Language). Below the actions menu is a text area containing code. Line numbers 1 through 17 are visible on the left side of the code area. The code includes a comment, instructions, and a JavaScript function definition.

Copy to Clipboard

Export To RTF File

Print Code

Decrypt Encrypted Code

Edit Code

Done Editing/Save

Encrypt Code (optional)

Email Code (BETA)

Indicates Selected Language

Line Numbers

Your Saved Code Entry

```
1 /* Click to Go to Frame and Play
2 Clicking on the specified symbol instance moves the playhead to
3 the specified frame in the timeline and continues playback from that frame.
4 Can be used on the main timeline or on movie clip timelines.
5
6 Instructions:
7 1. Replace the number 5 in the code below with the frame number you
8 would like the playhead to move to when the symbol instance is clicked.
9 */
10
11 button_1.addEventListener(MouseEvent.CLICK,
12 fl_ClickToGoToAndPlayFromFrame);
13
14 function fl_ClickToGoToAndPlayFromFrame(event:MouseEvent):void
15 {
16 gotoAndPlay(5);
17 }
```