


Bitdefender 2012 Fix All Issues Quick Reference Sheet

Bitdefender uses an issue tracking system to detect and inform you about the issues that may affect the security of your computer and data. They are grouped into two categories:

- Critical issues - prevent Bitdefender from protecting you against malware or represent a major security risk.
- Minor (non-critical) issues - can affect your protection in the near future.

The Bitdefender icon which is located down in the bottom right hand corner of your computer by the clock indicates pending issues by changing its color as follows:

Normal:  No issues to address and your computer is fully protected against threats


Critical Issues:  Critical issues affect the security of your system. They require your immediate attention and must be fixed as soon as possible.

Non-critical Issues:  Non-critical issues affect the security of your system. You should check and fix them when you have the time.

If you move the mouse cursor over the icon, a pop-up will confirm the existence of pending issues.

To fix the issues follow the Fix All Issues wizard. To open the wizard, do the following:

1. Right-click the Bitdefender icon which is located down in the bottom right hand corner of your computer by the clock and choose Fix All Issues.
2. You can see the issues affecting the security of your computer and data. All current issues are selected to be fixed.
3. To fix the selected issues, click Start. Some issues are fixed immediately. For others, a wizard helps you fix them.

On occasion you may see the following additional icon down in the bottom right hand corner of your computer screen . No worries, the program is just performing a systems scan. Just keep doing what you were doing, the program is running in the background.

Please Contact **Home Operations** Immediately If You Are Unable To Correct The Problems With Your Virus Protection Or If You Have Additional Questions/Concerns.

Phone - (567) 224-4625
Email - admin@home-ops.com