

DC++ Guide: Getting Started

1. Installation

The first step to using DC++ is to actually download and install it. If you have already done this, you may skip ahead to the next section, [Basic Settings](#).

1.1 Download

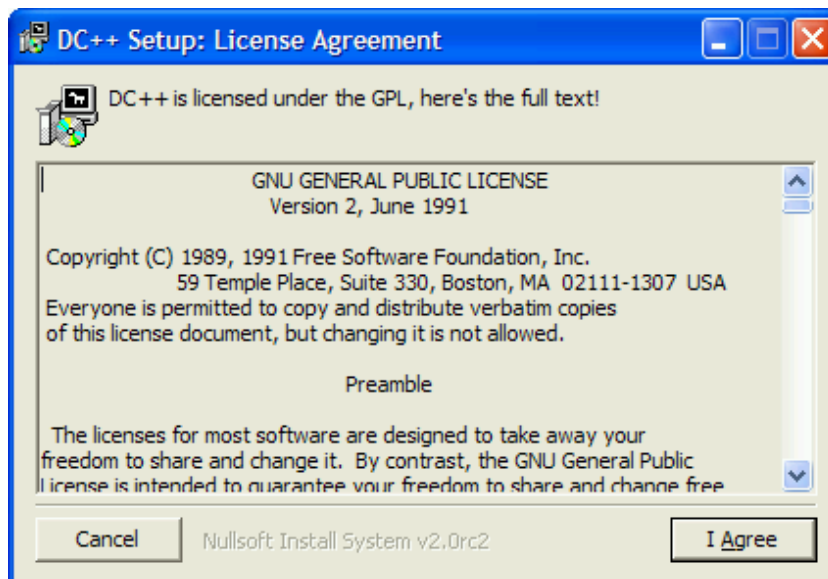
The DC++ setup file can be found at the DC++ web site located at <http://dcplusplus.sf.net>. On the left side there are links to the current version of DC++. The one covered by this installation section is the "Installer" version. Click on this link and download the installer.

Note that if you are a Windows 95 or Windows NT user, you will need to install the [Common controls Update](#) before you install DC++.

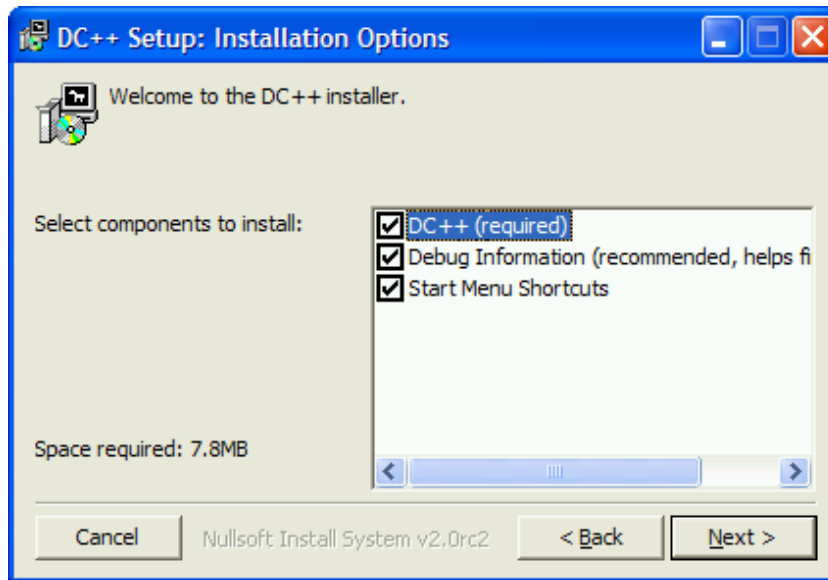
1.2 Install

Run the setup file to begin installation. The installation consists of three main screens.

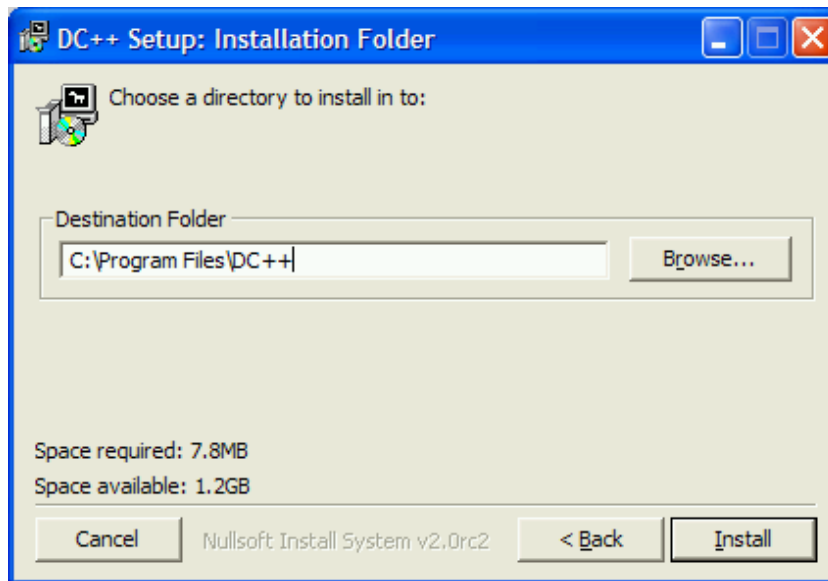
1. License Agreement. Read the license and then click on "I Agree".



2. Installation Options. This shows the components to be installed. It is highly recommended that you leave all the items selected. Click on "Next" to continue.



3. Installation Folder: The location where DC++ is to be installed. This can be left at the default. Click on "Install" to begin the installation.



Once the installation has completed, you may now run DC++ from the Start menu.

2. Basic Settings

There are a few basic settings that need to be entered before you can use DC++. Some are essential whereas others are not, but in my opinion make things easier in the long run.

2.1 Personal Information

Location: Settings --> General --> Personal Information.

The only piece of information that is required here is Nick. This is the username you will use on DC++. This can be anything you want but avoid using characters that would be illegal in filenames, such as '*' or '/'.

Entering a connection type is recommended. The other two fields, E-Mail and Description, are optional.

2.2 Connection Settings

Location: Settings --> General --> Connection Settings.

As mentioned on in the box, I highly recommend reading the ReadMe file as suggested to explain these settings.

If you are behind a router or gateway, select Passive mode initially. You can switch to Active mode later by referring to the "Configuring Active Mode" section.

If you are directly connected to the Internet then leave Active mode selected.

If you are behind a SOCKS proxy, select SOCKS5 and enter the appropriate information.

If you unsure which applies to you, select Passive mode.

2.3 Download Directories

Location: Settings --> Downloads -->

Directories.

Default Download Directory: Enter a folder where finished downloads should go. If left blank, it will default to a folder called Downloads in the main DC++ folder.

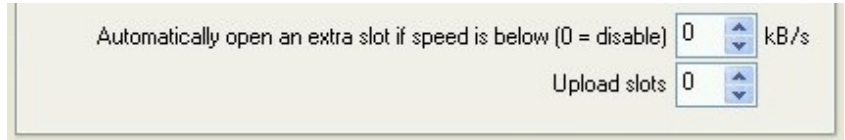
Unfinished Downloads Directory: Enter a folder where downloads should go while they are downloading. Once they have completed downloading, they will be moved to the folder specified above. If no folder is given here, finished and unfinished downloads will reside in the same folder and may therefore be confusing.

2.4 Upload Slots

Location: Settings --> Sharing --> Upload Slots

File transfers in DC++ are based on slots. Each file being transferred takes up one slot. You need to open

up a number of upload slots to gain access to hubs. The minimum needed will depend on the number of hubs you are connected to. Usually it is two slots per hub, though it will vary from hub to hub. Set it to 2 for the moment and remember to adjust it as you connect to more hubs.



3. Get a Public Hub List

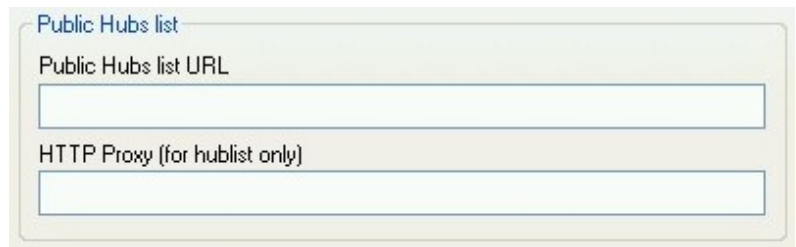
a) DC++ versions 0.263 or higher

If you have DC++ version 0.263 or higher, you may proceed to section 3 ("Share Some Files") as these versions have a working public hub list.

If for some reason the list is temporarily unavailable, or you wish to try a different list, please read section b) below.

b) DC++ version 0.262 and earlier.

If you have DC++ version 0.262 or earlier, you need to get a working public hub list.



Go to the following thread on the DC++ forums:

<http://dcplusplus.sf.net/forum/viewtopic.php?t=7106>

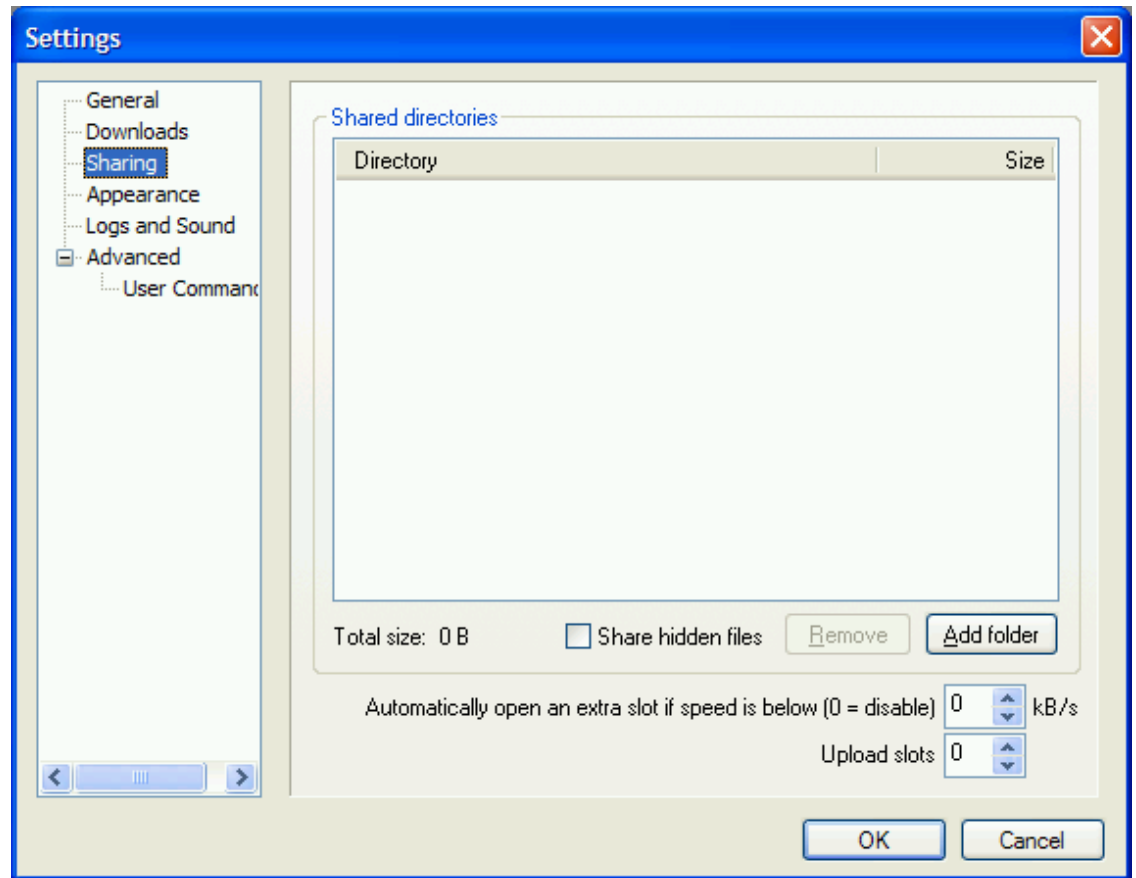
There you will find a list of Public Hub Lists. Pick one and put it into your browser to check if is currently active. If you are given the option to open or save the file, then the list is active.

Type the selected list address in the "Public Hub list URL" box in the Downloads window.

Open the public hub list to confirm that the list is working. The window should fill with hub information like [this](#).

4. Share Some Files

The spirit of DC++ is to share, so that's what this section is about - what to share (and what not to share!) as well as how to do it. Sharing is also essential to enable you to get into hubs and download anything.



4.1 What to Share

Anything you may have on your computer that you think others may find useful. Examples of such things may be music, videos, software, etc.

Think carefully about what you share. If it isn't something you would like to download yourself, then it's probably not worth sharing it.

Most hubs will have minimum share limits. This limit is usually in terms of x GB of files. Some hubs have other specifications based on the type of hub. For example, a "Friends" hub may ask that you have at least 5 episodes of "Friends" in your share. Conversely, some hubs may disallow certain types of files. For example, a Movie hub may not want MP3s in your share.

The restrictions are all things that will not affect you until you attempt to join a hub, but you should bear them in mind. For the moment just share as much as you can.

4.2 What NOT to Share

Just as there are good things to share, there are also bad things that could get you banned from a hub.

Universally Disapproved Files

The following list of items should never be shared under any circumstances as they are bound to get you into trouble:

- Windows directory
- Temp directory
- Browser cache

- Unfinished files (DC++ incompletes, Kazaa *.dat files, etc)

Depending on the Hub

The following is a list of items that are generally frowned upon but may be acceptable in some hubs:

- Pornography
- Raw media rips (WAV files, VOB files, etc)
- Installed applications/games

Remember the rule of thumb: **If you wouldn't want to download it yourself, don't share it.**

5. Connect to a Hub

The next major step is to actually connect to a hub and join the DC++ community.

5.1 Connection Methods

This can be done in one of three ways, with the first being the simplest and most informative to a new user.

Browsing the Public Hub List

MP3 Sweden][Fenix Network	(TB:074)MIN SHARE 50GB MP3, MOVIES, APPS, GAME...	1367	buzzola.myftp...
Sweden][Xperience][Fenix™	(TB:081)[30GB][2slots][1slot/hub][1300+]Fenix does F...	1333	swedenxp.mine...
TropiCo][Göteborg][F...	ppiCo.se]-[80GB]-[Origin] <DCH++0.25>	1293	gbg.tropico.se
••DIRECT-CONNECT••	7][•][New••0-Day•• Warezz•• Movies•• Mp3••...	1266	Ptokax.sytes.n...
[BBB]Maximum Speed™->10M->	[Fenix][ASH] 10GB Endast -BBB-Sunet-TN-Tele2-.px.	1216	maximumspeed...

As you will be aware, the Public Hub list is a list of hubs made available to public users. Each entry in the list contains a hub name, description, number of current users and address. Take note of the hub description as it will usually show the minimum share required as well as other useful information.

The list can be filtered for a search term (eg. games) by entering it into the Filter box and pressing Enter. The full list can be seen again by clearing the Filter box and pressing Enter.

Once you have found a hub that you are interested in, right click on it and select Connect.

Manual Address Entry

If you know the address of a hub (either an IP address or a domain name) then this can be manually entered into the "Manual connect address"

box. To connect to the hub, click on Connect.

dchub:// Link

DC Hubs can be addressed in a similar way to web addresses. They have the format [dchub://some.hub.net](#). You may receive such a link in an email or on a web page, just like in the previous sentence. Simply click on the link to connect to the hub in DC++.

Note that handling of dchub:// addresses is not turned on by default and must therefore be enabled. This is discussed in the Advanced Usage section as well information on different ways to use dchub:// addresses.

5.2 Once Connected

When you have attempted to connect to a new hub, a new window will open for the hub, similar to the one shown [here](#). The tab at the bottom of the window will contain the hub name. You should see some welcome messages as well as the hub rules. Please read these rules and observe them.

A list of users within the hub should also appear on the right hand side of the hub window.

If you have reached this point then you have successfully connected to the hub. If however you receive error messages, please refer to the troubleshooting section.

6. Begin Downloading

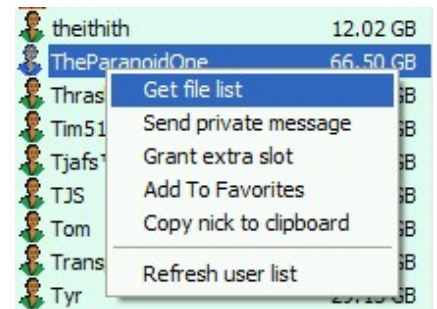
Now that you have shared some files and connected to a hub, you are ready to begin downloading. There are two ways to queue up files for downloading.

The first is browsing the share of a particular user by downloading their file list. This is useful if you do not have a particular file in mind or want to download a large number of files from a particular user.

The second way is to use the search function. This is useful if you have a specific file in mind.

Note that a passive user cannot connect to or download from another passive user.

6.1 Browsing File Lists



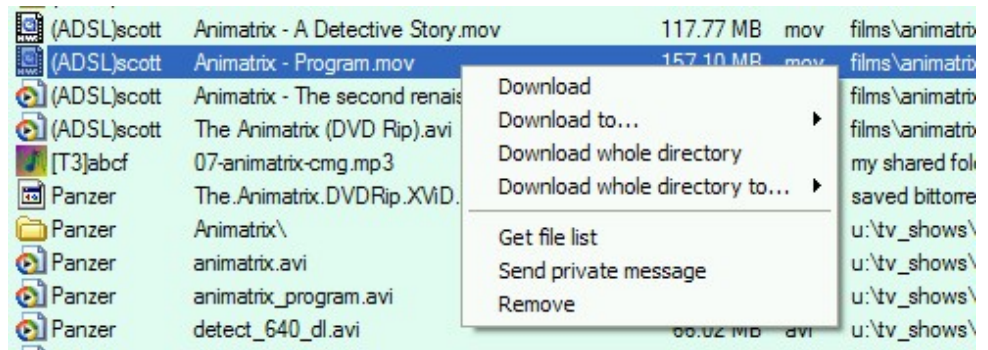
To browse a user's file list, select a user from the list in the hub window and right click on their name. Select "Get file list" and the list should start downloading.

Once the list has downloaded it will automatically open a new window with the user's name on the tab at the bottom. The window will be split into two parts in a similar way to standard file navigation windows. The left hand contains the directory tree while the right hand contains the files and sub-directories. An example is shown [here](#)

To queue up a file for download, either double click on the file or right click on it and select Download. Multiple files can be queued up in a similar way. An entire directory can also be queued by right clicking on the directory and selecting Download. Note that the entire directory and its subdirectories will be added to your queue.

6.2 Using the Search Function

Click on the Search button to open the Search window, as shown [here](#).



Enter the name of the file you wish to search for. You can also narrow the search criteria by restricting the results by file size, file type and whether or not the user has any slots free.

Once you click on Search, the window should show some results. Select one or more of the results and right click on them. Select Download to queue them up.

Note that as long as the search window is open, you will continue to receive search results.

Congratulations!

If you have read this far and successfully followed the instruction, congratulations. You now know the basics of using DC++. What has been described on this page is the bare minimum needed to use DC++. There are many other features, some of which are described in the Advanced Use section. It is highly recommended that you explore the program. Press the buttons, select the menu items, see what can and can't be done. Most of all, enjoy yourself. Good luck and happy sharing.

DC++ 0.301 - [[Asgard]CuRZed (curse.no-ip.org)]

File View Window Help

http://forum.asgards.org

---:: Quotes ::---

"But wait, I saw Pirates of the Caribbean yesterday and the moral at the end was something like, "Sometimes you need a little piracy in order to do the right thing." But the MPAA says it's bad. Why must Hollywood send me conflicting messages?"

quoted from <http://slashdot.org/articles/03/07/22/1853256.shtml?tid=188&tid=97>

---:: INFORMATION FOR ALL USERS ::---

CuRZed has changed hubsoft! Read +faq and +rules if you're confused!

THIS IS A SWEDISH HUB, HOWEVER EVERYONE SHOULD SPEAK ENGLISH

For Czech users who may have been redirected here:

!!! Vetsina uzivatelu na tomto hubu nemluvi cesky, proto se pokuste pouzít anglictinu, pokud to selze, kaslete na chat. !!!

Translation: Most users here don't speak czech, please try to speak english in mainchat. ☐☐☐

Nick	Sh
[Avatar]	194.2
[Avatar]	1.9
[Avatar]	19.9
[Avatar]	123.0
[Avatar]	4.8
[Avatar]	3.9
[Avatar]	636.0
[Avatar]	152.3
[Avatar]	49.9
[Avatar]	9.9
[Avatar]	72.9
[Avatar]	666.0
[Avatar]	1.9
[Avatar]	106.4

[20:18] Connected 1645 Users 77.24 TB

User	Status	Time left	Speed	Filename
[Avatar]	Downloaded 326.35 MB (74.2%) in 11:49:52	2:59:51	10.78 kB/s	[Avatar]
[Avatar]	Downloaded 90.07 MB (85.8%) in 5:11:57	4:09:58	1.02 kB/s	[Avatar]
[Avatar]	Downloaded 405.01 MB (91.8%) in 4:55:22	24:30:22	3.07 kB/s	[Avatar]

Download queue [Asgard]CuRZed (... [Light™] Sweden ...

H: 2/0/0 Slots: 0/3 D: 1.15 GB U: 795.25 MB D: 12.94 kB/s (4) U: 17.96 kB/s (3)

DC++ 0.301 - [(Offline)]

File View Window Help

Filename	File type	Size
<<<ADLSearch>>>		47.18 GB
beos		501.59 MB
books		349.08 MB
docs		3.29 MB
linux		142.63 MB
mp3		2.58 GB
mp3a		130.76 MB
ready to be moved		85.41 MB
software		9.83 GB
video		48.25 GB
wallpaper		122.97 MB

Items: 11 Size: 109.14 GB Files: 16748 Size: 61.96 GB Match queue Find Next

User	Status	Time left	Speed	Filename
Download queue	[Asgard]CuRZed (...)	[Light™] Sweden ...	(Offline)	

H: 2/0/0 Slots: 0/3 D: 1.16 GB U: 803.32 MB D: 24.41 kB/s (4) U: 17.98 kB/s (3)

DC++ 0.301 - [Public Hubs]

File View Window Help



Name	Description	L	Address
CZECHCHANNEL PRO	<R: 61%,S:Online,C:cz> [2Gbit][linux/VerliHub] Czech HUB for all, no...	5604	czpro.no-ip.com
@@@ KOLI @@@	<R: 99%,S:Online,C:hu> [HUN][koli.sytes.net][linux/VerliHub][10GB ...	4183	koli.sytes.net
#WareZ - [Pain-X Elite] "Knowledge is po...	<R: 38%,S:Online,C:us> · 3Gb - 1 Slot ·	3440	trancefin.myftp.biz
#WareZ - "Knowledge is POWER!" - Pain-X	<R: 47%,S:Online,C:us> [Pain-X Elite] #WareZ is the #1 Place to get ...	3347	WareZChannel.no-ip.com
::: Matrix Network :::	<R: 86%,S:Online,C:hu> Only for hungarian users	3321	matrix-hub.no-ip.com
#WareZ	<R: 50%,S:Online,C:se> [IñFİNİTy Ñètwork@k][20GB][Powerd by Y...	3213	infinity2.no-ip.com
[BBB]TankaFett[1]	<R: 88%,S:Online,C:se> [BBB]TankaFett[1] 20GB shared!!!	3143	ahus.no-ip.com
#WareZ	<R:100%,S:Online,C:us> [Pain-X Elite] #WareZ is the #1 Place to get...	2348	WareZChannel.no-ip.com:22
Buick's Moviearena. [BBB] [Sweden]	<R:100%,S:Online,C:se> tropical.homeftp.net	2297	tropical.homeftp.net
Buick's Moviearena. [BBB] [Sweden]	<R: 90%,S:Online,C:se> [> DC - United <] [100GB] [2 slots] [Hubs...	2293	buick.no-ip.com
[MKD][MOVIEZON]	<R: 80%,S:Online,C:se> what-if.no-ip.com	2243	what-if.no-ip.com
[MKD][MOVIEZON]	<R: 86%,S:Online,C:se> 50 Gb 2 Slot.....	2239	moviezon.no-ip.com
LYSEKIL SWEDEN	<R: 90%,S:Online,C:se> LYSEKIL SWEDEN Maximumspeed 20 gb .yh	2122	dc.lysekil.net
ThE D&@kÁdmín§ [SWEDEN]	<R: 95%,S:Online,C:us> ÜnderGrønd@ Ñètwork@k [15gig];[700 user...	2121	darkadmin-ny.udgnet.com
[MKD][MOVIEZON]	<R: 78%,S:Online,C:se> 30Gb 2 slots [BBB]	2045	mkd1.no-ip.com
[Pain-X Elite]-USA - "Dont hate the playa....	<R:100%,S:Online,C:us> [Pain-X Elite] "Dont hate the playa... Hate ...	1996	PainXElite.no-ip.com
ThE D&@kÁdmín§ [SWEDEN]	<R: 96%,S:Online,C:se> ÜnderGrønd@ Ñètwork@k [40gig];[1500+ u...	1996	darkadmin-swe.udgnet.com
Sweden][•Xperience•][Fenix™ - ---- = ...	<R: 22%,S:Online,C:se> -=PornoFree Hub NOT Minshare 30 gig DC ...	1991	swedenxp.mine.nu

Filter Manual connect address Refresh Connect

Hub list downloaded... (http://www.hublist.org/PublicHubList.config.bz2) Hubs: 2680 Users: 373491

User	Status	Time left	Speed	Filename	Size	Pat

DC++ 0.301 - [Search]

File View Window Help

Search for

Size: At least [] MB

File type: Any

Search options: Only users with free slots

Hubs: Only where I'm op, [Asgard]CuRZed, [Light™] Sweden #01

Search

User	File	Size	Type	Path	Slots	Connection	Hub	Exact size
------	------	------	------	------	-------	------------	-----	------------

User	Status	Time left	Speed	Filename
Download queue	[Asgard]CuRZed (...)	[Light™] Sweden ...	Search	

H: 2/0/0 Slots: 0/3 D: 1.16 GB U: 806.89 MB D: 22.79 kB/s (2) U: 14.97 kB/s (3)