

DC++ : Using DC++ : What is the anti-fragmentation feature?

Question:

Answer:

When downloading, it creates a file of the expected target size with unspecified content. If the download fails, the file is truncated to the size DC++ thinks it has downloaded, and resume should work fine. If DC++ crashes, you'll lose the whole downloaded part + any resumed part as well, as there's no way to know how much valid data there is in the file.

Fragmentation occurs when several downloads are running at the same time, and small bits of data are written to different files continuously - causing the data to be scattered around on different locations on the drive. Anti-fragmentation will reserve space on the harddrive, thus putting all the file's data in the same physical space on the harddrive.

Fragmented harddrives become slow, as the drive needs to jump around to collect the file's data. Run windows' defrag software to "fix" fragmented data.