

**DC++ : Using DC++ : The meaning of the ++ tag**

**Question:**

**Answer:**

This table is based off the latest client versions at the time of writing

Client	Tag	Description	Information
DC++	<++ V:x,M:x,H: x/y/z,S:x,O:x>		V: Client version M: Mode, A = Active, P = Passive, 5 = Socks5 H: x = number of hubs connected to where you're not a registered user y = number of hubs you're registered in z = number of hubs you're registered as op  S: Number of slots open O: If the current total upload speed of a user is lower than the number after O:, DC++ will automatically open another slot.
BCDC++	<++ V:x,M:x,H: x/y/z,S:x,O:x, B:x>		B: Upload bandwidth limit in kb/s ( <i>optional and only shown when using BCDC mode</i> )
CZDC++	<++ V:x,M:x,H: x/y/z,S:x,O:x, L:x>		L: Upload bandwidth limit ( <i>optional and not always shown</i> )
DC:Pro			F: Bandwidth limiting ( <i>optional and only shown in the description when using DC++ mode</i> ) x = Download limit y = Upload limit
DC++k CDM	<++ V:x,M:x,H: x/y/z,S:x,O:x>		V:y CDM version
DCDM++	<++ V:x,M:x,H: x/y/z,S:x,O:x, B:x>		B: Upload bandwidth limit in kb/s
DCGUI			H: The number of hubs the client is connected to. L: Upload bandwidth limit
iDC++	<++ V:x,M:x,H: x/y/z,S:x,O:x>		V:y iDC++ version
MS++V	<++ V:x,M:x,H: x/y/z,S:x,O:x, B:x>		B: Upload bandwidth limit in kb/s ( <i>optional and only shown when using MS++V mode and in &gt; 3 hubs</i> )
NMDC v2			O: has a different meaning then in a DC++ Tag. O: Number of open slots.

oDC			5.3 and greater change the Client Name and Version fields
PhantomDC	<++ V:x,M:x,H: x/y/z,S:x,O:x, B:x>	<.P>	B: Upload bandwidth limit in kb/s <i>(optional and only shown when in PhantomDC mode)</i>
rmDC++			B: Upload bandwidth limit in kb/s <i>[rmDC++ mode]</i> D: Download bandwidth limit in kb/s <i>[rmDC++ mode]</i> <i>Client can emulate DC++, RMDC, zDC, CZDC, BCDC, oDC, Phantom</i>
StrongDC+ +	<++ V:x,M:x,H: x/y/z,S:x,O:x, L:x>		V:y StrongDC++ version <i>[StrongDC++ mode]</i>  L: Upload bandwidth limit <i>(optional and only shown when in CZDC / StrongDC mode) [CZDC mode]</i>
zDC++	<++ V:x,M:x,H: x/y/z,S:x,O:x>	zDC++[V: x]	V:y zDC++ version