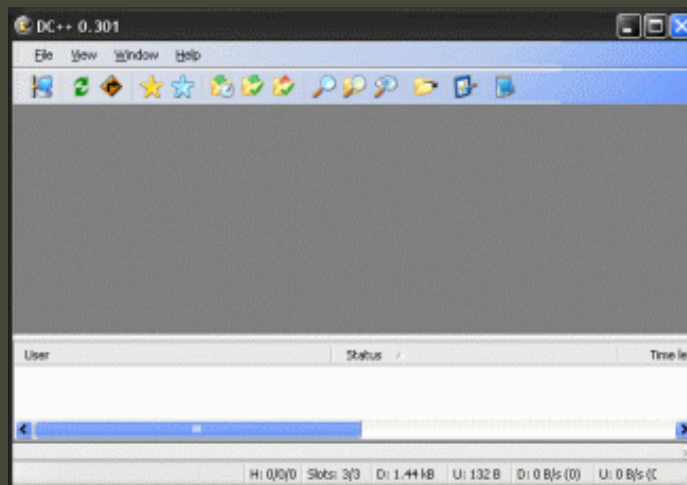


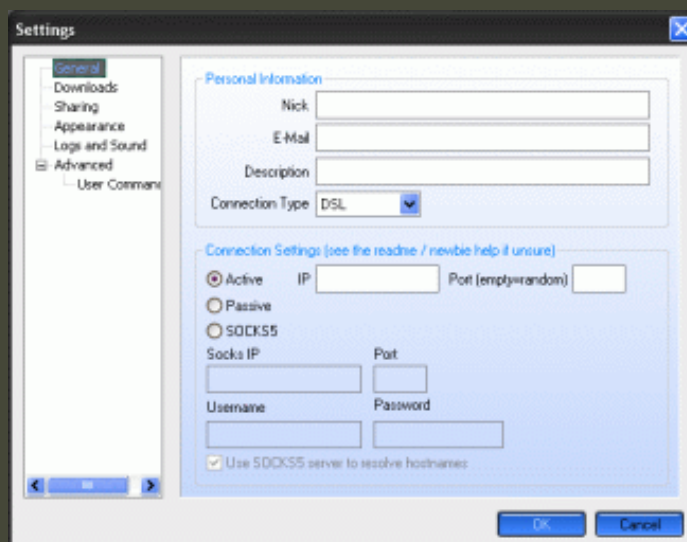
## DC++ Guide

This guide will explain a few things about DC++. Click on the screenshots to enlarge.

When you first open your DC++ client, it should look like this.



Select File > Settings...  
You should now see a screen like this.



In the white box next to where it says 'Nick (Required)' you should insert a nickname of your choice.

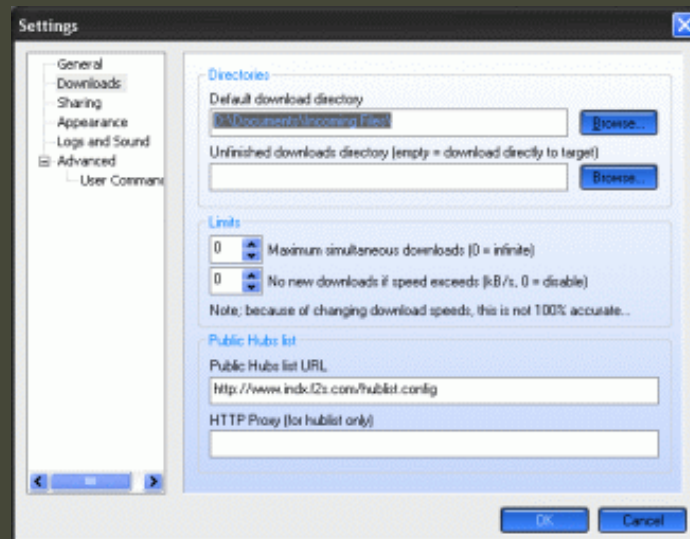
The 'E-Mail' box does not require any input from you, but some hubs like to know it, so you can put a fake one in there if you don't want to have

your real email exposed.

You can customize the description or leave it blank. If you leave it blank your description in a hub will have the version and client type in that box.

If you have a firewall that will block DC++ from searching for files in hubs, you will need to enable 'Passive Mode' to get around this. The downside to that is you can't have two passive users downloading from each other. Passive users will only have the ability to find files from users without a firewall.

Click on the 'Downloads' tab.

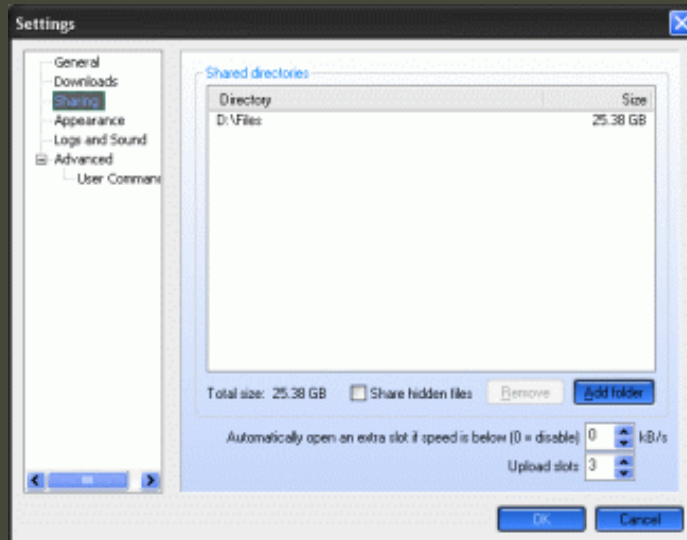


This is where you select your download path. Select a folder or drive you wish to have all your downloads from DC++ downloaded to. You can also select a path for all your partially downloaded files, leave blank just to use your default download path.

If you don't want all your download bandwidth eaten up, you can use the bandwidth throttle feature to limit the amount of incoming data.

'Public Hubs list' is where you insert your hub list URL, I've used this sites own hub list as an example. It fetches all the hubs in the servers list and downloads them to DC from this URL. You may use a proxy server for this process.

Proceed to the 'Sharing' tab.



Here you have to select your sharing directories by clicking on 'Add Folder' which is located near the bottom.

At the bottom where it says 'Upload Slots', I recommend you open 3. This means that the maximum files uploading at the same time is 3. Most of the good hubs require at least 3 open for you to enter.

**You're now ready to start downloading!** This guide has shown you how to set up your DC++ client for sharing your files and downloading.

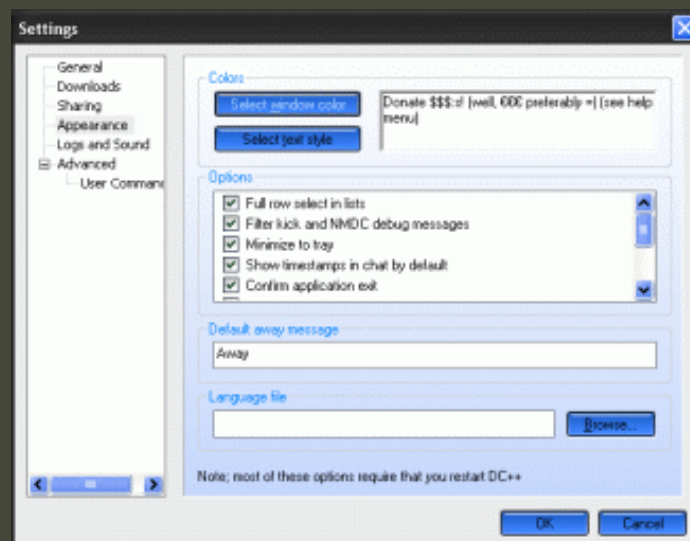
'DC++ Guide: Part 2' explains more about other features DC++ has to offer. Click below to continue.

[DC++ Guide: Part 2](#)

## DC++ Guide Part 2

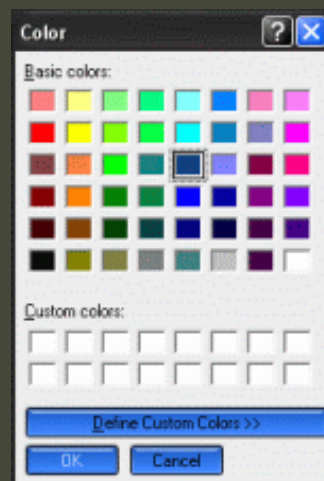
I will now run through the points of the more advanced features of DC++, which some people will benefit from.

Click on the 'Appearance' tab.



You can customize DC++ with various font styles and various colors.

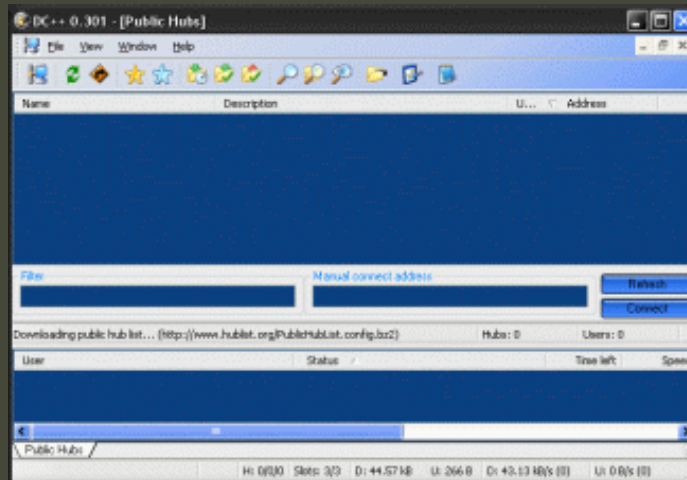
Click on 'Select window color'. There should be a pop-up box which shows the basic colors. If you want more, click 'Define Custom Colors'.



Click on a color of your choice then click 'OK'.

After you have done that, exit DC++ then re-open.

Now you see the background color has changed like the example below.

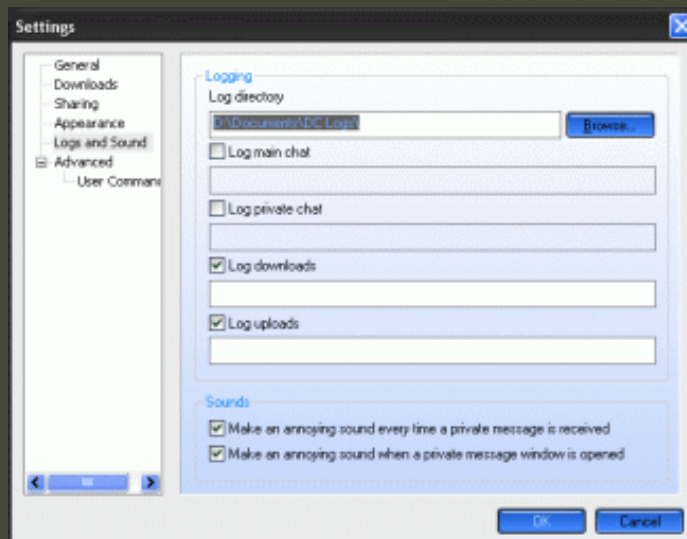


You can also use the same technique to change the font color.

Other options in 'Appearance' can be also be useful:

- Minimize to tray: This determines what happens when you minimize DC++. It is useful if you don't like loads of programs in your taskbar (I know I don't).
- Show timestamps in chat by default: When you have this option ticked, it adds a timestamp in the chat every time there is a message. For example: [12:34] John: Hello.
- Confirm application exit: This is very handy if you ever press exit by accident. It asks you if you want to close DC++ every time you press exit.
- Use system icons while browsing files: When this option is enabled, when you search for files there will be a small icon next to your results depending on what file type it is associated with. For example, if you searched for a file and it was zipped up, it will display an icon of your default application to open zip files with such as WinRAR or Winzip. However, it does slow browsing a little bit.

Proceed to the tab 'Logs and Sound'.



Logs are useful if you like looking back at your sharing achievements or just to see out of curiosity what people have uploaded from you.

First you need to define a path for the logs to be saved to.

Now simply tick the boxes according to what you want to log.

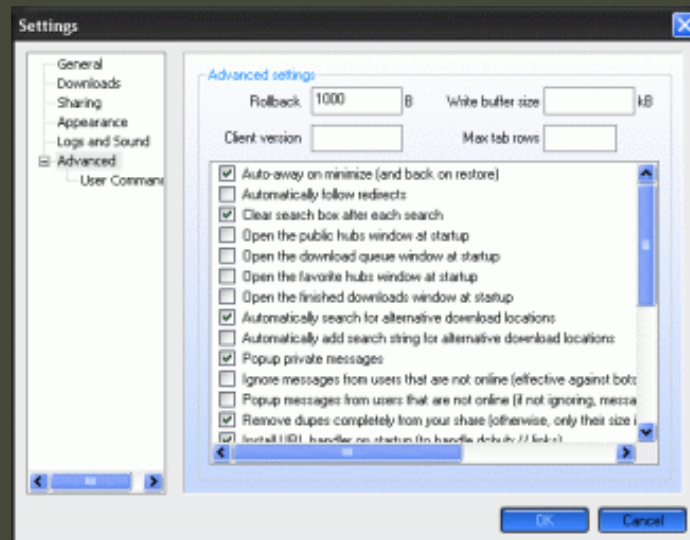
You can enable sounds for when you receive a private message or when the private message window is opened. This comes in handy if you're not looking in the main DC++ window all the time.

'DC++ Guide Part 3: Advanced Features' will explain about the advanced features DC++ has to offer. Click below to continue.

[DC++ Guide Part 3: Advanced Features](#)

## DC++ Guide Part 3: Advanced Features

Here I will go through the advanced features of DC++.



Rollback in DC++ is a feature I think everyone should use by default. In most cases, it avoids downloads becoming corrupt or un-usable by taking away a specified amount of data every time you resume a download.

The 'Write Size Buffer' is an anti-fragmentation feature, DC++ saves the specified number of bytes to keep fragmentation low.

Since some hubs specify a minimum client version that is much higher than DC++'s real version number you can set something here, I suggest adding 1 to version number e.g. 0.301.

Most of the features in the list are self explanatory so I will give descriptions of the ones I get the most emails about:

- **Automatically follow redirects:** When enabled, it follows a redirection command given by a hub. I leave this disabled because if a hub is full, I just keep refreshing until there is a space.
- **Automatically search for alternative download locations:** When enabled, if the user you are getting files off goes offline, it searches other users within the hubs you are in for the same file and automatically starts downloading depending if they have slots free or not.
- **Use small send buffer:** Many people complain about their download speeds dropping dramatically when you start uploading files to other users. If this is the case, enable this option.
- **Enable SFV checking:** Many downloads on DC contain an sfv file to check the integrity of a download. DC++ can on-the-fly calculate CRC-32 values for a file and compare it against the sfv file. If the check fails, the file is automatically downloaded once more from the same user and if that fails, the user is removed as a source. For this

to work, the .sfv file must be in the same target directory as the download goes.

- **Don't send away messages to bots:** You should have this feature enabled. Sometimes bots send you a private message when entering a hub and if your away, a message gets sent back to them but no-one will get to read it since that username is actually representing an automated computer.
- **Skip zero-byte files:** Zero-byte files are normally either fake files, or just obsolete files that are useless to users.

That's just about it for the guide. If you are still having difficulties with a certain feature or have any questions regarding DC++ then I recommend you visit the official [DC++ forums](#) which have a very large community with very knowledgeable people who most likely will be able to answer your query.