XDCC Catcher Basic 2.2 Quick start (English)

1 Quick start

This tutorial covers all basic aspects of XDCC Catcher Basic. After you've read this tutorial, you're able to use XDCC Catcher Basic.

If you're unfamiliar with IRC and/or XDCC, please read Brief introduction to IRC and XDCC first.

1.1 Networks, servers and channels

Each IRC network consists of one or more servers and of one or more channels. Three ways are available to add networks, servers and channels to XDCC Catcher.

1.1.1 Manually add networks, servers and channels

This method is very intensive, but you have full control of networks, servers and channels.

To manually add networks, right click the **Network list** and choose **Add -> Network** or choose **Add -> Network** in the toolbar just above the **Network list**. Then enter the name of the network. The name doesn't have to exactly match the real name of the network.

You'll now be asked if you would like to add some servers. Choose **Yes** and add some servers and channels.

1.1.2 Use SERVed Lite to build a network list

SERVed Lite is a very nice program created by Douglas Quaid and makes it possible to create a huge network list within some minutes. **SERVed Lite** parses all networks, servers and channels from the Directory of the popular XDCC search engines Packetnews or IRCSpy and add them to your **Network list**.

To start **SERVed Lite**, choose **Tools (menu bar) -> SERVed Lite**. **SERVed Lite** opens. If you would like to parse all networks, servers and channels from the Directory of Packetnews, choose **Packetnews.com** in the combobox. In the case of IRCSpy, select **IRCSpy.com**. Then click **Get all channels**. **SERVed Lite** downloads and parses all information. When **SERVed** shows '0 networks left!', **SERVed** is ready. If you want to add all networks, servers and channels to XDCC Catcher, just click **Add all links to XDCC Catcher**. The last step may last some time, because of Windows limits. Now return to the XDCC Catcher main window (don't close **SERVed!**) and examine the Networks and Channels count, just below the **Network list**. The numbers slightly increase. When neither of the counts increase anymore, close **SERVed**. Your network list is now ready.

Please note that the network lists created by **SERVed Lite** are very huge and consist of more than 200 servers and more than 2000 channels. If you've a slow connection, your connection may not be able to handle so many connections. On the other hand, with so many servers and channels you're able to get thousands of packs in your **Packet list**. But be careful with huge network lists!

1.1.3 Use results of XDCC search engines

Go to Packetnews or IRCSpy with Internet Explorer and start a search query.

If your search query has any results, you see a page like this:

Network: AFTER-ALL								
Channel: #ct-xdcc								
bot	**active**	**slots**	**que**	**kps**	**pack**	**gets**	**size**	**description**
ct-s200	19m30s			26.8	#1	13x	1.3m	test

When you click on the underlined '#1', the network (after-all), server (irc.after-all.org; not visible in screenshot) and channel (#ct-xdcc) are automatically added to the **Network list**. The image above is a screenshot of Packetnews, but the things to do are the same when you're using IRCSpy or another XDCC search engine.

Also, the pack (#1 of ct-s200) is added to your local queue and to the **Packet list**. Read more about using so-called 'ready-to-use commands' here. If you only would like to add the network, server and channel, click on '#ct-xdcc'. When you click on 'AFTER-ALL', only the network and server are added to the **Network list**.

You can only use 'ready-to-use commands' when you add packs from Internet Explorer. Packs can't be added from Firefox or other browsers. Please use Internet Explorer or internal web browser (Pro only) to add packs from results of XDCC search engines.

1.2   Connect networks

You now have a network list, but you're not connected to any network, so you have no packs in your **Packet list**. In this subchapter, you'll learn how to connect to networks.

1.2.1   Manually connect

Right click in the **Network list** on a network you would like to connect to. Then choose **Connect**. When you're successfully connected to the network, the color of the circle left of the network changes from red to yellow. You can now join all channels channel by channel (click on the + left of the network, right click on the channel you would like to join and choose **Join**) or you can right click on a network and choose **Join all channels** to join all channels of that network. If you're joined to all channels of the network, the color of the circle changes to green.

All packs posted in the joined channels are added to the **Packet list**, the list of all packs. You'll read about adding packs to your local queue further on.

You can disconnect connected networks and part joined channels in the same way as described above (but change **Join** to **Part**, **Connect** to **Disconnect**, etc.).

1.2.2   Autoconnects / Autojoins

You don't have to connect all networks manually. If the global Autoconnects option is checked (**File (menu bar) -> Autoconnects**), all networks whose **Autoconnect** option is set (right click network -> enable/disable **Autoconnect**; on default, **Autoconnect** option is set) are connected. Be careful, because autoconnecting more than 200 networks in your network list can cause a huge system/network load.

If the global Autojoins option is checked (**File (menu bar) -> Autojoins**), all channels whose **Autojoin** option is set (right click channel -> enable/disable **Autojoin**; on default, **Autojoin** option is set) are joined. Be careful, because autojoining more than 2000 channels in your network list can cause a huge system/network load.

On default, (global) Autoconnects and Autojoins (**File (menu bar) -> Autoconnects / Autojoins**) are disabled on startup. You can change these defaults on the **Networks tab** of **Settings** (click **Settings** (on the right of **Search dialog**) in the main toolbar).

1.2.3   Connect all non-idle / Disconnect idle

When you do a **Connect all non-idle** (**File (menu bar) -> Connect all non-idle**) all networks and channels of packs in your local queue are connected or joined, so all packs in your queue are requested. If you want to immediately start downloading packs in your local queue and don't want to search for packs, you should do a **Connect all non-idle**.

When you do **Disconnect idle** (**File (menu bar) -> Disconnect idle**) all networks and channels are disconnected or parted, except those of packs in your queue. You should do this, if you've first searched for a pack, found it and don't want to search for other packs. **Disconnect idle** decreases the network/system load.

1.3 Add packs to your local queue

You've now a network list, you're connected to some networks, joined some channels and you've packs in your **Packet list**. What should you do now?

1.3.1 Add packs from Packet list

When you found a pack you would like to download, double click on it. The pack is automatically added to your local queue (to see your local queue, activate the **Queue tab** by clicking on it (on the lower part of your screen)). If the network of the pack is connected and the channel of the bot is joined, the pack is requested within two seconds. The status of the request changes to Requesting. When free slots are available, XDCC Catcher connects to the parent bot of the pack and the status changes to Connecting and Receiving. When only free queue slots are available, the status changes to Queued.

If you would like to remove a request from your local queue, right click on the request and choose **Remove request** (sometimes you've to do some "clean-up work" first. For example, when you're queued, you've to do first a **Remove from queue** before you're able to remove the request).

1.3.2 Add packs from web browser

Please take a look here first.

Network: AFTER-ALL								
Channel: #ct-xdcc								
bot	active	slots	que	kps	pack	gets	size	description
ct-s200	19m30s			26.8	#1	13x	1.3m	test

As said, if you click on '#1', the pack #1 of bot ct-s200 on network after-all is added to your local queue. Also, if the network doesn't exist, the network is added to the **Network list**, so the server and channel. Mostly, the network isn't connected. You can manually connect the network and channel, but I suggest you to use **Connect all non-idle**. Just wait a minute after doing **Connect all non-idle** and your pack is automatically requested. (If you enabled **Autoconnects** and/or **Autojoins**, the network and/or channel of this pack is automatically connected or joined, without a **Connect all non-idle**.)

The method described above to add packs to your local queue is a very popular one. It doesn't cause much network/system load, because you're using XDCC search engines to find the packs you would like to download. With just one click you're able to add a pack to your queue! If you fully understand this method, you're able to download the last stuff within some minutes. Just search for the pack you want to download, start XDCC Catcher and click on the link in the web browser. XDCC has never been so easy!

You can only use 'ready-to-use commands' when you add packs from Internet Explorer. Packs can't be added from Firefox or other browsers. Please use Internet Explorer or internal web browser (Pro only) to add packs from results of XDCC search engines.

1.3.3 Manually add packs to local queue

Of course, it's possible to manually add requests as well. You can click on **Manually add** (main toolbar; on the right of **Settings**) or right click on the **Queue list** and choose **Manually add**. You're now able to enter the network, channel, bot and pack by yourself. If the network is connected and the channel is joined, the pack is requested.

1.4   Search

If you've thousands of packs in your **Packet list**, it's very hard to find the pack you want. Don't worry, the search will help you.

1.4.1   Using Search dialog

Open the **Search dialog** by clicking on the button **Search dialog** in the main toolbar, by choosing **File (menu bar) -> Search** or by pressing the F3 key on your keyboard.

First, select what you want to search on. Then select the search type. I recommend the **Normal** type, because **Regular Expressions** are extremely powerful, but not easy to learn. Take a look at http://etext.lib.virginia.edu/helpsheets/regex.html for more information about **Regular Expressions**.

Afterwards, enter the search string. If you use " " in your search string, only phrases which exactly match the string between " " are used as results. For example, if you search for "Peter Pan", Peter Pan CD1 is a result, but Pan Peter CD1 isn't. If you don't use " ", the word order doesn't matter, only a string in which all search words are represented is a result. For example, if you search for Peter Pan, both Peter Pan CD1 and Pan Peter CD1 are results to your search query.

If you click **Search**, XDCC Catcher starts to search. If your search query has any results, the **Search results** open.

1.5   Final words

You successfully completed the quick start/tutorial. You're now able to work with XDCC Catcher Basic. If you still have questions, please buy XDCC Catcher Pro: you'll get an advanced user guide and you can contact our Technial Support for free. Also, XDCC Catcher Pro has a lot of features which aren't available in XDCC Catcher Basic.

2 Appendices

2.1 Brief introduction to IRC and XDCC

If you're unfamiliar with IRC and XDCC, it's recommended to read this brief introduction.

2.1.1 IRC

IRC stands for Internet Relay Chat. The main purpose of IRC is talking with other people.

First, you should connect to a network. A network consists of one or more servers. These servers represent the full network, so it doesn't matter what server you connect to. Big networks have a lot of servers, because one server can't handle so many users.

If you're connected to a network, you should join one or more channels. Each channel has a particular subject, for example dogs or Microsoft Windows. If you've joined a channel, you're able to read all the messages posted in this channel. If you would like to have a private conversation, you should send an user a private message (PM). Private messages can only be read by the user who you sent the PM to.

A very popular IRC client is called mIRC. Read more about IRC at http://www.irc.org/.

2.1.2 XDCC

With IRC, you're able to send files, besides sending messages. Files are transferred by using a Direct Client to Client (DCC) connection. Everyone can receive and send DCC transfers.

XDCC automates DCC: So-called XDCC bots send you files (by DCC) when you send a specific command to the bot, mostly 'xdcc send #packnumber'. Almost all XDCC bots offer one or more packs: specific files you can download. Each pack is identified by a number: the pack number.
For example, a XDCC bot called 'TestBot' offers 2 packs:

    #1 WinAmp 2
    #2 KaZaA

If you would like to receive WinAmp 2, you should send 'xdcc send #1' to bot 'TestBot' (by private message). In mIRC you've to do it this way: /msg TestBot xdcc send #1

After you've sent the personal message, the bot automatically sends the file to you.

XDCC Catcher is an application which makes it easier to work with XDCC. You don't have to send commands by yourself, XDCC Catcher does.

But how do you know what packs a XDCC bot offers? Two ways are available:

- Almost all bots post their pack information, so-called public XDCC Lists, in some particular channels. For example, a bot called 'TestBot' posts a XDCC List in channel #test (network 'testircnetwork'):

    ** 2 packs ** 10 of 10 slots open, Record: 738.3KB/s
    ** Bandwidth Usage ** Current: 0.0KB/s, Cap: 9000.0KB/s, Record: 1006.6KB/s
    ** To request a file, type "/msg TestBot xdcc send #x" **
    #1 110x [2M] WinAmp2
    #2 44x [3M] KaZaA
    ** Brought to you by TestName **
    Total Offered: 5 MB Total Transferred: 500 MB

    XDCC Catcher automatically parses this information and adds the packs of this bot to the packet list (list of all packets).

- Send a private message 'xdcc list' to the XDCC bot. Not all XDCC bots support this method. Sometimes you will receive a 'denied' message. This method is only supported in XDCC Catcher Pro (XDCC Catcher Pro calls this method 'sending XDCC List requests'). You'll get the same response as listed above.

If no (download) slots are available, you are added to the queue of the bot. For example, 'TestBot' has 2 (download) slots and 10 queue slots. If the 2 download slots and 4 of the 10 queue slots are occupied, you're added to the queue of bot 'TestBot' in position 5. As soon as a download slot becomes available, the first one in the queue gets the free download slot. If you would like to be removed from a queue, you've to send the message 'xdcc remove' to the bot (of course, you don't have to use this command with XDCC Catcher).

If you or the bot cancels the DCC transfer (because of connectivity issues, for example), you're able to resume the download later ('resuming'). The method of requesting a pack doesn't change; XDCC Catcher automatically detects you already have tried to download the file and XDCC Catcher sends a resume request, so you don't have to download the same bytes again.

You're now able to go back to the Quick start.