DCC.Send

COLLABORATORS

	TITLE : DCC.Send		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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1.1 DCC.Send

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 DCC.Send / DCC.Move
A Grapevine File Transfer Client

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1.2 What

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What are DCC.Send and DCC.Move?
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DCC.Send is a client for the Grapevine IRC program which allows file transfers via IRC. DCC.Send is compatible with the ircII DCC SEND/GET protocol, however it has been made faster than ircII for sending files. DCC.Send has a graphical interface that makes it easy to follow the progress of the transfer, and, if so desired, abort it.

DCC.Move is a client specifically written for Grapevine, supporting filenames with spaces in them, and transfer resume. Unlike in the past, DCC.Move is not significanty faster than DCC.Send, since both have been optimised for maximum performance. However, DCC.Move does use a bit less bandwidth, which could make it more desirable on low speed connections.

1.3 Installing

Installing DCC.Send and DCC.Move

    To install these DCC clients, simply copy the DCC.Send.AS225,
DCC.Send.DNET and DCC.Move.AS225 programs to the directory you specified
as the "DCC Program Path" in the Grapevine "Paths" window.

1.4 Using

So how do I use DCC.Send?

    Sending a file
    Receiving a file
    Aborting a transfer

1.5 Sending

Sending a file

    Use of DCC.Send is through the Grapevine main program. To send a
file to a user, you would type:

    /dcc send nickname filename

    or, for DCC.Move,

    /dcc move nickname filename

    Where "nickname" is the IRC Nick of the person you wish to send the
file to, and "filename" is the full path and filename of the file you want
to send (example: Work:Utilities/Sabot). If you omit the filename portion
of the line, then DCC.Send will open a file requester so that you may
select a file you wish to send. Selecting "Cancel" from the filerequester
will abort the file transfer.

    By specifying a directory only (ending with : or /) as the filename,
the file requester will be opened with the path set to that directory.

    If the file specified is found, DCC.Send will open a progress indicator
window that tells of the current state of the transfer.

1.6 Receiving

Receiving a file

    Use of DCC.Send is through the Grapevine main program. When another
IRC user attempts to send you a file via DCC, DCC.Send will open a
requester with three options. You may Accept the connection,

which will start the file transfer, and place the file in the directory you
specified in Grapevine's "Path" window, you may Rename the file,
which will open a file requester which allows you to pick a new path and
filename for the incoming program, or you may Cancel the request,
and not accept the file.

    If you cancel a send at this point, the sender is informed of this in
an IRC notice, so that he or she may cancel the waiting send on that end.

    DCC.Move has an extra feature at this point: If the file already exists
in the destination directory, DCC.Move will ask whether you would like to
Resume transfer or Restart the transfer from the beginning. It has a
rudimentary file checksum, which will force it to start from beginning if the
common part of the files on both ends differs. Being a very simple algorithm,
this is not foolproof, but works most of the time. Note that transfer resume
COULD end up with a corrupted file.

1.7 Aborting

Aborting a transfer

    To abort a transfer already in progress, simply click the close gadget
in the progress window. There may be a short delay while the client tells
the other party that you are canceling the transfer.

1.8 The

The DCC.Send / DCC.Move window

    When a DCC transfer begins, DCC.Send will open a small window located
near the Grapevine window in which the DCC was initiated (or the lowest
number window if you are accepting). The DCC.Send window consists of
three parts.

    Gauge   This is a progress gauge which graphically shows how
        much of a transfer is complete. The percentage transfered is
        shown in the center of the gauge.

    Filename This field tells the name of the file being
        transferred.

    Size   The number of bytes transfered, and the total number
        of bytes is shown here.

    Speed   A "bytes per second" indication of the average transfer
        speed is shown in this third area.

    The title bar of the window indicates whether the transfer is incoming or
outgoing, and the nickname of the remote party.

1.9 Note

Note to AmiTCP users:

    If you are using DCC.Send with AmiTCP, be sure that the environment
variable "Hostname" is set to be the full name of your system, including
domain. AmiTCP defaults to putting just the hostname in the variable
(example: "amiga"), but DCC.Send requires that the domain be appended to
this (example: "amiga.extern.ucsd.edu"). If this variable is not set
properly, you will not be able to send files to other users, although
you may still receive files.

    You will of course also need the AS225 emulator socket.library.

1.10 Note

Note to DNET users:

    Because of limitations in the current DNET implementation, sending
files disabled. You may also miss some of the other features of DCC.Send,
such as renaming files, and the transfer rate display. DCC.Send.DNET is
not being actively supported or updated.

1.11 Additional

Additional Goodies

    DCC.Send has a few little quirks that might be handy to
know about:

    Danimalize!

1.12 Danimalize!

Danimalize!

    If you would like DCC.Send to automatically accept any file sent to
you, simply set the environment variable "danimalize" (example: "setenv
danimalize 1"). This will mean that whenever anyone else on IRC tries
to send you a file, it will skip the Accept/Rename/Cancel requester, and
just accept the transfer.

1.13 Changes

What has happened to DCC.Send?

0.32

   If you rejected a DCC, DCC.Send failed to unlock the Grapevine screen.
   Also changed cpsrate display in sending to reflect real status a bit
   better.

0.31

   Rewrote the send loop, speeding transfer up significantly. This also
   fixed problems in DCC.Move. Implemented file checksum for DCC.Move.

0.28

   Made things more asynchronous...

0.27

   Well, it didn't fix it. Which left as the only solution of making the
   socket a blocking one, and really doing something with the acknowledges
   the receiving end sends... This version will not close the socket until
   receiving end has acknowledged the receive of every byte.

   Unfortunately this also means that DCC.Send is once again as slow as the
   ircII version.

   Yes, I know the cps counter might do weird things during a send.. That's
   because this is a quickie fix for the cut off problem, and took priority
   over everything else.

0.26

   Hopefully fixes the transfer cut off problems people were experiencing
   with version 0.23 included in the first Grapevine release.