



DOT.TUNES
VERSION 4

Getting Started

Welcome

Thank you for downloading DOT.TUNES 4 FREE! We really hope you enjoy your music even more now that you can access it from anywhere.

DOT.TUNES version 4 contains many new enhancements from the previous versions, including the addition of plug-ins designed to appeal to the most discerning music aficionado.

DOT.TUNES is different from other P2P style apps in that you are not connected to a central network. You create usernames and passwords within DOT.TUNES so that only authenticated users can login to your DOT.TUNES server to browse, play or download music. At no time do you need to upload your tracks to a central server or pay a monthly fee.

The following pages will guide you through the process of getting DOT.TUNES up and running for the first time. This process is really quite simple but read on so you know what to expect.

Enjoy!

www.DotTunes.net

Requirements

Mac OS X

- Mac OS X 10.2 or later
- iTunes 4 or later

Windows

- Windows 98, 2000, XP or later
- iTunes 4 or later

First Things First

Be sure to visit DOTTUNES.NET to download the latest version of DOT.TUNES if you haven't already.

Both the Mac and Windows links will download a zip file which contains the DOT.TUNES Application. Once the download is complete simply unzip the file to reveal the application.

Drag and Drop the DOT.TUNES Application into the Applications folder (Mac), or Programs folder (PC). (These folders are the preferred destination for the Application; however, the Application can reside anywhere on your computer on either platform.)

Before launching DOT.TUNES for the first time, be sure your iTunes Library contains music and/or videos. DOT.TUNES will read your iTunes Library and import the data when it launches. If you do not have iTunes installed or do not have any music or videos within iTunes, please visit the Apple website at <http://www.apple.com> to download iTunes and add music and/or videos before launching DOT.TUNES.

Once you have installed iTunes and there is music and/or videos in the library you can proceed to launch the DOT.TUNES Application.

Installation

DOT.TUNES does not require you to launch a separate installer. All the files required to run DOT.TUNES are contained within the main Application.

Each time DOT.TUNES is launched it will check for a new update. If a new update is available you will be asked if you wish to install it.

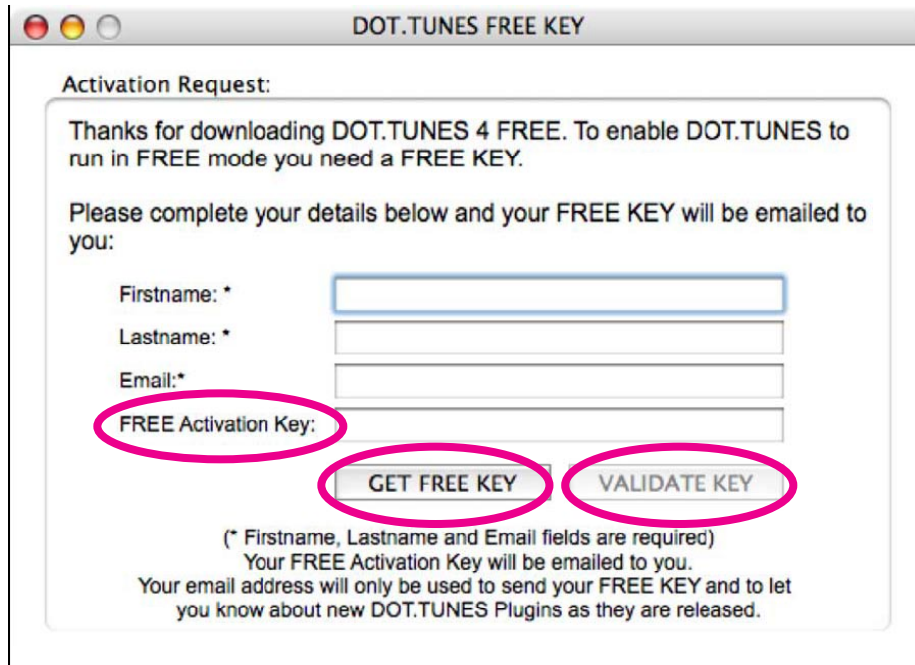
All files are installed into a folder called DOT-TUNES located in your user Preferences directory on Mac and the Application Data directory on Windows.

Get Your Free Activation Key

The first time you launch DOT.TUNES you will need to request a FREE Activation Key. Just enter your name and email address and click **GET FREE KEY**. You will then receive an email containing your FREE Key. Be sure to enter a correct email address otherwise you will not receive your Activation Key.

Once you receive your Activation Key, copy and paste it into the **FREE Activation Key** field and click **Validate Key**.

The email you receive will also include your first free DOT.TUNES Plug-in called DOT.ARTWORK. Keep this code handy and you'll find out how to use this in a moment.



The screenshot shows a window titled "DOT.TUNES FREE KEY" with the following content:

Activation Request:

Thanks for downloading DOT.TUNES 4 FREE. To enable DOT.TUNES to run in FREE mode you need a FREE KEY.

Please complete your details below and your FREE KEY will be emailed to you:

Firstname: *

Lastname: *

Email: *

FREE Activation Key:

(* Firstname, Lastname and Email fields are required)
Your FREE Activation Key will be emailed to you.
Your email address will only be used to send your FREE KEY and to let you know about new DOT.TUNES Plugins as they are released.

Importing iTunes Data

DOT.TUNES contains a powerful SQL database containing all your music data. To build this database DOT.TUNES needs to access your iTunes XML file which contains the details for every track in your iTunes Library.

You will see the following window which asks you to confirm the location of your iTunes XML file. In most cases DOT.TUNES is able to locate the file and you can simply click **Use This File** to begin importing data. If you wish to choose an alternate file just click **Browse** and locate the file.



Once your iTunes XML file has been selected DOT.TUNES will begin importing this data into a new SQL database. This process may take some time depending on the size of your iTunes Library.

Each time your iTunes Library changes, DOT.TUNES needs to re-import your data. To avoid this loading process at startup you may like to consider purchasing the DOT.SYNC Plug-in which includes a Plug-in and a separate Application which works in the background to keep your iTunes Library in sync with DOT.TUNES.

Publish Your Files

DOT.TUNES does not automatically make all of your music and videos available to the DOT.TUNES Web Server but allows you to select which Artists, Albums or Playlists you do want to make available.

By “Publishing” the files you want, you are telling DOT.TUNES which files to add to the Web Server. You can publish any number or combination of Artists, Albums and Playlists by ticking the checkboxes as can be seen in the image below.



Once you have selected the Artists, Albums and Playlists you wish to publish, you need to click the final checkbox in the middle of the window to agree to only publish audio files which do not infringe the copyright of others. Then click **Publish** to start the DOT.TUNES Web Server.

The DOT.TUNES Web Server

Congratulations, your DOT.TUNES Web Server is now running! The main window allows you to start, stop and monitor the server. You can see how many Artists, Albums, Playlists and Tracks have been published, the total number of hits on your server, the number of active connections and the last file served.

You will see 2 web address links in the main window. The Local Address is the address you use from within your local home network. The External Address you would use from outside your Local Network.

Local Address: <http://192.168.0.3:9998/>
External Address: <http://121.210.153.192:9998/>

If you plan to connect to your DOT.TUNES Server from outside your network using your External Address then you may need to configure your Router to allow connections through to your computer. DOT.TUNES uses ports 9990 to 9999 and you may need to configure Port Forwarding to open these ports. Please refer to the **Router Configuration** section of this guide for further instruction on Port Forwarding.

In a moment we'll connect to your server for the first time but first lets install your FREE DOT.ARTWORK Plugin using the Activation Code contained within your FREE Key email.

Activate Your First Plug-in

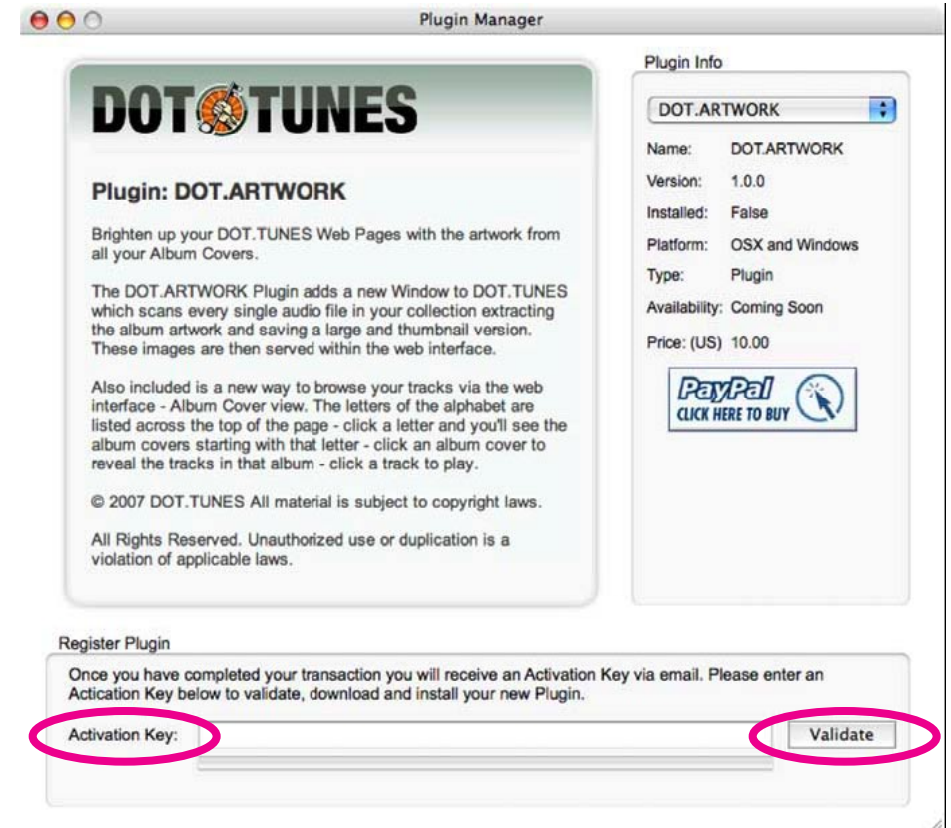
When you received your FREE Key email, it contained your DOT.TUNES Activation Key as well as a FREE Activation Code for the DOT.ARTWORK Plug-in. Please copy this code from your email and then click **Open Plugin Manager** or open the Plugin Manager from the Plugins Menu.

The Plugin Manager contains over a dozen powerful new Plug-ins which you can install to enhance your DOT.TUNES experience. For example if you own an iPhone, Wii, PS3, PSP or Palm there is a plug-in which adds a custom interface for these devices. These Plug-ins are affordable and allow you to pay only for the specific features you require. Pay via PayPal, receive an Activation Code via Email, enter the code into the Plugin Manager and your new Plugin will be downloaded and installed automatically.



Let's try it now with your FREE DOT.ARTWORK Plugin.

Just paste your DOT.ARTWORK Activation Code into the bottom of the Plugin Manager Window and click **Validate**. Your new Plug-in will be automatically downloaded, installed and activated. With most plugins there is no need to restart DOT.TUNES and the new features will be available right away.



Now that you have installed DOT.ARTWORK, all of your iTunes Album Artwork will be visible within the web interface. Also a new tool is available in the preferences window which can scan every audio file in your collection and extract the Album Art from each file.

Connect to Your DOT.TUNES Server

From the main DOT.TUNES window click the **Local Address** and your web browser will open and load the web interface. You can browse by Artist, Album or Playlist or select Album Art view to see all your album covers - click one to view the tracks from that album.



Remember that you need to use your External Address if you want to connect to your server from outside your local network. You may also need to configure Port Forwarding for ports 9990 to 9998 in your Router.

Finally, you may like to browse through the other plug-ins available within the Plugin Manager. Now that you have downloaded your first Plug-in you know how easy it is to add new functionality to DOT.TUNES.

Enjoy :-)