



DOT.TUNES™
FREE YOUR TUNES
AND THE REST WILL FOLLOW...™

DOT.TUNES 4 FREE
THAT'S RIGHT DOT.TUNES VERSION 4 IS NOW FREE!
Download today and receive the DOT.ARTWORK plugin FREE
and don't miss the new IPHONE plugin at a 50% discount. 

Getting Started Guide v1.0

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

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.

Step 1) Download DOT.TUNES

Make sure to visit DOTTUNES.NET to download the latest copy of DOT.TUNES v4 if you haven't already.

Both the Mac and Windows links will start a zip file downloading to your computer. Once downloaded simply unzip to reveal the application.

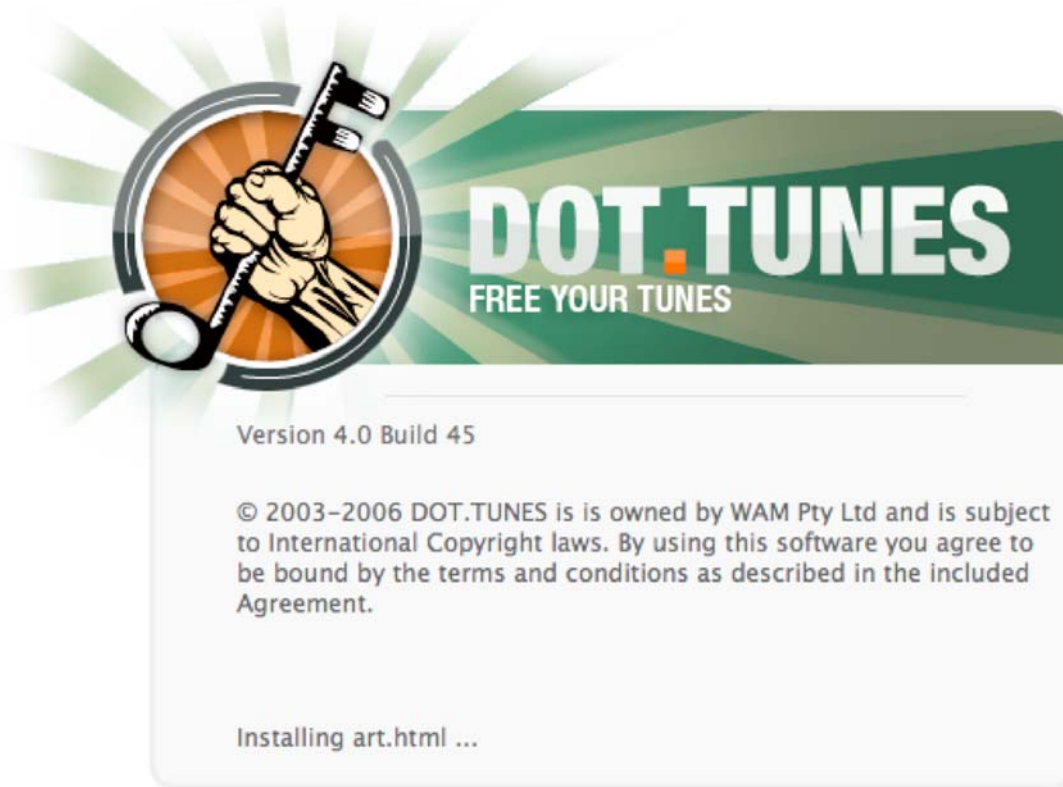
Apple Mac users may like to drag DOT.TUNES into the Application folder however it can reside anywhere on your computer on either platform.

The only thing you really need to do before launching DOT.TUNES is to be sure you have some tracks within iTunes. DOT.TUNES will read your iTunes Library and import the track data. If you do not have iTunes installed or have no tracks within iTunes then please [Click Here](#) to download iTunes and add some tracks before launching DOT.TUNES.

So, iTunes is installed and contains some tracks, DOT.TUNES has been downloaded and you have just launched the application ...

Step 2) Installation

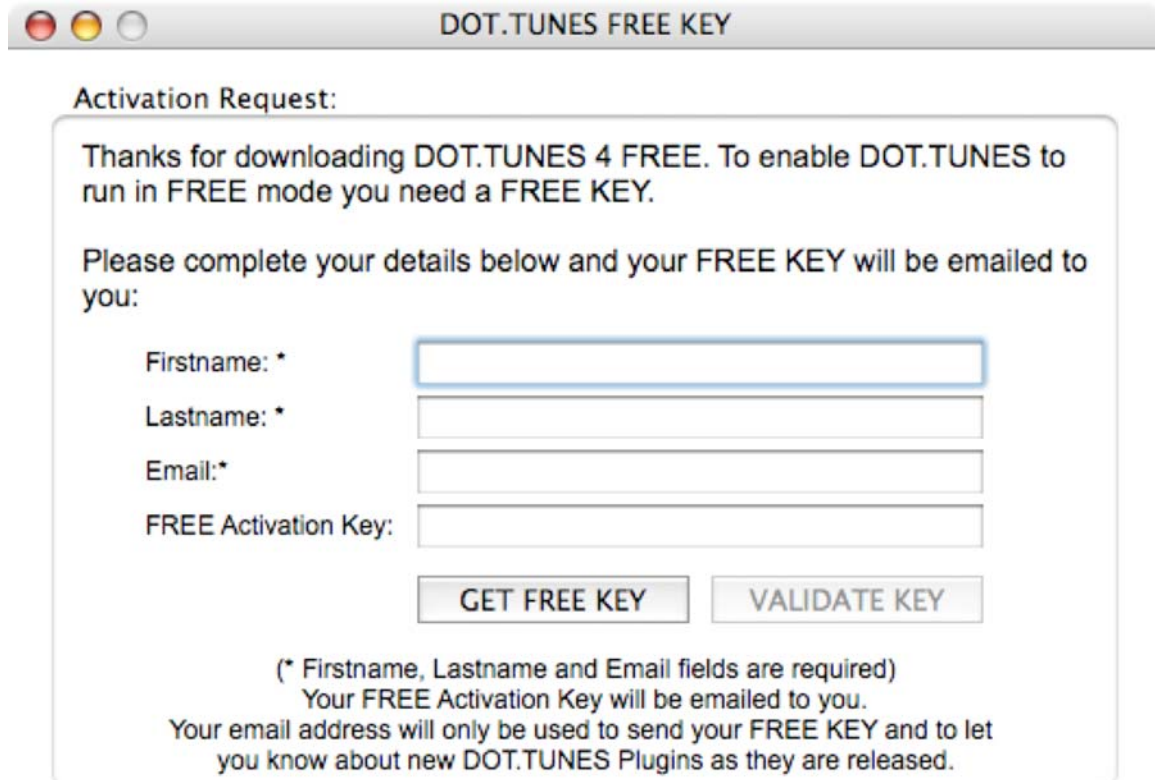
DOT.TUNES does not require you to launch a separate installer. All files required to run DOT.TUNES are contained within the main application. When you launch each new version of DOT.TUNES any required files will be installed automatically. All files are installed into a folder called DOT-TUNES located in your Preferences directory on Mac and the Application Data directory on Windows.



You will see the installation process within the splash window above on startup.

Step 3) Get Your FREE Key

The first time you launch DOT.TUNES you need to request a FREE 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 key.



The image shows a window titled "DOT.TUNES FREE KEY" with a standard macOS-style title bar. Inside the window, the text reads: "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:". Below this text are four input fields: "Firstname: *", "Lastname: *", "Email:*", and "FREE Activation Key:". Each field has a corresponding text box. At the bottom of the form area are two buttons: "GET FREE KEY" and "VALIDATE KEY". Below the buttons, there is a note: "(* 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."

Once you receive your Key copy and paste it into the Request Window and click 'Validate Key'

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

Step 4) Import iTunes Data

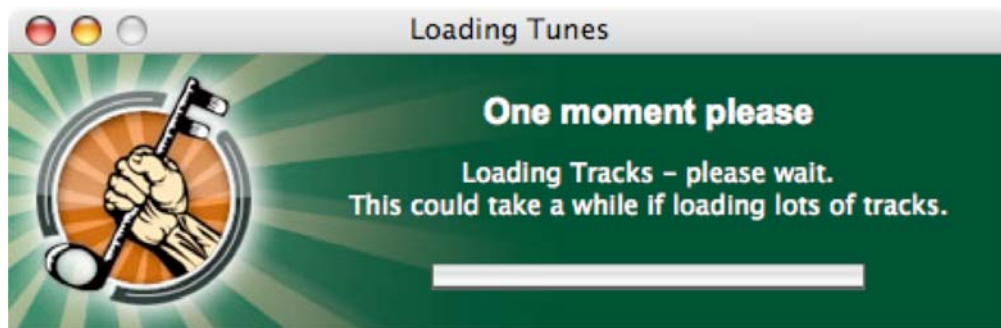
DOT.TUNES contains a powerful SQL database containing all your music data. To build this database DOT.TUNES needs to access your iTunes XML file which contains details about every track in your iTunes Library.

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 Music Library.

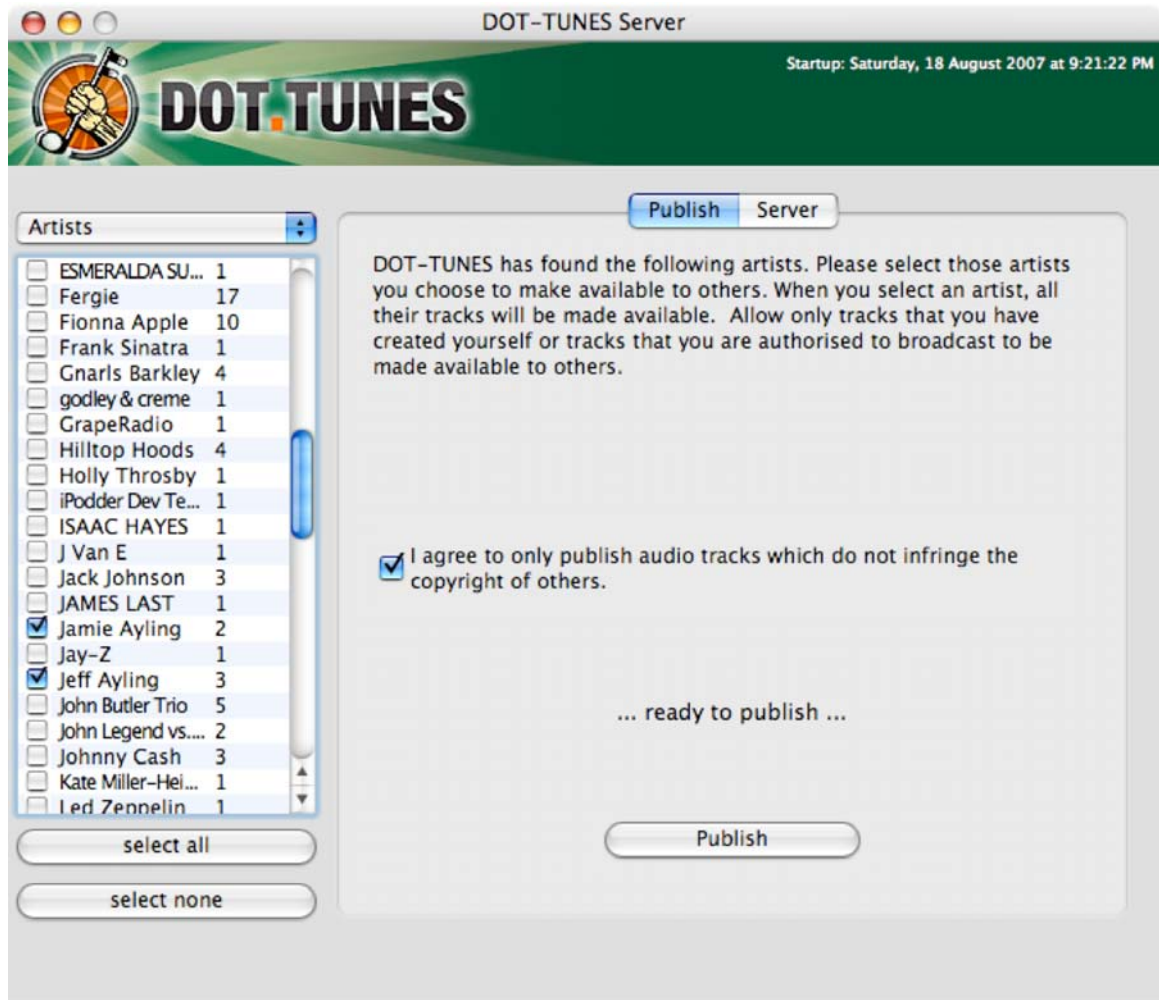


Although this process may take a while please be patient as over a dozen 'worker-bees' share the load of importing your music data.

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 Plugin which includes a Plugin and a Separate Application which works in the background to keep your iTunes Library and DOT.TUNES in sync.

Step 5) Publish Some Tracks

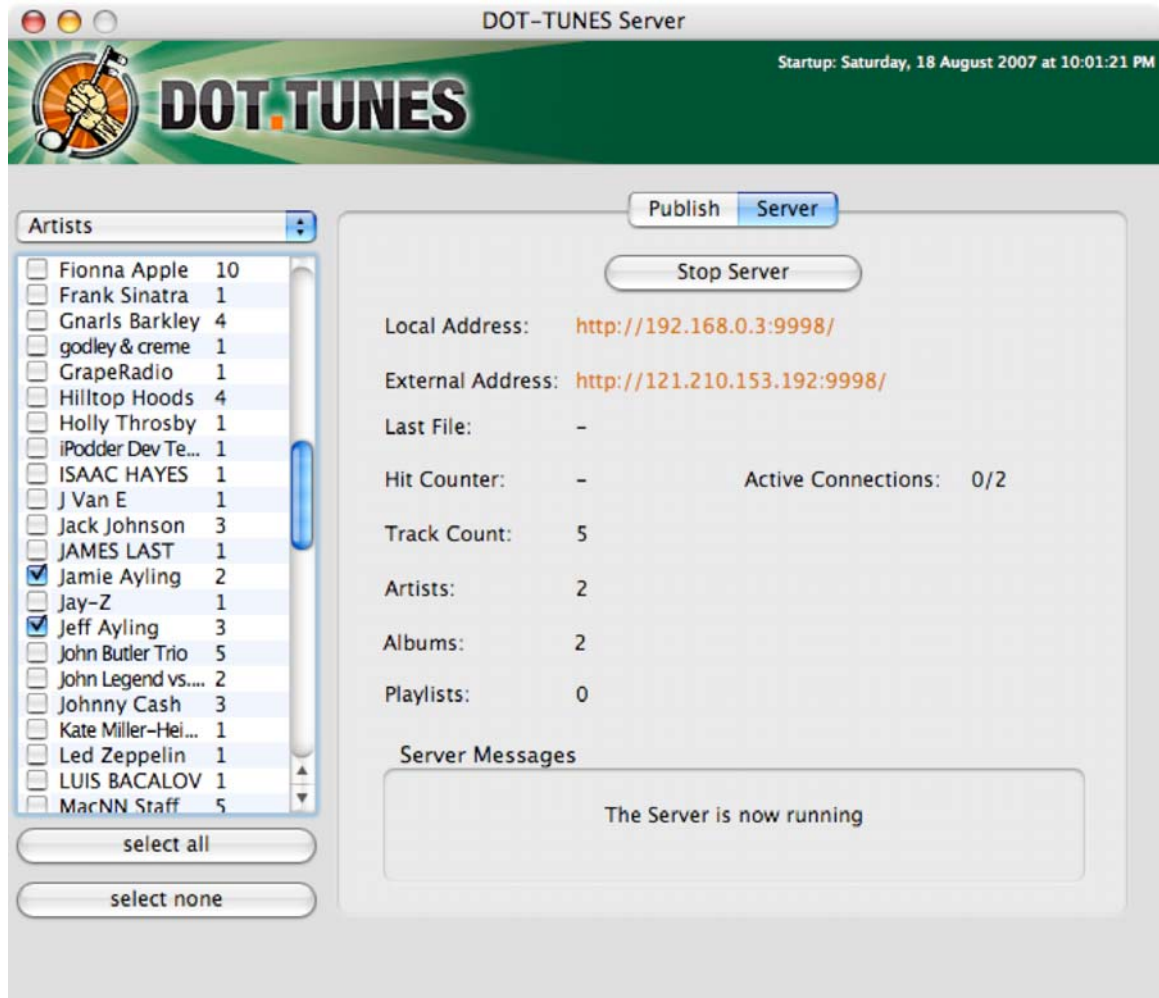
DOT.TUNES does not publish all of your music automatically but allows you to select which Artists, Albums or Playlists you would like to make available. You can publish any number or combination of Artists, Albums and Playlists by ticking the checkboxes as can be seen in the image below.



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.

Step 6) The DOT.TUNES Server

The DOT.TUNES Server is now running. The main window allows you to start and stop the server and you can 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.

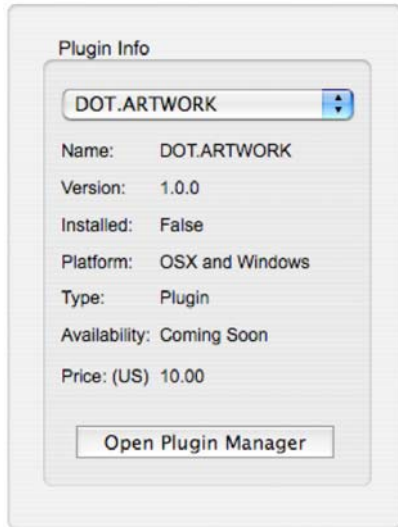


You will see there are 2 web address links on the main window. The Local Address is the address you would use from within your local home network. The External Address you would use from outside your Local Network.

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.

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.

Step 7) Activate your first Plugin



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 Plugin. 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 Plugins 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 plugin which adds a custom interface for these devices. These Plugins 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 Plugin 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.TUNES all of your iTunes Album Artwork will be visible with 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.

Step 8) 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.

DOT-TUNES - No Results - www.dottunes.net

http://192.168.0.3:9998/

DOT-TUNES - No Results - ...

View: Artists

ARTISTS

Jamie Ayling
Jeff Ayling

Show 10, 50, 100, 250 results per page.

	TRACK NAME	ALBUM	ARTIST	LENGTH	FILE SIZE
1	MidLife	Jeff Ayling's Album	Jeff Ayling	3:24	3.89MB
2	MidLife2	Jeff Ayling's Album	Jeff Ayling	3:22	3.87MB
3	A COOL SONG BY JAMIE	Jeff Ayling's Album	Jeff Ayling	3:12	4.39MB

Page Generated by DOT-TUNES at 11:05:50 PM on Saturday, 18 August 2007 in 0.003 seconds

Welcome Guest

Display a menu

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 plugins available within the Plugin Manager. Now that you have downloaded your first Plugin you know how easy it is to add new functionality to DOT.TUNES.

Enjoy :-)