

MCZ Copy

Share folders by PIN and copy between PCs — User Manual for Windows

This manual describes **MCZ Copy in MCZ version 1.9.18**.

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MCZ Copy is part of MCZ. To check which version you have installed, run `mcz version` in a terminal, or read the title bar of the MCZ window, which shows `MCZ: Version 1.9.18`. If the numbers differ from this page, fetch the manual that matches your software from the release it came with. Everything else about MCZ (archives, backups, profiles, the job queue) is in the *MCZ User Manual*.

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1. What MCZ Copy is

MCZ Copy shares files and folders on one PC with people on other PCs, and copies both ways between them. The owner of a PC makes a **PIN** (a password made up for the purpose), chooses the folders and files it opens and whether each folder is read-only or read-write, and gives the PIN to a colleague. The colleague finds the PC on the network, enters the PIN, and sees exactly what it opens, in a two-panel browser: this PC on the left, the other PC on the right. **Get** copies from the other PC, **Send** copies to it.

Everything travels compressed and encrypted, and is checked when it arrives. A transfer that is cut off can be finished later. Copying into a folder that already holds the files updates it: only missing and older files are copied, and MCZ Copy asks before it overwrites anything.

1.1 Two PCs, two roles

The PC that shares	The PC that connects
Runs the **MCZ Network Service** in the background (section 2). The service keeps the PINs and answers the other PC, whether or not anyone is signed in. Its owner manages PINs on the **Share** tab.	Only needs MCZ Copy. Its user connects on the **Browser** tab and gets or sends files.

The same PC can do both: share its own folders and connect to others. MCZ Copy is a separate program from the MCZ window (`mcz-gui`): `mcz-copy.exe`, Start menu > *MCZ* > *MCZ Copy*. It replaces the Network tab of earlier MCZ versions. The command line offers the same through `mcz copy-*` commands (section 7).

1.2 Premium feature

MCZ Copy is one of MCZ's premium features. It is free for **30 days** from the first time MCZ is installed or run on a PC; after that it needs a **premium key**, which costs £5 and is for one PC. A commercial MCZ licence includes the premium features. Both PCs need them: the sharing PC's service turns a connection down once its own trial has ended without a key.

The header of the window says how many days of the trial are left, or that MCZ Copy is unlocked. **Licence...** shows this PC's **Machine ID** (quote it when buying a key), **Buy premium key...** opens mcz.software/premium, and **Install key** installs the key you paste in. The key takes effect at once, also for the service. `mcz license <key>` does the same from a terminal. The `mcz copy-*` commands that connect to another PC need the premium features too (they stop with exit code 2 and the reason); `mcz copy-pin`, which manages this PC's PINs, does not. Once the trial has ended without a key, **New PIN...**, **Add folder...**, **Add files...**, **Make read-write**, **New folder...**, **Get** and **Send** are unavailable, **Find** does nothing, and **Connect...** and **Choose folder...** open the licence dialog.

2. Installing

2.1 Installing MCZ Copy and the MCZ Network Service

MCZ Copy comes with the MCZ installer, `MCZ-1.9.18-Setup.exe`. Choose the setup type *MCZ, its job queue, MCZ Copy and the MCP server*, or *Custom* with the component **MCZ Copy** ticked. The component installs:

- the MCZ Copy program and its Start menu entries (*MCZ Copy* and *MCZ Copy manual (PDF)*);
- the **MCZ Network Service**, a Windows service that starts with Windows and serves the PINs;
- Windows Firewall rules for the service on **private and domain networks only**: TCP 48632 (MCZ Copy), UDP 48617 (finding PCs) and TCP 48618 (archives sent to the no-PIN folder). On a network Windows calls *public*, other PCs cannot reach this one.

A PC that only connects to others needs the component too, for the program, but does not have to keep the service running. Running the installer again installs over the old version; PINs, the no-PIN folder and remembered PCs are kept.

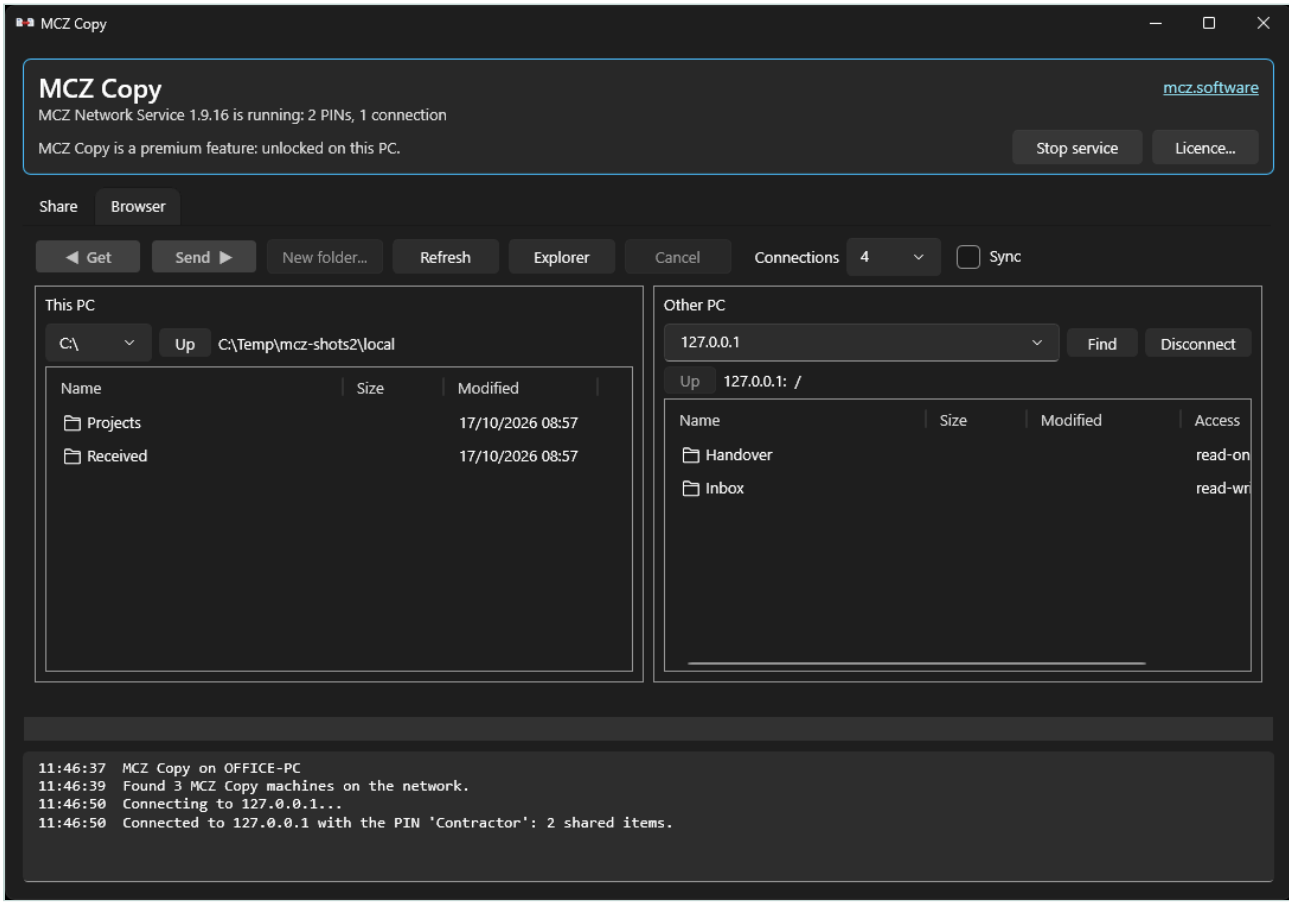
2.2 Starting and stopping the service

The line under the title says whether the service is running on this PC, for example *MCZ Network Service 1.9.18 is running: 2 PINs, 1 connection*, with the transfers in progress, or *not running. Nothing on this PC is shared until it runs.* It is checked every three seconds. The button beside it, **Start service** or **Stop service**, asks for an administrator (Windows shows its usual prompt) and runs `sc start` / `sc stop MczNetworkService`. Stopping asks first, because other PCs can no longer connect until it is started again. While the service is stopped, the PINs cannot be shown or changed and **New PIN...** says to start it first; connecting to other PCs still works.

2.3 Where MCZ Copy keeps its files

What	Where
PINs this PC shares and what they open; the no-PIN folder	`%ProgramData%\MCZ\copy-pins.json`, `netservice.json` (readable by the service and administrators only; the PINs themselves are not stored)
PCs connected to before, their remembered PINs (encrypted for your Windows account), the folder last open on the left	`%APPDATA%\MCZ\copy.json`
Service log	`%ProgramData%\MCZ\netservice.log`, and the Application event log, source **MCZ**
Crash log (only if MCZ Copy ever fails)	`%LocalAppData%\MCZ\copy-crash.log`
Program, this manual	`C:\Program Files\MCZ\mcz-copy.exe`, `mcz-netsvc.exe`, `docs` subfolder

3. The window



MCZ Copy connected to another PC: this PC on the left, the other PC on the right.

The window has two tabs: **Share** (section 4), for what this PC shares, and **Browser** (section 5), for copying to and from other PCs. Above them is the header, below them the progress bar and the log.

3.1 The header

The header shows the service line and its **Start service** / **Stop service** button (2.2), the state of the premium features and the **Licence...** button (1.2), and a link to **mcz.software**. Like MCZ, the window follows the Windows light or dark mode and accent colour and switches when you change it.

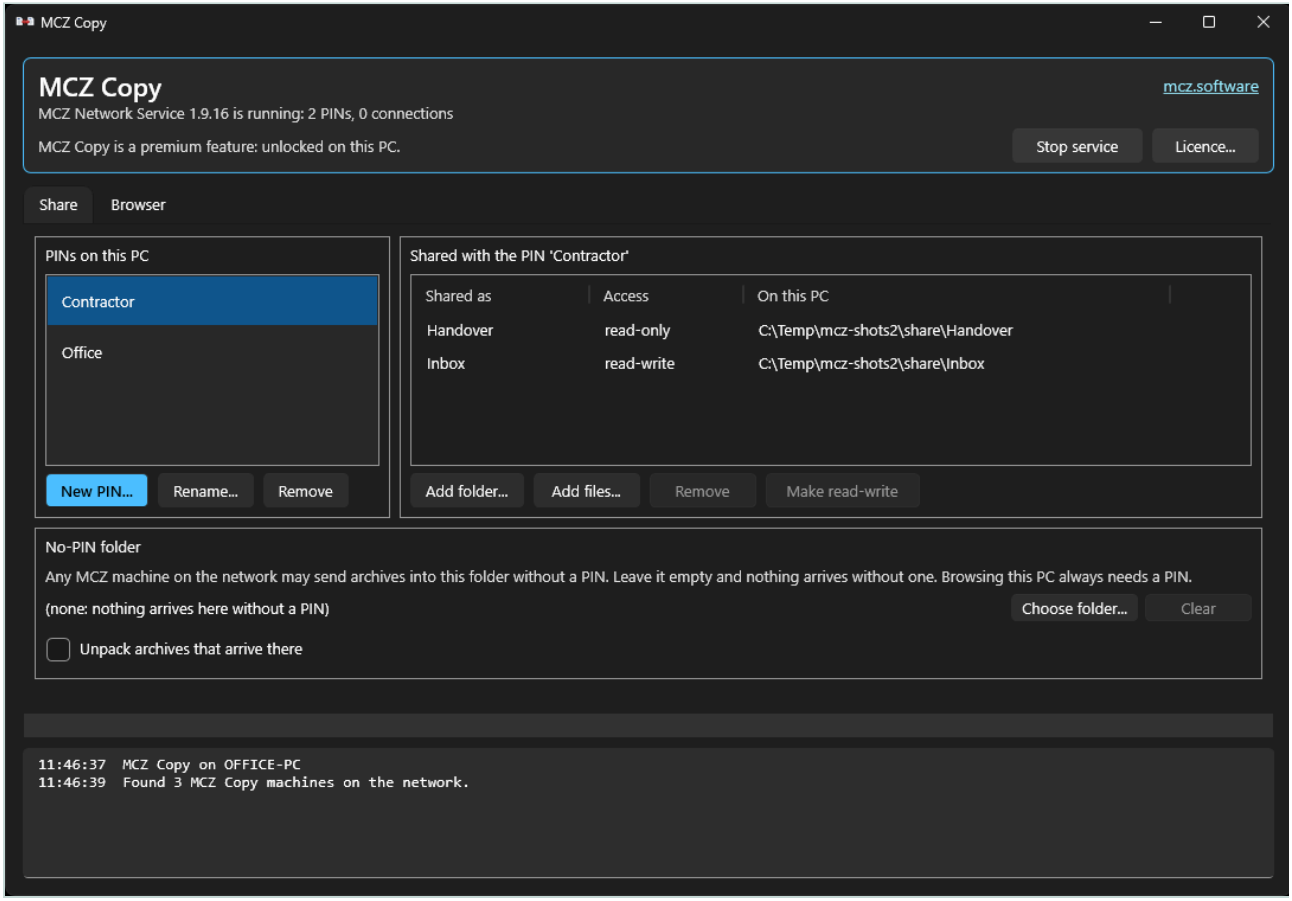
3.2 Progress and log

During a transfer the progress bar shows how much has been copied, the speed and the file being copied; while the transfer waits for its turn it says *MCZ is busy* (5.4). At the end it reads *Done*, *Cancelled* or *Failed*. The log below records everything that happened, with the time: connections, each transfer with its size and duration, and every refusal with its reason. MCZ Copy never shows pop-up error boxes; errors go to the log and also to the system log (Event Viewer > Windows Logs > Application, source **MCZ**). Apart from the PIN, licence and folder-name dialogs, MCZ Copy only asks for confirmation before stopping the service, removing a PIN, and closing during a transfer.

Closing the window while a transfer runs asks first: the transfer is stopped and can be finished later (5.5).

4. Share tab: what this PC shares

Make PINs, choose what each one opens, and set the no-PIN folder.



The Share tab: the PINs on the left, what the selected PIN shares on the right, the no-PIN folder below.

The PINs this PC shares are listed by their display name under **PINs on this PC**. Select one and the right side, **Shared with the PIN '*name*'**, lists what it opens: the name the other side sees (*Shared as*), the *Access* (read-only, read-write, or read-only (file)) and the real location *On this PC*. The PINs are kept by the service, so the tab is empty while the service is stopped.

4.1 Making a PIN

1. Press **New PIN...**.
2. Type a **display name**: what you and the other side see, for example *Office* or *Contractor*.
3. Make up the **PIN**. The line under it checks it as you type and says *This PIN is fine* or why it is refused. A PIN has 8 to 32 letters and digits; letters may be in any case, and spaces and dashes are ignored, so `K7RX4-MN9QT` is the same PIN as `k7rx4mn9qt`. Easy guesses are refused: repeats, runs such as `12345678` or `ABCDEFGH`, patterns, keyboard rows, dates, common words, and this PC's or your own name. `mcz pin-check --generate` makes a good one.
4. Press **Next...** and choose the folders the PIN opens (several at once in the folder picker). A PIN needs at least one folder; files can be added afterwards.

5. Give the PIN to your colleague. MCZ Copy never shows it again: only a key made from it is stored, which is enough to check it but not to recover it. If it is forgotten, remove the PIN and make a new one.

Every new folder starts read-only. Two PINs may open the same folders, for example one read-only and one read-write. A PIN never expires; it works until it is removed.

4.2 Changing what a PIN shares

Button	What it does
Add folder..., **Add files...**	Add folders or files to the selected PIN. A shared file is always read-only.
Remove (right)	Takes the selected item off the PIN. A PIN must keep at least one item; to share nothing, remove the PIN.
Make read-write / **Make read-only**	Switches the selected folder. *Read-only*: the other PC can browse it and get files from it. *Read-write*: it can also send files into it and make folders there, and a file it sends replaces an older one of the same name (5.5). Nothing is ever deleted from the other side.
Rename...	Changes the PIN's display name. The PIN itself stays the same.
Remove (left)	Deletes the PIN after asking. Anyone connected with it is disconnected at once.

Only the account that made a PIN (in the same MCZ profile) or an administrator can change, rename or remove it; other users of this PC see it but cannot change it.

4.3 What can and cannot be shared

Files and folders are chosen with the file picker only; there is no box to type a path into. A choice is checked when it is made, and the log says why one is refused:

- You can only share what **you** can open yourself, and only on this PC's own drives, not network drives.
- Some places are never shared, even if you can open them: drive roots (`C:\`), Windows, Program Files, ProgramData, other users' folders, your whole user folder and its AppData. Folders inside your user folder, such as Documents or a project folder, are fine.
- Key and password files are hidden from the other side even inside a shared folder: hidden folders such as `.ssh`, `.gnupg` and `.aws`, private keys (`id_rsa` and the like), and files such as `*.pem`, `*.key`, `*.pfx`, `*.kdbx` and `*.ovpn`.
- Links and junctions inside a shared folder are not followed, so a link cannot open anything outside it.

Folders may be as deep as you like; paths longer than 260 characters work. `mcz share-check <folder>` says whether a folder may be shared, and why not.

4.4 The no-PIN folder

At the bottom of the tab is the **no-PIN folder**: one folder where any MCZ machine on the network may send **archives** (`.mcz` files, sent with `mcz send` from another PC) without a PIN. **Choose folder...** sets it,

Clear removes it; with none set, which is the default, nothing arrives without a PIN. Browsing this PC always needs a PIN, whatever is set here.

The service remembers where the chosen folder really is. If it later leads somewhere else (for example a link put in its place), nothing is received there until it is chosen again.

- **Unpack archives that arrive there**: each archive is extracted into the folder once it has arrived and been checked.
- If an archive of the same name is already there, the old one is first renamed to `<name>.previous-<date>.mcz`.
- The user on the receiving PC is not asked; the archive simply arrives. Use a PIN instead if you want to choose who may send.

5. Browser tab: copying

Connect to another PC with its PIN, then get and send files.

The buttons along the top are ◀ **Get**, **Send** ▶, **New folder...**, **Refresh** (reads both sides, the service line and the PINs again), **Cancel** and **Connections**. Below them, the left side is **This PC** and the right side is the **Other PC**; the divider between them can be dragged.

5.1 This PC

- Pick a drive in the box at the top left; network drives are not listed.
- Double-click a folder to open it, and press **Up** to go back. With the keyboard, Enter opens the selected folder and Backspace goes up.
- Select several entries with Ctrl or Shift.
- Windows system files and folders, links and junctions are not listed.
- The folder open on the left is remembered for next time.

5.2 The other PC

1. **Find** lists the PCs on the network whose MCZ Network Service is running, by name and address. It also runs by itself when MCZ Copy starts. PCs you have connected to before with a remembered PIN are listed too, marked *remembered*, at the address they had last time, even when Find does not see them (for example on another subnet). When no MCZ Copy machine is found, the log also mentions older MCZ machines that do not have MCZ Copy.
2. Choose a PC, or type a PC name or IP address into the box, and press **Connect...**.
3. Enter the PIN. With *Remember this PIN for <PC>* ticked (the default), MCZ Copy remembers it, like a Wi-Fi password, and connects straight away next time. The remembered PIN is kept encrypted for your account on this PC. If the owner of the other PC changes or removes the PIN, the remembered one stops working: MCZ Copy forgets it and asks for the current one.
4. Once connected, the log says which PIN you are using and how many items it shares, and the button becomes **Disconnect**. The right side lists the shared items, with *Access* (read-only or read-write) beside each. Double-click a folder to open it (or press Enter), **Up** to go back (or Backspace). The line above the list shows where you are and whether that folder is read-only or read-write.

5.3 Get and Send

Button	What it does
◀ Get	Copies the files and folders selected on the right into the folder open on the left. Folders come with everything in them.
Send ▶	Copies the files and folders selected on the left into the folder open on the right. Only available when the folder open on the right is read-write, or, at the top level where the shared items are listed, when one read-write folder is selected there (the files then go into that folder). When the other PC's owner makes a folder read-write or read-only while you are connected, the change shows within a few seconds and is noted in the log; no need to reconnect.
New folder...	Makes a folder in the read-write folder open on the right.
Connections (1 to 4)	How many network connections a transfer uses at once. 4, the default, is fastest on a good network; fewer leaves more of the network for others.
Cancel	Stops the transfer. What has arrived so far is kept for a later resume (5.5).

If some of the files are already in the destination folder, a warning comes first and says how many will be overwritten, skipped and kept (5.5): **Continue** goes ahead, **Cancel** stops before anything changes.

While a transfer runs, the other buttons are unavailable. When it ends, the log gives the number of files, the size, the time and how much was actually sent over the network, and both sides are read again. Files and folders that could not be read (for example a file another program keeps locked, or a folder you are not allowed to open) are left out; the log says how many and names them, on whichever PC they were.

5.4 Taking turns with other MCZ jobs

When the **MCZ FIFO Server** (the MCZ job queue, see the *MCZ User Manual*) runs on a PC, every MCZ job there takes its turn instead of all running at once, and Get and Send are MCZ jobs too. A transfer uses the processor (it compresses and encrypts), the network and the drive it reads or writes, so it waits while another MCZ job, such as a backup, is using any of them.

- While it waits, the progress line says *MCZ is busy: receiving <name> from <PC> is number 2 in the queue, waiting for <the job ahead>*, and the log says *Queued: ... waits for its turn (MCZ FIFO Server)*. When it starts, the log says how long it waited.
- The job page, http://127.0.0.1:48631/ on the same PC (also from MCZ Activity in the notification area), lists the transfer as *Receiving* (a Get) or *Sending* (a Send). **Promote** moves it to the front of the queue; **Cancel** takes it out of the queue, and MCZ Copy then shows *Cancelled*.
- **Cancel** in MCZ Copy works while waiting too.
- A transfer takes its turn on **both** PCs: first on yours, then on the other PC. If the other PC is still busy after nine minutes, it turns the transfer down and the log says *the other PC is busy* with the reason; try again later.

Without the job queue, or once its free trial has ended without a key, transfers start at once.

5.5 Resuming, and files already there

A Get or Send into a folder that already holds some of the files updates it. For each file already there:

The file already there is	What happens
the same size, with the same modification time	Skipped: it is already up to date, and nothing is copied for it.
older, or the same age but a different size	Overwritten with the new copy.
newer	Kept. The log lists it when the transfer ends.

- Before anything is copied, a warning says how many files will be overwritten, skipped and kept, and names the first few. **Continue** goes ahead; **Cancel** stops, and nothing changes on either PC.
- **Overwrite all existing files** in that warning replaces every file already there, the newer and the identical ones too. Use it when a file there is damaged: a damaged file usually still has its size and date, so an update would skip it.
- If a folder of the same name is in the way of a file, the folder stays and the file gets a number: `report (2).pdf`.
- Times within two seconds count as the same, so files on FAT and exFAT drives (which keep times to two seconds) are not copied again.
- Files arrive under a temporary name and get their real name, with their original modification time, only once they are complete and checked. A half-copied file is never left under the real name.
- A transfer that was cancelled or cut off (a cable pulled, a PC asleep, the window closed) can be finished later: do the same Get or Send again into the same folder, and only what is missing travels. The log says how much was already there.

5.6 Sync

With **Sync** ticked (next to **Connections**), Get and Send make the destination match what you selected: they copy as in 5.5, then delete, inside the folders they copied, the files and folders the source does not have. Syncing `Photos` into `D:\Backup` makes `D:\Backup\Photos` match `Photos`; nothing else in `D:\Backup` is touched. A file selected on its own has nothing to delete. Both PCs need MCZ 1.9.9 or later; against an older PC the box is greyed out.

- Before anything moves, a window shows what will be copied and lists **every** file and folder the sync would delete. Nothing is deleted unless you tick **Delete these files and folders** in it (the button then reads **Copy and delete**); without the tick the sync only copies. The box is off each time MCZ Copy starts.
- Deleting happens last, once every file is copied and in place. A sync that fails, is cancelled or is cut off deletes nothing.
- When most of the files there would go (more than half, or over a thousand), the window says so in red: check that the right folders are selected.
- A source folder that is empty is refused, so a sync cannot empty the destination by mistake.
- Never deleted: files newer at the destination (kept, as in 5.5), hidden key and password files (`.ssh`, `*.pem`, `*.kdbx` and the like), links, and whatever the source could not read or does not copy.
- Deleted files on **this PC** (a Get) go to the Recycle Bin, so they can be put back. On the **other PC** (a Send) they are deleted permanently: the window says which.
- The log ends with how many were deleted, and the other PC's service log names the sync.
- Command line: `mcz copy-get --sync` and `mcz copy-send --sync` show the same list and ask before deleting; `--yes` deletes without asking; `--dry-run` lists everything that would happen and

changes nothing.

6. Security and the network

- **The PIN is never sent over the network**, not even encrypted. Both PCs prove they know it, and everything after that is encrypted with a key made from it, so someone listening on the network sees neither the PIN nor the files.
- Every transfer is checked when it arrives; damaged data is refused, not saved.
- After five wrong PINs from one address, the sharing PC makes it wait 30 seconds before it may try again, then twice as long after each further wrong PIN, up to 10 minutes. The count is forgotten an hour after the last wrong PIN; the right PIN does not reset it. When 20 wrong PINs arrive within a minute from all addresses together, every PC has to wait, for up to a minute, before it may try again.
- A PIN only opens what it shares. The other side cannot see the real locations of the shared folders, cannot leave a shared folder, and cannot delete anything. In a read-write folder, a Send can overwrite older files (5.5).
- Keeping a PIN from spreading is up to you: anyone who has it can do what it allows. Use a separate PIN for each person or group, so one can be removed without disturbing the others.
- The PIN keeps casual snooping out on a local network. It is not meant to protect a PC that is open to the internet: do not forward the MCZ ports through a router.

Port	Used for
TCP 48632	MCZ Copy: browsing, Get and Send (to the sharing PC's service)
UDP 48617	**Find**: the services announce themselves on the local network
TCP 48618	Archives sent with `mcz send` into the no-PIN folder
127.0.0.1:48630	MCZ Copy and `mcz copy-pin` talking to the service on the same PC (not reachable from other PCs)
127.0.0.1:48629, 48631	The MCZ job queue and its job page (same PC only)

7. The command line

Everything MCZ Copy does can also be done with `mcz`, for scripts and for PCs without a desktop. PINs on this PC go through the network service, so it must be running; the other commands connect to another PC with a PIN. `<machine>` is a PC name or IP address.

Command	What it does
`mcz copy-pin list`	The PINs on this PC and what each shares.
`mcz copy-pin add <name> <PIN> <path[:rw]>...`	Make a PIN sharing these folders and files.
`mcz copy-pin items <id|name> <path[:rw]>...`	Replace what a PIN shares.
`mcz copy-pin rename <id|name> <new name>`	Change a PIN's display name.
`mcz copy-pin remove <id|name>`	Delete a PIN; its connections are closed.
`mcz copy-connect <machine> <PIN>`	Test a PIN: what it shares, and that the encrypted channel works.
`mcz copy-ls <machine> <PIN> [path]`	List what a PIN shares, or a folder in it.
`mcz copy-mkdir <machine> <PIN> <path>`	Make a folder in a read-write folder.
`mcz copy-get [-n 1..4] [--overwrite] <machine> <PIN> <remote>... <local folder>`	Fetch files and folders.
`mcz copy-send [-n 1..4] [--overwrite] <machine> <PIN> <local>... <remote folder>`	Send into a read-write folder.
`mcz pin-check <PIN> | --generate`	Check a PIN against the rules, or make up a good one.
`mcz share-check <folder>`	May this folder be shared, and if not, why.

A path given to `copy-pin add` or `items` is read-only unless it ends in `:rw` (`:ro` is accepted too). Remote paths start with a shared item's name and use `/`, as `copy-ls` shows them: `Projects/2026/report.pdf`. `-n` sets the number of connections, 4 by default.

```
mcz copy-pin add Contractor K7RX4-MN9QT "D:\Projects\Handover" "D:\Projects\Inbox:rw"
mcz copy-ls OFFICE-PC K7RX4-MN9QT
mcz copy-get OFFICE-PC K7RX4-MN9QT Handover/specs D:\Received
mcz copy-send OFFICE-PC K7RX4-MN9QT D:\Work\drawings Inbox
```

`copy-get` and `copy-send` print a progress line while they run, and, while waiting for their turn in the job queue, `queued:` lines with their place and what they are waiting for. They end with a line giving the files, the size, the time and how much was sent over the network. Exit codes: **0** success; **1** failure, with the reason printed (wrong PIN, PC not reachable, the other PC busy or out of its free trial, a refused path); **2**

this PC's free trial of the premium features has ended and it has no key (every command except `copy-pin`); **3** the transfer finished but something was left out or newer files were kept, and a `warning:` line says what. Commands are listed with all the others by `mcz` without arguments; the *MCZ User Manual* covers `mcz send`, `mcz receive` and `mcz peers` for archives.

8. Troubleshooting

Symptom	Cause and remedy
The header says *MCZ Network Service: not running*	Press **Start service**. If it says the service is not installed, run the MCZ installer again with the **MCZ Copy** component. Only the PC that shares needs it.
Find does not list the other PC	The other PC's service is not running, the PCs are on different networks or subnets, or a firewall blocks UDP 48617 (the installer's rules only cover private and domain networks: check that Windows calls the network *private*). Type the other PC's name or IP address into the box and press **Connect...** instead.
Connect fails with *wrong PIN*	Check the PIN with its owner. Letter case, spaces and dashes do not matter. After five wrong tries the other PC makes you wait a few minutes (section 6); until then Connect fails with *too many wrong PINs from this machine; wait a few minutes and try again*.
Connect fails or times out	The other PC is off, asleep, or its firewall blocks TCP 48632. The sharing PC's service log (`%ProgramData%\MCZ\netservice.log`) records every connection and refusal.
Send and **New folder...** stay greyed out	**Send** needs a read-write folder open on the right or, at the top level where the shared items are listed, one read-write folder selected there. **New folder...** needs a read-write folder opened on the right; it does not work at the top level. Open (or, for Send, select) a folder marked read-write; its owner can switch a folder with **Make read-write**, and the change shows here within a few seconds.
A folder or file cannot be shared	The log gives the reason (4.3): a system folder, a drive root, a network drive, someone else's folder, or a place you cannot open yourself. `mcz share-check <folder>` gives the same answer.
The progress line says *MCZ is busy* for a long time	Another MCZ job on this PC is using the processor, the network or the drive (5.4). The job page at http://127.0.0.1:48631/ shows what is running; **Promote** puts the transfer first.
the other PC is busy	The transfer waited nine minutes for its turn on the other PC. Try again when its jobs have finished, or ask its owner to look at its job page.
The 30-day free trial of the network, job queue and MCP features has ended	Buy a premium key for this PC's Machine ID with **Licence...** > **Buy premium key...** and install it there (1.2).
MCZ Copy is not available on that machine (switched off or not licensed)	The other PC's free trial has ended and it has no premium key. That PC needs the key; its owner can buy one with **Licence...** in MCZ Copy there.

A file arrived as `name (2).ext`	A folder of that name was in the way (5.5). Rename the folder first if you want the file under its own name.
file(s) are newer at the destination and were kept	Those files had been changed there since the copy you sent or fetched (5.5). To replace them anyway, do it again and tick **Overwrite all existing files** in the warning, or add `--overwrite` on the command line.
A transfer stopped after exactly 30 minutes	One of the PCs has an older MCZ, which closed the connection during a long transfer. Install the current MCZ on both PCs.
A transfer stopped half way	Do the same Get or Send again into the same folder; only the missing part is copied (5.5).

MCZ Copy in MCZ 1.9.18 for Windows, 16 November 2026. Source and releases: github.com/peterbobwalton/Mcz. MCZ is free for personal use; MCZ Copy is a premium feature; see `LICENSE.txt`.