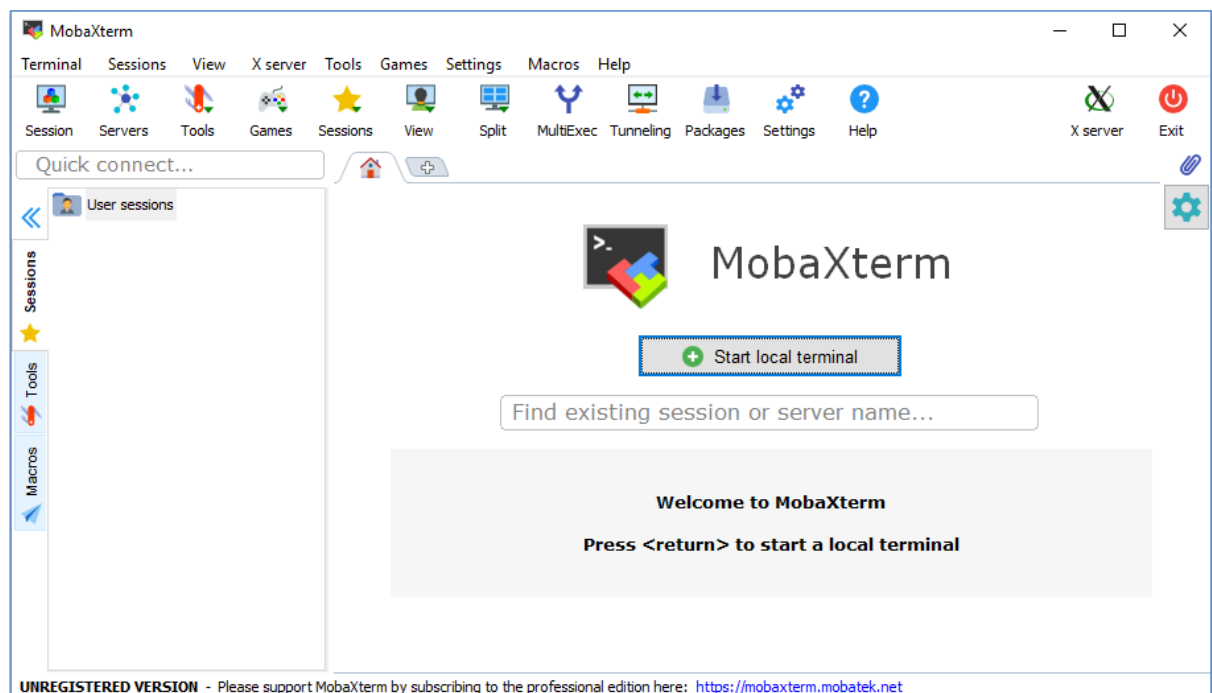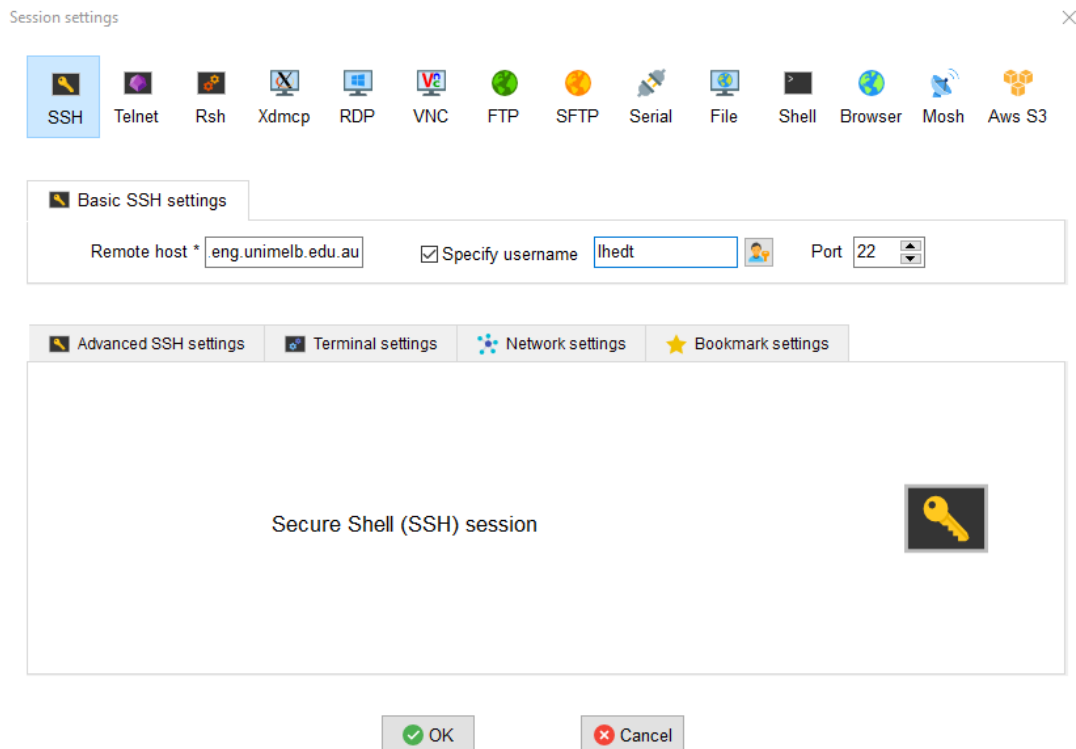# Connecting to Dimefox using MobaXTerm

Note this software is for Windows only. Unfortunately, I haven't found a decent alternative for Mac or Linux yet, but SSH and SCP are far less of a nightmare to use on those bases. Use the instructions on the LMS for those. Keep in mind this isn't the "official way" so your mileage may vary.
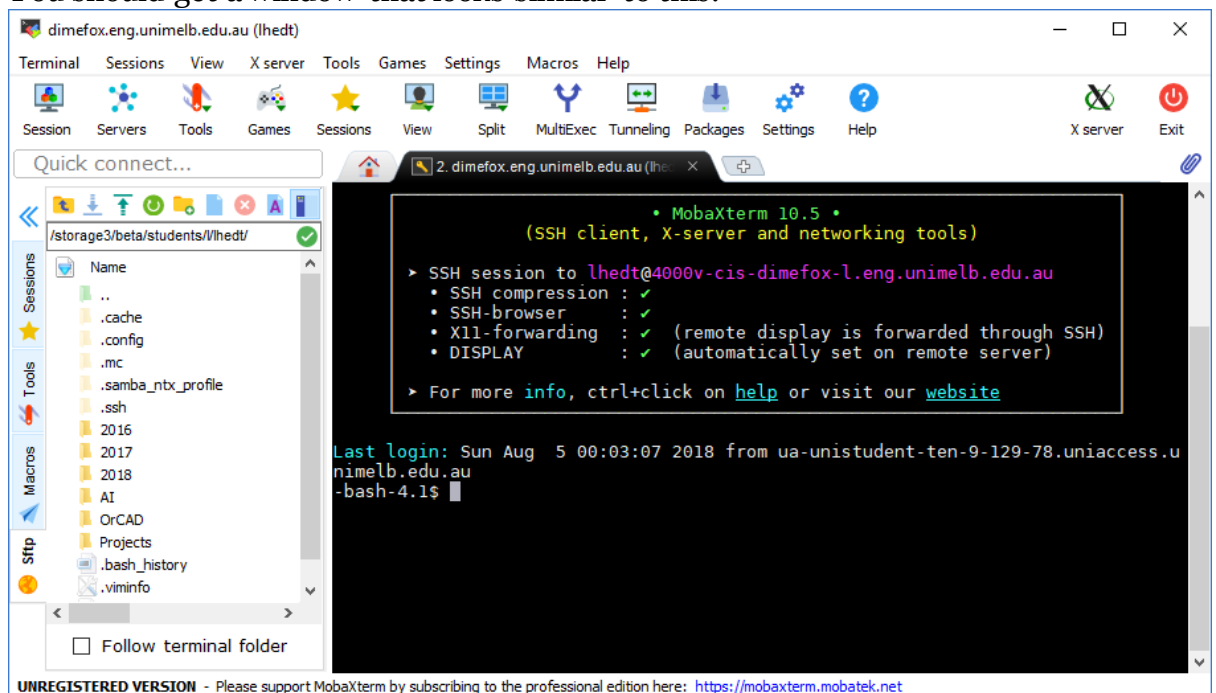
1. Go to https://studentit.unimelb.edu.au/findconnect/vpn and follow the instructions to connect to the Unimelb VPN. This will let you connect to Dimefox from home, allowing you to submit assignments and test code from your house. You should disconnect from the VPN when you're not using dimefox, but you will need to connect to the VPN to get access.
2. Go to https://mobaxterm.mobatek.net/download.html and download the free edition of MobaXTerm.
3. Open up MobaXTerm and make sure you're connected to the VPN! Your window should look like this:

4. Click "Session" (top left hand corner), then "SSH".
5. In the "Remote Host" box, enter "dimefox.eng.unimelb.edu.au" (without quotes). Check "specify username" and enter your unimelb username (mine is lhedt).

Instructions by Luke Hedt - 2018

6. Hit "OK" then enter your password into the window as prompted. It won't look like you're typing anything, but hit return once you're done and it'll either connect or ask for the correct password if you made a typo.

7. Hit "Save my password" if you want MobaXTerm to save your password so you don't have to enter it every time you connect to Dimefox.

8. You should get a window that looks similar to this:

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9. Now you have an SSH session open in Dimefox, and you can see all the files in your H:\ drive on the right hand side. (dimefox has access to your H:\ drive by the way, anything you put on dimefox will be in your H:\ drive and vice versa). You can also copy files across (using SCP implicitly) by clicking and dragging files onto the file tree on the left hand side. Furthermore, you can open a file from dimefox in your own text editor (be it jEdit, VSCode, Atom, or whatever your computer's default is) and have it update as soon as you hit save on the server.

That's it! Keep in mind, the connection is only as fast as your internet connection and is limited by the server load on dimefox. Make sure you don't leave any testing to the last minute!