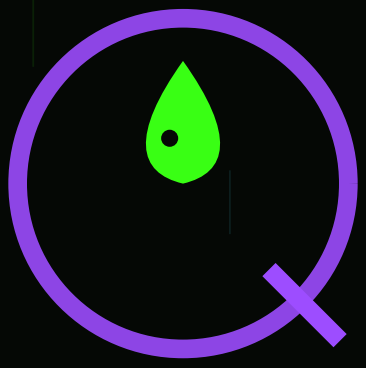


QDROP

DIRECT

Files and messages, friend to friend —
no cloud, no account, no server at all.

DIRECT — LINUX EDITION

USER MANUAL · OCTOBER 2026

777 SOFTWARE

FREE — AND IT STAYS FREE

1 · WHAT QDROP IS

QDROP Direct sends files and short messages straight from your computer to a friend's computer. Not up to a cloud and back down. Not through a company's server. Your machine talks to your friend's machine — directly — and everything the two of you exchange is sealed (encrypted) before it leaves the sender's machine.

There is no account to make, no sign-up, no password, and nothing to log into — because there is no server at all. QDROP Direct is a 777 Software program, and it is FREE. Not a trial, not a teaser — free, and it stays free.

> The one-sentence version: the introduction is the gate, the pipe is direct, and the drop is sealed. Only people whose contact card you have added can send you anything — a stranger who somehow learns your address gets refused at the door.

2 · HOW IT WORKS

Three ideas run the whole program. Here they are in plain words first; the technical names are at the end of the section, for the curious.

Your contact card — the introduction

When QDROP first starts, it creates your identity keys on your own computer. Those keys never leave your machine. From them, the program makes your contact card: a short block of text that begins `QDROP-CARD:` and holds your name, your public keys, your fingerprint, and the network addresses your program is listening on.

A card holds no secrets — it is safe to send by text, email, anything. It also proves itself: the card carries a signature, and a friend's program checks that signature and the fingerprint before it accepts the card. A card that doesn't check out is refused — nothing is added.

```
QDROP-CARD: 7f3a… (one block of text — copy the whole thing, from QDROP-CARD: to the end)
```

The direct pipe

When you connect, the two programs meet on the connection itself — there is no directory, no middleman, nobody's server in between stamping the introduction. The receiving program only accepts a handshake from someone whose card it already holds, and it checks that the keys presented match the card exactly. Anyone else is turned away.

A direct pipe needs a path: QDROP Direct works between computers on the same network — your home, your office — or across your own VPN or mesh, if you run one. What the two sides agree when they connect, they also remember: each side learns the other's current address, and cards, keys, and sealed sessions survive restarts.

The seal — what's agreed, what rides in it, what an attacker must break

What's agreed: when two friends connect, their programs use their identity keys to agree on fresh secret keys that exist only for that friendship — neither side ever sends its private key anywhere, and the signed cards mean neither side can be impersonated.

What rides in it: every message and every piece of every file is sealed with those keys before it moves. Each new message gets a fresh key, stepped from a one-way chain — so the keys keep moving forward, and yesterday's traffic stays sealed even in tomorrow's storm.

What an attacker would have to break: to read a drop, someone would have to take the private key off your computer itself, or break the mathematics outright. There is no server holding a copy to steal — in Direct mode the program contacts no server of any kind, ours included. That's not a promise in a policy document; the program is built so it can't.

The labels, for the record: X3DH-style key agreement over Curve25519 identity and signed-prekey bundles (X25519 key agreement, Ed25519 signatures), ChaCha20-Poly1305 AEAD sealing with an HKDF-SHA-256 hash-chain ratchet, and SHA-256 whole-file verification.

The safety number — your proof it's really them

Every friendship has a 60-digit safety number (twelve groups of five), computed from both friends' identity keys. Both programs show the same number. Compare it with your friend over a second channel — read it aloud on a call, check it in a text. If it matches, it's really them. You'll see it when you add a friend, and the “Show our safety number” button brings it back any time.

3 · INSTALLING QDROP

1. Go to 777software.net/qdrop and download QDROP-Direct-Linux.tar.gz (about 17.7 MB).
2. Unpack the tarball. Inside is a single program file: QDROP-Direct.
3. Make it runnable: `chmod +x QDROP-Direct`
4. Run it, pick a name, and press Start. Done — there are no server settings; this edition has none, on purpose.

One single program file. No installer, no package manager, nothing else to install.

4 · FIRST RUN

The opening window asks for exactly two things: a name — you pick your own — and one press of “Start — drop directly to a friend.” On that first start the program creates your identity keys on your own computer; there is no sign-up and nothing is sent anywhere. The main window's header says it plainly: “Direct — no server.”

Where things live: QDROP keeps its data under ~/.local/share/qdrop, and files you receive land in your ~/Downloads folder.

5 · ADDING A FRIEND

1. Both of you install QDROP Direct, open it, pick a name, and press Start.
2. Press “Copy my contact card” and send the card to your friend — by text, email, anything. Your friend does the same for you.
3. Paste your friend's card into the box “A friend's card (paste it here)” and press “Add friend from card.” The program checks the card's signature and fingerprint first; if it checks out, you'll see your friend's name and your shared safety number — compare it (see §2) before you trust the friendship with anything that matters.
4. Look at “My direct address” on your screen — that's your `address:port`. Your friend's card already suggests their address; if you need it, have them read theirs off their screen.
5. Type or paste your friend's address into “Friend's address” and press “Connect directly.” You're connected — a sealed session, friend to friend.

From then on, the two programs remember each other's current address, so later drops don't need the address typed again.

6 · SENDING MESSAGES AND FILES

Messages

1. Select your friend in the Friends list.
2. Type in the message box and press Send (or hit Enter). Your message appears in the Conversation pane.

If you haven't connected yet, sending performs the handshake by itself. Delivery is attempted up to three times on the direct pipe; if the pipe can't carry it, the program tells you plainly — there is no server fallback in this edition, by design.

Files

1. Select your friend and press “Send a file…”, then pick the file. One file can be up to 25 MB (see §8).
2. The send gets its own row in the Transfers panel with live progress, plus Pause, Resume, and Cancel buttons.
3. The file travels in small sealed pieces (256 KiB each). A piece that hits a network hiccup is retried automatically.

> Resume is real. A transfer's identity comes from the file's own content, and both sides remember which pieces already landed. If a connection dies mid-file, send the same file again — only the missing pieces travel. Nothing starts over unless it has to.

Receiving

Receiving asks nothing of you. Incoming messages appear in the Conversation pane; incoming files appear under “Inbox — things that arrived,” with a desktop notification. Before an arrived file is placed in your Downloads folder, the receiver checks the whole file against its SHA-256 fingerprint — a file that doesn't match doesn't arrive. If a file with the same name is already there, the new one is saved as `name (1).ext`, `name (2).ext`, and so on. The “Open downloads folder” button opens the folder where arrivals land.

Partials, cancel, and clearing the list

Cancelling a send or a receive keeps the pieces that already landed, on both sides — so a later re-send resumes instead of restarting. Nothing here deletes silently: the only way to throw a partial away is the explicit “Remove partial” button. “Clear completed” sweeps finished rows out of the Transfers list — it removes rows, never files.

If your friend is offline

A direct drop travels while both computers are on and running QDROP Direct. If your friend's computer is off, the drop waits on your side — nothing is parked on any server, because there isn't one. Pieces already sent stay remembered on both sides, so when your friend is back, re-sending resumes where things stopped.

7 · STAYING SAFE

- Check the safety number. When you add a friend, compare the 60-digit safety number over a second channel — a voice call, a separate text thread. The “Show our safety number” button re-displays it for any friend, any time.
- Accept cards from people you know, through channels you trust. The card is the introduction, and the introduction is the gate — whoever's card you add can send you drops.
- Cards are safe to share; your computer is the vault. A card holds only public material, so sending it anywhere is fine. Your private keys, though, live only on your computer, in an owner-only identity file. Guard the machine and you guard the identity.
- If you lose the machine, you lose the identity. There is no account to recover and nobody — including 777 Software — holds a copy of your keys. On a new computer, just install QDROP, pick your name, and swap fresh cards with your friends.

8 · LIMITS, STATED STRAIGHT

- 25 MB per file — enforced in both directions. Bigger file? Split it, or use another way for that one. There is no setting to raise the cap.
- Same network, or your own VPN/mesh. Two houses with nothing between them but the open internet is what QDROP Relay is for — and Relay is a later edition, not this one.
- Both computers on, both running QDROP Direct, for a drop to travel.

- Your address can change. The program picks a fresh listening port each time it starts, so after a restart your `address:port` may differ. Your current one is always on your screen, and a fresh card always carries it.
- No Q-Numbers in this edition. Your identity here is your chosen name, your fingerprint, and your safety numbers. (Q-Numbers belong to the server-side members' world — Direct doesn't use them.)
- One friend at a time. QDROP Direct is person-to-person: messages and files between two people. No group drops, no calls.
- Windows and Linux. Those are the editions that exist.

9 · TROUBLESHOOTING

“Connect directly” fails, or a send says my friend is unreachable.

Check the friend's address is exactly right, and that their QDROP is open and started. The program tries the direct pipe up to three times before it reports a friend unreachable — if it says so, the path itself isn't there: same network? both started?

It worked yesterday; the address fails today.

The listening port is picked fresh at every launch, so a restart can change an address. Read your current address off the “My direct address” field and swap addresses — or fresh cards — again.

A pasted card “did not check out.”

Copy the whole card text, exactly, beginning with `QDROP-CARD:`, and paste it again. Cards are refused if the signature fails, if the fingerprint doesn't match the key — or if it's your own card.

The address “does not look right.”

An address is a number-and-port pair, like the program's own example: `192.168.1.5:8770` — four numbers with dots, a colon, then the port.

My file is over 25 MB.

The cap is by design, on sending and receiving both. Split the file into parts under 25 MB, or move that one another way.

A transfer got interrupted.

Send the same file to the same friend again — it resumes with only the missing pieces. A cancelled transfer's pieces are kept on purpose; “Remove partial” is there when you truly want them gone.

A received file “failed — checksum.”

A file whose SHA-256 doesn't match is never delivered — that's the seal doing its job. Ask your friend to send it again; resume makes the retry cheap.

We're in different houses and it won't connect.

That's by design, not a bug: Direct reaches across a shared network, or across a VPN or mesh the two of you run. Open-internet, house-to-house sending is QDROP Relay's job — coming later.

10 · THE Q STORY

Why the letter Q? Three reasons, from the founder. One: the QAnon hook — the letter already carries a charge. Two: X was IRC's letter first — Steven scripted IRC bots from the age of twelve, and the letter X was taken from that culture. Three, and simplest: Q stands for Quick.

QDROP is the front door of a family: QDROP Direct today; QDROP Relay — the same sealed drops ferried across the open internet — coming later; QMESH after that.

QDROP Direct is a 777 Software program, offered free.
777 Software is an independent software company from Alabama, USA.

Founder & Architect: Steven Jesse
Lead Assistant Architect: Charles Burnett

Manual edition: October 2026 · This manual describes QDROP Direct exactly as it ships. If a claim isn't in here, the program doesn't make it.