

wget – cheat sheet

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-b --background	Go to background immediately after startup. If no output file is specified via the -o , output is redirected to <u>wget-log</u> .
-o <u>logfile</u> / --output-file = <u>logfile</u>	Log all messages to <u>logfile</u> . The messages are normally reported to standard error.
-a <u>logfile</u> --append-output = <u>logfile</u>	Append to <u>logfile</u> . This is the same as -o , only it appends to logfile instead of overwriting the old log file. If logfile does not exist, a new file is created.
-q / --quiet	Turn off Wget's output.
-nv --no-verbose	Turn off verbose without being completely quiet (use -q for that), which means that error messages and basic information still get printed.
--bind-address = <u>ADDRESS</u>	When making client TCP/IP connections, bind to <u>ADDRESS</u> on the local machine. <u>ADDRESS</u> may be specified as a hostname or IP address. This option can be useful if your machine is bound to multiple IPs.
-t <u>number</u> --tries = <u>number</u>	Set number of retries to <u>number</u> . Specify 0 or inf for infinite retrying. The default is 20 times, with the exception of fatal errors like "connection refused" or "404".
-O <u>file</u> --output-document = <u>file</u>	The documents will not be written to the appropriate files, but all will be concatenated together and written to <u>file</u> . If - is used as <u>file</u> , documents will be printed to standard output, disabling link conversion.
-c --continue	Continue getting a partially-downloaded file. This is useful when you want to finish up a download started by a previous instance of Wget, or by another program. Note that -c only works with servers that support the "Range" header.
--progress = <u>type</u>	Select the type of the progress indicator you wish to use. (<u>type</u> = "dot" or "bar")
-S / --server-response	Print the headers sent by HTTP servers and responses sent by FTP servers.
--spider	When invoked with this option, Wget will behave as a Web spider, which means that it will not download the pages. Wget sends a HEAD requests instead of GET.
-T <u>seconds</u> --timeout = <u>seconds</u>	Set the network timeout to <u>seconds</u> seconds. This is equivalent to specifying --dns-timeout , --connect-timeout , and --read-timeout , all at the same time.
--limit-rate = <u>amount</u>	Limit the download speed to <u>amount</u> bytes per second. Amount may be expressed in bytes, kilobytes with the k suffix, or megabytes with the m suffix.
-w <u>seconds</u> --wait = <u>seconds</u>	Wait the specified number of <u>seconds</u> between the retrievals. Use of this option is recommended, as it lightens the server load by making the requests less frequent.
--no-proxy	Don't use proxies, even if the appropriate *_proxy environment variable is defined.
--user = <u>user</u> --password = <u>password</u>	Specify the username <u>user</u> and password <u>password</u> for both FTP and HTTP file retrieval.(see also: --ftp-user , --ftp-password , --http-user , --http-password .)
--no-http-keep-alive	Turn off the "keep-alive" feature for HTTP downloads.
--no-cache	Disable server-side cache. In this case, Wget will send the remote server an appropriate directive (Pragma: no-cache) to get the file from the remote service, rather than returning the cached version. Caching is allowed by default.
--header = <u>header-line</u>	Send <u>header-line</u> along with the rest of the headers in each HTTP request. The supplied header is sent as-is, which means it must contain name and value separated by colon, and must not contain newlines. You may define more than one additional header by specifying --header more than once.
--max-redirect = <u>number</u>	Specifies the maximum <u>number</u> of redirections to follow. The default is 20.
--referer = <u>url</u>	Include `Referer: <u>url</u> ` header in HTTP request.
-U <u>agent-string</u> --user-agent = <u>agent-string</u>	Identify as <u>agent-string</u> to the HTTP server. Wget normally identifies as Wget/version, version being the current version number of Wget.
--post-data = <u>string</u> --post-file = <u>file</u>	Use POST as the method for all HTTP requests and send the specified data in the request body. --post-data sends <u>string</u> as data, whereas --post-file sends the contents of <u>file</u> .
--no-check-certificate	Don't check the server certificate against the available certificate authorities.