grapevine

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	TITLE : grapevine		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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grapevine

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               _____
          Grapevine Amiga IRC Client User's Manual
            Copyright ©1994 by Brian J. Cerveny
          -----------------------------------------
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1.2   Grapevine Amiga Internet Relay Chat Client User Manual

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                         _____
                    Introduction to Grapevine
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```

   Grapevine is an Amiga Internet Relay Chat client. The IRC is a
worldwide network on which users can participate in realtime
conversation. Grapevine is a means by which to communicate over this
network, with an attractive, easy to use graphic interface that befits
the nature of the Amiga. A background on IRC will not be covered here,
but there are many general IRC information files available by FTP from
ftp.kei.com in the /pub/irc directory.
   Grapevine supports several methods of communication. You may
use one of the TCP/IP stacks: Commodore's AS225r2 or the freely
distributable AmiTCP. AS225r2 is currently available from Canadian
Prototype Replicas (CPR) for around $150. AmiTCP V2.3 is available on
any AmiNet site, including ftp.wustl.edu, ftp.cdrom.com, and ftp.luth.se.
AmiTCP 3.0 beta is available on the AmiTCP support site, kampi.hut.fi.
   Grapevine also support any serial.device compatible device by means
of a simple Unix network connection utility and a small terminal
program to log in and connect to the server, and pass control to
Grapevine.

System Requirements
· AmigaDOS Release 3.0 (V39) or newer (this will change).
· At least 1MB of RAM, 2MB recommended, with 1MB chip RAM
· Hard drive recommended.
· TCP/IP networking package optional.
· A direct (TCP) or indirect (serial login) connection to the
  Internet.

Program Features
· Support for AS225r2.
· AmiTCP supported through Henning Schmiedehausen's socket.library clone.
  (This is available on the Grapevine
                Support Site
                    .
· Serial device support, including AUW and DNet.
· Over 50 input line commands with online syntax help.
· Modular DCC programs allow users to write their own DCC clients,
  including games. DCC file transfer modules included.
· Supports up to 10 different channel/message windows.
· Ability to automatically join channels when first connecting
· Attractive "Style Guide" compliant graphic user interface.
· Fast scrollback, configurable buffer size.

· Opens on any public screen.
· Point-and-click user operations like op, ban, kick, whois.
· Graphic icon toolbar for common operations.

About the Manual
This manual tries to completely describe the functions of the Grapevine
IRC client. However, it does not attempt to explain the details of what
IRC is or how it works. Because of this fact, some explanations in this
manual might not be satisfactory to new IRC user. There are a number
of documents available to you that cover IRC in general. While some of
them address the Unix ircII client specifically, almost all of what is
said also applies to Grapevine because of input command compatibility.
These documents are available on the
                Grapevine support
                 site in the
pub/grapevine/ircsupport directory, or on cs-ftp.bu.edu in the irc/support
directory. A list of current IRC servers is also available on these
sites.

1.3   Grapevine Amiga Internet Relay Chat Client User Manual

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             _____
              Grapevine Legal Information
             -----------------------------
```
Copyright
The Grapevine Amiga Internet Relay Chat Client and all files which are
included in the distributed archives are, unless otherwise noted,

       Copyright ©1994 by Brian J. Cerveny. All rights reserved.

The aforementioned copyright does not apply to DCC.Send or DCC.Move.

Disclaimer
This software is provided "as is". No warranties are made, either
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Acknowledgments
The channel text display gadget was written by Kenneth Dyke.

The program icons, some icon toolbar images, and the "About" window image
were designed and drawn by Seth Harman.

Some icons included in the archive are from the MagicWB package,
Copyright ©1992-1994 by Martin Huttenloher.

The programs DCC.Send and DCC.Move were written by Scott Ellis and
Osma Ahvenlampi with Ezra Story and Dan Murrell, Jr.

HFTgv is Copyright ©1993-1994 by Herbert West.

Grapevine uses the GadLayout dynamic gadget layout engine by Timothy Aston.

AmiTCP socket.library is Copyright ©1993,1994 by Henning Schmiedehausen,
and is included in the Grapevine archive with his permission.

1.4   Grapevine Amiga Internet Relay Chat Client User Manual

                                 _____
                          Grapevine Installation

     Installation of Grapevine varies depending upon the method of
communication used.

AS225
Presumably you have already extracted the Grapevine archive. The directory
structure is already set up properly in the archive. In order for DCC to
work correctly you may have to edit the
                 path settings
                  so that Grapevine
can find the DCC program files.

AmiTCP
When using AmiTCP, install Grapevine just like for AS225. To use the
program though you will need the AmiTCP socket.library by Henning
Schmiedehausen. This socket.library is included in the Grapevine archive
and is also available on the Grapevine support site.

The socket.library requires you to set the ENV:SOCKETCONFIG variable in
order for it to work. Please refer to the socket.library manual for
directions on setting this variable.

Serial
Serial operation requires more installation work than TCP. Install the
Grapevine program on your Amiga wherever desired. The DCC files are not
used in serial mode unless you are using DNet. HFTgv must be present in
the same directory as Grapevine.

Included with HFTgv is a small utility called irclink, which is a simple
network data connection program that must be installed on your Unix host.
It simply establishes a link to the IRC server through which Grapevine

can communicate. To install irclink, you need to compile "irclink.c"
with an ANSI compatible C compiler. If your cc does not work, use gcc.
The suggested compilation command is:

                    gcc irclink.c -o irclink -s

For instructions on the use of HFTgv and irclink to connect to the
server, see the
                Serial
                 section of the manual.

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                    _____
                    Grapevine Serial Operation

     Grapevine supports any properly written serial.device. It has been
tested with serial.device, uw.device (Amiga UnixWindows by Ezra Story),
and dnet.device. However, note that dnet.device has a few problems. See
the Bugs file for details.

To connect to IRC in serial mode, follow these steps:

1. Run HFTgv from the same directory in which Grapevine is installed.
2. Login to your Unix account.
3. Run the irclink program with your server name and optional port:
   "irclink servername [port]"
4. Once connected to the server, select "Run Grapevine" from the HFTgv
   menu, or type RightAmiga-1.

You should now be connected to IRC!

For further instructions on using HFTgv, refer to HFTgv.doc.

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                    _____
                    Grapevine Configuration

     Grapevine has many features which can be customized to the user's
preferences, as well as a number of items which are required to be set.
There are three methods by which Grapevine is configured: environment
variables, the "Settings" menu items, and command line parameters.

Environment Variables
Grapevine recognizes three standard environment variables in TCP/IP
setups:

        USER - System username (login name)
     REALNAME - Your full real name
     HOSTNAME - Your machine's host name

These three variables are only read when no configuration file is found.
Values saved in the settings files override the environment variables.

If you are using socket.library for AmiTCP, you must set an additional
variable named SOCKETCONFIG. Refer to the socket.library manual for
directions on the proper configuration.

Settings Menu
The
              settings
               menu is available from any channel window, and contains many
items which are used to configure the program.

Command Line Parameters
There are several command line parameters which may be specified. These
parameters all override values which are saved in the config files.

     AS225 - Run Grapevine in TCP mode using AS225r2
    SERVER - IRC server name
      PORT - IRC server port
      PASS - IRC server password
  NICKNAME - Your nickname

There are a number of command line parameters for serial operation which
are not described here. These parameters are NOT for your use! They are
intended to be used exclusively by HFTgv.

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                                         _____
                        Project Windows

    The operation of Grapevine centers around two windows: the channel
window and the namelist window.

Channel Window
The channel window is where all of the IRC text is displayed, including
messages, public channel conversation, command operation results, and
errors. You can have up to 10 channel windows open at a time, each of
which has its own scrollback buffer. The description of the channel window
operation is broken up into the following sections:

            Text display
             Area where communications are printed

            String input gadget
             Gadget for input of messages and commands

            Status indicator
             Indicates chanop/voice status

            Window title

                    Contains various useful information

Namelist Window
The namelist window contains a listview gadget displaying the names of the
users on a joined channel. The window opens immediately to the right of
the channel window. It can be closed safely, and reopened with either the

                /NAMES
                 command or the
                Names menu item
                 in the channel menu.

In the list of names, a small symbol may be located beside a nickname.
A small magic wand indicates that the person is a channel operator, and a
representation of sound waves indicates that the person has a "voice" on
a moderated channel and can speak.

You can perform various operations on users in the channel by selecting
a nickname with the mouse and then clicking on one of the appropriate

                icons
                 or selecting an item from the
                channel menu
                . After an operation has
been completed, the user will be deselected. Double-clicking on a nickname
will display
                Who Is
                 information on the user.

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                              _____

                    Channel Window: Text Display

     The text display area is where all of the incoming and outgoing
messages, error messages, and command results are displayed. All of
the text to the window is saved in a scrollback buffer, which can be
viewed with the prop gadget in the window or with the following hotkeys:

            Ctrl CursorUp: Jump to beginning of buffer
             Alt CursorUp: Scroll up one page
           Alt CursorDown: Scroll down one page
          Ctrl CursorDown: Jump to end of buffer

The size of the scrollback buffer is adjustable in the
                Program Settings
                 window, as well as is the number of pixels between messages.

The text display area is actually a custom BOOPSI gadgetclass. This has
one caveat. When the channel window is resized, all of the text in the
scrollback buffer is word-wrapped. This operation can take a couple of
seconds on slower machines. Since the wrapping is all done by the gadget,
which is called by Intuition (input.device), all system input will freeze
while the operation is done. A wait pointer is displayed during this

operation.

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```
                                      _____
                               Channel Window: Input Gadget
                               ----------------------------
```

     The string input gadget at the bottom of the channel window is where
all commands and messages are entered. This gadget is a much-enhanced
GadTools string gadget. The enhancements are all described below.

Command Input
Grapevine has over 50
                commands
                 that can be entered in the input gadget. To
enter a command, precede it with a "/" character. For example, to send a
private message to a user with the nickname JillUser you would use the MSG
command as follows:

          /MSG JillUser Hi there! How are you doing tonight?

Command interpretation is case-insensitive.

If you do not enter a command on the input line, all text that you input
will be sent to any channel you have joined in the current channel window.
If you have not joined a channel, an error message will be displayed.

Command History
The string gadget has command history so that you can recall messages and
commands that you have already typed. To recall a line from the command
history, use the up/down cursor keys to step through by single lines, and
shift up/down to jump to the first/last entries in the history. The last
line is actually a clear input line.

The maximum number of lines stored in the command history is adjustable in
the
                Program Settings
                 window.

Style and Bell Characters
The string gadget will accept three control characters that will change the
style of the message text. These characters are as follows:

          Ctrl B: Bold text
          Ctrl V: Inverse text (light-on-dark)
          Ctrl _: Underlined text

To turn a style on, enter the appropriate character into the input gadget.
To turn it off, enter the character again. (Note: Depending on the font
you are using, the characters may appear as garbage.) You can mix styles.

In addition to style characters, you can cause a bell to be heard on the
other users' terminals by entering the "Ctrl G" bell character. While you
can send bell characters with Grapevine, received bells are not heard at

```
this time.

Horizontal Tabs
Grapevine treats the tab key much like a word processor or text editor does.
Horizontal tabs are set every four columns.  If you press the tab key in
input character positions 1-3, the cursor will jump to position 4.
Similarly, if you press tab in positions 4-7, the cursor will go to position
8.  This feature allows you to dump source code into a channel window with
all of the tabs properly lined up.
```

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```
                      _____
                      Channel Window: Status Indicator
                      --------------------------------
      The status indicator is located to the left of the string input gadget.
  There are two different images that are displayed in this gadget:

          Magic wand: Indicates you are a channel operator of the channel
                      you have joined in this window.
        Audio waves: Indicates you are allowed to speak in a moderated
                      channel (you have a "voice").

  The channel operator status takes precedence over voice status since a
  channel operator can also speak on a moderated channel.  If neither status
  applies to you, the indicator will be disabled (checkerboard pattern).
```

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```
                          _____
                        Channel Window: Window Title
                        -----------------------------
     The title bar of the channel windows displays several useful items.
  When a channel is joined in a window, the title format is as follows:

   [X mc] [-AWAY-] Channel #channel (modes) X users, X chanop: Topic.
    ^ ^^       ^                      ^        ^   ^         ^           ^
    A BC       D                      E        F   G         H           I

    A: Project number
    B: Lowercase 'm' means private messages are displayed in this window
    C: Lowercase 'c' means "crap" messages are displayed in this window
    D: If you are marked away, "-AWAY-" will appear in this position
    E: Name of the channel joined in this window
    F: Channel mode flags See
                /MODE
                 for details.
    G: Number of users joined to this channel
    H: Number of channel operators in this channel
    I: Channel topic string.  Text is cropped if it will not fit.
```

If no channel is joined in the window, items E-I do not appear in the
title bar.

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```
                                 _____
                              Program Menus
                              --------------
     Many of Grapevine's features are available through the program menus.
Some things, such as program settings, are only available in the menus.
Most others are accessible by other means, including icons and commands.

 Menus


                 Project
                  Project, window, and program control

                 Channel
                  Commands related to channel operation

                 Server
                  Server and network control

                 Personal
                  Operations related to your person

                 Misc
                  Miscellaneous items that don't fit elsewhere

                 Settings
                  Program configuration options
```

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```
                                 _____
                              Project Menu
                              -------------
     The "Project" menu contains items related to manipulation of the
channel windows.  Most of the items are standard entries found in most
Amiga programs.

 Menu items


                 New Window
                  Open a new channel project window.


                 Clear Buffer
```

```
                       Clear the active project scrollback buffer.


                   Set Message Window
                    Send private messages to the active window.

                   Set Crap Window
                    Send misc. results and errors to the active window.


                   Reveal
                    Activate the Next/Previous project window or the icon window.

                   Close
                    Close the active project window.


                   About
                    Display information about the program.

                   Quit
                    Exit the program.
```

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```
                                 _____
                         Project Menu Item: New Window
                         -----------------------------
     The "New Window" Menu Item opens a new channel window project. There
 is a maximum of 10 channel windows allowed to be open at a time.  If you
 try to open a new window if 10 are already open, a requester will inform
 you of this fact.

 See Also:
                 /OPENWIN
```

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```
                                 _____
                         Project Menu Item: Clear Buffer
                         -------------------------------
     The Clear Buffer Menu Item clears all lines in the scrollback buffer
 of the active channel window.  There is no confirmation for this item.

 See Also:
                 /CLEAR
```

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```
         _____
         Project Menu Item: Set Message Window
         ---------------------------------------
```

    Selecting this Menu Item forces private messages and notices to be
displayed in the active project window. The current message window is
indicated by a lowercase "m" next to the project number in the channel
window title bar.

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```
         _____
         Project Menu Item: Set Crap Window
         ------------------------------------
```

    Selecting this Menu Item forces certain error messages and various
command results such as CTCP replies to be displayed in the active project
window. The current crap window is indicated by a lowercase "c" next to the
project number in the channel window title bar.

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```
         _____
         Project Menu Item: Reveal
         ----------------------------
```

    There are three items in the "Reveal" submenu. Two of the items deal
with channel project windows: "Next Channel", which activates the next
channel window, and "Previous Channel", which activates the previous
channel window. The other item, "Icon Window", opens the icon window or
brings it to the front if it is already open. The open status of the icon
window is saved in the settings file.

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```
              _____
              Project Menu Item: Close
              --------------------------
```

    This menu item closes the current project window and all related
windows. If you have the
              Confirm Requesters
               "Settings" menu item enabled,
a requester will ask you if you want to close or leave a channel if one is
joined.

    See Also:
              /CLOSEWIN

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```
                                        _____
                           Project Menu Item: About
                           -------------------------
     The "About" menu item opens a window containing information about
  the program, including author, copyright, and support info.

   See Also:
                 /ABOUT
```

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```
                                        _____
                           Project Menu Item: Quit
                           ------------------------
     The "Quit" item will terminate the program.  If you have enabled the

                 Confirm Requesters
                  "Settings" Menu Item, you will be asked to confirm
  the operation before the program exits.  The IRC signoff message will
  be the string you have set in the
                 User
                  settings window.

   See Also:
                 /QUIT
```

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```
                                        _____
                            Channel Menu
                            --------------
     The "Channel" menu contains items that deal with examination and
  manipulation of channels and users on channels.

   Menu items

                 Join
                  Join a channel

                 Leave
                  Leave a joined channel

                 Names
                  List names on the current channel

                 Who
```

```
                    More detailed list of users on channel


                Who Is User
                 Display personal information on selected user

                Ping User
                 Send a ping message to selected user

                Kick User
                 Kick selected user off channel

                Ban User
                 Ban selected user from the channel

                List Bans
                 List current bans on the channel


                Channel Modes
                 View/set channel modes
```

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```
                              _____
                          Channel Menu Item: Join
                          -------------------------
     "Join" opens a requester with a string gadget in which you can enter
the name of the channel(s) you want to join.  The parameters are the same
as those for the /JOIN command.  Note that you cannot join more than 10
channels at once.

   See Also:
                /JOIN

                Join Icon
```

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```
                              _____
                          Channel Menu Item: Leave
                          -------------------------
     "Leave" causes you to leave the channel joined in the current project
window, if any.  If the
                Confirm Requesters
                 option in the "Settings"
menu is enabled, you will be asked to confirm the operation.

   See Also:
                /LEAVE
```

                    Leave Icon

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                           _____
                         Channel Menu Item: Names

     This item displays a list of the nicknames of people joined to the
current channel. The names in the NameList window will be updated, and
if the window was closed it will be reopened.

Sample output:

   «Names» Users on #foobar: JoeUser, JaneUser, JillUser
   «Names» End of /NAMES list.

See Also:
             /NAMES

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                           _____
                         Channel Menu Item: Who

     The "Who" item displays a list of users on the current channel.
Information displayed is as follows: channel, nickname, status, and
user@host. The status field contains four different symbols: H=here,
G=gone (marked away), @=channel operator, and *=irc operator.

Sample output:

   «Who» #blade   JoeUser G@ juser@iastate.edu
   «Who» #blade   JillUser H@ jillu@os.freak.com
   «Who» End of Who info.

See Also:
             /WHO

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                           _____
                         Channel Menu Item: Who Is User

     This item displays personal information about the selected user in
the channel names list. You can also double-click on a user in the
listview to get whois info.

Sample output:

```
«Who Is»      User: JaneUser (janeu@os.freak.com): Jane A. User
«Who Is»  Channels: @#indigo
«Who Is»    Server: irc.iastate.edu - Iowa State Alternate Reality Server
«Who Is»      Idle: 132 seconds.
«Who Is»  End of WhoIs info.
```

See Also:

/WHOIS

Who Is Icon

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```
                    _____
              Channel Menu Item: Ping User
              ----------------------------
```

This item causes a ping message to be sent to the user selected in the
names listview. The user's client simply bounces this message back. The
message contains a timestamp that is used to determine how much time
elapsed between sending the message and receiving the echo. Pinging
gives an indication of current network performance.

Sample Output:

```
«Ping»  Sending ping to JillUser.
«Pong»  Ping response time from JillUser: 9 seconds.
```

See Also:

/PING

Ping Icon

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```
                    _____
              Channel Menu Item: Kick User
              ----------------------------
```

This item kicks the user currently selected in the channel names
listview. The screen will be beeped if no user is selected or if you
are not a channel operator. If the Ask Kick Reason option in the
"Settings" menu is enabled, a requester is brought up containing the
default kick message, with option to change it or cancel.

See Also:

/KICK

Kick Icon

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```
                                    _____
                          Channel Menu Item: Ban User
                          ----------------------------
```
This item will ban the selected user in the namelist from the current
channel. A string requester will come up with a default ban pattern for
you to edit. The screen will be beeped if no user is selected or if you
are not a channel operator.

```
    See Also:
                /BAN

                Ban Icon
```

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```
                                    _____
                          Channel Menu Item: List Bans
                          ----------------------------
```
"List Bans" will display a list of bans currently imposed in the
current channel.

Sample output:

```
  «Ban List»  Ban on #killies: *!*@os.freak.com
  «Ban List»  Ban on #killies: JoeUser!juser@iastate.edu
  «Ban List»  End of Ban List for #grapevine.
```

```
    See Also:
                /BANLIST
```

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```
                                    _____
                          Channel Menu Item: Channel Modes
                          --------------------------------
```
Selecting this item will bring up the channel modes window, allowing
you to view and/or change the modes for the current channel. If the
channel mode window is already open, it will be activated and brought
to the front.

```
    See Also:
                /MODE

                Channel Mode Icon
```

```
             Channel Mode Window
```

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```
                            _____
                         Server Menu
                         -------------
     The "Server" menu contains items for controlling the connection to the
  IRC server and server maintenance items for IRC operators.

  Menu items


                 Connect
                  Connect to a server

                 Close
                  Close connection to the server


                 Kill User
                  Kill a user
```

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```
                         _____
                      Server Menu Item: Connect
                      --------------------------
     "Connect" will connect you to an IRC server.  If you are already
  connected to a server, you will be disconnected and reconnected to the
  new server.  A string requester prompts you for a server name.

  See Also:
                 /SERVER
```

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```
                         _____
                       Server Menu Item: Close
                       ------------------------
     This item will close the connection to the current IRC server.  If
  you are not connected to a server, this option is disabled.
```

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```
                                     _____
                          Server Menu Item: Kill User
                          ---------------------------
```

    If you are an IRC operator, this menu item will kill the user selected
in the channel namelist window. A string requester will be brought up
asking you to give a reason for the kill. This item is disabled if you
are not an IRC operator.

See Also:
                /KILL
                /OPER

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```
                                  _____
                          Personal Menu
                          ----------------
```

    The "Personal" menu contains items that are related to your status.

 Menu items

                Mark Away
                 Toggle your away status

                User Modes
                 View and/or set user modes

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```
                                     _____
                          Personal Menu Item: Mark Away
                          -------------------------------
```

    Enabling this item will cause you to be marked away, using the default
away message set in the
                User Config
                 window. Disabling it will remove your
away status.

See Also:
                /AWAY

                Away Icon

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```
                                       _____
                      Personal Menu Item: User Modes
                      ----------------------------------
      Selecting this item will bring up the user modes window, allowing
you to view and/or change your user modes.  If the user mode window is
already open, it will be activated and brought to the front.

   See Also:
               /MODE

               User Mode Icon

               User Mode Window
```

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```
                                        _____
                           Misc Menu
                           -----------
      The "Misc" menu contains various items that do not fit in any of the
other program menus.

   Menu items


               Change Work Directory
```

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```
                                   _____
                    Misc Menu Item: Change Work Directory
                    --------------------------------------
      This menu item brings up an ASL path requester for you to select a new
work directory.  The work directory is used as the default directory for
files sent or received through DCC.

   See Also:
               /CD
               /CDREQ
```

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```
                                   _____
                           Settings Menu
```

```
                         --------------
     The "Settings" menu provides access to many options for customizing
 Grapevine.  All of the options which are set through this menu are
 saved in the settings files.

  Menu items


                 Verbose CTCP
                  Display incoming CTCP requests

                 Skip MOTD
                  Skip server "Message of the Day"

                 Confirm Requesters
                  Toggle close/quit confirmation requesters


                 Beep on
                  Toggle beeping on receiving messages

                 Icon Set
                  4 or 8 color graphic toolbar icons


                 Network
                  Server and local host information

                 User
                  Personal information

                 Display
                  Screen and palette control

                 Paths
                  Program path setup
  Program          Program operation parameters

                 Fonts
                  Various fonts used in the program


                 Load/Save/Save As
                  Load and save configuration files
```

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```
                        _____
                         Grapevine Settings Files
                        --------------------------
     Grapevine has the ability to load and save configuration files.
 These files contain user preferences which are defined in the
              settings
```

                        menu, as well as default channel window position/size, channel ←
                            window
zoom position/size, and icon window position. The following options
are available for loading and saving settings files:

   Save Settings As – Pops up an ASL file save requester to specify the
                          name of the settings file to save.
      Save Settings – Saves settings in the last file which was loaded
                          or saved.
      Load Settings – Prompts the user for the settings file to load.
                          Some of the configuration items will not take
                          effect immediately, notably window orientation
                          and some current network and user information.
                          The latter two can be reset into effect by
                          reconnecting to the server.

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                                    _____
                          Network Configuration Window

      The network configuration window is where details about your host are
defined, and where default server information is set. Each item in the
window is described below.

User Name
Your login username. If no settings file is found, the environment
variable USER is read if it exists.

Real Name
Your real full name. Used in your
                CTCP
                 FINGER response.
If no settings file is found, the environment variable REALNAME is read
if it exists.

Host Name
The name of your host. Also used in the
                CTCP
                 FINGER response.
If no settings file is found, the environment variable HOSTNAME is read
if it exists.

The following fields are only available for TCP/IP operation:

Default Server
The name of the server to connect to when first running the program.

Server Port
Default port number to use when connecting to a server.

Server Password
Default password to use when connecting to a server.

Autojoin Channel

A list of channels to automatically join when first running Grapevine.
The list is the same format as that of
                /JOIN
                 arguments, so you can specify
multiple channels.

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                               _____
                    User Configuration Window

     The user configuration window is where your personal information is
defined, as well as some default action messages. Each item in the
window is described below.

Default Nickname

                Nickname
                 to use when first running Grapevine.

DCC Nickname
If using serial mode, DCC Nickname is the nickname of a user who can
receive files for you sent by DCC. Any DCC requests sent to Grapevine
will be automatically redirected to the user with this nickname..

WhoIs Info
Information to be displayed in your
                /WHOIS
                 response.

User Info
Information to be displayed when a user asks for
                CTCP
                 USERINFO from
you.

Away Message
Default message to be used when you mark yourself
                away
                 .

Kick Message
Default message to be displayed when you
                kick
                 a user from a channel.

Quit Message
Default message to be displayed when you
                quit
                 IRC.

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```
                   _____
                     Display Configuration Window
                   -----------------------------
```

     In the display configuration window, the screen on which Grapevine
will operate is defined. Each item in the window is described below.

```
Display type
Selects the kind of screen Grapevine will open on.  There are four choices
for this popup gadget:

        Workbench Screen - GV will open on the Workbench screen
  Default Public Screen - GV opens on the default system public screen
                          (normally the Workbench).
    Named Public Screen - GV opens on the public screen with the given.
                          name.  If the named screen is not found when
                          GV attempts to lock it, GV will revert to the
                          default public screen.
   Custom Public Screen - GV will open a new custom screen and make it
                          public.  The public screen name will be
                          "Grapevine.N", where N is some number.  Since
                          the screen is made public, other programs
                          can open their windows on it.

  Screen mode
  If the selected display type is "Custom Public Screen", the screenmode
  is defined here.  Click on the monitor image gadget to open a system
  screenmode requester.

  Public screen
  If the selected display type is "Named Public Screen", the name is
  defined here.  This field must be defined for this display type to
  be accepted.

  Edit color
  If Grapevine is currently running on a custom public screen, selects the
  palette pen to edit the color of.

Red/Green/Blue
Slider gadgets to change the RGB values for the currently selected
palette pen.  The range of values for the sliders is 0-15 on ECS
machines and 0-255 on AGA or most graphics cards.  Must be running
on a custom public screen.
```

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```
                   _____
                     Path Configuration Window
                   ---------------------------
```

     File paths that Grapevine uses to find data and programs are
defined in this window. All entries must contain valid paths or
error requesters will be opened. If any entries are invalid when
Grapevine is first run, warning requesters will be opened to inform

you before problems arise. Each item in this window is described
below.

DCC program drawer
This is the drawer where Grapevine DCC client modules are found.
If this path is wrong, Grapevine will not be able to find the
modules and an error will occur if a DCC is attempted or received.

Default work dir
This is the default current work directory that will be set on
program startup. Files received by DCC will be saved to this
directory by default.

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```
          _____
           Program Configuration Window
          ------------------------------
```

     Various operational program parameters are set in this window.
Each item is described below.

Scrollback buffer size
Sets the size of the text scrollback buffer for each channel window.
This counts the number of characters in the buffer, and does not
account for linked list overhead. Approximately 250 lines of
average IRC text will be stored per 10K of buffer space. Default
is 10K. Valid range is 8K-250K.

History lines
Sets the maximum number of lines to be stored in the command history
in project window string gadgets. Default is 50 lines. Range is
10-200 lines.

Message spacing
Sets the number of pixels to be inserted between different messages
in the channel window text display. Inserting a few pixels can help
make the output more readable. Default is 2 pixels. Range is 0-8.

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```
          _____
            Font Configuration Window
          ---------------------------
```

     The items in this window allow you to customize the fonts that are
used by Grapevine. There are four fonts that can be adjusted.

Screen and gadgets
This font is used for the screen and window titles on a custom public
screen and for generic gadget labels on all screens.

Channel text
This is a monospaced font that is used to display text in the channel

text display area.

Channel input gadget
This font is for the input string gadget at the bottom of the channel
windows. It is used for the label as well as the gadget contents.

Channel namelist
The namelist font is used for the listview label and entries in the
channel namelist window. It must currently be monospaced.

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                         _____
                    Settings Menu Item: Verbose CTCP

    Enabling verbose CTCP causes all incoming
                CTCP
                 requests from other
users to be displayed. Ordinarily incoming requests are not displayed.
Incoming requests will be displayed like the following example:

    «CTCP» Client version info requested by JoeUser.

This indicates that JoeUser did a "/CTCP yournick VERSION".

    Not all incoming CTCPs are displayed in this manner with
verbose CTCP enabled. CTCP ACTION messages are displayed as either
an
                ACTION
                 if the target was a channel or a
                DESCRIBE
                 if your nickname
was the target. CTCP
                PING
                 messages are not displayed at all.

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                         _____
                    Settings Menu Item: Skip MOTD

    When you first connect to an IRC server, the server will send a
welcome message and a few statistics, followed by a "Message of the
Day" (MOTD). If the "Skip MOTD" Menu Item is enabled, the MOTD will
not be displayed. This option does not affect the
                /MOTD
                 command.

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```
          _____
            Settings Menu Item: Confirm Requesters
          ------------------------------------------
```
     By default, Grapevine will bring up requesters asking you to confirm
that you want to perform certain operations--specifically leave channel,
quit program, and close project. Enabling this option will prevent such
requesters from being displayed. Requesters are never displayed if the
operation was initiated by string /commands.

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```
                         _____
            Settings Menu Item: Icon Set
          --------------------------------
```
     There are two sets of
             icons
              included in Grapevine for the toolbar.
One set is four-colors, and is suitable for the standard Workbench
palette. The other set is an eight-color set which is designed to use
the 8-color MagicWB palette.
     The 8-color icon set is only available on a screen of at least
8 colors. If Grapevine is opened on a 4-color screen, the 4-color icon
set will be automatically used, and the 8-color option is disabled.

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```
                         _____
            Settings Menu Item: Beep on (Messages)
          -------------------------------------------
```
     The items in the "Beep on" submenu will cause Grapevine to beep
the system every time certain kinds of messages arrived. There are
three options in this submenu:

            Messages - Beep when private
                messages
                 arrive
             Notices - Beep when private
                notices
                 arrive
     Only When Away - Only beep if you are currently marked
                away
                 .

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_____
Graphic Icon Toolbar

   One of the most useful features of Grapevine is the graphic icon
toolbar. The toolbar consists of roughly a dozen icons which perform
certain preset actions. The icons are currently not configurable.
   There are two different icon sets included in Grapevine. The icon
icon set is selected in the
             Settings menu
             .
   The selected icon set and the position of the icon window are saved
in the
             settings file
             .

Icons

             About Program
              Display program information

             Join
              Join channel

             Leave
              Leave channel

             Channel Modes
              View/set channel modes

             User Modes
              View/set user modes

             ChanOp Toggle
              Toggle user chanop status

             Voice Toggle
              Toggle user voice status

             Kick User
              Kick user from channel

             Ban User
              Ban user from channel

             Who Is User
              Get information about user

             Ping User
              Ping user

             Away Toggle
              Toggle your away status

             Help
              Get help with Grapevine

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```
                              _____
                        Description of Icon: About
                        ---------------------------
     Image: Small bunch of grapes

    Action: Opens a window containing information about Grapevine.

     Notes: If the window is already open it will be activated and moved to
            the front.

  See Also:
                /ABOUT

                About Menu Item
```

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```
                              _____
                        Description of Icon: Join
                        --------------------------
     Image: U.S. traffic lane merge symbol (merging arrows)

   Action: Opens a requester prompting for channel to join.

    Notes: Not allowed if the maximum of 10 channels is already joined.

  See Also:
                /JOIN
                /LEAVE

                Join Menu Item
```

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```
                              _____
                        Description of Icon: Leave
                        --------------------------
     Image: U.S. traffic road fork symbol

    Action: If a channel is joined in the active channel window, that channel
            will be left.

  See Also:
                /LEAVE
```

```
                    /JOIN

                    Leave Menu Item
```

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```
                                    _____
                    Description of Icon: Channel Modes
                    ---------------------------------
      Image: # sign with triangle "flag" representing mode flags

     Action: Opens the channel mode window.  If the window is already open
             it will be activated and moved to the front.

      Notes: Requires channel operator status

   See Also:
                    /MODE

                    Channel Mode Window

                    Channel Modes Menu Item
```

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```
                                    _____
                    Description of Icon: User Modes
                    -------------------------------
      Image: Human silhouette with triangle "flag"

     Action: Opens the user mode window.  If the window is already open it
             will be activated and moved to the front.

   See Also:
                    /MODE

                    User Mode Window

                    User Modes Menu Item
```

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```
                                    _____
                    Description of Icon: Op
                    -----------------------
      Image: Magic wand
```

```
  Action: This gadget acts on the currently selected user in the channel
          userlist window, giving that user channel operator privileges.
          If the user is already a channel operator, selecting this icon
          will remove the privileges.

   Notes: Requires channel operator status

See Also:
              /OP
```

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```
                                 _____
                          Description of Icon: Voice
                          ---------------------------
   Image: Human face silhouette with sound waves emanating from mouth

  Action: Gives the currently selected user the ability to speak on a
          moderated channel.

   Notes: Requires channel operator status.

See Also:
              /VOICE
              /UNVOICE
```

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```
                                 _____
                          Description of Icon: Kick User
                          -------------------------------
   Image: Boot

  Action: Kicks the currently selected user from the channel.  If the
          Ask Kick Reason option in the "Settings" menu is enabled,
          a requester is brought up containing the default kick message,
          with the option to change it or cancel.

   Notes: Requires channel operator status

See Also:
              /KICK

              Kick Menu Item
```

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```
                                   _____
                         Description of Icon: Ban User
                         -----------------------------
      Image: Human silhouette with circle+slash ban symbol

     Action: Bans the currently selected user from the channel.  A requester
             is brought up with a precomposed ban format, with option to
             change and accept or cancel.

      Notes: Requires channel operator status

   See Also:
                  /BAN
                  /UNBAN
                  /BANLIST

                  Ban Menu Item
```

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```
                                   _____
                         Description of Icon: Who Is User
                         --------------------------------
      Image: Human silhouette with question mark

     Action: Displays information on the currently selected user.

   See Also:
                  /WHOIS
                  /WHOWAS
                  /WHO

                  Who Is Menu Item
```

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```
                                   _____
                         Description of Icon: Ping User
                         ------------------------------
      Image: Ping pong paddle and ball

     Action: Sends out a message to the currently selected user, which will
             be bounced back.  Upon return, the time elapsed since the ping
             message was sent is displayed.  This gives an indication of how
             much lag is present in the network between users.

   See Also:
                  /PING
```

Ping Menu Item

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```
                                _____
                     Description of Icon: Toggle Away
                     --------------------------------
```

Image: Zzz bubble

Action: Marks you as being away from the terminal. A requester will be
        opened containing the default away message, which can be changed
        or canceled.

See Also:
            /AWAY

            Mark Away Menu Item

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```
                                _____
                       Description of Icon: Help
                       --------------------------
```

Image: Help bubble

Action: Activates online help for Grapevine.

See Also:
            /HELP

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```
                                _____
                          Input Command Set
                          -------------------
```

    Grapevine features a fairly extensive input command set. These
commands are entered in the channel window string gadgets, preceded by
a /. All of the implemented commands are listed below, along with a
quick-reference syntax.

All of the following commands will also be a part of the ARexx command
set. The ARexx interface is planned for the registered release of
Grapevine. In addition, these commands are internally used to perform many
of the operations in the menus and
            icon toolbar
              .

```
  Command                              Syntax
----------- -------------------------------------------------------

          ABOUT
           /ABOUT

          ADMIN
           /ADMIN [server]

          AWAY
           /AWAY [message]

          BAN
           /BAN [channel] pattern [pattern [pattern]]

          BANLIST
           /BANLIST [channel]

          CD
           /CD [directory]

          CLEAR
           /CLEAR [project]

          CDREQ
           /CDREQ [starting path]

          CLOSEWIN
           /CLOSEWIN [project]

          CONNECT
           /CONNECT targetserver [port [remote server]]

          CTCP
           /CTCP nickname[,nickname[,...]] command [arguments]

          DCC
           /DCC type nickname [arguments...]

          DCCCLR
           /DCCCLR session_number

          DCCLIST
           /DCCLIST

          DCC
           /DCC type nickname [arguments...]

          DEOP
           /DEOP [channel] nickname [nickname [nickname]]

          DESCRIBE
           /DESCRIBE nickname[,nickname[,...]] text...

          HELP
           /HELP [command]
```

```
INFO
 /INFO [server]

INVITE
 /INVITE nickname [channel]

JOIN
 /JOIN channel[,channel[,...]] [key[,key[,...]]

KICK
 /KICK [channel] nickname [reason...]

KILL
 /KILL nickname reason...

LEAVE
 /LEAVE [channel[,channel[,...]]]

LINKS
 /LINKS [[remote server] servermask]]

LIST
 /LIST channel[,channel[,...]] [server]

LUSERS
 /LUSERS [server]

ME
 /ME text...

MODE
 /MODE [channel] \ensuremath{\pm}mode [arguments...]

MOTD
 /MOTD [server]

MSG
 /MSG nickname[,nickname[,...]] message...

NAMES
 /NAMES [channel[,channel[,...]]]

NICK
 /NICK nickname

NOTICE
 /NOTICE nickname[,nickname[,...]] message...

OP
 /OP [channel] nickname [nickname [nickname]]

OPENWIN
 /OPENWIN

OPER
 /OPER user password
```

```
PART
 /PART [channel]

PING
 /PING [nickname | channel]

QUERY
 /QUERY [nickname]

QUIT
 /QUIT [message...]

RAW
 /RAW command...

REHASH
 /REHASH

RESTART
 /RESTART

SERVER
 /SERVER [server [port] [password]]]

SIGN
 /SIGN [message...]

SIGNOFF
 /SIGNOFF [message...]

SQUIT
 /SQUIT server reason...

STATS
 /STATS [query [server]]

SUMMON
 /SUMMON username [server]

TIME
 /TIME [server | nickname]

TOPIC
 /TOPIC [channel[,channel[,...]]] [topic...]

TRACE
 /TRACE [server | nickname]

UNBAN
 /UNBAN [channel] pattern1 [pattern2 [pattern3]]

UNVOICE
 /UNVOICE [channel] nickname [nickname [nickname]]

VERSION
 /VERSION [server | nickname]
```

```
                     VOICE
                      /VOICE [channel] nickname [nickname [nickname]]

                     WALLOPS
                      /WALLOPS message...

                     WHO
                      /WHO [nickname | channel | mask] ["o"]

                     WHOIS
                      /WHOIS [server] nickname[,nickname[,...]]

                     WHOWAS
                      /WHOWAS nickname[,nickname[,...]] [count [server]]
```

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```
                     _____
                     Description of Input Command: ABOUT
                     -----------------------------------
```

   Syntax: /ABOUT

   Action: Opens a window containing information about Grapevine. If the
           About window is already open it will be activated and moved to
           the front.

  See Also:
                  About Icon

                  About Menu Item

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```
                     _____
                     Description of Input Command: ADMIN
                     -----------------------------------
```

   Syntax: /ADMIN [server]

   Action: Displays administrative information on the server. If server
           is not specified, the current server is assumed.

  Example: /ADMIN ircserver.iastate.edu

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```
                     _____
                     Description of Input Command: AWAY
                     ----------------------------------
```

   Syntax: /AWAY [message]

Action: Marks you as being away from the terminal. If message is
        specified, it will be used; otherwise the default away message
        set in the
            User Configuration
            window will be used. If no
        message is given but you are already marked away, away status
        will be removed.

Example: /AWAY I went to give my poor dog a bone. Try me later.

See Also:
                Away Icon

                Mark Away Menu Item

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                          _____
                    Description of Input Command: BAN

    Syntax: /BAN [channel] nick!user@host [nick!user@host [nick!user@host]]

    Action: Places a ban on the current channel, using the specified pattern
            Wildcards may be used, and up to three bans may be specified. If
            a ban is already in place on the channel which supercedes the
            specified pattern, the new ban will not be placed. Most
            IRC servers enforce a limit of 20 bans on a channel.

            Same as "/MODE +b nick!user@host".

     Notes: Requires channel operator status.

   Example: /BAN JoeUser!juser@some.site.com
            /BAN #ghoul *!juser@*.com

   See Also:
                  /UNBAN
                  /BANLIST
                  /MODE

                  Ban Icon

                  Ban Menu Item

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                          _____
                    Description of Input Command: BANLIST

    Syntax: /BANLIST [channel]

    Action: Lists the current bans on the specified channel, or the current

```
            channel if none is supplied.

  See Also:
                /BAN
                /UNBAN
                /MODE

                List Bans Menu Item
```

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```
                        _____
                  Description of Input Command: CD
                  ---------------------------------
   Syntax: /CD [path]

   Action: Changes the current directory.  Files received by DCC will go
           to this directory.

  Example: /CD Work:Grapevine/dccfiles

  See Also:
                /CDREQ

                Change Work Dir Menu Item
```

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```
                        _____
                  Description of Input Command: CDREQ
                  -----------------------------------
   Syntax: /CDREQ [starting path]

   Action: Brings up an ASL drawer requester for the user to select a new
           current directory.  Files received by DCC will go to this
           directory.

  Example: /CDREQ Work:

  See Also:
                /CD

                Change Work Dir Menu Item
```

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```
                        _____
                  Description of Input Command: CLEAR
                  -----------------------------------
   Syntax: /CLEAR [project]
```

    Action: Clears the scrollback buffer in the specified project window.
            If no project is specified, the buffer for the current window
            is cleared.

  See Also: Clear Buffer Menu Item

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                          _____
                     Description of Input Command: CLOSEWIN

    Syntax: /CLOSEWIN [project]

    Action: Closes the specified project window, or if not specified, will
            close the active window. Closing the last project will quit
            the program.

   Example: /CLOSEWIN 2

  See Also:
                /OPENWIN

                Close Menu Item

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                          _____
                     Description of Input Command: CONNECT

    Syntax: /CONNECT targetserver [port [remote server]]

    Action: Connects the remote server to the target server. If no remote
            server is specified, the current server is assumed. Port
            defaults to 6667.

     Notes: Requires IRC operator status.

   Example: /CONNECT eff.org
            /CONNECT csz.bu.edu 6667 irc.iastate.edu

  See Also:
                /SQUIT

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                          _____
                     Description of Input Command: CTCP

    Syntax: /CTCP nickname[,nickname[,...]] command [arguments]

       Action: Client-To-Client Protocol. CTCP sends specialized messages
               to another client or to all clients in a channel.

               Most clients support the CLIENTINFO command which will display
               a list of the available CTCP commands. Standard CTCP commands
               which are supported include TIME, FINGER, VERSION, and USERINFO.

               If a channel is specified instead of nickname, the CTCP message
               will be sent to all users on that channel.

      Example: /CTCP JaneUser VERSION
               /CTCP JoeUser CLIENTINFO

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                            _____
                            Description of Input Command: DCC

       Syntax: /DCC type nickname [arguments...]

       Action: Initiates a DCC to another user. The kind of DCC is specified
               by the "type" parameter. Grapevine will load an external program
               to handle the DCC request, named "DCC.<type>" (e.g., "DCC.Send").
               Any extra arguments depend on the specific DCC program being
               called, so refer to the documentation to that program for
               appropriate parameters.

      Example: /DCC SEND JoeUser
               /DCC CHAT JaneUser

        Notes: Disabled in serial mode.

     See Also:
                   /DCCCLR
                   /DCCLIST

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                            _____
                            Description of Input Command: DCCCLR

       Syntax: /DCCCLR session_number

       Action: Removes the specified session number from the DCC list.
               Note that this does NOT actually cancel a DCC session.
               It is useful for removing sessions if a DCC client dies
               before it can send a completion message to Grapevine.
               It is unnecessary to include the leading zeros in the
               session number.

      Example: /DCCCLR 7

```
See Also:
                /DCC
                /DCCLIST
```

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```
                     _____
                  Description of Input Command: DCCLIST
                  -------------------------------------
     Syntax: /DCCLIST

     Action: Displays a list of DCC sessions currently waiting or active.

   See Also:
                /DCC
                /DCCCLR
```

1.84 Grapevine Amiga Internet Relay Chat Client User Manual

```
                     _____
                  Description of Input Command: DEOP
                  ----------------------------------
     Syntax: /DEOP [channel] nickname [nickname [nickname]]

     Action: Removes channel operator privileges from one to three nicknames
             in the current channel. You must be a channel operator in
             order to use this command.

             Same as "/MODE -o nickname".

    Example: /DEOP JoeUser

      Notes: Requires channel operator status.

   See Also:
                /OP
                /MODE

                ChanOp Icon
```

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```
                     _____
                  Description of Input Command: DESCRIBE
                  -------------------------------------
     Syntax: /DESCRIBE nickname[,nickname[,...]] text...

    Aliases: /DESC
```

```
Action: Sends a message to the specified user(s) as an action
        description.  Same as "/CTCP nickname ACTION text..."

Example: /DESCRIBE JaneUser throws an onion ring across the room.

See Also:
            /CTCP
            /ME
```

1.86 Grapevine Amiga Internet Relay Chat Client User Manual

```
                    _____
                    Description of Input Command: HELP
                    ----------------------------------
Syntax: /HELP [command]

Action: Displays online help for the specified command, or if no command
        is specified, displays a list of all commands for which help
        is available.

Example: /HELP notice

See Also:
            Help Icon
```

1.87 Grapevine Amiga Internet Relay Chat Client User Manual

```
                    _____
                    Description of Input Command: INFO
                    ----------------------------------
Syntax: /INFO [server]

Action: Displays information on the authors, testers, and other
        contributors for the specified IRC server.  If no server is
        specified, the current server is assumed.

Example: /INFO eff.org
```

1.88 Grapevine Amiga Internet Relay Chat Client User Manual

```
                    _____
                    Description of Input Command: INVITE
                    -----------------------------------
Syntax: /INVITE nickname [channel]

Action: Invites a user to join the specified channel, or if none is
        specified, invites the user to the channel joined in the
        active window.

 Notes: Requires channel operator status if the channel is open by
```

        invitation only.

   Example: /INVITE JoeUser #irchelp

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                            _____
                    Description of Input Command: JOIN

   Syntax: /JOIN channel[,channel[,...]] [key[,key[,...]]]

   Aliases: /J

   Action: Join a channel, using the specified key if provided. If the
           channel does not exist, a new channel with that name will be
           created. If no channel is joined in the active window, then
           the join will take place in that window. Otherwise, a new
           channel window will be automatically opened for the channel.
           A maximum of 10 channels may be joined simultaneously.

    Notes: If you specify a list of channels to join, where one of the
           channels later in the list requires a key but the preceding
           channels do not, you still need to specify a key for the first
           channels. The garbage keys will be ignored by the server.

   Example: /JOIN #amiga
           /JOIN #hazard,#jinx foobar,syrinx
                · Join #hazard with key "foobar", #jinx with key "syrinx".)

   See Also:
                /LEAVE

                Join Icon

                Join Menu Item

1.90   Grapevine Amiga Internet Relay Chat Client User Manual

                            _____
                    Description of Input Command: KICK

   Syntax: /KICK [channel] nickname [reason...]

   Action: Kicks the user off of the given channel. If no channel is
           specified, kicks the user off the current channel. If no reason
           is supplied, the default kick message defined in the

                User Configuration
                 window will be used.

    Notes: Requires channel operator status.

```
    Example: /KICK JaneUser
             /KICK #jail JoeUser Do not pass GO, do not collect $200.

    See Also:
                 /BAN

                 Kick Icon

                 Kick Menu Item
```

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```
                                       _____
                         Description of Input Command: KILL
                         ----------------------------------
    Syntax: /KILL nickname reason...

    Action: Terminates the specified user's connection to IRC.  A reason
            for the KILL must be specified.  No default is provided.


    Example: /KILL JoeUser Avoiding channel bans.

    See Also:
                 /OPER

                 Kill Menu Item
```

1.92 Grapevine Amiga Internet Relay Chat Client User Manual

```
                                     _____
                         Description of Input Command: LEAVE
                         -----------------------------------
    Syntax: /LEAVE [channel[,channel[,...]]]

    Aliases: /L, /PART

    Action: Leaves the specified channel, if joined.  If no channel is
            supplied, leaves the channel joined in the active window.

    Notes: Requires channel operator status

    Example: /LEAVE #jail

    See Also:
                 /JOIN

                 Leave Icon
```

1.93   Grapevine Amiga Internet Relay Chat Client User Manual

```
                   _____
                    Description of Input Command: LINKS
                   --------------------------------------
  Syntax: /LINKS [[remote server] servermask]]

  Action: Display a list of all servers connected to the IRC network.
          If the servermask is specified, all servers with that mask
          will be displayed.  If remote server is specified, the link
          information is obtained from that server.

 Example: /LINKS *.org
```

1.94   Grapevine Amiga Internet Relay Chat Client User Manual

```
                   _____
                    Description of Input Command: LIST
                   -------------------------------------
  Syntax: /LIST channel[,channel[,...]] [server]

  Action: Displays information on the specified channel if currently
          existing and visible.  If "**" is specified as the channel,
          a complete list of all visible channels will be displayed.
          WARNING!  The complete list is VERY long, so use this with
          extreme discretion!  If server is specified, the channel
          information will be obtained from that server.

 Example: /LIST #garbage
          /LIST #earth eff.org
```

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```
                   _____
                    Description of Input Command: LUSERS
                   ---------------------------------------
  Syntax: /LUSERS [servermask] [server]

  Action: Display information on the current number of visible and
          invisible users, number of servers, and number of operators
          currently connected to IRC.  If servermask is specified,
          total statistics for matching servers will be listed.  If
          server is supplied, information will come from that server.

 Example: /LUSERS *.edu irc.iastate.edu
```

1.96   Grapevine Amiga Internet Relay Chat Client User Manual

```
                          _____
                        Description of Input Command: ME
                        --------------------------------
   Syntax: /ME text...

   Action: Displays a message to the current channel as an Action.
           Same as "/CTCP #channel ACTION text..."

    Notes: If you are in QUERY mode, /ME will act as a /DESCRIBE.

  Example: /ME throws an onion ring across the room.

  See Also:
                /CTCP
                /DESCRIBE
                /QUERY
```

1.97   Grapevine Amiga Internet Relay Chat Client User Manual

```
                          _____
                       Description of Input Command: MODE
                       ----------------------------------
   Syntax: /MODE [channel | yournickname] \ensuremath{\pm}mode [arguments...]

   Action: Changes the modes for the specified channel or your user
           modes.  The channel modes are briefly listed below:

             t - Topic changing only by channel operators
             n - No messages to channel allowed unless user is joined
             p - Private channel
             s - Secret channel
             i - Joining allowed by invitation only
             m - Moderated (only users with chanop and voice may speak)
             l - Limit maximum number of users in channel
             k - Keyword required to join channel
             v - Set voice status for specified user
             o - Set channel operator status for specified user
             b - Place a ban with the specified mask

           User modes are as follows:

             w - Receive WALLOPS
             s - Receive kill notices from server
             i - Invisible
             o - IRC operator status (may not be set, only removed)

           For more detailed descriptions of these modes, refer to the
           documentation on the channel and user mode windows.

    Notes: Changing channel modes requires channel operator status.

  Example: /MODE #booray +l 30
           /MODE JaneUser -s+i
           /MODE +b *!juser@*.com
```

```
 See Also:
                  Channel Mode Window
                  User Mode Window

                  /BAN
                  /UNBAN
                  /OP
                  /DEOP
                  /VOICE
                  /UNVOICE

                  Channel Modes Menu Item
                  User Modes Menu Item
```

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```
                                _____
                  Description of Input Command: MOTD
                  ----------------------------------
   Syntax: /MOTD [server]

   Action: Displays the message of the day for the specified server,
           or the current server if none is supplied.  This command is
           not affected by the
               Skip MOTD
                option in the "Settings" menu..

   Example: /MOTD irc-2.mit.edu
```

1.99   Grapevine Amiga Internet Relay Chat Client User Manual

```
                                _____
                  Description of Input Command: MSG
                  ----------------------------------
   Syntax: /MSG nickname[,nickname[,...]] message...

   Aliases: /M

   Action: Sends a private message to the specified nickname(s).  If the
           nickname is a channel name, it is equivalent to a public
           message to the channel.

           Sending a message to "," will send to the last person who sent
           you a message or notice.

           Sending a message to "." will send to the last person you sent
           a message or notice to.

   Example: /MSG JoeUser Hi there!

   See Also:
```

```
                /NOTICE
                /QUERY
```

1.100 Grapevine Amiga Internet Relay Chat Client User Manual

```
                            _____
                      Description of Input Command: NAMES
                      -----------------------------------

   Syntax: /NAMES [channel[,channel[,...]]]

   Action: Displays a list of usernames on the specified channel, or the
           current channel if none given.  If channel is "**", a list of
           users on all IRC channels will be displayed. WARNING!  The
           complete user list is VERY long.  Use with extreme discretion!

           If the names list applies to a currently joined window, the
           namelist window will be refreshed, or automatically opened if
           it was closed.

  Example: /NAMES #antfarm

  See Also:
                /WHO

                Names Menu Item
```

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```
                        _____
                      Description of Input Command: NICK
                      ----------------------------------

   Syntax: /NICK nickname

   Action: Changes your nickname to that specified.  If the nickname is
           taken or is otherwise illegal, your nickname will revert back
           to what it was before issuing the /NICK command.

           Nicknames may only consist of characters 0-9, A-Z, and any of
           the following: [\]^_`{|}.  Nicknames may not begin with a
           number.  As a matter of etiquette, nicknames should consist only
           of alphanumeric characters and not the symbols, with the
           exception of _, which is often used in place of spaces.

  Example: /NICK JaneUser
```

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```
                            _____
                      Description of Input Command: NOTICE
                      ------------------------------------
```

```
   Syntax: /NOTICE nickname[,nickname[,...]] message...

   Action: Sends a private notice to the specified nickname(s).  If the
           nickname is a channel name, it is similar to a public message
           to the channel.

           Sending a notice to "," will send to the last person who sent
           you a message or notice.

           Sending a notice to "." will send to the last person you sent
           a message or notice to.

  Example: /NOTICE JaneUser Let me know if you feel like singing a song.

  See Also:
             /MSG
```

1.103 Grapevine Amiga Internet Relay Chat Client User Manual

```
                              _____
                  Description of Input Command: OP
                  --------------------------------
   Syntax: /OP [channel] nickname1 [nickname2 [nickname3]]

   Action: Gives channel operator privileges to the specified user(s).
           You must be a channel operator in order to issue this command.

           Equivalent to "/MODE +o nickname".

    Notes: Requires channel operator status.

  Example: /OP JoeUser JaneUser

  See Also:
             /DEOP
             /MODE

             ChanOp Icon
```

1.104 Grapevine Amiga Internet Relay Chat Client User Manual

```
                              _____
                  Description of Input Command: OPENWIN
                  -------------------------------------
   Syntax: /OPENWIN

   Action: Opens a new channel window if fewer than 10 windows are already
           opened.

  See Also:
             /CLOSEWIN
```

New Window Menu Item

1.105   Grapevine Amiga Internet Relay Chat Client User Manual

                         Description of Input Command: OPER

   Syntax: /OPER user password

   Action: Request IRC operator status from the current server as the
           specified user with the given password. Both arguments
           must be supplied.

  Example: /OPER JaneUser knightme

  See Also:
                 /CONNECT
                 /KILL
                 /REHASH
                 /SQUIT
                 /RESTART

1.106   Grapevine Amiga Internet Relay Chat Client User Manual

                         Description of Input Command: PING

   Syntax: /PING nickname[,nickname[,...]]

   Action: Sends out a message to the currently selected user, which will
           be bounced back. Upon return, the time elapsed since the ping
           message was sent is displayed. This gives an indication of how
           much lag is present in the network between users. If a channel
           is specified instead of a nickname, ping message will be sent to
           all users in that channel.

  Example: /PING JoeUser
           /PING #orbit

  See Also:
                 Ping Icon

                 Ping Menu Item

1.107   Grapevine Amiga Internet Relay Chat Client User Manual

                         Description of Input Command: QUERY

   Syntax: /QUERY [nickname]

Action: /QUERY will force all normal input in the current window to be
          sent to the specified nickname as if you had typed "/MSG
          nickname" to send a private message. Furthermore, a /ME will
          be treated as a /DESCRIBE. If you are joined to a channel in
          the current window, you will have to turn off query mode or
          send a /MSG to the channel. Typing /QUERY with no arguments
          will turn query mode off.

  See Also:
                /MSG
                /ME
                /DESCRIBE

1.108   Grapevine Amiga Internet Relay Chat Client User Manual

                      _____
                      Description of Input Command: QUIT

   Syntax: /QUIT [message...]

  Aliases: /BYE, /EXIT, /SIGN, /SIGNOFF

   Action: Closes the connection to the server and exits Grapevine. If
           message is supplied, it will be displayed in your signoff
           message to all channels to which you were joined. Otherwise
           the default quit message defined in the
                 User Configuration
                            window will be used.

  Example: /QUIT Hasta la vista, baby!

  See Also:
                Quit Menu Item

1.109   Grapevine Amiga Internet Relay Chat Client User Manual

                       _____
                       Description of Input Command: RAW

   Syntax: /RAW command...

   Action: Sends a raw IRC command to the server without parsing. Raw IRC
           messages are defined in the IRC protocol outline the RFC #1459
           (Request For Comments) file. This RFC is available in
           Amigaguide format on the Grapevine support site.

  Example: /RAW PRIVMSG #jello :This is a test message.

1.110   Grapevine Amiga Internet Relay Chat Client User Manual

```
                              _____
                       Description of Input Command: REHASH
                       --------------------------------------
    Syntax: /REHASH

    Action: Force the server you are on to reread its configuration file.

     Notes: Requires IRC operator status.

  See Also:
                /RESTART
                /OPER
```

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```
                              _____
                       Description of Input Command: RESTART
                       --------------------------------------
    Syntax: /RESTART

    Action: Force the server you are on to restart itself.

     Notes: Requires IRC operator status.

  See Also:
                /REHASH
                /OPER
```

1.112 Grapevine Amiga Internet Relay Chat Client User Manual

```
                              _____
                       Description of Input Command: SERVER
                       --------------------------------------
   Syntax: /SERVER [server [port] [password]]]

   Action: Closes the connection to the current server and connects to the
           specified server.  Port and password are optional.  If not
           supplied, the current port number and password will be used.
           If no server is given, the current server will be displayed.

    Notes: Grapevine is NOT compatible with version 2.7 servers. If you have
           problems using a server, make sure it is version 2.8 or newer.
           You can check the server version with the
               /VERSION
                command.

           A complete list of operational IRC servers is available on the

               Grapevine support
                site.
```

Example: /SERVER uni-paderborn.de 6667

  See Also:
                Connect Menu Item
                Close Server Menu Item

1.113   Grapevine Amiga Internet Relay Chat Client User Manual

                        _____
                    Description of Input Command: SQUIT

   Syntax: /SQUIT server reason...

   Action: Close connection of specified server from the IRC network..
           A reason must be supplied. No default is provided.

    Notes: Requires IRC operator status.

  Example: /SQUIT eff.org Rerouting server connections.

  See Also:
                /CONNECT
                /OPER

1.114   Grapevine Amiga Internet Relay Chat Client User Manual

                       _____
                     Description of Input Command: STATS

   Syntax: /STATS c|h|k|i|l|m|u|y [server]

   Action: Display selected usage statistics on the specified IRC server,
           or the current server if none is specified. Statistics which
           may be obtained are:

             c: Lists the names of the servers that are allowed to connect
                to the server (C and N lines).
             h: Lists the hubs and leaves of the server (H and L lines).
             k: Lists the servers which are not allowed to connect to this
                server (K lines).
             i: Lists the servers which can connect to this server
                (I lines).
             l: Displays throughput statistics for the sever.
             m: Display a count of the times various commands were used.
             o: List the authorized operators of this server.
             u: Display the uptime for the server.
             y: List connection classes for the server (Y lines).

  Example: /STATS u irc.iastate.edu

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```
                   _____
                    Description of Input Command: SUMMON
                   -------------------------------------
   Syntax: /SUMMON username [server]

   Action: Attempt to summon a user to IRC.  This command is not supported
           on all servers.

  Example: /SUMMON juser irc.colorado.edu
```

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```
                   _____
                    Description of Input Command: TIME
                   ------------------------------------
   Syntax: /TIME [server | nickname]

   Action: Displays the current time on the specified server, or on the
           server to which a specified user is connected.

  Example: /TIME JoeUser
           /TIME irc.indiana.edu
```

1.117   Grapevine Amiga Internet Relay Chat Client User Manual

```
                   _____
                    Description of Input Command: TOPIC
                   -------------------------------------
   Syntax: /TOPIC [channel] [topic...]

   Action: Set the topic for the specified channel.  If no channel is
           specified, the current channel will be used.  If no topic is
           specified, the current topic for the channel will be displayed.

  Example: /TOPIC This is a mess.
           /TOPIC #appletree
```

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```
                   _____
                    Description of Input Command: TRACE
                   -------------------------------------
   Syntax: /TRACE [server | nickname]

   Action: Displays the servers connected between your server an the
           specified server (or the server to which a specified user is
           connected) and lists all of the servers which are connected
```

```
              to the one specified.  If no server is given, all servers
              connected to the current server are listed.

     Example: /TRACE irc-2.mit.edu
```

1.119   Grapevine Amiga Internet Relay Chat Client User Manual

```
                           _____
                    Description of Input Command: UNBAN
                    ------------------------------------
     Syntax: /UNBAN [channel] nick!user@host [nick!user@host [nick!user@host]]

     Action: Removes the specified ban(s) on the current channel.  You must
             be a channel operator to use this command.

             Same as "/MODE -b nick!user@host".

      Notes: Requires channel operator status.

    Example: /UNBAN *!juser@*.com

   See Also:
                   /BAN
                   /BANLIST
                   /MODE
```

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```
                          _____
                   Description of Input Command: UNVOICE
                   ----------------------------------------
     Syntax: /UNVOICE [channel] nickname1 [nickname2 [nickname3]]

     Action: Removes voice privileges from one or more nicknames in the
             current channel. You must be a channel operator in order to use
             this command.

             Same as "/MODE -v nickname".

      Notes: Requires channel operator status.

    Example: /UNVOICE JaneUser

   See Also:
                   /VOICE
                   /MODE

                   Voice Icon
```

1.121   Grapevine Amiga Internet Relay Chat Client User Manual

```
                        _____
                        Description of Input Command: VERSION
                        --------------------------------------
```

   Syntax: /VERSION [server | nickname]

   Action: Displays the version of the specified server or server to which
           the specified user is connected. If no server is given, the
           current server is assumed.

  Example: /VERSION irc-2.mit.edu

1.122 Grapevine Amiga Internet Relay Chat Client User Manual

```
                        _____
                        Description of Input Command: VOICE
                        --------------------------------------
```

   Syntax: /VOICE [channel] nickname1 [nickname2 [nickname3]]

   Action: Gives voice privileges to one or more nicknames in the current
           channel. Only channel operators and users with voice may speak
           on a moderated channel. You must be a channel operator in order
           to use this command.

           Same as "/MODE +v nickname".

    Notes: Requires channel operator status.

  Example: /VOICE JoeUser

  See Also:
               /UNVOICE
               /MODE

               Voice Icon

1.123 Grapevine Amiga Internet Relay Chat Client User Manual

```
                        _____
                        Description of Input Command: WALLOPS
                        --------------------------------------
```

   Syntax: /WALLOPS message...

   Action: Broadcasts a message to all IRC operators online. Since this
           command was widely abused in the past, many servers will not
           support it.

    Notes: Requires IRC operator status.

  Example: /WALLOPS Disconnecting server eff.org for maintenance.

  See Also:

```
                /OPER
```

1.124   Grapevine Amiga Internet Relay Chat Client User Manual

```
                             _____
                     Description of Input Command: WHO
                     ---------------------------------
   Syntax: /WHO [nickname | username | host | server | channel | mask] ["o"]

   Action: Gives a detailed listing of a specified user, all users on a
           channel, or all users matching a wildcard mask.  The mask
           applies to hostnames as well as server names.  "/WHO *" will
           list the users in the channel that you most recently joined.
           "/WHO **" will list all users on IRC (LONG).

           If "o" is specified at the end of the line, only matching users
           who are IRC operators will be listed.  "/WHO ** o" will list all
           operators currently online.

           /WHO will take multiple target arguments separated by commas.

    Notes: There is a bug in some older 2.8 servers which will cause
           them to close the connection part way through a complete /WHO
           listing.  This is not a bug in Grapevine.

  Example: /WHO #bottub
           /WHO *.nixon.gov
           /WHO JoeUser,JaneUser

  See Also:
                /NAMES
                /WHOIS
                /WHOWAS

                Names Menu Item
```

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```
                             _____
                    Description of Input Command: WHOIS
                    -----------------------------------
   Syntax: /WHOIS [server] nickname[,nickname[,nickname[,...]]]

   Action: Displays detailed information for a particular user(s).  If
           server is specified, that server will be queried for the
           information.

  Example: /WHOIS JaneUser
           /WHOIS irc.iastate.edu JoeUser,JaneUser

  See Also:
```

```
                              /WHOWAS
                              /WHO
                              /NAMES

                              Who Is Icon

                              Who Is Menu Item
```

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```
                              _____
                         Description of Input Command: WHOWAS
                         ------------------------------------
    Syntax: /WHOWAS nickname[,nickname[,...]] [count [server]]

    Action: Attempt to display personal information on a user which is
            no longer on IRC.  If count is specified, only the last 'count'
            occurrences of the user will be shown.  If server is specified,
            it will be queried for the desired information.


   Example: /WHOWAS JoeUser

  See Also:
                 /WHOIS
                 /WHO
                 /NAMES
```

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```
                              _____
                            Channel Mode Window
                            --------------------
      The channel mode window provides an easy way to adjust any number
 of channel modes without having to worry about cryptic mode flags.  All
 of the channel modes are represented by the gadgets detailed below.
 Note that you will not be allowed to set channel modes if you are not a
 channel operator--the "Use" button will be disabled.

 Topic Protection
 If this mode is set, only channel operators are allowed to set the
              topic
                  .
 This offers some protection from abuse of topic changes.


 No Messaging
 This mode prevents users who are not members of a channel from sending
 messages to the channel.  Without this mode, a user could flood the
 channel with messages even after they had been
              kicked
               and/or .


 Moderated
```

On a moderated channel, public discussion is limited to those channel
operators and those users who are given
                voice
                 privileges. No other
users are allowed to send messages to the channel.

Private
Private channels are not different than a normal channel except that they
may appear in the channel list as "Prv" with no topic, users on the
channel are not shown to be on that channel in a
                /WHOIS
                 reply, and a

                /NAMES
                 request will not list users on the channel, unless the querying
user is also a member of the channel. A channel which is private cannot
also be secret.

Secret
Secret channels are similar to private channels except that they do not
appear at all in the channel list unless the querying user is also a
member of the channel. A channel which is secret cannot also be private.

Invite Only
A channel with this mode set may only be joined if the user has been
invited with the
                /INVITE
                 command. No other users are allowed to join.

Limit Users
With this mode set, a limit is placed on the maximum number of users
that may be joined simultaneously. If the channel is full and a user
attempts to
                join
                , the user will be refused entry. Enter
the limit on the number of users in the accompanying integer gadget.
A user limit of zero is not allowed.

Keyword Lock
If a keyword is in place on a channel, only users who supply the proper
keyword in the
                /JOIN
                 command will be allowed access. Users who
do not supply the proper keyword will be refused access. Keywords may
be a maximum of 23 characters, and empty keywords are not allowed.

See Also:
                /MODE
                User Mode Window

1.128   Grapevine Amiga Internet Relay Chat Client User Manual

                        _____
                        User Mode Window

User modes determines how you appear to other users, and determines
whether certain types messages are sent to your client. You may change
your user mode at any time, and if you at any time change

                servers
                , your
user modes will be carried over to the new server.

WALLOPS visible
This mode determines whether WALLOPS messages are sent to you. WALLOPS
are messages which are sent to all operators on IRC.

Server Notices
If this mode is set, you will receive notices from the server whenever
another user is killed and other messages which may be of concern to
IRC operators.

Invisible
If you are marked as invisible, you will not be shown in a
                /NAMES
                  listing unless the querying user is also a member of the channel ←
                  .
However, a direct
                /WHO
                 or
                /WHOIS
                 query will list your joined channels
unless those channels are private or secret.

See Also:
                /MODE
                Channel Mode Window

1.129 Grapevine Amiga Internet Relay Chat Client User Manual

                  _____
                   Product Registration

     Grapevine V1.0 is a freely distributable program. You can use it all
you want at no cost, and make copies of it in accordance with the program
License. However, future major revisions of Grapevine will NOT be free.
This version of Grapevine (and subsequent minor updates for bug fixes and
minor additions) is the only version that will be publically available.

In order to receive future versions of Grapevine, you must register.
The registration price is $25 US. When you register, you will be
entitled to receive a copy of the registered Grapevine on disk when it
becomes available. Note that you will not necessarily receive your
copy immediately. The advanced features of Grapevine V2.0 are in
development, so you will not receive a copy until it is available. By
registering the program now, you will be showing your support for
continued development of Grapevine as well as your satisfaction with
Grapevine V1.0.

Some of the advanced features that will be available in registered
versions of Grapevine include:

- · ARexx scripting, allowing complete control of Grapevine and the
  addition of your own features and commands
- · Event traps which cause execution of a script when certain messages
  are received or when other events occur
- · Netsplit trapping/handling
- · Text clipping and pasting
- · Command aliases
- · NOTIFY command to periodically check for signon/signoff of
  specified users
- · Allow user to save current state of windows (position, channels
  joined, etc.) and recreate that state when Grapevine is loaded.
- · Online context-sensitive help and gadget help.
- · Logging of messages and public discussion to disk files

For a more complete list of planned features, refer to the ToDo file.

A Registration Order Form has been included with the program for your
convenience. You can print this form out and mail it to the author.

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                      Grapevine Online Support
                     ---------------------------
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     Online support for Grapevine is available in several forms, each
described below.

Grapevine FTP Support Site
The current version of Grapevine and the DCC programs are available on
the official Grapevine support site.

    site: helser56.res.iastate.edu
     dir: pub/grapevine

In addition to Grapevine the support site contains a number of text files
to supplement the Grapevine documentation, including IRC tutorials
and a complete list of operational IRC servers.

Mailing List
An online mailing list was created for the discussion of Grapevine. It
is highly recommended that you subscribe to the list. You can post to
the mailing list to report bugs, ask questions, and offer suggestions.
The advantage of the mailing list over directly emailing the author
is that many people can participate in the discussion and offer their
input. Furthermore, you will always be aware of bugs and problems
other people have found when they are reported to the mailing list.

To subscribe to the Grapevine mailing list, send email to

    majordomo@icecube.cryogenic.com

In the message body, include the line:

    subscribe grapevine

You will be automatically subscribed to the mailing list for immediate
participation. To post to the list, send mail to:

    grapevine@icecube.cryogenic.com

Author on IRC
If you only have a quick question or problem, you can send a message to
the author on IRC. The author's IRC nickname is RedWine, and he is
almost always signed onto IRC (one of the advantages of having a personal
machine on the Internet). If you want to report bugs, or need help with
a problem that will take some time to solve, please post to the mailing
list instead.

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                        /ABOUT

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                        /CDREQ

                        /CLEAR

                        /CLOSEWIN

                        /CONNECT

                        /CTCP

                        /DCC

                        /DCCCLR

                        /DCCLIST

                        /DEOP

                        /DESCRIBE

                        /HELP

                        /INVITE

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/KILL

/LEAVE
 /LEAVE

/ME

/MODE

/MOTD

/MSG

/NAMES

/NOTICE

/OP

/OPENWIN

/OPER

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Join

Join
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Kick Menu Item

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KICK

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Kill Menu Item

Kill User

KILL
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List Bans

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Mark Away

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WALLOPS

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Who Is User

Who Is

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Window title