PurePak

PurePak is a comprehensive script package that contains numerous useful functions for both channel operators and regular users. You load the script package by typing /load purepak.irc

Purepak has an extensive help system that you invoke with the /pphelp command. There are three levels of help. /pphelp by itself lists the overall topics, like main, chop (channel op), kicks etc.
You can get help specific to these topics with /pphelp <topic>, like /pphelp main which gives you details about the main commands for regular users. Command level help is available with /pphelp <command>. For example, type /pphelp friend for help on the friend command.

The version of PurePak included here is based on the original version 2.07 but has been extensively adapted for use with Snak. The original read-me and disclaimer is included at the end of this document.

I. Frequently Asked Questions

Q: What can I do with PurePak?
A: To see the full list of commands, type /pphelp. These are some of the useful commands and functions that are available:

For regular users:

/status - displays the status of the many settings in PurePak. Use /pp <abbreviation> <value>
to change a setting.

/avoid - Automatic avoidance of people you don't want to talk to. When a signon is detected by a
person in your avoidance list, the script will change your nick so they can't find you.
If a person on your avoidance list joins a channel you are on, the script will mark you as away
without announcing it to the channel, so that you will have an excuse not to respond if they /msg you.

/ig and /unig - Ignore or unignore someone based on their userhost instead of their nick. This is
more reliable since it is easy to change a nickname.

/playback - display all the private messages you received while you were marked as away.

/ascii - send some fairly funny ascii drawings to the channel. This

may or may not be well
received ;-)

/bigwrite - writes a string of text in large letters. Again, may or may not be well received.

/kradsay - writes a string in "leet" speak, like the "cool" people do..

/txt and /ptxt - encrypts messages. Only people who also have PurePak running can read them.

Flood protection against sudden attempts of drowning out the conversation by someone sending
large number of messages very quickly.

A fileserver which will let you offer files for automatic download. Type /pphelp DCC for a full
explanation on how to use this feature.

For channel or server operators:
/friend and /enemy - add a nickname to the friend or enemy list.
Users on your friends list:
Get auto-opped upon joining a channel you are on if you have ops
Get access to CTCP commands: HELP, OP, INVITE, UNBAN
Are not deopped by server ops protection
Users on your enemies list:
Are automatically banned and kicked on join if you have ops

/wordkick - kick someone for using a particular word

/servnote - selectively filter out many notices

/sk - (splatterkick) automatically selects a colorful kick message before kicking someone.

/lockmode - sets channel mode locking for a channel.   While mode locking is set, the mode will be
kept to exactly what you set it to.

Function for mass de-opping, un-voicing etc.

Automatic deopping of people who are opped by a server. This

can help protect your channel from netsplit-takeovers.
Type /pp servop on, followed by /sve to turn this on.

Q: How do I load this?
A: Type '/load purepak.irc' from inside Snak

Q: What are pp-kicks.irc, pp-bots.irc, etc. scripts?
A: These are the add-on scripts that can be loaded after purepak.irc. They depend on purepak.irc and won't work without it.   They are set to autoload together with PurePak, but you can control that through the PurePak settings (/pphelp settings).

Q: What is purepak.hlp?
A: This is the help database. It is auto-loaded on demand the first time you use /pphelp.   It must be in the same folder as purepak.irc.

Q: What is the PurePak equivalent of /setaway and /noaway?
A: Just use /away as you normally would without a script.   /away <away msg> to set away, and just /away with no parameters to come back.

Q: What is that number after the user status flags in my /who display?
A: That is the distance of the user from you in server-to-server "hops." This has nothing to do with physical distance, it is the number of servers between you and the other person.

Q: What is a "netsplit"?
A: A netsplit is when two IRC servers disconnect from each other, and users on one side of the network see users from the other signoff, and vice versa. The signoffs look like this: *** Signoff: LAM3R (irc.someserver.edu irc.someserver.com) These are the two servers that have disconnected from each other.

Original read-me and disclaimer (old information - only partly relevant for Snak)

PurePak version 2.07 by Crypt Keeper [ckeeper@axiom.access.one.net]

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Files checklist... you should have the following:
```
    README.ppk             - You are here
    purepak.irc            - Main IRC script
    purepak.hlp            - Help database
    pp-bots.irc            - PurePak DCC RAW bots module
    pp-kicks.irc           - PurePak Splatterkicks module
    pp-dcc.irc             - PurePak DCC module
    pp-silly.irc           - PurePak lame junk module
```

If you are missing any of these, mail ckeeper@axiom.access.one.net to get a full copy of the script.

Release notes for version 2.07:

This will probably be the last new version for a little while.   I am working on a larger project at the moment.

2.07 is a minor bug fix in nick highlighting from 2.06

There is a version '2.08' going around.   This is a hack and probably has backdoors in it.

The ftp.ahbqs.com ftp site is no longer available and has been shut down for a long time.   There is a new mirror on ftp.connectnet.com, see the 'where can I get updates' section for more info.

I'm also having a problem accessing the ftp.access.digex.net site so that one may end up down too.

See the revision history for a list of changes in this version.

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I. Frequently Asked Questions (and troubleshooting)

Q: How do I join a channel?   What is IRC?   How do I signoff?   What is a
script?   What is a server? ...etc..
A: You should familiarize yourself with IRC before you try to use an IRC script.
Try typing '/join #irchelp'

Q: What is this thing?
A: It's an IRC script.   It runs under the ircII Internet Relay Chat client, adds
commands to it, and makes it generally easier to use. You can get a copy of
the ircII client by anonymous ftp to cs-pub.bu.edu.   This script has only been
tested under the Unix version, but it has been reported to work under
WinIrcII and perhaps OS/2.   You must have an ircII script compatable client
to use it (at least version 2.2.9).

Q: How do I load this?
A: Type '/load purepak.irc' from inside IRC.   If you get file not found error,
make sure you and purepak.irc and all of it's files are in the right directory.
Also, if you got it in .ZIP format, make sure that the filenames are in lower
case if you are under Unix!   On my system, you can give the unzip program
a -L option to make it extract filenames in lower case.   Unix filenames are
case-sensitive.

Q: What are pp-kicks.irc, pp-bots.irc, etc. scripts?
A: These are the add-on scripts that can be loaded after purepak.irc. They
depend on purepak.irc and won't work without it.   You can load them
manually as you need them with /load, or you can set them to auto-load on
startup (/pphelp settings).

Q: What is purepak.hlp?
A: This is the help database.   It is a script, but you shouldn't load it manually.
It is auto-loaded on demand the first time you use /pphelp.   It must be in a
place where PurePak can find it or you won't get any help.

Q: What is the PurePak equivalent of /setaway and /noaway?
A: Just use /away as you normally would without a script.   /away <away
msg> to set away, and just /away with no parameters to come back.

Q: Where is /talkto and /endtalk?
A: Those were just aliases to IRC's /query command.   /help query

Q: I am using the EPIC IRC client or another hacked/alternative client and am having problems.
A: I can't guarantee that the script will work flawlessly on hacked or alternative clients.   The script has only been tested on unhacked clients. Anonymous ftp to cs-pub.bu.edu to get an unhacked client. Common problems include: DCC RAW bots don't work, /net doesn't work, /sve doesn't work, wierd messages, segmentation faults when using complicated routines like /bot massdeop, etc.

Q: I get an error about the script being unable to determine my home directory when I use /sve
A: E-Mail me: what version of the script you're running, what version of the client, and what type of system.   The script and client version can be retrieved by typing "/version", and typing "uname -a" at your system prompt will usually tell you what type of system you're on.

Q: I am using /window commands or /net and many things (such as protections) don't work right, or messages appear in the wrong window.
A: Two problems: 1) The script wasn't written with multiple-window support in mind, and 2) The IRC client's multiple window support is not that great.   The best thing to do is to see if you have a program installed on your system called "screen" which will allow you to run multiple copies of the irc client and any other program in different "windows." I have found that ircII version 2.2.9 appears to work the best for multiple windows, but it is an old version and has a few other bugs.

Q: I'm using an EPIC client and DCC bots don't work.
A: As far as I can see, $connect() is broken (or purposefully disabled?) on the latest EPIC client.   Get the plain irc client to use the bots.

Q: /users and/or /fmdop don't work right or don't work at all.
A: Get a newer client.   They don't work at all on very old (2.2.9) clients and may not be reliable on others due to bugs in raw_irc and ischanop(). The latest client is recommended.   Anonymous ftp to cs-pub.bu.edu.

Q: PurePak causes the client to 'segmentation fault' when it is loading.
A: See the next Q: if you are using your client with the -d switch.   Else, the best solution is to upgrade your client.   Get the latest ircII client from anonymous ftp to cs-pub.bu.edu.

Q: I am using my IRC client with the -d option (dumb terminal mode) and strange things happen.
A: The script should work in dumb terminal mode, but using it with the -d option isn't recommended.   It can produce strange results as the script often uses inverse/bold control codes.   Some old 2.2.9 clients will crash in dumb

terminal mode with scripts that mess with the status line or control codes.

Q: I get a whole huge flood of stuff about ONs and ALIASes being added when I load the script.   What's wrong?
A: For some reason, your client is loading the script with the display setting on.   I have never personally seen this, but one user of TextBox reported it. You could try putting the following in your .ircrc:
        ^set display off
        load purepak.irc
        ^set display on
    The best solution would   be to anonymous ftp to cs-pub.bu.edu and upgrade your client to the latest version, or ask your system administrator if the client is installed on the system.

Q: I load it and I get a message about my "TTY" environment variable not being set.   How do I fix this?
A: Put a line into your .login or .bash_login file (or some other file that is auto-loaded) to set the TTY environment variable to your current TTY. Examples:
        setenv TTY "$tty"   (for csh/tcsh)
        export TTY="$(tty)"   (bash)
    If you can't get this variable set, the / unflash command will not work.   If you don't see the error, don't worry about it.   You either already have the TTY variable set or you have an IRC client version that doesn't need this.

Q: What is that number after the user status flags in my /who display?
A: That is the distance of the user from you in server-to-server "hops." This has nothing to do with physical distance, it is the number of servers between you and the other person.

Q: Where is pp-war.irc?   It's mentioned in the script and in the help but I don't have it.
A: It isn't available as part of the archive.   I only give this out to certain people.

Q: What is a "netsplit"?
A: This is in the IRC faq I think, but I guess I'll answer it here so I don't get a box full of e-mail...   A netsplit is when two servers disconnect from each other, and users on one side of the network see users from the other signoff, and vice versa. The signoffs look like this: *** Signoff: LAM3R (irc.someserver.edu irc.someserver.com) These are the two servers that have disconnected from each other.

II. Where can I get updates to PurePak?
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If you want continuous updates when they come out, the easiest thing to do is to sign up to the PurePak listserv.   To signon to the list, send a message (any message) to purepak@axiom.access.one.net (sending any message to this address causes you to be signed up).   Do not send any message that you want a human being to read to this address.   It is a list run by shell scripts.   If you have a question, or want to sign off of the PurePak list, e-mail ckeeper@axiom.access.one.net.

Other places to get a copy:

E-Mail ckeeper@axiom.access.one.net and just say 'gimme purepak' and I'll mail you a copy uuencoded/gzip'd/tar'd, or if you say you want it in pkzip format, I'll e-mail it to you uuencoded/zipped.
There may be a bot on IRC called 'PurePak'.   If it is online, and it is from axiom.access.one.net or shell.one.net, you could get the script from it.   Don't trust it if it is online from some strange place.

Anonymous ftp to:
  ftp.access.digex.net   /pub/access/cdolphin/purepak
  ftp.connectnet.com   /pub/irc/purepak
  axiom.access.one.net   /pub/purepak   (primary site, part-time link)

You could ask me if you see me on IRC.   My nickname is 'CKeeper'. However, this is not the safest way to get the script as there is no nickname ownership on IRC and anyone could pose as me and hand out bugged/hacked copies of my script.   This happened several times with TextBox, so I discourage you from getting it this way.   If you would like to get it this way, /msg me 'xdcc list' to see if I am offering.

III. How do I un-clutter my directory of all these PurePak files?

Create a directory off of your home directory (the directory you are in when you log in, duh) called "purepak" and move all this stuff into it.   Then, load PurePak by typing "/load ~/purepak/purepak.irc" and don't worry about the other files.   PurePak will automaticly add ~/purepak to the script load path and will find the rest of it's modules and stuff just fine.

The ~ is expaneded to your home directory.

If you don't want to type out the /load every time you run IRC, put the line "/load ~/purepak/purepak.irc" in your ~/.ircrc file.

IV. What do I do if I have a suggestion or have found a bug?

If you have a suggestion or have found a bug (there are almost certainly bugs), send e-mail to me with a **DESCRIPTION** of the suggestion or bug. E-Mail me at ckeeper@axiom.access.one.net.

Do not send me things like "/mdop doesn't work"; if you have found a bug, tell me what you were doing when the bug occured, what happened, and what client version you were using (/version to get this).   For suggestions, don't send me stuff like "add /wall", since I don't have every single IRC script ever made and I don't automaticly know what the command you're asking for is supposed to do.   Describe it!

Please don't /msg me on IRC about suggestions or bugs.   I am very likely to forget something I see flash by my screen in a message. Mail is saved in a folder so I can look back at it later.

V. PurePak revision history

1.00a - First alpha test release, released to a few people
   * Fixed the bug reported by many users that caused them to get
     a "purepak.irc file not found" error.   If you are still seeing
     this when you type "/load purepak.irc", there is a serious
     problem on your end. :)

1.00b - First public release
   * Decided to add pp-kicks.irc
   * Put it under the GNU General Public License... some people
     actually mailed me about licensing back when I was writing
     TextBox so that should fix that.

1.01 -
   * You should not get any more 'unable to determine hostname' errors
   * Bots now set themselves +i (invisible user mode)
   * Setting of the IRC 'shell' variable is now saved by /sve
   * Fixed a couple small bugs in pp-bots.irc
   * Added /kradwrite and /kradsay to pp-silly.irc
   * Added /wordkick
   * DCCs are now logged while away
   * Away "your message has been logged" notices now only sent to the
     same nick once in every 2 minutes (and the message is now "your
     messages are being logged")
   * Auto-ignore works if clonebots have lots of ~'s in their usernames.

* Added quick guardbot maker alias /gb to pp-bots.irc
* Added 'HELPUnload' toggle to /pp to switch automatic unloading
  of help information.

1.02-1.04 -
* Skipped these #'s because of a hacked version or two

1.05 -
* Added some code to make certain server notices look better
* Added some desynch notification code (requires umode +s)
* Added /rwhois
* Added /bot massdeop
* Your clonebots are excluded from massdeop protection
* Auto-ignore ignores nick floods
* Other small improvments to flood protection

1.06 -
* Message/notice format settings are now _fully_ customizable by typing
  /pp mformat.   The only problem is that the code could be faster.
* Added /pp motd setting to show/hide server motd on startup
* Improvments to flood protection
* XDCC friends list autoget toggle (/xdcc friends) to toggle automatic
  file receiving from people on friends list
* Added 'writemethod' setting (FAST,SLOW) to toggle how PurePak
  writes it's .sav file.   Use SLOW if FAST doesn't work.
* Added "channel protection"
* Guardbots join all your channels automatically when created with /gb
* Added a simple "netsplit tracker", and the /whosplit command
* Fixed a few bugs in pp-bots.irc
* Inverse space floods are now detected in msgs/notices
* Improved the appearance of who lists, and added some highlighting
  of important messages

1.07 -
* /sve may work on many more systems now
* Timeout protection (so you don't timeout on idle-time-limited servers)
  works better

1.08 -
* Fixed the ping reply bug
* Script now suppresses those annoying "dgets timed out" messages that
  some newer clients give you when you're using slower links such as
  SLIP/PPP.   These messages are just warnings.
* Added PGUP/PGDN/HOME scrollback keys
* The time field in message formats doesn't print the date, only the time
* Added personal away messages

1.09 -
   * Fixed /notify nick removal bug
   * New method of writing purepak.sav that should be very fast and work
     on almost any system.   It does however create a new window for a
moment.
       It uses the IRC logging feature to write to the file.   Since nobody
       uses a 2400bps modem anymore I don't think this will be a problem.
   * /ban alias now inserts random ?'s into ban strings
   * Idle timeout protection should now work on almost any idle timeout
     protected server.   Mail me if it doesn't.
   * New DCC server module: pp-dcc.irc (replaces XDCC)
   * Added /nslookup and /pp lookjoin setting (the 'host' program must be
     on your system)
   * Should now work ok on EPIC clients
   * /sve uses $open(),$write(),and $close() on EPIC clients
   * More ASCII art in pp-silly.irc
   * Added /pp nostartup (switches on/off suppression of script startups)
   * Added [Lag: XX] indicator (server-to-client lag) to status line
   * Added support for channel specific friends/enemies lists
   * Added /rkick (random kick) to pp-silly.irc

2.00 -
   * Fixed a problem with lag indicator
   * Fixed /ban bug that made it stop if there was a 0 in ban string
   * Ban alias now handles IP addresses as ???.???.???.* since the order
     of host.subdomain.domain is the opposite of hostnames
   * Added /pp funkybans switch to toggle random ?'s in bans
   * Added pack statistics display to dcc offer listings
   * DCC note is saved with /dcc save
   * DCC DOFFER command adjusts pack numbers so they remain
continuous
   * DCC server takes working directory into account
   * Massdeop should work now on all EPIC clients

2.01 -
   * Fixed bugs with /dcc send and /dcc chat in pp-dcc.irc
   * /dcc save and /dcc load defaults to purepak.dcc
   * Someone typing 'xdcc' publicly in channel no longer sets off dcc server
   * DCC send limits should now work
   * Added DCC autosend timeouts (/dcc timeout)
   * If you give a umask (N!U@H) to ban/unban it just does a +b/-b on it
   * Added /dcc publist toggle to allow/disallow public CTCP XDCC LISTs
   * Added send request queueing if all slots are full
   * Fixed a really lame bug in /dcc notice
   * Fixed bugs in /nslookup and lookup-on-join

* Added XDCC LSPACK /msg command

2.02 -
     * Added /users (fast who) command
     * Auto rejoin on kick delays 2 seconds
     * The timestamp sent when you join a channel is the time the topic was
       set, not the time the channel was created
     * Mass mode change aliases check to see if you are opped
     * Added /fmdop (massdeop that uses /users records)
     * Removed /lameban (usually got _you_ banned)
     * DCC limits and timeouts should work ok on ircII 2.2.9
     * Timestamps added to notify signon/signoff

2.03 -
     * /users bug fixes
     * /users warns of inaccurate ischanop() or if a channel hasn't synced yet
     * Cleaned up some stuff in pp-silly.irc
     * Fixed more bugs in dcc send limits
     * pp-dcc.irc contains code to ignore dcc sends and chats using priviledged
       port numbers-- usually bombs that try to get you to chat with chargen
       or something else that will flood your terminal

2.04 -
     * Clonebot usernames are more random
     * Away notices tell the caller when you went away (away since ...)
     * Added /dcc autochat (automatically get chats) switch
     * DCC chats are also automatically gotten if friends list autoget is on
       and the user is on your friends list
     * Added "me" bot action command (like /me)
     * Speed optimizations to formatted echo routine used when you get a msg
     * Idle timeout prot shouldn't ever have any more problems with no such
       nick/channel messages

2.05 -
     * /users should work now with multiple windows open
     * Personal away notices should work with special characters in nicks
     * /nick will work for networks with long nicks
     * /users self-updates if you do a /who command

2.06 -
     * Added /pp beepsplit to toggle beeping on netsplits
     * Added highlighting of public messages if someone mentions your name
in
       a channel
     * Added /pp page switch to switch CTCP PAGE beep
     * Added /pp tprint switch to toggle printing time every 10 minutes

2.07 -
    * Fixed CTCP ACTION bug in public nick highlighting
    * Added /pp nickmatch <string> to set the match string... if it is set
      to '.', then it matches your current nick.
    * /users might behave just a little better :P