Scripts for Snak

Understanding scripting will give you a great set of new abilities and ways to use Snak. You use scripting to complement or even replace some of the built in commands with aliases to provide enhanced functionality.

This Read Me file starts with a section introducing the scriptability of Snak and how it works, followed by an explanation of what each of the files in the Script folder do.

Introduction

A script is a mini-program with variables and functions. An alias is one kind of a script, an entry in the Tools menu is another. An alias complements the built-in commands and is used the same way. With a script you can customize how the program works, and automate actions.

Snak supports two different scripting languages - AppleScript and ircII and come with extensive examples of scripts written in both languages.

The two languages differ in their focus, their access to the internal data of Snak, their ease of use and their speed, but you can use scripts written in both languages side by side to get the most benefits of both environments.

Scripts are stored in files in the Script folder, which is automatically created if missing. Scripts in the ircII language are regular text files that can be easily edited with a text editor, like BBEdit or even SimpleText. If you edit them in a word processor, please take care to save the files as pure text without formatting.

AppleScripts are created with the Script Editor application that comes with the OS. There are also third party script editors and debuggers available that will let you examine a script while it is running to easily debug it. Important : The scripts must be saved in compiled form in order for Snak to use them.

For both types of scripts, be sure not to include spaces in the filename under which you save them.

When you open a connection, the program will read in the contents of the basical and action ircII script files from the Script folder. These files contain aliases that extends the built-in command set and serves as examples of how to extend and modify Snaks behavior. The files have informative comments and explanations to help you understand what is going on.

Each connection maintains its own list of loaded scripts, so that you can modify the behavior and use of each connection. For example, one connection could be used to run a bot and another could be used normally.

Included with Snak is a complete ircII script package called PurePak, which contains extensive functionality for both channel operators and normal IRC users. It can maintain list of friends and enemies on IRC that can be set up to auto-op friends and try to avoid enemies. It has functions for channel management, and file exchange, and it comes with extensive built-in help. To load purepak, type "/load purepak.irc" and notice the intro messages that come up. The built-in help is accessed with /pphelp and an optional topic like /pphelp main.

Scripts can be complex multi-line programs like PurePak or they can simply be used to abbreviate frequently used commands. You are encouraged to study the example script files that come with the program to learn details.

There are two different kinds of script files that Snak can use: text files containing scripts in the ircII language, and files containing a compiled AppleScript. Both types are loaded into Snak with the /load <scriptname> command. AppleScripts can also be unloaded with the /unload <scriptname> command.

ircII scripts:

basical - this file is loaded automatically when a connection is opened. It contains many useful shortcut aliases like "/j" for join, "op" for "mode <channel> +o" etc. as well as useful snippets used in other script files.

action - this file is loaded automatically when a connection is opened. It contains a number of small aliases usually used to express emotions like "/snore" which will send "<yournick> snores loudly.." to the channel, or "/scratch" which will send "<yournick> scratches his head".

Trivia - an excellent trivia game bot that is very customizable. It can be loaded into Snak and will then run a trivia game contest in the channel. It comes with comprehensive instructions and references, The trivia questions are stored in a separate text file which makes for easy adaptation to your needs. If you create a separate connection profile for the trivia bot, and load the script into that connection then you can chat on another one without interfering with the bot.
The original version (1.1.0) was written by Bernard Chih-Hsun Yen. Email: bernardy@usa.net, but support questions for the current version 2.0 must be sent to Kent Sorensen. Go to the channel where you want to run the game and type /load trivia to load and start the script.

The PurePak script package consists of:
purepak.irc - this is the main file of purepak, and the only one you need to load manually with "/load purepak.irc" if you want to use PurePak.

purepak.hlp - loaded automatically on demand - contains the help database for all the PurePak functions. To read the help and see what functions are available, type "/load purepak.irc" to load it and then "/pphelp" to get instructions.

pp-bots.irc - loaded automatically on demand - contains bot support functions - NOT CURRENTLY SUPPORTED BY SNAK

pp-kicks.irc - loaded automatically on demand - contains colorful kick messages that you can use if you are a channel operator

pp-dcc.irc - loaded automatically on demand - contains file server functions. Type "/pphelp bot" for help on file serving. Supported in Snak.

pp-silly.irc - loaded automatically on demand - as the name suggests this file contains funny ascii drawings and other stuff.

CTCPCatcher - this file contains examples of how to respond to new CTCP requests or change the way existing requests are handled. It adds support for the CTCP PAGE command, which can be used to call for your attention, and returns a different string for the CTCP VERSION request.

Dice - this file contains a command that is useful when playing an online game. It lets you roll an arbitrary number of dice. The syntax is /dice <number of dice> <number of sides> <modifier>. The modifier value is added to the result.

ExtrasDalnet - this file is loaded automatically if the connection uses a server on DALNet. It contains shourtcuts for accessing the various services like /ns for nickserv, cs for chanserv etc

NoTopics - this file was created at the request of a user that complained that the topics in her channels would often get changed to something that was not safe for work. It suppresses the display of the topic in a particular channel by intercepting the TOPIC message and a particular numeric message that is sent when the topic changes.

OnJoin - this file is an example of an "auto greet" function. The script is called whenever someone joins a channel and you can then send them a greeting or a reminder of the channel rules. In order to use it you need to edit the script to change the channel where it should respond. It is quite bad form on

IRC to send automated greetings indiscrimitely but there are cases where they are useful.

RepeatingMessage - this example shows how to periodically send a message to a the channel. You need to edit the script to change the message that is sent. By default it just says "hello". The script also contains the commands StartRepeatingMessage and StopRepeatingMessage to control the operation.

AppleScripts:

Update Servers - by Geoffrey Hughes. Snak uses the same server list as the popular mIRC client for Windows (used with permission) because this is the most comprehensive list available. The server list is stored in the Snak folder in the Application Support folder.
This script will download the latest server list from http://www.mirc.co.uk/servers.ini and replace the one in your Snak folder. To run the script, double click on it in the finder. You can also open it with the Script Editor and see how it works. Snak should not be running when you use this script. Please note that this script is not intended to be loaded into Snak. It is a stand-alone feature.

AutoAway - by RatServ. Autoaway will mark you as away after a period of time. The default is 10 minutes. After 10 minutes of inactivity the script will change your nickname to<yournick>_away. If someone sends you a private message while you are marked as away they will get a message back to that effect.

CCDice - by RatServ and Charles Collins. Once you load the script ("/load CCDice"), the bot will respond to any message in the form XdY, where X is the number of dice and Y is the number of sides per die.   So "2d6" will yield a craps roll and "1d20" will yield a typical D&D roll.   The script also responds to Z#XdY where Z is the number of rolls.   So "5#2d6" will roll 5 separate craps rolls, reporting the individual results.   The max number of rolls and dice per roll is 9 (has to be one digit) and the max number of sides is 100.

Catcher - by BrumeDuTemps. A very useful spam catcher script that will filter out many unwanted messages from spam ridden channels into a separate window. Documentation is in the "• Read Me Catcher + Musical.rtf" file for OS X and the "• Read Me Catcher + Musical.txt" for Classic Mac OS.

Musical - by BrumeDuTemps. Requires OS X and iTunes 2.0.3 or newer. An awesome script for interfacing Snak with iTunes. It can broadcast, automatically or by request, the songs playing in iTunes. It can also be used to control basic iTunes playback directly from Snak. The script has many other functions so please be sure to read the documentation in the "• Read

Me Catcher + Musical" file The script is set up to use the iTunes.app that works with OS X so you may have to tweak it to work on Classic Mac OS.

ctcptest - This script shows how to use the ctcp event handlers. They are called when ctcp messages are received. This sample displays a dialog with the parameters of the ctcp messages.

CloneNoticeCatcher - useful script for server operators. Filters out unwanted notices from the channel text and displays them in a separate window. You can also use the action feature in the program itself to accomplish this without scripting. Press cmd-N to open the actions list.

consoletest - example of how to route text to the console window of a connection.

countops - little script that calculates how many ops and regular users that are in a channel and displays the ratio.

DiceBot - This script is a very simple example of a "bot".   This script watches for messages in the channel that begin with "!dice" and rolls two normal six sided dice. It makes use of the /dice command that is provided in the Dice script file which must be loaded before this script.

filterinput - this example implements a panel where you can type messages and have them sent with the special operator command /globops which is available on some network. A filter panel is normally intended mostly to receive text that are filtered out from somewhere else, and not so much to type text into. This script illustrates how to use an input handler with a filter panel. In this case the filter panel is called "[GLOBOPS]" but you can name it whatever you want. A filter panel can be created if you make an action to redirect particular messages. If you set up an input handler like this you can accept input typed into the filter panel and do your own command processing. Filter panels can be used for anything so there is no default treatment of text you type there. A filter panel can have a command prefix in order to issue simple commands from the filter panel. This example shows how to control the processing fully.

VersionNoticeCatcher - useful script for server operators on a channel like DALNet #macintosh. In order to provide better help the ops will receive information about what client a newcomer is using. This script will route those notices to a separate window.

idle1 and idle2 - sample scripts that illustrate how Snak supports multiple scripts sharing the same idle handler. Instructions inside the file.

input1 and input2 - sample scripts that illustrate how Snak supports multiple scripts sharing the same event handler. Instructions inside the file.

iTunes - by SirNiklas. This script will periodically announce into the current channel what you are currently listening to in iTunes.

KillNoticeCatcher - an example of how to filter text out of a channel and redirect to a filter panel. An IRC operator will receive many KILL notices from the server whenever someone uses that particular command. You can also use the action feature in the program itself to accomplish this without scripting. Press cmd-N to open the actions list.

LoadStoreTest - this is an example of how a script can store variables inside the Snak preference file. That eliminated the need for the script author to maintain a separate preference file.

matchtest - small sample script that illustrates Snaks support for the "match" event that can eliminate much laborious text processing in scripts.

movewindow - small sample script that shows how to move Snaks windows with AppleScript.

numerictest - an IRC server sends many messages to the IRC client. Most of those are in a form of numbered messages. This script illustrates how to intercept and process them. The NoTopics ircII script illustrates another way of doing this.

pl2 - a script that illustrates how to filter text in the channel out into a separate window. Filesharing channels are often very busy with many messages flowing by. The script filters out the messages in which files are offered and redirects them to another panel.

SendRequestedSound - used internally by Snak to implement the function that will send a requested sound to someone if they send you a "!<yournick> <soundname>" message. Loaded and unloaded automatically. Please do not delete.

SnakEventHandlers - Not intended to be /loaded - example script file containing examples of all the event handlers that Snak supports.

SnakDCCEventHandlers - Not intended to be /loaded - example script that shows how to access information from the DCC list and respond to DCC events like incoming DCC requests, connects and disconnects. It also shows how to automatically respond to certain words in a DCC connection.

SpamCatcher - by BrumeDuTemps. This script intercepts some of the many spam messages that you may get when you visit IRC.

StoreLastConnectionMessage - this script shows how to store a preference that is unique for each connection. It is an event handler that you load into a connection with "/load StoreLastConnectionMessage"
The preference will be named "DALnet-lastmessage" in the case of DALnet. See the script GetLastConnectionMessages for an example of how to retrieve the preference

GetLastConnectionMessages - this script works with StoreLastConnectionMessage to show how to store a preference that is unique for each connction.

TempConv - useful script that provides automatic temperature conversion between F and C. If you load this script it will automatically respond whenever someone says "!tempconv F to C <temp>" or "!tempconv C to F <temp>" and convert the temperature. The technique used in this script can be used to implement sophisticated "bots" to provide channel services.

VersionNoticeCatcher - an example that shows how to filter messages of a particular format into a filter panel. You can also use the action feature in the program itself to accomplish this without scripting. Press cmd-N to open the actions list.

Have fun with Scripting and be sure to let me know if you find a bug or need a specific functionality that is not currently implemented.
If you write a cool or useful script for Snak, please send it to me. I will then look it over and include it in the next version of Snak.

You can send it to me at kents@snak.com