

DWaRFx Docs

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Contents

1	DWaRFx Docs	1
1.1	DWaRFx · RedDwarf Arexx Program for AmIRC	1
1.2	DWaRFx · Introduction	1
1.3	DWaRFx · Disclaimer	3
1.4	DWaRFx · Installation	4
1.5	DWaRFx · Config	5
1.6	DWaRFx · Config - Options	6
1.7	DWaRFx · Config - Friends	8
1.8	DWaRFx · Config - Op Channels	10
1.9	DWaRFx · Config - Channel Greets	11
1.10	DWaRFx · Config - Swear Words	12
1.11	DWaRFx · Config - Swear Word Channels	13
1.12	DWaRFx · Config - CTCP Replies	13
1.13	DWaRFx · Config - DWaRFx Message Codes	15
1.14	DWaRFx · Summary of Commands	16
1.15	DWaRFx · Problems	21
1.16	DWaRFx · Those People responsible	22
1.17	#AmIRC on GalaxyNet? Surely not!	23
1.18	DWaRFx To do section!	24
1.19	Notes from the Authors	24
1.20	DWaRFx mailing List	25
1.21	DWaRFx is WhippedCreamWare!	26

Chapter 1

DWaRFx Docs

1.1 DWaRFx · RedDwarf Arexx Program for AmIRC

DWaRFx v2.4 By Gareth Murfin & Dave Newton

Get More Power Than An IrcOP

Introduction

Installation

Config

Commands

Disclaimer

Problems

Credits

#AmIRC?

Authors Notes

Mailing List

ToDo

Whipped Cream

1.2 DWaRFx · Introduction

Introduction

DWaRFx is a collection of Arexx scripts for AmIRC each script carries a Red Dwarf theme. They have many purposes, ranging from useful OPing and inviting facilities, to annoying channel mass destruction weapons of hate. The main aim being to inject a little Red Dwarf style humour into your IRC sessions, and hopefully make life a little easier for yourself, and others.

Before I go any further I must say this:-

1. ALL BACKDOORS have been REMOVED from DWaRFx, now you can be sure that your scripts will work on EVERYONE including the authors of DWaRFx.

2.

If you got this version from AmiNet or from someone who got it from Aminet then it is not 100%, it has had all of its war scripts removed, making it DWaRFx NON WAR version. Now if you are not bothered by this carry on. But if this bothers you then I suggest you go right now and download the FULL WAR Version from -

<http://www.users.globalnet.co.uk/~gazy/> Go here Now!

Or Email :-

gazy@globalnet.co.uk (just ask me to send it to you ;)

Or Alternatively Join the DWaRFx mailing list by emailing the above address with JOINME in the subject, you will now receive regular updates and FULL WAR versions of DWaRFx. If you want to join AND have the latest version sent to you immediately then put in the main letter SENDME (aswell as JOINME in the subject).

Right, now Ive got that off my chest you can carry on ;)

* - Scripts which are not present in AmiNet release due to so called war content.

Here's a list of DWaRFx's features:

- Away + Back functions
- Random Away + Back
- Speak Kicking
- * • Nick Protecting
- * • Channel Bombing
- Audible Speaking Using An authentic Kryten voice!
- * • Annoying
- Serving Snacks
- Judging
- Logging
- Quitting

- Quoting
 - CTCP Responses (Finger, Ping, Version etc.,)
 - Auto Get Sound
 - Auto Send Sound
 - Auto Dcc Get
 - Definitioning
 - Fake Replying
 - Random Kicking
 - Randoming Insulting
 - Alias Making
 - Auto Swear Word Kick/KickBan (with optional number of warnings first)
 - Auto Obscene Nick Kick/KickBan
 - Auto Join channel on INVITE
 - Friends lists
 - Encode and Auto Decode messages (MCF, Cybeonix, SoundLeech, DWARFfx)
 - Auto Op
 - Access Clock, Calculator, Time, Play16 & ViewTek from AmIRC
 - Auto Greet Friends
 - Auto Channel Greetings
 - Automatical Running upon connection (on numerous AmIRC's)
 - CTCP Sound Playing (for early versions of Amirc)
 - Sending & receiving all types of encrypted messages
 - KickWord and Nick options
 - And Mass functions in ->
 - * · banning
 - * · Kicking
 - * · OPing
 - * · DeOPing
 - * · Voicing
 - * · Messaging
 - * · Inviting
 - * · UnVoicing
 - * · Timed Invites
 - * · Hiding OPs
- And many more internal ones....

1.3 DWARFfx · Disclaimer

Disclaimer

Should this fine creation destroy your Amiga, cause a religious war, Force small children to work in factories in South Korea, make your favourite shirt get mixed in with a sickeningly bright red sock, or just stuff up big time - it's not our fault, use it at your own risk.

Or at least, we hereby remove any blame from ourselves and put a big yellow sticker on your back saying "Guilty as hell".

Although I (Gaz) thought that the above disclaimer was good (thanks

to JaiMz) Dave insisted on me putting his real one in, ;) so here goes:

DISCLAIMER:

THIS SOFTWARE IS SUPPLIED 'AS IS' : THE ENTIRE RISK AS TO THE USE OF THE SOFTWARE IS ASSUMED BY THE USER. IN NO EVENT WILL THE AUTHOR BE LIABLE FOR DIRECT OR INDIRECT DAMAGE OR LOSS RESULTING FROM THE USE/MISUSE OF THIS SOFTWARE.

enjoy

Magazines and organisations can include this product in their Cover Disks and CD's as long as me, Gareth Murfin & my colleague, David Newton are fully credited for our work. We would also appreciate it if you could email either of us on -

gazy@globalnet.co.uk - Gaz
dwarfx@nbsamiga.demon.co.uk - Dave

Or write to me at the address in the
WhippedCreamWare Section
, All

WhippedCream will be welcomed from magazines and organisations too but it is not essential....

Copyright of GazSting Enterprises 1997© - Gareth Murfin

1.4 DWaRFx · Installation

Installation

Before you do anything you MUST assign AmIRC: Most of you will already have done this, but for the few which havent, here is an example :-

Assign Amirc: A1200:internet!/TheNet/Thenet/IRC

	^	^
This is an example _		_ Put an assign in your s:user-startup
use your own path.		and then reboot.

Now simply click on the Installer provided and follow the instructions.

Then :-

- 1) in AmIRC type /rx REXX/DWaRFx/DWaRFALiAS.AmIRX to set up alias's.

If you are eager to start DWaRFx you can do so Now by loading AmIRC (Load AmIRC Now!) because DWaRFx should run automatically but I recommend you edit the config as described below or things might be a bit hectic...

- 2) Run a Text editor, and then load the file 'AmIRC:Rexx/DWaRFx/DWaRFCONFiG.DaT'.
- 3) Edit the Config file to your liking.

NOTE: DWaRFx should automatically load and run when you run AmIRC and succesfully connect to a IRC server if you have followed the above 3 steps. If you do not get a message saying DWaRFx is running, then you must be using an older version of AmIRC. To run DWaRFx on your version of AmIRC, you should run AmIRC as usual, then connect to your IRC server and then enter '/dfx' and DWaRFx should load and run normally. If you are still having trouble, see the

Problems section.

1.5 DWaRFx · Config

Config

DWaRFx CONFIG FILE:

This is the heart and soul of the DWaRFx main control script! It controls ALL the user options so you have full control over what DWaRFx does. It is a plain text file, and is located in the main DWaRFx drawer, which you should have installed in 'AmIRC:Rexx/'. Eventually, I will get around to writing a script that will allow you to control all aspects of the config file, without you having to use an editor. I have written a script that will allow you to control your friends list to save you having to edit the script everytime you want to add/update your friends list!

The Config file ('DWaRFx/DWaRFCONFiG.DaT') is currently made up of 7 different sections. These are defined in the file on seperate lines, as starting with a '!' then the name of the new section followed by a semi-colon ':' (like '!OPTIONS:'). There are 7 sections as follows:

- !OPTIONS:
 - Contains all of the scripts options.
- !FRIENDS:
 - Contains a list of friends, for autogreet/op etc.
- !OP-CHANNELS:
 - Contains the channels that will/won't auto op friends.
- !GREETs:
 - Contains the channel greets.

!WORDS:

- Contains words that the swear checker looks for.

!WORD-CHANNELS:

- Contains the channels that will/won't swear check.

!CTCP:

- Contains your CTCP replies.

Fire up a text Editor Now!

Note: All messages sent out by DWaRFx use the
SPECIAL DWaRFx MESSAGE CODES

1.6 DWaRFx · Config - Options

Config - Options

!OPTIONS:

This section (upto the next '!' section) contains all the user editable options. This is where you select the way DWaRFx behaves. The complete DWaRFx package is made up in two main parts. The first is the Main Control ARexx script ('DWaRFx.AmIRX') which take's care of the automatic actions that DWaRFx takes. The second part is made up of lot's of different ARexx scripts, which are used to make tasks easier, and do all sort's of useful functions. All settings in the whole config, only affect the way the Main Control script runs, as the other scripts are seperate from the main script.

The following is a current list of options that you can set. All options in the Config file ('DWaRFCONFiG.DaT') should be expressed in the following way (The COMMENT is optional!):

```
$[SETTING]=[VALUE] {COMMENT}
```

Each option should be on it's own seperate line, and be the first thing on that line. You can add comments to the end of the line, or on the next line. The [SETTING] variable has to be spelt correctly so that the config reading system in DWaRFx can understand which option you are setting. Here is a list of all the current options ([SETTING]) and a brief description of what it does and what the [VALUE] should be:

SELECT - This allows you to pick which CTCP line should be replied with if somebody send you a CTCP QUERY, and you have more than 1 reply line in the config for that QUERY. 'R' picks the reply line randomly, and 'O' picks the lines in order.
DEFAULT SETTING - 'O'.

AUTOOP - This allows you to decide when your friends with auto op on, should get auto op'ed. 'A' will ALWAYS auto op your friends, 'N' will NEVER auto op your friends. 'S' will only auto op your friends on the channels SELECTED in '!OP-CHANNELS:'. 'E' will will only auto op your friends on

- the channels EXCLUDED in '!OP-CHANNELS:'.
DEFAULT SETTING - 'E'.
- AUTOJOIN - 'Y' will make DWaRfX attempt to join a channel on you being INVITED. 'N' stops DWaRfX joining channels on INVITE.
DEFAULT SETTING - 'Y'.
- MAXJOIN - This is the maximum number of channels you want to join. If you are on this many channels or more, and you get INVITED to a new channel, this will stop AUTOJOIN from joining the new channel. DEFAULT SETTING - '4'.
- KEY - This is YOUR DWaRfX DECODE key. If KEY encrypted DWaRfX messages are sent to you, they will only decode if there have been encrypted using this key (which is case sensitive). DEFAULT SETTING - 'DWaRfX-RuLeZ!'.
- SPEECH - '@' will make DWaRfX only speak the lines starting with '@' (or '@@[Your IRC Nick] [message]'). 'Y' will make DWaRfX speak all the irc messages you receive. 'N' turns speech off. DEFAULT SETTING - '@'.
- SPEECHPATH - This is the complete Path and Command Name of the 'say' cli command. This is the command used to make the computer talk. DEFAULT SETTING - 'C:Say'.
- WORDKICK - This controls when DWaRfX should warn/kick/kickban a person for swearing (saying on of the words in '!WORDS:'). 'A' will ALWAYS check swearing, 'N' will NEVER check swearing. 'S' will only check for swearing in the channels SELECTED in '!WORD-CHANNELS:'. 'E' will only check for swearing in the channels EXCLUDED in '!WORD-CHANNELS:'.
DEFAULT SETTING - 'N'.
- WORDMODE - 'K' will only KICK somebody for swearing, where 'B' will BAN then KICK somebody for swearing. DEFAULT SETTING - 'K'.
- WARNDEOP - 'Y' will DE-OP somebody for swearing, if warnings are on. 'N' won't DE-OP somebody when warning them.
DEFAULT SETTING - 'Y'.
- WORDWARN - This is the number of warnings before the swearing person is kicked. '0' will give no warnings, and kick them instantly. The maximum number of warnings is '9'.
DEFAULT SETTING - '3'.
- SOUNDMODE - This tells DWaRfX what to do when you receive a CTCP SOUND QUERY and you haven't got the sound file requested. 'I' will IGNORE unknown sounds, 'S' will notify the SENDER with a CTCP ERRMSG. 'Y' will notify YOU with a unknown sound message, 'G' will automatically attempt to GET the sound using a CTCP GETSOUND QUERY. DEFAULT SETTING - 'Y'.
- SOUNDPLAYER - This is the Path and Command Name of the sound player. This should be a cli program, that can play WAV sound files. DEFAULT SETTING - 'C:Play16'.
-

SOUNDDRAWER - This is the Path where all your sound files are stored. This is also the path where automatically received sound files are stored. The default setting is only temporary, and should be changed when you install DWaRFx.
DEFAULT SETTING - 'Ram:'.

Note - Included is Rimmer.Wav, this file should be copied to your sound drawer because pings will request it

SOUNDMAX - This is the maximum size of a sound file in bytes that DWaRFx will automatically receive. When a sound file is requested that is bigger than this, then you have the choice whether to get the file or abort it using DCC.
DEFAULT SETTING - '80000'.

SOUNDS - 'Y' will play CTCP SOUND QUERY's if you have the file, 'N' won't play any CTCP SOUND QUERY's. DEFAULT SETTING - 'N'.

AUTOSEND - 'Y' will automatically send sound files when a CTCP GETSOUND QUERY is received if you have the requested sound. 'N' will not send any requested sound files in response to a CTCP GETSOUND QUERY. DEFAULT SETTING - 'N'.

DCCSPEED - This is the maximum number of DCC receives you want running at any one time. If there are more than this, DWaRFx will not accept anymore, and will let you decide whether you wait until one of the other DCC receive finishes, or abort it, or accept it. DEFAULT SETTING - '3'

DCCDRAWER - This is the Path where all your automatically received DCC transfers will be stored. The default setting is only temporary, and should be changed when you install DWaRFx.
DEFAULT SETTING - 'Ram:'

DCCMAX - This is the maximum size of an automatically received DCC transfer in BYTES. If a file is offered through DCC, and it is smaller than this, it will automatically be received.
DEFAULT SETTING - '100000'.

AUTODCC - 'Y' will turn auto DCC receive ON, 'N' will turn auto DCC receive OFF. DEFAULT SETTING - 'N'.

+-----+

| NOTE | - The defaults have been changed to suit what people have asked for, so now the config should be more or less ready to run. Auto Greets have been turned off for most channels, swear kick has been limited to really bad swear words (although JadeFalcon can still get himself kickbanned by this with one of his milder sentences ;P).

+-----+

1.7 DWaRFx · Config - Friends

Config - Friends

!FRIENDS:

This section contains a list of all your friends. At the basic level, this will make DWARFxD announce when a friend enters a channel you are on. Other options include auto greeting the friend with a specific message for them, auto op'ing and giving them a rating. This is one of the more complex config options to setup. I have written a script that you run from AmIRC, to help with this part of the config file. See DwFRIENDS in the

Commands

section of this document for more info. The following information ←

is needed

when you are trying to edit the friends list in the config using a text editor.

Each friend in the list are on separate lines. Each line is set out in the following way:

```
[NICK]![USERNAME]@[HOST] [RATING] {OPTIONS} {MESSAGE}
```

Where the first part of that line '[NICK]![USERNAME]@[HOST]', is used to tell one friend apart from another, using there NICK and or USERNAME and HOST. '*' can be used as a WILDCARD, which means that it can be replaced by any number of characters of any type, or no characters at all. For example '*!*@nbsamiga.demon.co.uk' will ignore both the NICK and the USERNAME of this friend, and only check to see if there using the same HOST. If this was used, then DWARFxD would match a person on irc with the following 'COolWAVE!Dave@nbsamiga.demon.co.uk' but wouldn't match with the following 'COolWAVE!Dave@love-hq.demon.co.uk' as the host doesn't match with one in the friends list. The friend '*!gazy*globalnet.co.uk' will make DWARFxD match the friend with anybody using the USERNAME 'gazy' and a HOST ending in 'globalnet.co.uk', for example 'Gaz!gazy@client842e.globalnet.co.uk' would match as that friend, where as 'Gaz!gazy@client842e.demon.co.uk' wouldn't.

[RATING] sets the value of how much you trust the friend, from 0 to 99. The higher the value, the more you trust them. Although your are required to have a rating, at the moment it doesn't do anything. When the next version of DWARFxD comes out, it will control how much remote control that friend has over your DWARFxD. 99 should only be used for you, so you should use a value of 60 for people that you trust the most.

{OPTIONS} This is optional. If you want the friend to be auto op'ed when they enter a channel, then you would use an {OPTIONS} of 'O'. If you want to send an automatic message to that friend, then you would use an {OPTIONS} of 'M'. If you require both a greet and auto op, you would use an {OPTION} of 'OM'.

{MESSAGE} This is optional. If you selected to send a message using {OPTIONS} with either 'M' or 'OM' then this will be the message sent as a greeting when the first join a channel you are currently on. The first word of {MESSAGE} indicates the message type and isn't part of the greeting. The first letter of the message type, can be either 'C' (Channel greeting) or 'P' (Private greeting). This means that if you use 'C', everybody will see you greet the friend, and if you use 'P', only your friend will receive the greeting. The second letter of the message type can be either 'M' (Message), 'N' (Notice), 'A' (Action). This means that if you use 'M', the greeting will be a standard MESSAGE, if you use 'N' the greeting will be

sent as a NOTICE and if you use 'A' the greeting will be sent in the form of an ACTION. The rest of the message, will be sent out as the greeting. The message can contain special '/' codes, which can be used to make clever messages. See the section on

SPECIAL DWARFxD MESSAGE CODES

. If you require

a single '/' in the message, use '///' as DWARFxD would think you were using one of the SPECIAL MESSAGE CODES that all start with '/' then a single command character (ie '/c' for the channel name).

EXAMPLE FRIENDS SETTINGS:

!FRIENDS:

!@*demon.co.uk 00 M CN Hello UK demon user /p!

This line will auto greet ('M' only) all users that join the channel with a host matching *demon.co.uk (all uk demon users), by sending a CHANNEL NOTICE ('CN') saying 'Hello UK demon user [NICK]!'. [NICK] in the message output will corresepond to there current IRC nickname ('/p' get's replaced with the friends current nick name when the message is sent! See the section on

SPECIAL DWARFxD MESSAGE CODES

).

DEFAULT FRIENDS SETTINGS:

!FRIENDS:

!@nbsamiga.demon.co.uk 60 OM PM Hello Dave, Author of /bDWARFxD/b!

*!gazy@*globalnet.co.uk 60 OM PM Hello Gaz, Author of /bDWARFxD/b!

These are the default friends preset in the config. This will autogreet either Dave or Gaz (authors of DWARFxD), and attempt to OP them. The message it will send will be using a PRIVATE MESSAGE ('PM') and it will say either 'Hello Dave, Author of DWARFxD!' or 'Hello Gaz, Author of DWARFxD!'. The 'DWARFxD' bit will be in bold, as the '/b' (SPECIAL MESSAGE CODE) will turn bold text on, then off at the end of 'DWARFxD' so only that bit is in bold. See the section on

SPECIAL DWARFxD MESSAGE CODES

for more

information. Those lines in the config give us a rating of 60 (cos you should trust us!), and autogreet us and try and OP us ('OM') (well, we did write this software!).

1.8 DWARFxD - Config - Op Channels

Config - Op Channels

!OP-CHANNELS:

This section contains all channels to do with the auto op'ing function of

DWaRFx. Depending what you have set the '\$AUTOOP' config option to, these channels tell DWaRFx whether to OP a friend in a certain channel, or not to OP a friend in a certain channel. If you have '\$AUTOOP' set to 'A' (ALWAYS) then DWaRFx ignores the channel names in here, and will auto op friends on any channel. If you have '\$AUTOOP' set to 'S' (SELECTED) then DWaRFx will only auto op friends on channels that have been entered in this section of the config. If you have '\$AUTOOP' set to 'E' (EXCLUDED) then DWaRFx will only op friends on channels that have NOT been entered in this section of the config. Channels can be entered on a single line, seperated by spaces and or on multiple lines.

EXAMPLE OP CHANNEL SETTING:

```
!OP-CHANNELS:
#AmIRC #TestChannel #Empty #ARexx #Worms
#Chat #Cafe
```

DEFAULT OP CHANNEL SETTING:

```
!OP-CHANNELS:
#AmIRC #Amiga #AmiChat
```

Which means that with the default '\$AUTOOP' setting, that DWaRFx auto friend op, will not op anybody on the channels #AmIRC, #Amiga or #AmiChat.

1.9 DWaRFx · Config - Channel Greets

Config - Channel Greets

```
!GREETES:
```

This section of the config file allows you to send specific messages to people joining a certain channel. This is usually used when you have created a channel yourself, and want to tell people what the channel is about when they join it. Each channel greeting is on seperate lines. Each line is set out in the following way:

```
#[CHANNEL] [MESSAGE]
```

The #[CHANNEL] variable is the name of the channel you want DWaRFx to send the message, when somebody joins that channel. '*' can be used as a WILDCARD which means it can be replaced by any number of characters of any type, or none at all. The first word of [MESSAGE] indicates the message type and isn't part of the greeting. The first letter of the message type, can be either 'C' (Channel greeting) or 'P' (Private greeting). This means that if you use 'C', everybody will see you greet somebody, and if you use 'P', only the person being greeted will receive the greeting. The second letter of the message type can be either 'M' (Message), 'N' (Notice), 'A' (Action). This means that if you use 'M', the greeting will be a standard MESSAGE, if you use 'N' the greeting will be sent as a NOTICE and if you use 'A' the greeting will be sent in the form of an ACTION. The rest of the message, will be sent out as the greeting. The message can contain special '/' codes, which can be used to make clever messages. See the

section on

SPECIAL DWaRFx MESSAGE CODES

. If you require a single '/' in

the message, use '/' as DWaRFx would think you were using on the SPECIAL MESSAGE CODES that all start with '/' then a single command character (ie '/c' for the channel name).

EXAMPLE GREETINGS SETTINGS:

!GREETINGS:

#Amiga CN Hello /p, Welcome to /b#Amiga/b!

This line will greet everybody that joins #Amiga with the CHANNEL NOTICE 'Hello [NICK], Welcome to #Amiga!' With the [NICK] being replaced with the NICK of the person joining the channel #Amiga, and the '#Amiga' being in bold. DWaRFx will only greet people with this greet if you are on #Amiga and somebody joins the channel.

DEFAULT GREETINGS SETTINGS:

!GREETINGS:

#TESTCHAN CN Hello /p, This is a testing channel :)

#CHAT PN Hello /p, Welcome to /c

These default lines are just examples, and will only greet people if you are on one of those channels, and if somebody joins them. If you want to greet everybody on any channel try '#* PN Hello /p, Welcome to /c!', but be warned, this will greet EVERYBODY, on ANY channel, so use it wisely. And if you do use this, make sure it's the last channel greet in the list, otherwise it will override all the other specific channel greets!

1.10 DWaRFx - Config - Swear Words

Config - Swear Words

!WORDS:

This sections contains all the word for the swear check routine in DWaRFx to look for. This means that if you have the swear checking activated using the '\$WORDKICK' option in the config, it will activate when it finds one of these words in any message that you receive over an irc channel. These words can be all on the same line with a space between each, and or on multiple lines.

EXAMPLE WORDS SETTINGS:

!WORDS:

FUCK WANK CUNT PUSSY COCK DICK

SAUSAGES

These will scan all channel messages received and if '\$WORDKICK' is active, will warn or kick the nick swearing. 'SAUSAGES' is only there as

an example word ;). Be careful what words you put in the section, as you don't want to be kicking everybody out of the channel!

DEFAULT WORDS SETTINGS:

```
!WORDS:  
FUCK SHIT WANK CUNT PUSSY COCK DICK
```

These are just a few words that many people may find offensive, so it's upto you to add or remove words that you want.

1.11 DWaRfX - Config - Swear Word Channels

Config - Swear Word Channels

```
!WORD-CHANNELS:
```

This section contains all channels to do with the swear checking function of DWaRfX. Depending what you have set the '\$WORDKICK' config option to, these channels tell DWaRfX whether to check for swearing in a certain channel, or not to check for swearing in a certain channel. If you have '\$WORDKICK' set to 'A' (ALWAYS) then DWaRfX ignores the channel names in here, and will check swearing on any channel. If you have '\$WORDKICK' set to 'S' (SELECTED) then DWaRfX will only check for swearing on channels that have been entered in this section of the config. If you have '\$WORDKICK' set to 'E' (EXCLUDED) then DWaRfX will only check swearing on channels that have NOT been entered in this section of the config. Channels can be entered on a single line, seperated by spaces and or on multiple lines.

EXAMPLE WORD CHANNEL SETTINGS:

```
!WORD-CHANNELS:  
#AmIRC  
#Chat #Worms
```

DEFAULT WORD CHANNEL SETTINGS:

```
!WORD-CHANNELS:
```

There are no '!WORD-CHANNELS' because the default '\$WORDKICK' setting is off. This means DWaRfX won't check swearing at all.

1.12 DWaRfX - Config - CTCP Replies

Config - CTCP Replies

```
!CTCP:
```

This Section contains all the users CTCP replies. This is the most complex part of DWaRFX, as it allows you to add your own special replies to things like CTCP PING. Each CTCP QUERY name you wish to add a reply to will have its own section within the '!CTCP:' section. This starts with '&[CTCPNAME]' on a separate line to define the start of a CTCP reply section. Following this is any number of lines, which each hold a message to reply to the CTCP QUERY with. If there is only 1 line, then that message on that line will always be sent in reply, if there is more than 1 reply, DWaRFX will choose which one to reply with. The end of a '&[CTCPNAME]' section will be either the next '&[CTCPNAME]' or the next '!' section (unless it's the last in the file, then it becomes the end of the config file!). All CTCP replies can contain special '/' codes, which can be used to make clever messages. See the section on

SPECIAL DWaRFX MESSAGE CODES

. If you require a single '/' in the message, use '/' as DWaRFX would think you were using one of the SPECIAL MESSAGE CODES that all start with '/' then a single command character (ie '/c' for the channel name).

EXAMPLE CTCP SETTINGS:

```
!CTCP:
&VERSION
/n is running DWaRFX!
```

Whenever the CTCP QUERY 'VERSION' was sent to you by another person on irc, DWaRFX would reply with the following CTCP reply '[NICK] is running DWaRFX!'. Where [NICK] would be your current IRC nick name.

DEFAULT CTCP SETTINGS:

```
!CTCP:
&FINGER
<Full Name> (<Email Address>) - /d

&PING
/bKryten:/b Sir, They've taken Mr. Rimmer./e/s(Rimmer.Wav)/bCat:/b Quick,
-let's get out of here before they bring him back!
Do me a lemon, That's a poor IQ for a glass of water!
Having Fun /p ???

&CLIENTINFO
FINGER
```

In the first CTCP QUERY reply 'FINGER', you should change '<Full Name>' to your name, or a name you are using over irc (as it's sometimes safer to not tell people your real name!), and you should change '<Email Address>' to your email address (if YOU want to, if not, just delete it). This will be the reply to a CTCP FINGER QUERY with for example:

```
'Joe Bloggs (Joe@bloggs.com) - DWaRFX Idle 30 Seconds'
```

The second CTCP QUERY reply 'PING' will send an amusing message whenever anybody 'PINGS' you. By the way, the first and second line on here (minus the '-') should all be on one line, as that is a single reply. DWaRFX will choose one of them to send when you receive a CTCP PING QUERY.

The last CTCP QUERY reply 'CLIENTINFO' will send a list of all your extra CTCP commands so that somebody else can tell what CTCP QUERY's can be sent to you. If you add new CTCP QUERY's then it would be a good idea to add them to 'CLIENTINFO' like the 'FINGER' CTCP QUERY, as this is a good example.

1.13 DWARFxD - Config - DWARFxD Message Codes

DWARFxD Message Codes

SPECIAL DWARFxD MESSAGE CODES (In the config file):

[This section is for people who like to really customise their scripts alot, dont do this unless you know what you are doing]

This Section describes how the DWARFxD message system works. This is used for all messages in the config file, whether it's for greeting friends, channel greets or CTCP QUERY replies. All the messages have the ability to use special '/' commands. This means that if you require a single '/' in your message, you have to use '//'. This tells DWARFxD to put a single '/' in the message, and not to replace it with some special text. The following is a current list of all the DWARFxD MESSAGE CODES and a brief description of what they will be replaced with in the output message:

```
// will be replaced with /
/p will be replaced with the nick of the person who JOIN'd/CTCP'd
/n will be replaced with your current irc nickname
/s (<soundname>) will do a CTCP SOUND QUERY at their end
/b /i /u turns Bold, Inverse and Underlined text On and Off
/t will be replaced with the current date and local time
/v will be replaced with the DWARFxD version string
/w will be replaced with the DWARFxD Web Page address
/l will be replaced with the DWARFxD logo
/c will be replaced by the current channel name
/e will end the current line and start a new one
/d will be replaced with the DWARFxD Idle time string
```

EXAMPLE MESSAGE:

```
/bHello/b /p, Welcome to /c!
```

This example messages will be sent out by DWARFxD as 'Hello [NICK], Welcome to #[CHANNEL]'. Where 'Hello' will be in bold, [NICK] will be replaced with their current irc nickname and #[CHANNEL] will be the channel name your currently on.

This section is fairly complex, as it has to be to make DWARFxD messages clever and not dumb like other AmIRC add on packages. If you are having problems with this, and you have read all the sections about the message codes, then feel free to email 'DWARFxD@nbsamiga.demon.co.uk' and show me what you want or are trying to do and I'll see if I can help. If it's just a small problem, you could try joining #AmIRC (GalaxyNet - IRC), or #ARexx

(DALNet - IRC) and asking for help with your problem.

1.14 DWARFxD - Summary of Commands

Commands

There are a lot of Commands available with DWARFxD so it is suggested that you print off these docs and put them next to your Amiga until you learn them all.

Print these commands out!

To start DWARFxD manually type /DFx (although it should begin on its own if its been installed, you will know if its running because it will tell you, alternatively version yourself).

DWARFxD MASTER COMMANDS:

These are commands that control DWARFxD while it is running. To use these commands you must send your self the command through an irc message. Now I know what your thinking, why do I need to do that? Well the answer lies in AmIRC. Any ARexx script attached to AmIRC, that scans incoming IRC messages, can't process user commands while waiting for incoming messages. This means that you have to send your self the command so that the ARexx script will be able to pick it up, and process it. The best thing to do, is open up a query window on your own nick, and send your commands through that. Or you could use '/msg [YOURNICK] %[COMMAND]'. All MASTER commands start with the percent character '%'. The following is a list of all current MASTER commands and a brief description of each:

`%QUIT` - This stops DWARFxD running. You only have to use this command if you wish to continue using AmIRC, but without the aid of DWARFxD. DWARFxD will normally quit when you quit AmIRC.

`%RELOAD` - This command rereads the DWARFxD config file ('DWARFDCONFIG.DaT'). This is useful if you have changed the config file, while DWARFxD is running, as it save's you the trouble of quitting it, and then reloading DWARFxD to use the new config settings.

`%DEBUG` - This command is mainly for debugging purposes. You shouldn't need to use this command as it is only used to test DWARFxD is working properly. This will output the value of an ARexx variable (supplied along with the %DEBUG command) from the DWARFxD ARexx script.

All MASTER commands for your DWARFxD may only be sent by you. '%' commands sent by somebody else on irc to you, will not be processed by DWARFxD.

List of commands available in DWARFxD :-

/DwVERS - Shows your Version in Main for all to see.

/DwCALC - Brings up a calculator for quick sums.

/DwTIME - Brings up the date and time settings

/DwCLOCK - Brings up a Clock

/DwSOUND - Brings up Play16 requester (if its in C:)
(so you can manually listen to sounds on AmIRC)

/DwVIEW - Brings up ViewTek requester (if its in C:)
(so you can manually view pictures on AmIRC)

/DwAWAY <away message> - Sets you away with the reason specified

/DwBACK - Sets you back.

/DwKICK <nick> <time> - Sets a speak kick on <nick> for <time> seconds.
If no time is specified a default of 60 sec is used.

/dk <number1-22> <nick>- Kicks <nick> using kick number <1-22>

/dk RANDWARF <nick> - Kicks <nick> using a randomly picked kick
from 1-22

/DwSCALE <nick> <1-10> - Judges <nick> on a scale of 1-10 in Main.
1 is good and 10 is bad, 9 kicks, 10 kickbans,

/DwTALK - Makes a robotic voice Speak all the words in AmIRC.1. Private messages are spoken slower than Main messages so you can distinguish them.
To quit msg yourself DIEKRYTEN.

/DwBOMB - Innitiates a very nasty Channel bomb which will
Mass deop,ban & kick all users.

/DwMDEOP - Mass DeOPs entire channel.

/DwMKICK - Mass Kicks Entire channel.

/DwQUIT <reason> - Quits AmIRC with the <reason> given.

/DwMOP - Mass OPs entire channel.

/DwRAWAY 0 <AwayReason>- Sets you away with a random RedDwarf Away quote
and also the <reason> given. The 0 picks a random RedDwarf quote but you could replace it
with 1-5 to pick specific quotes.

/DwRAWAY 0 - Sets you back with a random reddwarf quote.The
0 picks a random RedDwarf quote but you could replace it with 1-5 to pick specific quotes.

/DwMINVITE <channel> - Mass Invites everyone in the channel to the

channel specified. (ie, join if you joined #Gaz and typed /DwMINVITE #AmIRC then you would invite everyone in #Gaz to #AmIRC).

/DwMINVITE2 <channel> - Mass Invites the channel to the channel specified
 Puts a 15 sec Gap between each invite to stop the user getting flooded on large channels such as #FunFactory.
 (ie, join if you joined #Gaz and typed /DwMINVITE #AmIRC then you would invite everyone in #Gaz to #AmIRC although it would wait 15sec between each invite.)

/DwMMMSG <message> - Mass messages the entire channel with the text specified.

/DwINSULT <options> <nick> - Insults <nick> in Main with the options <options>. Each option must be separated by a space! Options are :-
 /W<delay> will pause inbetween output for that many vblanks (second/50).
 /S will speak the insult on clients with a rexx speech script turned on.
 /#<number_of_insults> will send that many random insults (1-25).
 /F<insults_file_name> will use the insults from the file named instead of
 'Amirc:Rexx/DWARF/DWARFiNSULT.txt'.

Alternatively Miss out options and just simply insult <nick> in main. (Check out AmIRC:rexx/DWARF/ to see how you can edit the insults)

/DwINSULT - Picks a nick at random and insults them.

/DwMUNVOICE - Mass Unvoices the entire channel.

/DwCOPY - Runs a Private Nickserv which deals with users who are trying to steal your Nick. Ie, If You were Gaz and someone tried to use the nick StarGAZer then the script would kick them.

/DwALIAS - Set Up the Alias's, should be the 1st thing you do when setting up DWARF. If you havent done it yet, type this now ->
 /rx Rexx/DWARF/DWARFALIAS.AmIRX

/DwANNOY - Mass Deops Channel Then Really annoys them with flashing screens, changing channelModes and encode... (email gazy@globalnet.co.uk if you think that there should be a none ops version too)

/DwBAR - Sets up a DWARFBAR where people can get snacks from. #Menu will automatically dcc the menu to them.
 Options Once Begun are :-

```
#QUIT - quits script remotely
#MENU - Sends user a menu
#<snack>- Sends user the snack.
#<other>- Tells user that is not available.
```

Note: If you want to perform these functions to yourself then you must priv msg the above commands to yourself. Others can simply put them in main.

```
/DwLOG - Takes all text from all windows and puts it into
Main for all to see. used to show up users who insult
you in Priv Msg... (can go a bit mental if you join
a server while its activated)
Options Once Begun are :-
#DIEHOLLY - quits script remotely
#REDDWARF - Sends user a list of DWARF features
# - Slaps User :)
```

Note: If you want to perform these functions to yourself then you must priv msg the above commands to yourself. Others can simply put them in main.

```
/DwMHIDE - Performs a Mass Hide Ops operation, If the channel is
full of ops it will look like there is no ops. If it
is a mixed bag of ops and non ops it will reverse all
the op signs by opping the none ops and giving the
appearance that the ops dont have ops. (trying to see
how many times I could fit the word Ops into a
sentence :).
```

```
/DwREPLY <nick> <text> - Sends a confusing fake reply to <nick> saying
<text>.
```

```
/DwDEF <1-22> - Will put a definition of a funny RedDwarf object into
main for all to see, choose from 1 to 22.
```

```
/DwDEF RANDOM - Will put a definition of a funny RedDwarf object into
main for all to see, selects randomly from 22 choices.
```

```
/DwQUOTE <1-22> - Will put a RedDwarf Quote into main for all to see,
choose from 1 to 22 quotes.
```

```
/DwQUOTE RANDOM - Will choose a random quote from 1 to 22 and display it
in main.
```

```
/CTCP <Nick> Finger - Find out the last time <nick> ran a DWARF script and
their email address and name.
```

Encryption - Lots of options, fairly complex...

This command is used to send Encrypted messages over irc, so that only people with an encoded message decoder can read them.

Usage: /DwX [\$MODE] [!KEY] [DESTINATION] message

[\$MODE] makes the encryptor use one of the following methods:

\$0-\$9 = MCF (Using Encryption Table 0-9)
\$A = Cybeonix (Default)
\$B = SoundLeech
\$C = DWARFxD (Uses [!KEY] to encrypt text, if [!KEY] isn't
Supplied, the channel name will be used instead)

[!KEY] is used with the [\$MODE] \$C (any ascii text, except space)

[DESTINATION] can output the message as one of the following:

#[CHANNEL] = sends the message to the channel (Default)
*TOPIC = sets the current channels topic to the message
/[NICK] = sends a private message to [NICK]

Encode Examples:

```
/DwX Testing 1.2.3
```

This will output the encoded version of 'Testing 1.2.3' to the current channel, using the default message encryption routine, which is Cybeonix.

```
/DwX /COolWAVE Testing 1.2.3
```

This will output the encoded version of 'Testing 1.2.3' to the nick 'COolWAVE', using the default message encryption routine, which is Cybeonix.

```
/DwX $4 Hello Everybody!
```

This will output the encoded version of 'Hello Everybody!' to the current channel, using the MCF table 4 message encryption routine.

```
/DwX $7 *TOPIC Hello Everybody!
```

This will output the encoded version of 'Hello Everybody!' as the topic for the current channel, using the MCF table 7 message encryption routine.

```
/DwX $B #AmIRC The Amiga IRC Channel!
```

This will output the encoded version of 'The Amiga IRC Channel!' to the channel '#AmIRC', using the SoundLeech message encryption routine.

```
/DwX $C Hello All DWARFxD Users!
```

This will output the encoded version of 'Hello All DWARFxD Users!' to the current channel, using the DWARFxD message encryption routine. NOTE: As there is no '!' key used, the message is encoded using the channel name, and everybody running DWARFxD should be able to read this message!

```
/DwX $C !Muppets *TOPIC Hi DWARFxD Users with the key Muppets!
```

This will output the encoded version of 'Hi DWaRFx Users with the key Muppets!' as the topic for the current channel, using the DWaRFx message encryption routine. NOTE: There is a '!' key used, so the message will be encoded using the key 'Muppets' (which is case sensitive, which means that Muppets is not the same as MUPPETS). This means that only people with their DWaRFx config decode key ('\$KEY') set as Muppets will be able to read this message.

DWaRFx Friends list

This command is used to automatically add/delete/edit to the !FRIENDS section of the DWaRFx Config file.

Usage: /DwFRIEND <ADD/SHOW/DEL> <friend> [settings]

ADD - Adds (or updates) a friend. SHOW - Displays a friend.
DEL - Deletes a friend.

Where <friend> must be one of the following:

[NICK] - This can only be used if [NICK] is on irc at the time!
- If this is used, DWaRFx will try and automatically use
- wildcards when it thinks it's nessecary. If this doesn't seem
- to work, or it greets the wrong person, try the next option!

[NICK!NAME@HOSTNAME] - The whole address of the friend to add. You
- can use '*' wildcards, and this is exactly
- how DWaRFx will store it, so please make
- sure you understand how these work! If in doubt,
- Use the [NICK] option :).

Where [settings] can be none, one or more of the following:

RATING <00-99> - Sets the status level of the friend (default is 00).
OP - Sets Auto Op for this friend.
MESSAGE <[X][Y]> <[message]> - Greeting for this friend.
IF MESSAGE IS USED, MESSAGE MUST ALWAYS BE THE LAST [settings] OPTION!
[X] must be either C or P, for Channel or Private greeting.
[Y] must be either M, A or N, for Message, Action or Notice greeting.
The [message] can contain special '/' codes, which can be used to make
clever messages. See the section on SPECIAL DWaRFx MESSAGE CODES. If
you require a single '/' in the message, use '/' as DWaRFx would think
you were using the special MESSAGE CODES that all start with '/' then
a single command character (ie '/c' for the channel name).

So the command line 'ADD COolWAVE RATING 50 OP MESSAGE CN Hello Dave!'
Will add the current host using the nickname 'COolWAVE' with a RATING
of 50, Auto Op on, and set the greeting to 'Hello Dave!' using a CHANNEL
NOTICE.

1.15 DWaRFx - Problems

Problems

Known DWaRFx Problems:

If you are having trouble getting DWaRFx running, and non of the following information helps, you could try joining

#Amirc

and asking for

help, or you can email one of the authors (Gaz or Dave) at their email addresses in the

Credits

section. Please put some information about your setup (Amiga type and specification, WorkBench version, which other programs you have running when you run DWaRFx, AmIRC version, etc) and send any error messages you get so we can try and figure out what is going wrong!

Clipboard hacking programs have been known to cause interference with DWaRFx. If you are running one, try turning it off and then running DWaRFx. Actually, some of the badly programmed Clipboard programs, stop ARexx from accessing the Clipboard properly, so it's not just my program :p.

As of v2.4 DWaRFx works with PowerSnap perfectly....

Running other AmIRC scripts with DWaRFx should be fine, except that running another AmIRC 'controller' type script (MCF, SOUNDLEECH, CYBEONIX, PHOENIX, KUANG\$^1\$\$^1\$, etc.) could cause unwanted side effects.

As of v2.4 DWaRFx has been specifically designed to work with Kuang & MCF.

1.16 DWaRFx - Those People responsible

Credits

Gareth "Gaz" Murfin Main Concept and Programmer
 Dave "CoolWave" Newton Subsequent additional programmer
 James "JaiMz" Caygill AmigaGuide Docs (and a few lame ideas :) ←
)
 Donald "Stardustr" Becker MCF encode routines

We can all be reached at:

Gaz gazy@globalnet.co.uk
 CoolWave dwarfx@nbsamiga.demon.co.uk
 JaiMz jamesc@enterprise.net
 Stardustr dtbecker@prolog.net

Or you'll probably find us skulking about on IRC, with the nicks above.
 On either GalaxyNet #AmIRC and #AmiChat or on ("spit" - Gaz) DalNet
 #AmIRC or #Arexx

Cya there!

1.17 #AmIRC on GalaxyNet? Surely not!

#AmIRC is now Open on GalaxyNet and it needs YOU!

#AmIRC on GalaxyNet is a friendly Amiga channel with a few cool users and a few experts too. Basically the channel needs YOU so it can grow and grow and become the best Amiga channel yet. Its fast, its friendly and if you stick around for a week or so, Gaz (The channel Founder) is bound to give you Auto OPs there so you can help control the channel and promote the Amiga! Join now for FULL DWARF support and a guarenteed fun time.

Cut and paste This file into your AmIRC:Default.AmIRCfg file using a text editor ←

and you will have LOADS of FAST servers to join to #AmIRC on. (The text editor has to be able to load binary, so ed wont work ;(but GoldEd would).

--8<-----cut here-----

```
SERVER Sedona.AZ.US.GalaxyNet.ORG,6667,#AmIRC,,New Amiga Channel for All
SERVER Honolulu.HI.US.GalaxyNet.Org,6667,#AmIRC,,New Amiga Channel for All
SERVER macon.ga.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER iris.sg.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER pacific.sg.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER pacific.id.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER swiftech.sg.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER ntu.sg.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER singapore.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER Kauai.HI.US.GalaxyNet.Org,6667,#AmIRC,,New Amiga Channel for All
SERVER services2.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER Hilo.HI.US.GalaxyNet.Org,6667,#AmIRC,,New Amiga Channel for All
SERVER xeo.ca.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER gainesville.fl.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER bristol.uk.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER sprynet.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER gymnet.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER atlanta.ga.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER services.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER atlanta3.ga.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER citynet.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER Greenville.TX.US.GalaxyNet.Org,6667,#AmIRC,,New Amiga Channel for All
SERVER charlotte.nc.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER albany.ny.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER chicago.il.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER normal.il.us.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
```

```
SERVER karlsruhe.de.galaxynet.org,6667,#AmIRC,,New Amiga Channel for All
SERVER CyberStreet.US.GalaxyNet.Org,6667,#AmIRC,,New Amiga Channel for All
```

```
--8<-----cut here-----
```

If you're online why not Join #AmIRC Now! :-)

1.18 DWaRFx To do section!

We Still need to -

- Make a Netsplit Server Map Script (to see which servers have split).
- Do a XDCC Subsystem.
- Create good Flood Protection.
- Incorporate a Pager.
- Do an Away Message Logger.
- Make Friends Protection.
- Code a Decent flooder.
- Make a Config editor (via AmIRC)
- Do a couple of war scripts which dont require ops
- Roll around in a vat of Whipped Cream.
- And maybe some others ;).

1.19 Notes from the Authors

The authors speak up....

DWaRFx - Gaz's Notes:

emm yeah....

Ive enjoyed Making DWaRFx alot and I think the most major jump in DWaRFx was from v2.2 to v2.3 where it made the transformation from being a collection of scripts to being a fully fledged program with a proper main file etc.

I think DWaRFx is excellent and it is all I run while Im on IRC because it covers all the functions of the leading competitors and lots more. I think that most of the commands are easy and straight forward as long as you have the list of commands next to your computer to refer to. Without this DWaRFx can seem a bit, no VERY complex....

Id also like to thank Dave for working so hard on DWaRFx and making such a good job of the bits he did! I am really impressed with DWaRFx now and it is largely down to Dave's coding ;)), Id better stop complementing him before his ego gets too big ;)

I couldnt have done it without JaiMz, StarDustr, CoolWave and various others who helped me fix bugs like TjoMMe, Sparkle, RRaz, Andy and more which Ive probably missed...Oh yeah and thanks to the beta testers who were Unicorn,

Dow^, JaiMz, Dino2 and more....(email me if you want to be a beta tester).

DWaRFx - Dave's Notes:

Well, that about wraps it up, but I just wanted to say a few words ;).

First, It has taken a while to program the DWaRFx main script (which is now over 25k), and some of the other scripts, and they have been tested quite a bit by me, Gaz and some Beta Testers. I am not saying that there aren't gonna be any bugs, and if you do find one, please email one of us at the email address elsewhere in the docs! All I will say is that we hope you find DWaRFx useful, and enjoy using it with AmIRC.

I am also working on some other projects, and so it may be a few months before another major new version of DWaRFx is released, as I have spent quite a bit of time on DWaRFx instead of the other projects. One of the things I'm currently writing is a IRC client which may be of interest to some people ;).

When Gaz asked me if I would like to write some scripts to be included with DWaRFx, I said okay.....LOL, I wish I knew how major the scripts were gonna be before I said yes ;). Anyway, I'm glad I did say yes, as I was wanting to write a AmIRC add on, but didn't want to do the whole thing myself! As it turns out, I have been able to write the kinda add on's I would use when irc'ing, and hopefully they will be useful to you too.

Enough rabbiting for now ;).

LONG LIVE DWaRFx (and hopefully the authors too ;) - Gaz) !!!!!

Dave 'COolWAVE' - Additional DWaRFx Programmer and Fan of Red Dwarf!

Gaz (again):

Just to let you know that I will continue to work on DWaRFx updates etc and hopefully so will CoolWave. They may not be as major as this one for a while but they will certainly continue to be created. I will stick by DWaRFx for as long as I am devoted to Amiga and RedDwarf, and just ask my friends, the day I stop being devoted to these is the day Satan will iceskate to work.....

GazSting© Enterprises

1.20 DWaRFx mailing List

DWaRFx Mailing list and AnimGif

There is also a DWaRFx Mailing list which you can join to receive

the very latest news about DWARFxD and other GazSting Products. It will keep you upto date and tell you about bugs etc. if you would like to join it simply send an email with JOINME in the subject. There is no need to put anything in the body of the mail unless you want to ;-).

Also included in this Arc is a DWARFxDNow.gif for your websites. You can cut and paste the html file "DWARFxD.html" into your website to promote DWARFxD because it will provide a link back to the DWARFxD official web site. I would very much appreciate it if you could do this and you can email me and tell me if you do, you never know you might be included in the friends list next version ;).

Load YAM - to subscribe to mailing list
Load iBrowse - to look at the animgif

1.21 DWARFxD is WhippedCreamWare!

Has anybody got any Whipped Cream??

DWARFxD is WhippedCreamWare...This means that if you use an enjoy it I expect you to send me a tub/can/carton/container/bowl/bottle of Whipped Cream. Please seal it up so that it wont spill out and make sure that it will not go 'off' before it reaches me. People who live in the States might have to send me longlife Whipped Cream because it will take a while to get here. Also try and make it real whipped cream and not some shopping center's own brand (but any Whipped Cream in general will be appreciated).

I also think that you might have to address it as 'URGENT' or put something on like 'Do NOT X-Ray, Dairy product media inside' because otherwise it might get bashed around a bit in the post. I welcome all types of cream but whipped cream is obviously the best (although spray cream, Tiptop and single cream will not be turned away).

Thankyou for supporting the WhippedCreamWare concept and all WhippedCream senders will get a 2 disk pack containing all my best productions so far aswell as the rare and unreleased DWARFxD Beta v1.7 Gold. You will also receive AutoOPs on #AmIRC GalaxyNet at level 450/500 and free admission to the DWARFxD mailing list.

Well youve heard of ShareWare, GiftWare, MailWare and even SisterWare! Well now youve heard of WhippedCreamWare.....

Send your generous donations of Whipped Cream to :-

GazSting Enterprises,
Gareth Murfin,
113, Cateran Way,
Collingwood Grange,
Cramlington.
Northumberland.
NE23 6EZ.
England.

All of your donations are appreciated and Im sure just a few tubs of Whipped Cream Will be enough thanks to make me continue working on the Amiga with products such as DWaRFx...

The WhippedCreamWare® Concept was created by Gareth Murfin on June 4th 1997.
