

**AmIRC**

**COLLABORATORS**

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# Chapter 1

## AmIRC

### 1.1 AmIRC.guide

AmIRC2.0 Guide - Table Of Content

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Welcome to AmIRC, the AmigaOS IRC client (Version 2.00).

Take your time to read this guide thoroughly to make yourself acquainted to the many functions and options AmIRC has to offer. This will greatly help you make the most out of your IRC experience with AmIRC!

Please don't forget to read also the Readme file included in the distribution archive.

- First of all -

What's new?

A list of all the features in AmIRC v2.0

- Introduction -

Copyright

Copyrights, author info and more.

Registration

Registering AmIRC.

IRC

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Heavy magic.

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## AmIRC Support

How to get help and updates.

## Index

## 1.2 AmIRC.guide/What's new?

What's new?

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A list of all new features in AmIRC v2.0

=====

- \* Invitations are now shown in an seperate Invite requester. The requester can be disabled from the new 'Windows' section in the preferences.
  - \* The Lag-O-Meter permanently monitors and shows lag as a three-color bar underneath the userlist. Clicking on the Lag-O-Meter opens the Information window, which has a graphical representation of the current lag, as well as the servername, current lag, last two lag probes and the average lag.
  - \* Frequently used channels can be stored in a Favorite Channels
-



window from where you can join them by doubleclicking on them.

- \* The new Tray window contains a button for every AmIRC window. Windows can be closed individually by clicking on their 'Hide' gadget. The Tray window shows number of messages in a window and indicates new messages after iconification. (Requires MUI v3.8+)
- \* Dialog windows have a Rename button to change the nick for the window. Useful when someone re-enters IRC with a different nick.
- \* Dialog and Channel windows have an [L] button to enable logging of that window to a file.
- \* AmIRC now uses NList.mcc for it's listviews if found.
- \* DCC windows now have a Cleanup button to delete all finished or aborted transfers at once.
- \* The /BACK command resets the Away state no matter what it is.
- \* DCC Receive window has a Replace button to overwrite existing files.
- \* DCC Receive window has a MIMEPrefs button to call up the MIMEPrefs program.
- \* The Auto accept DCC send? menu item allows to start incoming DCC send requests without the need for confirmation.
- \* AmIRC now uses MIMEPrefs for viewing files.
- \* AmIRC now has a Plugin API, expect many seperately developed extension modules.
- \* The Serverlist is now divided into Server Groups to allow better organization of different servers of a network.
- \* The Prefs menu has a new Windows section where can be determined which windows will open on startup.

### 1.3 AmIRC.guide/Copyright

Copyright  
\*\*\*\*\*

Copyrights, author info and more  
=====

AmIRC has been designed, developed and written by

Oliver Wagner  
Landsberge 5  
45549 Sprockhövel  
Germany

E-Mail: <owagner@vapor.com>

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All Rights Reserved.

This document was originally written by Laurence Walton <lww@vapor.com> and modified for the 1.65 release by Oliver Wagner, including Ariel Magnum's <amagnum@ibm.net> fine ARexx guide. Updated and revised for the AmIRC v2.0 release by Frank Mosch <frankm@glo.be>.

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## 1.4 AmIRC.guide/Registration

Registration  
\*\*\*\*\*

Registering AmIRC  
=====

You may use AmIRC freely for a period of up to 30 days to evaluate the package. After those 30 days, you must either register AmIRC or stop using it completely. During the trial period, AmIRC is limited to a online time of 30 minutes, besides that, no functions are disabled.

To register AmIRC, see the included registration utility and assorted documentation. It has all the necessary info and prices. You can also register online at <http://www.vapor.com/>.

## 1.5 AmIRC.guide/IRC

IRC  
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What is IRC, by the way?  
=====

IRC stands for Internet Relay Chat, originally written by Jarkko Oikarinen <jto@tolsun.oulu.fi>. In a nutshell, IRC consists of a network of computers (servers) that are connected to each other via the internet or a LAN, and allow users with proper client software to connect and chat with each other. Within this network, virtual space is divided up into channels, usually with a topic of conversation, where users can talk in groups.

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## 1.6 AmIRC.guide/IRC Terms

### IRC Terms

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Terms you might encounter

=====

Here's a list of some commonly used terms and expressions with their respective explanation:

- \* **Action:** CTCP Action command, executed by a /ME at the beginning of a message.
- \* **Ban:** A channel mode set in order to prevent a user or group of users from joining a channel.
- \* **Bot:** Short for Robot, a Bot is a script that acts like a user, and can execute a command upon a certain occurrence.
- \* **Client:** Software that is written for the purpose of connecting to a server, in this case, an IRC server.
- \* **Channel:** A group of users on IRC. A channel will have a name (i/e, #AmIRC), and may or may not have a topic of conversation.
- \* **Channel Mode:** The properties of a channel that allow or disallow certain activities. Channel Modes can only be changed or set by Channel Operators. The available channel modes are:
  - **Invite Only:** If active, This mode allows users to join if they have been invited by someone in the channel.
  - **Private:** If active, the channel is invisible in the global channel list.
  - **Lag:** The term which is used when the connection to a server or client is delayed.
  - **Limit:** If active, sets a limit on the number of users allowed to join a channel.
  - **Moderated:** If active, only Channel Operators and users with voice may type input to the channel.
  - **No Messaging:** If active, prevents users from sending a message to the channel until they have joined it.
  - **Secret:** If active, the channel is invisible until it is joined.
  - **Topic Protection:** If active, only Channel Operators may set or change the topic of a channel.
- \* **Channel Operator (or OP):** A user who has control over a channel. A user who creates a channel is given Op status, and

in turn can give it to anyone else in the channel.

- \* **Chat Network:** A network of computers that are interconnected so that anyone on any server in the network may chat with anyone else on any computer in that same network. Here's some major chat networks:
    - **ARCnet:** Amiga Relay Chat Network, partially running on Amiga servers.
    - **IRCnet:** Formerly part of EFnet, now split.
    - **EFnet:** Eris Free Network. The largest IRC network
    - **DAL-Net:** A different IRC network with some specialized functions that do not appear in typical IRC networks.
    - **Undernet:** An alternative IRC network
  - \* **Command:** A message to an IRC server or to a local or remote client. Commands generally begin with a /. See  
Commands  
.
  - \* **CTCP:** Client To Client Protocol, A standard for sending commands from one client to another, usually for the purpose of getting information from the remote client. See  
CTCP  
.
  - \* **DCC:** Direct Client Connection - a standard for creating a direct link between two clients, for the purpose of sending or receiving files, or to carry a more secure conversation. See  
DCC  
.
  - \* **IdentD:** IdentD is software that can be run on the client, allowing an IRC server to corroborate the identity of a client. AmIRC has an IdentD built in, and will automatically disable it if an external IdentD is running.
  - \* **IRC:** Internet Relay Chat - Any Network of Computers that run IRC servers for the purpose of allowing users to connect to it using client software made for IRC.
  - \* **Kick:** The occurrence of a user being removed from a joined channel by a channel operator.
  - \* **Lag:** Term to specify that the connection is delayed to some extent.
  - \* **MOTD:** Message Of The Day, A message that may or may not be updated daily, that is meant to be read when connecting to an IRC server.
  - \* **Netsplit:** An event that occurs when a server goes down that other servers depend on for network packets. Any servers that are
-

dependant on the crashed server will split from the net, that is, they will still be up and running, with active clients, but any clients on the other side of the crashed unit will appear to have all logged off at once.

- \* **Nick:** Short for Nickname, this is an alias that you may pick for yourself.
  - \* **Op:** See Channel Operator.
  - \* **Server:** A computer that is Running IRC server software, allowing it to be connected to by IRC clients or other servers.
  - \* **Server Operator:** A person in control of an IRC server.
  - \* **TLA (Three Letter abreiviations):** Commonly used acronyms, not entirely restricted to 3 letters:
    - **AFAIK:** As Far As I Know
    - **AFK:** Away From Keyboard
    - **BRB:** (I'll) Be Right Back
    - **BBL:** (I'll) Be Back Later
    - **IMHO:** In My Humble|Honest Opinion
    - **LOL:** Laughs Out Loud
    - **MOTD:** Message Of The Day
    - **ROTFL:** Rolls On The Floor Laughing
    - **RTFM:** Read The F\*\*\*ing Manual
  - \* **Topic:** A heading for a channel that may or may not have anything to do with the conversation at hand.
  - \* **User:** A person using an IRC Client to connect to a server to chat.
  - \* **User Mode:** Settings that affect a users properties.
    - **Invisible:** If this mode is set, a user will be invisible in the global user list. The user will still be visible in the user list of any joined channel, however.
    - **Wallops:** When set, this mode will allow receiving of messages from the server operator to all operators.
  - \* **Userhost:** This is the string that defines a user. It consists of the user's chosen nick, login name and domain name. For example:  
Wupper!jwupper@monorail.denet234.de
    - |        |        |        |        |\_ Domain
    - |        |        |        |\_\_\_\_\_ Network
    - |        |        |\_\_\_\_\_ Machine
-

```
| _____ Login
| _____ Nick
* Voice: Status a normal (not an operator) user must have to
  type into a moderated channel.
```

## 1.7 AmIRC.guide/Features

### Features

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#### Features of AmIRC

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- \* Runs with AmiTCP, Miami and AS225 without additional support libraries.
  - \* Built-in high speed DCC drivers for SEND and MOVE. Highly optimized with asynchronous file I/O and threaded network handling. Supports Drag&Drop sending of files.
  - \* Transparent implementation of DCC CHAT. All /MSGs are automatically routed via DCC CHAT if applicable, to save runtime and reduce IRC load. Option to automatically accept DCC CHAT connections.
  - \* Ultra fast text output and scrolling. Supports Cut&Paste for the list text. Supports proportional fonts.
  - \* Full support of the 'Undernet' IRC extensions, both reply codes and additional IRC commands.
  - \* Intuitive channel display with userlist and channel mode overview. Channel modes can easily be changed via gadgets. Configurable user action list to perform whatever action you like on users in channel by the press of a mousebutton.
  - \* Supports QUERY windows for private chat.
  - \* Supports 'smart' banning.
  - \* Versatile AREXX port including server message parsing ("event trapping") and commandline/script interaction.
  - \* Easy command line aliasing.
  - \* Builtin IdentD (automatically disabled if another IdentD is already installed).
  - \* Supports nick notification, highlighting, ignoring, and kickban.
  - \* Versatile event handling allows you to bind sound effects, auto-deiconify or rexx scripts to certain events.
-

- \* Server phonebook.
- \* Last nick history. Stores the nicknames of the last nicks you've send MSGs to, received MSGs from or addressed publically with 'nick:'. Reference can be used in all commands which require nick names, e.g. /MSG, /OP, /DEOP. Automatic nick expansion on public messages with ':'.  
Reference: <http://www.amiga.com/irc/ircguide/ircguide.html#nick>
- \* TAB messaging to automatically cycle the list of last used nicknames with a /MSG prefix.
- \* Auto rejoin channel on KICK and auto reconnect server facility.
- \* Auto away after idle timeout. Auto unaway after sending public and/or private msgs.
- \* Auto update download. Check for and download new releases with a simple click.
- \* URL grabber for interfacing with a web browser..
- \* Support for DALnet extensions.

## 1.8 AmIRC.guide/Requirements

### Requirements

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What is needed to use AmIRC?

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### Hardware

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AmIRC was written for the Amiga family of computers, and has been tested on Amiga 500, 1000, 1200, 2000, 3000, & 4000 computers in various configurations.

### Software

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AmIRC requires MUI V3.6 or later in order to run.

AmIRC requires KickStart & WorkBench 2.x or later, with setpatch 40.16 installed.

AmIRC020 requires a 68020 or higher CPU and OS3.0 or newer. This version is optimized for such machines.

If you plan to run a TCP/IP stack and AmIRC among other Internet applications you should have at least 2 megabytes of RAM.

Finally, you need to have a tcp/ip protocol stack running, such as Miami, AmiTCP/IP or Amiga Technology's as225r2 tcp/ip protocol stack.

## 1.9 AmIRC.guide/Installation

### Installation

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How to install AmIRC

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AmIRC has its own installer script and requires that you have the Amiga installer utility (version 43.3 or later). To install, just click on the install icon, and answer the questions in the installer's requesters.

If you cannot or prefer not to use the installer utility, a manual install is very simple, just move the contents of the archive to a directory of your choice and it's ready to use. If you have met the

requirements

for the optimized version of AmIRC, delete the AmIRC file and rename "AmIRC020" as "AmIRC". You might want to copy the "MUI" directory of the AmIRC distribution to MUI:Libs/MUI/ to avoid version confusion.

## 1.10 AmIRC.guide/Connecting

### Connecting

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Let's have a go

=====

Once you have

installed

AmIRC, you can start the program from WB by clicking on its icon. After a few moments you will see the server selection window. The first thing you need to do is enter a nickname in the first 'Nicknames' gadget at the top of the window. This is how you will be known on IRC. It may be a good idea to enter some alternative nicks in the next three boxes. This way, if your nick is used by another person, AmIRC will retry with the next nick.

Next, enter your real name (plus your email address or www home page URL if you want) in the 'Real name' gadget. It is best if you are truthful.

Then, enter a username that will show as <username>@machine.network.org. <username> should be the same as the login ID for your service provider.



Note: If there is already an IdentD service running on your machine (usually by your TCP/IP stack) the username field will be ghosted and the username specified by the stack will be used.

Now you are ready to connect to an IRC network. The servers in the serverlisting are organized in server groups which usually represent the different networks. You can open and close the server groups, by doubleclicking on the group, to show or hide the servers in that specific group. AmIRC comes with a basic serverlist with one server for all popular networks. Select the network you want to connect to and doubleclick on the server or use the 'New Server' button and enter the address and port number of your favorite server and then click on 'Connect'. Optionally, you can add one or a few channels to autojoin, just separate them with a comma. If you want to make an entire new server group use the 'New Group' button. You can move servers around the groups using drag&drop. If you are already connected, and wish to connect to an additional server, select the server and use 'Connect Thread' to open a second instance of AmIRC. Use the 'Copy' to make a duplicate of the currently selected server or group. The 'Delete Server' button will remove a server that you no longer wish to use.

## 1.11 AmIRC.guide/Operation

### Operation

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How Does AmIRC Work?

=====

The main AmIRC user interface is laid out in a logical, intuitive manner, making it easy to use. Here's an overview of the main interface:

- \* The main feature of the interface is the Text Listview, where all incoming text is displayed.
  - \* Directly below this is the Textinput Gadget, labeled with the nickname that you have chosen. Any text entered here will be sent out to the IRC server.
  - \* Directly next to the textinput gadget is the Logging Button marked 'L'. Clicking on it activates the logging of that window to a file.
  - \* To the right of the listview is a Scroll Gadget, which enables you to scroll backward through the text in the listview.
  - \* At the top left of the listview is a the Channelname Gadget that shows the name of the channel that you have joined.
  - \* To the right of the channelname, is the Topic Input/Display Gadget, where the topic of a joined channel is displayed. If you have Channel Operator (Ops) status, you may change the topic of the
-

channel by entering the topic in this gadget, and hitting the 'Enter' key.

- \* To the right of the topic input gadget are the Channel Mode Buttons, which display the current modes for the joined channel. Users with Channel Operator (Ops) status may also use these buttons to change the current channel modes.
    - T - Topic Protection: Toggles Topic Protection on/off. If on, the topic can be changed by Channel Operators (Ops) only.
    - N - No Messaging: Toggles Messaging on/off. If active, a user can only write to the channel if they have joined it.
    - S - Secret: Toggles Secret mode on/off. If active, the channel is invisible until it is joined.
    - I - Invite Only: Toggles Invite Only mode on/off. If active, users can only join after they have been invited.
    - P - Private: Toggles Private mode on/off. If active, the channel will be invisible in the global channel list.
    - M - Moderated: Toggles Moderated mode on/off. If active, only channel operators (Ops) and users with 'voice' can type to the channel.
    - L - Limit: Sets a limited number of users allowed on the channel
    - K - Keyword: Toggles Keyword mode on/off. If active, Users can only join the channel if they give the correct keyword.
    - B - Ban: Sets/Displays the current Bans active on the channel
  - \* Below the channel mode buttons is the User Listview, which shows a current list of users on the joined channel. Double clicking on a users name will perform a /WHOIS on that user. Clicking once on a users name will set that user as the default to perform other operations on, such as an operation from the configurable user buttons. Pressing the right mousebutton when on a name shows a menu where you can select the same functions as the User Buttons below.
  - \* Directly below the User Listview are the User Buttons. These buttons are configurable from the configuration window, accessible by selecting 'Setup...' from the AmIRC Settings menu.
  - \* You can Drag-Hilght text in the listview in order to paste it elsewhere. you will need some type of snap utility such as Newedit or Powersnap in order to past the text into another
-

application. The text is stored in the clipboard. To paste the text inside AmIRC you can use <right-amiga> V.

The TAB key will cycle through the names of people that have previously /MSG'ed you, and insert it into the textinput gadget. Simply enter your message after the "/MSG <user> " in order to /MSG them back.

Entering ':' first in the textinput gadget will automatically publicly address the last person you typed to using the ':' after their nick.

## 1.12 AmIRC.guide/Menu

Menu

\*\*\*\*\*

What's on the menu?

=====

```

AmIRC
    AmIRC menu

Windows
    Windows menu

User Modes
    User modes menu

Settings
    Settings menu

Plugins
    Plugins menu

Rexx
    Rexx menu

```

## 1.13 AmIRC.guide/AmIRC

Menu

=====

AmIRC Menu

-----

**Select Server...**

Opens the server window from which you can select various options for connecting to an IRC server. See  
Connecting

.

**Logging Enabled?**

Toggles logging on/off.

**Iconify**

Hides the AmIRC window either in an icon on the Workbench screen or in the WB Tools menu (selectable in MUI Prefs).

**Help...**

Opens Amirc.guide for reference while using AmIRC.

**About AmIRC...**

Opens a window with information about AmIRC and its Developer. Here you may connect to the AmIRC home page if your browser is running.

**About MUI...**

This will open a small window that displays information about the current version of MUI that is installed on your system, also, this window provides the option to register or update your MUI software.

**Quit**

Will close the current instance of AmIRC, leaving other instances open.

## 1.14 AmIRC.guide/Windows

### Menus

=====

#### Windows Menu

-----

#### Channel Windows

If more than one AmIRC window is opened, you may select one here to pop it to front.

#### Dialog Windows

If any dialog windows are open, you may select one here and bring it to front.

#### Windows List...

Shows the tray window where all windows are represented by a button. Hidden windows can be opened by doubleclicking that window's button.

#### Channel List Window...

This will produce a window where you may list channels by min. users, pattern matching, or both. Once listed, you may list users on a channel or join it by double-clicking the channel name or selecting 'join channel' gadget. Please note that this function can cause a high load of traffic and may take a while on slow (14.4 or less) connections.

#### Notify Window...

In the Notify window you may enter nicks of users that you wish to be notified of their entering/leaving IRC. The 'check period' is how often AmIRC will check for the specified users. Add a nick to the list by clicking in the input text gadget, and typing in the nick. Delete a nick by clicking on it's entry and then click on 'Delete nick' gadget.

#### DCC-Send Window...

Brings up the DCC-Send window where you can specify a user and a file to send to them. This window will also be opened automatically when using the 'DCC send' userbutton on the interface. 'Send Path' is the path (and filename) that will be sent to the user. Enter the name of the user in the textinput gadget at the bottom of the window. The cycle gadget next to the 'Nick' gadget selects either 'DCC Send' or 'DCC Move' protocols. See

DCC

section for details about these protocols. The 'Reoffer' ↔ button

allows you to reoffer a (failed) file to the user. The 'Remove Job' button will remove a complete transfer or if not complete, one click will abort the send and the second click will remove it. Finally, the 'Cleanup' button removes all finished or aborted transfers from the window.

#### DCC-Receive Window...

The DCC-Receive window is very similar to the DCC-Send window. This window will appear automatically on receiving a DCC request. The files will be downloaded to the path entered in the 'Receive Path' field. After a valid path is entered, click on an entry to receive, then click the 'Get' gadget at the bottom. You can also start the transfer by doubleclicking on the entry or enabling 'Auto accept DCC send requests' in the

User Modes

menu. If you

are trying to receive after a failed send, you may use the 'Resume' button instead of 'Get'. This will attempt to start transfer where it left off. If you wish to rename the incoming file for whatever reason, you may use the 'Rename' button. The 'Replace' button will cause the received file to replace any present versions. 'Remove Job' will abort an incoming file and remove a completed or aborted file. 'Cleanup' removes all finished or aborted transfers. See

DCC

.

#### DCC-Chat Window...

In the DCC-Chat window you can confirm a DCC chat connection from another user. Simply select the client sending the request and click on 'Open' to make the connection. You can close the

connections using 'Close'. 'Cleanup' removes all closed DCC chat connections. See  
DCC  
.

#### Raw Log Window...

The Raw Log window can be used to view the raw IRC messages as they appear before AmIRC formats them for easy reading in the AmIRC listview. Here you may also clear the log, and select when the log is active: 'Never', 'Only if window open', or 'Always'. The log Listview shows the USERHOST, Type of message, Channel Name, and message, in that order.

#### URL Grabber Window...

Any WWW URL AmIRC recognizes it will place in the URL Grabber window. From here you can select them and either send them to your browser or the clipboard. You can also clear the list.

#### Private Msgs Window...

The Private Messages window holds a history of private messages sent to you, which you can later reference or review. You can ofcourse clear the list.

#### Info messages Window

The Info Messages window displays server messages, wallops messages, and CTCP requests. Any 'Shanghai' gadgets that are activated will prevent that type of message from showing in the main channel window, even when the info window is closed. The lower part of the window shows AmIRC's Lag-O-Meter. The VU style meter is a graphical representation of the current lag to the server. Next to the meter is the name of the server. Also shown are the current lag, last two probes and the average of the last two lags.

#### Flush Buffer

This item will clear the history of the main AmIRC listview.

#### Save Buffer...

This item allows you to select a filename to save the history buffer to disk.

## 1.15 AmIRC.guide/User Modes

Menus

=====

User Modes Menu

-----

#### Invisible?

Toggles whether you're invisible in the global userlist or not. See

IRC Terms

---

.

#### Receive Wallops?

Toggles whether you will receive messages to all operators or not.  
See

IRC Terms

.

#### Receive Server Notices?

Toggles whether you receive server notices or not.

#### Marked AWAY?

Marks you are AWAY.

#### Auto rejoin on KICK?

If set, will automatically attempt to reconnect you to a channel you have been kicked from. Note that if a ban was set with the kick, you will not be able to rejoin.

#### Auto reconnect to server?

If set, this will automatically attempt to reconnect you to the server if you are disconnected for any reason.

#### Auto open Dialog Windows?

If set, will automatically open chat window upon receipt of a /MSG or DCC chat request.

#### Auto accept DCC chat requests?

If set, this will automatically accept DCC chat requests. It will not open a chat window for you, however. Do this by opening the DCC chat window in the Windows menu.

#### Auto accept DCC send requests?

If set, this will automatically accept DCC send requests, so downloading will start immediately.

#### Do BEEPS?

If set, AmIRC will send audio beeps (or samples, if configured in the

Events

page of the settings requester) for certain events.

#### Play CTCP SOUND requests?

If checked, AmIRC will acknowledge and play /CTCP sound requests, if this is configured properly.

## 1.16 AmIRC.guide/Settings

Menus

=====

Settings Menu

-----

---

**Setup...**

Calls the Setup window, allowing you to change the many settings of AmIRC to suit your needs.

**Lists...**

Calls up the Lists window, allowing you to configure AmIRC's Alias, Ignore, and Hilite lists.

**Function Keys...**

Calls the Function Keys Settings Window, allowing you to configure the function key macros.

**MIMEPrefs...**

Calls the MIMEPrefs program if present in the AmIRC directory or Prefs:. It allows you to set global MIME settings for view and saving files.

**Dialog Window Buttons?**

If set, the AmIRC dialog window will contain 4 gadgets in the upper right corner. These are labeled: 'Whois', 'Ping', 'DCC Chat', & 'DCC Send'. These gadgets will perform their respective functions on the user that the dialog window is opened to.

**Use MIMEPrefs for viewing?**

If set, AmIRC uses the global MIME settings set with the MIMEPrefs program to determine what program to view the received file with.

**Use MIMEPrefs for saving?**

If set, AmIRC uses the global MIME setting set with the MIMEPrefs program to determine whether and where to save the received file.

**Load Settings...**

Opens a requester allowing you to recall previously saved non-default AmIRC Configurations.

**Load settings from default**

Reloads the last saved default configuration

**Save Settings**

Saves the current configuration under the last name set in the 'Save settings as...' menu item. If the settings have not previously been named, they are saved as default.

**Save settings as...**

Opens a requester allowing you to choose a filename to save the current AmIRC configuration as other than default.

**Save as default**

Saves the current AmIRC configuration as the default startup configuration.

---



Create icons?

If Checked, will create icons for saved configuration files, allowing them to be selected from the Workbench.

Save Settings On Exit

If checked, this item will cause AmIRC to save the current settings as default upon exiting the program.

MUI Settings...

Opens the MUI Prefs program for altering the MUI Configurable AmIRC configuration.

## 1.17 AmIRC.guide/Plugins

Menus

=====

Plugins Menu

-----

The Plugins menu shows a list of all installed AmIRC plugins. The plugins are located in the Plugins directory in the AmIRC directory. It also allows you to access any Plugin preference that may be available.

## 1.18 AmIRC.guide/Rexx

Menus

=====

Rexx Menu

-----

This menu will Display any ARexx scripts that reside in AmIRC/Rexx/ directory. AmIRC ARexx scripts should be named with the .amirx extension. From this menu you may execute any existing AmIRC ARexx script. See the full

ARexx guide  
for an indepth look on ARexx.

## 1.19 AmIRC.guide/Commands

Using the commands in AmIRC.

\*\*\*\*\*

## Overview

=====

AmIRC has many builtin commands. Some of these commands are processed locally, whereas others are sent to the IRC server.

Commands generally start with a '/' to differentiate them from normal text. If you want to use the / character at the start of normal text, use '//' instead.

Many commands require a channel name as a parameter. AmIRC will automatically fill in the channel name of the current window if you don't specify a channel name on your own.

For commands which require a nick name (e.g. /MSG or /OP, there are three special shortcut arguments:

- .  
The period is replaced with the nickname of the last person you have send a private message to.
- ,  
The comma is replaced with the nickname of the last person who send a message to you. Be careful with this, since you might easily address the wrong person if someone sends you a message while you are still typing this command!
- :  
The colon is replaced with the nickname of the last person which you haved a addressed with a 'Nick:' prefix inside a channel.

You may easily carry a dialog with a particular user by first clicking on their username in the user list, then anytime you hit the TAB key, the input string will be set up with '/MSG <user> ', after which you may type in the message and hit return. This will work after initiating a

## DCC Chat

request as well. Please note that if you have configured the user list as a separate window, you must reactivate the message window after clicking on a username.

## Reference to all AmIRC commands

=====

- ?  
Obtaining help on commands
  - ADMIN  
Showing the server's admin
  - ALIAS  
Renaming a regularly used term
  - AWAY  
Setting an AWAY message
-

---

BACK  
Resetting the AWAY state

BAN  
Banning users

BANDEL  
Removing a ban

BANLIST  
Listing bans

CHANNEL  
Joining (or creating) a channel

CONNECT  
Connecting a server

CTCP  
Sending commands to other people

DCC  
Getting closer to your neighbour

DESCRIBE  
Describing to a user

DEOP  
Removing a user's Channel Op status

GLINE

HELP  
Obtaining help on commands

HIGHLITE  
Highlighting text

HILITE  
Highlighting text

IRCNAME  
Changing your nickname

IGNORE  
Ignoring a user

INVITE  
Inviting a user to a channel

INFO  
Showing server information

ISON  
Checking if a user is on IRC

---

---

JOIN	Joining (or creating) a channel
KICK	Removing a user from a channel
KICKBAN	Removing and banning a user
KILL	Disconnecting a user
LASTLOG	Searching the buffer
LEAVE	Leaving a channel
LINKS	Showing server links
LIST	Listing channels and their topics
LOG	Logging a Chat Window
LUSERS	Showing users information
M	Sending a private message (PrivMsg)
MAP	Showing a server map of the network
ME	
MODE	Changing a channel mode
MOTD	Showing the Message Of The Day (MOTD)
MSG	Sending a private message (PrivMsg)
NAMES	Getting a list of names
NICK	Changing your nickname
NOTE	
NOTICE	Sending a notice to a user

---

NOTIFY

OP

OPER

PART

Leaving a channel

PING

QKICK

QKICKBAN

QUERY

QUIT

Ending an IRC session

QUOTE

RAW

Sending unprocessed string to the server

REHASH

RESTART

RMSG

RX

RXRETURN

SERVER

SILENCE

SOUND

SQUIT

STATS

SUMMON

TIME

Query the current time of day

TOPIC

Viewing or changing a channel's topic

TRACE

UMODE

---

UNHIGHLIGHT

UNHILITE

UNIGNORE

UNVOICE

UPING

USERS  
Listing users on a server

USERHOST  
Getting USERHOST of a user

VERSION  
Query the version of the server software

VOICE

WALLOPS

WHO  
Global user pattern matching

WHOIS  
Get information about a user

WHOWAS  
Get information on a nick no longer logged in

## 1.20 AmlRC.guide/?

Commands

=====

?

-

Usage: /? [Command]

With this command you can get a list of all available commands. When a command is added behind it, you get the correct command syntax.

Alternative:

HELP

EXAMPLES:

/?

Will show a list of all available commands

---

```
/? Ping
  Will show the correct command syntax for the
  PING
  command: Usage:
  /PING [nick]
```

## 1.21 AmIRC.guide/ADMIN

Commands  
=====

ADMIN  
-----

Usage: /ADMIN [Server]

Shows information about a server's administrator. Without a servername the currently connected server info will be shown.

EXAMPLES:

```
/ADMIN ircctest.vapor.com
  Shows the information for the server ircctest.vapor.com:
  «Admin» Administrative info about ircctest.vapor.com
  «Admin» Vapor's experimental ARCNet Server
  «Admin» Oliver Wagner <owagner@vapor.com>
  «Admin» Slow Mess Clients Welcome(tm)
```

## 1.22 AmIRC.guide/ALIAS

Commands  
=====

ALIAS  
-----

Usage: /ALIAS [Alias [Replacement, %p for alias parameters]]

With ALIAS you can make an alias for frequently used terms. You can also add parameters needed for certain commands using %p.

You can also change Aliases using the  
Alias Window  
. EXAMPLES:

```
/ALIAS Goto Join %p
  You can now use: /GOTO #Test instead of /JOIN #Test
```

## 1.23 AmIRC.guide/AWAY

Commands

=====

AWAY

----

Usage: /AWAY [message]

When used with the optional [message] argument, it will mark you as being away and send the message to any client sending a

MSG

to you.

Otherwise, it will remove a previously set away message.

Related:

BACK

EXAMPLES:

/AWAY eating dinner

Will send the message '<nick> is away: eating dinner', where nick is the nickname of the user that is away.

/AWAY

Will remove a previously set Away Message.

## 1.24 AmIRC.guide/BACK

Commands

=====

BACK

----

Usage: /BACK (no arguments)

Where

AWAY

toggles between setting and resetting the Away state. This command always resets the Away state and thus no longer marks you as away.

Related:

AWAY

EXAMPLES:

/BACK

Will reset the away state and no longer marks you as away.

---



## 1.25 AmIRC.guide/BAN

Commands

=====

BAN

---

Usage: /BAN [channel] userhost[,userhost...]

This command will ban everyone with the specified userhost(s) from entering the channel. With the optional channel argument you can setup a ban on a different channel than the one in which window the command is executed.

Related:

BANDEL

BANLIST

KICK

KICKBAN

QKICK

QKICKBAN

EXAMPLES:

/BAN bill@\*.microsoft.com

Will prevent a user called bill in the microsoft.com domain from entering the channel.

/BAN Amiga bill@\*.microsoft.com

Will ban user bill on microsoft.com from entering #Amiga.

## 1.26 AmIRC.guide/BANDEL

Commands

=====

BANDEL

-----

Usage: /BANDEL [channel] userhost[,userhost...]

Will remove a ban on the specified userhost(s) on the (optional) channel.

Related:

BAN

BANLIST

KICK

KICKBAN

QKICK

QKICKBAN

EXAMPLES:

```
/BANDEL *!*@*microsoft.com
```

Will remove the ban for the microsoft.com domain.

## 1.27 AmIRC.guide/BANLIST

Commands

=====

BANLIST

-----

Usage: /BANLIST [channel] userhost[,userhost...]

Shows a list of bans currently active on the (specified) channel.

Related:

BAN

BANDEL

KICK

KICKBAN

QKICK

QKICKBAN

EXAMPLES:

```
/BANLIST
```

Shows a list of all bans on the currently active channel.

## 1.28 AmIRC.guide/CHANNEL

Commands

=====

---

## CHANNEL

-----

Usage: /CHANNEL channel[,channel[,...]] [key[,key,...]]

Join a channel on the IRC. If the channel doesn't exist, it is automatically created.

There are two kinds of channels: Channel names starting with an # are global channels and available on all IRC servers which are connected to the net you are currently on. Channels which begin with & are local to the chat server you are connected to.

If a channel requires a special keyword to join, you can submit this after the channel name.

AmIRC will look for a channel window which isn't currently bound to a channel. If it doesn't find one, a new window will be created and bound to this channel.

Alternative:

```
JOIN
Related:
LEAVE

PART

QUIT
EXAMPLES:
```

```
/CHANNEL #Amiga
Join the channel #Amiga
```

```
/CHANNEL #Amiga,#AmIRC
Join the channels #Amiga and #AmIRC
```

```
/CHANNEL #Secret Booh
Join the channel #Secret that protected with keyword Booh.
```

## 1.29 AmIRC.guide/CONNECT

Commands

=====

## CONNECT

-----

Usage: /CONNECT server [port [remote server]]

With this command you can (re)connect a server to the one you are connected to or another specified one.

Note: You need to be IRC Operator to be able to do this!

EXAMPLES:

```
/CONNECT test1.irc.com
    Will connect test1.irc.com to the currently connected server
```

### 1.30 AmIRC.guide/CTCP

Commands

=====

CTCP

----

Usage: /CTCP nick request

CTCP or Client To Client Protocol is a standard for sending commands to other clients on IRC. Basically, CTCP messages are simply private messages that include a code to alert the receiving client (not user) to respond to the command.

CTCP commands are typically used to get informaton from the receiving client, such as '/CTCP time', or '/CTCP version'. Even

DCC

sends a

request via CTCP to the receiving client, asking to initiate a direct connection.

Related:

ME

DCC

SOUND

TIME

QUERY

VERSION

EXAMPLES:

/CTCP Franky Version

This will return the version of Franky's client:

```
«Reply» Franky VERSION AmIRC/AmigaOS 1.118 by Oliver Wagner < ↵
owagner@vapor.com> :
    http://www.vapor.com/amirc/ : [#00000000] : This space for rent.
    Mail <ads@vapor.com> for more info.
```

/CTCP Bert Time

This will show the time set on Bert's machine:

```
«Reply» Bert TIME Tue Jan 13 10:54:23 1998
```

## 1.31 AmIRC.guide/DCC

Commands

=====

DCC

---

Usage: /DCC [SEND|MOVE|CHAT|SCHAT|GET|RESUME|LIST] [nick] [parameters]  
or: /DCC CLOSE [SEND|GET|CHAT|SCHAT] nick [parameters]

DCC or Direct Client Connection is a protocol that IRC clients can use to communicate directly with each other, bypassing the IRC server. The reason for this is to form a faster, more stable and direct connection through which users can transfer files, or send private messages.

Note that AmIRC has its own set of Highly Optimized DCC protocols built-in, and does not require external DCC utilities.

The most common use of DCC is for transferring files between two clients. The initiating client will send a message through the IRC server, telling the receiver that a connection is requested. At this time, the receiver will either accept or reject the offer for the connection. If the receiver accepts the connection, the initiating client will proceed to send the information directly to the receiver. If the connection is refused, the initiating client will simply timeout the attempt to connect.

Another use of the DCC standard is DCC chat, which, like DCC Send, will send a CTCP request to the receiving client to set up a direct link. In this case, however, the purpose of the link is for users to send messages to each other. Because the messages are sent through the direct link, and do not pass through the IRC server, this method of sending messages is much more private than using the IRC's private message (/MSG) command. With AmIRC, it must be noted that a DCC Chat request will not open a dialog window for you, instead, when DCC chat is initiated and accepted, all privmsg's (/MSG) to the receiving user will be sent through the DCC link. If you wish to have a dialog box for chatting, the best way to do this is to highlight the user's name in the userlist by clicking on it and then click on the 'Query' button below the listview. This will open a window that has several options within it. From here, you can 'Ping' or 'Whois' the other user, or you may initiate a 'DCC Send' or 'DCC Chat'. Starting a 'DCC Chat' from this window will allow you to carry on a dialog with the remote user through the window.

EXAMPLES:

```
/DCC send Franky AmIRC20.lzx  
    Will send a request to Franky to transfer a file called  
    AmIRC20.lzx. When Franky (auto-)accepts transfer will begin.
```

```
/DCC move Franky AmIRC20.lzx
```

---

Will basically do the same as 'DCC Send' but it is capable of resuming an aborted or failed transfer. It looks in the receiving directory and if a file with the same name is found it will send a 'DCC Resume' instead of 'DCC Send'.

## 1.32 AmIRC.guide/DESCRIBE

Commands

=====

DESCRIBE

-----

Usage: /DESCRIBE nick describe-text

DESCRIBE is used to 'describe' something to another user.

Related:

ME

MSG

EXAMPLES:

```
/DESCRIBE John It is nice weather here
Send the following text to user John:
  «Describe» <nick> It is nice weather here
Where <nick> is your nickname.
```

## 1.33 AmIRC.guide/DEOP

Commands

=====

DEOP

----

Usage: /DEOP [channel] nick[,nick...]

Will remove the Channel Operator status of one or several users. Note that the user issuing the command needs to be Channel Operator himself.

Related:

OP

EXAMPLES:

```
/DEOP Billy
Removes Channel Operator status from a user called Billy.
```

```
/DEOP #Amiga Billy,John
```

---

Removes Channel Operator status from users Billy and John on the channel #Amiga.

## 1.34 AmIRC.guide/GLINE

Commands

=====

GLINE

-----

Usage: /GLINE [gline]

Explanation of GLINE.

EXAMPLES:

/GLINE

## 1.35 AmIRC.guide/HELP

Commands

=====

HELP

----

Usage: /HELP [Command]

With this command you can get a list of all available commands. When the optional command parameter you get specific help about that command.

Alternative:

?

EXAMPLES:

/HELP

Will show a list of all available commands

/HELP Ping

Will show additional help about the

PING

command.

## 1.36 AmIRC.guide/HIGHLITE

---

## Commands

=====

HIGHLIGHT

-----

Usage: /HIGHLIGHT [item]

HIGHLIGHT can be used to light up certain texts. They will be shown in a color that's defined in the Settings

.

Alternative:

HILITE

Related:

UNHIGHLIGHT

UNHILITE

You can also change Highlighting using the Hilight Window

.

EXAMPLES:

/HIGHLIGHT MyName

Whenever AmIRC encounters MyName it will be shown in the Hilighted color.

## 1.37 AmIRC.guide/HILITE

## Commands

=====

HILITE

-----

Usage: /HILITE [item]

HIGHLIGHT can be used to light up certain texts. They will be shown in a color that's defined in the Settings

.

Alternative:

HIGHLIGHT

Related:

UNHIGHLIGHT

UNHILITE

You can also change Highlighting using the Hilight Window



EXAMPLES:

```
/HILITE MyName
```

Whenever AmIRC encounters MyName it will be shown in the Hilighted color.

## 1.38 AmIRC.guide/IRCNAME

Commands

=====

IRCNAME

-----

Usage: /IRCNAME [new name]

IRCNAME is used to to give yourself a nickname or change your current one. If the chosen nick is already in use, you wil be notified of this and prompted for a new nick.

Alternative:

NICK

EXAMPLES:

```
/IRCNAME Phalanx
```

Sets your nickname to 'Phalanx'

## 1.39 AmIRC.guide/IGNORE

Commands

=====

IGNORE

-----

Usage: /IGNORE [userhost [[+|-]TEXT [+|-]PRIV [+|- -]CTCP [+|-]ALL]]

IGNORE can be used to ignore messages coming from an annoying user. You can set different levels of ignoring:

text - This will block only text.  
priv - This will block all private messages.  
ctcp - You won't reveive any CTCP request.  
all - All traffic will be blocked.

Related:

---

UNIGNORE  
EXAMPLES:

```
/IGNORE bill@user1.microsoft.com +priv  
  This will ignore all PrivMsgs (  
    MSG  
  ) sent by the offending user.
```

```
/IGNORE bill@user1.microsoft.com -ctcp  
  Removes CTCP ignores on the specific user
```

## 1.40 AmIRC.guide/INVITE

Commands

=====

INVITE

-----

Usage: /INVITE [channel] nick

Invites a user to the channel given in the argument, regardless of whether the channel exists. If the named channel is

invite only(+i)  
, the

user performing the command must be a channel operator for that channel. When receiving an invitation you will be presented with a requester.

EXAMPLES:

```
/INVITE freddie #AmIRC  
  Invites 'freddie' to join #AmIRC.
```

## 1.41 AmIRC.guide/INFO

Commands

=====

INFO

----

Usage: /INFO [server]

Returns information on the IRC server connected to (or specified).

EXAMPLES:

---

/INFO

Will return information about the server the user is currently connected to.

## 1.42 AmIRC.guide/ISON

Commands

=====

ISON

----

Usage: /ISON nick [nick [nick [...]]]

Quickly returns the users nick if it is found, does nothing if it is not.

Related:

WHOIS

WHOWAS

WHO

EXAMPLES:

/ISON Kenneth

Returns: '<ISON>Kenneth', if nick 'Kenneth' is found on the server.

## 1.43 AmIRC.guide/JOIN

Commands

=====

JOIN

----

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

Join a channel on the IRC. If the channel doesn't exist, it is automatically created.

There are two kinds of channels: Channel names starting with an # are global channels and available on all IRC servers which are connected to the net you are currently on. Channels which begin with & are local to the chat server you are connected to.

If a channel requires a special keyword to join, you can submit this after the channel name.

---

AmIRC will look for a channel window which isn't currently bound to a channel. If it doesn't find one, a new window will be created and bound to this channel.

Alternative:

CHANNEL  
Related:  
LEAVE

PART

QUIT  
EXAMPLES:

```
/JOIN #Amiga  
    Join channel #Amiga
```

```
/JOIN #Amiga,#AmIRC  
    Join channels #Amiga and #AmIRC
```

```
/JOIN #Secret Booh  
    Join channel #Secret with keyword Booh.
```

## 1.44 AmIRC.guide/KICK

Commands

=====

KICK  
----

Usage: /KICK [channel] nick [reason]

Forcibly removes a user from the named channel. The user sending the /KICK command must be a Channel Operator of the channel. If the optional [reason] is given, it will be shown as the reason for the kick.

Related:

BAN

BANDEL

BANLIST

KICKBAN

QKICK

QKICKBAN  
EXAMPLES:

```
/KICK #AmIRC Freddie Take it outside!  
    Forces 'Freddie' from channel #AmIRC with the reason 'Take it
```

outside!'.  
.

## 1.45 AmIRC.guide/KICKBAN

Commands

=====

KICKBAN

-----

Usage: /KICKBAN [channel] nick [reason]

Forcibly removes a user from the named channel and prevents him from re-entering with a ban. The user sending the /KICKBAN command must be a channel operator of the channel. If the optional [reason] is given, it will be shown as the reason for the kick & ban.

Related:

BAN

BANDEL

BANLIST

KICK

QKICK

QKICKBAN

EXAMPLES:

/KICKBAN #AmIRC Freddie You dirty pirate!

Forces 'Freddie' from channel #AmIRC with the reason 'You dirty pirate!' and cannot re-enter because he's banned.

## 1.46 AmIRC.guide/KILL

Commands

=====

KILL

----

Usage: Usage: /KILL nick comment

This command allows IRC Operators to disconnect abusive users from the network.

---

EXAMPLES:

```
/KILL Pierat You're not wanted here!
    Disconnects user Pierat with the reason 'You're not wanted here!'
```

## 1.47 AmIRC.guide/LASTLOG

Commands  
=====

LASTLOG  
-----

Usage /LASTLOG [undefined]

Searches back through AmIRC's buffer and displays all occurrences of the specified text.

EXAMPLES:

```
/LASTLOG amirc
    Searches and displays all lines from the buffer containing the
    text 'amirc'.
```

## 1.48 AmIRC.guide/LEAVE

Commands  
=====

LEAVE  
-----

Usage: /LEAVE [Channel[,Channel[,...]]]

Leaves a channel. If you don't give a channel name as a parameter, the channel currently bound to the window in which in the command is entered will be left.

Alternative:

PART  
Related:  
CHANNEL

JOIN  
EXAMPLES:

```
/LEAVE
    Leave the channel currently bound to this window.
```

```
/LEAVE #AmigaGER
```

Leave channel #AmigaGER.

## 1.49 AmIRC.guide/LINKS

Commands

=====

LINKS

-----

Usage: /LINKS [pattern]

LINKS shows which server of the IRC network is connected to which other server. The optional [pattern] can be used to limit the shown server with a mask.

EXAMPLES:

```
/LINKS *.*com
```

Shows all links with servers ending with .com

## 1.50 AmIRC.guide/LIST

Commands

=====

LIST

-----

Usage: /LIST [pattern] [MIN minusers]

Shows the

Channel List window

in which the accessible channels are listed. The optional [pattern] is used as a mask and the MIN minusers parameter prevents channels with less users to be displayed.

EXAMPLES:

```
/LIST
```

Returns a list of all public channels on available. Note that 'secret' channels are only shown when the user has actually joined them.

```
/LIST br* 6
```

Returns all channels starting with br and minimal 6 users present.

---

## 1.51 AmIRC.guide/LOG

Commands

=====

LOG

---

Usage: /LOG [filename|ON|OFF]

LOG allows you to start/stop logging, as well as setting the log filename and displaying status of logging.

EXAMPLES:

/LOG

Displays current status of logging

/LOG ON

Begins logging to the logfile

/LOG <filename>

Sets the path and name of the logfile.

## 1.52 AmIRC.guide/LUSERS

Commands

=====

LUSERS

-----

Usage: /LUSERS (no arguments)

Returns information on the current network. Specifically on the number of users present.

EXAMPLES:

/LUSERS

This will return information on the users on the current network.

## 1.53 AmIRC.guide/M

Commands

=====

M

-



Usage: /M nick\_or\_channel[,nick,...] text

Sends a Private Message to one or more users. Note that this is different from a

/DCC Chat

, in that /M (PRIVMSG) is sent through the

IRC server to the recipient. Note that the TAB key will cycle back and forth through the users who have /MSG'ed you. This will appear in the input string gadget, and you may simply add your message after it.

Alternative:

MSG

EXAMPLES:

/M Kenneth Heya Dude! How's Florida?

Send the message: "Heya Dude! How's Florida?" to user Kenneth.

/M Kenneth,Aerosoul I am in Pittsburgh

Sends the message "I am in Pittsburgh" to Kenneth and Aerosoul.

## 1.54 AmIRC.guide/MAP

Commands

=====

MAP

---

Usage: /MAP [server]

Explanation of MAP.

EXAMPLES:

/MAP

## 1.55 AmIRC.guide/ME

Commands

=====

ME

--

Usage: /ME Action

ME sends a

CTCP Action

to the channel.

## EXAMPLES:

/ME is currently happy.

Sends the following text to the channel:

'<Action><nick> is currently happy'. Where <nick> is the currently selected nickname.

## 1.56 AmIRC.guide/MODE

Commands

=====

Channel MODE

-----

Usage: /MODE [channel] [+modes [modeparms]]

Used by Channel Operators to change the modes of 'their' channel. The modes available are:

- o - Give/take channel operator privileges
- p - Set channel to private:
- s - Set channel to secret: not visible in Channel List
- i - Set channel to invite-only; only accessible on invitation
- t - Protect topic: settable by channel operator only
- n - No messages to channel from clients on the outside
- m - Moderated channel: Only ChanOps and people with  
VOICE  
can chat
- l - Set the user limit to channel: Maximum number of users
- b - Set a ban mask to keep users out
- v - Give/take the ability to speak on a moderated channel
- k - Set a channel key (password).

Related:

INVITE

OP

DEOP

TOPIC

VOICE

UNVOICE

EXAMPLES:

/MODE #AmIRC +tm

Sets topic protection and makes channel moderated for #AmIRC.

/MODE #AmIRC -o Sarek

Removes channel operator status from user 'Sarek' on channel #AmIRC.

```
/MODE #AmIRC +l 50
  Sets limit of 50 users on #AmIRC.
```

```
/MODE #AmIRC -l
  Removes the limit form #AmIRC
```

User MODE  
-----

Usage: /MODE <nickname> [[+|-]i|w|s|o]

These affect how a client is seen by others or what extra messages a client will receive. User Modes will only take effect if the Nick of the client sending the command, and the nick of the <nickname> argument are the same.

Available User Modes:

- i - Marks a user as invisible
- s - Marks a user for receipt of server notices;
- w - User receives wallops;
- o - Operator flag.

Note that the +o user mode will not work, however, -o will.

EXAMPLES:

```
/MODE freddie +i
  makes user 'freddie' invisible in the global user list.
```

```
/MODE freddie -o
  User 'freddie' removes channel operator status from himself.
```

## 1.57 AmIRC.guide/MOTD

Commands  
=====

MOTD  
-----

Usage: /MAP (no arguments)

Explanation of MAP.

EXAMPLES:

```
/MAP
```

---

## 1.58 AmIRC.guide/MSG

Commands

=====

MSG (PRIVMSG)

-----

Usage: /MSG nick\_or\_channel[,nick,...] text

Sends a Private Message to one or more users. Note that this is different from a

/DCC Chat

, in that a /MSG (PRIVMSG) is sent thru the IRC server to the recipient. Note that the TAB key will cycle back and forth through the users who have /MSG'ed you. This will appear in the input string gadget, and you may simply add your message after it.

EXAMPLES:

/MSG Kenneth Heya Dude! How's Florida?

Send the message: "Heya Dude! How's Florida?" to user 'Kenneth'.

/MSG Kenneth,Aerosoul I am in Pittsburgh

Sends the message "I am in Pittsburgh" to Kenneth and Aerosoul.

## 1.59 AmIRC.guide/NAMES

Commands

=====

Names

-----

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

Gives a list of nicknames on any channel visible to the user(not secret or private, or one actually joined by the user performing the command).

EXAMPLES:

/NAMES #AmIRC,#amigaGER

Will list all users on channels #AmIRC and #amigaGER, provided the channels are visible to the user.

/NAMES

Will return a list of all visible channels and users (Strongly Discouraged!)

---

## 1.60 AmIRC.guide/NICK

Commands

=====

NICK

----

Usage: /NICK NewNick

NICK is used to to give yourself a nickname or change your current one. If the chosen nick is already in use, you will be notified of this and prompted for a new nick.

Alternative:

IRCNAME

EXAMPLES:

/NICK Phalanx

Sets your nickname to 'Phalanx'

## 1.61 AmIRC.guide/NOTE

Commands

=====

NOTE

----

Usage: /NOTE [undefined]

Explanation of NOTE

EXAMPLES:

/NOTE

## 1.62 AmIRC.guide/NOTICE

Commands

=====

NOTICE

-----

Usage: /NOTICE nick\_or\_channel[,nick,...] text

/NOTICE is usually used by Bots or clients being controlled by scripts. /NOTICE messages must never be responded to by an automatic reply.

---

See

MSG  
for syntax examples.

### 1.63 AmIRC.guide/NOTIFY

Commands  
=====

NOTIFY  
-----

Usage: /NOTIFY [nick]

Explanation of NOTIFY.

EXAMPLES:

/NOTIFY

### 1.64 AmIRC.guide/OP

Commands  
=====

OP  
--

Usage: /OP [channel] nick[,nick...]

Explanation of OP.

EXAMPLES:

/OP

### 1.65 AmIRC.guide/OPER

Commands  
=====

OPER  
-----

Usage: /OPER user password

Explanation of OPER.

---

EXAMPLES:

/OPER

## 1.66 AmIRC.guide/PART

Commands  
=====

PART  
-----

Usage: /PART [Channel[,Channel...]]

Explanation of PART.

EXAMPLES:

/PART

## 1.67 AmIRC.guide/PING

Commands  
=====

PING  
-----

Usage: /PING [nick]

Explanation of PING.

EXAMPLES:

/PING

## 1.68 AmIRC.guide/QKICK

Commands  
=====

QKICK  
-----

Usage: /QKICK [channel] nick[,nick...] [reason]

Explanation of QKICK.

EXAMPLES:

---

/QKICK

## 1.69 AmIRC.guide/QKICKBAN

Commands  
=====

QKICKBAN  
-----

Usage: /QKICKBAN [channel] nick[,nick...] [reason]

Explanation of QKICKBAN.

EXAMPLES:

/QKICKBAN

## 1.70 AmIRC.guide/QUERY

Commands  
=====

QUERY  
-----

Usage: /QUERY nick

Explanation of QUERY.

EXAMPLES:

/QUERY

## 1.71 AmIRC.guide/QUIT

Commands  
=====

QUIT  
-----

Usage: /QUIT [Quit message]

Used to end an IRC session. The optional <quit message> is the text that will be displayed upon quitting.

EXAMPLES:

/QUIT Gone to have lunch

---



Will quit AmIRC and send the text 'Gone to have lunch' to all joined channels.

## 1.72 AmIRC.guide/QUOTE

Commands

=====

QUOTE

-----

Usage: /QUOTE Raw\_data\_to\_send\_to\_IRC\_server

Explanation of QUOTE.

EXAMPLES:

/QUOTE

## 1.73 AmIRC.guide/RAW

Commands

=====

RAW

---

Usage: /RAW Raw\_data\_to\_send\_to\_IRC\_server

Sends text directly to the IRC server without any further processing.  
Warning: Don't even think about using this command without interior knowledge of the IRC protocol, or you might run into severe trouble. See 'RFC 1459' for a description of the IRC protocol.

EXAMPLES:

/RAW JOIN #IRC-Heros

Send the string JOIN #IRC-Heros directly to the IRC server.

RELATED TOPICS:

'RFC 1459'.

## 1.74 AmIRC.guide/REHASH

Commands

=====

---

REHASH

-----

Usage: /REHASH (no arguments)

Explanation of REHASH.

EXAMPLES:

/REHASH

## 1.75 AmIRC.guide/RESTART

Commands

=====

RESTART

-----

Usage: /RESTART (no arguments)

Explanation of RESTART.

EXAMPLES:

/RESTART

## 1.76 AmIRC.guide/RMSG

Commands

=====

RMSG

----

Usage: /RMSG nick\_or\_channel[,nick,...] text

Explanation of RMSG.

EXAMPLES:

/RMSG

## 1.77 AmIRC.guide/RX

Commands

=====

RX

--

---

Usage: /RX rxcommand [parms]

Explanation of RX.

EXAMPLES:

/RX

## 1.78 AmIRC.guide/RXRETURN

Commands

=====

RXRETURN

-----

Usage: /RXRETURN Command [Rest]

Explanation of RXRETURN.

EXAMPLES:

/RXRETURN

## 1.79 AmIRC.guide/SERVER

Commands

=====

SERVER

-----

Usage: /SERVER [server [port [password]]]

Explanation of SERVER.

EXAMPLES:

/SERVER

## 1.80 AmIRC.guide/SILENCE

Commands

=====

SILENCE

-----

Usage: /SILENCE [[+|-]nick|userhost]

---

Explanation of SILENCE.

EXAMPLES:

/SILENCE

## 1.81 AmIRC.guide/SOUND

Commands

=====

SOUND

-----

Usage: /SOUND soundfile[.wav] action\_text

Explanation of SOUND.

EXAMPLES:

/SOUND

## 1.82 AmIRC.guide/SQUIT

Commands

=====

SQUIT

-----

Usage: /SQUIT server

Explanation of SQUIT.

EXAMPLES:

/SQUIT

## 1.83 AmIRC.guide/STATS

Commands

=====

STATS

-----

Usage: /STATS [server] [query]

Explanation of SQUIT.

---

EXAMPLES:

/SQUIT

## 1.84 AmIRC.guide/SUMMON

Commands

=====

SUMMON

-----

Usage: /SUMMON user

Explanation of SUMMON.

EXAMPLES:

/SUMMON

## 1.85 AmIRC.guide/TIME

Commands

=====

TIME

-----

Usage: /TIME [server]

Returns the time of day from the server. If the optional [server] argument is given, then that servers local time will be returned.

EXAMPLES:

/TIME irc.pitt.edu

Returns the local time from server 'irc.pitt.edu'

## 1.86 AmIRC.guide/TOPIC

Commands

=====

TOPIC

-----

Usage: /TOPIC [channel] [New Topic]

---

The topic command alone will display the channels topic. If the optional [New Topic] argument is given, the topic will be changed to the argument given, provided that the topic is not protected, or the user issuing the command is an operator on the channel. See

Channel Modes

.

EXAMPLES:

```
/TOPIC #AmIRC
    Will display the current topic on #AmIRC.
```

```
/TOPIC #AmIRC Amigas Rule!
    Will replace the current topic of #AmIRC with the topic 'Amigas
    Rule'
```

## 1.87 AmIRC.guide/TRACE

Commands

=====

TRACE

-----

Usage: /TRACE [server]

Explanation of TRACE.

EXAMPLES:

```
/TRACE
```

## 1.88 AmIRC.guide/UNHIGHLIGHT

Commands

=====

UNHIGHLIGHT

-----

Usage: /UNHIGHLIGHT [item]

Explanation of UNHIGHLIGHT.

EXAMPLES:

```
/UNHIGHLIGHT
```

---

## 1.89 AmIRC.guide/UNHILITE

Commands

=====

UNHILITE

-----

Usage: /UNHILITE [item]

Explanation of UNHILITE.

EXAMPLES:

/UNHILITE

## 1.90 AmIRC.guide/UNIGNORE

Commands

=====

UNIGNORE

-----

Usage: /UNIGNORE [userhost [[+|-]TEXT [+|-]PRIV [+|- -]CTCP [+|-]ALL]]

Explanation of UNIGNORE.

EXAMPLES:

/UNIGNORE

## 1.91 AmIRC.guide/UNVOICE

Commands

=====

UNVOICE

-----

Usage: /UNVOICE [channel] nick[,nick...]

Explanation of UNVOICE.

EXAMPLES:

/UNVOICE

## 1.92 AmIRC.guide/UPING

---

Commands  
=====

UNPING  
-----

Usage: /UNPING host

Explanation of UNPING.

EXAMPLES:

/UNPING

### 1.93 AmIRC.guide/UMODE

Commands  
=====

UMODE  
-----

Usage: /UMODE [usermodes]

Explanation of UMODE.

EXAMPLES:

/UMODE

### 1.94 AmIRC.guide/USERS

Commands  
=====

USERS  
-----

Usage: /SERVER [server [port [password]]]

Explanation of USERS.

EXAMPLES:

/USERS

### 1.95 AmIRC.guide/USERHOST

---



Commands

=====

USERHOST

-----

Usage: /USERHOST nick[,nick[,...]]

Returns the login@domain for the specified nickname(s). Up to five nicknames may be specified, each separated by a <space>.

EXAMPLES:

```
/USERHOST DuRaN
returns: 'DuRaN is DuRaN@calci.amiganet.pgh.net'
```

## 1.96 AmIRC.guide/VERSION

Commands

=====

VERSION

-----

Usage /VERSION [server]

Returns the version of the server's software. If the optional [server] argument is given, returns the version of the specified server's software.

EXAMPLES:

```
/VERSION *.edu
Returns server version information for all servers matching
'*.edu'.
```

## 1.97 AmIRC.guide/VOICE

Commands

=====

VOICE

-----

Usage /VOICE [channel] nick[,nick...]

Explanation of VOICE.

EXAMPLES:

---

/VOICE

## 1.98 AmIRC.guide/WALLOPS

Commands

=====

WALLOPS

-----

Usage /WALLOPS text\_to\_broadcast

Explanation of WALLOPS.

EXAMPLES:

/WALLOPS

## 1.99 AmIRC.guide/WHO

Commands

=====

WHO

---

Usage: /WHO channel|pattern

Returns a generated list of all users matching the criteria passed to the command, i/e. everyone at a particular site, or on a particular server.

EXAMPLES:

/WHO \*.cmu.edu

Will list all users at the cmu.edu domain.

## 1.100 AmIRC.guide/WHOIS

Commands

=====

WHOIS

-----

Usage: /WHOIS nick[,nick[,...]]

Returns information about the specified user or users, that you are

---

allowed to see.

EXAMPLES:

```
/WHOIS Phalanx
```

Returns available information about user 'Phalanx'.

## 1.101 AmIRC.guide/WHOWAS

Commands

=====

WHOWAS

-----

Usage /WHOWAS nick[,nick[,...]]

Returns information on a nick that no longer exists, due to the user leaving the server or changing their nick.

EXAMPLES:

```
/WHOWAS Aerosoul
```

Checks for and returns available information on the nick 'Aerosoul'.

## 1.102 AmIRC.guide/Configuration

Customizing your environment

\*\*\*\*\*

Overview

=====

Now that you have AmIRC running, you may want to get it to operate the way you want it to, and to look pleasing as well. This is achieved thru both MUI preferences and AmIRC's Menu options.

MUI Preferences

Changing MUI Settings

AmIRC Setup

Changing AmIRC Options

Function Keys

AmIRC Functon Key Definitions

## 1.103 AmIRC.guide/MUI Preferences

Changing MUI Settings

\*\*\*\*\*

MUI Preferences

=====

Most of the configuration dealing with how AmIRC's GUI appears can be customized with MUI. Check the 'MUI Settings...' entry under the 'Settings' menu. This will pop up MUI's interface, allowing you to setup AmIRC's MUI Prefs, without disturbing any of your other MUI configurations. Read the documentation for MUI to Learn more about the operation of MUI Preferences.

## 1.104 AmIRC.guide/AmIRC Setup

Changing AmIRC Options

\*\*\*\*\*

AmIRC Setup

=====

Most of the setup functions appear in the 'Setup' entry under the 'Settings' & 'Lists' menus. Here you will get a multi-requestor that will allow you to access several pages that deal with configuring AmIRC.

Messages	Messages Tab
Actions	Actions Tab
Events	Events Tab
GUI	GUI Tab
Misc	Miscellaneous Tab
Lists	Lists Menu

## 1.105 AmIRC.guide/Messages

Messages Page  
\*\*\*\*\*

Misc Messages  
=====

CTCP Userinfo  
The text in this string is what will be returned to a user who sends '/CTCP userinfo' to your client.

KICK Reason  
If you are a channel operator and /kick another user from the Channel, this text will appear as the reason for the /KICK.

Quit Messages  
=====

Exit  
This will appear to users in the channel when you exit AmIRC.

New Server  
This text will appear to users in the channel when you select 'Select Server' in the 'AmIRC' menu, and pick a new server to connect to.

System Reset  
This is the text to appear if you reboot your amiga (Ctrl-amiga-amiga) while connected to a server.

AWAY Messages  
=====

Default  
This is the text that will appear when you are set 'away' by selecting the 'Marked Away?' item in the 'User Modes' menu.

AutoAWAY  
text that appears when you are automatically set away due to inactivity.

Timeout  
This sets how much time will pass before AmIRC assumes you are away from the computer and marks you as 'AWAY'. If set to 0 (Zero), timeout will be disabled.

UnAWAY  
This cycle gadget allows you to choose the conditions of which AmIRC will automatically set you to 'Not AWAY'.

## 1.106 AmIRC.guide/Actions

Actions Page  
\*\*\*\*\*

---

## Actions

=====

The 24 text gadgets in the 'Label:' column here correspond to the gadgets under the user list on AmIRC's main window. You may set these gadgets to be anything, sort of like macros. AmIRC, however, does include configurable function keys to act as macros, so these gadgets are preset for /ctcp, /dcc, and /mode operations.

Below the text gadgets is a quick reference of the placeholders that can be used in the desired operation. These actions can also be accessed by clicking the right mouse button in the title bar of the AmIRC screen after clicking on a users nick with the left mouse button.

## 1.107 AmIRC.guide/Events

### Events Page

\*\*\*\*\*

### Events

=====

Here you may define certain actions to take place upon incoming events. These actions can be as simple as a warning beep from your amiga, or a complex and powerful rexx command. The following text first explains the functions of the columns of this page, and then goes on to explain what each event is.

### Columns

-----

#### Event

The particular event for the action to take place on.

#### Deiconify

If AmIRC is iconified, this will uniconify and bring to front the AmIRC window on the occurrence of the event.

#### Beep

This will perform a system beep on the occurrence of the event

#### Sound

if a sound sample is preferred for the event, you may use the requestor gadget to pick a sound to play instead of the system beep. Please Note, AmIRC uses the DataTypes of OS 3.x for sounds, and you will not be able to use this feature under OS 2.x.

#### Vol

This sets the volume for the sound sample. The valid range for the volume is 0 - 64. This is a slider gadget. The small gadget just to the left of this silder gadget can be used to test the selected soundfile.

#### Rexx Command

Here you may configure a rexx script to be run on the occurrence of the event.

#### Events

-----

#### Any Message

This Event occurs on any incoming public message.

#### Private Msg

This event occurs when you receive an incoming private /msg or /dcc chat message

#### Notice

This event occurs when an operator sends out a /notice

#### CTCP request

This event occurs when your client receives any /ctcp request (for example /ctcp time, or /ctcp version

#### DCC request

This event occurs on receiving a /dcc file transfer request or chat request.

#### Join

This event occurs when anyone /joins the channel you are currently on.

#### Kick

This event occurs when anyone is /Kicked from the channel you are currently on.

#### Mode change

This event occurs when the channel mode is changed for the channel you are currently on, i/e. if someone is /OPed or /DeOPed, or if the channel is made private, etc.

#### ISON Notify

This event occurs when AmIRC 'sees' a user that is configured in your 'Notify' list.

#### Connection

This event occurs when AmIRC makes a connection to an IRC server.

#### Invite

This event occurs when another user invites you to join a channel that is currently set to /MODE 'Invite Only'

#### Highlight

This even occurs upon receiving text that is configured in the highlights section of the lists setup.

---

## 1.108 AmIRC.guide/GUI

### GUI Configuration

\*\*\*\*\*

#### GUI

===

The GUI configuraton page allows you to control some specific aspects of AmIRC that arent covered in the MUI configuration.

#### Userlist:

-----

The userlist cycle gadget allows you to control if the User List is visible or not visible, and if it is visible, if it is a separate window, or a part of the AmIRC window. If the Sort Gadget is check marked, the list will be sorted alphabetically, otherwise, the list will reflect the order that the users have joined the chat.

The Order cycle gadget allows you to choose how the nicks in the userlist will be listed, Alphabetically, new at top, or new at bottom.

The Buttons? Gadget will toggle on & off the gadgets in the User Action List, located below the user list. If the user list is configured as a separate window, the buttons will also appear in that window.

The Userlist win open? gadget will control if the userlist is open or closed if configured as a separate window.

#### Misc

----

Here you may select a different pubscreen for the query window to appear on. If no pubscreen is specified, the Query window will open on the AmIRC default screen.

#### Text Colors

-----

In this section, you may configure the colors that certain text will appear in AmIRC. These colors are based on the MUI pen colors that you have configured in MUI. Just click and hold on the cycle gadget to see a list of the MUI Pen colors available.

#### Normal Text

Text that is a normal message from a user.

#### Private Messages

Text that is a private message from another user to you.

#### Mode Changes

Text that shows a mode change for the channel.

#### Highlighted Text

text that is configured in the



Highlight  
list for AmIRC.

#### Server Messages

Text that comes from the server, i/e when a user joins or exits the channel.

#### CTCP/DCC Messages

Text that informs you of an incoming CTCP or DCC request.

#### Logging

-----

Here you may enter the path & name to use for the logfile.

## 1.109 AmIRC.guide/Misc

### Misc Configuration

\*\*\*\*\*

#### Miscellaneous Configuration Items

=====

#### CTCP COUND handling

-----

Here you may set the directory where AmIRC looks for files requested by incoming /CTCP Sound requests. Also, the volume of the sound to be played back can be set. If the "Use external player?" gadget is checked, AmIRC will attempt to use the player specified in the "player command line" gadget to play sounds. This player applies to ctcp sound requests as well as sounds configured in the setup/events tab.

## 1.110 AmIRC.guide/Lists

### "Lists..." Menu Item

\*\*\*\*\*

#### Lists Configuration

=====

#### Alias Tab

-----

Here you can create aliases, or shortcuts for complex IRC commands. Some examples have been created for you, and a reference template appears at the bottom of this page. %p is the place holder for any arguments you may wish to add when using an alias.

---

## Ignore Tab

-----

Here you can set which users if any you want to ignore, and what kind of messages from them to ignore. To add an ignore to the list, click the 'Add Ignore' gadget, then type the user's name in the text input gadget labeled 'Ignore'. Next click on the type of messages you want to ignore. Checking the 'text' box will prevent you from seeing any public messages from the user. Setting the 'privmsgs' box will prevent you from seeing /MSGs from that user to you. Likewise, clicking the 'CTCPs' box will prevent you from seeing any CTCP requests from the Ignored user. To delete an ignore, click on the entry you wish to delete, and then click on the 'delete ignore' gadget.

## Hilite Tab

-----

Here you may set certain text to be highlighted in order to get your attention if that text appears. You may set text to match the nick, Userhost, or any keyword enclosed in double quotes. To add a new pattern, click on the Button labeled "Add new Hilite pattern", and type your pattern into the input gadget. To delete an existing pattern, Click on the entry you wish to delete and then click on the button labeled "Delete Hilite pattern". The Hilite patterns will ignore a pattern it recognizes if it was input by you, but will activate on the pattern from other users.

## Pattern Definitions:

-----

## Nick

This will watch the AmIRC listview for the nick that you specify, and highlight the text for that users message. The 'Nick' entry does not require double quotes.

## Userhost

This will watch for messages that originate from a particular Userhost, and highlight the text for that message. Userhost entries may contain wildcards. Examples:

```
fred!fdoe@doel.powernet.edu
```

This will highlight only messages from fred at that particular address.

```
fred!*@*
```

This will highlight messages from anyone named fred, regardless of address or login name.

```
Fred!*@*.powernet.edu
```

This will highlight messages from anyone named fred on any machine on powernet.edu

```
*!*@doel.powernet.edu
```

This will highlight any messages from anyone on the doel machine at powernet.edu

```
*!*@*
```

This will highlight any messages from any user.

"Keyword"

This will highlight any message that contains the text enclosed in double quotes.

## 1.111 AmIRC.guide/Function Keys

### Function Key Definitions

\*\*\*\*\*

Function Keys

=====

Here you may define the Amiga's ten function keys to insert text into the input string gadget of AmIRC. By using the keys normally, or with the 'shift' or 'ctrl' modifiers, you may define up to 30 text input macros that can be used at the press of a key. This is similar to the function key macros found on many popular terminal emulation programs.

A /n at the end of a function key definition will send a <CR> after the text. The function key definitions also allow placeholders, similar to the

user buttons

.

## 1.112 AmIRC.guide/ARexx

### AmIRC's ARexx Port

\*\*\*\*\*

Overview

=====

AmIRC supports a versatile ARexx Port.

- Custom scripts -

These scripts are executed on certain events.

RX_Startup	Startup.amirx	Executed on startup.
RX_Connected	Connected.amirx	Executed on connection.
RX_Shutdown		

Shutdown.amirx	Executed on shutdown.
RX_Custum_CTCP Custum_CTCP.amirx	Executed on unknown CTCP commands.
RX_DCCDone DCCDone.amirx	Executed when a DCC is complete.
RX_HandleFlood HandleFlood.amirx	Executed when a CTCP flood is identified.

- Command reference -

RX_SAY	SAY	Treat something just like it was entered in the input string. ↔
RX_GETMYNICK	GETMYNICK	Request current nick name.
RX_ISCONNECTED	ISCONNECTED	Check whether connection is established.
RX_GETSERVERNAME	GETSERVERNAME	Request current server name.
RX_USERHOST	USERHOST	Query Userhost of a nick.
RX_ECHO	ECHO	Echos text to the current listview.
RX_RAW	RAW	Sends raw text to the server.
RX_GETWINNUM	GETWINNUM	Returns the window number for a channel.
RX_CHANNELS	CHANNELS	Returns string showing joined channels.
RX_GETDCC	GETDCC	Returns status of DCC's to stems.
RX_GETCHANNEL	GETCHANNEL	Returns channel joined in active window.
RX_GETSELECTEDUSER	GETSELECTEDUSER	Returns nick of user selected in userlist window. ↔
RX_GETUSER	GETUSER	Returns the nick of user number in userlist window. ↔
RX_GETUSERS		

---

```

        GETUSERS          Returns a string with all users in the ←
                           current channel.

RX_GETUSERSTATE
    GETUSERSTATE        Tells whether the user has Op, Voice, or no ←
                           privledges.

RX_GETLINE
    GETLINE             Waits for the next line and parses it ←
                           into a stem variable.

RX_GETLINECOUNT
    GETLINECOUNT      Tells you how many lines have been entered ←
                           since you enterd the channel.

RX_GETLASTLINE
    GETLASTLINE        Returns the last line, unparsed.

RX_GETAWAYSTATE
    GETAWAYSTATE       Checks if you are marked away.

RX_GETVERSION
    GETVERSION         Tells you what version AmIRC you are ←
                           using.

RX_GETCTCPSOUNDDIR
    GETCTCPSOUNDDIR    Returns CTCP sounds directory.

RX_GETDCCRECEIVEDIR
    GETDCCRECEIVEDIR  Returns DCC receive directory.

RX_MATCHUSERHOST
    MATCHUSERHOST      Matches a pattern to a hostname.

RX_PLAYSOUND
    PLAYSOUND          Plays a sound via AmIRC.

RX_PARSELINE
    PARSELINE          Returns the line given in a stem ←
                           variable.

```

### 1.113 AmIRC.guide/RX\_Startup

ARGUMENTS:

None

DESCRIPTION:

This script is executed when AmIRC is launched. It may be used to initialise scripts.

## 1.114 AmIRC.guide/RX\_Connected

Connected.amirx  
=====

ARGUMENTS:

None

DESCRIPTION:

This script is executed once a connection has been established to a server.

## 1.115 AmIRC.guide/RX\_Shutdown

Shutdown.amirx  
=====

ARGUMENTS:

None

DESCRIPTION:

This script is executed on shutdown of an AmIRC client. It may be used to flush memory.

Note: It is imperative to change host address in the beginning of the script because the AmIRC arexx port will drop shortly after shutdown.amirx is executed. EXAMPLE :

```
/* Shutdown.amirx */  
address REXX
```

## 1.116 AmIRC.guide/RX\_Custum\_CTCP

Custom\_CTCP.amirx  
=====

ARGUMENTS:

command fromnick destination arguments

where "destination" is either the destination channel or your own nickname.

DESCRIPTION:

This script will be executed for every CTCP command received that is

---

not implemented internally into AmIRC. When this script exists, the "Unknown CTCP command ..." line will not be displayed, so include code to emulate it.

EXAMPLE :

This example shows how to implement a simple page command that plays a sound and deiconifies the client.

```
/* Custum_CTCP.amirx */
options results
parse arg command fromnick destination arguments

/* Display unknown CTCP commands */
if command ~= 'PAGE' then do
    'ECHO P=«CTCP» C=5 Unknown "'command'" request from' fromnick'.'
    exit
end
/* Ignore if request was sent to a channel */
if left(1,destination) ~= '#' then do
    /* echo a line,deiconify client and play a sample */
    'ECHO P=«CTCP» C=5' fromnick 'has paged you.'
    'SHOW'
    'PLAYSOUND Page.WAV'
end
```

## 1.117 AmIRC.guide/RX\_DCCDone

DCCDone.amirx  
=====

ARGUMENTS:

com successcode nick filename

where : successcode is 1 for a successfull DCC 0 for failed. com  
is SEND for Outgoing DCC's or RECEIVE for Incoming DCC's.

DESCRIPTION:

This script is executed when a DCC is completed/aborted/failed. It may be used to perform autgotated actions on received files.

EXAMPLE:

This script will extract lha/lzx archives to RAM: and play wav's and snd's.

```
/* DCCDone.amirx */
options results
parse arg com successcode nick filename

/*Transfer failed/DCC is incoming - abort*/
if successcode=0 | com='SEND' then exit
```

```

/* Obtain 3 - letter extension */
ext = upper(right(strip(filename,'B',' '),4))

/*
** #?.wav or #?.snd will be played in AmIRC
** #?.lha will be extracted to RAM:
** #?.lzx will be extracted to RAM:
*/
Select
  when ext = '.WAV' | ext = '.SND' then 'PLAYSOUND' filename
  when ext = '.LHA' then address command 'lha x' filename 'RAM:'
  when ext = '.LZX' then address command 'lzx x' filename 'RAM:'
otherwise
end

```

## 1.118 AmIRC.guide/RX\_HandleFlood

HandleFlood.amirx  
=====

ARGUMENTS:

```
:nick!user@host type target :text
```

DESCRIPTION:

If this script exists, it will be called once AmIRC identifies a CTCP flood. It is passed the last flood-line as arguments. If the script does not exist, the internal AmIRC function will be used.

EXAMPLE :

This example will effectively emulate the internal AmIRC flood protection. One may improve on it.

```

/* Handleflood.amirx */
options results
parse arg last
"parseline" last

parse value last.prefix WITH nick!'user''host

'SAY /IGNORE *!*'host 'CTCP'
"ECHO P=FloodProt Flood from" nick "defused."

```

## 1.119 AmIRC.guide/RX\_SAY

SAY  
===

---



Usage:

SAY TEXT/F

DESCRIPTION:

Treats TEXT just like it has been entered in the string gadget of the current window.

EXAMPLES:

'say /JOIN #Amigager'

RELATED TOPICS: See

RX\_ECHO

.

## 1.120 AmIRC.guide/RX\_ISCONNECTED

ISCONNECTED

=====

Usage:

ISCONNECTED

DESCRIPTION:

Checks whether a connection is currently established. Returns RC 0 if the link is up, RC 5 otherwise.

EXAMPLES:

"ISCONNECTED";"ECHO" rc

RELATED TOPICS:

## 1.121 AmIRC.guide/RX\_GETMYNICK

GETMYNICK

=====

Usage:

GETMYNICK

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

---

```
"GETMYNICK";"ECHO" result
```

```
RELATED TOPICS: See
                 RX_GETSERVERNAME
                 .
```

## 1.122 AmIRC.guide/RX\_GETSERVERNAME

```
GETSERVERNAME
```

```
=====
```

```
Usage:
      GETSERVERNAME
```

DESCRIPTION:

Returns the name of the IRC server you are currently connected to.

EXAMPLES:

```
"GETSERVERNAME";"ECHO" result
```

```
RELATED TOPICS: See
                 RX_GETMYNICK
                 .
```

## 1.123 AmIRC.guide/RX\_USERHOST

```
USERHOST
```

```
=====
```

```
Usage:
      USERHOST NICK/A
```

DESCRIPTION:

Returns the userhost specification belonging to NICK. AMIRC keeps an internal list of the userhosts of every nick that occurred yet. You can query this database with this command. Note however that it is possible that the userhost isn't in the database yet; this command will not query the server then, but simply return an error.

EXAMPLES:

```
"USERHOST Olli";"ECHO" result
```

```
RELATED TOPICS: See
```

---

RX\_GETMYNICK

.

## 1.124 AmIRC.guide/RX\_ECHO

ECHO

====

Usage:

ECHO P=PREFIX/K,C=COL/K/N,TEXT/F/A

DESCRIPTION:

Sends text to the listview. With P=Text you can set the prefix which will be put in the Prefix part of the echo. With C=Colour you can set any of the colours set in the AmIRC configuration. The colours you can use are :

C=0 : Normal Text

C=1 : Highlighted Text

C=2 : Private Messages

C=3 : Server Messages

C=4 : Mode Changes

C=5 : CTCP/DCC Messages

BUGS:

AmigaDOS Readargs() has a small bug.

If you do "ECHO P" or "ECHO P=Prefix P is a letter" or "ECHO C" or "ECHO C=1 C is a letter"

AmIRC will not display anything. To cure this enter the template in full like: "ECHO TEXT=P..."

EXAMPLES:

"ECHO P=Kewlja C=3 This is echo test"

## 1.125 AmIRC.guide/RX\_RAW

RAW

====

Usage:

RAW TEXT/F

DESCRIPTION:

Sends text to the server in raw format.

---

EXAMPLES:

```
"RAW PRIVMSG phalanx :heya! whats happening?"
```

## 1.126 AmIRC.guide/RX\_GETWINNUM

GETWINNUM

=====

Usage:

```
GETWINNUM CHANNEL/A
```

DESCRIPTION:

Returns the window number for the specified channel.

EXAMPLES:

```
options results;"getwinnum CHANNEL=#amiga";"ECHO" result
```

## 1.127 AmIRC.guide/RX\_GETCHANNEL

GETCHANNEL

=====

Usage:

```
GETCHANNEL WINNUM/N
```

DESCRIPTION:

Returns the name of the channel currently active in the format:  
"#channel."

If the WINNUM argument is given , the channel for that window is returned.

EXAMPLES:

```
options results;"getchannel";"ECHO" result
```

```
options results;"getchannel WINNUM=1";"ECHO" result
```

RELATED TOPICS: See

RX\_CHANNELS

,

RX\_GETWINNUM

.

## 1.128 AmIRC.guide/RX\_CHANNELS

CHANNELS  
=====

Usage:  
CHANNELS

DESCRIPTION:

Returns a list of channels currently joined in the format: "#channel1  
#channel2 etc."

EXAMPLES:

```
options results;"channels";"ECHO" result
```

## 1.129 AmIRC.guide/RX\_GETDCC

GETDCC  
=====

Usage:  
GETDCC

DESCRIPTION:

Returns status of DCC Send,Receive and chat to stem variables.  
Remember that the values set are the current ones.If your script will  
delay for a minute or so the values for cps or state will possible  
change.To refresh them,call GETDCC again.

The status is returned to three stems:

```
dcc.send.#      : DCC Send  
dcc.send.0 holds number of entries.  
dcc.send.# is composed of :
```

```
nick moveflag hostname state length cps filename
```

```
* moveflag reflects if this DCC is MOVE or SEND  
state can be :
```

```
0 : Waiting  
1 : Aborted  
2 : Sending  
3 : Complete  
4 : Failed  
5 : No Socket  
6 : No File  
7 : ReadError  
8 : Calculating Checksum
```

```
So to see if a dcc is active, check if state=2|state=8
```

dcc.receive.# : DCC Receive  
dcc.receive.0 holds number of entries.  
dcc.receive.# is composed of :

nick moveflag hostname state length cps filename

\* moveflag reflects if this DCC is MOVE or SEND

state can be :

0 : Waiting  
1 : Connecting  
2 : Receiving  
3 : Complete  
4 : Failed  
5 : Unable to connect  
6 : Aborted  
7 : No Socket  
8 : Unknown Host  
9 : No File  
10: Disk Write Error

So to see if a dcc is active, check if state=1|state=2

EXAMPLE :

The following loop goes through the list of dcc receives(if there are ones active) and parses each entry.

```
"GETDCC"  
if dcc.receive.0>0 THEN DO i=1 TO dcc.receive.0  
    parse value dcc.receive.i WITH nick moveflag hostname state length cps ←  
        filename .  
    /*process*/  
end
```

dcc.chat.# : DCC Chat  
dcc.chat.0 holds number of entries.  
dcc.chat.# is composed of :

nick state hostname

state can be :

0 : Waiting  
1 : Connecting  
2 : Connected  
3 : Waiting for  
4 : Closed  
5 : Unable to connect  
6 : No Socket  
7 : Aborted

So to see if a dcc is active, check if state=1

EXAMPLE :

---

The following loop goes through the list of dcc chats (if there are ones active) and parses each entry.

```
"GETDCC"
if dcc.chat.0>0 THEN DO i=1 TO dcc.chat.0
  parse value dcc.receive.i WITH nick state hostname .
  /*process*/
end
```

## 1.130 AmIRC.guide/RX\_GETSELECTEDUSER

GETSELECTEDUSER

=====

Usage:

```
GETSELECTEDUSER WINNUM/N, CHANNEL/K
```

DESCRIPTION:

Returns the Nick the user highlighted in the userlist window.

If the WINNUM argument is specified, the selected user in that window will be returned. If the CHANNEL argument is specified, the selected user in that channel will be returned.

EXAMPLES:

```
options results;"getselecteduser";"ECHO" result
```

```
options results;"getselecteduser WINNUM=1";"ECHO" result
```

```
options results;"getselecteduser CHANNEL=#amiga";"ECHO" result
```

RELATED TOPICS: See

```
RX_GETUSER
,
RX_GETUSERS
,
RX_GETWINNUM
.
```

## 1.131 AmIRC.guide/RX\_GETUSER

GETUSER

=====

Usage

```
GETUSER USER/N/A, WINNUM/N, CHANNEL/K
```

**DESCRIPTION:**

Returns the nick of the user number given on the active channel userlist.

If the WINNUM argument is specified, the nick in that window will be returned. If the CHANNEL argument is specified, the nick in that channel will be returned.

Keep in mind, the userlist starts from 0!

**EXAMPLES:**

```
options results; "getuser 0"; "ECHO" result
```

```
options results; "getuser 0 WINNUM=1"; "ECHO" result
```

```
options results; "getuser 0 CHANNEL=#amiga"; "ECHO" result
```

**RELATED TOPICS:** See

```
RX_GETSELECTEDUSER
```

```
,
```

```
RX_GETUSERS
```

```
,
```

```
RX_GETWINNUM
```

```
.
```

**1.132 AmIRC.guide/RX\_GETUSERS**

```
GETUSERS
```

```
=====
```

**Usage**

```
GETUSERS WINNUM/N, CHANNEL/K
```

**DESCRIPTION:**

Returns a string containing the list of users on the active channel.

The user list is time-sorted and every user is appended the "@" char for Ops and "+" char for voice. This is effectively a copy from /names output. This will look like : @Nick1 Nick2 +Nick3 Nick4 Nick1 is opped, and joined the channel first (is first in the list). Nick3 is voiced. Nick4 joined the channel last.

If the WINNUM argument is specified, the users in that window will be returned. If the CHANNEL argument is specified, the users in that channel will be returned.

**EXAMPLES:**

```
options results; "getusers"; "ECHO" result
```



```
options results; "getusers WINNUM=1"; "ECHO" result
```

```
options results; "getusers WINNUM=#amiga"; "ECHO" result
```

```
RELATED TOPICS: See
                 RX_GETUSER
                 /
                 RX_GETSELECTEDUSER
                 .
```

### 1.133 AmIRC.guide/RX\_GETUSERSTATE

```
GETUSERSTATE
=====
```

Usage

```
GETUSERSTATE USER/N/A,WINNUM/N,CHANNEL/K
```

DESCRIPTION:

Returns the status of user "num" on the active channel.

RC=0 User is online, but has no special status.

RC=1 User is Channel Operator.

RC=2 User is online and has been "Voiced".

RC=5 User # not in the userlist.

If the WINNUM argument is specified, the status for the user in that window will be returned. If the CHANNEL argument is specified, the status for the user in that channel will be returned.

EXAMPLES:

```
options results; "getuserstate 0"; "ECHO" rc
```

```
options results; "getuserstate 0 WINNUM=1"; "ECHO" rc
```

```
options results; "getuserstate 1 CHANNEL=#amiga"; "ECHO" rc
```

### 1.134 AmIRC.guide/RX\_GETLINE

```
GETLINE
=====
```

Usage

```
GETLINE
```

---

**DESCRIPTION:**

Waits for a line from the server and returns the following stem variables;.

LINE = The entire, unparsed, line recieved.

LINE.PREFIX = The Nick and user@host.

LINE.COMMAND= The MSG Type.

LINE.DEST = The channel the message was written to.

LINE.REST = The message text.

**EXAMPLES:**

options results

"getline"

text=line prefix=line.prefix comm=line.command dest=line.dest  
rest=line.rest

"ECHO" text prefix comm dest rest

RELATED TOPICS: See

RX\_PARSELINE

,

RX\_GETLASTLINE

.

**1.135 AmIRC.guide/RX\_GETLINECOUNT**

GETLINECOUNT

=====

Usage

GETLINECOUNT

**DESCRIPTION:**

Returns the number of lines in the channel buffer for the active window channel.

**EXAMPLES:**

options results; "getlinecount"; "ECHO" result

RELATED TOPICS: See

RX\_GETLINE

.

## 1.136 AmIRC.guide/RX\_GETLASTLINE

GETLASTLINE

=====

Usage

GETLASTLINE

DESCRIPTION:

Returns the last private message received in the format;  
:nick!~user@host Messagetype Nick :message text.

EXAMPLES:

options results; "getlastline"; "ECHO" result

RELATED TOPICS: See

RX\_PARSELINE

,

RX\_GETLINE

.

## 1.137 AmIRC.guide/RX\_GETAWAYSTATE

GETAWAYSTATE

=====

Usage

GETAWAYSTATE

DESCRIPTION:

Returns your away status.

rc=0 Not away.

rc=5 Away.

EXAMPLES:

options results; "getawaystate"; "ECHO" rc

## 1.138 AmIRC.guide/RX\_GETVERSION

GETVERSION

=====

Usage

GETUSERS

DESCRIPTION:

Returns the Version number of AmIRC.

EXAMPLES:

options results; "getversion"; "ECHO" result

### 1.139 AmIRC.guide/RX\_GETCTCPSOUNDDIR

GETCTCPSOUNDDIR

=====

Usage

GETCTCPSOUNDDIR

DESCRIPTION:

Returns the path to the sounds played with ctcp sound.

EXAMPLES:

options results; "GETCTCPSOUNDDIR" ; "ECHO" result

### 1.140 AmIRC.guide/RX\_GETDCCRECEIVEDIR

GETDCCRECEIVEDIR

=====

Usage

GETDCCRECEIVEDIR

DESCRIPTION:

Returns the path of the dcc receive directory.

EXAMPLES:

options results; "GETDCCRECEIVEDIR" ; "ECHO" result

---

## 1.141 AmIRC.guide/RX\_MATCHUSERHOST

MATCHUSERHOST  
=====

Usage

MATCHUSERHOST USERHOST/A,PATTERN/A

DESCRIPTION:

Matches userhost with pattern and sets rc to 0 if there is no match and rc to 1 if there is a match. USERHOST must be a real host like nick!user@hostname and not a pattern. PATTERN may hold special characters like "\*" and "?" such as ni\*!use?@ho?tna\*.

EXAMPLES:

```
options results
"MATCHUSERHOST Joe!Joeshmoe@ppp100.net.il *!*@*.net.il"
"ECHO" rc
```

## 1.142 AmIRC.guide/RX\_PLAYSOUND

PLAYSOUND  
=====

Usage

PLAYSOUND FILENAME,EVENT/K/N

DESCRIPTION:

This command will play a sound via AmIRC. It may play a sound-file if you give it a filename. You dont have to give a complete file name,you can give one that is in the sounds directory. You may also play the sound set for one of the events by specifying the EVENT argument.

EXAMPLES:

```
"PLAYSOUND Hello.WAV"
"PLAYSOUND EVENT=1"
```

## 1.143 AmIRC.guide/RX\_PARSELINE

PARSELINE  
=====

Usage

PARSELINE LINE/F/A

---

## DESCRIPTION:

Parses the line specified and returns the following stem variables;

LINE = The entire, unparsed, line recieved.

LINE.PREFIX = The Nick and user@host

LINE.COMMAND= The MSG Type

LINE.DEST = The channel the message was written to.

LINE.REST = The message text.

## EXAMPLES:

options results

"getlastline"

last=result

"parseline" last

text=line

prefix=line.prefix

comm=line.command

dest=line.dest

rest=line.rest

"ECHO" text prefix comm dest rest

RELATED TOPICS: See

RX\_GETLINE

,

RX\_GETLASTLINE

.

## 1.144 AmIRC.guide/AmIRC Support

How to Get Help & Updates

\*\*\*\*\*

Support

=====

AmIRC Support Mailing List

To keep up to date on AmIRC improvements or to get answers to AmIRC problems, join the AmIRC support mailing list by sending email to:

<AmIRC-Request@vapor.com>

with the text "ADD" in the body.

AmIRC FTP Support Site

For AmIRC Updates & Patches, ftp to:

[ftp.vapor.com, /pub/amirc/](ftp://ftp.vapor.com/pub/amirc/)

AmIRC Support on the World Wide Web

Or, Alternatively, visit the Vapor WWW Site at:

<http://www.vapor.com/>

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