

ksmaster

Bossman^

COLLABORATORS

	<i>TITLE :</i> ksmaster		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ksmaster

1.1 KSMaster.amirx English documentation

KSMaster.amirx v1.xx © Bossman^

Preface

- What is KSMaster

Requirements

- What you need

Install

- How do I Install

How to Use

- How to use this Thing.....

Editing & Creating

- Editing & Creating data files

Know Bugs

- Know Bugs

Kuang Eleven

- [Link to Kuang Eleven's Guide](#)

Updates

- Where to get updates from.

Copyright

- Disclaimer

History

- Some History

Future & Email

- Planned enhancements & Support

Thanks
- Who has participated

1.2 KSMaster.amirx

What is KSMaster

Well while helping Ariel do some things for K\$^1\$\$^1\$ version 3.0, I noticed the number of Kick Scripts was getting out of hand, a script for this and a kick for that...So I set out to write a Master Kick Script, And KSMaster v1.0 was born. KSMaster.amirx reads text files for kicks & Sayings & Greetings. So now instead of making a new script for kicks all that is need it another data file.. And anyone should be able to make a data file, just follow simple guidelines required for the data files.

Also mIRC popups can be converted will a little work...

KSMaster is EMailware and included in Kuang\$^1\$\$^1\$ 3.0.

Email: bosman@erols.com

<http://www.erols.com/bosman/>

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1.3 Requirements

Requirements for KSMaster.amirx

All should be included with K\$^1\$\$^1\$ 3.0

Libs:rexxkuang11.library
Libs:rexxdossupport.library
Libs:rexxreqtools.library
Libs:rexxsupport.library

KSMaster.amirx

KSSay (dir) - Premade Saying data files..
KSKicks (dir) - Premade Kicks data files...
KSGreets(dir) - Premade Greets data files...

1.4 Installation

KSMaster.amirx Installation

KSMaster should have been installed by K\$^1\$\$^1\$'s installation, but I'll tell You where things are and go....:)

```
KSMaster.amirx - amirc/rexx/
```

```
KSSay (dir) - amirc/kuang11/
```

```
KSKicks (dir) - amirc/kuang11/
```

```
KSGreets(dir) - amirc/kuang11/
```

All the required libs in LIBS: or libs: path

```
KSMaster.amirx Alaises
```

The following Alaises are part of the K^S¹^S¹ Alaises Plugin.

```
Kicker = /rx KSMaster kick %p
TKicker = /rx KSMaster tkick %p
Say = /rx KSMaster say %p
TSay = /rx KSMaster tsay %p
PSay = /rx KSMaster psay %p
PGreet = /rx KSMaster PGreet %p
Greet = /rx KSMaster Greet %p
TGreet = /rx KSMaster TGreet %p
```

See

```
How to Use
for Usage.....
```

1.5 Using KSMaster

Kicks

```
/Kicker [NiCk|%U] [*|<type>] <NuM>
/TKicker [NiCk|%U] [*|<type>] <NuM>
/Kicker ? - Returns list of installed kicks
/Kicker %U * - Uses Selected nick
```

To use the Kicker you will need OP's of course.

```
/kicker Bossman^ wisdom 3
```

The above will kick Bossman^ using Wisdom data file kick # 3 in the file.

If you enter %U for nick it will uses the selected nick..

You can leave the 3 off and KSMaster will pick a one at random from the defined datafile Wisdom.

```
/kicker Bossman^ *
```

Will pick a installed kick file at random, then pick a kick at random from the kick file.

***Be careful with this as in the KSKicks dir thier is a bans.ksm data file.

```
/kicker ?
```

This will show you all the KICK data files..

```
/Ticker Bossman^ wisdom 3
```

This will local echo the kick so you can test the output of new data file.

Sayings

```
/Say [*|<type>] <NUM>
/Say ? - Returns list of installed sayfiles
/Say * - Selects random sayfile.
/PSay [NICK | %U] [*|<type>] <NUM>
```

```
/say Beer 3
```

The above will use the BEER data file and read saying # 3 and output to channel. You can leave the 3 off and KSMaster will pick a one at random from the defined datafile BEER.

```
/Say *
```

Will pick a installed Saying file at random, then pick a Saying at random from the data file, and Output to channel.

```
/PSay Bossman^ Beer 3
```

This will send the Saying to Bossman^ in a private msg..

```
/Say ?
```

This will show you all the Saying data files..

Greetings

```
/GREET [NICK | %U] [*|<type>] <NUM>
/GREET ? - Returns list of installed GREET files
/GREET [NICK | %U] * - Selects random GREETfile.
/PGREET [NICK | %U] [*|<type>] <NUM>
```

```
/greet Bossman^ hi 3
```

The above will use the HI data file and read greeting # 3 and output to channel. You can leave the 3 off and KSMaster will pick a one at random from the defined data file HI.

```
/greet Bossman^ *
```

Will pick a installed Greeting file at random, then pick a Greeting at random from the data file, and Output to channel.

*** This is not really a good thing to do as you may say you love or kiss someone.

```
/PGreet Bossman^ hi 3
```

This will send the Greeting to Bossman^ in a private msg..

```
/Greet ?
```

This will show you all the Greeting data files installed.

1.6 Data files

Editing & Creating Data file

```
/* KSM1 $VER: Wisdom.ksm 1.0 (15.04.98) Words of Wisdom Kicks */
```

The above line has to be the first line of any data file you create
KSM1 is used for future development

\$VER: = this is the version string, the file name here has to be the same as the actual file name, the verison number of the file date(dd.mm.yy), and a Short description of type of kicks or sayings.

Filename is limited to 10 chacators not counting .ksm

You can put in your info next.....look at the example files

#?# -----this starts a kick/saying/greet within the data file

The below Syntax is used for the data.....

All syntax commands have to be lowercase

\bld{word}\bld = Bold

\inv{word}\inv = Inverse

\und{word}\und = Underline

\\$\$1 = will be replaced with the nick you input/select....

\\$me = will be replaced with your nick

\\$chan = will be replaced with channel you are on...

\[kicknick] = will be replaced with the nick you input/select....

\channel = will be replaced with the channel you are on

\mynick = will be replaced with your nick

\kick = will be replaced with /kick {nick}

\bannick = will be replaced with /ban nicks-hosts

/me needs to be first word in a line for a action

/nick {nick your changing to} first word in a line

The \$\$1,\$me,\$chan was added after many data files where done so i wasn't about to reedit, when I started using mIRC popup files..

Tips:

- o A \kick needs to follow a \ban
- o Look at the included data files for examples
- o Some of the Greeting files have mIRC color codes...
- o Converting mIRC popups be careful of wierd chacators....

For More data files and updates check out my Homepage

<http://www.erols.com/bosman/>

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Its still underdevelopment, and I'm in the process of Buying a House
So may be a while before its 100% but I'm working on it....:)

1.7 Known Bugs

None that I could find....:)

1.8 Updates

Check out the KSMaster web page on Digitechmedia's.
Thanks to DiamondD for Web Space.

<http://www.digitechmedia.net/kuang/kick/>

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1.9 Copyright

COPYRIGHT

The copyright for KSMaster.amirx is by Don Clifton
Modifications to the arexx scripts are not allowed.

Permission was given to Ariel to included in K\$^1\$\$^1\$.

DISTRIBUTION

This software is freely distributable Emailware. The distribution is permitted under the following conditions:

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1.10 History

11-May-98

Given to Ariel for Public Release

25-Mar/5May-98

Many Changes and fixes.....

Many corrections to data files.... I'm sure you'll find some more..

20-Mar-98

First working verison....

1.11 The Future

THE FUTURE OF KSMaster

KSMaster is Emailware, if you use any part of the KSMaster package, please send me a Email, as alot of time has been spent on this project.....

Future enhancement depends on user support, as anyone can make new data files.

Email: bosman@erols.com

If you send a new data file I will add it to my HomePage for others and include in future releases....

1.12 Thanks

Thanks to the following for Helping:

Olli for AmIRC v2.x

Ariel Mangum for K\$^1\$^1\$/Including/Helping with script

KingGuppy for adding needed functions to RexxKuang11.library to make KSMaster 500% faster.....

Nitram/Lanky/Gero^msr for Beta testing.....

DFDuck for some rexx help....

[Raz] & Gaz for letting me included kicks and saying from WildIRc & DwarfX

And Anyone Else I may have left Out....
