AmIRC

COLLABORATORS			
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Chapter 1

AmIRC

1.1 AmIRC.guide

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                AmIRC2.1 Guide - Table Of Content
*********************************
```

Welcome to AmIRC, the AmigaOS IRC client (Version 2.1).

Take your time to read this guide thoroughly to make yourself aquainted
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 -

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1.2 AmIRC.guide/What's new?

What's new?
****

New features in AmIRC v2.1
==========================

Added since v2.0:
----

   * New Single Channel Window mode allows to join multiple channels in
     a single window.

   * INFO Window has an additional Levelmeter which shows the number of
     unsent messages in the output queue.

   * AmIRC now also supports Contact Manager and can parse URLs from
     the URL Grabber to it.

* The Scrollback Buffer can now be limited in size via Prefs.

* Number of Query Windows can be limited.

* AmIRC will now use openurl.library, if found, to send the URL to
  the browser.

* AmIRC uses Vapor Update Library to check for new versions upon
  startup. When a new version is available it can then be downloaded
  automatically.

* You can now Ban Multiple users at once by multi-selecting them.

Other new features:
----

* 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 windowto 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 Reveive 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 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

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Copyright
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Copyrights, author info and more
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AmIRC has been designed, developed and written by

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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 v2.1 release by Frank Mosch <frankm@glo.be>.

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contents of the original archive.

1.4 AmIRC.guide/Registration

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Registration
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Registering AmIRC
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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.

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 occurance.

    *   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
      functons 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 corroberate 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 occurance of a user being removed from a joined channel by a channel operator.

*   Lag: Term to specify that the connection is delayed to some extend.

*   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 Abreviations): Commonly used acronyms, not entirely restricted to 3 letters:

  –   AFAIK: As Far As I Know

  –   AFK: Away From Keyboard

  –   ASAP: As Soon As Possible

  –   ATM: At The Moment

  –   BRB: (I'll) Be Right Back

- BBL: (I'll) Be Back Later

- BBIAB: (I'll) Be Back In A Bit

- BTW: By The Way

- CU: Or Cya, See You

- CUL: Or CUL8R, See You Later, Catch You Later

- DL: Or D/L, Download

- FAQ: Frequently Asked Questions

- FWIW: For What It's Worth

- FYI: For Your Information

- IC: I See

- IIRC: If I Remember Correctly

- IMHO: In My Humble|Honest Opinion

- L8R: Later

- LOL: Laughs Out Loud

- LTNS: Long Time No See

- MOTD: Message Of The Day

- NE1: Anyone

- NP: No Problem

- OTL: Out To Lunch

- PLS: Or PLZ, Please

- PPL: People

- POV: Point Of View

- RE: Welcome back, short for Regards

- ROTFL: Rolls On The Floor Laughing

- RSN: Real Soon Now

- RTFM: Read The F***ing Manual

- TIA: Thanks In Advance

- TNX: Or Thnx, Thanks

- TTYL: Talk To You Later

      –   TTFN: Ta Ta For Now

      –   UL: Or U/L, Upload

      –   WB: Welcome Back

      –   WTF: What(Why) The F***

*   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

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Features
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Features of AmIRC
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* Runs with Genesis, 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 ':'.

* 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

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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
--------

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.
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1.9   AmIRC.guide/Installation

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                  Installation
************

How to install AmIRC
====================

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
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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 usernam 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

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                  Operation
*********
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How Does AmIRC Work?
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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 theChannel 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 Protecton 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 theUser Buttons. These
  buttons are configurable from the
              configuration
               window, accessable
  by selecting 'Setup...' from the AmIRC
              Settings
               menu.

* You can Drag–Hilight 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/Menus

                Menus
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What's on the menu?
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```
                    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

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                  Menus
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AmIRC Menu
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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 ca 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 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 wether you're invisible in the global userlist or not. See

                    IRC Terms
                    .

Receive Wallops?
     Toggles wether you will receive messages to all operators or not.
     See
                    IRC Terms
                    .

Receive Server Notices?
     Toggles wether 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.

Single Channel Window?
    If set, AmIRC will only open one channel window at a time.
    Messages in other channels will still be shown, however, with a
    reference to the corresponding channel.

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 administrator

               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
                    (Re)Connecting a server

               CTCP
                      Sending commands to other people

DCC
          Making a direct connection

DESCRIBE
     Describing to a user

DEOP
          Removing a user's Channel Op status

GLINE
          Showing list of banned domains

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

        Sending a CTCP Action to the channel

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

      A look into the past

NOTICE

     Sending a notice to a user

NOTIFY

     Notifying when a user is on IRC

OP

        Setting Channel Operator status

OPER

      Becoming an IRC Operator

PART

      Leaving a channel

PING

      Sending a CTCP Ping

QKICK

      Removing and banning a user

QKICKBAN
     Removing and banning a user

QUERY
         Opening a Query window

QUIT
          Ending an IRC session

QUOTE
         Sending unprocessed string to the server

RAW
            Sending unprocessed string to the server

REHASH
        Restarting the server

RESTART
       Restarting the server

RMSG
          Sending a private message (PrivMsg)

RX
             Starting an Arexx command

RXRETURN
      Using Arexx to the fullest

SERVER
        Connecting to a different server

SILENCE
        Silencing a user

SOUND
         Sending sounds

SQUIT
         Quitting a server

STATS
         Showing the Stats

SUMMON
        Asking a user to come on IRC

TIME
          Query the current time of day

TOPIC
         Viewing or changing a channel's topic

TRACE
         Tracing a user or a server

```
UMODE
        Changing your own usermode

UNHIGHLITE
  Removing a Highlight entry

UNHILITE
    Removing a Highlight entry

UNIGNORE
    Removing a user from the Ignore list

UNVOICE
    Removing a user's Voice

UPING
        Sending a Ping command

USERS
        Listing users on a server

USERHOST
    Getting USERHOST of a user

VERSION
    Query the version of the server software

VOICE
        Giving a user a Voice

WALLOPS
    Writing to All Operators

WHO
        Global user pattern matching

WHOIS
        Get information about a user

WHOWAS
      Get information on a nick no longer logged in
```

1.20 AmIRC.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]
```

The admin message is used to find the name of the administrator of the
given server, or current server if [Server] parameter is omitted.

EXAMPLES:

/ADMIN irctest.vapor.com
     Shows the information for the server irctest.vapor.com:
          «Admin» Administrative info about irctest.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 exists, 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]]
```

The CONNECT command can be used to force a server to try to establish a
new connection to another server immediately. CONNECT is a privileged
command and is available only to IRC Operators. If a [remote server] is
given then the CONNECT attempt is made by that remote server to the
given server and port.

```
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 transfering 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 connecton 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 mesages 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 users'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 inititate 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 if 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 issueing 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]

GLINE returns a list of all (partial) domains that are banned from the
network.  The optional parameter is used as a mask.

EXAMPLES:

/GLINE
     Returns all domains banned from the network.
```

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

========

HIGHLITE

Usage: /HIGHLITE [item]

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

You can also change Highlighting using the
                Hilight Window
                .

Alternative:
                HILITE
                Related:
                UNHIGHLITE

                UNHILITE
                EXAMPLES:

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

1.37   AmIRC.guide/HILITE

                  Commands
========

HILITE

Usage: /HILITE [item]

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

You can also change Highlighting using the
                  Hilight Window
                  .
Alternative:
                  HIGHLITE
                  Related:
                  UNHIGHLITE

                  UNHILITE
                  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|nick [[+|-]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:
                  SILENCE

                  UNIGNORE
                  EXAMPLES:

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

/IGNORE Bill -ctcp
     Removes CTCP ignores of Bill

1.40   AmIRC.guide/INVITE

                  Commands
========

INVITE

Usage: /INVITE [channel] nick

Invites a user to the channel given in the argument, regardless of
wether 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]

The INFO command is required to return information which describes the
server: its version, when it was compiled, the patchlevel, when it was
started, and any other miscellaneous information which may be
considered to be relevant. If no parameter is submitted the currently
connected server will be shown.

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 user's 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 exists, 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 occurances 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.

Related:
                  MAP
                  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 accessable 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

                RMSG
                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]

MAP returns a map of all servers the network consists of. The optional
parameter is used as a mask

Related:
              LINKS
              EXAMPLES:

/MAP
     Shows a map of all servers

/MAP *.*.com
     Shows a map of all servers ending with com.
```

1.55 AmIRC.guide/ME

```
              Commands
========

ME
--

Usage: /ME Action

ME sends a
              CTCP Action
               to the channel.

Related:
              DESCRIBE
              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
========

MODE

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

MODE is used to change the modes of a channel or a user. Only Channel
Opertators can change Channel Modes. Here's a list of all available
modes:

     o - Remove Channel Operator status. Note that you cannot set ChanOp status ←
         using +o.
     p - Private channel; Not visible in the Channel List.
     s - Secret channel; Not visible until you enter.
     i - Invite-only channel; Only accessible on invitation.
     t - Topic protection; Settable by Channel Operators only.
     n - No Messages; No messages from clients outside channel.
     m - Moderated channel; Only ChanOps and people with
                 VOICE
                  can send public messages.
     l - Limit: Set maximum number of users allowed on channel.
     b - Ban: Set a ban to keep users out.
     v - Voice: Give/take the ability to speak on a Moderated channel.
     k - Keyword: Set a channel keyword (password).

Related:
                 BAN

                 BANDEL

                 INVITE

                 OP

                 DEOP

                 TOPIC

                 VOICE

                 UMODE

                 UNVOICE
                 EXAMPLES:

/MODE #AmIRC +tm
     Sets topic protection and makes channel #AmIRC moderated.

/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.
```

1.57 AmIRC.guide/MOTD

```
Commands
========

MOTD
----

Usage: /MOTD (no arguments)
```

This returns the Message Of The Day of the server currently connected
to.

EXAMPLES:

/MOTD
```
      Shows the current Message Of The Day of the server.
```

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.

Alternatives:
```
                M

                RMSG
                 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 wil 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]

This command is still a leftover from the past and is not supported
anymore by any current servers.
```

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]

With NOTIFY you can specify the nick of a user you want to be notified
of when he joins IRC. You can set the notification event in the

                Events Window
                 of the Settings. When no nick is submitted you will be
presented with the
                NOTIFY Window
                 .
```

```
EXAMPLES:

/NOTIFY Bert
     You will be notified when user Bert is joining the IRC network.
```

1.64   AmIRC.guide/OP

```
Commands
========

OP
--

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

With this command you can set the Channel Operator status of a user or
several users at once.

EXAMPLES:

/OP Bert,Franky
     Sets the Channel Operator status for users Bert and Franky
```

1.65   AmIRC.guide/OPER

```
Commands
========

OPER
----

Usage: /OPER user password

Allows users to set their IRC Operator status. You will need to know the
password to become IRC Operator. Using /OPER without it's parameters
will present you with a requester where you can enter your username and
password.

EXAMPLES:

/OPER Bill Bucks
     Sets user Bill IRC Operator status using password Bucks.
```

1.66   AmIRC.guide/PART

```
                Commands
========

PART
----

Usage: /PART [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:
                LEAVE
                Related:
                CHANNEL

                JOIN
                EXAMPLES:

/PART
     Leave the channel currently bound to this window.

/PART #AmigaGER
     Leave channel #AmigaGER.
```

1.67 AmIRC.guide/PING

```
                Commands
========

PING
----

Usage: /PING [nick]

Sends a
                /CTCP Ping
                 to the user with the submitted nick and return the
time it took to receive it back. If no nick is given the PING will be
sent to the server.

Related:
                CTCP
                EXAMPLES:

/PING Bill
     Will send a PING to Bill and return:
         «Pong»  PING Response received from Bill: 2.4s
```

1.68 AmIRC.guide/QKICK

                Commands
========

QKICK

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

This command is use to kick or ban a person and presents you with a
window in which you can select the hostmask use for the ban. Pressing
either the Kick or Kick&Ban button will kick(ban) the user. Here's the
hostmasks offered:

     nick!*user@host.do.main : Bans a specific user with a specific nick.
     !@*.do.main : Ban all users of do.main.
     *!*user@host.do.main : Ban a user with a specific host.
     !@ip1.ip2.ip3.* : Numerical hostmask, banning all users in a domain.

Alternative:
                QKICKBAN
                Related:
                BAN

                BANDEL

                BANLIST

                KICK

                KICKBAN
                EXAMPLES:

/QKICK
     You will be presented with a Kick/Ban window

1.69 AmIRC.guide/QKICKBAN

                Commands
========

QKICKBAN

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

This command is use to kick or ban a person and presents you with a
window in which you can select the hostmask use for the ban. Pressing
either the Kick or Kick&Ban button will kick(ban) the user. Here's the
hostmasks offered:

```
        nick!*user@host.do.main : Bans a specific user with a specific nick.
        *!*@*.do.main : Ban all users of do.main.
        *!*user@host.do.main : Ban a user with a specific host.
        *!*@ip1.ip2.ip3.* : Numerical hostmask, banning all users in a domain.
```

Alternative:
                QKICK
                Related:
                BAN

                BANDEL

                BANLIST

                KICK

                KICKBAN
                EXAMPLES:

/QKICKBAN
        You will be presented with a Kick/Ban window

1.70 AmIRC.guide/QUERY

                Commands
========

QUERY

Usage: /QUERY nick

With this command you can open a Query window. From here, you can
                PING
                or
                WHOIS
                 the other user, or you may inititate 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:

/QUERY Hero
        Will open a Query window with user Hero.

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.

Related:
                SERVER
                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

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.

Alternative:
                RAW
                EXAMPLES:

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

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.

Alternative:
                QUOTE
                EXAMPLES:

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

1.74 AmIRC.guide/REHASH

Commands
========

REHASH

Usage: /REHASH (no arguments)

The rehash message can be used by the operator to force the server to
re-read and process its configuration file. It's can only be used by
IRC Operators.

EXAMPLES:

/REHASH
      Will cause the IRC server to reread it's configuration file.

1.75 AmIRC.guide/RESTART

Commands
========

RESTART

Usage: /RESTART (no arguments)

This command is used to reset the IRC server. Note that this command
can only be used by IRC Operators.

EXAMPLES:

/RESTART
        Will reset the IRC server

1.76   AmIRC.guide/RMSG

                    Commands
========

RMSG

Usage: /RMSG 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:
                    M

                    MSG
                    EXAMPLES:

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

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

1.77   AmIRC.guide/RX

                    Commands
========

RX
--

Usage: /RX rxcommand [parms]

This command is used to start any of the Arexx commands that are in
AmIRC's Rexx directory. A complete
                    Arexx
                     guide is also available.

Related:

                RXRETURN
                EXAMPLES:

/RX leave
     Will start the Arexx command 'Leave.amirx' if present.

1.78   AmIRC.guide/RXRETURN

                Commands

========

RXRETURN

Usage: /RXRETURN Command [Rest]

/RXRETURN is only useful to ARexx script authors. It will cause any
pending GETREXXLINE commands to immediately return with the arguments
given to it."

Related:
                RX

1.79   AmIRC.guide/SERVER

                Commands

========

SERVER

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

You can use this command to connect to a different server or to get
information about the currently connected server.

Related:
                QUIT
                EXAMPLES:

/SERVER irc.server.com
     Connects you to the server irc.server.com

/SERVER
     Shows current connection information

1.80   AmIRC.guide/SILENCE

                        Commands
========

SILENCE

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

SILENCE can be used to block all CTCP traffic from a certain user or
userhost. Meaning for instance that no
                        MSG
                         or
                        DCC CHAT
                         will be received
from that user.

Related:
                        IGNORE

                        UNIGNORE
                        EXAMPLES:

/SILENCE
     Shows a list of all currently silenced users.

/SILENCE +Bill
     Will silence user Bill

/SILENCE -Friend
     Will remove Friend from the Silence list.

1.81   AmIRC.guide/SOUND

Commands
========

SOUND

Usage: /SOUND soundfile[.wav] action_text

This command can be used to have all clients on a channel play a
certain sound. Please note that the sound file must be present on the
user's system to be able to play it, so don't use this randomly as
nobody will hear a thing when the submitted filename is not found.

EXAMPLES:

/SOUND Burp
     Will play the soundfile Burp.wav on all user's system, if found!

```
/SOUND Burp Excuse me!
      Will play the soundfile and send the text 'Excuse me!' with it.
```

1.82   AmIRC.guide/SQUIT

```
Commands
========

SQUIT
-----

Usage: /SQUIT server

This command is used to disconnect a server from the network. Note that
only IRC Operators have access to this command.

EXAMPLES:

/SQUIT irc.server.com
      Will quit server irc.server.com
```

1.83   AmIRC.guide/STATS

```
Commands
========

STATS
-----

Usage: /STATS [server] [query]

The STATS command is used to query statistics of certain server. If the
[server] parameter is omitted, only the end of stats reply is sent
back. The implementation of this command is highly dependent on the
server which replies, although the server must be able to supply
information as described by the queries below (or similar).

The currently supported queries are:

      c - Returns a list of servers which the server may connect to or allow  ←
         connections
      from.
      h - Returns a list of servers which are either forced to be treated as leaves ←
          or
      allowed to act as hubs.
      i - Returns a list of hosts which the server allows a client to connect from.
      k - Returns a list of banned username/hostname combinations for that server.
      l - Returns a list of the server's connections, showing how long each  ←
         connection
```

```
    has been established and the traffic over that connection in bytes and  ←
        messages
    for each direction.
    m - Returns a list of commands supported by the server and the usage count  ←
        for
    each if the usage count is non zero.
    o - Returns a list of hosts from which normal clients may become operators.
    y - Show Y (Class) lines from server's configuration file.
    u - Returns a string showing how long the server has been up.
```

EXAMPLES:

```
/STATS irc.server.com u
     Shows how long server irc.server.com has been up
```

1.84 AmIRC.guide/SUMMON

Commands
========

SUMMON

Usage: /SUMMON user

The SUMMON command can be used to give users who are on a host running
an IRC server a message asking them to please join IRC. This message is
only sent if the target server (a) has SUMMON enabled, (b) the user is
logged in and (c) the server process can write to the user's tty (or
similar).

EXAMPLES:

```
/SUMMON John
     Will ask user John to join IRC.
```

1.85 AmIRC.guide/TIME

Commands
========

TIME

Usage: /TIME [server]

Returns the local time 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.

Related:
                 MODE
                 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|nick]

TRACE is used to find the route to specific server. If the parameter is
omitted, it will return which servers the current server has a direct
connection to. If the destination given is a nickname, only a reply for
that nickname is given. If the destination is an actual server, then
the destination server is required to report all servers and users which
are connected to it, although only operators are permitted to see users
present.

EXAMPLES:
```

```
/TRACE Bill
     Traces connection to user Bill.
```

1.88   AmIRC.guide/UMODE

```
                Commands
========

UMODE
-----

Usage: /UMODE [usermodes]

UMODE is used to set your own usermodes. The available options are:

     o - Chan Op: Sets/Takes Channel Operator status
     i - Invisible: Sets Visible/Invisible (in global userlist).
     w - Wallops: Allows receiving of texts sent to all Operators.
     s - Server Notices: Allows receiving of Server Notices.
Related:
                MODE
                EXAMPLES:


/UMODE i
     Makes you invisible to the global userlist.
```

1.89   AmIRC.guide/UNHIGHLITE

```
                Commands
========

UNHIGHLITE
----------

Usage: /UNHIGHLITE [item]

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

You can also change Highlighting using the
                Hilight Window
                .

Alternative:
                UNHILITE
                Related:
```

```
                HIGHLITE

                HILITE
                EXAMPLES:

/UNHIGHLITE MyName
     Will remove MyName from the Highlight List.
```

1.90   AmIRC.guide/UNHILITE

```
                Commands
========

UNHILITE
--------

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

You can also change Highlighting using the
                Hilight Window
                .

Alternative:
                UNHILITE
                Related:
                HIGHLITE

                HILITE
                Usage: /UNHILITE [item]

EXAMPLES:

/UNHILITE MyName
     Will remove MyName from the Highlight List.
```

1.91   AmIRC.guide/UNIGNORE

```
                Commands
========

UNIGNORE
--------

Usage: /UNIGNORE [userhost|nick]
```

Removes the Ignore state of a user. Will show current ignores when no
argument is submitted.

Related:
                IGNORE

                SILENCE
                EXAMPLES:

/UNIGNORE
     Shows a list of all currently ignored users

/UNIGNORE Franky
     Will remove all ignores on Franky

1.92 AmIRC.guide/UNVOICE

                Commands
========

UNVOICE

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

Will remove a user's Voice status. You can specify a certain channel
and submit multiple users.

Related:
                VOICE
                EXAMPLES:

/UNVOICE Boy
     Will remove the Voice status of Boy

1.93 AmIRC.guide/UPING

Commands
========

UNPING

Usage: /UPING host

UPING is used by IRCops to ping a certain host. Mainly used for
debugging the network and see if connections are alive.

EXAMPLES:

/UPING irc.network.com
     Send a Ping packet to irc.network.com.

1.94   AmIRC.guide/USERS

Commands
========

USERS

Usage: /USERS [host]

The USERS command returns a list of users logged into the server in a
similar format to who, rusers and finger. This command is frequently
disabled for security related reasons.

EXAMPLES:

/USERS *.microsoft.com
     Will show all user connected to *.microsoft.com.

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 [nick|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. When a user's nick is given instead it will return the user's
client software version and info.

EXAMPLES:

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

/VERSION Franky
     Will return information and version of Franky's client software.

1.97 AmIRC.guide/VOICE

                Commands
========

VOICE

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

You can give a user a Voice with this command. A voice is needed on a
Moderated channel to be able to speak. (See
                Channel Modes
                 for details).

Related:
                UNVOICE
                EXAMPLES:

/VOICE Sinatra
     Gives a Voice to user Sinatra.

1.98 AmIRC.guide/WALLOPS

Commands
========

WALLOPS

```
Usage /WALLOPS text_to_broadcast
```

```
Sends a text to all Operators who have 'Receiving WALLOPS' enabled.
This command is mainly used by servers.
```

```
EXAMPLES:
```

```
/WALLOPS Greeting to you all!
     Sends the text 'Greeting to you all!' to all Operators.
```

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 channel, or matching a
particular pattern.
```

```
EXAMPLES:
```

```
/WHO *.cmu.edu
     Will list all users at the cmu.edu domain.
```

```
/WHO #Amiga
     Shows all users on #Amiga.
```

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
through both the MUI preferences and AmIRC's Menu options.



               MUI Preferences
                      Changing MUI Settings

               AmIRC Setup
                        Changing AmIRC Setup

               Function Keys
                       AmIRC Functon Key Definitions
```

1.103   AmIRC.guide/MUI Preferences

```
MUI Settings
************

Changing MUI Settings
=====================
```

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

                  AmIRC Configuration
****

Customizing your environment
============================

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

                 Messages
                           Messages Page

                 Actions
                             Actions Page

                 Events
                               Events Page

                 GUI
                                 GUI Page

                 Windows
                            Windows Page

                 Logging
                            Logging Page

                 Misc
                               Miscellaneous Page

                 Lists
                              Lists Menu

1.105 AmIRC.guide/Messages

                     AmIRC Configuration
****

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 (Crtl-
     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 or using
     the
                    AWAY
                     command

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

                AmIRC Configuration
****

Actions Page
============

The 96 text gadgets in the Label: column here correspond to the buttons
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 buttons 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 after selecting a users
nick from the userlist.

The bottom slider gadget determines how many button pages there will be
to avoid the buttons taking up to much space on the screen.

1.107 AmIRC.guide/Events

                AmIRC Configuration
****

Events Page
===========

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 occurence of the event.

Beep
     This will perform a system beep on the occurence of the event

Sound
     If a sound sample is preferred for the event, you may use the
     requester 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 occurence 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 occures 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. E.g. If someone is
                /OP
                ed 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.

Highlite
     This even occurs upon receiving text that is configured in the
     Hilite section of the
                Lists
                 setup.

1.108 AmIRC.guide/GUI

```
                AmIRC Configuration
********************
```

GUI Page
========

The GUI configuraton page allows you to control some specific aspects

of AmIRC that aren't 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.

The Order cycle gadget determinew how the userlist will be shown. Either
Alpabetical Order, New at bottom or New at top.

The Buttons? Gadget will toggle the gadgets in the User Action List,
located below the user list, either on or off. 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
                Hilite
                 list for AmIRC.

Server Messages
     Text that comes from the server, e.g. when a user joins or exits
     the channel.

CTCP/DCC Messages
     Text that informs you of an incoming

```
                              CTCP
                               or
                              DCC
                               request.
```

1.109 AmIRC.guide/Window

```
                AmIRC Configuration
******************
```

Windows Page
============

Open which windows on startup

In this section you can determine which windows will be opened when
AmIRC is started. When the gadget behind an item is checked that window
will be opened.

Window List?
     The Window List or Tray Window holds a button for each opened
     window.

URL grabber?
     The URL Grabber window, keeps track of all URL's (or WWW
     addresses) mentioned on any of the joined channels.

RAW log?
     The RAW Log window contains the raw IRC messages.

DCC send list?
     The DCC send window can be used to monitor all outgoing
               DCC
                   traffic.

Notify list?
     The Notify window holds all nicks you want to be notified of when
     they join IRC.

Info window?
     The Info window shows all redirected messages and a graphical
     representation of current lag to the server.

Privmsg log?
     The Privmsg displays all messages sent to you with
               MSG
               .

DCC recv list?
     The DCC recv window can be used to monitor all incoming
               DCC
                   traffic.
```

```
Other automatic windows
-----------------------


'Invite' window?
     The 'Invite' window is shown when you are
                invited
                 to a channel.


Windows Limits
--------------


Scrollback Buffer Size:
     Here the size of the Scrollback buffer can be set (in lines).


Maximun Number of QUERY windows:
     Here you can set how many QUERY windows there will be open
     maximally at a time.
```

1.110 AmIRC.guide/Logging

```
                AmIRC Configuration
*******************

Logging Page
============


Logging
-------


In this section the default logfile name and logdirectory can be set.
You can also specify if you want to log all Channel windows and Dialog
windows.


Logfile:
     This is the file that is used when 'Enable Logging?' item is
     enabled in the
                AmIRC menu
                .


Logfile directory:
     This is the directory where all individual logfiles are stored
     when a Channel or Dialog window is logged.


Log all Channels?
     When this item is checked all Channels will be logged.


Log all Dialog windows?
     When this item is checked all Dialog windows will be logged.
```

1.111   AmIRC.guide/Misc

                 AmIRC Configuration
****

Misc Page
=========

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?' is checked,
AmIRC will attempt to use the player specified in the Player command
line to play sounds. This player applies to
                 CTCP
                  Sound requests as
well as sounds configured in the Setup/Events page.

1.112   AmIRC.guide/Lists

                 "Lists..." Menu Item
****

Lists Configuration
===================

Alias Page

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 Page

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

```
                MSG
                s 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 Page

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@doe1.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

     !@doe1.powernet.edu
          This will highlight any messages from anyone on the doe1
          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.

1.113 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 functon
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

                    .

1.114 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       Excuted on shutdown.

                  RX_Custom_CTCP
                      Custom_CTCP.amirx   Excuted on unknown CTCP commands.
```

```
                    RX_DCCDone
                            DCCDone.amirx      Excuted when a DCC is complete.

                    RX_HandleFlood
                       HandleFlood.amirx   Excuted when a CTCP flood is identied.

- 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.

1.115 AmIRC.guide/RX_Startup

ARGUMENTS:

None

DESCRIPTION:

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

1.116 AmIRC.guide/RX_Connected

```
Connected.amirx
===============
```

ARGUMENTS:

None

DESCRIPTION:

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

1.117 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   becuase the AmIRC arexx port will drop shortly after
shutdown.amirx   is executed. EXAMPLE :

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

1.118 AmIRC.guide/RX_Custom_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.

```
/* Custom_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
```

1.119 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 autgomated 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
```

1.120 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."

1.121 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
                    .

1.122   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:

1.123   AmIRC.guide/RX_GETMYNICK

                    GETMYNICK
=========

Usage:
      GETMYNICK

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

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

RELATED TOPICS: See
                RX_GETSERVERNAME
                       .

1.124   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
                       .

1.125   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 occured 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

.

1.126 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"
```

1.127 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?"

1.128   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

1.129   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
                .

1.130   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
```

1.131   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
```

1.132 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
                .
```

1.133 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
                .

1.134 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
                .

1.135 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

1.136 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
                .

1.137 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
                .

1.138   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
               .

1.139   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

1.140   AmIRC.guide/RX_GETVERSION

```
GETVERSION
==========
```

Usage
```
     GETUSERS
```

DESCRIPTION:

Returns the Version number of AmIRC.

EXAMPLES:

```
     options results; "getversion"; "ECHO" result
```

1.141 AmIRC.guide/RX_GETCTCPSOUNDDIR

```
GETCTCPSOUNDDIR
===============
```

Usage
```
     GETCTCPSOUNDDIR
```

DESCRIPTION:

Returns the path to the sounds played with ctcp sound.

EXAMPLES:

```
     options results; "GETCTCPSOUNDDIR" ; "ECHO" result
```

1.142 AmIRC.guide/RX_GETDCCRECEIVEDIR

```
GETDCCRECEIVEDIR
================
```

Usage
```
     GETDCCRECEIVEDIR
```

DESCRIPTION:

Returns the path of the dcc receive directory.

EXAMPLES:

```
     options results; "GETDCCRECEIVEDIR" ; "ECHO" result
```

1.143   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
charecters like "*" and "?" such as ni*!use?@ho?tna*.

EXAMPLES:

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

1.144   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"

1.145   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
               .
```

1.146   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/

AmIRC Support on the World Wide Web

Or, Alternatively, visit the Vapor WWW Site at:

http://www.vapor.com/

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WHOIS

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                              WHOWAS

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