AmIRC

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Chapter 1

AmIRC

1.1 AmIRC.guide

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AmIRC 3.5 Guide - Table Of Content
**********************************

Welcome to AmIRC, the AmigaOS IRC client (Version 3.5).

Thank you for reading this manual as it will help you make the most out
of AmIRC and IRC in general. It will also prevent you from making a
fool of yourself by asking silly question during your first IRC
sessions.

Please don't forget to also read the Readme file included in the
distribution archive as this will contain any last minute info that
might be important to you!

To help you find what you want in this manual we've provided you with
the following table of content. Feel free to jump directly to the
chapter of your choice or you can also just browse through them.



- Introduction -

  About AmIRC         What is this program all about?
  What's new?         List of all recently added features.
  Features            Features of AmIRC.
  Requirements        What is needed to use AmIRC?
  Copyright           Copyrights, author info and more.
  Registration        Registering your copy.
  Installation        How to install AmIRC.
  Connecting          Let's have a (first) go.
  Operation           Operation at a glance.

- Reference Section -

  IRC Terms           Specific IRC vocabulary.
  Menus               What's on the menu?
  Commands            AmIRC at your command.
  Configuration       Customizing your environment.
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  ARexx   Heavy magic.

- Other Stuff: -

  AmIRC Support   How to get help and updates.
  Index

1.2 AmIRC.guide/About AmIRC

About AmIRC
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In short, AmIRC is the most versatile IRC client for the Amiga computer. It allows you to chat to other users worldwide over the internet using IRC.

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. During your ventures on IRC you will notice there are a lot of special expressions and abbreviations. Make sure you have a look at the list of commonly used IRC Terms and expressions in this guide.

IRC used to be a technical matter with the user having to type in commands to connect to a network and to send message to a specific channel. AmIRC takes care of the technical part with a comfortable user interface without compromising on flexibility.

Over the last years AmIRC has been constantly improved and updated. The already long list of Features was constantly growing resulting in the current version 3.5 with the following new features.

1.3 AmIRC.guide/What's new?

What's new?
****

New since last release:
----

   * The QUERY command now takes "+", "-" or a "msg" as (optional) arguments allowing you to either force it to open in the main window or a seperate window, regardless of the default setting or to immediately send a message when opening the window.

   * The Notify window now has a QUERY button to easily open a Query

window with a notified nick.

* Both Nick changes and DCC requests can now be diverted to the Info Message window.

* The Log function has been moved from the 'L' button in the channel window to the Context or RMB menu on the channel or query button.

* The Configuration window has been re-arranged and features some new options.

Other recently added features:
---

* AmIRC now handles inline channelnames which means that if a channelname appears in the channel you can now double click it to enter the actual channel.

* AmIRC's Pages mode features "Tabs" at the top of the window through which you can access the corresponding channel. Page mode also fully suppports drag & drop to attach and detach chats to the main window.

* The CLEAR command allows you to easily clear any buffer.

* The FAKE command allows you to fake servermessages that will be processed by AmIRC.

* New Conference Mode will suppress Join and Part messages in the channel window.

* You can now load/unload Plugins from within AmIRC using LOAD,RELOAD and UNLOAD.

* If you use a name for a Log File that already exists, AmIRC will now ask if you want to "Append" to it or "Overwrite" it.

* The QUERY command now uniconifies a Query window if it is issued with a nick that is attached to an iconified Query window. You can disable the Query windows from opening when you are away.

* The Tray window now has a Context Menu (Right Mouse Button menu) through which it can be snapshot, brought to the front or back and closed.

* From Version 3.0 AmIRC needs a New Keyfile! You will need to upgrade to be able to use this new version to the fullest.

* You can now open and close a window by double clicking on its button in the Tray Window.

* AmIRC now supports Mousewheel scrolling.

* The Setup window is now layout in MUI Prefs style.

* New RECONNECT command allows easily reconnecting to a server.

* Added IRCNet commands for Ban exceptionsand Auto-Invite.

* Channel name gadget now has a Context Menu which makes rejoining or leaving a channel only a right mouse button click away.

* The Userlist counter now shows number of users & channel operators. When channel has a user limit it will become a gauge showing the channel filling.

* Channel window and logs now have a (configurable) timestamp.

* Any URL sent to the channel will now be underlined and clickable, giving direct access to them. The URL Grabber will get them too for later reference. AmIRC now also recognizes URLs that aren't preceded with http:// and FTP URLs.

* AmIRC will ask for a Browser if none can be found using either OpenURL.library, Sendbrowser.amirx or Voyager IPC.

* AmIRC will now look for the ENV Variables REALNAME and USER upon start-up and use those if available.

* AmIRC now supports ColourCodes, which means it will show individual message colours set by the sender! Rest assured this feature can be switched off! :) (Use at own risk ;-)

* The Channel Limit and Keyword fields are switched between text and string object according to the user's status. i.e. When the user is not allowed to change them, he cannot access them.

* The Channel Limit and Keyword fields are hidden when not the modes are not active on a channel.

* The Topic is now a text field as long as the user is not a Channel Operator and the channel has Topic Protection, as the user is not allowed to change the Topic anyway.

* When MUI Bubble Help is active, the TOPIC window now comes up with a bubble containing the user who set it and when, as well as the complete topic string.

* The Text Input Gadgets now have a popup menu when the right mouse button is pressed when the mouse is on them.

* With the new Terminal Login Mode AmIRC will open a mini 'telnet' connection window after the initial server connection. This allows you to bypass any firewalls, use relays etc. (This mode is activated by starting AmIRC from the shell using: "AmIRC TerminalMode" or "AmIRC TM").

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

1.4 AmIRC.guide/Features

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Features
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* Runs with Genesis, AmiTCP, Miami and AS225 without additional support libraries.

* Built-in highly optimized DCC drivers for SEND, TSEND and MOVE, with asynchronous file I/O and threaded network handling. Supports Drag&Drop sending of files and DCC.

* Transparent implementation of DCC CHAT routing all /MSGs automatically 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.

* Internal CTCP flood and DCC bomb protection.

* Full support of the 'Undernet' IRC extensions, both reply codes and additional IRC commands.

* Intuitive channel display with user list 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 mouse button.

* 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.

* Built-in 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 phone book.

* Last nick history stores the nicknames of the last nicks you've send MSGs to, received MSGs from or addressed publicly 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 to server facility.

* Auto /AWAY after a user-specified idle time-out. Also, 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. (Using OpenURL.library or ARexx)

* Support for DALnet extensions.

* AmIRC is fully localized thanks to ATO (http://ato.vapor.com/ato).

1.5 AmIRC.guide/Requirements

Requirements
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What is needed to use AmIRC?
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Hardware

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 Genesis, Miami, AmiTCP/IP or Amiga Technology's as225r2 TCP/IP protocol stack.

1.6 AmIRC.guide/Copyright

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Copyright
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AmIRC has been designed, developed and written by

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     All Rights Reserved.

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Magnum's <amagnum@ibm.net> fine ARexx guide. Updated and revised for
the AmIRC v3.5 release by Frank Mosch <frank.mosch@advalvas.be>.

Installer Script ©1995-2000 Robert C. Reiswig All Rights Reserved

No part of this archive may be redistributed except with the entire
contents of the original archive.
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1.7 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 an
on-line 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 on-line at http://www.vapor.com/.

Use a credit card and have your keyfile in minutes!
```

1.8 AmIRC.guide/Installation

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Installation
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How to install AmIRC
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It is strongly suggested that you use AmIRC's installer script. This will make sure all necessary files are in the correct place and will make sure you will have AmIRC up and running in no time. The installer script requires that you have the Amiga installer utility (version 43.3 or later). Once you've unpacked the AmIRC archive you can start the installation by simply clicking on the install icon in the AmIRC drawer. The installation script will ask you some questions, depending on the experience level you've selected at the start, simply answer them and the installer will do the rest.

If you cannot or prefer not to use the installer utility, a manual install is relatively 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.

1.9 AmIRC.guide/Connecting

Connecting
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Let's have a (first) 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 be presented with the Server Selection Window. You will need to enter some data into the gadgets of this window in order for AmIRC to be able to log you onto an IRC network. First and foremost you will need to think up some witty and original nickname or handle by which you will be known during your IRC session(s). Make sure you pick an original one as some networks don't allow different users sharing the same name and won't allow you to connect until you try with a name that is not being used. You can supply AmIRC with 4 nicknames which it will subsequently use to try and connect to the network. You also need to provide AmIRC some additional information like your real name (be honest here!). If your TCP/IP stack is already running an IdentD service then you won't need to provide your user name as AmIRC will get it from the stack and the IdentD gadget will be ghosted. Now you are ready to connect AmIRC to an IRC network. Either select a network and server from the list provided or enter the details of your own favourite server.

1.10 AmIRC.guide/Operation

Operation

Operation at a glance

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, labelled 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 channel name, is the Topic Input/Display Gadget, where the topic of a joined channel is displayed. Many channels have topic protection, which means only channel operators can change the topic. If you can enter text in the topic bar (either because the topic isn't protected or you are a channel operator) 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 Protection on/off. If on, the topic can be changed by Channel Operators (Ops) only.

    - N - No Messaging: Toggles Messaging on/off. If active, a user can only write to the channel if they have joined it.

    - S - Secret: Toggles Secret mode on/off. If active, the channel is invisible until it is joined.

    - I - Invite Only: Toggles Invite Only mode on/off. If active, users can only join after they have been invited.

    - P - Private: Toggles Private mode on/off. If active, the channel will be invisible in the global channel list.

    - M - Moderated: Toggles Moderated mode on/off. If active, only channel operators (Ops) and users with 'voice' can type

to the channel.

- L - Limit: Sets a limited number of users allowed on the channel

- K - Keyword: Toggles Keyword mode on/off. If active, Users can only join the channel if they give the correct keyword.

- B - Ban: Sets/Displays the current Bans active on the channel

* Below the channel mode buttons is the User Listview, which shows a current list of users on the joined channel. Double clicking on a users name will perform a /WHOIS on that user. Clicking once on a users name will set that user as the default to perform other operations on, such as an operation from the configurable user buttons. Pressing the right mouse button when on a name shows a menu where you can select the same functions as the User Buttons below.

* Directly below the User Listview is the Lag-O-Meter. This meter indicates how much lag there is on your connection. Double clicking on it will bring up the INFO window.

* Below the Lag-O-Meter are the User Buttons. These buttons are configurable from the configuration window, accessible by selecting 'Setup...' from the AmIRC Settings menu.

* You can Drag-Highlight 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.

For a full explanation of all AmIRC functions and windows please check out the Reference section.

1.11 AmIRC.guide/IRC Terms

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

* Action: CTCP Action command, executed by a /ME at the beginning of a message.

* Ban: A channel mode set in order to prevent a user or group of users from joining a channel.

* Bot: Short for Robot, a Bot is a script that acts like a user, and can execute a command upon a certain occurrence.

* Client: Software that is written for the purpose of connecting to a server, in this case, an IRC server.

* Channel: A group of users on IRC. A channel will have a name (i/e, #AmIRC), and may or may not have a topic of conversation.

* Channel Mode: The properties of a channel that allow or disallow certain activities. Channel Modes can only be changed or set by Channel Operators. The available channel modes are:

  - Invite Only: If active, This mode allows users to join if they have been invited by someone in the channel.

  - Private: If active, the channel is invisible in the global channel list.

  - Lag: The term which is used when the connection to a server or client is delayed.

  - Limit: If active, sets a limit on the number of users allowed to join a channel.

  - Moderated: If active, only Channel Operators and users with voice may type input to the channel.

  - No Messaging: If active, prevents users from sending a message to the channel until they have joined it.

  - Secret: If active, the channel is invisible until it is joined.

  - Topic Protection: If active, only Channel Operators may set or change the topic of a channel.

* Channel Operator (or OP): A user who has control over a channel. A user who creates a channel is given Op status, and in turn can give it to anyone else in the channel.

* Chat Network: A network of computers that are interconnected so that anyone on any server in the network may chat with anyone else on any computer in that same network. Here's some major chat networks:

  - ARCnet: Amiga Relay Chat Network, partially running on

Amiga servers.

- IRCnet: Formerly part of EFnet, now split.

- EFnet: Eris Free Network. The largest IRC network

- DAL-Net: A different IRC network with some specialized functions that do not appear in typical IRC networks.

- Undernet: An alternative IRC network

* Command: A message to an IRC server or to a local or remote client. Commands generally begin with a /. See Commands.

* CTCP: Client To Client Protocol, A standard for sending commands from one client to another, usually for the purpose of getting information from the remote client. See CTCP.

* DCC: Direct Client Connection - a standard for creating a direct link between two clients, for the purpose of sending or receiving files, or to carry a more secure conversation. See DCC.

* IdentD: IdentD is software that can be run on the client, allowing an IRC server to corroborate the identity of a client. AmIRC has an IdentD built in, and will automatically disable it if an external IdentD is running.

* IRC: Internet Relay Chat - Any Network of Computers that run IRC servers for the purpose of allowing users to connect to it using client software made for IRC.

* Kick: The occurrence of a user being removed from a joined channel by a channel operator.

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

1.12 AmIRC.guide/Menus

Menus
*****

What's on the menu?
==========

AmIRC	AmIRC menu
Windows	Windows menu
User Modes	User modes menu
Settings	Settings menu
Plugins	Plugins menu
Rexx	Rexx menu

1.13 AmIRC.guide/AmIRC

Menus
=====

AmIRC Menu

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

Reconnect
Reconnects to the previously selected server, without having to open de server window.

Disconnect
Disconnects you from the current server without having to quit AmIRC.

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 dialogue 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 double-clicking 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.

Favorite Channels...
In the Favorite Channels window you can make a list of all your favourite channels allowing you to join them with a simple double mouse-click.

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

DCC-Chat Window...
In the DCC-Chat window you can confirm a DCC chat connection from another user. Simply select the client sending the request and click on 'Open' to make the connection. You can close the connections using 'Close'. 'Cleanup' removes all closed DCC chat connections. See DCC.

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

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

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

Info Message 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.

Clone detection
     Detect wether clones are present.

Oper detection
     Detect IRC Operators.

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.

Do Color codes?
     Here you can enable the (in)famous colour codes.
```

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.

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 dialogue window will contain 4 gadgets in the
     upper right corner.  These are labelled: 'Whois', 'Ping', 'DCC
     Chat', & 'DCC Send'.  These gadgets will perform their respective
     functions on the user that the dialogue 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.

Use pages by default?
     If set, AmIRC will only open one channel window at a time. If
     multiple channels are joined they can be accessed using the "tab"
     with the corresponding channelname at the top of the window.

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 start-up
     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 only be present when any ARexx scripts reside in the
```

AmIRC/Rexx/ directory and will display them. 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 in-depth look on ARexx.

1.19 AmIRC.guide/Commands

Using the commands in AmIRC.
****

Overview
========

AmIRC has many built-in 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 short-cut 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 have addressed with a 'Nick:' prefix inside a channel.

You may easily carry a dialogue with a particular user by first clicking on their username in the user list, then any time 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.

You can also use TAB to complete a nickname by typing only the first character, pressing TAB then will cycle you through all the nicks that start with that character.

When you have set an ALIAS you can force AmIRC to use the original

command by preceding the command with an exlamation mark (!).

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
CLEAR	Clearing the buffer of a channel or nick
COLOURCODES	Changing your message colours
CONNECT	(Re)Connecting a server
CTCP	Sending commands to other people
CYCLE	Automatically leave and rejoin a channel
DCC	Making a direct connection
DESCRIBE	Describing to a user
DEOP	Removing a user's Channel Op status
EXCADD	Add ban exception(s) (IRCNet)
EXCDEL	Delete ban exception(s) (IRCNet)
EXCLIST	Show ban exceptions (IRCNet)
FAKE	Send fake servercommands to AmIRC
FINDHOST	Find users using a userhost pattern
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
INVADD	Add auto-invite(s) (IRCNet)
INVDEL	Delete auto-invite(s) (IRCNet)
INVLIST	Show auto-invite(s) (IRCNet)
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
LOAD	Forc AmIRC to load a plugin
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
  RECONNECT     Reconnecting to the current server
  REHASH        Restarting the server
  RELOAD        Force AmIRC to reload a plugin
  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
  UNLOAD        Forc AmIRC to unload a plugin
  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.

Special Note: When you have set an alias for a command that normally
exists in AmIRC, you can force AmIRC to use the original command
instead of the alias by preceding it with an exlamation mark.

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

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

/!PING
     Forces AmIRC to issue the original PING command instead of an
     alias called PING.
```

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: CYCLE 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/CLEAR

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

CLEAR
-----

Usage: /CLEAR [channel|nick]

With this command to can clear the buffer of a channel or Query window.
If no channel name or nick is specified the buffer of the window in
which the command was issued will be cleared.  Be warned that any text
in the buffer will be gone permanently!

EXAMPLES:

/Clear #Throat
     Will clear the buffer of the channel #Throat.
```

1.30 AmIRC.guide/COLOURCODES

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

COLOURCODES
-----------

Usage: Ctrl-C [Text Colour],[Background Colour]

Please note that this feature is not really a command, but it can be
used to control the colour(s) in which a (public) text appears. Both
the text and the background colour can be changed by first pressing
Ctrl^C (That's the 'Ctrl' key + the 'C' key simultaneously!). followed
```

by either one (for the text colour) or two values (text and
background). In most fonts Ctrl^C is displayed as a box (unknown
character). You can have multiple colour changes in a single text, all
preceded by Ctrl^C. Here's a list of available colours and their
respective values:

Value:	Colour:	RGB Values:
0*	White	255 255 255
1	Black	000 000 000
2	Navy	000 000 139
3	Green	000 255 000
4	Red	255 000 000
5	Maroon	139 000 000
6	Purple	160 032 240
7	Orange	255 165 000
8	Yellow	255 255 000
9	Lime	050 205 050
10	Teal	128 128 128
11	Aqua	127 255 212
12	Blue	000 000 255
13	Fuchsia	255 192 205
14	Grey	190 190 190
15	Silver	211 211 211

*Please note that background colour 0 is
the standard list background colour.

EXAMPLES: ([CTRL^C] indicates pressing CTRL and C simultaneously)

This text is [CTRL^C]4 RED.
     When this line is sent to a channel the word RED will be displayed
     in..... red.

I like [CTRL^C]8,1 Colours [CTRL^C]1,0 a lot.
     Here the word Colours will be Yellow on a Black background.

1.31 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
```

1.32 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 information 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
```

1.33 AmIRC.guide/CYCLE

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

CYCLE
-----

Usage: /CYCLE [channel]

With CYCLE you can make AmIRC automatically leave and join a
```

```
(specified) channel.  This can be useful when you want to check a
changed user mode on a channel. When no channel name is given, the
currently active channel will be 'cycled'.

Related: CHANNEL JOIN LEAVE PART

EXAMPLES:

/CYCLE
     Will make AmIRC leave and join the currently active channel.

/CTCP #Amiga
     Will make AmIRC leave and join #Amiga, no matter what channel is
     active.
          «Reply» Bert TIME Tue Jan 13 10:54:23 1998
```

1.34 AmIRC.guide/DCC

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

DCC
---

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

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

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

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

Another use of the DCC standard is DCC chat, which, like DCC Send, will
send a CTCP request to the receiving client to set up a direct link. In
this case, however, the purpose of the link is for users to send
messages to each other. Because the messages are sent through the
direct link, and do not pass through the IRC server, this method of
sending messages is much more private than using the IRC's private
message (MSG) command.  With AmiRC, it must be noted that a DCC Chat
request will not open a dialogue 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 dialogue 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
initiate a 'DCC Send' or 'DCC Chat'. Starting a 'DCC Chat' from this
window will allow you to carry on a dialogue 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'.
```

1.35 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.
```

1.36 AmIRC.guide/DEOP

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

DEOP
----

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

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

Related: OP

EXAMPLES:

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

/DEOP #Amiga Billy,John
     Removes Channel Operator status from users Billy and John on the
     channel #Amiga.
```

1.37 AmIRC.guide/EXCADD

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

EXCADD
------

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

With this (IRCNet specific!) command you can add exceptions to your ban.
This way you can prevent a (friendly) user from being banned by you.
With the optional channel argument you can setup an exception for a
different channel than the one in which window the command is executed.

Related: BAN BANDEL BANLIST EXCDEL EXCLIST KICK          KICKBAN QKICK
QKICKBAN

EXAMPLES:

/EXCADD bill@*.microsoft.com
     Will add a user called bill in the microsoft.com domain to your ban
     exceptions, preventing you from banning him.

/EXCADD Amiga bill@*.microsoft.com
     Will prevent user bill on microsoft.com from being banned on
     #Amiga.
```

1.38 AmIRC.guide/EXCDEL

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

EXCDEL
------
```

```
Usage: /EXCDEL [channel] userhost[,userhost...]

With this (IRCNet specific!) command you can delete exceptions to your
ban.  With the optional channel argument you can remove an exception
for a different channel than the one in which window the command is
executed.

Related: BAN BANDEL BANLIST EXCADD EXCLIST KICK          KICKBAN QKICK
QKICKBAN

EXAMPLES:

/EXCDEL bill@*.microsoft.com
     Removes a user called bill in the microsoft.com domain from your
     ban exceptions, allowing you from banning him again.

/EXCDEL Amiga bill@*.microsoft.com
     Allows you to ban user bill on microsoft.com on #Amiga again.
```

1.39 AmIRC.guide/EXCLIST

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

EXCLIST
-------

Usage: /EXLIST [channel]

This (IRCNet specific!) command shows you all domains that are excluded
from your bans.  With the optional channel argument you can view an
exceptions list for a different channel than the one in which window
the command is executed.

Related: BAN BANDEL BANLIST EXCADD EXCDEL KICK          KICKBAN QKICK
QKICKBAN

EXAMPLES:

/EXCLIST
     Will show a list of all userhosts that are excluded from banning
     on the currently active channel.

/EXCLIST Amiga
     Will show a list of all userhosts that are excluded from banning
     on #Amiga.
```

1.40 AmIRC.guide/FAKE

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

FAKE
----

Usage: /FAKE server_data

With this command you can fake data that a server normally sends to
AmIRC. This is mainly useful for debugging purposes when, for instance,
writing a script. This way you will be able to test AmIRC's reaction on
certain incoming data from a server.  WARNING: This command can result
in AmIRC crashing very easily when not used properly!  Do not use this
command unless you are absolutely sure what you're doing.

EXAMPLES:

/FAKE :Bill!Boss@Microsoft.com JOIN #LameOS
     Will result in AmIRC reporting that: -> Bill(Boss@Microsoft.com)
     has joined channel #LameOS

/FAKE :Bill PRIVMSG #LameOS Anyone got pie for me?
     Will show the following in the channel window of #LameOS: Bill |
     Anyone got pie for me?
```

1.41 AmIRC.guide/FINDHOST

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

FINDHOST
--------

Usage: /FINDHOST [channel|ALL] userhost

With this command you can search for a user using a userhost pattern.
AmIRC will return all users matching the pattern on the currently
active channel. Alternatively you can specify which channel will be
searched in. With the ALL argument you can search the entire network.

Related: USERS USERHOST WHO

EXAMPLES:

/FINDHOST *.vapor.com
     Will list all users at the vapor.com domain on the currently
     active channel.

/FINDHOST #Amiga *.vapor.com
     Shows all users at the vapor.com domain on #Amiga.

/FINDHOST all *.com
     Shows all users at the .com domain on the network.
```

1.42 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.
```

1.43 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.
```

1.44 AmIRC.guide/HIGHLITE

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

```
HIGHLITE
--------

Usage: /HIGHLITE [item]

HIGHLITE can be used to light up certain texts. They will be shown in a
colour 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
     colour.
```

1.45 AmIRC.guide/HILITE

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

HILITE
------

Usage: /HILITE [item]

HIGHLITE can be used to light up certain texts. They will be shown in a
colour 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
     colour.
```

1.46 AmIRC.guide/IRCNAME

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

IRCNAME
```

```
-------

Usage: /IRCNAME [new name]

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

Alternative: NICK

EXAMPLES:

/IRCNAME Phalanx
     Sets your nickname to 'Phalanx'
```

1.47 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 receive 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
```

1.48 AmIRC.guide/INVADD

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

INVADD
```

```
------

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

With this (IRCNet specific!) command you can add users to your
auto-invite list.  This way you automatically invite them to a
(specified) channel whenever they log onto IRCNet. With the optional
channel argument you can setup an auto-invite for a different channel
than the one in which window the command is executed.

Related: INVDEL INVLIST INVITE

EXAMPLES:

/INVADD bill@*.microsoft.com
     Will add a user called bill in the microsoft.com domain to your
     auto-invite list causing you to automatically invite him when he
     logs on.

/INVADD Amiga bill@*.microsoft.com
     Will make you auto-invite user bill on microsoft.com to #Amiga.
```

1.49 AmIRC.guide/INVDEL

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

INVDEL
------

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

With this (IRCNet specific!) command you can remove users from your
auto-invite list.  With the optional channel argument you can remove an
auto-invite for a different channel than the one in which window the
command is executed.

Related: INVADD INVLIST INVITE

EXAMPLES:

/INVDEL bill@*.microsoft.com
     Removes a user called bill in the microsoft.com domain from your
     auto-invite list.

/INVDEL Amiga bill@*.microsoft.com
     Stops you from auto-inviting user bill on microsoft.com to #Amiga.
```

1.50 AmIRC.guide/INVLIST

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

INVLIST
-------

Usage: /INVLIST [channel]

This (IRCNet specific!) command shows you all domains that are
automatically invited to the (specified) channel. With the optional
channel argument you can view the auto-invites for a specific channel.

Related: INVADD INVDEL INVITE

EXAMPLES:

/INVLIST
     Will show a list of all userhosts that are automatically invited
     to the currently active channel.

/INVLIST Amiga
     Will show a list of all userhosts that are automatically invited
     to #Amiga.
```

1.51 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.

Related: INVADD INVDEL INVLIST

EXAMPLES:

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

1.52 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 patch level, 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.
```

1.53 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.
```

1.54 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: CYCLE 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.
```

1.55 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!'.
```

1.56 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.
```

1.57 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!'
```

1.58 AmIRC.guide/LASTLOG

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

LASTLOG
-------

Usage /LASTLOG [undefined]
```

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

EXAMPLES:

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

1.59 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 CYCLE JOIN

EXAMPLES:

/LEAVE
     Leave the channel currently bound to this window.

/LEAVE #AmigaGER
     Leave channel #AmigaGER.
```

1.60 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
```

1.61 AmIRC.guide/LIST

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

LIST
----

Usage: /LIST [pattern] [MIN minusers]

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

EXAMPLES:

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

/LIST br* 6
     Returns all channels starting with br and minimal 6 users present.
```

1.62 AmIRC.guide/LOAD

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

LOAD
----

Usage: /LOAD plugin

With this command you can force AmIRC to load a certain plugin that has
been installed after AmIRC was started.

Related: RELOAD UNLOAD

EXAMPLES:
/LOAD XDCC
     Forces AmIRC to load the XDCC plugin
```

1.63 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 log file

/LOG <filename>
     Sets the path and name of the log file.
```

1.64 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.
```

1.65 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.
```

1.66 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.
```

1.67 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.
```

1.68 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
Operators 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.
```

1.69 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.
```

1.70 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 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.

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.
```

1.71 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!)
```

1.72 AmIRC.guide/NICK

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

NICK
----

Usage: /NICK NewNick

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

Alternative: IRCNAME

EXAMPLES:

/NICK Phalanx
     Sets your nickname to 'Phalanx'
```

1.73 AmIRC.guide/NOTE

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

NOTE
```

```
----

Usage: /NOTE [undefined]

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

1.74 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.
```

1.75 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.
```

1.76 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
```

1.77 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.
```

1.78 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 CYCLE JOIN
```

```
EXAMPLES:

/PART
     Leave the channel currently bound to this window.

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

1.79 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
```

1.80 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
```

1.81 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
```

1.82 AmIRC.guide/QUERY

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

QUERY
-----

Usage: /QUERY nick [+|-|msg]

With this command you can open a Query window for a specific user. All
```

```
PrivMessages from this user will be diverted to this window.  You can
also PING or WHOIS the other user, or you may initiate a 'DCC Send' or
'DCC Chat'. Starting a 'DCC Chat' from this window will allow you to
carry on a dialogue with the remote user through the window. If you
issue the command with a nick that has an iconified Query window, it
will be uniconified. When using the (optional) + argument the Query
window will be opened as a page in the current window, with the - a
seperate Query window will be opened, regardless of the 'Use pages by
default?' setting.  With the optional [msg] argument you can
immediately send a message to the user when opening the Query window.
Please note that you can only use one of the arguments at a time.

EXAMPLES:

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

/QUERY Hero -
     Will open a new Query window, regardless of the default setting.

/QUERY Hero Good Evening
     Will open a Query window and send the message Good Evening
     immediately
```

1.83 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.
```

1.84 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.
```

1.85 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.
```

1.86 AmIRC.guide/RECONNECT

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

RECONNECT
---------

Usage: /RECONNECT

This command will reconnect you to the current server. It is the same
```

as the menu item and can be useful when a connection is either timed out
or lagging.

EXAMPLES:

/RECONNECT
     Will reconnect you to the current server.

1.87 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.

1.88 AmIRC.guide/RELOAD

Commands
========

RELOAD

Usage: /RELOAD plugin [FORCE]

This command will make AmIRC reload a plugin that has already been
loaded. This can be useful if the plugin has been updated. The FORCE
option will force AmIRC to reload if the plugin refuses to unload.

Related: LOAD UNLOAD

EXAMPLES:

/RELOAD XDCC
     Will make AmIRC reload the XDCC plugin.

1.89 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
```

1.90 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.
```

1.91 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.
```

1.92 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
```

1.93 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
```

1.94 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.
```

1.95 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 sound file 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.
```

1.96 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
```

1.97 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 statistics 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
```

1.98 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.
```

1.99 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.
```

1.100 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'
```

1.101 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.
```

1.102 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.
```

1.103 AmIRC.guide/UNHIGHLITE

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

UNHIGHLITE
----------

Usage: /UNHIGHLITE [item]

HIGHLITE can be used to light up certain texts. They will be shown in a
colour 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.
```

1.104 AmIRC.guide/UNHILITE

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

UNHILITE
--------

HIGHLITE can be used to light up certain texts. They will be shown in a
colour 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.
```

1.105 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
```

1.106 AmIRC.guide/UNLOAD

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

UNLOAD
------

Usage: /UNLOAD plugin [FORCE]

Will make AmIRC unload a plugin. The FORCE option will force the plugin
to be unloaded.

Related: LOAD RELOAD

EXAMPLES:

/UNLOAD XDCC
     Makes AmIRC unload the XDCC plugin.
```

1.107 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
```

1.108 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.
```

1.109 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.

Related: FINDHOST USERHOST WHO

EXAMPLES:

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

1.110 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>.

Related: FINDHOST USERS WHO

EXAMPLES:

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

1.111 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.
```

1.112 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.
```

1.113 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.
```

1.114 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.

Related: FINDHOST USERS USERHOST

EXAMPLES:

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

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

1.115 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'.
```

1.116 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'.
```

1.117 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
```

1.118 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.

1.119 AmIRC.guide/AmIRC Setup

AmIRC Configuration
****

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

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

Messages	Messages Page
Events	Events Page
Actions	Actions Page
Lists	Lists Page
Interface	Interface Page
Colors	Colors Page
Windows	Windows Page
Logging	Logging Page
FKeys	Function Keys Page
Misc	Miscellaneous Page

1.120 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 (Ctrl-
     Amiga-Amiga) while connected to a server.

AWAY Messages
-------------

Default
     This is the text that will appear when you are set AWAY by
     selecting the Marked Away? item in the User Modes menu 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),
     time-out will be disabled.

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

1.121 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 occurrence of the event.

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

Sound
     If a sound sample is preferred for the event, you may use the
     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 slider gadget can be used to test the selected
     sound file.

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

Events

Any Message
     This event occurs on any incoming public message.

Private Msg
     This event occurs when you receive an incoming private MSG or
     DCC Chat message.

Notice
     This event occurs when an operator sends out a NOTICE.

CTCP request
     This event occurs when your client receives any CTCP request. (For
     example /CTCP Time, or /CTCP Version)

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

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

Kick
     This event occurs when anyone is kicked from the channel you are
     currently on.

Mode change
     This event occurs when the channel mode is changed for the channel

```
     you are currently on. E.g. If someone is /OPed or /DeOPed, or if
     the channel is made private, etc.

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

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

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

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

1.122 AmIRC.guide/Actions

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

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

Action buttons
--------------

The main part of this window consists of a listview containing the Label
and Operation for all currently set up action buttons that appear
beneath the userlist in AmIRC's main window. You can specify up to 96
action buttons.  They can contain any IRC action, much like a macro. As
AmIRC doesn't allow configurable function keys to act as macros, these
buttons are preset for CTCP, DCC and MODE operations.  Selecting an
action from the listview will place it in the gadgets below for editing.

Label:
     This is the label that will appear on the action button.

Operation:
     This is the operation that is executed when the action button is
     pressed. This can be anything you can enter in the channels input
     gadget. The bottom of the page contains a list with valid
     placeholders that will be replaced when the operation is executed.

Number of button pages
     This slider determines how many button pages there will be.
     Allowing you to separate the action buttons into different pages
     so they won't take up too much space on the screen. Each page has
     a tab that allows it to be selected.  The actions can be sorted in
     the list by dragging and dropping allowing you to determine the
     content of each button page.
```

```
Add New Action
     With this button a new action will be added to the list.

Delete Action
     With this button the currently selected action will be removed
     from the list.

     These actions can also be accessed by clicking the right mouse
     button after selecting a users nick from the userlist.

Special
-------

On this page you can set some special actions:

Userlist doubleclick
     This action will be performed when you double-click on a nick in
     the channel's userlist.

Nick button
     This action will be performed when you click on the button
     containing your own nick.

The bottom bar shows all valid placeholders for these actions which
will be replaced when the operation is executed.
```

1.123 AmIRC.guide/Lists

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

Lists Page
==========

Alias Page
----------

Here you can create aliases, or short-cuts for complex IRC commands.
The main part of the page is taken up by the listview containing all
currently set up aliases. You can modify them by selecting them.

Add New Alias
     With this button you can add new aliases.

Delete Alias
     With this button you can remove the currently selected alias from
     the list.

The bottom bar contains an example template. %p will be replaced by any
arguments that you use when issuing the alias.

Ignore Page
-----------
```

Here you can set which users, if any, you want to ignore, and what kind of messages from them to ignore. The main part of the page consists of the listview displaying all current ignores. You can modify them by selecting them.

Ignore Text
When this item is checked any public message send by the user will be ignored.

Ignore PrivMsgs
When this item is checked you won't see any MSG from the user.

Ignore CTCPs
When this item is checked you won't receive any CTCP request from the user.

Add Ignore
With this button a new ignore will be added to the list.

Delete Ignore
This button will remove a selected ignore from the list.

Hilite Page

Here you may set certain text to be highlighted in order to get your attention if that text appears. The main part of the page is taken up by the listview showing all currently set up patterns. You may edit any entry by selecting it.

Add New Hilite pattern
With this button you can add a new pattern to the list. You may set text to match the Nick, Userhost, or any keyword enclosed in double quotes. The Hilite patterns will ignore a pattern it recognizes if it was input by you, but will be 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.

    'Keyword'
          This does the same as above but is case sensitive.

Delete Hilite pattern
     Select a pattern from the list and press this button to delete it.
```

1.124 AmIRC.guide/Interface

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

Interface Page
==============

The Interface configuration page allows you to control some specific
aspects of AmIRC that aren't covered in the MUI configuration.

General Page
------------

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

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

Misc
----

Inline URL/Email handling
     Here you can determine if AmIRC will sent the URL or Email address
     to your browser or email client by either single or double mouse
     click. Or you can disable it completely.

Timestamps
     With this you can determine if the time stamps that appear in
     front of each entry in the channel list will be either
     Short(hh:mm) or Long(hh:mm:ss), or you can disable them.
```

Window list action
     You can make the window either Uniconify/Iconify, where the
     windows will just re-open when uniconified, or Uniconify/Pop to
     front, where a window will pop to the front when uniconified.

Remember buffer position when iconified?
     When this item is selected AmIRC will remember the buffer position
     when it is being iconified. When the interface is brought back up
     it will be at the same position in the buffer.

Hide page manipulation buttons?
     You can hide the buttons with which you can manipulate the pages.

Wheel mouse support

Wheel scroll lines:
     Here you can determine how many lines will be scrolled at a time
     when the mouse wheel is used.

Channels Page

Fonts

Channel text font
     Here you can specify an alternative channel text font that will be
     used in the main channel list. If none is specified the font set
     in the MUI Prefs will be used.

Userlist

Userlist
     You can determine 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.

Order
     This gadget determines how the userlist will be shown. Either in
     Alpabetical Order, New at bottom or New at top.

Popup Menu
     You can select the Userlist popup menu to be Disabled, Same as
     Action Buttons or Complex(Hierarchical).

Buttons?
     You can have the Action buttons displayed below the user list. If
     the user list is configured as a separate window, the buttons will
     also appear in that window.

Userlist win open?
     The userlist window can be opened upon start-up, if it is
     configured as a separate window.

```
Misc
----

No Balance Bar?
     You can disable the Balance Bar between the user list and the
     channel list.

Hide Lag-O-Meter?
     You can hide the Lag-O-Meter from the main window.

'Economy' channelmode buttons
     In 'Economy' mode the channel mode buttons are merged into a
     single button containing all the relevant switched that are set,
     leaving more space for other interface items.  If you want to set
     a channel mode you can click on the button to pop up the channel
     mode buttons

Dialogs Page
------------

Fonts
-----

Dialog window font
     Here you can specify an alternative dialogue window font that will
     be used in the dialogue windows. If none is specified the font set
     in the MUI Prefs will be used.

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

Maximum number of query windows:
     Here you can set how many QUERY windows there will be open maximum
     at a time.

No query windows when away?
     You can disable QUERY windows from opening when you are set AWAY.

Misc
----

Query window on different Pubscreen
     Here you can set an alternative public screen on which the QUERY
     window will be opened. If no pubscreen is specified, the Query
     Window will open on AmIRC's default screen.
```

1.125 AmIRC.guide/Colors

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

Colors Page
===========
```

Text Colors

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

Local Info
     Text that is generated by local events. E.g. Vapor's MicroDot-2 notifying you of new mail.

Background
     The background colour of the listview(s).

Own Text
     Any text entered by you.

Nick Related
     Any text that contains a nick action.

Part Messages
     Text when someone leaves a channel.

Quit Messages
     Text when someone quits IRC.

Invite Messages
     Text of an invitation to a channel.

WhoIs Text
     Text produced by the WHOIS command.

Notify Messages
     Text of notify messages

Highlighted Text
     Text that is configured in the Hilite list for AmIRC.

Server Messages
     Text that comes from the server.

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

Alt. Background
     The alternative background colour of the listview(s), indicating that the buffer is scrolled back and you're not seeing new

```
     messages being entered until you scroll down.

Notices
     Notification texts.

Join Messages
     Text when someone enters a channel.

Kick Messages
     Text when someone is kicked from a channel.

CTCP Actions
     Text produced by a CTCP action.

Topic related
     Text that contains any topic action.

WallOps Text
     Text meant for all IRC Operators.

Lists Text
     Text produced by the LIST command.

Page/Iconify Buttons
--------------------

Here you can specify the colour of the Page (tabs) and Tray Window
buttons, when their respective channel/chat is not visible, indicating
a special event.

New Message
     Colour of the button when new messages are present.

Highlight
     Colour of the button when items have been highlighted.
```

1.126 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 receive 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.
```

1.127 AmIRC.guide/Logging

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

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

Logging
-------

In this section the default log file name and log directory 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 log files 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.

Log all URLs?
     When this item is checked all URLs that appear in the URL Grabber
     will be logged.

Immediate Logging?
     When this item is check AmIRC will start logging immediately when
     started.

Filename Templates
------------------

Channel log filename:
     Here the filename for the channel log files is determined.

Dialog log filename:
     Here the filename for the Dialog window log files is determined.

URL log filename:
     Here the filename for the URL log file is determined.

     The gadget at the bottom lists all valid placeholders for the file
     names.
```

1.128 AmIRC.guide/FKeys

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

Function Keys Page
==================

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

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

1.129 AmIRC.guide/Misc

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

Misc Page
=========

CTCP SOUND handling
-------------------

Here you may set the directory where AmIRC looks for files requested by
incoming CTCP Sound requests.

Directory:
     Here the directory where AmIRC looks for sounds can be entered.

Volume:
     With this slider the playback volume of the sounds can be set from
     0-64.

Sound Player
------------

Use external player?
     When this item is checked AmIRC will use an external player to
     play the sounds.

Player command line
     This is the command that will be executed when AmIRC uses an
     external player.

CTCP Flood Control
------------------

Request allowed
     The number of CTCP requests allowed from a host is a specified
     time period.

Flood requests tolerated
     The number of flood requests allowed before automatically setting
     an IGNORE on the host.

Time periods (seconds)
     The period of time in which the allowed amount of CTCP's can be
     requested.

Period extend (seconds)
     Time added to flood period per CTCP request in case of continued
     flooding.
```

1.130 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 identified.

- Command reference -

  RX_SAY                SAY               Treat something just like it was entered  ↩
     in the input string.
  RX_GETMYNICK          GETMYNICK         Request current nick name.
  RX_ISCONNECTED        ISCONNECTED       Check whether connection is established.
  RX_GETSERVERNAME      GETSERVERNAME     Request current server name.
  RX_USERHOST           USERHOST          Query Userhost of a nick.
  RX_ECHO               ECHO              Echos text to the current listview.
  RX_RAW                RAW               Sends raw text to the server.
  RX_GETWINNUM          GETWINNUM         Returns the window number for a channel.
  RX_CHANNELS           CHANNELS          Returns string showing joined channels.
  RX_GETDCC             GETDCC            Returns status of DCC's to stems.
  RX_GETCHANNEL         GETCHANNEL        Returns channel joined in active window.
  RX_GETSELECTEDUSER    GETSELECTEDUSER   Returns nick of user selected in userlist ↩
      window.
  RX_GETUSER            GETUSER           Returns the nick of user number in  ↩
     userlist window.
  RX_GETUSERS           GETUSERS          Returns a string with all users in the  ↩
     current channel.
  RX_GETUSERSTATE       GETUSERSTATE      Tells whether the user has Op, Voice, or  ↩
     no privledges.
  RX_GETLINE            GETLINE           Waits for the next line and parses it  ↩
     into a stem variable.
  RX_GETLINECOUNT       GETLINECOUNT      Tells you how many lines have been  ↩
     entered since you enterd the
channel.
  RX_GETLASTLINE        GETLASTLINE       Returns the last line, unparsed.
  RX_GETAWAYSTATE       GETAWAYSTATE      Checks if you are marked away.
  RX_GETVERSION         GETVERSION        Tells you what version AmIRC you are  ↩
     using.
  RX_GETCTCPSOUNDDIR    GETCTCPSOUNDDIR   Returns CTCP sounds directory.
  RX_GETDCCRECEIVEDIR   GETDCCRECEIVEDIR  Returns DCC receive directory.
  RX_MATCHUSERHOST      MATCHUSERHOST     Matches a pattern to a hostname.
  RX_PLAYSOUND          PLAYSOUND         Plays a sound via AmIRC.
  RX_PARSELINE          PARSELINE         Returns the line given in a stem variable ↩
     .
```

1.131 AmIRC.guide/RX_Startup

```
ARGUMENTS:

None

DESCRIPTION:

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

1.132 AmIRC.guide/RX_Connected

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

ARGUMENTS:

None

DESCRIPTION:

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

1.133 AmIRC.guide/RX_Shutdown

```
Shutdown.amirx
==============

ARGUMENTS:

None

DESCRIPTION:

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

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

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

1.134 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
```

1.135 AmIRC.guide/RX_DCCDone

```
DCCDone.amirx
=============

ARGUMENTS:

com successcode nick filename

where :   successcode is 1 for a successful 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 automated 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
```

1.136 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."
```

1.137 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.
```

1.138 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:
```

1.139 AmIRC.guide/RX_GETMYNICK

```
GETMYNICK
=========

Usage:
     GETMYNICK

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

     "GETMYNICK";"ECHO" result

RELATED TOPICS: See RX_GETSERVERNAME.
```

1.140 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.
```

1.141 AmIRC.guide/RX_USERHOST

```
USERHOST
========

Usage:
     USERHOST NICK/A

DESCRIPTION:

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

```
EXAMPLES:

     "USERHOST Olli";"ECHO" result

RELATED TOPICS: See RX_GETMYNICK.
```

1.142 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"
```

1.143 AmIRC.guide/RX_RAW

```
RAW
===

Usage:
     RAW TEXT/F

DESCRIPTION:
```

```
Sends text to the server in raw format.

EXAMPLES:

     "RAW PRIVMSG phalanx :heya! what's happening?"
```

1.144 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
```

1.145 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.
```

1.146 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
```

1.147 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
```

1.148 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.
```

1.149 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.
```

1.150 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 CHANNEL=#amiga"; "ECHO" result

RELATED TOPICS: See RX_GETUSER, RX_GETSELECTEDUSER.
```

1.151 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 on-line, but has no special status.

     RC=1 User is Channel Operator.

     RC=2 User is on-line 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
```

1.152 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 received.

     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.
```

1.153 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.
```

1.154 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.
```

1.155 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
```

1.156 AmIRC.guide/RX_GETVERSION

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

Usage
     GETUSERS

DESCRIPTION:

Returns the Version number of AmIRC.

EXAMPLES:

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

1.157 AmIRC.guide/RX_GETCTCPSOUNDDIR

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

Usage
     GETCTCPSOUNDDIR

DESCRIPTION:

Returns the path to the sounds played with ctcp sound.

EXAMPLES:

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

1.158 AmIRC.guide/RX_GETDCCRECEIVEDIR

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

Usage
     GETDCCRECEIVEDIR

DESCRIPTION:

Returns the path of the dcc receive directory.

EXAMPLES:

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

1.159 AmIRC.guide/RX_MATCHUSERHOST

```
MATCHUSERHOST
=============

Usage
     MATCHUSERHOST USERHOST/A,PATTERN/A

DESCRIPTION:

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

EXAMPLES:

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

1.160 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 don't 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"
```

1.161 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 received.

     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.
```

1.162 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/
```

1.163 AmIRC.guide/Index

```
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*****

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