

grapevine

Brian J. Cerveny

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Chapter 1

grapevine

1.1 Grapevine Internet Relay Chat Client User Manual

Grapevine Amiga IRC Client User's Manual
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1.2 Grapevine Amiga Internet Relay Chat Client User Manual

Introduction to Grapevine

Grapevine is an Amiga Internet Relay Chat client. The IRC is a worldwide network on which users can participate in realtime conversation. Grapevine is a means by which to communicate over this network, with an attractive, easy to use graphic interface that befits

the nature of the Amiga. A background on IRC will not be covered here, but there are many general IRC information files available by FTP from ftp.kei.com in the /pub/irc directory.

Grapevine supports several methods of communication. You may use one of the TCP/IP stacks: Commodore's AS225r2 or the freely distributable AmiTCP. AS225r2 is currently available from Canadian Prototype Replicas (CPR) for around \$150. AmiTCP V2.3 is available on any AmiNet site, including ftp.wustl.edu, ftp.cdrom.com, and ftp.luth.se. AmiTCP 3.0 beta is available on the AmiTCP support site, kampi.hut.fi.

Grapevine also support any serial.device compatible device by means of a simple Unix network connection utility and a small terminal program to log in and connect to the server, and pass control to Grapevine.

System Requirements

- AmigaDOS Release 3.0 (V39) or newer (this will change).
- At least 1MB of RAM, 2MB recommended, with 1MB chip RAM
- Hard drive recommended.
- TCP/IP networking package optional.
- A direct (TCP) or indirect (serial login) connection to the Internet.

Program Features

- Support for AS225r2.
- AmiTCP supported through Henning Schmiedehausen's socket.library clone. (This is available on the Grapevine Support Site.
- Serial device support, including AUW and DNet.
- Over 50 input line commands with online syntax help.
- Modular DCC programs allow users to write their own DCC clients, including games. DCC file transfer modules included.
- Supports up to 10 different channel/message windows.
- Ability to automatically join channels when first connecting
- Attractive "Style Guide" compliant graphic user interface.
- Fast scrollbar, configurable buffer size.
- Opens on any public screen.
- Point-and-click user operations like op, ban, kick, whois.
- Graphic icon toolbar for common operations.

About the Manual

This manual tries to completely describe the functions of the Grapevine IRC client. However, it does not attempt to explain the details of what IRC is or how it works. Because of this fact, some explanations in this manual might not be satisfactory to new IRC user. There are a number of documents available to you that cover IRC in general. While some of them address the Unix ircII client specifically, almost all of what is said also applies to Grapevine because of input command compatibility. These documents are available on the Grapevine support site in the pub/grapevine/ircsupport directory, or on cs-ftp.bu.edu in the irc/support directory. A list of current IRC servers is also available on these sites.

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Copyright

The Grapevine Amiga Internet Relay Chat Client and all files which are included in the distributed archives are, unless otherwise noted,

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The aforementioned copyright does not apply to DCC.Send or DCC.Move.

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Acknowledgments

The channel text display gadget was written by Kenneth Dyke.

The program icons, some icon toolbar images, and the "About" window image were designed and drawn by Seth Harman.

Some icons included in the archive are from the MagicWB package, Copyright ©1992-1994 by Martin Huttenloher.

The programs DCC.Send and DCC.Move were written by Scott Ellis and Osma Ahvenlampi with Ezra Story and Dan Murrell, Jr.

HFTgv is Copyright ©1993-1994 by Herbert West.

Grapevine uses the GadLayout dynamic gadget layout engine by Timothy Aston.

AmiTCP socket.library is Copyright ©1993,1994 by Henning Schmiedehausen, and is included in the Grapevine archive with his permission.

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Installation of Grapevine varies depending upon the method of communication used.

AS225

Presumably you have already extracted the Grapevine archive. The directory structure is already set up properly in the archive. In order for DCC to work correctly you may have to edit the path settings so that Grapevine can find the DCC program files.

AmiTCP

When using AmiTCP, install Grapevine just like for AS225. To use the program though you will need the AmiTCP socket.library by Henning Schmiedehausen. This socket.library is included in the Grapevine archive and is also available on the Grapevine support site.

The socket.library requires you to set the ENV:SOCKETCONFIG variable in order for it to work. Please refer to the socket.library manual for directions on setting this variable.

Serial

Serial operation requires more installation work than TCP. Install the Grapevine program on your Amiga wherever desired. The DCC files are not used in serial mode unless you are using DNet. HFTgv must be present in the same directory as Grapevine.

Included with HFTgv is a small utility called irclink, which is a simple network data connection program that must be installed on your Unix host. It simply establishes a link to the IRC server through which Grapevine can communicate. To install irclink, you need to compile "irclink.c" with an ANSI compatible C compiler. If your cc does not work, use gcc. The suggested compilation command is:

```
gcc irclink.c -o irclink -s
```

For instructions on the use of HFTgv and irclink to connect to the server, see the Serial section of the manual.

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Grapevine Serial Operation

Grapevine supports any properly written serial.device. It has been tested with serial.device, uw.device (Amiga UnixWindows by Ezra Story), and dnet.device. However, note that dnet.device has a few problems. See the Bugs file for details.

To connect to IRC in serial mode, follow these steps:

1. Run HFTgv from the same directory in which Grapevine is installed.
 2. Login to your Unix account.
 3. Run the irclink program with your server name and optional port:
"irclink servername [port]"
 4. Once connected to the server, select "Run Grapevine" from the HFTgv
-

menu, or type RightAmiga-1.

You should now be connected to IRC!

For further instructions on using HFTgv, refer to HFTgv.doc.

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Grapevine Configuration

Grapevine has many features which can be customized to the user's preferences, as well as a number of items which are required to be set. There are three methods by which Grapevine is configured: environment variables, the "Settings" menu items, and command line parameters.

Environment Variables

Grapevine recognizes three standard environment variables in TCP/IP setups:

USER - System username (login name)
REALNAME - Your full real name
HOSTNAME - Your machine's host name

These three variables are only read when no configuration file is found. Values saved in the settings files override the environment variables.

If you are using socket.library for AmiTCP, you must set an additional variable named SOCKETCONFIG. Refer to the socket.library manual for directions on the proper configuration.

Settings Menu

The settings menu is available from any channel window, and contains many items which are used to configure the program.

Command Line Parameters

There are several command line parameters which may be specified. These parameters all override values which are saved in the config files.

AS225 - Run Grapevine in TCP mode using AS225r2
SERVER - IRC server name
PORT - IRC server port
PASS - IRC server password
NICKNAME - Your nickname

There are a number of command line parameters for serial operation which are not described here. These parameters are NOT for your use! They are intended to be used exclusively by HFTgv.

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Project Windows

The operation of Grapevine centers around two windows: the channel window and the namelist window.

Channel Window

The channel window is where all of the IRC text is displayed, including messages, public channel conversation, command operation results, and errors. You can have up to 10 channel windows open at a time, each of which has its own scrollback buffer. The description of the channel window operation is broken up into the following sections:

Text display	Area where communications are printed
String input gadget	Gadget for input of messages and commands
Status indicator	Indicates chanop/voice status
Window title	Contains various useful information

Namelist Window

The namelist window contains a listview gadget displaying the names of the users on a joined channel. The window opens immediately to the right of the channel window. It can be closed safely, and reopened with either the /NAMES command or the Names menu item in the channel menu.

In the list of names, a small symbol may be located beside a nickname. A small magic wand indicates that the person is a channel operator, and a representation of sound waves indicates that the person has a "voice" on a moderated channel and can speak.

You can perform various operations on users in the channel by selecting a nickname with the mouse and then clicking on one of the appropriate icons or selecting an item from the channel menu. After an operation has been completed, the user will be deselected. Double-clicking on a nickname will display Who Is information on the user.

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Channel Window: Text Display

The text display area is where all of the incoming and outgoing messages, error messages, and command results are displayed. All of the text to the window is saved in a scrollback buffer, which can be viewed with the prop gadget in the window or with the following hotkeys:

Ctrl CursorUp:	Jump to beginning of buffer
Alt CursorUp:	Scroll up one page
Alt CursorDown:	Scroll down one page
Ctrl CursorDown:	Jump to end of buffer

The size of the scrollback buffer is adjustable in the Program Settings window, as well as is the number of pixels between messages.

The text display area is actually a custom BOOPSI gadgetclass. This has

one caveat. When the channel window is resized, all of the text in the scrollbar buffer is word-wrapped. This operation can take a couple of seconds on slower machines. Since the wrapping is all done by the gadget, which is called by Intuition (input.device), all system input will freeze while the operation is done. A wait pointer is displayed during this operation.

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Channel Window: Input Gadget

The string input gadget at the bottom of the channel window is where all commands and messages are entered. This gadget is a much-enhanced GadTools string gadget. The enhancements are all described below.

Command Input

Grapevine has over 50 commands that can be entered in the input gadget. To enter a command, precede it with a "/" character. For example, to send a private message to a user with the nickname JillUser you would use the MSG command as follows:

```
/MSG JillUser Hi there! How are you doing tonight?
```

Command interpretation is case-insensitive.

If you do not enter a command on the input line, all text that you input will be sent to any channel you have joined in the current channel window. If you have not joined a channel, an error message will be displayed.

Command History

The string gadget has command history so that you can recall messages and commands that you have already typed. To recall a line from the command history, use the up/down cursor keys to step through by single lines, and shift up/down to jump to the first/last entries in the history. The last line is actually a clear input line.

The maximum number of lines stored in the command history is adjustable in the Program Settings window.

Style and Bell Characters

The string gadget will accept three control characters that will change the style of the message text. These characters are as follows:

```
Ctrl B: Bold text
Ctrl V: Inverse text (light-on-dark)
Ctrl _ : Underlined text
```

To turn a style on, enter the appropriate character into the input gadget. To turn it off, enter the character again. (Note: Depending on the font you are using, the characters may appear as garbage.) You can mix styles.

In addition to style characters, you can cause a bell to be heard on the other users' terminals by entering the "Ctrl G" bell character. While you can send bell characters with Grapevine, received bells are not heard at

this time.

Horizontal Tabs

Grapevine treats the tab key much like a word processor or text editor does. Horizontal tabs are set every four columns. If you press the tab key in input character positions 1-3, the cursor will jump to position 4. Similarly, if you press tab in positions 4-7, the cursor will go to position 8. This feature allows you to dump source code into a channel window with all of the tabs properly lined up.

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Channel Window: Status Indicator

The status indicator is located to the left of the string input gadget. There are two different images that are displayed in this gadget:

Magic wand: Indicates you are a channel operator of the channel you have joined in this window.

Audio waves: Indicates you are allowed to speak in a moderated channel (you have a "voice").

The channel operator status takes precedence over voice status since a channel operator can also speak on a moderated channel. If neither status applies to you, the indicator will be disabled (checkerboard pattern).

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Channel Window: Window Title

The title bar of the channel windows displays several useful items. When a channel is joined in a window, the title format is as follows:

```
[X mc] [-AWAY-] Channel #channel (modes) X users, X chanop: Topic.
^  ^^      ^           ^       ^      ^      ^      ^
A BC      D              E        F      G        H        I
```

A: Project number

B: Lowercase 'm' means private messages are displayed in this window

C: Lowercase 'c' means "crap" messages are displayed in this window

D: If you are marked away, "-AWAY-" will appear in this position

E: Name of the channel joined in this window

F: Channel mode flags See /MODE for details.

G: Number of users joined to this channel

H: Number of channel operators in this channel

I: Channel topic string. Text is cropped if it will not fit.

If no channel is joined in the window, items E-I do not appear in the title bar.

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Program Menus

Many of Grapevine's features are available through the program menus. Some things, such as program settings, are only available in the menus. Most others are accessible by other means, including icons and commands.

Menus

Project	Project, window, and program control
Channel	Commands related to channel operation
Server	Server and network control
Personal	Operations related to your person
Misc	Miscellaneous items that don't fit elsewhere
Settings	Program configuration options

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Project Menu

The "Project" menu contains items related to manipulation of the channel windows. Most of the items are standard entries found in most Amiga programs.

Menu items

New Window	Open a new channel project window.
Clear Buffer	Clear the active project scrollback buffer.
Set Message Window	Send private messages to the active window.
Set Crap Window	Send misc. results and errors to the active window.
Reveal	Activate the Next/Previous project window or the icon window.
Close	Close the active project window.
About	Display information about the program.
Quit	Exit the program.

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Project Menu Item: New Window

The "New Window" Menu Item opens a new channel window project. There is a maximum of 10 channel windows allowed to be open at a time. If you try to open a new window if 10 are already open, a requester will inform you of this fact.

See Also: /OPENWIN

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Project Menu Item: Clear Buffer

The Clear Buffer Menu Item clears all lines in the scrollback buffer of the active channel window. There is no confirmation for this item.

See Also: /CLEAR

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Project Menu Item: Set Message Window

Selecting this Menu Item forces private messages and notices to be displayed in the active project window. The current message window is indicated by a lowercase "m" next to the project number in the channel window title bar.

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Project Menu Item: Set Crap Window

Selecting this Menu Item forces certain error messages and various command results such as CTCP replies to be displayed in the active project window. The current crap window is indicated by a lowercase "c" next to the project number in the channel window title bar.

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Project Menu Item: Reveal

There are three items in the "Reveal" submenu. Two of the items deal with channel project windows: "Next Channel", which activates the next channel window, and "Previous Channel", which activates the previous channel window. The other item, "Icon Window", opens the icon window or brings it to the front if it is already open. The open status of the icon window is saved in the settings file.

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Project Menu Item: Close

This menu item closes the current project window and all related windows. If you have the Confirm Requesters "Settings" menu item enabled, a requester will ask you if you want to close or leave a channel if one is joined.

See Also: /CLOSEWIN

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Project Menu Item: About

The "About" menu item opens a window containing information about the program, including author, copyright, and support info.

See Also: /ABOUT

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Project Menu Item: Quit

The "Quit" item will terminate the program. If you have enabled the Confirm Requesters "Settings" Menu Item, you will be asked to confirm the operation before the program exits. The IRC signoff message will be the string you have set in the User settings window.

See Also: /QUIT

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Channel Menu

The "Channel" menu contains items that deal with examination and manipulation of channels and users on channels.

Menu items

Join	Join a channel
Leave	Leave a joined channel
Names	List names on the current channel
Who	More detailed list of users on channel

Who Is User	Display personal information on selected user
Ping User	Send a ping message to selected user
Kick User	Kick selected user off channel
Ban User	Ban selected user from the channel
List Bans	List current bans on the channel

Channel Modes View/set channel modes

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Channel Menu Item: Join

"Join" opens a requester with a string gadget in which you can enter the name of the channel(s) you want to join. The parameters are the same as those for the /JOIN command. Note that you cannot join more than 10 channels at once.

See Also: /JOIN
Join Icon

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Channel Menu Item: Leave

"Leave" causes you to leave the channel joined in the current project window, if any. If the Confirm Requesters option in the "Settings" menu is enabled, you will be asked to confirm the operation.

See Also: /LEAVE
Leave Icon

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Channel Menu Item: Names

This item displays a list of the nicknames of people joined to the current channel. The names in the NameList window will be updated, and if the window was closed it will be reopened.

Sample output:

```
«Names» Users on #foobar: JoeUser, JaneUser, JillUser
«Names» End of /NAMES list.
```

See Also: /NAMES

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Channel Menu Item: Who

The "Who" item displays a list of users on the current channel. Information displayed is as follows: channel, nickname, status, and user@host. The status field contains four different symbols: H=here, G=gone (marked away), @=channel operator, and *=irc operator.

Sample output:

```
«Who» #blade      JoeUser  G@ juser@iastate.edu
«Who» #blade      JillUser  H@ jillu@os.freak.com
«Who» End of Who info.
```

See Also: /WHO

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Channel Menu Item: Who Is User

This item displays personal information about the selected user in the channel names list. You can also double-click on a user in the listview to get whois info.

Sample output:

```
«Who Is»      User: JaneUser (janeu@os.freak.com): Jane A. User
«Who Is» Channels: @#indigo
«Who Is»      Server: irc.iastate.edu - Iowa State Alternate Reality Server
«Who Is»      Idle: 132 seconds.
«Who Is» End of WhoIs info.
```

See Also: /WHOIS

Who Is Icon

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Channel Menu Item: Ping User

This item causes a ping message to be sent to the user selected in the names listview. The user's client simply bounces this message back. The message contains a timestamp that is used to determine how much time elapsed between sending the message and receiving the echo. Pinging gives an indication of current network performance.

Sample Output:

```
«Ping» Sending ping to JillUser.
```

«Pong» Ping response time from JillUser: 9 seconds.

See Also: /PING
Ping Icon

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Channel Menu Item: Kick User

This item kicks the user currently selected in the channel names listview. The screen will be beeped if no user is selected or if you are not a channel operator. If the Ask Kick Reason option in the "Settings" menu is enabled, a requester is brought up containing the default kick message, with option to change it or cancel.

See Also: /KICK
Kick Icon

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Channel Menu Item: Ban User

This item will ban the selected user in the namelist from the current channel. A string requester will come up with a default ban pattern for you to edit. The screen will be beeped if no user is selected or if you are not a channel operator.

See Also: /BAN
Ban Icon

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Channel Menu Item: List Bans

"List Bans" will display a list of bans currently imposed in the current channel.

Sample output:

```
«Ban List» Ban on #killies: *!*@os.freak.com
«Ban List» Ban on #killies: JoeUser!juser@iastate.edu
«Ban List» End of Ban List for #grapevine.
```

See Also: /BANLIST

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Channel Menu Item: Channel Modes

Selecting this item will bring up the channel modes window, allowing you to view and/or change the modes for the current channel. If the channel mode window is already open, it will be activated and brought to the front.

See Also: /MODE

Channel Mode Icon

Channel Mode Window

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Server Menu

The "Server" menu contains items for controlling the connection to the IRC server and server maintenance items for IRC operators.

Menu items

Connect	Connect to a server
Close	Close connection to the server
Kill User	Kill a user

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Server Menu Item: Connect

"Connect" will connect you to an IRC server. If you are already connected to a server, you will be disconnected and reconnected to the new server. A string requester prompts you for a server name.

See Also: /SERVER

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Server Menu Item: Close

This item will close the connection to the current IRC server. If you are not connected to a server, this option is disabled.

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Server Menu Item: Kill User

If you are an IRC operator, this menu item will kill the user selected in the channel namelist window. A string requester will be brought up asking you to give a reason for the kill. This item is disabled if you are not an IRC operator.

See Also: /KILL
/OPER

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Personal Menu

The "Personal" menu contains items that are related to your status.

Menu items

Mark Away Toggle your away status

User Modes View and/or set user modes

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Personal Menu Item: Mark Away

Enabling this item will cause you to be marked away, using the default away message set in the User Config window. Disabling it will remove your away status.

See Also: /AWAY
Away Icon

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Personal Menu Item: User Modes

Selecting this item will bring up the user modes window, allowing you to view and/or change your user modes. If the user mode window is already open, it will be activated and brought to the front.

See Also: /MODE
User Mode Icon
User Mode Window

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Misc Menu

The "Misc" menu contains various items that do not fit in any of the other program menus.

Menu items

Change Work Directory

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Misc Menu Item: Change Work Directory

This menu item brings up an ASL path requester for you to select a new work directory. The work directory is used as the default directory for files sent or received through DCC.

See Also: /CD
/CDREQ

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Settings Menu

The "Settings" menu provides access to many options for customizing Grapevine. All of the options which are set through this menu are saved in the settings files.

Menu items

Verbose CTCP	Display incoming CTCP requests
Skip MOTD	Skip server "Message of the Day"
Confirm Requesters	Toggle close/quit confirmation requesters

Beep on	Toggle beeping on receiving messages
Icon Set	4 or 8 color graphic toolbar icons

Network	Server and local host information
User	Personal information
Display	Screen and palette control
Paths	Program path setup
Program	Program operation parameters
Fonts	Various fonts used in the program

Load/Save/Save As	Load and save configuration files
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Grapevine Settings Files

Grapevine has the ability to load and save configuration files. These files contain user preferences which are defined in the settings menu, as well as default channel window position/size, channel window zoom position/size, and icon window position. The following options are available for loading and saving settings files:

- Save Settings As - Pops up an ASL file save requester to specify the name of the settings file to save.
- Save Settings - Saves settings in the last file which was loaded or saved.
- Load Settings - Prompts the user for the settings file to load. Some of the configuration items will not take effect immediately, notably window orientation and some current network and user information. The latter two can be reset into effect by reconnecting to the server.

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Network Configuration Window

The network configuration window is where details about your host are defined, and where default server information is set. Each item in the window is described below.

User Name

Your login username. If no settings file is found, the environment variable USER is read if it exists.

Real Name

Your real full name. Used in your CTCP FINGER response. If no settings file is found, the environment variable REALNAME is read if it exists.

Host Name

The name of your host. Also used in the CTCP FINGER response. If no settings file is found, the environment variable HOSTNAME is read if it exists.

The following fields are only available for TCP/IP operation:

Default Server

The name of the server to connect to when first running the program.

Server Port

Default port number to use when connecting to a server.

Server Password

Default password to use when connecting to a server.

Autojoin Channel

A list of channels to automatically join when first running Grapevine. The list is the same format as that of /JOIN arguments, so you can specify multiple channels.

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User Configuration Window

The user configuration window is where your personal information is defined, as well as some default action messages. Each item in the window is described below.

Default Nickname

Nickname to use when first running Grapevine.

DCC Nickname

If using serial mode, DCC Nickname is the nickname of a user who can receive files for you sent by DCC. Any DCC requests sent to Grapevine will be automatically redirected to the user with this nickname..

WhoIs Info

Information to be displayed in your /WHOIS response.

User Info

Information to be displayed when a user asks for CTCP USERINFO from you.

Away Message

Default message to be used when you mark yourself away.

Kick Message

Default message to be displayed when you kick a user from a channel.

Quit Message

Default message to be displayed when you quit IRC.

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Display Configuration Window

In the display configuration window, the screen on which Grapevine will operate is defined. Each item in the window is described below.

Display type

Selects the kind of screen Grapevine will open on. There are four choices for this popup gadget:

- Workbench Screen - GV will open on the Workbench screen
- Default Public Screen - GV opens on the default system public screen (normally the Workbench).
- Named Public Screen - GV opens on the public screen with the given name. If the named screen is not found when GV attempts to lock it, GV will revert to the default public screen.
- Custom Public Screen - GV will open a new custom screen and make it public. The public screen name will be "Grapevine.N", where N is some number. Since the screen is made public, other programs can open their windows on it.

Screen mode

If the selected display type is "Custom Public Screen", the screenmode is defined here. Click on the monitor image gadget to open a system screenmode requester.

Public screen

If the selected display type is "Named Public Screen", the name is defined here. This field must be defined for this display type to be accepted.

Edit color

If Grapevine is currently running on a custom public screen, selects the palette pen to edit the color of.

Red/Green/Blue

Slider gadgets to change the RGB values for the currently selected palette pen. The range of values for the sliders is 0-15 on ECS machines and 0-255 on AGA or most graphics cards. Must be running on a custom public screen.

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Path Configuration Window

File paths that Grapevine uses to find data and programs are defined in this window. All entries must contain valid paths or error requesters will be opened. If any entries are invalid when Grapevine is first run, warning requesters will be opened to inform you before problems arise. Each item in this window is described below.

DCC program drawer

This is the drawer where Grapevine DCC client modules are found. If this path is wrong, Grapevine will not be able to find the modules and an error will occur if a DCC is attempted or received.

Default work dir

This is the default current work directory that will be set on program startup. Files received by DCC will be saved to this directory by default.

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Program Configuration Window

Various operational program parameters are set in this window. Each item is described below.

Scrollbar buffer size

Sets the size of the text scrollbar buffer for each channel window. This counts the number of characters in the buffer, and does not account for linked list overhead. Approximately 250 lines of average IRC text will be stored per 10K of buffer space. Default is 10K. Valid range is 8K-250K.

History lines

Sets the maximum number of lines to be stored in the command history in project window string gadgets. Default is 50 lines. Range is 10-200 lines.

Message spacing

Sets the number of pixels to be inserted between different messages in the channel window text display. Inserting a few pixels can help make the output more readable. Default is 2 pixels. Range is 0-8.

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Font Configuration Window

The items in this window allow you to customize the fonts that are used by Grapevine. There are four fonts that can be adjusted.

Screen and gadgets

This font is used for the screen and window titles on a custom public screen and for generic gadget labels on all screens.

Channel text

This is a monospaced font that is used to display text in the channel text display area.

Channel input gadget

This font is for the input string gadget at the bottom of the channel windows. It is used for the label as well as the gadget contents.

Channel namelist

The namelist font is used for the listview label and entries in the channel namelist window. It must currently be monospaced.

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Settings Menu Item: Verbose CTCP

Enabling verbose CTCP causes all incoming CTCP requests from other users to be displayed. Ordinarily incoming requests are not displayed. Incoming requests will be displayed like the following example:

«CTCP» Client version info requested by JoeUser.

This indicates that JoeUser did a `/CTCP yournick VERSION`.

Not all incoming CTCPs are displayed in this manner with verbose CTCP enabled. CTCP ACTION messages are displayed as either an ACTION if the target was a channel or a DESCRIBE if your nickname was the target. CTCP PING messages are not displayed at all.

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Settings Menu Item: Skip MOTD

When you first connect to an IRC server, the server will send a welcome message and a few statistics, followed by a "Message of the Day" (MOTD). If the "Skip MOTD" Menu Item is enabled, the MOTD will not be displayed. This option does not affect the `/MOTD` command.

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Settings Menu Item: Confirm Requesters

By default, Grapevine will bring up requesters asking you to confirm that you want to perform certain operations--specifically leave channel, quit program, and close project. Enabling this option will prevent such requesters from being displayed. Requesters are never displayed if the operation was initiated by string `/commands`.

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Settings Menu Item: Icon Set

There are two sets of icons included in Grapevine for the toolbar. One set is four-colors, and is suitable for the standard Workbench palette. The other set is an eight-color set which is designed to use the 8-color MagicWB palette.

The 8-color icon set is only available on a screen of at least 8 colors. If Grapevine is opened on a 4-color screen, the 4-color icon set will be automatically used, and the 8-color option is disabled.

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Settings Menu Item: Beep on (Messages)

The items in the "Beep on" submenu will cause Grapevine to beep the system every time certain kinds of messages arrived. There are three options in this submenu:

- Messages - Beep when private messages arrive
- Notices - Beep when private notices arrive
- Only When Away - Only beep if you are currently marked away.

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Graphic Icon Toolbar

One of the most useful features of Grapevine is the graphic icon toolbar. The toolbar consists of roughly a dozen icons which perform certain preset actions. The icons are currently not configurable.

There are two different icon sets included in Grapevine. The icon set is selected in the Settings menu.

The selected icon set and the position of the icon window are saved in the settings file.

Icons

About Program	Display program information
Join	Join channel
Leave	Leave channel
Channel Modes	View/set channel modes
User Modes	View/set user modes
ChanOp Toggle	Toggle user chanop status
Voice Toggle	Toggle user voice status
Kick User	Kick user from channel
Ban User	Ban user from channel
Who Is User	Get information about user
Ping User	Ping user
Away Toggle	Toggle your away status
Help	Get help with Grapevine

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Description of Icon: About

Image: Small bunch of grapes

Action: Opens a window containing information about Grapevine.

Notes: If the window is already open it will be activated and moved to

the front.

See Also: /ABOUT
About Menu Item

1.57 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Join

Image: U.S. traffic lane merge symbol (merging arrows)

Action: Opens a requester prompting for channel to join.

Notes: Not allowed if the maximum of 10 channels is already joined.

See Also: /JOIN/LEAVE
Join Menu Item

1.58 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Leave

Image: U.S. traffic road fork symbol

Action: If a channel is joined in the active channel window, that channel will be left.

See Also: /LEAVE
/JOIN
Leave Menu Item

1.59 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Channel Modes

Image: # sign with triangle "flag" representing mode flags

Action: Opens the channel mode window. If the window is already open it will be activated and moved to the front.

Notes: Requires channel operator status

See Also: /MODE
Channel Mode Window
Channel Modes Menu Item

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Description of Icon: User Modes

Image: Human silhouette with triangle "flag"

Action: Opens the user mode window. If the window is already open it will be activated and moved to the front.

See Also: /MODE
User Mode Window
User Modes Menu Item

1.61 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Op

Image: Magic wand

Action: This gadget acts on the currently selected user in the channel userlist window, giving that user channel operator privileges. If the user is already a channel operator, selecting this icon will remove the privileges.

Notes: Requires channel operator status

See Also: /OP

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Description of Icon: Voice

Image: Human face silhouette with sound waves emanating from mouth

Action: Gives the currently selected user the ability to speak on a moderated channel.

Notes: Requires channel operator status.

See Also: /VOICE
/UNVOICE

1.63 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Kick User

Image: Boot

Action: Kicks the currently selected user from the channel. If the Ask Kick Reason option in the "Settings" menu is enabled, a requester is brought up containing the default kick message, with the option to change it or cancel.

Notes: Requires channel operator status

See Also: /KICK
Kick Menu Item

1.64 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Ban User

Image: Human silhouette with circle+slash ban symbol

Action: Bans the currently selected user from the channel. A requester is brought up with a precomposed ban format, with option to change and accept or cancel.

Notes: Requires channel operator status

See Also: /BAN
/UNBAN
/BANLIST
Ban Menu Item

1.65 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Who Is User

Image: Human silhouette with question mark

Action: Displays information on the currently selected user.

See Also: /WHOIS
/WHOWAS
/WHO
Who Is Menu Item

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Description of Icon: Ping User

Image: Ping pong paddle and ball

Action: Sends out a message to the currently selected user, which will be bounced back. Upon return, the time elapsed since the ping message was sent is displayed. This gives an indication of how much lag is present in the network between users.

See Also: /PING
Ping Menu Item

1.67 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Toggle Away

Image: Zzz bubble

Action: Marks you as being away from the terminal. A requester will be opened containing the default away message, which can be changed or canceled.

See Also: /AWAY
Mark Away Menu Item

1.68 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Icon: Help

Image: Help bubble

Action: Activates online help for Grapevine.

See Also: /HELP

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Input Command Set

Grapevine features a fairly extensive input command set. These commands are entered in the channel window string gadgets, preceded by a /. All of the implemented commands are listed below, along with a quick-reference syntax.

All of the following commands will also be a part of the ARexx command set. The ARexx interface is planned for the registered release of Grapevine. In addition, these commands are internally used to perform many of the operations in the menus and icon toolbar.

Command	Syntax
ABOUT	/ABOUT
ADMIN	/ADMIN [server]
AWAY	/AWAY [message]
BAN	/BAN [channel] pattern [pattern [pattern]]
BANLIST	/BANLIST [channel]
CD	/CD [directory]
CLEAR	/CLEAR [project]
CDREQ	/CDREQ [starting path]
CLOSEWIN	/CLOSEWIN [project]
CONNECT	/CONNECT targetserver [port [remote server]]
CTCP	/CTCP nickname[,nickname[,...]] command [arguments]
DCC	/DCC type nickname [arguments...]
DCCCLR	/DCCCLR session_number
DCCLIST	/DCCLIST
DCC	/DCC type nickname [arguments...]
DEOP	/DEOP [channel] nickname [nickname [nickname]]
DESCRIBE	/DESCRIBE nickname[,nickname[,...]] text...
HELP	/HELP [command]
INFO	/INFO [server]
INVITE	/INVITE nickname [channel]
JOIN	/JOIN channel[,channel[,...]] [key[,key[,...]]]
KICK	/KICK [channel] nickname [reason...]
KILL	/KILL nickname reason...
LEAVE	/LEAVE [channel[,channel[,...]]]
LINKS	/LINKS [[remote server] servermask]]
LIST	/LIST channel[,channel[,...]] [server]
LUSERS	/LUSERS [server]
ME	/ME text...
MODE	/MODE [channel] \ensuremath{\backslash pm}mode [arguments...]
MOTD	/MOTD [server]
MSG	/MSG nickname[,nickname[,...]] message...
NAMES	/NAMES [channel[,channel[,...]]]
NICK	/NICK nickname
NOTICE	/NOTICE nickname[,nickname[,...]] message...
OP	/OP [channel] nickname [nickname [nickname]]
OPENWIN	/OPENWIN
OPER	/OPER user password
PART	/PART [channel]
PING	/PING [nickname channel]
QUERY	/QUERY [nickname]
QUIT	/QUIT [message...]
RAW	/RAW command...
REHASH	/REHASH
RESTART	/RESTART
SERVER	/SERVER [server [port] [password]]]
SIGN	/SIGN [message...]
SIGNOFF	/SIGNOFF [message...]
SQUIT	/SQUIT server reason...
STATS	/STATS [query [server]]
SUMMON	/SUMMON username [server]
TIME	/TIME [server nickname]
TOPIC	/TOPIC [channel[,channel[,...]]] [topic...]
TRACE	/TRACE [server nickname]
UNBAN	/UNBAN [channel] pattern1 [pattern2 [pattern3]]
UNVOICE	/UNVOICE [channel] nickname [nickname [nickname]]

```
VERSION      /VERSION [server | nickname]
VOICE        /VOICE [channel] nickname [nickname [nickname]]
WALLOPS      /WALLOPS message...
WHO          /WHO [nickname | channel | mask] ["o"]
WHOIS        /WHOIS [server] nickname[,nickname[,...]]
WHOWAS       /WHOWAS nickname[,nickname[,...]] [count [server]]
```

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Description of Input Command: ABOUT

Syntax: /ABOUT

Action: Opens a window containing information about Grapevine. If the About window is already open it will be activated and moved to the front.

See Also: About Icon
About Menu Item

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Description of Input Command: ADMIN

Syntax: /ADMIN [server]

Action: Displays administrative information on the server. If server is not specified, the current server is assumed.

Example: /ADMIN ircserver.iastate.edu

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Description of Input Command: AWAY

Syntax: /AWAY [message]

Action: Marks you as being away from the terminal. If message is specified, it will be used; otherwise the default away message set in the User Configuration window will be used. If no message is given but you are already marked away, away status will be removed.

Example: /AWAY I went to give my poor dog a bone. Try me later.

See Also: Away Icon
Mark Away Menu Item

1.73 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: BAN

Syntax: /BAN [channel] nick!user@host [nick!user@host [nick!user@host]]

Action: Places a ban on the current channel, using the specified pattern. Wildcards may be used, and up to three bans may be specified. If a ban is already in place on the channel which supercedes the specified pattern, the new ban will not be placed. Most IRC servers enforce a limit of 20 bans on a channel.

Same as "/MODE +b nick!user@host".

Notes: Requires channel operator status.

Example: /BAN JoeUser!juser@some.site.com
/BAN #ghoul *!juser@*.com

See Also: /UNBAN
/BANLIST
/MODE

Ban Icon
Ban Menu Item

1.74 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: BANLIST

Syntax: /BANLIST [channel]

Action: Lists the current bans on the specified channel, or the current channel if none is supplied.

See Also: /BAN
/UNBAN
/MODE

List Bans Menu Item

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Description of Input Command: CD

Syntax: /CD [path]

Action: Changes the current directory. Files received by DCC will go to this directory.

Example: /CD Work:Grapevine/dccfiles

See Also: /CDREQ
Change Work Dir Menu Item

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Description of Input Command: CDREQ

Syntax: /CDREQ [starting path]

Action: Brings up an ASL drawer requester for the user to select a new current directory. Files received by DCC will go to this directory.

Example: /CDREQ Work:

See Also: /CD
Change Work Dir Menu Item

1.77 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: CLEAR

Syntax: /CLEAR [project]

Action: Clears the scrollback buffer in the specified project window. If no project is specified, the buffer for the current window is cleared.

See Also: Clear Buffer Menu Item

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Description of Input Command: CLOSEWIN

Syntax: /CLOSEWIN [project]

Action: Closes the specified project window, or if not specified, will close the active window. Closing the last project will quit the program.

Example: /CLOSEWIN 2

See Also: /OPENWIN
Close Menu Item

1.79 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: CONNECT

Syntax: /CONNECT targetserver [port [remote server]]

Action: Connects the remote server to the target server. If no remote server is specified, the current server is assumed. Port defaults to 6667.

Notes: Requires IRC operator status.

Example: /CONNECT eff.org
/CONNECT csz.bu.edu 6667 irc.iastate.edu

See Also: /SQUIT

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Description of Input Command: CTCP

Syntax: /CTCP nickname[,nickname[,...]] command [arguments]

Action: Client-To-Client Protocol. CTCP sends specialized messages to another client or to all clients in a channel.

Most clients support the CLIENTINFO command which will display a list of the available CTCP commands. Standard CTCP commands which are supported include TIME, FINGER, VERSION, and USERINFO.

If a channel is specified instead of nickname, the CTCP message will be sent to all users on that channel.

Example: /CTCP JaneUser VERSION
/CTCP JoeUser CLIENTINFO

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Description of Input Command: DCC

Syntax: /DCC type nickname [arguments...]

Action: Initiates a DCC to another user. The kind of DCC is specified by the "type" parameter. Grapevine will load an external program to handle the DCC request, named "DCC.<type>" (e.g., "DCC.Send"). Any extra arguments depend on the specific DCC program being called, so refer to the documentation to that program for appropriate parameters.

Example: /DCC SEND JoeUser
/DCC CHAT JaneUser

Notes: Disabled in serial mode.

See Also: /DCCCLR
/DCCLIST

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Description of Input Command: DCCCLR

Syntax: /DCCCLR session_number

Action: Removes the specified session number from the DCC list.
Note that this does NOT actually cancel a DCC session.
It is useful for removing sessions if a DCC client dies before it can send a completion message to Grapevine.
It is unnecessary to include the leading zeros in the session number.

Example: /DCCCLR 7

See Also: /DCC
/DCCLIST

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Description of Input Command: DCCLIST

Syntax: /DCCLIST

Action: Displays a list of DCC sessions currently waiting or active.

See Also: /DCC
/DCCCLR

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Description of Input Command: DEOP

Syntax: /DEOP [channel] nickname [nickname [nickname]]

Action: Removes channel operator privileges from one to three nicknames in the current channel. You must be a channel operator in order to use this command.

Same as `"/MODE -o nickname"`.

Example: `/DEOP JoeUser`

Notes: Requires channel operator status.

See Also: `/OP`

`/MODE`

ChanOp Icon

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Description of Input Command: `DESCRIBE`

Syntax: `/DESCRIBE nickname[,nickname[,...]] text...`

Aliases: `/DESC`

Action: Sends a message to the specified user(s) as an action description. Same as `"/CTCP nickname ACTION text..."`

Example: `/DESCRIBE JaneUser` throws an onion ring across the room.

See Also: `/CTCP`

`/ME`

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Description of Input Command: `HELP`

Syntax: `/HELP [command]`

Action: Displays online help for the specified command, or if no command is specified, displays a list of all commands for which help is available.

Example: `/HELP notice`

See Also: Help Icon

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Description of Input Command: `INFO`

Syntax: `/INFO [server]`

Action: Displays information on the authors, testers, and other

contributors for the specified IRC server. If no server is specified, the current server is assumed.

Example: /INFO eff.org

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Description of Input Command: INVITE

Syntax: /INVITE nickname [channel]

Action: Invites a user to join the specified channel, or if none is specified, invites the user to the channel joined in the active window.

Notes: Requires channel operator status if the channel is open by invitation only.

Example: /INVITE JoeUser #irchelp

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Description of Input Command: JOIN

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

Aliases: /J

Action: Join a channel, using the specified key if provided. If the channel does not exist, a new channel with that name will be created. If no channel is joined in the active window, then the join will take place in that window. Otherwise, a new channel window will be automatically opened for the channel. A maximum of 10 channels may be joined simultaneously.

Notes: If you specify a list of channels to join, where one of the channels later in the list requires a key but the preceding channels do not, you still need to specify a key for the first channels. The garbage keys will be ignored by the server.

Example: /JOIN #amiga
/JOIN #hazard,#jinx foobar,syrinx
· Join #hazard with key "foobar", #jinx with key "syrinx".)

See Also: /LEAVE
Join Icon
Join Menu Item

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Description of Input Command: KICK

Syntax: /KICK [channel] nickname [reason...]

Action: Kicks the user off of the given channel. If no channel is specified, kicks the user off the current channel. If no reason is supplied, the default kick message defined in the User Configuration window will be used.

Notes: Requires channel operator status.

Example: /KICK JaneUser
/KICK #jail JoeUser Do not pass GO, do not collect \$200.

See Also: /BAN
Kick Icon
Kick Menu Item

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Description of Input Command: KILL

Syntax: /KILL nickname reason...

Action: Terminates the specified user's connection to IRC. A reason for the KILL must be specified. No default is provided.

Example: /KILL JoeUser Avoiding channel bans.

See Also: /OPER
Kill Menu Item

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Description of Input Command: LEAVE

Syntax: /LEAVE [channel[,channel[,...]]]

Aliases: /L, /PART

Action: Leaves the specified channel, if joined. If no channel is supplied, leaves the channel joined in the active window.

Notes: Requires channel operator status

Example: /LEAVE #jail

See Also: /JOIN
Leave Icon

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Description of Input Command: LINKS

Syntax: /LINKS [[remote server] servermask]]

Action: Display a list of all servers connected to the IRC network. If the servermask is specified, all servers with that mask will be displayed. If remote server is specified, the link information is obtained from that server.

Example: /LINKS *.org

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Description of Input Command: LIST

Syntax: /LIST channel[,channel[,...]] [server]

Action: Displays information on the specified channel if currently existing and visible. If "*" is specified as the channel, a complete list of all visible channels will be displayed. WARNING! The complete list is VERY long, so use this with extreme discretion! If server is specified, the channel information will be obtained from that server.

Example: /LIST #garbage
/LIST #earth eff.org

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Description of Input Command: LUSERS

Syntax: /LUSERS [servermask] [server]

Action: Display information on the current number of visible and invisible users, number of servers, and number of operators currently connected to IRC. If servermask is specified, total statistics for matching servers will be listed. If server is supplied, information will come from that server.

Example: /LUSERS *.edu irc.iastate.edu

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Description of Input Command: ME

Syntax: /ME text...

Action: Displays a message to the current channel as an Action.
Same as "/CTCP #channel ACTION text..."

Notes: If you are in QUERY mode, /ME will act as a /DESCRIBE.

Example: /ME throws an onion ring across the room.

See Also: /CTCP
/DESCRIBE
/QUERY

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Description of Input Command: MODE

Syntax: /MODE [channel | yournickname] \ensuremath{\backslash pm}mode [arguments...]

Action: Changes the modes for the specified channel or your user modes. The channel modes are briefly listed below:

- t - Topic changing only by channel operators
- n - No messages to channel allowed unless user is joined
- p - Private channel
- s - Secret channel
- i - Joining allowed by invitation only
- m - Moderated (only users with chanop and voice may speak)
- l - Limit maximum number of users in channel
- k - Keyword required to join channel
- v - Set voice status for specified user
- o - Set channel operator status for specified user
- b - Place a ban with the specified mask

User modes are as follows:

- w - Receive WALLOPS
- s - Receive kill notices from server
- i - Invisible
- o - IRC operator status (may not be set, only removed)

For more detailed descriptions of these modes, refer to the documentation on the channel and user mode windows.

Notes: Changing channel modes requires channel operator status.

Example: /MODE #booray +l 30
/MODE JaneUser -s+i

```
/MODE +b *!juser@*.com
```

See Also: Channel Mode Window

User Mode Window

```
/BAN
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Channel Modes Menu Item

User Modes Menu Item

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Description of Input Command: MOTD

Syntax: /MOTD [server]

Action: Displays the message of the day for the specified server, or the current server if none is supplied. This command is not affected by the Skip MOTD option in the "Settings" menu..

Example: /MOTD irc-2.mit.edu

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Description of Input Command: MSG

Syntax: /MSG nickname[,nickname[,...]] message...

Aliases: /M

Action: Sends a private message to the specified nickname(s). If the nickname is a channel name, it is equivalent to a public message to the channel.

Sending a message to "," will send to the last person who sent you a message or notice.

Sending a message to "." will send to the last person you sent a message or notice to.

Example: /MSG JoeUser Hi there!

See Also: /NOTICE

/QUERY

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Description of Input Command: NAMES

Syntax: /NAMES [channel[,channel[,...]]]

Action: Displays a list of usernames on the specified channel, or the current channel if none given. If channel is "**", a list of users on all IRC channels will be displayed. WARNING! The complete user list is VERY long. Use with extreme discretion!

If the names list applies to a currently joined window, the namelist window will be refreshed, or automatically opened if it was closed.

Example: /NAMES #antfarm

See Also: /WHO
Names Menu Item

1.101 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: NICK

Syntax: /NICK nickname

Action: Changes your nickname to that specified. If the nickname is taken or is otherwise illegal, your nickname will revert back to what it was before issuing the /NICK command.

Nicknames may only consist of characters 0-9, A-Z, and any of the following: [\]^_`{|}. Nicknames may not begin with a number. As a matter of etiquette, nicknames should consist only of alphanumeric characters and not the symbols, with the exception of _, which is often used in place of spaces.

Example: /NICK JaneUser

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Description of Input Command: NOTICE

Syntax: /NOTICE nickname[,nickname[,...]] message...

Action: Sends a private notice to the specified nickname(s). If the nickname is a channel name, it is similar to a public message to the channel.

Sending a notice to "," will send to the last person who sent

you a message or notice.

Sending a notice to "." will send to the last person you sent a message or notice to.

Example: /NOTICE JaneUser Let me know if you feel like singing a song.

See Also: /MSG

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Description of Input Command: OP

Syntax: /OP [channel] nickname1 [nickname2 [nickname3]]

Action: Gives channel operator privileges to the specified user(s).
You must be a channel operator in order to issue this command.

Equivalent to "/MODE +o nickname".

Notes: Requires channel operator status.

Example: /OP JoeUser JaneUser

See Also: /DEOP
/MODE

ChanOp Icon

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Description of Input Command: OPENWIN

Syntax: /OPENWIN

Action: Opens a new channel window if fewer than 10 windows are already opened.

See Also: /CLOSEWIN
New Window Menu Item

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Description of Input Command: OPER

Syntax: /OPER user password

Action: Request IRC operator status from the current server as the

specified user with the given password. Both arguments must be supplied.

Example: /OPER JaneUser knightme

See Also: /CONNECT

/KILL

/REHASH

/SQUIT

/RESTART

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Description of Input Command: PING

Syntax: /PING nickname[,nickname[,...]]

Action: Sends out a message to the currently selected user, which will be bounced back. Upon return, the time elapsed since the ping message was sent is displayed. This gives an indication of how much lag is present in the network between users. If a channel is specified instead of a nickname, ping message will be sent to all users in that channel.

Example: /PING JoeUser
/PING #orbit

See Also: Ping Icon
Ping Menu Item

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Description of Input Command: QUERY

Syntax: /QUERY [nickname]

Action: /QUERY will force all normal input in the current window to be sent to the specified nickname as if you had typed "/MSG nickname" to send a private message. Furthermore, a /ME will be treated as a /DESCRIBE. If you are joined to a channel in the current window, you will have to turn off query mode or send a /MSG to the channel. Typing /QUERY with no arguments will turn query mode off.

See Also: /MSG
/ME
/DESCRIBE

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Description of Input Command: QUIT

Syntax: /QUIT [message...]

Aliases: /BYE, /EXIT, /SIGN, /SIGNOFF

Action: Closes the connection to the server and exits Grapevine. If message is supplied, it will be displayed in your signoff message to all channels to which you were joined. Otherwise the default quit message defined in the User Configuration window will be used.

Example: /QUIT Hasta la vista, baby!

See Also: Quit Menu Item

1.109 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: RAW

Syntax: /RAW command...

Action: Sends a raw IRC command to the server without parsing. Raw IRC messages are defined in the IRC protocol outline the RFC #1459 (Request For Comments) file. This RFC is available in Amigaguide format on the Grapevine support site.

Example: /RAW PRIVMSG #jello :This is a test message.

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Description of Input Command: REHASH

Syntax: /REHASH

Action: Force the server you are on to reread its configuration file.

Notes: Requires IRC operator status.

See Also: /RESTART
/OPER

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Description of Input Command: RESTART

Syntax: /RESTART

Action: Force the server you are on to restart itself.

Notes: Requires IRC operator status.

See Also: /REHASH
/OPER

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Description of Input Command: SERVER

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

Action: Closes the connection to the current server and connects to the specified server. Port and password are optional. If not supplied, the current port number and password will be used. If no server is given, the current server will be displayed.

Notes: Grapevine is NOT compatible with version 2.7 servers. If you have problems using a server, make sure it is version 2.8 or newer. You can check the server version with the /VERSION command.

A complete list of operational IRC servers is available on the Grapevine support site.

Example: /SERVER uni-paderborn.de 6667

See Also: Connect Menu Item
Close Server Menu Item

1.113 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: SQUIT

Syntax: /SQUIT server reason...

Action: Close connection of specified server from the IRC network..
A reason must be supplied. No default is provided.

Notes: Requires IRC operator status.

Example: /SQUIT eff.org Rerouting server connections.

See Also: /CONNECT
/OPER

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Description of Input Command: STATS

Syntax: /STATS c|h|k|i|l|m|u|y [server]

Action: Display selected usage statistics on the specified IRC server, or the current server if none is specified. Statistics which may be obtained are:

- c: Lists the names of the servers that are allowed to connect to the server (C and N lines).
- h: Lists the hubs and leaves of the server (H and L lines).
- k: Lists the servers which are not allowed to connect to this server (K lines).
- i: Lists the servers which can connect to this server (I lines).
- l: Displays throughput statistics for the sever.
- m: Display a count of the times various commands were used.
- o: List the authorized operators of this server.
- u: Display the uptime for the server.
- y: List connection classes for the server (Y lines).

Example: /STATS u irc.iastate.edu

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Description of Input Command: SUMMON

Syntax: /SUMMON username [server]

Action: Attempt to summon a user to IRC. This command is not supported on all servers.

Example: /SUMMON juser irc.colorado.edu

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Description of Input Command: TIME

Syntax: /TIME [server | nickname]

Action: Displays the current time on the specified server, or on the server to which a specified user is connected.

Example: /TIME JoeUser
/TIME irc.indiana.edu

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Description of Input Command: TOPIC

Syntax: /TOPIC [channel] [topic...]

Action: Set the topic for the specified channel. If no channel is specified, the current channel will be used. If no topic is specified, the current topic for the channel will be displayed.

Example: /TOPIC This is a mess.
/TOPIC #appletree

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Description of Input Command: TRACE

Syntax: /TRACE [server | nickname]

Action: Displays the servers connected between your server and the specified server (or the server to which a specified user is connected) and lists all of the servers which are connected to the one specified. If no server is given, all servers connected to the current server are listed.

Example: /TRACE irc-2.mit.edu

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Description of Input Command: UNBAN

Syntax: /UNBAN [channel] nick!user@host [nick!user@host [nick!user@host]]

Action: Removes the specified ban(s) on the current channel. You must be a channel operator to use this command.

Same as "/MODE -b nick!user@host".

Notes: Requires channel operator status.

Example: /UNBAN *!juser@*.com

See Also: /BAN
/BANLIST
/MODE

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Description of Input Command: UNVOICE

Syntax: /UNVOICE [channel] nickname1 [nickname2 [nickname3]]

Action: Removes voice privileges from one or more nicknames in the current channel. You must be a channel operator in order to use this command.

Same as "/MODE -v nickname".

Notes: Requires channel operator status.

Example: /UNVOICE JaneUser

See Also: /VOICE
/MODE

Voice Icon

1.121 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: VERSION

Syntax: /VERSION [server | nickname]

Action: Displays the version of the specified server or server to which the specified user is connected. If no server is given, the current server is assumed.

Example: /VERSION irc-2.mit.edu

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Description of Input Command: VOICE

Syntax: /VOICE [channel] nickname1 [nickname2 [nickname3]]

Action: Gives voice privileges to one or more nicknames in the current channel. Only channel operators and users with voice may speak on a moderated channel. You must be a channel operator in order to use this command.

Same as "/MODE +v nickname".

Notes: Requires channel operator status.

Example: /VOICE JoeUser

See Also: /UNVOICE
/MODE
Voice Icon

1.123 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: WALLOPS

Syntax: /WALLOPS message...

Action: Broadcasts a message to all IRC operators online. Since this command was widely abused in the past, many servers will not support it.

Notes: Requires IRC operator status.

Example: /WALLOPS Disconnecting server eff.org for maintenance.

See Also: /OPER

1.124 Grapevine Amiga Internet Relay Chat Client User Manual

Description of Input Command: WHO

Syntax: /WHO [nickname | username | host | server | channel | mask] ["o"]

Action: Gives a detailed listing of a specified user, all users on a channel, or all users matching a wildcard mask. The mask applies to hostnames as well as server names. "/WHO *" will list the users in the channel that you most recently joined. "/WHO **" will list all users on IRC (LONG).

If "o" is specified at the end of the line, only matching users who are IRC operators will be listed. "/WHO ** o" will list all operators currently online.

/WHO will take multiple target arguments separated by commas.

Notes: There is a bug in some older 2.8 servers which will cause them to close the connection part way through a complete /WHO listing. This is not a bug in Grapevine.

Example: /WHO #bottub
/WHO *.nixon.gov
/WHO JoeUser,JaneUser

See Also: /NAMES
/WHOIS
/WHOWAS
Names Menu Item

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Description of Input Command: WHOIS

Syntax: /WHOIS [server] nickname[,nickname[,nickname[,...]]]

Action: Displays detailed information for a particular user(s). If server is specified, that server will be queried for the information.

Example: /WHOIS JaneUser
/WHOIS irc.iastate.edu JoeUser,JaneUser

See Also: /WHOWAS
/WHO
/NAMES

Who Is Icon
Who Is Menu Item

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Description of Input Command: WHOWAS

Syntax: /WHOWAS nickname[,nickname[,...]] [count [server]]

Action: Attempt to display personal information on a user which is no longer on IRC. If count is specified, only the last 'count' occurrences of the user will be shown. If server is specified, it will be queried for the desired information.

Example: /WHOWAS JoeUser

See Also: /WHOIS
/WHO
/NAMES

1.127 Grapevine Amiga Internet Relay Chat Client User Manual

Channel Mode Window

The channel mode window provides an easy way to adjust any number of channel modes without having to worry about cryptic mode flags. All of the channel modes are represented by the gadgets detailed below. Note that you will not be allowed to set channel modes if you are not a channel operator--the "Use" button will be disabled.

Topic Protection

If this mode is set, only channel operators are allowed to set the topic. This offers some protection from abuse of topic changes.

No Messaging

This mode prevents users who are not members of a channel from sending messages to the channel. Without this mode, a user could flood the channel with messages even after they had been kicked and/or .

Moderated

On a moderated channel, public discussion is limited to those channel operators and those users who are given voice privileges. No other users are allowed to send messages to the channel.

Private

Private channels are not different than a normal channel except that they may appear in the channel list as "Prv" with no topic, users on the channel are not shown to be on that channel in a /WHOIS reply, and a /NAMES request will not list users on the channel, unless the querying user is also a member of the channel. A channel which is private cannot also be secret.

Secret

Secret channels are similar to private channels except that they do not appear at all in the channel list unless the querying user is also a member of the channel. A channel which is secret cannot also be private.

Invite Only

A channel with this mode set may only be joined if the user has been invited with the /INVITE command. No other users are allowed to join.

Limit Users

With this mode set, a limit is placed on the maximum number of users that may be joined simultaneously. If the channel is full and a user attempts to join, the user will be refused entry. Enter the limit on the number of users in the accompanying integer gadget. A user limit of zero is not allowed.

Keyword Lock

If a keyword is in place on a channel, only users who supply the proper keyword in the /JOIN command will be allowed access. Users who do not supply the proper keyword will be refused access. Keywords may be a maximum of 23 characters, and empty keywords are not allowed.

See Also: /MODE

User Mode Window

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User Mode Window

User modes determines how you appear to other users, and determines whether certain types messages are sent to your client. You may change your user mode at any time, and if you at any time change servers, your user modes will be carried over to the new server.

WALLOPS visible

This mode determines whether WALLOPS messages are sent to you. WALLOPS are messages which are sent to all operators on IRC.

Server Notices

If this mode is set, you will receive notices from the server whenever another user is killed and other messages which may be of concern to IRC operators.

Invisible

If you are marked as invisible, you will not be shown in a /NAMES listing unless the querying user is also a member of the channel. However, a direct /WHO or /WHOIS query will list your joined channels unless those channels are private or secret.

See Also: /MODE

Channel Mode Window

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Product Registration

Grapevine V1.0 is a freely distributable program. You can use it all you want at no cost, and make copies of it in accordance with the program License. However, future major revisions of Grapevine will NOT be free. This version of Grapevine (and subsequent minor updates for bug fixes and minor additions) is the only version that will be publically available.

In order to receive future versions of Grapevine, you must register. The registration price is \$25 US. When you register, you will be entitled to receive a copy of the registered Grapevine on disk when it becomes available. Note that you will not necessarily receive your copy immediately. The advanced features of Grapevine V2.0 are in development, so you will not receive a copy until it is available. By registering the program now, you will be showing your support for continued development of Grapevine as well as your satisfaction with Grapevine V1.0.

Some of the advanced features that will be available in registered versions of Grapevine include:

- ARexx scripting, allowing complete control of Grapevine and the addition of your own features and commands
 - Event traps which cause execution of a script when certain messages are received or when other events occur
 - Netsplit trapping/handling
 - Text clipping and pasting
 - Command aliases
 - NOTIFY command to periodically check for signon/signoff of specified users
 - Allow user to save current state of windows (position, channels joined, etc.) and recreate that state when Grapevine is loaded.
 - Online context-sensitive help and gadget help.
 - Logging of messages and public discussion to disk files
-

For a more complete list of planned features, refer to the ToDo file.

A Registration Order Form has been included with the program for your convenience. You can print this form out and mail it to the author.

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Grapevine Online Support

Online support for Grapevine is available in several forms, each described below.

Grapevine FTP Support Site

The current version of Grapevine and the DCC programs are available on the official Grapevine support site.

```
site: helser56.res.iastate.edu
dir: pub/grapevine
```

In addition to Grapevine the support site contains a number of text files to supplement the Grapevine documentation, including IRC tutorials and a complete list of operational IRC servers.

Mailing List

An online mailing list was created for the discussion of Grapevine. It is highly recommended that you subscribe to the list. You can post to the mailing list to report bugs, ask questions, and offer suggestions. The advantage of the mailing list over directly emailing the author is that many people can participate in the discussion and offer their input. Furthermore, you will always be aware of bugs and problems other people have found when they are reported to the mailing list.

To subscribe to the Grapevine mailing list, send email to

```
majordomo@icecube.cryogenic.com
```

In the message body, include the line:

```
subscribe grapevine
```

You will be automatically subscribed to the mailing list for immediate participation. To post to the list, send mail to:

```
grapevine@icecube.cryogenic.com
```

Author on IRC

If you only have a quick question or problem, you can send a message to the author on IRC. The author's IRC nickname is RedWine, and he is almost always signed onto IRC (one of the advantages of having a personal machine on the Internet). If you want to report bugs, or need help with a problem that will take some time to solve, please post to the mailing list instead.

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