

**Ilona**

COLLABORATORS

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## Chapter 1

# Ilona

### 1.1 Ilona

\*\* Ilona \*\*

Advanced Internet Relay Chat Channel Management System

Version 1.3

Designed and programmed by Tristan Greaves

\*\*\*\*\*

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Distribution

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## 1.2 About Ilona

### About Ilona

-----

Ilona is a stand-alone client which will connect to the Internet Relay Chat network.

It is designed to help manage a channel on the network. It can give channel operator status to specified users when they join, and also grant users various levels of access to the "bot". Annoying users may be kicked/banned with ease.

Most of the settings are configured from a single, easy to use, commented configuration file. Details on the users are stored in a separate file.

There are three levels of users - ranging from NONE (no privileges), PRIV (some privileges) to GOD (total control). The higher the level, the more access to Ilona the user has.

The user file can be altered either locally (Using a text editor), or remotely across the IRC network! Adding and removing users is easy, as is setting their level, op status etc.

The command-set of the system can be extended by the user, using the IlonaScript system. Commands, along with their syntax, level etc can be specified in a file. The commands are then treated by Ilona like any other.

The system also has extensive channel logging facilities. Not only will it log the channel in its entirety, but such logs may be produced in HTML format. The appearance of the resulting document may be configured by the user.

The logging system can be programmed to do automatic archiving every 24 hours, to prevent a single log from getting excessively large.

Simple statistics about the channel are generated, showing the number of joins, parts and messages that occur on the channel.

Ilona uses the Magic User Interface. Therefore, its look on the Workbench may be configured to your taste.

### Disclaimer

No warranties are expressed nor implied by the author of this program. It is free after all! Use At Your Own Risk, as the author will not be liable for any damages that might arise because of the use of this product.

## 1.3 Requirements

### Requirements

-----

Kickstart: In this release, Ilona should run on anything

---

from Kickstart 2.0 upwards.

Memory: Not much! As Ilona is a stand-alone client, you shouldn't have any problems.

TCP/IP Stack: Ilona should function with any normal TCP/IP stack for the Amiga. It has been tested with both AmiTCP and Miami and it has worked fine with both. Note that the stack needs to be loaded before you run Ilona.

MUI: Ilona uses the Magic User Interface (MUI) for its interface. You need to have MUI installed (muimaster.library v11 or above) for it to run. MUI is available from the Aminet.

#### Development System

Ilona was developed using the following hardware:

Amiga A1200 (KS 3.0, 2 Megs Chip, 20 Megs Fast)  
Blizzard 1230-II - 68030/50Mhz  
540 Mb IDE HD  
IDE Zip

## 1.4 Upgrading from Ilona v1.2

Upgrading from Ilona v1.2 -> v1.3

#### The Configuration File

Ilona no longer has defaults for the CHANNEL\_LOG and SYSTEM\_LOG settings. So, if you want the logging to occur, you must specify these in the configuration file! If you don't specify a name, logging will not occur.

#### The User File

The user file has changed format slightly with this release, and you will need to change your old one slightly before continuing.

For now, simply add the word NOGREET to each line.

For example, if your user file is currently:

```
mrflibble weirdo.org GOD OP
nobody useless.org PRIV NOOP
```

You would change it to:

```
mrflibble weirdo.org GOD OP NOGREET
nobody useless.org PRIV NOOP NOGREET
```

For information on the new features in this release, please see the History section.

---

To see what this funny NOGREET thing is all about, refer to the User File section.

## 1.5 Configuring Ilona

### Configuration

-----

By default, Ilona looks for a file called Ilona.cfg in the current directory.

For an example, please see the Ilona.config file which is included with this release. It is a fully functioning example, with some documentation.

Click below for more detailed descriptions of the options:

#### Logging Settings

SYSTEM_LOG	Supervisor log file.
CHANNEL_LOG	Channel log file.
LOG_ARCHIVE	Switch to set log archiving on/off.
LOG_STAMP	Switch to set log date/time stamping on/off.
LOG_STATS	Switch to set statistic stamping on/off.
HTML_LOG	Switch to set HTML logging on/off.
HTML_HEADER	Filename for the HTML header.
HTML_PROTECT	Switch to set HTML protection on/off.

#### User Settings

USERFILE	Filename for the user file.
----------	-----------------------------

#### Control Settings

CONTROL_CHAR	Identifier for in-channel commands.
COMMAND_FILE	Filename for the user-defined command file.

#### Personalisation Settings

USERNAME	The bot's user-name on IRC.
REALNAME	The bot's "real name" on IRC.

#### Connection Settings

SERVER	The IRC server to connect to.
PORT	The port number to use for the connection.
MAX_CONNECTS	Number of times to attempt a connection.
SERVER_PASSWORD	Password to use (if any).
NICK	The nickname for the bot to assume.
CHANNEL	The channel for the bot to join.

#### Miscellaneous Preferences

REJOIN_KICK	Whether Ilona should rejoin a channel after being kicked.
INVISIBLE	Switch to set whether Ilona is "invisible" or not.



## 1.6 SYSTEM\_LOG

Option: SYSTEM\_LOG <filename>

### Description

Specifies the name of the supervisor's log file. This is where Ilona reports on server connections/disconnections, its usage by other IRC users and the like.

### Example

```
SYSTEM_LOG supervisor.log
```

## 1.7 CHANNEL\_LOG

Option: CHANNEL\_LOG <filename>

### Description

Specifies the name of the channel log file. This is where Ilona will store its log of the channel.

### Examples

```
CHANNEL_LOG channel.log
CHANNEL_LOG channel.html
```

## 1.8 LOG\_ARCHIVE

Option: LOG\_ARCHIVE <0 or 1>

### Description

With some channels, a lot of text can be generated, which can make the log file unwieldly after a few days. On the test channel, #AmigaCafe, around 500-600k could be generated in one day.

If this switch is on, the log will be archived to a separate file at the stroke of Midnight. The name of the file will be the same as the channel log-file, but appended with the date.

Once the file is archived, logging starts afresh.

### Example

```
LOG_ARCHIVE 0    Turns log archivation off.
LOG_ARCHIVE 1    Turns log archivation on.
```

See Also: LOG\_STATS

---

## 1.9 LOG\_STAMP

Option: LOG\_STAMP <0, 1 or 2>

### Description

If required, each line of text in the channel log can be stamped with the time, or the date and time combined.

```
Output in mode 1 (Time stamp)           [22:58:34] Hello!
Output in mode 2 (Time/Date stamp)      [22-Mar-97 22:58:34] Hello!
```

### Examples

```
LOG_STAMP 2
```

## 1.10 LOG\_STATS

Option: LOG\_STATS <0 or 1>

### Description

{i}Ilona{ui} keeps track of the number of joins/parts/messages that occur in the channel. These are normally saved out to the supervisor log file when logging ends.

However, if this option is set (as well as LOG\_ARCHIVE), the statistics on a daily basis are saved out with each archived file.

### Examples

```
LOG_STATS 0    Turns statistic stamping off.
LOG_STATS 1    Turns statistic stamping on.
```

See Also: LOG\_ARCHIVE

## 1.11 HTML\_LOG

Option: HTML\_LOG <0 or 1>

### Description

One of the major features of Ilona is its ability to output the channel log in HTML format, for immediate usage on the World Wide Web.

For this mode to work, you must specify a header file with HTML\_HEADER.

### Examples

```
HTML_LOG 0    Turns HTML logging off.
HTML_LOG 1    Turns HTML logging on.
```

---

See Also: HTML\_HEADER, HTML\_PROTECT

## 1.12 HTML\_HEADER

Option: HTML\_HEADER <Filename>

### Description

If HTML logging has been enabled, the user must supply the HTML header file. This will be the first thing to go in the log.

An example header could be:

```
<HTML>
<HEAD>
<TITLE "This is my log">
</HEAD>
```

This is the simplest possible. It identifies the log as an HTML file, so that web browsers will be able to read it, and sets the title. A better example can be found in the distribution, called `htmlheader.html`.

### Example

```
HTML_HEADER htmlheader.html
```

See Also: HTML\_LOG, HTML\_PROTECT

## 1.13 HTML\_PROTECT

Option: HTML\_PROTECT <0 or 1>

### Description

There is a potential security flaw if HTML logging is enabled. Users will be able to write HTML coding in their messages, to create their own links in the channel log!

This can be prevented by enabling this option: It strips out any HTML codes that users use in the channel.

### Examples

```
HTML_PROTECT 0    Turns HTML Protection off.
HTML_PROTECT 1    Turns HTML Protection on.
```

See Also: HTML\_LOG, HTML\_HEADER

## 1.14 USERFILE

---

Option: USERFILE <Filename>

#### Description

This specifies the filename of the "User-File". The User-File contains details on the users that have a higher access on Ilona, and so can use the privileged functions.

#### Example

```
USERFILE myuserfile
```

See Also: User-File Description

## 1.15 CONTROL\_CHAR

Option: CONTROL\_CHAR <Character>

#### Description

Commands may be issued to Ilona in the channel. Therefore, you must specify which character you want to precede these commands, so that Ilona will recognise them.

#### Example

```
COMMAND_CHAR +      So, +showcommands, +say will work in channel
```

## 1.16 COMMAND\_FILE

Option: COMMAND\_FILE <Filename>

#### Description

The user can build their own set of commands for Ilona, using the IlonaScript system. [Click here](#) for more details.

This option sets the filename for the file where the commands have been defined. If it isn't set, Ilona assumes that no user-defined commands are to be used.

#### Example

```
COMMAND_FILE usercommands.cfg
```

## 1.17 USERNAME

Option: USERNAME <User name>

---

### Description

This allows you to specify Ilona's user name on IRC. Normally, this should be the same as the user-name that you use. Normally, this corresponds to your user ID with your Internet Provider.

### Example

```
USERNAME jsmith
```

See Also: REALNAME

## 1.18 REALNAME

Option: REALNAME <Real name>

### Description

This allows you to specify Ilona's "real name" on IRC. This is the descriptive text that is displayed when someone does a /WHOIS on the system. You can set this to a name, or even a statement. The default is "Ilona Channel Logging System", for example.

### Example

```
REALNAME A channel logging thing.
```

See Also: USERNAME

## 1.19 SERVER

Option: SERVER <IRC Server>

### Description

You must always specify which IRC server Ilona should attempt to connect to, and this setting allows you to do just that.

### Example

```
SERVER london.uk.eu.undernet.org
```

See Also: PORT, SERVER\_PASSWORD

## 1.20 PORT

Option: PORT <Port Number>

### Description

---

You must specify the port number for Ilona to connect to at the IRC server. Normally, this is 6667, which is considered the standard.

Example

```
PORT 6667
```

See Also: `SERVER`, `SERVER_PASSWORD`

## 1.21 MAX\_CONNECTS

Option: `MAX_CONNECTS` <Number of times>

Description

It is possible that an IRC server will reject a connection attempt. The most likely reason is that the IRC server is "full", and so cannot handle any more connections.

In the event of such an error, Ilona will attempt to connect again. The same happens if a server error occurs while channel logging is in progress.

By default, Ilona will attempt to do this 3 times, before giving up and exiting. You can use this configuration option to alter this.

Example

```
MAX_CONNECTS 5
```

## 1.22 SERVER\_PASSWORD

Option: `SERVER_PASSWORD` <Password>

Description

Some IRC servers require users to use a password to connect. Although this is rare, Ilona supports it.

Example

```
SERVER_PASSWORD flibble
```

See Also: `SERVER`, `PORT`

## 1.23 NICK

Option: `NICK` <Nickname>

Description

---

This option lets you set the bot's nickname on IRC. There is a maximum of 9 characters allowed, and avoid non-alphanumeric characters.

Example

```
NICK MrLoggy
```

## 1.24 CHANNEL

Option: CHANNEL <Channel name>

Description

Here you can specify the channel which Ilona should join on connecting to the IRC server. As soon as it joins the channel, logging commences.

Example

```
CHANNEL #AmigaCafe
```

## 1.25 REJOIN\_KICK

Option: REJOIN\_KICK <0 or 1>

Description

This switch determines what Ilona should do if it is kicked from a channel by a channel operator. If set on, it will attempt to re-join the channel immediately. Otherwise, it will stay "in limbo" until told otherwise.

Examples

```
REJOIN_KICK 0    Will not attempt to re-join
REJOIN_KICK 1    Will attempt to re-join
```

## 1.26 INVISIBLE

Option: INVISIBLE <0 or 1>

Description

If required, Ilona can be made "invisible" on IRC. This will mean that other IRC users will only be able to detect it if they are in the same channel. This will prevent "spammed" messages appearing in the log files.

Examples

---

```
INVISIBLE 0    Bot will be visible.  
INVISIBLE 1    Bot will be invisible.
```

## 1.27 Ilona User File

### The User File

-----

The user file allows you to specify which users should be recognised by Ilona for privileged command access, and for channel operator status.

All users have access to a basic set of commands, but they are not allowed to affect Ilona's operation in any way.

Note: Ilona does not recognise users by their IRC nickname. Instead, it uses their User ID and host. This allows a user to use multiple nicknames, but still be recognised. Bear this in mind when using the user commands.

There are three sorts of user level:

```
GOD    -    Complete control. Can order Ilona to QUIT etc.  
PRIV   -    Basic privilege. Can do various "housekeeping" tasks.  
NONE   -    Normal control. Same access as other users.
```

Each user can also be given an "OP Status". There are two sorts:

```
OP      -    User will be "opped" when joining the channel.  
          User can request "op" status at any time with the OP command.  
  
NOOP    -    User can not be given channel operator status.
```

(The "NONE" user level is used if you want to have a user to be given channel operator status, but not to have any extra control over Ilona )

Also, remember that Ilona will not be able to give another user Channel Operator status unless it has Channel Operator status itself!

An example user-file is included in the distribution, called userfile. It is relatively straightforward.

Each line in the file should be along the lines of:

```
<USER ID> <HOST NAME> <LEVEL> <OP STATUS> <GREETING>
```

So, some example lines:

```
jsmith megaprovider.net GOD OP Welcome Mr. God bloke!  
redfox super.com PRIV OP NOGREET  
nobody useless.org NONE NOOP Hey! You're nobody! :)
```

Note: Ilona does support host masking. In fact, it does it automatically, with no need for wild cards. Take "redfox" in the example above. They would be recognised even if they connected from:



ppp232.useless.org or a.weird.port.thing.useless.org

#### GREETING

As can be seen, the last field allows you to specify a "greeting" for that user. If this is set, the specified message will be sent to the channel by Ilona whenever that user joins. Note: This can be considered bad IRC etiquette, so use with care!

Set this to NOGREET if you don't want Ilona to greet that user.

For descriptions of the various Ilona commands, along with their required level, see Commands.

## 1.28 User Defined Commands

### User Defined Commands

-----

Ilona has a simple little language which I have called IlonaScript built in. This allows the user to create their own simple commands!

To start with, you need to tell Ilona that you want to do this, using the `COMMAND_FILE` configuration option.

Then it is just a simple matter of creating the commands.

Each line in the command file should look as follows:

`<COMMAND NAME> <LEVEL> <TYPE> <NEXT>`

`<COMMAND NAME>` - The name of the command, which will be used to activate it.

`<LEVEL>` - The level that a user needs to be to be able to use the command. The choices are:

- ANY - Any user on IRC can use it.
- NONE - User must be in the user-file.
- PRIV - User must have PRIV set for their level.
- GOD - User must have GOD set for their level.

`<TYPE>` - The type of command. This specifies the basic action of the command, and there are several choices:

- KICK - Will kick whoever is specified (see later).
- ME - Makes the bot do an action.
- SAY - Makes the bot say something.

`<TEXT>` - The text which will be displayed along with the action. You can put the word `$arg` in, and `$arg` will be replaced with the word that follows the command, when it is called. (If no argument is specified, it defaults to who issued the command.)

Examples

---

The following examples should clear everything up...

```
TROUT ANY ME slaps $arg with a monster trout!
DANCE ANY ME dances around a bit.
PC NONE SAY PC? Errrrrrrgh, I feel sick $arg, don't say that again!
GODSAY GOD SAY Aha, I only say this when a God user tells me to. :)
WAREZ PRIV KICK Ergh! No way $arg, get out of here!
DISMISS PRIV KICK I hereby dismiss $arg from the channel.
```

To demonstrate the use of \$arg, the DISMISS command above would be triggered by something like:

```
+DISMISS sadbloke
```

sadbloke would be kicked from the channel, with the reason:

Please note that user-defined commands will not appear when a showcommands command is issued. This is to prevent clutter, as the user-defined commands are essentially duplicating the functionality of the inbuilt commands anyway.

```
"I hereby dismiss sadbloke from the channel."
```

## 1.29 Getting Ilona Running

### Getting Ilona Running

-----

First of all, you must have a TCP/IP stack, such as AmiTCP or Miami running. If you try running Ilona without starting one, it will complain and exit with an error message.

From Workbench

Simply double click on the icon! The default Ilona.config file will be loaded.

From the CLI

Once in the Ilona directory type:

```
Ilona
```

The default configuration file is Ilona.config. However, you may specify a different one by typing something like:

```
Ilona anotherconfig.file
```

Then...

The first thing Ilona does is to load in the configuration, and check it. If there are any errors, such as a missing setting, it will be reported, and the program will exit cleanly.

---

If all goes well, Ilona will attempt to connect to your specified IRC server. Messages will appear to let you know what is happening. If there are any problems, the program will exit with an appropriate error message.

Remember, full supervisor information is datestamped and reported in the supervisor log-file. If you are having problems, read it to see what is happening!

#### Window Manipulation

The program window can be manipulated as with any other MUI application. For example, you can re-size it, iconify/de-iconify it, get it to open on a public screen etc. Please refer to the MUI documentation for more details.

#### Killing It

There are several ways that you can kill Ilona.

From Workbench, simply click on the QUIT gadget. You can also shut it down using the usual Commodore killing methods.

If started from the CLI, hit CTRL+C in its shell window, or use the BREAK command. See your AmigaDOS manual for more details.

## 1.30 Ilona Commands

### Ilona Commands -----

Commands can be issued to Ilona in two different ways.

#### 1. In The Channel

Simply enter the command as normal, preceded with your specified control character. (See COMMAND\_CHAR)

For example:

```
+showcommands  If command character was +
```

#### 2. In Private Messages

Simply address the bot with a normal private message, such as:

```
/MSG Ilona HELP
```

The following commands are supported at this time:

#### Normal Level Commands

The following commands may be used by all on IRC.

HELP                Displays general help about using Ilona

---

SHOWCOMMANDS Displays all the commands available to the user.  
STATUS Displays whether channel logging is in progress.

#### Privileged Level Commands

The following commands may only be used by those who have been set as PRIV (or above) in the User File.

##### BAN <Mask>

This will ban the <Mask> specified from the channel. There are various masks that you can try:

mrflibble@port-117-dodgy.com	Will only ban them from that port.
mrflibble@*.dodgy.com	Will ban them from that ISP.
*!*@*.dodgy.com	Bans everyone from that ISP!

I might implement a system in the future that simply allows you to specify their nickname. Feedback on this would be appreciated.

##### KICK <Nickname> <Reason>

Kicks the specified user (Note that their nickname is used) from the channel. The <Reason> part is optional. This command will only work if the bot has been granted Channel Operator status.

##### LOG <ON/OFF>

Turns logging on/off. Channel is informed.

##### ME <Action>

Makes the bot do an action in the channel. For example, ME claps would appear in the channel as: Ilona Claps. This obviously depends on the name of the bot at the time.

##### SAY <text>

Makes the bot say something to the channel.

##### TOPIC <text>

Ilona will set the topic of the channel to whatever is specified.

##### UNBAN <Mask>

Removes the ban of <Mask> from the channel. See the BAN command for more details on "Masks".

#### God Level Commands

The following commands may only be used by those who have been set as GOD in the User File.

##### ADDUSER <User ID> <Host>

Adds a user to the user file. For a description of the <User ID> and <Host> fields, please see the User File section.

##### JOIN <Channel>

Makes Ilona join the specified channel. Note: At present, Ilona may only be in one channel at a time (or the logs would get confused). Therefore, if you issue this command while the bot is still in a channel, it will leave the original channel first.

---

## LEAVE

Makes Ilona leave the current channel.

## LOADUSERS

Re-load the user file from disk.

## RAW <text>

This will make Ilona send the specified text directly to the IRC server. As a consequence, you can make Ilona do any command which may not have been implemented yet. You will need some experience of the IRC protocol though. Some examples:

```
/msg Ilona RAW MODE #AmigaCafe +oo MrCheese Doodaah  
(This will give channel operator status to MrCheese and Doodaah).
```

```
/msg Ilona RAW PRIVMSG Wibble :Hey dude, how ya doing?  
(Sends the specified message privately to Wibble).
```

Of course, I hope to implement the above as features in Ilona anyway, so eventually this command will be pretty much obsolete.

## REMUUSER <User ID>

Removes the user from the database. Be careful! If you remove yourself from the database remotely, you will lose your access!

## SAVEUSERS

Save the user file to disk. Note: This command is basically obsolete, as the user file is automatically saved whenever changes are made.

## SETGREET <User ID> <Greeting>

This command sets the GREET status of <User ID>. The message you specify will be said to the channel by Ilona whenever the user joins. Note that this can be considered bad IRC etiquette, so use with care. :) Set the greeting to NOGREET to disable the greeting. For more information, please see the User File section.

## SETOP <User ID> <Op Status>

This command sets the OP/NOOP status of <User ID> accordingly. For more details, please see the User File section.

## SETPRIV <User ID> <Priv>

Allows you to set the "Privilege" level of <User ID>. There are three possible settings: NONE, PRIV and GOD. For more details, please see the User File section.

## QUIT

Makes the bot leave IRC. Program shuts down.

## VIEWUSER <User ID>

Shows the information that is stored about that User ID in the user file.

## OP Commands

The following command may only be used by those who have the OP flag set in the user-file.

---

OP                      Requests channel operator status.

## 1.31 Ilona's ARexx Port

### ARexx Commands =====

Ilona has an ARexx port, so writing scripts to control it should be quite easy.

The port-name is ILONA.x. The (x) depends on how many copies of Ilona are running. For example:

The first copy of Ilona running would have the port:     ILONA.1  
The second copy of Ilona running would have the port:     ILONA.2

... and so on.

There are two sets of ARexx commands:

MUI's ARexx Commands     Application Control: QUIT, HIDE, SHOW, INFO, HELP  
Ilona's ARexx Commands     Commands to control Ilona.

## 1.32 The MUI ARexx Commands

### The MUI ARexx Commands =====

Every MUI application is able to receive commands via the built-in ARexx port. Here are some default commands which are understood by every program:

- QUIT

Ends the application.

- HIDE

Hides (iconifies) the application

- SHOW

Shows (pops up) an iconified application.

- INFO ITEM/A

According to the given parameter the result string is filled with the following contents:

- "title"                      Title of the application  
- "author"                     Author of the application

- "copyright" Copyright message
  - "description" Short description
  - "version" Version string
  - "base" Name of the ARexx port
  - "screen" Name of the public screen
- HELP FILE/A

A list of all ARexx commands available for the application is written into the given file. In addition to the default commands an MUI application can (and of course should) support many application specific commands. The help list will contain these commands as well.

In case of an error, MUI returns the following values to the rexx script:

- -1  
Wrong command definition in host program. Should never happen.
- -2  
Out of memory.
- -3  
Unknown ARexx command.
- -4  
Syntax error.

### 1.33 Ilona's ARexx Commands

Ilona's ARexx Commands

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At the moment, Ilona does not have any of its own ARexx commands. However, these are now under development, and should feature in the next release.

### 1.34 Registration

Registration

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Ilona is currently on release as "mail-ware".

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## Restrictions

This version of Ilona is restricted, as you may only have a maximum of three users in your user file. In all other respects, the program is fully operational.

## Registration

However, don't panic! At the moment, registering Ilona is completely free! It is only restricted as I want to keep track of the number of people that are using the software.

To register, you simply need to fill out the registration text file (Including in the distribution), and send it to me via e-mail. In return, you will receive a keyfile to "unlock" your coy of Ilona.

Please see the file Ilona.Registration for more details.

## The Shareware Future

At some point in the future, Ilona is going to become Shareware. At this point, the keyfile system will change, and there will be a small fee to obtain an updated keyfile.

Why? Well, I've spent a lot of time on this project, and being a poor student etc, it would be nice to get some money. :)

The registration fee is likely to be £10 UKP/\$15 USD.

Feel free to pay in advance! :) If you do, you will receive a new keyfile as soon as the Shareware version is released. Not only that, but you will have done a good deed. :)

For details on payment details, please contact me, and we will work something out.

## 1.35 History

### History

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V1.2 - 12th April 1997

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First public release.

V1.3 - 24th April 1997

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Notice: The user-file format has changed with this release, with the addition of another field (for auto-greets). Please see the Upgrade information.

\* Bug: If HTML logging was enabled, Ilona would guru nastily if the specified HTML\_HEADER file didn't exist. (Fixed)

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- \* Bug: REALNAME (in configuration file) could only cope with one word entries! (Fixed)
- \* Bug: SETPRIV didn't show up in the SHOWCOMMANDS list. (Fixed)
- \* Bug: Under Linux, user validation failed due to a pointer error. Although this didn't effect the Amiga version in an obvious way, it wasn't good coding. (Fixed)
- \* Default system/channel log names are no longer used. This allows user to disable logging by simply deleting the SYSTEM\_LOG and/or CHANNEL\_LOG lines in the configuraton file.
- \* Commands may now be issued in the channel, with a user-defined prefix. For example, +showcommands.
- \* User definable commands, courtesy of IlonaScript. :) This is an optional file, containing a list of commands and their syntax.
- \* Annoying autogreets! =) For each user in the user-file, you can now specify a greet which will be sent when they join the channel. Optional, of course!
- \* Added Command Support: LOADCOMMANDS (Re-load user-defined commands).
  - ME (Allows bot to do actions in the channel).
  - RAW (To send raw data to the IRC server).
  - SETGREET (To set Ilona's autogreets).
  - TOPIC (To change the channel's topic).
- \* Added Configuration Options: COMMAND\_CHAR (Character to precede commands)  
COMMAND\_FILE (Name of user defined command file).
- \* CTCP Support: Ilona's CTCP responses were altered to follow the CTCP standards. This included adding two new CTCP commands: CLIENTINFO and FINGER.
- \* CTCP VERSION no longer reveals the registered user's real name: Just the registration code. This allows the user to remain anonymous, if they so wish.
- \* Documentation changed to point out that Ilona DOES support host masking! Some users had asked about this. It is done automatically, without wildcards being required. Please see the User File section.
- \* Documentation changed to reflect the existance of Ilona's ARexx port.

## 1.36 Where Next?

Where Next?

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Well, we're getting there now. This is mainly a bug-fix release, and for me to implement a few features that some users had asked for. The user definable commands system (IlonaScript) was added on a whim, but I'm glad it has turned out quite well. Some people have certainly been inspired by it. (See the Submissions directory). :)

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IlonaScript will be developed further in future releases to be more powerful, so please be patient with it.

This release was delayed slightly as my Blizzard accelerator decided to die recently. After a lot of fretting, I replaced the oscillator and now everything is fine. It is actually running more than twice as fast as before! I have realised that the old oscillator has been damaged for ages, and had only been clocking my 50Mhz CPU at around 16Mhz! :-/

I would like to thank all those that took the time to register, and for your comments. They are all very much appreciated. Keep it up! :-)

Preliminary DCC support is underway, which will allow Ilona to act as a file-server. Users will be able to DCC Chat the bot, and use commands such as "cd", "dir" and "get" within the chat to manipulate the files. The basic DCC handling code is in place, which will allow multiple, multi-tasking connections. Look out for this soon.

A decent ARexx port should also feature, to give the hell-bent scripters something to play with. If you've got any suggestions for ARexx commands, you know where to send them.

Of course, I aim to increase the command set. :)

If you have any suggestions for features that you would like to see in the next release, e-mail me! My address is in the Contacting section.

## 1.37 Acknowledgements

### Acknowledgements

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Thanks go to the following people...

Pascal Gloor (Logixs on Undernet IRC) - For a wealth of help and information about TCP/IP programming and IRC protocols. Your help is very much appreciated! And thanks for being patient. :-)

Rune Jacobsen (Shitlips on Undernet IRC) - For hints and tips about the world of MUI. Thanks for your help and patience.

The users of #AmigaCafe Undernet - For putting up with Ilona in its numerous incarnations on the channel, right back to the days of ircII script!

Stefan Stuntz - For creating MUI. It certainly revitalised this program. [Click here](#) for more details.

Eric Totel - For creating MUIBuilder, which allowed me to get the GUI designed and working in as little time as possible.

Colin May (Rael on Undernet IRC) - For submitting your groovy user command file, which was finished before I had finished coding the system behind it all. :)

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The registered users...

Neil Thurlow - For being the first to register Ilona, and for bug reports and ideas! Not to mention running the XPansions BBS. :)

Frederik Thiesen - For reporting that rather nasty HTML\_HEADER bug.

Of course, many thanks go to all those that took the time to register this piece of software. It's nice to see that someone cares. ;)

## 1.38 About the Magic User Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

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

## 1.39 Contacting The Author

Contacting The Author

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I would appreciate any comments, ideas and (gasp) bug reports on this release.

SNAIL MAIL:           Tristan Greaves  
                  15 Little Mead  
                  Denmead  
                  Hampshire  
                  PO7 6HS  
                  ENGLAND

INTERNET E-MAIL:   tmg296@ecs.soton.ac.uk  
FIDONET E-MAIL:    2:255/122.21@fidonet

You can also find me loitering around on Undernet IRC as Mercenary in #amigacafe. With any luck, Ilona should be running there too, under the name of (guess what) Ilona. :)

## 1.40 Distribution

### Distribution -----

Ilona, Copyright © 1997 Tristan Greaves.

Ilona is freely distributable, as long as the following rules are followed:

1. No changes whatsoever are made to the archive or the files contained within it. This includes adding BBS advert texts, by the way.
2. No charge is made for electronic distribution, such as through e-mail, ftp etc.
3. Only a minimal charge may be made for distribution through snail mail, to cover the cost of media and postage and packaging.
4. Permission has been granted for Ilona to be included on any Aminet CD set. However, any other entity wishing to distribute the package via CD should contact me first.
5. Magazines wishing to distribute Ilona should contact me first for permission.
6. Keyfiles are NOT freely distributable. They are only to be used by those that the author has specified.

Getting Hold Of Ilona

When a new version is released, it is uploaded to:

1. The Aminet, in comm/tcp, with the filename Ilona.lha.  
Home FTP Site: ftp.wustl.edu

2. XPansions BBS (Official UK Ilona Support BBS)  
Tel: +44 (0)1752 823424 \*\* Magic FREQ: ILONA  
Fido: 2:255/122.0