

AmlRC

COLLABORATORS

	<i>TITLE :</i> AmIRC		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

AmIRC

1.1 AmIRC.guide

AmIRC2.0 Guide - Table Of Content

Welcome to AmIRC, the AmigaOS IRC client (Version 2.00).

Take your time to read this guide thoroughly to make yourself acquainted to the many functions and options AmIRC has to offer. This will greatly help you make the most out of your IRC experience with AmIRC!

Please don't forget to read also the Readme file included in the distribution archive.

- First of all -

What's new?	A list of all the features in AmIRC v2.0
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- Introduction -

Copyright	Copyrights, author info and more.
Registration	Registering AmIRC.
IRC	What is IRC, by the way?
IRC Terms	Terms you might encounter.
Features	Features of AmIRC.
Requirements	What is needed to use AmIRC?
Installation	How to install AmIRC.
Connecting	Let's have a go.
Operation	How does AmIRC work?
Menus	What's on the menu?

- Reference Section -

Commands	Using the commands in AmIRC.
Configuration	Customizing your environment.
ARexx	Heavy magic.

- Other Stuff: -

AmIRC Support How to get help and updates.
Index

1.2 AmlRC.guide/What's new?

What's new?

A list of all new features in AmIRC v2.0

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- * Invitations are now shown in an seperate Invite requester. The requester can be disabled from the new 'Windows' section in the preferences.
 - * The Lag-O-Meter permanently monitors and shows lag as a three-color bar underneath the userlist. Clicking on the Lag-O-Meter opens the Information window, which has a graphical representation of the current lag, as well as the servername, current lag, last two lag probes and the average lag.
 - * Frequently used channels can be stored in a Favorite Channels window from where you can join them by doubleclicking on them.
 - * The new Tray window contains a button for every AmIRC window. Windows can be closed individually by clicking on their 'Hide' gadget. The Tray window shows number of messages in a window and indicates new messages after iconification. (Requires MUI v3.8+)
 - * Dialog windows have a Rename button to change the nick for the window. Useful when someone re-enters IRC with a different nick.
 - * Dialog and Channel windows have an [L] button to enable logging of that window to a file.
 - * AmIRC now uses NList.mcc for it's listviews if found.
 - * DCC windows now have a Cleanup button to delete all finished or aborted transfers at once.
 - * The /BACK command resets the Away state no matter what it is.
 - * DCC Receive window has a Replace button to overwrite existing files.
 - * DCC Reveive window has a MIMEPrefs button to call up the MIMEPrefs program.
 - * The Auto accept DCC send? menu item allows to start incoming DCC send requests without the need for confirmation.
 - * AmIRC now uses MIMEPrefs for for viewing files.
-

- * AmIRC now has a Plugin API, expect many seperately developed extension modules.
- * The Serverlist is now divided into Server Groups to allow better organization of different servers of a network.
- * The Prefs menu has a new Windows section where can be determined which windows will open on startup.

1.3 AmlRC.guide/Copyright

Copyright

Copyrights, author info and more

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1.4 AmlRC.guide/Registration

Registration

Registering AmIRC

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You may use AmIRC freely for a period of up to 30 days to evaluate the package. After those 30 days, you must either register AmIRC or stop using it completely. During the trial period, AmIRC is limited to a online time of 30 minutes, besides that, no functions are disabled.

To register AmIRC, see the included registration utility and assorted documentation. It has all the necessary info and prices. You can also register online at <http://www.vapor.com/>.

1.5 AmlRC.guide/IRC

IRC

What is IRC, by the way?

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IRC stands for Internet Relay Chat, originally written by Jarkko Oikarinen <jto@tolsun.oulu.fi>. In a nutshell, IRC consists of a network of computers (servers) that are connected to each other via the internet or a LAN, and allow users with proper client software to connect and chat with each other. Within this network, virtual space is divided up into channels, usually with a topic of conversation, where users can talk in groups.

1.6 AmlRC.guide/IRC Terms

IRC Terms

Terms you might encounter

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

- * Action: CTCP Action command, executed by a /ME at the beginning of a message.
 - * Ban: A channel mode set in order to prevent a user or group of users from joining a channel.
 - * Bot: Short for Robot, a Bot is a script that acts like a user, and can execute a command upon a certain occurrence.
 - * Client: Software that is written for the purpose of connecting to a server, in this case, an IRC server.
 - * Channel: A group of users on IRC. A channel will have a name (i/e, #AmIRC), and may or may not have a topic of conversation.
 - * Channel Mode: The properties of a channel that allow or disallow certain activities. Channel Modes can only be changed or set by Channel Operators. The available channel modes are:
-

- Invite Only: If active, This mode allows users to join if they have been invited by someone in the channel.
 - Private: If active, the channel is invisible in the global channel list.
 - Lag: The term which is used when the connection to a server or client is delayed.
 - Limit: If active, sets a limit on the number of users allowed to join a channel.
 - Moderated: If active, only Channel Operators and users with voice may type input to the channel.
 - No Messaging: If active, prevents users from sending a message to the channel until they have joined it.
 - Secret: If active, the channel is invisible until it is joined.
 - Topic Protection: If active, only Channel Operators may set or change the topic of a channel.
- * Channel Operator (or OP): A user who has control over a channel. A user who creates a channel is given Op status, and in turn can give it to anyone else in the channel.
- * Chat Network: A network of computers that are interconnected so that anyone on any server in the network may chat with anyone else on any computer in that same network. Here's some major chat networks:
- ARCnet: Amiga Relay Chat Network, partially running on Amiga servers.
 - IRCnet: Formerly part of EFnet, now split.
 - EFnet: Eris Free Network. The largest IRC network
 - DAL-Net: A different IRC network with some specialized functions that do not appear in typical IRC networks.
 - Undernet: An alternative IRC network
- * Command: A message to an IRC server or to a local or remote client. Commands generally begin with a /. See Commands.
- * CTCP: Client To Client Protocol, A standard for sending commands from one client to another, usually for the purpose of getting information from the remote client. See CTCP.
- * DCC: Direct Client Connection - a standard for creating a direct link between two clients, for the purpose of sending or receiving files, or to carry a more secure conversation. See DCC.
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- * **IdentD:** IdentD is software that can be run on the client, allowing an IRC server to corroborate the identity of a client. AmIRC has an IdentD built in, and will automatically disable it if an external IdentD is running.
 - * **IRC:** Internet Relay Chat - Any Network of Computers that run IRC servers for the purpose of allowing users to connect to it using client software made for IRC.
 - * **Kick:** The occurrence of a user being removed from a joined channel by a channel operator.
 - * **Lag:** Term to specify that the connection is delayed to some extent.
 - * **MOTD:** Message Of The Day, A message that may or may not be updated daily, that is meant to be read when connecting to an IRC server.
 - * **Netsplit:** An event that occurs when a server goes down that other servers depend on for network packets. Any servers that are dependant on the crashed server will split from the net, that is, they will still be up and running, with active clients, but any clients on the other side of the crashed unit will appear to have all logged off at once.
 - * **Nick:** Short for Nickname, this is an alias that you may pick for yourself.
 - * **Op:** See Channel Operator.
 - * **Server:** A computer that is Running IRC server software, allowing it to be connected to by IRC clients or other servers.
 - * **Server Operator:** A person in control of an IRC server.
 - * **TLA (Three Letter abreviations):** Commonly used acronyms, not entirely restricted to 3 letters:
 - **AFAIK:** As Far As I Know
 - **AFK:** Away From Keyboard
 - **BRB:** (I'll) Be Right Back
 - **BBL:** (I'll) Be Back Later
 - **IMHO:** In My Humble|Honest Opinion
 - **LOL:** Laughs Out Loud
 - **MOTD:** Message Of The Day
 - **ROTFL:** Rolls On The Floor Laughing
 - **RTFM:** Read The F***ing Manual
-

- * **Topic:** A heading for a channel that may or may not have anything to do with the conversation at hand.
- * **User:** A person using an IRC Client to connect to a server to chat.
- * **User Mode:** Settings that affect a users properties.
 - **Invisible:** If this mode is set, a user will be invisible in the global user list. The user will still be visible in the user list of any joined channel, however.
 - **Wallops:** When set, this mode will allow receiving of messages from the server operator to all operators.
- * **Userhost:** This is the string that defines a user. It consists of the user's chosen nick, login name and domain name. For example: Wupper!jwupper@monorail.denet234.de

					Domain
					Network
					Machine
					Login
					Nick
- * **Voice:** Status a normal (not an operator) user must have to type into a moderated channel.

1.7 AmlRC.guide/Features

Features

Features of AmIRC

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- * Runs with AmiTCP, Miami and AS225 without additional support libraries.
- * Built-in high speed DCC drivers for SEND and MOVE. Highly optimized with asynchronous file I/O and threaded network handling. Supports Drag&Drop sending of files.
- * Transparent implementation of DCC CHAT. All /MSGs are automatically routed via DCC CHAT if applicable, to save runtime and reduce IRC load. Option to automatically accept DCC CHAT connections.
- * Ultra fast text output and scrolling. Supports Cut&Paste for the list text. Supports proportional fonts.
- * Full support of the 'Undernet' IRC extensions, both reply codes and additional IRC commands.
- * Intuitive channel display with userlist and channel mode overview. Channel modes can easily be changed via gadgets. Configurable user

action list to perform whatever action you like on users in channel by the press of a mousebutton.

- * Supports QUERY windows for private chat.
- * Supports 'smart' banning.
- * Versatile AREXX port including server message parsing ("event trapping") and commandline/script interaction.
- * Easy command line aliasing.
- * Builtin IdentD (automatically disabled if another IdentD is already installed).
- * Supports nick notification, highlighting, ignoring, and kickban.
- * Versatile event handling allows you to bind sound effects, auto-deiconify or rexx scripts to certain events.
- * Server phonebook.
- * Last nick history. Stores the nicknames of the last nicks you've send MSGs to, received MSGs from or addressed publically with 'nick:'. Reference can be used in all commands which require nick names, e.g. /MSG, /OP, /DEOP. Automatic nick expansion on public messages with ':'.
- * TAB messaging to automatically cycle the list of last used nicknames with a /MSG prefix.
- * Auto rejoin channel on KICK and auto reconnect server facility.
- * Auto away after idle timeout. Auto unaway after sending public and/or private msgs.
- * Auto update download. Check for and download new releases with a simple click.
- * URL grabber for interfacing with a web browser..
- * Support for DALnet extensions.

1.8 AmIRC.guide/Requirements

Requirements

What is needed to use AmIRC?

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Hardware

AmIRC was written for the Amiga family of computers, and has been tested on Amiga 500, 1000, 1200, 2000, 3000, & 4000 computers in various configurations.

Software

AmIRC requires MUI V3.6 or later in order to run.

AmIRC requires KickStart & WorkBench 2.x or later, with setpatch 40.16 installed.

AmIRC020 requires a 68020 or higher CPU and OS3.0 or newer. This version is optimized for such machines.

If you plan to run a TCP/IP stack and AmIRC among other Internet applications you should have at least 2 megabytes of RAM.

Finally, you need to have a tcp/ip protocol stack running, such as Miami, AmiTCP/IP or Amiga Technology's as225r2 tcp/ip protocol stack.

1.9 AmIRC.guide/Installation

Installation

How to install AmIRC
=====

AmIRC has its own installer script and requires that you have the Amiga installer utility (version 43.3 or later). To install, just click on the install icon, and answer the questions in the installer's requesters.

If you cannot or prefer not to use the installer utility, a manual install is very simple, just move the contents of the archive to a directory of your choice and it's ready to use. If you have met the requirements for the optimized version of AmIRC, delete the AmIRC file and rename "AmIRC020" as "AmIRC". You might want to copy the "MUI" directory of the AmIRC distribution to MUI:Libs/MUI/ to avoid version confusion.

1.10 AmIRC.guide/Connecting

Connecting

Let's have a go
=====

Once you have installed AmIRC, you can start the program from WB by clicking on its icon. After a few moments you will see the server selection window. The first thing you need to do is enter a nickname in the first 'Nicknames' gadget at the top of the window. This is how you will be known on IRC. It may be a good idea to enter some alternative nicks in the next three boxes. This way, if your nick is used by another person, AmIRC will retry with the next nick.

Next, enter your real name (plus your email address or www home page URL if you want) in the 'Real name' gadget. It is best if you are truthful.

Then, enter a username that will show as `<username>@machine.network.org`. `<username>` should be the same as the login ID for your service provider.

Note: If there is already an IdentD service running on your machine (usually by your TCP/IP stack) the username field will be ghosted and the username specified by the stack will be used.

Now you are ready to connect to an IRC network. The servers in the serverlisting are organized in server groups which usually represent the different networks. You can open and close the server groups, by doubleclicking on the group, to show or hide the servers in that specific group. AmIRC comes with a basic serverlist with one server for all popular networks. Select the network you want to connect to and doubleclick on the server or use the 'New Server' button and enter the address and port number of your favorite server and then click on 'Connect'. Optionally, you can add one or a few channels to autojoin, just separate them with a comma. If you want to make an entire new server group use the 'New Group' button. You can move servers around the groups using drag&drop. If you are already connected, and wish to connect to an additional server, select the server and use 'Connect Thread' to open a second instance of AmIRC. Use the 'Copy' to make a duplicate of the currently selected server or group. The 'Delete Server' button will remove a server that you no longer wish to use.

1.11 AmIRC.guide/Operation

Operation

How Does AmIRC Work?

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The main AmIRC user interface is laid out in a logical, intuitive manner, making it easy to use. Here's an overview of the main interface:

- * The main feature of the interface is the Text Listview, where all incoming text is displayed.
- * Directly below this is the Textinput Gadget, labeled with the nickname that you have chosen. Any text entered here will be sent out to the IRC server.

- * Directly next to the textinput gadget is the Logging Button marked 'L'. Clicking on it activates the logging of that window to a file.
 - * To the right of the listview is a Scroll Gadget, which enables you to scroll backward through the text in the listview.
 - * At the top left of the listview is a the Channelname Gadget that shows the name of the channel that you have joined.
 - * To the right of the channelname, is the Topic Input/Display Gadget, where the topic of a joined channel is displayed. If you have Channel Operator (Ops) status, you may change the topic of the channel by entering the topic in this gadget, and hitting the 'Enter' key.
 - * To the right of the topic input gadget are theChannel Mode Buttons, which display the current modes for the joined channel. Users with Channel Operator (Ops) status may also use these buttons to change the current channel modes.
 - T - Topic Protection: Toggles Topic Protection on/off. If on, the topic can be changed by Channel Operators (Ops) only.
 - N - No Messaging: Toggles Messaging on/off. If active, a user can only write to the channel if they have joined it.
 - S - Secret: Toggles Secret mode on/off. If active, the channel is invisible until it is joined.
 - I - Invite Only: Toggles Invite Only mode on/off. If active, users can only join after they have been invited.
 - P - Private: Toggles Private mode on/off. If active, the channel will be invisible in the global channel list.
 - M - Moderated: Toggles Moderated mode on/off. If active, only channel operators (Ops) and users with 'voice' can type to the channel.
 - L - Limit: Sets a limited number of users allowed on the channel
 - K - Keyword: Toggles Keyword mode on/off. If active, Users can only join the channel if they give the correct keyword.
 - B - Ban: Sets/Displays the current Bans active on the channel
 - * Below the channel mode buttons is the User Listview, which shows a current list of users on the joined channel. Double clicking on a users name will perform a /WHOIS on that user. Clicking once on a users name will set that user as the default to perform other operations on, such as an operation from the configurable user buttons. Pressing the right mousebutton when on a name shows a
-

menu where you can select the same functions as the User Buttons below.

- * Directly below the User Listview are the User Buttons. These buttons are configurable from the configuration window, accessible by selecting 'Setup...' from the AmIRC Settings menu.
- * You can Drag-Hilight text in the listview in order to paste it elsewhere. you will need some type of snap utility such as Newedit or Powersnap in order to past the text into another application. The text is stored in the clipboard. To paste the text inside AmIRC you can use <right-amiga> V.

The TAB key will cycle through the names of people that have previously /MSG'ed you, and insert it into the textinput gadget. Simply enter your message after the "/MSG <user> " in order to /MSG them back.

Entering ':' first in the textinput gadget will automatically publicly address the last person you typed to using the ':' after their nick.

1.12 AmIRC.guide/Menus

Menus

What's on the menu?

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

1.13 AmIRC.guide/AmIRC

Menus

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AmIRC Menu

Select Server...

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

Logging Enabled?

Toggles logging on/off.

Iconify

Hides the AmIRC window either in an icon on the Workbench screen or in the WB Tools menu (selectable in MUI Prefs).

Help...

Opens Amirc.guide for reference while using AmIRC.

About AmIRC...

Opens a window with information about AmIRC and its Developer. Here you may connect to the AmIRC home page if your browser is running.

About MUI...

This will open a small window that displays information about the current version of MUI that is installed on your system, also, this window provides the option to register or update your MUI software.

Quit

Will close the current instance of AmIRC, leaving other instances open.

1.14 AmIRC.guide/Windows

Menus

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Windows Menu

Channel Windows

If more than one AmIRC window is opened, you may select one here to pop it to front.

Dialog Windows

If any dialog windows are open, you may select one here and bring it to front.

Windows List...

Shows the tray window where all windows are represented by a button. Hidden windows can be opened by doubleclicking that window's button.

Channel List Window...

This will produce a window where you may list channels by min. users, pattern matching, or both. Once listed, you may list users on a channel or join it by double-clicking the channel name or selecting 'join channel' gadget. Please note that this function can cause a high load of traffic and may take a while on slow (14.4 or less) connections.

Notify Window...

In the Notify window you may enter nicks of users that you wish to be notified of their entering/leaving IRC. The 'check period' is how often AmIRC will check for the specified users. Add a nick to the list by clicking in the input text gadget, and typing in the nick. Delete a nick by clicking on it's entry and then click on 'Delete nick' gadget.

DCC-Send Window...

Brings up the DCC-Send window where you can specify a user and a file to send to them. This window will also be opened automatically when using the 'DCC send' userbutton on the interface. 'Send Path' is the path (and filename) that will be sent to the user. Enter the name of the user in the textinput gadget at the bottom of the window. The cycle gadget next to the 'Nick' gadget selects either 'DCC Send' or 'DCC Move' protocols. See DCC section for details about these protocols. The 'Reoffer' button allows you to reoffer a (failed) file to the user. The 'Remove Job' button will remove a complete transfer or if not complete, one click will abort the send and the second click will remove it. Finally, the 'Cleanup' button removes all finished or aborted transfers from the window.

DCC-Receive Window...

The DCC-Receive window is very similar to the DCC-Send window. This window will appear automatically on receiving a DCC request. The files will be downloaded to the path entered in the 'Receive Path' field. After a valid path is entered, click on an entry to receive, then click the 'Get' gadget at the bottom. You can also start the transfer by doubleclicking on the entry or enabling 'Auto accept DCC send requests' in the User Modes menu. If you are trying to receive after a failed send, you may use the 'Resume' button instead of 'Get'. This will attempt to start transfer where it left off. If you wish to rename the incoming file for whatever reason, you may use the 'Rename' button. The 'Replace' button will cause the received file to replace any present versions. 'Remove Job' will abort an incoming file and remove a completed or aborted file. 'Cleanup' removes all finished or aborted transfers. See DCC.

DCC-Chat Window...

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

Raw Log Window...

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

URL Grabber Window...

Any WWW URL AmIRC recognizes it will place in the URL Grabber

window. From here you can select them and either send them to your browser or the clipboard. You can also clear the list.

Private Msgs Window...

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

Info messages Window

The Info Messages window displays server messages, wallops messages, and CTCP requests. Any 'Shanghai' gadgets that are activated will prevent that type of message from showing in the main channel window, even when the info window is closed. The lower part of the window shows AmIRC's Lag-O-Meter. The VU style meter is a graphical representation of the current lag to the server. Next to the meter is the name of the server. Also shown are the current lag, last two probes and the average of the last two lags.

Flush Buffer

This item will clear the history of the main AmIRC listview.

Save Buffer...

This item allows you to select a filename to save the history buffer to disk.

1.15 AmIRC.guide/User Modes

Menus

=====

User Modes Menu

Invisible?

Toggles wether you're invisible in the global userlist or not. See IRC Terms.

Receive Wallops?

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

Receive Server Notices?

Toggles wether you receive server notices or not.

Marked AWAY?

Marks you are AWAY.

Auto rejoin on KICK?

If set, will automatically attempt to reconnect you to a channel you have been kicked from. Note that if a ban was set with the kick, you will not be able to rejoin.

Auto reconnect to server?

If set, this will automatically attempt to reconnect you to the server if you are disconnected for any reason.

Auto open Dialog Windows?

If set, will automatically open chat window upon receipt of a /MSG or DCC chat request.

Auto accept DCC chat requests?

If set, this will automatically accept DCC chat requests. It will not open a chat window for you, however. Do this by opening the DCC chat window in the Windows menu.

Auto accept DCC send requests?

If set, this will automatically accept DCC send requests, so downloading will start immediately.

Do BEEPS?

If set, AmIRC will send audio beeps (or samples, if configured in the Events page of the settings requester) for certain events.

Play CTCP SOUND requests?

If checked, AmIRC will acknowledge and play /CTCP sound requests, if this is configured properly.

1.16 AmIRC.guide/Settings

Menus

=====

Settings Menu

Setup...

Calls the Setup window, allowing you to change the many settings of AmIRC to suit your needs.

Lists...

Calls up the Lists window, allowing you to configure AmIRC's Alias, Ignore, and Hilite lists.

Function Keys...

Calls the Function Keys Settings Window, allowing you to configure the function key macros.

MIMEPrefs...

Calls the MIMEPrefs program if present in the AmIRC directory or Prefs:. It allows you to set global MIME settings for view and saving files.

Dialog Window Buttons?

If set, the AmIRC dialog window will contain 4 gadgets in the upper right corner. These are labeled: 'Whois', 'Ping', 'DCC Chat', & 'DCC Send'. These gadgets will perform their respective functions on the user that the dialog window is opened to.

Use MIMEPrefs for viewing?

If set, AmIRC uses the global MIME settings set with the MIMEPrefs program to determine what program to view the received file with.

Use MIMEPrefs for saving?

If set, AmIRC uses the global MIME setting set with the MIMEPrefs program to determine whether and where to save the received file.

Load Settings...

Opens a requester allowing you to recall previously saved non-default AmIRC Configurations.

Load settings from default

Reloads the last saved default configuration

Save Settings

Saves the current configuration under the last name set in the 'Save settings as...' menu item. If the settings have not previously been named, they are saved as default.

Save settings as...

Opens a requester allowing you to choose a filename to save the current AmIRC configuration as other than default.

Save as default

Saves the current AmIRC configuration as the default startup configuration.

Create icons?

If Checked, will create icons for saved configuration files, allowing them to be selected from the Workbench.

Save Settings On Exit

If checked, this item will cause AmIRC to save the current settings as default upon exiting the program.

MUI Settings...

Opens the MUI Prefs program for altering the MUI Configurable AmIRC configuration.

1.17 AmIRC.guide/Plugins

Menus

=====

Plugins Menu

The Plugins menu shows a list of all installed AmIRC plugins. The plugins are located in the Plugins directory in the AmIRC directory. It also allows you to access any Plugin preference that may be available.

1.18 AmIRC.guide/Rexx

Menus

=====

Rexx Menu

This menu will Display any ARexx scripts that reside in AmIRC/Rexx/ directory. AmIRC ARexx scripts should be named with the .amirx extension. From this menu you may execute any existing AmIRC ARexx script. See the full ARexx guide for an indepth look on ARexx.

1.19 AmIRC.guide/Commands

Using the commands in AmIRC.

Overview

=====

AmIRC has many builtin commands. Some of these commands are processed locally, whereas others are sent to the IRC server.

Commands generally start with a '/' to differentiate them from normal text. If you want to use the / character at the start of normal text, use '// ' instead.

Many commands require a channel name as a parameter. AmIRC will automatically fill in the channel name of the current window if you don't specify a channel name on your own.

For commands which require a nick name (e.g. /MSG or /OP, there are three special shortcut arguments:

.

The period is replaced with the nickname of the last person you have send a private message to.

,

The comma is replaced with the nickname of the last person who send a message to you. Be careful with this, since you might easily address the wrong person if someone sends you a message while you are still typing this command!

:

The colon is replaced with the nickname of the last person which you haved a addressed with a 'Nick:' prefix inside a channel.

You may easily carry a dialog with a particular user by first clicking on their username in the user list, then anytime you hit the TAB key, the input string will be set up with '/MSG <user> ', after which you may type in the message and hit return. This will work after

initiating a DCC Chat request as well. Please note that if you have configured the user list as a separate window, you must reactivate the message window after clicking on a username.

Reference to all AmIRC commands

=====

?	Obtaining help on commands
ADMIN	Showing the server's admin
ALIAS	Renaming a regularly used term
AWAY	Setting an AWAY message
BACK	Resetting the AWAY state
BAN	Banning users
BANDEL	Removing a ban
BANLIST	Listing bans
CHANNEL	Joining (or creating) a channel
CONNECT	Connecting a server
CTCP	Sending commands to other people
DCC	Getting closer to your neighbour
DESCRIBE	Describing to a user
DEOP	Removing a user's Channel Op status
GLINE	
HELP	Obtaining help on commands
HIGHLIGHT	Highlighting text
HILITE	Highlighting text
IRCNAME	Changing your nickname
IGNORE	Ignoring a user
INVITE	Inviting a user to a channel
INFO	Showing server information
ISON	Checking if a user is on IRC
JOIN	Joining (or creating) a channel
KICK	Removing a user from a channel
KICKBAN	Removing and banning a user
KILL	Disconnecting a user
LASTLOG	Searching the buffer
LEAVE	Leaving a channel
LINKS	Showing server links
LIST	Listing channels and their topics
LOG	Logging a Chat Window
LUSERS	Showing users information
M	Sending a private message (PrivMsg)
MAP	Showing a server map of the network
ME	
MODE	Changing a channel mode
MOTD	Showing the Message Of The Day (MOTD)
MSG	Sending a private message (PrivMsg)
NAMES	Getting a list of names
NICK	Changing your nickname
NOTE	
NOTICE	Sending a notice to a user
NOTIFY	
OP	
OPER	
PART	Leaving a channel
PING	
QKICK	

QKICKBAN	
QUERY	
QUIT	Ending an IRC session
QUOTE	
RAW	Sending unprocessed string to the server
REHASH	
RESTART	
RMSG	
RX	
RXRETURN	
SERVER	
SILENCE	
SOUND	
SQUIT	
STATS	
SUMMON	
TIME	Query the current time of day
TOPIC	Viewing or changing a channel's topic
TRACE	
UMODE	
UNHIGHLIGHT	
UNHILITE	
UNIGNORE	
UNVOICE	
UPING	
USERS	Listing users on a server
USERHOST	Getting USERHOST of a user
VERSION	Query the version of the server software
VOICE	
WALLOPS	
WHO	Global user pattern matching
WHOIS	Get information about a user
WHOWAS	Get information on a nick no longer logged in

1.20 AmlRC.guide/?

Commands
=====

?
-

Usage: /? [Command]

With this command you can get a list of all available commands. When a command is added behind it, you get the correct command syntax.

Alternative: HELP

EXAMPLES:

/?
Will show a list of all available commands

```
/? Ping
    Will show the correct command syntax for the PING command: Usage:
    /PING [nick]
```

1.21 AmlRC.guide/ADMIN

Commands
=====

ADMIN

Usage: /ADMIN [Server]

Shows information about a server's administrator. Without a servername the currently connected server info will be shown.

EXAMPLES:

```
/ADMIN irctest.vapor.com
    Shows the information for the server irctest.vapor.com:
    «Admin» Administrative info about irctest.vapor.com
    «Admin» Vapor's experimental ARCNet Server
    «Admin» Oliver Wagner <owagner@vapor.com>
    «Admin» Slow Mess Clients Welcome(tm)
```

1.22 AmlRC.guide/ALIAS

Commands
=====

ALIAS

Usage: /ALIAS [Alias [Replacement, %p for alias parameters]

With ALIAS you can make an alias for frequently used terms. You can also add parameters needed for certain commands using %p.

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

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

1.23 AmlRC.guide/AWAY

Commands
=====

AWAY

Usage: /AWAY [message]

When used with the optional [message] argument, it will mark you as being away and send the message to any client sending a MSG to you. Otherwise, it will remove a previously set away message.

Related: BACK

EXAMPLES:

/AWAY eating dinner
Will send the message '<nick> is away: eating dinner', where nick is the nickname of the user that is away.

/AWAY
Will remove a previously set Away Message.

1.24 AmlRC.guide/BACK

Commands
=====

BACK

Usage: /BACK (no arguments)

Where AWAY toggles between setting and resetting the Away state. This command always resets the Away state and thus no longer marks you as away.

Related: AWAY

EXAMPLES:

/BACK
Will reset the away state and no longer marks you as away.

1.25 AmlRC.guide/BAN

Commands
=====

BAN

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

This command will ban everyone with the specified userhost(s) from entering the channel. With the optional channel argument you can setup a ban on a different channel than the one in which window the command is executed.

Related: BANDEL BANLIST KICK KICKBAN QKICK QKICKBAN

EXAMPLES:

/BAN bill@*.microsoft.com

Will prevent a user called bill in the microsoft.com domain from entering the channel.

/BAN Amiga bill@*.microsoft.com

Will ban user bill on microsoft.com from entering #Amiga.

1.26 AmIRC.guide/BANDEL

Commands

=====

BANDEL

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

Will remove a ban on the specified userhost(s) on the (optional) channel.

Related: BAN BANLIST KICK KICKBAN QKICK QKICKBAN

EXAMPLES:

/BANDEL *!*@*microsoft.com

Will remove the ban for the microsoft.com domain.

1.27 AmIRC.guide/BANLIST

Commands

=====

BANLIST

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

Shows a list of bans currently active on the (specified) channel.

Related: BAN BANDEL KICK KICKBAN QKICK QKICKBAN

EXAMPLES:

```
/BANLIST
```

Shows a list of all bans on the currently active channel.

1.28 AmIRC.guide/CHANNEL

Commands

=====

CHANNEL

Usage: /CHANNEL channel[,channel[,...]] [key[,key,...]]

Join a channel on the IRC. If the channel doesn't exists, it is automatically created.

There are two kinds of channels: Channel names starting with an # are global channels and available on all IRC servers which are connected to the net you are currently on. Channels which begin with & are local to the chat server you are connected to.

If a channel requires a special keyword to join, you can submit this after the channel name.

AmIRC will look for a channel window which isn't currently bound to a channel. If it doesn't find one, a new window will be created and bound to this channel.

Alternative: JOIN

Related: LEAVE PART QUIT

EXAMPLES:

```
/CHANNEL #Amiga
```

Join the channel #Amiga

```
/CHANNEL #Amiga,#AmIRC
```

Join the channels #Amiga and #AmIRC

```
/CHANNEL #Secret Booh
```

Join the channel #Secret that protected with keyword Booh.

1.29 AmIRC.guide/CONNECT

Commands

=====

CONNECT

Usage: /CONNECT server [port [remote server]]

With this command you can (re)connect a server to the one you are connected to or another specified one.

Note: You need to be IRC Operator to be able to do this!

EXAMPLES:

/CONNECT test1.irc.com

Will connect test1.irc.com to the currently connected server

1.30 AmIRC.guide/CTCP

Commands

=====

CTCP

Usage: /CTCP nick request

CTCP or Client To Client Protocol is a standard for sending commands to other clients on IRC. Basically, CTCP messages are simply private messages that include a code to alert the receiving client (not user) to respond to the command.

CTCP commands are typically used to get informaton from the receiving client, such as '/CTCP time', or '/CTCP version'. Even DCC sends a request via CTCP to the receiving client, asking to initiate a direct connection.

Related: ME DCC SOUND TIME QUERY VERSION

EXAMPLES:

/CTCP Franky Version

This will return the version of Franky's client:

«Reply» Franky VERSION AmIRC/AmigaOS 1.118 by Oliver Wagner <↔
owagner@vapor.com> :

http://www.vapor.com/amirc/ : [#00000000] : This space for rent.
Mail <ads@vapor.com> for more info.

/CTCP Bert Time

This will show the time set on Bert's machine:

«Reply» Bert TIME Tue Jan 13 10:54:23 1998

1.31 AmIRC.guide/DCC

Commands
=====

DCC

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

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

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

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

Another use of the DCC standard is DCC chat, which, like DCC Send, will send a CTCP request to the receiving client to set up a direct link. In this case, however, the purpose of the link is for users to send messages to each other. Because the messages are sent through the direct link, and do not pass through the IRC server, this method of sending messages is much more private than using the IRC's private message (/MSG) command. With AmIRC, it must be noted that a DCC Chat request will not open a dialog window for you, instead, when DCC chat is initiated and accepted, all privmsg's (/MSG) to the receiving user will be sent through the DCC link. If you wish to have a dialog box for chatting, the best way to do this is to highlight the user's name in the userlist by clicking on it and then click on the 'Query' button below the listview. This will open a window that has several options within it. From here, you can 'Ping' or 'Whois' the other user, or you may initiate a 'DCC Send' or 'DCC Chat'. Starting a 'DCC Chat' from this window will allow you to carry on a dialog with the remote user through the window.

EXAMPLES:

```
/DCC send Franky AmIRC20.lzx
Will send a request to Franky to transfer a file called
AmIRC20.lzx. When Franky (auto-)accepts transfer will begin.
```


/DCC move Franky AmIRC20.lzx
Will basically do the same as 'DCC Send' but it is capable of resuming an aborted or failed transfer. It looks in the receiving directory and if a file with the same name is found it will send a 'DCC Resume' instead of 'DCC Send'.

1.32 AmIRC.guide/DESCRIBE

Commands
=====

DESCRIBE

Usage: /DESCRIBE nick describe-text

DESCRIBE is used to 'describe' something to another user.

Related: ME MSG

EXAMPLES:

/DESCRIBE John It is nice weather here
Send the following text to user John:
«Describe» <nick> It is nice weather here
Where <nick> is your nickname.

1.33 AmIRC.guide/DEOP

Commands
=====

DEOP

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

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

Related: OP

EXAMPLES:

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

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

1.34 AmIRC.guide/GLINE

Commands
=====

GLINE

Usage: /GLINE [gline]

Explanation of GLINE.

EXAMPLES:

/GLINE

1.35 AmIRC.guide/HELP

Commands
=====

HELP

Usage: /HELP [Command]

With this command you can get a list of all available commands. When the optional command parameter you get specific help about that command.

Alternative: ?

EXAMPLES:

/HELP
Will show a list of all available commands

/HELP Ping
Will show additional help about the PING command.

1.36 AmIRC.guide/HIGHLIGHT

Commands
=====

HIGHLIGHT

Usage: /HIGHLIGHT [item]

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

Alternative: HILITE

Related: UNHIGHLIGHT UNHILITE

You can also change Highlighting using the Hilight Window.

EXAMPLES:

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

1.37 AmIRC.guide/HILITE

Commands

=====

HILITE

Usage: /HILITE [item]

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

Alternative: HIGHLIGHT

Related: UNHIGHLIGHT UNHILITE

You can also change Highlighting using the Hilight Window.

EXAMPLES:

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

1.38 AmIRC.guide/IRCNAME

Commands

=====

IRCNAME

Usage: /IRCNAME [new name]

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

Alternative: NICK

EXAMPLES:

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

1.39 AmlRC.guide/IGNORE

Commands
=====

IGNORE

Usage: /IGNORE [userhost [[+|-]TEXT [+|-]PRIV [+|- -]CTCP [+|-]ALL]]

IGNORE can be used to ignore messages coming from an annoying user. You can set different levels of ignoring:

```
text - This will block only text.
priv - This will block all private messages.
ctcp - You won't reveive any CTCP request.
all  - All traffic will be blocked.
```

Related: UNIGNORE

EXAMPLES:

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

```
/IGNORE bill@user1.microsoft.com -ctcp
    Removes CTCP ignores on the specific user
```

1.40 AmlRC.guide/INVITE

Commands
=====

INVITE

Usage: /INVITE [channel] nick

Invites a user to the channel given in the argument, regardless of whether the channel exists. If the named channel is invite only(+i), the user performing the command must be a channel operator for that channel. When receiving an invitation you will be presented with a requester.

EXAMPLES:

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

1.41 AmIRC.guide/INFO

Commands
=====

INFO

Usage: /INFO [server]

Returns information on the IRC server connected to (or specified).

EXAMPLES:

```
/INFO
    Will return information about the server the user is currently
    connected to.
```

1.42 AmIRC.guide/ISON

Commands
=====

ISON

Usage: /ISON nick [nick [nick [...]]]

Quickly returns the users nick if it is found, does nothing if it is not.

Related: WHOIS WHOWAS WHO

EXAMPLES:

```
/ISON Kenneth
    Returns: '<ISON>Kenneth', if nick 'Kenneth' is found on the server.
```

1.43 AmIRC.guide/JOIN

Commands

=====

JOIN

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

Join a channel on the IRC. If the channel doesn't exist, it is automatically created.

There are two kinds of channels: Channel names starting with an # are global channels and available on all IRC servers which are connected to the net you are currently on. Channels which begin with & are local to the chat server you are connected to.

If a channel requires a special keyword to join, you can submit this after the channel name.

AmIRC will look for a channel window which isn't currently bound to a channel. If it doesn't find one, a new window will be created and bound to this channel.

Alternative: CHANNEL

Related: LEAVE PART QUIT

EXAMPLES:

```
/JOIN #Amiga
      Join channel #Amiga
```

```
/JOIN #Amiga,#AmIRC
      Join channels #Amiga and #AmIRC
```

```
/JOIN #Secret Booh
      Join channel #Secret with keyword Booh.
```

1.44 AmIRC.guide/KICK

Commands

=====

KICK

Usage: /KICK [channel] nick [reason]

Forcibly removes a user from the named channel. The user sending the /KICK command must be a Channel Operator of the channel. If the optional [reason] is given, it will be shown as the reason for the kick.

Related: BAN BANDEL BANLIST KICKBAN QKICK QKICKBAN

EXAMPLES:

```
/KICK #AmIRC Freddie Take it outside!  
    Forces 'Freddie' from channel #AmIRC with the reason 'Take it  
    outside!'.
```

1.45 AmIRC.guide/KICKBAN

Commands

=====

KICKBAN

Usage: /KICKBAN [channel] nick [reason]

Forcibly removes a user from the named channel and prevents him from re-entering with a ban. The user sending the /KICKBAN command must be a channel operator of the channel. If the optional [reason] is given, it will be shown as the reason for the kick & ban.

Related: BAN BANDEL BANLIST KICK QKICK QKICKBAN

EXAMPLES:

```
/KICKBAN #AmIRC Freddie You dirty pirate!  
    Forces 'Freddie' from channel #AmIRC with the reason 'You dirty  
    pirate!' and cannot re-enter because he's banned.
```

1.46 AmIRC.guide/KILL

Commands

=====

KILL

Usage: Usage: /KILL nick comment

This command allows IRC Operators to disconnect abusive users from the network.

EXAMPLES:

```
/KILL Pierat You're not wanted here!  
    Disconnects user Pierat with the reason 'You're not wanted here!'
```

1.47 AmlRC.guide/LASTLOG

Commands

=====

LASTLOG

Usage /LASTLOG [undefined]

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

EXAMPLES:

/LASTLOG amirc

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

1.48 AmlRC.guide/LEAVE

Commands

=====

LEAVE

Usage: /LEAVE [Channel[,Channel[,...]]

Leaves a channel. If you don't give a channel name as a parameter, the channel currently bound to the window in which the command is entered will be left.

Alternative: PART

Related: CHANNEL JOIN

EXAMPLES:

/LEAVE

Leave the channel currently bound to this window.

/LEAVE #AmigaGER

Leave channel #AmigaGER.

1.49 AmlRC.guide/LINKS

Commands

=====

LINKS

Usage: /LINKS [pattern]

LINKS shows which server of the IRC network is connected to which other server. The optional [pattern] can be used to limit the shown server with a maksk.

EXAMPLES:

/LINKS *.*com

Shows all links with servers ending with .com

1.50 AmlRC.guide/LIST

Commands

=====

LIST

Usage: /LIST [pattern] [MIN minusers]

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

EXAMPLES:

/LIST

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

/LIST br* 6

Returns all channels starting with br and minimal 6 users present.

1.51 AmlRC.guide/LOG

Commands

=====

LOG

Usage: /LOG [filename|ON|OFF]

LOG allows you to start/stop logging, as well as setting the log filename and displaying status of logging.

EXAMPLES:

```
/LOG
    Displays current status of logging

/LOG ON
    Begins logging to the logfile

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

1.52 AmlRC.guide/LUSERS

Commands
=====

LUSERS

Usage: /LUSERS (no arguments)

Returns information on the current network. Specifically on the number of users present.

EXAMPLES:

```
/LUSERS
    This will return information on the users on the current network.
```

1.53 AmlRC.guide/M

Commands
=====

M
--

Usage: /M nick_or_channel[,nick,...] text

Sends a Private Message to one or more users. Note that this is different from a /DCC Chat, in that /M (PRIVMSG) is sent through the IRC server to the recipient. Note that the TAB key will cycle back and forth through the users who have /MSG'ed you. This will appear in the input string gadget, and you may simply add your message after it.

Alternative: MSG

EXAMPLES:

```
/M Kenneth Heya Dude! How's Florida?  
    Send the message: "Heya Dude! How's Florida?" to user Kenneth.  
  
/M Kenneth,Aerosoul I am in Pittsburgh  
    Sends the message "I am in Pittsburgh" to Kenneth and Aerosoul.
```

1.54 AmlRC.guide/MAP

Commands
=====

MAP

Usage: /MAP [server]

Explanation of MAP.

EXAMPLES:

```
/MAP
```

1.55 AmlRC.guide/ME

Commands
=====

ME
--

Usage: /ME Action

ME sends a CTCP Action to the channel.

EXAMPLES:

```
/ME is currently happy.  
    Sends the following text to the channel:  
    '<Action><nick> is currently happy'. Where <nick> is the  
    currently selected nickname.
```

1.56 AmlRC.guide/MODE

Commands
=====

Channel MODE

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

Used by Channel Operators to change the modes of 'their' channel. The modes available are:

- o - Give/take channel operator privileges
- p - Set channel to private:
- s - Set channel to secret: not visible in Channel List
- i - Set channel to invite-only; only accessible on invitation
- t - Protect topic: settable by channel operator only
- n - No messages to channel from clients on the outside
- m - Moderated channel: Only ChanOps and people with VOICE can chat
- l - Set the user limit to channel: Maximum number of users
- b - Set a ban mask to keep users out
- v - Give/take the ability to speak on a moderated channel
- k - Set a channel key (password).

Related: INVITE OP DEOP TOPIC VOICE UNVOICE EXAMPLES:

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

```
/MODE #AmIRC -o Sarek
Removes channel operator status from user 'Sarek' on channel
#AmIRC.
```

```
/MODE #AmIRC +l 50
Sets limit of 50 users on #AmIRC.
```

```
/MODE #AmIRC -l
Removes the limit form #AmIRC
```

User MODE

Usage: /MODE <nickname> [[+|-]i|w|s|o]

These affect how a client is seen by others or what extra messages a client will receive. User Modes will only take effect if the Nick of the client sending the command, and the nick of the <nickname> argument are the same.

Available User Modes:

- i - Marks a user as invisible
- s - Marks a user for receipt of server notices;
- w - User receives wallops;
- o - Operator flag.

Note that the +o user mode will not work, however, -o will.

EXAMPLES:

```
/MODE freddie +i
makes user 'freddie' invisible in the global user list.
```

```
/MODE freddie -o
    User 'freddie' removes channel operator status from himself.
```

1.57 AmlRC.guide/MOTD

Commands
=====

MOTD

Usage: /MAP (no arguments)

Explanation of MAP.

EXAMPLES:

```
/MAP
```

1.58 AmlRC.guide/MSG

Commands
=====

MSG (PRIVMSG)

Usage: /MSG nick_or_channel[,nick,...] text

Sends a Private Message to one or more users. Note that this is different from a /DCC Chat, in that a /MSG (PRIVMSG) is sent thru the IRC server to the recipient. Note that the TAB key will cycle back and forth through the users who have /MSG'ed you. This will appear in the input string gadget, and you may simply add your message after it.

EXAMPLES:

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

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

1.59 AmlRC.guide/NAMES

Commands
=====

Names

Usage /NAMES channel[,channel[,...]]

Gives a list of nicknames on any channel visible to the user(not secret or private, or one actually joined by the user performing the command).

EXAMPLES:

/NAMES #AmIRC,#amigaGER
Will list all users on channels #AmIRC and #amigaGER, provided the channels are visible to the user.

/NAMES
Will return a list of all visible channels and users (Strongly Discouraged!)

1.60 AmlRC.guide/NICK

Commands
=====

NICK

Usage: /NICK NewNick

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

Alternative: IRCNAME

EXAMPLES:

/NICK Phalanx
Sets your nickname to 'Phalanx'

1.61 AmlRC.guide/NOTE

Commands
=====

NOTE

Usage: /NOTE [undefined]

Explanation of NOTE

EXAMPLES:

/NOTE

1.62 AmlRC.guide/NOTICE

Commands

=====

NOTICE

Usage: /NOTICE nick_or_channel[,nick,...] text

/NOTICE is usually used by Bots or clients being controlled by scripts.
/NOTICE messages must never be responded to by an automatic reply.

See MSG for syntax examples.

1.63 AmlRC.guide/NOTIFY

Commands

=====

NOTIFY

Usage: /NOTIFY [nick]

Explanation of NOTIFY.

EXAMPLES:

/NOTIFY

1.64 AmlRC.guide/OP

Commands

=====

OP

--

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

Explanation of OP.

EXAMPLES:

/OP

1.65 AmlRC.guide/OPER

Commands

=====

OPER

Usage: /OPER user password

Explanation of OPER.

EXAMPLES:

/OPER

1.66 AmlRC.guide/PART

Commands

=====

PART

Usage: /PART [Channel[,Channel...]]

Explanation of PART.

EXAMPLES:

/PART

1.67 AmlRC.guide/PING

Commands

=====

PING

Usage: /PING [nick]

Explanation of PING.

EXAMPLES:

/PING

1.68 AmIRC.guide/QKICK

Commands
=====

QKICK

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

Explanation of QKICK.

EXAMPLES:

/QKICK

1.69 AmIRC.guide/QKICKBAN

Commands
=====

QKICKBAN

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

Explanation of QKICKBAN.

EXAMPLES:

/QKICKBAN

1.70 AmIRC.guide/QUERY

Commands
=====

QUERY

Usage: /QUERY nick

Explanation of QUERY.

EXAMPLES:

/QUERY

1.71 AmlRC.guide/QUIT

Commands
=====

QUIT

Usage: /QUIT [Quit message]

Used to end an IRC session. The optional <quit message> is the text that will be displayed upon quitting.

EXAMPLES:

```
/QUIT Gone to have lunch
    Will quit AmIRC and send the text 'Gone to have lunch' to all
    joined channels.
```

1.72 AmlRC.guide/QUOTE

Commands
=====

QUOTE

Usage: /QUOTE Raw_data_to_send_to_IRC_server

Explanation of QUOTE.

EXAMPLES:

/QUOTE

1.73 AmlRC.guide/RAW

Commands
=====

RAW

Usage: /RAW Raw_data_to_send_to_IRC_server

Sends text directly to the IRC server without any further processing.

Warning: Don't even think about using this command without interior knowledge of the IRC protocol, or you might run into severe trouble. See 'RFC 1459' for a description of the IRC protocol.

EXAMPLES:

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

RELATED TOPICS:

'RFC 1459'.

1.74 AmlRC.guide/REHASH

Commands
=====

REHASH

Usage: /REHASH (no arguments)

Explanation of REHASH.

EXAMPLES:

```
/REHASH
```

1.75 AmlRC.guide/RESTART

Commands
=====

RESTART

Usage: /RESTART (no arguments)

Explanation of RESTART.

EXAMPLES:

```
/RESTART
```

1.76 AmlRC.guide/RMSG

Commands
=====

RMSG

Usage: /RMSG nick_or_channel[,nick,...] text

Explanation of RMSG.

EXAMPLES:

/RMSG

1.77 AmlRC.guide/RX

Commands
=====

RX
--

Usage: /RX rxcommand [parms]

Explanation of RX.

EXAMPLES:

/RX

1.78 AmlRC.guide/RXRETURN

Commands
=====

RXRETURN

Usage: /RXRETURN Command [Rest]

Explanation of RXRETURN.

EXAMPLES:

/RXRETURN

1.79 AmlRC.guide/SERVER

Commands
=====

SERVER

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

Explanation of SERVER.

EXAMPLES:

/SERVER

1.80 AmlRC.guide/SILENCE

Commands
=====

SILENCE

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

Explanation of SILENCE.

EXAMPLES:

/SILENCE

1.81 AmlRC.guide/SOUND

Commands
=====

SOUND

Usage: /SOUND soundfile[.wav] action_text

Explanation of SOUND.

EXAMPLES:

/SOUND

1.82 AmlRC.guide/SQUIT

Commands
=====

SQUIT

Usage: /SQUIT server

Explanation of SQUIT.

EXAMPLES:

/SQUIT

1.83 AmlRC.guide/STATS

Commands
=====

STATS

Usage: /STATS [server] [query]

Explanation of SQUIT.

EXAMPLES:

/SQUIT

1.84 AmlRC.guide/SUMMON

Commands
=====

SUMMON

Usage: /SUMMON user

Explanation of SUMMON.

EXAMPLES:

/SUMMON

1.85 AmlRC.guide/TIME

Commands
=====

TIME

Usage: /TIME [server]

Returns the time of day from the server. If the optional [server] argument is given, then that servers local time will be returned.

EXAMPLES:

```
/TIME irc.pitt.edu
    Returns the local time from server 'irc.pitt.edu'
```

1.86 AmIRC.guide/TOPIC

Commands
=====

TOPIC

Usage: /TOPIC [channel] [New Topic]

The topic command alone will display the channels topic. If the optional [New Topic] argument is given, the topic will be changed to the argument given, provided that the topic is not protected, or the user issuing the command is an operator on the channel. See Channel Modes.

EXAMPLES:

```
/TOPIC #AmIRC
    Will display the current topic on #AmIRC.
```

```
/TOPIC #AmIRC Amigas Rule!
    Will replace the current topic of #AmIRC with the topic 'Amigas Rule'
```

1.87 AmIRC.guide/TRACE

Commands
=====

TRACE

Usage: /TRACE [server]

Explanation of TRACE.

EXAMPLES:

/TRACE

1.88 AmIRC.guide/UNHIGHLIGHT

Commands

=====

UNHIGHLIGHT

Usage: /UNHIGHLIGHT [item]

Explanation of UNHIGHLIGHT.

EXAMPLES:

/UNHIGHLIGHT

1.89 AmIRC.guide/UNHILITE

Commands

=====

UNHILITE

Usage: /UNHILITE [item]

Explanation of UNHILITE.

EXAMPLES:

/UNHILITE

1.90 AmIRC.guide/UNIGNORE

Commands

=====

UNIGNORE

Usage: /UNIGNORE [userhost [[+|-]TEXT [+|-]PRIV [+|- -]CTCP [+|-]ALL]]

Explanation of UNIGNORE.

EXAMPLES:

/UNIGNORE

1.91 AmlRC.guide/UNVOICE

Commands

=====

UNVOICE

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

Explanation of UNVOICE.

EXAMPLES:

/UNVOICE

1.92 AmlRC.guide/UPING

Commands

=====

UNPING

Usage: /UPING host

Explanation of UPING.

EXAMPLES:

/UPING

1.93 AmlRC.guide/UMODE

Commands

=====

UMODE

Usage: /UMODE [usermodes]

Explanation of UMODE.

EXAMPLES:

/UMODE

1.94 AmIRC.guide/USERS

Commands
=====

USERS

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

Explanation of USERS.

EXAMPLES:

/USERS

1.95 AmIRC.guide/USERHOST

Commands
=====

USERHOST

Usage: /USERHOST nick[,nick[,...]]

Returns the login@domain for the specified nickname(s). Up to five nicknames may be specified, each separated by a <space>.

EXAMPLES:

/USERHOST DuRaN
returns: 'DuRaN is DuRaN@calci.amiganet.pgh.net

1.96 AmIRC.guide/VERSION

Commands
=====

VERSION

Usage /VERSION [server]

Returns the version of the server's software. If the optional [server] argument is given, returns the version of the specified server's

software.

EXAMPLES:

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

1.97 AmlRC.guide/VOICE

Commands
=====

VOICE

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

Explanation of VOICE.

EXAMPLES:

```
/VOICE
```

1.98 AmlRC.guide/WALLOPS

Commands
=====

WALLOPS

Usage /WALLOPS text_to_broadcast

Explanation of WALLOPS.

EXAMPLES:

```
/WALLOPS
```

1.99 AmlRC.guide/WHO

Commands
=====

WHO

Usage: /WHO channel|pattern

Returns a generated list of all users matching the criteria passed to the command, i/e. everyone at a particular site, or on a particular server.

EXAMPLES:

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

1.100 AmIRC.guide/WHOIS

Commands
=====

WHOIS

Usage: /WHOIS nick[,nick[,...]]

Returns information about the specified user or users, that you are allowed to see.

EXAMPLES:

```
/WHOIS Phalanx
    Returns available information about user 'Phalanx'.
```

1.101 AmIRC.guide/WHOWAS

Commands
=====

WHOWAS

Usage /WHOWAS nick[,nick[,...]]

Returns information on a nick that no longer exists, due to the user leaving the server or changing their nick.

EXAMPLES:

```
/WHOWAS Aerosoul
    Checks for and returns available information on the nick
    'Aerosoul'.
```

1.102 AmIRC.guide/Configuration

Customizing your environment

Overview

=====

Now that you have AmIRC running, you may want to get it to operate the way you want it to, and to look pleasing as well. This is achieved thru both MUI preferences and AmIRC's Menu options.

MUI Preferences	Changing MUI Settings
AmIRC Setup	Changing AmIRC Options
Function Keys	AmIRC Functon Key Definitions

1.103 AmIRC.guide/MUI Preferences

Changing MUI Settings

MUI Preferences

=====

Most of the configuration dealing with how AmIRC's GUI appears can be customized with MUI. Check the 'MUI Settings...' entry under the 'Settings' menu. This will pop up MUI's interface, allowing you to setup AmIRC's MUI Prefs, without disturbing any of your other MUI configurations. Read the documentation for MUI to Learn more about the operation of MUI Preferences.

1.104 AmIRC.guide/AmIRC Setup

Changing AmIRC Options

AmIRC Setup

=====

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

Messages	Messages Tab
Actions	Actions Tab
Events	Events Tab
GUI	GUI Tab
Misc	Miscellaneous Tab

Lists

Lists Menu

1.105 AmIRC.guide/Messages

Messages Page

Misc Messages

=====

CTCP Userinfo

The text in this string is what will be returned to a user who sends '/CTCP userinfo' to your client.

KICK Reason

If you are a channel operator and /kick another user from the Channel, this text will appear as the reason for the /KICK.

Quit Messages

=====

Exit

This will appear to users in the channel when you exit AmIRC.

New Server

This text will appear to users in the channel when you select 'Select Server' in the 'AmIRC' menu, and pick a new server to connect to.

System Reset

This is the text to appear if you reboot your amiga (Ctrl-amiga-amiga) while connected to a server.

AWAY Messages

=====

Default

This is the text that will appear when you are set 'away' by selecting the 'Marked Away?' item in the 'User Modes' menu.

AutoAWAY

text that appears when you are automatically set away due to inactivity.

Timeout

This sets how much time will pass before AmIRC assumes you are away from the computer and marks you as 'AWAY'. If set to 0 (Zero), timeout will be disabled.

UnAWAY

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

1.106 AmIRC.guide/Actions

Actions Page

Actions

=====

The 24 text gadgets in the 'Label:' column here correspond to the gadgets under the user list on AmIRC's main window. You may set these gadgets to be anything, sort of like macros. AmIRC, however, does include configurable function keys to act as macros, so these gadgets are preset for /ctcp, /dcc, and /mode operations.

Below the text gadgets is a quick reference of the placeholders that can be used in the desired operation. These actions can also be accessed by clicking the right mouse button in the title bar of the AmIRC screen after clicking on a users nick with the left mouse button.

1.107 AmIRC.guide/Events

Events Page

Events

=====

Here you may define certain actions to take place upon incoming events. These actions can be as simple as a warning beep from your amiga, or a complex and powerful rexx command. The following text first explains the functions of the columns of this page, and then goes on to explain what each event is.

Columns

Event

The particular event for the action to take place on.

Deiconify

If AmIRC is iconified, this will uniconify and bring to front the AmIRC window on the occurrence of the event.

Beep

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

Sound

if a sound sample is preferred for the event, you may use the requestor gadget to pick a sound to play instead of the system beep. Please Note, AmIRC uses the DataTypes of OS 3.x for sounds, and you will not be able to use this feature under OS 2.x.

Vol

This sets the volume for the sound sample. The valid range for the volume is 0 - 64. This is a slider gadget. The small gadget just to the left of this slider gadget can be used to test the selected soundfile.

Rexx Command

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

Events

Any Message

This Event occurs on any incoming public message.

Private Msg

This event occurs when you receive an incoming private /msg or /dcc chat message

Notice

This event occurs when an operator sends out a /notice

CTCP request

This event occurs when your client receives any /ctcp request (for example /ctcp time, or /ctcp version

DCC request

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

Join

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

Kick

This event occurs when anyone is /Kicked from the channel you are currently on.

Mode change

This event occurs when the channel mode is changed for the channel you are currently on, i/e. if someone is /OPed or /DeOPed, or if the channel is made private, etc.

ISON Notify

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

Connection

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

Invite

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

Highlight

This event occurs upon receiving text that is configured in the highlights section of the lists setup.

1.108 AmIRC.guide/GUI

GUI Configuration

GUI

===

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

Userlist:

The userlist cycle gadget allows you to control if the User List is visible or not visible, and if it is visible, if it is a separate window, or a part of the AmIRC window. If the Sort Gadget is checked, the list will be sorted alphabetically, otherwise, the list will reflect the order that the users have joined the chat.

The Order cycle gadget allows you to choose how the nicks in the userlist will be listed, Alphabetically, new at top, or new at bottom.

The Buttons? Gadget will toggle on & off the gadgets in the User Action List, located below the user list. If the user list is configured as a separate window, the buttons will also appear in that window.

The Userlist win open? gadget will control if the userlist is open or closed if configured as a separate window.

Misc

Here you may select a different pubscreen for the query window to appear on. If no pubscreen is specified, the Query window will open on the AmIRC default screen.

Text Colors

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

Normal Text

Text that is a normal message from a user.

Private Messages

Text that is a private message from another user to you.

Mode Changes

Text that shows a mode change for the channel.

Highlighted Text

text that is configured in the Highlight list for AmIRC.

Server Messages

Text that comes from the server, i/e when a user joins or exits the channel.

CTCP/DCC Messages

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

Logging

Here you may enter the path & name to use for the logfile.

1.109 AmIRC.guide/Misc

Misc Configuration

Miscellaneous Configuration Items

=====

CTCP COUND handling

Here you may set the directory where AmIRC looks for files requested by incoming /CTCP Sound requests. Also, the volume of the sound to be played back can be set. If the "Use external player?" gadget is checked, AmIRC will attempt to use the player specified in the "player command line" gadget to play sounds. This player applies to ctcp sound requests as well as sounds configured in the setup/events tab.

1.110 AmIRC.guide/Lists

"Lists..." Menu Item

Lists Configuration

=====

Alias Tab

Here you can create aliases, or shortcuts for complex IRC commands. Some examples have been created for you, and a reference template appears at the bottom of this page. %p is the place holder for any arguments you may wish to add when using an alias.

Ignore Tab

Here you can set which users if any you want to ignore, and what kind of messages from them to ignore. To add an ignore to the list, click the 'Add Ignore' gadget, then type the user's name in the text input gadget labeled 'Ignore'. Next click on the type of messages you want to ignore. Checking the 'text' box will prevent you from seeing any public messages from the user. Setting the 'privmsgs' box will prevent you from seeing /MSGs from that user to you. Likewise, clicking the 'CTCPs' box will prevent you from seeing any CTCP requests from the Ignored user. To delete an ignore, click on the entry you wish to delete, and then click on the 'delete ignore' gadget.

Hilite Tab

Here you may set certain text to be highlighted in order to get your attention if that text appears. You may set text to match the nick, Userhost, or any keyword enclosed in double quotes. To add a new pattern, click on the Button labeled "Add new Hilite pattern", and type your pattern into the input gadget. To delete an existing pattern, Click on the entry you wish to delete and then click on the button labeled "Delete Hilite pattern". The Hilite patterns will ignore a pattern it recognizes if it was input by you, but will activate on the pattern from other users.

Pattern Definitions:

Nick

This will watch the AmIRC listview for the nick that you specify, and highlight the text for that users message. The 'Nick' entry does not require double quotes.

Userhost

This will watch for messages that originate from a particular Userhost, and highlight the text for that message. Userhost entries may contain wildcards. Examples:

fred!fdoe@doel.powernet.edu

This will highlight only messages from fred at that particular address.

fred!*@*

This will highlight messages from anyone named fred, regardless of address or login name.

Fred!*@*.powernet.edu

This will highlight messages from anyone named fred on any machine on powernet.edu

!@doel.powernet.edu

This will highlight any messages from anyone on the doel machine at powernet.edu

!@*

This will highlight any messages from any user.

"Keyword"

This will highlight any message that contains the text enclosed in double quotes.

1.111 AmIRC.guide/Function Keys

Function Key Definitions

Function Keys

=====

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

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

1.112 AmIRC.guide/ARexx

AmIRC's ARexx Port

Overview

=====

AmIRC supports a versatile ARexx Port.

- Custum scripts -

These scripts are executed on certain events.

RX_Startup	Startup.amirx	Executed on startup.
RX_Connected	Connected.amirx	Executed on connection.
RX_Shutdown	Shutdown.amirx	Excuted on shutdown.
RX_Custum_CTCP	Custum_CTCP.amirx	Excuted on unknown CTCP commands.
RX_DCCDone	DCCDone.amirx	Excuted when a DCC is complete.
RX_HandleFlood	HandleFlood.amirx	Excuted when a CTCP flood is identified.

- Command reference -

RX_SAY	SAY	Treat something just like it was entered in the	↔
input string.			

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

1.113 AmIRC.guide/RX_Startup

ARGUMENTS:

None

DESCRIPTION:

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

1.114 AmIRC.guide/RX_Connected

Connected.amirx
=====

ARGUMENTS:

None

DESCRIPTION:

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

1.115 AmIRC.guide/RX_Shutdown

Shutdown.amirx
=====

ARGUMENTS:

None

DESCRIPTION:

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

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

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

1.116 AmIRC.guide/RX_Custum_CTCP

Custom_CTCP.amirx
=====

ARGUMENTS:

command fromnick destination arguments

where "destination" is either the destination channel or your own nickname.

DESCRIPTION:

This script will be executed for every CTCP command received that is not implemented internally into AmIRC. When this script exists, the "Unknown CTCP command ..." line will not be displayed, so include code to emulate it.

EXAMPLE :

This example shows how to implement a simple page command that plays a sound and deiconifies the client.

```
/* Custum_CTCP.amirx */
options results
parse arg command fromnick destination arguments

/* Display unknown CTCP commands */
if command ~= 'PAGE' then do
    'ECHO P=«CTCP» C=5 Unknown "'command'" request from' fromnick'.'
    exit
end
/* Ignore if request was sent to a channel */
if left(1,destination) ~= '#' then do
    /* echo a line,deiconify client and play a sample */
    'ECHO P=«CTCP» C=5' fromnick 'has paged you.'
    'SHOW'
    'PLAYSOUND Page.WAV'
end
```

1.117 AmIRC.guide/RX_DCCDone

DCCDone.amirx
=====

ARGUMENTS:

com successcode nick filename

where : successcode is 1 for a successfull DCC 0 for failed. com
is SEND for Outgoing DCC's or RECEIVE for Incoming DCC's.

DESCRIPTION:

This script is executed when a DCC is completed/aborted/failed. It may be used to perform autgomated actions on received files.

EXAMPLE:

This script will extract lha/lzx archives to RAM: and play wav's and snd's.

```
/* DCCDone.amirx */
options results
parse arg com successcode nick filename

/*Transfer failed/DCC is incoming - abort*/
if successcode=0 | com='SEND' then exit

/* Obtain 3 - letter extension */
ext = upper(right(strip(filename,'B',' '),4))

/*
** #?.wav or #?.snd will be played in AmIRC
```

```

** #?.lha will be extracted to RAM:
** #?.lzx will be extracted to RAM:
*/
Select
    when ext = '.WAV' | ext = '.SND' then 'PLAYSOUND' filename
    when ext = '.LHA' then address command 'lha x' filename 'RAM:'
    when ext = '.lzx' then address command 'lzx x' filename 'RAM:'
otherwise
end

```

1.118 AmIRC.guide/RX_HandleFlood

HandleFlood.amirx
=====

ARGUMENTS:

:nick!user@host type target :text

DESCRIPTION:

If this script exists, it will be called once AmIRC identifies a CTCP flood. It is passed the last flood-line as arguments. If the script does not exist, the internal AmIRC function will be used.

EXAMPLE :

This example will effectively emulate the internal AmIRC flood protection. One may improve on it.

```

/* Handleflood.amirx */
options results
parse arg last
"parseline" last

parse value last, prefix WITH nick '!user' host

'SAY /IGNORE *!*'host 'CTCP'
"ECHO P=FloodProt Flood from" nick "defused."

```

1.119 AmIRC.guide/RX_SAY

SAY
===

Usage:
SAY TEXT/F

DESCRIPTION:

Treats TEXT just like it has been entered in the string gadget of the current window.

EXAMPLES:

```
'say /JOIN #Amigager'
```

RELATED TOPICS: See RX_ECHO.

1.120 AmlRC.guide/RX_ISCONNECTED

ISCONNECTED
=====

Usage:

```
ISCONNECTED
```

DESCRIPTION:

Checks whether a connection is currently established. Returns RC 0 if the link is up, RC 5 otherwise.

EXAMPLES:

```
"ISCONNECTED";"ECHO" rc
```

RELATED TOPICS:

1.121 AmlRC.guide/RX_GETMYNICK

GETMYNICK
=====

Usage:

```
GETMYNICK
```

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

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

RELATED TOPICS: See RX_GETSERVERNAME.

1.122 AmlRC.guide/RX_GETSERVERNAME

GETSERVERNAME
=====

Usage:
 GETSERVERNAME

DESCRIPTION:

Returns the name of the IRC server you are currently connected to.

EXAMPLES:

 "GETSERVERNAME";"ECHO" result

RELATED TOPICS: See RX_GETMYNICK.

1.123 AmIRC.guide/RX_USERHOST

USERHOST
=====

Usage:
 USERHOST NICK/A

DESCRIPTION:

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

EXAMPLES:

 "USERHOST Olli";"ECHO" result

RELATED TOPICS: See RX_GETMYNICK.

1.124 AmIRC.guide/RX_ECHO

ECHO
=====

Usage:
 ECHO P=PREFIX/K,C=COL/K/N,TEXT/F/A

DESCRIPTION:

Sends text to the listview. With P=Text you can set the prefix which

will be put in the Prefix part of the echo. With C=Colour you can set any of the colours set in the AmIRC configuration. The colours you can use are :

C=0 : Normal Text
C=1 : Highlighted Text
C=2 : Private Messages
C=3 : Server Messages
C=4 : Mode Changes
C=5 : CTCP/DCC Messages
BUGS:

AmigaDOS Readargs() has a small bug.

If you do "ECHO P" or "ECHO P=Prefix P is a letter" or "ECHO C" or "ECHO C=1 C is a letter"

AmIRC will not display anything. To cure this enter the template in full like: "ECHO TEXT=P..."

EXAMPLES:

"ECHO P=Kewlja C=3 This is echo test"

1.125 AmIRC.guide/RX_RAW

RAW
===

Usage:
RAW TEXT/F

DESCRIPTION:

Sends text to the server in raw format.

EXAMPLES:

"RAW PRIVMSG phalanx :heya! whats happening?"

1.126 AmIRC.guide/RX_GETWINNUM

GETWINNUM
=====

Usage:
GETWINNUM CHANNEL/A

DESCRIPTION:

Returns the window number for the specified channel.

EXAMPLES:

```
options results;"getwinnum CHANNEL=#amiga";"ECHO" result
```

1.127 AmIRC.guide/RX_GETCHANNEL

GETCHANNEL
=====

Usage:

```
GETCHANNEL WINNUM/N
```

DESCRIPTION:

Returns the name of the channel currently active in the format:
"#channel."

If the WINNUM argument is given , the channel for that window is returned.

EXAMPLES:

```
options results;"getchannel";"ECHO" result
```

```
options results;"getchannel WINNUM=1";"ECHO" result
```

RELATED TOPICS: See RX_CHANNELS, RX_GETWINNUM.

1.128 AmIRC.guide/RX_CHANNELS

CHANNELS
=====

Usage:

```
CHANNELS
```

DESCRIPTION:

Returns a list of channels currently joined in the format: "#channel1
#channel2 etc."

EXAMPLES:

```
options results;"channels";"ECHO" result
```

1.129 AmIRC.guide/RX_GETDCC

GETDCC

=====

Usage:

GETDCC

DESCRIPTION:

Returns status of DCC Send,Receive and chat to stem variables.
Remember that the values set are the current ones.If your script will
delay for a minute or so the values for cps or state will possible
change.To refresh them,call GETDCC again.

The status is returned to three stems:

dcc.send.# : DCC Send
dcc.send.0 holds number of entries.
dcc.send.# is composed of :

nick moveflag hostname state length cps filename

* moveflag reflects if this DCC is MOVE or SEND
state can be :

0 : Waiting
1 : Aborted
2 : Sending
3 : Complete
4 : Failed
5 : No Socket
6 : No File
7 : ReadError
8 : Calculating Checksum
So to see if a dcc is active, check if state=2|state=8

dcc.receive.# : DCC Receive
dcc.receive.0 holds number of entries.
dcc.receive.# is composed of :

nick moveflag hostname state length cps filename

* moveflag reflects if this DCC is MOVE or SEND

state can be :

0 : Waiting
1 : Connecting
2 : Receiving
3 : Complete
4 : Failed
5 : Unable to connect
6 : Aborted
7 : No Socket
8 : Unknown Host
9 : No File
10: Disk Write Error

So to see if a dcc is active, check if state=1|state=2

EXAMPLE :

The following loop goes through the list of dcc receives(if there are ones active) and parses each entry.

```
"GETDCC"
if dcc.receive.0>0 THEN DO i=1 TO dcc.receive.0
    parse value dcc.receive.i WITH nick moveflag hostname state length cps ←
        filename .
    /*process*/
end
```

dcc.chat.# : DCC Chat
 dcc.chat.0 holds number of entries.
 dcc.chat.# is composed of :

nick state hostname

state can be :

```
0 : Waiting
1 : Connecting
2 : Connected
3 : Waiting for
4 : Closed
5 : Unable to connect
6 : No Socket
7 : Aborted
```

So to see if a dcc is active, check if state=1

EXAMPLE :

The following loop goes through the list of dcc chats(if there are ones active) and parses each entry.

```
"GETDCC"
if dcc.chat.0>0 THEN DO i=1 TO dcc.chat.0
    parse value dcc.receive.i WITH nick state hostname .
    /*process*/
end
```

1.130 AmIRC.guide/RX_GETSELECTEDUSER

GETSELECTEDUSER

=====

Usage:

GETSELECTEDUSER WINNUM/N,CHANNEL/K

DESCRIPTION:

Returns the Nick the user highlighted in the userlist window.

If the WINNUM argument is specified, the selected user in that window will be returned. If the CHANNEL argument is specified, the selected user in that channel will be returned.

EXAMPLES:

```
options results; "getselecteduser"; "ECHO" result
```

```
options results; "getselecteduser WINNUM=1"; "ECHO" result
```

```
options results; "getselecteduser CHANNEL=#amiga"; "ECHO" result
```

RELATED TOPICS: See RX_GETUSER, RX_GETUSERS, RX_GETWINNUM.

1.131 AmlRC.guide/RX_GETUSER

GETUSER

=====

Usage

```
GETUSER USER/N/A, WINNUM/N, CHANNEL/K
```

DESCRIPTION:

Returns the nick of the user number given on the active channel userlist.

If the WINNUM argument is specified, the nick in that window will be returned. If the CHANNEL argument is specified, the nick in that channel will be returned.

Keep in mind, the userlist starts from 0!

EXAMPLES:

```
options results; "getuser 0"; "ECHO" result
```

```
options results; "getuser 0 WINNUM=1"; "ECHO" result
```

```
options results; "getuser 0 CHANNEL=#amiga"; "ECHO" result
```

RELATED TOPICS: See RX_GETSELECTEDUSER, RX_GETUSERS, RX_GETWINNUM.

1.132 AmlRC.guide/RX_GETUSERS

GETUSERS

=====

Usage

```
GETUSERS WINNUM/N,CHANNEL/K
```

DESCRIPTION:

Returns a string containing the list of users on the active channel.

The user list is time-sorted and every user is appended the "@" char for Ops and "+" char for voice. This is effectively a copy from /names output. This will look like : @Nick1 Nick2 +Nick3 Nick4 Nick1 is opped, and joined the channel first (is first in the list). Nick3 is voiced. Nick4 joined the channel last.

If the WINNUM argument is specified, the users in that window will be returned. If the CHANNEL argument is specified, the users in that channel will be returned.

EXAMPLES:

```
options results; "getusers"; "ECHO" result
```

```
options results; "getusers WINNUM=1"; "ECHO" result
```

```
options results; "getusers WINNUM=#amiga"; "ECHO" result
```

RELATED TOPICS: See RX_GETUSER, RX_GETSELECTEDUSER.

1.133 AmIRC.guide/RX_GETUSERSTATE

GETUSERSTATE

=====

Usage

```
GETUSERSTATE USER/N/A,WINNUM/N,CHANNEL/K
```

DESCRIPTION:

Returns the status of user "num" on the active channel.

RC=0 User is online, but has no special status.

RC=1 User is Channel Operator.

RC=2 User is online and has been "Voiced".

RC=5 User # not in the userlist.

If the WINNUM argument is specified, the status for the user in that window will be returned. If the CHANNEL argument is specified, the status for the user in that channel will be returned.

EXAMPLES:

```
options results; "getuserstate 0"; "ECHO" rc
```

```
options results; "getuserstate 0 WINNUM=1"; "ECHO" rc

options results; "getuserstate 1 CHANNEL=#amiga"; "ECHO" rc
```

1.134 AmIRC.guide/RX_GETLINE

GETLINE
=====

Usage
 GETLINE

DESCRIPTION:

Waits for a line from the server and returns the following stem variables;.

 LINE = The entire, unparsed, line recieved.

 LINE.PREFIX = The Nick and user@host.

 LINE.COMMAND= The MSG Type.

 LINE.DEST = The channel the message was written to.

 LINE.REST = The message text.

EXAMPLES:

```
options results
```

```
"getline"
```

```
text=line prefix=line.prefix comm=line.command dest=line.dest
rest=line.rest
```

```
"ECHO" text prefix comm dest rest
```

RELATED TOPICS: See RX_PARSELINE, RX_GETLASTLINE.

1.135 AmIRC.guide/RX_GETLINECOUNT

GETLINECOUNT
=====

Usage
 GETLINECOUNT

DESCRIPTION:

Returns the number of lines in the channel buffer for the active window

channel.

EXAMPLES:

```
options results; "getlinecount"; "ECHO" result
```

RELATED TOPICS: See RX_GETLINE.

1.136 AmlRC.guide/RX_GETLASTLINE

GETLASTLINE
=====

Usage
GETLASTLINE

DESCRIPTION:

Returns the last private message received in the format;.
:nick!~user@host Messagetype Nick :message text.

EXAMPLES:

```
options results; "getlastline"; "ECHO" result
```

RELATED TOPICS: See RX_PARSELINE, RX_GETLINE.

1.137 AmlRC.guide/RX_GETAWAYSTATE

GETAWAYSTATE
=====

Usage
GETAWAYSTATE

DESCRIPTION:

Returns your away status.
rc=0 Not away.

```
rc=5 Away.
```

EXAMPLES:

```
options results; "getawaystate"; "ECHO" rc
```

1.138 AmlRC.guide/RX_GETVERSION

GETVERSION
=====

Usage
 GETUSERS

DESCRIPTION:

Returns the Version number of AmIRC.

EXAMPLES:

 options results; "getversion"; "ECHO" result

1.139 AmIRC.guide/RX_GETCTCPSOUNDDIR

GETCTCPSOUNDDIR
=====

Usage
 GETCTCPSOUNDDIR

DESCRIPTION:

Returns the path to the sounds played with ctcp sound.

EXAMPLES:

 options results; "GETCTCPSOUNDDIR" ; "ECHO" result

1.140 AmIRC.guide/RX_GETDCCRECEIVEDIR

GETDCCRECEIVEDIR
=====

Usage
 GETDCCRECEIVEDIR

DESCRIPTION:

Returns the path of the dcc receive directory.

EXAMPLES:

 options results; "GETDCCRECEIVEDIR" ; "ECHO" result

1.141 AmIRC.guide/RX_MATCHUSERHOST

MATCHUSERHOST
=====

Usage

MATCHUSERHOST USERHOST/A,PATTERN/A

DESCRIPTION:

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

EXAMPLES:

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

1.142 AmIRC.guide/RX_PLAYSOUND

PLAYSOUND
=====

Usage

PLAYSOUND FILENAME,EVENT/K/N

DESCRIPTION:

This command will play a sound via AmIRC. It may play a sound-file if you give it a filename. You dont have to give a complete file name,you can give one that is in the sounds directory. You may also play the sound set for one of the events by specifying the EVENT argument.

EXAMPLES:

```
"PLAYSOUND Hello.WAV"
"PLAYSOUND EVENT=1"
```

1.143 AmIRC.guide/RX_PARSELINE

PARSELINE
=====

Usage

PARSELINE LINE/F/A

DESCRIPTION:

Parses the line specified and returns the following stem variables;

LINE = The entire, unparsed, line recieved.

LINE.PREFIX = The Nick and user@host

LINE.COMMAND= The MSG Type

LINE.DEST = The channel the message was written to.

LINE.REST = The message text.

EXAMPLES:

options results

"getlastline"

last=result

"parseline" last

text=line

prefix=line.prefix

comm=line.command

dest=line.dest

rest=line.rest

"ECHO" text prefix comm dest rest

RELATED TOPICS: See RX_GETLINE, RX_GETLASTLINE.

1.144 AmIRC.guide/AmIRC Support

How to Get Help & Updates

Support

=====

AmIRC Support Mailing List

To keep up to date on AmIRC improvements or to get answers to AmIRC problems, join the AmIRC support mailing list by sending email to:

<AmIRC-Request@vapor.com>

with the text "ADD" in the body.

AmIRC FTP Support Site

For AmIRC Updates & Patches, ftp to:

ftp.vapor.com, /pub/amirc/

AmIRC Support on the World Wide Web

Or, Alternatively, visit the Vapor WWW Site at:

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

1.145 AmIRC.guide/Index

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