

**AmlRC**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> AmIRC		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Contents

<b>1</b>	<b>AmIRC</b>	<b>1</b>
1.1	AmIRC.guide	1
1.2	AmIRC.guide/Copyright	2
1.3	AmIRC.guide/Registration	2
1.4	AmIRC.guide/IRC	3
1.5	AmIRC.guide/IRC Terms	4
1.6	AmIRC.guide/Features	8
1.7	AmIRC.guide/Requirements	9
1.8	AmIRC.guide/Installation	10
1.9	AmIRC.guide/Connecting	10
1.10	AmIRC.guide/Operation	11
1.11	AmIRC.guide/Menus	13
1.12	AmIRC.guide/AmIRC	13
1.13	AmIRC.guide/Windows	14
1.14	AmIRC.guide/User Modes	15
1.15	AmIRC.guide/Settings	16
1.16	AmIRC.guide/Rexx	17
1.17	AmIRC.guide/CTCP	17
1.18	AmIRC.guide/DCC	18
1.19	AmIRC.guide/Commands	19
1.20	AmIRC.guide/AWAY	21
1.21	AmIRC.guide/INVITE	21
1.22	AmIRC.guide/ISON	22
1.23	AmIRC.guide/JOIN	22
1.24	AmIRC.guide/KICK	23
1.25	AmIRC.guide/LEAVE	23
1.26	AmIRC.guide/LIST	23
1.27	AmIRC.guide/LOG	24
1.28	AmIRC.guide/MODE	24
1.29	AmIRC.guide/MSG	26

---

1.30 AmIRC.guide/NAMES . . . . .	26
1.31 AmIRC.guide/NICK . . . . .	26
1.32 AmIRC.guide/NOTICE . . . . .	27
1.33 AmIRC.guide/QUIT . . . . .	27
1.34 AmIRC.guide/RAW . . . . .	27
1.35 AmIRC.guide/TIME . . . . .	28
1.36 AmIRC.guide/TOPIc . . . . .	28
1.37 AmIRC.guide/USERS . . . . .	28
1.38 AmIRC.guide/USERHOST . . . . .	29
1.39 AmIRC.guide/VERSION . . . . .	29
1.40 AmIRC.guide/WHO . . . . .	29
1.41 AmIRC.guide/WHOIS . . . . .	30
1.42 AmIRC.guide/WHOWAS . . . . .	30
1.43 AmIRC.guide/Configuration . . . . .	31
1.44 AmIRC.guide/MUI Preferences . . . . .	31
1.45 AmIRC.guide/AmIRC Setup . . . . .	31
1.46 AmIRC.guide/Messages . . . . .	32
1.47 AmIRC.guide/Actions . . . . .	33
1.48 AmIRC.guide/Events . . . . .	33
1.49 AmIRC.guide/GUI . . . . .	35
1.50 AmIRC.guide/Lists . . . . .	36
1.51 AmIRC.guide/Function Keys . . . . .	37
1.52 AmIRC.guide/ARexx . . . . .	38
1.53 AmIRC.guide/RX_SAY . . . . .	38
1.54 AmIRC.guide/RX_ISCONNECTED . . . . .	39
1.55 AmIRC.guide/RX_GETMYNICK . . . . .	39
1.56 AmIRC.guide/RX_GETSERVERNAME . . . . .	39
1.57 AmIRC.guide/RX_USERHOST . . . . .	40
1.58 AmIRC.guide/RX_ECHO . . . . .	40
1.59 AmIRC.guide/RX_RAW . . . . .	41
1.60 AmIRC.guide/RX_CHANNELS . . . . .	41
1.61 AmIRC.guide/RX_GETCHANNEL . . . . .	41
1.62 AmIRC.guide/RX_GETSELECTEDUSER . . . . .	41
1.63 AmIRC.guide/RX_GETUSER . . . . .	42
1.64 AmIRC.guide/RX_GETUSERS . . . . .	42
1.65 AmIRC.guide/RX_GETUSERSTATE . . . . .	42
1.66 AmIRC.guide/RX_GETLINE . . . . .	42
1.67 AmIRC.guide/RX_GETLINECOUNT . . . . .	42
1.68 AmIRC.guide/RX_GETLASTLINE . . . . .	42

---

---

1.69	AmIRC.guide/RX_GETAWAYSTATE . . . . .	42
1.70	AmIRC.guide/RX_GETVERSION . . . . .	43
1.71	AmIRC.guide/RX_PARSELINE . . . . .	43
1.72	AmIRC.guide/About MUI . . . . .	43
1.73	AmIRC.guide/Revision History . . . . .	44
1.74	AmIRC.guide/Credits . . . . .	52
1.75	AmIRC.guide/Bug Reports . . . . .	54
1.76	AmIRC.guide/Known Bugs . . . . .	55
1.77	AmIRC.guide/AmIRC Support . . . . .	56
1.78	AmIRC.guide/Index . . . . .	57

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# Chapter 1

## AmIRC

### 1.1 AmIRC.guide

AmIRC

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Welcome to AmIRC, the AmigaOS IRC client.

#### - 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 setup AmIRC.
Connecting	Let's have a start.
Operation	How do I work this kewl thing?
Menus	What are these pull-down thingies?

#### - Reference section -

CTCP	Sending commands to other people.
DCC	Getting nearer to your neighbour.
Commands	Commands built into AmIRC.
Configuration	Customize your environment.
ARexx	Heavy magic.

#### - Other Stuff: -

About MUI	Magic User Interface.
Revision History	Developments in AmIRC.
Credits	Those deserving favour.
Bug Reports	How to report them.
Known Bugs	Problems, causes, and cures.
AmIRC Support	How to get help and updates.
Index	

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## 1.2 AmlRC.guide/Copyright

Copyright

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Copyright

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AmIRC has been designed, developed and written by

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## 1.3 AmlRC.guide/Registration

Registering AmIRC

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License

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AmIRC 1.0 Registered Software License Agreement

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AmIRC 1.0 is Copyright © 1996 by Oliver Wagner, All Rights Reserved. The producer of this software will grant the Licensee a limited, non-exclusive right to use the program AmIRC 1.0 and it's associated files on a single machine. The producer will hand out a special identification file called the key file to the Licensee. This key file will enable the Licensee to fully use the AmIRC 1.0 package according to the terms of this license. The key file is stricly for personal use by the Licensee only. Any disclosure of they key file will invalidate the license and the key file itself. The Licensee will be held liable of any damage arising out of the disclosure of the key file. The product is provided as is without warranty of any kind, either express or implied, statutory or otherwise, including without limitation any implied warranties of non-infringement, merchantability and fitness for

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a particular purpose. The entire risk as to use, results and performance of the product is assumed by you and should the product prove to be defective, you assume the entire cost of all necessary servicing, repair or other remediation. In no event shall the producer of this product or it's resellers be liable for any property damage, personal injury, loss of use or other indirect, incidental or consequential damages, including without limitation, any damages for lost profits, business interruption or data which may be lost or rendered inaccurate, even if we have been advised of the possibility of such damages. This agreement shall exclusively be governed by the laws of the Federal Republic of Germany.

#### Registration

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If you have not registered for AmIRC, it will prompt you to do so upon startup. Registration at the US site requires \$25.00 in US funds for an emailed keyfile, or \$30.00 for a disk mailed via postal service. The Germany Site requires 35,-DM for an emailed keyfile and 40,-DM for a floppy sent via postal service.

## 1.4 AmIRC.guide/IRC

What is IRC, by the way?

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#### Introduction

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IRC stands for Internet Relay Chat, 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.

#### #amiga

=====

If you are reading this, you are most likely using one of the Amiga family of computers (if you are not, BUY ONE! :), and will likely want to check out #amiga on IRC. #amiga is one of the most populated channels of IRC, with an average of 30 to 60 users on at any given time. #amiga is often visited by amiga hardware and software developers, and is sometimes a forum for formal discussions held by dignitaries from software/hardware development companies.

#### #amiga Etiquette

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There is a sort of an unwritten code of conduct for IRC, and especially #amiga. This section is included so that you dont find yourself /kicked or /banned and dont understand why.

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DO's

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DO:

Enjoy your visit to #amiga

Offer to help someone IF you know what your talking about.

Be polite to other users.

DON'T's

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DON'T:

Ask questions about software/hardware problems without reading the manual first (RTFM!).

Ask a question more than once. If someone can help you, they will.

Ask for latest amiga news or info on new software, see newsgroup comp.sys.amiga.announce for this.

Ask for OPs. You won't get it.

Pound or slam Amigas. If you don't like them, don't /join #amiga.

Pound or slam Amiga Software (the coders might be there :)

Offer to help a user with a problem if you don't understand it yourself.

Offer or ask for commercial software or the keys to activate demos.

Plug developers who appear from time to time with questions and bug reports, use the proper channels for this (i/e, the developer's support address). Note that you might ask first if they are willing to discuss problems/bugs with their product.

## 1.5 AmIRC.guide/IRC Terms

Terms You Might Encounter

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IRC Terms

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#amiga

IRC Channel on Efnet and Undernet for users interested in the Amiga family of Computers.

## Action

CTCP Action command, executed by a /me at the beginning of a message.

## ARCnet

Amiga Relay Chat Network. Served by several Amigas running CLChatServer, forming a small network used by those interested in the Amiga Family of Computers.

## 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, #amiga), 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.

### 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.

### 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.

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### Channel Operator (aka, 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.

### 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.

### Efnet

(Eris Free), the largest and "main" IRC network, with an average of about 5000 users on any given day.

### 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.

### 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.

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## 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 abreiviations)

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.

## Undernet

The second largest IRC network, considered an 'Alternative' to EFnet.

## 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

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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.wupper.de
|           |           |           |           |__ Domain
|           |           |           |_____ Network
|           |_____ Machine
|_____ Login
|_____ Nick
```

#### Voice

Status a normal (not an operator) user must have to type into a moderated channel.

## 1.6 AmIRC.guide/Features

Things that make AmIRC special!

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#### Features

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- \* runs with both AmiTCP 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.
- \* 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 ":".
- \* 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 copying URLs to clipboard.
- \* netsplit detection.

## 1.7 AmIRC.guide/Requirements

What is needed to run AmIRC?

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Hardware

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

Software

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AmIRC requires MUI v.3.1 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, OS3.0 or newer, and MUI 3.1 or newer. If you do not have anyone of these, you must use the 68000 version of AmIRC.

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

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Finally, You need to have a tcp/ip protocol stack running, such as AmiTCP/IP or Amiga Technology's as225r2 tcp/ip protocol stack, With a slip, cslip, or ppp connection to the internet or an ethernet LAN.

Alternatively, AmIRC will work with Multilink and a shell internet account. NOTE: As Mlink does not automatically set the HOSTNAME variable, this must be done when starting mlink. Env:hostname must contain the full domain name for your amiga, i/e 'calci.amiganet.pgh.net'.

## 1.8 AmIRC.guide/Installation

Getting AmIRC to run

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Requirements

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AmIRC has its own installer script and requires that you have the Amiga installer utility (version 1.24 or later) located in your sys:c directory. To install, just click on the install icon, and answer the questions in the installer's requestors.

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".

## 1.9 AmIRC.guide/Connecting

Connecting to a server

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Setup

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Once you have installed AmIRC, run the AmIRC program from WB by clicking on its icon. After a few moments you will see the server connect requester appear. First type in a nickname in the first text gadget at the top of the requester. If you intend to use a nick that may be common, try typing in some variations in the next three boxes. this way, if your nick is in use by another person, the client will retry with the next nick.

Next, enter your real name and your email address or www home page URL in the next text gadget. It is probably a good idea to be truthful here. :)

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.

Now you are ready to connect. Just click on a server from the supplied  
list or click new server entry and type the address and port number of  
your favorite server and then click connect. Optionally, you can choose  
one or a few channels to autojoin, just separate them with a comma. If  
you are already connected, and wish to connect to a second server,  
click connect thread to open a second instance of AmIRC. The Delete  
Server Entry gadget will remove a server entry that you no longer wish  
to use.

## 1.10 AmIRC.guide/Operation

How Does AmIRC Work?

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Using the Interface

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The AmIRC user interface is laid out in a logical, intuitive manner,  
making it easy to use.

Text Listview

The main feature of the interface is the text listview, where  
incoming text is displayed.

Text Input Gadget

Directly below this is the text input gadget, labeled with the  
nickname that you have chosen. Any text entered here will be sent  
out to the IRC server.

Listview Scroll Gadget

To the right of the listview is a scroll gadget, which enables you  
to scroll backward through the text in the listview.

Channel Text String

At the top left of the listview is a text string that reflects the  
channel that you have joined.

Topic Input/Display Gadget

To the right of the channel text string, is the Topic  
Input/Display gadget, where the topic of a joined channel will be  
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.

Operator Buttons

To the right of the topic input gadget are the channel 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

#### User Listview

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.

#### User Buttons

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.

#### Special Functions:

You can Drag-Hilght 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. The text is stored in the clipboard.

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

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/msg them back.

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

## 1.11 AmIRC.guide/Menus

Pull-Down Menus

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Reference

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AmIRC	AmIRC menu
Windows	Windows menu
User Modes	User Modes menu
Settings	Settings menu
Rexx	Rexx menu

## 1.12 AmIRC.guide/AmIRC

AmIRC Menu

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Select Server...

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

Logging Enabled?

Toggles logging on/off.

Iconify

Reduces the AmIRC window to an icon on the Workbench screen.

Help...

Opens Amirc.guide for reference while using AmIRC.

About...

Opens a window with information about AmIRC and its Developer. Here you may connect to the AmIRC home page if amosaic is running concurrently, and you may also download the latest version of AmIRC without having to trouble with running a www or ftp client.

Quit

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

## 1.13 AmIRC.guide/Windows

### Windows Menu

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#### 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 her and bring it to front.

#### Channel List Window...

This item will produce a requester where you may list channels by min users or 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 awhile on slow (14.4 or less) connections.

#### Notify Window...

Selecting this item will produce a requester where 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 a requestor in which you can specify a user and a file to send to them. This requester will also be produced automatically upon hitting the 'DCC send' userbutton on the interface. 'Send Path' is the path and filespec that will be sent to the user. Enter the name of the user in the text input gadget at the bottom of the requestor. The cycle gadget next to the nick text gadget selects either 'DCC Send' or 'DCC Move' protocols. See DCC Section for details about these protocols. Remove Job gadget will remove a complete send entry or if not complete, one click will abort the send and the second click will remove the entry.

#### DCC-Receive Window...

Selecting this item will produce the 'Receive DCC List' requester. This is very similar to the DCC Send Requester. Note that this requester will appear automatically on receiving a DCC request. Enter a path for incoming files to be put in the 'Receive Path' text gadget. After a valid path is entered, click on an entry to receive, then click the 'Get' gadget at the bottom. If you are trying to receive after a failed send, you may use the 'Resume' gadget instead of get. this will attempt to pick up the transfer where it left off. I you wish to rename the incoming file for whatever reason, you may use the 'Rename' gadget to give the file a new name. 'Remove Job' gadget will abort an incoming file and remove a completed or aborted file. See DCC.

---

#### DCC-Chat Window...

Selecting this item will open the 'DCC Chat List' requestor. Do this if you receive a DCC chat request from another user.. Here you may click on the client sending the chat request and click the 'Open' gadget to engage a DCC chat. When finished, you can click 'Close' to close the connection. See DCC.

#### Raw Log Window...

This will open the Raw Log Window, in which you can 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 when raw window open', and 'Always' The log Listview shows the USERHOST, Type of message, Channel Name, and message, in that order.

#### URL Grabber Window...

A New feature of AmIRC allows it to recognise WWW URLs and snap them to a window for use with Amosaic Web Browser. Double clicking an entry in the URL grabber Window will automatically send the URL to the Clipboard..

#### Private Messages Window...

This item will open the Private Messages Window. This window holds a history of private messages sent to you, where you can later reference or review them.

#### 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.

## 1.14 AmIRC.guide/User Modes

#### User Modes Menu

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##### Invisible?

Toggles your client between invisible or not invisible. See IRC Terms.

##### Receive Wallops?

Toggles this mode on/off. See IRC Terms.

##### Receive Server Notices?

Toggles this mode on/off.

##### Marked AWAY?

Toggles AWAY on/off.

##### 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 message.

Auto accept dcc chat requests?

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

Do BEEPS?

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

## 1.15 AmIRC.guide/Settings

Settings Menu

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Setup...

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

Lists...

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

Function Keys...

Calls the Function Key settings requester, allowing you to configure the function key macros.

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.

Load Settings...

Opens a requestor 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 seen on the Workbench.

MUI Settings...

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

## 1.16 AmIRC.guide/Rexx

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.

## 1.17 AmIRC.guide/CTCP

Sending commands to other people

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Introduction

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CTCP or Client To Client Protocol

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CTCP 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.

CTCP Commands

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- \* ME (CTCP Action)  
Template: /ME <action>  
This will mark the message as an action and replace the /ME with your nick, for example, '/me hates ice cream' would appear as:  
[Action] |Fred hates ice cream
  
- \* Version  
Template: /CTCP <user> Version  
Version will ask the client to return information about itself, which will be in the form of a private message.
  
- \* Time  
Template: /CTCP <user> Time  
Time will return the time of day as it is set on the user's machine.
  
- \* Ping  
Template: /ping <user>  
Ping will send a packet request to the receiving client, which will in turn send back the packet with a timestamp, where the initiating client will compare the time difference and show the result in the listview.

## 1.18 AmIRC.guide/DCC

Direct client connections

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What is DCC?

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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 thru 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.

DCC File Transfers

=====

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.

#### DCC Send

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Template: /DCC send <user> <filespec>

DCC send will attempt to open a connection with the specified user's client, and if successful, will proceed to send the specified file.

#### DCC Move

-----

Template: /DCC move <user> <filespec>

DCC Move is identical to DCC Send, with the exception that DCC move is capable of resuming an interrupted or failed transfer. DCC Move will look into the receiving directory for existing files, and upon finding a partial file which is the same as the file to be transferred, will initiate a /DCC Resume transfer. With AmIRC, this process is completely transparent. If no partial or whole file exists, then the file will be completely transferred.

#### DCC Get

-----

Template: /DCC get <user sending file>

DCC get is a transparent operation with AmIRC, and is only mentioned in this document for the sake of being thorough. AmIRC will notify you of an incoming DCC request, and allow you the option to accept or reject the connection with a simple click.

#### DCC Chat

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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 privmsg (/msg).

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 go about this is to highlight the user's name in the listview by clicking on it. then click on the 'Query' gadget 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.

## 1.19 AmIRC.guide/Commands

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## Commands

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## Overview

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AmIRC has several 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

=====

AWAY	Setting an away message
INVITE	Invite a user to a channel
ISON	If a user is on IRC
JOIN	Join (or create) a channel
KICK	Remove a user from a channel
LEAVE	Leave a channel
LIST	List Channels and their topics
LOG	Start Log of Chat Window
MODE	Change a channel mode
MSG	Send a private message (privmsg)

NAMES	Getting a list of names
NICK	Change your nickname
NOTICE	Send a notice to a user
QUIT	End an IRC session
RAW	Send unprocessed string to the server
TIME	Query the current time of day
TOPIC	View or change a channel's topic
USERS	Listing users on a server
USERHOST	Getting USERHOST of a user
VERSION	Query the version of the server software
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/AWAY

AWAY

----

Usage: /AWAY [message]

When used with the optional <message> argument, /AWAY 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.

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.

## 1.21 AmlRC.guide/INVITE

INVITE

-----

Usage: /INVITE <nickname> <channel>

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.

EXAMPLES:

/INVITE freddie #amiga  
Sends a message to 'freddie', inviting him to join #amiga.

## 1.22 AmIRC.guide/ISON

ISON

----

Usage: /ISON <nickname>{<space><nickname>}

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

EXAMPLES:

/ISON Kenneth

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

## 1.23 AmIRC.guide/JOIN

JOIN

----

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

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 must 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.

EXAMPLES:

/JOIN #Amigager

Join channel #AmigaGER

/JOIN #Amigager,#Amiga

Join channels #AmigaGER and #Amiga

/JOIN #AmigaGER deutsch

Join channel #AmigaGER with keyword deutsch.

---

## RELATED TOPICS:

See LEAVE.

## 1.24 AmIRC.guide/KICK

KICK

----

Usage: /KICK <channel> <user> [<comment>]

Forcibly removes a user from the named channel. the user sending the /KICK command must be a channel operator of the named channel. If the optional <comment> is given, it will be shown as the reason for the kick.

## EXAMPLES:

```
/KICK #amiga Freddie Take it outside!  
forces 'Freddie' from channel #amiga with the reason 'take it  
outside'.
```

## 1.25 AmIRC.guide/LEAVE

LEAVE

-----

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

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

## EXAMPLES:

```
/LEAVE  
Leave the channel currently bound to this window.
```

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

## RELATED TOPICS:

See JOIN.

## 1.26 AmIRC.guide/LIST

LIST  
----

Usage: /LIST [<channel>{,<channel>} [<server>]]

Generates a list of current channels and topics. If the <channel> argument is given, LIST displays that channel's status and topic. Private channels show as 'Private' and secret channels are not listed, unless the client generating the list is a member of those channels.

EXAMPLES:

/LIST  
Shows a list of all current, non-secret channels.

/LIST #amiga,#amigaGER  
List channels #amiga and #amigaGER

## 1.27 AmIRC.guide/LOG

Logging Options  
-----

Usage: /LOG {[on|off|<Filespec>]}

/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 <filespec>  
Sets the path and name of the logfile.

## 1.28 AmIRC.guide/MODE

Channel MODE  
-----

/MODE allows both users and channels to have their modes changed.

Usage: /MODE <channel> {[+|-]|o|p|s|i|t|n|b|v} [<limit>] [<user>] [<ban mask>]

---

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

- o - give/take channel operator privileges;
- p - private channel flag;
- s - secret channel flag;
- i - invite-only channel flag;
- t - topic settable by channel operator only flag;
- n - no messages to channel from clients on the outside;
- m - moderated channel;
- l - set the user limit to channel;
- 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).

#### EXAMPLES:

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

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

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

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

User MODE  
-----

Usage: <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 users 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.
```

---

## 1.29 AmlRC.guide/MSG

MSG (PRIVMSG)

-----

Usage: /MSG <receiver>{,<receiver>} <text to be sent>

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.

## 1.30 AmlRC.guide/NAMES

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 #amiga,#amigaGER

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

/NAMES

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

## 1.31 AmlRC.guide/NICK

NICK

----

Usage: /NICK <nickname>

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

prompted for a new nick.

EXAMPLES:

```
/NICK Phalanx
    Makes/changes your nickname to 'Phalanx'
```

## 1.32 AmlRC.guide/NOTICE

NOTICE

-----

Usage: /NOTICE <nickname> <text>

Smiiilar to /MSG, /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.

## 1.33 AmlRC.guide/QUIT

QUIT

----

Usage: [<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
```

## 1.34 AmlRC.guide/RAW

RAW

---

Usage: /RAW text

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'.

### 1.35 AmlIRC.guide/TIME

## 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'
```

### 1.36 AmlIRC.guide/TOPIC

## TOPIC

-----

Usage: /TOPIC <channel> [<topic>]

The topic command alone will display the channels topic. if the optional <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 #amiga
    Will display the current topic on #amiga.

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

### 1.37 AmlIRC.guide/USERS

## USERS

-----

Usage: /USERS [<server>]

---

Returns a list of users on the server, or, optionally, on the specified server. /USERS may be disabled on most servers for security reasons.

EXAMPLES:

/USERS

Returns a list of users on the current server

/USERS irc.colorado.edu

Returns a list of users on server 'irc.colorado.edu'.

### 1.38 AmIRC.guide/USERHOST

USERHOST

-----

Usage: /USERHOST <nickname>{<space><nickname>}

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

EXAMPLES:

/USERHOST DuRaN

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

### 1.39 AmIRC.guide/VERSION

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'.

### 1.40 AmIRC.guide/WHO

---

WHO  
---

Usage: /WHO [<name> [<o>]]

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. If the optional <o> argument is specified, /WHO will only return information on users that are channel operators.

EXAMPLES:

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

/WHO irc.pitt.edu o  
will list all operators on irc.pitt.edu server

## 1.41 AmlRC.guide/WHOIS

WHOIS  
-----

Usage: /WHOIS [<server>] <nickmask>[,<nickmask>[,...]]

Returns information about the specified user or users, that you are allowed to see. If the optional <server> argument is specified, then information about the user in relation to that specified server will be given, i/e idle time.

EXAMPLES:

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

/WHOIS irc.bu.edu Phalanx  
Asks server 'irc.bu.edu' for information on user 'Phalanx'

## 1.42 AmlRC.guide/WHOWAS

WHOWAS  
-----

Usage /WHOWAS <nickname> [<count> [<server>]]

returns information on a nick that no longer exists, due to the user leaving the server or changing their nick. The optional <count> argument specifies how many previous instances of the nick should be returned. The optional <server> argument specifies a particular server to be

---

searched.

EXAMPLES:

/WHOWAS Aerosoul 5

Checks for and returns available information on the last 5 instances of the nick 'Aerosoul'.

## 1.43 AmlRC.guide/Configuration

Customizing your environment

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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

AmIRC Setup

Function Keys

Changing MUI Settings

Changing AmIRC Options

AmIRC Functon Key Definitions

## 1.44 AmlRC.guide/MUI Preferences

Changing MUI Settings

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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.

## 1.45 AmlRC.guide/AmIRC Setup

Changing AmIRC Options

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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
Lists	Lists Menu

## 1.46 AmIRC.guide/Messages

Messages Page

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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'.

#### UnAWAY

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

## 1.47 AmIRC.guide/Actions

### Actions Page

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#### Actions

=====

The 12 text gadgets in the 'Label:' column here correspond to the 12 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.

## 1.48 AmIRC.guide/Events

### Events Page

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#### 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.

#### Vol

This sets the volume for the sound sample. The valid range for the volume is 0 - 64. This is a slider gadget.

#### 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'

## 1.49 AmIRC.guide/GUI

### GUI Configuration

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#### 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 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

Highlighted text is not yet implemented in 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.

## 1.50 AmIRC.guide/Lists

#### "Lists..." Menu Item

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#### Lists Configuration

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#### 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

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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:

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##### 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.

## 1.51 AmlRC.guide/Function Keys

#### Function Key Definitions

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#### 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.

## 1.52 AmIRC.guide/ARexx

AmIRC's ARexx Port

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Overview

=====

AmIRC supports a versatile ARexx Port.

Reference

=====

SAY	Treat something just like it was entered in ↵
the input string.	
GETMYNICK	Request current nick name.
ISCONNECTED	Check whether connection is established.
GETSERVERNAME	Request current server name.
USERHOST	Query Userhost of a nick.
ECHO	Echos text to the current listview.
RAW	Sends raw text to the server.
CHANNELS	Returns string showing joined channels.
GETCHANNEL	
GETSELECTEDUSER	
GETUSER	
GETUSERS	
GETUSERSTATE	
GETLINE	
GETLINECOUNT	
GETLASTLINE	
GETAWAYSTATE	
GETVERSION	
PARSELINE	

## 1.53 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:

## 1.54 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; say rc
```

RELATED TOPICS:

## 1.55 AmlRC.guide/RX\_GETMYNICK

GETMYNICK

-----

Usage: GETMYNICK

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

```
GETMYNICK; say result
```

RELATED TOPICS: See RX\_GETSERVERNAME.

## 1.56 AmlRC.guide/RX\_GETSERVERNAME

GETSERVERNAME

-----

Usage: GETSERVERNAME

DESCRIPTION:

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

EXAMPLES:

GETSERVERNAME; say result

RELATED TOPICS: See RX\_GETMYNICK.

## 1.57 AmIRC.guide/RX\_USERHOST

USERHOST

-----

Usage: USERHOST NICK/A

DESCRIPTION:

Returns the userhost specification belonging to NICK.  
AMIRC keeps a 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 than, but simply return an error.

EXAMPLES:

USERHOST Olli; say result

RELATED TOPICS: See RX\_GETMYNICK.

## 1.58 AmIRC.guide/RX\_ECHO

ECHO

----

Usage: ECHO P=PREFIX/K, TEXT/F

DESCRIPTION:

Sends text to the listview

EXAMPLES:

ECHO P=Kewlja This is echo test

---

## 1.59 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?

## 1.60 AmIRC.guide/RX\_CHANNELS

CHANNELS  
-----

Usage: CHANNELS NULL

DESCRIPTION:

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

EXAMPLES:

options results; channels; say result

## 1.61 AmIRC.guide/RX\_GETCHANNEL

GETCHANNEL  
-----

## 1.62 AmIRC.guide/RX\_GETSELECTEDUSER

GETSELECTEDUSER  
-----

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### 1.63 AmlRC.guide/RX\_GETUSER

GETUSER  
-----

### 1.64 AmlRC.guide/RX\_GETUSERS

GETUSERS  
-----

### 1.65 AmlRC.guide/RX\_GETUSERSTATE

GETUSERSTATE  
-----

### 1.66 AmlRC.guide/RX\_GETLINE

GETLINE  
-----

### 1.67 AmlRC.guide/RX\_GETLINECOUNT

GETLINECOUNT  
-----

### 1.68 AmlRC.guide/RX\_GETLASTLINE

GETLASTLINE  
-----

### 1.69 AmlRC.guide/RX\_GETAWAYSTATE

GETAWAYSTATE  
-----

---

## 1.70 AmlRC.guide/RX\_GETVERSION

GETVERSION  
-----

## 1.71 AmlRC.guide/RX\_PARSELINE

PARSELINE  
-----

## 1.72 AmlRC.guide/About MUI

Magic User Interface  
\*\*\*\*\*

About MUI  
=====

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

Without MUI, AmIRC wouldn't exist.

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

Why MUI?  
=====

Why MUI? you ask...

MUI is the most powerful application framework toolkit available for any platform. MUI allows applications to provide their users with a highly usable, fast and configurable user interface which works well on any screen setting, from a 640x200 NTSC display to a 1280x1024 true color

---



graphics board. MUI applications use less memory than comparable applications since they can rely on a huge set of shared class code, which is especially true if several MUI apps are run on the same machine.

Plus, MUI's powerful OO class methods allows the application programmer to work on the program's functionality instead of doing repetitive low level tasks, resulting in much more powerful applications given the same development times. MUI's GUI classes overcome the severe design bugs in the ROM internal BOOPSI gadget classes, allowing for complex GUI objects without high priority CPU hogging or potential system deadlocks.

MUI compacts over 4 years of development and optimization in a powerful toolkit, an effort no application programmer can afford to invest in his own development.

## 1.73 AmIRC.guide/Revision History

Developments in AmIRC

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Revision History

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0.87beta

-----

- list class now avoids "plane optimization" if AmIRC runs on a cybergfx chunky mode screen.
- made the userlist scroller less jumpy.
- fixed a few boolean config settings which weren't properly saved.
- fixed screen refresh problems with mark selecting and scrolling.
- during config save, "," inside the autojoin channel settings weren't properly escaped, causing the server list to be messed up.
- AWAY state will now be visualized by rendering the nick underlined with FILLPEN.
- it's now possible to measure the user-server round trip time by issuing the /PING command without parameters.
- double clicking on an entry in the URL grabber window will now cause the entry to be copied to the clipboard.

0.86beta

-----

- fixed several problems with listview refresh.
- cut&paste marking is a bit less flashier now again.
- function keys now allow for the same placeholders as user op buttons.
- function key assignments ending with a "\n" now cause the input to be directly processed as if the user pressed ENTER manually.
- alias definitions now work even if they start with a "/".

0.85beta

-----

- sounds and userlist settings weren't updated upon loading the config file.
- fixed TAB messaging to properly cycle in both directions.
- fixed several bugs regarding cut&paste marking.
- reduced screen refresh during cut&paste.

## 0.84beta

-----

- now requires at least MUI 3.1 to work. - replaced the main text list with a custom list object optimized for this particular purpose. This results in about 3 times faster scrolling and generally less CPU usage during text output. Also, the new list class is much more memory efficient and works better during relayout. Note that the speed isn't fully optimized yet. - the main text listview now supports mark/cut to clipboard. - fixed the desynch problems with the ARexx GETLINE command which could cause lines to be missed. Now, GETLINE will buffer the last 50 server lines internally and will use a special counter variable bound to your ARexx script to make sure you receive lines in order. - rewrote the internal prefs handling completely. Decreased AmIRC's memory usage by a few 100k's since now all prefs BOOPSI objects are created dynamically. - AmIRC now saves a textual configuration file for easy editing. - the auto prefs saving during exit can now be turned off with a menu option. - the prefs requesters now have "Use" and "Cancel" buttons. - event sounds are no more loaded twice or more if the same sounds are specified for different events. - fixed NOTIFY to no longer turn recognized nicks into upper case in the list. - TAB now works more like the ircII tab script; cycling through the list of nicks who last send messages to you. SHIFT-TAB cycles forward. - the "," nick destination will now also be set by incoming DCC CHAT messages. - "Connect Thread" didn't work when the executable path contained spaces (i.e. "Ram Disk:" ;) - real long channel names are now cutted before displayed in the channel window and window menu. - the DCC messages generated by DCC sub threads didn't use the color setup for DCC messages.

## 0.83beta

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[internal only]

## 0.82beta

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- changed kickban window layout to fit on medres screens - fixed a nasty internal bug which caused innocent memory to be overwritten during preference save. Could cause nifty side effects under certain circumstances. - changed yet another bug in the prefs window setup which caused a bad crash when /IGNORE, /HILITE or /ALIAS were used after the list window was opened once. - reduced overall stack usage and default stack size to 24k. - changed several string buffers to fit into boopsi's stringclass shared buffer. - several attempts to reduce overall memory usage, especially using new MUI 3.2 features.

## 0.81beta

-----

- startup failure caused a FreeSignal(0) to happen. - added new OP/VOICE icons which should look better on a 4 color screen. - several GUI fixes. - reduced signal bit usage to avoid trouble with certain inet225 versions. - added NORESETHANDLER Tooltype/Shell switch. - finally changed DCC host ip lookup to use getsockname() on the server socket; this should fix ALL kind of ENV:HOSTNAMEish trouble. TIA users still must set TIADCC or change to a real IP provider :) - fixed a severe bug in the DCC CHAT IPC system which caused a non-protected access to a pool from several processes, possibly resulting in a nifty crash. - fixed a few potential crashes when moving objects while

dynamically creating prefs windows. - event rexx script parameter extension caused a nice crash with very long messages. - changed behavior of the "DCC Receive Dir" field. From now on, changes in this path will also affect already queued DCC receive requests which haven't be renamed to a different filename and path before. This is the "intuitive" behavior. - added "borderright" tooltype/shell option to have the window size border moved to the right. This should really be an MUI prefs option.

#### 0.80beta

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- Wallops-Display will now display the source of the Wallops message - fixed a crash when selecting "Sound?" in events menu. - added fixed catalog translations. - the default initialisation of the server list was messed up and caused both enforcer hits and junk in the password entries. - sound volume settings get messed up, causing sounds to be played with volume 0 until the sound options window was opened once.

#### 0.79beta

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- severe bug in the as225 part of the tcp code caused a AmiTCP LVO to be called on SockBase, resulting in messed up results up to mere crashes. - prefs setup modification caused the sound dt support to not work properly. - prefs setup modification caused /LOG to crash immediately. - did various GUI fixes.

#### 0.78beta

-----

- added GETUSERS command which returns a string of all users on a channel of the form "nick1 nick2 nick3"... - %p replacement within EVENT ARExx calls didn't work at all. - some internal & GUI cleanup. - changed DCC port allocation scheme to avoid "reusing" active but delayed DCC requests with different users and to avoid "No socket" errors with MLink. - workaround a few MLink close() bugs in DCC send. - now accepts 422 response as End-Of-MOTD. Fixes problems with IRC servers which started up with "Error MOTD file is missing", causing login, autojoin etc.pp. handling to not work. - topics weren't properly cleared when hopping servers or channels. - rename of DCC-CHAT connections upon NICK didn't work properly. - "Connect Thread" didn't work when no autojoin was specified for the selected server (new instance failed immediately with argument parse error) - private messages output caused %-format-codes to be interpreted instead of being ignored. - "/MSG ," addressed the last PRIVMSG source even if it was a PRIVMSG of an ignored user. - now all ALT-SPACE inside input strings are replaced by simple spaces, to avoid trouble with IRC server parsing. - reduced overall memory usage by making several of the prefs windows dynamic. - added Language Tooltype/Shell-Option to manually select a language catalog, overriding locale prefs. - fixed several GUI quirks.

#### 0.77beta

-----

- fixed a potential WaitForEver() problem in DCC Receive threads. - changed user mode parsing to better suit localisation. - event rexx scripts can now take an optional parameter %p which will be replaced with the unparsed server line which caused the event to happen. - added "PARSELIN" ARExx command which will split it's argument line into

LINE.PREFIX, LINE.DEST, LINE.REST and LINE.COMMAND just like GETLINE does. - ARexx-Cmd "ISCONNECTED" didn't work at all, but returned 0 always. - added GETAWAYSTATE ARexx command. - fixed HILITE not working properly if the matching word was at the end of a line. - abuse of MUI's label objects caused several dynamic texts to react oddly to "\_" within them (most notable the kickban win title).

#### 0.76beta

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- some tangling Printf() debug statement in the DCC Receive handler caused enforcer hits and severe crashes when several DCC Receive threads were active. - added GETCHANNEL, GETSELECTEDUSER, GETUSER and GETUSERSTATE ARexx commands. All take an optional WINNUM argument, GETUSER and GETUSERSTATE require an user index. GETUSER returns the name of the indexed user of the current window, GETUSERSTATE returns RC=1 if the user is OP, RC=2 if he has voice. - added GETVERSION ARexx command to check AmIRC's version. - added GETLASTLINE, GETLINECOUNT and GETLINE arexx commands. GETLINE will wait(!) for a new line from the server to arrive and return this line into the "LINE" variable. It will also return the parsed line components into LINE.PREFIX (userhost), LINE.COMMAND (either numerical or alpha command), LINE.DEST and LINE.REST. The meaning of the components depends on the specific message. - added new /RXRETURN user command. This is merely to support scripts and ought to be used with /ALIAS. It will return it's first and following parameters with the current GETLINE command in LINE.COMMAND and LINE.REST respectively. - fixed several mode changes command templates which were messed up. - removed auto turn off of input filtering in string gadgets again. Will now internally accept CTRL-V, CTRL-U (!), CTRL-B, CTRL-G and CTRL-W for entering formatting codes into strings, regardless of the IControl input filtering settings. - lines which contained only control codes messed up the word wrap engine. - fixed a stupid bug in notify which caused ISON request to be not send properly under certain circumstances.

#### 0.75beta

-----

- /LIST with a single channel as an argument will no longer cause a complete list to be requested. - fixed "repeat-on-cr-pressed" bug in the string gadgets. - added parsing of 271/272 response codes (Undernet SILENCE list). - windows are properly closed upon close request; no longer waits for the PART message from the IRC server. - vbar rendering in the main listview will now completely be done by MUI for efficiency and exact positioning. - added netsplit detection. - string gadget has now turned off input filtering by default. - string gadget accepts up to 1024 chars and splits accordingly

#### 0.74alpha

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- some MUI3 dependancy slipped in the window creation function.

#### 0.73alpha

-----

- pressing TAB returned garbage if no user was referenced in the user listview. - the first window didn't properly show the nickname. - load and save config with file requester failed badly due to misinitalized screen variable. - added RAW, ECHO and CHANNELS arexx

commands. - fixed several bugs with cycle chains and keyboard control of gadgets. - raised stack size for DCC CHAT threads. Should fix all kinds of crashes, especially with as225/inet. - sound loading was severely messed up and caused about EVENTS^2 datatypes load to happen. - fixed WHO layout a bit. - extended the /LIST command to properly work in "shell mode" with pattern and -MIN arguments.

#### 0.72alpha

-----  
- switched back to using "GetHostId()" if ENV:HOSTNAME doesn't exist or is invalid. Should fix all kind of DCC trouble with MLink. Make sure that ENV:HOSTNAME is either correct or not existant if you use MLink. - fixed a few typos and IRC response parsing problems. - Topics longer than 127 characters caused a real bad crash. - reduced memory usage a bit. - %p in alias expansion with missing arguments caused garbage to be inserted. - fixed some bugs in the listview setup. - added basic log capability (no filtering yet, only RAW output). - URL grabber messed up news: URLs - seperate user list windows can now be configured to start up opened or closed. - will now properly rename query windows and dcc chat sessions upon receiving of a NICK change message. - misc. fixes.

#### 0.71alpha

-----  
- something in the optimizer seems to have broken as225r2 compatibility. Now compiled without optimizer again. Subject for further investigation. - didn't work with MUI 2.x due to use of popscreen.mui. Will now display a simple string gadget then.

#### 0.70alpha

-----  
- changed internal string table layout; internal string access is now much faster, even when strings are taken from a catalog file. - /DCC LIST now works. - /WALLOPS was broken. - Query windows can now be opened on a different public screen. - DCC requests are now also accepted when sent with a "NOTICE" to accomodate for certain buggy DCC implementations. - In non-alphasort mode userlist entries were added to the top, not to the bottom of the list.

#### 0.69alpha (quickfix)

-----  
- subitems for the window sub menu weren't no longer added, making closing windows crash badly.

#### 0.68alpha

-----  
- CTCP PING didn't work. - holding down ENTER caused the same text to be continously send. - SHIFT-TAB will now insert "Nick: " into the input line. - CTRL-UP/DOWN and ALT-UP/DOWN inside a query window caused instant crash. - String class was, in cooperation with some MUI bug, loosing signal bits. This caused frame gadgets to not work any longer. - The bubble help of the userlist action buttons will now display the real command assigned to the button. - Userlist action buttons now work if no user is selected and no %u was specified. - /ME within dialog windows will now work just like /DESCRIBE.

#### 0.67alpha

-----  
- DCC windows now use tiny fonts for the lists. - optimized TextFit() wasn't working correctly, cutting of characters depending on the font.  
- enforcer hits with commands which had a single channel name as a parameter ("/NAMES #Amigager" for example). - /RX will now find commands in PROGDIR:Rexx - Rexx-on-Event didn't work at all - added a few more sound samples by Robert Wilkens - the event manager now has "Test sound" buttons - Connect and Autodownload windows shouldn't cause trouble any more (recycled MUIMasterBase between tasks :) - the "is this mail or news" guess in the URL grabber always assumed mail

#### 0.66alpha

-----  
- userlist action button rows which contain no labels will now be hidden - the first 10 window selector menu items now have shortcuts from "0" to "9". Allows to easily switch channel windows with Amiga-0..9. - serious bug in DCC-SEND; neither RESUME-ACCEPT nor MOVE-RESUME did work since AmIRC didn't actually seeked to the requested file position. - added support for TIADCC (SetEnv TIADCC "tiahost port"). The variable format is compatible with Tau's DCC implementation. - fixed a few quirks in the string input class. - list class is now more compatible with fonts which have a "obscure" tf\_XSize value. - sub processes weren't properly terminated during IPC if the main application was forcefully quit. - fixed drag & drop list sort for server and alias list (MUI3 only). - the button/info row in query windows can now be turned off to save visual space. - fixed activation state of the user list. If the current user PARTs or gets KICKed, selection will turn off completely. If the current user renames himself, the selection will follow accordingly.

#### 0.65alpha quick fix :)

-----  
- String input gadget was dead with MUI 2.3. - added a kludge to avoid MUI 3.0's MUIA\_String\_MaxLen-1-Bug within the nickname gadgets

#### 0.64alpha

-----  
- fixed splitting and rejoining of lines in listview (spaces got inserted when a line couldn't be split on a word boundary) - main listview now properly preserves text style attributes upon line splits and relayouts - the ban popup list is now a "real" window which can be dragged and sized - line read buffer pointer wasn't reset when a server link was forcefully terminated. Caused nonsense to appear on next connect. - added support for "DCC RESUME", a method of resuming DCC SENDs originally implemented by the mIRC for Windoze IRC client. It's not recommended to use DCC RESUME between AmIRCs, use MOVE instead. - OP/VOICE now accept up to four nicks - BAN did work with a single nick only. - the command parser assumed that all strings beginning with "\*" are channel names, effectively rendering /BAN useless. - KICKBAN window now has four buttons to setup "standard" types of ban mask (full, userhost, dynamic hostname, dynamic ip) - CTRL-Cursor-Up/Down now allows to select the current user in the user list. - TAB will now enter "/MSG nick " if the input line is empty or just "nick" if there is already something entered in the line. - ALT-Cursor-Up/Down allows to scroll within the main output list. ALT-SHIFT allows to page accordingly. - fixed a few bugs in state management of the main list class. Could cause enforcer hits when

LCM\_INSERT was used before MUIM\_Show was called; this mainly occurred with the new private message log which normally stays closed. - "Auto open Dialog Windows" was not functional at all. - Function key did only work when changed during the session, not after loading. - Rexx script gathering caused entries with "PROGDIR:" to be entered in the list, which didn't work, cause it would have referenced the Rexx master process' PROGDIR: if it would exist :) - several parts of parsing code failed with characters > 127, especially the notify option with "strange" nicks. - messages added to the private message log now have a time stamp. - finally got around adding Troy Davis to the thanks list in the about requester.

#### 0.63alpha

-----

- the vertical bar in the main listview was messed up. - added VBars on several of the other listviews (MUI3 only) - User list action buttons didn't used MUIA\_Font\_Tiny as intended. - "Save as" with no config name given could cause erraneous behavior and even crashes with some requester patches. - manually resetting AWAY via menu state didn't restart the auto away timeout. - failure to open "rexsyslib.library" wasn't caught and could cause serious trouble later on. - fixed a severe bug in the ioctl() call in AS225 which was called with the AmiTCP code for FIONREAD. Caused DCC's to loop dead. - auto reconnect to server now limited to 10 retries. - now checks for duplicates before adding entries to the URL grab window. - nickname gadgets now accept all RFC-1459 allowed nickname characters and even "\_" :) - added help bubbles for the channel mode buttons (MUI3 only)

#### 0.62alpha

-----

- Click-On-Notify still didn't work <blush> - fixed selectwait() call in the as225 tcp interface. DCCs are now properly cancelable :) - /RX did pass parameters, but only the first <blush again> - /NOTIFY did react on parts of nicknames (e.g. "/NOTIFY OLI" reacted on an "OLIVER" being on) - added URL grabber; incoming text is scanned for URLs and MessageIds, which are presented in a list window. Double clicking on a URL will send them to AMOSAIC.1 via Rexx - Rexx: Using "Say" with no open window caused terrible crash - added privmsg log window which stores all private msgs send to you - added a few Undernet servers to the default server list - added a few useful menu shortcuts

#### 0.61alpha

-----

- incoming/outgoing DCC chat requests will now no longer open the dcc chat list window. - startup errors (in particular wrong arguments passed on a shell startup) caused destructors to be improperly called, resulting in dead locks. - WHOIS-ON-NOTIFY didn't work when the watched user was logged in (did send "WHOIS +USER"... ) - made an attempt to fix the as225 code which seems to be crashing on DCC (sorry, can't check this for myself) - /RX didn't pass arguments. - will now no longer create an empty Rexx menu if no rexx scripts are found (AmIRC looks into PROGDIR:Rexx/ and Rexx: for files ending with \*.AMIRX). It's nicer and avoids nasty crashes with certain buggy Menu hacks :)

#### 0.60alpha

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---

- channel list didn't worked at all. - double click on an entry in the notify list will now issue an /WHOIS nick command.

#### 0.59alpha

-----  
- AWAY flag is cleared after connection to a server. - Autojoin channels are now bound to the server configs. This allows you to specify different channels for different servers. - state of the "Create Icons" menuitem is now saved correctly. - "Help" menuitem works. - Bug in the string class caused enforcer hits and made MUIKEYS not working correctly. - when the connection was lost during receive of the channel list, the channel listview stayed deactivated. - empty CTCP ACTION requests are no longer displayed.

#### 0.58alpha

-----  
- the light bulb's transparent color wasn't set correctly so the background got overwritten. - fixed a few MUI object background settings. - program and basename now thoroughly changed from MICROIRC to AMIRC. - light bulb is now a page group to avoid MUIA\_Bitmap\_Bitmap not being correctly settable. Should also fix a potential crash. - added FKey support. - String gadget is now constantly activated. - added "Invite" event. - default prefs storage location is now "PROGDIR:Default.MIRC" to avoid problems if AmIRC is started from another dir. - now deiconifies upon receiving SIGBREAKF\_CTRL\_F

#### 0.57alpha

-----  
(skipped)

#### 0.56alpha

-----  
- light bulb/mic icon refresh now fixed. - fixed QUERY windows to correctly parse IRC formatting codes on output.

#### 0.55alpha (saturday evening release, please don't wonder :-)

-----  
- fixed missing CTCP ACTION parsing for private PRIVMSGs - added missing /DESCRIBE command. - OP/VOICE status is now displayed with a nice icon (thanks Morden). The implementation of the display sucks, it's gonna fixed in the next release.

#### 0.54alpha

-----  
- fixed a bug in WALLOPS and ERROR parsing, not outputting anything but causing an enforcer hit instead. - userhost database sometimes caused calls to FreePool() with a mismatched size (len-1). Could screw up pool management severely. - now entering a server name no longer causes the list to be sorted, leaving input focus on an undesired entry. - added missing /BAN, /BANDEL and /BANLIST commands.

#### 0.53alpha

-----  
- just bumped revision to avoid confusion with a "0.52alpha" floating around.

#### 0.52alpha (not published)

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-----  
- seperated user list now finally works without crashing badly. - the  
seperated user list windows now have a close gadget, and the channel  
windows have a pop button to reopen it. - fixed sorting of user list.  
- changes of GUI settings now happen instantly. Note that MUI 2.x  
requires closing and reopening of windows for some operations. -  
kludged around the userlist refresh bug by manually forcing redraw on  
every JOIN/PART. - Auto-Rejoin-After-Kick now defaults to off due to  
popular demand.

0.51alpha (not published)

-----  
- fixed incorrect parsing of 317 extend message (signon time) - fixed a  
few quirks in DCC SEND aborted output.

0.50alpha

-----  
- fixed a crash with certain MUI versions on SAVE. - DCC originating  
sometimes didn't work since GetHostId() reported "127.0.0.1"  
(localhost). Now falls back to reading ENV:HOSTNAME and doing  
gethostbyname() on this. - the user list may now be hidden totally or  
put to a seperate window. Note: This isn't implemented correctly  
now; i'll change it ASAP. - the user list sorting can now be turned  
off.

0.49alpha

-----  
- remote logging of AMIRC usage has been removed completely.

0.48alpha

-----  
- added event handling. Allows you to deiconify, beep or play a  
(datatypes) sound on certain events. - some internal stuff. - added  
processing of the "250" extension message.

0.47alpha

-----  
- fixed "DCC SEND/MOVE ABORTED" which was screwed in several places.

0.46alpha

-----  
- added RAW IRC output window. - Auto-Update-Get will now  
automatically extract AMIRC.ReadMe to T:, display it and offer to  
automatically unpack the gotten archive to RAM:

## 1.74 AmIRC.guide/Credits

Those Deserving Favour

\*\*\*\*\*

Thanks to::

=====

The author wishes to thank the following people for their help during

---

AmIRC development:

Karl 'Phalanx' Bellve

Who provides space, connectivity and cpu time for running the AmIRC support area. He also helped during development, and did alot of encouragement. :-)

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Who did the french catalog translation.

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(say #AmigaGER ;-)

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The major inspiration for the IGNORE support in AmIRC

This Document Prepared by Laurence Walton

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## 1.75 AmIRC.guide/Bug Reports

How to Report Bugs  
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## Bug Reports

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Please send bug reports to AmIRC@lsd.wupper.de, not to my standard mailbox. Include in the report the OS version of your amiga, The version of MUI that you have installed, and the version of AmIRC that you are using.

Problems or additions of the AmIRC documentation should be directed to:

lww@pgh.net

## 1.76 AmIRC.guide/Known Bugs

### Problems, Causes, & Cures

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### Known Bugs

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- \* A patch designed to eliminate requestors, easypatch, will cause AmIRC .88 to crash.
  - \* The main window sometimes doesn't refresh properly when SIMPLE\_REFRESH is used. Known bug in MUI 2.3's listview refresh sometimes throwing away damage regions. Fixed in MUI 3.
  - \* Lockup when using Magic Menu. Install NewObtainGIRPort to cure this. NewObtainGIRPort is available from aminet or from the AmIRC home page. In older readme's, I suggested using SafeGIRPort, but there were reports that this won't really help the problem. Sorry, I don't use Cycle2Menu or MagicMenu and never had any problems with this myself.
  - \* The user list get's messed up. Known bug in MUI 2.3's listview's REMOVE method. Fixed in MUI 3.
  - \* There are various problems when using AmIRC as a CLChat (ArcNet) client. These are all caused by bugs within CLChatIRCD and can't be fixed on AmIRC's side.
  - \* ALT-CURSOR-UP/DOWN doesn't work with MultiCX. MultiCX's "advanced Edithook" will eat Cursor-UP/Down-Inputevent on it's own so they can't be processed by AmIRC. Use a different edit hook.
  - \* ZFREQ causes AmIRC to fail upon start. ZFREQ seems to be unable to bear an application allocating a real huge number of ASL\_Filerequest structures. Use a different file requester patch.
  - \* Neither HILITE nor URL-Grabber work on text written by yourself. This is due to internal reasons, I'm not sure if it is worth changing.
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## 1.77 AmIRC.guide/AmIRC Support

How to Get Help & Updates

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One Click Updates

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You can easily download the latest version of AmIRC from the official AmIRC support site by choosing the 'About...' Menu item from the 'AmIRC' menu. Here you will Find a gadget Labeled 'Download Latest version of AmIRC'. By clicking this gadget, AmIRC will check the support site for the version of AmIRC there. If it is newer than the version you are using, it will proceed to download it for you. If it is the same version, you will be notified of this, and the download will be aborted. Once the new archive has been downloaded, You will be shown the latest 'AmIRC.readme', and you will be given the option of unarchiving the release to ram. NOTE: You must have LHA in your c: directory for this functon to operate. Once you have done this, just overwrite the old AmIRC files with the new ones. Your configuraton files will remain unchanged.

NOTE: The auto update will only download a stripped version of the archives, because this assumes you have already installed the full version of AmIRC. with auto update, you will receive the executables and any updated documents.

Support

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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@lsd.wupper.de  
with the text "Add" in the body.

AmIRC FTP Support Site

For AmIRC Updates & Patches, ftp to:

[ftp.vapor.com/support/amirc/](ftp://vapor.com/support/amirc/)

AmIRC Support on the World Wide Web

Or, Alternatively, Visit the AmIRC WWW Support Site at:

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

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## 1.78 AmIRC.guide/Index

### Index

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#amiga	IRC
Actions Options	Actions
Aliases, setting up	Lists
AmIRC Menu	AmIRC
AmIRC Support	AmIRC Support
ARexx Menu	Rexx
ARexx Reference	ARexx
Away, Setting	AWAY
Bugs, Known	Known Bugs
Bugs, Reporting	Bug Reports
Channel Modes, changing	MODE
Commands	Commands
Configuration Options	AmIRC Setup
Configuration with MUI	MUI Preferences
Configuring AmIRC	Configuration
Connecting to an IRC server	Connecting
Contents, Table of	Top
Copyright Information	Copyright
Credits	Credits
CTCP	CTCP
DCC	DCC
Events Options	Events
Features Of AmIRC	Features
Function Keys, Setting up	Function Keys
GUI Options	GUI
Hilighting certain text	Lists
Igoring Users	Lists
Installing AmIRC	Installation
Inviting a user to a channel	INVITE
IRC	IRC
IRC Terminology	IRC Terms
Joining a channel	JOIN
Kicking a user from a channel	KICK
Known Bugs	Known Bugs
Leaving a channel	LEAVE
Lliting Channels	LIST
Listing names on IRC	NAMES
Listing Users on a server	USERS
Lists Menu	Lists
Logging Channel Text	LOG
Menus	Menus
Messages options	Messages
MUI Configuration	MUI Preferences
MUI, About	About MUI
Net Etiquette	IRC
Nickname, Changing	NICK
Nickname, Setting	NICK
Notice, Sending	NOTICE
Operating AmIRC	Operation
Pattern matching of users	WHO
Private message, sending	MSG

---

---

Quitting IRC	QUIT
Raw text, sending	RAW
Registering AmIRC	Registration
Reporting Bugs	Bug Reports
Requirements for running AmIRC	Requirements
Revision History	Revision History
Settings Menu	Settings
Settings menu: Actions	Actions
Settings Menu: Events	Events
Settings Menu: GUI	GUI
Settings Menu: Messages	Messages
Support for AmIRC users	AmIRC Support
Thanks to...	Credits
Time, getting server's	TIME
Topic, Changing the	TOPIC
User Modes Menu	User Modes
User's, finding more info on	WHOIS
User, checking if on	ISON
Userhost, finding a user's	USERHOST
Version, server's software	VERSION
What is IRC	IRC
Who Was User	WHOWAS
Windows Menu	Windows

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