

Version History

2.0b4 released 09/23/98

This version support for /timers and event handlers in scripts and has very extensive compatibility with ircII scripts. Please see the scripting chapter for complete information about the scripting support.

Now brings up the DCC status window when a DCC transfer is started with drag and drop

Underlined text is supported in the input field

Certain script errors are now flagged with proper linenumber and filename

There is now an explanation when quitting due to the 30 min limitation

There is now a small handle indicator in the draggable resizer bars

Behaviour of \$C is changed to return the name of the topmost channel window, instead of the currently active window. In most cases this will not make a difference, but certain scripts that does a /join and later a \$C will now work

Fixed an identd problem that caused problems for many users when trying to connect to a server.

Fixed tab between fields in clicking preferences

Fixed timestamps on all msgs including server messages

Fixed problem where bold style was being left on until plain

Fixed correct color for first styclerun

Fixed incorrect default font in the console window input field

2.0b3 released 08/31/98

This version further extends the scriptability of Snak with the functions \$ischannel, \$ischanop, \$word, \$encode, \$decode, \$word

Operators / * % ^ ~ ? are supported, so Snak now supports all ircII operators.

Numeric responses 313, 366, 381,401, 421 are now supported.

Selected default font and size are used in Query and DCC Chat

xecho function now handles the level and window parameter, so the output from many purepak scripts are no longer messed up

userhost function now handles the command parameter that could contain a script to be executed when the response was returned from the server. That means that useful purepak functions like ban, unban, enemy and friend works properly now.

The notify function will display a message in the active window when someone from the notify list signs on or off.

The /sound command to play wav files has been improved, and is now smarter in deciding when to send the sound to the channel.

fixed crashes when the connection could not be opened
fixed server messages were occasionally not the right color
fixed incoming private actions are now supported in DCC Chat
fixed identd problem when there were two simultaneous connectio attempt
fixed a number of cases where messages from the server would go to the console window instead of the topmost channel window
fixed a crash that could happen when executing complex scripts because the program would run out of stack space.

[2.0b2 released 07/29/98](#)

This version improves the scriptability of Snak with 8 additional functions: \$rand, \$srand, \$tdiff, \$match, \$rmatch, \$toupper, \$tolower, \$strip. These functions are used in more than 200 places in PurePak so a significantly larger portion of PurePak now works properly.

Font and size selection now also applies to userlist and input field
Outgoing /ctcp sound command now also plays the sound file
Logging in /query now logs the nick as well as the text

fixed occasional crash when using < and >
fixed occasional crash when closing a console window
fixed crash when doing oper
fixed incorrect return values from \$mid
fixed redraw problem that could happen when selecting bold or underlined
fixed problem playing sounds when there was text after the sound name

[2.0b1 released 07/12/98](#)

This version provides extensive scriptability and comes with the PurePak script package. Some language elements used by the package like event notification ("on <event>"), timers and some built in functions (\$rand and others) are not implemented yet. Please see the scripting chapter for a complete overview of the level of scripting support, and the available operators and commands.

The shortcut menu next to the input field has been removed, and the input field is therefore larger.

Playback of .wav files are supported if you have QuickTime 2.5 or newer.
Contextual menus are supported. A later beta will allow the customization of the menus.
Function keys are supported, and a script can be attached to the keys by editing the script files to associate a command with /F1 to /F12.
The default timeout for servers has been increased to 35 seconds.

Fixed a problem in the identd server where it might not have time to send out the response if the other side was too quick to disconnect
Fixed a problem where it did not remove your own nick from the list if you were kicked.
Fixes problem with the userlist redrawing improperly when the background was black
Fixed crash with the Cycle windows command when there was no windows open
Fixed /leave without a channel name problem
Fixed a crash with multiple outstanding /whois
Properly displays message when you try and do something that requires channel operator privileges

1.4.1 released 06/14/98

This version fixes a grave bug where three error dialogs would come up after connecting to a setup that had been changed from the default.

1.4 released 06/13/98

DCC chat and query handle multiple lines correctly
File can be typed to channel with drag and drop to input field
/type in query window is supported
Userlist matches the color of the channel
Compatible with SmartScroll
Logon sequence changed slightly to accomodate talkcity servers

Fixed problem remembering window locations
Fixed a problem where drag to trash would remove selection in table so that the item couldn't be deleted
Fixed problem where connection with space in front of name would fail to create script file
Fixed problem connecting when OpenTransport was missing
Fixed problem when the a channel window was closed while not connected, connect and rejoin
Fixed problem where the auto log had the wrong line ending
Fixed /ping

1.4b3 released 06/06/98.

The input field accepts Drag and Drop, and can handle multiple lines of text
The conditional test in the "if" statement now works. This means that the possessive (his/her/the) is now set correctly based on the gender flag.
Existing text in the channel, query or DCC chat is written to the new logfile when logging is started manually.
/wallops, /type, /omsg, /notice and /flush are now supported

\$* supported

NightStar network added

Fixed problem when dragging file to empty cell in usertable

Fixed problem with password protected channels

Fixed crash when doing whois

Fixed redraw and alias file when renaming connection in list

Fixed incorrect aliases like /op and /topic

Scripting support is still incomplete, but now that conditional testing and branching works it should be manageable to make quick progress.

1.4b2 released 05/18/98.

Extended scripting support with multiline scripts, user definable variables, loading of script files.

Support for Appearance Manager 1.0.1 and later.

/load, /alias and /assign supported

Fixed a crash shortly after startup when the USERHOST info was returned

Fixed inability of 68K version to receive DCC transfer

Fixed incorrect selection of timestamp radio button

Fixed scroll problem in ignore list

Fixed incorrect mode selection in DCC send that would force MacBinary in all cases

The scripting support is incomplete. "if" works partially but all other conditional commands are unimplemented. The input field is a few pixels too small. The Scripting panel in the preferences is empty.

1.4b1 released 03/29/98.

Connection setup and open channels can be saved to a setup file that can be clicked to restore the session automatically

Files can be sent with DCC by dropping them on the Userlist

Displays a Save as dialog when receiving files with DCC

/dcc get [optional nick] supported

/server supported, also /server + and /server -

Users can be dragged to ignore the panel for easier Ignore

Fixed: if an connection record was changed while the connection window was up, the old values would be restored when the window was closed

Fixed: Certain characters redirected channel input to server window

Fixed: Editing aliases could make them unuseable

Fixed: Window titles could be truncated

Fixed: Checkbox problem in DCC auto receive

Fixed: Selection of autoreceive folder was one level too far down

Fixed: The divider bars were hard to use

Fixed: The userlist divider could be dragged beyond the edge

Fixed: Resize problem in DCC chat window

Fixed: DCC notifications from a channel member went to the console window

1.3.1 released 03/04/98.

Automatic reconnection preference works
Timestamping preference works
Autoscrolling bug when the userlist was resized is fixed
Lost characters in channel name in join channel dialog fixed
Fixed text alignment when the text size is changed

1.3 released 02/16/98.

Support for /ignore and /oper
/join channel1,channel2 password is supported
/whois nick nick goes to target window
fixed missing new line after /me in DCC chat
fixed incorrect nick in /me in DCC chat
more default connections
many default channels
channel list is shared among all connections
progress bar at initial install
remembers what connection windows was open at last quit

1.3b3 released 01/25/98

Four serious bugs have been fixed in the DCC function. DCC should now work reliably for both sending and receiving files.
/ping is now supported in the program itself, so please delete the /ping alias.
Major internal changes in preparation for supporting /ignore and highlight in next release. These changes should not affect any users.

1.3b2 released 01/19/98

A number of bugs related to the resizeable fields are fixed.
/broadcast and /bract are supported
/ping now displays the response time

(please add "\$Z" to the end of the definitions of the /ping

alias and tool menu function for them to work properly, if

you already have an older copy of the Snak preferences)

The preference window have been redesigned

A bug in the Ircle color support is fixed. All 28 colors are now accessible.

Two new scripting variables have been added : \$Z returns a second count in UNIX format and \$A returns the /away message

Incoming channel pings are only sent to relevant channel

Delete from tables now works with multiple items

Query and DCC chat windows now support color

[1.3b1 released 01/11/98](#)

Input field, notify list and user list are now fully resizeable, and their settings are preserved for each channel and connection.

A number of bugs in DCC was fixed which hopefully should make it possible to finally send files.

[1.2 released 01/04/98](#)

Channel listings now take advantage of Undernet improvements

/userhost is supported

Problem in the join channel dialog fixed

/leave, /part, /clear fixed

/Whois and /whowas output goes to sending window

[1.2b2 released 12/29/97](#)

Memory requirements for channel lists are drastically reduced

Ircle and mIRC compatible color schemes are supported

Problem in the /kick command fixed

Tool functions available in the console window

The Tab key now handles a list of the last 10 /msg sent

Invitation dialogs no longer block the connection

[1.2b1 released 12/17/97](#)

Fixes a serious bug where it would crash when typing after clicking in a table.

Supports the /DNS command

Nicknames up to 30 characters long are supported

Logging is now also supported in DCC chat and Query windows

[1.1.1 released 12/11/97](#)

bug fix for a problem with the scroll bar in the main text field
PowerPC version now "weak links" against OpenTransport
in an effort to fix the OTInetClientLib missing problem

1.1 released 12/06/97

/notify is supported with a notify list in the console window
Double click in the userlist and notify list can be configured to execute a specific command
cmd , (cmd-comma) will cycle through the windows
Page up down, home and end is handled in all areas
All keystrokes are directed to input field
DCC Chat fixed

1.1b2 released 11/22/97

The text in the main channel window line up properly
/who is supported
/join -invite is supported
/invite without channel name is supported
/away messages goes to all windows
/whos nick nick now displays the idle time
The input field is the active field when a channel window is selected
color bug frequency reduced
Better error message when inserting server twice
Actions in query are supported
Selected nick are kept when inserting or removing
Window opening is speeded up
Character translation in topics, channel names, etc.

1.1b1 not publicly released

1.0 released 11/09/97

Character translation in Query and DCC chat windows
Tab order in User database window fixed
Fixed a problem in the cleanup after a successful DCC transfer
Ident reenabled (this was accidentally disabled in f1)
Fixed problem with multiline alias where each line was an alias
Fixed getting kicked from channel before window opened
Prevented joining channels and DCC when not connected
Fixed cosmetic issue where the DCC table would mix "from" and "to"
Fixed incorrect message when a DCC chat was canceled.
Fixed a problem when deleting a channel in the Join dialog

1.0f1 released 10/31/97

Registration features provided.
DCC should now work completely.
Auto rejoin channels after disconnect.

Channel background colors are persistent.
Character sets are mapped between ISO and Mac.
Brings up a dialog when you join too many channels.
The Up arrow no longer clears the input line.

1.0 b9 released 10/05/97

Connection records can specify multiple servers, which allows the program to try each server until it finds one that will connect.
The channel list will now display the channel names properly.
Duplicates in the channel list on some servers fixed.
DCC file sending and receiving, both binary and MacBinary has been fixed.

1.0 b8 released 09/10/97

A number of problems in the way the database is built and used has been corrected
The text fields only scroll if the scroller is at the bottom.
Escape key clears input field
Sound and notification when receiving a CTCP request
Window size and locations are persistent

1.0 b7 released 08/10/97

Available in PowerPC and 68K versions
MacBinary is supported on incoming DCC files
Up and Down arrow keys will scroll through the last 10 messages in any input field
Tab key will cycle through the last 10 people you sent /msg 's to .
The problem with recursive aliases has been fixed (again)

1.0 b6 released 07/14/97

The supervisor can restrict opening of connections and file transfer
The supervisor can limit access to channels whose names contain certain words and can configure Snak to leave the channel if certain words are uttered.
Userlist and channel list are sorted alphabetically
Alias definitions can be saved to file
DCC chat with bots work correctly
The problem with recursive aliases has been fixed

1.0 b5 released 06/22/97

DCC File transfer
DCC chat
Find function can search channel text
A list of nicks that are allowed to set up DCC connections to you automatically
Optionally filetransfers and DCC chats can be auto accepted for every body
Proper Icon and About Box

If you have the b4 package, please send me a copy of the release note I wrote for that version, thanks

1.0 b3 released 04/06/97

Manual and automatic logging

Sound

Larger input field

Query window configurable

1.0 b2 released 03/23/97

Supports /query

Provides Drag and Drop in all tables

Font and Font size is selectable in the channel window

Additional scripting variables

Fixes bug related to window placement on multiple monitors

1.0 b1 released 03/03/97

Initial release