

Channel Operator Buttons

So, what do they do these mysterious buttons, well, in order (drum roll...)

Most channels usually have +tn enforced, as it appears below.

Channel modes are interpreted as +(mode) when the switch is in the upwards position. When someone places a mode change on the channel, you will see a message stating:

*** Mode change "+t" on #macintosh by Corum

Then, in turn, a message of:

*** Mode change "-t" on #macintosh by Corum

Means that I have turned off the 't' switch. Your Homer will reflect the modes of the channel that you are on. In the picture below, the channel is +t and +n

Topic: This will lock the topic as it is and only those individuals who have Operator Status may change the topic. The topic appears at the top of the window after the name of the channel.

NoMsg: This locks the channel so individuals from outside the channel can't send a message to the channel. Normally, you would be able to send a message to a channel by typing `/msg #macintosh Hi there` (where macintosh can be replaced by any channel name and 'Hi there' represents the message being sent) An important note: All IRC commands must be proceeded by a backslash '/'. Anything not proceeded will be sent as a message to the channel.

Moderated: This sets the channel so that only individuals with Operator Status may send messages to the channel. Those on the channel without operator status may not type anything to the channel, but they may continue send private messages.

Secret: Sets the channel so that anyone who performs a scan of channels will not see the channel in the listings. Furthermore, if someone performs a /whois on me, they will not see that I am in the channel. To scan a channel you type a `/who #macintosh` (where macintosh can be replaced by any channel name). It will also shield checking who is on the channel when using the Channel List features of looking into a channel. Essentially, the channel is completely invisible to those outside of the channel.

Private: Private is a damn mystery to me. I haven't a clue, which must be why it's private. Actually, a private channel won't show up when you do a listing of channels, and in the Channel List feature as well.

Invite: Sets the channel so that only individuals who are invited may join. To make a nice little channel for yourself and one other individual and to make it secret, you would set the channel so that the 'secret' and 'invite' indicators were lit. When you place a channel in +i mode, as the channel below is, the 'Invite' button will become active. To invite someone to a channel that is in +i mode, you click on the 'Invite' button and you will be presented with the box that follows. Simply type in the name of the user you want to invite to the channel and they will be sent an invitation to join your channel. If they decide to take you up on your offer, they simply need to join the channel.

Limited: Will set a limit on the maximum number of people that can occupy a channel simultaneously.

Keyed: Actually, I don't know what it stands for, but at least I know what it does. With IRC servers with version 2.8 or higher, you can set a password on a channel so that any individual who wants to join the channel must know the applicable password set by the Operator. When you place a channel in +k mode, it presents you with the following dialog requesting the password for the channel. Anyone who wishes to join the channel after you have put this into effect must enter in the password in the 'Join Channel' dialog box (discuss in Chapter 6 'Joining a Channel').