

AmlrXDCC

COLLABORATORS

	TITLE : AmIrXDCC		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AmIrXDCC	1
1.1	AmIrXDCC.guide	1
1.2	AmIrXDCC.guide/Install	1
1.3	AmIrXDCC.guide/Hints	2
1.4	AmIrXDCC.guide/Usage	3
1.5	AmIrXDCC.guide/Rules	5
1.6	AmIrXDCC.guide/History	5
1.7	AmIrXDCC.guide/Future	6
1.8	AmIrXDCC.guide/Credits	6

- to turning off the port) (SHOULD BE AmIRC.1 or something similar)
- 3) Make (if you haven't already) a rexx/ directory PROGDIR: (the directory where AmIRC is run from).
 - 4) SOMEWHERE, ANYWHERE, make an xdcc directory, and assign xdcc: to it.
 - 5) In AmIRC go to the SETUP window.
 - a) Go to the EVENTS page.
 - b) For PRIVATE MESSAGES enter 'rexx/xdcc.amirx PMSG' into the Rexx string gadget
 - c) For CTCP enter 'rexx/xdcc.amirx CTCP' into the Rexx string gadget [OPTIONAL]
 - d) For JOIN enter 'rexx/xdcc.amirx JOIN' into the Rexx string gadget to enable the auto-op feature.
 - e) You make configure a second running copy of AmIRC (make sure you have another copy running first) To NOT DeIconify or Beep on ANY events. You can set the GUI to use only minimal resources, etc. Then run save these prefs (FOR Amirc.2) - This will allow you to connect the XDCC Client and iconify it, letting it run in the background. You can even set it to ignore text from *!*@*. This works very well for me.
 - 6) In AmIRC go to the LISTS window.
 - a) Go to the ALIAS page.
 - b) Type into the string gadget "XDCC /RX REXX/XDCC.AMIRX %p"
 - 7) From the command line, you should be able to issue /xdcc commands
 - a) type /XDCC HELP for HELP
 - b) type /XDCC LIST for a list to yourself
 - c) check out the source to XDCC.AMIRX for other commands (in the Header)
 - 8) For /XDCC LIST and /XDCC INFO:
 - a) If you type just the command, output will be echoed to YOU
 - b) If you type a nick after the command, output will be sent to the nick
 - c) If you type # after the command, output will be sent to the current channel

I Hope this helps... people keep rushing me to finish everything. I would have waited longer... but... ;-) If something doesn't appear to work, try the {" Hints " Link "Hints" } section.

1.3 AmlrXDCC.guide/Hints

- 1) Files do not have to PHYSICALLY reside in xdcc: For example, if you have your HD structured something like this

```
AmiTCP:
  AmIRC/
    rexx/
      xdcc/      (this is where XDCC: is assigned)
```

```
PDFiles:
  File1      }\
  File2      } }-- You want to offer these files
  File3      }/
  Packet1/   } \___ And the files in these directories
  Packet2/   }/
```

You can simply do an "ASSIGN XDCC: PDFILES: ADD" and then add both the files and the packets AS IF THEY WERE IN XDCC: physically.

----->

2) If you use tool manager to run AmIRC, you either need to enter the Current Directory information in Toolmanager, or enter the entire path for aliases and events to the arexx script.

----->

3) Other reasons why things may not be working:

*A file in your xdcc:list may not be present in xdcc:

*If you tried to add a pack, you may not have added it with a trailing /

*make sure you typed in rexx/xdcc.amIRX and not rexx/xdcc.amIRC ;-)

1.4 AmlrXDCC.guide/Usage

OK... Here is the entire command list for AmIrXDCC broken down

Type /xdcc <COMMAND> <ARGS> to use any of these

```

HELP                                - See this help listing
    This will show you a local help file with all of these commands and
    the short descriptions.

ADD      <filename> <description> - Add a file to your list
    This allows you to add a file, or a pack, to your xdcc offer list.
    The file must reside in the logical directory "XDCC:"

    If you wish to add a pack, then you must make a directory in "XDCC:"
    which will be the name of the pack. (e.g. "XDCC:ArcsPack/"). To
    Add this pack, you would type "/xdcc ADD ArcsPack/ Amazing
    backgrounds, etc" NOTE! You must include the trailing slash!

OFFER    <filename> <desc>         - Same as ADD

LIST     [#|<nick>]                - Send list to channel (#) or nick
    This allows you to show a list of all files you are offering. Without
    any arguments, it gives a local list. If you supply the argument "#"
    it will {" dump the list to the current channel. " Link "Rules" }
    If you give a user's nick as an argument, the list will be sent to
    him/her as a private message.

NOTICE                                - Pulbic notice to channel (#) of offer
    This does the same as "/xdcc info #"

SEND     <nick> <pack #|file>      - To send file(s) to someone
    This manually sends a file to a user.

DEL      <filename|pack #>          - Removes the item from your list
REM      <filename|pack #>          - Same as DEL
DOFFER   <filename|pack #>          - Same as DEL
    These all remove a file or pack from a list.

FADD     <nick>                    - Add <nick> to your friends list
ADDF     <nick>                    - Same as FADD

```

These both take the host mask from <nick> and add it to your friends list. If SECURITY is ON, then this list will be queried to see who can list and get files from you. If KICK is on, then people who are not on your friends list will be kicked out of the channel (as long as you have OPs) (User MUST be online for this to work!)

FLIST - List your Friends
LISTF - Same as FLIST

Fairly simple...

FREM <number> - Remove someone from your friends list
FDEL <number> - Same as FREM
REMF <number> - Same as FREM

Removes someone from your friends list.

OPADD <nick> - Add <nick> to your friends list
ADDOP <nick> - Same as FADD

If you have ops, you have set OPSWITCH to ON, and you have setup the JOIN event, this will allow people on your opslst to request OPs, and also will give them OPs automagically when they join. Works the same as FADD.

OPLIST - List your Friends
LISTOP - Same as OPLIST

Like FLIST but for the OPs list.

OPREM <number> - Remove someone from your friends list
OPDEL <number> - Same as OPREM
REMOP <number> - Same as OPREM

Like FREM but for the OPs list.

SET SEC|KICK <ON|OFF> - Set the security or kick functions to on or off ↩
These set SECURITY and Auto-KICK to ON or OFF. If you set SECURITY to OFF, then it will also set KICK to OFF.

SET MAX <slots> - Set the maximum number of DCC slots
This sets the maximum number of DCC transfers to be going at one time. Once the slots have been filled, no more GET requests will be sent.

SET SWITCH <ON|OFF> - Set XDCC to ON or OFF
This allows you to turn XDCC to be ON or OFF.

SET OPSWITCH <ON|OFF> - Set AutoOP feature to ON or OFF
This does the same for the auto-OPs feature.

INFO [#|<nick>] - To show current settings
This shows just a header of information, telling how many files or packs you are offering, the status of SECURITY and KICK, and also how many slots are filled/available. "/XDCC INFO" with no arguments lists the information locally. With the argument "#" it will show the information to the channel. With a user's nick as an argument, then the information will be sent to the user. IT IS PREFERABLE TO USE "/XDCC INFO #" as opposed to "/XDCC LIST #!!!!"

----->

There are also a few default options you can set. You can either edit the script manually, and set the default values for SEC, KICK, MAX, SWITCH and OPSWITCH; or you can copy all the env: variables with XDCC as the first four letters of them to ENVARC:.

1.5 AmlrXDCC.guide/Rules

Just a few simple rules.

1) DON'T flood the channel with "/XDCC LIST #s!!! This will cause you to be kicked out of the channel often. If you wish to make people aware that you have files for offer, use "/XDCC NOTIFY." If they care to check out your list, they will.

2) Follow rule 1!

3) Don't turn the auto-op on if you're not an op. Likewise, don't turn kick on if you're not an op

1.6 AmlrXDCC.guide/History

V1.0 Dec 25, 1995:

This is the first version of the script for AmIRC. I discovered a new ARexx command in AmIRC 0.76Beta which allowed me to write a command structure around events. The most basic features were implemented, and it was quite hard for most people except me to set up.

V1.02 Dec 25, 1995:

I fixed a problem where two xdcc scripts would interfere with each other causing infinite loops.

V1.03 Dec 25, 1995:

Paladin and Stoebe took it upon themselves to change some of the commands to be more like Pheonix. They used 1.01 as a base, however...

V1.04 Dec 26, 1995:

I simply took V1.03 cosmetic changes and implemented them into V1.02 which had the loop bug fixed.

V1.10 Dec 26, 1995:

Somewhere overnight I added packet support. This allows users to offer multi-archive packets without needing to offer each packet individually.

V1.11 Dec 27, 1995:

Overnight, I added the packets, etc... this version cleans up a few version number errors in V1.10.

V1.20 Dec 27, 1995:

I added slots to AmIrXDCC so that there will be a user definable maximum number of DCC transfers going on at one time.

V1.30 Dec 28, 1995:

I have added OPLIST support and an extended HELP for local commands.
I also added switches for XDCC and OPs functions to turn them on or off.
This guide file is also new to Version 1.30.

1.7 AmlrXDCC.guide/Future

I don't know... I'll be going back to school where I don't have a whole hell of a lot of time for IRC ;-(in a few days. I doubt any huge new features will be added until next time I'm home... where I get to work on an 040 instead of a failing CD32/SX1 020 ;-/ What I might be able to do, though is:

Add MUI/Reqtools requesters for adding files, etc.
More EGGDROP like commands...
Better file inventory...
What do you think it needs?

1.8 AmlrXDCC.guide/Credits

SPECIAL SUPER-DUPER AMAZING WOW THANK's go to Oliver 'Olli' Wagner for making such an awesome IRC client for the Amiga!

Thanks to |Paladin| and Stoebe for the Phoenix command set.

Thanks to Goliath for the ASCII that you see at the beginning of this GUIDE.

Thanks to all my testers: Goliath, Arc, WildWong (/IGNORE! Damned Loop!), PhiR, ManFriday, t-rex, dave3, Stone-D, and the rest of you... you know who you are!

Thanks even go out to my competition who are still scrambling to get even the simplest commands working ;-). Without your being on my tail, most of the new commands would not have been done ;-)
