CLChatGUI

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Contents

Chapter 1

CLChatGUI

1.1 CLChatGUI.guide

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CLChatGUI
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Welcome to the CLChatGUI, a full-featured GUI client to the
CLChatSystem for AmiTCP. The CLChatSystem, which is originally
part of the Connectline BBS package, provides a multoi-server, IRC-like
chat system with multiple channels, private messaging, operator
privileges and more.

Within Connectline, also online user and Hydra file transfer protocol
chat user may join the chat. See the 'CLChatServer Documentation' for
more information about Connectline.

– Usage: –

```
  Connecting        Connecting to a server
  Using CLChatGUI   Doing chat
  Setup             Notification of events
  FileTransfer      Transfering files directly
  ARexx commands    ARexx commands
```

– other stuff: –

```
  Server Commands   List of standard server commands
  ARCnet            The Amiga Relay Chat Network
  Copyright         Copyrights, author info and updates
  History           Revision history
  Index
```

1.2 CLChatGUI.guide/Connecting

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Connecting
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Installation is fairly simply. Simply put the archive contents
somewhere on your harddisk. Note that you need MUI 2.3 or better!

Before you can use CLChatGUI, you must connect to a chat server running
CLChatD.

When started, CLChatGUI will prompt you for a server name and a port
number to connect to.

If you are connected to a LAN, you should ask your network adminstrator
for both server name and port number.

If you are connected to the Internet, you may try pluribus.wupper.de at
port 5555, but be warned that the Internet link of this machine is
temporary and generally down. See ARCnet for a good choice of servers
to connect to.

You must also specify a Nickname and your Realname. The nickname is a
kind of username used within the chat system. It may be up to 15 byte
long and must consist of letters, digits and the characters . and _.
The realname is used for informational purposes only.

Note that the server may reject your connection attempt because the
entered nickname is invalid or already in use by another chat user.
Change your nick and retry the connection.

Local chat
****

If you start the client on a machine running the CLChatServer, it will
not connect using AmiTCP, but directly link to the chat server to
reduce overhead.

If you want to avoid this behaviour, e.g. for testing purposes, start
CLChatGUI with the TCPMode keyword or specify the TCPMode tooltype.

1.3   CLChatGUI.guide/Using CLChatGUI

Using CLChatGUI
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After connecting to the chat server, the main window opens. It
consists of a channel selection gadget, a topic gadget, the main output
window, your input string gadget and the user operation gadget group.
It also features a menu bar with several options and shortcuts for
server commands.

You send text to the chat server by simply entering it in the input
gadget. Commands are also send to the server by entering them in the
input gadget. You may want to use the /HELP command to learn about
available server commands. The input gadget is normally automatically
activated; if it is not, simply press SPACE to activate it. A history
of the last 100 lines entered is kept; you may use Cursor/UP or

Cursor/DOWN for accessing entries in the history.

Changing channels is done by entering a new channel name in the channel
selection gadget. Note that the server will automatically create a
channel if it does not exist. Already existing channels may be selected
with the popup listview right of the channel gadget. The popup button
has a hidden keyboard shortcut h which opens the channel selection
listview.

If you have channel operator status, you may change the current
channel's topic by entering a new one in the topic gadget. The
contents of this gadget are automatically updated if someone else
changes the topic.

User operations
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The user listview displays all users currently logged into the chat
server and the name of the channel they are currently on. Users with
channel operator privilege are marked with a @, users with chat
operator privilege are marked with a ! before the name.

Double clicking on an entry in the user listview requests a /WHOIS user
command from the server. Pressing the Dialog button opens a special
so-called dialog window. A dialog window works much like the main
windows, but every text entered within a dialog window is send directly
as a private message to the user. Also, any incoming private messages
from this user are displayed in the dialog window and not the main
window. If the Auto checkbox is selected, a new dialog window is
created for the originator of every incoming private message.

If you have channel or chat operator privilege, you may also use the
OP, DEOP and KICK buttons to perform the requested operation on
the selected user.

Via the PING button you can request a PING request from the selected
user. If the user is running the GUI client, too, you will eventually
receive a reply stating the round-tripe time from you to the remote
user. This is usefull for TCP connections only.

If you have a TCP connection, you may also use the Send Files option to
directly send files to the remote user; see FileTransfer for more
information about this operation.

1.4 CLChatGUI.guide/Setup

Setup
*****

In the setup window, you may modify several operation attributes.

Autoconnect will cause an automatic connection attempt each time the
CLChatGUI is started.

Max. Number of Lines specifies how many lines of incoming text will be
stored for the output listview.

File Receive Path specifies the path you want incoming CLFT files to
go (See FileTransfer.).

The Event Handling checkboxes set the reaction of special events. You
may set Deiconify to automatically deiconify the application on the
given event, and DisplayBeep to just have the screen beep.

You may create several different configuration files using the Save...
and Load... items from the menu bar. If you create icons for the
configurations, you can start CLChatGUI by simply doubly clicking on
the configuration icon.

1.5 CLChatGUI.guide/FileTransfer

FileTransfer
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If you connect via AmiTCP, you may also use the CLFT protocol to
directly send files to users linked to the chat network (comparable to
the IRC 'DCC protocol'). Simply select the user you want to send to,
press the Send files button and a filerequester will open. You can also
directly drop Workbench icons onto the user listview to have the
correspending files to be send to the currently selected user.

When you have selected files, a CLFT request will be send to the
remote user, and the CLFT sender window will open on your side,
awaiting a connect from the receiving site. The receiver will then
eventually connect to you via TCP and grab the files offered to him.

If you receive incoming CLFT requests, a requester will open showing
you the originator of the request, the number of files to be send and a
list of the files to be transfered. You may accept or reject the
request, or you may change to destination directory. Use the
Setup window to change the default path in which incoming files are
stored. Incoming files are tagged with a filenote designating the
originator nick and IP address for later identification. If an equally
named file already exists, the file name is postpended with ".2", ".3"
etc.

You may abort file transfers at any time by clicking on the close
gadget of the receive or send window. All transfers currently waiting
or in progress will automatically terminate if you quite CLChatGUI.
Note that you cannot send files to users which are connected via TelNet
or the Connectline ANSI client.

1.6 CLChatGUI.guide/ARexx commands

ARexx commands
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CLChatGUI features an ARexx port. The port name is CLCHATCLIENT.nr,
with nr starting at 1 and increasing for every instance of the program
started.

Besides the builtin MUI commands (see the 'MUI User Guide'), CLChatGUI
current features two commands:

SEND TEXT/F
     Sends the given text string as it was entered in the input string
     gadget. Note that you may also send server commands this way.

RECONNECT
     Cause the CLChatGUI to reconnect to the current server.

1.7 CLChatGUI.guide/Server Commands

Server Commands
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Below is a list of normally available server commands. Don't forget to
use the /HELP command to learn if your server supports a different
command set.

    * /CHANNEL [name]
      Join or create a channel

    * /INFO [name]
      Show all or specific channel

    * /WHO
      List users in channel

    * /USERS
      List all users in chat. Note that the output from this command is
      silently interpreted by the client and not displayed in the output
      window.

    * /USERS S
      List all users in chat together with the servers they are on

    * /WHOIS nick
      Show info about user

    * /MSG nick msg
      Send private msg to nick

    * /NICK [nick]
      View or change your nick

    * /ME msg

            Send action string

      * /VERSION
        Show server version

      * /SERVER
        Show other servers connected to your local server

Operator only commands:

      * /OP nick
        Give operator state to nick

      * /DEOP nick
        Remove operator state from nick

      * /TOPIC topic
        Set topic of channel

      * /KICK nick reason
        Kick nick out of channel

There are also special Chat operator commands which are not visible to
the normal user or channel operator. Use the /HELP command to obtain
a list of chat operator commands directly from the server.

1.8 CLChatGUI.guide/ARCnet

ARCnet
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ARCnet, the Amiga Relay Chat Network, is a Internet based network of
CLChatServers available for public usage. As the time of writing, the
following servers were connected to the network:

      * ramiga.cts.com

      * will.achilles.net

      * online.via.nl

      * slip35-116.xs4all.nl

      * wizard.hip.cam.org

      * nverenin.extern.ucsd.edu

      * svcrppp27.epix.net

All servers run the CLChatServer on port 5555. Note that some of these
servers are not available for 24h/day.

1.9 CLChatGUI.guide/Copyright

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Copyright
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The CLChatSystem (CLChatServer, CLChatD , CLChatLink and CLChatGUI) is
(C) 1994-1995 Oliver Wagner, All Rights Reserved.

The package may be distributed freely as long as all files are
distributed as a whole archive and are not modified in any way.

CLChatGUI is a MUI application. MUI is (C) 1993-95 Stefan Stuntz.

AmiTCP is (C) 1994-1995 NSDI Inc.

Please send bug-reports, suggestions and comments via E-Mail to
o.wagner@pluribus.wupper.de.

Updates are placed on AmiNet; they can also be downloaded via anonymous
FTP directly from pluribus.wupper.de. You can also check out anonymous
FTP at the servers listed in the ARCnet reference if they have a better
link to your host.

1.10 CLChatGUI.guide/History

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History
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Version 1.7
        * Fixed a bug where small windows caused the the line formatter
          to loop infinitely

        * added /SERVERS command to server command menu

        * default setting was saved to ENVARC only, so attempting to
          load defaults without quitting caused the old defaults from
          ENV to be read in

Version 2.0
        * added CLFT file transfer capability

        * added /USERS S command to server command menu

        * miscellaneous internal fixes & cleanup work

        * now TCPMode can be used as a workbench icon tooltype, too

Version 2.1
        * scroller now does not jump to the bottom when new entries are
          appended if it not already was there.

        * smoothed out removing of lines in the main listview.

         * added PING option to test round trip time to another user.
           Note that his works with the GUI client only!

         * fixed workbench startup bug: always attempted to load the
           executable itself as a settings file thus ignoring any
           default settings in ENV:.

         * added new option Auto Reconnect to automatically attempt to
           reconnect if the server connections breaks down.

         * nick changes are now tracked and correspondending dialog
           windows are updated with the new nickname

         * changed ping frequency back to 15s to reduce IP load

         * miscellaneous internal fixes & cleanup work

Version 2.2 (internal)
Version 2.3
         * smoothed out scroller handling a bit; will now jump to the
           bottom on window resizes, and will jump as long as no more
           than two lines are scrolled up

         * file transfer tasks now run with priority 1 for maximum
           performance

         * added better icon created by 'NEUMANN'

         * minor speedup in listview display hook

         * added missing cycle chain for option window

Version 2.4
         * now activating any output window automatically actives the
           correspondending input string gadget

1.11 CLChatGUI.guide/Index

Index
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  ARCnet   ARCnet
  ARexx commands   ARexx commands
  Connecting   Connecting
  Copyright   Copyright
  FileTransfer   FileTransfer
  History   History
  Local chat   Connecting
  Server Commands   Server Commands
  Setup   Setup
  User operations   Using CLChatGUI
  Using CLChatGUI   Using CLChatGUI